8 Scenarios for Boards 46 & 47
Overrun Flowchart
New Terrain Rules
**ASL SCENARIO AP9**

**VICTORY CONDITIONS:** The Russians win at game end if they control all multi-hex buildings [EXC: 466].

**BOARD CONFIGURATION:**

**BALANCE:**

- Add one PaK 40 75L AT and one 2-2-8 crew to the German OB.
- In the Victory Conditions, change "all" to "2 of the 20".

**TURN RECORD CHART**

**SPECIAL RULES:**

1. EC are Moist, with no wind at start. All streams are flooded (B20.44), the ground is soft (D8.21), and all roads are paved.
2. Place overlays as follows: 6 on board 1052-S1; St3 on 46T3-T4; St1 on 10K4-K5; St2 on 1706-N6; OG1 on 46V8; and X15 on 41V4-W4. Two-lane stone bridges (B6.1) connecting their respective roads exist in each of hexes 46Q3, 46T5, 10U1 and 1705.
3. The Germans suffer from Ammunition Shortage (A19.131) and may set up concealed in Concealment Terrain regardless of LOS.
4. The Russians receive one module of 120+mm OBA (HE and Smoke) with plentiful Ammunition, directed by an Offboard Observer (C1.63) at level 3 in a hex along the east edge of the playing area secretly recorded prior to German setup.

**AFTERMATH:** After the initial confusion, the Soviet armies began to advance. In the Letchin sector, in towns such as Alt Langsow, the Third and Fifth Shock Armies contested the main line of German resistance. Progress proved uneven against the determined defenders. Giving the Germans a good pounding, the Soviets forced them back several miles, yet failed to breach the defensive lines. The attackers suffered heavy casualties but finally, on 19 April, after heavy, bitter fighting, the Red Army broke through the Seelow Heights, sealing the fate of Berlin and spelling an early end to the Thousand Year Reich.
CLOSING THE NET

ASL SCENARIO AP10

GUADALCANAL, SOLOMON ISLANDS, 15 January 1943: The final offensive to clear Guadalcanal of its remaining Japanese troops was underway. Beginning on 12 January, the 2nd Marine Division assaulted the coastal sector to the north of the Army’s 25th Division, from Hill 66 to Point Cruz. This area had been impregnable since the previous November. The Marines attacked in echelon from left to right (south to north), so that each unit could then clear a lane for the next and, eventually, gain entry to the rear of the Japanese positions. By 15 January, however, the Marines had run into heavy resistance.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The Americans win at game end if they have amassed more Victory Points than the Japanese. In addition to amassing VP normally, both sides receive VP (calculated as Exit VP, but excluding prisoners) at game end for unbroken units on Board 47 on west-of hexrow P; additionally, the Americans receive 1 1/2 times the normal Exit VP (excluding prisoners) for units exiting along the north edge of Board 47 on west-of hexrow P.

BALANCE:

★ Add one American FT to either group in the American OB.
• In the Japanese OB, replace two 3-4-7s with two 4-4-8s.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>JAPANESE Sets Up First [316]</th>
<th>★ AMERICAN Moves First [336]</th>
</tr>
</thead>
<tbody>
<tr>
<td>1  2  3  4  5  6  7  8  9</td>
<td>END</td>
</tr>
</tbody>
</table>


Elements of the 2nd Marine Division [ELR: 5] set-up enters as indicated (see SSR 3): {SAN: 3}

GROUP A 1st Battalion, 8th Regiment set up on Board 47 on/east-of hexrow CC or enter along the east edge of Board 47:

GROUP B 2nd Battalion, 6th Regiment set up on Board 39 on/west-of hexrow Q in hexes numbered ≥ 8 or enter along the south edge of Board 39 on/west-of hexrow Q:

SPECIAL RULES:
1. EC are Moist, with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G.2) [EXC: all orchards are shellholes; there is neither a bridge nor a ford in hex 39P5].
2. Place overlays Hi2 on 47AA1-2; X26 on 47AA4-BB3; and Wd3 on 39H1-H2. On overlay X26, all Level 1 hexes are considered to be at Level 0, and all Level 0 hexes at Level 1; other terrain in these hexes exists normally at these new levels [EXC: cliffs on overlay X26 do not exist].
3. Prior to Japanese setup, the Americans must secretly record which group, A or B, will set up on board; the other group must then enter on Turn 1. Each group sets-up enters in/along its designated area.

AFTERMATH: The 8th Marines encountered tough resistance from two Japanese regiments dug into the northern slopes of Hills 83 and 84. Along the coast, a tank-supported attack failed to break through the Japanese line. From their positions on the left, the 6th Marines pushed north to flank the Japanese in front of the 8th Marines. Sensing the fragility of his position, General Maruyama ordered his troops to withdraw about a kilometer. Both regiments retired in an orderly fashion, reaching their reserve positions by the morning of the 16th. The withdrawal came too late, though, as the majority of Japanese soldiers were eventually caught in the rapidly closing Marine net.
ASL SCENARIO AP11

SWAMP CATS

SMORGON, RUSSIA, 3 JULY 1944: With the imminent loss of Minsk, even Hitler realized that Army Group Center was in deep trouble and only headed for more. He sacked Field Marshall Busch and allowed Field Marshall Model to release the veteran 5th Panzer Division from Army Group North in hopes that the 5th Guards Tank Army's drive to Vilnius could at least be slowed. Model wasn't known as the "Fuhrer's Fireman" for nothing. The 5th Panzer Division, with 70 Panthers and 55 MkiVs—along with 20 Tigers of Schwere Panzerabteilung 505—took up positions around Molodechno, tasked with the job of holding the Minsk-Vilnius highway to allow at least part of Army Group Center to escape encirclement and regroup behind Vilnius.

BOARD CONFIGURATION:

BALANCE:

+ Add one PrVStzb(L) to the German Turn 2 reinforcements.

Russian Air Support is in the form of two FB with bombs arriving automatically on Turn 3.

VICTORY CONDITIONS: The Russians win at game end if they Control the bridge in hex 13K6 and all multi-Location buildings.

TURN RECORD CHART

Elements of Panzergrenadier Regiment 13, Panzer Division 5 [ELR: 3] set up on/west-of Hex Grain 46X10-13J10 (See SSR 5): [SAN: 4]

Elements of Schwere Panzer Abteilung 505 enter on Turn 2 along the west edge of the playing area:

Elements of the 3rd Guards Tank Corps [ELR: 3] set up on/east-of Hex Grain 42BB10-47BB0: [SAN: 2]

Reinforcing elements of the 3rd Guards Tank Corps enter on Turn 1 along the east edge of the playing area:

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Place overlays M5 on 47EE10-FF9; M2 on 46FF9-GG10; and X27 on 13J2-K3.
3. All Bog Checks receive the Soft Ground DRM (D8.21) [EXC: if on a road or in a building Location]. Any Open Ground hex at Level 0 or lower and adjacent to a pond hex is a Bog hex requiring a Bog Check of any vehicle entering it along a non-road hexside.
4. All printed terrain that is not in play remains in effect for "offboard" movement/entry purposes.
5. The Germans may use HIP for one squad-equivalent and any SMC/SW set up with it.
6. The Russians receive Air Support, which arrives automatically on Turn 4 in the form of one FB with bombs and one FB with no bombs. Use British Sherman III(a) for the lend lease Shermans in the Russian OB [EXC: WP is NA].
7. The Russian force is Elite (C8.2).

AFTERMATH: The 13th Panzergrenadier Regiment's mission was to hold open the road east of Radzikowichi. Once the rest of General Decker's 5th Panzer Division had assembled behind the 13th, the entire division was to counterattack to the southwest. The counterstroke was continuously postponed, however, due to lack of fuel. During the next week fighting raged up and down the Radzikowichi-Molodechno-Smorgon highway with each side attacking and countering attacking as opportunities arose. By 9 July the 5th Panzer and Prabe's 505 had destroyed close to 500 Soviet tanks and assault guns but suffered correspondingly high losses in tact. The 5th Guards halted at the Vistula, primarily due to exhaustion, but also in no small part due to the efforts of the 5th Panzer and its attached Tigers.
CREAM OF THE CROP

ASL SCENARIO AP12

Near the BUG RIVER, USSR, 23 June 1941: Assault gun crews were highly trained, elite artillery units assigned to provide close fire support to the Infantry. All assault gun crews were volunteers up until 1944 and had proven in pre-war trials to be more accurate gunners than tank crews. In addition to close fire support, they also provided additional anti-tank capability. On the second day of Barbarossa, a German infantry unit was behind schedule in securing its objective, a Russian village near the Bug river. An assault gun platoon was sent forward to provide the necessary firepower. After the platoon leader conferred with the infantry commander, the Germans launched their coordinated attack.

BOARD CONFIGURATION:

BALANCE:
- Add one 4-6-7 to the German OB and replace the German 9-1 with a 9-2.
- Add one T-60 M40 to the Russian reinforcement group.

TURN RECORD CHART


Elements of Panzergruppe 2 [ELR: 4] set up on/west-of Hex Grain 43P1-42P10: [SAN: 3]

SPECIAL RULES:
1. EC are Moderate, with no wind at start. Kindling is NA.
2. All buildings are wooden and no building has an upper level.
3. The German force is Elite (C8.2).
4. Crews may not voluntarily Abandon their vehicle.

AFTERMATH: The assault guns preceded the infantry into the village firing at targets of opportunity as they presented themselves. As they rounded a corner they were faced with a Russian heavy tank, which they proceeded to dispatch with three shots. When they reached the far side of the village, they spotted three Russian T-60s counterattacking. These were quickly eliminated. In the second phase of the battle, outside the village, the three assault guns destroyed 40 T-60s.
# SHIELDING MOSCOW

**ASL SCENARIO AP13**

**Scenario Design:** R.J. Enautis

**KHIMKI, RUSSIA, 3 December 1941:** The battle for Russia had brought the German Army to the outskirts of Moscow by early autumn. On 26 September Hitler had ordered Operation Typhoon, the offensive designed to bring the Russian capital under German control. Mud and frigid temperatures, as well as strengthening Russian defenses, paralysed the German offensive. On 2 December, a German reconnaissance battalion of the 35th Infantry Division advanced into Khimki, a suburb of Moscow northwest of the city. The men of the 35th had advanced closer to Moscow than any other German unit—the spires of the Kremlin were in sight. The next morning the Russians, in an attempt to shield Moscow, attacked the invaders.

## BOARD CONFIGURATION:

### BALANCE:

- Add two Russian LMG to the Russian OB.
- In the German OB, add one 4-6-7 and replace the 9-1 with one 9-2.

## TURN RECORD CHART

| RUSSIAN Sets Up and Moves First [54] | 1 | 2 | 3 | 4 | 5 | 6 | END |


- 4-2-6
- 2-2-6
- [ELR: 2]
- [SAN: 4]

### Elements of Pioniere Bataillon 62 [ELR: 2] set up north of the road that runs Y1-X2-X3-AA6-Y9-Y10: [SAN: 3]

- 3-4-8
- 4-8-3
- [ELR: 2]
- [SAN: 3]

### SPECIAL RULES:

1. EC are Snow, with no wind at start. Falling Snow (E3.71) and Ground Snow (E3.72), and Extreme Winter (E3.74) are in effect.
2. Place overlays as follows: X16 on T3-U4 and X17 on T7-U8. Both of these buildings are Factories (B23.74). No building has an upper level [EXC: hex AA7 contains a Level 1 Steep Lot (B31.2)].
3. Prior to setup the Russians may secretly record ≤ 4 MMC as having MOL capability (A22.6).
4. Hand-to-Hand CC may be declared by either side per J2.31.

### AFTERMATH:

With the news of German troops in Khimki the Red Army reacted quickly. Liaison officers were quickly sent to organize local factory workers into defensive units. A couple of available tanks were also sent into action. This hastily assembled defense pushed back the Germans, who were already exhausted by the severe weather conditions. Unknown to them at the time, their penetration into Khimki would be the closest the Wehrmacht would ever come to Moscow, and the troops of the 35th would be the first and only troops under German command to catch a glimpse of the Kremlin.
ELSDORF, GERMANY, 27 February 1945: When the 9th Panzer Division arrived in the Roer Plain sector on February 24th, it was but a shadow of its former self. Only twenty-nine tanks and sixteen assault guns remained in what three months before was one of the most feared formations on the Western Front. General von Zangen needed all that 9th Panzer could muster to stop the U.S. Ninth Army in its bid to be the first across the Rhine. Meanwhile, his counterpart, General Rose, divided the U.S. Third Armored Division and attached units into small task forces in an effort to spread the German Fifteenth Army even thinner and force a breakthrough somewhere along the Erft River.

**BOARD CONFIGURATION:**

<table>
<thead>
<tr>
<th>Elements of Panzer Division 9 and Panzergrenadier Division 3 [ELR: 2] set up on board 4 in hexes numbered ≥ 4 and/or on board 46:</th>
<th>[SAN: 4]</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1.png" alt="Hexes" /></td>
<td><img src="image2.png" alt="Hexes" /></td>
</tr>
<tr>
<td>Elements of Combat Command B, 3rd Armored Division and the 13th Infantry Regiment [ELR: 4] set up on board 17: [SAN: 2]</td>
<td></td>
</tr>
<tr>
<td><img src="image3.png" alt="Hexes" /></td>
<td><img src="image4.png" alt="Hexes" /></td>
</tr>
</tbody>
</table>

**SPECIAL RULES:**

1. EC are Wet, with no wind at start.
2. Place overlay B3 on 4F8-E8.
3. Prior to setup, the Americans may secretly record one eligible AFV as having a functioning Gyrostabilizer (D11.1).
4. All Pzkw IVIs are equipped with Schuerzen (D11.2).

**AFTERMATH:** Fearing a counterattack through the Hambach Forest, Combat Command B attacked the road center of Elsdorf while Combat Command A advanced along the Duren-Cologne highway. Their fears were unwarranted, and cavalry units screening the division encountered little German activity. Combat Command B, along with elements of the 13th Infantry Regiment, assembled directly in front of Elsdorf during the evening of the 24th, and attacked the next morning with an infantry battalion and a company of tanks, including one of the new T-26 experimental heavy tanks on combat trials. The tank gave a good account of itself, knocking out two Mk IVs from 2000 yards and stopping a Tiger. As GIs stopped up the remaining Germans, Elsdorf was secured. At long last, the Allies had a tank on the Western Front capable of dealing with the feared Tigers.
BROKEN BAMBOO

ASL SCENARIO AP15

MAWLU, BURMA, 29 March 1944: After Brigadier J. M. Calvert's 77th Indian Infantry Brigade had successfully blockaded the railway leading out of Mawlu, combat between the Chindit and Japanese forces intensified. In order to expand the Allied area of control, Calvert launched an attack on Mawlu itself, which was held by Japanese troops in company strength. The plan called for a frontal assault by troops of the 3/6th Gurkha Rifles while a column of the 1st Lancashire Fusiliers cut off the Japanese path of retreat.

BOARD CONFIGURATION:

<table>
<thead>
<tr>
<th>38</th>
<th>47</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3</td>
</tr>
</tbody>
</table>

VICTORY CONDITIONS: The British win at game end if they Control ≥ 5 of the 6 building hexes that are ≤ 4 hexes from 47CC5.

BALANCE:
- Increase the game length to 8 Turns.
- Add one 4-4-7 to the initial Japanese OB.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>JAPANESE Sets Up First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>BRITISH Moves First [161]</td>
<td></td>
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</tbody>
</table>

Elements of the 113th and 114th Regiments, 15th Infantry Division [ELR: 4] set up on/south-of Hex Grain 38Q10-47Q1: {SAN:4}


SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).
2. Place overlay 1 on 3D2-D1, and 3 on 3D8D8-DD9.
3. The stream is dry (B33.11). All water obstacles are also "dry" and are considered Open Ground at one level lower than the surrounding terrain; entry into a dry water obstacle costs 2 MF. A footbridge (B6.44) connecting 47Z7 and 47BB8 exists at Crest Level in 47AA8. The paddies are irrigated.
4. No Level 1 or 2 hill hexes exist on board 47; other terrain in these hexes exists normally at Level 0.
5. At the end of any Player Turn when the Gurkhas (A25.43) have amassed ≥ 4 CVP and more CVP than the Japanese, then for the duration of the scenario Japanese MMC treat all "attack breaks" (G1.12) as "other breaks" (G1.13).

AFTERMATH: True to military custom, the Allies' plan did not survive contact with enemy. The Lancashire Fusilier's column was held up by a Japanese patrol and did not take up its blocking position in time for the start of the attack. The Gurkha onslaught was met with a hail of machine gun fire which brought it to a halt. The Gurkhas, however, in the words of a South Staffordshire Officer present, "Lost their temper." They used both kadris and flamethrowers at close quarters to evict the Japanese troops from their bunkers in the chuang (dry river bed) and village. As a result of this violent combination the Japanese broke and fled Mawlu, leaving some 30 bodies and a large number of documents behind them.
DANGER FORWARD

ASL SCENARIO AP16

ALIMENA, SICILY, 21 July 1943: Working slowly through the center of Sicily, the 1st Infantry Division—the "Big Red One"—maintained pressure on German and Italian forces as they fell back towards Messina. After taking the town of Enna, the division led off a new attack to the north with the 26th Regimental Combat Team. Commanded by Lieutenant Colonel Darrell Daniel, the 2nd Battalion moved into Alimena at 0500 hours on the 21st. There it met the remains of Italian Gruppo Schreiber, massing to counterattack the town.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The Italians win at game end if they Control 4 stone building Locations.

BALANCE:

☆ In the Victory Conditions, change "4" to "5".

Add one Semovente L40 da 47/32 to the Italian OB.

TURN RECORD CHART

☆ AMERICAN Sets Up and Moves First [176]

ITALIAN [116]

Elements of the 2nd Battalion, 26th Regimental Combat Team [ELR: 3] set up on board 10: [SAN: 4]

Remnants of Gruppo Schreiber [ELR: 2] set up ≤ 4 hexes from 46T1: [SAN: 4]

SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Place Overlay 6 on 10S2-S1.
3. Kindling is NA.

AFTERMATH: Reinforced with a charge from several attached light tanks, the advancing 2nd Battalion disrupted the impending Italian attack. Most of the Italians fled, but some holed up in the buildings of Alimena. It took the 2nd Battalion several more hours to root out the last of them and resume the advance.

ACTION PACK 2 CREDITS

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SCENARIO DEVELOPMENT: Bill Stiler and MMP

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SCENARIO AND COVER LAYOUT: MMP

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PRINTING: Pons Phototypes

GRAPHICS COORDINATION: Hugh Duffy and MMP Design
December 3, 1941...The men of the 35th Infantry Division were exhausted after their long trek across Russia. First mud, then severe winter weather, then stiffening defenses had blunted the spearhead of Operation Typhoon's drive to Moscow. Now, with the spires of the Kremlin in sight of the invader, the Russian defenders were pulling out all the stops. Red Army officers organized local factory workers, supported by ad hoc armor elements, to drive the Germans back from the outskirts of the capital. General Winter once again took control, gripping the aggressors tightly. This would be as far as the Wehrmacht would get.

July 3, 1944...Fighting had raged up and down the Minsk-Vilnius highway for over a week between Molodechno and Smorgon. Confronted with the collapse of Army Group Center and the imminent loss of Minsk, Hitler sacked Field Marshal Busch and allowed Model to release the 5th Panzer Division from Army Group North to try to stem the drive of the 5th Guards Tank Army to Vilnius. Backed by the Tigers of Schwere Panzer Abteilung 505, the division's job was to hold the highway open in order for Army Group Center to escape encirclement and regroup behind Vilnius. The Tigers, fighting alongside the 5th's Panthers, made a good account of themselves despite both marshy terrain and marauding Sturmoviks.

July 21, 1943...While the Axis forces slowly fell back towards Messina, the Big Red One kept up the pressure through the difficult terrain of central Sicily. The opposing Italians were fighting on native soil now, but their leadership hadn't improved. As Gruppo Schreiber prepared for a combined-arms counterattack into Alimena, elements of the 26th Regimental Combat Team moved in ahead of them. Supported by its attached "Stuarts," the RCT's 2nd Battalion foiled the impending attack, sending many of the Italians fleeing. The remainder had to be rooted out of the buildings of Alimena, however, at the cost of several more hours delay.

January 15, 1943...With the Army's 25th Division at its side, the 2nd Marine Division began the drive to clear Guadalcanal of its last defenders. An armor-supported attack along the coast failed to break through, while the 9th Marines encountered heavy resistance along the slopes of Hills 83 and 84 and the 6th Marines pushed north to flank the defenders. Sensing the fragility of his position, General Maruyama ordered his troops to withdraw. Could the dug-in Japanese retire in good order without getting caught in the Marine net?

Boards 46 and 47—the newest geomorphic boards for wargaming's best tactical-level World War II simulation—are the centerpiece for the second ASL Action Pack. Eight new scenarios have been designed around these boards and the new hill overlays. An Overrun Flowchart is included to assist players in the somewhat complicated process of AFV overruns.

**ASL Action Pack #2** is not a complete game. Ownership of the ASL RULEBOOK, BEYOND VALOR, YANKS, CODE OF BUSHIDO, and GUNG HO! is required. Additionally, one of the eight scenarios requires the British (WEST OF ALAMEIN) and one requires the Italians (HOLLOW LEGIONS). Some overlays from CROIX DE GUERRE are required and the following boards are utilized in one or more scenarios: 4, 10, 13, 41, 42, and 43.

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