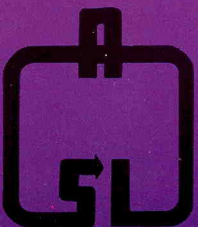


FROM THE CELLAR



PACK 2



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“LE FRANC-TIREUR” ERRATA

Le Franc-Tireur # 6

FT 24 - “*Cuando te vas*”
In the VC, the hexrows are inclusive.

Le Franc-Tireur # 7

FT 32 - “*Lenin's sons*”
• Under the mapboard orientation, replace “only hexrows D-U are playable” with “hexrows D-Z”.
• In the German OB (for the first edition only) add a LMG and a DC.

FT 34 - “*Borodino Train Station*”
• North is toward the bottom, not the top as indicated.

Le Franc-Tireur # 8

FT 42 - “*No luck*”
The Germans move first.

FT 47 - “*Lingèvres Exécution*”
The Germans set up on Board 48, the German SAN is 4 and the balance provisions reads as follow :
• Allied : In the VC, read 16 instead of 19.
• Axis : In the German OB, upgrade two 467 to 468.

Le Franc-Tireur # 9

FT 60 - “*Bloody brothers*”
Remove a 227 in the Croatian OB and add two LMG to the Partisan OB.

FT 61 - “*First Cossack victory*”
Add a 228 to the Cossack OB.
• SSR 4. All 5-4-8 / 2-3-8 are Cossacks. They have an underlined Morale [A19.132 is NA] and are treated as Russians for Heat of Battle/Leader Creation/deployment purposes only. They do not possess Infantry Smoke Grenades nor Panzerfausts and use German MG without Captured Use penalty.

To form a Multi-location Firegroup with Cossack units and non-Cossack units, a Leader must be present in each Location of such a FG.

FT 63 - “*Clear that road!*”
• Partisan OB : Rearguard Elements of the 7th Proletarian Division [ELR: 5] set up on / east of hexrow F. {SAN: 4}
• German OB : 7th SS Gebirgs Div. Prinz Eugen, II/1 8th Kompanie [ELR: 5] enter on/after Turn 1 on the west edge. {SAN: 2}

FT 66 - “*Raid on Grohote*”
• German OB : Marine Troops of the Solta Garrison [ELR: 3 - See also SSR 4] set up anywhere on Board 46. {SAN: 3}
• Allied OB : Unit B 2671st Special Reconnaissance Battalion [ELR: 3] set up on board 18 on/south of hexrow 7. {SAN: 2}

FT 67 - “*Knin pocket*”
In Axis OB, replace “see SSR 2 and SSR 3” with “see SSR 2 and SSR 4.”
In Partisan OB, replace “see SSR 4 and SSR 5” with “see SSR 3 and SSR 4.”

Le Franc-Tireur # 10

FT 80 - “*One Spanish Hero*”
SSR 6 clarification ; if more than 1 MMC has to pass a MC, use Random Selection, however only 1 MMC (Spanish player's choice) becomes Berserk.

FT 81 - “*Dubrovka*”
SSR2 : Place Overlays Wd5 on 48L2-M2 and Wd4 on 48G6-G7.

FT 83 - “*Go on to Kolpino*”
The board configuration image is ok, however, the text below it is wrong and should read “Only hexrows A-P on both boards are playable.”

FT 88 - “*Der Untergang*”
VC : add “at game end”

Advanced Squad Leader, Beyond Valor, Paratrooper, West of Alamein, The Last Hurra, Croix de Guerre, Hollow Legions, Doomed Battalions, Code of Bushido, Gung Ho, Armies of Oblivion, l'ASL Journal, l'ASL Annual, les Actions Packs sont des produits de la société MMP/HASBRO®, dont nous encourageons nos lecteurs à soutenir le travail par l'achat de leur produits.

LE FRANC TIREUR



DURS A CUIRE

4H



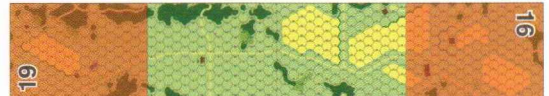
ASL SCENARIO FT69



VICTORY CONDITIONS: The French win immediately if they exit ≥ 23 VP, of which ≥ 19 VP are AFV/Crew, off the west edge or if they have amassed ≥ 18 CVP at game end.

D715, POIX/THIEULLOY-L'ABBAYE crossroad, FRANCE, June 6th 1940: The 7th Panzer Division had managed to sneak to the west, after fierce fighting around Hangest. The 7th Cuirassiers, a green armoured unit, had been tasked to counter attack in order to support the withdrawal of the troops which were still resisting at Hangest. Unfortunately, contradicting orders prohibited any coordinated action. The 7th Cuir is committed piecemeal, and its squadrons are infiltrated by the enemy, and are forced to fight on their own. Triverio and Marty platoons are 2 of these units trying to return, along with other elements of the retreating French Army, to friendly lines in what would become a last odyssey for them.

BOARD CONFIGURATION:



Only hewrows R-GG are playable on both boards.

BALANCE:

✚ Boresighting is allowed.

🎯 Replace three 4-5-7 squads by three 4¹-5-8 squads.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
🎯 FRENCH Moves First									

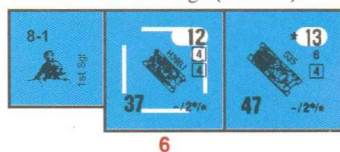


Elements of 7. Schützen Brigade, 7. Panzerdivision [ELR: 3]

set up on/west of hexrow Z on board 16 and/or on board 19 {SAN: 4}:



Remnants of the 7^e Cuirassiers enter on/after Turn 1 on the east edge {SAN: 2}:

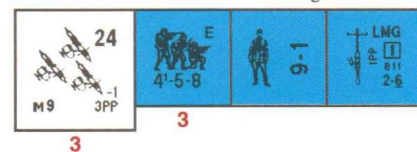


Remnants of the 44^e RIC [ELR: 3] enter on/after Turn 1 on the east edge:



Remnants of the 6^e RDP [ELR: 3]

enter on/after Turn 1 on the east edge:



Scenario design: Guillaume Mailhan

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Kindling and Boresighting are NA. Road hex 16GG5 connects with 19GG6 (i.e., hexes 16GG6 and 19GG5 are OG hexes).
- Use H39 counters to replace missing H39(L) counters. AFV with a disabled MA do not suffer Recall.
- One German squad-equivalent (and any SMC/SW stacked with it) may set up HIP.
- AFV crews may not abandon voluntarily their vehicle [EXC: Immobilized].

HISTORICAL RESULT: Along with some elements of the 44th Colonial and 6th Dragoons, the two platoons would try to infiltrate through the German units. Near a crossroads close to Hermilly farm, the few remaining AFVs of the 7th Cuir are hit by several antitank guns hidden in the nearby woods. Attacked from all sides, the tanks are destroyed one after another; the flag of the 44th Colonial would burn with 2nd Lieutenant Marty's tank. Lt. Marty regrouped his men and joined the surviving infantry and riders that destroyed their motorcycles, to try and reach the French lines on foot. The destruction of the 7th Cuir is representative of what happened to most of the French units fighting along the Weygand line, they were completely overwhelmed by the German war machine.

RIDE ACROSS THE CAUCASUS



ASL SCENARIO FT70



Near KUTASKAYA, USSR, September 28th 1942: With the arrival of the bad weather, the German advance in the Caucasus becomes more and more difficult. The Red Army took every possibility offered by the terrain in order to slow down the Axis troops, tired after several months of fighting. Nevertheless, on September 23rd, the final push of the AOK against Tuapse, on the Black Sea coast, begins. Codenamed "At-tika", and despite some initial success, the defense quickly strengthens. The rough and wooded terrain hampers the movement and worsens the overall situation, prohibiting any support from the few assault guns available. On the 25th, the 198 Infantry Division along with a Slovakian division were tasked to seize the Popova heights, right in the middle of the axis of advance of the LVII Panzer Korps. After fierce fighting, the heights are conquered and the advance is resumed in a southern valley.

VICTORY CONDITIONS: The Axis win immediately when 5 Good Order Axis squad-equivalents, of which at least 2 squad-equivalents are of each nationality (German and Slovakian), are on/adjacent to 47R6, provided the Russians have not amassed more CVP than the Axis.

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3	4	5	6	END
✚ AXIS Moves First							

BOARD CONFIGURATION: BALANCE:

- ★ Exchange the Russian 7-0 for a 8-1.
- ✚ Replace 5 by 4 in the Victory Conditions.



Elements of the 395th Rifle Division [ELR: 3]

set up on/between hexrows D and H and hexrows Z and DD {SAN: 4} (see SSR 3):

5-2-7 2	4-4-7 8	2-3-7 3	8-0 7-0	4-10 2	2-6 2	50*[3-20] 8	5 1S DVR, OBA: +4 Other: +2 6
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Elements of the 20th Slovakian Infantry Regiment [ELR: 3]

set up east of hexrow DD {SAN: 3}:

4-4-7 7	2-4-7 2	9-1 7-0	6-12 2	2-7
------------	------------	------------	-----------	-----



Elements of Grenadier-Regiment 326 [ELR: 4]

set up west of hexrow D:

4-6-7 7	2-4-7 2	8-1 7-0	5-12	3-8	50*[2-13]
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Scenario design: Philippe Naud

SPECIAL RULES:

- EC are Wet with no Wind at start. Weather is Overcast and it is raining.
- All Roads are Paths.
- At least 5 Russian MMC and 2 SW must set up in each zone (D-H and Z-DD). One Russian Squad or equivalent (and all SMC/SW stacked with it) may set up using HIP anywhere on/between D and DD. All Russian units may set up Concealed in Concealment Terrain («?» given in the OB are for Dummies).
- Prisoners Interrogation rules (E2) apply.

HISTORICAL RESULT: The 395th Rifle Division held its ground, most of the time engaging in close combat in the wooded areas of the Caucasus. Nevertheless, it cannot avoid the enemy success. On September 28th, the Landsers of the 198 Infantry Division cross the village of Khatyps and links up with the Slovaks of the 2nd Battalion, 20th Infantry Regiment in the vicinity of Kutayskaya. During the following days, and despite the seizure of several Russian positions, the attack comes to a halt and has to be cancelled. They will never reach Tuapse.

THE LAST CIRCLE

4H



ASL SCENARIO FT71

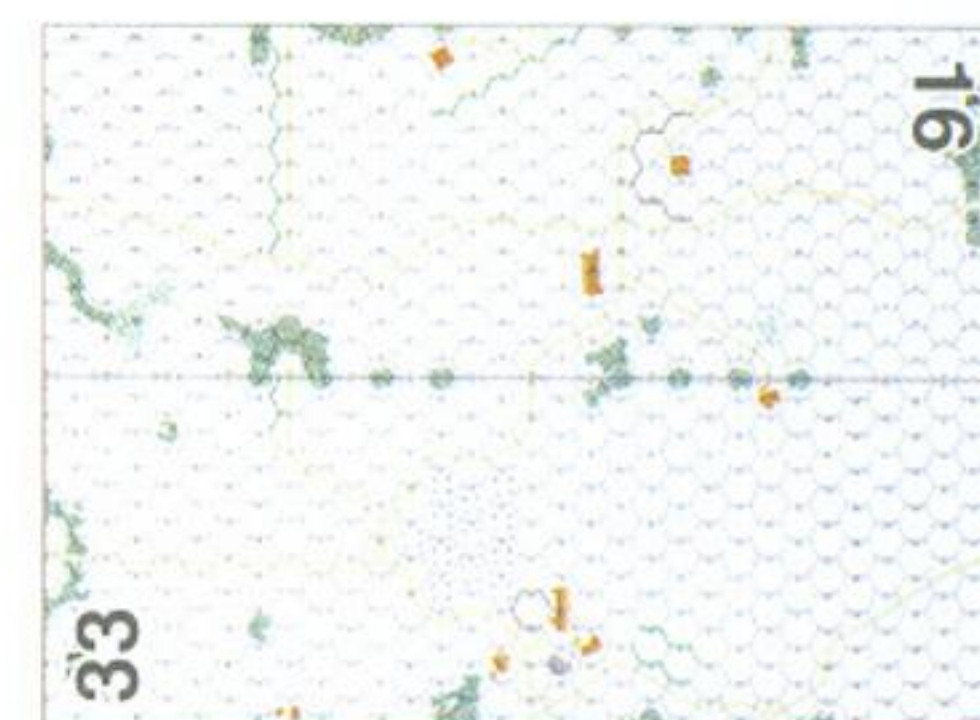


PITOMNIK, USSR, January 13th 1943: After Paulus' January 7th refusal to surrender to a Red Army High Command ultimatum, Operation "Circle" was launched on January 10th at 0800 with the aim of eradicating the Stalingrad pocket. One after another defensive lines fell and the pocket was split in half from east to west. By the 13th, Soviet tanks had encircled the Pitomnik airfield, the sole German supply source for the 6th Army forces in Stalingrad. Remnants of the 6th Army and 4th Panzer Army were still defending the area.

BOARD CONFIGURATION:

BALANCE:

- ✚ Add a 4¹-6-7 to the German OB.
- ★ Delete the MMG from the German OB.



VICTORY CONDITIONS: The Russians win at game end if they have accumulated at least twice the CVP they have suffered *and* if they Control > half of the building/rubble hexes.

TURN RECORD CHART

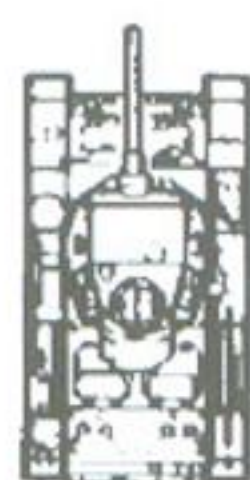
✚ GERMAN Sets Up First	★ 1	2	3	4	5	6	END
★ RUSSIAN Moves First							



Elements of 6. Armee and of 4. Panzer Armee [ELR: 2]

set up on board 33 on/east of hexrow I and/or on board 16 on/east of hexrow Y {SAN: 3}:

4 ¹ -6-7	4-4-7	2-4-7	2-3-7	9-1	8-1	8-0	5-12	3-8	5 1S OVR, OBA: +4 Other: +2
4	3							3	5



2-2-8	50L (75)	50L 3/5	75L 3/5
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Elements of 21st Soviet Army [ELR: 3]

enter on Turn 1 on the west edge {SAN: 3} :

5-2-7	4-4-7	9-1	8-1	8-0	6-12	8-1 BT 2-6	1-12
4	12					2	



76L 2/4	76L 2/4	8-1
2	3	

Scenario design: Vincent Rocheteau

SPECIAL RULES:

- EC are Ground Snow (E3.72) with no Wind at start.
- All Buildings are Wooden and Single Story.
- German and Russian units have Winter Camouflage (E3.712). The Germans suffer from Ammunition Shortage (A19.131).
- The Russian player is entitled to a pre-game Bombardment (C1.8).

HISTORICAL RESULT: On January 14th, the Russians advanced yet another 20 to 25 kilometres. The Pitomnik airfield is definitely lost, and the Gumrak airfield now has to be kept fit in order to keep supplies arriving. In the end Paulus and his 6th Army in the southern pocket surrendered on January 31st. The Red Army finally can regroup and more than 90 thousand prisoners, among which there are 2500 officers, are taken. Of these only some 6000 will return from captivity after 1956.

CATCHER CAUGHT



ASL SCENARIO FT72



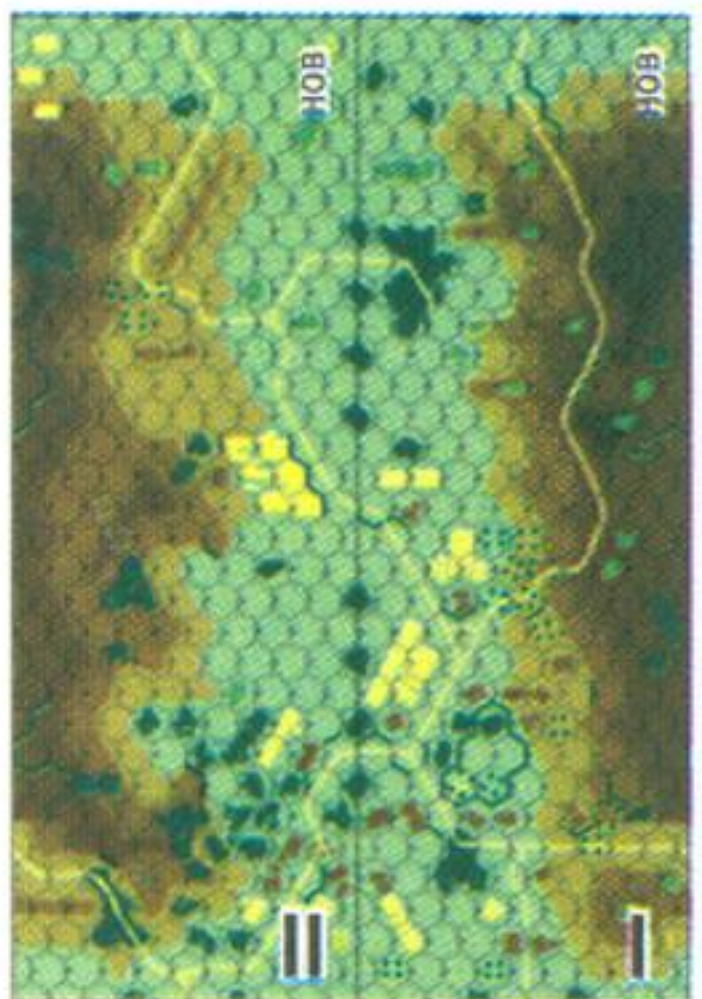
VICTORY CONDITIONS: The Germans win at game end if they have amassed ≥ 24 CVP. Partisan EVP (see SSR 5) are subtracted from the German CVP total.

TURN RECORD CHART

★ PARTISAN Sets Up First	⚔	1	2	3	4	5	6	END
⚔ GERMAN Moves First								

LESKOVICZ, ALBANIA, June 27th 1943: The initial successes of the Greek guerrillas against the occupation forces in 1943 were brought to an abrupt end when the German 1st Mountain Division moved from Serbia into Greece and Albania in June to bolster the Italian effort. The guerrillas, with ample warning, planned a heavy blow against the new enemy before they could establish themselves in an occupation role. The guerrilla's operation was to be launched as the mountain troops moved south through the village of Leskovic, high in the moutains along the Greek-Albanian frontier. As was their custom, the guerrillas cleared the village of all inhabitants, then placed their own men in position in the buildings along the main street. Their plan was to allow the advance guard to pass and then to fire on the main body when the troops were confined to the street and roadway. A large force of guerrillas would then emerge from hiding places in the hills nearby to complete the destruction of the demoralized Germans.

BOARD CONFIGURATION:



BALANCE:

- ★ Add a LMG to the second Partisan group.
- ⚔ Replace one 8-0 by one 8-1 in the German OB.



EDES Partisans [ELR: 3]
set up at Level 0 in Building hexes on/south of hexrow Q (see SSR 3) {SAN: 3}:

6			6

Second Partisan group, set up at Level 1 and/or 2 on/south of hexrow Q:

10			2	6	4



Elements of 1. Gebirgsjäger Division [ELR: 4]
enter on Turn 1 as per SSR 2 {SAN: 2}:

15			2	2	2	2

Scenario design: Laurent Closier

SPECIAL RULES:

- EC are Moderate with no Wind at start. All Buildings are stone. Kindling is NA.
- The German player must divide his OB in two groups with at least 1 SMC, 2 SW and 5 Squads in each group. One group enters by the west edge on/north-of IIM1, the second group enters by the east edge on/north-of IM10. Offboard hexes next to the entry area are at level 3.
- Partisan units use British LMG without Captured Use penalties. The unit possessing a LMG may be secretly recorded before setup. A LMG is placed onboard when the possessing unit is eliminated, breaks or when it drops, transfers or uses it.
- No Quarter is in effect for both sides.
- Beginning on Turn 5, Partisan units may exit along the south edge without being counted as German CVP.

HISTORICAL RESULT: Instead of marching blindly into the village, however, the Germans first enveloped it from either flank and a number of guerrillas opened fire prematurely. Deploying rapidly, the main body of the mountain troops surrounded Leskovic and shelled it thoroughly before launching their assault. The guerrillas force in hiding outside the village was routed by artillery fire when it attempted to relieve the ambushers and Leskovic was reduced in a house-to-house operation. The stone construction of the houses afforded considerable protection to the besieged guerrillas, who inflicted heavy casualties on the mountain troops before the latter could bring a sufficient number of guns into action to batter down their positions. The aggressive attitude of the new occupation troops, with their heavier firepower and greater battle experience, soon discouraged such ventures as the attack at Leskovic and for a time EDES ceased all active operations. (source: «German antiguerrilla operations in the balkans (1941-1944)», CMH Publications)

THE ADRIATIC PIRATES

9H



ASL SCENARIO FT73



MILNA, BRAC ISLAND, YUGOSLAVIA, October 21st 1943: By the end of 1943, Tito and the Partisans were getting stronger and stronger while the enemy had steadily lost most of its troops on the eastern front and the Italians had, once again, changed sides... In Yugoslavia the 2nd Panzer Army commander was expecting an Allied landing on a stretch of the Croatian coast and was concerned about the strength of the defenses on the Peljerac peninsula and the large islands of Korcula, Brac and Hvar. On October 21st, the order was issued to clear out the area. The operation was codenamed « Herbsgewitter ». On the island of Brac, an Ustashi unit was encircled in a seemingly hopeless situation. Elements of the 1st regiment were committed to liberate them.

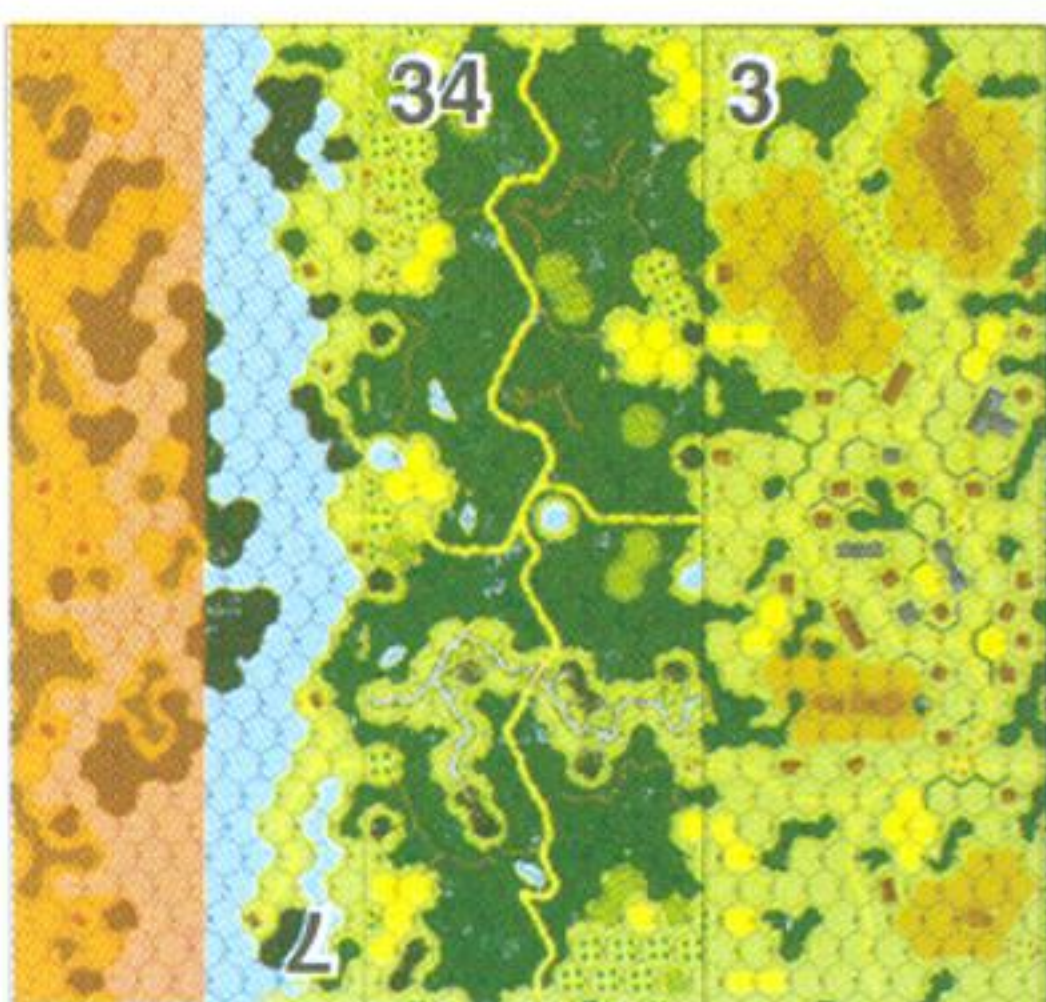
BOARD CONFIGURATION:

BALANCE:

Game length is 9 Turns.

Remove 3 x 4¹-4-7 Ustashi squads.

VICTORY CONDITIONS: The Partisans win immediately if there is no unbroken Ustashi MMC onboard. Otherwise the Axis win at game end if there is at least 12 VP of unbroken Ustashi units west of the 34A5-P5-Q6-GG5 road. For each 8 CVP (FRD) inflicted on the Partisans, the unbroken VP requirement for the Axis is lowered by one.










On Board 7, only hexes with coordinates ≥ 6 are playable

TURN RECORD CHART

USTASHI Sets Up First	★ 1	★ 2	★ 3	4	★ 5	6	7	8	END
★ PARTISAN Moves First									






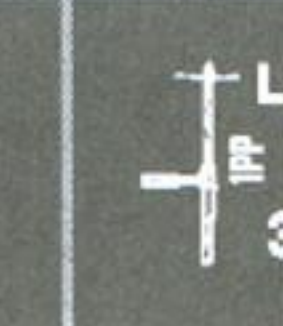




Ustashi unit [ELR: 4] set up on board 3 on/between hexrows H and Y and west of the H5-N4-Q3-R2-U3-Y3-Y5 road {SAN: 3}:

 4 ¹ -4-7	 3-4-7	 8-1	 8-0	 7-0	 MMG B11 4-10	 LMG B11 2-7	 7 morale
11	5	2	2	3	9		







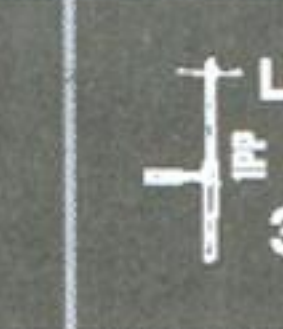




Elements of SS Freiwilligen GebirgsjägerRegiment 1 [ELR: 5] enter on Turn 1 along the west edge, south of hexrow Q:

 5 ² -4-8	 4 ² -6-8	 9-1	 8-1	 8-0	 dm MMG B11 3-8	 LMG B11 3-8	 DC X12 30-1	 2/+4 M10 14PP
2	8	2	3	10				



Enter on Turn 2 along the west edge, on/north of hexrow Q:






 5 ² -4-8	 4 ² -6-8	 9-2	 8-1	 8-0	 dm MMG B11 3-8	 LMG B11 3-8	 DC X12 30-1	 2/+4 M10 14PP
2	8	2	4	10				









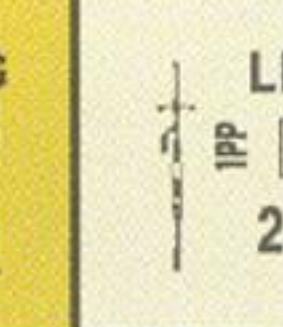

Brac Island Partisans [ELR: 5] set up/enter as indicated {SAN: 3}
On/north of hexrow F on board 3:

 5 ² -2-7	 3-3-7	 9-1	 LMG B11 2-7	 DC X12 30-1
2	6			

On board 34 and/or board 7:

 4-4-7	 3-3-7	 8-1	 HMG B11 6-12	 MMG B11 4-10
2				

On board 34, on/adjacent to any board road hex:

 5 ² -2-7	 4-4-7	 3-3-7	 9-1	 7-0	 MMG B11 4-10	 LMG B11 2-7	 DC X12 30-1
3	2	10	2				

On Turn 1 along the south edge of board 3:

 5 ² -2-7	 3-3-7	 8-0	 LMG B11 2-7
13	2		

On Turn 2 along the east edge:

 5 ² -2-7	 4-4-7	 3-3-7	 8-1	 LMG B11 2-7
3				

On Turn 3 along the south edge of board 3:

 5 ² -2-7	 3-3-7	 LMG B11 2-7
2		

On Turn 5 along the north or south edge of board 34:

 5 ² -2-7	 7-0	 LMG B11 2-7
2		

Scenario design: Xavier Vitry

SPECIAL RULES:

- EC are Moderate with no Wind at start. Treat the sea (Board 7 water hexes) as a Flooded River (E 21.122 & E 21.21).
- No Ustashi unit may enter a whole hex of board 34 before Turn 3, unless under DM or Berserk [EXC: Voluntary Break is NA].
- No Quarter is in effect and Hand to Hand CC may be declared by either side.
- German 5²-4-8 and their half-squads are Assault Engineers.
- The Brac Island partisans are Stealthy and may not form multi-Location firegroups. The 5²-2-7 are considered elite for DC usage. 5²-2-7 and 4-4-7 have an underlined

morale. Partisan units use British LMG without Captured Use penalties.

HISTORICAL RESULT: This rescue operation was codenamed « Seeräuber » (Pirate). Despite very strong Partisan forces, the landing near Mitna was successful and the Ustashi were liberated and the enemy left 75 dead behind. Nevertheless, two other landings near Sutivan and Jupeton were repulsed by the Partisan forces. The assault group returned to Split with the Ustashis. (source: « History of the 7th SS Mountain Division Prinz Eugen », JJ Fedorowicz Publishing)

FREEING THE ROADWAY

ASL SCENARIO FT74



VICTORY CONDITIONS: The British win at game end if one of the two roadways (see SSR 5) and all its adjacent hexes are devoid of unbroken German MMC, provided the British have not suffered > 10 CVP (Prisoners do not count).

TURN RECORD CHART

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

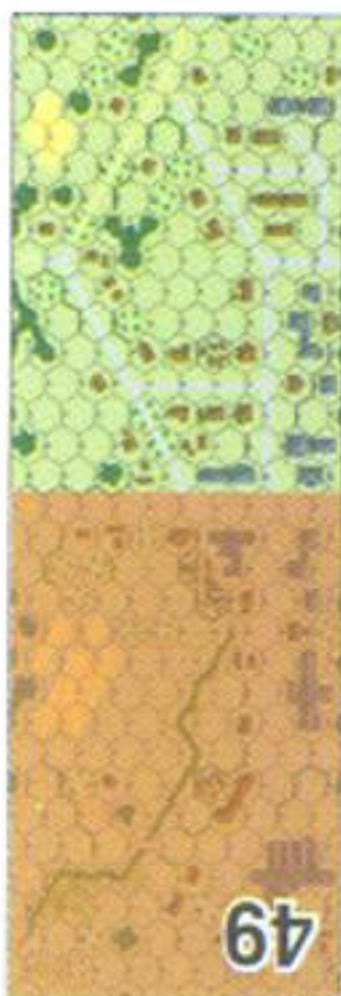
CRÉPON, FRANCE, June 6th 1944: After a successful landing on Gold Beach with very low casualties, the Green Howards, under command of Lieutenant Colonel Hastings, had to reach to St Léger and had to pass Crépon. At two o'clock, the battalion began the advance under desultory fire from the enemy. Just short of Crépon the advance came under withering fire from the village. Immediately the commander of the carrier platoon, Captain Jones, was killed and it became quite clear that any further advance along the road would be impossible unless the village was cleared. But although this road was the battalion's lifeline back to the beaches and must be cleared, Hastings wished to avoid a lengthy and costly street-fighting battle. He therefore ordered B and C Companies to bypass Crépon and press on with the advance, leaving Major Lofthouse's D Company to clear the road through the village.

BOARD CONFIGURATION:




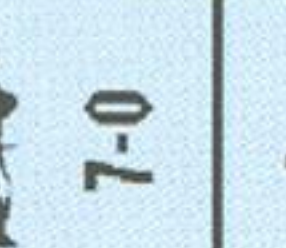
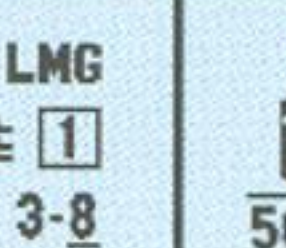


BALANCE:

- Replace unbroken by Good Order in the Victory Conditions.
- Replace one German LMG by a MMG.

Only hewrows R-GG are playable.



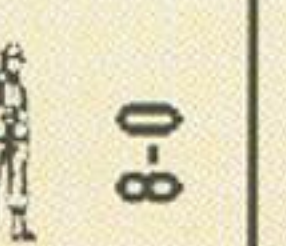
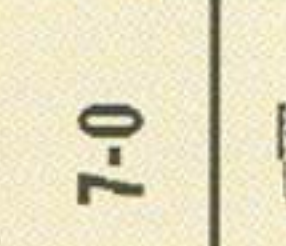
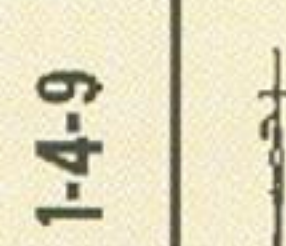





Elements of 716. Infanterie Division and Artillerie Regiment 1716 [ELR: 2]
set up on/south of hexrow CC (see SSR 2) {SAN: 3}:

 4-4-7 2	 2-2-8	 8-1	 7-0	 3-8	 50*[2-13]	 B11 1 100*
8				2		



D Company, 6th Green Howards [ELR: 4]
enter on Turn 1 on the north edge {SAN: 2}:

 4 ² -5-7 1	 9-1	 8-0	 7-0	 1-4-9	 2-7	 51 [2-11]	 8-3
12					2	2	



Scenario design: Jean-Luc Béchenec

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- The German Gun may not set up on/adjacent to a road Location.
- Bore-Sighting is NA.
- German units use the Gun without Captured Use penalties.
- The first roadway is GG5-EE5-Y2-U4-R5. The second roadway is GG5-EE5-Y8-U8-R8.

HISTORICAL RESULT: Lofthouse quickly realized that all he could do was to search each house which actually overlooked the road. He collected his platoon commanders and gave them orders. The clearance of Crépon went well with some epic actions. 16 Platoon, under Sergeant Major Hollis' command, had to clear a far-

mhouse. Hollis dispatched his men while he was looking around the farm. Soon, he located a field gun emplaced in a nearby orchard. He withdrew to collect a PIAT and returned to the farmyard with two bren gunners and began to crawl toward the gun. The first PIAT bomb fell short and the gun swung and opened fire, hitting the house behind them. Hollis withdrew quickly but soon realized his men did not follow him. He exchanged the PIAT for a Bren gun and charged straight into the orchard firing his machine gun from the hip and covered the withdrawal of the machine gunners. By nightfall 6th Green Howards had advanced to a point only a mile short of their planned objective at St Léger. For his actions on D-Day, Company Sergeant Major S. E. Hollis was awarded the Victoria Cross. (source: «Brightly shone the dawn, some experiences of the invasion of Normandy», p. 67-70, Garry Johnson and Christopher Dunphie, Frederic Warne, London, 1980)

UNEXPECTED FIRE



ASL SCENARIO FT75



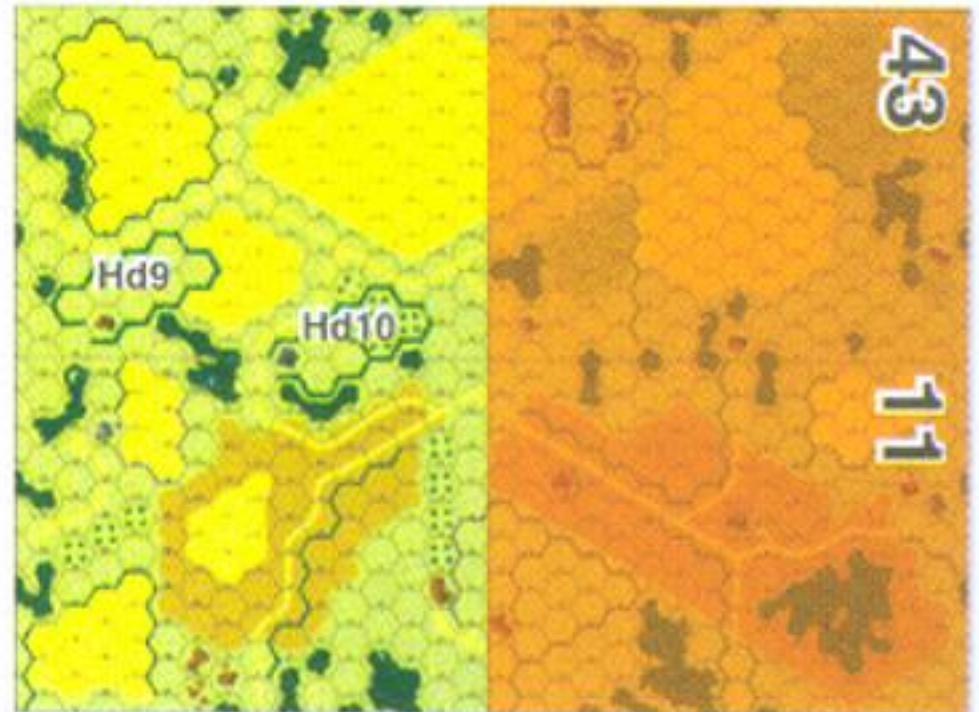
VICTORY CONDITIONS: The British win at game end if they have ≥ 16 VP of Good Order Infantry units [EXC: Crews] on the hill of board 11 provided they have suffered < 38 CVP.

South of CRISTOT, FRANCE, June 11th 1944: « A relatively simple little operation » they had told to Lieutenant Colonel Hastings. The 6th Green Howards just had to capture a small hill to protect the flank of the 8th Armoured Brigade who were about to advance south. A reconnaissance to this small hill a little way south of the village of Cristot had driven almost to the top of the hill without encountering more than just a few Germans, who had been easily brushed aside. It seemed to be a relatively simple business to send a battalion of infantry to occupy this key piece of ground. This was the task Hastings and his Yorkshiremen were required to do as such short notice. Speed was important and as Hastings had not been able to carry out any personal reconnaissance, the operation was something of a wild plunge into the unknown. But since he had been lead to believe that the Germans were unlikely to stay and dispute possession of the hill, he felt that the task should not prove too difficult. Unfortunately, in the meantime, the SS-Panzer-Aufklärungs-Abteilung 12 had established defensive positions on the hill. Hastings had decided to advance with two companies leading, C on the left, with B on the right. They would be accompanied by B Squadron 4th/7th Royal Dragoon Guards. Behind them D and A Companies would operate with C Squadron. For the first few hundred yards, the advance went without incident.

BOARD CONFIGURATION:

BALANCE:

- ✚ Add a 6²-5-8 and a LMG to the third set up group.
- 🎯 Game length is 6 1/2 turns.



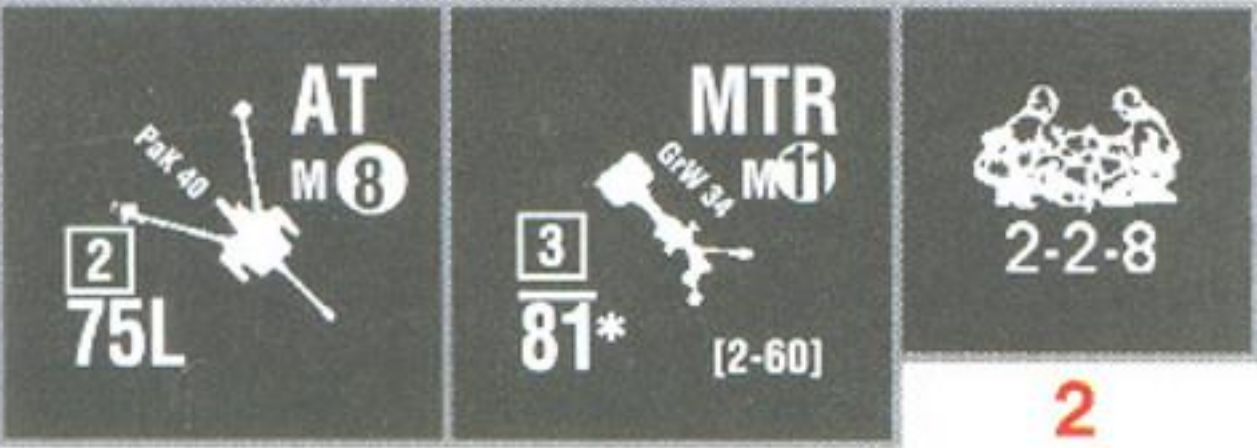
Only hewrows R-GG are playable on both boards.

TURN RECORD CHART

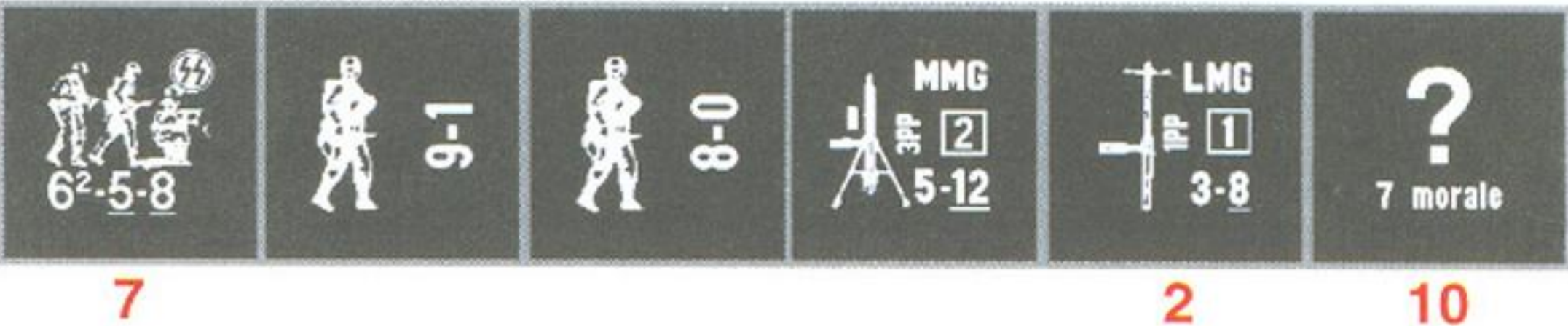
🎯 BRITISH Sets Up Second and Moves First	🎯 1	🎯 2	🎯 3 ✚	4	5	6	END
✚ GERMAN Sets Up First and Third							



Elements of SS-Panzer-Aufklärungs-Abteilung 12 [ELR: 5] set up on board 11 and/or on board 43 south of road R3-V3-Z5-GG5 {SAN: 4}
Set up first (see SSR 5):



Set up third:

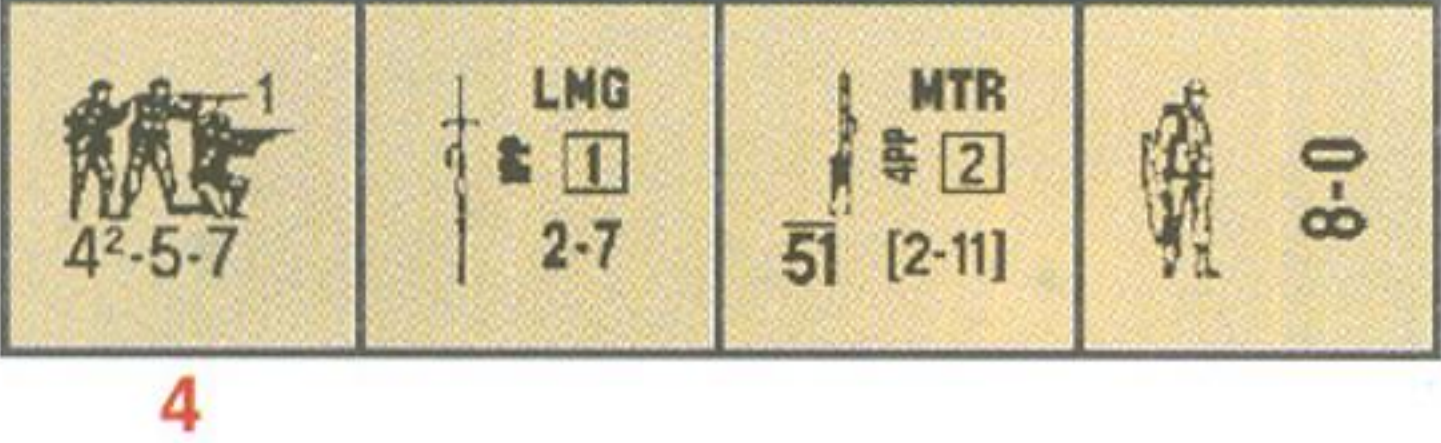


Enter on Turn 3 along the south edge:

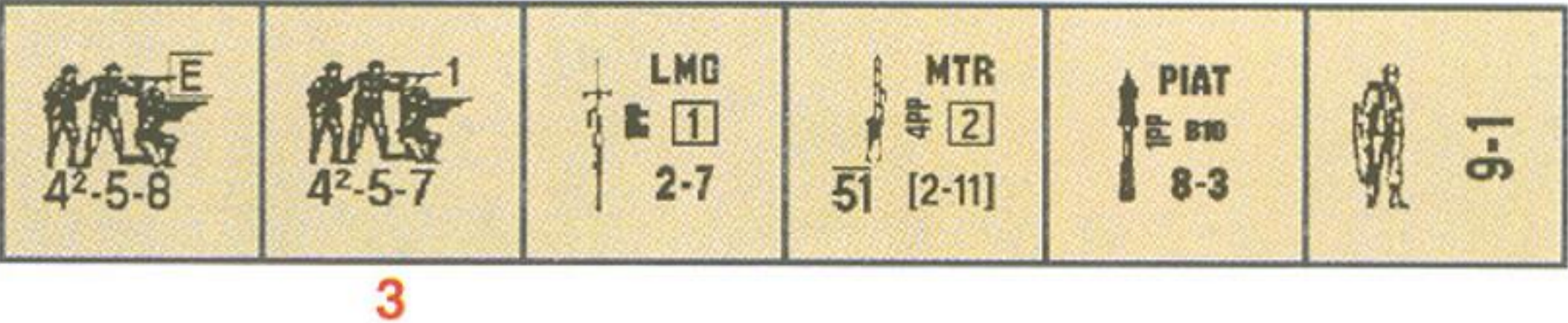


Elements of 6th Green Howards and 4th/7th Royal Dragoon Guards [ELR: 4] set up second/enter as indicated {SAN: 2} (see SSR 4):

Elements of B Company
set up north-west of road Y10-Z5-GG5/6:



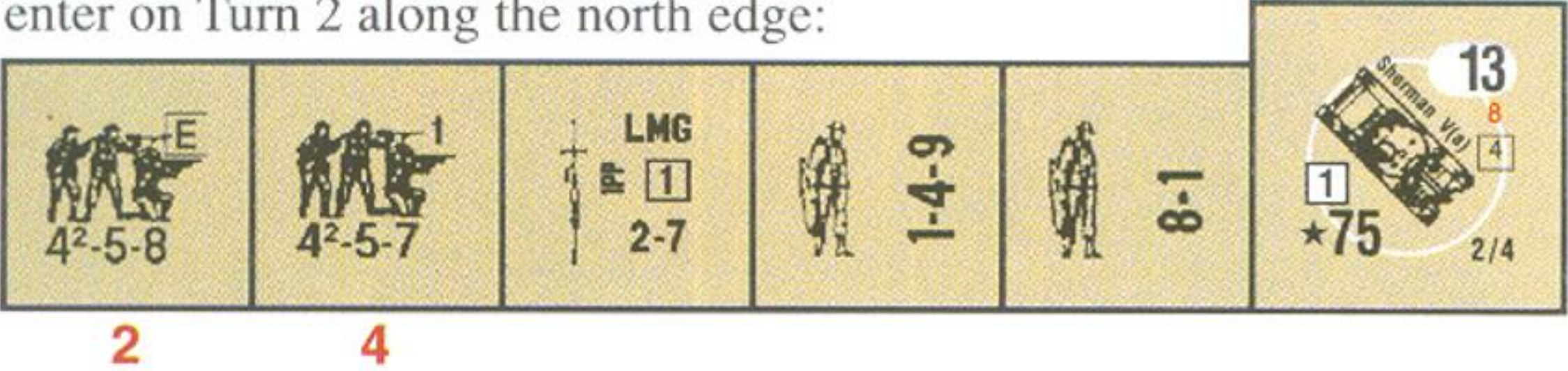
Elements of C Company
set up north-east of road Y10-Z5-V3-R3:



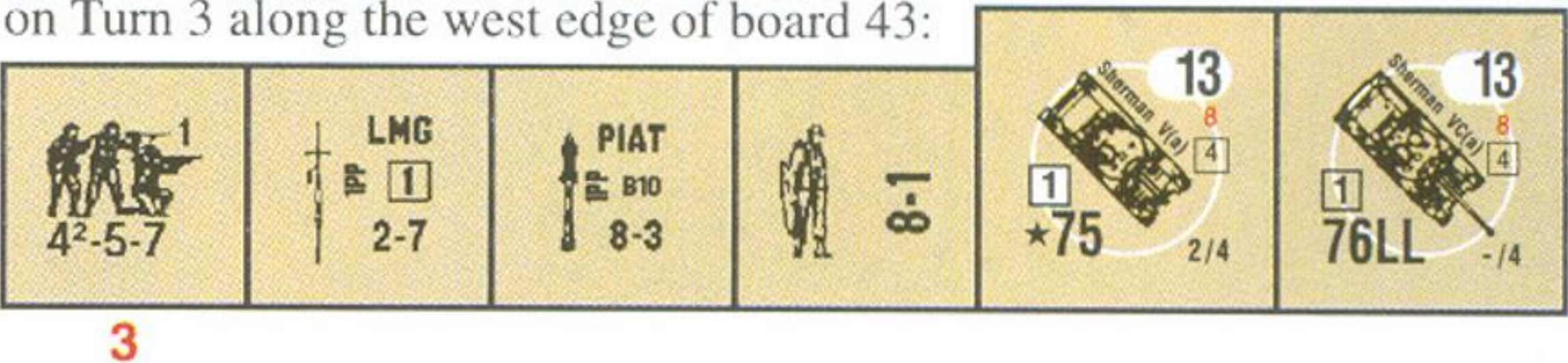
Troop from B Squadron
enter on Turn 1 along the north edge with 7 available MP:



Reinforced elements of D Company
enter on Turn 2 along the north edge:



Reinforced elements of A Company enter on Turn 3 along the west edge of board 43:



Scenario design: Jean-Luc Béchenne

SPECIAL RULES:

- EC are Moderate with no Wind at start. Weather is Overcast. Kindling is NA.
- Place overlay Hd9 on 43EE2-DD2 and overlay Hd10 on 43X0-W1. Reminder: Set Up is sequential. All Hedges and Walls are Bocage (B9.5).
- One German Squad or equivalent (and all SMC/SW stacked with it) may set up using HIP.
- AFV crews may not voluntarily abandon their vehicles [EXC: Immobilized].
- The German 81*Mortar has HE ammo only.

HISTORICAL RESULT: C and B Companies crossed the road which ran south of Cristot and started to climb the gentle slopes of the fields. Suddenly B and C Companies came under heavy fire and their advance ground to a halt. A Company moved

on the right flank to outflank the enemy while D Company advanced in the center supported by a tank. 16 Platoon under command of Sergeant Major Hollis was on the left. It came quickly under withering fire of a machine gun nest. Hollis crawled a little further forward and, after a burst of fire, flung a grenade only to realize with horror that he had not pulled out the safety pin. In a split second he understood the Germans did not know it. He jumped forward to find the German MG crew crouched. A burst from his Sten-gun and the way was clear. Doggedly, the Yorkshiremen fought their way forward against an enemy equally determined not to give ground. As it was beginning to get dark, Hastings decided to withdraw. (sources: «Brightly shone the dawn, some experiences of the invasion of Normandy», p. 81-89, Garry Johnson and Christopher Dunphie, Frederic Warne, London, 1980 & «Steel Inferno, 1st SS Panzer Corps in Normandy», Michael Reynolds, Dell Publishing, 1997).

WHITE SUNS

6H



ASL SCENARIO FT76



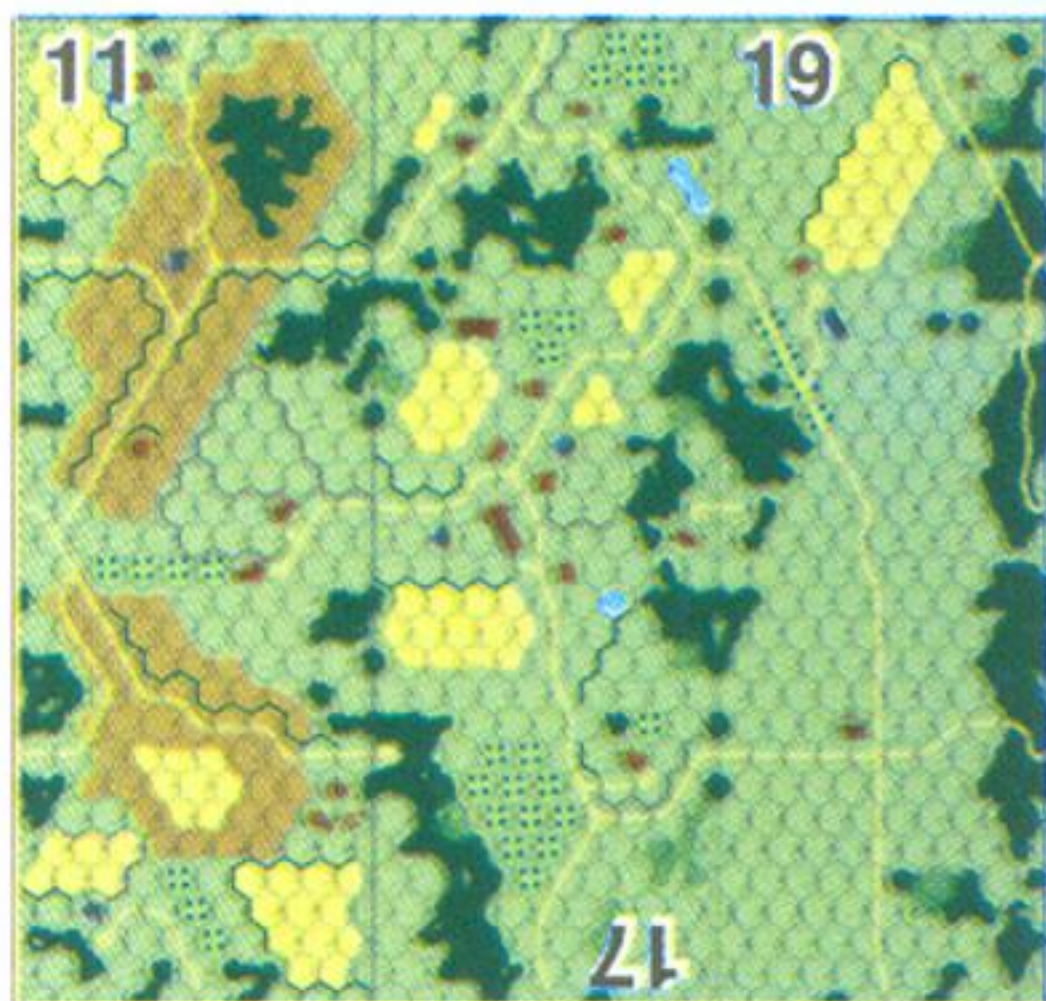
VICTORY CONDITIONS: The Germans win at game end if they fulfill one or both of the following VC: 1) they Control Buildings 11I6 and 11S4, 2) provided they inflict 30% more CVP than they suffered, they Control Buildings 17Q4 and 17S6.

TURN RECORD CHART

☆ US Sets Up First	✚	1	2	3	4	5	6☆	7☆	8	9	10	END
✚ GERMAN Moves First												

Near MANTES, FRANCE, August 23th 1944: On August 19th 1944, US Army had reached the River Seine and the 79th US Infantry Division launched an attack across the river in order to seize a bridgehead on its eastern side, about 60 kilometres east of Paris. The battle for Normandy was not yet over, and north of the French capital the German remnants were trying to withdraw as fast as possible. New German troops were thrown into the battle in order to prevent yet another threat of encirclement like in Falaise. Early on the 23rd, four of the first Königstigers eventually made it through and reached the vicinity of Guitrancourt; at 0600, roaring from the sunken roads and woods around Guitrancourt, the Königstigers, loaded with dozens of troopers, unleashed the attack. The wooded heights to the southwest, the "Blancs Soleils", have to be retaken, where the infantry and the tanks of the 79th/314th Infantry Regiment have infiltrated. Combined with the strength of the paratroopers of Lehr Regiment 21, under command of the Oberleutnant Karl Schulze, and with the Kampfgruppe of the 33rd Luftwaffe Feldregiment of Oberst Maximilien Köppel, the attack is launched.

BOARD CONFIGURATION:













BALANCE:




- ☆ US reinforcements enter one Turn earlier.
- ✚ Increase German SAN to 4.









Elements of 314th Infantry Regiment of 79th Division [ELR: 4]
set up on board 11 and/or 17 {SAN: 4}:

 6 ² 6-6	 9-1	 8-0	 7-0	 6-12	 4-10	 8-4	 60 ³ [3-45]	 8	 7 morale
16	2	2		3	3	2			10



 2-2-7	 57L	 13 75 2/4/4
		2

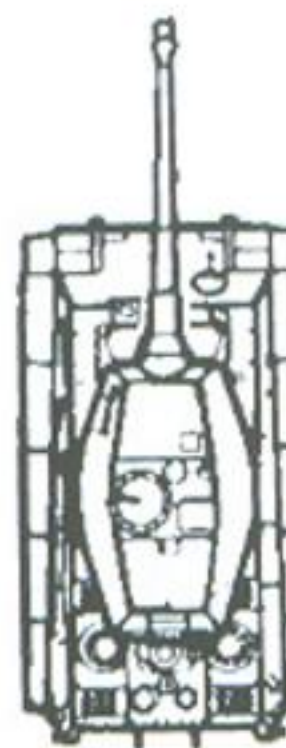
Reinforced elements of 749th Tank Battalion enter on Turn 6 on/between 11A5 and 11I10 or on Turn 7 on/between 11A5 and 11Y10:

 6 ² 6-7	 8-1	 8-4	 8-1	 13 75 2/4/4	 15 76L 1-14
3					2



Elements of the Luftwaffe-Jäger-Regiment 33 and of the Fallschirmjäger-Lehr-Regiment 21 [ELR: 3]
with armor support from the schwere Panzer-Abteilung 503
enter on Turn 1 on the east edge {SAN: 3}:

 5 ² 4-8	 4-4-7	 9-2	 8-1	 8-0	 7-0	 7-16	 5-12	 3-8	 12-4	 11 88LL 3/5/2
10	14		2	2			3	6	2	2



Scenario design: Vincent Rocheteau

SPECIAL RULES:

- EC are Dry with no Wind at start.
- All Walls are Hedges.
- The US receive one module of 100mm OBA (HE & Smoke).
- Hills on Board 11 do not exist, instead they are treated as Level 0 Woods, with the Woods outline conforming to the crestlines. Hedges on Hills do not exist, buildings exists in Woods (A2.4 applies) and Roads are Wood-roads.

HISTORICAL RESULT: The second group pushes back the 1st battalion of the 314th Infantry Regiment, which has to withdraw despite the artillery and AFV support. The Germans conquer Porcheville and reach the cemetery of Limay. One Tiger

starts a duel with a Sherman which is hull down close to the Blancs Soleils woods, and quickly destroys it. Another Tiger, supporting the attack of the 33rd Luftwaffe Feldregiment, is attacked by the TD of the 749th Battalion and is also destroyed. The remaining Königstigers farther north are also attacked by that battalion, which has some elements in hull down and prepared positions. Combined with the effects of the US artillery the German lost more than 200 dead and another Königstiger in only a few hours. Nevertheless, the action of the heavy tanks had prevented the encirclement of the German Army while it was retreating across the Seine River between Rouen and Louviers. The 1st Company of the 101st SS Panzer Korps had lost 7 of its 19 Königstigers.

SURPRISED BUFFALO

8H



ASL SCENARIO FT77



VICTORY CONDITIONS: The Italians win at game end if they Control ≥ 26 Buildings on Boards 15 and 22 provided they have suffered ≤ 30 CVP *or* at the end of any game turn if they inflicted ≥ 20 CVP without having lost ≥ 21 CVP (remember Prisoners do not count double until the end of play, A26.21).

BALANCE: ☆ Add two 6³-6-6 Squads and a 8-0 to the American OB.

III In the Italian OB, switch the 3-4-6 with the 4¹-4-7 (i.e: 18 x 4¹-4-7 and 10 x 3-4-6).

TURN RECORD CHART

☆ US/PARTISAN Sets Up First	III	1	2	3	4	5	6	7	8	9	END
III ITALIAN Moves First											






Elements of 370th Infantry Regiment, 92nd Infantry Division « Buffalo » [ELR: 3]

set up on board 15 and 22 with all MMC setting up ≥ 3 hexes away from each other (see SSR 4) {SAN: 4}:

 2 5 ² -4-6	 8-1	 8-0	 7-0	 HMG 50 Cal 3 8-16	 MMG 2 4-10	 BAZ44 X11 8-4	 MTR M2 3 60* [3-45]	 Radio 8	 ? 7 morale
11									9





Italian Partisans [ELR: 5] set up on board 18 and 44 in hexes with coordinates ≤ 4 with ≤ 1 MMC per hex and ≥ 1 MMC on each Board (see SSR 6):

 3-3-7	 8-1	 LMG 1 BTI 2-5
4		

Fortifications









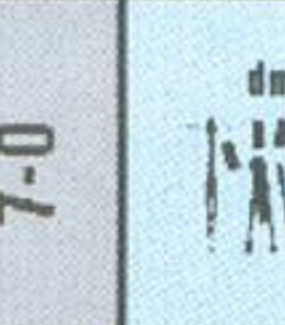

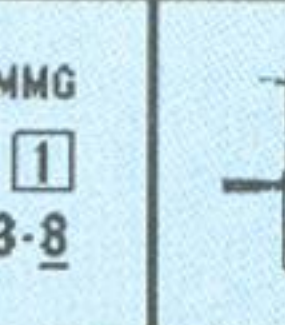
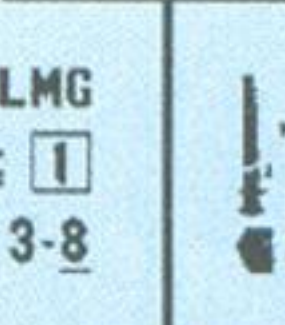
set up anywhere within the US and/or Partisan set up area:

 Minefield	 Trench OUR OBA: +4 Other: +2
24 factors	5



Cadello divisional recon Group and Intra Alpine Battalion (1st Alpini Regiment), Division Monterosa [ELR: 3]

enter on Turn 1 on the north edge (see SSR 3 & 5) {SAN: 2}:

 E 4 ¹ -4-7	 1 3-4-6	 2-2-7	 10-2	 9-1	 8-1	 8-0	 7-0	 dm HMG 2P 3-8	 dm MMG 2P 3-8	 LMG 3-8	 dm MTR 81mm
10	18								2	3	

Scenario design: Jérôme Rey

SPECIAL RULES:

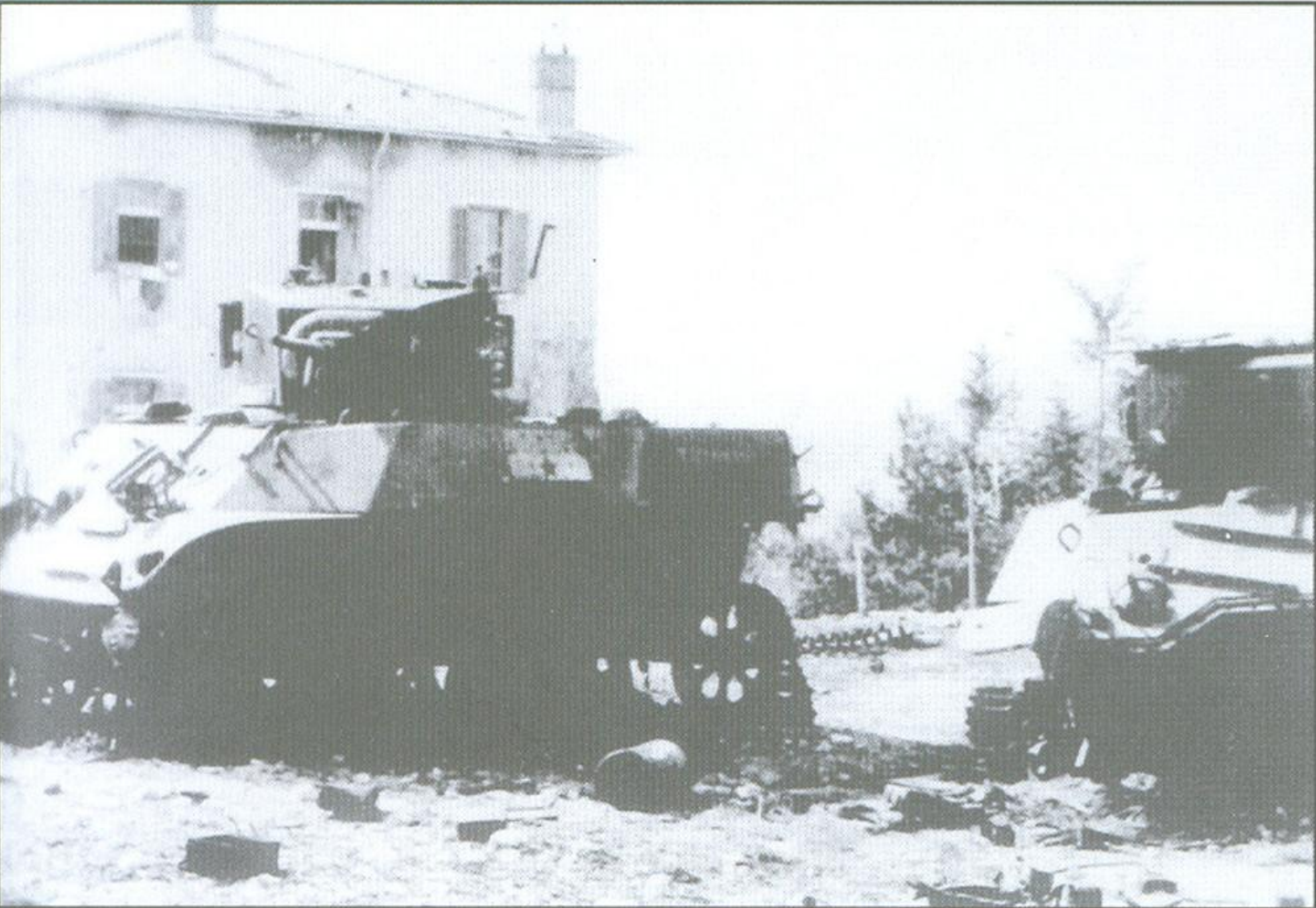
- EC are Wet. Weather is Ground Snow. None of the Buildings have a 2nd level. The Stream is Dry. Place Overlay **Hi5** on **44I5-I6**. The only Stone Buildings on board 15 are 010, M9, I8, D9, E6 and G5 (clarified for the owners of an old board 15).
- No Quarter is in effect between Italians and Partisans.
- Starting on Turn 2, the Italians receive one module of 80mm OBA (HE & Smoke) with Plentiful Ammo directed by an offboard observer at Level 3 along the north edge. The observer is secretly recorded before US setup.
- The US receive one module of 80mm Battalion Mortar OBA (HE only).
- The Italian (not Partisan) units use German SW/Gun without Captured Use penalties.
- The Italian Partisan units may set up HIP and use Italian LMG without Captured Use penalties.

HISTORICAL RESULT: Vermegoli was to become the strongpoint of the American resistance in the area. With the help of some anti-fascists partisans, and supported by artillery and previously laid mines and despite the strength of the initial assault, the 370th held its position. On the evening of the 26th, the attack comes to an end. The Italians know that despite their failure to seize the city, it will fall sooner or later since the US lines around it have been penetrated and thus, Vermegoli is encircled. The city is indeed evacuated a bit later by the Americans, and the initial objective of the Axis is reached, leaving the front line 8 kilometres farther away.

THE WAR IS OVER



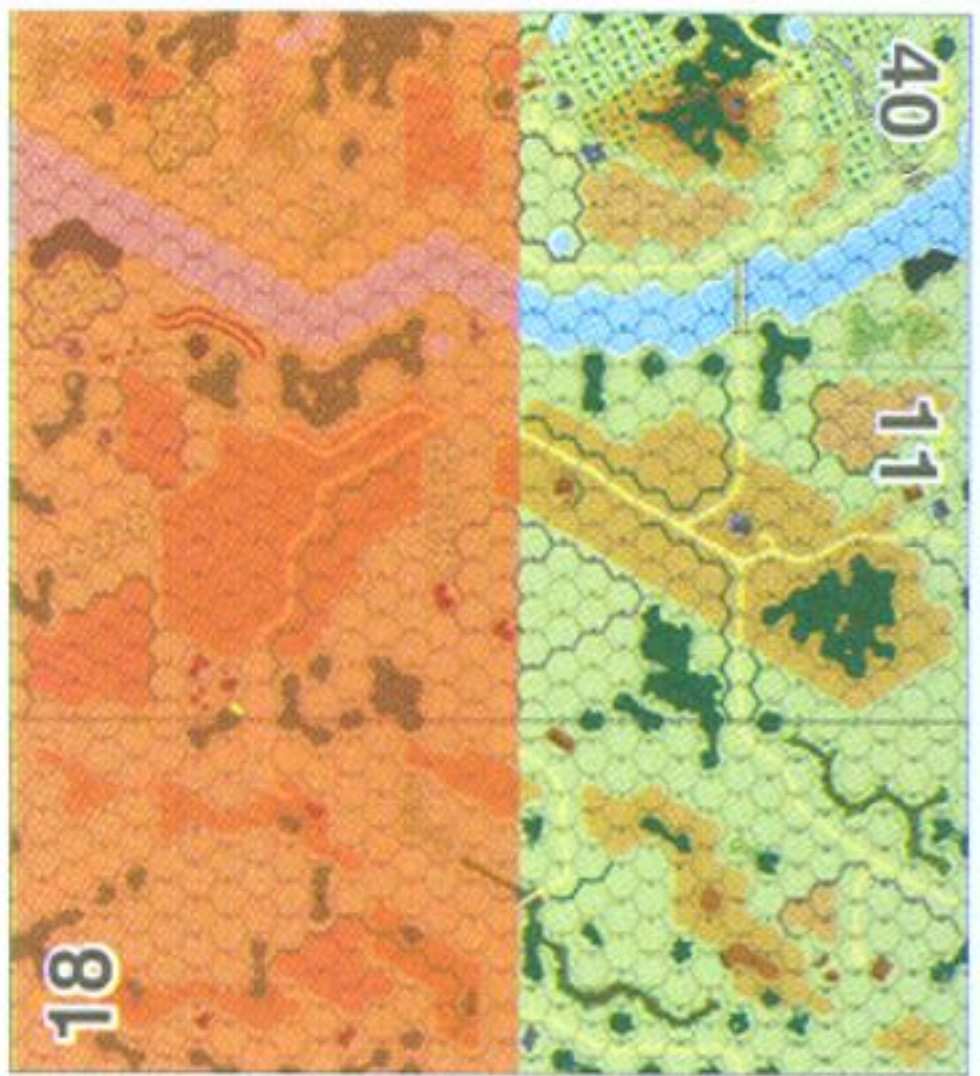
ASL SCENARIO FT78



VICTORY CONDITIONS: The Germans win at game end if they have ≥ 18 VP of Good Order Infantry (AFV inherent crews count as infantry for VC purpose) on the north bank of the river.

Near FERLACH, AUSTRIA, May 11th 1945: With World War II coming to its conclusion, most German units in Yugoslavia desperately tried to reach the western border to surrender to the Allies rather than risk summary justice from the Partisans in retaliation for the numerous war crimes committed. Since 1941, most did not succeed. But on the 9th of May, an ad-hoc Kampfgruppe of Polizei units coming from Slovenia with many worn-out armored vehicles of various types found its way to British troops blocked by a Yugoslavian Partisan unit. Supported by tanks, the « titoist » forces held a bridge over the Drau, near the village of Ferlach. The Germans tried to talk their way across, but without result. So, on the 11th of May, with tacit British approval, they tried by force.

BOARD CONFIGURATION:



BALANCE:

- ★ Add a PSK to the Partisan OB.
- ✚ Delete the ATR from the Partisan OB.




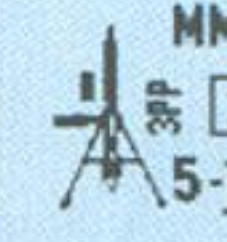
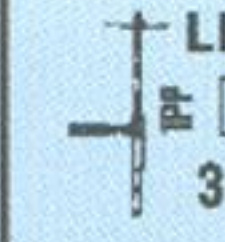
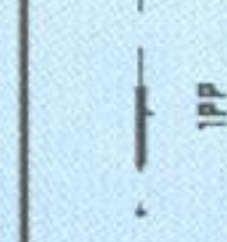


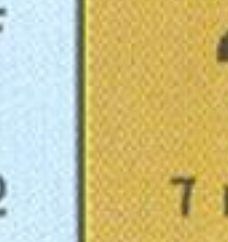


Only hewrows A-P are playable on boards 11 and 40 and R-GG on board 18.

TURN RECORD CHART

★ PARTISAN Sets Up First	1	2	3	4	5	6	7	8	END
✚ GERMAN Moves First									


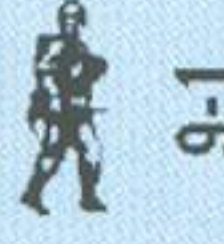


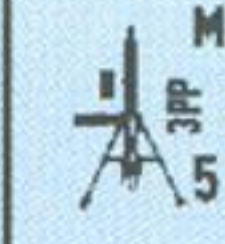
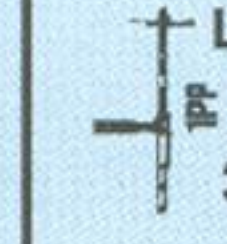





Reinforced elements of the 1st Tank Brigade [ELR: 5]
set up on board 11 (see SSR 2 and SSR 3) {SAN: 4}:

 3-3-7	 8-1	 7-0	 2 5-12	 1 3-8	 1-12	 3 50*[2-13]	 16-2	 7 morale	 18 37LL 2/4/2	 5 OVR, OBA: +4 Other: +2
9				3			4	12	2	4



Reinforced elements of SS Polizei Regiment 17 [ELR: 3]
set up on board 18 (see SSR 4) {SAN: 3}:

 2 4-4-7	 1-6	 8-1	 7-0	 2 5-12	 1 3-8	 14 20L (4) -1/2	 14 47	 30 20L (4) -1/2
9				2	2		3	

Scenario design: Philippe Naud

SPECIAL RULES:

- EC are Moderate with no Wind at start. A two lane stone bridge exists in hexes 40I2 and 40I3.
- Partisan units use German SW with no Captured Use penalties. The units possessing Panzerfausts are secretly recorded before German setup. A Panzerfaust is put onboard only when the possessing unit is eliminated, breaks or when it drops, transfers or uses it.
- No AFV may set up in Buildings. Partisan AFV may not enter a bridge location [EXC: Recall, which is via the north edge]. Use Russian Crews for Partisan OB AFV. These AFV use red To Hit numbers.
- The Germans use Italian AVF with no Captured Use penalties, but use red To Hit numbers. The Italian AFV Crews are German. All SMV L40 da 47/32 have a 2FP

- AAMG and their Crews may become BU (although they cannot fire while BU). When Scrounged, these AAMG are Italian LMG and Germans use them without Captured Use penalties.
- Despite the SS designation, no SS characteristic applies [EXC: Massacre].

HISTORICAL RESULT:

Despite the armor support, the Partisans proved no match for the Germans who destroyed two Yugoslavian M3 Stuarts of British origin and reached the safety of the allied zone. The troops of the 1st Derbyshire Yeomanry, the armored recce regiment of the 6th Armoured Division, discovered a collection of « vintage armoured cars and tanks of the kind previously only met with on the recognition charts ». For these German soldiers, the war was finally over.