

88s AT ZON



ASL SCENARIO S14

Scenario Concept: Jon Mishcon and Joe Suchar



ZON, HOLLAND, 17 September 1944: The mission of the 101st Airborne Division in Operation Market-Garden was to secure the 15 miles of highway stretching from Eindhoven north to Veghel. The orders for Col. Robert Sink and his 506th Regiment were to seize the main highway bridge over the Wilhelmina Canal at Zon and then secure Eindhoven. With his regiment down in good order along the edge of the Zonsche Woods, Sink sent Major James LaPrade's 1st Battalion racing to grab the vital bridge, followed closely by 2nd and 3rd Battalions. The Screaming Eagles faced almost no opposition until the paratroopers reached the northern outskirts of the village of Zon.

BOARD CONFIGURATION:



(Only hexrows A-P are playable)

BALANCE:

- ✚ Add one MMG to the German OB.
- ☆ Add one 7-0 SMC to the Americans entering on Turn 1.

VICTORY CONDITIONS: The American player wins immediately upon Exiting ≥ 7 VP off the south edge on/between hexes F0-L0. Each squad is worth 2 VP, each half-squad is worth 1 VP, each "-2" SMC is worth 3 VP, "-1" SMC is worth 2 VP, each "-0" and "+1" SMC is worth 1 VP.

TURN RECORD CHART

✚ GERMAN Sets Up First	☆ 1	☆ 2	3	4	5	6	END
☆ AMERICAN Moves First							



Elements of Selbstaendige FlaK Batterie, Flieger Division 7 [ELR: 3] set up in hexes numbered ≤ 7 :



1 4'-6-7	2 4-4-7	2 2-3-7	2-2-8	8-1	7-0	1 3-8	AA M(4) 88L AS/4/34
2	4	2		2		2	2



Elements of 1st Battalion, 506th Parachute Infantry Regiment [ELR: 5] enter on/after Turn 1 on/between hexes E10-H10:



E 7'-4-7	8-1	BAZ 44 12 8-4
4		

Elements of 2nd Battalion enter on/after Turn 2 on/between hexes M10-P10:

E 7'-4-7	9-2	9-1	MMG 12 4-10	BAZ 44 12 8-4
7				2

SPECIAL RULES:

1. None.

AFTERMATH: As 1st Battalion entered the village with A Company in the vanguard, they were fired on by a concealed heavy AA piece—the fabled German 88, one of several in place to protect the bridge from Allied bombers. While LaPrade's advance halted to deal with this threat, Lt. Col. Robert Strayer's 2nd Battalion surged ahead with Easy Company under Cpt. Richard Winters in the lead. The 2nd soon discovered more 88s guarding the bridge and moved to engage them, knocking one out with a bazooka round

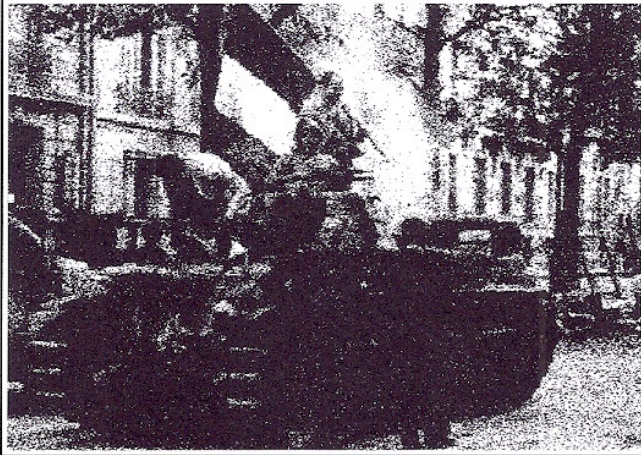
and another with small arms fire. Dog and Easy Companies advanced on the bridge along both sides of the main road, and the lead elements of 1st Battalion appeared on the flank. All were too late, however. As the Americans approached within 30 yards of the canal, the German rear guard blew the bridge in their faces, raining a hail of debris down on the 506th. With covering fire provided by Strayer's men, 1st Battalion crossed the canal amidst the wreckage of the bridge, clearing the southern bank and establishing a bridgehead. Engineers crafted a temporary footbridge over the canal, but only a few men could cross at a time. Until British bridging equipment could be brought forward, the Market-Garden corridor consisted of a narrow, wooden span.

THE MEN FROM ZADIG



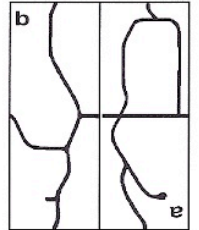
ASL SCENARIO OB10

Scenario Design: Carl Nogueira



NEUILLY, suburb of PARIS, FRANCE, 19 August 1944: On the morning of August 19th, alerted by the codeword "The Men from Zadig," a resistance group under the command of Andre Caillette seized the Neuilly town hall. This was to be but a small part of a much larger insurrection that was taking place in Paris, one that would hopefully culminate in liberation. The Germans reacted swiftly when warned of the seizure, and before long a *Wehrmacht* truck pulled to a halt outside with an officer and six men jumping out and demanding the surrender of the more than sixty partisans. Caillette's men replied with a hail of gunfire that left all seven Germans dead in the street.

BOARD CONFIGURATION:



BALANCE:



- ⊙ The *PzKpfw VG* enters on Turn 4.
- ⚡ The *PzKpfw VG* has a 9-1 Armor Leader.

VICTORY CONDITIONS: The Germans win at game end if there are no unbroken Partisan MMC in building aJ1.

TURN RECORD CHART


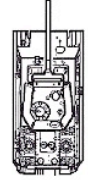
⊙ PARTISAN Sets Up First	+ 1	+ 2	+ 3	4	5	END
⚡ GERMAN Moves First [70]						

Elements of Forces Françaises de l'Intérieur [ELR: 5] set up in building aJ1: {SAN: 4}

5-2-7	3-3-7	1-2-7	8-1	7-0	1-4-9	LMG PP: 1 2-7
2	4					

Elements of Sicherheit Division 325 [ELR: 2] enter on Turn 1 along the south edge with all Personnel as Passengers (see SSR 4): {SAN: 2}

4-4-7	8-0	7-0	6-1	4m MMG PP: 1 3-8	LMG PP: 1 3-8	24 T2 29PP
10				2	2	5

Enter on Turn 2 along the south edge:

37*	8-4-4	-/2
		2

Enter on Turn 3 along the south edge:

75LL	+15	18	3/5/2
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SPECIAL RULES:

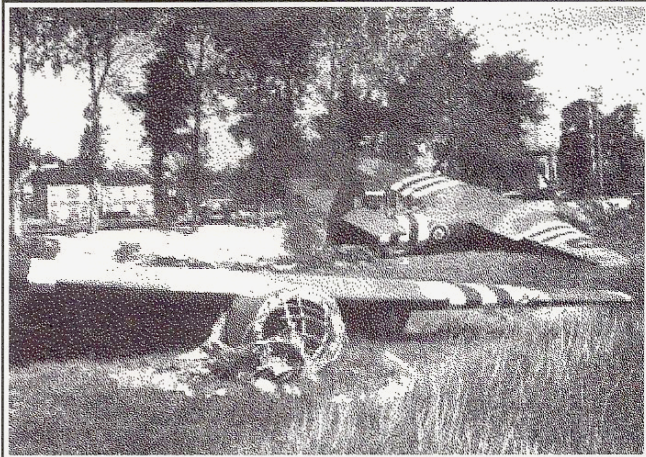
1. EC are Moderate, with no wind at start. Hexes aL3, aM2, and aM3 are Wide City Boulevard hexes (B7.). Place a truck wreck in hex aM3.
2. RB Cellars (O6.) and Rooftops (B23.8) are in effect [EXC: cellars are not fortified building locations].
3. Partisans may not deploy in the RPh, recombine, or participate in multi-location firegroups and suffer from Ammunition Shortage (A19.131). Partisan use of the British LMG does not incur captured equipment penalties. 5-2-7s/2-2-7s are treated as Partisans (A25.24) for all purposes, and are considered to have an underscored morale.
4. During setup, each truck may be covered with a "?" counter, with that vehicle's actual Passengers (including SW) placed out of the opponent's view in the corresponding Cloaking box. Such "?" placement does not itself bestow concealment status on the truck or Passengers, but does prevent inspection of the vehicle's contents and is lost as per normal concealment-loss rules [EXC: this benefit is not lost solely as a result of the truck's movement]. Each Buessing-Nag is Recalled (D5.341) when it is no longer transporting any Passengers.

AFTERMATH: Other elements of the Paris garrison (the 325th Security Division) soon arrived, well-equipped with machine guns and supported by panzers. They quickly surrounded the town hall, but it would take five hours of brutal fighting to subdue the partisans. Unfortunately, the French had neglected to bring along any Molotov Cocktails, and without them they were helpless when the tanks closed to point-blank range. A handful of the defenders managed to escape through the sewers under the building, but most of Caillette's group were killed or captured. The "Men from Zadig" had acquitted themselves well, however, as the Germans had suffered heavy casualties in the assault.



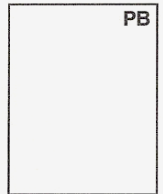
ASL SCENARIO PB1

Scenario Design: *Tim Van Sant*



BÉNOUVILLE, FRANCE, 6 June 1944: One of the first objectives of Operation Overlord was the seizure of bridges over the Orne River and Canal de Caen just west of Ranville. The bridges were vital links to the British 6th Airborne's bridgehead over the Orne on the Allied left flank. Major John Howard's reinforced D Company, from the 2nd Oxfordshire and Buckinghamshire Light Infantry Battalion, was given the task of seizing the bridges in a glider-borne *coup de main* attack. D Company would land almost simultaneously with pathfinders for the main parachute force of the 6th Airborne. As the men of D Company boarded the gliders at 2230 hours on 5 June, they shook hands and passed along the greetings "Ham" and "Jam." These two words spoke volumes to D Company—they were the codes to alert the paratroopers that the canal and river bridges had been captured intact.

BOARD CONFIGURATION:



BALANCE:

- ✚ Add one MMG to the initial German OB.
- ⊙ The German Reinforcements enter on Turn 4 instead of Turn 2.

VICTORY CONDITIONS: The British win immediately when they have "cleared" the bridge (see SSR 7) and Control Pegasus Bridge (see SSR PB4).

TURN RECORD CHART

✚ GERMAN Sets Up First	⊙	1	2	3	4	5	6	END
⊙ BRITISH Moves First								



Elements of Grenadier Regiment 736, Infanterie Division 716 [ELR: See SSR PB12] set up as indicated (see SSR 3): {SAN: 2}

Set up ≤ 4 hexes from Y19:



4-3-6	2-3-6	8-0	7-0	2 5-12	1 3-8	1+3+5	Trench OVR.OBA: +4 Other: +2	NMPH/RPH: dr = MF CC: +1/-1
4	2			2		3	3	

Set up in X20; the Gun must be unpossessed:

AT M10	50L [75]
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2-3-8	8-1	30 T10 9PP
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Elements of Fallschirmjäger Regiment 6 (Ind.) [ELR: 4] enter on Turn 2 on TT12, non-Cloaked, with all Personnel as Passengers and having expended 18 MP (see SSR 8):



Elements of Companies B and D, 2nd Oxfordshire and Buckinghamshire Light Infantry [ELR: 5] enter by Glider (E8.) on Turn 1 (see SSR 4 and 5): {SAN: 2}



6 ² -4-8	4 ² -5-8	2-4-8	8-2	8-1	8-0	1 2-7	8-3	51 [2-8]	GL ★ 18PP ⊙ 29PP ✚ 14PP
3	3	3				2	3		3

SPECIAL RULES:

1. No Wind Change DR is made in the first RPH. See PB SSR.
2. Night Rules are in effect. The initial Base NVR is 2 hexes. The German player is the Scenario Defender.
3. All German units must set up in building/Gun/Fortification Locations with ≤ 1 MMC per Location. The pillbox must be set up in Z21 (CA: Y22/Z22); no Wire counters may be set up in a paved-road/bridge hex. No Fortification/Gun may be set up HIP.
4. All ILH (E8.2) must be east of the canal, ≤ 2 hexes from at least one other ILH.
5. The three initial British 2-4-8s are Sappers (B28.8); each glider must contain one Sapper HS at setup.
6. During the British Player Turn 1, the German player may conduct only TPBF attacks. Only German leaders may fire Starshells; a hex containing a leader that is

attempting Starshell placement need not be disclosed unless that attempt is successful.

7. To "clear" the bridge, the British must make a successful Clearance DR in any bridge Location as though removing a Set DC (B24.75).
8. When there are no Passengers in the Kzf 1, it is marked with an Abandoned counter; it may neither move nor change CA.

AFTERMATH: In one of the greatest feats of flying during the war, the glider carrying Howard and the first platoon landed within 50 meters of the bridge with the other two not far behind. Springing from their gliders, the men of the Ox and Bucks charged the canal bridge and quickly dispatched its surprised guards. At the river bridge, despite one glider landing at the wrong LZ, German resistance crumbled without firing a shot. As Major Howard set up his command post at the canal bridge, his radioman repeatedly sent the signal "Ham and Jam", throwing in an occasional "Ham and BLOODY Jam" for emphasis. The vital bridges were taken and now had to be defended until relief came.