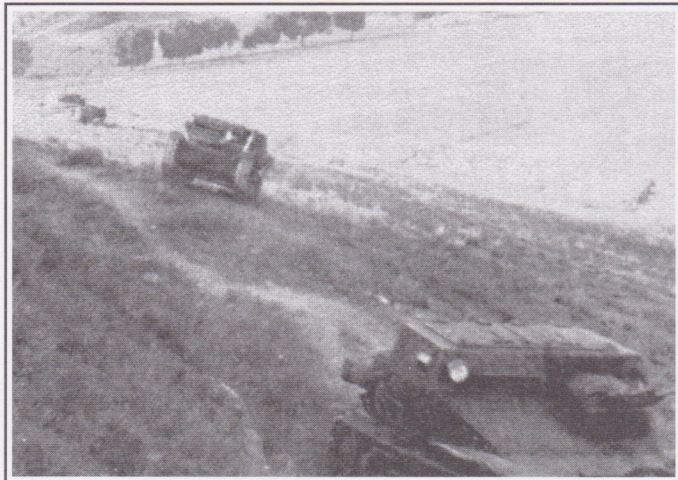


ITALIAN BROTHERS



ASL SCENARIO 137

This scenario was previously issued as A72, and has been updated.



VICTORY CONDITIONS: The Republicans win immediately if they Control building 6N4, otherwise the side that controls three of the following four buildings at game end wins: 17P2, 6J8, 6K4, 6K1 (see SSR4). If neither side Controls \geq three of those four buildings at game end, the Republicans win at game end by amassing more CVP (A26.2) than the Nationalists.

Near BRIHUEGA, SPAIN, March 10 1937: The civil war in Spain has been called the “world war in miniature.” Few conflicts in this century aroused so much international emotion. In spite of a non-intervention policy adopted by the League of Nations, foreign nationals flocked to Spain by the thousands. As a result foreign troops were used by both the Nationalists (an alliance of Conservatives, Monarchists, Falangists, and Fascists—led by Francisco Franco among others; and determined to overthrow the government), and the Republicans (a coalition of Liberals, Socialists, Communists, and Anarchists), to fight their war. On March 8, the Nationalists opened an offensive with the objective of taking Guadalajara and surrounding Madrid. Near Brihuega—in one of the ironies that only a conflict as convoluted as this could produce—units of the same nationality clashed on the road to Guadalajara; the Garibaldi Battalion of the 12th International Brigade made up of Italian socialists, communists, and other anti-fascists, and the Black Flame Division of the regular Italian army.

BOARD CONFIGURATION:

BALANCE:

☪ Add a dm MMG to the Nationalist OB.

⊙ Delete SSR 5.



(Only hexrows A-P are playable.)

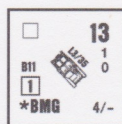
270

TURN RECORD CHART

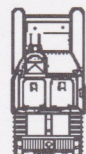
☪ NATIONALIST Sets Up First [96]	1	2	3	4	5	6	END
⊙ REPUBLICAN Moves First [84]							



Armor attached to Black Flame Division set up in hexes 17M6, N5, and O5, in motion, with all VCAs facing south:



3



Elements of Black Flame Division [ELR: 2] enter on Turn 1 along the north edge: {SAN: 2}



6

12

2

4



Elements of Garibaldi Battalion [ELR: 3] set up concealed within one hex of 17H4 (see SSR 5): {SAN: 4}



6

2

3

Set up concealed on board 6, on/south of hexrow C:



8

2

SPECIAL RULES:

1. EC are Wet, with no wind at start.

2. Use Allied Minor counters for the Garibaldi OB [EXC: Russian Commisar], with the following modifications: They suffer none of the “Inexperienced Personnel” (A19.2, A19.3) penalties; the broken morale of Garibaldi MMC is one higher than its printed value (ignore A25.9); they never disrupt because of ELR failure; a squad failing ELR suffers no additional effects; they suffer no penalties using any of the SW in their original OB.

3. The Garibaldi Commisar affects other Garibaldi units as if both were October '42 Russians [EXC: if he fails to rally a squad it is Replaced by its two HS (or eliminated if already a HS)]. No leader may be exchanged for a Commisar.

4. All orchards are vineyards (F13.6). All buildings are stone. Building 17P4 is ground-level only. Buildings 6N4 and 6J8 are Two Story Houses (B23.2); stairwells exist normally. Neither side Controls any building Locations at scenario start.

5. No Garibaldi Leader setting up on board 17 may move in the MPh of Turn 1.

AFTERMATH: At noon the Garibaldi Battalion advanced north along the road from Tarija to Brihuega, unaware that Brihuega had already fallen to General Giovanni Coppi's Black Flames. Three miles short of Brihuega a Black Flame patrol encountered the Internationals, and hearing Italian voices, assumed the Garibaldi's were a patrol from another Italian Division. Upon hearing this report, Coppi ordered an advance south along the Torija-Brihuega road. Ilia Bartoni, the Commissar and acting commander of the Garibaldi's, also continued his advance. He established his men in the vineyards along the left side of the road. As Coppi's tanks came rumbling down the road, the Internationals' machine guns engaged the AFVs and the Black Flame infantry was sent in to attack. For the rest of the day the Italians fought a civil war of their own around a country house known as the Ibarra Palace. Nightfall saw the Black Flames holding the major portion of the Ibarra, but their advance towards Guadalajara had been halted.

TAKING HEADS



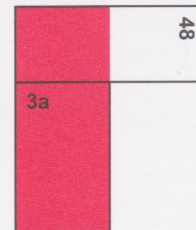
ASL SCENARIO AP59

Scenario Design: Gary Fortenberry



Along the Magalang Road south of CONCEPCION, LUZON, PHILIPPINE ISLANDS, 1 January 1942: During the retreat of the North Luzon Force to Bataan in the last days of 1941, two recently mobilized reserve divisions of the Philippine Army took up temporary defensive positions astride the Concepcion-Magalang Road along the so-called the D-5 Line. The 21st Infantry Division held the western flank, while the 11th Infantry Division held the road and the eastern flank. Their orders were to repel any attacks until the night of January 1st-2nd, then resume their withdrawal southward. In the afternoon of New Year's Day, a Japanese force struck the 11th Division's left flank along the road in an attempt to rout the defenders by a *coup de main*.

BOARD CONFIGURATION:



BALANCE:

- ☆ Add one 4-4-7 to the American OB.
- Delete SSR 3.

(Only hexrows Q-GG are playable on board 48)

VICTORY CONDITIONS: The Japanese win at game end by amassing more VP. CVP are awarded normally [EXC: Prisoners/Captured vehicles do not count double]. The Japanese earn Exit VP for all friendly units exited off the south edge, and both players receive 2 VP for each of the 13 non-hut building Locations they Control. In addition, the Japanese receive 5 VP if they can trace a path of contiguous road hexes from the north edge to 3aM15, provided neither a Good Order enemy MMC nor a Mobile AFV with functioning MA is on/adjacent to those hexes.

TURN RECORD CHART

☆ AMERICAN Sets Up First [91]	●	1	2	3	4	5	6	7	END
● JAPANESE Moves First [257]									

260

Elements of 2nd Battalion, 11th Infantry Regiment (PA), and of 1st Field Artillery Group (Provisional) [ELR: 2] set up on board 48 in hexes numbered ≤ 6 and/or on board 3a (see SSR 2): {SAN: 4}

2 4 ¹ -4-7	2-2-7	9-1	8-0	7-0	HMG 50 cal 3 8-16	MMG 2 4-10	? 7 morale	19 0 1 75	AT M12 2 37LL	MPH/RPh: dr = MF CC: +1/-1	Roadblock ↓
12						2	8	2		2	

Elements of Kanno Detachment of 3rd Battalion, 2nd Formosa Regiment, and of 9th Infantry Regiment [ELR: 4] enter on Turn 1 along the north edge: {SAN: 3}

E 4 ² -4-8	1 4 ¹ -4-7	2-2-8	10-1	9-0	8-0	LMG 1 BT 2-6	dm MTR 2PP 50mm	ATR Type 97 1-12	DC X12 30-1
13	3					3	3		

SPECIAL RULES:

1. EC are Dry, with no wind at start. PTO Terrain (G.1) is in effect [EXC: All roads exist normally], including Light Jungle (G2.1). All Water Obstacles are Dry. A one-lane stone bridge (B6.) exists in 3aM16-M17.
2. The American player may set up one MMC (and all SW/SMC stacked with it) using HIP. American units in suitable terrain may set up in Foxholes (B27.1). Bore Sighting (C6.4) is NA.
3. American units are Stealthy (A11.17).

AFTERMATH: The attack struck as the men of the 11th Regiment—made up mainly of ethnic Igorots—were preparing for a withdrawal after dark. Nonetheless, and despite their relative lack (only four months) of training and outdated equipment, they fought back with determination borne of desperation, supplemented by the support of two 75mm SPM (self-propelled mount) halftracks. The Japanese attack down the road took heavy casualties, faltered, and came to a standstill. The Japanese then attempted an outflanking maneuver, but this ran into thick cane fields and failed as well. The attackers were forced to fall back and regroup. After nightfall the 11th Regiment, its move unaffected by the attack, began its withdrawal as planned.

SECOND CRACK AT CAUMONT



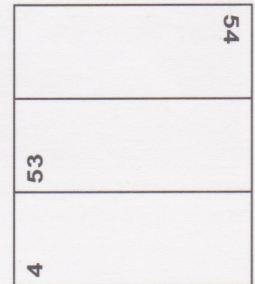
ASL SCENARIO AP32

Scenario Design: Chas Argent



CAUMONT L'EVENTE, FRANCE, 13 June 1944: Despite the difficulties it encountered at Omaha Beach on D-Day, the American 1st Infantry Division had, by the end of that initial fateful week ashore, made the deepest penetration into enemy territory of any Allied division. On June 12th, to expand the foothold, the 18th and 26th Infantry Regiments of the "The Big Red One" launched a morning attack in the direction of Caumont. Initial progress was swift and the village of Sallen, 3km north of the objective, fell easily. But as dusk approached and the Americans tried to enter Caumont itself they were hit by a counterattack comprised of infantry and assault guns from Panzerdivision 2. The battle raged in the fading light as the Germans pushed the Americans out of all but one small corner of the town. Early the next morning, having been reinforced with Shermans from the 743rd Tank Battalion, the 26th Infantry tried again.

BOARD CONFIGURATION:



BALANCE:

- ☛ In the VC, change "≥ 12" to "≥ 13".
- ☆ Exchange the American 9-1 for a 9-2.

VICTORY CONDITIONS: The Americans win at game end by Controlling ≥ 12 multi-level stone buildings, provided the Germans have amassed ≤ 29 CVP.

TURN RECORD CHART

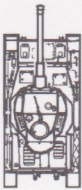
☛ GERMAN Sets Up First [99]	1	2	3 [☛]	4	5	6	END
☆ AMERICAN Moves First [147]							

268



Elements of Panzergrenadier-Regiment 304 and Panzerjäger Bataillon 38, Panzerdivision 2 [ELR: 3]
set up south of the 54GG5-EE5-Y1-R3-53Q1-S5-GG5 road: {SAN: 3}

4 ² -6-8	4 ¹ -6-7	4-4-7	2-4-7	9-2	8-0	5-12	3-8	12-4	30-1	7 morale
2	4	3					2			12



13 11 3 75L 1/-	88LL M 4 14.5
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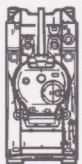
Elements of Panzerregiment 3 enter on
Turn 3 on the south or west edge of board 4:

4 ² -6-8	8-1	3-8	13 8 3 75L 3/5/2
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Elements of the 2nd Battalion, 26th Infantry Regiment, 1st Infantry Division and the 743rd Tank Battalion [ELR: 4]
set up north of the 54GG5-EE5-Y1-R3-53Q1-S5-GG5 road (see SSR 3): {SAN: 3}

6 ³ -6-7	6 ³ -6-6	3-4-7	9-1	8-1	8-0	1-4-9	4-10	8-4	30-1	13 8 4 75 2/4/4
3	9						3	3	2	5



SPECIAL RULES:

1. EC are Moderate, with no wind at start. All hedges are Bocage (B9.5).
2. German units which set up in Concealment Terrain may begin the scenario concealed. German AFV have Schuerzen (D11.2).
3. Up to 3 American squad/equivalents (and any SMC/SW stacked with them) may set up on board 53; all other American units set up on board 54.

AFTERMATH: Led by the tankers of the 743rd, the attack hit the Germans hard and by 0900 had cleared the town, aided greatly by the capture of an 88mm gun and the destruction of several assault guns. Because of Caumont's position on relatively high ground, American artillery observers finally had a place from which they could clearly view German positions for miles around and, consequently, would be able to bring fire down in support of future attacks with much greater effect than had been previously possible.