LEARNING THE LAW OF THE SOLDIER

ASL SCENARIO TOT 13

VICTORY CONDITIONS: Provided that the Germans have not inflicted ≥ 22 Casualty VP upon them (excluding the Casualty VP bonus normally awarded for prisoners)—which will result in an automatic German victory—the British win at game end if they accumulate ≥ 18 VP. VP are awarded to the British for all unbroken British units (calculated as though they were Exit VP) adjacent to/east of the Railway Embankment at game end; additionally, Casualty VP inflicted on the Germans also count towards the British VP total.

Outside STOLZENAU, GERMANY, 6 April 1945: By April of 1945 the Second World War was entering its final agonies. For soldiers on both sides, there remained the mere formality of determining whether or not they would be alive at the end. However, in some cases the nearly-defeated Germans continued their resistance and exacted a toll from their enemies beyond what was expected at this stage of the war. Such was the case with the Training and Replacement Battalion of the 12th SS Panzer Division *Hitler Jugend*. In January of 1945, the battalion received its last influx of soldiers-to-be: 17-19 year old recruits from North German Hitler Youth companies. Taken in hand by the experienced cadre of the battalion, these boys were hardly of the same caliber as the *Hitler Jugend* troopers of Normandy or even the Ardennes, but they were fired by the responsibility of the defense of the Reich. Nicknamed *Panzer-Teufel*—"Tank Devils"—their training pamphlets laid down their bylaws in no uncertain terms: the young recruits were exhorted to shoot first—their standing orders were to be prepared to kill their enemy. Early in April of 1945, the *Panzer-Teufel* soldiers found themselves defending the Weser River Line. The British bridgehead opposite the town of Leese would provide them with the opportunity to put their skills to the test.

BOARD CONFIGURATION:

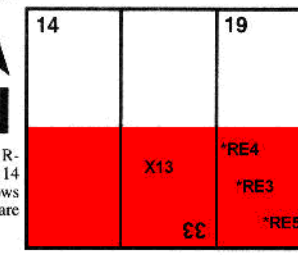
BALANCE:

In SSR 4, change "9" to "8".

In the Victory Conditions, change "≥ 18 VP" to "≥ 16 VP".

N

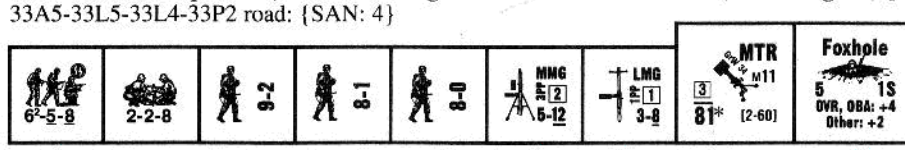
(Only hexrows R-GG on boards 14 and 19 and hexrows A-P on board 33 are in play)



TURN RECORD CHART

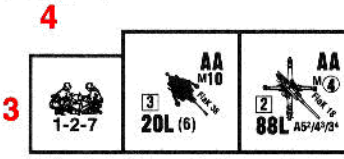
GERMAN Sets Up First	1	2	3	4	5	6	END
BRITISH Moves First [175]							

Elements of Kompanie 5., SS-Ausbildungs und Ersatz Bataillon 12. (Hitler Jugend) [ELR: 2] set up on/east of the 33A5-33L5-33L4-33P2 road: {SAN: 4}

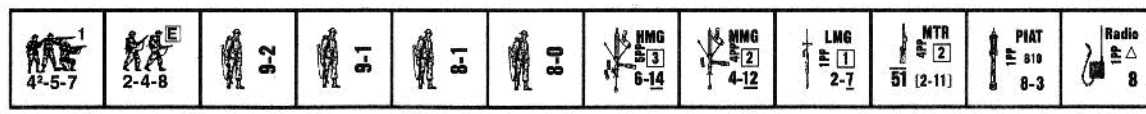


6 2 3 4

Elements of Batterie 5., RAD FlaKabteilung 280. set up east of the Railway Embankment:



Elements of G and H Companies, 8th Battalion the Rifle Brigade, 29th Armoured Brigade, 11th Armoured Division [ELR: 3] set up on board 14: {SAN: 2}



16 3 2 2 2 6 3 2

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the northwest at start. Kindling fires is NA.

2. All woods west of the Railway Embankment are brush; however, *all* brush/orchard hexes are treated as *woods* for rout (A10.51)/rally terrain (A10.61) purposes. Place overlays as follows: **X13** in 33J4-K5; ***RE4** in 19U8-U9; ***RE5** in 19GG2-GG3; and ***RE3** in 19X6-X7.

3. All German units are SS [EXC: RAD FlaKabteilung 280. is *not* SS], with an ELR of 2 [EXC: SS SMC have an ELR of 4]. TOT SSR 3 is in effect for all SS MMC. The non-qualified use penalties (A21.13) apply to all SS units when operating the 88L AA Guns and the 20L AA Gun.

4. All British light mortars fire Smoke Ammunition with a Depletion Number of "9".

5. The British receive one module of 88mm OBA (HE and Smoke capable) with Normal Ammunition and one Pre-Registered hex (C1.73) [EXC: Barrage (E12.) is NA]; however, the British are limited to firing ≤ *one* Smoke Fire Mission for the entire scenario.

AFTERMATH: The British Stolzenau Bridgehead was held by the organic infantry of the 29th Armoured Brigade of the 11th Armoured Division. The 29th's tanks had not yet been able to cross the Weser, since work had only just begun on building a bridge that would hold them. On the morning of 6 April the "Tommies" were ordered to expand their bridgehead by taking the town of Leese. Unfortunately, the SS troops of the *Panzer-Teufel* battalion had taken up very strong positions along a railway embankment and they were aided by mortars and heavy anti-aircraft weapons firing in the ground support role. Although the British troops had seen heavy fighting in their time, with the war so near its end they were very surprised at the level of resistance put up by these new troops. Indeed, these SS troops fought like cornered animals. Without armoured support, the British attack was called off to await a flanking move by elements of the 1st Commando Brigade. In the meantime, the *Hitler Jugend* soldiers launched their own counterattack, and in the ensuing fighting the British were nearly forced back across the river. To the credit of their teachers, the young SS troopers had fought well and would continue to do so in the following weeks.

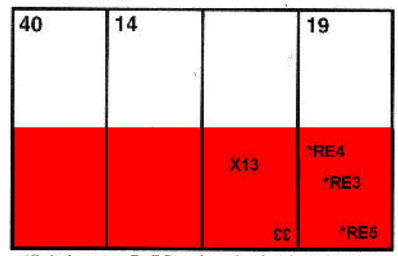
PANZER-TEUFEL STRIKES BACK

ASL SCENARIO TOT 14

Outside STOLZENAU, GERMANY, 6 April 1945: The British attack to expand the Stolzenau Bridgehead had not gone well on the morning of 6 April. G and H companies of the 8th Battalion the Rifle Brigade, had taken the ground across the Weser River the previous afternoon, but their bridgehead was fed by only one light Class 9 bridge (which would not support the weight of tanks) and a footbridge. Work had started on the Class 40 bridge that night, but it hadn't been completed in time to allow tank support for the morning's attack. The German resistance had been extremely fierce and the British soldiers were shocked at the tenacity of the defense. The defenders consisted of SS troops—the newly arrived Training and Replacement Battalion of the 12th SS Panzer Division—supported by anti-aircraft guns. When the British attack failed, the "Tommies" returned to their lines and dug in for the expected counterattack which the young SS troops of *Panzer-Teufel* (as the SS troops called themselves) obligingly provided.

VICTORY CONDITIONS: The Germans win at game end if they destroy ≥ 1 bridge counter of *each* bridge *and* they control all non-river non-marsh non-bridge hexes within two hexes (inclusive) of *both* 14W10 and 40BB2, *or*, if there is < one Good Order British squad-equivalent of squads/HS east of the river at game end.

BOARD CONFIGURATION:



(Only hexrows R-GG on boards 40, 14, and 19 and hexrows A-P on board 33 are in play)

BALANCE:

- The British OBA module has Plentiful Ammunition.
- Add two DC to the German SS OB.

TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	7	8 END
GERMAN Moves First [233]								

Elements of G and H Companies, 8th Battalion the Rifle Brigade, 29th Armoured Brigade, 11th Armoured Division [ELR: 3] set up on board 40 east of the river and/or on board 14 and/or on board 33 in hexes numbered ≤ 6: {SAN: 4}

4-5-7 | 9-1 | 8-1 | 8-0 | HMG 6-14 | MMG 4-12 | LMG 2-7 | Radio 8 | Foxhole 5 1S OVR, OBA: +4 Other: +2

9 2 2 3 3 8

Elements of 58th Light Anti-Aircraft Regiment set up west of the river:

3 | 1-2-7 | AA M8 3 40L (8) | 3

Elements of Kompanie 5., SS-Ausbildungs und Ersatz Bataillon 12. (Hitler Jugend) [ELR: 2] set up on board 19 and/or on board 33 in hexes numbered ≥ 7: {SAN: 3}

6-5-8 | 2-2-8 | 10-2 | 9-1 | 8-1 | 8-0 | MMG 5-12 | LMG 3-8 | PSK 12-4 | MTR M11 81* [2-60] | Foxhole 5 1S OVR, OBA: +4 Other: +2

12 4 2 6 3 2 4

Elements of Batterie 5., RAD FlaKabteilung 280. set up east of the Railway Embankment:

3 | 1-2-7 | AA M10 3 20L (6) | AA M4 2 88L | 2

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the northwest at start. The river is flooded, with a Heavy Current flowing to the north. Kindling fires is NA.

2. All woods between the river and the Railway Embankment are brush; however, *all* brush/orchard hexes are treated as *woods* for rout (A10.51)/rally terrain (A10.61) purposes. There is a pontoon bridge (B6.41) in 40W1-40W2, and a foot bridge (B6.44) in 40BB3-40BB4. Place overlays as follows: **X13** in 33J4-K5; ***RE4** in 19U8-U9; ***RE5** in 19GG2-GG3; and ***RE3** in 19X6-X7.

3. The British receive one module of 88mm OBA (HE and Smoke capable) with Normal Ammunition. The British also receive Air Support in the form of two '44 FB (*without* bombs); however, the British may not make an Air Support Arrival dr (E7.2) until Turn 3.

4. All German units are SS [EXC: RAD FlaKabteilung 280. is *not* SS], with an ELR of 2 [EXC: SS SMC have an ELR of 4]. TOT SSR 3 is in effect for all SS MMC. The non-qualified use penalties (A21.13) apply to all SS units when operating the 88L AA Guns and the 20L AA Gun.

5. The Germans receive Air Support in the form of two '42 (Stuka) DB (with bombs) which receive a -1 drm to their Air Support Arrival dr (E7.2), and two '44 FB (with bombs) which receive a +1 drm to their Air Support Arrival dr (E7.2).

AFTERMATH: The counterattack by the green SS unit was as fierce as its defense had been earlier in the day. Again the Germans were aided by the fire support of 280th RAD FlaKabteilung, as well as the rare appearance of several flights of *Luftwaffe* Stuka dive bombers and FW-190 fighter bombers. The German aircraft concentrated their attacks on the bridging sites and pressed their attacks home despite heavy anti-aircraft fire from British guns set up near the crossing site, causing numerous casualties. In addition, the attack by the *Hitler Jugend* troops pressed against the British defensive line and nearly succeeded in throwing G and H companies back across the Weser. Despite the German tenacity, however, the British—aided by continuous supporting fires by the 29th Armoured Brigade artillery—managed to hold on to their bridgehead. The arrival of British Tempest fighters brought a momentary respite to the attacks by the *Luftwaffe*, although not before the bridge was seriously damaged and many casualties caused amongst the engineers. After the day's events, the British position was quite precarious. It was feared that they would not be able to withstand another attack. The decision was made to cross the Weser upstream at Petershagen, thereby outflanking the SS positions blocking the Stolzenau crossing. On 7 April G and H Companies were withdrawn across the Weser. The Stolzenau Bridgehead was abandoned.

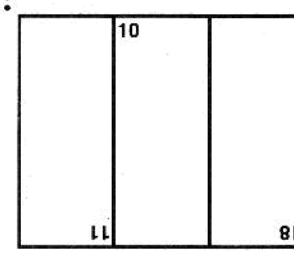
THE STEEL-EYED BOYS

ASL SCENARIO TOT 15

STEIMBKE, GERMANY, 9 April 1945: For the 17 year old boys of the *Panzer-Teufel* battalion—the Training and Replacement Battalion of the 12th SS Panzer Division—it had been a mere three days since they had gone into action for the first time. In their first combat on 6 April, they had defended and then counterattacked against the "Tommies" of G and H Companies of the British 8th Battalion the Rifle Brigade—the infantry formation of the 29th Armoured Brigade—at the Stolzenau Bridgehead. The ferocity of the German defense and attack had shocked the British. They had suffered no few casualties at the hands of these fanatical Hitler Youth. However, the German positions had been outflanked, and a withdrawal had been in order. On 8 April, the 29th Armoured Brigade had trapped *Panzer-Teufel* near Lindsburg and the battalion had split up in order to escape. Separated from all of their officers, 3rd Company was caught by the advancing British tanks again in Steimbke and set upon by the revenge-minded troops of G and H Companies, 8th Battalion the Rifle Brigade.

VICTORY CONDITIONS: The Germans win immediately upon inflicting ≥ 20 Casualty VP of Personnel/inherent crews/armor leaders on the British [EXC: the Casualty VP bonus for prisoners is NA], *or* at game end if they control ≥ 11 building/rubble hexes on board 10, *or* if there are ≥ 15 VP of Good Order *German* units (calculated as though they were Exit VP) onboard—and/or Exited off the north board edge—at game end.

BOARD CONFIGURATION:



BALANCE:

- In the Victory Conditions, change "inflicting ≥ 20 Casualty VP" to "inflicting ≥ 18 Casualty VP".
- Add a 9-2 Armor Leader to the British OB.

TURN RECORD CHART

	1	2	3	4	5	6	7	END
GERMAN Sets Up First [208]								
BRITISH Moves First [200]								

Elements of Kompanie 3., SS-Ausbildungs und Ersatz Bataillon 12. (Hitler Jugend) [ELR: 2] set up on/between hexrows EE and U on board 10: {SAN: 3}

6²-5-8	3-4-8	8-0	7-0	HMG 7-16	MMG 5-12	LMG 3-8	PSK 12-4	DC 30-1	? 7 morale
12	4	3		2	2	4	4	2	12

Elements of B Squadron, 23rd Hussars and G and H Companies, 8th Battalion the Rifle Brigade, 29th Armoured Brigade, 11th Armoured Division [ELR: 3] enter on/after Turn 1from the south edge; all, some, or none may enter on each/any turn(s): {SAN: 2}

4²-5-7	2-4-8	9-2	8-1	8-0	7-0	dm HMG 2PP	LMG 2-7	dm MTR 2PP	PIAT 8-3	FT 24-1	77L
18	4		2			2	6	2	2	2	6

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze from the west at start. Prior to play, place one Burning Wreck in each of hexes 10DD6 and 10FF5, as well as one grey Dispersed +2 Smoke counter in each of hexes 10DD5, 10DD4, 10FF4, and 10FF3. Kindling fires is NA.

2. All German units are SS with an ELR of 2 [EXC: the SS SMC in the *at start* German OB have an ELR of 4]. TOT SSR 3 is in effect for all SS MMC. The Germans receive Fanaticism benefits while in building 10Z6.

3. ≤ two German squad-equivalents (and any SW/SMC that stack with them) may use HIP. The Germans control *all* buildings at game start.

4. No Quarter is in effect for both sides.

AFTERMATH: With the route into Steimbke held open by the 4th Battalion the King's Shropshire Light Infantry, the Comet tanks of B Squadron 23rd Hussars shot up several FlaK guns and trucks attempting to escape into the village. The tanks then surrounded Steimbke on three sides, while G and H Companies were turned loose into the town. Extremely savage house-to-house fighting erupted, in which neither side allowed the other any quarter. Although the grenadiers fought with iron nerves, the British infantry managed to extract their revenge for the rough handling they received at the hands of the SS at the Stolzenau bridgehead. Eventually, with Steimbke burning down about them, any thought of holding the town against the British onslaught was given up. The young SS troopers began to withdraw towards the woods north of town. As they moved northwards, the *Panzer-Teufel* grenadiers were then engaged by the Comets of the Hussars, eager to join in the kill. Steimbke was left a burning wreck, with the Germans suffering some 150 casualties during the fighting in and around the town. But the skill and determination of the *Panzer-Teufel* troops had made its mark on the men of the 11th Armoured Division, who gave them their own nickname to salute a more than worthy adversary: "The Steel-Eyed Boys".

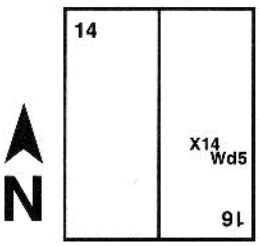
THE STRASSENGABEL STRONGPOINT

ASL SCENARIO TOT 16

VICTORY CONDITIONS: Provided that the Germans do not inflict ≥ 16 Casualty VP on them (excluding the Casualty VP bonus normally received for prisoners)—which will result in an immediate German victory—the British win at game end if there are < five Good Order German MMC within three hexes of 16M5.

STRASSENGABEL FARM, west of RETHEM, GERMANY, 10 April 1945: The British 53rd (Welsh) Division forced a crossing of the Weser River at Hoya on 9 April. The opposing force, the German 2nd Marine Infantry Division, fell back in good order, but not before putting up a stiff fight for the bridgehead. Although the German Marines were not ordinary soldiers, but rather naval personnel pressed into the role of infantrymen, they still managed to impress the British troops with their fighting prowess. The Welshmen advanced towards the next bridge over the Aller River at Rethem, with the 1/5 Battalion the Welch Regiment in the van. On 10 April, C Company, 1/5 Welch approached the outer ring of Rethem's defenses through a morning mist. After some minor skirmishing, the Welshmen were taken under fire by the enemy at Strassengabel Farm. The Germans had converted the farm into a localized strongpoint, defended by nearly a company of Marines, as well as a 75mm anti-tank gun. The farm was situated directly astride the main road into Rethem, and any British advance into the town would require that the Strassengabel Farm be firmly in their hands.

BOARD CONFIGURATION:



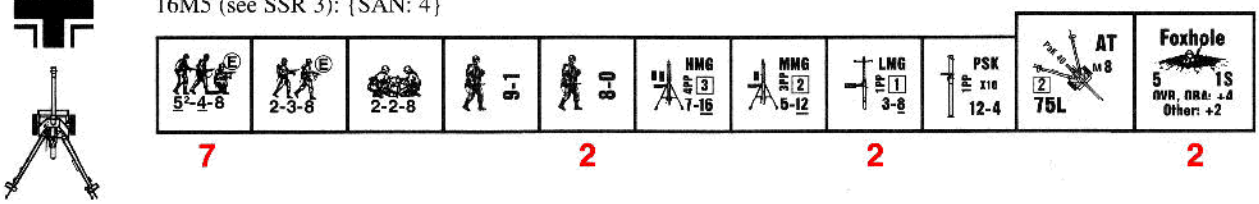
BALANCE:

- In the Victory Conditions, change "< five Good Order" to "< three Good Order".
- Exchange the HMG in the German OB for a German MMG.

TURN RECORD CHART

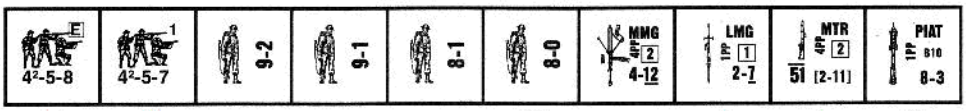
	1	2	3	4	5	6	END
GERMAN Sets Up First							
BRITISH Moves First [171]							

Elements of Kompanie 3., Marine Grenadier Regiment 5., Marine Infanterie Division 2. [ELR: 2] set up ≤ 3 hexes from 16M5 (see SSR 3): {SAN: 4}



7 2 2 2

Elements of C Company, 1/5th Battalion the Welch Regiment, 158th Infantry Brigade, 53rd (Welsh) Division [ELR: 3] set up on board 14 hexes numbered ≥ 4: {SAN: 3}



7 8 2 4 4 3

SPECIAL RULES:

1. EC are Moist, with no wind at start. Weather is Mist (E3.32). Kindling fires is NA.

2. Place overlays as follows: **X14** on 16O6-P6; and **Wd5** on 16O10-N9. The grain (plowed fields) and runways do not exist; treat all such terrain as Open Ground hexes. *All* buildings are wooden, and those on board 14 have a ground level *only*.

3. TOT SSR 4 is in effect for all German units. All German units in Building 16oO6 are Fanatic (A10.8). Despite the fact that the British set up onboard, the Germans *may* conceal any/all units that set up in Concealment Terrain.

4. The Germans receive one 88mm OBA module (HE only) with Normal Ammunition. This OBA module is directed by an Offboard Observer; the hex containing the Observer—who is at Level 2—is secretly pre-recorded prior to all set up as being in any one hex along the north edge of board 16. The Mist does *not* affect the Accuracy dr of this 88mm OBA battery; however, it always needs a Final Accuracy dr ≤ 1 to be Accurate. Normal OBA rules apply to this 88mm OBA module [EXC: each red/black chit drawn for *any* reason is automatically mixed back into the Draw Pile (i.e., chits are never *permanently removed* from the Draw Pile for any reason)—therefore Battery Access will never be lost for the *duration* of the scenario (unless, of course, the German player continuously draws only red chits); the Blast Area of the 88mm OBA battery comprises of *only* the hex containing the FFE counter (Harassing Fire is NA); and the FFE creates no LOS Hindrance].

5. British units may conduct Bayonet Charges (TOT SSR 1).

AFTERMATH: The advancing infantry of 1/5 Welch quickly learned that the Marines had other plans for the strongpoint. They were met by heavy fire from the area of the farm. The 88mm FlaK guns of the anti-aircraft batteries across the Aller River added to the Marines' defense, firing in the indirect role at the British infantry as they closed on the farm. The fighting raged about the farm for hours, and the Marines held their positions tenaciously, even through the loss of the position's commander, Oberleutnant zur See Jalke, who became one of the first German casualties. Jalke's wounds were serious and he had to be evacuated to Rethem. Finally, after some five hours of see-saw fighting, in which the Germans lost and then managed to retake the position, the farm finally fell to the British troops. The stubbornness of the German defense of the Strassengabel strongpoint, coupled with the other set-backs suffered by 1/5 Welch on that day, delayed the direct assault on Rethem until the next morning, when the 1/5 Welch was again called upon to crack open the German defenses. Worn-out by some 24 hours of continuous fighting, the British night attack into Rethem failed, broken by the presence of yet another fortified strongpoint defended by fanatical German Marines.

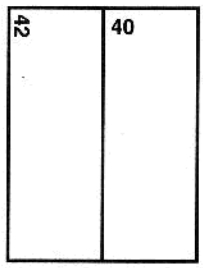
LAST STAND AT WESTEN

ASL SCENARIO TOT 17

VICTORY CONDITIONS: Provided that the Axis do not inflict ≥ 19 Casualty VP of Personnel/inherent crews/armor leaders on them (but excluding the Casualty VP bonus normally received for prisoners)—which will result in an immediate Axis victory—the British win at the end of any game turn (or at game end) if they control ≥ 12 buildings north of hexrow Q, *or* if there are ≤ three Good Order Axis MMC onboard at game end.

WESTEN, GERMANY, 10 April 1945: Like most of the German units during this late stage of the war, the defensive positions of the German 2nd Marine Infantry Division in front of the Aller River were very thinly stretched. Kapitän zur See Hermann Jordan, the commander of the 5th Marine Grenadier Regiment of that division, had decided that the main British thrust to gain a bridgehead across the Aller would come at Rethem in order to capture its first class road bridge. As such, he placed most of his second battalion there and reinforced its positions with various companies from his other two battalions. That deployment left very few troops available to cover the rest of the possible crossing sites along the river, so Jordan had to outpost companies at likely places for a crossing and hope that his units could respond quickly enough to any British breakthrough. Northwest of Rethem, at the village of Westen, was a likely location for a bridging operation. The defense of Westen fell to a Hungarian artillery training battalion, one of several scratch units that made up the strength of the 2nd Marine Infantry Division. Reinforced by a platoon of German Marines, the Hungarians faced their first challenge when two companies of British infantry from the 4th Battalion the Welch Regiment and accompanying armor attacked into Westen.

BOARD CONFIGURATION:



BALANCE:

Exchange the 8-0 Leader in the German OB with a German 8-1 Leader.

Add a 9-1 Armor Leader to the British OB.

TURN RECORD CHART

AXIS Sets Up First	1	2	3	4	5	6	7	8	END
BRITISH Moves First [146]									

Elements of Ungarisch Artillerie Ausbildungs Bataillon 7. [ELR: 0] set up on/between of hexrows Y-L (but *west* of the river); ≤ one squad-equivalent (and any SMC/SW that stack with it) may be set up HIP [EXC: the Guns and 2-2-7 crews may *not* use HIP]: {SAN: 3}

3-4-7	2-2-7	8-1	7-0	HMG	MMG	LMG	PSK	?	AT	Foxhole
				7-16	5-12	3-8	12-4	7 morale	*88 *[18]	5 1S OVR, OBA: +4 Other: +2
12	2		2			3	2	8	2	8

Elements of Bataillon I., Marine Grenadier Regiment 5. [ELR: 3] set up on/north of hexrow K on board 42:

5²-4-8	9-1	8-0	MMG	LMG	PSK	?
			5-12	3-8	12-4	7 morale
4				2		4

Elements of A and C Companies, 4th Battalion the Welch Regiment, supported by A Squadron, 5th Battalion the Royal Tank Regiment [ELR: 3] enter from the south edge of the playing area (*west* of the river) on/after Turn 1; all, some, or none may enter on each/any turn: {SAN: 2}

4²-5-8	4²-5-7	2-4-8	9-1	8-1	8-0	7-0	dm MMG	LMG	PIAT
								2-7	8-3
2	10	4			2			4	2

Cromwell VI	Cromwell IV	Sherman V(c)	Sherman IC	Cromwell VI
18	18	17	19	18
95* 2/4	75 2/4	37LL 2/4/2	7PP *AAMG 2/-/8	CMG 2/4
3			2	

SPECIAL RULES:

1. EC are Moist, with no wind at start. All buildings are wooden. All woods are Tree Nurseries (TOT SSR 6). All Water Obstacles (as well as the stream) are flooded. The river has a Heavy Current flowing to the north. Kindling fires is NA.

2. All units of Ungarisch Artillerie Ausbildungs Bataillon 7. are Hungarian, and all Axis Minors rules (A25.8; see also A20.55) apply to them except as modified herein. The Hungarians use German SW/Guns *without* any Captured-use penalties. The Hungarians may also use PF (C13.3) as if they were 1945 Germans; however, a separate record must be kept of German and Hungarian PF usage. The Hungarians may use concealment counters of German/Axis Minor colors at will.

3. Unless No Quarter (A20.3) is in effect for the Axis side, all non-elite broken (*including* Disrupted) Hungarian MMC that are ≤ two hexes from (and in LOS of) a Known British Good Order Infantry unit will rout to a Known British Good Order Infantry unit (British player's choice if ≥ one British unit could be reached by that surrendering unit during the RtPh)—after first abandoning any SW/Guns in its possession—as its prisoner in lieu of making a normal rout. Interdiction is NA for Hungarian units surrendering thusly.

4. TOT SSR 4 is in effect for all German units. Immediately after the first German MMC/SMC is eliminated/captured, all German units become Fanatic (A10.8).

5. The British receive one module of 88mm OBA (HE and Smoke capable) with Normal Ammunition. This OBA module is directed by a Cromwell OP (H1.4641).

AFTERMATH: The British approached Westen from the south out of the 53rd (Welsh) Division bridgehead in Hoya and the infantry and tanks immediately mounted an attack on the village. The Hungarian battalion was not up to the fight, however, and most of its troops either surrendered as the British troops closed on their positions or withdrew back across the Aller River. The platoon of Germans was another story altogether. Intent on maintaining their tenuous hold on the village, the Marines mounted a last ditch defense of Westen. Bitter house-to-house fighting broke out. Although the fighting was fierce, ultimately the superior numbers of the British force began to tell. Those Marines that had not been killed were rounded up. The German Marines had proven themselves in battle, earning the respect of the British with their determined stand. Over the next several days, much to the chagrin of the British soldiers that they were facing, these 'boatless sailors' would continue to command that respect, again and again.

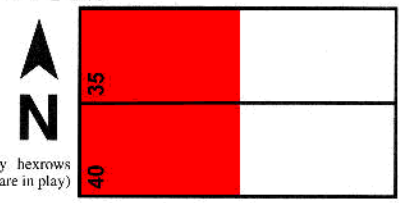
THE ALLER WALTZ

ASL SCENARIO TOT 18

North of ESSEL, GERMANY, 10 April 1945: Tuesday 10 April found units of General G.P.B. "Pip" Roberts' British 11th Armoured Division advancing towards the confluence of the Leine and Aller Rivers. This triangle-shaped area was held by the 2nd Fusilier Battalion of the German 2nd Marine Division. The Füsiliers' commander, Korvettenkapitän Josef Gördes, had deployed his troops to slow any advance along the Leine, but the mobility of the British troops very quickly put two of Gördes' companies in jeopardy. Both companies withdrew across the Aller (although the 2nd Company was rather badly mauled while pulling back) and began preparing positions to attempt to repel the expected British river crossing. Roberts, meanwhile, decided that the task of crossing the Aller would require more infantry than was normally allotted to his division. 1st Commando Brigade was released to Roberts, and he immediately tapped the Commando's C.O., Brigadier Mills-Roberts, with planning an attack that would capture the vital road bridge across the Aller north of Essel. Control of this bridge would allow the armored regiments of the 11th to break out across the north German plain. Acting swiftly, Mills-Roberts formulated a plan which called for the capture of a railroad bridge one mile downstream from the intended target, Roberts' road bridge. From positions across the river, the Commandos would then take the road bridge from behind without having to face the Germans in a frontal assault. Before nightfall on the 10th, Mills-Roberts moved 3 Commando into position and put the plan into operation shortly after dark.

VICTORY CONDITIONS: Provided that the Germans do not *eliminate* ≥ one bridge hex (which will result in an immediate German victory), the British win at game end if they control hexes 40F1 and 40F4, as well as both hexes of the 40F2-40F3 bridge (regardless of the presence of Bridge Wreckage terrain).

BOARD CONFIGURATION:



BALANCE:

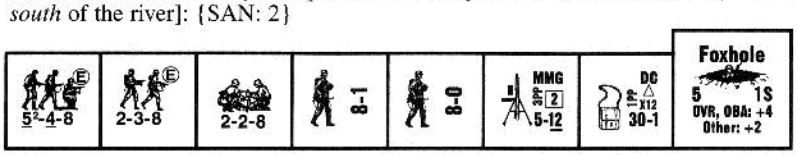
Increase the *printed* German SAN to "3".

Increase the *printed* British SAN to "3".

TURN RECORD CHART

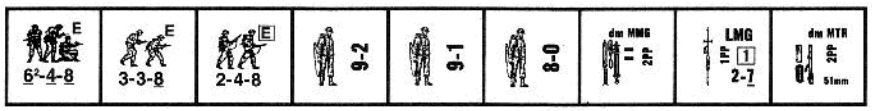
GERMAN Sets Up First	1	2	3	4	5	END
BRITISH Moves First						

Elements of Kompanie 1., Marine Füsilier Bataillon 2., Marine Infanterie Division 2. [ELR: 1] set up *north* of the river [EXC: see SSR 3; one squad-equivalent (and any SMC/SW stacked with it)—as well as any/all entrenchments—may be set up *south* of the river]: {SAN: 2}



3 2 2 2 2 3

Elements of No. 3 Commando, 1st Commando Brigade [ELR: 5] enter from the south edge of the playing area on Turn 1: {SAN: 2}



9 2 2

SPECIAL RULES:

1. EC are Wet, with no wind at start. The river is deep, with a Heavy Current flowing to the west. The stream is deep. There is a one-lane stone bridge in hexes 40F2-F3.

2. Night rules are in effect. The Initial Base NVR is two hexes, with Overcast and No Moon. The Germans are the Scenario Defender and the British are the Scenario Attacker. The Majority Squad Type for the Germans is Normal; for the British, Stealthy. Only British units and German SMC are allowed to make Starshell Usage dr.

3. The Germans may Set ≤ one DC in a bridge Location prior to play; any DC Set in a bridge Location prior to play functions exactly like a normal Set DC [EXC: it may destroy no more than one bridge counter; it attacks units in its bridge Location when it detonates on the 16 FP column of the IFT (with no TEM); a bridge counter destroyed by *a DC that was Set prior to play* is flipped over to simulate Bridge Wreckage (see below) terrain]. The conversion of a bridge counter into Bridge Wreckage terrain is *not* considered to be the elimination of that bridge counter, and Bridge Wreckage terrain is treated just like a normal bridge Location [EXC: only Infantry may enter/leave a Bridge Wreckage Location: entering a Bridge Wreckage Location costs all of the unit's MF, leaving a Bridge Wreckage Location costs Infantry 2 MF to cross the Bridge Wreckage hexside (plus the cost of terrain of the hex entered); the Bridge Wreckage Location is considered to be at level –1, and has a TEM of +1; once created, a Bridge Wreckage Location may *not* be destroyed]. (Note that none of the restrictions of this SSR apply to a DC that is Set in a bridge Location *after* play commences.)

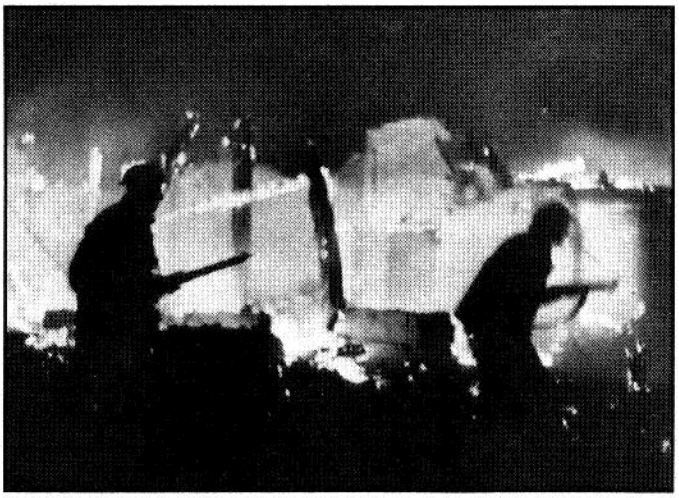
4. TOT SSR 4 is in effect for all German units.

5. All British units are Commandos (H1.24), and all British MMC are considered to have their Morale underlined. The British force is Elite for Ammunition Depletion purposes (C8.2).

AFTERMATH: In spite of the stealth of the Commandos' approach, the Marines of 1st Company, 2nd Marine Fusilier Battalion defending the railroad bridge sensed trouble and detonated the charges affixed to the bridge. Instead of dropping the bridge span directly to the bottom of the river, however, the explosives merely blew the decking off the bridge—thus making it impassable to trains and vehicles, but infantry could work their way over the wreckage to the far side. The attacking Commandos then proceeded to cross the remains of the bridge. Immediately a small firefight erupted between the two Marine machine gun positions on the north side of the river and the advancing British troops. The Commandos managed to subdue the Marines and also prevented a German attempt to retake the bridge. As the night wore on, the rest of 1st Commando Brigade was moved across the wrecked bridge, and that morning they prepared to carry out Mills-Roberts' plan for capturing Roberts' road bridge, a mile up the river.

LIEBE ELFRIEDE

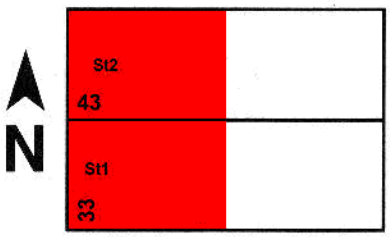
ASL SCENARIO TOT 19



VICTORY CONDITIONS: Provided that the Germans do not inflict ≥ 16 Casualty VP on them (excluding the Casualty VP bonus normally received for prisoners)—which will result in an immediate German victory—the British win at game end if they have *more* points of Good Order British units (calculated as though they were Exit VP) within one hex of hexes 43N7/43N8 than the Germans have of Good Order units within one hex of hexes 43N7/43N8.

West of RETHEM, GERMANY, 11 April 1945: The first attempts to capture the Aller River crossing at Rethem had ended in costly reverses for the British. Undaunted, Brigadier Wilsey of the 53rd (Welsh) Division's 158th Infantry Brigade ordered yet another frontal assault, this time at night. The men of 1/5th Battalion the Welch Regiment, weary from 48 hours of continuous action, were chosen for the task. To aid them, they were given the support of divisional artillery, reinforced by the 4.2″ mortars of D Company, 1st Manchesters. Major Bowker, the commanding officer, envisioned a two-phase attack, with the first phase being silent (with artillery on-call), in order to catch the enemy by surprise. Although this plan was very similar to the attacks which had failed previously that day, Bowker believed that the cover of darkness would provide the edge needed for success. Two companies of 1/5 Welch, A and C, stepped out across the line of departure at 0445 hours on 11 April, aimed at taking Rethem from the northwest. In their path were the marines of Marine Grenadier Regiment 5, secure in their series of company-sized strongpoints. One of these strongpoints, nicknamed 'Elfriede' (presumably after someone's wife or sweetheart), lay right in the middle of A Company's line of advance.

BOARD CONFIGURATION:



(Only hexrows A-P are in play)

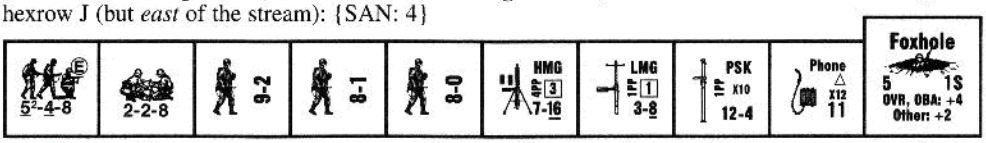
BALANCE:

- In the Victory Conditions, change "≥ 16" to "≥ 14".
- The German OBA module has Scarce Ammunition.

TURN RECORD CHART

	1	2	3	4	5	6	7	END
GERMAN Sets Up First								
BRITISH Moves First [116]								

Elements of Kompanie 2., Marine Grenadier Regiment 5., Marine Infanterie Division 2. [ELR: 2] set up on/east of hexrow J (but *east* of the stream): {SAN: 4}



6 2 2 2 2 3

Elements of A Company, 1/5th Battalion the Welch Regiment, 158th Infantry Brigade, 53rd (Welsh) Division [ELR: 2] enter on Turn 1 from the west edge of the mapboard: {SAN: 2}

2 9 2 2 2 4 2 2

SPECIAL RULES:

1. EC are Moist, with no wind at start. All woods are brush. The stream is shallow.

2. Place Overlays as follows: **St2** on 43F4-G4; and **St1** on 33F6-F5. A two-lane wooden bridge exists in hex 33oF5, spanning hexsides 33E6-oF5 and 33oF5-G6. Hexside 43oF9-oF10 is a stream hexside.

3. Night rules are in effect. The Initial Base NVR is two hexes with Overcast and No Moon. The Germans are the Scenario Defender and the British are the Scenario Attacker. The Majority Squad Type for both sides is Normal. Only British units and German SMC are allowed to make Starshell Usage dr.

4. TOT SSR 4 is in effect for all German units. The Germans may designate any one ground-level building location on board 43 as fortified [EXC: tunnels are NA].

5. The Germans receive one module of 81mm OBA (HE and IR capable) with Normal Ammunition.

6. The British receive one module of 107mm OBA (HE, Smoke and WP capable) with Plentiful Ammunition; this module receives a -2 Radio Contact Maintenance DRM just as if it were battalion mortar OBA. An Artillery Request for this OBA module may not be placed onboard until Turn 3, or until (/after) the next friendly PFPh/DFPh *following* any type of attack by the Germans [EXC: successful Ambush; Sniper], whichever comes earlier. For its first Fire Mission, this module automatically receives Battery Access by having a black card/chit automatically pulled from its Draw Pile.

AFTERMATH: The British attack on Rethem met with initial success, as the attackers crossed a small rivulet to the west of town (the Wölpe) with little difficulty and neared the outskirts of Rethem. This success was shortlived, however, as the marines in the strongpoints became aware of the British attack and opened up on them with every weapon that could be brought to bear. In addition to the fire from the strongpoints, heavy fire was poured onto the Welshmen by other marines in buildings on the fringe of the town. The attack degenerated into a desperate struggle to eliminate the strongpoints, which had suddenly emerged as being key to the town's defense. A Company managed to capture a foothold in the area of Elfriede, but fierce German counterattacks pushed the Welsh from their gains. With dawn fast approaching, and the realization that the attack was nearing failure, Major Bowker committed his reserve, D Company, into the fray, to no avail. As morning broke, the 83rd Regiment Royal Artillery had to lay down a hail of smoke and high explosives on the German positions in order to extricate the now-exposed Welshmen. Rethem remained firmly in German hands, ready for the next ill-advised frontal assault.

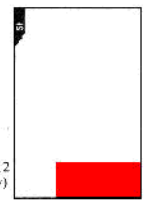
THREAT TO A BRIDGEHEAD

ASL SCENARIO TOT 20

VICTORY CONDITIONS: The Germans win if there are ≤ two Good Order British MMC onboard at game end, *or* immediately upon Exiting ≥ 18 Exit VP (excluding prisoners) from the east board edge on/between A1-A7 *and/or* from the south board edge on/between A1-E1.

Outside HADEMSTORF, GERMANY, 11 April 1945: As the British 11th Armoured Division cleared the Leine-Aller Triangle around Schwarmstadt and Essel, the 1st Commando Brigade under Brigadier Mills-Roberts was ordered to seize a bridgehead across the Aller River. The Aller was to be the last substantial water barrier before the Elbe River was reached. The land beyond the Aller was flat and relatively free of the boggy and wooded terrain that had slowed the advance for the past ten days. Mills-Roberts' men had captured the railway bridge across the Aller in a night assault on 9 April and had swiftly invested the bridgehead with all four Commandos, No. 3, No.6, No. 45 (Royal Marine), and No. 46 (Royal Marine). Mills-Roberts' plan was to capture the vital road bridge upstream from behind, providing the route over the Aller for the tanks of 11th Armoured Division. Almost with the rising sun on 11 April, however, the German defense on the far bank began to crystallize and the Commandos' advances were checked at every turn. A group of German Marines halted the advance of No. 46 (RM) Commando into the Alexander Platz, a wooded park surrounding the road bridge exit. No. 45 (RM) Commando was likewise stopped outside of Hademstorf by a group of SS. The Commandos pulled back to reform for another assault, when suddenly an attack was mounted by German Marines out of Hademstorf, supported by two *Elefant* self-propelled guns.

MAP-GROUP CONFIGURATION:



(Only hexes numbered ≤ 12 in hexrows A-Z are in play)

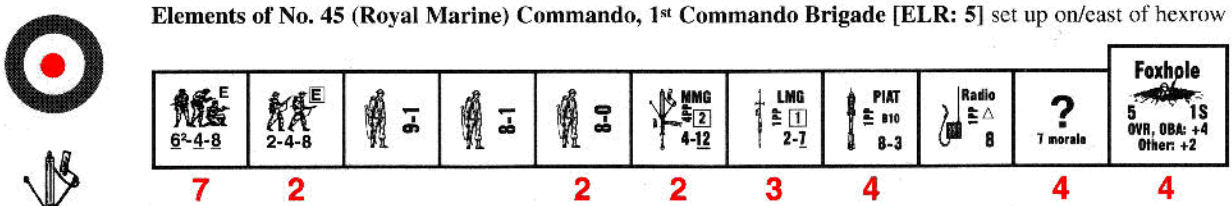
BALANCE:

- Exchange the German 9-2 Leader for a 9-1 Leader.
- The British OBA module has Normal Ammunition.

TURN RECORD CHART

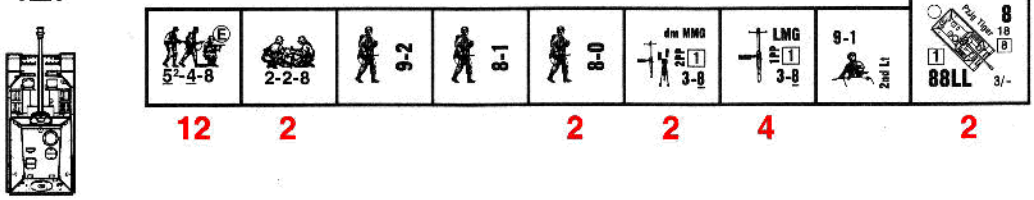
BRITISH Sets Up First	1	2	3	4	5	6	7	8	9	END
GERMAN Moves First [172]										

Elements of No. 45 (Royal Marine) Commando, 1st Commando Brigade [ELR: 5] set up on/east of hexrow R: {SAN: 3}



7 2 2 2 3 4 4 4

Kompanie 1., Marine Füsilier Bataillon 2., Marine Infanterie Division 2.; supported by elements of Panzerjäger Abteilung 71. [ELR: 2] enter from the west edge of the playing area on/after Turn 1; all, some, or none may enter on each/any turns: {SAN: 2}



12 2 2 2 4 2

SPECIAL RULES:

1. EC are Wet, with no wind at start. Weather is Overcast. The stream is shallow. Kindling fires is NA.

2. In spite of the use of the KGP Stoumont Map-Group, the KGP SSR are *not* in effect. All terrain inherent to the Stoumont Map-Group (e.g., slope hexsides; barbed-wire fences) is in effect [EXC: *all* woods/pine woods are Tree Nurseries (TOT SSR 6)]. All terrain that is not in play *remains in effect* for "offboard" movement/entry purposes [EXC: Bog Checks during "offboard" movement are not required].

3. All British units are Commandos (H1.24), and all British MMC are considered to have their Morale underlined.

4. The British receive one module of 140mm OBA (HE only) with Plentiful Ammunition.

5. TOT SSR 4 is in effect for all German units [EXC: the PzJg Tigers, their crews (whether inherent or otherwise), and the armor leader].

AFTERMATH: The *Elefants* presented a very potent threat since—due to the inability to capture the road bridge—the Commandos had no access to armor support. The Commandos had to rely on their own organic anti-tank weapons and the support of a battery of 5.5″ artillery to fight off the attack. Although the Forward Observer found it hard to keep the artillery fire adjusted onto the moving vehicles, the fire had the beneficial effect of suppressing the company of German Marines. With their casualties beginning to mount, the Marines broke off their attack and pulled back to Hademstorf. With their infantry support gone, the two *Elefants* thought better of their attack and also withdrew into town. For the moment, the left wing of the Commando bridgehead was out of danger, a bilaterally imposed stalemate dominating the battlefield in front of Hademstorf as both sides pulled back to regroup.

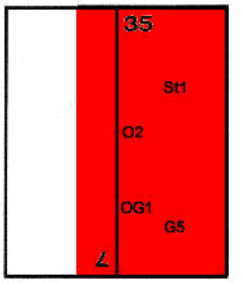
TONY—TAKE THE BRIDGE—OUT!

ASL SCENARIO TOT 21

THE ALEXANDER PLATZ, outside ESSEL, GERMANY, 11 April 1945: After the British 11th Armoured Division had cleared the area between the Leine and Aller Rivers, the 1st Commando Brigade was brought forward to capture a bridgehead across the Aller and secure the road bridge leading out of Essel. On 10 April, the assault crossing went with few casualties, capturing the railway bridge about a mile upstream of the Aller road bridge. All four Commando battalions then crossed to the far side with the plan being to take the road bridge from behind. Unfortunately, the defense put up by the German Marines of the 2nd Marine Fusilier Battalion was fierce. The Commandos found themselves defending their wooded foothold across the river with no way of receiving armor reinforcements. Brigadier Mills-Roberts, the Commando C.O., realized that he had to seize the initiative if they were to hold the bridgehead. Mills-Roberts called Lt. Col. Tony Lewis and his men of No. 6 Commando to action, radioing the abbreviated order "Tony—take the bridge—out!" Without time to coordinate an elaborate assault (and the use of supporting artillery fires precluded by the lack of information as to the locations of the other Commando units), Lewis placed his Vickers machine guns on the flank next to the river and gathered his men in a drainage ditch. Fixing bayonets, the Commandos prepared to overwhelm the German defenders in the Alexander Platz—a park surrounding the east end of the bridge—by sheer brute force.

VICTORY CONDITIONS: Provided that the Germans do not inflict ≥ 20 Casualty VP upon them (excluding the Casualty VP bonus normally awarded for prisoners)—which will result in an immediate German victory—the British win at game end if there are no Good Order German MMC ≤ five hexes from 7I9.

BOARD CONFIGURATION:



BALANCE:

N

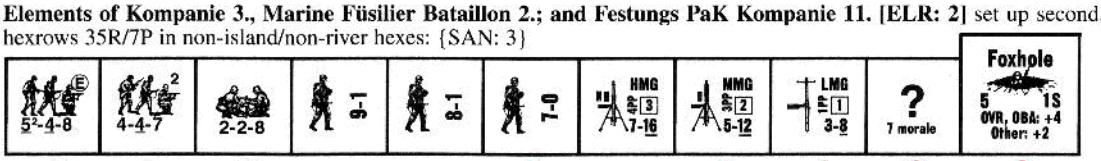
- The German Turn 5 reinforcements enter on Turn 4.
- In the Victory Conditions, change "≤ five" to "≤ four".

(Only hexes numbered ≥ 7 on board 7—and all of board 35—are in play)

TURN RECORD CHART

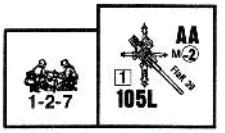
	1	2	3	4	5	6	7	END
SEQUENTIAL Set Up ✚: [157]					✚			
BRITISH Moves First [240]								

Elements of Kompanie 3., Marine Füsilier Bataillon 2.; and Festungs PaK Kompanie 11. [ELR: 2] set up second, on/south of hexrows 35R/7P in non-island/non-river hexes: {SAN: 3}



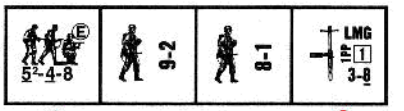
6 7 2 2 2 4 6 6

Batterie 1., RAD FlaK-abteilung 521. set up third, in non-island/non-river hexes, ≤ five hexes from 7I9:



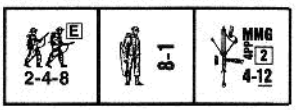
2 2

Elements of Stabs Kompanie, Marine Füsilier Bataillon 2. enter on Turn 5 from the south edge of board 35:



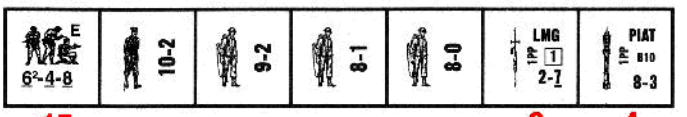
3 2

Elements of 6 Troop, No. 6 Commando, 1st Commando Brigade [ELR: 5] set up first, within two hexes of 35O10: {SAN: 3}



6 2

Elements of No. 6 Commando set up fourth, on/north of the **St1** stream overlay in non-island/non-river hexes:



15 6 4

SPECIAL RULES:

1. EC are Wet, with no wind at start. Weather is Overcast. The river is deep, with a Heavy Current flowing to the north; the stream is shallow.

2. Place overlays as follows: **St1** on 35K5-K6; **O2** on 35S10-T9; **G5** on 35Z6-Z7; and **OG1** on 35Y10. Hexside 7oW10-oW9 is a stream hexside. There is a Two-Lane stone bridge from 7I8-I7, and a One-Lane stone bridge in 35oK6; hexsides 35oK6-J5 and 35oK6-L6 are road hexsides. All woods are pine woods (P1.). Kindling fires is NA.

3. The non-qualified use penalties (A21.13) apply to all German units [EXC: units of RAD FlaKabteilung 521.] when operating the 105L AA Guns.

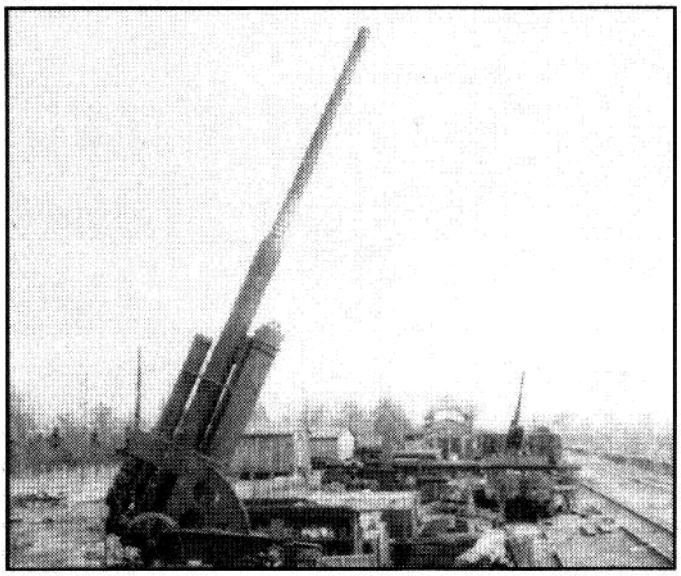
4. TOT SSR 4 is in effect for all German units [EXC: units of RAD FlaKabteilung 521.].

5. All British units are Commandos (H1.24), and all British MMC are considered to have their Morale underlined. British units may conduct Bayonet Charges (TOT SSR 1).

AFTERMATH: As the Vickers guns started firing Lewis said "OK, let's go!" and 450 Commandos rose out of the drainage ditch and charged towards the German positions, shouting at the tops of their lungs. Lewis later said that the exhilaration of the charge protected him "from the fear of death". They made an impressive sight. The Brigade HQ stood up and cheered as they moved off. Apparently the German Marines were impressed as well, for their fire was weak and did not become intense until the Commandos were very close to the bridge. In very bad form, the German machine gun teams fired at the onrushing Commandos until the last possible moment and then threw their arms up in surrender—a habit of which the Commandos "forever cured them". Near the bridge, the remaining Germans broke and ran, and the Commandos dug in and secured the east end of the bridge. The fighting see-sawed around the bridge, with the German Marines attempting to recapture their lost ground. The commanding officer of the German battalion, Korvettenkapitän Josef Gördes, was killed leading one such counterattack. After two hours, the Germans faded away, leaving the bridge to the British. The attack on the Alexander Platz was the last time that the British mounted a bayonet charge unsupported by other arms.

ROCK OF RESISTANCE

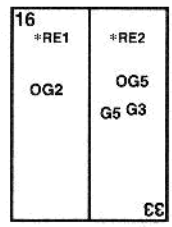
ASL SCENARIO TOT 22



VICTORY CONDITIONS: Provided that the Germans do not inflict ≥ 26 Casualty VP of Personnel/inherent crews on them (but excluding the Casualty VP bonus normally awarded for prisoners)—which will result in an immediate German victory—the British win at the end of any game turn (or at game end) if there are ≤ three Good Order German squad-equivalents on Overlay *RE1 *and* Overlay *RE2.

Outside RETHEM STATION, GERMANY, 11 April 1945: All along the Aller River, the British forces of VIII Corps and XII Corps were having trouble breaking through a stiff defensive line formed by units of the German 2nd Marine Infantry Division. The bridge over the Aller at Rethem—directly astride the route designated for the 53rd (Welsh) Division and the 7th Armoured Division—was the operational responsibility of the 2nd Battalion of the 5th Marine Grenadier Regiment, commanded by Kapitänleutnant Burkel. The disposition of the 2nd Battalion's troops was closely overwatched by the regimental commander, Kapitän zur See Herman Jordan. For a naval officer, Jordan had grasped the concepts of land combat quickly and his input was evident in the Rethem positions. Indeed, until 11 April, the Marine defenses at Rethem had proven exceedingly tough. With the failure of all the attacks on Rethem by the 1/5th Battalion the Welch Regiment on April 10 and the early morning hours of April 11, the task of taking the town and its bridge fell to the 2nd Battalion the Monmouthshire Regiment. Due to their location, the 2 Mons' attack was directed towards Rethem's railway station, approaching across several kilometers of "table-top flat" terrain. The attack was to receive heavy artillery support, as well as preparatory airstrikes by Typhoon fighter bombers. Additionally, the tanks of B Squadron, 5th Battalion the Royal Tank Regiment were allocated as direct support. The troops of B Squadron were none too happy with their assignment, since they had never worked with the Welshmen before and they feared coordination between the tanks and infantry would be at a minimum. The attack began at 1600 hours, after the artillery preparation which was followed by a spectacular (although ineffective) Typhoon strike. The assault companies moved off over totally open ground towards their objective—the Rethem Rail Station—nearly two kilometers away.

BOARD CONFIGURATION:



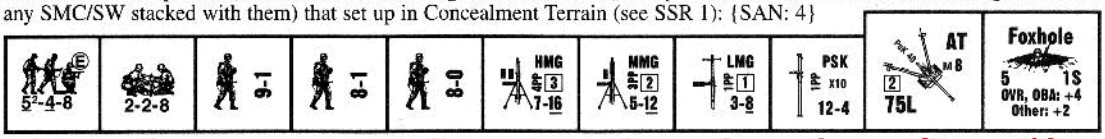
BALANCE:

- In the Victory Conditions, change "≤ three Good Order German" to "≤ one Good Order German".
- In the Victory Conditions, change "≤ three Good Order German" to "≤ five Good Order German".

TURN RECORD CHART

GERMAN Sets Up First [258]	1	2	3	4	5	6	7	8	9	10	END
BRITISH Moves First [270]											

Elements of Kompanie 1., Marine Grenadier Regiment 5. [ELR: 2] set up on/north of hexrows 16K/33W, using HIP for ≤ 8 *squads/HS* (and any SMC/SW stacked with them) that set up in Concealment Terrain (see SSR 1): {SAN: 4}

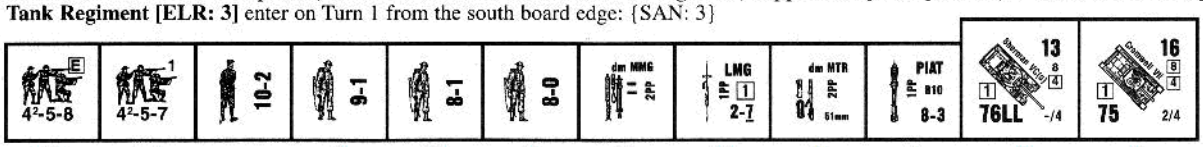


12 4 2 2 2 4 4 2 10

Remnants of Batteries 1. and 4., FlaK Regiment 125. (Eisenbahn) set up adjacent to a Railway Embankment:

10 4

Elements of B and D Companies, 2nd Battalion the Monmouthshire Regiment, supported by B Squadron, 5th Battalion the Royal Tank Regiment [ELR: 3] enter on Turn 1 from the south board edge: {SAN: 3}



10 14 2 2 3 2 8 4 4 2 6

SPECIAL RULES:

1. EC are Moist, with no wind at start. All *at start* foxholes are considered Concealment Terrain for purposes of Concealment/HIP loss/gain; E1.16 is in effect (as if it were night) for all such foxholes. Kindling fires is NA.

2. Treat all grain (plowed fields) as Open Ground for all purposes [EXC: for vehicular movement purposes *only*, all grain (plowed fields) is considered "Mud", and D8.23 applies for all vehicular movement therein]. Place Overlays as follows: ***RE1** on 16D1-E1; and ***RE2** on 33DD9-CC10; **OG5** in 33S8-R8; **OG2** in 16O3-O4; **G5** in 33N4-N3; and **G3** in 33O6-N6.

3. TOT SSR 4 is in effect for all German units [EXC: units of FlaK Regiment 125. (Eisenbahn)]. The non-qualified use penalties (A21.13) apply to all German units [EXC: Personnel of FlaK Regiment 125. (Eisenbahn)] when operating the 105L AA and 20L AA Guns; additionally, these AA Guns may *never* be limbered/moved nor may they be set up HIP. The 105L AA Guns fire AP Ammo with a Depletion Number of "6".

4. The British may not use Armored Assault, nor may British Personnel [EXC: vehicle crews] be Riders. All Sherman VC (a) fire HE with a Depletion Number of "11".

5. The British receive two modules of 88mm OBA (HE and Smoke capable) with Normal Ammunition. Each module is directed by an Offboard Observer, and each module receives one Pre-Registered hex (C1.73). The hexes containing the Observers—who are at Level 0—are secretly recorded *prior to* all German set up in any hexes along the south board edge.

AFTERMATH: Initially, the advance towards the rail line proceeded smoothly, with the infantry advancing towards their objective behind the tanks. The smoke fired by the artillery provided a measure of cover over the open ground. Each successive phase line was reached without incident, until the attacking force was some 450 meters from the railway embankment. At that time, the German defenses opened fire, with the infantry receiving the attention of the small arms and automatic weapons, while the tanks took the fire of a group of heavy flak guns mounted on railway flatcars as well as several anti-tank guns. The tanks returned this fire, concentrating on the gun crews. The British found the defenders, Marines of the 2nd Battalion of Marine Grenadier Regiment 5, to be dug in along the rail embankment in expertly camouflaged positions. Along with their supporting light flak guns, the Marines put out a huge volume of fire. The British infantry realized that their advance was foundering against this fire superiority. Although the tanks would cut down the crews of the flak guns, it appeared that fresh crews would leap forward to take their place as soon as they fell. On the right flank of the advance, B Company managed to capture the farm just along the edge of the field and used this as a base of fire for an assault directly onto the rail embankment. 10 and 12 Platoons, screened by smoke and overwatched by the fire of the Bren guns of 11 Platoon, moved onto the embankment and found themselves in deadly close combat with the Marines. Meanwhile, on the left, the infantry of D Company were pinned down by the fire. The tanks, unable to coordinate their attack with the infantry (and unwilling to advance without them due to the threat of Panzerfausts), concentrated their efforts on the German positions. In spite of this threat, one troop of tanks actually moved up onto the embankment, but retreated when it was greeted by 'showers of panzerfausts'. As darkness began to fall, it was realized that the attack had failed. Yet another smoke screen was fired by the artillery to mask the withdrawal. B Company, being closely engaged with the enemy, had a rough time disengaging, but managed to pull away without sustaining too many additional casualties. With this withdrawal, a fifth assault on Rethem had been repulsed by the Marines of Grenadier Regiment 5; however, Kapitän Zur See Jordan felt that his formation could not hold out any longer. That evening the Marines pulled out of Rethem to conserve their force and the Welshmen took Rethem the next day without a shot being fired.

THIS CLOSE TO THE SHARP END

ASL SCENARIO TOT 23

VICTORY CONDITIONS: The British win if they Exit ≥ 14 VP of British Personnel/inherent crews off the south edge of the playing area by game end.The PRC of Recalled British vehicles count towards the British Exit VP total.

RETHEM STATION, GERMANY, 11 April 1945: For more than 24 hours, elements of the 53rd (Welsh) Division had been attempting to capture the bridge over the Aller River at Rethem. The stubborn defense that had continued to keep the Welshmen from their objective was mounted by German Marines—former naval personnel converted to soldiers in a last attempt to regain some of the old glory days for the Kriegsmarine. Guided by the tactical prowess of their regimental commander, Kapitän zur See Jordan, the Marines deployed in company-sized defensive positions in and around Rethem. Jordan's capabilities—as well as the capabilities of his Marines—had shown themselves in the battles of 10 April, with the Marines stopping all of the Allied attempts to control Rethem. On the afternoon of 11 April, the Welsh Division mounted its fifth assault on Rethem: a direct attack across the open ground to the south of the railway station. Despite the heavy fire from railway-mounted anti-aircraft guns, B Company of 2nd Battalion the Monmouthshire Regiment managed to take a small farm complex on the right flank of their avenue of approach and from there mounted a further assault on the rail station. Using heavy covering fire from one platoon, as well as artillery-fired smoke concentrations, B Company seized a foothold on the dominating railway embankment. Unfortunately, the rest of the attack on Rethem was not coming off. With darkness threatening to fall—and with B Company now in close-range combat with the Marines—the order was given to fall back to the start line.

BOARD CONFIGURATION:

BALANCE:

In the Victory Conditions, change "Exit ≥ 14 VP" to "Exit ≥ 15 VP".

In the Victory Conditions, change "Exit ≥ 14 VP" to "Exit ≥ 13 VP".

N

(Only hexrows R-GG are in play)

*RE2

OG5

33

TURN RECORD CHART

SEQUENTIAL Set Up	1	2	3	4	5	END
BRITISH Moves First						

Battlefield Flotsam set up first on/between hexrows Z-oDD with ≤ one SW/Gun per hex; Guns must be set up adjacent to a Railway Embankment, and foxholes may not be set up HIP:

HMG 4FP 3 7-16 | MMG 4FP 2 5-12 | AA M2 FlaK 38 1 105L | Foxhole 5 1S OVR, OBA: +4 Other: +2

2 6

Elements of Kompanie 1., Marine Grenadier Regiment 5. [ELR: 1] set up third, on/between hexrows Z-FF in Locations not occupied by British units: {SAN: 4}

5²-4-8(E) | 2-3-8(E) | 1-2-7 | 8-1 | 8-0 | LMG 1PP 1 3-8 | PSK 1PP X10 12-4

6 2 2 2 2

Elements of B Company, 2nd Battalion the Monmouthshire Regiment [ELR: 2] set up second, on/between hexrows Y-oDD: {SAN: 3}

4²-5-7 | 2-4-8(E) | 8-1 | 8-0 | 7-0 | LMG 4FP 1 2-7 | MTR 4FP 2 51 [2-11] | PIAT 1PP B10 8-3

7 4 2 2

Elements of C Squadron, 5th Battalion the Royal Tank Regiment enter from the south edge of the playing area on Turn 1:

Sherman VC 1 13 8 4 76LL -/4

Cromwell VI 1 16 8 4 75 2/4

SPECIAL RULES:

1. EC are Moist, with no wind at start. Kindling fires is NA. Treat all grain (plowed fields) as Open Ground for all purposes [EXC: for vehicular movement purposes *only*, all grain (plowed fields) is considered "Mud", and D8.23 applies for all vehicular movement therein]. Place Overlays as follows: ***RE2** in 33DD9-CC10; **OG5** in 33S8-R8. No Quarter is in effect for both sides.

2. TOT SSR 4 is in effect for all German units [EXC: 1-2-7 crews]. Good Order German units may not move [EXC: Assault movement; advance] while they are south of hexrow W. The non-qualified use penalties (A21.13) apply to all German units [EXC: 1-2-7 crews] when operating the AA Guns. The AA Guns may not be set up HIP (but they are considered Emplaced), nor may they be limbered/moved during the course of the scenario. The 105L AA Guns fire AP Ammunition with a Depletion Number of "5".

3. Prior to all set up, the British may pre-record one Pre-Registered Hex and a friendly PFPh/DFPh and Turn (on/after Turn 2) that a Smoke Fire Mission will be fired by a British OBA battery (*without* need for any Observer/Radio Contact/Battery Access). On the recorded friendly fire phase of the appropriate turn, an Artillery Request is placed ≤ 2 hexes from the Pre-Registered Hex and a Smoke FFE is then *directly* placed (C1.731) from that AR. This Smoke Fire Mission is treated as a normal Pre-Registered Smoke Fire Mission [EXC: it is Accurate on a dr ≤ 2; Barrage is NA]. If it is accurate, the Fire Mission may *not* be corrected; if Inaccurate, an attempt must be made to correct it to the *AR*'s Original placement hex for the firing of its FFE:2.

4. Prior to play, German units that are *not* in entrenchments may claim Wall Advantage over any British units that are set up adjacent to and sharing a wall (i.e., Railway Embankment) hexside with them. No Guns/SW of the "Battlefield Flotsam" group may be possessed by either side at start (nor may the HMG/MMG be dm at start).

5. After all set up and the application of SSR 4—but prior to **placement of concealment counters and the start of** play—each player may chose ≤ two squad-equivalents of enemy MMC that must start play broken and under DM status, with the British player choosing first. **Both players may freely inspect any/all enemy stack(s) in order to implement this SSR.**

6. The Sherman VC fires HE Ammunition with a Depletion Number of "11".

AFTERMATH: With the troops of B Company heavily engaged in close combat with the German Marine defenders of the Rethem rail station, the withdrawal order couldn't have come at a worse time. However, fresh tanks of C Squadron, 5th Battalion the Royal Tank Regiment were sent to help the infantry disengage and another smoke barrage by the artillery was laid on to provide some amount of cover. Platoons 10 and 12, on the railway embankment, and fighting Marines in entrenched positions, began to fall back under the covering fire of 11 Platoon. The tanks provided heavier firepower, as well as some smoke support; this—coupled with the artillery smoke screen (which was fired using the last rounds of smoke available)—allowed the Welshmen to disengage. As darkness began to fall, Lance Corporal Dawson and Private Wild drove forward in a carrier to gather the wounded, checking all casualties for life (both were subsequently awarded the Military Medal for their actions). The withdrawal having been successfully carried out, the Welsh Division closed the book on yet another attack on Rethem.

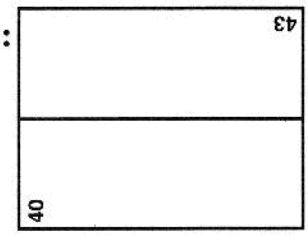
ACROSS THE ALLER

ASL SCENARIO TOT 24

VICTORY CONDITIONS: The British win at game end if there are ≥ 10 Good Order British MMC north of the river *and* if they control ≥ 5 stone buildings north of the river.

Outside WESTEN, GERMANY, 12 April 1945: The British successes on the left bank of the Aller River had created a crisis situation for the 2nd Marine Infantry Division. Responsible for the entire frontage of the Aller from Essel to Verden, by 11 April the Marines were already fighting to contain a British bridgehead near Essel. With the fall of Rethem and Westen, additional crossings of the Aller were to be expected. Kapitän zur See Neitzel's Marine Grenadier Regiment 7 was responsible for the northern portion of the 2nd Marine Division sector and Neitzel had ordered that 'any enemy crossing of the river be attacked and destroyed'. Opposite Westen, the troops of the Hungarian artillery training unit, Ungarisch Artillerie Ausbildungs Bataillon 7, were in position after their withdrawal from the fighting on the left bank the previous day. This unit was then ordered to hold their positions 'at all costs', but the dubious combat abilities of the Hungarians required that Neitzel reinforce them as soon as possible. For this purpose, Neitzel formed several kampfgruppe to respond to the expected British attack. They were ordered them to reinforce the thin line of units overwatching the river. Unfortunately for Neitzel, the British reaction came first. On the morning of 12 April a crossing of the Aller River at Westen was already under way. Without time for the German reinforcements to arrive to bolster their positions, the Hungarians would have to eliminate the British bridgehead on their own.

BOARD CONFIGURATION:



BALANCE:

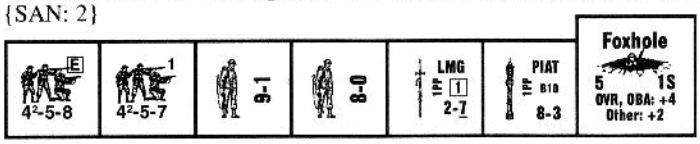
- Add a 51 MTR (non-Airborne) to the British Group that sets up north of the river.
- Add three Trench counters to the Hungarian At Start OB.

N

TURN RECORD CHART

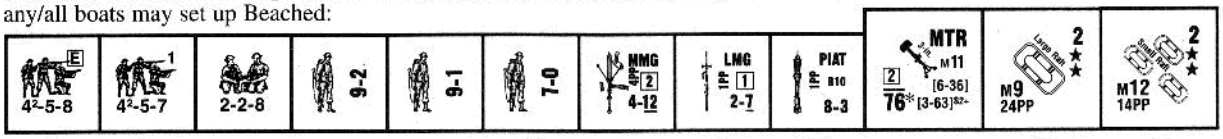
SEQUENTIAL Set Up	1	2	3	4	5	6	7	END
BRITISH Moves First [177]								

Elements of A and B Companies, 1st Battalion the East Lancashire Regiment [ELR: 3] set up first within three hexes of 40CC2: {SAN: 2}



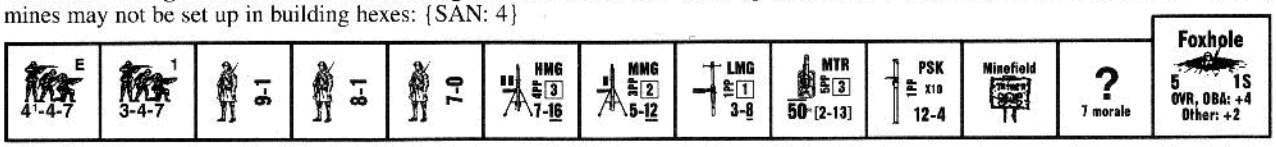
6 3 3

Elements of C and D Companies, 1st Battalion the East Lancashire Regiment set up third south of the river on/east of hexrow S; any/all boats may set up Beached:



2 7 2 3 2 2 6

Elements of Ungarisch Artillerie Ausbildungs Bataillon 7. [ELR: 0] set up second north of the river ≥ five hexes from 40CC2; mines may not be set up in building hexes: {SAN: 4}



3 12 2 2 4 2 2 24 factors 16 5

SPECIAL RULES:

1. EC are Wet, with no wind at start. The river is flooded, with a Heavy Current flowing to the west. Kindling fires/exchanging mines for Booby Traps is NA.

2. A +1 LV Hindrance DRM is in effect at a range of ≥ three hexes to all fire [EXC: Specific Collateral Attack; Fire Lane; Residual FP].

3. All units of Ungarisch Artillerie Ausbildungs Bataillon 7. are Hungarian, and all Axis Minor rules (A25.8) apply to them except as modified herein. The Hungarians use German SW/Guns *without* any Captured-use penalties, and they may also use PF (C13.3) as if they were 1945 Germans. Hungarians will not attempt escape (A20.55) unless abandoned. The Hungarians may use concealment counters of German/Axis Minor colors at will.

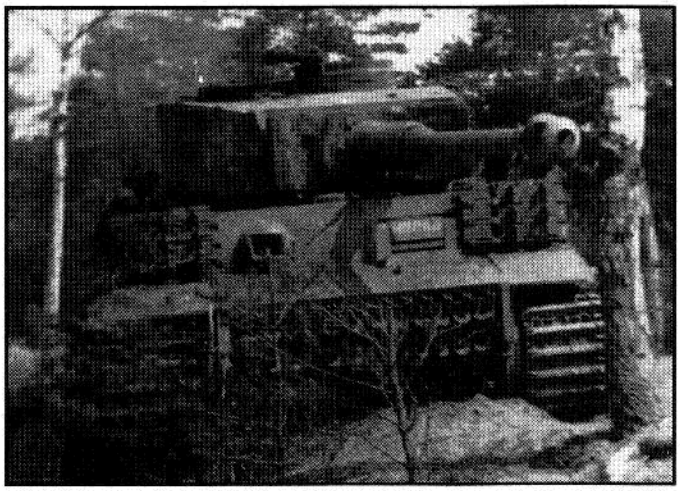
4. The 4-5-8 squads in the British At Start OB are Assault Engineers (H1.22).

5. Both sides are Untrained (E5.34) in river assaults; additionally, on a Boat Movement dr of 5 or 6, a subsequent dr must be made [EXC: this subsequent dr is NA for a Large Raft]. A 6 on this subsequent dr results in the boat counter (and its Passengers) suffering Casualty Reduction (as per E5.121/E5.5).

AFTERMATH: The 53rd (Welsh) Division's crossing of the Aller River was started with a night reconnaissance carried out by a platoon of the 4th Battalion the Welch Regiment. Once this platoon had signaled that the far bank was clear of the enemy, Brigadier Wilsey ordered a fresh formation, the 1st Battalion the East Lancashire Regiment, to move forward through the 4 Welch positions and take over the crossing operation. By first light on 12 April, two companies of the 1 E Lancs were across the Aller and holding the bridgehead against very light resistance. As the two remaining 1 E Lancs companies began to cross, the Hungarians appeared to become aware of the seriousness of their situation. The defense began to stiffen up. The forward movement of the 1 E Lancs companies already across the river was pinned down by fire and the Hungarians began a heavy enfilading fire on the crossing site with several machine guns. This fire, coupled with the swift current of the river, caused one of the assault boats to capsize, and 13 soldiers were drowned. Realizing the plight of those struggling to cross the swollen river, the Welshmen already on the far bank redoubled their efforts to subdue the defense through fire and maneuver. In this way they managed to leapfrog forward by platoons, providing some respite for the troops struggling at the crossing site. The crossing of 1 E Lancs then continued. By noon the Hungarians were subdued and the Welshmen held a firm grasp on their bridgehead across the Aller. With the Hungarian effort to keep the English off the left bank of the Aller ending in failure, Neitzel would be forced to marshall all of his available forces to prevent a breakout from the bridgehead.

FRANZEN'S ROADBLOCK

ASL SCENARIO TOT 25



North of the ALEXANDER PLATZ, outside ESSEL, GERMANY, 12 April 1945: On Thursday the 12th of April, only two depleted companies of SS trainees and a solitary Tiger tank were in position to block a British breakout from the Essel Bridgehead. The tank, an early-model Tiger I with the tactical number F02, was commanded by Unteroffizier Franzen and belonged to the remnants of the once highly regarded Panzer Lehr Division. Franzen and Tiger F02 had participated in a counterattack against the British 5th Parachute Brigade's crossing of the Weser River at Petershagen on 6 April. After the failed attack against the British paratroopers, Tiger F02 suffered mechanical difficulties. Franzen and his crew nursed the vehicle back to Fallingbostel where its clutch was replaced in the school's workshop. Again ready for action, Franzen and the tank were rushed to the Essel area, where the situation at the bridgehead held by the British 1st Commando Brigade was becoming critical. The Commandos had captured the damaged Essel road bridge and elements of the British 11th Armoured Division were using the now-repaired bridge to cross the river in force. The goal of the 11th was to open the direct route northwards out of the bridgehead and begin the breakout phase of the battle. Franzen's orders were to prevent that breakout at all costs until reinforcements could arrive.

VICTORY CONDITIONS: Provided that the Germans do not inflict ≥ 12 Casualty VP of Personnel/inherent crews/armor leaders on them (but excluding the Casualty VP bonus normally awarded for prisoners)—which will result in an immediate German victory—the British win at game end if they have accumulated ≥ 19 Casualty/Exit VP. Casualty VP are amassed by the British in the normal manner; additionally, the British receive Exit VP for British units (excluding prisoners) Exited off the north board edge.

BOARD CONFIGURATION:

(Only hexrows R-GG are in play)

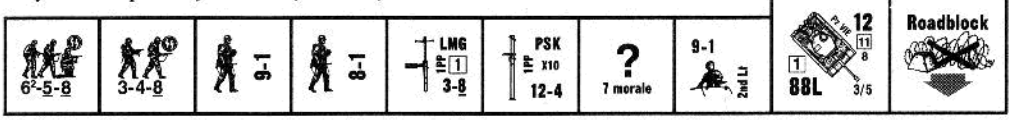
BALANCE:

- In the Victory Conditions, change "≥ 19 Casualty/Exit VP" to "≥ 21 Casualty/Exit VP".
- In the Victory Conditions, change "≥ 19 Casualty/Exit VP" to "≥ 17 Casualty/Exit VP".

TURN RECORD CHART

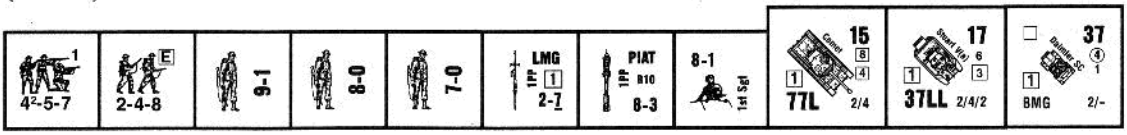
GERMAN Sets Up First	1	2	3	4	5	6	END
BRITISH Moves First							

Elements of Kompanie 1., SS-Ausbildungs und Ersatz Bataillon 12 (Hitler Jugend), supported by Tiger F02 of Panzer Regiment 130 [ELR: 1] set up on/north of hexrow V [EXC: the Pz VIE may not be set-up *in* a building]; "?" may be set-up in *any* terrain: {SAN: 3}



5 2 8 (see SSR 1)

Elements of D Company, 4th Battalion the King's Shropshire Light Infantry and A Squadron, 3rd Battalion the Royal Tank Regiment; 11th Armoured Division [ELR: 3] enter on Turn 1 from the south edge of the playing area: {SAN: 2}



6 2 2 2 2

SPECIAL RULES:

1. EC are Wet, with no wind at start. All buildings are wooden, with a ground level only. All woods are Tree Nurseries (TOT SSR 6). The roadblock in the German at start OB is a Hasty Roadblock (TOT SSR 5). All board 42 terrain that is *not* in play *remains in effect* for "offboard" movement/entry purposes [EXC: Bog Checks during "offboard" movement are *not* required]. Kindling fires is NA.

2. All German units are SS [EXC: the Pz VIE, its inherent crew, and the armor leader are *not* SS], with an ELR of 1 [EXC: the SS SMC in the German at start OB have an ELR of 4]. TOT SSR 3 is in effect for all SS MMC.

3. The Germans may use HIP for ≤ one HS (and any SMC/SW that stack with it). The Germans may create Hasty Roadblocks (TOT SSR 5.5).

4. The Pz VIE is subject to *one* Immobilization TC (and all the effects of that Immobilization TC) as per D5.5 [EXC: the hit need not have the capability to destroy/Shock the AFV with an Original TK DR ≤ 5] every time that it is hit by a Direct Fire ordnance attack [EXC: MG attack] that does not destroy, stun or Shock it—*whether the Pz VIE is Immobilized at that moment or not*. Once the Pz VIE crew has been forced to abandon the AFV due to failure of its Immobilization TC, it is thereafter *immune* to *all* Immobilization TC from that point on.

AFTERMATH: The attack up the main road out of the Essel Bridgehead initially went well for the British, who easily took the first objective outside of the Alexander Platz. The two SS companies of Training and Replacement Battalion 12 were hard pressed to slow the British tank and infantry teams, but the arrival of Franzen and his Tiger changed the complexion of the situation. Franzen immediately knocked out one of 3 RTR's Comet tanks, as well as the scout car belonging to the 4 KSLI commander. The British attacking force dispersed into the wooded areas surrounding the road and several PIAT teams were dispatched to deal with the Tiger. One of the PIAT teams got close enough to score two hits on the tank. Although the tank's thick armor shrugged off the attacks, the shocks caused Franzen and his crew to bail out. After checking for damage to the tank, they got back into the Tiger and readjusted their position overwatching the road. With the attempt to kill the Tiger foiled, the British force withdrew, intending to get the bothersome tank the next day. In this the British force was successful, for the Comets of A Squadron 3RTR finally managed to knock out the Tiger the next morning. The damage had been done, since Franzen's stand had allowed time for elements of Kampfgruppe Grosan—whose numbers were bolstered by two additional Tigers—to arrive on the scene. These Tigers, like Franzen's before them, created considerable trouble for the breakout attempt and ultimately caused the British to reassess their plans for the Essel Bridgehead.

FREE-FOR-ALL

DELUXE ASL SCENARIO TOT 26

VICTORY CONDITIONS: Provided that the British do not inflict ≥ 9 Casualty VP upon them (excluding the Casualty VP bonus normally awarded for prisoners)—which will result in an immediate British victory—the Germans win at game end if they have accumulated ≥ 25 Casualty VP. Each *Exploded* Ammo counter counts as 5 Casualty VP for the Germans, and each building hex with a Terrain Blaze in it at game end counts as 3 Casualty VP for the Germans.

GEESTEFELD, GERMANY, 13 April 1945: After the establishment of the British bridgeheads across the Aller River at Westen and Rethem, the German 2nd Marine Infantry Division sought to regain the initiative from the British. This was to be accomplished by launching a series of local counterattacks, both day and night, to keep the British off-balance. Kapitän zur See Karl Neitzel, the 7th Marine Grenadier Regiment's commander (a former U Boat skipper), outlined a series of attacks designed to "ensure that [the British] live in a constant state of danger and uncertainty in the villages they have occupied". The assaults were to be carried out by small groups of men and anything belonging to the British was to be destroyed. On the morning of 13 April the plan was put into action. One of the assault groups of the Second Battalion became disoriented in the dark and instead of attacking their intended target, Stedorf, struck at the village of Geestefeld. Geestefeld had fallen to the British that evening, and was outposted by a company of 4th Battalion the Welch Regiment, with a supporting troop of tanks. All was quiet as the Germans approached. Their surprise was nearly complete.

BOARD CONFIGURATION:

BALANCE:

⊙ In the Victory Conditions, change "inflict ≥ 9 Casualty VP" to "inflict ≥ 8 Casualty VP".

✙ In the Victory Conditions, change "accumulated ≥ 25 Casualty VP" to "accumulated ≥ 22 Casualty VP".

N

h

c

TURN RECORD CHART

	✙1	2	3	4	5	6	7	END
⊙ BRITISH Sets Up First [96]								
✙ GERMAN Moves First								

Elements of D Company, 4th Battalion the Welch Regiment, and A Squadron, 5th Royal Tank Regiment [ELR: 2] set up—with ≤ one MMC per Location—on board c, and/or on board h hexes numbered ≤ 2; tanks may *not* be set-up in building hexes [EXC: VBM], and unarmed units *must* be set-up in buildings: {SAN:2}

(1)-0-6	2-4-7	(1)-0-6	8-1	8-0	7-0	LMG 2-7	PIAT 8-3	X12 Ammo 36	75 2/4
6	5	7				2	2	4 (see SSR 3)	3 (see SSR 4)

Elements of Bataillon II., 7. Marine Grenadier Regiment [ELR: 2] enter on Turn 1 from the north board edge: {SAN: 3}

2-3-8	8-1	8-0	LMG 3-8	PSK 12-4	DC 30-1
13			2	3	

SPECIAL RULES:

1. EC are Moist, with no wind at start. All buildings are wooden, and are Ground Level *only*. Bore Sighting is NA.

2. Night rules are in effect. The Initial Base NVR is one hex with Overcast and no Moon. The Germans are the Scenario Attackers and the British are the Scenario Defenders. The British may use both the normal British-color Dummy counters *and/or* Motion counters (i.e., *white*-color Dummy counters) for the Dummies to be received as per E1.2. The Majority Squad Type for the Germans is Normal; for the British, Lax. Only *leaders* are allowed to make Starshell Usage dr.

3. The Ammo counters may be set up HIP, and are only revealed if their Location is Searched, if an enemy unit enters their Location, or to apply a combat result. Each Ammo counter must be placed in a different building Location, and may not be moved. When an IFT KIA result occurs in the Ammo counter Location, and/or if—at the end of any AFPh—a Flame/Terrain Blaze exists in the same Location with an Ammo counter, an Explosion dr must be made. On an Explosion dr ≤ 2, the Ammo counter will immediately explode as per E10.5. There is a -3 drm to an Explosion dr if there is a Terrain Blaze in the Location. An Ammo counter explosion does *not* extinguish a Terrain Blaze in the same Location (but a Flame in the same Location will be extinguished).

4. The British Cromwell tanks are Abandoned at start. The British player must secretly pre-record three unarmed HS as being vehicle crews prior to set up; if re-armed as per SSR 5 these HS will take counter form as 1-2-7 vehicle crews. A vehicle that is crewed by an *unarmed* vehicle crew retains *all* of its normal capabilities. A21.21-.22 would apply if any unit other than these pre-recorded vehicle crews enters an AFV.

5. In *addition* to the normal methods of re-arming unarmed units (A20.551-.552; D10.5), the British unarmed MMC may re-arm themselves—becoming *1st Line MMC* of the appropriate US# [EXC: the three British unarmed HS pre-recorded as vehicle crews become 1-2-7 crews if re-armed]—by making a successful Recovery attempt in a Location containing an Ammo counter. Unarmed units may *not* make such a Recovery attempt if under Freedom of Movement restrictions.

6. No British unarmed unit may possess a SW until its Freedom of Movement restrictions are removed; additionally, British unarmed *squads* may not Deploy [EXC: unless Deployed by a Guard unit, A20.51]. British unarmed units may enter a Known enemy-occupied Location. British units held prisoner may attempt to attack their Guard in the CCPh (by passing a NTC) even if the Guard is *not* broken. Despite the use of the *Deluxe ASL* rules, only *unarmed* units that are *British* may *initiate* Hand-To-Hand CC, although any unit may join a Hand-To-Hand CC/Melee as soon as/after it is initiated.

7. TOT SSR 4 is in effect for all German units. The Germans may fire ≤ 12 PF during the course of the scenario. All German MMC/SMC are MOL capable, and all MOL Check dr receive a cumulative –2 drm. Kindling fires is allowed in this scenario; armed German MMC may attempt Kindling without a leader or a NTC. The Germans receive seven additional Cloaking counters—over and above those that they would normally receive due to E1.411. After Turn 3, the Germans may Exit units off the north board edge without having them count as Casualty VP against the Germans (and prisoners Exited with the Germans still count as [double] Casualty VP against the British).

AFTERMATH: The Germans managed to move into the village undetected. They awakened several groups of British and took them prisoner on the spot. Once the shooting started, however, the British prisoners jumped their captors. Fist fights erupted throughout the village. Meanwhile, the Germans set fire to the house holding the British headquarters. The men of the HQ quickly vacated the building when the reserve ammunition began to explode. The German assault force then retreated, leaving what remained of the battlefield to the British. Most of the Company's transport and equipment had been destroyed, although the fires that had been started on the three Cromwells were beaten out with blankets in the midst of the fighting. Although the Germans hadn't gotten away with any prisoners, they had wreaked no small amount of havoc on the British company. The fighting, too, had been fierce: of the two German officers killed in the fight, neither one had a bullet wound. For their part, the British were still in possession of the village (in spite of the destruction), and they were pleased with the way that they had conducted their night's free-for-all battle—most of it being unarmed combat.

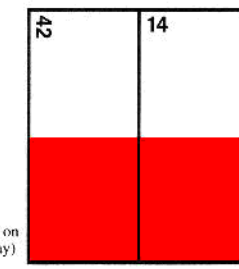
FIRST LIGHT OF DAWN

ASL SCENARIO TOT 27

VICTORY CONDITIONS: Provided that the Germans do not inflict ≥ 21 Casualty VP on them (excluding the Casualty VP bonus normally awarded for prisoners)—which will result in an immediate German victory—the British win if they control the British Headquarters Platoon Set-Up Hex *and* all six hexes adjacent to it at game end.

North of GROSS HÄUSLINGEN, GERMANY, 13 April 1945: After establishing the crossing over the Aller River at Westen, the troops of the 71st Infantry Brigade, 53rd (Welsh) Division began to expand the bridgehead towards the south, in the direction of the bridgehead at Rethem. On the evening of 12-13 April, the 1st Battalion the Oxfordshire and Buckinghamshire Light Infantry pressed south towards Gross Häuslingen, tasked with holding ground over which the 4th Battalion the Royal Welch Fusiliers would launch an attack to take Altenwahlingen at dawn. The men of the Ox & Bucks encountered considerable resistance from the German 6th Marine Grenadier Regiment, but by skillful night maneuver the Welshmen were able to consolidate their hold on the ground. All fighting had ceased by the early hours of April 13 and the troops of 4 RWF began to move forward towards the jumping off point for their day-break assault on Altenwahlingen. With the first light of dawn, the tenuous hold on the battlefield was revealed, as groups of German Marines in fighting positions amongst the Ox & Bucks' men began to make their presence known.

BOARD CONFIGURATION:



(Only hexrows R-GG on both boards are in play)

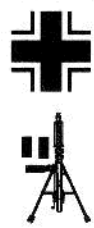
BALANCE:

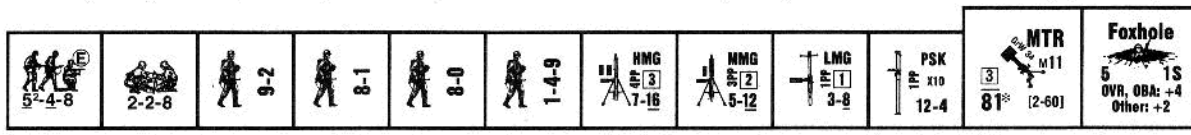
- Immediately after the first Wind Change dr, the Germans may make a Recon dr (halved; FRU).
- In SSR 6, change all occurances of "1MC" to "2MC".

TURN RECORD CHART

	1	2	3	4	5	6	7	8	END
SIMULTANEOUS Set Up ✙: [167]									
BRITISH Moves First [156]									

Elements of Kompanie 4., Marine Grenadier Regiment 6. [ELR: 2] set up anywhere in the playing area as per SSR 2, with < two squad-equivalents per hex [EXC: no two stacks of German MMC may set up ADJACENT to each other]: {SAN: 3}

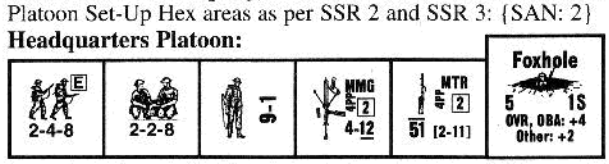




11 3 2 2 2 2 3 2 2 ? (see SSR 2)

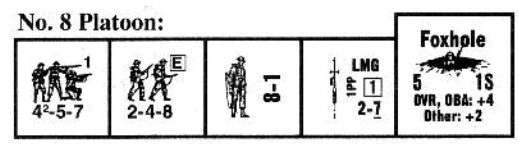
Elements of C Company, 1st Battalion the Oxfordshire and Buckinghamshire Light Infantry [ELR: 3] set up in four Platoon Set-Up Hex areas as per SSR 2 and SSR 3: {SAN: 2}

Headquarters Platoon:



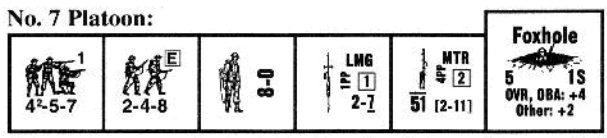
6 2 2 2 2

No. 8 Platoon:



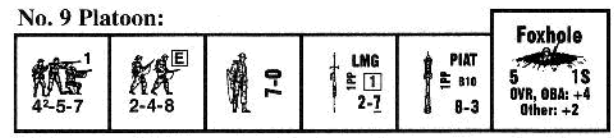
3 2 2

No. 7 Platoon:



3 2 2

No. 9 Platoon:



3 2

SPECIAL RULES:

1. EC are Moist, with no wind at start. Bore Sighting/Kindling fires is NA.

2. Set-up is simultaneous, with both sides secretly recording their set-up. Both sides then place their units onboard; *all* non-HIP/non-Cloaked units of both sides may set up Concealed (in addition to any ? received by E1.2/E1.411/SSR 4). No Entrenchments may *ever* be HIP. German units may *not* set up IN Entrenchments that are placed by the British. HIP units that are set up in the same Location as an enemy unit must be placed onboard (but may be Concealed); hexes that contain units from both sides have a CC counter placed on such units [EXC: unless they each occupy different Levels; Ambush is NA for such units]. After set-up, the German player may place a 1S Foxhole in each (legal) hex that contains ≥ one German MMC but *no* British counters.

3. During set-up, the British must secretly designate one Platoon Set-Up Hex for each of the four British platoons. Each Platoon Set-Up Hex must be > six hexes from any other Platoon Set-Up Hex, and must be ≥ three hexes from any board-edge hex. The Platoon Set-Up Hex of the Headquarters Platoon must be a building hex. All counters of each British Platoon must set up within two hexes of their Platoon Set-Up Hex [EXC: Dummy Cloaking counters may be set up anywhere].

4. Night rules are in effect [EXC: the maximum Base NVR may become > 6 hexes]. The Initial Base NVR is four hexes with Scattered Clouds and a Full Moon. Despite both sides setting up onboard, the British are the Scenario Attacker and the Germans are the Scenario Defender. The Majority Squad Type of both sides is Normal. The British receive five more Cloaking counters than normally allotted by E1.411.

5. For purposes of NVR Change increase/decrease determination (only), there is a +2 drm to both the white dr and the red dr of the Wind Change DR. HIP/Concealment loss/gain is treated as occurring during the day at ranges that are < half the current NVR. Provided that a valid LOS exists, all units (*including* those that are Illuminated) may always see into hexes that are at < half the current NVR (as well as maintaining any possible Acquisition to such hexes). Straying is NA if the current Base NVR is > 6 hexes.

6. After *all* set-up, but prior to play, the British player has the option of announcing the location of the British Headquarters Platoon Set-Up Hex. If this hex is revealed, all German units within two hexes of the Headquarters Platoon Set-Up Hex automatically lose Concealment/HIP status and must take a 1MC (with the normal consequences, including DM status); all units which pass this 1MC must start the game pinned (*including* Heroes).

7. All German Good Order SMC automatically gain Freedom of Movement (E1.21) at the beginning of the RPh of the first German Player Turn. At the beginning of each German MPh, each German MMC may make a dr to gain Freedom of Movement; on a dr ≤ the unit's current ELR, Freedom of Movement is gained for that MMC. TOT SSR 4 is in effect for all German units.

AFTERMATH: The Marines were found to be scattered throughout the Welsh positions and a position of reinforced platoon strength sat directly adjacent to the Ox & Bucks' C Company headquarters at a road junction. As night gave way to the daylight hours, the fighting intensified. The Ox & Bucks, rather than holding secured ground for their sister battalion, were suddenly fighting to maintain their own territory. The confusion ultimately had a detrimental effect on the 4 RWF attack into Altenwahlingen as well, since their companies also found the enemy to their rear. Both battalions spent the remainder of the day attempting to mop up the Marines from the area, but at great cost. C Company of the Ox & Bucks lost Major Warren and Lieutenants Norris and Hedges to wounds and Captain Hawley was killed. Finally, by 2000 hours on Friday the 13th of April, the area around Gross Häuslingen was cleared. The attack into Altenwahlingen finally jumped off an hour later.

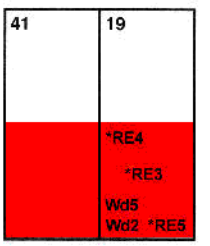
BLACK FRIDAY

ASL SCENARIO TOT 28

HADEMSTORF, GERMANY, 13 April 1945: By Friday the 13th of April, the fighting for the Essel bridgehead had been raging for over two days. Initially, the German defenses—comprised of a mixed force of SS, Marines, Wehrmacht, and troops from various military schools—had managed to contain the British Commandos to a small piece of ground centered on a park known as the Alexander Platz. However, on April 12, the British engineers had completed the repairs to the damaged Essel road bridge, and elements of the British 11th Armoured Division began to cross into the bridgehead. The 1st Commando Brigade then shifted its entire weight to the left flank and was ordered to take the village of Hademstorf to prevent German observation of the newly repaired bridge. On their first day in the bridgehead, the Commandos had mounted an attack on Hademstorf, but had been repulsed and then subjected to a dangerous counterattack by German self-propelled guns. Two days later, however, it was hoped the the savage fighting had worn down the German defenders to the point that their resistance would be feeble; additionally, it was believed that the availability of tank support from the 11th Armoured would provide the extra muscle needed to succeed.

VICTORY CONDITIONS: The British win at game end if they have ≥ 10 Good Order squad-equivalents within three hexes of 41Y6. Each non-Shocked/non-Recalled Mobile British AFV with functioning MA within three hexes of 41Y6 at game end counts as one squad-equivalent for Victory Condition determination purposes.

BOARD CONFIGURATION:



(Only hexrows R-GG are in play)

BALANCE:

- In the Victory Conditions, change "≥ 10 Good Order" to "≥ 12 Good Order".
- In the Victory Conditions, change "≥ 10 Good Order" to "≥ 8 Good Order".

TURN RECORD CHART

GERMAN Sets Up First [189]	1	2	3	4	5	6	END
BRITISH Moves First [127]							

Elements of Kompanie 5., SS-Ausbildungs und Ersatz Bataillon 12. (Hitler Jugend) [ELR: 0] set up on board 41 on/south of the stream, and/or on board 19 hexes that are on/south of hexrow W *and* west of the Railway Embankment: {SAN: 4}

6²-5-8 | 3-4-8 | 9-1 | 8-0

4 2

SW/Entrenchments set up anywhere within the German set-up area, with all SW possessed by German units:

MMG 2PP [2] 5-12 | LMG 1PP [1] 3-8 | PSK 1PP X10 12-4 | ? 7 morale | Foxhole 5 1S OVR, OBA: +4 Other: +2

2 4 3 7 6

Elements of Panzerjäger Abteilung 71. set up on board 41 on/south of the stream; the AT Gun may not be set up HIP:

2-2-8 | AT M 4 [2] 88LL | 8 18 [1] 88LL 3/-

2

Elements of Kompanie 1., Marine Füsilier Bataillon 2. [ELR: 2] set up on board 41 on/south of the stream, and/or on board 19 hexes that are on/south of hexrow W *and* west of the Railway Embankment:

5²-4-8 | 2-2-8 | 8-1 | 8-0

7 2

Elements of 46 (Royal Marine) Commando, 1st Commando Brigade; supported by elements of 75th Anti-Tank Regiment, Royal Artillery [ELR: 5] enter on Turn 1 on/between 19X0-19FF0: {SAN: 2}

6²-4-8 | 2-4-8 | 9-2 | 8-1 | 8-0 | dm MMG 1PP 2PP | LMG 1PP [1] 2-7 | dm MTR 2PP 51mm | PIAT 1PP B10 8-3 | 15 [2] 76LL -/-/4 | 19 [1] 37LL -/4 | 18 [1] CMG 2/4

8 3 2 3 2 2 4

Reinforcing elements of 46 (RM) Commando enter on Turn 2 on/between 41R1-41R6:

6²-4-8 | 9-1 | 8-0 | LMG 1PP [1] 2-7 | PIAT 1PP B10 8-3

6 2

SPECIAL RULES:

1. EC are Moist, with no wind at start. All buildings are wooden. The stream is shallow, and hexside 41W1-19W10 *is* a stream hexside. All board 41 terrain that is not in play *remains in effect* for "offboard" movement/entry purposes. Kindling fires is NA.

2. Place Overlays as follows: ***RE4** on 19U8-U9; ***RE5** on 19GG2-GG3; ***RE3** on 19X6-X7; **Wd2** on 19FF9-FF8; and **Wd5** on 19CC8-DD8.

3. TOT SSR 4 is in effect for all units of Kompanie 1., Marine Füsilier Bataillon 2. All units of Kompanie 5., SS-Ausbildungs und Ersatz Bataillon 12. are SS, with an ELR of 0 [EXC: SS SMC have an ELR of 4]. TOT SSR 3 is in effect for all SS MMC. The Germans may HIP ≤ one squad-equivalent (and any SW/SMC that stack with them).

4. The PzJg Tigers may not Bore Sight; also, they both fire AP ammunition with a Depletion Number of "6", and HE ammunition with a Depletion Number of "7". Recall is *not* required for any PzJg Tiger that has lost the use of both AP and HE ammunition—although it would be considered to have a non-functioning MA for any other reason. The 88LL AT Gun suffers from Ammunition Shortage (A19.131).

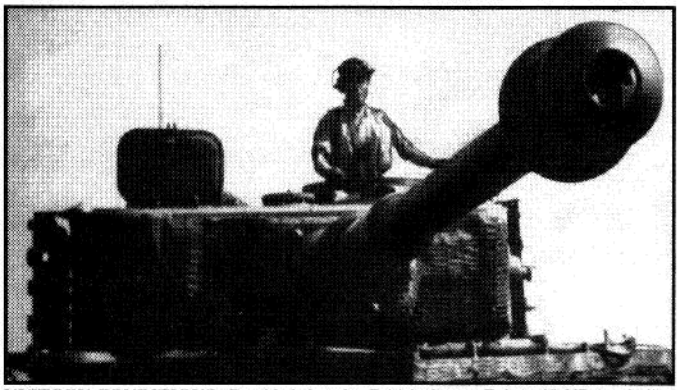
5. All British units are Commandos (H1.24) [EXC: the crews (whether inherent or not) of the Achilles(a), Locust(a), and Cromwell OP AFVs are *not* Commandos]; all British Commando MMC are considered to have their Morale underlined. The Commandos (only) are considered Elite for purposes of Ammunition Depletion Numbers (C8.2). The British Achilles(a) have *no* restrictions on their use of HE ammunition (i.e., the HE7 on the back of the counters is NA).

6. The British receive one module of 88mm OBA (HE and Smoke only) with Normal Ammunition. This module is directed by a Cromwell OP (H1.4641).

AFTERMATH: With the tank destroyers of 75 AT Regiment filling in as tanks and providing the direct fire support, the troops of 46 (Royal Marine) Commando attacked Hademstorf from two sides. The left pincer attacked over and along the rail line that skirted the town and initially met with stiff resistance. The leading Troop suffered many casualties including all of their officers and the Troop Sergeant Major. Rallied by Sergeant Cooper, the Commandos pushed on through the wooded area covering the village. In the village itself, the British were liberal with the use of supporting artillery fires and the defense began to crumble. The German *Elefant* SP guns could provide little support since they were nearly out of ammunition and the British tank destroyers also managed to knock out an 88mm AT gun that had been carelessly hidden. The right pincer, moving in from the north, caught the Germans still regrouping from the artillery fire to which they had been subjected. After days of ruthless combat, the young SS troopers—the "Steel-Eyed Boys"—could take no more. Most broke and ran. One SS officer was seen to shoot himself in disgrace. Thereafter, Hademstorf quickly fell to the Commandos, who finally completed their first day's assignment on the Essel bridgehead.

TIGER HUNT

ASL MINI-CAMPAIGN GAME TOT 29



North of the ALEXANDER PLATZ, outside ESSEL, GERMANY, 13 April 1945: After three days of intense, see-saw fighting, the British 1st Commando Brigade bridgehead across the Aller River at Essel was still being effectively contained by a mixed-bag force of German Marines and SS troops. At first, the Commandos fought unsupported by armor, but when the Aller road bridge was captured late on 11 April, elements of the British 11th Armoured Division began to cross into the bridgehead area. With the arrival of these fresh units, the Commandos concentrated their efforts on the left flank. Meanwhile, on the right flank of the bridgehead, two companies of the 4th Battalion the King's Shropshire Light Infantry, supported by the Comet tanks of A Squadron, 3rd Battalion the Royal Tank Regiment, fought to open the road north out of the Alexander Platz on April 12. If the tank-infantry teams could break through the stiff German resistance in the heavily-wooded terrain, the road to Ostenholz—and the open expanses of the North German Plain—would be wide open. The advance was held up by groups of SS troops and a solitary Tiger tank, which knocked out several British vehicles. The attack was resumed on the 13th and A Squadron finally managed to destroy the pesky Tiger. The Germans, however, had reinforcements on the way and they were intent on not allowing the British to break out into the open country to the north.

VICTORY CONDITIONS: Provided that the British do not Exit ≥ 68 VP (excluding prisoners) off the north edge of the playing area over the course of all three Parts (which results in an *immediate* British victory), the Germans win at the end of Part III if they have ≥ 26 VP of unbroken/non-Recalled/non-Shocked German units (calculated as though they were Exit VP) in hexes numbered ≥ 38 [with each Mobile Pz VIE (L) with a functioning MA and its inherent crew (as well as any armor leader) being counted as *double* for Exit VP determination purposes], *or* immediately upon inflicting ≥ 23 Casualty VP of Personnel/inherent crews/armor leaders (but excluding the Casualty VP bonus normally received for prisoners) on the British over the course of all three Parts.

MAP-GROUP CONFIGURATION:

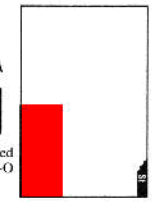
BALANCE:

Prior to all set up for Part II and Part III, the German may Battle Harden any one eligible unit that was in play during the immediately previous Part.

Prior to all set up for Part II and Part III, the British may Battle Harden any one eligible unit that was in play during the immediately previous Part.

N

(Only hexes numbered ≥ 30 in hexrows A-O are in play)



PART/TURN RECORD CHART

GERMAN Sets Up First	Part I	Part II	Part III	Game END	1	2	3	4	5	6	Part END
BRITISH Moves First											

Elements of Kompanie 7., SS-Ausbildungs und Ersatz Bataillon 12. (Hitler Jugend) [ELR: 1] set up in hexes numbered ≤ 51: {SAN: 3}

7 2 2 2 8

Reinforcements from Kampfgruppe Grosan [ELR: 2] enter play in Part I:

3 8 2

Reinforcements from Kampfgruppe Grosan enter play in Part II:

6 2 3 8

Elements of 4th Battalion the King's Shropshire Light Infantry and A Squadron, 3rd Battalion the Royal Tank Regiment [ELR: 3] enter play in Part I: {SAN: 2}

9 2 2 3 3 2 3 2 (see SSR 7)

Reinforcements from 4 KSLI/3 RTR Battle Group enter play in Part II:

3 3 (see SSR 7)

Reinforcements from 4 KSLI/3 RTR Battle Group enter play in Part III:

3 2

SPECIAL RULES:

1. This Mini-Campaign Game is played in three separate but related Parts, with each Part being six turns long. The German player sets up first in each Part. In Parts II and III, the German force available for set up consists of all German non-eliminated/non-Recalled units in play at the end of the previous Part. Any German reinforcements for the current Part enter from the north edge of the playing area on Turn 1 of that Part. The British set up second in each Part. In Part I, all British units enter from offboard; in Parts II and III, the British force available for set up consists of all British non-eliminated/non-Recalled units in play at the end of the previous Part. Any British reinforcements for the current Part enter from the south edge of the playing area on Turn 1 of that Part. The allowable set-up areas for both sides in Parts II and III are determined by British gains in the previous Part (see SSR 2).

2. Use the Set-Up Index Number to determine the allowable set-up areas for both the Germans and the British in Part II and Part III. The Set-Up Index Number for the current Part is the *number* of the hex of the northern-most British Good Order, non-encircled MMC/non-shocked,* Mobile Comet (with a functioning MA) at the end of the *previous* Part (*after* any Melee Withdrawals—see SSR 4), or the number "52", whichever is *lower* [EXC: if the British have Exited *any* units off the north edge of the playing area, or if the Set-Up Index Number would be ≤ 36, treat all Set-Up Index Numbers as "36" from that point on]. The Germans may set up in *any* hexes numbered ≤ the Set-Up Index Number *minus two* [EXC: see SSR 3]. The British may set up in *any* hexes numbered ≥ the Set-Up Index Number *plus two* [EXC: *not* in/adjacent to a hex containing a German Good Order unit].

3. In Parts II and III, any/all German units *may* set up south of their allowable set-up area. The Location of each German unit should be (secretly) recorded at the end of Part I and Part II (*after* any Melee Withdrawals—see SSR 4). When setting up for the next Part, the German player has the *option* of setting up any/all German units in/adjacent to their respective recorded Locations *in lieu of* setting up as per SSR 2; however, all Locations occupied by German units that set up south of their *allowable* set-up area for the current Part are marked by an Encirclement counter at the *start* of play. Such Encirclement is treated as per A7.7.

4. Unpossessed SW/Guns and Abandoned/bogged/mired/immobilized/wrecked vehicles present at the *end* of a Part must remain in their Locations (and must be unpossessed/Abandoned if they were that way) for the beginning of the next Part. Units retain all results of Battle Hardening/ELR Replacement/SMC Creation**/stuns/Low Ammo status/Special Ammo Depletion in later Parts; however, any berserk/fanatic/Acquired/Labor status held by units at the conclusion of any Part is lost prior to the commencement of the next Part. All units broken/under the effects of shock/Unconfirmed Kill status (C7.4) at the conclusion of Part I/Part II are returned to Good Order prior to commencement of the next Part. Weapons that were malfunctioned at the end of PartI/Part II are automatically considered repaired prior to set-up for the next Part [EXC: unless they are unpossessed during set-up, in which case they must roll for repair normally once possessed; captured weapons may not be repaired]. All units held in Melee at the conclusion of Part I/Part II *must* immediately withdraw, with *no* Withdrawal CC attacks taking place and with the British withdrawing first [EXC: German units *may* stay in their Locations]. Units unable to Withdraw to a legal Location (as per A11.21) are eliminated. Units may Recombine freely before the beginning of the next Part, but may not further Deploy. Any entrenchments/rubble created during play are retained in place throughout subsequent Parts. At the conclusion of each Part, a dr is made for each Burning Wreck on the board: on a dr ≥ 4, that Blaze is removed and the Wreck replaced with a Burnt-Out-Wreck counter. Any changes to the SAN of either side and/or the invocation of No Quarter for either side will remain in effect in later Parts.

All prisoners are removed from play at the end of each Part (and the Casualty VP for such are awarded at that time).

*/non-Recalled **/wounds/

5. In spite of the use of the Stoumont Map-Group, the KGP SSR are *not* in effect. EC are Moist, with no wind at the start of each Part. All terrain inherent to the KGP Stoumont Map-Group is in effect normally [EXC: *all* woods are pine woods (P1.)]. Mud (E3.6; D8.23)—including Mud EC—is in effect for all hexes whose Base Level is *lower* than the Base Level of hex StK46 (*but Mud/Mud EC is* not *in effect in any other hexes*). Terrain Blazes/Kindling fires/Bore Sighting are NA. Guns may *never* be Emplaced.

6. All German units of Kompanie 7. (Hitler Jugend) are SS with an ELR of 1 [EXC: the SS SMC in the At Start OB have an ELR of 4]. TOT SSR 3 is in effect for all SS MMC. The total number of PF shots that can be taken by the German during each Part is unlimited.

7. In Part II, the British receive one module of 88mm OBA (HE and Smoke); this OBA module is directed by a Cromwell OP (H1.4641). If still available for Part III, the OBA Battery Access Draw Pile remains the same as it was at the conclusion of Part II. Both British Carrier C have *Infantry* (i.e., 2-2-8) crews as per British Multi-Applicable Vehicle Note H.

AFTERMATH: The German reinforcements, a small force from Kampfgruppe Grosan, arrived to bolster the SS defenders just as the British force was about to achieve its breakthrough. The reinforcements included two more Tiger tanks, and again their presence on the battlefield had a marked effect on the ability of the British units to push forward. The British attack stalled. For their part, the British—after the previous days' failures—knew that they must attempt to bag the Tigers. Two 6 pounder anti-tank guns of 4 KSLI were brought forward and opened fire on the German tanks, with one gun scoring seven hits. The heavy armor of the Tiger shrugged off the 57mm shot, however, and both guns were knocked out by the tanks for their efforts. The Tigers then pulled back, readjusting their position. The 4 KSLI/3 RTR group then mounted another attack late that afternoon, finally pushing out into open country. In the lower areas, the going was quite soggy and several of the Comets became mired. At that moment the Germans struck again, with a Tiger emerging from a wooded copse and destroying one of the stuck tanks. The British attack again stalled and, with night beginning to fall, the advance was halted. The British infantry consolidated their hold on the ground they were on, mopping up scattered German resistance, and dug in for the night. The delay had proved fatal for the northerly axis of advance, however. That evening it was decided to halt all breakout efforts towards Ostenholz and shift the 11th Armoured Division to another axis of advance.

RIGHT HOOK AT SÜDKAMPEN

ASL SCENARIO TOT 30

VICTORY CONDITIONS: Provided that the Germans do not inflict ≥ 20 Casualty VP of Personnel/inherent crews/armor leaders on them (but excluding the Casualty VP bonus normally awarded for prisoners)—which will result in an immediate German victory—the British win if they control ≥ 17 buildings north of the stream/pond at game end. For every two (FRD) Casualty VP amassed by the British reduce the number of buildings required for victory by one.

SÜDKAMPEN, GERMANY, 15 April 1945: Once the British bridgehead had been firmly established across the Aller River, the breakout phase of the crossing operation came into play. The British 4th Armoured Brigade, temporarily attached to the 53rd Welsh Division, was one of the key components of this breakout. Teamed together for mutual support, the tanks of the 44th Battalion the Royal Tank Regiment and the infantry of the 2nd Battalion the King's Royal Rifle Corps had fought a battle with German Marines in the village of Gross Eilstorf on 14 April, and the next day they again moved north. On the wooded roads, the tanks were fired on by retreating Marines. Although they suffered some casualties, the 44 RTR/2 KRRC team pressed on towards Südkampen, where Major Gosse the 2 KRRC A Company commander, ordered that the village be taken. The main bridge over the stream before the village was blown. While a bridgelaying tank from the 44 RTR was called forward, A Company's No. 2 Platoon and part of the Carrier Platoon were sent to find another way into the town.

BOARD CONFIGURATION:

(Only hexrows R-GG on both boards are in play.)

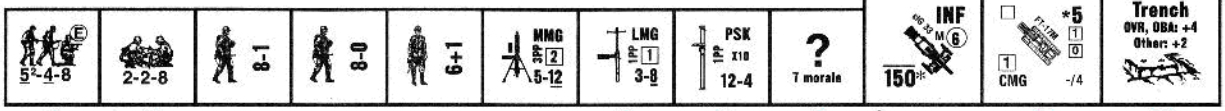
BALANCE:

- The Germans may use HIP for ≤ one squad-equivalent (and any SMC/SW stacked with them) [EXC: the 150* INF Gun and its manning crew may *not* use HIP].
- Add a 9-1 Armor Leader to either British group that has AFVs.

TURN RECORD CHART

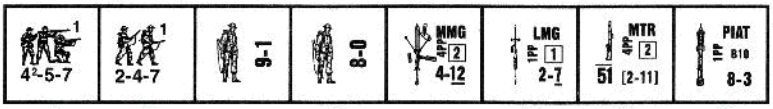
GERMAN Sets Up First	1	2	3	4	5	6	END
BRITISH Moves First [68]							

Elements of Kompanie 7. and Stabs Kompanie, Bataillon II., Marine Grenadier Regiment 5. [ELR: 2] set up north of the stream/pond on/west of hexrow S [EXC: the 150* INF Gun may not be set up on board 13] (see SSR 5): {SAN: 4}



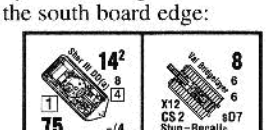
8 4 2 2 6 3 2

Elements of A Company, 2nd Battalion the King's Royal Rifle Corps, 4th Armoured Brigade [ELR: 3] set up south of the stream/pond: {SAN: 2}



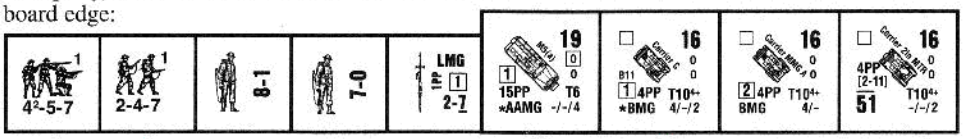
6 2 2 2 2 2

Elements of HQ and A Squadrons, 44th Battalion the Royal Tank Regiment enter on Turn 2 from the south board edge:



4

2 Platoon and elements of Carrier Platoon, A Company, 2KRRC enter on Turn 1 from the east board edge:



4 2 2 4

SPECIAL RULES:

1. EC are Moist, with no wind at start. All buildings are wooden. All board 10/13 terrain that is not in play *remains in effect* for "offboard" movement/entry purposes [EXC: Bog Checks during "offboard" movement are *not* required]. Kindling fires is NA.

2. Place overlay **P3** in 13FF3-FF2. All hexsides shared by the 13DD3 pond and the **P3** pond overlay are considered pond hexsides.

3. The stream and pond are flooded. All level 0 hexes adjacent to the stream/pond are Bog hexes with a special +2 Bog Check DRM [EXC: unless entering that hex via a road hexside]. The bridges in hexes 13CC5 and 13Y8 are destroyed; however, hexsides 13CC5-13DD5; 13CC5-13BB4; 13Y9-13Y8; and 13Y8-13Y7 are still considered road hexsides for all purposes.

4. TOT SSR 4 is in effect for all German units.

5. Use French FT-17M counters for the AFVs in the German OB. The German at start FT-17M *Inherent* vehicle crews (only)operate the FT-17M tanks without Captured-use penalties. The FT-17Ms may not be set up in, nor may they enter, a building [EXC to both: VBM]. Recalled German AFVs count as Casualty VP for the British.

6. The Valentine Bridgelayer receives a cumulative -1 DRM to the X# DR for its Bridgelaying mechanism.

AFTERMATH: The Carrier Platoon and No. 2 Platoon found a viable crossing over the stream to the east of town and moved into Südkampen from that direction. Fighting broke out in the town, which was being defended by German Marines of the 5th Grenadier Regiment. While the bridgelayer spanned the gap across the destroyed bridge, the British force in the village carried the brunt of the battle. As the Sherman DD tanks of 44 RTR crossed the bridge and entered the town, the British infantry had concluded the heaviest of the fighting. All that remained was to mop up the scattered resistance. By nightfall, the fighting was over and many prisoners were taken in Südkampen (three former-French World War I tanks were also captured). The next day the 44 RTR/2 KRRC team continued their advance towards the Elbe River, and by 19 April, the 4th Armoured Brigade had taken over 2,000 prisoners for the loss of only 77 casualties and four tanks knocked out. The British were finally nearing their last lap in the war.

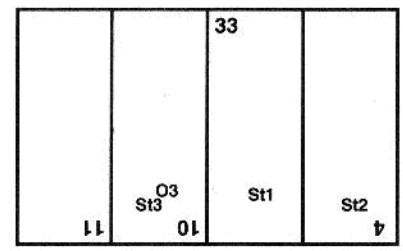
PUSH COMES TO SHOVE

ASL SCENARIO TOT 31

VICTORY CONDITIONS: Provided that the Germans do not inflict ≥ 35 Casualty VP of Personnel/inherent crews/armor leaders on them (but excluding the Casualty VP bonus normally received for prisoners)—which will result in an immediate German victory—the British win at game end if they control ≥ 9 stone buildings on/north of hexrow Q on board 10.

VETHEM, GERMANY, 15 April 1945: By the 15th of April, the battles to overcome the resistance of the German 2nd Marine Division were bearing fruit. Pushed away from the natural defensive line of the Aller River by the Westen Bridgehead, the Marines were now at the mercy of a well-supplied and more mobile enemy. Nowhere was this mobility more pronounced than in the two mixed battlegroups of the British 4th Armoured Brigade, newly attached to the 53rd (Welsh) Division. Each 4th Armoured battlegroup consisted of an armoured regiment and an attached infantry battalion. One of these infantry battalions was mounted in armored halftracks, but the other, the 6th Battalion the Royal Welch Fusiliers, was mounted in Kangaroos—fully tracked troop carriers with the same armor as the tanks. This level of protection added a new dimension to the word "mobility". On the afternoon of the 15th the 6 RWF and their armoured regiment partner, the Royal Scots Greys, deployed to clear the village of Vethem. The German Marines of the 5th Marine Grenadier Regiment in Vethem—defending with the support of their artillery regiment at last—would be hard-pressed to hold the tanks and Kangaroos at bay.

BOARD CONFIGURATION:



BALANCE:

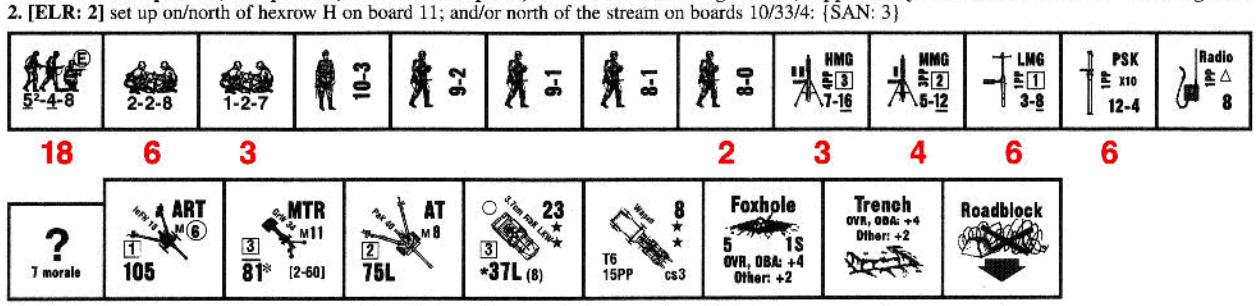
- In the Victory Conditions, change "≥ 9" to "≥ 10".
- In the Victory Conditions, change "≥ 9" to "≥ 8".

N

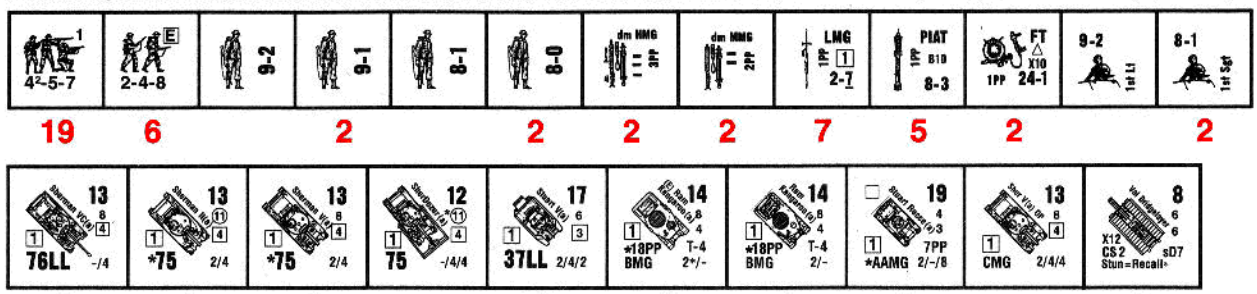
TURN RECORD CHART

	1	2	3	4	5	6	7	8	9	10	11	END
GERMAN Sets Up First [303]												
BRITISH Moves First [220]												

Elements of Kompanie 3., Kompanie 5., and Stabs Kompanie, Marine Grenadier Regiment 5.; supported by elements of Marine Artillerie Regiment 2. [ELR: 2] set up on/north of hexrow H on board 11; and/or north of the stream on boards 10/33/4: {SAN: 3}



Elements of the Royal Scots Greys, 6th Battalion the Royal Welch Fusiliers, and F Squadron 49 APC Regiment [ELR: 3] enter on/after Turn 1 from the south edge of boards 10/33/4 with all Personnel as Passengers/Riders; all, some or none may enter on each/any turn(s) [EXC: see SSR 4]: {SAN: 2}



SPECIAL RULES:

1. EC are Moist, with no wind at start. All streams are deep, and every ground level hex adjacent to a stream hex is a Bog hex requiring a Bog Check of any vehicle entering it along a non-road hexside. Building 11O7 is a level 2½ obstacle and contains both a level 1 and a level 2 in addition to a ground level. Kindling fires is NA.

2. Place overlays as follows: **O3** on 10J7-J6; **St3** on 10H2-H3; **St1** on 33 X4-X5; and **St2** on 4F5-G5. The St3 overlay is considered to continue offboard via hex 11A10. The stream overlay "end-hexes" that are adjacent to each other represent a continuous stream; i.e., each hexside common to two such hexes is treated as a stream hexside.

3. TOT SSR 4 is in effect for all German units. The Germans may use HIP for ≤ four squad-equivalents (and all SMC/SW that stack with them) [EXC: *not* crews possessing Guns], as well as for the SMC possessing the Radio. The non-qualified use penalties (A21.13) apply to all German units [EXC: the 1-2-7 crews] when operating the 105 ART Guns. The Germans receive one module of 105mm OBA (HE and Smoke only) with Normal Ammunition.

4. Prior to *all* set-up, the British may pre-record ≤ 10 vehicles—and any Passengers/Riders (and their possessed SW) that these vehicles might carry—as a Flanking Force, as well as pre-designating their board of entry. The counters for this Flanking Force are chosen from the British At Start OB. All counters belonging to the Flanking Force must enter play on Turn 2 from either the south edge of board 11 *or* from the east edge of board 4.

5. The British receive two modules of 88mm OBA (HE and Smoke only) with Normal Ammunition. One OBA module is directed by a Sherman V OP (H1.464); the second is directed by an Offboard Observer who is at Level 2 in any one hex (secretly recorded prior to *all* set up) along the south board edge.

6. All Sherman VC (a) fire HE Ammunition with a Depletion Number of "11". The British may pre-record ≤ four Sherman II/Sherman V/Sherman VC as being fitted with Type-F Soft Armor (TOT SSR 2.2). Each Ram Kangaroo (a) is immediately Recalled when there is no Passenger MMC aboard it [EXC: if—at the beginning of the Recalled AFV's MPh—there is a Known enemy unit ≤ 4 hexes away and in the LOS of that AFV, the Recalled AFV *may* use Reverse Movement/expend MP to use vehicular smoke grenades while moving toward the friendly board edge].

AFTERMATH: As the British tanks and Kangaroos approached Vethem, they were hindered by a stream and soft ground. A reconnaissance force found a more sure-footed route, but their Stuart light tanks came under fire from German artillery pieces. Acting swiftly, the Greys' commander, Major Stewart, located the source of the firing. He immediately ordered B Squadron to engage. As the guns were overwhelmed by tanks and infantry in Kangaroos, the main attack group forced a crossing of the stream with the aid of bridgelaying tanks. The assault on Vethem was underway. For the first time during the fighting, the German Marines were supported by their artillery. This fire, as well as the ever-present panzerfausts and snipers, created considerable confusion in the town. It became clear that the Marines intended to hold Vethem to the last. Unwilling to become engaged in a long, expensive battle to control the town, the Greys/6RWF battlegroup pulled back and "flattened" Vethem, shelling it until after dark. At 2300 hours, the town of Vethem—nothing but rubble and flames—fell without opposition.

DENOUEMENT

ASL SCENARIO TOT 32

VICTORY CONDITIONS: Provided that the Germans do not inflict ≥ 20 Casualty VP of Personnel/inherent crews/armor leaders on them (but excluding the Casualty VP bonus normally received for prisoners)—which will result in an immediate German victory—the British win if they control ≥ 14 buildings on/between hexrows M-V on board 12 at game end.

VISSELHÖVEDE, GERMANY, 19 April 1945: The successful establishment of the British bridgeheads across the Aller River at Rethem and Westen had stretched the German 2nd Marine Infantry Division to the limits of its endurance. By 16 April, when the British XII Corps received the Guards Armoured Division under command to aid in the breakout from the bridgeheads, the ability to resist had nearly run out of the German formation. Overextended, and fighting an enemy whose mobility severely outclassed their own, the German Marine Division was being cut up and defeated in detail. However, Kapitän zur See Jordan was still in control of the 5th Marine Regiment and his determination to stop the British advance was still as strong as it was the week before at Rethem. Jordan centered his next defensive position on the town of Visselhövede, held by the remains of the 5th Regiment. Just to the south, Visselhövede was screened by the instructors and students of the Division's Kampfschule, or Battle School. As the British Guardsmen attacked north out of Walsrode on April 18, the men of the Kampfschule sacrificed themselves to halt the British advance at the villages of Kettenburg and Ottingen. On the morning of the 19th, two British Guards Battle Groups attacked Visselhövede. After several hours of fierce fighting, the Guardsmen managed to wrestle the village out of Jordan's grasp. However, as the exhausted British force consolidated its hold on Visselhövede, Jordan—in a last act of defiance—launched an immediate counterattack.

BOARD CONFIGURATION:

BALANCE:

⊙ In the Victory Conditions, change "≥ 20 Casualty VP" to "≥ 22 Casualty VP".

✚ In the Victory Conditions, change "≥ 20 Casualty VP" to "≥ 18 Casualty VP".

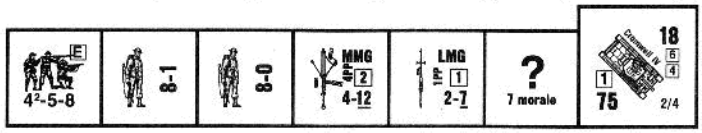
N

(Only hexrows F-BB are in play)

TURN RECORD CHART

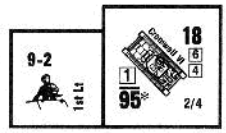
⊙ BRITISH Sets Up First [104]	1	2⊙	3	4⊙	5	6	7	END
✚ GERMAN Moves First [148]								

G Company, 2nd Battalion the Scots Guards; supported by elements of 2nd (Armoured) Battalion the Welsh Guards; Guards Armoured Division [ELR: 2] set up on/between hexrows M-V on board 12 with < two MMC per hex; tanks must be set up ≤ 4 hexes from 12Q5, and may not be set up in building hexes [EXC: VBM]: {SAN: 3}

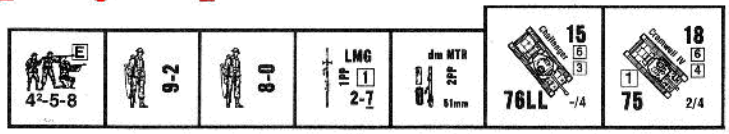


8 2 3 2

Reinforcing Welsh Guards Armor enter on Turn 2 from the south edge of board 12:

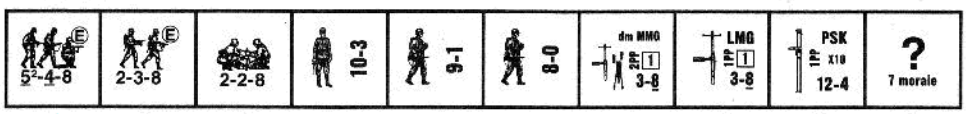


Additional Scots/Welsh Guards Battle Group reinforcements enter on/between 5BB0-5BB10 on Turn 4:



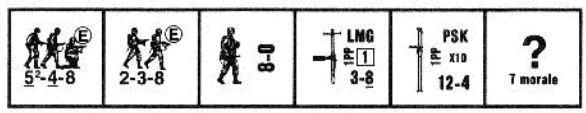
5 2

Elements of Bataillon I. and Stabs Kompanie, Marine Grenadier Regiment 5. [ELR: 1] set up on board 5: {SAN: 3}



6 2 3 3 2 6

Infiltrating elements of Bataillon I., Marine Grenadier Regiment 5. set up on/between hexrows M-V on board 12 in ground-level Locations not occupied by British units:



2 2 5

SPECIAL RULES:

1. EC are Moist, with no wind at start. All woods are Tree Nurseries (TOT SSR 6). No buildings have a second level; buildings with a stairway symbol have a ground and first level only, with an inherent stairwell in each hex. Note that B23.73 and the Note to the B23.71 Example are in effect for board 12. All board 5/12 terrain that is not in play *remains in effect* for "offboard" movement/entry purposes [EXC: Bog Checks during "offboard" movement are *not* required]. Kindling fires is NA.

2. Prior to play, the British may claim Wall Advantage over any German units that are set up adjacent to and sharing a wall/hedge hexside with them. Immediately prior to the first wind change DR, *neither side is considered to control any buildings*—building control is determined after play begins as per A26.12.

3. All British AFV BMG/CMG have a B# of "9", and an X# of "10", whether they are inherent or otherwise. *All* British Ammunition Depletion Numbers, as well as any sM Usage Numbers, are lowered by two [EXC: the British Challenger tank has *no* restrictions on its use of HE ammo (i.e., the HE7 on the back of the counter is NA)].

4. In addition to the benefits of D3.4, the British 9-2 Armor Leader—while inherently present in an AFV *and CE*—increases the *printed* ROF of that vehicle by one (+1).

5. TOT SSR 4 is in effect for all German units. Hand-to-Hand CC may be declared by the Germans (as per J2.31) whenever they are the ATTACKER in CC/Melee.

AFTERMATH: The British force holding Visselhövede was set upon by groups of Marines that had infiltrated back into the village, pinning the defenders down while the main body of the Marine force moved into the village out of the woods to the north. Two Guards' tanks were immediately knocked out in front of the British HQ. Platoons and sections found themselves in hand-to-hand fighting without benefit of mutual support. The arrival of a tank commanded by Captain Mildmay of the Welsh Guards provided a brief respite, although Mildmay himself became a tempting target—his tank was narrowly missed by a Panzerfaust, and his radio earpiece was shot from his head. Presently, another troop of tanks arrived and they concentrated their firepower on the centers of German resistance. As the battle wore on, most of the tanks ran out of machine gun ammunition and they were reduced to firing their main guns at individual Marines. The day began to wane, with the Guards gaining the upper hand. By nightfall, the last of the Marines were mopped up. Jordan himself was captured in a house only two away from the Scots Guards' HQ; he was killed the next day attempting to escape from a POW stockade. With the defeat of Marine Grenadier Regiment 5 at Visselhövede, the 2nd Marine Infantry Division ceased to function as a combat formation, ending a nearly single-handed two week defensive battle against the better part of two British corps.

MARINE AMBUSH

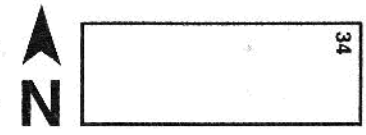
ASL SCENARIO TOT TEASER B

VICTORY CONDITIONS: The British win if they Exit ≥ four *units* off the east board edge, or if there are < three Good Order German units onboard at game end.

West of ANDERTEN, GERMANY, 10 April 1945: After an assault crossing of the Weser River on 9 April, the British infantrymen of the 6th Battalion the Royal Welch Fusiliers had gotten a break when their objective, the city of Nienburg, had been taken by a sister battalion. After a full night's rest, 6 RWF—along with the tanks of Number 10 and 11 Troops, 5th Battalion the Royal Tank Regiment—were then tasked with sprinting across the ground between the Weser and Aller Rivers to cut off enemy routes of withdrawal for the German 2nd Marine Infantry Division. Speed was considered essential in this mopping up operation, so as to not allow the enemy time to regain their balance. The tanks moved off in the direction of the objectives with the infantry riding on their rear decks. Although the terrain was quite close-in, consisting of mainly pine forest, the intelligence assessment of the area reported only a slight chance of contact with the retreating—and demoralized—enemy. After a brief halt to put out air recognition panels, the leading tank-infantry team moved off down the heavily-forested road again, only to be stopped by a hasty roadblock several moments later. Suddenly shooting broke out and the road-bound column was fighting for its very existence.

TURN RECORD CHART

BOARD CONFIGURATION:

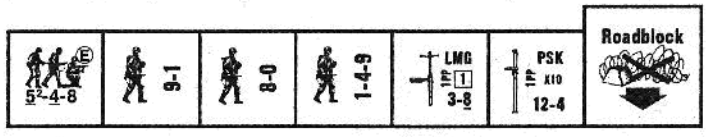


BALANCE:

- Exchange the 9-2 Armor Leader in the British OB for a 9-1 Armor Leader.
- There is a cumulative -1 DRM to the SSR 4-dictated British tank NTC.

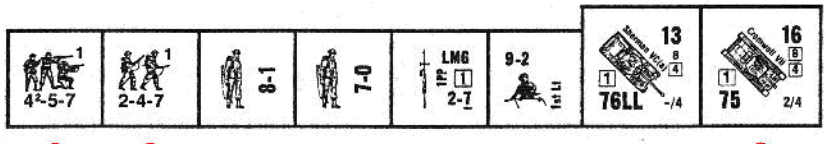
	1	2	3	4	5	6	7	END
GERMAN Sets Up First								
BRITISH Moves First								

Retreating elements of Kompanie 14. (Panzerjäger), Marine Grenadier Regiment 5., Marine Infanterie Division 2. [ELR: 2] set up on/between hexrows S and B, using HIP at will in Concealment Terrain: {SAN: 5}



4 2

Elements of B Company, 6th Battalion the Royal Welch Fusiliers, supported by 11 Troop, C Squadron, 5th Battalion the Royal Tank Regiment [ELR: 3] enter on Turn 1 from 34GG5, with all Personnel as Riders: {SAN: 2}



3 2 3

SPECIAL RULES:

1. EC are Wet, with no wind at start. The stream is deep. All woods are pine woods (P1.). Kindling fires is NA.

2. The Germans receive a +1 DRM to all PF/PSK To Hit DR. There is a -4 DRM to all Clearance attempts against the roadblock.

3. The British AFVs may not expend a Stop MP, expend a MP to use (or to attempt to use) a Smoke Dispenser/vehicular smoke grenades, or leave a road hex until an unbroken/non-stunned/non-shocked British unit has an LOS to the roadblock and/or a Known German unit. For purposes of the possible use of AFV platoon movement (D14.), the British AFVs may form two-, three-, and *four*-vehicle platoons. The Sherman VC(a) fires HE with a Depletion Number of "11".

4. At the end of each British RPh after the first British tank has been eliminated (i.e., when it is flipped over to its wreck side—either as a wreck or as a Burning Wreck), the British player must make a NTC for each British non-shocked/non-Recalled AFV still onboard [EXC: if there is a non-hidden German unit in a hexrow *west of* the hexrow occupied by the AFV, the NTC is NA for that AFV]. There is a +1 DRM to this NTC for each British tank that has been eliminated. Failure of this NTC results in the immediate Recall of that AFV [EXC: if—at the *start* of the Recalled AFV's MPh—there is a Known enemy unit ≤ 4 hexes away and in the LOS of that AFV, the Recalled AFV *may* use Reverse Movement/expend MP to use a Smoke Dispenser/vehicular smoke grenades while moving toward the friendly board edge].

AFTERMATH: The German ambush force, consisting of the 14th Company (Panzerjäger) of the 5th Marine Grenadier Regiment, had indeed been retreating towards the main positions at Rethem, but it was the British who were caught completely by surprise. Led by Oberleutnant zur See Helmut Volmers, the German Marines heard the approach of the tanks and deployed into an ambush position. The Marines immediately knocked out one of the British tanks and pinned the infantry down with heavy fire. A second tank was also hit and its crew was killed when they dismounted to assess the damage. The two remaining tanks withdrew from the ambush, leaving the British infantry to fend for themselves. At first it appeared that the "Tommies" would be able to hold out until help arrived, but when the platoon commander, Lt. Castles, was wounded, the position began to crumble. Unable to put up an organized resistance, the surviving British infantry were mopped up, with most of them surrendering to the Marines. By the time that the British follow-on force arrived at the ambush site, the Germans were gone, as were their prisoners. The German 2nd Marine Infantry Division was proving to be a very tough opponent, and retreating or not, it was hardly demoralized. Indeed, it was the British, eager for the war to be over, who most regretted this new-found will to fight in these German Marines, and paid a dear price that spring day outside Anderten.