# CLEARING CARENTAN

ASL SCENARIO S43

Scenario Design: Brian Youse

CARENTAN, FRANCE, 12 June 1944: The key to the initial assaults on the Cotentin Peninsula was the town of Carentan. Control of this vital town of approximately 4000 people would allow Utah and Omaha beach to be securely joined. At approximately 0530 on June 12th, elements of the 101st Airborne under command of artillery commander Brig. Gen. Anthony McAuliffe deployed for the attack scheduled to start at 0600. The initial assault instantly bogged down with well-sited machine gun fire pinning the paratroopers along the road into Carentan, but company commanders rallied their troops and quickly grabbed a foothold in town. Now came the difficult task of capturing the town as well-trained paratroopers began clearing building after building.
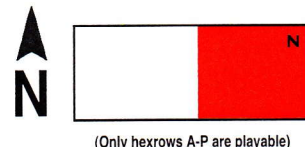
VICTORY CONDITIONS: The Americans win at game end by Controlling all buildings on/between hexrows D-J in hexes numbered ≤ 5.

BOARD CONFIGURATION:

(Only hexrows A-P are playable)

BALANCE:

✚ Replace the German 8-0 leader with a 9-1 leader.

☆ Add one 3-3-7 and one DC to the American OB.

TURN RECORD CHART

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

Elements of Fallschirmjäger Regiment 6 [ELR: 5] set up in hexes numbered ≤ 7 (see SSR 1 and 2):

Elements of 506th Parachute Infantry Regiment, 101st Airborne Division [ELR: 5] set up in hexes numbered ≥ 8 (see SSR 3):

SPECIAL RULES:

1. The Germans may set up 2 MMC (and any SMC/SW stacked with them) hidden in building hexes. Record their hexes secretly. Place the MMC (and their SMC/SW) onboard when they fire, move, or an American unit attempts to enter the hex, or an American attack against the hex obtains any result except NE on the IFT. If an American unit attempts to enter during its MPh, it is returned to its prior hex and its movement ends; if it attempts to enter during the RtPh, it must attempt to continue to Rout along a different path although Low Crawl is no longer available; if it enters in the APh, then it conducts Close Combat and the hidden unit gets a -2 on the ambush dr if in a building hex. An attack against a hidden unit is resolved as Area Fire with half FP on the IFT. A hidden unit may also reveal itself at any time.

2. Prior to setup, the German player secretly records two hexes which may be targets of an artillery strike. Up to three times during the game at the start of the Prep Fire or Final Fire phase, the German player calls in an artillery strike. Place a Prep Fire or Final Fire marker in one of the two prerecorded hexes. Make a DR. If the colored dr is 1-4, the marker remains in that hex; if

it is 5-6, the marker moves one hex as determined by the white die; 1 represents the hexside above the hex number, 2 the next hexside clockwise, etc. (For example, a 3 would move the marker from D6 to E7.) All units in the hex containing the marker and each of the six hexes surrounding it are immediately attacked on the 16FP column of the IFT with a separate DR for each attacked hex. Following the attack, the marker is removed.

3. The Americans can use any available DC counter without penalty.

AFTERMATH: Once established in the town, the paratroopers divided up into small groups each of which began neutralizing German positions in buildings and alleys. Major von der Heydte, commander of the Fallschirmjägers and in charge of the defense of Carentan, had withdrawn most of the defenders from the town during the night to avoid being surrounded. The rearguard that remained, however, were seasoned troops and fought skillfully, including pre-registering key positions for artillery and mortar bombardments. Through the course of the morning, the paratroopers took position after position until the remaining Fallschirmjägers were forced to retreat out of town. While the next day would bring another German counterattack, this time featuring the feared SS, they would never again control Carentan.

VILLAGE OF THE DAMNED

ASL SCENARIO AP18

Scenario Design: Mark Pitcavage

ARBUZOV, RUSSIA, 25 December 1942: Many Axis soldiers in Arbuzov arose on a bitterly cold Christmas Day to discover that they had been abandoned. The main force, which had dislodged the blocking Soviets the previous day with desperate attacks, had apparently continued on their retreat without rounding up all the soldiers in the column from their scattered nighttime resting places. They had also left their wounded behind. The abandoned soldiers, about 1500 in number, mostly Italian, could not decide what to do. Some rushed to try to catch up with the main column and some of these actually succeeded. But the wounded could not leave, and others believed they were doomed no matter what course they chose and decided instead to sell their lives dearly. Soon they heard the sounds of approaching Soviet troops.

BOARD CONFIGURATION:

48

N

BALANCE:

⊞ ✠ Add one 3-4-6 to the Axis OB.

★ Increase the Game Length to 5 ½ Turns.

VICTORY CONDITIONS: The Russians win at game end if there are no unbroken Axis MMC on/between hexrows J-U.

TURN RECORD CHART

140

	★ **1**	**2**	**3**	**4**	**5**	END
⊞ ✠ **AXIS Sets Up First**						
★ **RUSSIAN Moves First [84]**						

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⊞ ✠ **Remnants of Ravenna, Pasubio, and Torino Infantry Divisions [ELR: 2]** set up in hexes numbered ≥ 2 that contain no German units (see SSR 5): {SAN: 3}

4¹·4·7 E	3-4-6 ¹	3-3-6 C	9-2	8-0	6+1	LMG 1 B11 2-5	? 7 morale
3	**3**						**5**

Remnants of German 298th Infantry Division [ELR: 2] set up in hexes numbered ≥ 2 that contain no Italian units:

4¹·6·7 ¹	2-4-7 ¹	8-0	? 7 morale
2			**3**

17

★ **Elements of 44th Rifle Division [ELR: 3]** enter on Turn 1 along the north, east, and/or south edges: {SAN: 3}

4-5-8 E	4-4-7 1	2-3-7 1	9-1	8-0	6+1	MMC SMG 2 B11 4-10	LMG 1 B11 2-6	T-60 M42 15 6 3 1 20LL(4) −/2
2	**8**	**2**					**2**	

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the southwest. Ground Snow (E3.72) is in effect.

2. Before setup, the Axis player places a blaze counter in hex Q5, then makes a Random Location DR, moving the blaze counter to the building hex nearest to the DR result (if there is more than one possible location, the Axis player may choose). The Axis player then repeats the process with a second blaze counter (but may not choose the one already burning building as the location for the second blaze counter). If the result was a tie, he must choose some other building hex; otherwise, he must choose the next closest eligible building hex.

3. Russian and German Infantry have Winter Camouflage (E3.712). The Russian *T-60 M42* is considered to be Radio-Equipped.

4. In *one* CC during the scenario, the Russian player may declare Hand-to-Hand CC per J2.31.

5. During setup, the Axis player must secretly designate the 9-2 Italian leader as wounded and four Italian and two German squads as Walking Wounded (a WW MMC has 3MF that cannot be increased for any reason, its IPC is reduced to 2, and it receives a +1 DRM for all CC attacks it makes while all CC attacks made against it receive a -1 DRM). This status may remain secret until these penalties must be applied, when such unit should be appropriately marked. No Axis unit may Deploy during setup.

AFTERMATH: Hidden in gullies, in buildings in the village, and in other defensive positions, the abandoned and wounded Italians and Germans offered a sharp resistance to the Soviets who assaulted Arbuzov. A few miles away soldiers in the retreating main column could hear the gunfire as well as the battle cries of both Italians and Russians, but they did not turn back to help their comrades, fearing that it would mean their doom as well. Though the fighting was fierce, the end was inevitable. The overwhelming Soviet attackers killed many of the defenders and captured the survivors. The harsh lesson of the retreat from the Don was repeated once again: to stop was to die.

EVICTION NOTICE

Scenario Design: Tom Morin

CENTRAL STALINGRAD, 18 September 1942: Since September 14th, the 194th Infantry Regiment had held an exposed position near the bank of the Volga, with the north face of the salient held by the 518th Infantry Regiment and the south face held by the 191st Infantry Regiment. The Russians were constantly attacking both flanks of the salient, and often would use tanks for support. On this occasion a group of German tommy-gunners had seized some buildings at the intersection of *Respublikanskaya* and *Kievskaya* streets, and to evict them General Chuikov organized an immediate counterattack. In an amazing display of tactical flexibility, a platoon of tanks that was positioned near the slopes of the Mamyev Kurgan was quickly dispatched to conduct the attack.

BOARD CONFIGURATION:

BALANCE:

✠ Add one LMG to the German OB.

★ In the Russian OB replace one LMG with a MMG.

VotG

▲ N
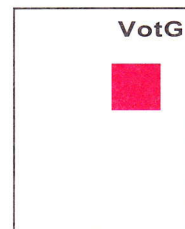
(Only hexes that are numbered ≥ 16 and ≤ 26 in hexrows O-X are playable)

VICTORY CONDITIONS: The Russians win at game end by **a)** Controlling all building and rubble hexes that are north of the German setup perimeter or **b)** by Controlling ≥ 1 building/rubble hex on/south-of the German perimeter if there are ≤ 2 unbroken German MMC on/south-of the German perimeter.

TURN RECORD CHART

162

	★ 1	2	3	4	5	END
✠ GERMAN Sets Up First [119]						
★ RUSSIAN Moves First [108]						

Elements of Infanterie Regiment 518, Infanterie Division 295 [ELR: 4] set up in hexes that are on/south-of the German perimeter (which is defined as [alternate] Hex Grains O23-V22-X20); ≥ 1 non-HIP MMC must set up in each Front Line Stone Hex (V12.2): {SAN: 3}

4¹-6-7	2-4-7	2-2-8	8-0	7-0	MMG 3PP [2] 5-12	ATR IPP 1-12	MTR SPP [3] 50* [2-13]	AT M12 PaK 35/36 [3] 37L H6[9]
5					**2**			

Sturmgruppe set up in building/rubble locations that are ≤ 2 hexes from hex U21:

5²-4-8 (E)	2-3-8 (E)	9-2	9-1	LMG IPP [1] 3-8	DC X12 30-1
4				**2**	

Elements of the 3rd Battalion, 42nd Guards Regiment, 13th Guards Rifle Division [ELR: 3] set up north of, and ≥ 2 hexes from, the German perimeter in hexes that are ≥ 4 hexes from hex U21: {SAN: 3}

4-5-8 (E)	4-4-7 [1]	8-1	7-0	LMG IPP [1] B11 2-6
4	**4**			**3**

Elements of the 23rd Tank Corps enter on Turn 1 anywhere along the north edge:

6-2-8 (E)	9-1	DC IPP X12 30-1	☐ 17 T-34 M41 (11) 76L 6 2/4	☐ 15 T-60 M40 (3) [1] (2) 20LL(4) –/2
3			**3**	**2**

SPECIAL RULES:

1. See VotG SSR.

AFTERMATH: Acting in the fireman's role were three tanks and an infantry platoon commanded by a Lt. Morozov. The tanks, with infantry clinging to their sides, quickly approached the intersection. As they drew near, the infantry dismounted from the tanks and began to assault the buildings. After a brief fight Morozov's platoon was able to clear out the German defenders and retake the buildings at the intersection. Shortly thereafter Morozov's platoon was shifted to the Red October factory settlement where another enemy attack was anticipated.