**VICTORY CONDITIONS:** The Germans win immediately upon exiting ≥ 35 Exit VP [EXC: prisoners do not count] off the south edge or by controlling all multi-hex stone buildings in the Polish setup area.

**SPECIAL RULES:**
1. EC are Moderate, with no wind at start. All gully, stream, marsh, and bridge terrain does not exist, but all other terrain in those hexes exists normally. All roads are paved.
2. The Poles receive one module of 70+mm OBA (HE only). All Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.
3. The Germans receive one module of 80+mm battalion mortar (C1.22) OBA (HE/Smoke) with Plentiful Ammunition (C1.211).

**TURN RECORD CHART**

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<tbody>
<tr>
<td><strong>POLISH Sets Up First</strong> [153]</td>
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<td><strong>GERMAN Moves First</strong> [267]</td>
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**BOARD CONFIGURATION:**

**BALANCE:**
- Add eight concealment counters to Polish OB.
- Add one 4-6-7 squad and one LMG to the German force that sets up east of the river.

**VICTORY CONDITIONS:**
- The Germans win immediately upon exiting ≥ 35 Exit VP [EXC: prisoners do not count] off the south edge or by controlling all multi-hex stone buildings in the Polish setup area.

**SPECIAL RULES:**
1. EC are Moderate, with no wind at start. All gully, stream, marsh, and bridge terrain does not exist, but all other terrain in those hexes exists normally. All roads are paved.
2. The Poles receive one module of 70+mm OBA (HE only). All Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.
3. The Germans receive one module of 80+mm battalion mortar (C1.22) OBA (HE/Smoke) with Plentiful Ammunition (C1.211).

**AFTERMATH:** The German attack came down both sides of the Vistula River, hitting the suburb of Praga on the east bank particularly hard. The Germans were initially unable to surround the city until the Bzura fighting was completed. Warsaw was a magnet for re-treating Polish infantry units, and by 20 September the last remnants of Army Pozan struggled into Warsaw. With the fighting on the Bzura largely over, the Germans gradually encircled the city with 13 divisions. Warsaw would not fall until 27 September.
MECHANIZED SACRIFICE

ASL SCENARIO AP122

West of LUTSK, UKRAINE, 24 June 1941: At the end of the first day of the war, General Mikhail Petrovich Kirponos was ordered to counterattack toward Vladimir-Volynski, destroying all German forces in his path. As unrealistic as this was, Kirponos had no choice but to obey. The five mechanized corps earmarked for the attack, spread throughout northern Ukraine, were not able to properly concentrate due to poor scheduling. On their approach to the border, the Soviet mechanized units were decimated by air attacks and mechanical breakdowns. The 19th Tank Division created a provisional regiment made up of its remaining armored cars and T-26 light tanks. In the early afternoon of 24 June, the 19th came into contact with the advancing Germans west of Lutsk.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The Russians win immediately upon exiting ≥ 5 AFV off the west edge. For every two (FRD) German AFV eliminated/captured, this requirement is reduced by 1.

BALANCE:
★ Add one BA-6 to the Russian OB.
☆ In the Victory Conditions, change "two (FRD) German AFV" to "three (FRD) German AFV".

TURN RECORD CHART

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<tr>
<th>RUSSIAN Moves First</th>
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</table>
| GERMAN

Elements of 19th Tank Division, 22nd Mechanized Corps enter on Turn 1 along the east edge, each vehicle having already expended ½ of its MP allotment: {SAN: 0}

Elements of Panzer-Division 14 [ELR: 4] enter on Turn 1 along the west edge, with all Personnel as Passengers: {SAN: 0}

SPECIAL RULES:
1. EC are Moderate, with no wind at start.

AFTERMATH: After a short preparatory barrage, the Soviets attacked. There was a see-saw battle with units of Panzer-Division 14 that lasted for two hours. The Soviets lost most of their remaining armored vehicles and were forced to fall back a few kilometers west of Lutsk. Because of the 19th Division’s sacrifice, Panzer-Division 14 suffered heavy losses and was unable to capture Lutsk.
**VICTORY CONDITIONS:** The Germans win at game end by amassing \( \geq 20 \) more VP than the Russians. VP are earned as follows:

- Each original multi-hex building is worth VP to the Controlling side equal to the number of its remaining building hexes.

---

**SPECIAL RULES:**

1. EC are Dry, with a Mild Breeze from the northeast at start. Kindling (B25.11) is NA. The river is Deep (B21.122), with a slow current flowing west (B21.121). A Foot Bridge (B6.44) exists in hexes 7AA6-AA8. Hexes 7E2-E7 are fordable (B21.41); AFV may enter these hexes at a cost of 3 MP.

2. The German radio represents special access to the 105mm howitzer (HE only) which fires only during the OBA Step of the FPPh/DFPh allowing a leader with Radio Contact to direct the 105 in direct fire with all To Hit (C3.3) calculations made as if the shot originated from the Observer's hex, but with an additional +2 TH DRM and no ROF. The howitzer sets up offboard but LOS and range are determined as if at Level 3 in a northeast hex secretly selected at setup and may also fire without the Observer using the Area Target Type (C3.33). The 105 is not subject to Malfunction, may not use Intensive Fire, and is never subject to Case A TH DRM (C5.1).

3. German 8-3-8s/3-3-8s are Assault Engineers (H1.22).

---

**VICTORY CONDITIONS:** The Germans win at game end by amassing \( \geq 20 \) more VP than the Russians. VP are earned as follows:

- Each original multi-hex building is worth VP to the Controlling side equal to the number of its remaining building hexes.

---

**SPECIAL RULES:**

1. EC are Dry, with a Mild Breeze from the northeast at start. Kindling (B25.11) is NA. The river is Deep (B21.122), with a slow current flowing west (B21.121). A Foot Bridge (B6.44) exists in hexes 7AA6-AA8. Hexes 7E2-E7 are fordable (B21.41); AFV may enter these hexes at a cost of 3 MP.

2. The German radio represents special access to the 105mm howitzer (HE only) which fires only during the OBA Step of the FPPh/DFPh allowing a leader with Radio Contact to direct the 105 in direct fire with all To Hit (C3.3) calculations made as if the shot originated from the Observer's hex, but with an additional +2 TH DRM and no ROF. The howitzer sets up offboard but LOS and range are determined as if at Level 3 in a northeast hex secretly selected at setup and may also fire without the Observer using the Area Target Type (C3.33). The 105 is not subject to Malfunction, may not use Intensive Fire, and is never subject to Case A TH DRM (C5.1).

3. German 8-3-8s/3-3-8s are Assault Engineers (H1.22).

---

**VICTORY CONDITIONS:** The Germans win at game end by amassing \( \geq 20 \) more VP than the Russians. VP are earned as follows:

- Each original multi-hex building is worth VP to the Controlling side equal to the number of its remaining building hexes.

---

**SPECIAL RULES:**

1. EC are Dry, with a Mild Breeze from the northeast at start. Kindling (B25.11) is NA. The river is Deep (B21.122), with a slow current flowing west (B21.121). A Foot Bridge (B6.44) exists in hexes 7AA6-AA8. Hexes 7E2-E7 are fordable (B21.41); AFV may enter these hexes at a cost of 3 MP.

2. The German radio represents special access to the 105mm howitzer (HE only) which fires only during the OBA Step of the FPPh/DFPh allowing a leader with Radio Contact to direct the 105 in direct fire with all To Hit (C3.3) calculations made as if the shot originated from the Observer's hex, but with an additional +2 TH DRM and no ROF. The howitzer sets up offboard but LOS and range are determined as if at Level 3 in a northeast hex secretly selected at setup and may also fire without the Observer using the Area Target Type (C3.33). The 105 is not subject to Malfunction, may not use Intensive Fire, and is never subject to Case A TH DRM (C5.1).

3. German 8-3-8s/3-3-8s are Assault Engineers (H1.22).

---

**VICTORY CONDITIONS:** The Germans win at game end by amassing \( \geq 20 \) more VP than the Russians. VP are earned as follows:

- Each original multi-hex building is worth VP to the Controlling side equal to the number of its remaining building hexes.

---

**SPECIAL RULES:**

1. EC are Dry, with a Mild Breeze from the northeast at start. Kindling (B25.11) is NA. The river is Deep (B21.122), with a slow current flowing west (B21.121). A Foot Bridge (B6.44) exists in hexes 7AA6-AA8. Hexes 7E2-E7 are fordable (B21.41); AFV may enter these hexes at a cost of 3 MP.

2. The German radio represents special access to the 105mm howitzer (HE only) which fires only during the OBA Step of the FPPh/DFPh allowing a leader with Radio Contact to direct the 105 in direct fire with all To Hit (C3.3) calculations made as if the shot originated from the Observer's hex, but with an additional +2 TH DRM and no ROF. The howitzer sets up offboard but LOS and range are determined as if at Level 3 in a northeast hex secretly selected at setup and may also fire without the Observer using the Area Target Type (C3.33). The 105 is not subject to Malfunction, may not use Intensive Fire, and is never subject to Case A TH DRM (C5.1).

3. German 8-3-8s/3-3-8s are Assault Engineers (H1.22).

---

**VICTORY CONDITIONS:** The Germans win at game end by amassing \( \geq 20 \) more VP than the Russians. VP are earned as follows:

- Each original multi-hex building is worth VP to the Controlling side equal to the number of its remaining building hexes.

---

**SPECIAL RULES:**

1. EC are Dry, with a Mild Breeze from the northeast at start. Kindling (B25.11) is NA. The river is Deep (B21.122), with a slow current flowing west (B21.121). A Foot Bridge (B6.44) exists in hexes 7AA6-AA8. Hexes 7E2-E7 are fordable (B21.41); AFV may enter these hexes at a cost of 3 MP.

2. The German radio represents special access to the 105mm howitzer (HE only) which fires only during the OBA Step of the FPPh/DFPh allowing a leader with Radio Contact to direct the 105 in direct fire with all To Hit (C3.3) calculations made as if the shot originated from the Observer's hex, but with an additional +2 TH DRM and no ROF. The howitzer sets up offboard but LOS and range are determined as if at Level 3 in a northeast hex secretly selected at setup and may also fire without the Observer using the Area Target Type (C3.33). The 105 is not subject to Malfunction, may not use Intensive Fire, and is never subject to Case A TH DRM (C5.1).

3. German 8-3-8s/3-3-8s are Assault Engineers (H1.22).

---

**VICTORY CONDITIONS:** The Germans win at game end by amassing \( \geq 20 \) more VP than the Russians. VP are earned as follows:

- Each original multi-hex building is worth VP to the Controlling side equal to the number of its remaining building hexes.

---

**SPECIAL RULES:**

1. EC are Dry, with a Mild Breeze from the northeast at start. Kindling (B25.11) is NA. The river is Deep (B21.122), with a slow current flowing west (B21.121). A Foot Bridge (B6.44) exists in hexes 7AA6-AA8. Hexes 7E2-E7 are fordable (B21.41); AFV may enter these hexes at a cost of 3 MP.

2. The German radio represents special access to the 105mm howitzer (HE only) which fires only during the OBA Step of the FPPh/DFPh allowing a leader with Radio Contact to direct the 105 in direct fire with all To Hit (C3.3) calculations made as if the shot originated from the Observer's hex, but with an additional +2 TH DRM and no ROF. The howitzer sets up offboard but LOS and range are determined as if at Level 3 in a northeast hex secretly selected at setup and may also fire without the Observer using the Area Target Type (C3.33). The 105 is not subject to Malfunction, may not use Intensive Fire, and is never subject to Case A TH DRM (C5.1).

3. German 8-3-8s/3-3-8s are Assault Engineers (H1.22).
LUNCH IN LUGA

LUGA, RUSSIA, 24 August 1941: In order to complete the encirclement of Leningrad, the so-called "Luga Line" had to be broken first. The Germans began their assault on 22 August with Infanterie-Division 269 fighting its way slowly to the west from Luga into the river bend to the north while the SS-Polizei-Division 4 approached Luga directly. The Soviet 41st Rifle Corps defended the area desperately, launching several counterattacks. On 24 August, the Polizei Division attacked Luga itself.

VICTORY CONDITIONS: The Germans win at game end by amassing more VP than the Russians. VP are earned as follows:
- Each side earns CVP normally.
- Each side earns 2 VP for every multi-hex building it Controls.
- The Germans earn Exit VP *[EXC: prisoners do not count]* for units exited off the west edge.

BALANCE:
- Add one 8-0 leader to the Russian OB.
- Add one 7-0 leader to the German OB.

BOARD CONFIGURATION:

**TURN RECORD CHART**

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**Elements of 41st Rifle Corps [ELR: 2]** set up on boards 79/r; Infantry in suitable terrain may set up Entrenched (B27.1): {SAN: 3}

**Elements of Bataillon III, Polizei-Schützen-Regiment 2, SS-Polizei-Division 4 [ELR: 4]** enter on Turn 1 along the east/south edge(s) on/between 78GG6/11: {SAN: 2}

**SPECIAL RULES:**
1. EC are Moderate, with no wind at start. Two-lane stone bridges exist in the following hexes on board 79: I4-I6, Q4-Q6, and Y3-Y6. Kindling (B25.11) is NA.
2. Russian 5-2-7s/2-2-7s are Assault Engineers (H1.22) and may use DC/FT as if Elite. The Russians may Fortify (B23.9) ≤ six building Locations.
3. The Germans receive one module of 100mm+ OBA (HE/Smoke) with Plenitful Ammunition (C1.211). German 5-4-8s/2-3-8s are SS (A25.11), and as such have their broken side Morale Level increased by one. Their Morale Factor is considered underscored. German 8-3-8s/3-3-8s and 5-4-8s/2-3-8s are Assault Engineers (H1.22).

**AFTERMATH:** On 23 August, Polizei-Schützen-Regiment 2 feigned an attack on the Vdraiki. At first light the next day, a flank attack was launched which established the favorable prerequisites for capturing the city. Led by its Regimental Commander Oberst Schulze, Bataillon III pressed into the city from the east over a bridge that was still intact. The city was bitterly contested and strongly defended, but by noon of the 24th Schulze reported the capture of the city from the Luga market.
VICTORY CONDITIONS: The Japanese win at game end by Controlling all Level 3 hexes, provided the pillbox is devoid of Good Order American units.

BALANCE: • Add one 6-6-6 squad to the G Company OB.

SPECIAL RULES:
1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1). Bore Sighting (C6.4) is NA.
2. Prior to setup, the American player may place ≤ 3 shellhole counters in any ≥ Level 1 open ground hexes.
3. The 2-3-6 HS begins the game broken (but not DM). The E Company 7-0 begins the game Wounded (A17.). The pillbox may not use HIP.
4. Prior to American setup, the Japanese player may secretly designate ≤ 6 squad-equivalents (plus any SMC, SW, and concealment counters) to enter on/after Turn 2 along the south edge in lieu of entering along the east edge.

AFTERMATH: Despite the heroic defense of a pillbox by a six-man group of artillery observers, the foothold on South Knob was lost, and Gen. Hodge and Regimental Commander Col. William Long decided to move E and G Companies from South Knob to North Knob—from where they hoped to be able to neutralize South Knob. They sent B Company forward to assist them in breaking contact. The Japanese, failing to follow up their advantage, did not pursue. E and G Companies retired toward the which they called Eagle River, where they joined B Company and proceeded to North Knob. B Company led the way, cutting a trail northward, parallel to the north-south axis of Hill 260. A larger perimeter on North Knob was established, and the battle for Hill 260 raged back and forth for another two weeks.
MARYUMA’S STRONGHOLD

ASL SCENARIO AP126

MYITKYINA, BURMA, 18 May 1944: After the capture of Myitkyina Airfield, General Frank Merrill established his headquarters there. An attack on the city itself was ordered using the disengaged portion of H Force. To this purpose the city would be attacked by two battalions of the Chinese 150th Regiment, while the airfield was guarded by one battalion of the Chinese 89th Regiment, with another battalion of the 150th in reserve. The rest of H Force moved to block the approaches to the city. Early on the morning of 18 May the Chinese attacked.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The Chinese win at game end by Controlling all multi-hex buildings.

BALANCE:
- Add one 2-3-7 HS to the Japanese OB.
- The Chinese player may designate ≤ 3 squads as Assault Engineers (H1.22).

TURN RECORD CHART

1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Place overlays as follows: 1 on 38D2-D1; RR8 on 38AA1-56Z10; RR9 on 56V8-U8; RR11 on 56U5-U4; X13 on 56W2-W1; and X24 on 56T2-T3. All railroad hexes are EmRR (B32.12). Hedges do not exist.
2. The Chinese receive one module of 70+mm OBA (HE/WP).

SPECIAL RULES:

AFTERMATH: The Chinese attack made some initial progress, but after capturing the railroad station the two battalions became involved in confused fighting, mistaking each other for the enemy. Confusion coupled with a tough Japanese defense forced the Chinese to withdraw 800 yards north of the city where they dug in, unable to dislodge the Japanese from Myitkyina. Despite the fact that H Force controlled most of the area around the city, Maryuma was able to reinforce Myitkyina with troops from elsewhere, eventually reaching a total of 4,500 men. Myitkyina would not fall until August.
**THE FIRST VIRTUE**

ASL SCENARIO AP127

ELBA, ITALY, 17 June 1944: On 12 June, the German commander in Italy, Generalfeldmarschall Albert Kesselring, was informed that "Elba must be defended to the last man and the last cartridge." On 14 June, German reinforcements began to arrive on Elba from Pianosa. The decision to reinforce Elba was not known to the Allies, who believed the naval activity between the island and the mainland was in fact an evacuation. Thus, when landed to secure the island with the tomb of the great emperor Napoleon Bonaparte, they were expecting rear-area German troops but instead found veteran panzergrenadiere recently transferred from the Eastern Front.

**VICTORY CONDITIONS:** The Free French win at game end by amassing ≥ 12 VP, which are earned as follows:
- 4 VP if the 5cm PaK 38 AT Gun is eliminated/captured;
- 1 VP for each Level 3 hex on board 78 they Control; and
- Exit VP for units exited off the north edge of board 5a.

**BALANCE:**
- In the Victory Conditions, change "≥ 12" to "≥ 14".
- Add one 4-5-7 squad to the Free French OB.

**SPECIAL RULES:**
1. EC are Moderate, with no wind at start. Place overlay O2 on 5aK2-L2. Kindling (B25.11) is NA.
2. The 5cm PaK 38 AT Gun must set up at ≥ Level 2 and may not use HIP (but may still set up Emplaced).
3. Free French squads have Assault Fire (A7.36) capability.

**AFTERMATH:** One of Napoleon’s famous military maxims was "The First Virtue of soldiers is perseverance; courage is second." However given the air and naval resources of the Allies, even the surprises that awaited the Senegalese and British troops would be insufficient to change the outcome of the battle. It did take two days and almost 300 dead (mostly Free French colonial troops) before Kesselring was allowed to give the order to withdraw to the mainland, but it was doubtful whether the operation was necessary at all.
VICTORY CONDITIONS: The British win at game end by amassing more VP than the Germans. The British earn 1 VP for each multi-Location stone building west of hexrow Y they control. The Germans earn VP (calculated as Exit VP) for all Good Order non-crew Infantry south of the river.

BOARD CONFIGURATION:

BALANCE:
• Exchange one German 8-0 leader with an 8-1 leader.
• The British player may designate ≤ 3 squads as Assault Engineers (H1.22).

TURN RECORD CHART

Special Rules:
1. EC are Moist, with no wind at start. All woods hexes north of the river and south of the 49A5-F7-18-Q8-U8-Y8-BB6-EE5-GG6 road are stone rubble (B24.). Two-lane stone bridges exist in the following hexes on board 79: I4-I6 and Q4-Q6. All hedges are Bocage (B9.5). Kindling (B25.11) is NA.

2. German MMC specified to enter the board during the German Turn 2 RtPh are broken (and under DM). They (and the leaders voluntary routing with them) rout normally, but during the German Turn 2 RtPh (only) they may rout to any terrain hex consistent with A10.51 but are not required to rout to the nearest woods/building hex.

AFTERMATH: Most of the aerial and naval bombardments fell into rear areas, including the city of Caen itself—until 0420 on 8 July, when all artillery fire switched to the front lines around Lebisey, Cambes, and Galmancche, the area occupied by Feld-Division 16(L). Led by the 2nd Lincolns, the British shattered the German lines in two directions. Although Seivers' troops fought bravely in places, very little support was available due to the devastation wrought by the bombardment, and every battalion commander was killed by the time the division's remnants made it back across the Orne on 9 July. It regrouped in time for a similar mauling during Operation GOODWOOD ten days later. Feld-Division 16(L) was formally disbanded on 4 August, with the few remaining combat effective absorbed into Panzer-Division 21 and other Heer units, finally crushing Reichsmarschall Hermann Göring's dream of a separate Field Army for the Luftwaffe.
HILL 262, FRANCE, 20 August 1944: To help close the gap in the Falaise Pocket, the Polish 1st Armoured Division occupied Hill 262, which the Poles called Maczuga (the Mace). The Mace overlooked the Chambos-to-Vimoutiers road which was the Germans' only hope of escape. Occupying a ridge to the north of the Mace, the Germans had cut the Poles off from the rest of the Allied forces. Lacking enough fuel for a breakout, the Poles were forced to hold their position. Because the Mace itself was the cork holding them in the pocket, the Germans had no choice but to attack the hill itself.

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order Polish MMC and/or mobile (D.7) Polish AFV with functioning MA in any hill hex.

TURN RECORD CHART

Pole Sets Up First [182, 169, 143, 133, or 130 (see SSR 2)]

German Moves First [213, 194, 162, or 143 (see SSR 2)]

Elements of 1st Armoured Division [ELR: 4] set up on board 78; Infantry in suitable terrain may set up Entrenched (B27.1) (see SSR 2):

{SAN: 4}

Group 1: A

Group 1: B

OR:

Group 2: A

Group 2: B

OR:

Group 3: A

Group 3: B

OR:

Group 4: A

Group 4: B

OR:

(continued on the back of AP131)
SPECIAL RULES:
1. EC are Moderate, with no wind at start. Place overlays as follows: OW1 on 44S4-T4; and O5 on 44F6-F7.
2. Prior to setup, each player secretly records one selection from each of the four numbered groups to comprise their OB. Two of these selections must be lettered “A”; the other two must be lettered “B”.
3. German Group 4 OBA Module is directed by an Offboard Observer (C1.63) at Level 3 in a north-edge hex recorded secretly prior to setup.
4. German 5-4-8s/2-3-8s are SS (A25.11), and as such have their broken side Morale Level increased by one. Their Morale Factor is considered underscored.

AFTERMATH: Early on the morning of 20 August, a sudden, strong German attack assaulted the northern face of the Mace. Throughout the course of the day, “Das Reich” attempted multiple combinations of tactics: infantry assaults, panzergrenadier combined arms attacks, unsupported Panther forays, and a bombardment. The battle reached a climax around 1930 hours when the Germans managed to break into the northeastern sector of the perimeter, only to be driven back by Polish counterattacks. The Poles held all day but paid a heavy price for the defense of the Mace. After the battle, sappers of the Royal Canadian Engineers raised a makeshift sign of the Mace in tribute to their Polish comrades-in-arms. In English, it read “A Polish Battlefield”.
MAGERET MORNING

ASL SCENARIO AP130

MAGERET, BELGIUM, 8 January 1945: The German attack on Bastogne brought SS-Panzer-Division 12 to within 4 kilometers of the city center. The division was ordered to capture Hill 510 to the west of Mageret to provide observation into Bastogne since, from their current positions, they were unable to see any activity there. The only units available for the attack were Kompanie 2 of the Pioneer Bataillon and the Begleit Kompanie with some armor support. After a short artillery preparation, the Germans attacked at 0730.

BOARD CONFIGURATION:

BALANCE:

☆ Delete the last sentence of SSR 3.

★ Delete all concealment counters from the American OB.

VICTORY CONDITIONS: The Germans win at game end by Controlling all Level 3 hexes.

TURN RECORD CHART

☆ AMERICAN Sets Up First

★ GERMAN Moves First [214]

SPECIAL RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) and Mist (E3.32) are in effect.

2. M4A1s must set up as Dug-In Tanks (D9.54), may set up using HIP, and retain Concealment as if an Emplaced Gun when firing its MA (A12.34).

3. German 5-4-8s/2-3-8s are SS (A25.11), and as such have their broken side Morale Level increased by one. Their Morale Factor is considered underscored. All German Personnel have Winter Camouflage (E3.172). German 8-3-8s/3-3-8s and 5-4-8s/2-3-8s are Assault Engineers (H1.22).

AFTERMATH: After a costly attack against American strong points, including dug in tanks, the pioneers were able to capture the hill. While waiting for relief from Volks­grenadier-Division 340, the pioneers were attacked by tanks of the 68th Tank Battalion. Because of the losses from the initial attack it was impossible to hold the hill. The pioneers were forced to pull back to Mageret. With the attack on Hill 510, the offensive action of SS-Panzer-Division 12 in the Ardennes came to an end.
**CRICKETS IN SPRING**

ASL SCENARIO AP131

*Scenario Design: Bill Sisler*

**ARANYOS-PUSZTA, HUNGARY, 7 March 1945:** The Lake Balaton offensive, code named *FRÜHLINGSERWACHEN* (Spring Awakening), began on 6 March. The “Hitlerjugend” division launched its part of the attack at 0400. The first day was disappointing as the division made very little progress against the Soviet 26th Army. On 7 March, the Germans attacked again. SS-Panzergrenadier-Regiment 25 attacked Fekete-Puszta, but gained very little ground before being stopped by heavy resistance. SS-Panzergrenadier-Regiment 26 made much better progress in its attack since it was supported by a panzer battalion and part of a self-propelled gun battalion.

**BOARD CONFIGURATION:**

**VICTORY CONDITIONS:** The Germans win at game end by amassing more VP than the Russians. Each side earns CVP normally, and each multi-hex building is worth 2 VP to the Controlling side.

**BALANCE:**

- Add one 4-4-7 squad to the Russian at-start OB.
- Add one 6-5-8 squad to the German at-start OB.

**TURN RECORD CHART**

<table>
<thead>
<tr>
<th>RUSSIAN Sets Up First [0]</th>
<th>GERMAN Moves First [180]</th>
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</table>

**Elements of 26th Army** [ELR: 4] set up on board(s) 64/65: Infantry in suitable terrain may set up Entrenched (B27.1): {SAN: 4}

Enter on Turn 2 along the south/west edge(s) on/between 65Y10 and 64A5, with all Personnel as Riders:

**Elements of Bataillon II, SS-Panzergrenadier-Regiment 26, SS-Panzer-Division 12 “Hitlerjugend”** [ELR: 5] set up on board 11: {SAN: 2}

Enter on Turn 1 along the north edge, with all Personnel as Passengers/Riders:

**SPECIAL RULES:**

1. EC are Mud, with no wind at start. Weather is Mud (E3.6), and Mist (E3.32) is in effect. All roads are paved.

2. AFV crews may not voluntarily abandon (D5.4) their Mobile (D.7) vehicles.

**AFTERMATH:** Bataillon II of Panzergrenadier-Regiment 26 began its attack on Odon-Puszta at 0440. The town was captured in a rapid attack by tanks and halftracks. Advancing further south, Bataillon II was stalled on the outskirts of Aranyos-Puszta. The Soviets launched a number of counterattacks, especially against the German right flank, but with the assistance of the tanks and three *Grillen* (Cricket) self-propelled guns supporting the defense, the Germans held. After two days of fighting, the Germans had penetrated four miles into the Soviet defenses—but at a high cost.