

GOOD NIGHT, SWEET PRINCE



ASL SCENARIO 87

This scenario has been updated from its original version.

Scenario Design: Tim Hundsdorfer

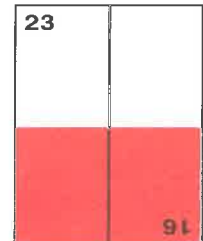


HADERSLEV, DENMARK, 9 April 1940: The invasion of Denmark was part of Operation *Weserübung*, the effort to secure the vital ore mines in Norway. Strong German motorized forces crossed the border early in the morning of April 9th. The small Danish garrison units near the border took up the fight against German forces ten times larger. Several German armored cars were damaged or destroyed, and the Germans soon learned to fear the 20mm guns mounted on Nimbus motorcycles poised for ambush at every major road intersection. By the time the Germans had reached Haderslev 60km north of the border, they had the tanks in the forefront.

BOARD CONFIGURATION:

BALANCE:

- ☐ Add a *Nimbus* to the Dutch OB, entering on Turn 4 along the west edge of board 23.
- ☞ Increase Game Length to 8 1/2 turns.



(Only hexrows A-P on board 16 and R-GG on board 23 are in play)

VICTORY CONDITIONS: The Germans win at game end by having \geq 21 VP of Good-Order-Infantry/Mobile-AFV-(with some functioning MA/MG) west of the canal (counted as CVP).

TURN RECORD CHART

☐ DANISH Sets Up First	☞ 1	☐ 2	☐ 3	☞ 4	☐ 5	☐ 6	☐ 7	☐ 8	END
☞ GERMAN Moves First [117]									



Elements of mobilizing 4th Company, 3rd Battalion and Gun Company, 2nd Regiment [ELR: 1] set up on any whole/half hex of board 23 (see SSR 3): {SAN: 2}



1 4-5-7	G 4-3-7	2-2-8	8-1	8-0	3 6-12	2 4-11	1 2-6	3 37L	2 +20L(6) [50]	MPH/RPh: dr = MF CC: +1/-1
4	2	2								2

Enter on Turn 2 along the west edge of board 23:

24 -1 M8 2 +20L(6) -/-2



Elements of Infanterie-Regiment 401, Infanterie-Division 170 [ELR: 3] enter on Turn 1 along the east edge of board 16: {SAN: 2}



E 4-2-6-8	1 4-1-6-7	2 4-4-7	1-5	8-1	8-0	1 3-8	1 3-8	9-1 2nd Lt	14 3 1 2 20L(4) -/5
2	7	3					4		2

Enter on Turn 4 along the south edge of board(s) 16/23, east of the canal:

14 3 1 2 20L(4) -/5

SPECIAL RULES:

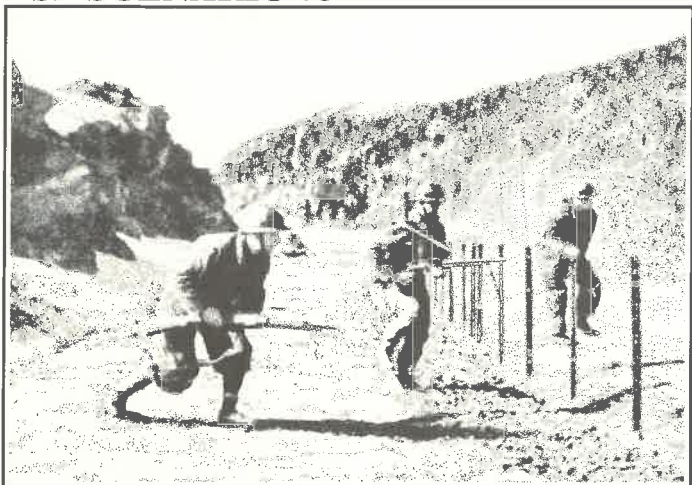
1. EC are Moderate, with a Mild Breeze from the southeast at start.
2. All buildings are Single Story Houses [EXC: hex 23Y7 contains a Steeple Location at both Level 1 and Level 2 (B31.2)]. All roads are paved (B3.).
3. The Danish 37mm *Bofors* AT Gun has a B# of 10, must set up unconcealed in a road hex (as must the *M-35* AT Gun), and any Danish crew manning it is Fanatic (A10.8). Boresighting is NA.
4. A Good Order unit may not refuse Surrender (i.e., a surrendering unit may not be eliminated thereby invoking No Quarter (A20.3)). Danish personnel surrender on a final Heat of Battle DR \geq 9. German units suffering ELR are not Replaced but instead become Disrupted (A19.12).

AFTERMATH: Three companies were present in Haderslev, augmented by mobilizing army reserves—the largest Danish force to see combat. The local commander set up a strong defense along the canal, which split the town in two. Action commenced when several approaching German tanks were engaged by the crew of an anti-tank gun positioned out in the open on the road just south of the canal; the crew kept on firing until overrun. The Germans were stopped at the canal but soon slipped by amidst Danish confusion over the cease-fire ordered by the government. By the time things were straightened out, the Germans were racing north to catch up with the paratroopers who had just captured the airport at Aalborg, vital to the invasion of Norway.

STRANGERS IN A STRANGE LAND



ASL SCENARIO 75



VICTORY CONDITIONS: The French win if they are the only side with an unbroken MMC in building 22F4 at the end of any Game Turn.

ELVEGÅRDSMOEN, NORWAY, 13 May 1940: At 0100 hours, in the arctic twilight, the 13th Demi-Brigade of the French Foreign Legion and five Hotchkiss tanks were successfully put ashore by British landing craft near Bjerkvik, northeast of Narvik at the head of the Herjangsfjord. After overcoming the local German defenses, one Legion battalion and two tanks moved north about two miles to Elvegårdsmoen, a mobilization and supply center for the Norwegian 6th Brigade captured by elements of the 2nd Mountain Division on the initial day of the German invasion. Liberating the weapons depot would provide much-needed arms and ammunition for the Norwegians, who were continuously engaged in mountain warfare with the Germans as part of the Allied attempt to regain control of Narvik.

BOARD CONFIGURATION:

BALANCE:

⊙ In the Victory Conditions, change "unbroken" to "Good Order".

⚡ Exchange the French 9-2 for a second 9-1.



(Only hexrows B-P on board 22, and R-FF on board 18, are playable)

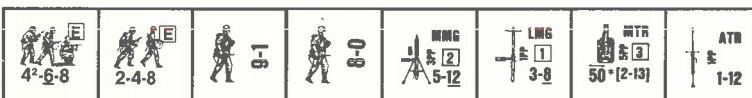
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TURN RECORD CHART

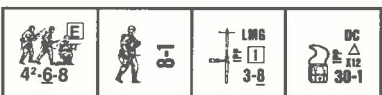
⚡ GERMAN Sets Up First	⊙ 1	2	3	4 ⚡	5	6	7	8	END
⊙ FRENCH Moves First [147]									



Elements of Gebirgsjäger Regiment 139 [ELR: 4] set up on board 22, using HIP if in Concealment Terrain; however, only one MMC (plus any number of SMC/SW) may be set up per building: {SAN: 3}



Enter on Turn 4 along the south or east edge of board 22:



Elements of the 1er Bataillon, 13ème Demi-Brigade de Légion Étrangère, and of the 342ème Compagnie Autonome de Chars de Combat [ELR: 5] enter on Turn 1 along the west edge of board 18 (see SSR 5): {SAN: 2}



SPECIAL RULES:

1. Weather is Ground Snow (E3.72), with Wet EC and no wind at start.
2. All roads are unpaved and plowed. All buildings are wooden. The stream is Dry. Grain does not exist; treat it as normal Open Ground. The bridge on board 18 does not exist.
3. Kindling and Entrenching Attempts are NA.
4. All Germans are considered Commandos for Scaling (B23.424) purposes only.
5. All French MMC [EXC: crews] have their printed broken-side Morale Level increased by one. The normal Inherent MF (A4.11; A17.2), and printed MP, allotment of all French units is halved during their Turn 1 MPH.
6. No AFV may enter any hex of building 22F4.

AFTERMATH: In a swift attack, supported by the tanks which successfully dealt with a number of German machine gun posts, the Legionnaires—some 120 strong—stormed the depot building and drove the defending mountaineers into the surrounding hills. One hundred machine guns, along with ammunition and other equipment, were liberated from the depot and shortly thereafter turned over to the Norwegians. Two weeks later, in the first significant Allied victory of the war, Narvik would be recaptured by a combined French, Norwegian and Polish attack supported by British ships and aircraft.

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THE ABBEVILLE BRIDGEHEAD



ASL SCENARIO BoF3

Scenario Design: Martin Svärd



West of ABBEVILLE, FRANCE, 28 May 1940: Due to the enormous pressure exerted on the Allies in the Flanders area, General Weygand was forced to abandon any hope of linking up with the British troops at Dunkirk. To make matters worse, the Germans had crossed the Somme and established three bridgeheads on the western shore at Abbeville, Amiens, and Péronne. With a German buildup in these bridgeheads, the final blow to the Allied forces in France would soon be delivered. General Weygand had no alternative but to order all units he could muster to counterattack. At Abbeville, the recently promoted *Général de Brigade* Charles de Gaulle issued orders to press forward immediately, despite protests from his officers that the French units were not ready. Too much could be lost by delaying the attack.

BOARD CONFIGURATION:

BALANCE:

☛ Add one 4-6-7 squad to the German OB.

⊙ Add one 8-0 leader to the French OB.



Wd5		16
OW1	X25	
4		

VICTORY CONDITIONS: The French win at the end of any Game Turn by Controlling \geq two of the following buildings: 4oV2, 4P6, 16O3.

TURN RECORD CHART

☛ GERMAN Sets Up First [108]	⊙	1	2	3	4	5	6	7	END
⊙ FRENCH Moves First [96]									

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Elements of Infanterie-Division 57 [ELR: 3] set up on/east-of hexrows 4H/16Z: {SAN: 3}

 4-6-7	 2-4-7	 2-2-8	 9-1	 8-1	 8-0	 2 5-12	 1 3-8	 3 50*[2-13]	?	7 morale	 3 37L H6[9]	 3 20L (4)
8		3					2			4	2	

Elements of 4ème Division de Chars de Combat and 22ème Régiment d'Infanterie Coloniale [ELR: 3] enter on Turn 1 along the west edge (see SSR 3): {SAN: 2}

 4-5-7	 9-2	 8-0	 2PP	 1 B11 2-6	 3PP 60mm	 9-1 2nd LI	 *11 8 875* 47 1/2*/*	 8 4 4 37* -1/2*/*
12				2			2	2

SPECIAL RULES:

- EC are Dry, with no wind at start. Grain is in season (B15.6). Place overlays as follows: **OW1** on 4K5-K4; **X25** on 4V3-U3; and **Wd5** on 16T2-T1. Kindling (B25.11) is NA.
- Bore Sighting (C6.4) is NA to Deliberate Immobilization attempts (C5.7).
- French AFV may only expend $\leq \frac{1}{2}$ of their *printed* MP allotment during Game Turn 1. AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: The initial French attack created panic amongst the German troops since they lacked adequate anti-tank guns that could penetrate the heavily armored French tanks. Their 37mm AT guns were of little use, and they were forced to retreat. Come nightfall, the French were closing in on the bridgehead at Abbeville, but communication problems were hampering the attack and causing it to proceed slowly. Under the cover of darkness, the Germans managed to reinforce their defenses with two 88mm AA guns, and by the morning of 29 May the situation was completely different from the preceding day. The French still managed to win a few minor victories, but they were unsuccessful in eliminating the bridgehead.

BRIGADE HILL



ASL SCENARIO J116

Scenario Design: Murray McCloskey

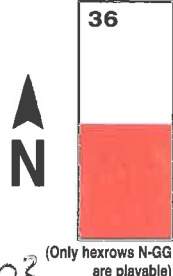


Near EFOGI, PAPUA, 8 September 1942: The Japanese advance along the Kokoda Trail continued to push the Australians back towards Port Moresby. With orders not to fall back any further, it was decided to make a stand on a mountain near Efofi. The Australians put a battalion forward on a ridge leading to the main position on what was to be called Brigade Hill. The Japanese began probing Mission Ridge and were checked by the concentrated fire of the Australians. But this was a feint, and masked the true axis of the Japanese advance along the flank through thick jungle. The Japanese set up a blocking force between the brigade headquarters and the forward battalions. With the Australian position now compromised, the forward battalions were ordered to break through to the rear and link up with the brigade headquarters

BOARD CONFIGURATION:

BALANCE:

- Exchange one MMG with one HMG or add one 4-4-8 squad to the Japanese reinforcements (Japanese player's choice).
- Exchange the Australian 9-1 leader for a 9-2 leader.












VICTORY CONDITIONS: The Australians win at game end by Controlling ≥ 3 of the following hexes: P8, U6, AA8, CC4.

TURN RECORD CHART




● JAPANESE Sets Up First	1	2	3	4	5	6	7	END
○ AUSTRALIAN Moves First [138]								

Elements of the South-Seas Detachment [ELR: 4] set up on Hills 526, 507 and/or 502: {SAN: 4}












 1 4 ¹ -4-7	 2 2-2-8	 9-1	 9-0	 8-0	 2 4-1	 1 2-8	 2 50*[1-10]*	? 7 morale
7	2				2	3	2	6

Enter on Turn 3 along the west edge:





 1 4 ¹ -4-7	 8-0	 1 2-8	? 7 morale
			2

Elements of 2/14th and 2/16th Battalions, 21st Brigade [ELR: 4] set up on/north of hexrow P: {SAN: 3}



 4 ² -5-8	 4 ² -5-7	 8-1	 8-1	 8-0	 2 4-12	 1 2-7	 2 51 [2-11]	? 7 morale	Foxhole 5 OVR, OBA: +4 Other: +2
6	6					3	2	2	(see SSR 3)

21st Brigade Headquarters detachment enter on Turn 3 along the south edge:

 4 ² -5-8	 4 ² -5-7	 8-1	 1 2-7	? 7 morale
				2

SPECIAL RULES:

1. EC are Moist, with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1) [EXC: all Marsh is Light Jungle; Swamp is NA]. All Streams are Dry (B20.41).
2. Japanese units in suitable terrain may set up in Foxholes (B27.1), which may be only of the minimum capacity for their setup.
3. The 2S Foxhole in the Australian OB must set up in hex P8.

AFTERMATH: The Japanese commander, General Horii, ordered a company of Japanese armed with heavy weapons to flank the Australians and set up a position astride the trail, severing the line of communications. The Australian commander, Brigadier Potts, narrowly avoided a sniper's bullet as his command group stumbled across a group of Japanese which had set up a machine gun. The headquarters group returned fire, with both sides suffering casualties. The 21st Brigade infantry was ordered to break out and establish contact with Brigadier Potts. They attempted to crash through the Japanese infiltrators but the "diggers" were cut down in droves. Some, however, made it through and the remnants of the brigade withdrew to Menari. Many Australians were cut off and vanished in the Papuan jungle. Weeks later, only gaunt and starving stragglers would reach friendly lines.

THE TRIANGLE



ASL SCENARIO J117



VICTORY CONDITIONS: The Americans win immediately by Controlling all three pillboxes.

ANGO TRAIL, 1 km south of the BUNA MISSION, PAPUA, 21 November 1942: As the battle for Guadalcanal raged 800 miles to the east, the Japanese had neglected the defense of the Papuan Peninsula. Decisive action by the Allies could crush the Japanese forces in New Guinea and thereby permanently remove the enemy threat to Port Moresby. While the Australians continued to drive the enemy back along the Kokoda Trail, the American 32nd Division would swing around to attack in force on the enemy left flank near Buna. The bulk of the attacking force was flown to the northern Papuan coastline and then carried by 20-ton motor launches to Pongani, 23 miles south of Buna. Early on 19 November the 1st and 3rd Battalions, 128th Regimental Combat Team moved northward up the coastline and were repulsed by the Japanese. The 2nd Battalion moved westward through the jungle, skirting the enemy positions, and on 21 November attacked northward along the Ango trail.

BOARD CONFIGURATION:

BALANCE:

- Delete SSR 2.
- ☆ Add one dm HMG to the American OB.

37

G5
















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TURN RECORD CHART



● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9	END
☆ AMERICAN Moves First [132]										







Elements of 3rd Battalion, 229th Infantry Regiment [ELR: 4] set up on/between hexrows Q and M (see SSR 3): {SAN: 4}

 1 4 ¹ -4-7	 2-2-8	 10-1	 9-1	 3 6-14	 2 4-11	 1 2-8	 2 50*[1-10] ^M	 1+3+5	 Trench OVR, OBA: +4 Other: +2	 5 OVR, OBA: +4 Other: +2
5	2					2	2	3	3	3

Elements of F Company, 2nd Battalion, 128th Infantry Regimental Combat Team [ELR: 3] set up in Path hexes on/south of hexrow U and/or in hexes X5, Y5 and Z4 with ≤ 2 MMC per hex (see SSR 3): {SAN: 2}

 1 6 ³ -6-6	 9-2	 8-1	 7-0	 2PT	 2 60mm
12	2			2	2

SPECIAL RULES:

1. EC are Moist, with no wind at start. PTO terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: the X6-X7 Path does not exist]. Place overlay G5 on O2/O1. Kindling (B25.11) is NA.
2. Due to the extremely high water table, Tunnels (B8.6; G1.632) are NA.
3. Non-HIP units of both sides may set up concealed in any terrain.

AFTERMATH: The attacking American force had only the slightest notion of the extent of the Japanese fortifications surrounding Buna. Situated at a fork along the Ango trail, "the Triangle" consisted of a series of mutually supporting pillboxes, trenches, sniper pits and gun casements. To the left of the trail lay an impenetrable swamp, to the right an expanse of kunai grass criss-crossed with well-planned fire lanes. Company F had taken the point, and as the battalion began to exit the jungle Sergeant Irving W. Hall spotted a Japanese machine gun 50 yards ahead. He reacted immediately, ordering his men off the trail and into cover just as the enemy opened up. Company F regrouped, and moved up on both sides of the trail to assault the apex of the Triangle. Without artillery support, and lacking heavy weapons and high explosives, 2nd Battalion was unable to penetrate the fortified line. By 1330 hours the entire Battalion was stopped cold. The ensuing battles to neutralize the Triangle would constitute some of the bloodiest fighting on the whole Buna front.

THROUGH THE DRAGON'S TEETH



ASL SCENARIO W019

Scenario Design: Bill Sisler



ENOGAI, NEW GEORGIA, 10 July 1943: Operation TOENAILS called for "Livesedge Force" to capture Enogai and Bairoko Harbor in order to isolate the Japanese troops defending Munda, while the main effort against Munda itself would be made by the 43rd Infantry Division, attacking from the east. The plan looked good on paper, but it had not reckoned with the New Georgia jungle, where there were no roads, and movement was primarily by trail. Knee-deep rivers became swollen, and swampy areas were impassable. After days of moving through this terrain—known as the "Dragon's Peninsula"—the 1st Marine Raider Battalion arrived just south of its objective, Enogai. The attack began at 0700 on 10 July.

BOARD CONFIGURATION:

62	Wd4	Be1	OC1
38	1	Be2	OC2
		74 Be3	OC3



BALANCE:

- Delete one 9-1 leader from the American OB.
- ☆ Delete one *Type 93 Twin-Mount High-Angle Machine Gun* and one 2-2-8 crew from the Japanese OB.

VICTORY CONDITIONS: The Americans win at game end by Controlling all Hut hexes on board 62. Each *Year-3 Type 14cm Naval Seacoast ART Gun* not possessed by a Japanese crew reduces this requirement by one hex.

TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [188]								

Elements of 6th Kure SNLF [ELR: 4] set up in Hinterland hexes as noted, concealed if in Concealment Terrain; units in suitable terrain may set up Entrenched (B27.1): {SAN: 5}

Set up on boards 38/62:

Set up on boards 38/62 within 2 hexes of ≥ 1 beach hex *and* ≥ 1 hex from each other:

E 4-4-8	2-2-8	9-1	8-0	LMG 1 BT 2-8	MTR 2* 50*[1-16]*	?	7 morale	AA M 7 3 *12.7(12)	ART M* 2-2-8	140L
6	2	2				7		2	2	2

Elements of Company B, 1st Marine Raider Battalion [ELR: 5] set up on board 74 in hexes numbered ≤ 4 : {SAN: 3}

5-2-5-8	2-3-8	9-2	9-1	8-0	MMG 2 4-10	ATR 1-12	MTR M2 3 60*[3-45]
13		2		3			3

SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect. Place overlays as follows: **1** on 38D2-D1; **Wd4** on 62H9-H10; **Be1** with 101-102 on 62W1-W2; **Be2** with 201-202 on 38W1-W2; **Be3** with 301-302 on 74K10-K9; **OC1** with 1001-1002 on 111-112; **OC2** with 2001-2002 on 1012-1013; and **OC3** with 3001-3002 on 2008-2009. Beach slope is Slight (G13.21). Kindling (B25.11) is NA.

AFTERMATH: Despite the previous frustrations, the Raiders occupied an advantageous position. Enogai was defended by elite Japanese Marines, however, and did not fall easily. Attacking from southwest-to-northeast with three companies abreast, the Raiders effectively cut off the Enogai garrison from larger Japanese forces at Bairoko. Coastal guns, machine gunners, and snipers were effective in slowing the Raiders' progress, but the Japanese could not prevent encirclement. Some dihard *Rikusentai* made a final stand but to no avail. That evening, Enogai was declared secure.