

88s AT ZON



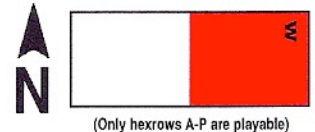
ASL SCENARIO S14

Scenario Concept: Jon Mishcon and Joe Suchar



ZON, HOLLAND, 17 September 1944: The mission of the 101st Airborne Division in Operation Market-Garden was to secure the 15 miles of highway stretching from Eindhoven north to Veghel. The orders for Col. Robert Sink and his 506th Regiment were to seize the main highway bridge over the Wilhelmina Canal at Zon and then secure Eindhoven. With his regiment down in good order along the edge of the Zonsche Woods, Sink sent Major James LaPrade's 1st Battalion racing to grab the vital bridge, followed closely by 2nd and 3rd Battalions. The Screaming Eagles faced almost no opposition until the paratroopers reached the northern outskirts of the village of Zon.

BOARD CONFIGURATION:



(Only hexrows A-P are playable)

BALANCE:

- ⚡ Add one MMG to the German OB.
- ☆ Add one 7-0 SMC to the Americans entering on Turn 1.

VICTORY CONDITIONS: The American player wins immediately upon Exiting ≥ 7 VP off the south edge on/between hexes F0-L0. Each squad is worth 2 VP, each half-squad is worth 1 VP, each "-2" SMC is worth 3 VP, "-1" SMC is worth 2 VP, each "-0" and "+1" SMC is worth 1 VP.

TURN RECORD CHART

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

134



Elements of Selbststaendige FlaK Batterie, Flieger Division 7 [ELR: 3] set up in hexes numbered ≤ 7 :



1 4-6-7	2 4-4-7	2 2-3-7	2-2-8	8-1	7-0	LMG 3-8	AA M(4) 88L A5/4/3*
2	4	2		2		2	2



Elements of 1st Battalion, 506th Parachute Infantry Regiment [ELR: 5] enter on/after Turn 1 on/between hexes E10-H10:

E 7-4-7	8-1	BAZ 44 Pr. XII 8-4
4		

Elements of 2nd Battalion enter on/after Turn 2 on/between hexes M10-P10:

E 7-4-7	9-2	9-1	MMG 4-10	BAZ 44 Pr. XII 8-4
7				2

SPECIAL RULES:

1. Nonc.

AFTERMATH: As 1st Battalion entered the village with A Company in the vanguard, they were fired on by a concealed heavy AA piece—the fabled German 88, one of several in place to protect the bridge from Allied bombers. While LaPrade's advance halted to deal with this threat, Lt. Col. Robert Strayer's 2nd Battalion surged ahead with Easy Company under Cpt. Richard Winters in the lead. The 2nd soon discovered more 88s guarding the bridge and moved to engage them, knocking one out with a bazooka round

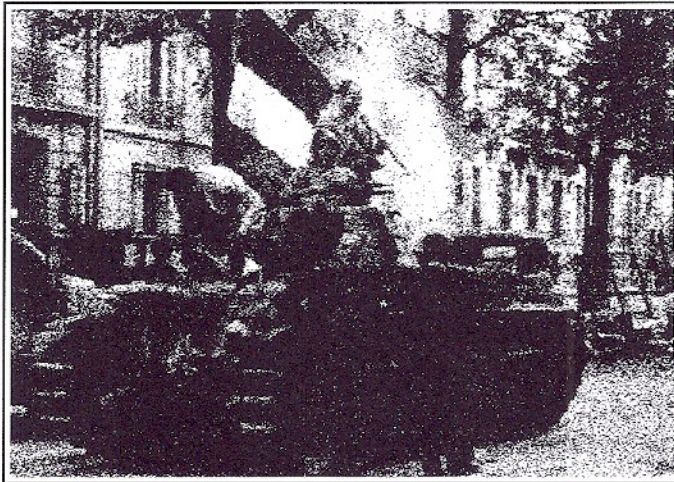
and another with small arms fire. Dog and Easy Companies advanced on the bridge along both sides of the main road, and the lead elements of 1st Battalion appeared on the flank. All were too late, however. As the Americans approached within 30 yards of the canal, the German rear guard blew the bridge in their faces, raining a hail of debris down on the 506th. With covering fire provided by Strayer's men, 1st Battalion crossed the canal amidst the wreckage of the bridge, clearing the southern bank and establishing a bridgehead. Engineers crafted a temporary footbridge over the canal, but only a few men could cross at a time. Until British bridging equipment could be brought forward, the Market-Garden corridor consisted of a narrow, wooden span.

THE MEN FROM ZADIG



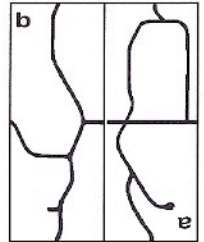
ASL SCENARIO OB10

Scenario Design: Carl Nogueira



NEUILLY, suburb of PARIS, FRANCE, 19 August 1944: On the morning of August 19th, alerted by the codeword "The Men from Zadig," a resistance group under the command of Andre Caillette seized the Neuilly town hall. This was to be but a small part of a much larger insurrection that was taking place in Paris, one that would hopefully culminate in liberation. The Germans reacted swiftly when warned of the seizure, and before long a *Wehrmacht* truck pulled to a halt outside with an officer and six men jumping out and demanding the surrender of the more than sixty partisans. Caillette's men replied with a hail of gunfire that left all seven Germans dead in the street.

BOARD CONFIGURATION:



BALANCE:

- ⊙ The *PzKpfw* VG enters on Turn 4.
- ⚡ The *PzKpfw* VG has a 9-1 Armor Leader.

VICTORY CONDITIONS: The Germans win at game end if there are no unbroken Partisan MMC in building aJ1.

TURN RECORD CHART

⊙ PARTISAN Sets Up First	⚡ 1	⚡ 2	⚡ 3	4	5	END
⚡ GERMAN Moves First [70]						

AGS

Elements of Forces Françaises de l'Intérieur [ELR: 5] set up in building aJ1: {SAN: 4}

1	4					2-7
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Elements of Sicherheit Division 325 [ELR: 2] enter on Turn 1 along the south edge with all Personnel as Passengers (see SSR 4): {SAN: 2}

10				3-8	3-8	24 T2 29PP
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Enter on Turn 2 along the south edge:

8 37* -/2

2

Enter on Turn 3 along the south edge:

75LL 3/5/2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Hexes aL3, aM2, and aM3 are Wide City Boulevard hexes (B7.). Place a truck wreck in hex aM3.
2. RB Cellars (O6.) and Rooftops (B23.8) are in effect [EXC: cellars are not fortified building locations].
3. Partisans may not deploy in the RPh, recombine, or participate in multi-location firegroups and suffer from Ammunition Shortage (A19.131). Partisan use of the British LMG does not incur captured equipment penalties. 5-2-7s/2-2-7s are treated as Partisans (A25.24) for all purposes, and are considered to have an underscored morale.
4. During setup, each truck may be covered with a "?" counter, with that vehicle's actual Passengers (including SW) placed out of the opponent's view in the corresponding Cloaking box. Such "?" placement does not itself bestow concealment status on the truck or Passengers, but does prevent inspection of the vehicle's contents and is lost as per normal concealment-loss rules [EXC: this benefit is not lost solely as a result of the truck's movement]. Each *Buessing-Nag* is Recalled (D5.341) when it is no longer transporting any Passengers.

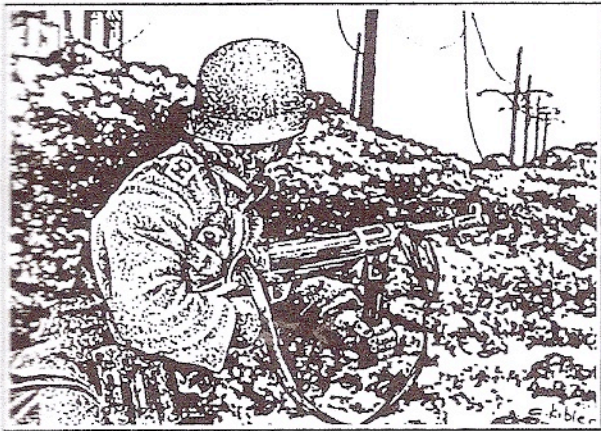
AFTERMATH: Other elements of the Paris garrison (the 325th Security Division) soon arrived, well-equipped with machine guns and supported by panzers. They quickly surrounded the town hall, but it would take five hours of brutal fighting to subdue the partisans. Unfortunately, the French had neglected to bring along any Molotov Cocktails, and without them they were helpless when the tanks closed to point-blank range. A handful of the defenders managed to escape through the sewers under the building, but most of Caillette's group were killed or captured. The "Men from Zadig" had acquitted themselves well, however, as the Germans had suffered heavy casualties in the assault.

PAVLOV'S HOUSE

ASL SCENARIO J82

(This scenario was previously published as Scenario T and has been updated)

Scenario Adaptation: Jim Stahler



STALINGRAD, RUSSIA, 20 October 1942: At the end of September, small detachments of Rodimtsev's 13th Guards were sent out to seize buildings on Lenin Square and fortify them. A damaged apartment complex facing Solechnaya Street and overlooking the square was attacked and occupied by Sergeant Jakob Pavlov and his men. With some meager reinforcements that reached him, Pavlov organized a defensive perimeter. Since it sat astride one of the primary German lines of advance to the Volga (only 250 yards away), his strongpoint came under frequent attack and bombardment. On 20 October, as part of the general German push to complete the capture of Stalingrad, one of the strongest attacks to date was launched on the apartment block.

VICTORY CONDITIONS: The Germans win if there are no Good Order Russian MMC in Building 1Z7 at game end.

BOARD CONFIGURATION:

BALANCE:

★ German reinforcements enter on Turn 2.

♣ The Russian *PTP obr.42* AT Gun may not use HIP.



1
OG5
OG1 OG4

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	END
♣ GERMAN Moves First								



Elements of 42nd Guards Rifle Regiment, 13th Guards Rifle Division [ELR: 3] set up within three hexes of hex 1X7: {SAN: 5}



6-2-8	4-4-7	2-3-7	2-2-8	5	5	4-10	2-6	3-20	1-12	7 morale	45LL
2	3					2				11	



Elements of Sturmgruppe, 6th Army [ELR: 4] set up on/north of hexrow Q (see SSR 4): {SAN: 2}



4-6-7	0-2	0-1	5-12	3-8
9				2

Enter on Turn 1 along the west edge, on/north of hexrow Q:

8-1	14 6 3 3/5
2	

SPECIAL RULES:

- EC are Moist, with no wind at start. Kindling is NA.
- Buildings X4 and X7 comprise Lenin Square and are treated as Open Ground. To accomplish this, place overlays as follows: OG1 on X7, OG4 on X2-Y3, and OG5 on W5-W4. Place a stone rubble counter in hex Z6. Hex AA7 contains a Level 3 Location (B23,24).
- All Russians are Fanatic (A10.8).
- Prior to set up, the German player must resolve a 200+mm HE Concentration OBA attack against each hex of buildings U2 and Q4.

AFTERMATH: From the first, the German attack was ill-fated. An artillery barrage laid on to suppress the Russian defenders went astray. As the German assault troops approached the building, Pavlov's men opened fire on them with massed machine guns. When four panzers moved forward to silence that threat, the concealed Soviet AT gun was able to destroy one, driving the others off. Without armor support, the German infantry was unable to make any headway and soon gave up the futile fight. Failure to coordinate air and artillery support with such local attacks led to repeated costly defeats. And this allowed many isolated Russian strongpoints, such as the rubble apartment complex that would eventually become known as "Pavlov's House", to hold until the siege was lifted. Pavlov, made a "Hero of the Soviet Union" for his 58-day defense at Solechnaya Street, would survive to eventually take part in the Russian drive into Berlin.