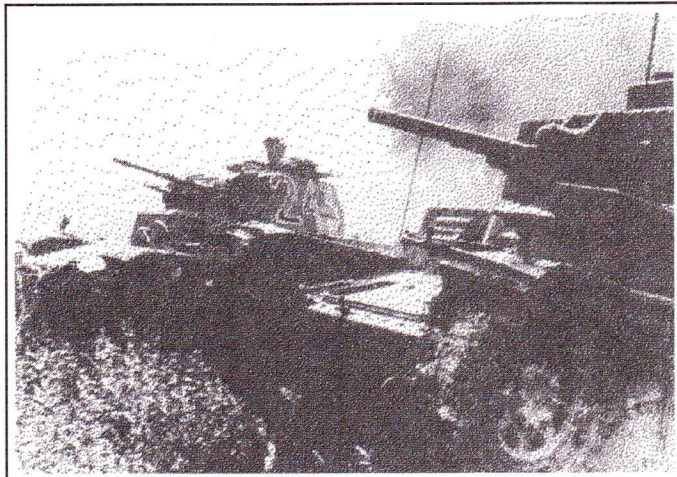


NO WAY OUT

ASL SCENARIO 85

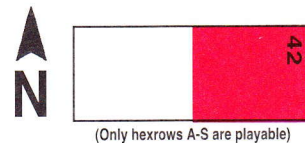
This scenario has been updated from its original version.

Scenario Design: Pedro Ramis



PILATKA, POLAND, 9 September 1939: As *Kampfgruppe Dittfurth* was cutting their only path of retreat towards the Vistula, the trapped Poles of Army Prusy became more and more desperate in their attempts to break through the encirclement. As darkness approached, the Poles launched yet another attack to attempt to break out towards Warsaw. The attack began successfully, pushing down the only road in the area, with the Poles breaking through the German pickets near the small town of Pilatka.

BOARD CONFIGURATION:



BALANCE:

- ✚ The NVR is 6.
- ☒ The NVR is 2.

VICTORY CONDITIONS: The Poles win at game end by Controlling ≥ 6 buildings on board 42.

TURN RECORD CHART

✚ GERMAN Sets Up First [0]	1	2	3	4 [✚]	5	6	7	END
☒ POLE Moves First [128]								

306

Elements of Kampfgruppe Dittfurth, Leichte-Division 3 [ELR: 3] set up on/east of hexrow N: {SAN: 3}

 4'-6-7	 2-2-8	 8-1	 7-0	 3-8	 50' [2-13]	 37L H6[9]	
8		3					

Enter on Turn 4 along the east edge of board 42:

 4'-6-7	 1-6	 3-8	 15 3 1 37L 4/4	 15 1 1 20L (4) -/5
3		2		

Elements of 12th Infantry Division and 2nd Light Tank Battalion, Army Prusy [ELR: 3] enter on Turn 1 along the west edge of board 42: {SAN: 2}

 4-5-7	 8-1	 8-0	 7-0	 2PP	 2PP 46mm	 *15 B11 1 0 20L 2/-
16				2	2	4

SPECIAL RULES:

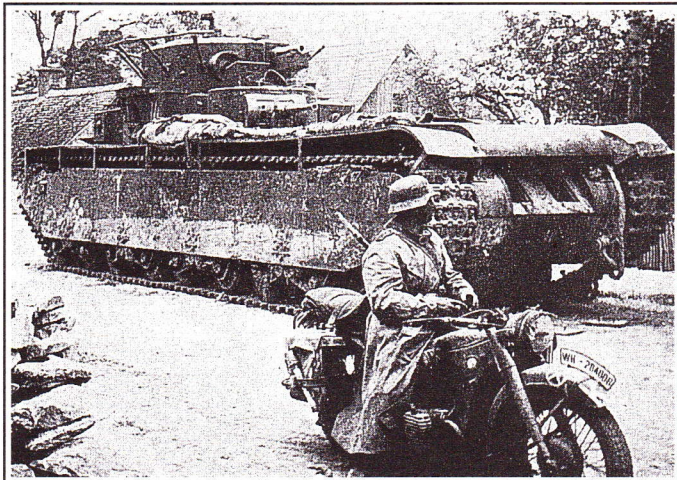
1. EC are Dry, with no wind at start.
2. Night rules (E1.) are in effect with a NVR of 4. The Poles are the Scenario Attacker and the Germans are the Scenario Defender (E1.2). The Majority Squad Type of the Poles is Normal; that of the Germans is Lax.
3. All buildings are Single Story (B23.21).
4. Polish elite and 1st Line squads have Assault Fire (A7.36) capability.

AFTERMATH: The Polish attack seemed like it was going to succeed in breaking the German lines and giving Army Prusy the corridor it needed to escape encirclement when the Germans committed their armored element to stem the tide. The German armor attacked relentlessly, and stopped the momentum of the Polish attack. Army Prusy would have to continue its attempts to break out of the German encirclement the next day.

FRONTIERS AND PIONEERS

ASL SCENARIO AP42

Scenario Design: Chas Argent



NEAR SKAUDVILA, RUSSIA, 26 June 1941: As German penetrations into the Russian frontier intensified, Soviet commanders were forced to rely heavily upon counterattacks—especially by armored units—to try to stem the tide. Northwest Front commander Colonel-General Kusnetsov planned to use his 3rd and 12th Mechanized Corps to attack the flanks of Panzer Group 4 but these moves were interrupted by both German air attacks and a shortage of fuel. Finally, on June 23rd, attacks were executed against Panzer-Divisions 1 and 6. Over the next three days a series of swirling tank battles split the two apart from each other and forced them over to the defensive while a breakthrough by Russian heavy tanks at Rasielai was contained. By the 26th the Russian attack was spent, and both panzer divisions resumed the offensive with the goal of breaking through Russian lines to re-establish contact with each other.

BOARD CONFIGURATION:



		57
	X13 X9 OW1 X10	
37		

BALANCE:

★ In the VC, replace “≤ 25 CVP” with “≤ 22 CVP”.

✚ Add a 4-6-8 squad and a squad-sized Motorcycle to the German OB.

VICTORY CONDITIONS: The Germans win at game end by Controlling all buildings within 3 hexes of 57Q1 and/or 57X4, provided the Russians have amassed ≤ 25 CVP.













TURN RECORD CHART

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

280














Elements of 2nd Tank Division [ELR: 3] set up on board 57 and/or on board 37 in hexes numbered ≤ 3: {SAN: 3}

 4-4-7	 2-2-8	 9-2	 8-0	 MMG 2 B11 4-10	 LMG 1 B11 2-6	 ATR 1-12	 ? 7 morale	 12 76 2/4 ^{R2}	 10 45L×2 76* 2×2/2/2	 22 B11 1 45L -/4	 AA M9 B11 3 25LL(6)
8							12			2	



Elements of Pionier-Abteilung 57 and Panzer-Regiment 11, Panzer-Division 6 [ELR: 4] enter on Turn 1 on 37Q10, 37Y10 and/or 37GG5: {SAN: 2}

 4 ² -6-8	 9-1	 8-1	 8-0	 LMG 1 B11 3-8	 FT X10 B11 24-1	 14 B11 75* -/5	 13 50 3/5	 14 37L 4/4	 28 M10 OPP -1	 24 M9 -1 3PP
9				2	2		2	3	5	4

SPECIAL RULES:

1. EC are Moist, with no wind at start. Place overlays as follows: X9 on 37Q2; X10 on 37P2; X13 on 37O1/O2; and OW1 on 37U1/V1. All buildings are wooden, and building 37oO1 is a Factory (B23.74). Bore Sighting (C6.4) is NA. Vehicular crews may not voluntarily Abandon (D5.4) their non-Immobilized vehicles.

2. The Russians have MOL capability (A22.6).

3. All German Personnel must enter as Riders (D6.2).

AFTERMATH: Simultaneous attacks by both panzer divisions resulted in a breach in the front large enough to complete a linkup and the restoration of the German offensive. As 12th Mechanized Corps withdrew from the region, the remnants of the 2nd Tank Division, low on fuel and ammunition, were unable to slow the assault of Panzer-Division 6. The first real crisis of BARBAROSSA was over. With only wrecked Russian units in his wake, Manstein was now free to continue his advance towards the bridges over the Dvina River.



VICTORY CONDITIONS: The British win immediately when they Control ≥ 2 buildings containing Fortified Locations (see SSR 2).

LANGRUNE-SUR-MER, FRANCE, 6 June 1944: The Allied landings at Normandy were quickly followed by advances into the villages that lined the coast. A detachment of Brigadier B.W. Leicester's 4th Brigade Commandos pushed into the sleepy village of Langrune-sur-Mer from Sword Beach and met stiff resistance from the veterans of General Feuchtinger's 21st Panzer Division. The commandos radioed for assistance from a French-Canadian unit to the west. This unit had just taken Saint-Aubin-sur-Mer after three hours of hard fighting, without tank support. With help on the way, the commandos pressed the attack.

BOARD CONFIGURATION:

BALANCE:

- ✚ Add one 4-6-8 and one German MMG to the German OB.
- 🔵 The British reinforcements enter on Turn 3.



10

TURN RECORD CHART

✚ GERMAN Sets Up First [122]	1	2	3	🔵 4	5	6	7	8	END
🔵 BRITISH Moves First [140]									



Elements of Bataillon II, Panzer Division 21 [ELR: 4] set up on/south-of hexrow R: {SAN: 4}



4 ² -6-8	2-4-8	9-1	8-1	8-0	HMG 3 7-16	MMG 2 5-12	LMG 1 3-8	MTR 3 50° [2-13]
9						3		



Advance elements of Leicester's 4th Brigade Commandos [ELR: 5] set up on/north-of hexrow J: {SAN: 4}



6 ² -4-8	9-2	8-1	7-0	1-4-9	LMG 1 2-7	MTR 2 51 [2-11]	DC 30-1
10					3	4	

Elements of Régiment de la Chaudiere [ELR: 4] enter on Turn 4 along the west edge on/north-of M10:

4 ² -5-8	9-1	8-0	dm HMG 3 1-3P	LMG 1 2-7	MTR 2 51 [2-11]
12			2	4	2

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- The Germans *must* Fortify (B23.9) one Location in three different stone buildings (tunnels are NA). The different hexes of a Rowhouse structure (B23.71) are considered a single building for setup (and VC; A26.14) purposes.
- The Germans may use HIP for \leq one squad-equivalent (and any SMC/SW set up with it).
- British 6-4-8s/3-3-8s are Assault Engineers (H1.22) and Commandos (H1.24). All British mortars have a Smoke Depletion Number of 9.

AFTERMATH: A furious fight was put up by both sides and soon the battle was reduced to a bitter exchange of bullets between the houses and gardens of the village. The Germans were in fortified positions, forcing the commandos to use demolitions to breach the buildings. The Germans gave way inch by inch as the commandos continued to push into the village. When advance elements of the crack Régiment de la Chaudiere arrived on the scene, the commandos let out a cheer. The Canadians had heavy weapons which dealt out a murderous rain of fire on the German positions. After several hours of fighting, the Germans finally broke and routed. Many were taken prisoner, but many more lay dead in the surrounding streets and buildings.