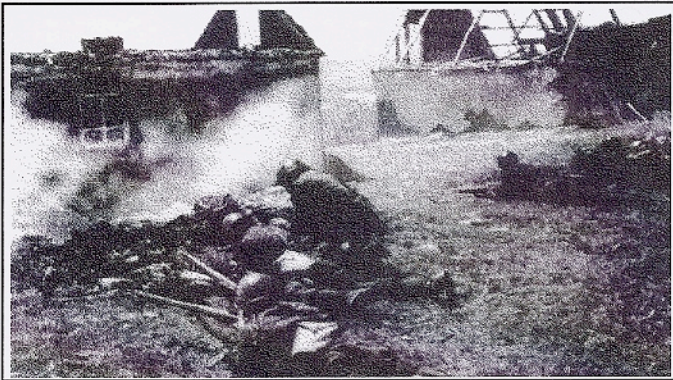


# WINTER OF THEIR DISCONTENT



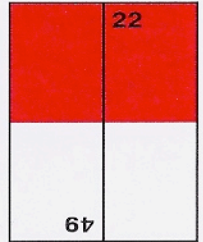
## ASL SCENARIO AP19

Scenario Design: Mark Pitcavage



**CHERTKOVO, RUSSIA, 4 January 1943:** After Christmas, the retreating Gruppo Nord finally made it to the town of Chertkovo, where an Italo-German garrison took them in and provided them with some much needed fuel and supplies. However, Gruppo Nord was in no condition to continue. Only 8,000 of the original 30,000 had made it this far, and most of the Italians in particular were in poor shape. They waited for rescue from German units trying to break through the encirclement. In the meantime, the Soviets tried to eliminate the survivors of Gruppo Nord. On January 4, they launched their major attack.

### BOARD CONFIGURATION:



(Only hexrows A-P on board 22 and R-GG on board 49 are playable)

### BALANCE:

III ☒ All Russian units must set up on board.

★ Add one 8-1 Armor Leader to the Russian OB.

**VICTORY CONDITIONS:** The Russians win at game end by amassing more VP than the Italians. CVP are gained normally [EXC: Prisoners do not count double]. Players also gain 1 VP per building (not rubble) hex controlled. Additionally, the Russian player gains VP for each Counterattack Group chosen by the Italian player (see SSR 5) and the Axis player gains VP for Russian reinforcements (see Russian entry conditions).

### TURN RECORD CHART

III ☒ AXIS Sets Up First [91]	★ 1	III ☒ 2	III ☒ 3	4	5	6	7	END
★ RUSSIAN Moves First [121]								

**III ☒ Elements of Chertkovo Garrison, Montebello and Tagliamento CCNN Battalions and ad hoc "Centurii" [ELR: per SSR 3] set up east of the road 49R5-Y2-GG6 (see SSRs 3 and 4): {SAN: 4}**

Counterattack Groups (see SSR 5):

4-4-7 5	3-4-6 4	3-3-6 3	2-2-8 2	2-2-7 2	7-0 T1/1VP	8-1 T2/2VP	8-1 T3/2VP	3-3-6 T1/2VP	3-4-6 T2/3VP	LMG 2-5
9-1 2	8-0 2	HMG 6-12	LMG 2-5	ATR 1-12	4-4-7 3	LMG 3-8 T2/4VP	4-6-7 3	dm MMG 3-8 T3/5VP	20L(6) -/5 2	75L 3/5 T2/4VP
7 morale 9	AT M10 50L [75] 2	AA M5 75L 2								

**★ Elements of 1st Guards Army [ELR: 3] set up west of road 49R5-Y2-GG6 and/or enter on Turn 1 along the north edge of board 49 at a cost of 1 VP per unit: {SAN: 4}**

4-5-8 4	4-4-7 11	9-2 2	8-0 2	MMG 2-10 4-10 2	LMG 2-6 3	ATR 1-12 2	DC 30-1 76L 2/4 3	45L -/2 14 6 4 2
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### SPECIAL RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect. All roads are dirt.
2. All wooden Buildings are single story [EXC: 22P8]. Buildings 22P8 and 22H4 are Factories (B23.74). Place Truck Wrecks (any kind) in hexes 49U4, 49W8, and 49AA10. Prior to setup, each player starting with the Russian alternately places a rubble counter of the appropriate type in a building hex until four counters (total) have been placed. Do not check for falling rubble.
3. Russian, German, and elite Italian units have Winter Camouflage (E3.712). Conscript Italian units have an ELR of 2, and all other Axis units have an ELR of 3. The Axis player may HIP one squad equivalent and any SMC/SW stacked with it.
4. The ATRs in the Axis OB are Russian; Captured Use penalties apply.

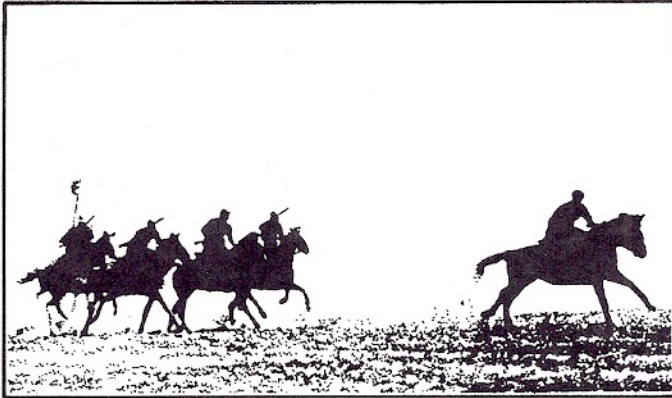
5. Prior to all setup, the Axis player must purchase with VP Counterattack Groups from the nine groups listed. All groups purchased enter on the east edge of the map on the turn indicated. The Axis player may pay an additional 1 VP penalty to have one Counterattack Group enter one turn early (this may not convert a turn one reinforcement into an on-map setup). No group may be chosen more than once. The Axis player must purchase a minimum of 15 VP worth of Counterattacking Groups. The Russian player gets the indicated VP.

**AFTERMATH:** Soviet troops, supported by tanks, stormed Chertkovo and its German and Italian defenders. However, German anti-tank guns took a deadly toll on the Soviet armor, and the desperate German and Italian defenders fought fiercely. Italian Black-shirts, some armed with captured anti-tank rifles, distinguished themselves in the fighting. Finally, the Soviet attack was halted, but the Soviets had gained a toehold in the town and the lines were very close. Three days later, a German counterattack drove the Soviets back out of the town.

# INTO THE FRAY

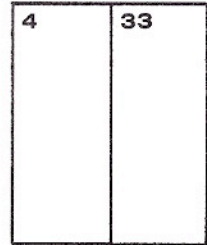


## ASL SCENARIO 43



**KROJANTY, POLAND, 1 September 1939:** War had come, and the Polish Uhlans Regiments (perhaps the finest cavalry in the world) threw themselves into the fray. By noon on the first day, the German 20th Motorized Infantry Division was surging across the so-called "Polish Corridor" from the west towards the vital crossroads at Chojnice. Along the Chojnice-Naklo railline, the German vanguard had been fought to a standstill by recently mobilized Polish reservists. Valor alone could not win this battle, though; Polish casualties were mounting and ammunition was low. Yet, so close were the Germans that attempts to break off the action and withdraw failed. The "Pomorska" Cavalry Brigade, stationed in woodland near the village of Krojanty, was ordered to extricate their comrades.

### BOARD CONFIGURATION:



### BALANCE:

- ☐ Exchange the 6+1 leader for an 8-0 leader.
- ⚡ All German AFV enter on Turn 2.

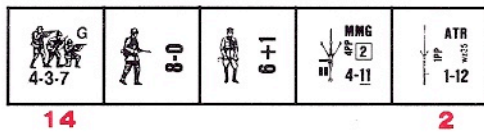


**VICTORY CONDITIONS:** The Germans win immediately when they have Exited  $\geq 30$  VP off the north edge, *or* at game end if they have amassed at least 20 more Casualty VP than have the Poles.

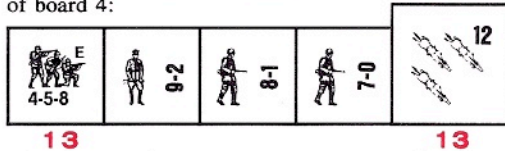
### TURN RECORD CHART

<input checked="" type="checkbox"/> POLE Sets Up First [84]	1	2	3	4	5	6	7	END
<input checked="" type="checkbox"/> GERMAN Moves First [160]								

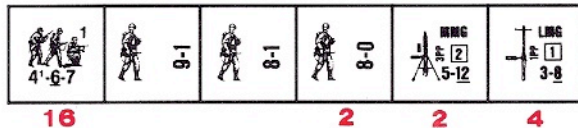
Remnants of 13th Infantry Regiment, 9th Infantry Division [ELR: see SSR 2] set up on hexrows R and S: {SAN: 2}



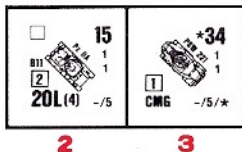
Elements of 18th Ulan Regiment, Pomorska Cavalry Brigade [ELR: see SSR 2] enter on any one turn along the north edge of board 4:



Vanguard of Infanterie Regiment 76 (mot.) [ELR: 3] sets up on/south-of hexrow Y: {SAN: 2}



Divisional Recon Patrol enters on Turn 3 on either 4GG6 or 33GG6:



### SPECIAL RULES:

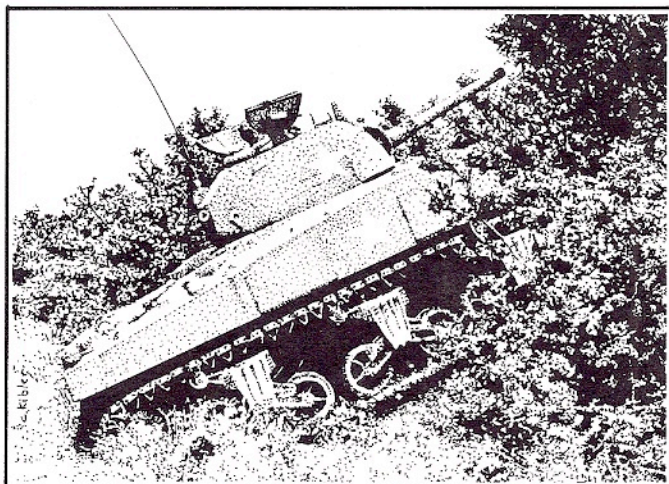
1. EC are Moderate, with no wind at start.
2. Due to the diversity of units, Polish forces have two ELR ratings. All Polish elite units have an ELR of "3"; all 1st Line and Green Polish MMC have an ELR of "2". These apply regardless of the unit's original size/class. Any ELR change due to Battlefield Integrity affects both ELRs.
3. For PSW 221, all IMT restrictions apply in the normal manner [EXC: the crew must be CE to fire the CMG].

**AFTERMATH:** It was late afternoon when the first squadron swept out of the woods on the flank of the German troops—the first cavalry charge of World War 2. Even before leaving the cover of the trees, they came under vicious machinegun fire. The chain of riders, bowed low over the necks of their horses, charged with sabres at arm's length. Despite mounting casualties, the impetus of the charge built up; over 250 men tore over the open field, sabres glinting in the sun. The German officers, caught offguard by the furious sight, tried to save their men by pulling back. Suddenly, round a bend in the parallel highway, a column of German armor appeared. At first unnoticed by the Uhlans, they announced their presence with a hail of fire, and the carnage began. In the space of a few moments, half the Polish cavalrymen and their mounts went down. The survivors, seeing that the Polish infantry had made good their withdrawal, turned and fled upon hearing the faint bugle call. Behind remained the dead, among them Captain Swiesciak who had spearheaded the charge and Colonel Mastalerz, commander of the regiment.

# KING OF THE HILL



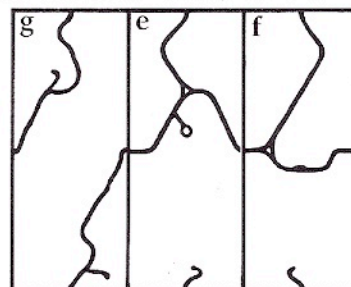
## DELUXE ASL Scenario 18



**HAUT VENTS, FRANCE, 10 July 1944:** The Germans on Hill 91, or Haut Vents, had a marvelous view of the battle raging around them. They could direct heavy mortar, machinegun and artillery fire on American positions among the hedgerows. Air attacks had failed to dislodge them, so the tankers were ordered to do so. A scratch task force from CCB of the 3rd Armored Division, with some GIs from the 30th Infantry Division, was placed under Lt.-Col. King. His orders: clear Haut Vents. Unfortunately, due to heavy losses in previous action, he could muster only six mediums and two light tanks for the dawn attack. But he swung aboard the lead tank, one equipped with a bulldozer blade, and mounted the slope without hesitation. Tearing holes in the bocage, King's tank led the assault with the other vehicles and infantry pushing through the gaps behind him. Not expecting a sudden, unsupported attack, the Germans on Haut Vents were lightly armed. Nevertheless, they made things hot and the first American assault was repulsed with the loss of a tank. But King ordered his command in again.

**VICTORY CONDITIONS:** The U.S. player wins immediately by simultaneously Controlling all level 2 hill hexes.

### BOARD CONFIGURATION:



### BALANCE:

- ✦ Add one HMG to the German OB.
- ☆ Substitute a 9-2 Armor leader for the 8-1 Armor leader in the U.S. OB.

### TURN RECORD CHART

✦ GERMAN Sets Up First [177]	☆	1	2	3	4	5	6	7	8	9	END
☆ AMERICAN Moves First [154]											



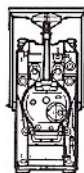
Elements of Panzergrenadier Regiment 901, Panzer Lehr Division [ELR: 4] set up on/south-of hexrow G: {SAN: 4}

4 <sup>2</sup> -6-8	5 <sup>2</sup> -4-8	2-2-8	9-2	9-1	8-0	2 5-12	1 3-8	10 12-4	7 morale	3 50L [75]	5 OVR, OBA: +4 Other: +2
7	6				2	2	3	2	10		3



Elements of 33rd Armored Regiment and 119th Infantry Regiment [ELR: 3] enter on turn 1 on north edge of any *one* mapboard: {SAN: 2}

6 <sup>2</sup> -6-6	9-1	8-0	7-0	1 11 10mm	1 11 10mm	1 11 10mm	11 8-4	1st Sgt	1 12 1/4	1 13 2/4	1 17 2/4/2
14			2			2	3		2	4	2



### SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All hedges are bocage; the sunken roads are Sunken Lanes (B4.43). The stream on board g is dry (see B20.41).
3. Any two American tanks may be pre-recorded as having functioning Gyrostabilizers (D11.).
4. Before play commences, place one non-Scrounged M4A1 Sherman wreck in hex eE3.

**AFTERMATH:** Weathering the fire for a second time, with the tanks firing over their heads, the GIs made it to the enemy foxhole line where bitter close-quarter fighting erupted. Eventually the Germans began to flee and King moved his tanks onto the summit. Repeated enemy counterattacks failed to dislodge those few men who remained unscathed. Despite a pounding by German artillery and mortars, King's command held out for three days. At last, as the battle died away, they were relieved by patrols from the 30th Infantry Division on 13 July.