

ELEPHANTS UNLEASHED

ASL SCENARIO J118

Scenario Design: Martin Svärd



VICTORY CONDITIONS: The Germans win immediately by exiting ≥ 22 Exit VP (excluding Prisoners) off the south edge or at game end by Controlling ≥ 7 building/rubble hexes in the Russian setup area.

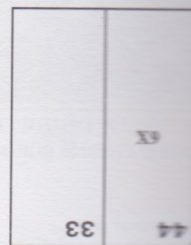
North of PONYRI, RUSSIA, 5 July 1943: The Germans had launched their attacks at Kursk aiming for a double envelopment. In the early morning of 5 July German General Model unleashed his 9. Armee against General Rokossovsky's well-prepared Central Front. The German *Infanterie-Division 86* was supported by elements of *Panzer-Division 18* and the gigantic Ferdinand tank destroyers of *schwere Panzerjäger-Abteilung 654*. These formations would breach the Russian first line of defense and continue to attack south toward the important communications hub of Ponyri, where the Russian second line of defense had been established. Defending the Russian perimeter was the 81st Rifle Division supported by 129th Tank Brigade and the 1442nd Self-Propelled Artillery Regiment. After withstanding four German attacks they were finally forced to retreat. Russian General Pukhov didn't wait until the German forces had reached the second line of defense, but rather tried to blunt the German attack with a counterattack mounted by the 27th Guards Regiment and the 275th Separate Engineer Battalion. The Germans would pay in blood for every inch of Russian soil gained.

BOARD CONFIGURATION:

BALANCE:

★ Add one Wire counter to the Russian at-start OB.

⚡ Decrease the Russian SAN to 3.



TURN RECORD CHART

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

★ Elements of 81st Rifle Division [ELR: 3] set up concealed ≤ 6 hexes from 33N9: {SAN: 4}

4-4-7	8-0	HMG 3 6-12	ATR 1-12	Minefield 11	MPh/RtPh: dr = MF CC: +1/-1
4				18 factors	2

Elements of 275th Separate Engineer Battalion and 27th Guards Tank Regiment enter on Turn 1 along the south edge of board 44:

6-2-8	5-1	FT X10 24-1	DC X12 30-1	16 11 6 76L 2/4
4		2		5

Elements of 1442nd Self-Propelled Artillery Regiment enter on Turn 2 along the south edge:

13 8 6 152
2

⚡ Elements of Panzer-Division 18, Infanterie-Division 86 and schwere Panzerjäger-Abteilung 654 [ELR: 4] set up on/north of hexrow BB with Infantry marked CX and AFVs in Motion: {SAN: 2}

8-3-8	4-2-6-8	4-1-6-7	5-1	5-1	HMG 3 7-16	LMG 1 3-8	9-2 1st Lt	13 8 6 75L 3/5	13 6 3 75* 3/5	8 18 8 88LL
2	3	4	2		2			2		3

SPECIAL RULES:

- EC are Moderate, with no wind at start. Place overlay X9 on 44O4. Kindling (B25.11) is NA.
- Russian 6-2-8 squads/3-2-8 HS and German 8-3-8 squads/3-3-8 HS are Assault Engineers (H1.22). Use a *PzJg Tiger* counter with a Disabled BMG for the third *PzJg Tiger*. Neither crews nor vehicles may gain Control of hexes.
- As part of his setup, the German player places one Shellhole counter in each of three hexes sharing the same Vertex. Any Fortification in/adjacent to any of these three hexes are eliminated. Placement is NA in buildings/woods hexes.

AFTERMATH: The Russian reinforcements crashed into the advancing German forces. Despite the furious nature of the battle and with casualties mounting, the German *Landsers* advanced line abreast with the Ferdinands. With infantry close support in place, the almost impenetrable tank destroyers would dominate the battlefield. The only things that could bring them to a halt were their lack of mechanical reliability and the skillfully placed minefields. During the evening, the Germans had penetrated the Russian defenses as far as 8 kilometers and stood before the second defensive belt. The price had been high. The Russian response had been characteristic of the Kursk fighting; every German offensive success was met with a counterattack drawn from the seemingly inexhaustible Russian reserves. This was attrition war with a vengeance.

JOSEPH 351



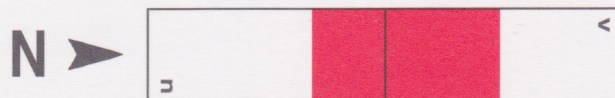
ASL SCENARIO S20

Scenario Design: Ken Dunn



POINTE DE CORSEN, FRANCE, 28 August 1944: After D-Day many of the Ranger units were attached to VIIIth Corps as Corps reserve and assigned to mundane tasks such as Corps security and guarding POWs during the first operations on the Brittany peninsula. Task Force Arnold, formed from Companies A and C of the 2nd Ranger Battalion, was released from guard duty and ordered to advance west towards the Brittany coast to clear out German strongpoints along the way. Moving towards one such strongpoint, they discovered a Free French of the Interior (FFI) unit. Often times the Rangers worked with these units to augment their normal tactical organization. The FFI were sometimes unreliable and often armed with a variety of antique or captured equipment; their quality could be best described as unknown. After consultation, the Rangers decided to attack.

BOARD CONFIGURATION:



(Only hexrows R-GG on board v and W-GG on board u are playable)

BALANCE:

- ☒ Exchange the German 7-0 for a 9-1.
- ☆ Reduce all VP values on Chart 1 by 2.

VICTORY CONDITIONS: The Allies win at game end by amassing \geq the Victory Points prescribed by SSR 1. Each German squad eliminated is worth 2 VP, each half squad is worth 1 VP, each "-1" SMC is worth 2 VP, each "-0" and "+1" SMC is worth 1 VP. In addition, the Allies win automatically at the end of Game Turn 4 if they control \geq 30 hill hexes. All hill hexes are controlled by the Germans at the beginning of the game.

TURN RECORD CHART

☒ GERMAN Sets Up First	☆	1	2	3	4	5	6	7	END
☆ ALLIES Moves First									

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Elements of XXV Corps [ELR: 2] setup on/north-of hexrow BB on board u and on/south-of hexrow V on board v:

4¹-6-7
3

4-4-7
9

8-1

8-0

7-0

MMG
5-12
3

LMG
3-8

15

Elements of Company A, 2nd Rangers, and members of the Free French of the Interior (FFI) forces [ELR: 5] enter on Turn 1 along the north edge:

6³-6-7
?

5²-3-6
?

2-2-6
?

9-2

8-1

MMG
4-10

Russian escaped and rearmed POWs setup on/south-of hexrow Z on board u:

4-2-6
7

8-1

Chart 1

DR	6-6-7	5-3-6	2-2-6	VP
1	3	9	1	15
2	4	8	0	16
3	5	6	1	18
4	6	5	0	19
5	7	3	1	21
6	8	2	0	22

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SPECIAL RULES:

1. After German setup, the American player openly makes a die roll on Chart 1 to determine the number of units he receives and the victory points required to win.
2. The Germans may exit Good Order units off the south edge of board u starting Turn 5. Any German unit so exited will not count towards Allied victory point totals.
3. All Russian units may attempt self rally each Rally Phase.
4. The 5-3-6/2-2-6 Free French do not incur Inexperienced penalties and do not receive Smoke exponent capabilities. American 6-6-7s/3-4-7s are considered to have underlined Morale and thus not subject to ELR (5.1).

5. All hexes that depict only Brush terrain are considered Orchard hexes. Those hexes that depict Brush with other terrain features remain Brush.

6. Neither the Russian, nor the American/FFI, SMC may provide leadership DRM to MMC/SMC of the other nationality.

AFTERMATH: As luck would have it, the Rangers had also discovered that a group of escaped Russian POWs had armed themselves and were led by a man known only as Joseph 351. This group of Russian soldiers blocked the German retreat to the south and back into German lines. As the Rangers attacked from the west and north with the FFI, the Germans had no choice but to defend themselves. This time the Germans hung on and the Rangers pulled back. The next day, however, after a German patrol was killed to the man by the Russians, the Germans were talked into surrendering.

SILENT NIGHT, DEADLY NIGHT



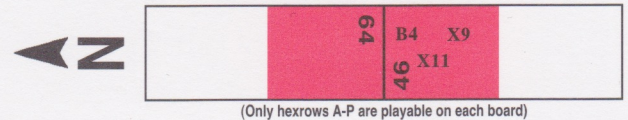
ASL SCENARIO W08

Scenario Design: Pete Shelling



MARVIE, BELGIUM, 23 December 1944: After surrounding Bastogne and overrunning the 101st Airborne Division's service area and medical company, the Germans of XLVII PanzerKorps, under the command of General Hans Freiher von Lüttwitz, demanded the surrender of the trapped U.S. troops, provoking Brigadier General Anthony McAuliffe's famous rebuke "Nuts!" While Panzer-Lehr-Division headed towards the Meuse, Panzergrenadier-Lehr-Regiment 901 was detached from it and placed under General Heinz Kokott, commander of the 26th VolksGrenadier Division, who was tasked with reducing Bastogne. The clear weather and ever-present American fighter-bombers deterred any serious attack toward Bastogne from the southwest during the day of December 23rd, although the promised artillery attacks continued throughout the day. That night, following a short, intense artillery barrage, the 901st came out of the woods along the road from Remofosse, once again intent on cracking the Bastogne perimeter at Marvie.

BOARD CONFIGURATION:



VICTORY CONDITIONS: Provided there are no unbroken American MMC on any hill hex(es), the Germans win at game end by having more VP (calculated as Exit VP) of non-crew MMC in building Locations on board 64 than the Americans have. German units north of hexrow M and American units south of hexrow M are each worth double VP. Prisoners do not count for either side.

BALANCE:

☆ Delete one 4-6-8 squad from the German OB.

⚡ The Base NVR is 4 hexes.








TURN RECORD CHART

☆ AMERICAN Sets Up First	⚡ ☆	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First [156]									







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Elements of 327th Glider Infantry Regiment [ELR: 3] set up as noted (see SSR 5): {SAN: 3}





Set up within 4 hexes of 64K5:

 6 ³ -6-7	 3-4-7	 9-1	 8-0	 MMG 4-10	 BAZ 44 X11 8-4	 Foxhole 5 OVR, OBA: +4 Other: +2
4	2			2	3	









Set up within 4 hexes of 46J6:

 6 ³ -6-7	 3-4-7	 8-1	 MMG 4-10	 BAZ 44 X11 8-4	 Foxhole 5 OVR, OBA: +4 Other: +2
3	2			3	

Enter on Turn 1 along the north edge:

 2-2-7	 ? 7 morale	 20 0 15PP *AAMG -/-/4	 AT M10 3 57L
	4		

Elements of Panzergrenadier-Lehr-Regiment 901, Panzer-Lehr-Division [ELR: 3] enter on Turn 1 along the south edge: {SAN: 2}

 4 ² -6-8	 9-1	 8-1	 8-0	 dm MMG 3-8	 LMG 3-8	 dm MTR M2 60mm	 13 8 75L 3/5/2
12			2		2		3

SPECIAL RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect. Place overlays as follows: X11 on 46D6/E6; X9 on 46H3; and B4 on 46C5/B4.

2. Night rules (E1.) are in effect. The Base NVR is 5 hexes. The Germans are the Scenario Attacker and the Americans the Scenario Defender. The majority squad type for the Germans is Normal and for the Americans is Stealthy.

3. German AFV have Schuerzen (D11.2). German Personnel have Winter Camouflage (E3.712). The Germans may fire the American 60mm MTR without Captured Use (A21.11-.12) penalties.

4. Units in ground level building Locations do not suffer Desperation penalties (C13.81) when firing LATW.

5. Foxholes and HIP American units from either group (and any SMC/SW stacked with them) may also set up anywhere on board 64.

AFTERMATH: The American outpost south of Marvie was on a hill overlooking the approaches, known simply as Hill 500. Defended by a single platoon of glider men led by Lt. Stanley Morrison, it was overrun by German tanks and *landers*, but Morrison did not go down without a fight among the small houses at the base of the hill. An AT gun was sent forward to assist but the crew had second thoughts and was blasted by friendly fire upon its hasty return to town. The Germans would get a foothold in Marvie, but the battle for the center of the town would last past midnight.