

THE ROADBLOCK



ASL SCENARIO 18



VICTORY CONDITIONS: The German wins by exiting ≥ 20 Victory Points (A26.3; see SSR 3) off the south edge of board 24.

TURN RECORD CHART

★ AMERICAN Sets Up First [147]	1	2	3	4	5	6	7	8	9	10	11	12	END
✚ GERMAN Moves First [190]													

NEUVILLE-AU-PLAIN, June 6, 1944: Although Ste. Mere-Eglise had fallen by 5 AM to a scratch force of the 3rd Battalion, the scattered air drop of the 101st Airborne Division and the resulting loss of unit cohesion and communications equipment left the paratroopers as confused as the Germans. It was not surprising then that Lt.-Colonel Benjamin Vandervoort was ordered to turn his 2nd Battalion toward the already-taken village and abandon his initial objective—a blocking position astride Route 13 to the north. Vandervoort hedged his bets, however, and sent a platoon under Lt. Turner Turnbull to organize a roadblock in Neuville before moving south to Ste. Mere-Eglise. Turnbull beat a strong German column to the village by only 20 minutes.

BOARD CONFIGURATION:



6	2
4	24

BALANCE:

★ The German Movement Secret DR (SSR 4) is subject to a -1 DRM.

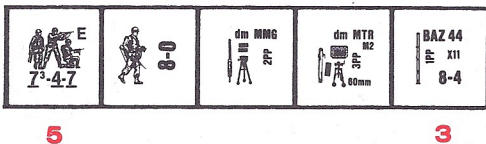
✚ Extend Game Length to $12\frac{1}{2}$ turns.

447

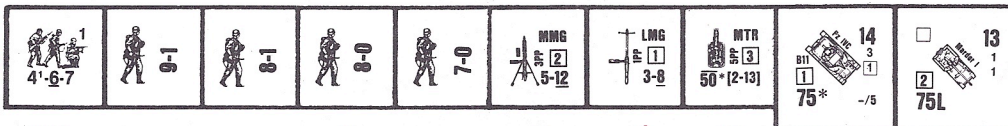
Elements of Company D, 2nd Battalion, 505th Parachute Regiment [ELR: 5] set up with no more than one MMC per hex on board(s) 24/2 on/north-of hexrow Q with the option of using HIP: {SAN: 5}



Platoon of Company E, 2nd Battalion, 505th Parachute Regiment enters as per SSR 3:



Company 3, 1058th Grenadier Regiment, 91st Airlanding Division [ELR: 3] enters 4I1 on turn 1: {SAN: 3}



SPECIAL RULES:

- EC are Moderate, with no Wind at start.
- All valley/hill hexes are considered ground level; cliff hexside 24J2-J3 does not exist. All hedges and walls not inside the Valley depiction are treated as bocage (B9.5).
- Starting on turn 5, the U.S. player may roll once per Game Turn during his RPh for reinforcements which will arrive on any dr that is at least four less than the current turn number. The U.S. reinforcements must enter on/adjacent-to the road in 24A5-A6, but may expand this allowable entry area four hexes in either direction around the perimeter of the playing area for every turn after turn 5 in which they arrive (e.g., if they don't arrive until turn 8 they may enter anywhere between 2A9 and 24J0). However, all reinforcements must enter within four hexes of each other. The arrival of the U.S. reinforcements cancels SSR 4. For every two German squads/equivalent, or for every one AFV (and its inherent crew), exited off the southern edge of board 24, the U.S. reinforcement dr is subject to a $+1$ drm. The number of Victory Points the German needs to exit is increased by one for each Reinforcement dr failed by the U.S. player (up to a maximum of four). The U.S. reinforcements will enter automatically on turn 9 if not previously received.

- Starting on turn 2, the German player may not move (i.e., expend MF with) more Good Order MMC during each MPH than the number rolled on a Movement Secret DR as the first act of each German MPH. This Movement Secret DR is modified by $+1$ for every currently broken/eliminated/captured U.S. squad/equivalent. AFV, Riders who remain Riders throughout the MPH, and SMC (and any MMC that move with a leader throughout the MPH) are not so restricted. The German Secret DR is revealed only at the end of each German MPH.

- No Bore Sighting is allowed.

- The AT Gun may fire HE with a Depletion Number of 7 (C8.8). Due to its anticipated use against Paratroop forces, the Marder is assumed to have HE10 instead of HE7.

AFTERMATH: The armor was quickly disabled by the AT Gun, and while the Germans outnumbered the paratroopers four to one, they didn't realize it as the bocage masked their true strength. Nevertheless, the attrition of the uneven firefight steadily took its toll and as the Germans flanked his position, Turnbull was forced to withdraw with his remaining 16 men under the cover of a relief force dispatched by Vandervoort. The troopers left behind had bought time to save Ste. Mere-Eglise—then under heavy attack from the south—from a simultaneous two-pronged attack. Turnbull, deserving to be proclaimed one of the true heroes of D-Day, never lived to receive his due. He was killed the next day by a mortar shell.

Der. 2000 gegen Rauli.
Sieg mit Griechen

REVENGE AT KASTELLI

ASL SCENARIO 45



VICTORY CONDITIONS: The Greeks win immediately when they have amassed ≥ 20 Casualty VP.

KASTELLI, CRETE, 20 May 1941: A number of Greek regiments, understrength and poorly armed but with grim determination after the defeats of the past month, were on Crete. On the day of the German paratroop assault, one such—the 1st, numbering a bit over 1000 men—was stationed at Kastelli near the western end of the island to protect its small harbor. German troops landed east of the village, and north and south of the main road nearby. Needing no urging from the New Zealand officers attached, the Greeks—though poorly-armed—sallied out to meet the enemy.

BOARD CONFIGURATION:

	N
	W
11	

BALANCE:

- 👑 German sets up first.
- ♣️ German moves first.

TURN RECORD CHART

👑 GREEK Sets Up and Moves First [156]	1	2	3	4	5	6	7	8	9	10	END
♣️ GERMAN [156]											



Elements of 1st Greek Regiment [ELR: 3] set up within four hexes, inclusive, of hex 3R5: {SAN: 4}

1 4-5-7	G 4-3-7	9-1	8-0	7-0	LMG 1 2-8
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6

18

2

3



Elements of Bataillon III, Sturm Regiment 1 [ELR: 4] set up on board 2 and 11 in hexes numbered ≥ 6 (see SSR 3): {SAN: 3}

5-4-8	9-1	8-1	8-0	LMG 1 3-8
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12

2

2



SPECIAL RULES:

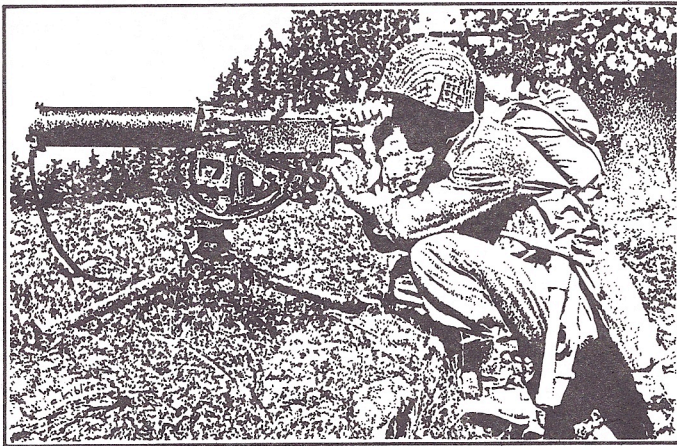
- EC are Moderate, with a Mild Breeze blowing to the north at start.
- Treat all woods as brush. A broken unit forced to rout but unable to reach a building hex in that RtPh may rout to any terrain hex consistent with A10.51 but is *not* required to rout to the nearest building hex.
- Six German squads must set up on board 2, and six on board 11. German SMC and SW may set up on either/both.
- All German units may commence the scenario Concealed.
- The Greek 9-1 leader represents a New Zealand officer; Greek units need not take a LLMC/LLTC due to elimination/breaking of this leader. In all other respects, the 9-1 functions as if he were a Greek leader.

AFTERMATH: So furious was their attack, so bitter their rage, that by 1100 hours the pockets of German paratroopers were overwhelmed. A Greek platoon led by a New Zealander, Major Bedding, captured the last stronghold in the rocky hills above the village. The Germans lost some 50 men killed and 58 taken prisoner; 57 Greeks were killed and 62 wounded. But the real story of the battle of Kastelli began now. Bedding reported to his headquarters that he took over and jailed the prisoners taken there at the request of Greek Colonel Maniadakis, who was afraid that his own men might kill them out of hand. Yet when the German 95th Engineer Battalion took the village on the 24th, some 200 Greeks were killed—in retaliation for supposed atrocities (it was claimed that some 40 Germans were mutilated). This episode marked the beginning of numerous German reprisals against the Cretans—a new note in the crescendo of the *blitzkrieg*.

RETRIBUTION



ASL SCENARIO 55



VICTORY CONDITIONS: The Americans win at the end of any Player Turn if they currently Control ≥ 6 of the 8 multi-level buildings on board 12 (counting each multi-hex rowhouse structure as one building) and have amassed $\geq 1\frac{1}{2}$ times as many Casualty VP as the Italians.

TURN RECORD CHART

III ITALIAN Sets Up First [116]	1	2	3	4	5	6	7	8	9	END
☆ U.S. Moves First [191]										

PALMA DI MONTECHIARO, SICILY, 11 July 1943: After landing at Licata, Gen. Lucian Truscott's 3rd Infantry Division pushed northwest against the Italian 207th Coastal Division and supporting units. Early on the morning of 11 July, Lt.-Col. John A. Heintges' 3rd Battalion of the 7th Infantry Regiment crossed the Palma River and advanced westward along Highway 115. As the GIs approached Palma di Montechiaro they came under fire from the low hills to the south. In a slow, deliberate assault they pushed the Italians out of the hills into the town. As Heintges' men approached Palma, white flags blossomed from its buildings, prompting the Colonel to send a patrol to accept its surrender. Unfortunately, the flags had been put out by civilians, and the troops defending the town opened fire as the patrol approached, killing two of its members and wounding two more. The Americans, enraged by what seemed to be a vile trick, reacted swiftly. Heintges led ten men across an open field to place demolitions on the ground floor of a building from which heavy fire was emanating. After withdrawing a short distance they blew up the house, signalling the start of the assault.

BOARD CONFIGURATION:

BALANCE:

- ☆ Exchange three 6-6-6s for 6-6-7s.
- III Italians may also set up within 3 hexes of 12V4.



12
4



Elements of the 177° Reggimento Bersaglieri and 207ª Divisione Costiera [ELR: see SSR 2] set up within 5 hexes of 12Q5: {SAN: 5}

3-4-7	3-4-6	2-2-7	9-1	8-0	7-0	6-1	2-5	2-5	7 morale	65*
10	10						2	4	10	



Elements of the 3rd Battalion, 7th Infantry Regiment [ELR: 3] set up on/south-/east-of the hexrows that run 12GG7-4X1-4X10: {SAN: 4}

6-6-7	6-6-6	10-2	9-1	8-0	7-0	2-5	2-5	8-4
5	11					2	3	3



SPECIAL RULES:

1. EC are Dry, with no wind at start. All woods hexes and brush hexes are Vineyards (F13.6). All buildings are stone. Place a Stone Rubble counter in hex 12V8. Kindling is NA.

2. All Italian leaders, 4-4-7s, 3-4-7s, and their HS have an ELR of "3". All 3-4-6s, 3-3-6s, and their HS have an ELR of "1". Any ELR loss/gain affects both ELRs.

AFTERMATH: With Heintges leading the assault, the battalion worked its way into the town. The defenders had been reinforced earlier in the day, however, and fought back with surprising determination. Two hours of heavy fighting ensued in the streets and houses of Palma before the surviving Italians, having had enough, withdrew westward—with Heintges' battalion, after pausing to regroup, in close pursuit.