



ASL SCENARIO S5

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The American player wins at game end if there are no Good Order German MMC in a stone building hex ≤ 3 hexes from M5.

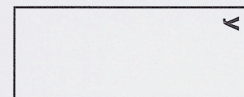
COLLEVILLE, NORMANDY, 6 June 1944: The first few hours of Operation Overlord were characterized by massive confusion, especially at Omaha Beach; so little seemed to be going right that Bradley and Eisenhower were actually contemplating withdrawal from the Omaha beachhead. However, as more and more troops and material came ashore, those remaining alive from the first wave were forcing their way inland bit by bit. In the sector of the First Infantry Division—the “Big Red One”—the day’s objective was the village of Colleville. As more platoons and squads gradually made it off the beach and into the French countryside, they formed up in a draw leading to the town. Lack of radio communications and smoke from day-long artillery exchanges prevented the Navy from providing expected fire support, but with German fire coming from the area, the order to attack was given. Colleville had to be taken, and without further delay.

BOARD CONFIGURATION:

BALANCE:

✚ Replace the German 6+1 with one German 8-0.

☆ Remove one 4-6-7 from the Turn 2 German reinforcements.



TURN RECORD CHART

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



Elements of 726th Regiment, 352nd Infantry Division [ELR: 3] setup on or between hexrows H-R:



6

Enter on Turn 2 along the south edge:



4



60



Elements of Company G, 16th Regimental Combat Team, 1st Infantry Division [ELR: 3] setup on or west of hexrow T:



4

Enter on Turn 1 along the north edge on or west of N10 (see SSR 1):



3

?

Enter on Turn 2 along the north edge on or west of J10 (see SSR 1):



2

?

103



SPECIAL RULES:

1. Prior to the U.S. Rally Phase in each of the first two turns the U.S. player rolls a die and consults the following chart to see how many 3-4-6 HS they receive that turn.

dr	Turn 1	Turn 2
1 to 3	4	5
4 to 6	3	4

AFTERMATH: Defended by the 726th Infantry Regiment, Colleville would change hands several times during the longest day of June, 1944. As the confusion on the beaches continued inland, coordinated attacks and counterattacks were rare. Small, company-sized groups on each side acted and reacted based on the limited information available to them. At about 1840 hours the 16th Regimental Combat Team finally got fire support from the Navy, just as they were re-taking the town. The 5-in. guns of the destroyer Harding leveled Colleville and killed 64 GIs—one the most tragic friendly-fire incidents of the war. On D+1 Colleville was finally cleared by infantrymen of the 16th Regimental Combat Team.

RELEASED FROM THE EAST



ASL SCENARIO S6

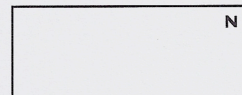
Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Russians win at game end if they Control at least two of the following buildings: R2, L6, and D3.

ISTRA, RUSSIA, 11 December 1941: As the drive on Moscow slowed due to supply problems and "General Winter," STAVKA was given time to deploy fresh troops from other fronts. The 78th Infantry, led by energetic 38-year old General Afanasy Pavalontovich Beloborodov, was transferred 6,000 miles from their native Siberia to the Sixteenth Army under Rokossovsky. Veterans of the Mongolian frontier, the Siberians would use skillful ambushes and delaying tactics to slow the panzer's march on Moscow. Near the River Istra, they were finally ordered to halt and fight. The snow-covered fields and the medieval town of Istra itself would become a battlefield for several weeks. On 26th November, the 78th was renamed the "9th Guards Infantry," but needed no special titles to display élan and heroism. Squeezing out of the pincers formed by 10th Panzer Division and 2nd SS "Das Reich," the "marvelous Siberians" would regroup and launch a counterattack to retake the historic town.

BOARD CONFIGURATION:



BALANCE:

✚ Replace the German 8-0 with one German 9-1.

★ Delete SSR 3.

TURN RECORD CHART

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



Elements of 2nd SS Division "Das Reich" [ELR: 4] set up on any hex numbered ≤ 9:



9

3



12



Elements of 9th Guards Infantry Division [ELR: 3] enter on Turn 1 (and perhaps Turn 3) along the north edge (see SSR 2):



14

2



17

SPECIAL RULES:

1. Due to winter camouflage, Russian Infantry may Assault Move in Open Ground hexes without the FFMO penalty applying.
2. The Russian player may keep up to 5 MMC, 1 SMC, and 2 SW in tactical reserve. Tactical reserve units must enter on Turn 3, but may do so on the north and/or east edges of the map.
3. Increase the broken side morale of all German MMC by one.

AFTERMATH: With their tanks and other heavy equipment ineffective in this severe cold, the grenadiers of Das Reich had to face the eastern shock troops man-to-man. The Siberians proved superior in these conditions, with most of the firefights ultimately decided by cold steel and sheer bravery. After changing hands several times, the schools and museums of Istra were all but flaming ruins when the 9th Guards finally prevailed for good on December 11th. Soon the Russians would be advancing, pushing the freezing and defeated Panzerkorps back to the Istra River. On January 3rd, the Fuhrer himself issued the order to halt the retreat—but the Russian capital was now out of danger for good.

L'ABBAYE BLANCHE

ASL SCENARIO AP4

Scenario Design: Bill Sisler



VICTORY CONDITIONS: The Germans win at game end if they have Exited ≥ 16 Victory Points (excluding prisoners and AFV/their crews) off the south edge. This total is increased by one for each CVP (excluding AFV/their crews; prisoner CVP are not doubled) amassed by the U.S.

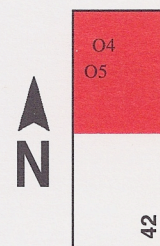
L'ABBAYE BLANCHE, FRANCE, 7 August 1944: As part of Operation *Lutich*, the German drive through Mortain towards Avranches, the 2nd SS-Panzer Division's Der Führer Regiment moved out of its assembly area at 0430 hours. Once it reached the outskirts of Mortain, Der Führer's spearhead turned right to follow the highway north, over the Cance river at Pont de la Vacherie, to where the highway merged with Route 177 out of l'Abbaye Blanche. The column planned to sweep into St-Barthelmy from the south, turn left, and support the 1st SS-Panzer Division's drive along Route 177 towards Avranches. While trying to cross the river at Pont de la Vacherie, the Germans were ambushed by elements of the 823rd Tank Destroyer Battalion and the 120th Infantry Regiment. This roadblock forced the Germans to attack from another direction. At 0600 hours, two German halftracks mounting 75mm guns and escorted by a company of infantry moved south down Route 177 in an attempt to outflank the American position. Here they met two more guns of the 823rd.

BOARD CONFIGURATION:

BALANCE:

☆ Increase the number of mine factors to 30 in the U.S. OB.

⚡ In the German OB, replace the 9-1 with one 9-2.



(Only hexrows R-GG are playable)

TURN RECORD CHART

☆ AMERICAN Sets Up First	⚡ 1	2	3	4	5	6	END
⚡ GERMAN Moves First [150]							

Elements of First Platoon, Company F, 120th Infantry Regiment, and elements of the 823rd Tank Destroyer Battalion [ELR: 4] set up on/south-of hexrow Z using HIP if desired (see SSR 3): {SAN: 3}



1 6-6-6	1 3-4-6	2-2-7	1-2-6	9-1	8-1	7-0	2 4-10	XII 8-4	11	76L
		2	2				3		24	2
									factors	

Elements of Der Führer Regiment, SS-Panzer Division 2 "Das Reich" [ELR: 5] enter on Turn 1 along the north edge: {SAN: 2}



6-2-5-8	9-1	8-1	7-0	2 5-12	1 3-8	XII 12-4	XII 30-1	16 75*
10			2		3			2

SPECIAL RULES:

- EC are Moderate, with no wind at start. All walls and hedges are Bocage (B9.5).
- Place overlays O4 on BB2-CC3, and O5 on Z2-AA2.
- A-P mines may not be exchanged for A-T mines and must be set up on/between hexrows Z and T.
- All U.S. leaders have an inherent FP of "1", a normal range of "4", and a CC(V) of "2". This firepower may not be combined in a FG with any other FP source [EXC: other SMC and in CC/Melee], nor may it be used in the same phase in which the leader directs an attack.
- The German force is Elite (C8.2).

AFTERMATH: The men of the 823rd were ready when the Germans rounded a bend in the road and emerged from behind an orchard. The two 3" guns fired from a range of 30 meters, quickly destroying the halftracks. The panzer grenadiers, advancing along both sides of the highway, found themselves trapped in a minefield that had been laid the night before. Raked by machine gun fire, the Germans tried to break through but were thrown back by the amazing amount of firepower the GIs possessed. During their journey through France, the tank destroyers had acquired an inordinate amount of automatic weapons—30- and .50-caliber machine guns, as well as enough BARs for the majority of the platoon's squad leaders to carry their own. After a fifteen minute firefight, the few surviving panzer grenadiers pulled back, having failed to inflict a single American casualty. It would be another four hours before the Germans would make another attempt on l'Abbaye Blanche. Until then, the only two north-south roads connecting the German offensive would remain in American hands.