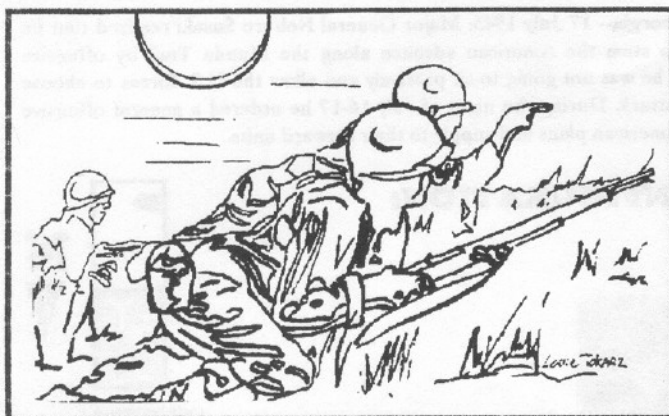


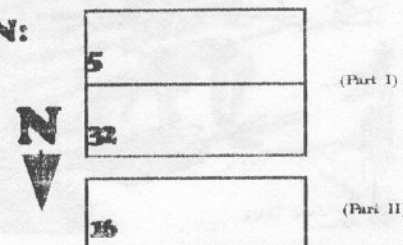
A WALK IN THE SUN

ASL SCENARIO ATP5



Salerno, Italy, September, 1943: A platoon of the second Battalion, 36th (Texas) Infantry Division is ordered to march 6 miles from the beach where they have just landed and secure a farmhouse. The platoon CO was killed on the way into the beach and the 1st Sergeant was killed on the way to Company HQ with news of the Lieutenant's death. This left a very shaky 1st Squad Leader in command.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The U.S. player wins immediately upon capturing building 16O3 before the end of Part II. Capture is defined as the presence of at least one good order armed U.S. unit in the building while no unbroken German units remain within.

BALANCE:

- ☆ Add a hero to the initial American OB.
- ◆ Add a 9-1 armor leader to the German OB in Part I.

TURN RECORD CHART

| | | | | | | | | |
|--|---|----|---|---|---|---|---|-----|
| ☆ AMERICAN Part I: sets up first. Part II: moves first | 1 | *2 | 3 | 4 | 5 | 6 | 7 | END |
| ◆ GERMAN Part I: moves first. Part II: sets up first | | | | | | | | |

First Platoon, Fox Company: [ELR:2] enter/set up as indicated. {SAN: 0}



5

2



Part I:
Enter on turn 1 on a hex pre-recorded prior to play: 5I1, 5Q1 or 5Y1. Up to one HS, two leaders and 2 BAZ may setup anywhere on map using HIP.

Part II:
Any American units which exit the North edge of Board 32 between 32I10 and 32Y10 inclusive during Part I are available for part II and do retain any wounded/fanatic/heroic status from Part I. Such forces setup at least 7 hexes away from building 16O3-16O4.

Reconnaissance Elements, Herman Goering Division [ELR:3] enter/set up as indicated. {SAN: 0}

Part I: enter on north edge on turn indicated. All forces must enter on one of 32A5, I10 or Y10.

Turn 1:

Turn 2:



2

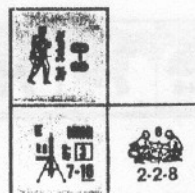
Part II: secretly and randomly determine which one of the three forces will set up HIP in building 16O3: dr=1/2, A; 3/4, B; 5/6, C.

Force A



2

Force B



2

Force C



2

SPECIAL RULES:

- The game consists of 2 Parts; Part I is 7 turns in length while Part II is of 3.5 turns in length. Use forces/maps as indicated above for each Part. EC are dry with no wind at start for both parts.
- All buildings on boards 5 and 32 do not exist, treat as Open Ground.
- Only building 16O3 exists on Board 16; all others do not exist and are treated as Open Ground. All hedges are treated as walls.

Aftermath: This scenario is based on the movie "A Walk In the Sun", a 1950s era black and white World War 2 "B" grade epic starring Dana Andrews as the reluctant squad leader who is fated by developments to command this assignment. A very young Lloyd Bridges plays an assistant squad leader who knocks out two German AFVs in Part I of this mission. Needless to say, the good guys succeed in the end, as usual.