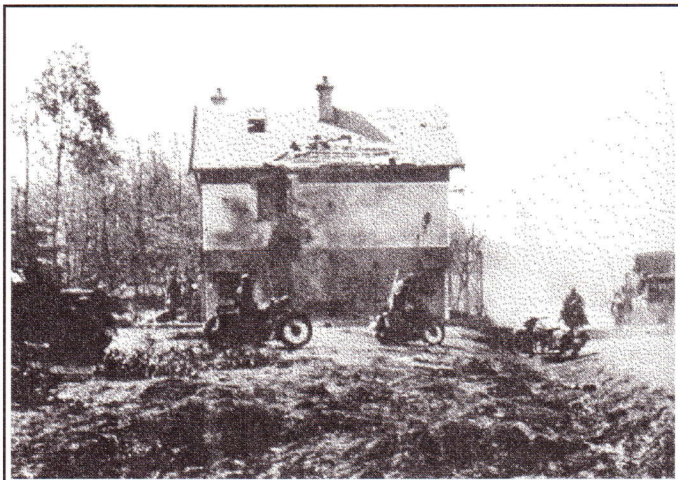


# ART NOUVEAU

## ASL SCENARIO 88

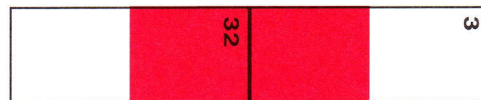
This scenario has been updated from its original version.

Scenario Design: *Phillipe Léonard*



**MONT-LE-BAN, BELGIUM, 10 May 1940:** Rommel's 7th Panzer Division had bypassed the 3rd Regiment of the *Chasseurs Ardennais* and the German forward elements soon bumped into units protecting the Belgian southern flank. This lightly held part of the Belgian defense was occupied by units of the 10th Motorcycle Company, which had been scattered into three different defensive strongholds. The 3rd Platoon, led by Lt. Coeurderoy had set up on the edge of a forest near Mont-le-Ban while the 1st Platoon, supported by a T-15 tank, was defending a parallel route a bit farther south. The remaining forces of the company were located around the regiment's HQ. At 1440, German motorcyclists appeared on the road immediately triggering fire from Coeurderoy's platoon.

### BOARD CONFIGURATION:



(Only hexrows A-P on board 32 and R-GG on board 3 are playable)

**VICTORY CONDITIONS:** The Germans win at the end of any Game Turn if they have amassed  $\geq 12$  VP and have cleared the roadblock. VP are awarded for units exited off the west edge of board 32 [EXC: Prisoners do not count double]. However, Infantry CVP accumulated by the Belgians are deducted from the German VP Total. See also SSR 4.

### BALANCE:

- ⊙ Add one Belgian MMG to the Initial OB.
- ⊕ Extend the game length to 9 1/2 turns.

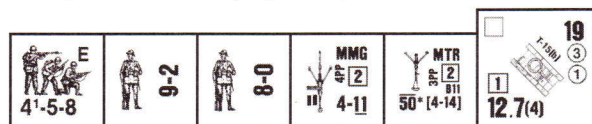
### TURN RECORD CHART

⊙ BELGIAN Sets Up First	⊕	1	2	3	⊕	4	5	6	7	8	9	END
⊕ GERMAN Moves First [120]												

246



Elements of 10ème Compagnie motorcyclists, 3e Regiment de Chasseurs Ardennais [ELR: 3] set up within five hexes of 32E5 (see SSR 2, SSR 4 and SSR 5): {SAN: 3}



6

set up unconcealed in 32A4:

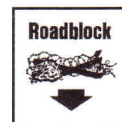


Additional force pool (see SSR 4):

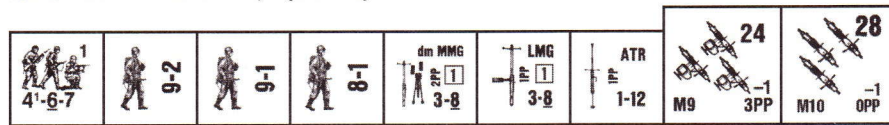


2

set up in 32J3 across the J3/K3 hexside:



Elements of Kleinschmidt Kompanie, Kradschützen-Battalion 7 [ELR: 4] enter on Turn 1 along the east edge of board 3 (all Personnel must enter as Riders): {SAN: 3}



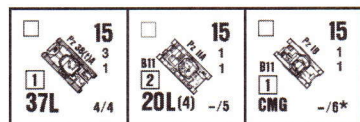
12

3

5

7

Elements of Kompanie 2, Panzer-Regiment 25 enter on Turn 4 along the east edge of board 3:



### SPECIAL RULES:

1. EC are Moderate with no wind at start. All roads are Paved. Shellholes do not exist. Kinding is NA.
2. The Belgians may Deploy freely during set up after final OB selection (SSR 4). Belgian elite and 1st Line squads have Assault Fire (A7.36) capability.
3. The Germans receive Air Support in the form of one '39 FB without bombs.
4. Before setup, the Belgian player must determine his final OB by openly selecting three cards from a deck of 10 (5 red and 5 black). Each red draw forces the Belgian player to delete one counter from his initial onboard OB. Each black draw allows the Belgian player to choose one additional counter from the additional force pool to add to his at-start OB. Additions and deletions are secretly recorded immediately after each card is drawn. For every red card drawn by the Belgian, the German VP requirement is increased by 2. For every black card drawn by the Belgian, the German VP requirement is reduced by 1.

5. Belgian AFV may set up in woods using HIP. Such units are revealed as if they were HIP Guns (A12.3). All other Belgian units may set up using HIP if in Concealment terrain. Belgian AFV may not leave their setup hex on Turn 1.

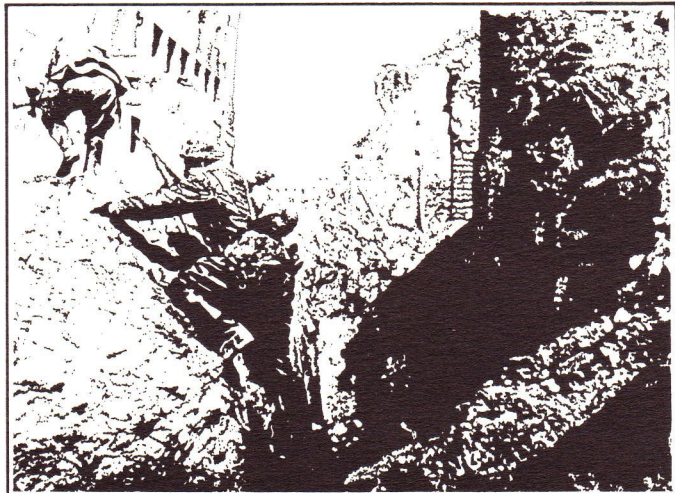
**AFTERMATH:** The chasseur's stronghold was well set up on both sides of the road, which was further cut by a roadblock; but Coeurderoy's platoon was understrength. Rommel, in his grand style, was right on the spot among the front line troops. One motorcycle platoon was sent south to a small hill to fix the Belgian fire while the two other platoons bypassed the position on the north. Rommel also directly intervened to send three reluctant light tanks forward on the attack. A German aircraft soon came into the fray forcing the out-manuevered and overwhelmed Belgians into a quick retreat. However, even after this withdrawal, the Germans were still blocked by the impassable road. Rommel then ordered the battalion to use the forest fire cuttings to reach the main road. Despite numerous felled trees and bogs, the Germans were soon on their way to Chabrehez.



# TO THE RESCUE

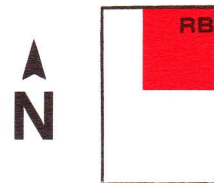


## ASL SCENARIO RB4



**BEHIND THE BARRIKADY, 26 October 1942:** A patrol of Jaeger Division 100 managed to reach the west bank of the Volga behind the *Barrikady* following a saturation bombardment of the Russian positions. The Germans soon found themselves cut off from their compatriots as Red Army soldiers re-emerged from their rubble hideouts after allowing the German detachment to pass. Standing on the high banks of the mighty river, the Germans found they now had the Russians behind them and were cut off. With darkness fast approaching, the *Jaegers'* predicament became critical—for the Russians ruled the night in Stalingrad. Meanwhile back in the factory complex, Lt. Wilhelm Kreiser received orders to break through to his stranded companions before their rescue became impossible.

### MAP:



(Only those hexes on/east-of hexrow N numbered  $\leq 20$  are in play)

### BALANCE:

- ✦ In SSR 6, replace "FRU" with "FRD".
- ★ The Russian may add the current Turn number as a drm to the SSR-6 Final dr.

**VICTORY CONDITIONS:** The Germans must "rescue"  $\geq 5$  VP of their "stranded" units. To be considered rescued, such units must either be Exited off the west edge or be on/west-of hexrow S at game end. VP for German units are measured in standard VP values (A26.2-.3).

### TURN RECORD CHART

✦ GERMAN Sets Up First [EXC: see SSR 4] [141]	1	2★	3	4	5	6	7	END
✦ GERMAN Moves First [105]								



**Stranded elements of Jaeger Division 100 [ELR: 4]** set up in  $\geq$  three different hexes and within two hexes of EE9 (see SSR 4): {SAN: 3}

 4'-6-7	 4-4-7	 8-1	 7-0	 LMG 3-8	 ? 7 morale
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2 3 (see SSR 2) 7

**Relief Detachment of Jaeger Division 100** sets up last (see SSR 4) in any *one* of the following Factories: S18, Q14, O8.

 4'-6-7	 9-1	 8-1	 7-0	 MMG 5-12	 LMG 3-8
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10 3



**Elements of the 138th Rifle Division [ELR: 3]** set up on/east-of hexrow W as follows: Trenches set up first; all remaining pieces then set up in building/rubble/trenches with a maximum of one squad (plus each SMC/SW/"?" that stacks with it) per hex and  $\leq$  two non-HIP squads per hexrow (e.g., no more than two non-HIP Russian squads may set up in any hexes with a coordinate ID letter of Z). All pieces must set up  $\geq$  three hexes away from all "stranded" German units: {SAN: 4}

 4-4-7	 5-2-7	 8-1	 7-0	 MMG 2 4-10	 LMG 2-6	 MTR 50* [3-20]	 ? 7 morale	 Trench OVR, OBA: +4 Other: +2
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8 7 7 2

**Reinforcements of the 138th Rifle Division** enter on either the north or south edge, on/east-of hexrow Y, following a dr  $<$  the current Turn number:

 4-4-7	 8-0	 LMG 2-6
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3

### SPECIAL RULES

1. See RB SSR (found on the back of scenario RB6).
2. The German 8-1 leader with the "stranded" units begins the scenario wounded. The wounded *counter* may be kept off-map until the leader becomes Known.
3. One Russian squad, and all SW/SMC that stack with it, may use HIP.
4. Any/all "stranded" German units may begin the scenario Deployed and are Fanatic. German "Relief Detachment" is set up after *all* Russian setup is complete.
5. An "evening" LV Hindrance is in effect, treated exactly like Heavy Rain (E3.51) [EXC: this Hindrance is subject to neither increase nor decrease by the Wind Change DR; E3.8 is not in effect].

6. At the beginning of each friendly MPh the Russian makes a dr, halved, FRU. This Final dr is the maximum number of friendly MMC that may be moved in the current MPh [EXC: each MMC stacked with a Russian leader throughout the MPh (and each prisoner MMC) is not counted against this maximum].
7. Factories O8 and S18 are Guttled (O5.5).

**AFTERMATH:** All attempts to break through to the trapped patrol failed. Night descended, and the surrounded Germans, though weak from exhaustion and low on ammo, stood their ground, firing at the shadowy figures closing in on them. By daybreak, only a few dazed survivors had managed to straggle back to tell their tale of horror on the Volga bank.

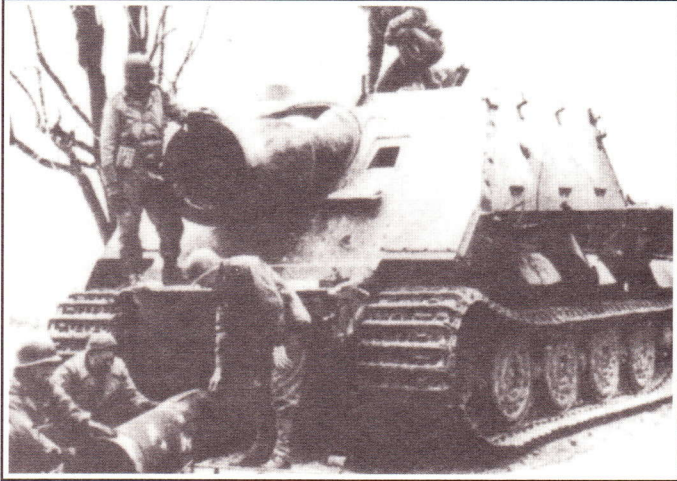


# A FEW ROUNDS



## ASL SCENARIO HS32

Scenario Design: Ken Dunn



**VILLA REICHSWALD, GERMANY, 2 March 1945:** By the beginning of March it was clear that it was just a matter of time before all of Germany west of the Rhine would be cleared of active German troops. All of the remaining German forces were concentrated in the Wesel bridgehead guarding the only escape route over the Rhine. The Germans launched a series of limited counter-attacks intending to disrupt the Allies' assault timetable. They hoped to keep the route through Xanten open to allow time for more German troops to retreat across the Rhine.

### BOARD CONFIGURATION:



X11	43
X13	
	19

### BALANCE:

- Delete SSR 3.
- ⚡ All buildings are wooden.

**VICTORY CONDITIONS:** The Germans win at game end if there are no Good Order Canadian non-crew MMC in any board 43 building.

### TURN RECORD CHART

● CANADIAN Sets Up First	⚡	1	2	3	4	5	6	7	8	END
⚡ GERMAN Moves First [109]										

255



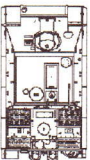
Elements of 4th Canadian Armoured Division [ELR: 3] set up on board 19 in hexes numbered ≥ 4 and/or anywhere on board 43: {SAN: 4}



4 <sup>2</sup> -5-8	2-2-8	9-1	1-8	7-0	4-12	2-7	8-3	70LL
8					2	2		



Elements of 116th Panzer Division and Sturmörser Kompanie 1002 [ELR: 3] enter on Turn 1 along the south edge: {SAN: 3}



4 <sup>1</sup> -8-7	4-4-7	9-1	8-0	3-8	11
6	7	2	3	3	

### SPECIAL RULES:

1. EC are Moist, with no wind at start.
2. Place overlays as follows: X11 on 43K7/K8; X13 on 43G2/F2.
3. A Canadian ammunition depot exists in hex 43N8. If this hex or any unit in it is hit by the MA of a *Sturmtiger*, the ammunition depot explodes and is eliminated. This explosion results in a 36FP attack versus all units in hex 43N8 and versus all adjacent Locations, applying a -2 Heavy Payload bonus DRM (C.7) versus hex 43N8 and a -1 Heavy Payload bonus DRM versus all adjacent Locations.
4. All Grain is Plowed Fields (B15.6).

**AFTERMATH:** One such assault was launched in the vicinity of Villa Reichswald to support the recapture of the Hufscherberg in the Hochwald Forest. The Germans attacked the Canadians in an attempt to restore a portion of the Schliefflen position. To support the operation, the Germans committed *Sturmtigers* from the recently equipped *Sturmörser Kompanie 1002*. As these vehicles rumbled into Villa Reichswald, they fired a few rounds, hitting an ammo dump and completely flattening all of Villa Reichswald. It was a short-lived success, however, as a crisis developed later that afternoon forcing the too few German troops to withdraw from the area and the many farmsteads that dotted the fields. For the first time, members of the 116th Panzer Division began to give up without fighting, and the *Sturmtigers* were destined to be transferred to the east front, where without ammunition they too surrendered.