RIPOSTE AT DUSK

ASL SCENARIO ASLOK

GALATAS, CRETE, May 25, 1941: The 25th had seen the start of the final German offensive to smash the British line and capture Canea and Suda. It had been a bloody day for both sides, but in the end the British lost Galatas—the key to maintaining a solid defensive line. Colonel Kippenberger had just barely managed to stop a total rout as he ignored the crack of bullets and crash of mortar rounds to walk among the 18th Battalion troops shouting, "Stand for New Zealand!" Now a final desperate counterattack to restore the line was to be made by the only fresh troops left: C & D Companies, 23rd Battalion. They were joined by volunteers from 18th Battalion and the two remaining light tanks of the 3rd Hussars.

BOARD CONFIGURATION:

BALANCE:
- Replace the German 9-1 with a 9-2.
- Replace the British MMG with a British HMG.

TURN RECORD CHART

SPECIAL RULES:
1. EC are Dry, with no wind at start.
2. To represent the gathering darkness, a dusk LV Hindrance, calculated as heavy rain (E3 51), and applying within buildings is in effect throughout the scenario. All Concealment dr receive an additional -1 drm.
3. The New Zealand player (only) may declare Hand-to-Hand CC (J2.31).
4. All Buildings are stone. All Orchard hexes are Olive Groves (F13.5). All Grain hexes are Vineyards (F13.6).

AFTERMATH: A determined shout issued from the 200 men as they moved forward; a shout heard by the tank crews within their noisy compartments and by German units several miles away in the Prison Valley. The New Zealanders charged into the town taking the mountain troops by surprise. A furious struggle ensued in the failing light. Grenades were tossed through windows, gun flashes lit the street, and dim figures struggled in hand-to-hand combat in doorways. The New Zealanders were not to be denied and soon the Germans were fleeing from the town. For a little while longer Galatas would remain in British hands.
Villers-la-Bonne-Eau, Belgium, 31 December 1944:

Even as Patton’s 4th Armored Division fought through Assenois to relieve the siege of Bastogne on Dec 26th, the Battle of the Bulge was far from over. During the final days of 1944, the Sixth Panzer Armee was making every last effort to close the breach and retake Bastogne in order to give Hitler at least a small victory in the Wacht am Rhein offensive. The remnants of the tired 1st SS Panzer Division moved down from the northern shoulder, and placed the King Tigers of the SS Schwere Panzerabteilung 501 in support of the 5th Fallschirmjagers’ New Year’s eve attack. On the American side, III Corps was trying to expand the corridor south of Bastogne, and the two forces met near Lutrebois.

Victory Conditions:
The Germans win if at game end they have ≥ one mobile AFV with functioning main armament with an LOS to hex 3Q3, provided there are no good order American MMC in building 3M2.

Special Rules:
1. EC are moist with no wind at start. Kindling is NA.
2. No hex may contain more than one U.S. MMC at start. No U.S. MMC may set up adjacent to any other MMC.
3. All US units use ‘special ammunition and depletion numbers as if the scenario takes place in 1945.
4. The German 4-4-7 / 2-3-7 battle harden to 5-4-8 / 2-3-8.

Aftermath:
Cos K and L of the 137th Infantry Regiment slashed into Villers la Bonne-Eau alone, and were soon cut off. The mammoth Tigers maneuvered into the village, using their 88-mm cannons to blast the GIs out of their houses and foxholes from point-blank range. When German paratroops advanced with flamethrowers, many more GIs broke and ran. By the end of the day, over 200 men of the 137th Regiment had either been killed or captured. However, the fallschirmjagers had taken heavy losses as well, and could not maintain their hold on Villers la-Bonne-Eau against the rising tide of George Patton’s advancing Third Army.

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VICTORY CONDITIONS: The side with the most Good Order units (calculated as DVP, P:3) on board 28 at Game End wins.

BOARD CONFIGURATION:

BALANCE:

- Add one BA-20 AC to the MRPA OB.
- Replace two 4-4-7s in the initial Japanese OB with 4-4-8s.

TURN RECORD CHART

MRPA Sets Up First [103]
- JAPANESE Moves First [182]

Elements of the Mongolian Peoples Republic Army (MPRA) [ELR: 2] set up on boards 28/29: {SAN: 3}

Elements of 14th Cavalry Regiment [ELR:3] and attached Manchukoan Cavalry [ELR: 2] enter on Turn 1 along the west edge {SAN:2}:

Enter on Turn 4 along the south edge of boards 26, 27, and/or 28

SPECIAL RULES:
1. EC are Wet, with a Mild Breeze from the north at start. Place overlays as follows: H1 on 29G2/H1, H5 on 28V3/W3, H2 on 28H7/18, H6 on 27K7/L6, H3 on 27T4/U5, and H4 on 26Z5/AA5.
2. Use Axis Minor counters for the 3-4-7s, 8-0, and 7-0 in the initial Japanese OB. These troops are Allied Troops (A10.7) to all Japanese units and are considered Axis Minor (A25.8) for all purposes. A19.32 applies to Manchukoans using Japanese SW (not A21.11).
3. Boresighting is NA.

AFTERMATH: After the initial exchange of fire, the MPRA guns fell back. However, when the Japanese tankettes launched an attack, the MPRA guns stopped retreating and opened fire. One Japanese AFV was set afire and another damaged. The Japanese attack was held in check until a reserve unit launched a flanking attack against the MPRA forces. After two hours of difficult fighting, the MPRA unit was forced to retire.
Fraulatern, Germany, 10 December 1944.

The Western Allies had been trying to penetrate and exploit beyond the Siegfried Line for four months, and by early December they looked like they just might succeed. The XX Corps established bridgeheads around Dillingen-Pachten, brushing aside the local Volkssturm units by December 6th. General Balck raced to plug the gap with several infantry and two panzer divisions, which allowed time to fortify the West Wall and conceal many pillboxes—including some concrete structures that were three stories deep and comprised up to seventeen separate rooms. With the banks of the Saare rising due to a recent thaw the, XX Corps was beginning to experience supply difficulties as well. With their bridgehead now being squeezed between the Germans and the rising river, the only way out of trouble for the 90th Infantry Division was to attack forward into the heavily fortified villages around Saarlautern.

**Special Rules:**
1. EC are wet with no wind at start. Kindling is NA.
2. Prior to setup, the German player may exchange roadblocks for fortified building locations (tunnels are NA) and may exchange trenches for wire. Some, all or none may be exchanged at the German player’s option.
3. The U.S 7-4-7 and their 3-3-7 HS are considered assault engineers. In addition, they have a –1 CC DRM vs. units in a pillbox.

**Aftermath:**
The rising Saare was not the least of their troubles, as the GIs of the 377th Regiment fought through German pillboxes, 88mm guns and roving packs of tanks and assault guns. Fortunately, the GIs had an ace in the form of the 320th Combat Engineer battalion. Veterans of four month’s fighting on the Siegfried line, these specialists had perfected effective methods of dealing with heavy fortifications. The suburb of Fraulatern saw nasty house-to-house fighting, with a climactic hand-to-hand struggle in the ballroom of the resort town’s largest hotel. The grit and desperation of the 377th’s dogfaces held the day, but one thing was becoming clear: the battle of the West Wall would not be won by sweeping armored thrusts or airborne drops; only many more small but costly battles like the one for the Saarlautern bridgehead would crack the tough nuts along the frontier of the Third Reich.

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Victory Conditions:
Provided the Russian has scored less than 40 CVP, the German player wins if at game end no gun is possessed by a good order Russian MMC, and they control building 4P6.

ShellShock #3
Dzerzhenin, Poland. 5 October 1944.
The only way to stop Poland from being overrun by the Red Army was to counterattack the Soviet bridgeheads before they could reinforce. One such bridgehead was located along the Narew at Dzerzhenin. The 65th Army’s 105th Rifle Corps had already begun to dig in around the village as guns of the 921st Artillery regiment were emplaced in support. Before more heavy weapons could be brought across the Narew, the salient was attacked by the 25th and 3rd Panzer Divisions, which were recently reinforced with the King Tigers Schwere Pz abt 505. Surprised at the rejuvenated offensive capability of the panzerwaffe, the Russian infantry in the forward positions ran from their foxholes, terrorized by the massive Tigers and the speed and coordination of the German assault. This was no beaten enemy they were facing. This was blitzkrieg with a second wind.

Special Rules:
1. EC are moderate with no wind at start. Bore sighting is NA.
2. Prior to all set-up, place 6 rubble counters in 17Q5 and roll direction/distance. Place rubble of the appropriate type on the ground level of the nearest building hex, rolling for random selection if more than one building hex is selected. (Ignore rubble locations already created.) Roll for falling rubble normally.
3. Russians may setup in foxholes in allowable terrain, but the guns may not utilize HIP.

Aftermath:
By 10 AM, the German attack had severed the first line of resistance along the boundary between the 194th and 354th Rifle Divisions. As the Russians fell back through the rubbled village, their artillery engaged the panzers over open sights. With only a single trench line remaining before the river, Lt. Colonel Vorobev rallied enough troops to secure the bridgehead just in time for reinforcements to arrive, beginning with Stalin heavy tanks of the 16th Guards Tank Regiment followed by fresh infantry. The blitzkrieg counterattack had been stopped, but the 65th Army’s advance into Poland had also been contained.

Balance: Russians may use MOL (A22.6)
Balance: Exchange both StugIIIG for MkIVJ.

Board Configuration:

RUSSIAN

15

2

5

Elements, 1023rd Rifle Regiment [ELR:3] set up between hexrows I and Y inclusive:

Elements, 16th Heavy Tank Rgt. enter turn 3 along the east edge:

Elements, 921st Art. Rgt. set up on board 4 between hexrows I and Y inclusive:

RUSSIAN

GERMAN

12

3

2

3

4

GERMAN moves first

END

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**Victory Conditions:**
The Russians win if at game end they have scored > 10 points more than the Germans. The Germans score three points for each level 3 hill location and one point for each stone location controlled at game end. The Russians score EVP for units (EXC: prisoners) exited between 24Y10 and 24I10 inclusive.

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**Special Rules:**
1. EC are moist with no wind at start. Ground Snow (E3.72) is in effect. Kindling is NA.
2. The Germans may use HIP for one squad-equivalent and any SMC/SW stacked with it.

**Aftermath:**
The Carpathian Mountains were anything but tank country, and the autumn rain made the ground even more treacherous for the mechanized units of Konev’s First Ukrainian Front. Nonetheless, the Dukla pass was cleared of Axis units by 6 October. Even as many Slovaks left to join the attackers and local partisan bands, the landers of Heinrici’s First Panzer Armee felt safe in their extensive fortifications. Thus were they surprised to see Soviet tanks bearing down from the ridgelines once the rain and fog cleared at the end of October. Counterattacked by the 8th Panzer Division, the Soviet onslaught was slowed long enough for German artillery to finish the job. The attack through the Carpathians was halted, but for all military purposes Slovakia was lost as an effective ally to the Reich.

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**ShellShock #2**

**Nizna Pisana, Slovakia, October 25th, 1944:**
STAVKA plans for the series of offensives throughout the summer of ’44 included attacks through the Carpathians. This way, they could separate Hungary from the rest of the Reich, and finish carving up the last of Germany’s Eastern European allies. As the Slovak uprising would secure the northern flanks, several Mechanized Corps would proceed through the passes and valleys to support the assault on Budapest. When the uprising stalled, German forces secured the bottlenecks such as the Dukla pass. Wanting to keep the Slovaks in the fold a bit longer, Hitler ordered the Carpathians to be fortified along the Arpad Line, and armored reserves were moved in from Poland. Throughout the months of September and October, little Slovakia would be the scene of some bloody fighting.

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**Out of the Fold**
**Heartbreak Hotel**

**Nov 2, 1944 Vlissingen, Holland** The nerve center of the German defenses on Walcheren Island was the luxurious hotel Grand Britania. Assaulting from the landward side, the 7/9 Royal Scots waded through knee-deep water just to get an element of surprise on the German garrison. Little did they know the extent of the defenses, as local intelligence proved faulty. The hotel had been turned into a fortress, with pillboxes, tunnels and AA guns on the roofs.

**VICTORY CONDITIONS:** The British wins if there are no good order German MMC in building aJ2 (not counting rooftops) / he controls buildings aG2 and aD2.

<table>
<thead>
<tr>
<th>German moves first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>British moves first</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Elements:** Grenadier Regiment 1019 and Marine-Flak abteilung 810[ELR:2] set up on boards a/b south of the road that runs bA3-H1-J2-O3 (See SSR4 +5)(SAN:4)

5-4-8  2-3-8  2 x 4-6-7  4-4-7  3 x 2-3-7  2 x 4-3-6  2 x 2-3-6  9-2  7-0  6+1

HMG  MMG  2 x LMG

Setup on any rooftop location of building aJ2: 2-2-8  20L flakvierling (note 28)

**Balance:** Add a 2-3-8 and 8-0 to the German OB

**Elements 7/9th Bn, The Royal Scots [ELR: see SSR3]** enter on/after turn 1 along the north edge(SAN:2)

East of hexrow G:  6 x 4-5-7  6-4-8  3-3-8  9-2  8-0  2 x LMG  2 x PIAT  DC

West of hexrow G :  5 x 4-5-7  2 x 6-4-8  9-1  8-1  8-0  2 x LMG  PIAT  DC

**Balance:** exchange any 4-5-7 for a 6-4-8

**SSRs:**

**SSR1:** EC are wet with no wind at start. Place overlays dx8 on bE1/F1 and dx9 on bM1/N1.

**SSR2** night rules are in effect, with cloud cover and no moon. Base NVR is 3 hexes. The British are scenario attacker, with majority squad type stealthy. Germans are scenario defender with majority squad type lax. German half-squads must add +1 to all starshell attempts, and the Germans may FIRE a maximum of 3 starshells per player turn.

**SSR 3:** 6-4-8/3-3-8s and all British SMC have an ELR of 5 and are commandos. Other British units have an ELR of 3.

**SSR 4:** The German may ‘spend’ 10 fortification points according to the following table:

<table>
<thead>
<tr>
<th>Unit type</th>
<th>Cost (each)</th>
<th>Maximum # allowed</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-3-7 HS</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>MMG</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Trench</td>
<td>0.5</td>
<td>8</td>
</tr>
<tr>
<td>Fortified building location</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Booby trap for all boards: level A/B/C</td>
<td>1/2/3</td>
<td>1</td>
</tr>
<tr>
<td>Flak 38 20L, (Note 26) 2-2-8 (must set up on board a)</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>2+3+5 Pillbox</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>3+5+7 pillbox</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Tunnel</td>
<td>1.5</td>
<td>3</td>
</tr>
</tbody>
</table>

**SSR5:** Rooftops are in play. Only building aJ2 has a second level. All other multi-location buildings (EXC: rowhouses) are considered two-story houses.
20th September 1944 Bialy Potok, Slovakia. After the battle of Strečno Gorge the only German battle group left with enough energy to continue the advance was Kampfgruppe Shafer. As the Slovaks had been successful in bringing up their artillery into position to fire on the rail lines running through the valley, KG Shafer was given the mission of seizing the high ground.

Victory conditions: Germans win if both guns are eliminated, captured/the gun’s location is controlled by the Germans

### Elements, 6th Infantry Regiment [ELR:3] Set up on/north of hexrow D: (SAN:4)

- 10 x 3-4-7
- 8-1
- 7-0
- HMG
- 2 x LMG
- 8 x ?
- 6 x TRENCH
- 4 x foxhole

Set up in brush hexes on/between G and K. Each gun must be within 5 hexes of the other:

- 2 x 2-2-7
- 2 x 150 mm Skoda M14 (note 66)

Balance: exchange four 3-4-7s for 4-4-7s

### Elements Kampfgruppe Shafer; [ELR:2] enter along the south edge on/after turn1: (SAN:2):  

- 6 x 4-6-7
- 10 x 4-4-7
- 9-1
- 8-1
- 8-0
- 7-0
- 2 x MMG
- 3 x LMG

Balance: add one 4-6-7 and one LMG to the German OB

### SSRs:

1. EC are moderate with no wind at start. Kindling is NA

2. Guns may not utilize HIP, but are considered emplaced at start.

3. Bore sighting is NA.

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**Victory conditions:** the Russians win if at game end they have at least 15 VPs, and more VPs than the Germans. Both sides get 3 VP for each multi-location building controlled at game end, and 1 VP for every 2 CVP scored (FRD).

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**Elements, 2nd Guards Mechanized corps:** [ELR:3] enter turn 1 along the east edge: (SAN:2)(See SSR 3)

<table>
<thead>
<tr>
<th>German sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Russian moves first</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

10 x 4-4-7  4 x 6-2-8  8-1  8-0  7-0  3 x LMG  ATR  DC  4 x T-34M41 (note 14)

**Balance:** Exchange three 4-4-7 for 4-5-8

**Elements: Infanterie Division 258 HQ** [ELR:2] set up in buildings, with no (NON-HIP) units ADJACENT to another German unit (SAN:3)

| 4  | 4-4-7 | 4 x 2-3-7 | 8-0 | 6+1 | HMG |

**Elements, Flak Regiment 24:** set up WEST of hexrow Q:

88L AA (note 30) 20LL AA (Flak38- note 26)) 2 x 2-2-8

**Balance:** Exchange the German 6+1 for a 7-0 and add a 2-3-7 to the German at –start OB.

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**SSRs:**

1. EC are wet with no wind at start. Kindling is NA

2. Night rules are in effect. Base NVR is 2 hexes, with no clouds and a half-moon. German majority squad type is lax, Russian are normal. Neither Russian MMC, AFV nor German Half-squads may use starshells.

3. Russian AFV are radioless, but recall is NA (treat any additional Stun results as SHOCK). 6-2-8s must enter as riders and may not disembark (EXC: bail out D6.24) until turn 3.

4. German reinforcements may utilize cloaking, with a maximum of 7 cloaking counters.

5. All buildings are wooden and single-story. Place overlays: X13 on 63P9/P10.

**Aftermath:** One such rear area included the headquarters of the 258th Infantry division, located at the village of Chistyakovo. Tank-borne Russians struck out of the dark night on August 30, causing mayhem and many casualties among the 258th’s staff. Before the Russians could set up defensive measures, a counterattack was organized by the commander of the division flak regiment, which was able to surprise the Russians and retake the town using AA guns brought forward along with a scratch force of artillery and rear-echelon troops. The paucity of armored reserves did not reduce the German knack for tactical initiative.
Czernikow district, Warsaw Poland
Sept 19, 1944
By mid-September, Berling’s 1st Polish Army was on the western bank of the Vistula, and was giving hope to the Polish Home army fighting on the other side. With all of the bridges destroyed, the only way across was by boat, which the 8th Regiment of the 3rd Infantry Division attempted at 1600 on the evening of the 19th. With one bn across under smokescreen from their guns, the bridgehead was established as they waited for dusk to bring the remainder of the regiment to the far bank.

**VICTORY CONDITIONS:** The Germans win if at game end they have more good order EVP with LOS (within current NVR) to 8I4, J4 or K5 (and must have at least 1 unbroken MMC with LOS to each), provided they control buildings 20O9 and ZL5.

**MAP CONFIGURATION:**

<table>
<thead>
<tr>
<th>Pole 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>
</tr>
</thead>
<tbody>
<tr>
<td>German moves first</td>
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</tbody>
</table>

**Elements, 1st Battalion, 8th regiment 3rd Polish Infantry Division.** [ELR:2] set up west of the river on/south of hexrow S (See SSR 3) (SAN:3)

<table>
<thead>
<tr>
<th>10 x 4-4-7</th>
<th>2 x 2-4-8</th>
<th>9-1</th>
<th>8-0</th>
<th>7-0</th>
<th>3 x LMG</th>
<th>ATR</th>
<th>DC</th>
<th>(see SSR 6)</th>
</tr>
</thead>
</table>

**Enter turn 1 on hex I10:** (See SSR 5)

<table>
<thead>
<tr>
<th>3 x 4-4-7</th>
<th>7-0</th>
<th>LMG</th>
<th>4 x small raft (3)</th>
</tr>
</thead>
</table>

**Enter turn 2 on hex I10:**

<table>
<thead>
<tr>
<th>2 x 4-4-7</th>
<th>2-4-8</th>
<th>8-1</th>
<th>ATR</th>
<th>4 x small raft (3)</th>
</tr>
</thead>
</table>

**Elements, Polish Home Army:** [ELR:5] **Enter turn 3 along the west edge:** 5 x 3-3-7 8-1

**Balance:** Add a 4-4-7 to Polish at –start OB

**Elements Herman Goring Division.** [ELR:3] , Enter on/after turn 1 along the north edge, west of the river: (SAN:2)

| 16 x 5-4-8 | 9-1 | 2 x 8-1 | 2 x 8-0 | 2 x MMG | 3 x LMG | 2 x DC | 2 xSdkfz 6/2 (Vehicle note 89) |

**Balance:** add a Sdkfz 6/2 to the German OB

**SSRs:**

1) EC are moderate with no wind at start. The river is deep with a slow current flowing north.

2) Night rules are in effect. The Poles are the scenario defender and majority squad type is normal. (although elements of the Polish Home Army may enter using cloaking per E 1.4 ) The Germans are the scenario attacker and majority squad type is normal. Base NVR is 4 hexes, and will never drop below two hexes. All elements of the Polish 3rd ID are 1944 Russian for all purposes. All elements of the Polish Home army are partisans, (A 25,24) and suffer from ammunition shortage, but may use MOL (A22.6), and are not considered Allied troops (A 10.7).

3) Poles may FIRE a maximum of 4 starshells per player turn. Germans may FIRE a maximum of 3 starshells per player turn.

4) All hill hexes on the eastern side of the river are treated as level 1. One Polish squad equivalent and any number of ‘dummy’ counters may set up between hexrows T-X.

5) Polish reinforcements may only ‘beach’ on hexes 8I4/J4./K5.

6) Starting at the beginning of Polish turn 4 movement phase, any Polish units still under No move’ may move by making a dr < the current turn number (Leadership DRM apply to this dr).

**AFTERMATH:** Night came, along with Fallschirm Pz Grenadier Regiment 2 of the Herman Goring Division. None of the 2nd Bn made it across, as German AA halftracks pulled up to river bank to shoot them. The 1st Bn fought through the night, but was surrounded and crushed by the Luftwaffe troops. This was as close to relief as the Warsaw uprising would come. It was not enough.