

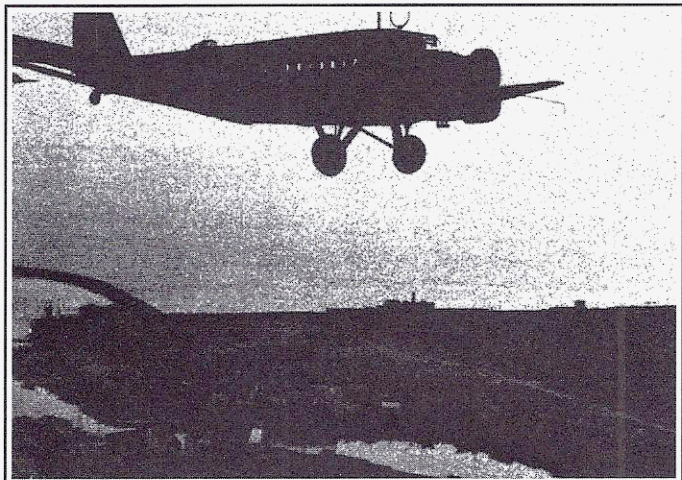
A DESPERATE AFFAIR



ASL SCENARIO 97

This scenario was previously issued as G39.

Scenario Design: Rick Troha



HERAKLION, CRETE, 20 May 1941: German intelligence had erred terribly in calculating the ability of the British forces to resist an airborne attack. There were three times the number of troops on Crete as expected. They were dug in and well-camouflaged, and little affected by the massive pre-invasion aerial bombardment. The mission of the paratroopers approaching Heraklion was to take the town and, more importantly, the airfield. The invaders needed an airfield as quickly as possible in order to land troops of the 5th Mountain Division. As the paratroopers jumped from the Junkers Ju52s, each armed with only a few grenades and a pistol, they were confident of their success.

BOARD CONFIGURATION:

	9
	33
	16
	18



VICTORY CONDITIONS: The Germans win at game end if any two adjoining half-boards are devoid of all Good Order, Armed British MMC and occupied by a Good Order Armed German MMC. Half-boards are defined as hexrows A-Q and R-GG.

BALANCE:

- Add one 4-5-8 to any one British group.
- ⚡ Halve (FRU) the extent of error in the Drop Point Random Location DR (see SSR 3).

TURN RECORD CHART

● BRITISH Sets Up First [184]	⚡ 1	2	⚡ 3	4	5	6	7	8	END
⚡ GERMAN Moves First [198]									

Elements of 2nd Black Watch [ELR: 4] set up in whole or half hexes of the indicated boards (see SSR 4): {SAN: 5}



Board 18:



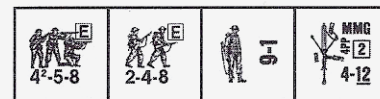
4

Board 16:



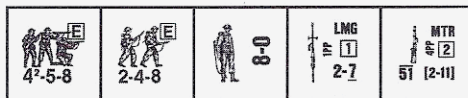
3

Board 33:



3

Board 9:



3

Elements of Bataillon II, Fallschirmjäger Regiment 1 [ELR: 5] enter on Turn 1 by Air Drop (E9.) (see SSR 2 and SSR 3): {SAN: 3}



14

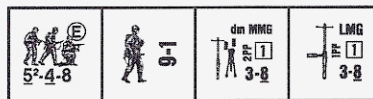
2

2

4

2

Enter on Turn 3 by Air Drop (E9.) (see SSR 2 and SSR 3):



5

SPECIAL RULES:

- EC are Dry, with no wind at start [EXC: for Air Drop purposes (only), wind direction is from the north at start]. Gusts are NA. All buildings are single story and stone. All Orchards are Olive Groves (B14.8). Grain is in season.
- Germans may not Deploy prior to landing. Pre-1942 German Paradrop rules are in effect (E9.7).
- In lieu of the normal E9.12 Drop Point determination procedure, the following is used: Prior to British setup, the Germans secretly designate the makeup of, and one landing zone hex for, each of their three Turn 1 wings. Similarly, secretly select three landing zone hexes for the Turn 3 reinforcements. Each landing zone hex must be ≥ 10 hexes from any other landing zone hex. At the start of the German Turn 1 MPH, each of the three Turn 1 wings makes a Random Location DR (C1.41); the direction and extent of error from the wing's landing zone hex becomes that wing's Drop Point hex. At the start of the German Turn 3 MPH, the Germans randomly select one of the three pre-

designated landing zone hexes. A Random Location DR is then used from this landing zone hex to determine the Drop Point hex for the Turn 3 wing.

- The British suffer from Ammunition Shortage (A19.131). All British MMC (and any SMC/SW set up with them) which set up in suitable terrain may do so entrenched (B27.11).
- Unarmed units of both sides may rearm per E9.7 (unarmed squads/HSS rearmed by this method become Second Line MMC of the appropriate size).

AFTERMATH: To their horror, the Fallschirmjägers found themselves falling directly over the British troops. The British rose from their slit trenches and opened fire on the helpless men dangling from their parachute harnesses. With well-aimed rifle and machine gun fire, the Black Watch slaughtered many of the Germans before they even touched the ground. Those that did reach the earth ran around frantically searching for their weapons canisters—which contained all of their heavy weapons—while the British continued to pick them off one by one. The British then counterattacked against the lightly armed German troops, knowing that now was the time to take them out—before they could offer serious resistance. Of the entire battalion, only a handful of men survived. The attack on Heraklion had failed.

GABRIEL'S HORN



Scenario Design: Gary Fortenberry

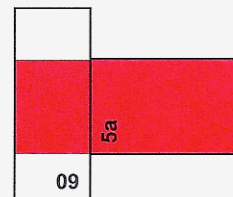
ASL SCENARIO AP75



ALTAVILLA, ITALY, 12 September 1943: The green troops of the 36th Infantry Division, known as the "T-Patchers," were mainly made up of Texas National Guardsmen, with a few draftees from all over. Immediately after the Salerno landings, the 1st Battalion, 142nd Infantry Regiment was tasked with taking the hilltop village of Altavilla and the hill to the northeast beyond the village, labeled Hill 424 on their maps. The Texans—advancing on the village—met little resistance. The battalion commander, Lt. Col. Barron, deployed his men on the slopes of Hill 424 with the battalion HQ company occupying the town. Hill 424's slopes were covered in brush and rife with ravines and gullies, with which the Germans opposing the T-Patchers were well familiar, as they had spent days on its slopes in defensive positions. Using this knowledge, men of the 2nd Battalion, 15th Panzer Grenadiers began infiltrating the American positions on the hill throughout Saturday night and into the early morning of the 12th.

VICTORY CONDITIONS: The Germans win at game end by Controlling all level 3 hill hexes, Controlling more three-hex stone buildings on board 60 than the Americans, and amassing \geq twice as many CVP as the Americans (but at least 8).

BOARD CONFIGURATION:



(Hexrows A-H and Z-GG on board 60 are not playable. Hexrow Q on board 60 aligns with hexrow I on board 5a)

BALANCE:

- ☆ Delete SSR 3.
- ⚡ Add one HMG and one 4-6-7 to the German OB.

TURN RECORD CHART

☆ AMERICAN Sets Up First [135]	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First [152]								

Elements of A Company 1st Battalion, 142nd Infantry Regiment [ELR: 2] set up entrenched at \geq level 2 and within 7 hexes of 5aJ8: {SAN: 2}



1 6 ³ -6-6	G 5 ² -3-6	2-2-7	8-1	8-0	7-0	2 4-10	MTR M2 3 60*[3-45]	BAZ 43 X10 8-4
4	3	2				2	2	2



Elements of D Company and Battalion HQ, 1st Battalion, 142nd Infantry set up within 3 hexes of 60Q5:

1 6 ³ -6-6	G 5 ² -3-6	2-2-7	9-1	8-0	2 4-10	MTR M2 3 60*[3-45]	BAZ 43 X10 8-4
3	2	2			2	2	2

Bataillon II, Panzergrenadier-Regiment 15 [ELR: 4] set up concealed (regardless of terrain and enemy LOS) on board 5a \geq 2 hexes from any American unit: {SAN: 4}



E 4 ² -6-8	1 4 ¹ -6-7	E 2-4-8	9-1	8-1	8-0	2 5-12	LMG 1 3-8	DC X12 30-1	?
4	9	2		2		2	3	2	9



Elements of Panzer-Abteilung 103 enter on Turn 2 along the north/south/east edge(s) of board 5a on hexes numbered \geq 6:

9-1 2nd Lt	13 8 3 75L -1/2*	14 6 3 75*
	2	2

SPECIAL RULES:

- EC are Dry, with a Mild Breeze from the southwest at start. Kindling (B25.11) is NA. All buildings have a ground level only. Rowhouses are normal (ground-level only) Multi-Hex Buildings (B23.22) with no black bars. All Brush hexes are Cactus Patches (B14.7), all Woods hexes are Olive Groves (B14.8). The Americans control all level 3 hexes of board 5a at start.
- Any unit [EXC: American crew] firing a BAZ suffers Non-Qualified Use (A21.13) penalties.
- The Germans receive one module of 80+mm battalion mortar (C1.22) OBA (HE/Smoke) with one Pre-Registered hex (C1.73) directed by an Offboard Observer

(C1.63) at level 4 in a north edge hex secretly recorded prior to setup.

- AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: At the sun's rising the Germans opened fire on the National Guardsmen deployed on the hill. Artillery pounded the summit and small arms fire seemed to come from all directions. Unable to call in artillery support—as the attackers were so close the rounds would fall onto friendly positions as well—the hill's defenders were disoriented and defeated in detail. The panzergrenadiers were able to split the American battalion and a counterattack led by Lt. Col. Barron was stopped cold when Barron was hit by enemy rifle fire. By 1400 the Germans were in Altavilla, with the Texans falling back in disordered small groups. For many of these Americans, Gabriel's Horn had sounded.

304

SHERMAN MARCHES WEST



ASL SCENARIO S24

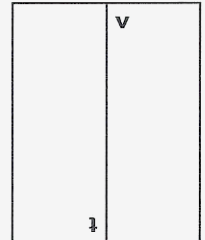
Scenario Design: Ken Dunn



KRUPKI, BYELORUSSIA, 28 June 1944: Operation Bagration, launched by the Soviets on June 23, was turning out to be highly successful. German reports noted that the Russians no longer attacked as in the early days with masses of infantry across a broad front but instead employed concentrated groups of infantry supported by well controlled fire from heavy weapons with follow up forces available once favorable forward positions were established. In addition, the German high command did not believe that this was the major portion of the Russian summer offensive and refused to send strategic reserves immediately. Finally, however, the situation on the ground proved threatening enough that the 5th Panzer Division with Tiger tanks of the attached 505th Heavy Tank Battalion was sent to assist.

VICTORY CONDITIONS: The Russians win at game end if they Control all building hexes located on board v between hexrows J and Q.

BOARD CONFIGURATION:



BALANCE:

☛ Add a 7-0 leader anywhere in the German OB.

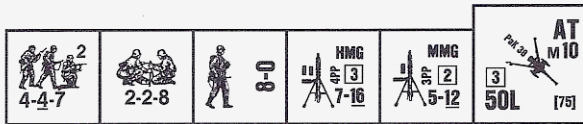
★ The German reinforcements enter on Turn 4.

TURN RECORD CHART

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

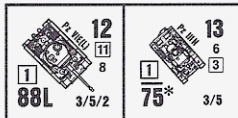
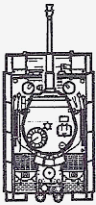
327

Elements of Army Group Center Security Forces [ELR: 3] setup anywhere:



6

Elements of Schwere Panzer Abteilung 505 and 5th Panzer Division enter on Turn 1 along east edge having already expended 1/2 of their printed MP:



Elements of Pionier Bataillon, 5th Panzer Division enter on Turn 3 along east edge:



3

3

2

12/8

Elements of 3rd Guards Tank Corps [ELR: 3] enter on Turn 1 along west edge:



4

10

4

6

29

SPECIAL RULES:

- German 8-3-8s and 5-4-8s Smoke exponent is increased by 2.
- German 8-3-8s/3-3-8s and 5-4-8s/2-3-8s have their CCV increased by 1.
- Russian 6-2-8s/3-2-8s are considered to have underlined Morale and thus not subject to ELR (5.1).

AFTERMATH: As the Tigers arrived they advanced to contact with the 3rd Byelorussian Front near Krupki Railroad Station. The Russians with their lend lease Shermans had marched west in an effort to surround the demoralized and retreating elements of Army Group Center at Borisov. A sharp engagement occurred and while the experienced Tigers inflicted heavy casualties, they could not stop the capture of the station. Ultimately, the 505th destroyed 128 tanks of the 3rd Byelorussian Front over the following few weeks, but lost all 29 of its own Tigers in the process. The heavy losses to the Russians caused the relief of Marshal Pavel Rotmistrov, but not before the elimination of some 350,000 German soldiers, almost all of Army Group Center.