

RALLY POINT

Volume 6

October 2011

Starter Kit Special Study II



Compatible with ASL & the ASL Starter Kit series
10 New Scenarios From the Tampa ASL Group

THE LINE OF DEPARTURE

In 2007, the Tampa ASL Group released *Rally Point* Volume #2, that featured scenarios utilizing the combined components of *ASL Starter Kits 1-3*. Our goal was to promote unity between ASLers and Starter Kit players by providing a set of scenarios that was compatible with both ASL and ASLSK. I believe our efforts to bring ASLers and SK players closer together have been successful.

Since that time, ASLers and Starter Kit players alike asked us to produce another volume of *Rally Point* dedicated to the ASL Starter Kit series. With the release of board p in *ASL Starter Kit Bonus Pack #1* and *ASL Starter Kit Expansion Pack #1*, the time was right for us to again venture into the SK realm.

In this issue of *Rally Point* we again utilized the counters and maps from the combined SK series, crossing all product lines to create scenarios with more unique situations and board configurations not possible in the regular SK series in which each product is self contained and stands alone, not requiring any component from any other SK product in order to play a scenario.

We in the Tampa ASL Group still support the ASL Starter Kit series, but there comes a point where the official SK product line should reach its limit. The stated goal of ASL Starter Kit is to provide players an easy and affordable way to enter the ASL hobby and who can eventually transition to full ASL. It is the Tampa ASL Group's view that SK players should take the training wheels off and play regular ASL if they want more gaming past the point where the ASL Starter Kit Series is at this point in its development. In fact, Starter Kit #3 should have been the end of the line for SK. This is not to say that the Tampa ASL Group will not produce further SK compatible scenarios, but they will be a very low priority for us in the future. There are just too many dynamic scenario designs waiting to see print in the future that must not be subjected

to the second line design limitations that the ASL Starter Kit series, by its inherent simplicity imposes.

This volume of *Rally Point* again features ten new scenarios that have been playtested using ASL rules with full consideration for the ASL Starter Kit Rules. These scenarios will, therefore, be best balanced for ASL over the long term. ASLers will notice that we have constrained all multi-hex buildings to ground level only. This was done to maintain play balance integrity during the Rout Phase that would otherwise allow units to rout to the upper levels of buildings - an event which does not happen in SK.

SK players should note that the Coordinating Instructions in italics on the scenario cards refer mainly to rules applicable to ASL. Starter Kit players can ignore these rules, but are encouraged to consult the ASL rule book and incorporate them to enhance their gaming experience. SK players are especially urged to use Deliberate Immobilization (C5.7). Any scenarios that feature over matched opponents such Panthers against Sherman tanks depend upon the threat of deliberate immobilization to maintain play balance. Otherwise, even a novice SK player will soon discover the relative invulnerability of such vehicles and take full advantage of this flawed aspect of the Starter Kit rules. SK players may also find Riders (D6.2) to be useful while playing *RPT59 Hungarian Hopscotch*.

Special thanks go to veteran ASLers Mike Augustine and D. J. Janezick who have joined the Rally Point design team for this issue. We need players like you to help us make well balanced scenarios. Drop me an email if you would like to playtest or contribute a scenario to our upcoming publications. Thank you for choosing to play **RALLY POINT** scenarios!

Evan E. Sherry
Editor

RALLY POINT is published by Sherry Enterprises for the Tampa ASL Group. It is intended as a medium through which designers may present unique scenario concepts and special studies while maintaining editorial and creative control of content.

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RPT51 Arrivederci Nembo

Scenario Design: Evan E. Sherry

Average Playing Time: 2:20

The Italians must cover the Y3-V4 road and surrounding woods with the 45* MTR. After a firing a few rounds they will probably have to abandon the mortar and beat feet to the exit area. The Italians should double time a platoon with an LMG down the AA8-S8 road in attempt to cut off the Canadians. The Canadians must not get pinned down; they must move quickly to P3, O7, and M6 to slow down the Nembo retreat.

RPT52 Death Rattle

Scenario Design: Evan E. Sherry

Average Playing Time: 2:37

I was very surprised and excited when I discovered that the ASL Starter Kit Expansion Pack included two A-34 Comet tanks in the counter mix. I immediately dusted off an old scenario idea I found in Delaforce's *The Black Bull*. The Germans should cover the V3-V4 choke point with at least one MMG and an anti-tank weapon. Plan for the German Alamo at H4. Expect a German firelane from I6 to P2. Do not be too aggressive with the Comets. There is time to send the British infantry to outflank and cut off any Germans foolish to linger too long around the V3-V4 gap.

RPT53 Tiger Blood

Scenario Design: Evan E. Sherry

Average Playing Time: 3:52

The 4th Armored Division is a favorite of mine. My research on Schwere Panzer Abteilung 506 led me to the account of this battle. And while the title could have been better, it does give the scenario the sheen that it deserves. The German HMG should occupy the Alamo building at rX6 and the 88mm gun is most effective when placed in brush or orchard that protects one of the objectives. Keep the Tiger back and support it closely with a squad with a machine gun. The Americans will have a much easier time if effective use of the 60mm mortars' white phosphorous is accomplished. If your Shermans must tango with the Tiger, send the bazookas toward it first and then close in with as many Shermans as possible.

RPT54 An Italian Civil War

Scenario Design: Mike Faulkner

Average Playing Time: 3:00

I found the inspiration for this scenario while researching another battle that oc-

curred during the Spanish Civil War. There is not an abundance of Spanish Civil War scenarios, and I am happy to provide another one. The battle takes place in early 1937. As you can guess, both sides are Italians. The XII International Brigade and the Black Arrows met near Brihuega, Spain. There was no love lost between the fellow countrymen. The Nationalist Italians have to hold firm in this scenario. They have an HMG and a gun that can help shore up the defense. The Internationals are strong and have a much better leader. The one firepower increase over the Nationalist Italians will be a significant advantage. Use it well.

RPT55 Coudehard Cache

Scenario Design: D.J. Janeczick

Average Playing Time: 3:40

Since I'm of Polish decent and a tankophile from way back, I decided to create scenarios that centered on the Polish armored units of the late war. The 1st Polish Armored Division received their baptism of fire in Operation Totalize and were instrumental in the battles leading up to the closing of the Falaise Pocket at Chambois and Mt. Ormel, commonly referred to as "The Mace." The all-volunteer division was exceptionally motivated, as one can imagine, and extremely well led, albeit untried. Suffering their first casualties from allied bombers and then taking heavy losses in their first engagements against the enemy, the division began to quickly learn from it's mistakes. 10th Dragoons and 24th Lancers learned combined arms tactics the hard way – in the crucible of battle – but soon became so proficient that General Stanislaw Maczek repeatedly sent them into the heaviest of the fighting, where they exacted more than a small measure of well-deserved revenge.

RPT56 Failure to Assimilate

Scenario Design: Mike Augustine

Average Playing Time: 3:18

If the Germans set up north of the P/Q road, they must fall back across the road in a turn or two, or risk being cut off. Placing your StuG in P6 or P7 can provide safe assault/rout paths. Double Time in your reinforcements, and prepare for the last stand in buildings south of the road.

The Americans have both numbers and firepower. Use your mortars and machine guns to pin down the enemy. Spread out, use infantry smoke and swarm your forces forward. Attempt to flank and get into the enemy's rear. With U.S. firepower equal or

better (and a morale of 6) to the SS, Close Combat is your friend, and a likely method to secure the needed victory buildings.

RPT57 Easy Riders

Scenario Design: Hugh Downing

Average Playing Time: 3:15

The action in *Easy Riders* takes place after the German infantry dismounted and took defensive positions. That is why there are no motorcycles in this scenario. The Russians need to push hard and dislodge the Germans from the center and eastern edge buildings. The Germans need to hold on until their reinforcements can threaten to retake some buildings.

RPT58 Sikh Defiance

Scenario Design: Hugh Downing

Average Playing Time: 4:10

Advice to the British (Indian) player: if you spread out your defense, the German player must spread out his attack. Advice for the German player: if you can find the British AT gun with an armored car, you won't lose a tank finding it. Both sides have a powerful reinforcement group that can swing the fight for the hills.

RPT59 Hungarian Hopscotch

Scenario Design: Pete Shelling

Average Playing Time: 4:10

Another scenario on the battles around Debrecen in the fall of 1944. *Coordinating Instruction* #3 provides the players with a feel of how fluid these battles were, and also gives both sides plenty of opportunity to move and react. This was inspired by the *Beyond Valor* scenario *ASL 7 Dash for the Bridge*. It is a fast-playing scenario that should be popular with both starter Kit and full ASL players.

RPT60 Cat Chow

Scenario Design: Pete Shelling

Average Playing Time: 4:52

Another campaign that is still relatively untapped for ASL scenarios is the siege of Leningrad. Here we see one of the Soviet breakout attempts, defended by the new Tiger tanks. The multiple victory options plus plenty of time for multiple thrusts or a grinding attack will keep the German player on his toes; the lighter version of snow rules can help make starter kit players more comfortable with the way weather is modeled in the ASL system.

INSIDE THIS ISSUE OF RALLY POINT

RPT51 ARRIVEDERCI NEMBO - DELIANUONA, Italy, 7 September 1943: The 7th, elements of the Italian Nembo Parachute Division found Lieutenant Colonel Bogert's lead platoons of the West Novas resting along the road. This determined group of paratroopers had refused to surrender with Italian coastal units and were attempting to join up with the retreating 29th Panzer Division. Heavy small arms fire erupted and a sharp fight developed in the gathering dawn. This scenario uses board q.

RPT52 DEATH RATTLE - RAHDEN, Germany, 4 April 1945: The 11th Armoured Division swiftly advanced northeast from Osnabrück. Lieutenant Colonel Max Robinson's 4th Battalion, King's Shropshire Light Infantry and their supporting A-34 Comet tanks from the 3rd Royal Tank Regiment attacked the village of Rahden. The shattered remnants of the 15th Panzer Grenadier Division offered a surprisingly spirited, yet futile defense of this small village. This scenario uses board s.

RPT53 TIGER BLOOD - MATZEN, Germany, 26 February 1945: B Company, 37th Tank Battalion was ordered to link up with the 51st Armored Infantry Battalion and support its attack toward Erdorf. B and C Companies of the 51st ran into intense German small arms and machine gun fire coming from the high ground northwest of Matzen, while a lone Tiger tank knocked out three of the 37th Tank Battalion's Shermans. The armored infantrymen were pinned down until the 37th's Shermans laid a smoke screen. This scenario uses board q,r,s, and v.

RPT54 AN ITALIAN CIVIL WAR - IBARRA PALACE, Brihuega, Spain, 12 March 1937: The Garibaldi Battalion and the Black Arrows Division encountered one another on the Toija-Brihuega road. The ebb and flow of the battle had centered around a country estate known as Ibarra Palace. On the 12th, the Garibaldi Battalion of the XII International Brigade made a final counter-attack to take Ibarra Palace from Black Arrows. This scenario uses boards q and s.

RPT55 COUDEHARD CACHE - COUDEHARD, France, 20 August 1944: The Poles of the 1st Armoured Division settled north of Chambois at Montormel, a hill overlooking the Vimoutiers road. The Poles saw long German columns progressing westward, trying to break out. The situation of the Poles worsened when a regiment of the 2nd SS Panzer-Division counter-attacked. For three days, the Poles fought without re-supply and faced waves of desperate German soldiers. This scenario uses board q and s.

RPT56 FAILURE TO ASSIMILATE - LA VARDE, France, 19 July 1944: The 331st Infantry's assault battalion attacked by going straight down the paved highway. Aided by artillery, the troops encountered light enemy fire and managed to cross the river, establishing a foothold in town. A lucky enemy shell destroyed the bridge into town, thereby denying the U.S. soldiers any tank support. Although outnumbering the defenders, the American assault on the town stalled, and a small German counterattack in the afternoon forced them to retire. This scenario uses board p.

RPT57 EASY RIDERS - LUZK, Ukraine, U.S.S.R., 27 June 1941: Kradschützen-Battillon 43 was conducting a reconnaissance when Russians ambushed them with direct artillery fire from a tree line. After the initial fire from the tree line, Russian tanks appeared. The Russian tanks were driven back. The motorcycle infantry faced the task of slowing down or breaking the Russian infantry attack until German reinforcements could arrive. This scenario uses board y.

RPT58 SIKH DEFIANCE - ONFERNO, Italy, 12 September 1944: The 7th Indian Infantry Brigade attacked the small village of Onferno. The 2nd Royal Battalion of the 11th Sikh Regiment was the first to enter the village. The 2/11 Sikhs were immediately met with stiff resistance from the German 98th Infantry Division and panzers from the 26th Panzer Division. The Sikh advance was halted and they prepared for the certain counter attack. This scenario uses board w.

RPT59 HUNGARIAN HOPSCOTCH - HAJDUDURGOG, Hungary, 24 October 1944: The Russian 2nd Ukrainian Front moved to cut off and encircle the retreating German 8th Army. The initial assault into Hajdudurgog was ripped to shreds, leaving the 30th Cavalry Division susceptible to counterattack. The 126th Panzergrenadier Regiment (supported by self propelled guns) delivered that blow. This scenario uses board z.

RPT60 CAT CHOW - GORODOK, Russia, 13 January 1943: The 2nd Shock Army attempted to cut the German noose and break out to Siniavino. Establishing a bridgehead across the Neva, the 102nd and 123rd Rifle Brigades attacked the strongpoint at Gorodok. German 88mm guns and Tiger tanks were brought forward to stabilize the lines of the 170th Infantry Division and push the attackers back. This scenario uses boards s, u, and v.

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ARRIVEDERCI NEMBO

RALLY POINT SCENARIO RPT51

SITUATION: Near DELIANUONA, Italy, 7 September 1943: On the evening of the 6th of September, the West Nova Scotia Regiment set out on a grueling march along the broken road toward Delianuova. At sunrise on the 7th, elements of the Italian Nembo Parachute Division found Lieutenant Colonel Bogert's lead platoons of the West Novas resting along the road. This determined group of paratroopers had refused to surrender with Italian coastal units and were attempting to join up with the retreating 29th Panzer Division. Heavy small arms fire erupted and a sharp fight developed in the gathering dawn. A sergeant-major and a West Nova Scotias sergeant were killed, while two Canadian officers and several enlisted troops were wounded. The Canadians killed six of the Italian paratroopers and captured fifty-seven prisoners. The rest of the Italians dispersed and continued on to join the 29th Panzer Division. This was the final Canadian encounter with the Italian Army in WWII.

Source: Nicholson, LT.-COL. G.W.L., L., David, *The Official History of the Canadian Army in the Second world War, Volume II: The Canadians in Italy* (Ottawa: Queen's Printer and Controller of Stationary, 1956) p. 211.



MISSION: The Italians win immediately upon exiting ≥ 8 VP off of the east edge.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start.
2. All buildings are single story with ground level only.

Scenario Design: Evan E. Sherry 090411.5

MAP ORIENTATION:

OPTIONS:

N



Delete a Canadian LMG.



Delete the Italian MMG.



(Only hexrows I-GG are playable.)

MISSION LENGTH

🍁 CANADIAN SETS UP FIRST	1	2	3	4	5	6
🇮🇹 ITALIAN MOVES FIRST						

Elements of West Nova Scotia Regiment, 3rd Brigade, 1st Canadian Infantry Division set up on/adjacent to the road Y3-V4, with no more than one MMC per hex.



4-5-8	4-5-7	9-1	8-1	LMG	OML 2" MTR
-------	-------	-----	-----	-----	---------------

2

4

2

{ELR: 3}

{SAN: 2}

Elements of the 3rd Battalion, 185th Folgore Regiment, Nembo Parachute Division set up on/west of hexrow AA.



3-4-7	3-4-6	9-1	8-1	MMG	LMG	45* MTR
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10

2

2

{ELR: 3}

{SAN: 2}



DEATH RATTLE

RALLY POINT SCENARIO RPT52

SITUATION: RAHDEN, Germany, 4 April 1945: The Thousand Year Reich had only a few days left to live as the 11th Armoured Division swiftly advanced northeast from Osnabrück. Lieutenant Colonel Max Robinson's 4th Battalion, King's Shropshire Light Infantry and their supporting A-34 Comet tanks from the 3rd Royal Tank Regiment attacked the village of Rahden with a sledgehammer-like blow. The shattered remnants of the 15th Panzer Grenadier Division offered a surprisingly spirited, yet futile defense of this small village. The Shropshires and panzer grenadiers fought a bloody house-to-house battle for the village. As evening approached, the Comets and Shropshires knocked out a German assault gun and took forty German prisoners. With Rahden a smoking ruin, the Shropshires moved on to their next objective.

Source: Delaforce, Patrick, *The Black Bull* (Sparkford: Sutton, 2002) p. 247.



MAP ORIENTATION:

OPTIONS:



- ⚡ Exchange a 4-4-7 for a 4-6-7.
- 🎯 Delete the German PSK.

MISSION: The British win at game end if there are no Good Order German (non-vehicular crew) MMC(s) in any multi-hex building on/between hexrows H and P.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. All buildings are single story with ground level only.
3. British elite and 1st line MMCs do not cower.

Scenario Design: Evan E. Sherry 090411.6

MISSION LENGTH

⚡ GERMAN SETS UP FIRST	1	2	3	4	5	6
🎯 BRITISH MOVES FIRST						

Remnants of Panzergrenadier Division 15 set up on/north of hexrow X.



4-6-7	4-4-7	2-4-7	8-1	7-0	HMG	LMG	PSK	StuG III G(L) -4*/1*
4	2							

{ELR: 2}
{SAN: 3}

Elements of the 3rd Royal Tank Regiment and 4th Battalion King's Shropshire Light Infantry, 11th Armoured Division set up on/south of hexrow Z.



4-5-8	4-5-7	9-1	8-1	MMG	LMG	PIAT	OML 2" MTR	Comet 2/4
2	6				2			2

{ELR: 3}
{SAN: 2}





TIGER BLOOD

RALLY POINT SCENARIO RPT53

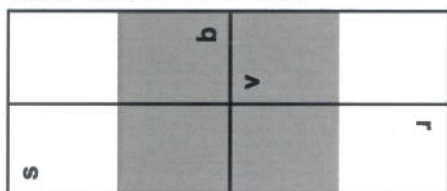
SITUATION: MATZEN, Germany, 26 February 1945: The 4th Armored Division had established a bridgehead east of the Nims River at Rittersdorf. B Company, 37th Tank Battalion was ordered to link up with the 51st Armored Infantry Battalion and support its attack toward Erdorf. B and C Companies of the 51st ran into intense German small arms and machine gun fire coming from the high ground northwest of Matzen, while a lone Tiger tank knocked out three of the 37th Tank Battalion's Shermans. The armored infantrymen were pinned down until the 37th's Shermans laid a smoke screen. With tank support, the 51st AIB seized the high ground north of Matzen. The Americans captured one Tiger tank, two half tracks, and 277 Germans, while destroying two 88mm guns and killing eighty-five of the enemy. The 4th Division sustained seventeen troops killed and fifty-two wounded. Operations were halted for the night in preparation for a continued drive to Nattenheim.

Source: 4th Armored Division Staff, *The Combat History of the 4th Armored Division 17 July 1944 - 9 May 1945* (Washington D.C.: U.S. Army, 1945) p. 45-13.



MISSION: The Americans win at game end if there are no Good Order German MMC(s) in building rW7 and no Good Order German MMC(s) on any hexes of Hill vH7.

MAP ORIENTATION:



(Only hexrows A-P on boards q and v and hexrows R-GG on boards r and s are playable.)

COORDINATING INSTRUCTIONS:



1. EC are Moderate, with no wind at start. Kindling is NA.
2. All buildings are single story with ground level only.
3. The German player may place five (scrounged) wreck counters in hill hexes within four hexes of vI6.

Scenario Design: Evan E. Sherry 090411.8


OPTIONS:

- ✚ Delete an American 6-6-6.
- ☆ Delete a German 4-4-7.

MISSION LENGTH

<div> <div>  GERMAN SETS UP FIRST </div> <div>  AMERICAN MOVES FIRST </div> </div>					1	2	3	4	5	6
--	--	--	--	--	---	---	---	---	---	---

Elements of Volksgrenadier Division 352 and Schwere Panzer Abteilung 506 set up on/east of hexrows qG and sAA.





4-6-7	4-4-7	2-3-7	2-2-8	9-1	8-1	HMG	MMG	LMG	PzVIB 3/5/2	FlaK 18 88L AA
5	4									

{ELR: 3}

{SAN: 2}

Elements of C Company, 51st Armored Infantry Battalion, 4th Armored Division set up on/west of hexrows qH and sZ.

6-6-7	6-6-6	9-1	8-1	8-0	MMG	BAZ 45	M-2 60* MTR
9	4				2	2	2

B Company, 37th Tank Battalion, 4th Armored Division enter turn 1 on the west edge.

M4A3E2(L) 2/4/4	M4A3(76)w 2/4/4	M4A3(105) 2/4/4
3		

{ELR: 4}

{SAN: 2}



AN ITALIAN CIVIL WAR

RALLY POINT SCENARIO RPT54

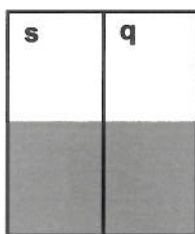
SITUATION: IBARRA PALACE, Brihuega, Spain, 12 March 1937: On March 10th, The Garibaldi Battalion (Italians communists fighting for the Republicans) and the Black Arrows Division (Italians fascists fighting for the Nationalist) encountered one another on the Toija-Brihuega road near Guadalajara. For the next two days, the fighting was a series of ambushes, attacks, and counter-attacks. The ebb and flow of the battle had centered around a country estate known as Ibarra Palace. On the 12th, the Garibaldi Battalion of the XII International Brigade made a final counter-attack to take Ibarra Palace from Black Arrows. The Garibaldi's were supported by Russian tanks of the International Tank Battalion and led by Captain "Pablito" (a future Marshal of the Soviet Union and winner of the *Hero of the Soviet Union* for this action). By nightfall the palace had been retaken. In the midst of the Spanish Civil War, there was an Italian Civil War.

Source: Beevor, Anthony, *The Battle for Spain: The Spanish Civil War, 1936-1939* (New York: Penguin Books, 2001) pp. 216-218. Thomas, Hugh, *The Spanish Civil War* (New York: The Modern Library, 2001) pp. 581-585.

Scenario Design: Mike Faulkner 090411.8



MAP ORIENTATION:



(Only hexrows R-GG playable)

OPTIONS:

- Exchange the Republican 9-2 for a 9-1.
- Exchange the Nationalist HMG for an MMG.

MISSION: The Republicans win at game end if there are no Good Order Nationalist MMC(s) in the following buildings: sW4; sBB2; qY8; qS9.

COORDINATING INSTRUCTIONS:

- EC are Moderate, with no wind at start. Kindling and Bore Sighting are NA
- All buildings are single story with ground level only.
- All AFVs are radio equipped.
- Nationalist forces are Italians and Republican forces Russian for purposes of HOB A15.1 and Leader Creation A18.2.

MISSION LENGTH

NATIONALIST SETS UP	1	2	3	4	5	6
REPUBLICAN MOVES FIRST						

Nationalist: Elements of Black Arrows Division and Littorio Division set up anywhere on board s and on board q in a hex numbered ≥ 5 .



3-4-7	3-4-6	2-2-7	9-1	8-1	HMG	MMG	LMG	45* MTR	Cannone da 75/27 75* ART
7	3								

{ELR: 3}
{SAN: 4}

Reinforcements enter turn 2
on the west edge.

3-4-7	7-0	L3/35 4/-
3		2

Republican: Elements of Garibaldi Battalion, XII International Brigade and International Tank Battalion enter turn 1 on the east edge.



4-4-7	9-2	8-0	MMG	LMG	BT-7 M37 -/4
14		2		2	

{ELR: 3}
{SAN: 2}

2



FAILURE TO ASSIMILATE

RALLY POINT SCENARIO RPT56

SITUATION: LA VARDE, France, 19 July 1944: In preparation for operation Cobra, the U.S. VIII Corps needed to establish a more desirable line of departure. La Varde was one of the German strong points that VIII Corps wanted eliminated. Unlike the bocage fighting elsewhere, the La Varde approach was swampy mud-flats, with the Taute River as the final barrier. The local flat terrain allowed the few Germans in town, armed with five machine guns, to interdict 1000 yards in any direction. Nearby assault guns also provided added support. Several previous U.S. attempts to seize La Varde floundered in the swampy terrain and river. At dawn on July 19th, the 331st Infantry's assault battalion attacked by going straight down the paved highway. Aided by artillery smoke and the morning haze, the troops encountered light enemy fire and managed to cross the river, establishing a foothold in town. Engineers soon followed and quickly installed a Bailey bridge across the Taute River. Unfortunately, a lucky enemy shell destroyed the bridge, thereby denying the U.S. soldiers any tank support. Although outnumbering the defenders, the American assault on the town stalled, and a small German counter-attack in the afternoon forced them to retire. The Americans suffered 50% casualties, including a battalion commander being MIA. Explaining the failure, the 83rd Division had over the last month received more casualties and more replacements than any other division. Colonel York explained "We have quite a few new men and they are really new. [They] don't know their officers...and the officers don't know their men." The 83rd Division was ordered to stop any further futile attacks, and took time to train and assimilate its replacements.



MISSION: The Americans win at game end if they control ≥ 15 building hexes.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start. Kindling is NA..
2. All buildings are single story with ground level only.
3. Starter Kit players treat the morale of all German 5-4-8/2-3-8 MMCs as underlined, and also increase their broken side morale by one. For ASL players, the 5-4-8/2-3-8 and all German units/AFVs are SS.
4. All AFV ammunition depletion numbers are increased by one.

Source: Blumenson, Martin, *U.S. Army in World War II, European Theater of Operations, Breakout and Pursuit* (Washington DC: Center of Military History, United States Army, 1984) pp. 198-201.

Scenario Design: Mike Augustine 090511.5

MAP ORIENTATION:



OPTIONS:

- ✚ Exchange a 8-0 and LMG for a 8-1 and MMG.
- ☆ Exchange a 6+1 and 5-3-6 for a 8-1 and 6-6-6.

MISSION LENGTH

✚ GERMAN SETS UP FIRST

☆ AMERICAN MOVES FIRST

1 2 3 4 5 6



Elements of SS Panzer Grenadier Division 17 set up on/south of hexrow N.

5-4-8	9-1	8-0	HMG	MMG	LMG	StuG III G -/-/2*
5				2	2	

{ELR: 5}
{SAN: 3}

SS Panzer Grenadier Division 17 reinforcements enter turn 1 on the south edge.

5-4-8	8-1	LMG	DC	StuG III G -/-/2*
2			2	



Elements of the 331st Infantry Regiment, 83rd Infantry Division set up on/north of hexrow H.

6-6-6	5-4-6	5-3-6	9-1	8-0	6+1	MMG	BAZ 44	M-2 60* MTR
3	9	3				3	3	2

{ELR: 3}
{SAN: 2}



EASY RIDERS

RALLY POINT SCENARIO RPT57

SITUATION: LUZK, Ukraine, U.S.S.R., 27 June 1941: Shortly after joining Panzergruppe Kleist, Kradschützen-Bataillon 43 (motorcycle infantry) was traveling through the Ukraine near the village of Luzk. It was assigned to reconnoiter the surrounding area. The Russians ambushed them with direct artillery fire from a tree line. Kompaniechef Hauptmann Cochius gave the order to dismount and find cover. Everyone spread out to avoid giving the Russians an easy target. After the initial fire from the tree line, Russian tanks appeared. Oberfeldwebel Hilski gave the order to start using Spitzgeschoss mit Kern Hart (SmKH) armor piercing ammunition, this had no effect and failed to slow the Russian tanks. German anti-tank guns (PaKs) and armored cars responded to the Russian tanks. The PaKs moved into position and deployed with amazing speed. The Russian tanks were driven back. Both sides suffered casualties. After the smoke had cleared, the sounds of Russian soldiers could be heard as they advanced into position. The motorcycle infantry faced the task of slowing down or breaking the Russian infantry attack until German reinforcements could arrive. There seemed to be an endless number of Russians advancing on the German position. Wave after wave kept coming until the Germans (using coordinated machine gun and small arms fire) stopped the Russian advance. Eventually, the Russian attack was broken and the enemy was driven back into the protection of the woods.

Source: Schiebel, Helmut, *A Better Comrade You Will Never Find* (Winnipeg: J.J. Fedorowicz Publishing, 2010) pp. 6-10.



MAP ORIENTATION:

OPTIONS:



(Only hexrows R-GG on board y are playable.)

☒ Exchange the German MMG for an HMG.

★ Add a 4-4-7 to Russian Group #2.



MISSION: The Germans win at game end if they occupy two or more buildings with a Good Order MMC.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. The Russian player may not use Commissars (A25.22).
3. Place four wrecks in the following hexes: T7, Z5, S2, X1. Place a Russian 1-2-7 in two of these hexes. The Russian BT-7 M37 is immobilized.
4. Place three wrecks in the following hexes: X8, DD8, W3. Place a German 1-2-7 in one of these hexes. At least three German MMCs must set up within two hexes of V6, none of them may set up in a hex with a wreck.
5. Wrecks cannot be scrounged.
6. The Russian ART piece and the German AT gun may set up, but may set up HIP/Concealed.

Scenario Design: Hugh Downing 090611.5

MISSION LENGTH

☒ GERMAN SETS UP FIRST		1	2	3	4	5			
★ RUSSIAN MOVES FIRST		★		★☒					
	Elements of Kradschützen-Bataillon 43, Panzergruppe Kleist, Panzer-Division 13 set up on/south of hexrow Z (see CI #4).	4-6-8	4-6-7	2-2-8	10-2	8-1	MMG	LMG	PaK 35/36 37L AT
		5					2		
{ELR: 4} {SAN: 2}	Reinforcements enter turn 3 on the west edge, south of hexrow Y.	4-6-8	4-6-7	9-1	LMG				
		2							
	Group #1: Elements of the 9 th Mechanized Corps set up on/north of hexrow CC (see CI #3).	4-5-8	2-2-8	9-1	DC	BT-7 M37 -/4	obr 39 76L ART		
		2							
	Group #2: Reinforcements enter turn 1 on the east edge.	4-4-7	8-0	7-0	LMG				
		7		2					
	{ELR: 2} {SAN: 2}	Group #3: Reinforcements enter turn 3 on the south edge.	4-4-7	7-0	LMG				
			3						



HUNGARIAN HOPSCOTCH

RALLY POINT SCENARIO RPT59

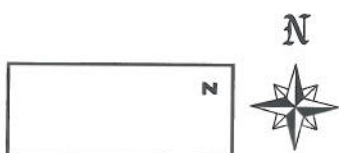
SITUATION: HAJDUDURGOG, Hungary, 24 October 1944: As elements of the German 8th Army retreated across the Pecske, Russian cavalry and tank units of the 2nd Ukrainian Front moved to cut them off and encircle them once again. The initial assault into Hajdudurgog was ripped to shreds, leaving the 30th Cavalry Division susceptible to counterattack. That blow was delivered by 126th Panzergrenadier Regiment on the afternoon of Tuesday, October 24th. Yet another German breakout was in the end successful due to the fighting spirit of the landers. The race to Budapest was on during the final week of October 1944.

Source: Rebentisch, Dr. Ernst, *To the Caucasus and the Western Alps: The History of the 23. Panzer-Division in World War II*, (Winnipeg: J. J. Fedorowicz, 2009) p. 411.

Scenario Design: Pete Shelling 090511.8



MAP ORIENTATION:



OPTIONS:

- ★ Delete a German 4-6-7.
- ✚ Add an LMG to German Group #1.

MISSION: Either side wins if it controls ≥ 6 multi-location buildings between hexrows I and Y at the end of any game turn. Otherwise, the Russians win if at game end they control ≥ 5 multi-location stone buildings between hexrows I and Y.

COORDINATING INSTRUCTIONS:

1. EC are Moist, with no wind at start. Kindling is NA.
2. All buildings are single story with ground level only.
3. Beginning on turn 2, either side may exit AFV(s) off of road hexes if $\geq \frac{1}{4}$ (FRD) of the AFV's MPs remain. Such exited AFVs can then enter on any subsequent turn on the next road hex along the same edge. If $\geq \frac{1}{2}$ (FRD) of the AFV's MPs remain after exiting, it can re-enter on any road hex along the same edge. All other counters on the AFV (including riders) must re-enter as they exited.
4. Each player may place one *burnt-out* wreck in a road hex of his choice (German player placing first).

MISSION LENGTH

✚ GERMAN SETS UP FIRST						1	2	3	4	5	6	
★ RUSSIAN MOVES FIRST												
✚	Group #1: Elements of Panzer-grenadier Regiment 126, Panzer Division 23 set up on/between hexrows O-Q.	4-6-8	4-6-7	9-1	8-1	MMG	LMG	PSK	?			
		2	5						8			
{ELR: 3} {SAN: 4}	Group #2: Germans set up on/east of hexrow H.	4-6-8	9-2	8-0	MMG	LMG	DC	8-1 Armor	JgPz IV(L) -/1	StuG IIIG -/2*	StuH 42 -/2*	
		5										
★	Elements of the 30 th Cavalry Division set up on/between hexrows R-T.	4-4-7	2-2-8	9-1	MMG	?	P obr 39 76L ART					
		7				8						
{ELR: 3} {SAN: 3}	Russians set up on/west of hexrow Z.	4-4-7	5-2-7	8-1	7-0	LMG	T34 M43 2/4					
		6	4			2	4					



CAT CHOW

RALLY POINT SCENARIO RPT60

SITUATION: GORODOK, Russia, 13 January 1943: With Leningrad surrounded for the second winter, Romanovsky's 2nd Shock Army attempted to cut the German noose and break out to Siniavino. After establishing a tenuous bridgehead across the Neva, the 102nd and 123rd Rifle Brigades attacked the strongpoint at Gorodok. Like most attempts before it, this ended in disaster for the Soviet 67th Army as the German hedgehogs around the hospital and power station could not be breached. 88mm guns and brand-new 'Tiger' tanks were brought forward to stabilize the lines of the 170th Infantry Division and push the attackers all the way back to the riverbank, where they were cut to pieces by the Luftwaffe.

Source: Forczyk, Robert, *Leningrad 1941-44: The Epic Siege* (Oxford: Osprey, 2009) p. 73.

Scenario Design: Pete Shelling 090311.6

MAP ORIENTATION:

OPTIONS:



☒ Delete one T-34 M41.

★ Germans may not set up on board u.

(Only hexrows A-P on board s and R-GG on boards u and v are playable)

MISSION LENGTH

☒ GERMAN SETS UP FIRST	1	2	3	4	5	6	7	8
★ RUSSIAN MOVES FIRST		★	☒					



Elements of **Infanterie Division 170** setup anywhere on boards v and s and in hexes numbered ≤ 3 on board u.

4-6-7	2-4-8	2-2-8	9-1	8-1	8-0	MMG	LMG	50* MTR	FlaK 18 88L AA
7							2		

{ELR: 3}
{SAN: 2}

Elements of **Schwere Panzer Abteilung 502** and **Infanterie Division 96** enter turn 3 on the south edge.

4-6-7	8-0	LMG	PzIIIIN 3/5	PzVIE 3/5
3		2		2



Elements of the **67th Army** enter turn 1 on the north edge.

4-4-7	2-4-8	9-1	8-0	7-0	MMG	LMG	50* MTR	KV-1 M41 2/4 ^{R2}
16	4				2	2	2	2

{ELR: 3}
{SAN: 2}

Reinforcements enter turn 2 along the north edge.

6-2-8	5-2-7	8-1	ATR	T-34 M41 2/4
2	3			5



MISSION: The Russians win at game end if they have met at least two of the following conditions:

- No Good Order German MMC in building s15;
- The Russians control building sP5;
- The Russians have ≥ 4 unbroken MMCs in building hexes numbered ≥ 8 on board s.

COORDINATING INSTRUCTIONS:

- Weather is ground Snow, with no wind at start. Kindling is NA.
- All buildings are single story with ground level only.
- Due to snow, the -1 FFMO penalty is NA
- Road bonus and road movement rate are also NA.