

TOO LITTLE, MY FRIEND...

ASL SCENARIO FT 89



VICTORY CONDITIONS: The French must Control ≥ 7 buildings in the German set up area at game end. Multi-hex buildings / Rowhouses / the Church count as 2 buildings each instead of one.

TURN RECORD CHART

⚔ GERMAN Sets Up First	1	2	3	4 [⚔]	5	6	7	END
🎯 FRENCH Moves First								

MARLOIE, BELGIUM, May 11th 1940: On the 10th of May, 1940, the German Army had crossed the borders of Belgium, the Low Countries, and Luxembourg. As soon as the first messages of alarm were received, the French and British rushed forwards to meet the threat. They believed the principal effort would be in Belgium and the Low Countries, but the greater part of the enemy forces were in fact punching through the hills of the Ardennes with the objective of crossing the Meuse between Sedan and Liège, to take the allied troops from the rear. Moreover, in this sector, the French Army sent only some cavalry units with the mission of slowing the enemy advance, which they didn't think would be a serious effort. This was the case of the 1st Light Cavalry Division, – 1^{ère} DLC – and the 9th Army which had to advance towards the Ourthe river to cover the deployment of the French infantry on the Belgian stretch of the Meuse. The mission started off badly, the cavalry left late, and soon found it hard to cooperate with the Belgian Chasseurs d'Ardennais, and unable to inform the High Command of the enemy. In addition, the next day, the 1^{ère} DLC came into contact with the vanguard of the 7th Panzer Division. Held up the night before by several courageous acts of resistance on the part of the Belgians, Rommel's division had no intention of marking time before such a feeble enemy. Nevertheless, the French fought bitterly, and at the day's end, Lt Col de Lannurien decided to retake the village of Marloie in order to make contact once more with the 4^{ème} DLC on his left flank.











BOARD CONFIGURATION:

BALANCE:






- ⚔ Exchange the Pz IIA for a Pz IIF.
- 🎯 Add a 2-4-8 HS and a 60 mm Lt Mortar (dm).



Elements of the Schützen Regiment 6 [ELR: 4] and armor of Panzer Regiment 25,
set up on / north of hexrow V on Board 46, including adjoining half hexes in this area of Board 19 [SAN: 4]










 4'-6-7	 8-0	 7-0	 2 5-12	 1 3-8	 1-12	 3 50 * [2-13]	 7 morale	 15 20L (4) -/5	 15 37L 4/4
6				2			12		

enter on Turn 4 on the north edge with AFV
having already expended half their MP (FRU):

 4'-6-7	 8-1	 1 3-8	 15 37L 4/4	 15 CMG -/8A
3				



Elements of 5^e Régiment de Dragons Portés and of the 1^{er} Régiment d'Automitrailleuses [ELR: 3]
set up on / south of hexrow N on Board 46 (vehicles must set up on Road hexes) [SAN: 2]

 4'-5-8	 9-1	 7-0	 3pp	 1 2-6	 18 12.7 (6) 8(11)	 28 25LL -/4/2A	 18 CMG -/4	 14 9PP
9	2		2	3	2	3	2	4

Scenario design: Philippe Naud

SPECIAL RULES:

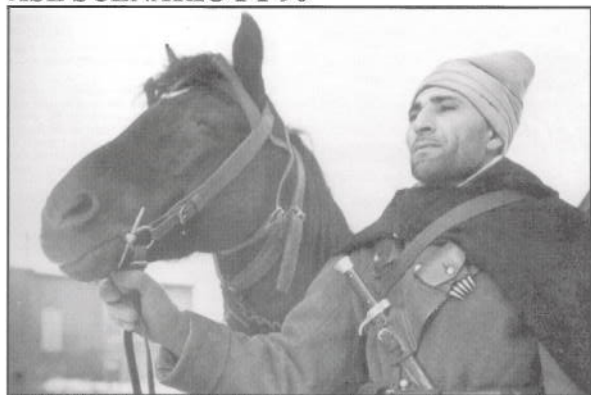
- EC are Moderate with no Wind at start.
- Place Overlay **OW1** on **46S10-R9**.
- AFV can not set up in Buildings. One German AFV may set up HIP and loses HIP like of a Gun.
- Vehicular Crews may not voluntarily abandon their vehicles.
- No Quarter is not allowed.

HISTORICAL RESULT: The mixed detachment regrouped around Hargimont where they pushed three Panzers back. Despite this success, Captain Garnier, chief of the 1st squadron of the 1^{er} Régiment d'Automitrailleuses preferred to send in a squad of AMDs to reconnoitre Marloie. Unfortunately the first armoured car was put out of action by a panzer, hidden in the village, meanwhile, shells rained down on the others. The French, who reckoned that they had more of a job in hand than they could deal with, decided to abandon the attack. The 1^{ère} DLC, like their neighbours, had come up against an enemy that was much too strong for them to handle.

"SANS ESPRIT DE REcul"

ASL SCENARIO FT 90

9H



VICTORY CONDITIONS: The German player wins if at game end he has amassed at least 20 VPs. 1 VP is awarded for each Building he controls between hexrows M and AA included (each Rowhouse hex is a separate Building) and 0.5 VP for each Graveyard hex he controls.

TURN RECORD CHART

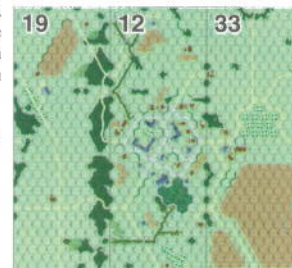
🎯 FRENCH Sets Up First	1	2	3	4	5	6	7	8	END
♣ GERMAN Moves First									

LA HORGNE village, 20 km south-west of SEDAN, May 15th 1940: Since the 10th of May, the 3rd Spahis Brigade* under the orders of Col. Marc was undertaking erratic movements on congested roads in the sector of Charleville-Mézières, after having abandoned its positions in a hurry on the Semois. In brief engagements, and under air attack, the unit had been steadily taking casualties. The Germans were pressing home their main assault between the 9th and 2nd French Armies in order to break through at Sedan. On the 13th, they crossed the Meuse, and the situation quickly became critical, and confused. On the 14th, the brigade received the order to form a defensive line and hold the village of La Horgne, at whatever price. Elements of the 53rd Infantry Division were holding the right flank at Poix-Terron, and elements of the 14th were on the left at Bâlon. After marching backwards and forwards for more than 200km, and without all their AT weapons (some guns stayed at Mézières) and low on personnel, the brigade occupied La Horgne around four o'clock in the morning on the 15th. The Spahis immediately dug in, and prepared their defences. They erected four barricades, established fire lanes, dug trenches and foxholes, and set up their three AT guns. The Spahis squadrons occupied the village in the following manner: the Command squadron of the 2nd Régiment de Spahis Algériens (2^e RSA - Algerian Spahis) set up in the church, while elements of the 2nd Régiment de Spahis Marocains (2^e RSM - Moroccan Spahis) took up position on the high ground in the village. At dawn, the sound of motors could be heard coming from the Singly road, signalling the arrival of the Germans...

BOARD CONFIGURATION:

BALANCE:

- 🎯 Replace the 4-5-7 Squads by 4-5-8 in Escadron of Lt Mac Carthy.
- ♣ Extend the game to 8 1/2 Turns.



Elements of Escadrons de Spahis, 1^{er} Orillons, 2^{ème} de Jorna, 3^{ème} Kuhn, Mitrailleses de Combourieu of 2^{ème} RSA as well as elements of 1^{er} Escadron Maître and Peloton de mitrailleses of 2^{ème} RSM of 3^{ème} Brigade de Spahis [ELR: 3] set up on/between hexrows J and AA on Board 12 {SAN: 5}



4-5-8	4-5-7	2-4-8	2-2-8	10-3	9-1	8-1	8-0	MMG	LMG	INF
14	6	6	3		2	2	2	2	3	



AT	Trench	Foxhole	Roadblock
12	OVR, OBA: +4 Other: +2	5 OVR, OBA: +4 Other: +2	
25LL [45]	4	9	3

Elements of Escadron of L' Mac Carthy enter on Turn 4 between 19P10 and 19S10

4-5-8	4-5-7	9-1	8-0	LMG	dm MTR	12
3	3					6

Reinforced elements of III./Schützenregiment 1 (Major Richter) and of Pz Aufkl. Abt. 4 of 1. Panzerdivision XIX. A.K. (mot) Guderian Gruppe Kleist. [ELR: 3] enter on Turn 1 on 33A5-A6 {SAN: 2}



4-6-7	9-1	8-1	8-0	7-0	dm MMG	LMG	dm MTR	33	14	16	28
13					2	3		20L(4) -1/5	20L(4) -1/5	15PP AAMG -1/3	T7 21PP

enter on Turn 1 on 33A5-A6:

M9	24	5-4-8
2		

Reinforced elements of I./Schützenrgt 1 (Major von Studnitz) and of 1. Pz Div. enter on Turn 4 on 19A5-A6:

4-6-8	4-6-7	9-2	8-1	8-0	dm MMG	LMG	dm MTR	Radio	28	16	34
5	5					2		8	T7 21PP	15PP AAMG -1/3	CMG

Reinforcements from Panzerbrigade 1 of 1. Panzerdivision enter on Turn 5 on 33GG5-GG6:

15	15	14	14
BT 1 CMG -1/6	BT 2 20L(4) -1/5	BT 1 37L 3/8	BT 1 75* -1/5

Scenario design: Hugues Pauget

SPECIAL RULES:

- EC are Moderate with no Wind at start. Kindling is NA.
- Buildings do not have 2nd levels [EXC: hexes 12U5-V4]. Gullies and Bridges do not exist, treat such terrain as Open Ground (Woods and Brushes remain).
- The Broken side Morale of all French units is one higher than printed. Two French squads (or equivalent) may set up HIP with any SW/SMC stacked with them. All French unit may use MOL (A22.6) vs vehicles only. At the start of Turn 5, the French suffer Ammo Shortage.
- The Germans receive one module of 80mm Battalion Mortar OBA (HE & Smoke).
- German 5-4-8 enter as Sidecar Riders. Trucks that do not carry Passengers are Recalled. Vehicular crews may not voluntarily abandon their vehicles.

HISTORICAL RESULT: Towards eight o'clock the first motorised and armoured German units arrived from the northeast. A column of various armoured vehicles including a tank was held up by a barricade; the last vehicle in the column was turned into a fireball by an AT shot from the Spahis. The others, unable to turn round, suffered the same fate. The Germans dismounted from their vehicles, and tried to make it along the road on foot, but incoming high explosive and machine gun fire pinned them down,

and inflicted numerous casualties. A side-car broke in on the scene, but before it could turn about, the riders were cut down by machine gun fire. At mid-day, the Germans were pinned down everywhere, and couldn't make it past the entrance to the village. Around 14:00, artillery fire came down on La Horgne and the surrounding area; the Germans were attacking along all the routes in, and tanks and infantry were arriving by the Chesne road. But the Spahis spared nothing and no-one, and destroyed their armoured transports. A counter-attack led by Lt. MacCarthy to push back the Germans was cut down as it broke out of a wood with a squadron. Its pace was broken by coordinated tank and machine gun fire. Lt Voynet also led a fruitless counter attack, along the side of a graveyard. The Germans started to infiltrate up the sides. The ammunition ran short; the last case of grenades was distributed, the village was totally encircled, and on fire. The Spahis received the order to break out around 17:00 hours. Colonel Geoffroy (2^e RSM) was killed, as was Col. Brunol, (2^e RSA) and Col. Marc, CO of the 3rd Brigade de Spahis was taken prisoner. Nonetheless, certain Spahis managed to get away. That 15th of May, the 3rd BS held out for over ten hours with their feeble means, and inflicted the heaviest casualties during the whole French Campaign on the Schützenregiment 1, destroying around twenty tanks and armoured vehicles. Through their sense of personal sacrifice, they completed their mission, leaving six hundred and thirty officers and men in La Horgne. The Germans would later give homage to this noble resistance.

* Spahis : French military unit made up of North African cavalry from Morocco and Algeria.

“NE PAS SUBIR”

4H



ASL SCENARIO FT 91



VICTORY CONDITIONS: The French win at game end if they have amassed more VP than the Germans. VP are amassed (and calculated in the manner of Exit VP) as follows : the French receive VP for each non-crew unbroken infantry unit north of the canal; the Germans receive VP for each non-crew unbroken infantry unit south of the canal. Prisoners do not count. In case of a tie, the Germans win.

TURN RECORD CHART

✚ GERMAN Sets Up First

🎯 FRENCH Moves First

1 2 3 4 5 6 END

BALANCE:

🎯 French AFVs enter on Turn 2 having expanded 6 MP.

✚ Add one 4¹-6-7 to the German OB.



Only hewrows R-GG are playable.

Elements of Infanterie Regiment 68 of 21. Infanterie Division [ELR: 3]

set up on Board 17 and/or on Board 23 in hexes ≤ 2 {SAN: 3}:



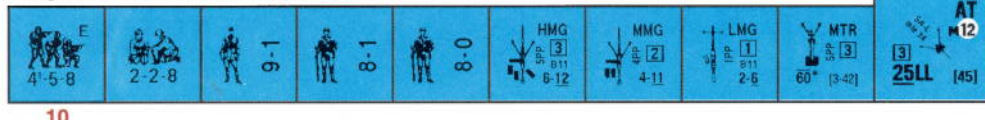
Armored reinforcement

enter on Turn 3 on the north edge :



Elements of 1^{er} Bataillon of 152^e Régiment d'infanterie of 14^e Division d'infanterie [ELR: 3]

set up on Board 21 in hexes ≥ 3 {SAN: 4}



« Téméraire », « Lunéville » and « Villers-Bretonneux » tanks (sous-lieutenant Robert) of 8^e BCC

enter on Turn 3 on the south edge :



Scenario design: Hugues Pauget

SPECIAL RULES:

- EC are Moderate with no Wind at start. Kindling is NA. The Canal is Deep with a Moderate Current from the east to west.
- Building 23Y7 is a Factory.
- Place overlay O1 on 23BB3 and overlay O2 on 23X5-X6.

HISTORICAL RESULT: On the 17th of May, the 21st and 23rd Infantry Divisions, backed up by tanks, launched two violent attacks against the 14^{ème} Division d'Infanterie at Reethel, to take the bridges and destroy the French bridgehead. It was a complete failure. On the 19th of May, the assault was renewed, with more resources, and under pressure, the bridgehead was abandoned. The Germans even managed to

get a foothold on the south bank, but were pushed back with heavy losses. The B1-bis tanks under the orders of sub-Lieutenant Robert intervened, and supported the French infantry very effectively whilst under counterattack. On the 20th of May, the Germans once more made it to the south bank after a violent artillery barrage, only to be pushed back once more. After five days of fighting, no fewer than 20 tanks, 9 armoured cars and 26 cars and trucks had been destroyed in front of the French positions, the B1-bis played an important role in this tally of destruction. From the 17th of May until the 10th of June the 14^{ème} DI would be a veritable thorn in the side of the German units which faced it. Their positions would never be taken, and they even took some two thousand prisoners during the fighting. In this action, the 14^{ème} DI remained faithful to its motto: “Ne pas subir” – or “never give in”.

NO FORTRESS IS IMPREGNABLE



ASL SCENARIO FT 92



VICTORY CONDITIONS: The Germans win at game end they Control ≥ 12 Locations of Building 45J3.

TURN RECORD CHART

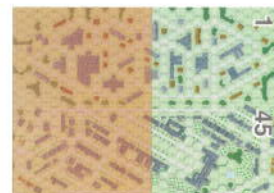
<div> <div></div> <div>FRENCH Sets Up First</div> </div> <div> <div></div> <div>GERMAN Moves First</div> </div>	1	2	3	4	5	6	7	END
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FORTRESS OF BOULOGNE, FRANCE, May 25th 1940: The rapid advance of the Panzers had found the allied troops in Boulogne completely unprepared. General Lanquetot who was in command didn't have the means to construct a defence with the meagre means at his disposal. The 23rd Panzer Division had totally encircled Boulogne. But the intervention of the Royal Navy and French troops permitted the evacuation of 4368 British soldiers. The torpedo boat Orage was sunk, and six or seven British destroyers were damaged. The commanding officer was killed by an attack by the Luftwaffe. On the 24th the situation was critical for the defenders, who battled on alone in isolated groups. Amongst them were 300 Welsh Guards. Around a hundred men tried to make it to Dunkirk on the evening of the 24th, but few made it through. The fortress held out alone, its garrison pushed back two attacks, one at 18:00 and the other at 20:00. The Germans would put the night to good use to carefully plan the next day's attack.

BOARD CONFIGURATION:

BALANCE:

- Replace the French 8-0 with a 8-1.
- Add two DC to the German OB.



Only hexrows A-P are playable on both boards.



Elements of 48^{ème} Régiment d'Infanterie of 21^{ème} DI, of 35^{ème} RA and of 12^{ème} Régiment de Cuirassiers [ELR: 2] set up on Board 45 on/south of hexes numbered ≥ 9 {SAN: 5}

4-5-7	2-2-8	9-1	8-1	8-0	6-1	HMG 3 5-11 6-12	MMG 2 4-11	LMG 1 5-11 2-8	INF 2 37* [60]	?	7 morale
12	3							3		11	
<div> <div>ART M8 75</div> <div>28 25LL 4-2</div> </div>											
2											



Elements of Schützen Regt 2 and of Pionier Bn. 38, 2. Panzer Division [ELR: 3] set up on Board 1 on/north of hexes ≤ 2 and / or enter on Turn 3 on / between 45P4 and 45P10 {SAN: 3}

8-3-8	4-1-6-7	9-2	9-1	8-0	FT 24-1	DC 30-1	MMG 2 5-12	LMG 1 3-8	ATR 1-12	?	7 morale
5	11			2	2	2		4		8	

Elements of Flak Battery 8. and 2. Panzer Division armor enter on Turn 2 on the north edge :

2-2-8	AA M4 88L A5-4-3	T-4 19PP	14 20L(4) -5	12 150* AT

Scenario design: Hughes Pauget

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Buildings 45H6 and 45J3 are Fortified throughout (B23.9).
- Only 4 French squads (or their equivalents) may set up in Building 45J3, Guns setting up in fortified buildings may do so at Ground Level only and forfeit their HIP status (i.e. they set up concealed).
- German 8-3-8 are Assault Engineers (H1.22).

HISTORICAL RESULT: At dawn, the 88mm guns opened fire on the fortress with its ten metre thick walls. The German troops used ladders like in the middle ages to scale the ramparts and overcome various obstacles. But it was the assault pioneers who used explosive charges and formidable flamethrowers, who reduced the French positions one by one. Terror took hold of some of the defenders, General Lanquetot realised the uselessness of sacrificing his men, and they surrendered at 08:30. The fight may have been short lived, but this resistance held up the 2nd Panzer Division for four days in furious street fighting, when a rapid rendition of Boulogne was what had been expected.

COUNTERATTACK AT WATTEN

4H



ASL SCENARIO FT 93



VICTORY CONDITIONS: Before German setup, the French player secretly records one victory condition: 1) Control all level 3 hexes on Board 42 or 2) Control 42G4 and the 6 adjacent hexes. The French win if they fulfill their recorded VC at game end.

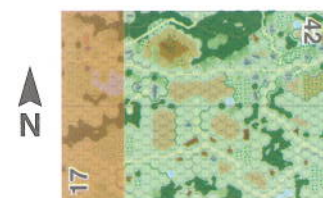
TURN RECORD CHART

☛ GERMAN Sets Up First

🔴 FRENCH Moves First

1	2	3	4	5	6	7	END
	🔴						

BOARD CONFIGURATION:



Only hewrows A-Y on Board 42 and I-GG on Board 17 are playable.

BALANCE:

☛ Add a MMG to the German OB.

🔴 French reinforcements enter on Turn 1.



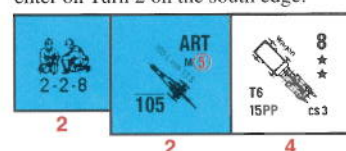
Elements of Leibstandarte SS « Adolf Hitler » Regiment [ELR: 4]
set up on Board 42 {SAN: 5}



Elements of 2^e battalion of 65^e Régiment d'infanterie (Commandant Alkermann) of 21^e DI [ELR: 3]
set up on Board 17 in hexes ≥ 2 {SAN: 2}



Reinforcement from 115^e Régiment d'Artillerie
enter on Turn 2 on the south edge:



Scenario design: Hughes Pauget

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Place Overlay **Hi8** (found in *Armies of Oblivion*) on **42S5-T4**. Place a Stone Rubble in hex 42oU7.
- German 4²-6-8 and 2-4-8 are SS (A25.11) with an underlined Morale.
- One German squad (or equivalent) and any SW/SMC stacked with it may set up using HIP.

HISTORICAL RESULT: As usual, the French troops had grave difficulties coordinating their actions, and in addition, the Luftwaffe with its constant activity, disrupted the regrouping of units. It was 16:00 before the French could attack. In spite of everything, a battalion of the 61st Infantry Regiment backed up by a Somua and two 105mm artillery pieces advanced rapidly towards Watten. Along the way, the

German resistance intensified, but the Somua softened the Waffen SS' belligerence, backing up and machine-gunning everything that moved. In the wood, the Waffen SS fell back, and an important amount of materiel was captured. On Watten Hill, the Germans who were dug in in the ruins of an ancient tower which crowned the summit did not permit the French to take it back. Consequently, the battalion moved round the hill to the south in order to continue their advance towards the canal. However, soon afterwards, violent shooting from Eperlecques forest blocked the French progress, and with the onset of night fall, the attack was halted. Despite a promising start, the counter-attack did not achieve all its objectives. The battalion dug in to defend the recaptured terrain.

HERE STANDS THE LEGION !

4h



ASL SCENARIO FT 94



VICTORY CONDITIONS: The French win immediately if there are no Mobile German AFV on board. Otherwise, the side which has amassed more VP at game end wins. Each side receives VP for controlling Buildings on Board 10 (each Rowhouse hex is a separate building for VC purposes). Each building is worth 1 VP per hex. The Germans also earn VP, calculated at half Exit VP (FRD) for each AFV exited off the south edge. A draw is considered a French victory.

TURN RECORD CHART

🔴 FRENCH Sets Up First

⚔️ GERMAN Moves First

1 2 3 4 5 6 END

BALANCE:

🔴 Add a MMG to the French OB.

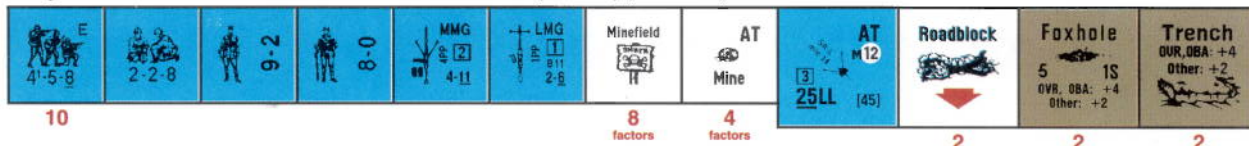
⚔️ Replace the Pz IIA by a Pz IIIF.



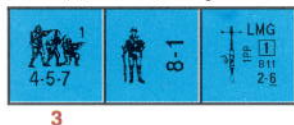
Only hexrows R-GG are playable on both boards.



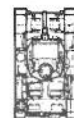
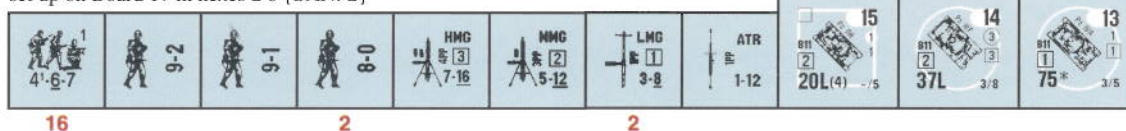
Elements of the 3^{ème} Bataillon (Capitaine de Francelieu) and of compagnies régimentaires (Commandant Hermann) of 22^{ème} Régiment de Marche de Volontaires Étrangers [ELR: 4] set up on/between hexrows T to EE on hexes ≥ 2 of Board 10 {SAN: 5} (see SSR 3):



Compagnie 312/2 of Sapeurs mineurs (Capitaine Perrot) [ELR: 2] set up as above (see SSR 3):



Elements of II./Schützenregiment 12, of III./Schützenregiment 33 and of Pz regiment 35, 4. Panzerdivision [ELR: 3] set up on Board 17 in hexes ≤ 6 {SAN: 2}



Scenario design: Hugues Pauget

SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Place Overlay **X19** on **10Y7-Z6**.
- French 4¹-5-8 squads and 2-4-8 HS broken side Morale is one higher than printed. 4¹-5-8 squads and 2-4-8 HS have an ELR of 4. 4-5-7 squads and 2-3-7 HS have and ELR of 2 (as well as Green 4-3-7 squads and 2-2-7 HS).

HISTORICAL RESULT: The Germans would taste the bitter fruits of the Legionnaires' ferocious determination. The German tanks paid dearly for their advance, the 22nd Regiment's AT guns were set up protecting all the major crossroads. The villages were blocked with barricades, which in turn were heavily mined around and about, and in this way the German advance through the villages was blocked. A furious street fight developed in Marchélepot. The volunteers rained grenades down on the attackers, and they threw themselves upon them in defence of the barricades; the fighting degenerated into bloody hand-to-hand fighting. A group of Legionnaires occupying a small

wood had to be crushed by artillery in order to neutralise their position. On the evening of the 5th of June, the Legionnaires still held on to their positions. The Germans were incapable of passing the group of villages composed of Misery, Marchélepot, Fresnes, and Berny, which made up the defensive line of the 22nd RMVE. They had to wait until the 6th, and even more vicious fighting before they would be able to topple the Legionnaires' heroic defence. The surviving volunteers regrouped around the Regimental Command Post in the courtyard of a farm, and fought their last battle, like their forerunners in Camerone* in 1863. Certain soldiers committed suicide rather than surrender to the Germans. Of two and a half thousand, only eight hundred men survived the battle without injury. The 22nd RMVE would receive a citation for its performance in combat. Disgracefully, and contrary to the Laws of War, certain Legionnaires would be sent to the Mauthausen Concentration Camp after their capture.

* Battle of Camerone, Mexico, 1863, where 65 French Foreign Legionnaires held some two thousand Mexican infantry and cavalrymen at bay, until finally defeated by sheer mass.

RAINING BULLETS

5H



ASL SCENARIO FT 95



VICTORY CONDITIONS: The Germans win at game end if they Control ≥ 3 level 3 hexes.

TURN RECORD CHART

🇫🇷 FRENCH Sets Up First

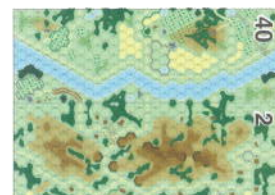
🇩🇪 GERMAN Moves First

BOARD CONFIGURATION:

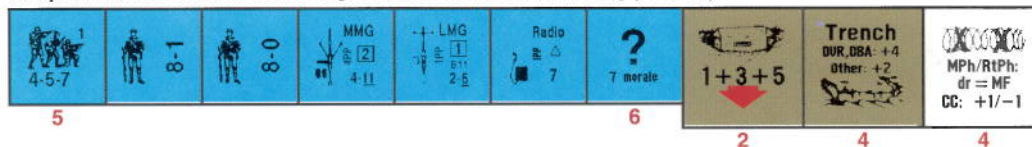
BALANCE:

🇫🇷 Replace the LMG with a HMG in the initial French OB.

🇩🇪 Add a dm HMG to the German OB.



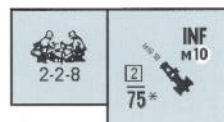
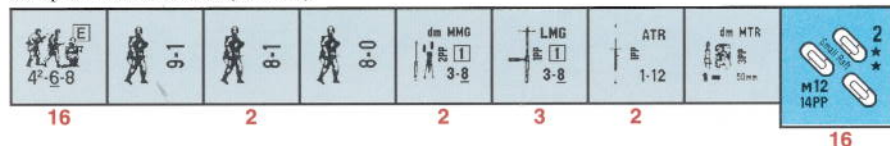
Elements of 17^{ème} Régiment de Tirailleurs Algériens of 87^{ème} DIA [ELR: 3]
set up south of the Canal at \leq Level 1 [EXC: OBA observer, see SSR 3] {SAN: 4}



French reinforcements enter on Turn 3 on the south edge :



Elements of I./Gebirgsjäger Regiment 100 of 1. Gebirgs Division [ELR: 4]
set up north of the Canal {SAN: 3}



SPECIAL RULES:

1. EC are Moist with no Wind at start. Despite being 2 hexes wide, the river on Board 40 is treated as a Canal (B21.11). The Canal is Deep with a Moderate current from the East.
2. For the first two Turns, a +1 LV Fog DRM is in effect at Level -1.
3. The French radio gives access to a 75mm OBA module (HE only). The Observer may set up using HIP on Board 2.
4. The Germans may not set up as Passengers. Boats are not considered Beached at set up.

HISTORICAL RESULT: The movement of the Gebirgsjägers who went forward either in their small inflatable dinghies or swimming, was partially hidden by mist. The tirailleurs in the forward positions opened fire, and did their best in the fog.

On the AILETTE canal, close to PONT ST MARD, FRANCE, June 5th 1940: On the 19th of May, the 1st Gebirgs Division took up position on the Canal de l'Ailette to protect the flank of the rapid Panzer drive towards Amiens. On the other bank, the 87th African Infantry Division and their Algerian Tirailleurs were facing them. Between the 21st and the 22nd of May, the twelve bridges in the sector occupied by the 87th AID were destroyed in order to avoid a rapid German incursion into the French sector known as the "Chemin des Dames" or the "Ladies Path," famous for the fighting that had taken place there in 1914-1918, and which overlooked the German positions. The French did not hesitate to set up numerous artillery observation posts and reoccupy the protective terrain, abandoned after the fighting in the First World War. Their guns targeted any suspicious movement on the German side, and numerous supply convoys kept up stocks of ammo. The Gebirgsjägers dug in in a marshy area, and avoided any daytime movements that could bring down a hail of French artillery. On the 25th of May, Colonel Henry Martin took charge of the 87th African Infantry Division. There were sporadic exchanges of fire, but on the 4th of June, the build up to a major offensive was discernible on the German side. On the 5th of June, at first light, the Gebirgsjägers went forward in the morning mist to cross the canal, happy to be getting away from the mosquitoes which had infested their previous positions.

They managed to sink several dinghies, and the bodies of German soldiers began to float softly in the canal water. All the same, the Germans knew that this was a crucial moment in the attack, and redoubled their efforts. The canal was narrow, and in the end they managed to cross it quickly, despite the frenetic automatic weapon fire from the French. Once they set foot on the French side of the canal, and had silenced the last points of resistance, the Germans set off to take the hills by the flanks, in spite of the artillery fire that was coming in. It was the tirailleurs' turn to run forward now in a furious bayonet charge to push back the Gebirgsjägers. This was the moment of truth, and the Germans, shaken by the charge, but maintaining strict fire discipline and led by excellent officers, withstood the attack, and pushed back the tirailleurs. The French lines were broken open. Nevertheless, the Germans left one hundred and thirty-nine dead, and four hundred and thirty injured on the battlefield. The crossing was not carried out without bloodshed.

Scenario design: Hughes Pauget

RASSENKAMPF



ASL SCENARIO FT 96



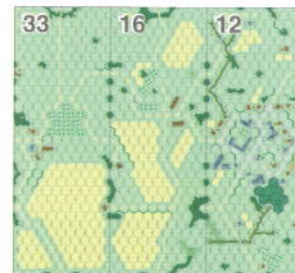
VICTORY CONDITIONS: The Germans win if they Control more multi-hex buildings on Board 12 AND 16 than the French at game end AND provided they have inflicted more CVP than the French have on them.

TURN RECORD CHART

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

LENTILLY, FRANCE, June 20th 1940: In May 1940, the SS units constituted only a minimal part of the German Army, but nevertheless suffered some setbacks during the French campaign. The Totenkopf Division, made up of concentration camp guards and partly equipped with Czech weapons was a good example. The division was given a rough time during the British counter-attack at Arras, it suffered heavy losses during operations against the dug in troops defending Dunkirk. All the same, in June the fate of battle swung in their favour, as the French Army was on its knees, and surrenders en masse became more frequent. It seemed as though the war was over. However, to their great surprise, on the 19th of June, the SS were met by a courageous defence around the village of L'Arbresle to the northwest of Lyon. Furious at this "challenge to their honour" the Germans discovered that the enemy consisted of the coloured colonial troops of the 25^{ème} Régiment de Tirailleurs Sénégalais – 25^{ème} RTS. Hated by many Germans before Hitler took power, these "Schwarze" constituted a true "sub-species" for these young men convinced believers of Nazi ideology. African prisoners were often summarily slaughtered, sometimes together with European soldiers and also civilians. The next day, the SS came up against another area defended by the 25^{ème} RTS around the village of Lentilly.

BOARD CONFIGURATION:



BALANCE:

- ⚔️ In the German on board forces, Exchange a 8-1 for a 9-2 leader.
- 🎯 Shorten the game to 6½ Turns.



Elements of the 25^{ème} Régiment de Tirailleurs Sénégalais [ELR: 3]
set up on Board 12, and in hexes ≤ 5 on Board 16 {SAN: 4} (see SSR 3):

4-5-7	2-2-8	9-1	8-1	7-0	6-12	4-11	2-6	60* [3-42]	7 morale	81* [3-71]	5 OVR, OBA: +4 Other: +2
15					2	2		9		8	

Elements of SS-Totenkopf Infanterie Regiment 1 [ELR: 2]
set up on Board 33 {SAN: 2}:

4-2-6-8	2-2-8	8-1	8-0	2-7	2-7	50* [2-13]	81* [2-60]	75*
14	3	2	2	2	2	2	2	

1. Kompanie
enter on Turn 3 on a dr ≤ 3 or otherwise on Turn 4 on the north edge of Board 12:

4-2-6-8	9-1	8-1	8-0	2-7	50 mm
8				2	

SPECIAL RULES:

- EC are Wet with no Wind at start.
- Place Overlay OW1 on 16K7-J6, X13 on 16M4-L3 and X14 on 12S9-T8.
- One French squad (and all SMC/SW stacked with it) may set up using HIP. Buildings 16M4-L3 and 16O3-O4 are Fortified throughout (B23.9). The French may Fortify two other Building Locations (Tunnels NA). All French units in Concealment Terrain may set up Concealed.
- German 4-2-6-8 and 2-4-8 are SS (A25.11) with an Underlined Morale (A19.13, A19.132 NA). Prisoners may be taken by the SS player, however at game end prisoners still in their possession are subtracted from the SS CVP total.
- German use Axis Minors MG with no Penalties and a B12.
- German Guns may not set up Emplaced (C11.2).
- The Germans receive one module of 100mm OBA (HE only) directed by an Off-Board Observer secretly recorded before set up at Level 3 on the west edge.

HISTORICAL RESULT: Pushed on by their commander, Theodor Eicke, the SS tried to pick up the momentum of their assault, but were seriously held up some five hundred metres from the town. Farms converted into strongpoints stopped dead the progress of the 1st SS Totenkopf Regiment. The attackers deployed their heavy weapons, and called in artillery. Notably, the 1st Kompanie of the regiment took the defenders in the flank, and in the early afternoon, Commandant Dumont told his men to lay down their weapons. Here once more, the SS slaughtered numerous prisoners. In total, at least two hundred soldiers of the French Army, the vast majority of them Africans, became victims of these summary killings perpetrated by the SS and soldiers of the "Grossdeutschland" Regiment in the name of "Rassenkampf" or "Racial Struggle."

Scenario design: Philippe Naud

ROUT ON THE RIVIERA



ASL SCENARIO FT 97



VICTORY CONDITIONS: The Italians win if at game end they Control ≥ 2 Pillboxes or there are ≤ 2 Good Order French squad-equivalents on hill hexes at \geq Level 3.

TURN RECORD CHART

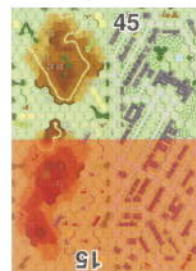
🎯 FRENCH Sets Up First	1	2	3	4	5	6	7	END
🏰 ITALIAN Moves First								

CAP-MARTIN Strongpoint, West of MENTON, FRANCE, 23rd June 1940 : The Italian offensive towards Nice kicked off with heavy preparatory artillery on the 20th of June in the midst of thick fog. The fortifications of the "Position de Résistance" suffered the bombardment and successive assaults by Italian troops all day long. The Italians, suffering heavy losses, received reinforcements on the 21st, before launching another all out attack early on the 22nd. The fascist artillery did not manage to silence the French batteries; on the contrary, the French guns obliged the Duce's heavy railway mounted cannons to hide in the Alpine tunnels. Sections of Éclaireurs Skieurs (S.E.S – French ski troops) managed to stop dead the enemy Legions, with the help of the advance outposts, which layed down murderously accurate fire. At the end of the day's fighting, certain advanced posts found themselves isolated, but nonetheless their fighting value was undiminished. Night fell, and with it the fighting subsided, although the coast was lashed with wind and rain storms. On the morning of the 23rd of June, operations were hampered by another violent storm, and later thick fog which made it difficult for the artillery to correct their fire. Towards midday, the sun came out briefly and the defenders of the fortifications of Cap-Martin discovered that long columns of infantry of the "Cosséria" Division were winding their way up the approaching roads, forming up for the upcoming assault.

BOARD CONFIGURATION:

BALANCE:

- 🎯 Delete SSR 5 and add a two Trench counters to the French OB.
- 🏰 Add a 8-1 leader to the Italian onboard OB.

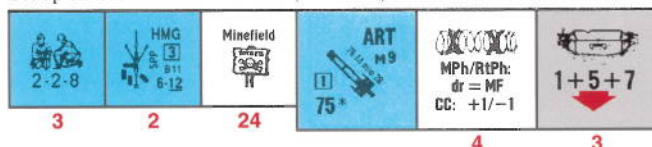


Only hexrows 15 A-P and 45 R-GG are playable.

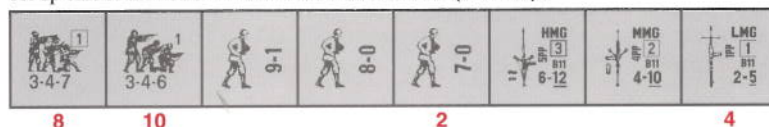
Elements of 96^{ème} Bataillon Alpin de Forteresse [ELR: see SSR3]
set up west of the 45R3-Y7-Z6-BB6-FF5-GG6 road {SAN: 5}:



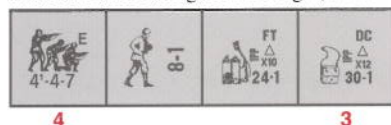
Set up on hill hexes on Board 15 (see SSR2):



Elements of 89^{ème} Reggimento Fanteria, 5^a Divisione Fanteria "Cosséria" [ELR: 3]
set up east of the 45R3-Y7-Z6-BB6-FF5-GG5 road {SAN: 4}:



Enter on Turn 2 along the east edge (see SSR4):



SPECIAL RULES:

- EC are Wet with no wind at start. Weather is Overcast (E3.5). Rain (E3.51) and Heavy Mist (KGP3; +1 LV Hindrance DRM for every 3 hexes range [FRU], i.e. +1 for 0-3 hexes, +2 for 4-6 hexes, etc.) are in effect and can never stop/increase/decrease. Kindling is NA.
- French Pillboxes must set up with its content having a LOS to \geq one Location at Level 0 on board 45. Each Pillbox counter must set up \geq two hexes away from others. Each French Gun/HMG must set up alone in a Pillbox and possessed by a crew.
- French Elite units have an ELR 4; all other French units have an ELR 2.
- Italian 447/247 are Sappers (H1.23).
- Entrenching (B27.11) is NA.

HISTORICAL RESULT: For eight hours, shrouded in dense fog, and under a deluge of rainfall, amongst minefields and barbed wire, and harassed by small arms fire, the Italian infantry made bitter progress along the crags and cliffs which overhung the sea. Despite their efforts, they did not manage to neutralise the French defences in Cap-Martin, and fell back in the direction of Menton, some four km to the rear. Pursued by patrols of the 96th Alpine Fortress Battalion and their ski troops, the Italians managed to cross the Gorbio before regrouping. Fearing that under the cover of darkness they would mount another attack on the "Position de Résistance" the French General Staff sent in as reinforcements a company of Tirailleurs Sénégalais, accompanied by FT-17 tanks. The next day, on the 24th of June at 22:00, the armistice was signed.

Scenario design: Laurent Closier

AND THEN THEY LANDED

ASL SCENARIO FT 98

3H



VICTORY CONDITIONS: The Japanese win immediately if they have exited ≥ 12 Exit VP along the north edge on/between 38oU1-38oCC1 (Prisoners do not count as EVP).

TURN RECORD CHART

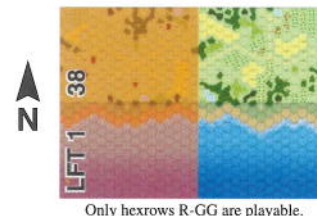
<ul style="list-style-type: none"> French Sets Up First 	1	2	3	4	5	END
<ul style="list-style-type: none"> Japanese Moves first 						

DONG TAC, Southwest of DO SON, INDOCHINA, 26th September 1940 : On the 4th of September 1940 in Hanoi, the French military command and Japanese representatives arrived at a provisional agreement which authorised the Japanese Army to station troops to the north of Tonkin, and to moor a motor torpedo boat permanently in the harbour at Haiphong. On the 22nd of September, although no definitive agreement had yet been reached, the 5th Infantry Division of General Nakamura crossed the Indo-Chinese border, under pressure from Chinese Nationalist forces, and penetrated as far as Tonking. At the same time, a Japanese squadron composed of eight MTBs and as many transport boats crossed Haiphong bay. According to the agreement, the Japanese troops would disembark peacefully in the town, but the recent fighting made this operation unfeasible, and General Nishimura who was responsible for disembarking the troops became impatient.

BOARD CONFIGURATION:

BALANCE:

- French reinforcements enter on Turn 3.
- Replace the leader 7-0 with a leader 8-1 and add a 2-4-7 HS to the French OB that sets up on board 38.



Only hexrows R-GG are playable.



Elements of 14^{ème} Compagnie, 1^{er} Bataillon, 19^{ème} Régiment Mixte d'Infanterie Coloniale [ELR: 3]
set up on board 38 {SAN: 3}:



3



Elements of 14^{ème} Compagnie, 1^{er} Bataillon, 19^{ème} Régiment Mixte d'Infanterie Coloniale,
enter on Turn 2 along the north edge:

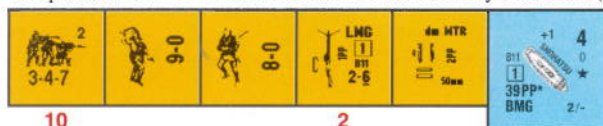


3



Elements of 5th Infantry Division [ELR: 4]

set up on board LFT1 in Ocean hexes ≥ 5 hexes from any Beach hex (see SSR4){SAN: 2; see SSR2}:



10

2

5

Scenario design: Laurent Closier

SPECIAL RULES:

- EC are Wet with a Mild Breeze from the southeast. Weather is Overcast (E3.5). PTO terrain (G.1) is in effect including Light Jungle (G2.1). Place overlay 1 in 38T2-T1. Beach Slope is Slight.
- The Japanese Sniper counter is placed on map at the beginning of Turn 2.
- Kindling is NA. Bore Sighting is NA.
- The Japanese are conducting a Seaborne Assault (G14.). Contrary to G14.21, LCs may enter play only if $\geq \frac{1}{2}$ of their PP capacity is taken up by Passenger unit(s)/equipment.

HISTORICAL RESULT: Effectively, his troops who had embarked several days previously had little food and water. Fearful that the access to the port of Haiphong had been mined, Nishimura gave the order on the 26th of September at 01:30 to disembark in the Song Van Dé estuary in the region of Do Son, around ten km to the south of the town. The defence of this estuary was in the hands of a junior officer, Saurin, and his section, of the 14th Company of the 1/19th RMIC. Towards three o'clock in the morning, guard posts picked up the movements of the Japanese, and sent out the alarm. One of the first Japanese boats landed on the beach at Dong Tac, a little before four in the morning, and the troops it carried set off immediately in the direction of Do Son, roughing up the French defenders as they went. Towards five, a second boatload disembarked with several tanks accompanied by infantry, a little upstream of Song Van Dé. The first Japanese troops reached Haiphong towards 08:30 and by the end of the afternoon, some 4500 Japanese soldiers surrounded the town. For the French Indochinese Army, it was the first stage of a long humiliation.

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