Beyond the Beaches
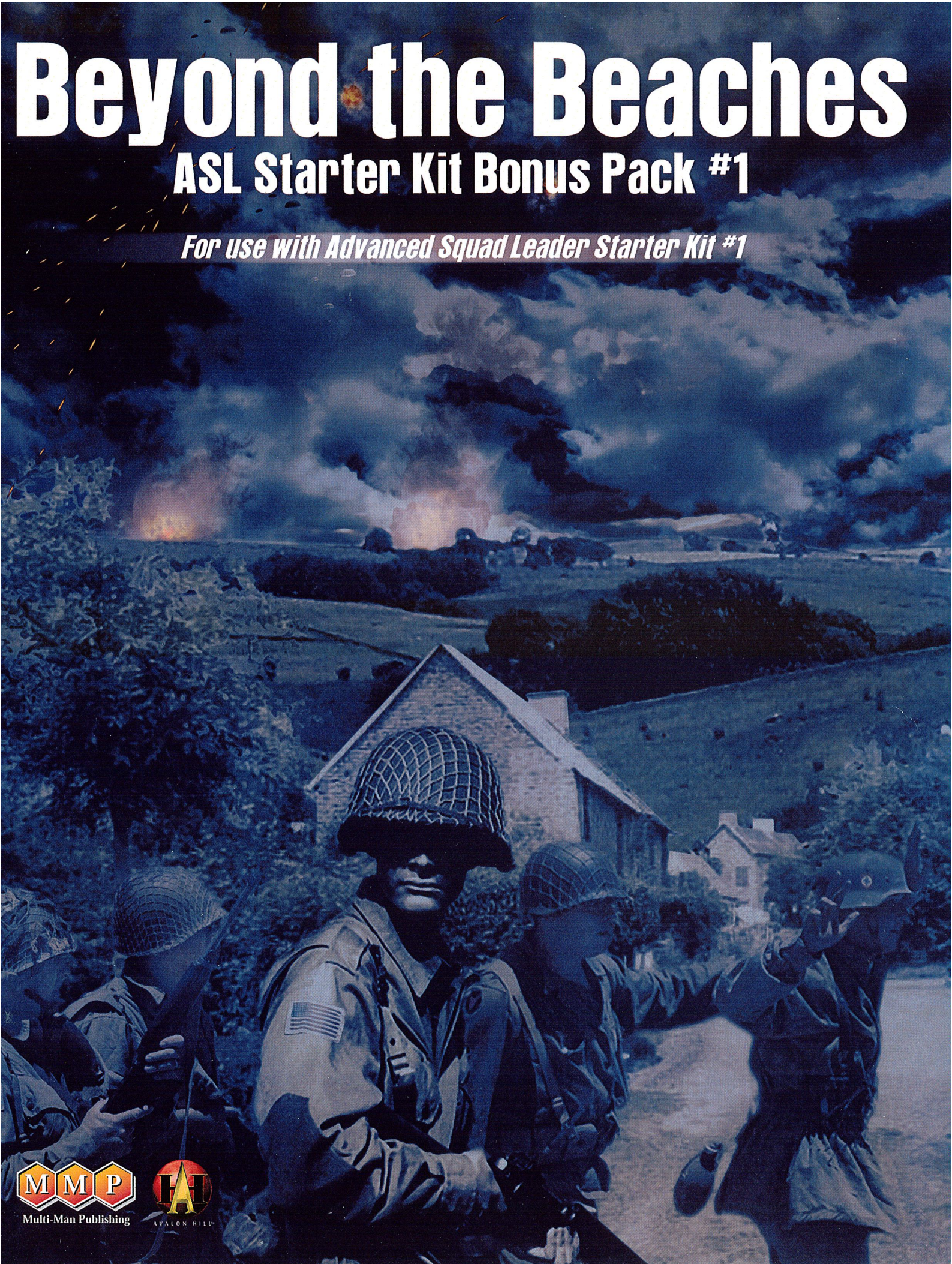
ASL Starter Kit Bonus Pack #1

For use with Advanced Squad Leader Starter Kit #1
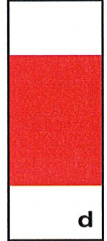
SINK'S ENCOURAGEMENT

ASL SCENARIO S41

Scenario Design: Ken Dunn

ST. COME DU MONT, FRANCE, June 8 1944: Colonel Robert Sink and his unit, the five-oh-sinks, were trying to break the German hold on the town of St. Come du Mont between Carentan and St Mere Eglise. To do this he maneuvered several units into a line east of the town including the first battalion of the the 506th Parachute Infantry. Sink realized that the men in his unit had been under constant pressure with little to no rest for 2 days and that they needed assistance breaking into St. Come du Mont. To help his dead tired men he arranged for as much help as he could find including an elaborate artillery barrage in an attempt to soften the way into town.

VICTORY CONDITIONS: The Americans win at game end if they Control all building hexes within 2 hexes of P6.

BOARD CONFIGURATION:

(Only hexrows H-Z are playable)

BALANCE:

✠ Replace one German LMG with a HMG.

☆ Add one 7-4-7 and one MMG to the American OB.

TURN RECORD CHART

	☆	1	2	3	4	5	END
✠ GERMAN Sets Up First							
☆ AMERICAN Moves First							

Elements of 1058th Regiment, 91st Luftlande Division [ELR: 3] setup in any hex numbered ≤ 8:
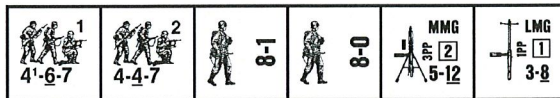
Elements of 506th Parachute Infantry Regiment, 101st Airborne Division [ELR: 5] enter along east edge on/after Turn 1:

SPECIAL RULES:

1. Prior to setup, the American player secretly records three hexes which are targets of an artillery strike. During the Turn 1 Prep Fire phase, the American player calls in each artillery strike. Place a Prep Fire marker in each of the three prerecorded hexes. For each marker, make a DR. If the colored dr is 1-4, the marker remains in that hex; if it is 5-6, the marker moves one hex as determined by the white die; 1 represents the hexside above the hex number, 2 the next hexside clockwise, etc. (For example, a 3 would move the marker from D6 to E7.) All units in the hex containing the marker and each of the six hexes surrounding it are immediately attacked on the 16FP column of the IFT

with a separate DR for each attacked hex. Following the attack, the marker is removed.
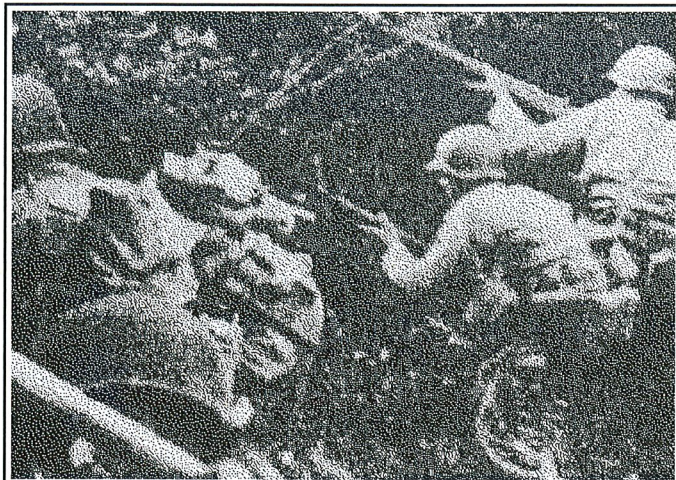
2. German 4-6-7s have a Smoke Exponent of 3.

AFTERMATH: The tired American paratroopers watched their first artillery barrage of the war pound the outskirts of the town for a full 10 minutes. Encouraged by this massive display of firepower they moved forward quickly only to find themselves stopped by their own artillery as the artillery barrage had not rolled forward quickly enough. This piecemeal advance allowed the German defenders to throw up a smokescreen and pull their outposts back in order coalesce a defense around the town. Sink's men would take the town but many of the defenders were allowed to withdraw to fight another day.

# ONE MORE HEDGEROW

ASL SCENARIO S42

Scenario Design: Chas Argent and Brian Youse

COUVAINS, FRANCE, 13 June, 1944: Both sides believed that St. Lo, a key crossroads astride the Vire River, was crucial to the defense of Normandy. The Germans were committed to defending the approaches to Hill 192 which commanded the Bayeux-St. Lo road. Despite heavy casualties on D-Day, the 29th Infantry Division remained in the forefront of the American drive from Omaha to St. Lo and was charged with crossing the Elle River and protecting the right flank of the 2nd Division as it advanced on Hill 192. The Elle was a small, fordable stream, only 10 feet wide, but the very steep and wooded southern bank gave good ground for well-concealed emplacements. Its crossing would involve a number of bitterly contested actions. The American V Corps had advanced rapidly since getting off of Omaha Beach on June 7th, but that was about to stop as the Battle for the Hedgerows had begun.

VICTORY CONDITIONS: The Americans win at game end by Controlling building hexes G5, J5, and J7.

BOARD CONFIGURATION:
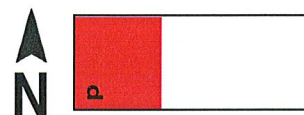
BALANCE:

⊕ Replace one 2-4-7 with one 4-6-7.

☆ Replace two 6-6-6s with five 3-4-6s.

(Only hexrows A-L are playable)

TURN RECORD CHART

⊕ GERMAN Sets Up First	☆ 1	2	3	4	5	6	END
☆ AMERICAN Moves First							

Elements of Infanterie Division 352 [ELR: 3] set up on/between hexrows E-L:

4¹·6-7	2-4-7	2-3-7	8-1	8-0	HMG 4FP 3 7-16	MMG 3FP 2 5-12	LMG 1FP 1 3-8
	4	**2**					**2**

Elements of 1st Battalion, 116th Infantry Regiment, 29th Infantry Division [ELR: 3] enter on Turn 1 along the west edge:

6³·6-6	9-1	7-0	MMG 3FP 2 4-10
7		**2**	

SPECIAL RULES:

1. Due to the dense nature of Normandy's bocage country, all Hedge hexsides have a TEM of +2 and can be crossed at a cost of 2+COT (instead of the normal hedge values of +1 TEM and a MF cost of 1+COT).

2. The Germans may set up all MMC (and any SMC/SW stacked with them) hidden in building, grain, and orchard hexes. Record their hexes secretly. Place the MMC (and their SMC/SW) onboard when they fire, move, or an American unit attempts to enter the hex, or an American attack against the hex obtains any result except NE on the IFT. If an American unit attempts to enter during its MPh, it is returned to its prior hex and its movement ends; if it attempts to enter during the RtPh, it must attempt to continue to Rout along a different path although Low Crawl is no longer available; if it enters in the APh, then it conducts Close Combat and the hidden unit gets a -2 on

the ambush dr if in a building or woods hex. An attack against a hidden unit is resolved as Area Fire with half FP on the IFT or for ordnance by adding a +2 DRM. A hidden unit may also reveal itself at any time.

AFTERMATH: On June 12th, the 115th Infantry Regiment jumped off with 1st and 3rd Battalions side-by-side. The 1st Battalion was stopped at the stream and the 3rd Battalion was forced to retreat back across the Elle, both suffering heavy losses from machine-guns hidden in the hedgerows. Commanding General Charles Gerhardt ordered the 116th Infantry Regiment out of Divisional reserve, and they attacked across the Elle that evening, catching the Germans unprepared. The next morning, coordinating its efforts with the 2d Division's attack just to the east, the 116th pressed the attack into St. Clair-sur-Elle and Couvains. Having struggled across the Elle and through fields surrounded by hedgerows, the GIs now had to face determined defenders ensconced in yet another village's stone buildings. After another tough battle saw the village secure, the 29th would once again plunge into the series of hedgerows leading to St. Lo; it would be another five weeks of bitter fighting, however, before St. Lo would fall.
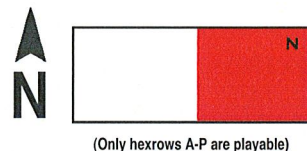
CLEARING CARENTAN

ASL SCENARIO S43

Scenario Design: Brian Youse

CARENTAN, FRANCE, 12 June 1944: The key to the initial assaults on the Cotentin Peninsula was the town of Carentan. Control of this vital town of approximately 4000 people would allow Utah and Omaha beach to be securely joined. At approximately 0530 on June 12th, elements of the 101st Airborne under command of artillery commander Brig. Gen. Anthony McAuliffe deployed for the attack scheduled to start at 0600. The initial assault instantly bogged down with well-sited machine gun fire pinning the paratroopers along the road into Carentan, but company commanders rallied their troops and quickly grabbed a foothold in town. Now came the difficult task of capturing the town as well-trained paratroopers began clearing building after building.

VICTORY CONDITIONS: The Americans win at game end by Controlling all buildings on/between hexrows D-J in hexes numbered ≤ 5.

BOARD CONFIGURATION:

(Only hexrows A-P are playable)

BALANCE:

🇩🇪 Replace the German 8-0 leader with a 9-1 leader.

☆ Add one 3-3-7 and one DC to the American OB.

TURN RECORD CHART

	☆	1	2	3	4	5	6	END
🇩🇪 GERMAN Sets Up First								
☆ AMERICAN Moves First								

Elements of Fallschirmjäger Regiment 6 [ELR: 5] set up in hexes numbered ≤ 7 (see SSR 1 and 2):

Elements of 506th Parachute Infantry Regiment, 101st Airborne Division [ELR: 5] set up in hexes numbered ≥ 8 (see SSR 3):
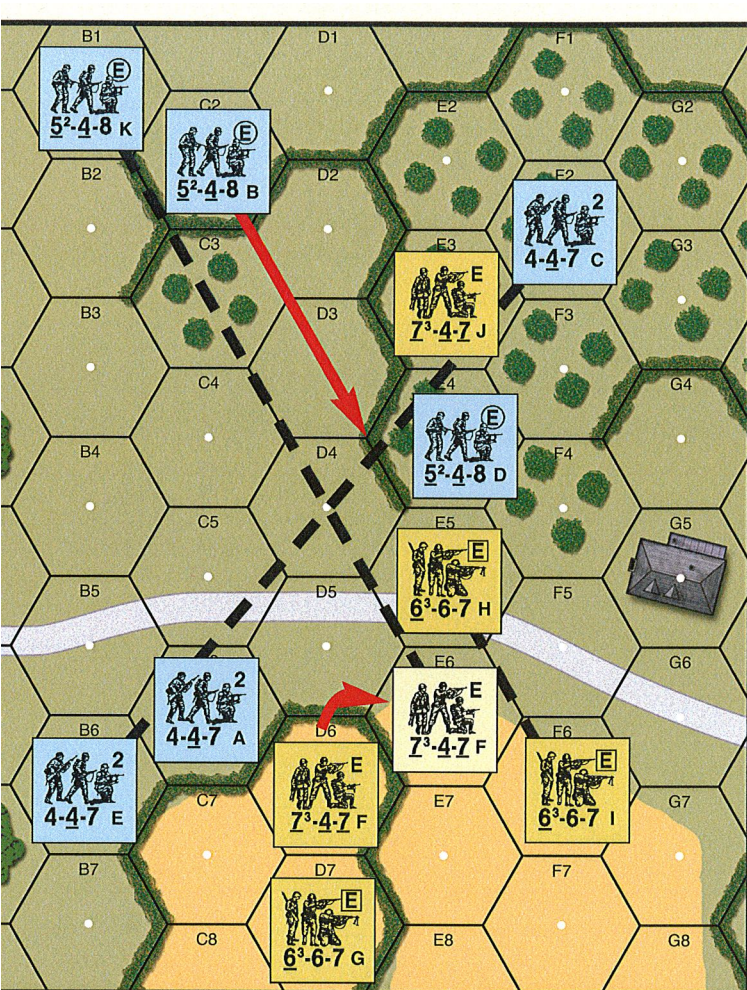

SPECIAL RULES:

1. The Germans may set up 2 MMC (and any SMC/SW stacked with them) hidden in building hexes. Record their hexes secretly. Place the MMC (and their SMC/SW) onboard when they fire, move, or an American unit attempts to enter the hex, or an American attack against the hex obtains any result except NE on the IFT. If an American unit attempts to enter during its MPh, it is returned to its prior hex and its movement ends; if it attempts to enter during the RtPh, it must attempt to continue to Rout along a different path although Low Crawl is no longer available; if it enters in the APh, then it conducts Close Combat and the hidden unit gets a -2 on the ambush dr if in a building hex. An attack against a hidden unit is resolved as Area Fire with half FP on the IFT. A hidden unit may also reveal itself at any time.

2. Prior to setup, the German player secretly records two hexes which may be targets of an artillery strike. Up to three times during the game at the start of the Prep Fire or Final Fire phase, the German player calls in an artillery strike. Place a Prep Fire or Final Fire marker in one of the two prerecorded hexes. Make a DR. If the colored dr is 1-4, the marker remains in that hex; if

it is 5-6, the marker moves one hex as determined by the white die; 1 represents the hexside above the hex number, 2 the next hexside clockwise, etc. (For example, a 3 would move the marker from D6 to E7.) All units in the hex containing the marker and each of the six hexes surrounding it are immediately attacked on the 16FP column of the IFT with a separate DR for each attacked hex. Following the attack, the marker is removed.

3. The Americans can use any available DC counter without penalty.

AFTERMATH: Once established in the town, the paratroopers divided up into small groups each of which began neutralizing German positions in buildings and alleys. Major von der Heydte, commander of the Fallschirmjägers and in charge of the defense of Carentan, had withdrawn most of the defenders from the town during the night to avoid being surrounded. The rearguard that remained, however, were seasoned troops and fought skillfully, including pre-registering key positions for artillery and mortar bombardments. Through the course of the morning, the paratroopers took position after position until the remaining Fallschirmjägers were forced to retreat out of town. While the next day would bring another German counterattack, this time featuring the feared SS, they would never again control Carentan.

HEDGE RULES

Any hexside containing a thick green line such as pB2-C3 is a hedge hexside. The thick terrain depiction, as well as the hexside itself (inclusive of vertices), represents the hedge and will affect any LOS through it.

LOS: Hedge hexsides are obstacles to same-level LOS unless the hedge hexside is part of the viewing/target hex. A hedge lying lengthwise (on a hexspine) exactly along a LOS is a LOS obstacle only if the hedge hexspine is not touching the viewing or target hex, or if touching one of the viewing/target hexes and the vertex opposite of the viewing/target hex has walls/hedges on all of its three hexspines.

TEM: The TEM of a hedge is +1 if the target is in the hex formed by that hexside/hexspine. The hedge TEM is NA for DC and mortar attacks but would negate FFMO and Interdiction for mortar attacks. Hedge TEM is not cumulative with positive TEM of other terrain in that hex, but airbursts can apply. If Good Order units of both sides are adjacent to a hedge hexside, only the side with the advantage receives TEM from the adjacent enemy on the other side. The first Good Order unit to share a hedge hexside with no Good Order enemy unit on the other side gains the advantage over that hexside. That side's units will then retain the advantage until the enemy steals the advantage by having the only Good Order unit to share that hexside.

MOVEMENT: The cost for Infantry to cross a hedge hexside is one MF plus the COT of the hex moved into. The cost for a fully-tracked vehicle to cross a hedge is 1 plus the COT; for an armored car the cost is 3 plus COT plus a Bog Check. An armored car failing a Bog Check for crossing a hedge is Bogged in the hex it attempted to leave.

ASL Starter Kit Hedge Examples (use map to left)

Grain is in season. U.S. Squad F was adjacent to the hedge before German Squad A was adjacent to the hedge.

Movement Examples:
U.S. squad F spends 2 MF to enter D5 or 2.5 MF to enter E6 (1 plus COT).

Line of Sight Examples:
Generally, you can see the hex immediately behind a hedge hexside, but cannot see beyond that hex. German Squad E can see German Squad D, but cannot see German Squad C. This also applies when LOS is traced along the hexside, not through the hexside. So, German Squad B can see U.S. Squad H, but cannot see U.S. Squad I. If American Squad F moved to E6, German squad K could still not see it (despite the LOS going along the B2-C2 hexspine) due to the C2/C3 or B2/C3 hexsides.

Combat Examples:
German Squad B receives the +1 hedge TEM when fired on by U.S. squad J.

German Squad B receives the +1 hedge TEM and the +1 Orchard hindrances from C3 and E4 when fired upon by U.S. Squad H. This is reciprocal should German Squad B fire at U.S. Squad H.

If American Squad F had a mortar, German Squad E would not receive the hedge TEM if fired on by U.S. Squad F's mortar, but would receive the TEM if fired on by U.S. Squad F itself.

If German Squad A moved to B6 and were fired on by U.S. Squad F's mortar, it would not receive TEM but would not be subject to FFMO.

Wall (and Hedge) Advantage Examples:
German Squad A receives the +1 hedge TEM when fired on by U.S. squad G; the +1 hindrance for C7 or D6 (not both) also applies. German Squad A does not receive the +1 hedge TEM when U.S. Squad F fires at them because U.S. Squad F was at the hedge first. So U.S. Squad F has "wall advantage" over German Squad A. If German squad E moves to C6, it would not receive the +1 hedge TEM from an attack by American squad F and would be subject to FFMO for that attack. If American squads F and G were to firegroup, German squad A would receive the +1 hedge TEM vs that attack.

If U.S. Squad F were to break, "wall advantage" would immediately change hands to German Squad A. If American squad G then moved to D6, it too would not receive the +1 hedge TEM from an attack by German squad A.