

# CHARGING CHAUMONT

ASL SCENARIO J123

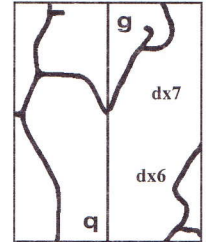
Scenario Design: Pete Shelling



**VICTORY CONDITIONS:** The Americans win at game end by Controlling building bE2.

**CHAUMONT, BELGIUM, 23 December 1944:** By the third day of Patton's drive to relieve Bastogne, stubborn resistance was being encountered. After a stiff engagement with the Fallschirmjäger-Division 5, Combat Command B of the 4th Armored Division, consisting of the 10th Armored Infantry Battalion and 8th Tank Battalion, was ordered to push into Chaumont in what amounted to a frontal attack.

## BOARD CONFIGURATION:



## BALANCE:

✠ Add one German dm MMG to the Turn 3 reinforcements.

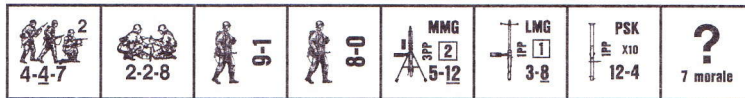
☆ Exchange the American 9-1 leader with a 9-2 leader.

## TURN RECORD CHART

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



Elements of Fallschirmjäger-Division 5 [ELR: 3] setup on board b: {SAN: 4}



5

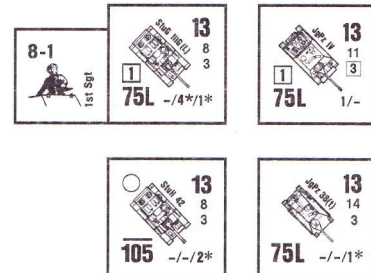
8

Elements of Fusilier-Regiment 39 and Sturmgeschütz-Brigade 11 enter on Turn 3 along either the south or the west edge:



2

Before all setup, secretly select 2 of the following 4 groups to enter with the Turn 3 reinforcements:



Elements of 8th Tank and 10th Armored Infantry Battalions, Combat Command B, 4th Armored Division [ELR: 3] enter on Turn 1 along the north/east edge(s) of board g: {SAN: 3}



5

3

2

3

2

2

Before all setup, secretly select 3 of the following 5 groups to enter with the Turn 1 forces:



(see SSR 4)

## SPECIAL RULES:

- EC are Wet, with no wind at start. Weather is Mud (E3.6) [EXC: all roads exist and are Paved]. All hedges are Barbed-Wire Fences (P3.). Place overlays as follows: dx7 on gF3-F2; dx6 on gL3-L4.
- Kindling (B25.11) and Bore Sighting (C6.4) are NA.
- AFV crews may not voluntarily Abandon (D5.4) their vehicles.
- The M4 MT in the American OB is equipped with a Gyrostabilizer (D11.1).

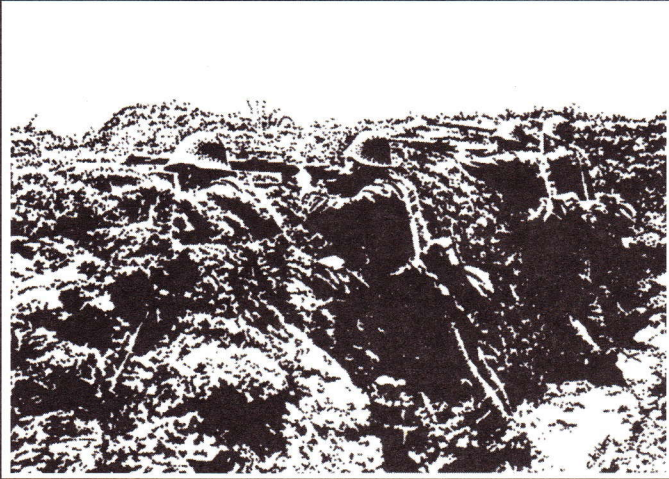
**AFTERMATH:** Combat Command B fought its way into the center of town by mid-afternoon, but German commander Colonel Kokott immediately ordered a counterattack to retake the key road junction. With many of the 8th Battalion's tanks bogged in the soft ground just outside of town, the American infantrymen were deprived of their armored support, and were unable to hold Chaumont in the face of the German's determined assault. The 10th Armored Infantry Battalion was slowly pushed back out of town, losing 65 men in the process. The 8th Tank Battalion lost a total of eleven Shermans, which caused its commander, Major Albin Irzyk, to call the engagement at Chaumont "the bitterest fighting his battalion had encountered". There would be more in the days ahead for the 4th Armored Division.



# PIERCING THE PEEL

## ASL SCENARIO 49

This scenario has been updated from its original version.



**VICTORY CONDITIONS:** The Germans win at game end by Controlling at least two Pillboxes.

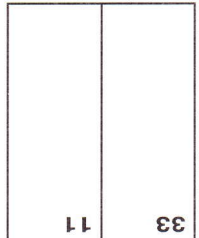
**GENNAP, HOLLAND, 10 May 1940:** Between the German frontier and central Holland flows the River Maas, and it was vital for the German 6th and 18th Armies to get across this natural barrier and the Dutch defensive line just beyond it swiftly. The Dutch defensive line—the so-called “Peel Line”—was composed of MG bunkers and artillery casemates fronted by an anti-tank ditch, wire and mines; while not impenetrable, it was certain to slow the German advance while the Dutch mobilized. To avoid delay, and given that the German High Command was enamored of daring missions to keep the *blitzkrieg* rolling, it was not surprising that a plan evolved to sneak trains carrying German troops over the Maas bridges, penetrate the Peel Line, and then take it from the rear. At 0200, well before the opening of hostilities, German *Abwehr* troops in the uniform of Dutch MPs seized the railroad bridges at Gennap. The armored trains rolled across and five miles further to the Peel Line. Here they encountered the first resistance at 0637 as they steamed over the bridge spanning the anti-tank ditch. Through heavy fire but with few casualties, the trains proceeded another half-mile before stopping. The Germans, unhindered by the enemy, then calmly detrained and organized for the attack.

### BOARD CONFIGURATION:

### BALANCE:

▽ Delete an 8-0 from the German OB.

⚡ Extend game length to 8 game turns.











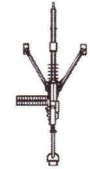
### TURN RECORD CHART

▽ DUTCH Sets Up First [80]	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First [160]								









Elements of 30th Infantry Regiment [ELR: 2] set up on/between hexrows I and M (see SSR 2 and 3): {SAN: 3}

 4-5-7	 8-1	 7-0	 HMG 6-12	 MMG 4-11	 1+3+5	 Trench OVR, OBA: +4 Other: +2	 MPh/RTPh: dr = MF CC: +1/-1
10			2		3	6	8



Elements of Bataillon III, Infanterie-Regiment 481 [ELR: 3] set up on/north-of hexrow W: {SAN: 2}

 4'-6-7	 9-1	 8-0	 7-0	 MMG 5-12	 LMG 3-8	 MTR 50° [2-13]	 FT 24-1
16	2			2	3	2	2

(see SSR 4)



### SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All Dutch MG must be initially placed in pillboxes.
3. No Pillbox may be placed within five hexes, inclusive, of any other pillbox; all pillboxes must face southeast. Dutch fortifications may not set up hidden (contrary to A12.33).
4. To reflect the awkwardness of the flamethrowers, the two German FT have a 2PP value each.

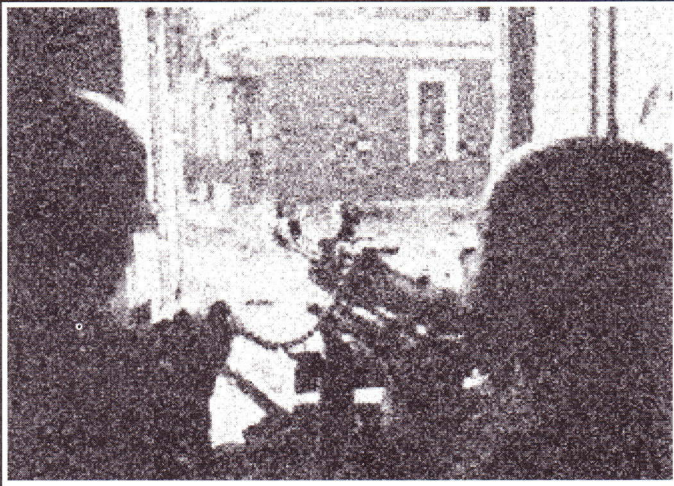
**AFTERMATH:** Despite being alerted by the passage of the trains, the Dutch grenadiers of Division “Peel” were taken by surprise when attacked from the rear. Bunker after bunker fell, not having been designed for all-around defense, and by 1000 the position—including 210 prisoners—was in German hands. The young German troops, even encumbered with the heavy *Flammenwerfer 35* in whose use they had not been trained, had performed brilliantly. But their hold was tenuous. It had not been foreseen in the original plan that relief of the assault group by the main body of the 481st would be delayed; unfortunately, by the time the regiment was over the bridges, the initial surprise had evaporated. The invaders had to fight from house to house and did not reach the Peel Line until 1700. When they finally linked with the beleaguered 3rd Battalion, however, a two-mile wide gap had been punched through the Dutch defenses. The 9th Panzer Division roared through this next morning, on it's way to Rotterdam and beyond.



# RUSSE! DROWN IN THE WOLGA!

HASL SCENARIO VotG2

Scenario Design: Tom Morin



**VICTORY CONDITIONS:** The Germans win at game end by Controlling all 5 Ferry Landings (CG12; V12.4) [EXC: the number of Ferry Landings required is lowered by one for every 4 (FRD) German squad equivalents that set up in building BB16].

## TURN RECORD CHART

★ RUSSIAN Sets Up First [0]	1	2	3★	4★	5	6	END
✚ GERMAN Moves First [124]							

**CENTRAL STALINGRAD, 14 September 1942:** The defense of downtown Stalingrad rested mainly with two lightly-armed regiments of Col. Sarayev's 10th NKVD Division. The commander of one of these, Col. Petrakov, was on a scouting mission near 9th January Square when he was knocked unconscious during a German attack. Upon awakening he was informed that the Germans had broken through and seized several key buildings near the riverbank. From the upper floors of the Brewery, the State Bank, and the Specialists' Houses the Germans were trying to unnerve the Soviets by firing and shouting threats such as "Russe! Russen will drown in the Wolga!" Petrakov knew it was critical that he keep the Germans from capturing the ferry landings before the impending arrival of the 13th Guards Division. As dusk approached Petrakov and his sixty-odd men grimly prepared to meet the final German thrust; with their backs to the river, there would be no retreat.

## BOARD CONFIGURATION:

## BALANCE:

★ The Russian may replace the two 4-2-6s in his start OB with two NKVD 6-2-8s.

✚ The German may replace two 4-4-7s in his OB with two 8-3-8s.

(Only hexes that are numbered ≥ 13 and ≤ 26 in hexrows AA-OO are playable)

VotG



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**Elements of 270th Regiment, 10th NKVD Division [ELR: 3]** set up east of the road FF13-DD14-DD20-DD21-EE25-EE26; all units in Concealment Terrain may set up concealed: {SAN: 5}



**Advance elements of 1st Battalion, 42nd Guards Regiment, 13th Guards Rifle Division** enter along the east edge in boats (with a maximum of two counters per boat) on the turn indicated:



**Elements of Infanterie Regiment 194, Infanterie Division 71 [ELR: 4]** set up as indicated: {SAN: 3}

Set up in building DD25 at Level 2:



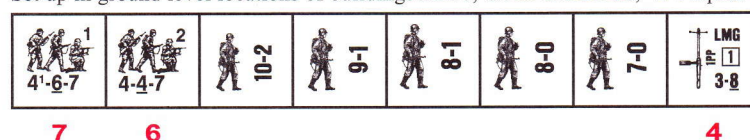
Setup in building CC20 at Level 2:



Setup in building BB16 at Level 2:



Set up in ground level locations of buildings BB16, CC20 and DD25; ≥ 1 squad-equivalent *must* set up in each building:



## SPECIAL RULES:

1. See VotG SSR [EXC: there is a mild breeze from the SW at start]. SSR CG12 (V12.4) is in effect. There is a +1 LV Hindrance (E3.1) for dusk in effect from Turns 3 through 5, which increases to +2 on Turn 6.

2. The Russians suffer from Ammunition Shortage (A19.131) [EXC: If at the start of any Game Turn there is ≥ 1 Beached boat (G13.732), all non-encircled Russian units are exempt from Ammo Shortage penalties for the duration of that Game Turn].

3. The Russian player may use HIP for ≤ 1 squad or equivalent (and any SMC/SW stacked with it). The Gun may not set up using HIP or emplacement (but may set up concealed). Russian MMC stacked with a Good Order Russian leader may use the Gun as if qualified (A21.13).

**AFTERMATH:** The Germans facing Col. Petrakov's troops were tired and mounting casualties from the hard day's battle had drastically thinned their ranks. In spite of this, the *Landers* of the 194th Regiment pressed home their attack, directed toward the ferry landing from the area around the Brewery. The NKVD soldiers fought hard, and were running short of ammunition until a boat landed and resupplied them. Col. Petrakov had found an abandoned 76mm gun, and while he figured out how to operate it he ordered his men to prepare to counterattack as soon as he started firing at the State Bank. Soon after, more boats arrived, loaded with reinforcements from the 42nd Guards Regiment. Commanded by Col. Yelin, the guardsmen splashed ashore and began to fight their way up the riverbank, driving the Germans away from the ferry landing. Fighting side by side with the NKVD troops, Yelin's men retook the Brewery but were unable to force the Germans out of the Specialists' Houses or the State Bank.