

Round 1 out of 3

The Sino-Japanese War

Second Sino-Japanese War, (1937–45), conflict that broke out when China began a full-scale resistance to the expansion of Japanese influence in its territory (which had begun in 1931).

The war, which remained undeclared until December 9, 1941, may be divided into three phases: a period of rapid Japanese advance until the end of 1938, a period of virtual stalemate until 1944, and the final period when Allied counterattacks, principally in the Pacific and on Japan's home islands, brought about Japan's surrender.

Scenario Selection

Name	Date	Publication	Estimated Playing Time
800 Heroes	October, 1937	Action Pack #6 (A Decade of War)	4:20 hrs.
Shanghai in Flames	October, 1937	Rising Sun (Module #13)	5:30 hrs.
Totsugeki!	January, 1944	Rising Sun (Module #13)	4:30 hrs.

Selected Scenario	Player Name	Side played

Playing Time:

(please remember to record breaks!)

Starting Time	Ending Time	Duration (hh:mm)
Total Playing Time:		

Scenario Winner

800 HEROES



ASL SCENARIO AP54

Scenario Design: Gary Fortenberry



VICTORY CONDITIONS: The Japanese win immediately by Controlling building 3ao12, or at game end by Controlling ≥ 3 Locations in building 3ao12 and all other buildings in the Chinese setup area.

SHANGHAI, CHINA, 29 October 1937: In an effort to draw pressure off the Chinese troops retreating from the Zhabei District, and to demonstrate to the west that the Nationalist army's morale was intact, a battalion of the German-trained 88th Division had been fighting off the Japanese 3rd Infantry Division for two days. The site of the Chinese stand was a six-story concrete structure at the south end of Zhabei known as the Sihang ("Four-Bank") Warehouse, so called because it was built and jointly operated by four Shanghai banks. The massive building, on the north bank of Suzhou Creek and until now the 88th Division's HQ, was well-stocked with food and ammunition. Its new occupants, a little over 400 strong—though announced as 800 to fool the Japanese—and led by Col. Xie Jinyuan commanding the 524th Regiment, had arrived on the morning of July 27th and promptly begun fortifying the building and immediate surroundings. Throughout the 27th and 28th the over-strength battalion withstood everything the Japanese could throw at it, while ever-increasing crowds of Chinese and westerners stood on the opposite bank cheering on the defenders, some even making signs to warn of Japanese movements. On the 29th, with a Chinese flag now flying atop the warehouse, the "lost battalion," as it had been dubbed by the international press, stood firm in its resolve to fight to the death.

BOARD CONFIGURATION:



BALANCE:

- Delete the MMG from the Chinese OB.
- ⊙ Exchange the Chinese 9-1 for a 9-2.

TURN RECORD CHART

⊙ CHINESE Sets Up First [80]	●	1	2	3	4	5	6	END
● JAPANESE Moves First [212]								

Elements of 1st Battalion, 524th Regiment [ELR: 3] set up on board 3a (see SSR 4): {SAN: 4}

	E 4'-4-7	9-1	8-1	1-4-9	MMG 3 6-12	MMG 2 4-10	LMG 1 2-7	DC 12 30-1	? 7 morale	Trench OVR, OBA: +4 Other: +2	Foxhole 5 OVR, OBA: +4 Other: +2
	10						3	3	12	4	2

Elements of 6th Infantry Regiment [ELR: 3] set up on board(s) 7/46 and/or enter on Turn 1 along the north/east edge(s): {SAN: 3}

	1 4'-4-7	2-2-8	9-1	8-0	MMG 2 4-11	LMG 1 2-6	MTR 2 50*(1-10)*	DC 12 30-1	15 2PP* -72	INF M10 75*
	14	3	2						4	2

SPECIAL RULES:

1. EC are Moist, with no wind at start. Weather is Overcast (E3.5). Civilian Interrogation (E2.4) is in effect; the Chinese are in a friendly country, and the Japanese are in a hostile country. Rooftops are in effect for building 3ao13 only. All buildings are ground-level only [EXC: 3ao13 is a level 2½ Factory with no vehicular-sized entrance]. All brush is Debris (O1.). Place overlay X16 on 3a113-112.
2. Good Order Japanese may neither refuse Surrender nor conduct Massacre. Chinese units within 3 hexes of 3ao13 are Fanatic, treat Heat-of-Battle Berserk/Surrender results as Battle Hardening, and conduct Close Combat as if they were Japanese (G1.64).
3. Contrary to G1.6 and G1.631, non-heroic Japanese units are not Stealthy, and only Emplaced Guns may use HIP.
4. All ground-level Locations of the 3ao13 Factory are Fortified [EXC: Tunnels are NA]. The Chinese player may use HIP to set up \leq two OB-given DC as Set DC

(A23.7) in any Location(s) in his setup area [EXC: Building 3ao13], including non-concealment terrain and Open Ground, by recording the Location of the DC and the ID of the "detonating" unit (HIP is lost per G1.6121). The Chinese may use Bore Sighting (C6.4).

AFTERMATH: Around noon the Japanese made their largest attack yet, advancing from all three sides, with cannons to the north firing over open sights and the infantry supported by tankettes. The defenders were driven within the walls on the west side of the warehouse, but there held firm. A few attackers got into the building but were quickly dealt with, including several personally dispatched by Xie Jinyuan. The fighting raged until dark, but the Japanese could make no headway in their bid to oust the Chinese. The defenders would hold out for another two days until Jiang Kai-shek, satisfied that they had done their duty, and petitioned by westerners to relent on humanitarian grounds, ordered them to retreat into the International Settlement. Their gallant defense, though it failed to move the west to openly support China as Jiang had hoped, provided a huge boost in national pride to the Chinese, many of whom had heretofore felt no real sense of unity in their struggle against Japan.

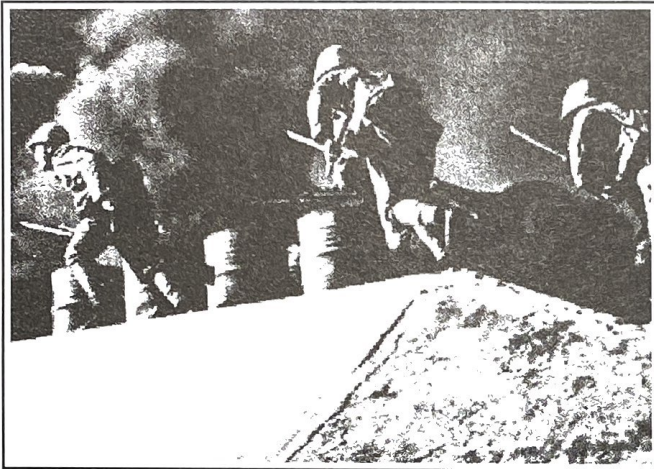
SHANGHAI IN FLAMES



ASL SCENARIO 145

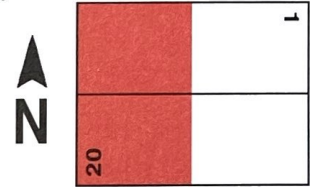
This scenario was previously issued as A110 and has been updated.

Scenario Design: Kevin Meyer



SHANGHAI, CHINA, 27 October 1937: After two months of heavy fighting in and around Shanghai, the Chinese Army was forced to retreat to the south bank of Suzhou Creek. Covering the retreat was the 524th Regiment of the Chinese 88th Division led by Lieutenant-Colonel Hsieh Chin-yuan. The regiment held its positions around the Four-Bank Warehouse, a reinforced-concrete warehouse owned by four commercial banks. In the middle of the burning Zhabei district, soldiers of the 524th prepared to write their own heroic destiny as they faced the advancing Japanese Shanghai Expeditionary Army.

BOARD CONFIGURATION:



(Only hexrows R-GG on board 1 and A-P on board 20 are playable)

BALANCE:

● Delete the 10-1 leader from the Japanese OB.

● Delete the first sentence of SSR 3.

VICTORY CONDITIONS: The Japanese win at game end by Controlling building 20E7.

TURN RECORD CHART

● CHINESE Sets Up First [122]	1	2	3	4	5	6	7	END
● JAPANESE Moves First [259]								

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Elements of 524th Infantry Regiment [ELR: 4] set up on board 20: {SAN: 4}

E 4'-4-7	1 3-3-7	E 2-3-7	9-1	8-1	7-0	HMG 3 6-12	MMG 2 4-10	LMG 1 2-7	? 7 morale
12	4	2						2	10



Elements of 16th Division [ELR: 3] set up on board 1, north of the 1GG6-EE5-Z2-Y2-W2-S2-R2 road: {SAN: 4}

1 4'-4-7	2 3-4-7	2-2-8	10-1	10-0	9-1	9-0	HMG 3 6-14	MMG 2 4-11	LMG 1 2-6
13	6	3						2	5



SPECIAL RULES:

1. EC are Moderate, with no wind at start. Building 20E7 is a Factory (B23.74).
2. Prior to Chinese setup, place 4 Blaze counters in 20J3. Then, for each counter, make a Random Location DR (C1.31), with the extent of error halved (FRU); if the hex thus selected already contains a Blaze, or is a nonbuilding hex, the Blaze counter is placed in the closest building hex without a Blaze (randomly select one hex if > 1 such hexes are equidistant). All Blazes begin play at the ground level Location of their selected hexes.
3. The Chinese may Fortify (B23.9) ≤ 3 Locations of building 20E7. Each non-prisoner Chinese unit in building 20E7 is considered Fanatic (A10.8).

AFTERMATH: The Japanese assault drove the intrepid defenders back into the thickly walled warehouse, where they prepared to make a final stand. Supplied at night by Chinese Girl Scouts, the defenders thwarted all Japanese attempts to storm their positions. With the bulk of the Chinese Army having successfully retreated to new lines along the creek, the Supreme Command ordered the warehouse defenders to pull back to friendly lines. Hsieh's troops held off all Japanese attempts to dislodge them for another two days before they withdrew to the only remaining sanctuary—the British International Settlement Zone. By agreement between the British and the Chinese, the men of the 524th were interned in the International Settlement for the duration of the war.

TOTSUGEKI!



ASL SCENARIO 153

This scenario was previously issued as A60 and has been updated.

Scenario Design: Guy Chaney



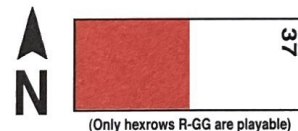
Near KANTAU, BURMA, 10 January 1944: General Sun Li-jen, commander of the Chinese 38th Division, was charged by Stilwell with the task of clearing the Hukawng Valley as a prelude to breaking the stalemate in northern Burma. General Sun's plan called for a regimental combat team to swing around the flank of the Japanese 18th Division, while the rest of the 38th Division attacked along the front. The enveloping force, the 114th Infantry Regiment with the 6th Field Artillery Battery, was sent circling south to cross the River Tanai at Kantau. Crossing the Tanai in the second week of December, the Chinese regiment collided with the enemy in a series of sharp actions along two small creeks. The jungle made it difficult for the Chinese to organize and coordinate their attacks; the supporting 6th Battery could not even take part until fields of fire were cut. But as this arduous task was underway, infiltrating parties of the Japanese 55th Infantry Regiment surrounded the battery. Nor could the 3/114th, charged with supporting the guns, help for it was split into four fragments, no two of them in contact. The Chinese gunners were forced to fight to save their guns, and themselves, alone.

BOARD CONFIGURATION:

BALANCE:

● The Japanese win only if all three Chinese Guns are eliminated/captured.

● Add one DC to the Japanese OB.



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VICTORY CONDITIONS: The Japanese win at game end if all three Chinese Guns are eliminated, captured, and/or in hexes both devoid of Chinese units and containing ≥ 1 Good Order Japanese MMC (see SSR 3).

TURN RECORD CHART

● CHINESE Sets Up First [93]	1	2	3	4	5	6	7	END
● JAPANESE Moves First [165]								



Elements of 6th Field Artillery Battery, 38th Division [ELR: 2] set up as indicated (see SSR 2): {SAN: 3}

Set up in hexes numbered ≥ 3 :

1 3-3-7	9-1	8-0	7-0	MMG 4-10	LMG 2-7	? 7 morale	Foxhole 5 OVR, OBA: +4 1S Other: +2
15	2	3	8	3			

Set up in hex V7 (CA: U8/V8):

2-2-7	ART M10 75*
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Set up in hex Y7 (CA: X7/Y8):

2-2-7	ART M10 75*
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Set up in hex BB8 (CA: AA9/BB9):

2-2-7	ART M10 75*
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Elements of 55th Infantry Regiment [ELR: 4] enter on Turn 1 along the south edge: {SAN: 4}

E 4 ² -4-8	1 4 ¹ -4-7	2-2-8	10-0	9-1	9-0	dm MMG 2P	LMG 2-6	MTR 50*[1-16]*	DC 30-1
4	7					3		2	

SPECIAL RULES:

1. EC are Moist, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Kindling (B25.11) is NA.

2. The Chinese Guns must set up unconcealed, may not be Emplaced, and may not be moved from their setup hexes. No canister ammunition is available. Bore Sighting is NA. The Chinese may use HIP for \leq two squad-equivalents (and any SMC/SW stacked with them).

3. If Malfunctioned, an *M1A1 75mm Pack Howitzer's* Repair dr of "6" will not eliminate it from play. Contrary to C2.28, it is marked with a "Gun Disabled" counter and remains onboard, where it still exists for VC purposes. If Permanent Breakdown (A.11) applies, however, an Original TH DR ≥ 11 eliminates an *M1A1* normally.

AFTERMATH: The initial probing attacks by the Japanese on the 9th were followed by a major push to overwhelm the isolated battery on the 10th. Every Chinese trooper—officers, gunners, ammo bearers, porters, cooks—took up arms to defend their tenuous position around the clearing they had so laboriously hacked from the jungle. Shouting "Totsugeki!" the Japanese rushed forward. The southern wing of the concentric attack even neared the gun positions themselves. Swinging the 75s, the Chinese crews fired point blank into the tangled jungle, even as others fought with whatever was at hand from foxholes dug the previous day. The attack was beaten off, as was another the next day. The regimental commander, Colonel Li Hung, arrived at this point and quickly restored order to the situation. The scattered portions of the 3/114th began to attack and soon thrust the Japanese back. After the second battalion arrived on 15 January, the Chinese were able to force a crossing of the Sanip Hka with the aid of the artillery. Here the Chinese halted for a week, while supplies were brought up and isolated pockets of Japanese were dug from their holes along the river bank.

Round 2 out of 3

Australians in the Mediterranean

Thousands of Australian soldiers saw combat in a series of battles in the Mediterranean and North Africa. Their service is less well known as it has tended to be overshadowed by the later battles in New Guinea and the Pacific. Video: <https://historyguild.org/when-australia-fought-france-ww2-video/>

Scenario Selection

Name	Date	Publication	Estimated Playing Time
ANZAC Boys	May, 1941	Action Pack #16 (From the Land Down Under)	3:20 hrs.
The Governor*	June, 1941	Action Pack #16 (From the Land Down Under)	3:40 hrs.
Dingoes at Damour	July, 1941	Action Pack #16 (From the Land Down Under)	4:30 hrs.

* ROAR currently at *Vichy 36 vs. Australian 22*. Australians automatically receive the Balance. If the side selection process leads to another Australian balance, delete the second R35 from the Vichy OB.

Selected Scenario	Player Name	Side played

Playing Time:

(please remember to record breaks!)

Starting Time	Ending Time	Duration (hh:mm)
Total Playing Time:		

Scenario Winner

ANZAC BOYS



ASL SCENARIO AP161

Scenario Design: Andrew Rogers



CHANIA, CRETE, 27 May 1941: During the first part of 1941, Allied forces had been defeated in Greece and many had retreated to Crete. In their haste, the Allies had been forced to leave much of their heavy equipment behind, leaving them lightly armed for the inevitable German assault. On the night of 20 May, the Germans unleashed their ambitious plan, Operation MERCURY, attacking Crete from the air with paratroopers and gliders. Concentrating on four locations, the Germans were largely rebuffed. However, at Maleme the Axis managed to take control of a vital airfield and began to fly in much needed reinforcements. Commonwealth soldiers retreated to the southern part of Crete and the town of Chania became a key position for the men assigned to fight the rearguard action. Australian and New Zealand forces lined up along Tsikalario Road, awaiting the advancing elite German infantry. This road had been christened "42nd Street" by British engineers earlier in the week.

BOARD CONFIGURATION:

BALANCE:

- ✚ Delete one 4-5-8 squad from the ANZAC Turn 1 reinforcements.
- ⦿ Delete one 4-6-8 squad from the German Turn 1 reinforcements.



(Only hexrows A-P are playable)

VICTORY CONDITIONS: The ANZAC win at game end by Controlling ≥ 10 buildings.

TURN RECORD CHART

✚ GERMAN Moves First [0]	✚ 1	⦿ 2	✚ 3	4	5	END
⦿ ANZAC [0]						

Elements of Bataillon I, Gebirgsjäger-Regiment 141, Gebirgs-Division 5 [ELR: 4]
enter on Turn 1 along the west edge on/south-of J0: {SAN: 3}

5 ² -4-8	4 ² -6-8	2-4-8	8-1	8-0	dm MMG 3-8	LMG 3-8	dm MTR 3-8 50mm
2	4					2	

Enter on Turn 2 along the west edge on/south-of J0:

5 ² -4-8	4 ² -6-8	9-1	LMG 3-8	dm MTR 3-8 50mm
2				

Enter on Turn 3 along the west edge on/south-of J0:

4 ² -6-8	8-0	LMG 3-8
3		

Elements of 28th (Maori) Battalion, 5th Brigade [ELR: 3] enter on Turn 1 along the east edge: {SAN: 3}

4 ² -5-8	4 ² -5-7	9-1	8-1	8-0	LMG 2-7	dm MTR 2-7 51mm
5	3				3	2

Elements of 2/7th Battalion, 19th Brigade enter on Turn 2 along the north edge:

4 ² -5-8	4 ² -5-7	9-1	8-0	LMG 2-7	dm MTR 2-7 51mm
3	2			2	

SPECIAL RULES:

1. EC are Dry, with no wind at start. Place overlays as follows: **O5** on P1-P2; and **O2** on I5-I6. Grain is in season. All orchards are Olive Groves (B14.8). Kindling (B25.11) and Entrenching (B27.11) are NA.
2. Contrary to A12.12, *all* German units enter unconcealed and may not gain concealment prior to German Player Turn 2.
3. Each ANZAC mortar is considered to have s9 for its *first* Smoke To Hit attempt.
4. Once per turn, prior to the movement of non-Berserk units, ANZACs may conduct *one* Banzai Charge (G1.5) as if Japanese.
5. Whenever \geq one unbroken ANZAC unit is the ATTACKER in CC/Melee or Ambushes the enemy in CC, that CC/Melee automatically becomes Hand-to-

Hand (J2.31) unless every such ANZAC unit participating in it was Ambushed in that phase and/or is Withdrawing/pinned.

6. No Quarter (A20.3) is in effect for both sides.

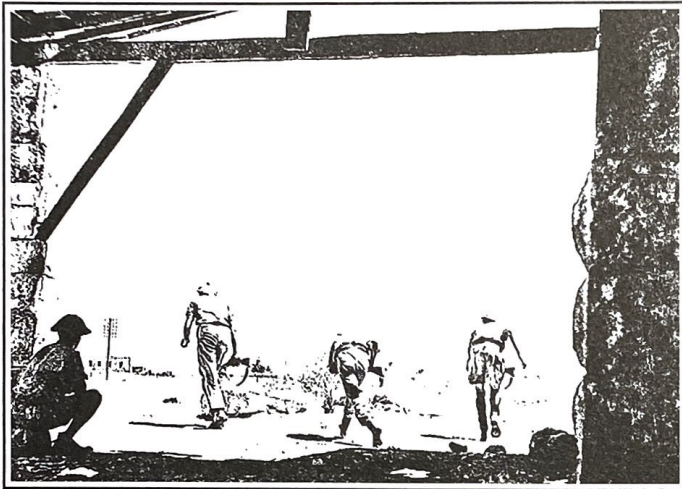
AFTERMATH: After seven days of fighting, the Allies in western Crete were in retreat. A key rearguard action occurred at 42nd Street in Chania. In the late morning, leading elements of a regiment of German mountain troops approached 42nd Street looking to separate Allied forces from a key beach evacuation point assigned to this portion of the island. In response, two depleted battalions of Australian troops fixed bayonets and counter-charged. Buoyed by their ANZAC comrades, the Maori Battalion joined in on the Australian left, along with other New Zealand troops. The Germans fled and suffered many casualties, overwhelmed by the ferocity of the attack through the olive groves. By forcing back the German *gebirgsjäger*, a number of Allied units were able to make it back to the evacuation point at Chora Sfakion.

THE GOVERNOR



ASL SCENARIO AP162

Scenario Design: Andrew Rogers



MERDJAYOUN, SYRIA, 19 June 1941: The initial phase of the Commonwealth campaign against the Vichy forces in Syria was proving tougher than expected. These French, former allies of the Commonwealth, were resilient opponents. Merdjayoun was symbolic of this as the town, located only a few miles north of the Syrian border, had already been captured and lost by Australians. Unwilling to again lose this vital position, the Vichy stationed Legionnaires and tanks to defend the town. Equally committed, the Australians formed up the best part of a battalion to assault Merdjayoun. Two companies of Australians from the 2/25th Battalion moved to attack from the west, while Australian pioneers demonstrated from the south to tie the Vichy garrison down.

BOARD CONFIGURATION:



(Only hexrows A-Y are playable)

BALANCE:

- ⊖ Delete one 4-5-7 squad and one DC from the Australian OB,
- ⊖ Delete one R35 from the Vichy OB.

VICTORY CONDITIONS: The Australians win at game end by Controlling building I6 and/or or by Controlling ≥ 9 multi-hex buildings.

TURN RECORD CHART

⊖ VICHY Sets Up First [120]	1	2	3	4	5	END
⊖ AUSTRALIAN Moves First [168]						



Elements of 9ème and 10ème Compagnies, 6ème Régiment de Légion Étrangère, and 6ème Régiment du Chasseurs d'Afrique, Armée du Levant [ELR: 3] set up in/adjacent-to hill hex(es) [EXC: AFV must set up in building I6]: {SAN: 3}












 E 4-5-8	 1 4-5-7	 9-1	 8-0	 7-0	 MMG 4-1	 LMG 2-6	 MTR 3	 ? 7 morale	 8 4 4 37* -/2*/*
6	6					3		6	2



Elements of A and B Companies, 2/25th Battalion, 25th Australian Brigade [ELR: 3] enter on Turn 1 along the north/west edge(s): {SAN: 2}



 4-5-8	 1 4-5-7	 9-2	 9-1	 8-0	 7-0	 LMG 2-7	 ATR 1-12	 DC 30-1
6	9					4	2	2

SPECIAL RULES:

1. EC are Dry, with no wind at start. All buildings have a ground level only. Rowhouse black bars do not exist. Bore Sighting (C6.4) is NA.
2. Both R35s are radio-equipped and may not expend MP in Vichy Player Turn 1.
3. Only one Deployment attempt (A1.31) may be made per Player Turn.
4. Hand-to-Hand CC (J2.31) may be declared by both sides. Additionally, the DEFENDER may declare Hand-to-Hand CC provided all ATTACKER units were Ambushed and/or are Withdrawing.

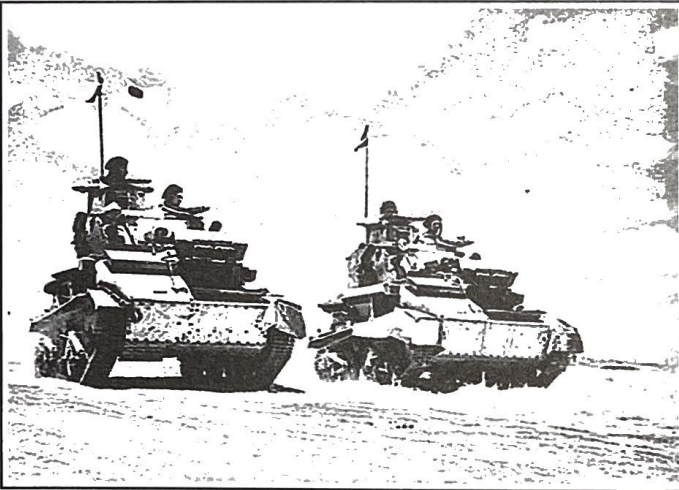
AFTERMATH: For the Australian assault on Merdjayoun, Captain Richard Marson led A Company on the right flank, and Captain John Stringer led B Company on the left— both attacking at 0500. Checked before the fort located in the southern portion of the village, the ANZACs penetrated the northern part of Merdjayoun and advanced via the streets and gardens. Legionnaire rearguard actions were conducted by platoons led by Warrant Officer Leontieff and Lt. Schluter, with bitter fighting throughout the village. The Legionnaires fought on even after their battalion command post was surrounded. At 0800 hours, a counterattack by Vichy tanks stationed in the fort pushed the Australians back and restored the Legionnaires' position. The battle for the town continued for several days, with the Australians eventually wresting control from Vichy forces on 24 June. A key figure in the Australian effort was Lt. Roden Cutler, who was awarded the Victoria Cross for several courageous acts including repelling attacks by Vichy tanks. His efforts were not without cost, however, as Cutler lost his leg during the battle. During peacetime, Sir Roden Cutler VC became the longest serving Governor of Australia's most populous state.

DINGOES AT DAMOUR



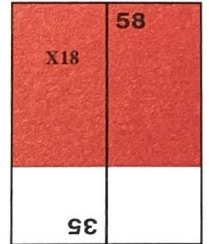
ASL SCENARIO AP163

Scenario Design: Andrew Rogers



DAMOUR, SYRIA, 9 July 1941: After a month the British and Commonwealth campaign against Vichy forces in Syria was coming to a close. Despite the being recent allies, the Vichy resistance was often fierce. The coastal town of Damour was the last major Vichy outpost before the key city of Beirut. Colonel Picot, the Vichy commander in the Damour region, allocated a battalion of tough Algerians to the defense of the southern approaches to the village which was covered by banana groves. Artillery pieces and armored cars provided additional support. Lightly armed Australian pioneers supported by tanks and carriers crossed the Damour River and pushed forward into the Vichy positions.

BOARD CONFIGURATION:



(Only hexrows L-GG on board 35 and A-V on board 58 are playable) 238

BALANCE:

- ⦿ Delete one *Carrier A* from the Australian OB.
- ⦿ Delete the 60mm MTR from the Vichy OB.

VICTORY CONDITIONS: The Australians win at game end by Controlling all building/rubble Locations within the Vichy set up area.

TURN RECORD CHART

⦿ VICHY Sets Up First [91]	1	2	3	4	5	6	END
⦿ AUSTRALIAN Moves First [84]							



Elements of 2ème Bataillon, 29ème Régiment de Tirailleurs Algériens, Armée du Levant [ELR: 3]
set up north/west-of the 35Q1-P5-R5-58J9-I9-A6 road, concealed if in Concealment Terrain: {SAN: 3}

E 4-5-8	1 4-5-7	2-2-8	9-1	8-0	7-0	2 4-11	1 2-6	3 60* [3-42]	?	7 morale	1 75*	5 OVR, OBA: +4 Other: +2
9						2		8		3		

Enter on Turn 2 along the north edge (see SSR 2):

2



Elements of D Company, 2/2nd Pioneer Battalion, 17th Brigade [ELR: 3]
set up on/south-of hexrow 35N/58T: {SAN: 3}

2 4-4-7	9-1	8-1	8-0	7-0	1 2-7	2 51 [2-11]	1-12
12					4	3	2

Elements of 6th Division Cavalry Regiment
enter on Turn 1 along the south edge:

18 *CMG -/10	16 1 4PP T10+ BMG 2/-/*	16 1 4PP T10+ *ATR -/-2
2	2	

SPECIAL RULES:

1. EC are Dry, and no wind at start. Place overlay X18 on 35Z6-Z7. All buildings are wooden and have a ground level only. Rowhouse black bars do not exist. Contrary to A2.51, offboard terrain exists as printed.
2. Both *AMD 20 cv TOEs* are radio-equipped and have AP11.
3. Australian 2nd Line MMC are not subject to covering (A7.9).

AFTERMATH: Infantry from the Australian pioneer battalion were lightly armed compared to their regular infantry sister battalions. Few squads possessed any automatic weapons. Despite this handicap, Captain Clive Nason led D Company bravely and was awarded the Military Cross for his actions. The light tanks supporting Nason were commanded by twin brothers Duncan and Gordon Glasgow. Unfortunately, vital intelligence concerning the position of Vichy guns was not passed to the Glasgow brothers, leading to a number of tanks being knocked out by 75mm artillery pieces. This setback did not prevent the Australians from capturing the plantations from the Algerians and sweeping into Damour.

Round 3 out of 3

The Final Months on the Eastern Front

In January 1945, a new offensive brought Soviet forces to the Oder River, in Germany proper, about 100 miles from Berlin. In mid-April 1945, the Soviet army launched its final assault on Nazi Germany, capturing Vienna on April 13 and encircling Berlin on April 21. More than 80 percent of Germany's military deaths in World War II occurred on the Eastern Front.

Scenario Selection

Name	Date	Publication	Estimated Playing Time
Sealing Their Fate	February, 1945	Winter Offensive Bonus Pack #7 2016	3:40 hrs.
Into Vienna Woods	April, 1945	Action Pack #5 (East Front)	4:00 hrs.
A Hotly Contested Crossroads	February, 1945	ASL Out of the Bunker #1	5:30 hrs.

Selected Scenario	Player Name	Side played

Playing Time:

(please remember to record breaks!)

Starting Time	Ending Time	Duration (hh:mm)
Total Playing Time:		

Scenario Winner

SEALING THEIR FATE



ASL SCENARIO WO20

Scenario Design: Ken Dunn



KONITZ, POLAND, 15 February 1945: As the Soviet offensive to secure the right flank of the drive on Berlin began, a 20-kilometer gap still existed between two of the German divisions defending Pomerania. The Soviet 70th Army, which included the 1st Guards Tank Corps and the 96th Rifle Corps, was ordered to attack northward into the gap to exploit the situation. German 2. *Armee* commander General Walter-Otto Weiss was well aware of the gap but had only one mobile reserve available, Panzer-Division 7. Weiss had other problems as well, chief of which was that many of his divisions defending Pomerania were exhausted from weeks of fighting. This included SS-Grenadier-Division 15, a unit made up mostly of Latvians, whose commanding officer had recently been killed in action. Weiss knew that this division was nearing the end of its strength and considered reinforcing it, but he decided instead to send Panzer-Division 7 to Konitz, behind the SS division, to seal the gap. By opting to do so, he also sealed the fate of the Latvians.

BOARD CONFIGURATION:



(Only hexrows D-DD are playable)

VICTORY CONDITIONS: The Russians win at game end by having ≥ 14 Personnel VP (calculated as Exit VP) [EXC: inherent-crews/armor-leaders in Mobile (D.7) AFV with functioning MA also count; prisoners do not count] north of the stream (see SSR 2).

BALANCE:

✚ Delete the Russian armor leader.

★ Exchange four 4-4-7 squads with four 4-5-8 squads in the Russian OB.

TURN RECORD CHART

✚ GERMAN Sets Up First	★ 1	2	3✚	4	5	6	END
★ RUSSIAN Moves First [96]							

Elements of SS-Grenadier-Division 15 [ELR: 3] set up using HIP on board 75 (including half-hexes shared with board 72; see SSR 3): {SAN: 4}

Reinforcements enter on Turn 3 along the north edge (see SSR 2):

7 morale 2 OR: 9-1 75L 3/5

Elements of 1st Guards Tank Corps [ELR: 4] enter on/after Turn 1 along the south edge (see SSR 4): {SAN: 3}

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Stream hexes are considered Soft Ground (D8.21).
2. Prior to the start of play, the German player secretly records which reinforcements will be received; if the *PzKpfw IVH* is selected, the Russian Victory Conditions requirement is reduced to ≥ 8 VP.
3. German squads may freely Deploy (A1.31) at setup. German 4-4-7s/2-3-7s are SS (A25.11), and as such have their broken side morale level increased by one, Assault Fire (A7.36), and their Morale Factor is considered underscored (A19.13).
4. The Russians may use Cloaking as if the Scenario Attacker at Night (E1.4).

AFTERMATH: The spearhead of the Soviet attack into the Konitz gap, a strike force commanded by Major Kryakhov, consisted of three assault guns with infantry support. They advanced through a thick woods towards the stream that lay across their line of advance and had a single bridge still intact. It was vital to take the bridge before it could be destroyed. Kryakhov launched a swift attack that secured the crossing and allowed him to push to the edge of Konitz where Panzer-Division 7 was still assembling. The next day would bring the push for Konitz, but for now SS-Grenadier-Division 15 was no longer a functional force.

INTO VIENNA WOODS



Scenario Design: Chris Olden

ASL SCENARIO AP52



SOUTHEAST of ST. POLTEN, AUSTRIA, 17 April 1945: On April 13 STAVKA declared Vienna clear of German forces. The 3rd Ukrainian Front was issued new orders, one of which was to take the town of St. Polten, south-west of Vienna, in the strategically located Vienna Woods. St. Polten was taken on the 16th, but the attempt to clear the Vienna Woods of the defending Germans turned into a series of see-saw battles for the hills which dominated the region.

BOARD CONFIGURATION:



(Only hexrows R-FF are playable)

BALANCE:

★ Add one *SU-76M* to the Russian OB.

⚡ Add one 6-5-8 squad to the German OB.

VICTORY CONDITIONS: The Germans win at game end by Controlling all level 3 hexes.

TURN RECORD CHART

★ RUSSIAN Sets Up First [0]	1	2	3	4	5	6	END
⚡ GERMAN Moves First [165]							

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Elements of 39th Guards Rifle Corps, 3rd Ukrainian Front [ELR: 3] set up at ≥ level 1: {SAN: 5}

5
 5-2-7

1
 2-2-7

8-0

2
 LMG
 2-6

4
 ?
 7 morale

6
 Trench
 OVR, OBA: +4
 Other: +2

(see SSR 2)

Enter on Turn 3 along the east edge:

10
 4-5-8

9-1

8-1

8-0

3
 LMG
 2-6

16
 85L

16
 76L

Elements of "Kampfgruppe Hauschild", SS-Panzer-Division 12 "Hitlerjugend" [ELR: 5] enter on/after Turn 1 along the west edge: {SAN: 5}

11
 6-2-5-8

10-2

9-1

8-0

2
 dm MMG
 3-8

3
 LMG
 3-8

12-4
 PSK
 x10

SPECIAL RULES:

- EC are Wet, with no wind at start. Alpine Hills (B10.211) are in effect. All woods are Pine Woods (B13.8).
- At setup, place one Trench counter in each of the following hexes: U4, V4, W5, X4, X5 and Y5.
- Russian units in suitable terrain may begin play set up in Foxholes (B27.1).

AFTERMATH: Various Kampfgruppen from Hitlerjugend were driven off their hilltop defensive positions, only to re-organize and mount counter-attacks which, in turn, pushed the Soviet forces off the hills. Units of the 39th Guards Rifle Corps would return the favor by mounting their own counter-attack. These fierce battles would last until April 22nd when SS-Panzerkorps I began its withdrawal into the Alps.

A HOTLY CONTESTED CROSSROADS



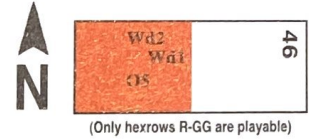
ASL SCENARIO OB13

Scenario Design: Andy Clarke



CUNZENDORF, GERMANY, 18 February 1945: The 8th Panzer Division was part of a relief operation the Germans were mounting on the small city of Lauban, which had been encircled by the Soviets. *Aufklärungs Abteilung 59* was tasked with screening the right flank of the 8th Panzer Division by securing and establishing a blocking position around the crossroads of Cunzendorf. In the early light of dawn, *Oberleutnant Teltz* and four men of the recon battalion spotted Soviet tanks and infantry preparing to attack the crossroads. The four day battle for Cunzendorf was about to begin.

BOARD CONFIGURATION:



BALANCE:

- ✚ Add a MMG to the German OB.
- ★ Add a 9-1 Armor Leader to the Russian OB.

VICTORY CONDITIONS: The Russians win at game end by Controlling ≥ 14 buildings.

TURN RECORD CHART

✚ GERMAN Sets Up First	★ 1	2	3	4	5	6	END
★ RUSSIAN Moves First [157]							

Reinforced elements of Panzer Aufklärungs Abteilung 59 [ELR: 3] set up west of the Y1-Y2-X3-V4-Y9-Y10 road: {SAN: 3}

	4 ² -6-8	5 ² -4-8	2-4-8	1-2-7	9-1	8-1	8-0	LMG 3-8	PSK 12-4	? 7 morale
	4	3	2				3	6		
	13 75L -1/-1*	14 20L(4) -/5	*32 75L(2)	18 5PP* CMG -/7*/3*	18 9PP AAMG -/1-73					
	2									

Advanced elements of the 3rd Guards Tank Army [ELR: 4] enter on Turn 1 along the east edge: {SAN: 2}

	6-2-8	4-5-8	9-2	8-1	8-0	LMG 2-6	DC 30-1	16 85L 2/4	16 85L 11/6
	3	11			2	4	2	3	3

SPECIAL RULES:

1. EC are Wet, with no wind at start. Bore Sighting (C6.4) is NA.
2. All buildings are wooden except for building AA7 which is a stone building with a Steeple (B31.2). Place overlays as follows: O5 on W5-X4, Wd1 on U6, Wd2 on W7-X7.
3. The OB-given German 1-2-7 crews represent *Einzelkämpfer* (tank hunters); they are Fanatic, and may apply an additional -1 drm to their PF Check drs. The *Einzelkämpfer* crews may set up anywhere on the map using HIP, and the only SW they may possess at start are their inherent PF; record their IDs. The *PzKpfw IIF* is an OP Tank (H1.46-.461); the OP tank is penalized by a +1 IFT/TH DRM if it uses its MA in the same Player Turn as it conducts an OBA action. The Germans receive one module of 80+mm battalion mortar OBA (HE only) with Scarce Ammunition (C1.211). The inherent HS for the *SPW 250/1 sMG* is a 2-4-8.
4. Russian 6-2-8s/3-2-8s are Assault Engineers (H1.22).

AFTERMATH: The initial attack was halted by the *Landsers*. Two of the Soviet tanks were knocked out by *Einzelkämpfers* armed with only *panzerfausts* and rifles, while a third Soviet tank was destroyed by a *Hetzer* attached to the recon unit. The surviving tanks broke off their attack and the Soviet infantry were driven back under intense fire with heavy losses. The Soviets tried for three more days to bludgeon their way past the *Landsers* guarding the crossroads, but to no avail. When the Soviets finally withdrew, they left behind 18 knocked out tanks littering the crossroads at Cunzendorf.