To Hit Chart (shows Final DR needed)

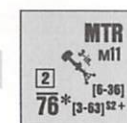| Gun Type	FP Column (ITT/ATT/CH)	range	Infantry Target Type [ITT] TH# (CH TH#)						range	Area Target Type [ATT] TH# (CH on "2")	
			1	2	3-6	7-12	13-18	19-24		1-12	13-24
AMERICAN											
M1 57mm AT	6/2/12		10 (5)	9 (4)	8 (3)	7/6 (3/2)	6/5 (2/2)	5/4 (2/1)		7	7
M2A1 105mm ART	20/8/36		10 (5)	9 (4)	8 (3)	7/6 (3/2)	6/5 (2/2)	5/4 (2/1)		7	8
M1 155mm ART	30/12/36		10 (5)	9 (4)	8 (3)	7/6 (3/2)	6/5 (2/2)	5/4 (2/1)		7	8
M1 81mm MTR	—/8/30		—	—	—	—	—	—		7 [NA 1-2]	7
M2 60mm MTR	—/4/16		—	—	—	—	—	—		7 [NA 1-2]	7
GERMAN											
7.5cm PaK 40 AT	12/6/24		10 (5)	9 (4)	8 (3)	7/6 (3/2)	7/6 (3/2)	6/5 (2/2)		7	9
2cm FlaK 38 AA	1/0/2		10 (5)	9 (4)	8 (3)	7/6 (3/2)	5/4 (2/2)	4/3 (1/1)		7	7
3.7cm FlaK 36o.37 AA	4/2/8		10 (5)	9 (4)	8 (3)	7/6 (3/2)	6/5 (2/2)	5/4 (2/1)		7	7
8.8cm FlaK 18 AA	16/8/30		10 (5)	9 (4)	8 (3)	7/6 (3/2)	7/6 (3/2)	6/5 (2/2)		7	9
8cm GrW 34 MTR	—/8/30		—	—	—	—	—	—		7 [NA 1]	7
5cm leGrW 36 MTR	—/2/12		—	—	—	—	—	—		7 [NA 1]	6 [NA 14+]
BRITISH											
OML 2-in. MTR	—/2/12		—	—	—	—	—	—		7 [2-11 only]	NA
OML 3-in. MTR	—/6/24		—	—	—	—	—	—		7 [NA 1-2]	7
OQF 40mm Bofors AA	4/2/8		10 (5)	9 (4)	8 (3)	7/6 (3/2)	5/4 (2/2)	4/3 (1/1)		7	7
RUSSIAN											
45mm PTP obr.32 AT	4/2/8		10 (5)	9 (4)	8 (3)	6 (2)	5 (2)	4 (1)		7	7
7.62mm PTP obr.39 ART	12/6/24		10 (5)	9 (4)	8 (3)	6 (2)	6 (2)	5 (2)		7	9
82mm BM obr.37 MTR	—/8/30		—	—	—	—	—	—		7 [NA 1-2]	7

TO HIT DICE ROLL MODIFIERS

Firer Based To Hit DRM

Guns, SW Mortars, & LATW

1. Fire in AFPh — +2
   (Guns and mortars may not have moved)
2. Pinned firer — +2
3. Non-Qualified Use — +2
4. Captured use — +2
5. CX — +1
6. Leadership — +x
   (NA for Guns)
7. Smoke (at ranges less than 13 hexes) — -2

Guns only

8. change Covered Arc (per hexside) — +3/+1/+1
   (if 360º mount +1/+1/+1)
   (x2 if firer in woods/bldg)
9. Intensive Fire — +2

LATW only

10. Avoiding Backblast in building — +2

Target Based To Hit DRM

11. TEM — per TEM
    (NA for ATT)
12. Hindrance — per Hindrance
13. FFNAM — -1
14. FFMO — -1
15. Acquired Target — per acquisition counter
    (NA for LATW)
16. Target using hazardous movement — -2
    (FFMO/FFNAM NA)
17. Gun Target Size:
    vs. small target — -1
    vs. large target — +1
18. Area Fire (empty hex) — +2

RED TO HIT NUMBERS

Use the red numbers on the To Hit chart (if different than the black #s) for:
- Area Target Type attempts
- pre-1944 American Guns
- Non-Qualified/Captured/Inexperienced use
- Russian Guns

Unit ID

360° mount (white on counter)

Rate of Fire (ROF)

Gun Caliber in mm

A

AA
M 8

3

40L (8)

Infantry Firepower Equivalence (IFE)

Gun Velocity (NA)

NA

Type of Gun
AA = Anti-Aircraft;
AT = Anti-Tank;
MTR = Mortar;
ART = Artillery

Limbered AA
M 8

2

*40 (8)

Manhandling Number

AP NA line on top; HE NA if line on bottom

A

MTR
M11

3

81* [2-60]

Target Size white = small; red # = large

Range [min - max]

Repair Number

Malfunctioned (white on counter)

R1

IR
s8

QSU X6

Special Ammo
IR = NA;
s# = Smoke

Elimination Number

Quick Set Up (may be moved)

GUN MANHANDLING

Final DR: < M#: keep moving;
             = M#: move and stop;
             > M#: no movement

Dice Roll Modifiers

+x x= TEM of hex entered
+y y= MF expenditure for hex entered
-1 per extra crew/HS (-2 per squad)
    (Max. DRM -4)
-2 crossing a road hexside

RATE OF FIRE (ROF)

Lost ROF
- Placement of residual fire
- Non-Mortar using Area Target Type
- Pinned
- Subsequent First Fire
- AFPh

Lowered ROF (by one each)
- CA change on non-turreted Gun
  (NA for 76mm-82mm Mortars)
- IFE usage
- Captured/Non Qualified Use

GUN DESTRUCTION TABLE

	Ordnance	MG/IFE/Small Arms/FT[1]	DC
≤ Final KIA[2]	ELIM	Subsequent die roll	ELIM
= Final K	MALF-CR[3]	N/A	MALF-CR
= CH	ELIM	N/A	N/A

Notes: Elim = Gun and Manning Infantry Eliminated
          MALF-CR = Gun is malfunctioned, manning infantry suffer CR
          Subsequent die roll on same IFT column: KIA=Elim; K=Malf

          [1] Gunshield is N/A to FT only attack
          [2] prior to applying gunshield DRM
          [3] K result = Gun eliminated if AP was fired

ASL Starter Kit Quick-Reference Data Card (QRDC)

INFANTRY FIRE TABLE (IFT)

DR/FP	1/20	2/30	4/37	6/50	8/60	12/70	16/80	20/100	24/120	30/150	36/200+	FP/DR
≤ 0	1KIA	2KIA	2KIA	3KIA	3KIA	3KIA	4KIA	4KIA	5KIA	6KIA	7KIA	≤ 0
1	K/1	1KIA	1KIA	2KIA	2KIA	2KIA	3KIA	3KIA	4KIA	5KIA	6KIA	1
2	1MC	K/1	K/2	1KIA	1KIA	1KIA	2KIA	2KIA	3KIA	4KIA	5KIA	2
3	1MC	1MC	2MC	K/2	K/2	K/3	1KIA	1KIA	2KIA	3KIA	4KIA	3
4	NMC	1MC	1MC	2MC	2MC	3MC	K/3	K/4	1KIA	2KIA	3KIA	4
5	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	2KIA	5
6	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	6
7	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	7
8	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	8
9	—	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	9
10	—	—	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	10
11	—	—	—	—	—	—	PTC	NMC	1MC	1MC	2MC	11
12	—	—	—	—	—	—	—	PTC	NMC	1MC	1MC	12
13	—	—	—	—	—	—	—	—	PTC	NMC	1MC	13
14	—	—	—	—	—	—	—	—	—	PTC	NMC	14
≥ 15	—	—	—	—	—	—	—	—	—	—	PTC	≥ 15

Backblast dr

#KIA: As many infantry targets as the number indicated (#) are eliminated (randomly determined); all remaining infantry target units are automatically broken or suffer casualty reduction (see K/# below) if already broken; mark all broken target units with DM. STUN CE vehicle crew.

K/#: One infantry unit suffers casualty reduction and all other infantry target units (including any just reduced HS) must take a morale check (MC) adding the indicated number (#) to the MC DR. Which of multiple targets suffers casualty reduction is randomly determined. Casualty reduction eliminates a HS, reduces a squad to a HS, and wounds a SMC. Mark all broken target units with DM. STUN CE vehicle crew.

NMC: Each target unit must attempt to pass a Normal Morale Check (NMC) by making a DR less than or equal to the unit's morale level. The best leader in a hex must check first. Units that fail are broken and inverted and have a DM counter placed on them; a CE vehicle is Stunned. A unit that rolls an original 12 on a MC suffers casualty reduction in addition to breaking; a CE vehicle is STUNned. An already broken unit that fails a MC suffers casualty reduction; an already broken unit that rolls an original 12 on a MC is eliminated. An unbroken unit that fails a MC by more than its ELR (see 5.1) might be replaced by a lesser quality unit. Mark all broken target units with DM.

#MC: The number before the MC is a positive DRM that must be added to the MC.

PTC: Each target unit must attempt to pass a Pin Task Check (PTC) by making a DR less than or equal to the unit's morale level. The best leader in a hex must check first. Units that fail are pinned and have a Pin counter placed on them. Broken target units may possibly be marked with DM. A Pin vs. CE AFV forces crew to BU.

"—": No effect other than possibly marking broken target units with DM.

IFT DRM

by CX firer	+1
FFMO/FFNAM; each	-1
Hindrance; each (FFMO NA)	+1
Leader Direction	+/- x
Unit carrying FT; each	-1
Hazardous Movement (Manhandling Gun)	-2

Defender's Terrain Effect Modifier (TEM) *[EXC: FT NA]*
- OG/Road/Woods-Road (on road) (FFMO may apply) ... +0
- Grain/Orchard/Brush (Hindrance; +1 per hex) ... +0
- Height Advantage *[EXC: MTR NA]* ... +1
- Woods (-1 Airburst) ... +1†
- Wooden Building (brown) ... +2†
- Stone Building (gray) ... +3†

† applies to IFT DR after hit on Area Target Type

IFT FP MODIFIERS

Area Fire; each	x ½

- By Pinned Firer   • AFPh *[EXC: FT NA]*
- Long Range Fire   • Motion Firer
- Firer marked with First/Final Fire Counter

Assault Fire (AFPh) *[EXC: No Long Range Fire]*	FRU & +1
Cowering	one (Inexperienced: two) column shifts to left
Point Blank Fire (PBF) vs Adjacent hex *[EXC: FT NA]*	X 2
Critical Hit	X 2
Triple Point Blank Fire (TPBF) vs same hex	X 3

WOUNDS

Casualty Reduction result on a SMC

dr	Effect
1-4	Wounded; place wound marker
5-7	Eliminated; possible LLMC if stacked with MMC

+1 drm if already wounded

CLOSE COMBAT TABLE (CCT)   (Sequential CC: Ambush, AFV)

Odds Ratio:	< 1-8	1-8	1-6	1-4	1-2	1-1	3-2	2-1	3-1	4-1	6-1	8-1	10-1	>10-1
Kill Number:	0	1	2	3	4	5	6	7	8	9	10	11	12	13

CC FP or DR Modifiers:

by/vs. Ambush (NA during Melee) .... -1 / +1   by Motion / Pinned Unit .... x ½   by/vs. CX .... +1/-1
vs. Broken Unit .... -2   Leadership (if not alone) .... +/- x   vs. motion/non-stopped vehicle ..... +2
vs. CE AFV .... -1   vs. vehicle w/no manned/usable MG ... -1   vs. immobile AFV .... -1

CCV: Squad 5, Crew 4, HS 3, SMC 2
CCV Modifiers: Assault Engineer (by SSR) +1, Inexperienced (Green/Conscript) -1, extra SMC +1, halved FP -1 per application

AMBUSH

when Advancing into CC in woods/building hex
≤ enemy dr by at least 3

drm	Cause
+1	Inexperienced; Pinned; CX
+1	BU or stunned
+2	Vehicle
+x	Leadership if not alone

ASL Starter Kit Quick-Reference Data Card (QRDC)

Terrain Effects Chart

Terrain Type	MF Costs	MP Costs (Full Track/AC)	TEM	Hindrance	Rally Bonus	Notes
Open Ground	1	1/3	+0	No	No	
Orchard	1	1/3	+0	+1/hex*	No	Inherent Terrain, fire along hexside still hindered; * in-season obstacle to different level LOS
Orchard-Road	1	1Δ/1Δ	+0	+1/hex*	No	Hindrance NA if applicable LOS never leaves road depiction; Δ ½ MP if CE Inherent Terrain, fire along hexside still hindered; * in-season obstacle to different level LOS
Road	1	1Δ/1Δ	+0	No	No	+1 MF (road bonus) if all MF spent crossing road hexsides; Δ ½ MP if CE
Brush	2	2/4	+0	+1/hex	No	
Grain	1½	1/4	+0	+1/hex	No	In Season June-Sept; otherwise treat as Open Ground;
Woods	2	†/ALL+	+1	obstacle	Yes	Bog Check required; † ½ MPs or ALL; + starting/stopping still allowed; VCA change MP doubled
Woods-Road "on road"	1	1Δ/1Δ	+0	No	Yes	Road portion does not block LOS; Woods MF costs and TEM do not apply to moving
Woods-Road "in woods"	2	PER WOODS	+1	obstacle	Yes	unit using the road; Δ ½ MP if CE
Wood Building (brown)	2	†/NA	+2	obstacle	Yes	† Half of vehicles movement points + Bog Check
Stone Building (gray)	2	†/NA	+3	obstacle	Yes	† Half of vehicles movement points + Bog Check
Hill	x 2	4+COT*	+0/+1	obstacle	No	Height Advantage *[EXC: Mtr NA]* may apply if no other TEM apply and Attacker not on Hill hex; * 2+COT if using road

MF/PP Chart

Deduct 1 MF if Inexperienced

Unit Moving	Alone	Alone CX	With Leader	CX With Leader	CX With CX Leader
MMC with ≤ 2 PP	4	6	6	6	8
MMC with 3 PP	4	5	6	6	7
MMC with 4 PP	3	4	6	6	6
MMC with 5 PP	2	3	5	6	5
MMC with 6 PP	1	2	4	5	4
MMC with 7 PP	0	1	3	4	3

LEADER CREATION

dr follows Original 2 on first MMC Self-Rally
or any MMC CC DR

dr	leader
≥ 7	None
6	6+1
4,5	7-0
2,3	8-0
≤ 1	8-1

drm	Cause
-1	American, German, British
-1	Per odds column < 1-1 *or* vs. AFV
-1	Base unit had Morale Level ≥ 8
+1	Base unit had Morale Level ≤ 6
+1	Base unit was broken
+1	Russian, Italian

COUNTER EXHAUSTED

CX status results from:
- Double Timing (3.3.1)
- Advancing vs. difficult terrain (3.7)

```
CX
IPC: -1
CC: +1/-1
```
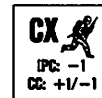
CX status results in:
- IPC decreased by one
- +1 DRM (per roll) for making or directing IFT and CC attacks
- -1 DRM to CC attack vs. CX unit
- +1 drm (per roll) for making or directing:
  - recovery attempt
  - ambush
  - smoke grenade checks

1 man = SMC

Leadership Modifier (-2)

SMC Good Order Side

SMC Broken Side

9-2

9

Morale (9; box = self-rally capability)

Class (E,1,2,C/G)

Morale (7/8; underline = See 5.1)

Not used

MMC Good Order Side

MMC Broken Side

E

14

7³-4-7

8

3 men = squad;
2 men = HS

Normal Range (4) (underline not used)

Smoke Exponent (3)

Firepower (7; underline = assault fire)
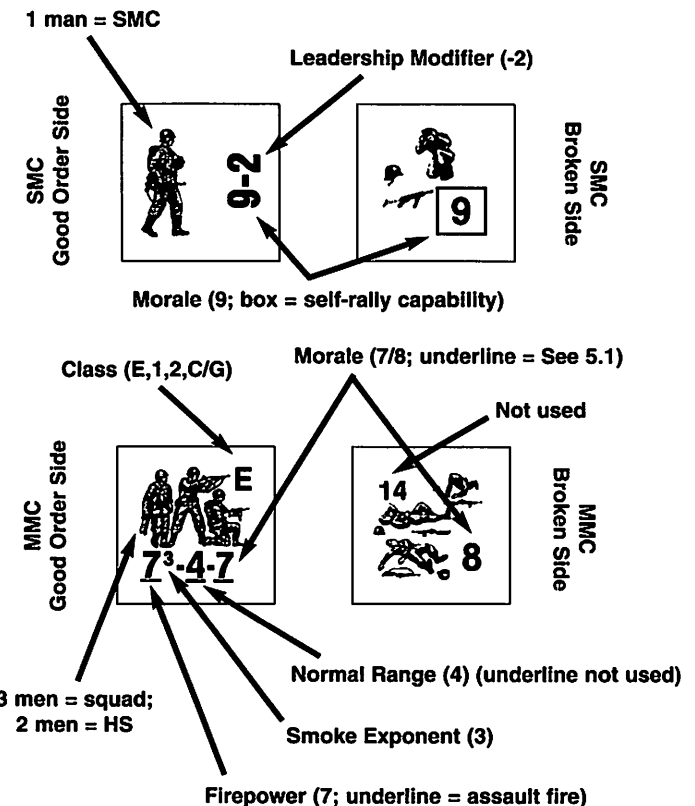
AMBITIOUS ASSAULT

ASL SCENARIO S9

Scenario Design: Brian Youse

AVOLA, SICILY, 10 July 1943: Operation Husky got off to a terrible start as gale-force winds greeted the poorly-trained transport pilots flying in the paratroopers and glidermen of the British 1st Airborne Division and the 505th Parachute Infantry Regiment of the American 82nd Airborne Division. Instead of dropping behind the Allied beaches and seizing key bridges and strongpoints, they were scattered all over the southern half of the island. One such group of men landed near the coastal town of Avola with Lt. Sammon the ranking officer. After a brief council with the remaining officers, he ordered this ad hoc group of 75 paratroopers armed only with light weaponry to attack Avola in order to assist the British whose seaborne invasion of Sicily was starting to land.

BOARD CONFIGURATION:

BALANCE:

⫟ Add one MMG to the Italian OB.

◉ The Turn 4 reinforcements enter on Turn 3.
☆

VICTORY CONDITIONS: The Allies win at game end if there are no unbroken Italian MMC ≤ 7 hexes from S6.

TURN RECORD CHART

		☆ 1	2	3	◉ 4	5	6	END
⫟	**ITALIAN Sets Up First**							
☆ ◉	**ALLIED Moves First**							

⫟ Elements of 146th Regiment, 206th Coastal Defense Division [ELR: 1] set up ≤ 7 hexes from S6:

| 3-4-6 (**10**) | 1-3-6 (**2**) | 8-1 | 8-0 | 7-0 | HMG 3 B11 5FP 6-12 | MMG 2 B11 4FP 4-10 | LMG 1 B11 1FP 2-5 (**3**) |

☆ ◉ Elements of 505th Parachute Infantry Regiment [ELR: 5] enter on Turn 1 along the north edge:

7³-4-7 E	3-3-7 E	9-2	9-1	8-0	MMG 2 5FP 4-10
(**5**)					

Elements of the 50th Infantry Divsion [ELR: 3] enter on Turn 4 along the south edge:

4²-5-7 1	9-1	8-0	MMG 2 5FP 4-12	LMG 1 1FP 2-7
(**7**)				(**2**)

SPECIAL RULES:

1. British 1st Line MMC do not Cower (3.2.2).

2. Allied Leaders incur a +1 DRM penalty when attempting to rally or direct units of a different nationality.

AFTERMATH: A town the size of Avola, with its 22,000 inhabitants and hundreds of stone buildings, would normally be the objective of a reinforced battalion with armor and artillery support. The 75 paratroopers quickly overwhelmed a few outlying machinegun nests, and reached the edge of the town. From there long streets ran downhill towards the sea about a mile away. Lt. Sammon divided up his officers and assigned each group a street to attack down, with the rendezvous being the shoreline on the other side of the town. The assault went well until early afternoon when the Americans reached the town square, which was heavily defended by dozens of machine guns. The paratroopers quickly realized how ambitious their plans had really been. Suddenly, however, they let out a cheer. While the Italians had been preoccupied with the attack from inland, the British had surged up from the sea. That was enough for the Italians, who threw down their guns and fled.

PAPER ARMY

*Scenario Design: Brian Youse*

SARANDOPORO RIVER VALLEY, GREECE, 3 November 1940: Mussolini's dream of becoming an equal partner in the Axis by means of waging a "parallel war" was being further fueled by his Foreign Minister and son-in-law Count Ciani, the governor-general of recently conquered Albania, who was confident that the Greek army could be subverted. Determined to present Hitler with a *fait accompli* in the Balkans, Mussolini launched another ill-advised, ill-planned, and ill-informed campaign, this time from Albania into mountains of Epirus, Pindus, and Macedonia, just in time for winter. The Italian infantry slightly outnumbered their Greek counterparts, and the Italian air force and armored units were virtually unopposed, but these strengths could not be brought to bear. Italian air-ground cooperation was negligible, and the terrain was poorly suited for armor. Misinformation and operational confusion were the bywords of the Italian leadership.

VICTORY CONDITIONS: The Italians win immediately upon exiting ≥ 10 VP off the west edge. Each squad is worth 2 VP; each half-squad and leader is worth 1VP.

BOARD CONFIGURATION:

BALANCE:

╫ Reduce the playing area to A-Y.

♚ Change the entry DR to 3 on Turn 2 and 6 on Turn 3.
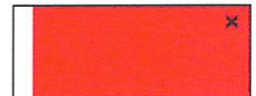
(Only hexrows A-CC are playable)

TURN RECORD CHART

	╫ 1	♚ 2 ②	3 ④	4 ⑥	5	6	END
╫ **ITALIANS Move First**							

Elements of 3rd Alpini Division (see SSR 1) [ELR: 2] enter on Turn 1 along the east edge:

3-4-7	1-3-7	8-0	7-0	MMG 4-10	LMG 2-5
10	**4**	**2**	**2**		**2**

Elements of Greek Army [ELR: 3] enter on Turn 1 along the east edge having already expended 2 MF (see SSR 2):

4-5-7	2-3-7	8-1	8-0	7-0	LMG 2-6
7	**3**				**2**

Flanking elements of Greek Army (see SSR 2):

4-5-7	8-0	LMG 2-6
3		

SPECIAL RULES:

1. The Italian MMG begins the scenario malfunctioned. No repair attempt may be made until the Italian player Turn 2.

2. On Greek Player Turns 2 through 4 the Greek player makes a dr at the start of the Rally Phase and compares it to the circled number on the Turn Record Chart. If the number rolled is less than or equal to the circled number, the Greek "Flanking elements" enter on that turn along either the north or south edge (the Greek player's choice). Once the "Flanking elements" have entered the game no futher dr is needed.

3. Grain is in season.

4. Greek MMC have their broken-side morale increased by one.

AFTERMATH: The Italian offensive was launched on October 28th in a driving rain that negated any air cover. In the center of the attack, the 14,000 men of the 3rd Alpini Division advanced up the Sarandoporo River Valley. There they were met and stopped by 8,000 rifle and machine gun armed Greek mountaineers. The close coordination between the Greek units enabled them to employ classic infiltration tactics in a series of counterattacks, taking many prisoners in the process. As the Italians withdrew back down the valley, many were cut off by the Greeks who outran them along the ridges above the valley and who nearly closed the only exit. It would not be long until the Greeks had driven them back deep into Albania.

A LONG WAY TO GO
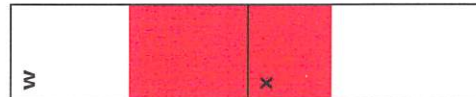
ASL SCENARIO S11

Scenario Designer: Chas Argent

BISCARI STATION, SICILY, 10 July 1943: During the pre-dawn hours the U.S. 7th Army had successfully landed at both Licata and Gela. Unaware of each others plans the Italians and the Germans began a series of uncoordinated attacks against the Americans with the intention of breaking through to the beachhead. In the Gela area, the Italians were attacking with a mobile armored force while on the eastern edge of the invasion came two columns of the *Herman Göring FallschirmPanzer Division*. One of these columns was busy engaging the Americans at Piano Lupo, the other attacked the inexperienced 45th "Thunderbird" Division at Biscari Station. With their Tiger tanks unable to keep pace in the dense Olive groves of the region, the German infantry would have to overwhelm the Americans without armor support.

VICTORY CONDITIONS: The Germans win immediately upon exiting ≥ 9 Victory Points (VP) off the south edge provided the Americans have not amassed ≥ 11 VP. Each squad exited (German) or eliminated (American) 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.

BOARD CONFIGURATION:

(Only hexrows U-GG on board w and A-E on board x are playable)

BALANCE:

☆ Add a 60mm M2 Mortar to the American OB.

✠ Add a MMG to the German OB.

TURN RECORD CHART

✠	1	2	3	4	5	6	7	END

☆ AMERICAN Sets Up First
✠ GERMAN Moves First

☆ Elements of 1st Battalion, 180th Regiment, 45th Division and scattered troopers of the 82nd Airborne Division [ELR: 2] set up anywhere:

7³-4-7 **E**	6³-6-6 **1**	3-4-6 **1**	9-1	8-0	BAZ 43 X10 8-4	MTR M2 SPF 3 60*[3-45]
2	3	2			2	

✠ Elements of Panzergrenadier Regiment 1, Herman Göring FallschirmPanzer Division [ELR: 2] enter on Turn 1 along the north edge:

4¹-6-7 **1**	4-4-7 **2**	2-4-7 **1**	2-3-7 **2**	9-1	8-1	7-0	MMG 3FP 2 5-12	LMG 1FP 1 3-8
7	4	2	2					3

SPECIAL RULES:

1. Treat all off-board terrain as if it exists.

AFTERMATH: The *Herman Göring Division*, lauded before the invasion by Allied press as a "crack" unit, was actually a shell of its former self in refit. The attack on Biscari Station proved how poorly led, equipped, and trained the unit actually was. The untried Americans led by Lt. Col. Schaefer, though heavily outnumbered, managed to halt the initial German attack and delay a German breakthrough until the afternoon, when another battalion of the Thunderbirds managed to counterattack and cause the Germans to panic and flee from the battlefield, saving the beachhead. The "crack" Germans had no more luck in threatening the beachhead than their Italian allies.

OVER OPEN SIGHTS

ASL SCENARIO S12

Scenario Design: Ken Dunn

VICTORY CONDITIONS: The Germans win immediately upon capturing or destroying all American Guns.

SKYLINE DRIVE, LUXEMBOURG, 17 December 1944: Despite numerous pleas from his field commanders, Hitler insisted that the main thrust of the Ardennes offensive not be diminished just to shore up the flanks. Thus, General Brandenberger's *7th Armee*, charged with protecting the southern flank as the panzers advanced in the center, contained only one *Fallschrimjäger* division and three *Volksgrendier* divisions. The best of the *volksgrenadiers*—and even much of the *5th Fallschirmjäger Division*—consisted of former *Luftwaffe* ground troops and ex-*Kriegsmarine* battalions. The *352nd Volksgrenadier Division* under *Generalmajor* Erich Schmidt lacked training, veteran non-coms, or motorized transport. Under orders to bypass defended villages and seize the heights, it crossed the Our River on December 16th in front of the 109th Infantry Regiment and two field artillery battalions situated on Skyline Drive, all part of the 28th Infantry Division. As the 352nd struggled to cross the Our under fire from the artillery, the 109th held its ground throughout the first day, committing most of its reserves to the front line.

BOARD CONFIGURATION:

BALANCE:

☆ American reinforcements enter on Turn 3.

✠ Add one Turn to the Game Length.

N ↑

TURN RECORD CHART

	✠	1	2	3	4 ☆	5	6	7	END
☆ **AMERICAN Sets Up First**									
✠ **GERMAN Moves First**									

Elements of 107th and 108th Field Artillery Battalions, 28th Infantry Division [ELR: 2] setup in hexes numbered ≥ 3 and ≤ 7:

5²-4-6 ×2   2-3-6 ×4   8-1   7-0   MMG 3FP [2] 4-10   MTR M2 5FP [3] 60*[3-45]
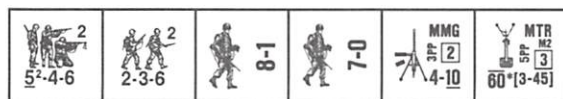
Setup on/between hexrows G-W in hexes numbered ≥ 3 and ≤ 7, ≥ 2 hexes from every other Gun, and ≥ 2 hexes away from any building:

2-2-7 ×3   ART M⑦ [1] 105 ×2   ART M③ 155 ×2

Enter on Turn 4 along the north edge:
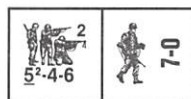
5²-4-6 ×2   7-0 ×3

Elements of 915th Volksgrenadier Regiment, 352nd Volksgrenadier Division [ELR: 3] enter on Turn 1 along the south edge and/or on the east edge between GG6-GG10 and/or along the west edge between A6-A10:

4¹-6-7 ×5   4-4-7 ×8   2-3-7 ×4   8-1   8-0   7-0   MMG 3FP [2] 5-12   LMG 1FP [1] 3-8   MTR 5FP [3] 50*[2-13] ×3
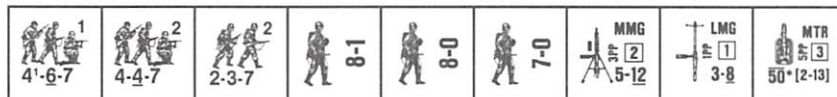
SPECIAL RULES:

1. The Americans may not set up their Guns using HIP (6.4).

AFTERMATH: By the next day, however, company-sized German forces were making good progress between the American strongpoints, spreading into the rear areas, and menacing the gun positions. Early on December 17th a battery of 105mm howitzers from the 107th Field Artillery Battalion positioned on Skyline Drive came under small arms fire by German patrols. Later in the day, an entire battalion of *volksgrenadiers* from the 915th Regiment attacked the 105mm battery and a neighboring battery of 155mm howitzers from the 108th Field Artillery Battalion. Firing over open sights and fighting as infantry in self defense, the cannoneers inflicted heavy casualties but could not drive off the attackers until relieved by a scratch force led by battalion commander Lt. Col. James C. Rosborough. The batteries were saved, but their once-formidable positions were now untenable.

PRIORITY TARGET

ASL SCENARIO S13

Scenario Design: Brian Youse

KORINTHOS, GREECE, 26 April 1941: The British, Australian, New Zealand, and Greek troops of "W Force" were retreating down the Balkans, slowing the Germans at every pass natural and strongpoint. The fleet readied at Crete and a "mini-Dunkirk" was planned to rescue the Allied force from the continent. The Allies would be relatively safe once they crossed the Corinth Canal that cut across the Isthmus of Corinth separating the Peloponnesus from the mainland of Greece and destroyed behind them the single bridge across it. Hitler was seeing yet another chance to encircle a large British force slip through his fingers. On April 20th he authorized a plan to capture the bridge, trap part of the retreating Allies on the north side, and allow his panzers free passage to the south where the newly renamed ANZAC Corps could be trapped on the beaches. Fifty-four men in six gliders would land near the bridge and seize it while the *2nd Fallschirmjäger Regiment* landed two battalions of paratroopers nearby to reinforce and hold the bridge. The plan began perfectly, but for some unexplainable reason the German glidermen took the explosives they stripped from under the bridge and piled them onto the bridge itself. During a counterattack from a mixed company of British, Australian, and Greek troops, the explosives went off and destroyed the bridge. In the smoke of the ruined bridge, JU-52s began dropping two battalions of *fallschirmjägers* into the fight.

VICTORY CONDITIONS: The Germans win immediately if all three British AA Guns are eliminated or captured, or if the Germans solely occupy all hexes containing non-captured Guns.

BOARD CONFIGURATION:
BALANCE:

🔵 Add one 4-3-7 to the Greek OB.

✠ Replace the 9-1 leader in the German OB with a 9-2 leader.

N ↑

TURN RECORD CHART

	✠	1	2	3	4	5	6	END
🔵 **ALLIED Sets Up First**								
✠ **GERMAN Moves First**								

🔵 👑 **Elements of Mixed Company, Force "W"** [ELR: 3] set up as indicated:

British units from "Force W" set up anywhere with each AA gun ≥ 3 hexes from all buildings and ≤ 5 hexes from at least one other gun but not adjacent to any other gun:
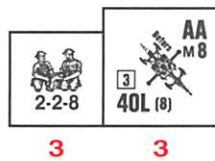
2-2-8 — **3**
40L (8) AA M8 [3] — **3**

Australian elements of ANZAC Corps set up anywhere:

4²-5-7 — **2**
2-4-7 — **3**
8-0
7-0
LMG [1] 2-7 — **2**

Greek units from "Force W" set up in hexes with no British or Australian units:

4-3-7 — **2**
2-2-7 — **2**
8-0
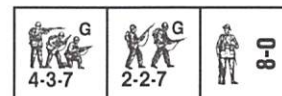
✠ **Elements of 5. Kompanie, II Bataillon, 2nd Fallschirmjäger Regiment** [ELR: 5] enter on/after Turn 1 along any edge(s):
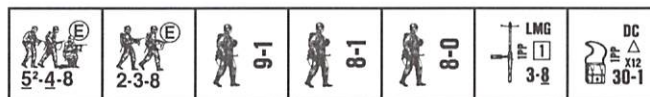
5²-4-8 (E) — **9**
2-3-8 (E) — **5**
9-1
8-1
8-0 — **2**
LMG [1] 3-8 — **3**
DC X12 30-1 — **3**

SPECIAL RULES:

1. Allied Leaders incur a +1 DRM penalty when attempting to rally or direct units of a different nationality (British and Australian are considered the same nationality).

2. Guns may not use HIP (6.4).

3. British crews and Australian First Line units do not cower (3.2.2).

4. Grain is in season.

AFTERMATH: Despite the destruction of the bridge, the *fallschirmjägers* executed their landing with precision. The first teams on the ground targeted the various anti-aircraft installations around the bridge to protect the follow-up waves. Number *5 Kompanie* of *II Battalion* landed south of the bridge and quickly knocked out 11 anti-aircraft guns, mopping up the remnants of the mixed company guarding the south end of the bridge. The destroyed bridge meant some of ANZAC Corps were trapped north of the canal, but the Germans were unable to pursue the remainder until pontoon bridges could be built at more accessible points of the canal. Once again, Hitler was denied his prize.

88s AT ZON

ASL SCENARIO S14

Scenario Concept: Jon Mishcon and Joe Suchar

ZON, HOLLAND, 17 September 1944: The mission of the 101st Airborne Division in Operation Market-Garden was to secure the 15 miles of highway stretching from Eindhoven north to Veghel. The orders for Col. Robert Sink and his 506th Regiment were to seize the main highway bridge over the Wilhelmina Canal at Zon and then secure Eindhoven. With his regiment down in good order along the edge of the Zonsche Woods, Sink sent Major James LaPrade's 1st Battalion racing to grab the vital bridge, followed closely by 2nd and 3rd Battalions. The Screaming Eagles faced almost no opposition until the paratroopers reached the northern outskirts of the village of Zon.

BOARD CONFIGURATION:
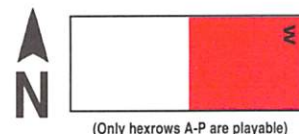
(Only hexrows A-P are playable)

BALANCE:

✠ Add one MMG to the German OB.

☆ Add one 7-0 SMC to the Americans entering on Turn 1.

VICTORY CONDITIONS: The American player wins immediately upon Exiting ≥ 7 VP off the south edge on/between hexes F0-L0. Each squad is worth 2 VP, each half-squad is worth 1 VP, each "-2" SMC is worth 3 VP, "-1" SMC is worth 2 VP, each "-0" and "+1" SMC is worth 1 VP.

TURN RECORD CHART

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

Elements of Selbstaendige FlaK Batterie, Flieger Division 7 [ELR: 3] set up in hexes numbered ≤ 7:

Elements of 1st Battalion, 506th Parachute Infantry Regiment [ELR: 5] enter on/after Turn 1 on/between hexes E10-H10:

Elements of 2nd Battalion enter on/after Turn 2 on/between hexes M10-P10:

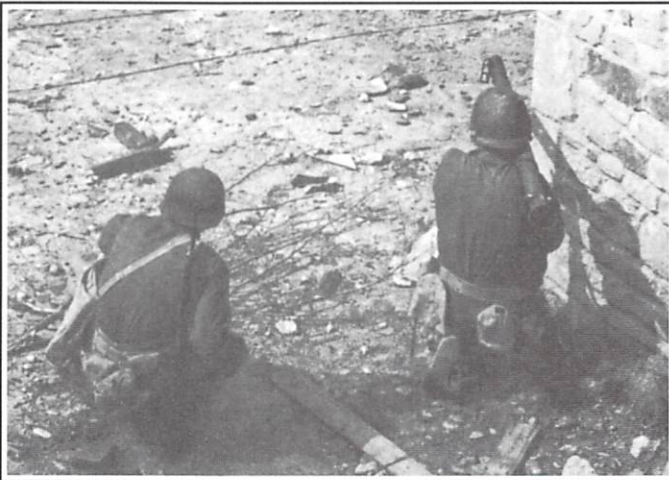## SPECIAL RULES:
1. None.

AFTERMATH: As 1st Battalion entered the village with A Company in the vanguard, they were fired on by a concealed heavy AA piece—the fabled German 88, one of several in place to protect the bridge from Allied bombers. While LaPrade's advance halted to deal with this threat, Lt. Col. Robert Strayer's 2nd Battalion surged ahead with Easy Company under Cpt. Richard Winters in the lead. The 2nd soon discovered more 88s guarding the bridge and moved to engage them, knocking one out with a bazooka round and another with small arms fire. Dog and Easy Companies advanced on the bridge along both sides of the main road, and the lead elements of 1st Battalion appeared on the flank. All were too late, however. As the Americans approached within 30 yards of the canal, the German rear guard blew the bridge in their faces, raining a hail of debris down on the 506th. With covering fire provided by Strayer's men, 1st Battalion crossed the canal amidst the wreckage of the bridge, clearing the southern bank and establishing a bridgehead. Engineers crafted a temporary footbridge over the canal, but only a few men could cross at a time. Until British bridging equipment could be brought forward, the Market-Garden corridor consisted of a narrow, wooden span.

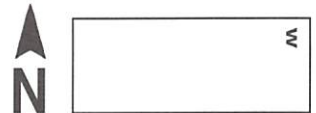# HAMMER TO THE TEETH

ASL SCENARIO S15

Scenario Design: Pete Shelling

BLEIALF, GERMANY, 16 December 1944: The opening hours of the Ardennes offensive would find the forward U.S. infantry outposts probed and infiltrated by their German counterparts. Before the panzer divisions could make their drive through Belgium, the poor bloody landsers would need to seize river crossings and key road networks along the "Ghost Front." This would help sow confusion among American formations, as few would realize the level of ambition of the attack until it was well underway. The point of the spear of Mantueffel's *V Panzer Armee* was *LXVI Korps*, comprised of two *volksgrenadier* divisions and the *Fuhrer Begleit Brigade*. On the morning of December 16th, these formations would creep through the Schnee Eifel and deliver the first hammer blows to the green U.S. 106th Infantry Division.

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order American MMC in building hexes ≤ 2 hexes from S6.

BOARD CONFIGURATION:

N (compass arrow)

BALANCE:

☆ Change the Victory Conditions to read ≤ 3 hexes from S6.

✠ Add a PSK and LMG to the German OB.

TURN RECORD CHART

	1	2	3 ☆	4	5	6	7	END
☆ AMERICAN Sets Up First								
✠ GERMAN Moves First								

Elements of 423rd Infantry Regiment [ELR: 3] set up on/west-of hexrow L with no more than 1 MMC per hex:

5²-4-6	3-4-6	2-2-7	8-1	8-0	7-0	MMG 4-10	BAZ 44 8-4	AT M10 / 57L
5	3	2				2		2

Elements of Company B, 81st Engineer Battalion enter on Turn 3 along the west edge:

6³-6-6	3-3-7	7-0	BAZ 44 8-4

Elements of 293rd Volksgrenadier Regiment, 18th Volksgrenadier Division [ELR: 3] set up on/east-of hexrow K on Level 1 terrain:

4¹-6-7	4-4-7	2-2-8	9-1	8-1	8-0	HMG 7-16	MMG 5-12	LMG 3-8	PSK 12-4	MTR M11 / 81* [2-60]
5	8							3		

SPECIAL RULES:

1. None.

AFTERMATH: Whereas the 106th's "Golden Lions" were cutting their teeth in the Ardennes, the *18th Volksgrenadier Division* was comprised of many veterans—of the *Luftwaffe* and *Kriegsmarine*! Their first objective was the frontier village of Bleialf, on the German side of the Our River. With the panzers forming behind them, the erstwhile sailors and airmen took Bleialf with hardly a fight. After gathering all available hands, Colonel Cavender led the 423rd Infantry Regiment to retake Bleialf, but they were soon pushed back out of town and surrounded. After reinforcements failed to make it through and attempts to break out failed, the 423rd and its sister regiment the 422nd, having suffered heavy casualties, surrendered late in the day of the 19th. The "Golden Lions" had lasted three days against not quite the cream of the *Wehrmacht*. For their part, the over-achieving *18th Volksgrenadier Division* proved to be the most successful part of the offensive.

LEGIO PATRIA NOSTRA

ASL SCENARIO S16

Scenario Design: Laurent Closier

RADICOFANI, ITALY, 18 June 1944: After the fall of Rome, the French Expeditionary Corps in Italy (FEC) opened its Italian summer campaign on June 10th along a 25 km front, flanked by the 4th US Army Corps on its left and the 13th British Army Corps on its right. To carry out its mission of pushing the Germans in front of it north towards Sienna, its commander General Juin set up a "chasing" corps consisting of the *3ème Division d'Infanterie Algérienne* (3rd Algerian Infantry Division) and the *1ère Division de Marche d'Infanterie* (DMI) (1st March Infantry Division, aka the 1st Free French Division), both reinforced with a U.S. armored battalion, under the command of General de Larminat. German forces in hastily improvised kampfgruppen offered only weak resistance up until June 15th, but then began to stiffen. The *1ère DMI* captured the village of Acquapendente on the morning of June 15th and continued on its way north. On June 17th, it met strong resistance in front of Radicofani, but by dusk the *1ère Brigade* (a French foreign legion unit whose motto was "Legio Patria Nostra" or "The Legion is our homeland") was two kilometers south of town.

VICTORY CONDITIONS: The Free French win at game end by Controlling ≥ 4 multi-hex buildings between hexrows I and Q.

BOARD CONFIGURATION:

BALANCE:

‡ Add a 1/2 Turn to the Game Length.

✠ Add a German MMG to the German OB.

TURN RECORD CHART

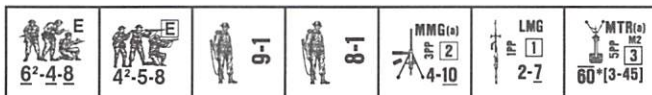| ‡ FREE FRENCH Sets Up and Moves First	1	2	3	4	5	6	END

Elements of 3ème Compagnie, 1er Bataillon de Legion Etrangère, 1ère Division de Marche d'Infanterie [ELR :4] set up first in building P9 or O6 (see SSR 2):

2-4-8 [E]	9-2	MMG 5-12
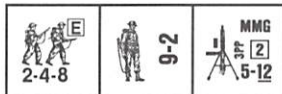
2ème Compagnie, 1er Bataillon de Legion Etrangère, 1ère Division de Marche d'Infanterie set up last on/south of hexrow U:

6²-4-8 [E]	4²-5-8 [E]	9-1	8-1	MMG(a) 4-10	LMG 2-7	MTR(a) 60*[3-45]
2	**10**				**2**	

Elements of Panzergrenadier Regiment 67 [ELR: 3], set up second on/north of hexrow S [*EXC: not in the Free French controlled building (see SSR 2)*]:

4¹-6-7	4-4-7	2-2-8	9-6	8-0	LMG 3-8	AT M8 2 75L	AA M10 3 20L (6)
4	**4**	**2**		**2**			

SPECIAL RULES:

1. Due to the rain, no Smoke can be placed and all units must expend one extra MF per elevation change (up/down) unless using a paved road.

2. The building selected for the Free French set up (either P9 or O6) is considered "fortified" and has a TEM of +4. The Free French control this building at start. Normal Captured Use penalties apply to the Free French use of the German MMG.

3. German 4-4-7 squads have Assault Fire capability.

4. Use British counters to represent the Free French forces.

AFTERMATH: The *1er Bataillon de Légion Etrangère* (1st Battalion of Foreign Legion) launched an assault on Radicofani late in the afternoon the following day (June 18th). Led by Captain de la Hautière, 3rd Company stormed Castle Medicis, whose thick walls protected the 90-man German garrison. First Lieutenant Poirel, accompanied by three of his men, infiltrated the castle through a side window. Once their fortress was penetrated, the garrison quickly retreated to the cellar where they surrendered. While the Legionnaires secured the castle, battles for control of the rest of the town raged through its streets, with several German guns making their presence felt. Having finally mopped up the town by the end of the day, the brigade then stopped a vigorous, armor-supported counterattack at night fall. The next day the *1ère DMI* continued chasing the Germans north until being relieved on the evening of June 20th in order to join the forces gathering in Naples for Operation Dragoon, the landings in the south of France planned for two months later.