

FAILURE TO COMMUNICATE



ASL SCENARIO W02

Scenario Design: Chas Argent



VICTORY CONDITIONS: The Germans win at game end by Controlling ≥ 5 multi-hex buildings, provided the French have amassed ≤ 24 CVP.

ONHAYE, BELGIUM, 14 May 1940: In the early hours of May 13, Rommel pushed units of his Panzer-Division 7 across the Meuse River in the vicinity of Dinant, where they clung to a shaky foothold. During the difficult struggle that followed he personally rallied his flagging men and by nightfall the bridgehead had stabilized. While infantry were able to cross on boats, Rommel's tanks would have to cross on a ferry until a bridge could be built. That evening, under the cover of darkness, Schützen-Regiment 7 succeeded in reaching Onhaye, three miles west of Dinant, where it overran several French positions. The next morning Rommel received a wireless transmission from the regiment's commander, Colonel von Bismarck, which proclaimed he was "encircled." By this time about 30 tanks had been ferried across the river and Rommel, fearing for the safety of his tenuous foothold on the west bank of the Meuse, ordered Panzer-Regiment 25's commander Colonel Rothenburg to take every available tank and race to von Bismarck's aid.

BOARD CONFIGURATION:



St1	42
	59

BALANCE:

○ Add one 2-4-8 HS to the Turn 5 reinforcements.


⚡ Extend the game length to 7 turns.

TURN RECORD CHART

○ FRENCH Sets Up First	1	2	⚡ 3	4	5 ○	6	7	END
⚡ GERMAN Moves First [166]								

304

Elements of 4e Division d'Infanterie Nord-Africaine and 1ere Division Légère de Cavalerie [ELR: 3] set up on/west of hexrow I (see SSR 2): {SAN: 3}



E 4-5-8 6	1 4-5-7 3	2-2-8	10-1	1-8	0-7	MMG 4-11	LMG B11 2-6	MTR 3PP 60* [3-42]	?	7 morale	CMG - /4	16 1 0	28 2 1
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Secretly choose one group and add to the at-start OB:

A: 8-1
 25LL -/4


B: 2-2-8
 AT M12
25LL [45]

C: 2-4-8
 ATR
1-12
 Minefield
12 factors

Enter on Turn 5 along the west edge:

E 4-5-8	8-0	DC X12 30-1
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Elements of Schützen-Regiment 7, Panzer-Division 7 [ELR: 4] set up on/east of hexrow D: {SAN: 2}



4-2-6-8 2	4-1-6-7 12	9-2	9-1	8-0 2	dm MMG 3-8	dm MMG 3-8	LMG 3-8 2	ATR 1-12 2	dm MTR 3PP 50mm	DC X12 30-1
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Elements of Panzer-Regiment 25 enter on Turn 3 along the east edge:

15 3 1 37L 4/4 3	14 3 1 20L (4) -/5 2
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SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze from the Northeast at start. Grain is in season. Place overlay St1 on 42K6-K5; the 59K9/59oK10 hexside is considered to be a stream hexside. A stone bridge exists in hex 42oK4 that may be entered/exited across Road hexsides in J4 and L4, and a Foot Bridge (B6.44) exists at Level 0 in hex 42oL7 that may be entered/exited across Path hexsides in K8 and M8.

2. The French may Deploy (A1.31) $\leq 20\%$ (FRU) of their squads at setup. French units which setup in concealment terrain may begin the game concealed.

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

AFTERMATH: In fact, von Bismarck was not in any trouble at all, though he had run into stiff resistance. A misinterpretation somewhere along the line had turned "arrived" (*eingetroffen*) into "encircled" (*eingeschlossen*). At Onhaye the *1ere Division Légère de Cavalerie* and the tough *4e Division d'Infanterie Nord-Africaine* were putting up a furious fight, but the arrival of Rothenburg's armor tipped the scales in favor of the Germans. With the assistance of five tanks, von Bismarck's men were able to flank the village's defenses and overwhelm the Algerian *Tirailleurs*. Not even a breakdown in German communications could help the French at this point in the campaign. The capture of Onhaye would prove to be of crucial importance to the breakout of Rommel's forces from the Meuse bridgehead.

POINT 247

ASL SCENARIO OB2

Scenario Design: Vic Provost



VICTORY CONDITIONS: The Germans win immediately by Controlling all level 2 hexes of Point 247 (Hill 502) provided there are no Good Order French Personnel in either the 2-5-7 Pillbox or the Trenches.

Suburbs of SEDAN, FRANCE, 13 May 1940: The German plan for the campaign against France—a modified version of *Fall Gelb* based on the Manstein Plan—foresaw the main thrust taking place through Luxembourg-Belgium toward Sedan. *Infanterie Regiment Grossdeutschland* was assigned to Guderian's XIX Panzer Corps and was tasked with establishing a bridgehead over the Meuse River, then breaking through the Maginot Line, thus opening the way for the 10th Panzer Division. Having forced the river crossing with great *élan* under fire, their assault on the Maginot Line could begin.

BOARD CONFIGURATION:

BALANCE:

● All French Personnel on Point 247 are Fanatic (A10.8).

♣ Extend the game length to 8½ turns.



36	41

(Only hexrows R-GG are playable)

317

TURN RECORD CHART

● FRENCH Sets Up First [99]	♣ 1	2	♣ 3	4	5	6	7	8	END
♣ GERMAN Moves First [192]									



Elements of 55ème Division, 9th Army [ELR: 2] set up in building/rubble Locations on board 41 west of the 41R6-T4-W6-X5-GG5 road: {SAN: 3}

1 4-5-7	G 4-3-7	8-1	8-0	[2] 4-11	[1] B11 2-9	?
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4 4 2 8

Fixed positions of the Maginot Line Extension set up on board 36 per SSR 3:

1 4-5-7	1 2-3-7	2-2-8	9-1	7-0	[3] B11 6-12	[3] 60° [3-42]	?	M8 [1] 75
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2 2 3 2 6

2+5+7	1+3+5	Trench OVR, OBA: +4 Other: +2	MPH/R/Ph: dr = MF CC: +1/-1
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4 3



Elements of Bataillon II, Infanterie Regiment Grossdeutschland [ELR: 3] set up east of the 41R6-T4-W6-X5-GG5 road: {SAN: 3}

[E] 5²-4-8	[E] 4²-6-8	[E] 2-4-8	10-2	9-1	8-1	8-0	[2] 5-12	[1] 3-8	1-12	[3] 50° [2-13]	[X12] [X10] 30-1
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3 11 2 2 2 4 2 2 2

Heavy Machinegun Section enter on Turn 3 along the north edge:

[X10] 24-1	?
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6

2-2-8	8-1	[1] 3-8
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2 2

SPECIAL RULES:

- EC are Moderate, with no wind at start. Hill 502 on board 36 represents Point 247; no other hills exist. The woods on Hill 502 are considered Brush. All other terrain on all other hill depictions exist at ground level [EXC: the *Sunken Road* depictions do not exist—treat as normal ground-level roads]. Hex 41W5 has a Steeple (B31.2). Place Stone Rubble in 41FF2, 41FF3, 41Z6, and 41X6. Place Shellholes in 41AA5, 41AA6, 41W6, and 41W7.
- The German 5-4-8s/2-3-8s are Assault Engineers (H1.22) and Sappers (H1.23), must possess the FT and DCs at start, and are Fanatic (A10.8) for as long as they possess them (including the act of placing/throwing a DC). The Germans receive Air Support (E7.) on Turn 1 in the form of one '39 FB without bombs which is automatically Recalled (E7.24) at the end of Game Turn 3.
- The 2-5-7 pillbox sets up on Point 247 at level 2. It contains the 9-1, two 2-2-8 crews, the 75 ART and one HMG. It must set up facing east and has an expanded 3-hex CA consisting of the 3 eastern most hexes in front of it. (EX: if in 36AA8 its CA would extend through Z7, AA7, and BB7.) The 1-3-5 pillbox must contain a HMG and a 2-2-8 crew, set up using HIP (E1.16 is in

effect) in hexrow 4, 5, or 6, and must face either NE or SE. No unit that sets up in either pillbox may leave its fortification (treat Berserk or Surrender HOB results as Battle Hardening). The other MMCs set up one to a Trench ADJACENT to the 2-5-7 Bunker at either level 2 or level 1. Dummy stacks may set up in Trenches as if in Concealment Terrain. The Wire counters set up on level 1. Any French Ordnance/SWs in the Maginot group (only) may use Bore Sighting (C6.4). All French Personnel occupying the 2-5-7 Bunker are Fanatic (A10.8).

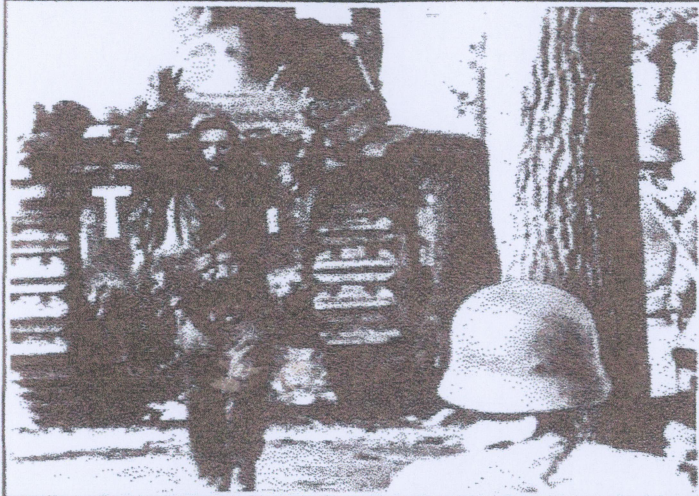
4. Both Prisoner and Civilian Interrogation (E2.) are in effect. The Germans are in a Hostile country, the French in a Friendly country.

AFTERMATH: As Guderian's men fought their way through the suburbs of Sedan, their main objective in punching through the incomplete extension of the Maginot Line came into sight: Hill 247.3 or Point 247 as the *Landsers* called it. One by one, they took out each bunker or trench as they proceeded up the hill, and close combat on the summit sealed the victory. As the disheartened lines of French prisoners trudged by, the gateway for the Blitzkrieg had been opened.

THEN THINGS GOT WORSE

ASL SCENARIO A113

Scenario Design: Curt Schilling



VICTORY CONDITIONS: The French win at the end of any Player Turn if there are no Good Order non-Crew German MMC in stone building Locations on/between hexrows Q and BB.

DENECE, FRANCE, 15 May 1940: The German blitz in the west was now five days old. Repeated encounters found the heavier French armor defeated by more reliable and flexible German vehicles utilizing superior tactics. The French 1st Armored Division continually found its 32-ton B1s stymied by their German counterparts, with the *chars* as fearful of mechanical breakdown as of the German anti-tank guns or the lighter German armor which they faced. Nevertheless, the French heavy tanks presented a frightening demeanor to the German forces that encountered them, armor and infantry alike. On May 15th, the 1st Armored Division's 3rd Company found itself as the armored spearhead of the counterattack on the French town of Denece. Facing it was the vanguard of VIII Armeekorps, the 8th Infantry Division's 2nd Battalion. As the first three B1s bore down on Denece, the 3.7cm PaK anti-tank guns guarding the outskirts could not dent their armor. These three got into position and waited for the rest of the company and the infantry support to arrange itself. As one German survivor put it, "Then things got worse."

BOARD CONFIGURATION:

BALANCE:

- ☒ Exchange the French 9-2 for a 9-1.
- ⊙ Add one French HMG to the French OB.



10

323

TURN RECORD CHART

☒ GERMAN Sets Up First	⊙	1	2	3	4	5	6	7	8	9	END
⊙ FRENCH Moves First [132]											

Elements of Bataillon 2, Infanterie Regiment 28, Infanterie Division 8 [ELR: 4] set up on/south-of hexrow Q: {SAN: 5}



4 ² -6-8	2-4-8	9-2	8-1	5-12	1-12
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5

2

Elements of Flak Kompanie 1, Regiment Lehr and Artillerie Regiment 8, Panzer Jäger Abteilung 8 set up in any non-building hex on/between hexrows U and EE:

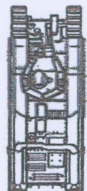


2-2-8	75 (1)	37L (3)	20L (4) (40)
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4

2

Elements of 3ème Compagnie, 37ème Bataillon de Chars de Combat, 1ère Division Cuirassée [ELR: 3] enter on Turn 1 along the west/north/east edge(s) on/between I10 and I1: {SAN: 2}



4-5-8	9-2	8-1	7-0	4-11	2-6	66 (13-42)	11	47 (11) (12) (13) (14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24) (25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35) (36) (37) (38) (39) (40) (41) (42) (43) (44) (45) (46) (47) (48) (49) (50) (51) (52) (53) (54) (55) (56) (57) (58) (59) (60)
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11

2

6

SPECIAL RULES:

1. EC areWet, with a Mild Breeze from the west at start.

AFTERMATH: When news of the French force arrived, Major Friedrich Filzinger, commander of the 3rd Battalion of the Division's artillery regiment, had been summoned urgently to his command post. He quickly redeployed his batteries to counter the threat. The regiment's artillery, various anti-tank guns of the 28th Infantry Regiment's 14th Company and the 8th Panzer Jäger Battalion, and anti-aircraft guns of the Flak-Lehr Regiment, all opened up at very short range against the French tanks and infantry. With the situation critical for the 2nd Battalion, the division's artillery saved the day. Within a few minutes, the remaining French vehicles had been disabled. From the destruction of 3rd Company at Denece, just three men survived. For the 1st Armored Division, 15 May was a costly defeat. Some 60 tanks—about 45 B1-bis and 15 Hotchkiss H-39s—had been lost in the sector in exchange for nearly 40 panzers.