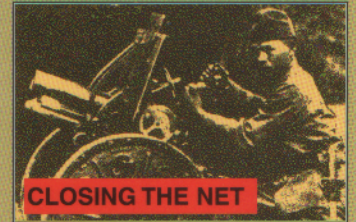


ASL ACTION PACK #2



RED STORM



CLOSING THE NET



CREAM OF THE CROP



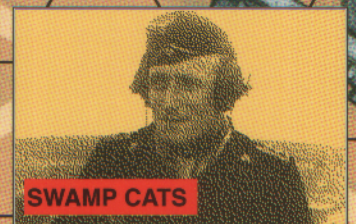
DANGER FORWARD



SHIELDING MOSCOW



ACE IN THE HOLE



SWAMP CATS

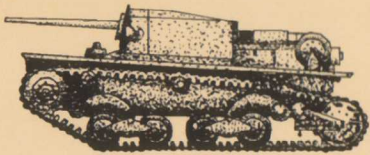


BROKEN BAMBOO

8 Scenarios for Boards 46 & 47 Overrun Flowchart New Terrain Rules



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Overrun Flowchart

Vehicle prepares to enter Defender's Location

- If the Location contains any Known enemy units, any OVR must be declared before entering
- In order to OVR, vehicle must not have Bounding First Fired (other than prior OVR)

Vehicle enters Defender's Location

- Only fully-tracked CT BU AFV may enter a Building [B23.41]
- Only BU AFV may enter a non-Collapsed Hut [G5.4]
- OVR NA from Bypass [A12.42] (EXC: vs Bypass units), via Reverse Movement [D7.13], or in Lumberyard hex [B23.211]

Expend MP for entry: OVR: 1/4 printed MP (FRU [D7.1]) + COT
Non-OVR: COT

Concealed Personnel in the Location must* either:

- Drop Concealment, *or*
 - Take one combined PAATC using the lowest Morale in the stack [A12.41]. Leadership applies.
 - ◆ PAATC NA for SMC, Beserk, Fanatic, IJA
 - ◆ 1PAATC if Inexperienced, non-Elite GMD Chinese, non-Elite Italians, Allied/Axis Minors
 - ◆ Dummy stacks use ML 7 for PAATC as printed on ? counter
- Pass: retain Concealment
Fail: lose Concealment and Pinned [A11.6]



* Concealment is retained without a PAATC if the entering vehicle is "broken" [A12.1] or uses Bypass or a Woods-Road [A12.41].

Defensive Fire Options Before OVR:

	CC RF	IFT ^a	LATW ^{c,d}	Gun ^{d,i,o}
Unmarked	No	✓	✓	✓
First Fired	No	✓	✓ ^k	✓ ^j
Final/Intensive Fired ^l	No	✓	No	✓ ^j
Pinned	No	✓	✓ ^f	✓ ^f

Vehicle Elim or Immob (including Shock, Stun, and crew K/KIA/Break) does not prevent an already-announced OVR but does halve its FP. Pin results and effects vs Passengers/Riders (only) do not affect OVR.

Resolve OVR vs unarmored units (including Vulnerable PRC) in the location

OVR FP = Base 4 (AFV with usable MA not MG/FT/IFE/ATR/MTR) *or*
2 (other AFV, unarmored bulldozer) *or*
1 (unarmored vehicle, motorcycle sidecar)
+ FT firepower

$$+ \frac{3}{2} * \left[\frac{1}{2} * (\text{Riders} + \text{non-BU Passengers not in armored HT}) \right]$$

- FP halved if vehicle Eliminated or immobilized (inc. Shock/Stun, crew K/KIA/Break) in DFF before OVR
- OVR FP halved vs Concealed target
- Check for Random SW Destruction [A9.74] on an OVR KIA (-1 drm if fully-tracked)
- If no Personnel are in the Location, SW/Guns in the Location are eliminated [A9.74]
- Sanger and Gun inside are automatically eliminated if OVR by a fully-tracked Mobile AFV [F8.41] or if OVR result is a final KIA

OVR DRMs:

- Armor Leader or Passenger Leader directing Passengers
- TEM (NA if only FT firepower is used [D7.15], Crest TEM NA [B20.92])
- Smoke
- -1 DRM vs Inf/Cav in Open Ground (including Entrenchments, Emplacements, Shellhole, vehicle, Wreck, Bridge, Wall, Hedge, Bocage, Smoke)
- +2 DRM for Motion vehicle targets and their Vulnerable PRC

Defensive Fire Options After OVR: (Reaction Fire)

	CC RF ^b	IFT ^{a,e}	LATW ^{c,e}	Gun ^{e,n}
Unmarked	✓	✓	✓	✓
First Fired	✓ ^g	✓	✓ ^k	✓ ^{l,m,o}
Final/Intensive Fired ^{l,m}	✓ ^g	✓	✓	No
Pinned	No ^p	✓	✓ ^f	✓ ^f

Terrain Effects

Check for:

- ☐ Bog [D8.2]
- ☐ Rubble cdr ≤ 0 on Bog Check DR (-1 drm each for Wooden Building, Single Story House) [B23.41]
- ☐ Fall into Cellar - original 6 on Bog Check cdr
- ☐ Hut Collapse - automatic if AFV enters [G5.4] - All units take PTC [G5.5]
- ☐ Place partial Trail Break [B13.421] in Woods, Jungle, or Bamboo if Fully-Tracked AFV is still Mobile

Defensive First Fire is allowed vs this MP expenditure, DFF from outside the vehicle's hex is performed normally. In-hex DFF options vary depending on whether an OVR was declared upon entry.

No Overrun

Defensive Fire Options with no OVR:

	CC RF ^b	IFT ^{a,q}	LATW ^{c,d,q}	Gun ^{d,i,q}
Unmarked	✓ ^h	✓	✓	✓
First Fired	✓ ^g	✓	✓ ^k	✓
Final/Intensive Fired ^l	✓ ^g	✓	No	No
Pinned	No	✓	✓ ^f	✓ ^f

If there were no Known enemy units in the Location when the Vehicle entered, it may now declare an OVR if still Mobile with sufficient MP. Defensive First Fire is allowed vs this second MP expenditure. DFF from outside the vehicle's hex is performed normally.

No Overrun

Vehicular Bounding First Fire Options

	Stopped	Non-Stopped ^u
MG/IFE/Passengers of CE Armored HT ^{r,s}	3/2 FP	3/4 FP
Riders/non-BU Passengers not in armored HT ^{r,s,l}	3/4 FP	3/8 FP
FT	Full FP	1/2 FP

Ordnance:

- TH Case E and C-C4 as appropriate [C5.5]
- Area Target Type NA [C3.33]

BFF From Bypass

- Only turreted weapons pointing toward side TCA are available [D2.32]
- Case A applies [EXC: Stabilized Gun firing at Acquired Target or CMG/IFE firing at same target as last fired on [D2.321]

BFF Footnotes:

- r – TPBF (A7.21)
- s – Bounding Fire [D3.31]
- t – Mounted Fire [D6.1]
- u – Motion Fire [D2.42]

Vehicle may exit if able

- Complete Trail Break [B13.421] as fully-tracked AFV exits Woods, Jungle, or Bamboo
- Vehicle must exit the Location before conducting another OVR

Staying in the Location:

- Vehicle must be able to Shock/Elim an enemy AFV on an original TK/IFT DR of 5 in order to stay in that AFV's hex [D2.6]
- Random SW Destruction for unpossessed or non-portable SW/Guns not in Pillbox/Entrenchment when OVR by a fully-tracked AFV if it ends the MPH in the Location [A9.74]
- Concealed/HIP units are revealed if an "unbroken" vehicle [A12.1] ends the MPH in Bypass of their Location [A12.42]
- All units are marked with a CC counter and are bound by TPBF Target Selection Limits [A7.212] [EXC: vs Unknown unit or unarmored vehicle with no Vulnerable PRC]
- Surviving units are eligible to attack in the CCPh if able

Defensive Fire Footnotes

- a TPBF vs unarmored vehicle and Vulnerable PRC (including those BU in OT AFV).
- b PAATC [D7.21] required vs AFV if the unit is not exempt and has not yet taken a PAATC vs this vehicle in this phase. Failure of this PAATC Pins the unit and prohibits Reaction Fire [EXC: footnote m]. After performing a CC RF attack, mark the unit and all of its SW/Guns with First/Final Fire as appropriate; if the vehicle survives, mark the defending unit with CC to prohibit further non-CC RF attacks.
- c Including SW Ordnance and unpinned FT, MG, DC, MOL. (MOL NA for Infantry marked with First/Final Fire) (PF NA in SFF/FPF)
- d Vehicle target facing determined by the TH cdr: [1-2: rear 3-4: side 5-6: front] [D3.2]. Underbelly Hits [D4.3] possible vs vehicle crossing Wall/Bocage/Dune Crest or exiting Depression (Gully/Stream/Wadi) via non-Depression hexside, or vs fully-tracked AFV OVRing a Sanger.
- e Non-CC RF uses the vehicle's rear target facing (Underbelly Hits NA). NA if unit marked with CC.
- f TH Case D also applies. ROF, FT, MG, MOL, and DC usage all NA.
- g CCV reduced by 1 because unit was marked with First/Final Fire. Ambush vs Bypass Vehicle NA.
- h Automatic Ambush vs Bypass vehicle [A11.8] unless Defender possesses a SW/Gun that is marked with First/Final Fire [D7.211]

- i Using TH Case E and (if applicable) TH Case A. The Gun's CA must change to include the hexside being crossed by the entering AFV, therefore the shot is NA if the Gun cannot do so (fixed CA due to previously firing from Woods/Bldg/Rubble, Pinned Crew, etc.)
- j Intensive Fire (TH Case F), one shot only, then mark with No Fire. NA for No-IF/No-Fire Guns.
- k Only for squads still able to First Fire a SW without using it as SFF/FPF. LATW marked with First Fire may not fire in SFF/FPF.
- l Resolved as FPF [A8.31]
- m Reaction Fire mandatory [EXC: vs unarmored vehicle with no PRC], even if Pinned [D7.212]
- n Must turn CA to match vehicle's VCA, but TH Cases A and E are NA [D7.22]. NA if Gun cannot change CA (fixed CA due to previously firing from Woods/Bldg/Rubble, Pinned Crew, etc.).
- o OVR Prevention [C5.64]/ Non-CC Reaction Fire [D7.23]. The Original TH DR acts as an NMC vs its manning Infantry. If the manning Infantry is Pinned or Broken as a result of this NMC, the TH attempt is voided (except for any malfunction result).
- p Unless marked with Final Fire or Intensive Fire and thus required to Reaction Fire per footnote m
- q Attacker may declare Gun Duel vs this type of defensive fire [C2.2401]

RED STORM



ASL SCENARIO AP9

Scenario Design: Bill Sisler



VICTORY CONDITIONS: The Russians win at game end if they Control all multi-hex buildings [EXC: 46J6].

ALT LANGSOW, GERMANY, 16 April 1945: The battle for the Seelow Heights on the outskirts of Berlin would be the battle upon which the fate of the capital would rest. On 16 April at 0300 hours, a massive array of Soviet artillery opened fire along the front. Searchlights were switched on to signal the general advance and, as in the Revolution of 1917, troops advanced with morale-boosting banners flying. The Germans, expecting the onslaught, had abandoned their first line of defense, so that the main weight of the barrage fell on empty positions. Then the searchlights, which were blinding the Soviet troops more than lighting up German positions, were extinguished. Many units then waited until morning—after the murk and haze created by the heavy barrage had settled—to continue the attack.

BOARD CONFIGURATION:



		10	17
OG1	X15	St1	St2
St3		6	
46	41		

BALANCE:

☛ Add one PaK 40 75L AT and one 2-2-8 crew to the German OB.

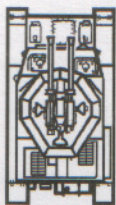
★ In the Victory Conditions, change "all" to "≥ 17 of the 20".

TURN RECORD CHART

☛ GERMAN Sets Up First [180]	★	1	2	3	4	5	6	7	8	9	10	11	END
★ RUSSIAN Moves First [221]													



Elements of Panzer Bataillon 8 and Panzergrenadier Bataillon 2 "Müncheberg" [ELR: 2] set up on board(s) 10/41/46 ≤ 2 hexes from any building hexes: {SAN: 4}



5-4-8	4-6-8	4-6-7	4-4-7	5-1	5-1	5-1	5-1	7-16	5-12	3-8	12-4	30-1
2	4	6	6						2	3		
13 3/5/2	14 3/-/*	15 2/1										
6	2											



Reinforced elements of the 1052nd Rifle Regiment [ELR: 4] set up on board 17 in hexes numbered ≤ 5: {SAN: 3}



4-5-8	5-2-7	4-4-7	2-4-8	10-2	5-1	5-1	5-1	8-16	6-12	2-8	30-1
9	6	10	2		2					4	
16 1/4	16 2/4	16 4/1	25								
3	3	4	3								

Enter on/after Turn 1 along the east edge of board 17:

SPECIAL RULES:

1. EC are Moist, with no wind at start. All streams are flooded (B20.44), the ground is soft (D8.21), and all roads are paved.
2. Place overlays as follows: 6 on board 10S2-S1; St3 on 46T3-T4; St1 on 10K4-K5; St2 on 17O6-N6; OG1 on 46V8; and X15 on 41V4-W4. Two-lane stone bridges, (B6.1) connecting their respective roads exist in each of hexes 46Q3, 46T5, 10J1 and 17O5.
3. The Germans suffer from Ammunition Shortage (A19.131) and may set up concealed in Concealment Terrain regardless of LOS.
4. The Russians receive one module of 120+mm OBA (HE and Smoke) with

Plentiful Ammunition, directed by an Offboard Observer (C1.63) at level 3 in a hex along the east edge of the playing area secretly recorded prior to German setup.

AFTERMATH: After the initial confusion, the Soviet armies began to advance. In the Letschin sector, in towns such as Alt Langsow, the Third and Fifth Shock Armies contested the main line of German resistance. Progress proved uneven against the determined defenders. Giving the Germans a good pounding, the Soviets forced them back several miles, yet failed to breach the defensive lines. The attackers suffered heavy casualties but finally, on 19 April, after heavy, bitter fighting, the Red Army broke through the Seelow Heights, sealing the fate of Berlin and spelling an early end to the Thousand Year Reich.

CLOSING THE NET

ASL SCENARIO AP10

Scenario Design: Bill Sisler



GUADALCANAL, SOLOMON ISLANDS, 15 January 1943: The final offensive to clear Guadalcanal of its remaining Japanese troops was underway. Beginning on 12 January, the 2nd Marine Division assaulted the coastal sector to the north of the Army's 25th Division, from Hill 66 to Point Cruz. This area had been impregnable since the previous November. The Marines attacked in echelon from left to right (south to north), so that each unit could then clear a lane for the next and, eventually, gain entry to the rear of the Japanese positions. By 15 January, however, the Marines had run into heavy resistance.

BOARD CONFIGURATION:



		Hi2
47		X26
	Wd3	
39		

VICTORY CONDITIONS: The Americans win at game end if they have amassed more Victory Points than the Japanese. In addition to amassing CVP normally, both sides receive VP (calculated as Exit VP, but excluding prisoners) at game end for unbroken units on Board 47 on/west-of hexrow P; additionally, the Americans receive 1 1/2 times the normal Exit VP (excluding prisoners) for units Exited along the north edge of Board 47 on/west-of hexrow P.

BALANCE:

- ☆ Add one American FT to either group in the American OB.
- In the Japanese OB, replace two 3-4-7s with two 4-4-8s.

TURN RECORD CHART

● JAPANESE Sets Up First [316]	☆	1	2	3	4	5	6	7	8	9	END
☆ AMERICAN Moves First [336]											

Elements of the 4th and 16th Infantry Regiments, Sendai Division [ELR: 3] set up on/northwest-of (Alternate) Hex Grain 47Z0-39Z6-39A6: {SAN: 4}

6 10 6 3 2 4 3 2

In hex 39U4 with all units IN the Pillbox:

2 2 2 CA: U3/V3

Elements of the 2nd Marine Division [ELR: 5] set-up/enter as indicated (see SSR 3): {SAN: 3}

GROUP A 1st Battalion, 8th Regiment set up on Board 47 on/east-of hexrow CC or enter along the east edge of Board 47:

10

GROUP B 2nd Battalion, 6th Regiment set up on Board 39 on/west-of hexrow Q in hexes numbered ≥ 8 or enter along the south edge of Board 39 on/west-of hexrow Q:

11 2 3 2

SPECIAL RULES:

- EC are Moist, with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1) [EXC: all orchards are shellholes; there is neither a bridge nor a ford in hex 39P9].
- Place overlays **Hi2** on 47AA1-AA2; **X26** on 47AA4-BB3; and **Wd3** on 39H1-H2. On overlay X26, all Level 1 hexes are considered to be at Level 0, and all Level 0 hexes at Level -1; other terrain in these hexes exists normally at these new levels [EXC: cliffs on overlay X26 do not exist].
- Prior to Japanese setup, the Americans must secretly record which group, A or B, will set up on board; the other group must then enter on Turn 1. Each group sets-up/enters in/along its designated area.

AFTERMATH: The 8th Marines encountered tough resistance from two Japanese regiments dug into the northern slopes of Hills 83 and 84. Along the coast, a tank-supported attack failed to break through the Japanese line. From their positions on the left, the 6th Marines pushed north to flank the Japanese in front of the 8th Marines. Sensing the fragility of his position, General Maruyama ordered his troops to withdraw about a kilometer. Both regiments retired in an orderly fashion, reaching their reserve positions by the morning of the 16th. The withdrawal came too late, though, as the majority of Japanese soldiers were eventually caught in the rapidly closing Marine net.

SWAMP CATS

ASL SCENARIO AP11

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Russians win at game end if they Control the bridge in hex 13K6 and all multi-Location buildings.

SMORGON, RUSSIA, 3 JULY 1944: With the imminent loss of Minsk, even Hitler realized that Army Group Center was in deep trouble and only headed for more. He sacked Field Marshall Busch and allowed Field Marshall Model to release the veteran 5th Panzer Division from Army Group North in hopes that the 5th Guards Tank Army's drive to Vilnius could at least be slowed. Model wasn't known as the "Führer's Fireman" for nothing. The 5th Panzer Division, with 70 Panthers and 55 MkIVs—along with 20 Tigers of *Schwere Panzerabteilung* 505—took up positions around Molodechno, tasked with the job of holding the Minsk-Vilnius highway to allow at least part of Army Group Center to escape encirclement and regroup behind Vilnius.

BOARD CONFIGURATION:

	13		42
	X21		
		M5	47
46		M2	

(Only hexrows R-GG on boards 42, 46 and 47, and A-P on board 13 are playable)

BALANCE:

✚ Add one PzVIE(L) to the German Turn 2 reinforcements.

★ Russian Air Support is in the form of two FB with bombs arriving automatically on Turn 3.

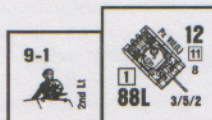
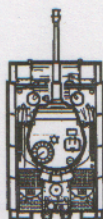
TURN RECORD CHART

✚ GERMAN Sets Up First [140]	★ 1	2	3	★ 4	5	6	7	8	END
★ RUSSIAN Moves First [202]									



Elements of Panzergrenadier Regiment 13, Panzer Division 5 [ELR: 3] set up on/west-of Hex Grain 46X10-13J10 (See SSR 5): {SAN: 4}

4 ² -6-8	2-4-8	2-2	1-8	1-8	5-12	3-8	12-4	7 morale	15 16 6 3/5/2	16 1 1 3 3/5/2	16 1 1 1 3/5/2
10	2	2			3		6				2



Elements of *Schwere Panzer Abteilung* 505 enter on Turn 2 along the west edge of the playing area:



Elements of the 3rd Guards Tank Corps [ELR: 3] set up on/east-of Hex Grain 42BB10-47BB0: {SAN: 2}

6-2-8	4-5-8	2-4-8	2-2	1-8	1-8	4-10	2-8	30-20	30-1	14 4 2/4
3	5	2				2		2		4

Reinforcing elements of the 3rd Guards Tank Corps enter on Turn 1 along the east edge of the playing area:

6-2-8	4-5-8	2-4-8	1-8	1-8	6-12	2-8	30-20	11 11	11 11 11 11 11	17 17 17 17 17
3	5	2			2		2		2	



SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays M5 on 47EE10-FF9; M2 on 46FF9-GG10; and X27 on 13J2-K3.
- All Bog Checks receive the Soft Ground DRM (D8.21) [EXC: if on a road or in a building Location]. Any Open Ground hex at Level 0 or lower and adjacent to a pond hex is a Bog hex requiring a Bog Check of any vehicle entering it along a non-road hexside.
- All printed terrain that is not in play remains in effect for "offboard" movement/entry purposes.
- The Germans may use HIP for one squad-equivalent and any SMC/SW set up with it.

- The Russians receive Air Support, which arrives automatically on Turn 4 in the form of one FB with bombs and one FB with no bombs. Use British Sherman III(a) for the lend lease Shermans in the Russian OB [EXC: WP is NA].
- The Russian force is Elite (C8.2).

AFTERMATH: The 13th *Panzergrenadier* Regiment's mission was to hold open the road east of Radoshkovichi. Once the rest of General Decker's 5th Panzer Division had assembled behind the 13th, the entire division was to counterattack to the southwest. The counterstroke was continuously postponed, however, due to lack of fuel. During the next week fighting raged up and down the Radoshkovichi-Molodechno-Smorgon highway with each side attacking and counterattacking as opportunities arose. By 9 July the 5th Panzer and Pzabt. 505 had destroyed close to 500 Soviet tanks and assault guns but suffered correspondingly high losses itself. The 5th Guards halted at the Vistula, primarily due to exhaustion, but also in no small part due to the efforts of the 5th Panzer and its attached Tigers.

CREAM OF THE CROP

ASL SCENARIO AP12

Scenario Design: Rick Troha



Near the BUG RIVER, USSR, 23 June 1941: Assault gun crews were highly trained, elite artillery units assigned to provide close fire support to the Infantry. All assault gun crews were volunteers up until 1944 and had proven in pre-war trials to be more accurate gunners than tank crews. In addition to close fire support, they also provided additional anti-tank capability. On the second day of Barbarossa, a German infantry unit was behind schedule in securing its objective, a Russian village near the Bug river. An assault gun platoon was sent forward to provide the necessary firepower. After the platoon leader conferred with the infantry commander, the Germans launched their coordinated attack.

BOARD CONFIGURATION:



43
46
42

BALANCE:

- ☛ Add one 4-6-7 to the German OB and replace the German 9-1 with a 9-2.
- ★ Add one T-60 M40 to the Russian reinforcement group.

VICTORY CONDITIONS: The Germans win at game end if they Control more board 46 building Locations on/between hexrows T-FF than the Russians.

TURN RECORD CHART

★ RUSSIAN Sets Up First [70]	1	2	3★	4	5	6	7	END
☛ GERMAN Moves First [117]								

Elements of the 6th Soviet Army [ELR: 3] set up on/east-of Hex Grain 43R1-42R10: {SAN: 4}



4-4-7	5-2-7	1-1	1-1	2-10	1-2	1-12	12 76 2/4 ¹²
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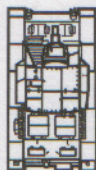
7 3

Enter on turn 3 along the east edge of the playing area:

15 20LL(4) -/2

3

Elements of Panzergruppe 2 [ELR: 4] set up on/west-of Hex Grain 43P1-42P10: {SAN: 3}



4-6-8	4-6-7	2-4-7	9-1	8-1	8-1	2-12	3-8	1-12	50* [2-10]	9-1	14 75*
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3 7 2 2 2 2 3 3

SPECIAL RULES:

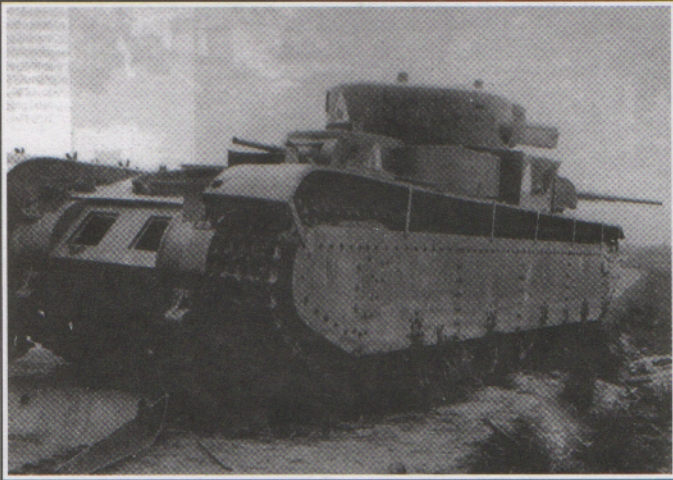
- EC are Moderate, with no wind at start. Kindling is NA.
- All buildings are wooden and no building has an upper level.
- The German force is Elite (C8.2).
- Crews may not voluntarily Abandon their vehicle.

AFTERMATH: The assault guns preceded the infantry into the village firing at targets of opportunity as they presented themselves. As they rounded a corner they were faced with a Russian heavy tank, which they proceeded to dispatch with three shots. When they reached the far side of the village, they spotted three Russian T-60s counterattacking. These were quickly eliminated. In the second phase of the battle, outside the village, the three assault guns destroyed 40 T-60s.

SHIELDING MOSCOW

ASL SCENARIO AP13

Scenario Design: R.J. Jenulis



KHIMKI, RUSSIA, 3 December 1941: The battle for Russia had brought the German Army to the outskirts of Moscow by early autumn. On 26 September Hitler had ordered Operation Typhoon, the offensive designed to bring the Russian capital under German control. Mud and frigid temperatures, as well as strengthening Russian defenses, paralyzed the German offensive. On 2 December a German reconnaissance battalion of the 35th Infantry Division advanced into Khimki, a suburb of Moscow northwest of the city. The men of the 35th had advanced closer to Moscow than any other German unit—the spires of the Kremlin were in sight. The next morning the Russians, in an attempt to shield Moscow, attacked the invaders.

BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

BALANCE:

★ Add two Russian LMG to the Russian OB.

✚ In the German OB, add one 4-6-7 and replace the 9-1 with one 9-2.

VICTORY CONDITIONS: The Russians win at game end if they Control both Factories (see SSR 2) and more non-Factory building Locations than the Germans.

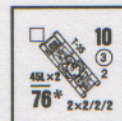
TURN RECORD CHART

★ RUSSIAN Sets Up and Moves First [54]	★	1	2	3	4	5	6	END
--	---	---	---	---	---	---	---	-----

Red Army officers and Khimki factory workers [ELR: 2] set up south of the road that runs Y1-X2-X3-AA6-Y9-Y10: {SAN: 4}

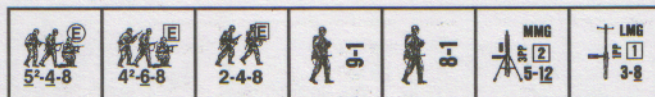


13 2



2

Elements of Pioniere Bataillon 62 [ELR: 2] set up north of the road that runs Y1-X2-X3-AA6-Y9-Y10: {SAN: 3}



2 4



SPECIAL RULES:

- EC are Snow, with no wind at start. Falling Snow (E3.71) and Ground Snow (E3.72), and Extreme Winter (E3.74) are in effect.
- Place overlays as follows: X16 on T3-U4 and X17 on T7-U8. Both of these buildings are Factories (B23.74). No building has an upper level [EXC: hex AA7 contains a Level 1 Steeple Location (B31.2)].
- Prior to setup the Russians may secretly record ≤ 4 MMC as having MOL capability (A22.6).
- Hand-to-Hand CC may be declared by either side per J2.31.

AFTERMATH: With the news of German troops in Khimki the Red Army reacted quickly. Liaison officers were quickly sent to organize local factory workers into defensive units. A couple of available tanks were also sent into action. This hastily assembled defense pushed back the Germans, who were already exhausted by the severe weather conditions. Unknown to them at the time, their penetration into Khimki would be the closest the Wehrmacht would ever come to Moscow, and the troops of the 35th would be the first and only troops under German command to catch a glimpse of the Kremlin.

ACE IN THE HOLE

ASL SCENARIO AP14

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Americans win at game end if there are no Good Order non-crew German MMC in any multi-level stone building provided the German player has amassed < 45 Casualty Victory Points.

ELSDORF, GERMANY, 27 February 1945: When the 9th Panzer Division arrived in the Roer Plain sector on February 24th, it was but a shadow of its former self. Only twenty-nine tanks and sixteen assault guns remained in what three months before was one of the most feared formations on the Western Front. General Von Zangen needed all that 9th Panzer could muster to stop the U.S. Ninth Army in its bid to be the first across the Rhine. Meanwhile, his counterpart, General Rose, divided the U.S. Third Armored Division and attached units into small task forces in an effort to spread the German Fifteenth Army even thinner and force a breakthrough somewhere along the Erft River.

BOARD CONFIGURATION:

		46
	B3	
17	4	



BALANCE:

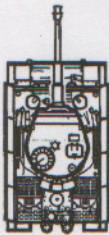
- ☆ Increase the game length to 8.5 turns.
- ✚ Add one German MMG to the German OB.













TURN RECORD CHART

✚ GERMAN Sets Up First [115]	1	2	3	4	5	6	7	8	END
☆ AMERICAN Moves First [194]									



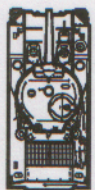
Elements of Panzer Division 9 and Panzergrenadier Division 3 [ELR: 2] set up on board 4 in hexes numbered ≥ 4 and/or on board 46: {SAN: 4}
















 4 ² -6-8	 4 ¹ -6-7	 5-1	 8-1	 8-0	 5-12	 3-8	 12-4	 7 morale	 12 88L 3/5/2	 13 75L 3/5/2	 13 75L ~4*/1*
5	5					3		12		2	



Elements of Combat Command B, 3rd Armored Division and the 13th Infantry Regiment [ELR: 4] set up on board 17: {SAN: 2}



 6 ³ -6-7	 6 ³ -6-6	 9-1	 8-1	 8-0	 6-12	 4-10	 8-5	 60*(3-45)	 2nd Lt	 12 90L 2/4/4	 13 76L 2/4/4
6	10		2			2	2	2			2

 15 75 2/4/4
3

SPECIAL RULES:

1. EC are Wet, with no wind at start.
2. Place overlay B3 on 4F8-E8.
3. Prior to setup, the Americans may secretly record one eligible AFV as having a functioning Gyrostabilizer (D11.1).
4. All Pzkw IVJs are equipped with Schuerzen (D11.2).

AFTERMATH: Fearing a counterattack through the Hambach Forest, Combat Command B attacked the road center of Elsdorf while Combat Command A advanced along the Dueren-Cologne highway. Their fears were unwarranted, and cavalry units screening the division encountered little German activity. Combat Command B, along with elements of the 13th Infantry Regiment, assembled directly in front of Elsdorf during the evening of the 24th and attacked the next morning with an infantry battalion and a company of tanks, including one of the new T-26 experimental heavy tanks on combat trials. The tank gave a good account of itself, knocking out two Mk IVs from 2000 yards and stopping a Tiger. As GIs mopped up the remaining Germans, Elsdorf was secured. At long last, the Allies had a tank on the Western Front capable of dealing with the feared Tigers.

BROKEN BAMBOO



ASL SCENARIO AP15

Scenario Design: Shaun Carter and Charles Markuss



MAWLU, BURMA, 29 March 1944: After Brigadier J. M. Calvert's 77th Indian Infantry Brigade had successfully blockaded the railway leading out of Mawlu, combat between the Chindit and Japanese forces intensified. In order to expand the Allied area of control, Calvert launched an attack on Mawlu itself, which was held by Japanese troops in company strength. The plan called for a frontal assault by troops of the 3/6th Gurkha Rifles while a column of the 1st Lancashire Fusiliers cut off the Japanese path of retreat.

BOARD CONFIGURATION:

38	47
1	
3	



BALANCE:

- Increase the game length to 8 Turns.
- Add one 4-4-7 to the initial Japanese OB.










VICTORY CONDITIONS: The British win at game end if they Control ≥ 5 of the 6 building hexes that are ≤ 4 hexes from 47CC6.

TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	END
● BRITISH Moves First [161]								




Elements of the 113th and 114th Regiments, 15th Infantry Division [ELR: 4] set up on/south-of Hex Grain 38Q10-47Q1: {SAN:4}



 1 4-4-7	 2-2-8	 3-1	 8-0	 2 4-11	 1 2-6	 2 50*[1-10]*	?	 1+3+5	 Trench OVR, OBA: +4 Other: +2
7	2			2	2		9	2	6

Elements of the 3/6th Gurkha Rifles, 77th Infantry Brigade [ELR: 4] set up on/north-of Hex Grain 38o110-47I1: {SAN: 3}



 4-5-8	 2-4-8	 2-2-8	 9-2	 9-1	 8-1	 8-0	 2 4-12	 1 2-7	 2 51 [2-11]	 210 24-1	 MTR M11 76*[3-63] 22+
11	3				2			3	3	2	

SPECIAL RULES:

- EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).
- Place overlay 1 on 38D2-D1, and 3 on 38DD8-DD9.
- The stream is dry (B33.11). All water obstacles are also "dry" and are considered Open Ground at one level lower than the surrounding terrain; entry into a dry water obstacle costs 2 MF. A footbridge (B6.44) connecting 47Z7 and 47BB8 exists at Crest Level in 47AA8. The paddies are Irrigated.
- No Level 1 or 2 hill hexes exist on board 47; other terrain in these hexes exists normally at Level 0.

5. At the end of any Player Turn when the Gurkhas (A25.43) have amassed ≥ 4 CVP and more CVP than the Japanese, then for the duration of the scenario Japanese MMC treat all "attack breaks" (G1.12) as "other breaks" (G1.13).

AFTERMATH: True to military custom, the Allies' plan did not survive contact with enemy. The Lancashire Fusilier's column was held up by a Japanese patrol and did not take up its blocking position in time for the start of the attack. The Gurkha onslaught was met with a hail of machine gun fire which brought it to a halt. The Gurkhas, however, in the words of a South Staffordshire Officer present, "Lost their temper." They used both *kukris* and flame-throwers at close quarters to evict the Japanese troops from their bunkers in the *chaung* (dry river bed) and village. As a result of this violent combination the Japanese broke and fled Mawlu, leaving some 30 bodies and a large number of documents behind them.

DANGER FORWARD



ASL SCENARIO AP16

Scenario Design: *Jim Rinkenberger*



VICTORY CONDITIONS: The Italians win at game end if they Control \geq 4 stone building Locations.

ALIMENA, SICILY, 21 July 1943: Working slowly through the center of Sicily, the 1st Infantry Division—the "Big Red One"—maintained pressure on German and Italian forces as they fell back towards Messina. After taking the town of Enna, the division led off a new attack to the north with the 26th Regimental Combat Team. Commanded by Lieutenant Colonel Darrell Daniel, the 2nd Battalion moved into Alimena at 0500 hours on the 21st. There it met the remains of Italian Gruppo Schreiber, massing to counterattack the town.

BOARD CONFIGURATION:



10	46
6	

(Only hexrows R-GG are playable)

BALANCE:

☆ In the Victory Conditions, change "4" to "5".

⚡ Add one Semovente L40 da 47/32 to the Italian OB.

TURN RECORD CHART

☆ AMERICAN Sets Up and Moves First [176]	1	☆ 2	3	4	5	6	7	END
⚡ ITALIAN [116]								



Elements of the 2nd Battalion, 26th Regimental Combat Team [ELR: 3] set up on board 10: {SAN: 4}

1 6-6-6	1 8-8	1 8-8	1 8-8	2 4-10	2 8-4
------------	----------	----------	----------	-----------	----------

16

2

2



Enter on Turn 2 on/along the west edge of board 10 on/between oR10-oY10:

2



Remnants of Gruppo Schreiber [ELR: 2] set up \leq 4 hexes from 46T1: {SAN: 4}

1 3-4-7	1 3-4-6	1 8-1	1 8-0	1 7-0	2 4-10	1 2-5	2 1-12	14 47	30 20L(4) - 1/2
------------	------------	----------	----------	----------	-----------	----------	-----------	----------	--------------------

6

16

2

2

2



SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Place Overlay 6 on 10S2-S1.
3. Kindling is NA.

AFTERMATH: Reinforced with a charge from several attached light tanks, the advancing 2nd Battalion disrupted the impending Italian attack. Most of the Italians fled, but some holed up in the buildings of Alimena. It took the 2nd Battalion several more hours to root out the last of them and resume the advance.

ACTION PACK 2 CREDITS

SCENARIO DESIGN: Shaun Carter, R.J. Jenulis, Charles Markuss, Jim Rinkenberger, Pete Shelling, Bill Sisler, and Rick Troha

SCENARIO DEVELOPMENT: Bill Sisler and MMP

MAP (& OVERLAY) DESIGN: Ken Dunn (Bill Sisler)

MAP AND OVERLAY ART: Don Petros

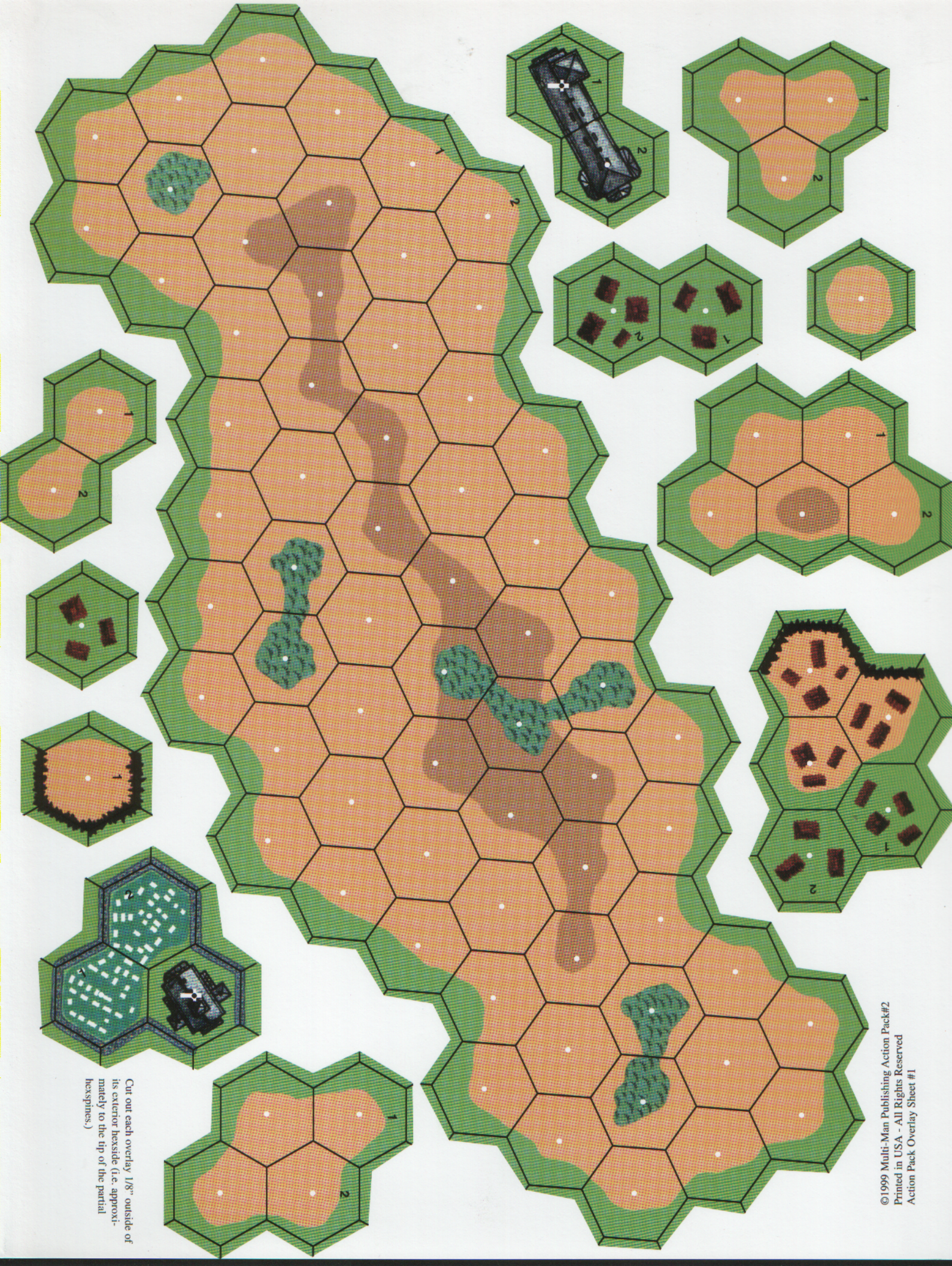
OVERRUN FLOWCHART: Tom Repetti, J.R. Van Mechelen, and Perry Cocke

SCENARIO AND COVER LAYOUT: MMP

PLAYTESTING: Mike Daniel, Dave Ginnard, Paul "Johnny" Ginnard, Bill Hayward, Bret Hildebran, Rich Jenulis, Mike Libens, Kevin Marconis, Mark Nixon, Jim Risher, Pete Shelling, Rick Troha (Special thanks to the YouseHouse Irregulars: Kevin Valerien, Ken Dunn, Bob Lyman, John Appel, and John Slotwinski)

PRINTING: Penn Photomounts

GRAPHICS COORDINATION: Hugh Duffy and PhD Design



Cut out each overlay 1/8" outside of its exterior hexside (i.e. approximately to the tip of the partial hexspines.)

X26

Hi1

Hi5

Hi3

X28

X27

Hi7

Hi4

X25

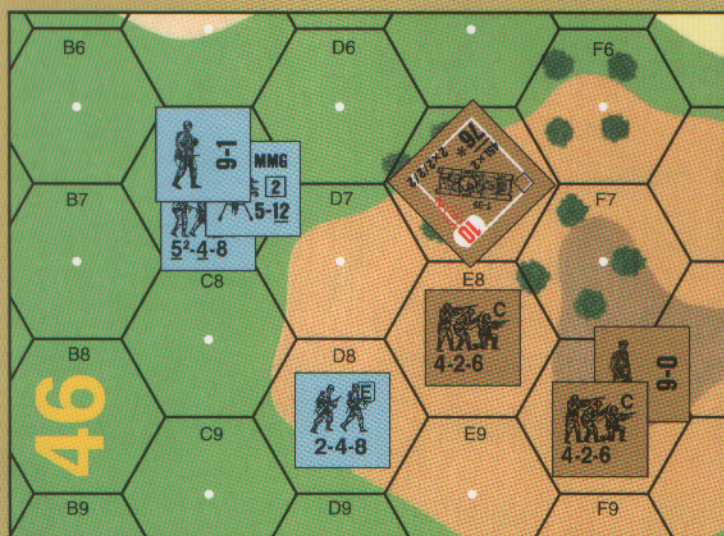
Hi6

X29

Hi2

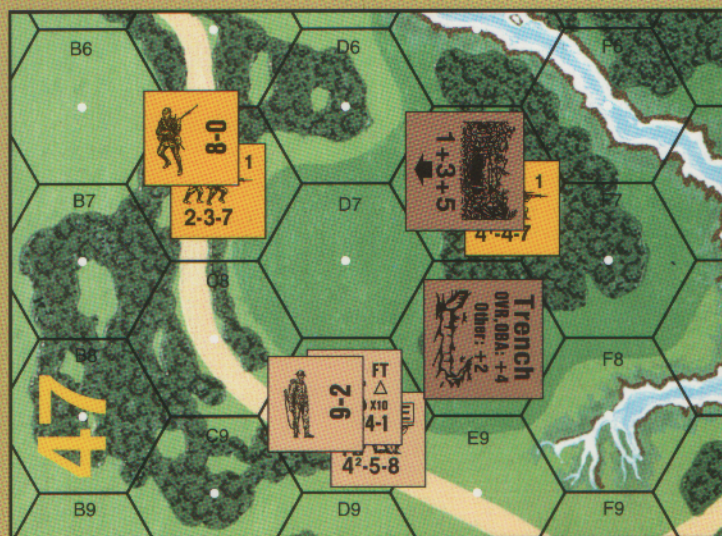


Hill Overlays and the Overrun Flowchart plus 2 new Geomorphic boards and 8 new scenarios!



December 3, 1941...The men of the 35th Infantry Division were exhausted after their long trek across Russia. First mud, then severe winter weather, then stiffening defenses had blunted the spearhead of Operation Typhoon's drive to Moscow. Now, with the spires of the Kremlin in sight of the invader, the Russian defenders were pulling out all the stops. Red Army officers organized local factory workers, supported by ad hoc armor elements, to drive the Germans back from the outskirts of the capital. General Winter once again took control, gripping the aggressors tightly. This would be as far as the *Wehrmacht* would get.

July 3, 1944...Fighting had raged up and down the Minsk-Vilnius highway for over a week between Molodechno and Smorgon. Confronted with the collapse of Army Group Center and the imminent loss of Minsk, Hitler sacked Field Marshal Busch and allowed Model to release the 5th Panzer Division from Army Group North to try to stem the drive of the 5th Guards Tank Army to Vilnius. Backed by the Tigers of *Schwere Panzer Abteilung* 505, the division's job was to hold the highway open in order for Army Group Center to escape encirclement and regroup behind Vilnius. The Tigers, fighting alongside the 5th's Panthers, made a good account of themselves despite both marshy terrain and marauding *Sturmoviks*.



July 21, 1943...While the Axis forces slowly fell back towards Messina, the Big Red One kept up the pressure through the difficult terrain of central Sicily. The opposing Italians were fighting on native soil now, but their leadership hadn't improved. As Gruppo Schreiber prepared for a combined-arms counterattack into Alimena, elements of the 26th Regimental Combat Team moved in ahead of them. Supported by its attached "Stuarts," the RCT's 2nd Battalion foiled the impending attack, sending many of the Italians fleeing. The remainder had to be rooted out of the buildings of Alimena, however, at the cost of several more hours delay.

January 15, 1943...With the Army's 25th Division at its side, the 2nd Marine Division began the drive to clear Guadalcanal of its last defenders. An armor-supported attack along the coast failed to break through, while the 8th Marines encountered heavy resistance along the slopes of Hills 83 and 84 and the 6th Marines pushed north to flank the defenders. Sensing the fragility of his position, General Maruyama ordered his troops to withdraw. Could the dug-in Japanese retire in good order without getting caught in the Marine net?

Boards 46 and 47—the newest geomorphic mapboards for wargaming's best tactical-level World War II simulation—are the centerpiece for the second ASL Action Pack. Eight new scenarios have been designed around these boards and the new hill overlays. An Overrun Flowchart is included to assist players in the somewhat complicated process of AFV overruns.

ASL Action Pack #2 is not a complete game. Ownership of the ASL RULEBOOK, BEYOND VALOR, YANKS, CODE OF BUSHIDO, and GUNG HO! is required. Additionally, one of the eight scenarios requires the British (WEST OF ALAMEIN) and one requires the Italians (HOLLOW LEGIONS). Some overlays from CROIX DE GUERRE are required and the following boards are utilized in one or more scenarios; 4, 10, 13, 41, 42, and 43.

