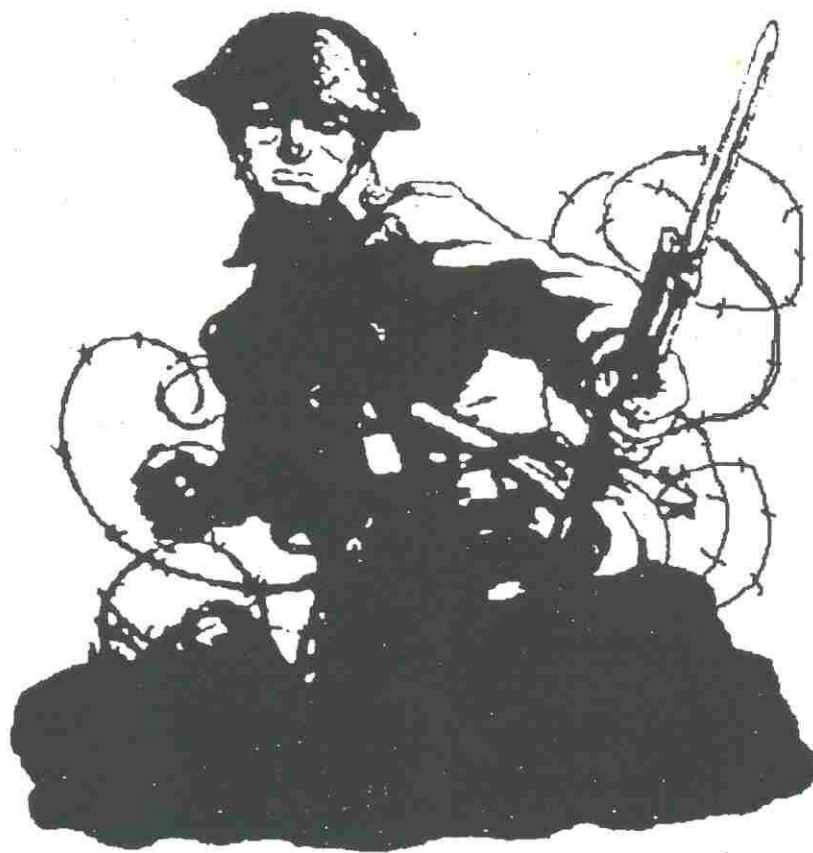


CANADA AT WAR

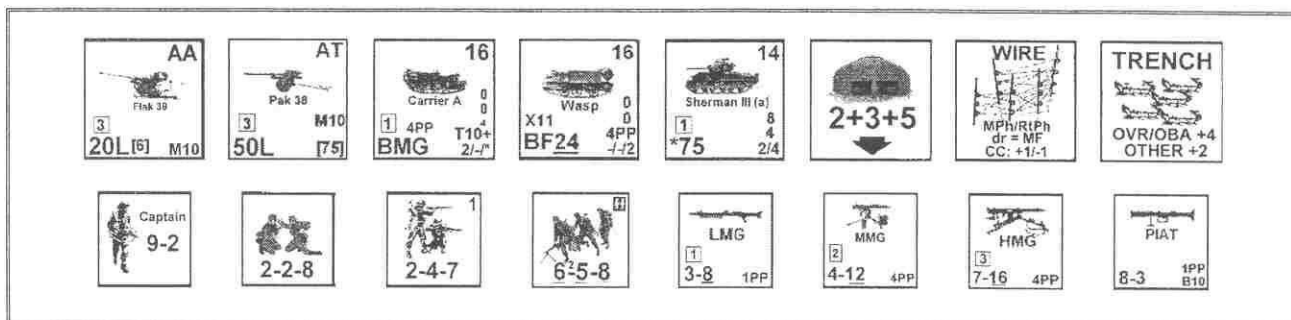
#2



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A WORD ABOUT THE SCENARIOS:

Clip Art for ASL™: The counter depiction for use in ASL contains the information required to choose the right piece to put into play. The graphic depiction are the property of WASLC™ and are used with their permission, but the names of all ordnance and vehicles are the same found in Chapter H of your ASL™ Rulebook. All AFV's use standard armament optional (such as optional AAMG as listed in chapter H) weaponry will be denoted on the counter and/or in the scenario rules. Otherwise, for ½-inch support weapons check the nomenclature ("MMG, HMG") and the firepower and range values, and you will have no problem picking the right piece for that nationality.

For Miniatures Players:

The counters shown that have three men represent a section, two men are a half-section or crew, and one man represents a leader or NCO. The weapons depicted in ½-inch squares are individual support weapons of the type denoted ("MMG" = Medium Machine-gun) and of the nationality in play unless otherwise noted. For any questions, please feel free to write or e-mail us at the address below. (Include a Self-Address Stamped Envelope for reply)

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FUTURE RELEASES

Leibstandarte Pack #4 "Turning of the Tide": This eight-scenario pack continues its focus on the 1 SS Panzer PanzerGrenadier Division Leibstandarte Adolf Hitler on the Eastern Front in the summer of 1943 during the epic battles around the Kursk salient. The LAH is then quickly dispatched to the underbelly of Europe to pick up the pieces of the failing Italian Empire, before once more returning to the steppes of Russia.



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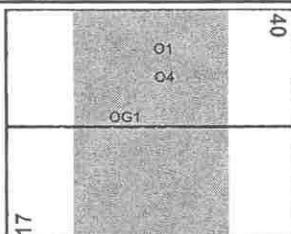


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Vimoutiers France, 21 August 1944: As the last desperate struggles of the trapped German armies to break out of the Falaise Pocket were coming to an end. General Sir Bernard Montgomery ordered British and Canadian Armies to pursue their remnants. Freed of the restriction, which held them in position until their still dangerous enemy could fight no longer, they turned eastward from Normandy towards the Seine. For the first hours the advance of the 2nd Canadian Division was slowed by the large numbers of German surrendering but they began to shake free from these the 5th Brigade in the lead began to meet enemy who were prepared to resist. At Vimoutiers on the Trun-Orbec road, the Canadian Black Watch came under fire from a German rearguard which could only be cleared with the assistance of the Le Régiment de Maisonneuve. Passing through them B Company of the Calgary Highlanders encountered a party of Germans in the process of demolishing a bridge. Racing forward, they drove the German engineers from the bridge. Promptly the German Demolition Guard counter-attacked, supported by a tank. The tank was knocked out by a PIAT and the enemy attack was brought to a halt. As units of the 6th Brigade passed through, B Company rounded up a surprising bag of two officers and 54 men as prisoners, having themselves lost one and killed and two wounded in action. The result was uncharacteristic of the Wehrmacht in Normandy. It was also the Highlanders' last inexpensive victory on the way to the Seine.

BOARD CONFIGURATION:



(Only hexrows G-AA are playable)

BALANCE

✚ Delete one squad from Canadian OB

⊙ Delete all "?" from German initial OB



VICTORY CONDITIONS:

The Canadians win at Game End, if they control the 40Q2-3 bridge and hexes 40Q1 and 40Q4. The Germans win immediately if the bridge is destroyed.

TURN RECORD CHART

✚ GERMAN Sets Up First	⊙ 1	2	3	✚ 4	5	6	END
⊙ CANADIAN Moves First							

SPECIAL RULES

- EC are Moderate, with no wind at start. The River is Deep with a moderate current flowing west. A stone bridge exists in hexes 40Q2-3.
- Place overlays as follows; OG1 on 40S1 and O1 on 40P6 and O4 on 40O4-P4.
- The German may set up one-squad equivalent (and any SW/SMC stacked with them) using HIP.

- The initial OB given German 4-6-8/2-4-8 MMC are Assault Engineers (H1.22). Assault Engineers are the only MMC that may use the DC without the Non-Qualified Use Penalty (A21.13) applying.
- The Pzkw IVJ is equipped with Schuerzen (D11.2).

Elements of Infanterie Division 331 sets up on any hex south of the river and ≤ 4 hexes from a bridge hex

E 4-6-8 2	E 2-4-8 2	8-0 3-8 1PP	1 3-8 1PP	30-1 X12 1PP	7 Morale ?
-----------------	-----------------	-------------------	-----------------	--------------------	---------------

TURN 3: Reinforcements enters on/adjacent to any single road hex along the north edge

1 4-6-7 4	9-1 3-8 1PP	1 3-8 1PP	1 50* [2-13] SP	13 8 3 3/5/2
-----------------	-------------------	-----------------	--------------------------	-----------------------

[ELR: 3]

(SAN: 3)



B-Company, Calgary Highlanders of Canada enters on Turn 1 along the south edge of playing area

E 4-5-8 6	E 2-4-8 2	9-1 3	8-1 3	8-0 3	1 2-7 1PP	2 51 4PP [2-11]
-----------------	-----------------	----------	----------	----------	-----------------	--------------------------

8-3 1PP B10 2

[ELR: 3]

(SAN: 2)





South of Winnenthal Germany, 9 March 1945: In February 1945 the Allies launched the great offensive which was designed to drive the enemy back over the Rhine and bring about his final defeat. Given the code name *Veritable*, the offensive was launched on February 8. But progress was not easy. Mud and flooded ground hampered the advance and at times troops floundered through water three feet deep. The Scout Platoon of A-Company with the attached the Flame Platoon, Lake Superior Scottish Regiment were order to go around the southern end of the woods and rejoin the remainder of the company south of Winnenthal. On the way there they were fired upon by small arms from building along a near by road. From the volume of fire it appeared that the Scout Platoon would not be able to clear them with the very few men at their disposes for dismounted work. After laying covering fire, the Scout Platoon Commander called forward the pair of Badgers to burn out the Germans. The Badgers closed within 50 yards of the building then emptied their flame-throwers. The effect was instantaneous, with the building catching fire. The Germans rushed out, literally screaming in terror, nearly 30 paratroopers including 2 officers were taking prisoner. The Canadians chiefly due to the heavy covering fire, which the Scout Platoon maintained while the Badgers were going in, suffered no casualties.

BOARD CONFIGURATION:

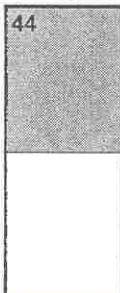
BALANCE

⊙ In Victory Conditions change "≥ 16" to "≥ 12" CVP

⊕ Exchange LMG for MMG in OB



(Only hexrows A-Q are playable)



VICTORY CONDITIONS:

The Canadians win immediately upon exiting ≥ 16 Exit VP off the south edge on/ between Q1 to Q5.

TURN RECORD CHART

⊕ GERMAN Sets Up First	⊙ 1	⊙ 2	3	4	5	END
⊙ CANADIAN Moves First						

SPECIAL RULES

1. EC is Mud with no wind at start.
2. The German may set up one squad-equivalent (and any SW/SMC stacked with them) using HIP.
3. German 4-4-7/2-3-7 MMC Battle-Hardens to a 5-4-8/2-3-8 MMC.

Elements of 3rd Battalion Fallschirmjäger Regiment 23 sets up on/south of hexrow H

5-4-8	8-1	7-0	3-8 1PP	7-16 4PP	7 Morale
5					6

Scout Platoon, A-Company Lake Superior Regiment enters mounted on Turn 1 within 3 hexes of A6

4-5-7	2-4-7	9-1	8-0	2-7 1PP	51 4PP [2-11]	8-3 1PP B10
3	2					

13PP T6 -1/4	13PP T6 0
	3

TURN 2: Flame Platoon: enters on A5

8 4
X11 BF24
2

[ELR: 2]

(SAN: 3)



[ELR: 3]

(SAN: 2)





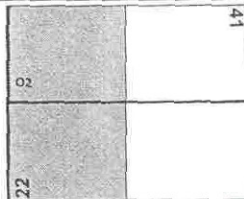
Zutphen Holland, 5 April 1945: While the Canadian centre and right flank were making rapid progress north of Twente Canal the Canadian 3rd Division, on the left sector, was preparing to capture Zutphen and Deventer. Advancing northwards from the Hoch Elten area, the 3rd Division had cleared the right-bank of the IJssel River, meeting light opposition along the way. However, as the 3rd Division closed on Zutphen, the German's intention to hold the town became evident. The German Infantry Division 361, reinforced with a parachute training battalion of Parachute Division 6 defended the eastern approaches of Zutphen. The 9th Canadian Brigade encountered stiff resistance on the approach to the town and was slowly ground to a halt by the stubborn defenders, many of them "teen-aged youngsters". The morning of 5 April brought a renewed attack by the 9th Canadian Brigade. Launching a two-pronged thrust with the North Nova Scotia Regiment on the right and Highland Light Infantry of Canada on the left, supported by the tanks of the Sherbrooke Fusiliers and Crocodiles of the Fife and Forfar Yeomanry, the Canadians took up the attack towards Zutphen. The 9th Brigade encountered stiff resistance at Baronsbergen and Warnsveld, on the outskirts of Zutphen, which was covered by old water defences connected with the IJssel and Berkel Rivers. The stubborn German defenders repelled the initial attacks, and not until the arrival of the flame-spewing Crocodiles of the Fife & Forfar Yeomanry did the Canadians manage to gain a foothold across the final remaining bridge. Having secured the approaches to the town, the 9th Brigade was withdrawn on 7 April to add momentum to the drive north of the Twente Canal. The 8th Brigade continued the operation to reduce Zutphen, finally capturing the town and securing the Canadian left flank two days later.

BOARD CONFIGURATION

BALANCE

☉ 3-in Battalion Mortar OBA has SMOKE

✚ In VC change > 30 to > 24 CVP



(Hexrows A-P on board 22 and R-GG on board 41 are playable)



VICTORY CONDITIONS:

The Canadians win at Game End, if they control ≥ 4 Multi-hex stone buildings west of the Canal, provided the German has not amassed > 30 CVP.

TURN RECORD CHART

✚ GERMAN Sets Up First	☉	1	2	3	☉	4	5	6	7	END
☉ CANADIAN Moves First										

SPECIAL RULES:

1. EC are Moist, with no wind at start. Treat the stream as a Canal (B21.11). 41W1-22K1 hexsides are canal hexside. Prior to Canadian set up the German may destroy one of the bridges across the canal and replaced it with a Rubble counter. This Rubble hex maybe forded by Infantry as per (B21.41). Building 22F4 is a Factory (B23.74)

2. Place Overlay as follows: O2 on 41FF2-FF3.

3. The German may set up one-squad equivalent (and any SW/SMC stacked with them) using HIP and may fortify four building locations (Tunnel exchange is NA).

4. The Canadian receives one module of 3-in (76mm) Battalion Mortar OBA (HE Only).

Elements Infanterie Division 361, supported by Fallschirmjäger Regiment 31 set up west of canal

5-4-8	4-4-7	2-2-8	9-1	8-0	7-0	3-8 1PP
4	6	2				3

7-16 4PP	7 Morale	37L [12] M8	75L M8
6			

Elements North Nova Scotia Regiment, supported by 27th Armoured (Sherbrooke Fusiliers) Regiment enters on Turn 1 along east edge on/between 41R10-22P5

4-5-7	2-4-7	9-1	8-1	8-0	7-0	2-7 1PP
15	2					5

8-3 1PP B20	51	8 1PP	14 8 4 2/4
3	3		2

TURN 4: Flame Section of the Fife and Forfar Yeomanry enters on any east edge road hex.



[ELR: 2]

(SAN: 4)



[ELR: 3]

(SAN: 2)





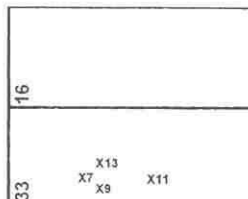
KEPPELN GERMANY, 26 FEBRUARY 1945: The 8th Canadian Infantry Brigade was given the task of opening up the approaches to the Calcar-Udem escarpment. The First Hussars Regiment added armoured support to the action. The 9th Canadian Infantry Brigade would move through them later in the day to seize Udem. At 0830 hours on 26 February the Regiment de la Chaudiere surge into battle. Fifteen minutes later, the third battalion of the 8th Canadian Infantry Brigade, the North Shore Regiment moved out. Keppeln, the North Shore objective, was just another farming hamlet on the Calcar-Udem road. From aerial photographs and intelligence reports Keppeln appeared undefended. However, 45 minutes after the Canadian advance had begun, the German Paratroopers in Keppeln opened fire as the Canadian crossed an open area about 500 yards in front of the hamlet. The Canadian suffering heavy casualties from the German Machine-guns, tanks and 88s withdrew. At 1415 hours a new attack was launched by a tank-cum-infantry force made up of 42 men of Lt. Harry Nutter's North Shore Platoon, riding atop 13 tanks of Major John Powell's C Squadron, First Hussar Regiment. Following closely behind was A and B Companies and the Flame Section of the Carrier Platoon of the North Shore Regiment. This force advanced on Keppeln behind a creeping barrage. Within 30 seconds of crossing the startline, one tank was hit by an 88 and burst into flames. Moment later two more went up on mines. As they neared the village more hit and Powell's tank bogged down in a shell hole. Nutter and his platoon clung fiercely to the outsides of the tanks as they charged at full speed through torrent of fire towards the enemy trenches shooting like mad. Concealed among houses on the outskirts, two German panzers concentrated their fire and their full attention on the Canadian Shermans. Apparently ignored, or did not see, the three low-slung carriers racing towards the village. Suddenly flame from the Wasp enveloped them and they were on fire. Escorted by infantry, the five remaining Shermans now broke into Keppeln and engaged several enemy strongpoints. By 1700 hours the North Shore Regiment had cleared the last of the German paratroopers from the village. The tally was grim. Twenty-eight North Shore infantrymen were dead; 61 were wounded and three missing. Lt Harry Nutter tiny army of 42 riflemen had been reduced to nine. Yet they had taken their objective

BOARD CONFIGURATION

BALANCE

- ⊙ Increase Game Length from 8 to 8½ Turns

- ⊕ Add 3 AT-Mine or 12 AP-Mine factors to OB



VICTORY CONDITIONS:

The Canadians win at Game End if they control all Buildings on/between hexrows L to V on Board 33.

TURN RECORD CHART

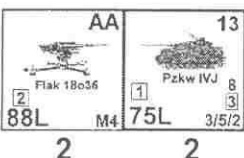
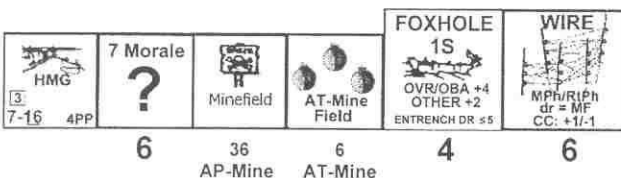
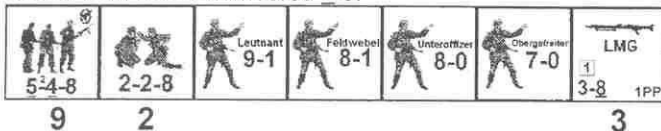
⊕ GERMAN Sets Up First	⊙ 1	⊙ 2	3	4	5	6	7	8	END
⊙ CANADIAN Moves First									

SPECIAL RULES

- EC are Mud with a Mild Breeze to the Southeast at start.
- Place overlays as follows: X7 on 33L6, X9 on 33N8, X11 on 33U-V8 and X13 on 33N6-O6.
- The German may set up one squad-equivalent (and any SW/SMC stacked with it) using HIP.

- The German Player may Fortify any three building Locations (may not be exchanged for Tunnels).
- The Canadian receives a pre-registered hex for 105mm Creeping Barrage (E12.7).
- German 4-4-7/2-3-7 MMC battle-hardens to a 5-4-8/2-3-8 MMC.

Elements Fallschirmjäger Division 6 Set up on Board 33 and Board 16 in hexes numbered ≥ 8.

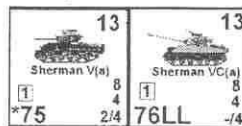
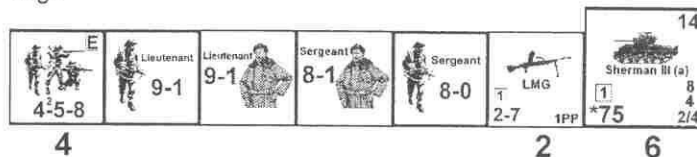


[ELR: 4]

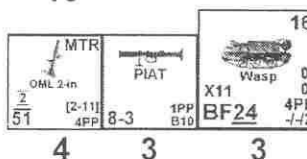
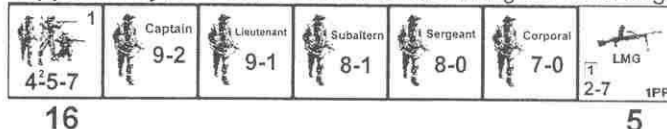
(SAN: 4)



Elements The North Shore Regiment, supported by C Sqn, First Hussars Regiment enters mounted on Turn 1 along North edge



TURN 2: A & C-Company The North Shore Regiment, supported by the Flame Section enters along the north edge



[ELR: 3]

(SAN: 3)





MONT LAMBERT FRANCE, 17 SEPTEMBER 1944: As one of Hitler's original list of fortresses, the landward defences of the Port of Boulogne had been heavily fortified. On a series of hills running south-east from Fort de la Crèche through St. Martin to Mont Lambert, then south to Herquelingue and from there south-west to St. Etienne and Nocquet were the main German defences. Minefields and wire protected well-armed entrenchments and concrete pillboxes from which machine-guns could lay down interlocking belts of fire. The 10,000 men of the Bodenständige Division 326 were mainly low-category fortress troops, however their Russian Front veteran commander Generalleutnant Ferdinand Heim commanded them. Faced with the problem of capturing Boulogne while at the same time containing the batteries at Cap Gris Nez and the garrison at Calais, General Spry could only allot two of his three understrength brigades to the task. The key to the enemy's defences was Mont Lambert, which would have to be taken at the outset. He decided to attack from the east with 8th and 9th Brigades north and south respectively of the main road from Boulgongne to St. Omar. Immediately before the attack, Mont Lambert and the other main enemy-defended areas on the east side of the port would be struck by RAF heavy bombers, while artillery neutralized the German guns and positions on the flanks. The shortage of infantry for the attack on Boulgongne resulted in plans of some audacity. Brigadier Rockingham well knew that his Brigade's primary objective, the crest of Mont Lambert, was a formidable objective for one of his understrength battalion, no matter how heavily it might be supported. Early in the morning of the 17 September the last bombs fell from the 692 overhead aircraft. Moments later, as another wave of bombers on a "Dummy run" appeared overhead, tanks of the Fort Garry Horse followed by the North Nova Scotia Highlanders in Kangaroos and AVREs of 87th Assault Squadron, Royal Engineers, advanced on Mont Lambert while the Germans went under cover. Halfway up the slope, mine and bomb craters brought them to a halt and from then on the infantry had to fight their way forward on foot through a labyrinth of trench, pillboxes and casemated gun positions, interlaced with wire, mines and booby traps. Most opposition came from machine-guns in concrete emplacements, which were covered by anti-tank fire. Flail tanks could not be brought into action to clear paths through the mines because of cratering. Before armoured flame throwers of any sort could be used against the machine-gun positions, the infantry had to deal with the German's anti-tank guns using "Lifebuoys", a man-packed flame throwers, to support their assaults. In reaching the crest of the hill, the North Novas overcame twenty separate little fortresses. Towards evening the Crocodiles were able to get forward and by nightfall most of Mont Lambert had been cleared.

BOARD CONFIGURATION:



OG2	G2
HI 7	G5
CC	9L



BALANCE

☒ Receives one module of 150mm OBA (HE only) with a Phone

⊙ Exchange 7.5cm Pak 40 for 7.5cm Pak 97/38

VICTORY CONDITIONS:

The Canadians win at Game end by amassing ≥ 60 VP. 1VP is awarded for each level one hill and 2VP for each second level hill controlled at games end.

TURN RECORD CHART

☒ GERMAN Sets Up First	⊙ 1	2	⊙ 3	4	5	6	7	8	END
⊙ CANADIAN Moves First									

SPECIAL RULES

- EC are Moderate, with no wind at start. Place overlay HI7 on 16G2-G1, G2 on 16O3-O4, G5 on 16M7-L7 and OG2 on 33R6-R7.
- The German has a Booby Trap Level of B and may set up one squad equivalent (and any SW/SMC stacked with them) using HIP.
- The Canadian receives a Bombardment (C1.8), however replace the Effect's (C1.82) 2MC with a 3MC. The bombardment receives a pre-registered hex, and is resolved after all set up is completed by placing an AR counter in the pre-registered hex and make a C1.31 error DR (wdr halved FRU) to determine the bombardment's centre hex. All hexes ≤ 6 hexes of that hex now undergo Bombardment (C1.82-.823). There are no "spared hexes". After the bombardment has been fully resolved, its FFE: C is removed.
- The initial OB given Canadian 4-5/8-2-4-8 MMCs are Assault Engineers (H1.22) with Sappers capabilities (H1.23) and an underlined morale and

ELR of 5. Assault Engineers are the only MMC that may use the FT/DCs without the Non-Qualified Use Penalty (A21.13) applying.

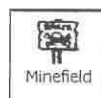
5. Prior to set up, the Canadian may designate any of his AVREs equipped with Fascines. The Canadian may deploy free during set up.

6. During set up, each Canadian Kangaroo may be covered with a $\frac{1}{2}$ "?", with that vehicle's actual passengers (including SW) placed out of the opponent's view in the corresponding Cloaking Box. Such "?" does not itself bestow concealment status on the vehicle or passenger, but does prevent the opponent from inspecting the vehicle's contents and is removed (and placed by the vehicle's actual passenger, if any) as per the normal rules for "?" loss. [EXC: not for being in enemy LOS unless within three hexes of a Good Order enemy unit, nor for movement of the vehicle].

Elements of Bodenständige Division 326 sets up on any hex on/west of Hexrow X

2 4-4-7	1-2-7	9-1 Leutnant	8-0 Unteroffizier	7-0 Obergefreiter	3-8 1PP	7-16 4PP	50* [2-13] 5PP	7 Morale ?	Pak 38 50L	M10 [75] 75L	Pak 40 M8	8cm GW 34 81* M11	MPH/R1PH dr = MF CC: +1/-1
9	4				2	3	2	8	2			20	

OVR/OBA +4 OTHER +2	DITCH	1+5+7	2+5+7	3+5+7
13	9	4	2	



240-Minefactors

[ELR: 3]

(SAN: 4)



















Canadian OB on the back of card





North Nova Scotia Highlanders, supported by the Fort Garry Horse and 87th Assault Sqn RE enters mounted on Turn 1 along east edge

 4-5-8	 4-5-7	 Captain 9-2	 Lieutenant 9-1	 Subaltern 8-1	 Sergeant 8-0	 Corporal 7-0	 LMG 2-7	 PIAT 8-3	 dm 2" MTR 2-7	 FT 24-1	 DC 30-1
3	15			2			6	2	2	2	6

 Priest (a) Kangaroo 21PP AAMG 14 3 1 -1/4	 Sherman III (a) 75 14 8 2/4	 Sherman Crab (a) 75 12 8 -1/4	 Churchill A.V.R.E. 200 8 14 11 2/4
10	6	2	2

TURN 3: Flame Section Enters on/adjacent to any single east edge road

 Churchill Crocodile 75 BF30 14 11 -1/4
2

[ELR: 4]

(SAN: 2)

