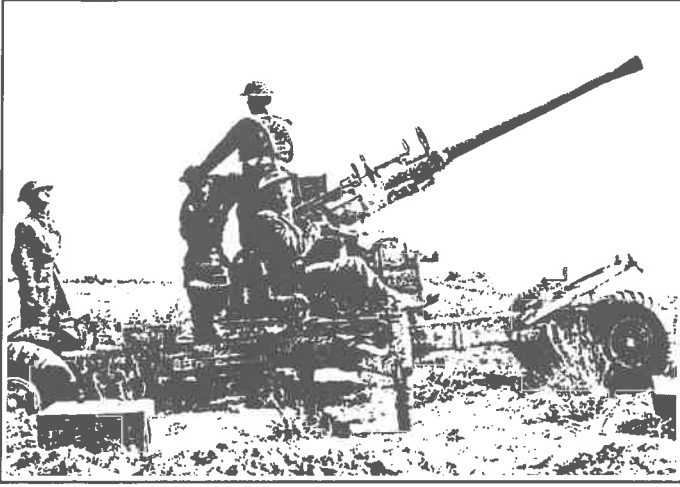


# PRIORITY TARGET



## ASL SCENARIO S13

Scenario Design: Brian Youse



**VICTORY CONDITIONS:** The Germans win immediately if all three British AA Guns are eliminated or captured, or if the Germans solely occupy all hexes containing non-captured Guns.

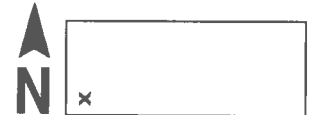
**KORINTHOS, GREECE, 26 April 1941:** The British, Australian, New Zealand, and Greek troops of "W Force" were retreating down the Balkans, slowing the Germans at every pass natural and strongpoint. The fleet readied at Crete and a "mini-Dunkirk" was planned to rescue the Allied force from the continent. The Allies would be relatively safe once they crossed the Corinth Canal that cut across the Isthmus of Corinth separating the Peloponnesus from the mainland of Greece and destroyed behind them the single bridge across it. Hitler was seeing yet another chance to encircle a large British force slip through his fingers. On April 20th he authorized a plan to capture the bridge, trap part of the retreating Allies on the north side, and allow his panzers free passage to the south where the newly renamed ANZAC Corps could be trapped on the beaches. Fifty-four men in six gliders would land near the bridge and seize it while the *2nd Fallschirmjäger Regiment* landed two battalions of paratroopers nearby to reinforce and hold the bridge. The plan began perfectly, but for some unexplainable reason the German glidermen took the explosives they stripped from under the bridge and piled them onto the bridge itself. During a counterattack from a mixed company of British, Australian, and Greek troops, the explosives went off and destroyed the bridge. In the smoke of the ruined bridge, JU-52s began dropping two battalions of *fallschirmjägers* into the fight.

### BOARD CONFIGURATION:

#### BALANCE:

🎯 Add one 4-3-7 to the Greek OB.

⚔️ Replace the 9-1 leader in the German OB with a 9-2 leader.



### TURN RECORD CHART

🎯 ALLIED Sets Up First	⚔️	1	2	3	4	5	6	END
⚔️ GERMAN Moves First								

**🎯** Elements of Mixed Company, Force "W" [ELR: 3] set up as indicated:

**👑** British units from "Force W" set up anywhere with each AA gun  $\geq 3$  hexes from all buildings and  $\leq 5$  hexes from at least one other gun but not adjacent to any other gun:

2-2-8  
3

AA M8  
3 40L (8)  
3

**🇦🇺** Australian elements of ANZAC Corps set up anywhere:

4<sup>2</sup>-5-7  
2

2-4-7  
3

8-0  
2

7-0  
2

LMG  
2-7  
2

**🇬🇷** Greek units from "Force W" set up in hexes with no British or Australian units:

4-3-7  
2

2-2-7  
2

8-0  
2

**⚔️** Elements of 5. Kompanie, II Bataillon, 2nd Fallschirmjäger Regiment [ELR: 5] enter on/after Turn 1 along any edge(s):

5<sup>2</sup>-4-8  
9

2-3-8  
5

8-0  
2

8-0  
2

8-0  
2

LMG  
3-8  
3

DC  
30-1  
3

### SPECIAL RULES:

1. Allied Leaders incur a +1 DRM penalty when attempting to rally or direct units of a different nationality (British and Australian are considered the same nationality).
2. Guns may not use HIP (6.4).
3. British crews and Australian First Line units do not cower (3.2.2).
4. Grain is in season.

**AFTERMATH:** Despite the destruction of the bridge, the *fallschirmjägers* executed their landing with precision. The first teams on the ground targeted the various anti-aircraft installations around the bridge to protect the follow-up waves. Number 5 *Kompanie* of II *Battailon* landed south of the bridge and quickly knocked out 11 anti-aircraft guns, mopping up the remnants of the mixed company guarding the south end of the bridge. The destroyed bridge meant some of ANZAC Corps were trapped north of the canal, but the Germans were unable to pursue the remainder until pontoon bridges could be built at more accessible points of the canal. Once again, Hitler was denied his prize.

# HEADHUNTING FOR BLOODY HUNS



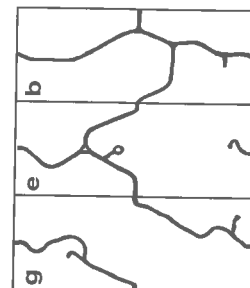
## ASL SCENARIO OB4

Scenario Design: Tom Morin



**MODHION, CRETE, 20 May 1941:** The village of Modhion lay about a mile south of the coast road, midway between Maleme and Platanias. It was currently the home of a divisional field punishment unit, as well as an engineer unit which was dug-in on the hills around the village to guard the road bridge south of town. The morning had dawned with *Luftwaffe* bombers filling the sky, and while not many bombs fell in the village, Stuka dive-bombers had attacked near the bridge. Lieutenant W.J.T. Roach, commander of the field punishment unit, had ushered the prisoners into dugouts during the bombing. Shortly after it ended, he spotted scores of parachutists dropping south of his position. These were *Fallschirmjäger* of Major Otto Scherber's 3rd Assault Battalion, which had been forced well south of its drop zones by heavy AA fire. As the paratroopers of *Kompanie 10* fell among the engineers' positions, Lt. Roach could hear the sputter of rifle and machinegun fire begin to echo throughout the countryside.

### BOARD CONFIGURATION:



### BALANCE:

● Increase the New Zealander/Partisan SAN to 6.

⚡ Light Dust (F11.71) is in effect.

**VICTORY CONDITIONS:** The Germans win immediately by amassing  $\geq 16$  VP. The Germans earn CVP vs New Zealander units only. They also earn double Exit VP for units exited off the north edge [EXC: prisoners]. At game end, they earn VP (calculated as normal Exit VP) for each unbroken German unit on board.

### TURN RECORD CHART

● NEW ZEALANDER/PARTISAN Sets Up First [0]	⚡	●								
⚡ GERMAN Moves First [195]	1	2	3	4	5	6	END			



**Elements of New Zealand Engineer Battalion [ELR: 3]** set up on board e hill hexes with a maximum of one MMC per hex: {SAN: 4}

4 <sup>2</sup> -5-8	2-4-8	2-2-8	6-1	7-0	HMG 3 6-14	LMG 1 2-7	DC 30-1	MTR 2 51 [2-11]	ART M8 75*	Foxhole 5 OVR, OBA: +4 Other: +2
4					2			(see SSR 5)	5	



**Armed civilians [ELR: 5]** set up on board b with a maximum of one MMC per hex (see SSR 4):

1-2-7	6+1
6	

**Elements of Creforce (New Zealand) Field Punishment Unit** enter on Turn 1 along the north edge of board b:

4-3-6	9-1
6	



**Elements of Kompanie 10, Sturm Bataillon III, Flieger Division 7 [ELR: 5]** enter on Turn 1 via Air Drop (E9.) (see SSR 2): {SAN: 2}

5 <sup>2</sup> -4-8	9-2	9-1	8-1	8-0	LMG 1 3-8
15	2	2	6		

### SPECIAL RULES:

- EC are Dry, with no wind at start. Wind direction is from the southwest. All buildings are stone and single story. Grain is in season. Orchards are Olive Groves (B14.8). The stream is dry (B20.41). Place shellholes in hexes eE2 and eK5; the Orchards/Olive Groves therein do not exist. New Zealand units may not setup in eK5. Kindling (B25.11) is NA.
- Instead of using E9.12 to determine the drop point for each wing, make a random direction/extent DR from hex eH3. No unit may land offboard (E9.41); a unit that would normally land offboard instead lands in the closest board edge hex (use random selection if more than one hex applies).
- New Zealand 4-3-6/2-2-6 may rearm per A20.551 [EXC: NA vs partially armed Germans (E9.7)] or by scrounging (A20.552); if successful they are replaced by 4-4-7/2-3-7. A negative DRM equal to the current turn number may be applied to all scrounging attempts.
- Partisans (A25.24) may not recombine, may not participate in multi-location firegroups, and treat all SW as captured (A21.1). Partisans may never voluntarily enter a location containing a New Zealand unit (and vice-versa). Each Partisan HtH CC (J2.31) receives an extra -1 DRM unless every Partisan unit participating in that attack is pinned/unarmed.

- Captured use penalties (A21.1) do not apply to New Zealander usage of the Italian 75/27 ART gun [EXC: Red TH numbers and Case H To Hit DRM apply].
- Germans are Lax (A11.18) vs Partisan units.
- No Quarter (A20.3) is in effect for both sides.

**AFTERMATH:** The engineers picked off the *Fallschirmjäger* as they landed, and, to make matters worse, the villagers (whom German intelligence said would be friendly) fell upon the paratroopers as they scrambled for their weapons canisters. Armed with scythes, axes, old muskets, or anything that would function as a weapon, the townspeople attacked the stunned Germans. Lt. Roach ordered the prisoners of the detention unit to be armed with all available weapons, and leading them to attack he shouted, "let's go headhunting for bloody Huns!" The prisoners, stripping the German dead of their arms and ammunition, exacted a heavy toll, accounting for some 110 killed by days end. The *Fallschirmjäger* of *Kompanie 10* suffered over 60% casualties, with the rest of the battalion enduring much the same fate. A few survivors managed to escape back to friendly lines with stories of the terrible slaughter that had taken place. With many of the other airborne and glider attacks experiencing similar setbacks, the attack on Crete now teetered on the brink of disaster.

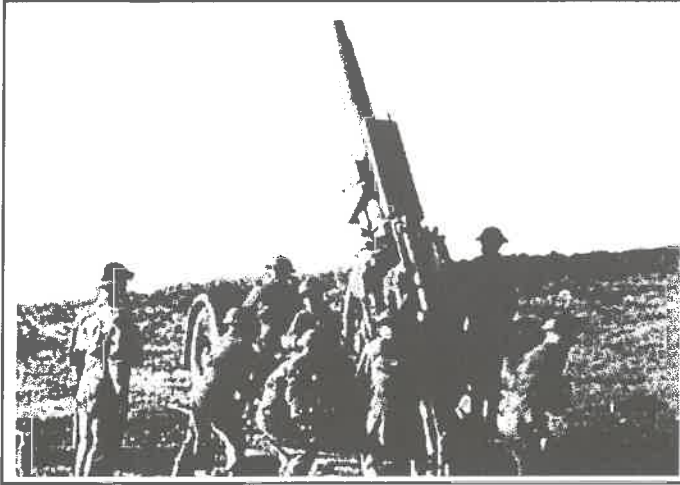
# ON SILENT WINGS



## ASL SCENARIO 98

This scenario was previously issued as A102 and has been updated.

Scenario Design: Rick Troha



**VICTORY CONDITIONS:** The Germans win at game end if they Control building 1116 and all 4 British AA Guns have been captured/eliminated.

**South of CANEA, CRETE, 20 May 1941:** Lieutenant Alfred Genz's 1st Company had two objectives in the airborne assault on Crete. First, to neutralize the anti-aircraft battery located south of Canea and, second, to capture a nearby wireless station. Losing one glider over the sea, and with three more landing at Canea itself, the rest successfully touched down near their first target. One glider landed practically on top of the guns of the 234th Heavy Anti-Aircraft Battery. The Germans swiftly scrambled from their gliders and rushed toward the gun positions.

### BOARD CONFIGURATION:

19	
	18
	11

### BALANCE:

- Add one British *Carrier A* to the British Turn 5 reinforcement group.
- ⚡ Add one 5-4-8 and one Glider to the German OB.



### TURN RECORD CHART

● BRITISH Sets Up First [0]	⚡	1	2	3	4	5	6	7	8	9	END
⚡ GERMAN Moves First [143]											

296

Elements of 234th Heavy Anti-Aircraft Battery [ELR: 2] set up in non-road hexes ≤ 3 hexes from 19Y6 (see SSR 3): {SAN: 2}



2-4-7 2	2-2-8 4	7-0 2	LMG 2-7 2	AA M1 94* 2	AA M3 76* 2
------------	------------	----------	-----------------	-------------------	-------------------

Ad hoc elements of Mobile Naval Base Defense Organisation, and 1st Rangers Regiment enter on Turn 3 along the south edge:

4 <sup>2</sup> -5-7 6	2-4-7 2	9-1 2	8-1 2	5-5 2	LMG 2-7 2	MTR 2-7 2
--------------------------	------------	----------	----------	----------	-----------------	-----------------

Elements of 1st Welsh Regiment enter on Turn 5 along the west edge of board 19 (see SSR 5):

16 0 2 APP T10++ BNG 4/- 2	16 0 1 APP T10++ BNG 2/-/* 2
--	--

Abteilung Genz, Bataillon I, Luftlande-Sturm-Regiment 1 [ELR: 4] enter on Turn 1 by Glider (E8.) (see SSR 4): {SAN: 2}



5 <sup>2</sup> -4-8 11	9-1 2	8-1 2	8-0 2	5-5 3-8 3	LMG 3-8 3	MTR 2-7 3	GL ★ 10PP ◎ 20PP @ 14PP 11
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### SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze from the southwest.
2. All buildings are stone. All Grain and Orchards are Olive Groves (B14.8).
3. Each AA Gun must be set up in AA Mode (E7.5), fully manned, and Emplaced [EXC: HIP is NA]. Guns may not Bore Sight, nor may they fire, change CA, or have their AA counter removed until the beginning of British Player Turn 1. British non-crew MMC (and any SMC/SW set up with it) in suitable terrain may set up entrenched (B27.1).
4. The ILH (E8.2) of all Gliders must be on board 19.
5. British Carrier inherent HS are 2-4-8s.

**AFTERMATH:** The German troops had little trouble subduing the AA battery as the gun crews were only lightly armed and still recovering from the half-hour dive-bombing which had preceded the gliders. Having overrun their first objective, the airborne troops then started toward the wireless station. As they moved toward their second target, however, they ran into a scratch force of Royal Marines and British infantry from the 1st Rangers Regiment, supported by covering fire from the *Bren Carriers* of the Welsh Regiment's 1st Battalion. The Allied counterattack drove the Germans back to the AA gun positions where they held on for the rest of the day with mounting casualties. At nightfall the survivors of Genz's company—less than thirty men—slipped away into the dark in an attempt to link up with other German units.



# HAMMER AND NAIL

## HASL SCENARIO *VotG8*

Scenario Design: Ralph McDonald



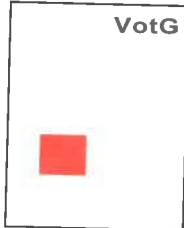
**VICTORY CONDITIONS:** The Russians win at game end by Controlling building L38 and all hexes of building F36.

**CENTRAL STALINGRAD, 16 September 1942:** After yet another day of heavy fighting the German efforts to capture the *Stalingrad-1* Rail Station were coming up short. On September 16th, the Germans attacked twice, supported by large numbers of self-propelled guns and *Stukas*. The station and surrounding buildings changed hands 3-4 times, but the 1/42 Guards Battalion still grimly held on to the building. Towards nightfall the Germans tried encircling the station, and fierce fighting raged around the rail-line and the fountain in the station square, but again they were repulsed. The Germans had managed to seize a building on the station square to the rear of the Guards position, where they were reported to be assembling to attack the station building from behind. Seeking to eliminate this threat, the battalion commander, Lt. Fedoseyev, ordered Lt. Dragan to organize a counterattack to retake what would become known as the "Nail Factory."

### BOARD CONFIGURATION:

### BALANCE:

- ⚔ Add a 5-4-8 and LMG to the German OB.
- ★ Add an 8-1 leader and MMG to the Russian OB.



(Only hexes that are numbered  $\geq 34$  and  $\leq 41$  in hexrows F-N are playable)

### TURN RECORD CHART

⚔ GERMAN Sets Up First [131]	1	2	3	4	5	END
★ RUSSIAN Moves First [184]						

**Assembling Sturmgruppe of Infanterie Regiment 191, Infanterie Division 71 [ELR: 3] sets up  $\leq 3$  hexes from hex N36: {SAN: 3}**

	8 <sup>5</sup> -3-8	5 <sup>2</sup> -4-8	4 <sup>1</sup> -6-7	4-4-7					HMG 7-16	MMG 5-12	LMG 3-8	DC 30-1	FT 24-1
	2	2	5	3							3	2	

**Elements of 1st Battalion, 42nd Guards Regiment, 13th Guards Rifle Division [ELR: 3] set up  $\geq 2$  hexes from the German setup area: {SAN: 5}**

	6-2-8	6 <sup>2</sup> -2-8	4-5-8	4-4-7					HMG 8-16	MMG 4-10	LMG 2-6
	3	2	7	4							2

DC 30-1	FT 24-1	MOL-P 4-4
2		

**Elements of Mortar Company, 1st Battalion, 42nd Guards Regiment set up  $\leq 2$  hexes from building F36:**

MTR 2-2-8	MTR 82* [3-78]
2	2

### SPECIAL RULES:

- See *VotG* SSR.
- Building F36 is a Fanatic Strongpoint (CG11; V12.4) and all of its ground-level Locations are Fortified. The Russian has MOL capability and Booby Trap capability Level A.
- Night Rules (E1) are in effect. The Base NVR is 3 hexes with no cloud cover and a half moon. Both German and Russian are Scenario Attacker and may setup Cloaked. All MMC (and any SMC that sets up with them) that possess a HMG/MMG may set up using HIP.

**AFTERMATH:** The building the Germans were massing in was dubbed the "Nail Factory" by Russian scouts who found that the building contained large stores of nails. The assault would be supported by Lt. Zavodun's mortar company, which had just arrived in the vicinity of the station. Under covering mortar fire, Dragan's Company assaulted the building, and fighting inside became hand-to-hand. They managed to push the Germans out of the Nail Factory but were unable to clear them out of the neighboring buildings. The next ten days would see the Nail Factory become the focus of fighting every bit as savage as that for the Rail Station.

# UNDER MURDEROUS FIRE

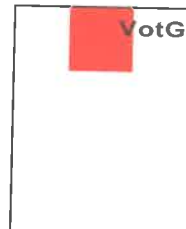
## HASL SCENARIO *VotG16*

Scenario Design: Tom Morin



**CENTRAL STALINGRAD, 24 November 1942:** Since the great Russian counteroffensive opened on November 19th, the Germans near "Pavlov's House" had been strangely quiescent. Sgt. Jacob Pavlov was advised by his battalion commander Capt. Zhukov to wait for orders to advance. On November 24th, sappers arrived to deactivate the minefield surrounding "Pavlov's House," which they accomplished without being fired on. Shortly thereafter Sgt. Pavlov received orders to attack a building that was about one hundred yards across the square. Standing on the edge of 9th January Square, the building which had formerly been a dairy was now a gutted ruin. Moving out in small groups, the Russians advanced across the square towards the building known to the Germans as the *Milchhaus*.

### BOARD CONFIGURATION:



### BALANCE:

- ☛ The German may roll for a second Bonus OB group [EXC: each group may only be received once; if the same group is chosen a second time, reroll until a different group is chosen].
- ★ Add a 6-2-8 Assault Engineer MMC (*VotG24*) and a FT to the Russian OB.

(Only hexes that are numbered ≤ 11 in hexrows K-S are playable)

### TURN RECORD CHART

☛ GERMAN Sets Up First	1	2	3	4	5	6	END
★ RUSSIAN Moves First [130]							

198

**Elements of Infantry Regiment 518, Infantry Division 295 [ELR: 3] set up/enter as follows: {SAN: 4}**

Set up on/west-of the perimeter S1-M4-L5-O11 [EXC: minefields may also set up in any hexes that are both east of and adjacent to the perimeter]; SMC and SW may use HIP (see SSR 3):

Some enter on Turn 4 along the west/north edge (see SSR 3):

1	2	1	1	1	1	3	1	3	12 factors	1	1	1
3	5			2			3					

**Bonus OB group (see SSR 3; may use HIP):**

dr: 1  1	dr: 2  1	3	dr: 3  1	1	dr: 4  1	3	dr: 5  1	1	dr: 6  12 factors
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**Elements of 3rd Battalion, 42nd Guards Regiment, 13th Guards Rifle Division [ELR: 4] set up ≤ 2 hexes from hex S6: {SAN: 3}**

2	5	2	1	1	1	1	1	3	1	2	1
								2		2	

**Elements of 3rd Battalion, 39th Guards Regiment, 13th Guards Rifle Division set up in building Q10:**

1	1	1	1
			2

### SPECIAL RULES:

- See *VotG* SSR [EXC: EC are Moderate]. SSR CG15 (V12.4) is in effect. Building R5 is Gutted (V7). Prior to setup the Russian player may place shellhole counters in any three hexes not containing a building or rubble.
- The Russian 8-1 leader is Heroic, and suffers Wound Severity as a Leader (A17.11) rather than as a Hero (A15.2).
- The Germans may fortify ≤ 2 building Locations. During setup the German player makes a secret dr and adds the corresponding Bonus OB Group to his at start OB. The secret dr (the first secret dr if scenario balance is in effect) also determines what reinforcements the German player receives on Turn 4 as

follows: **dr 1:** 4-6-7, 3-3-8, LMG, DC; **dr 2:** 4-6-7, 8-1, LMG; **dr 3:** 3-3-8, 8-1, DC; **dr 4:** 4-6-7, 8-1, LMG; **dr 5:** 3-3-8, 8-1, LMG; **dr 6:** 4-6-7, 3-3-8, 8-1.

**AFTERMATH:** As soon as Pavlov and his men started across the square the Germans opened fire with mortars and machine guns. The Russians soon discovered what the Germans had already learned, that crossing the open square virtually devoid of cover was a costly venture. Under murderous fire, the Russians retreated back to "Pavlov's House". It would take four days of back and forth fighting before the Russians finally were able to seize the *Milchhaus*. No one in Sgt. Pavlov's platoon would escape the battle unscathed, including Sgt. Pavlov himself.

# PERFECTED IN BATTLE

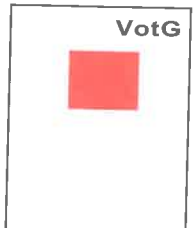
## HASL SCENARIO *VotG15*

Scenario Design: Tom Morin



**CENTRAL STALINGRAD, 24 October 1942:** The nature of the close quarter fighting in the ruins of Stalingrad dictated that the development of new tactics would be necessary. As a result, the German 6th Army resurrected *Stosstruppen* or “storm wedge” tactics. The Soviet 62nd Army answered by forming small shock units termed “Storm Groups.” The core of the Storm Group was the assault group, equipped with grenades and tommy-guns, which would first attack an objective. This would be followed by the reinforcement group with machine guns, flamethrowers, heavy weapons, and sappers with explosives, and then by the reserve group. A Storm Group would vary in size depending on the objective, and could include support from artillery, tanks, antitank guns, and mortars. One good example of storm tactics was the Russian assault on the *Voentorg* building.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** Provided they Control all building/rubble hexes in their setup area, the Russians win at game end by controlling building Q10 and any other four building/rubble hexes in the German setup area.

### BALANCE:

⚡ Add 6 minefield factors to the German OB.

★ Replace the Russian 9-1 leader with a 9-2.

(Only hexes that are numbered  $\geq 6$  and  $\leq 15$  in hexrows M-X are playable)

### TURN RECORD CHART

⚡ GERMAN Sets Up First [110]	1	2	3	4	5	6	END
	★ RUSSIAN Moves First [170]						

252



**Elements of Infanterie Regiment 518, Infanterie Division 295 [ELR: 4]** set up west of the road M6-O8-O10-R8-T10-U13-U15; each building/rubble hex adjacent to that road must contain  $\geq 1$  MMC; minefields may be set up in hexes adjacent to the German setup area: {SAN: 4}

1 4-6-7	2 4-4-7	2-2-8	9-1	8-0	7-0	HMG 3 7-16	MMG 2 5-12	LMG 1 3-8	Minefield 1	Trench OVR, OBA: +4 Other: +2	1+5+7
6	6		2					4	12 factors	3	2



Before setup the German player makes a secret dr and adds the indicated gun to his at-start OB as follows:

2 75L	3 81* [2-60]	2 75*
dr: 1	dr: 2-3	dr: 4-6

**Reinforcements** enter on Turn 4 anywhere along the west edge:

5-4-8	1 4-6-7	8-1	LMG 1 3-8	DC 1 30-1
2				



**Elements of 3rd Battalion, 39th Guards Regiment, 13th Guards Rifle Division [ELR: 3]** set up east of the road Q6-P7-R8-T10-U13-U15: {SAN: 5}

6-2-8	6-2-8	4-5-8	4-4-7	2-2-8	9-1	8-1	7-0	HMG 3 8-16	LMG 1 2-6	FT 1 24-1	DC 1 30-1	Phone 1 11
3	3	5	4	2		2			3		3	

3 45L
2

### SPECIAL RULES:

- See *VotG SSR [EXC: EC are Moderate]*. SSR CG15 (V12.4) is in effect.
- All ground-level Locations of buildings Q10 and S7 are fortified and each player may fortify an additional 2 building Locations.
- The Russians receive one module of 80+mm battalion mortar OBA (HE, Smoke).

**AFTERMATH:** The *Voentorg* building was a German strongpoint on the corner of *Solnechnaya* and *Smolenskaya* streets. Applying tactics perfected in battle, Major S.S. Dolgov's 39th Guards Regiment used artillery, mortar fire, machine guns, and two 45mm anti-tank guns that had been brought forward during the night to support the attack. The powerful Russian assault first neutralized four outlying strongpoints that were guarding the approaches, after which they stormed the *Voentorg* building and cleared it in close quarter fighting.



# PURSUING KOBAYASHI

## ASL SCENARIO OB14

Scenario Design: Vic Provost



North of the WAWA DAM, LUZON, THE PHILIPPINES, 27 May 1945: The next priority for General Krueger's XIV Corp after the retaking of Manila was to secure the dams and reservoirs northeast of the city that provided the metropolitan area with water for all purposes. The high ground surrounding the Ipo and Wawa dams were the first objectives held by the conglomerate IJA defense force known as the *Shimbu* Group. The bulk of May saw a relentless advance that cleared the hills of the tough defenders by the third week. The XI Corp then took over the assault, with the 38th Infantry Division pushing the main body of the Kobayashi Force off Woodpecker Ridge. Next up was the pursuit of the Kobayashi remnants through the valley lowlands heading north.

### BOARD CONFIGURATION:

### BALANCE:

● Exchange the MMG with an HMG in the Japanese OB.

☆ The Japanese suffer from Ammunition Shortage (A19.131).



**VICTORY CONDITIONS:** The Americans win at game end by amassing more VP than the Japanese. Both sides earn CVP normally. Both sides also gain Exit VP for units exited off the north edge (see SSR 3).

### TURN RECORD CHART

● JAPANESE Sets Up First [0]	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [118]									

**Remnants of Kobayashi Force [ELR: 3/2 see SSR 2] set up CX within 2 hexes of either K5 or K6: {SAN: 4}**

1 4 <sup>1</sup> -4-7	2 3-4-7	C 3-3-6	2-2-8	10-1	2 4-11	1 2-6	2+ 50*(1-16)*	?
3	2	2					4	

Reinforcing elements of Kobayashi Force enter on Turn 2 (during the MPh only) along either the east or west edge, on/between hexrows H-J:

E 4 <sup>2</sup> -4-8	1 4 <sup>1</sup> -4-7	2 3-4-7	9-0	1 2-6	2P 50mm	30-1
	2					

**Elements of 151st Infantry Regiment, 38th Infantry Division [ELR: 4] enter on Turn 1 along the west/south/east edge(s) on/between O10/R10/R0/O1: {SAN: 3}**

E 6 <sup>2</sup> -6-7	1 6 <sup>2</sup> -6-6	E 3-4-7	9-1	8-1	8-0	2P rev	2P	NZ 60mm	30-1
2	6	4							

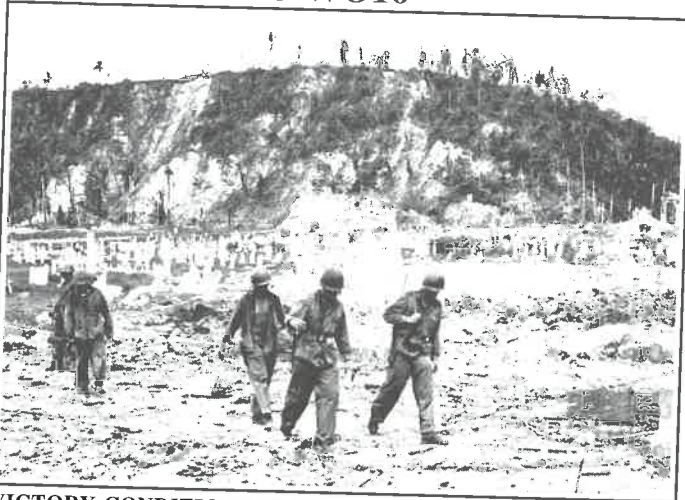
### SPECIAL RULES:

- EC are Wet, with no wind at start. Kindling (B25.11) is NA. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).
- All Japanese Elite and 1st Line units have an ELR of 3, all 2nd Line and Conscript MMC have an ELR of 2. Bore Sighting (C6.4) and HIP (G1.631) are NA.
- Neither side may exit off the north edge until their final Player Turn. Prisoners are worth double VP for the American player only. Interrogation (E2.) is in effect vs Japanese prisoners only.

**AFTERMATH:** Fanning out in a reconnaissance in force, the regiments of the 38th Infantry Division ran into uneven resistance depending on what elements of the retreating Japanese they encountered. Much of the IJA units were "Provisional," made up of hastily organized service, support, and naval personnel. But, each provisional unit was formed around a cadre of at least a company of hardened veterans who still gave their all in defense of the emperor. The pursuit of these survivors would last in earnest until the end of June, and continue in some way through to the end of the war (and in some extreme cases, well beyond). By VJ day the *Shimbu* Group and its component Kobayashi Force had been all but annihilated.

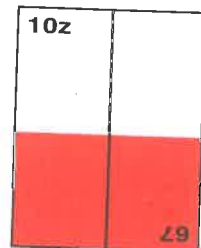


Scenario Design: Pete Shelling



**SAIPAN TOWN, ANGAUR ISLAND, 17 September 1944:** Nimitz's "island hopping" campaign brought the war to the Palaus by the fall of 1944, with Peleliu being the main objective of Operation STALEMATE. Smaller Angaur island, with its phosphate plant and supporting railroad network, was deemed a viable place to build a base for the logistical support that would be required. With fewer Japanese on Angaur, the Army's 81st Infantry Division, commanded by Major General Paul Mueller, would get its first taste of combat, while the veteran 1st Marine Division assaulted Peleliu. Mueller feigned a landing on southern Angaur while his main force, the 321st Regimental Combat Team, landed to the northeast. With this success, Major Ushio Goto's small but well-equipped and seasoned Japanese Army force was pushed inward towards the only two urban areas on the island—the small "Middle Village," and the logistical center known as Saipan town.

## BOARD CONFIGURATION:



(Only R-GG on board 10z and A-P on board 67 are playable)

## BALANCE:

- Delete one MMG from the American at-start OB.
- ☆ Delete one 2-2-8 crew and one MMG from the Japanese OB.

**VICTORY CONDITIONS:** Provided the Japanese amass  $\leq 25$  CVP, the Americans win at the end of any *Game Turn* by having more VP (calculated as Exit VP) of Good Order Infantry in buildings west of the 10zGG6-CC7-Z5-X6-U7-S8-R8 road than the Japanese. The Japanese also earn 1 VP at the end of *each Game Turn* if there are no Good Order American MMC in any board 10z building, and 1 VP at the end of *each Game Turn* in which  $\geq 1$  Good Order non-hidden Japanese unit is in a board 67 building.

## TURN RECORD CHART

● JAPANESE Sets Up First [166]	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [166]									

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**Elements of 1st Battalion, 59th Infantry Regiment [ELR: 3] set up on board 67 in hexes numbered  $\leq 7$  and/or on board 10z, concealed if in Concealment Terrain: {SAN: 4}**

E 4 <sup>2</sup> -4-8	1 4 <sup>1</sup> -4-7	2-2-8	10-0	9-1	9-0	MMG 2 4-1	LMG 1 2-6	MTR 2 50*[1-16]*	? 7 morale	Minefield
3	6	4				2	2		6	24

47L AT M11  
20L(4) AA M11

24 factors

**Elements of 321st Regimental Combat Team, 81st Infantry Division, and 710th Tank Battalion [ELR: 4] set up on board 67 in hexes numbered  $\geq 9$ : {SAN: 3}**

1 6 <sup>3</sup> -6-6	8-0	7-0	MMG 2 4-10	BAZ 44 8-4	MTR 3 60*[3-45]
8			2		

Enter on Turn 1 along the east edge:

1 6 <sup>3</sup> -6-6	3-4-7	8-1	8-0	dm MMG 2 24-1	FT X10 24-1	DC X12 30-1	13 75 2/4/4	17 75* -/-/4
6	2			2			2	

## SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: brush remains brush; all roads exist; all buildings are wooden and have a ground level only, but huts exist normally]. Rowhouse black bars do not exist. Kindling (B25.11) is NA.
2. The Japanese have Booby Trap Level B capability (B28.9) on both boards, and may Fortify (B23.9)  $\leq$  four building Locations.
3. AFV crews may not voluntarily Abandon (D5.4) their vehicles.

**AFTERMATH:** As the 321st was hit by friendly air attack from the SBDs of the carrier Wasp, Mueller was able to take the time to coordinate his attack after cancelling all close air support. Goto was not able to re-position his defenses on the first day, and the 321st attack across the island split it into three sections. After a few poorly-timed and uncoordinated local counterattacks during the first night, Goto began his withdrawal to the phosphate plant and fortified mountain to the north of Saipan town, fighting delaying actions along the way. The grinding attack of the 321st RCT proved too much, and Angaur was declared "secure" by the morning of September 20. The "Wildcats" of the 81st had been blooded, losing far more troops to friendly fire and heat exhaustion than Japanese defenses. Their next battle on the nearby island of Peleliu would be far more difficult.



# ORANGE AT WALAWBUM

ASL SCENARIO 154

This scenario was previously issued as A82 and has been updated.

Scenario Design:  
Théophile Monnier



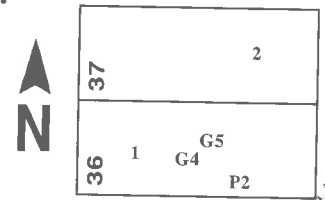
**WALAWBUM, BURMA, 6 March 1944:** For their first mission, “Merrill’s Marauders” were ordered to circle behind the veteran Japanese 18th “Chrysanthemum” Infantry Division to prevent its escaping the attack by two of Stilwell’s Chinese divisions (the 22nd and 38th) up the Hukawng Valley. After a ten-day march through the hills, the Marauders established several roadblocks across the Kamaing Road around Walawbum. General Tanaka, thanks to communications difficulties at his divisional headquarters, was unaware that his position was being flanked during the march. When the Americans reached Walawbum far behind him, he soon learned of the threat. Quickly analyzing the situation, he decided that the Chinese were moving so slowly that he could contain them with a small rearguard while the main strength of the 18th Division hurled itself upon the Marauders. Emplaced on the heights above Walawbum since 3 March, the heavy weapons of Combat Team “Orange”—made up of elements of the 3rd Battalion—interdicted the route through the village. American spotters hidden in the jungle were able to direct mortar fire upon anything attempting to move along the highway. The Japanese reacted violently, launching a number of assaults on the hilltop. Aggressive patrolling was continuous, and Americans and Japanese were constantly running into each other on the trails, leading to a number of bitter and bloody firefights in the surrounding jungle. The action culminated in a last massive Japanese effort late in the day on 6 March.

**VICTORY CONDITIONS:** The Japanese win at the end of any Game Turn by Controlling hex 37oX7 and  $\geq$  four Level 2 hexes of Hill 526.

## BOARD CONFIGURATION:

### BALANCE:

- ☆ Add two 60mm MTRs to the American OB.
- Add one 4-4-8 squad and one 4-4-7 squad to the Japanese OB.



### TURN RECORD CHART

☆ AMERICAN Sets Up First [153]	1	2	3	4	5	6	7	END
● JAPANESE Moves First [278]								

**Elements of Combat Team Orange, 5307th Composite Unit (Provisional) [ELR: 5]** set up east of stream/pond hexes running from 37oW1-36S8-36S9-36S10 (see SSR 2): {SAN: 4}

6 <sup>2</sup> -6-7	3-4-7	2-2-7	9-2	9-1	8-0	6-12	4-10	60*[3-45]	?	7 morale	81* [3-75]	100 +1TR/IFT; +1/-1CC
10						2			5			10

**Elements of 56th Infantry Regiment, 18th Infantry Division [ELR: 4]** set up on/west-of hexrow P: {SAN: 4}

4 <sup>2</sup> -4-8	4 <sup>1</sup> -4-7	2-2-8	10-1	9-1	9-0	8-1	6-14	4-11	2-6	50*[1-16]*	30-1	75*
9	8	3			2				5	3	2	

### SPECIAL RULES:

1. EC are Moist, with no wind at the start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Place overlays as follows: **1** on 36D2-D1; **2** on 37DD8-DD9; **G4** on 36P6-O7; **G5** on 36R5-S5; and **P2** on 36S9-S10. Kindling (B25.11) is NA.

2. American MMC (and accompanying SMC/SW) in suitable terrain may set up Entrenched (B27.1). American Personnel are Stealthy (A11.17).

**AFTERMATH:** By the 6th, the Americans were running low on ammunition and the men of Combat Team Orange had been in action for almost 36 hours without food. General Merrill, after a meeting with the commanders of the leading Chinese units, issued orders for the 5307th to withdraw. But the Japanese attack at Walawbum, which began at 1730, reached the 3rd Battalion first. Two Japanese companies emerged from the shelter of the

jungle to attack the hill. Behind them, mortars and artillery opened up, some firing over open sights at the American foxholes. Japanese machine guns sought to pin the Marauders in their holes. The sheet of fire ripped the jungle apart, but most of it went over the heads of the Americans and casualties were few. Protected by their entrenchments, they held their fire until the Japanese were less than 100 yards from the line and the stream was full of wading enemy troops. The Marauders then opened fire with everything that could shoot. A pair of carefully sited machine guns with clear fields of fire to the stream created carnage among those Japanese who made it across. Only a few of the Japanese reached the foxholes on the hillside. These were quickly killed in hand-to-hand fighting. But in breaking the back of the Japanese charge, the last reserves of ammunition were exhausted. According to Lieutenant Logan Weston, as the light grew dim some Marauders were reduced to jumping up and shouting obscenities across the water at the top of their lungs. There were answering shouts from the Japanese, but only sporadic fire; they too had expended all their ammunition. Around midnight, the 3rd Battalion pulled out and stealthily marched to Wesu Ga.