TIPS FOR ASL TANKERS: DEFEATING ENEMY ARMAR CRITICAL HIT!

HIGH GROUND AT CHEUX

NEAR CHEUX, South of Norrey, FRANCE, 11 June 1944: The Canadian 1st Hussars were in support of the Queen's Own Rifles on this day in the right sector. The objective was some terrain described in the Official Canadian Army history of WW II as "commanding ground near Cheux, south of Norrey". The Queen's Own Rifles attacked through the 7th Brigade with strong armor support. The attack gained ground as far as Le Mesnil-Patry but was "stopped in its tracks by very heavy opposition". The 1st Hussars and the Queen's Own both suffered high casualties in this latest skirmish with the Panthers of the 12th SS *Hitlerjugend*.

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The Canadian must have ≥ 1 AFV with functioning MA on any hill hex at Game End or the side that earns more CVP wins. SCENARIO SPECIAL RULES:

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1. EC are Moderate with a Mild Breeze blowing from the north-west for the entire game (i.e., Wind Change DR NA). SAN is 0 for both sides. Boresighting NA. 2. Both sides *must* roll to Repair any MA/SA/MG during each subsequent RPh after any weapon malfunction. However, MA *only* malfunction on a subsequent dr of ≥ 4 , which is rolled *secretly* (under a cup) after an original 12 DR. The AFV is then marked with a malfunctioned marker and the owning player may make "fake" Repair rolls on AFV so marked [The intent of this rule is to increase Fog of War].



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FIGHTING ALONG THE MIUS

STEPANOVKA, Along the River Mius, RUSSIA, 30 July 1943: The extraction of the SS Panzerkorps following the cessation of Operation Zitadelle did not follow immediately. Part of the Soviet counter-offensive, driving forward along both flanks of the Kursk salient, struck hard at Hausser's SS Panzer units holding the River Mius. German tanker Heid Ruehl, in No. 2 OP Panzer is quoted in Lucas' "Das Reich" as recalling an action of two platoons of No. 16 Company, 2nd Battalion of the *Deutschland* Regiment. The Tigers 'surrounded' Ruehl, and were 'widely spread out' and 'soon taken under well directed fire'. As Ruehl was heading off the battlefield, his OP tank hit, he saw the results of this engagement: 13 Soviet T-34s were wiped out, 'lined up like beads on a necklace'. German SPs had come up to support the panzers and drive this enemy thrust back.

BOARD CONFIGURATION AND ENTRY:

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VICTORY CONDITIONS: The side earning the most CVP by Game End wins. The winner must earn a minimum of \geq 16 CVP. Any other result is a draw. SCENARIO SPECIAL RULES:

 EC are Moderate No Wind for the entire game (i.e., Wind Change DR NA). SAN is 0 for both sides.
Poth sides mention is 0.

2. Both sides *must* roll to Repair any MA/SA/MG during each subsequent RPh after any weapon malfunction. However, MA *only* malfunction on a subsequent dr of \geq 4, which is rolled *secretly* (under a cup) after an original 12 DR. The AFV is then marked with a malfunctioned marker and the owning player may make "fake" Repair rolls on AFV so marked [The intent of this rule is to increase Fog of War].

