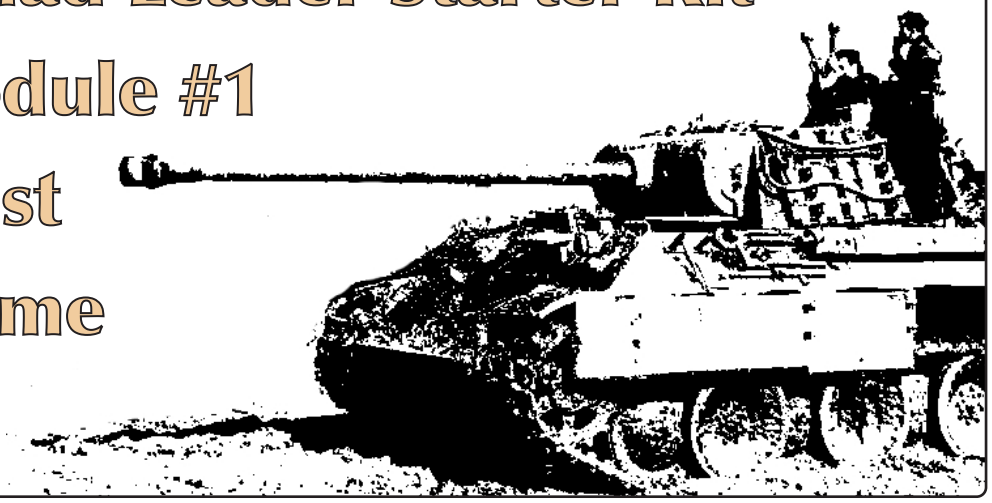
Advanced Squad Leader Starter Kit Historical Module #1 Decision at Elst Campaign Game Rulebook

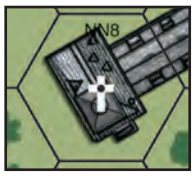


Decision at Elst is an Advanced Squad Leader Starter Kit Historical Module for two players. It depicts the British 214th Brigade's advance toward Arnhem through the Dutch town of Elst, defended by the German *Kampfgruppe* Knaust. This area of Betuwe, also known as "the Island," was the furthest advance of XXX Corps before the official end of the MARKET-GARDEN offensive on 25 September 1944. The battle of Elst was to be the hardest fought battle on "the Island."

ORDER OF PRESENTATION:

1. Terrain
2. Offboard Artillery (OBA)
3. British and SS Units
4. *DaE:* Campaign Game

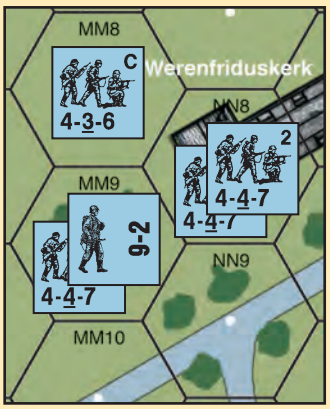
1. TERRAIN



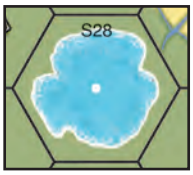
1.1 STEEPLE: A building hex with a black center dot in a white cross (EX: NN8) represents a church with a Steeple in the hex that contains the depiction of the white cross. This one hex (only) contains one additional building location above the base (or ground) level of the building. This upper level location, referred to as the Steeple, may only be entered (by going up one level) or exited (by going down one level) via a stairwell in the building hex with the Steeple. Only Infantry may enter the Steeple, which costs 1 MF to enter/exit by changing levels using the stairwell. No Guns or vehicles are allowed in the Steeple. The Steeple has the same +3 TEM as the level below it, but the lower level receives an additional +1 TEM against mortar and OBA attacks. Ground level and Steeple level units in the same building have LOS to—and may fire upon—each other but cannot engage in CC/Melee vs each other. However, neither Point Blank Fire (PBF) nor Triple Point Blank Fire (TPBF) apply to any attacks to or from the Steeple. Guns, PF, PSK, and vehicular-weapons in the ground level may not fire at units in the Steeple of the same hex. A PIAT may not be fired from the Steeple into the ground level of its own hex or an adjacent hex. A unit firing a PF or PSK from a Steeple may not choose to use the +2 TH DRM to avoid a Backblast (ASLSK rule 4.4.3) attack.

A unit in the Steeple is in a different location than units on the ground level, and except for Area Target Type and Control purposes are also treated as being in a different hex—including for stacking limit purposes. Each side is limited to one squad equivalent per Steeple, plus up to four SMC. Other than via the Area Target Type or OBA, units in the Steeple (signified by being placed on top of a Steeple counter) are not affected by fire attacks against units on the ground level and vice versa. When firing at a non-moving unit in the Steeple hex with other than the Area Target Type, the firer must predesignate if he is firing at the ground level or the Steeple level.

A unit in the Steeple has a line of sight (LOS) to every hex on the map except those hexes that are immediately behind an obstacle (buildings/orchards); such LOS are blocked. LOS through or into a Smoke Hindrance, including White Phosphorus, are hindered. LOS reciprocity applies. While regular Smoke in the Steeple hex does not affect units in the Steeple, White Phosphorus does.



EX: It is the German Movement Phase. Two 4-4-7s are in hex NN8 on the ground level. A 4-4-7 and 9-2 leader are in hex MM9. A 4-3-6 is in hex MM8. The leader and the 4-4-7 move from hex MM9 to hex NN8. There are now three squads and a leader in NN8. The leader and the 4-4-7 have spent 2 MF and they will now move "upstairs" to the Steeple level for an additional 1 MF for a total now of 3 MF. They are placed on top of a Steeple counter to signify that they are on a different level (and therefore in a different location) than the two squads on the ground level. Now the 4-3-6 squad moves into NN8 for 2 MF. The 4-3-6 cannot go upstairs now since the Steeple level may contain a maximum of one squad equivalent (plus up to four SMC).



1.2 POND: A pond represents an impassable water obstacle such as hex S28. No unit may enter a Pond. Smoke may not be placed in a Pond hex.

1.3 POLDER: Polder represents a 5' wide, deep, water filled drainage channel and the generally soggy surrounding ground that was prevalent in the vicinity of Elst. Hex M5 is an example of Polder. Any hex containing multiple solid blue lines is, in addition to other terrain, considered to be a Polder hex. Polder is neither an obstacle nor a Hindrance to LOS. A hex with a Polder in addition to other terrain types is considered to be that other terrain type (including Open Ground). The presence of more than one blue line has no additional affect. The TEM for Infantry in Polder is +1. This TEM applies to Infantry entering during the MPh only if the Infantry expends one extra MF to enter the Polder hex but not if manhandling a Gun. Only Infantry may claim this TEM, which is never cumulative with any other TEM.

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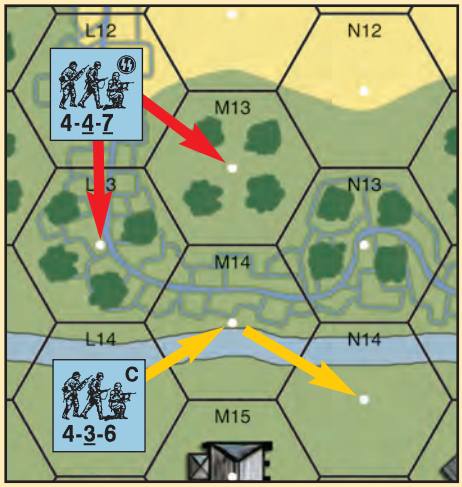
Infantry may enter a hex with a Polder at the COT of that hex or it may expend the COT plus one extra MF to enter the Polder. If a unit expends this extra MF, it receives the benefit of the Polder conditional TEM and is not considered to be moving in the open for purposes of FFMO. However, Infantry must always spend an extra MF to exit a Polder hex unless leaving via a road hexside and not spending an extra MF to enter a new Polder hex. The extra MF spent to exit a Polder hex is actually spent in the Polder hex being exited. Thus, a unit attacked on the extra MF to exit a Polder hex receives the +1 Polder TEM, any Residual FP counter from that attack is placed in the Polder hex, and the unit remains in the hex if broken or pinned on that MF. The same principles apply to routing units. Infantry in a Polder hex receive the +1 Polder TEM (absent some other TEM) in all other phases or when only expending MF in that Polder hex (e.g., to recover a SW).

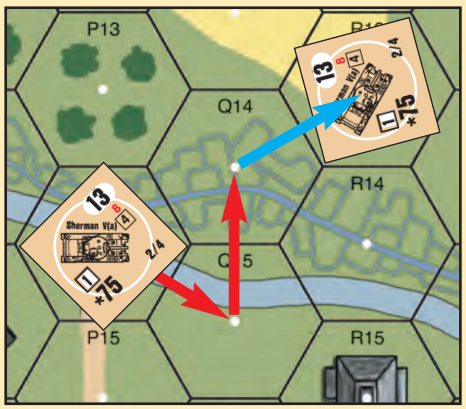
If, at any time during its move, an Infantry unit expends the extra MF to enter a Polder, it forfeits any claim to the road bonus movement benefit.

Vehicles pay COT to enter a Polder hex. To exit, they must first expend 4 MP and pass a Bog Check. The 4 MP to leave the Polder hex is spent in the Polder hex, and Bog occurs in the Polder hex. There is a +3 DRM to the Bog DR unless the vehicle declares it will spend ALL its MP (other than any Start or Stop MP and the 4 MP to leave the Polder hex) to enter the new hex. Upon passing the Bog Check, the vehicle expends the COT to enter the destination hex.

Moving on a Road negates both the Bog requirement and the extra MF/MP cost for exiting a Polder hex unless moving Infantry spends an extra MF to enter a new Polder hex.



EX: The SS 4-4-7 in L12 wishes to move to M13. It would cost a total of 2 MF (1 MF to exit the Polder in L12 + 1 MF to enter the Orchard in M13). If the 4-4-7 wished to move to hex L13 instead it would cost a total of 3 MF *if* the 4-4-7 wished to take advantage of the Polder's conditional TEM (1 MF to exit the Polder + 1 MF for the Orchard in L13 + 1 MF to enter the Polder in L13). A 4-3-6 in L14 could enter M14 by spending 1 MF and not receive the conditional TEM, or it could spend 2 MF and receive the TEM (but by doing so it must give up any road bonus). If, at the start of its next MPh, that same 4-3-6 wanted to move from M14 to N14, it may do so at a cost of 1 MF (because it is exiting M14 via a road hexside).



EX: The British Sherman V(a) in P14 enters Q15 via the road hexside and spends 1 MP. It then changes VCA to Q14/R14 for 1 MP, then enters hex Q14 for 1 MP. It has spent 3 MP so far. The tank now attempts to enter R13. It must pay 4 MP for exiting the Polder in Q14 and take a Bog Check. If it passes the Bog Check then it spends 1 MP COT to enter the grain and is safely in hex R13 for a total of 8 MP. If it fails, then its movement ends, it is considered stopped, and has a Bog counter placed on it in hex Q14.

2. OFFBOARD ARTILLERY (OBA)

OBA represents a battery of guns outside the area depicted by the map, using radio-directed indirect fire to fire High Explosive (HE) or Smoke ammunition. OBA availability is usually symbolized by the presence of a radio counter in the scenario OB or the addition of an Offboard Observer in an SSR which will also define the type of OBA. Each radio counter or Offboard Observer represents one predesignated available OBA battery (i.e., module). Each battery may produce a variable number of Fire Missions, but only via the one radio or designated Offboard Observer representing it in the scenario. If that radio is eliminated, so is the opportunity to contact that battery; another radio or Offboard Observer may not be used to call in the remaining Fire Missions of that battery.

2.1 RADIO CONTACT ATTEMPT: A radio is a 1PP SW. A leader must possess a radio to use it. A radio breaks down on a Contact or Maintenance DR of 12 and is subject to normal SW Repair (ASLSK rule 1.2.4). An OBA counter—Artillery Request (AR), Spotting Round (SR), or Fire For Effect (FFE)—may be Placed, Corrected, Converted, or voluntarily Cancelled only if the friendly player currently has Radio Contact *and* Battery Access (2.2). Only an Observer (i.e., a Good Order leader possessing a functioning radio) may attempt Radio Contact or Maintenance, and may do so only at the start (but after all Ordnance Smoke has been attempted) of the PFPh/DFPh as his sole action for that phase aside from other allowed OBA activities. Radio Contact is established with a DR ≤ the Radio Contact value printed on the radio counter. If the Radio Contact DR is failed, neither the radio nor the Observer may attempt Radio Contact again until the start of his next PFPh/DFPh (whichever comes first). An Observer not in Good Order immediately loses Radio Contact.

2.11 MAINTAINING RADIO CONTACT: During each Player Turn after the initial Radio Contact is made, the possessing player may roll to maintain Radio Contact. The player must roll ≤ the Radio Contact value again in his next PFPh or DFPh (whichever comes first), but may deduct one from the DR (-2 if a SSR defines the battery as, or is purchased as, battalion mortar OBA). Failing to roll for Contact (for whatever reason) causes loss of Contact. Loss of Contact does not automatically cause loss of Battery Access, but lack of Contact prevents the Conversion, Correction, or voluntary Cancellation of that battery's onboard SR/FFE counter; in that case, a SR stays in place, any FFE:2 is resolved in place and then flips, and a FFE:C is removed. A Good Order Observer with a functioning radio but no LOS to the SR/FFE's Blast Height that does not roll for Contact/Maintenance causes the immediate loss of Access and Cancellation of the Fire Mission (if any). Otherwise an Observer that does not roll for Contact/Maintenance and has LOS to the Blast Height may move during the MPh and retain Access.

2.2 BATTERY ACCESS: Having established or maintained Radio Contact, the player must then immediately attempt to gain Battery Access if that battery currently has no SR/FFE counter onboard or if it has a FFE:C counter already in play onboard. Battery Access for a battery can be attempted only once per Player Turn and is gained only by randomly drawing a black card/chit from that battery's Draw Pile and revealing it to the opponent. Once gained, Battery Access is retained until the end of a RPh in which that battery has a FFE:C counter onboard or until a FFE of that battery is Cancelled (whichever comes first). Failure to gain Battery Access (i.e., drawing a red card/chit) does not break Radio Contact but ends both that Observer's and that battery's OBA actions for that phase. In addition, the second red card/chit drawn for a battery causes the loss of its Battery Access permanently for the rest of that scenario. Remove the module's SR/FFE when Battery Access is lost.

2.21 DRAW PILE: Each battery's Draw Pile is assembled prior to setup and comprises a number of black and red playing cards or different type counters (hereafter referred to collectively as chits) as indicated in an SSR. The Draw Pile is then "shuffled" and set aside for use during play. Whenever Battery Access is lost or a new chit draw is made, the previously drawn chit is removed permanently from the Draw Pile. If there is more than one battery in play, a separate Draw Pile is assembled for each.

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2.3 ARTILLERY REQUEST (AR): Having established (or maintained) Radio Contact during that phase, and if he has Battery Access but no SR/FFE onboard, the player may continue his radio action in that phase by placing an AR counter in any hex in his Observer's LOS. If placement is attempted in a hex outside of LOS, remove the AR and Cancel any FFE (see 2.35).

The player then makes an Accuracy dr to determine if his Spotting Round (SR) will land accurately (i.e., in the AR's hex). Players must make a Final Accuracy dr of ≤ 2 to result in the SR landing on target. Hindrances, including Smoke and OBA, modify the Accuracy dr. If Accurate, replace the AR counter with a SR counter. If not accurate, use the error DR (2.31) to place the SR in a new hex.

2.31 DIRECTION/EXTENT OF ERROR: If the SR does not land on target on the AR, make a DR. The colored dr indicates (using the hexagonal grid reference on the AR counter) the hexside direction from the AR that the SR has landed. The white dr determines the Extent of Error (this may be limited if Correcting; 2.4) and is the number of hexes away from the AR counter along that Hex Grain in the errant direction that the SR lands. Mark this hex with the battery's SR counter and remove the AR counter.

2.32 LOS TO BLAST HEIGHT OF SR/FFE: A SR counter or FFE Blast Area has a Blast Height that can be seen anywhere on the board except that an intervening LOS obstacle will block an Observer's LOS to a SR counter or FFE Blast Area if the obstacle is a Steeple or if the Observer is adjacent to the obstacle and not at a higher elevation than the obstacle. If a SR lands offboard, use an extra board butted against the playing area to mark that SR's position (to indicate its distance to/from the AR counter). The SR is out of the Observer's LOS as long as it is on this extra board. Use the same procedure if a FFE counter lands offboard; only its onboard Blast Area is resolved and Observed in the normal manner.

2.321 END OF ACTIONS: Placing a SR, or Correcting one without predesignating its Conversion to a FFE, ends both that Observer's and that battery's OBA actions for that phase.

2.33 SR & FFE:2 OPTIONS: At the start of each friendly PFPh/DFPh in which an Observer has gained/maintained Radio Contact and Battery Access, and has that battery's SR or FFE:2 onboard from his previous PFPh/DFPh (whichever came last), he *must* then attempt to perform one of the following, as applicable, for that battery (no other options [e.g., replacing a FFE:2 with a SR] are possible). LOS to an enemy unit is not required to place a Smoke FFE and HIP units are ignored when determining adjacency.

- If he currently has a LOS to the SR's or FFE's Blast Height but not to an enemy unit that is in or adjacent to the SR/FFE counter's hex, then he may:
  - **a)** Leave that SR in place; or
  - **b)** Leave that FFE:2 in place for resolution; or
  - **c)** Correct that SR or FFE:2; or
  - **d)** Predesignate aloud that he will Correct (per 2.4) that SR onto or adjacent to a Known Enemy Unit and then Convert it to a FFE:1 which, if he then does so, requires him to Convert the now-Corrected SR to a FFE:1 after an Accuracy dr is made for a Corrected SR. A Corrected SR that is predesignated to be Converted to a FFE receives a +1 Accuracy drm if that SR was Corrected 7-12 hexes, or a +2 Accuracy drm if it was Corrected 13-18 hexes.
- If he currently has a LOS to the SR's or FFE's Blast Height, and to an enemy unit that is in or adjacent to the SR/FFE counter's hex, then he may do everything above, or he may Convert that SR to a FFE:1 in that hex and leave it there for resolution.
- If he would have LOS to the FFE:2's Blast Height except for Smoke Hindrances, he may leave that FFE:2 in its hex for resolution.
- If, disregarding Smoke Hindrances, he currently has no LOS to the SR's or FFE:2's Blast Height, he must Correct (per 2.4) or Cancel that SR or FFE:2.
- He may voluntarily Cancel the SR, and may also attempt to place an AR (followed by a new SR).
- He may voluntarily Cancel the FFE.
- A Smoke Fire Mission (2.7) does not need a Known Enemy Unit for a SR/FFE:2 to be Converted or Corrected, but must be resolved before all HE OBA.

2.34 FFE:C: A FFE:C (Continuation) counter is never Corrected, and is resolved only vs each unit that enters its Blast Area. Its main purpose is to mark the position of the previous FFE:2 counter so that its Observer, after regaining Battery Access in the next PFPh/DFPh (whichever comes first), may place his next SR or FFE:1 counter in that same hex. At the start of each friendly PFPh/DFPh in which an Observer has gained/maintained Radio Contact and has that battery's FFE:C onboard, he must attempt to gain Battery Access. Regardless, that previous Fire Mission is now Cancelled—but if he gains Access and had a LOS to the FFE:C's Blast Height during the current phase prior to achieving Access, he may now attempt to perform one of the following for that battery:

- If he currently has a LOS to the FFE:C's Blast Height and an enemy unit in or adjacent to the hex the FFE:C is in, he may Convert that FFE:C to a FFE:1 and leave it in that hex for resolution.
- If he currently has a LOS to the FFE:C's Blast Height, he may replace the FFE:C counter with a SR, which he may also Correct normally.

Otherwise he must remove the FFE:C counter, but may also attempt to place an AR (followed by a SR) if he has Battery Access.

2.35 CANCELLED SR/FFE: Any Cancellation of a FFE immediately ends that Fire Mission and causes the removal of that FFE counter from onboard. In addition, Cancelling a FFE:2 necessitates regaining Battery Access at the start of a subsequent friendly PFPh/DFPh before a new AR can be placed for that battery. Cancelling a SR causes the removal of that SR counter but does not end a Fire Mission or lose Battery Access.

2.4 CORRECTING OBA: An Observer may Correct an existing SR up to 18 hexes, or an existing FFE:2 counter up to 3 hexes (to a hex on or adjacent to a Known Enemy Unit if not Smoke), from its current position by attempting to place an AR (2.3) outside the SR/FFE counter's present hex. Accuracy is not possible if the SR/FFE had to be Corrected because the Observer did not have LOS to the Blast Height. If the Correction is not Accurate, determine Direction and Extent of Error but limit the Extent of Error (2.31) to a maximum of one hex for every three hexes from the SR/FFE counter to the AR counter unless the SR/FFE had to be Corrected because the Observer had, disregarding Smoke, no LOS to the Blast Height.

EX: A SR is being voluntarily Corrected four hexes, but the Observer's LOS to the AR is Hindered by Dispersed Smoke. There is no Accuracy dr because the +2 drm of the Dispersed Smoke makes Accuracy impossible. Even so, the maximum Extent of Error will be two hexes: an Extent-of-Error dr of 1 will land the SR adjacent to the AR, while a dr of 2-6 will cause a two-hex error.

2.5 FFE RESOLUTION: Initial resolution of a new Fire Mission always begins with the FFE:1 side of the counter face-up. After resolution in that PFPh/DFPh, it is replaced with that battery's FFE:2 counter. After resolution in the next PFPh/DFPh, that FFE:2 is flipped to its FFE:C side unless Cancelled in the interim. Once placed, a FFE:1/2 must be resolved at the start of that fire phase. Each FFE:1 and FFE:2 attacking in the PFPh/DFPh is resolved on the IFT vs all units (including friendly units) in each hex of its Blast Area, using a separate DR vs each hex and the FP that corresponds to the battery's caliber size. An original 2 DR is a Critical Hit (ASLSK rule 6.1) against that hex. Double the firepower (up to 36); vs Infantry, reverse any positive TEM (other than the additional +1 TEM for OBA against a ground level location in a Steeple hex) and include any FFMO/FFNAM negative modifiers (see 2.51). A hex devoid of onboard units is attacked only if there is a possibility of effects vs HIP units.

The Blast Area of a FFE HE Concentration Fire Mission is the hex that the FFE counter occupies and the 6 hexes around it. Each of these hexes is attacked during an OBA attack. Any LOS drawn from, through, or into any of these 7 hexes adds a +1 maximum Hindrance to any fire attacks or Accuracy drs.

2.51 ENTERING A FFE: A HE FFE:2/C also attacks each unit/stack that enters a hex of the Blast Area or that moves upstairs in a Steeple hex in the

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OBA SUMMARY:

Placing a New Spotting Round:

- **Radio Contact:** Is done in the PFPh or the DFPh as the first action except for Ordnance Smoke placement. If gained, continue. If not, end Observer actions. Place Prep Fire marker.
- **Radio Maintenance:** Only done if Radio Contact has already been established. If Radio Maintenance is attempted and not maintained then Observer's OBA actions are finished for turn.

Battery Access does not currently exist:

- **Battery Access:** If Radio Contact is gained/maintained, immediately pull random chit for Battery Access. If successful, place AR. If not, Observer's actions completed for phase. Black chit equals Battery Access gained. The first red chit equals no Battery Access for this phase; the second red chit cancels Battery Access for the remainder of the scenario.
- **Artillery Request:** If Battery Access is gained, the Observer may place an AR in a hex that is in the LOS of the Observer.
- **Accuracy:** Once the AR is placed, roll for Accuracy. The AR is accurate on a Final dr ≤ 2 (drm include Hindrances/Smoke/OBA). If inaccurate, roll for Direction/Extent of Error. Replace AR counter with SR counter in the final hex. If this is a new AR/SR, this ends Observer's actions for this phase.
- **Direction/Extent of Error:** If inaccurate, make a DR. The colored die indicates the direction (using the grid reference on the AR counter) and the white die represents the number of hexes away from the AR counter the SR lands. Exchange the AR for a SR.

Handling an existing SR/FFE:2 with Radio Contact:

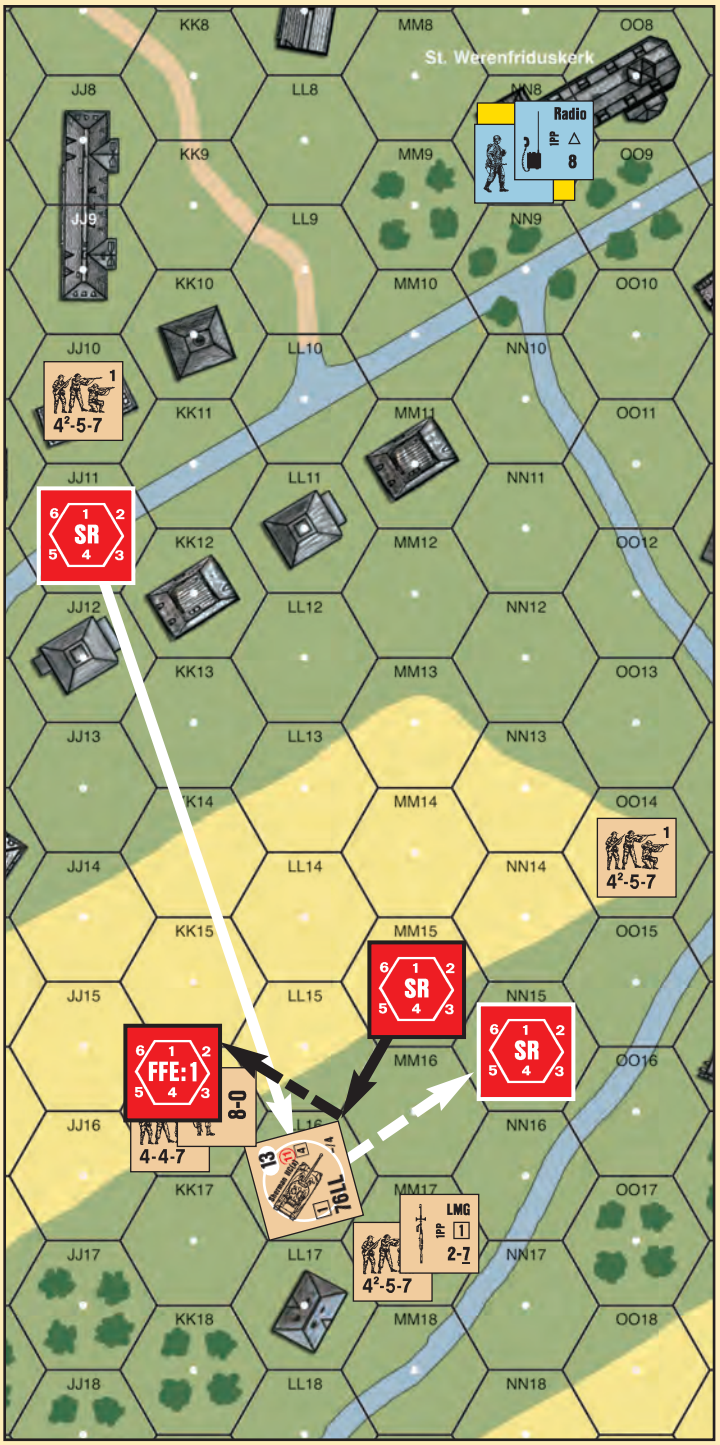
- **Spotting Round:** If the Observer also has a LOS to a KEU in or adjacent to the SR, the SR may be Converted and resolved as a FFE in place. The SR may be Corrected. If Corrected, start process from "**Artillery Request**." If resolved, remove SR and replace with FFE:1 counter and resolve on the IFT against every unit in the Blast Area per the caliber on the IFT. TEM applies vs OBA attacks. This ends the Observer's actions for this phase.
- **Fire for Effect:** After resolving, replace FFE:1 with a FFE:2. If already a FFE:2, then replace with a FFE:C counter. A FFE lasts for the duration of the turn. Any unit that moves into the FFE Blast Area during a MPh, RtPh, or APh must undergo OBA attack.
- **FFE:C:** Allows the Observer to keep FFE in the hex or adjust, if Radio Contact is maintained and a new Battery Access chit is drawn.

EX: The Germans have an 8-1 leader with a radio in the Steeple in hex NN8. The German has a 100mm OBA module available. There is a SR (outlined in white) in hex JJ11 and the German has Battery Access. It is the German Prep Fire Phase. The German has not chosen to fire any Ordnance Smoke so he must now do all OBA actions that he can and wants to do before any other actions this phase.

If he chooses to use his OBA, the German player has several options. But first he must maintain his Radio Contact by making a DR less than or equal to the Radio Contact number (he has a -1 DRM since he already has contact). He passes this and then may either leave the SR where it is, Convert to a Smoke mission, or he may Correct the SR. He has a LOS to the Blast Height of the SR but he does not have LOS to the unit in JJ10 therefore he *may not* Convert the SR to an HE FFE in hex JJ11.

The German player wishes to Correct the SR from JJ11 to LL16, a Correction of 6 hexes. Since this is a long Correction, he chooses not to Convert the SR to a FFE. In order to Correct, he places an AR counter on the desired hex of LL16. Next, he makes a dr to see if the SR is accurate. It is not, therefore the SR errs. Because the Correction was 6 hexes the error will only be a maximum of 2 hexes. He rolls 2 dice, the colored die determines the direction (which is a 2) and the white die determines the distance (he rolls a 6 so that is the maximum error or in this case 2 hexes). Thus the Corrected SR lands in hex NN15. The German places the SR in that hex and removes the AR counter. His OBA actions for this Prep Fire Phase are over.

EX: Now instead of a SR in hex JJ11, the SR (outlined in black) is in hex MM15. The German can see the Blast Height of the SR and all the British units except the 4-5-7 in hex JJ10. The German chooses to Correct the SR and then Convert. He must predesignate this action and he picks hex LL16 to Correct the SR to. He places the AR counter in hex LL16 and rolls for accuracy. He is inaccurate but because he only Corrected the SR two hexes it will only err one hex. He rolls a die and errs in direction 6 to hex KK16. He places the SR there and then Converts it to a FFE:1 counter. The British must now undergo a 20 FP attack on the IFT in hex KK16 and hex LL16. If there were any British units in hexes LL15, KK15, JJ15, JJ16, or KK17, they would have to undergo similar attacks. Each affected hex is attacked with a separate DR. The FFE:1 is replaced with a FFE:2 at the end of the last attack caused by the OBA module and the German player's OBA actions are finished for this turn.



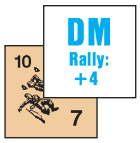
Blast Area during the MPh/RtPh/APh; FFMO/FFNAM can apply during the MPh (only) and non-moving units in the hex are not affected. A moving unit/stack can undergo a FFE attack in its MPh and again (along with the hex's other contents) in the DFPh. During the RtPh, a FFE does not cause Interdiction, but rather an actual attack on the IFT if a unit routs through the Blast Area.

2.52 TEM: OBA resolution is subject to TEM, including Air Bursts and +1 for Gunshield, but not Height Advantage. Hindrances (including Smoke) do not affect the IFT resolution of an OBA attack.

2.53 AFV: An HE FFE attacks an AFV as if hit on the ATT (7.11) except that the IFT column of the battery's full caliber size is used. Use the OBA's IFT DR to determine the hit location.

2.54 FRIENDLY UNITS: Each unit has its Morale Level lowered by one while within the Blast Area of a friendly HE FFE.

2.55 vs HIP UNITS: OBA resolution is not halved on the IFT when attacking a potential hex of a HIP unit.



2.6 ROUT: A routing unit can rout into/out of/within a FFE at its option, but is not forced to do so merely to reach the closest woods/building hex.

2.7 FIRE MISSIONS: A Fire Mission consists of the entire time between Battery Access draws in which a FFE is on board. There are two possible types of Fire Missions: HE Concentration and Smoke Concentration. A Smoke Concentration (if the player has access to both as defined by SSR) must be announced when the FFE:1 appears on board or when the SR is predesignated for Conversion. A Fire Mission may not be switched from one type to the other for the duration of that Fire Mission.

A Smoke Concentration does not attack on the IFT. In the PFPh it places a +3 (full) Smoke counter in each hex of the Blast Area instead. In the DFPh it places a +2 (Dispersed) Smoke counter in each hex of the Blast Area. Unlike HE, LOS to an enemy unit is not required to place a Smoke FFE.

2.8 OFFBOARD OBSERVER: An SSR may give a player an Offboard Observer and it will specify a particular hex. All LOS checks are made from this hex but because the hex is not in play, no fire or movement from or to this hex may take place. Radio Contact and Maintenance are automatic for Offboard Observers.

2.9 ROCKET OBA: Rocket OBA is only available to the Germans and only by SSR or purchase in a CG. No SR is placed, nor is a Rocket FFE subject to Correction. Rocket OBA never receives more than one Fire Mission per battery. Error is automatic, so no Accuracy dr is made. After gaining Battery Access, the player simply places an AR normally, rolls for error, and places a FFE:1. If there is any unit (including friendly and potential HIP) in the Rocket Blast Area, the Rocket FFE:1 is resolved in the affected hexes. The Blast Area of a Rocket OBA is comprised of all onboard hexes within two hexes of the FFE counter. In the next PFPh/DFPh, the FFE:2 is resolved in the hex unless the FFE:2 is Cancelled; if (disregarding Smoke) the Observer does not have LOS to the FFE's Blast Height, the FFE:2 is Cancelled. Smoke may not be used with Rockets.

3. BRITISH AND SS UNITS

3.1 BRITISH COWERING: British Elite and 1st Line MMC do not cower.

3.2 SS INFANTRY: SS squads (6-5-8/4-4-7) and HS (3-4-8/2-3-7) are elite Class troops differentiated by the SS insignia on the counter and their increased Morale Level on their broken side. Due to their underlined morale, they are not subject to ELR. 6-5-8 SS squads have Assault Fire capability at this point in the war.

4. DECISION AT ELST: CAMPAIGN GAME

4.1 INTRODUCTION: The *DaE* Campaign Game (CG) consists of a variable number of interrelated scenarios each simulating a part of the Battle for Elst that took place from 23—25 September 1944.

4.11 BETWEEN SCENARIOS: Between Campaign Game (CG) scenarios, players make use of a special CG Phase called the Refit Phase (RePh) wherein each side takes stock of what has happened and prepares for further combat in the next CG scenario. In the RePh, Reinforcement Groups (RG) may be purchased through the expenditure of Campaign Purchase Points (CPP).

4.12 CASUALTIES: The amount of casualties suffered in a CG scenario does not directly impact any aspect of the CG other than allowing for MMC Replenishment (4.513).

4.13 CG ROSTER & RG PURCHASE RECORD: The *DaE* "CG Roster" and "RG Purchase Record" provided should be photocopied and used to keep track of RG purchased and CPP spent/remaining. Their use will be covered in more detail in section 4.5.

4.2 DEFINITIONS & ABBREVIATIONS: The following glossary explains abbreviations and important terms used frequently in the *DaE* Campaign Game system.

CG: Campaign Game.

CG Date: Each CG Date consists of the calendar day plus a Morning, Mid-Day, or Afternoon reference. One CG scenario may be played per CG Date. Hence up to 3 scenarios may be played per day, one Morning, one Mid-Day, and one Afternoon. See the 4.514 CPP Replenishment Table for possible CG Dates.

CG End: The CG Scenario End that occurs on the 25 Mid-Day CG Date, or if one side concedes victory.

CG Roster: The sheet used to record information for each CG Date. During the RePh, one line is filled out per CG Date.

CG Scenario End: Occurs when both the CG scenario being played and the ensuing RePh steps have occurred.

Coy (Company): A CG Infantry RG organization type.

CPP (Campaign Purchase Points): Used for purchasing RG in the RePh.

Depleted: A purchased RG received at less than full strength.

Eliminated: Units/Equipment "Eliminated" in a CG are removed from that side's OB (i.e., are not Retained). Keep track of eliminated MMC for possible Replenishment.

Enterable: A hex that the unit in question could enter (disregarding its occupation by an enemy unit) during a hypothetical MPh/APh. If defined in relation to a Setup/Entry Area (or a path of hexes drawn to/from/between such) the hex must be Enterable along that path.

Entry Area: See SSR CG7.

Equipment: Any SW/Gun/vehicle that can be a part of a side's OB.

Escape: The RePh process by which a unit attempts to exit an Isolated Location/No Man's Land/enemy Setup Area/Uncontrolled Territory that it cannot remain in, to a friendly Setup Area or Eligible Entry Area.

Front Line Hex: A Setup Area hex that shares ≥ one hexside with ≥ one hex of an enemy Setup Area/No Man's Land/Uncontrolled Territory hex.

Full Strength: A RG received *in toto*.

Idle Date: A CG Date in which both sides have picked an Idle Chit (no CG scenario is played).

Initial Scenario: The 23 Afternoon Scenario gives each side's setup/entry restrictions, CG Victory Conditions, Initial Scenario SSR, and starting OB applicable only to that initial scenario.

Isolated: A unit/Weapon in a friendly Setup Area hex from which it cannot trace a path of contiguous, Enterable, Uncontrolled Territory hexes or friendly Setup Area hexes to an Eligible Entry Area. A hex or Setup Area is considered Isolated if an Infantry MMC would be Isolated upon being set up therein.

No Man's Land: A non-Strategic Location within two hexes of both friendly and enemy Controlled Strategic Locations.

OB (Order of Battle): All the units and Equipment of a side that are eligible

to participate in the next CG scenario. Includes all Retained units and Equipment, plus all RG purchased since the last CG scenario, and all Replenished units.

Pltn (Platoon): A CG Infantry/AFV RG organization type.

RePh (Refit Phase): The series of steps performed between CG scenarios. All rules beginning with 4.5 are RePh rules or steps.

Replenished: Those Infantry units returned to the OB from the eliminated pile per 4.513.

Retained: All units/Equipment/RG in a side's OB that are available for setup/entry in the next CG scenario. In *DaE,* such unit/Equipment is required to either set up in the Setup Area it was Retained in or to enter at an Eligible Entry Area.

RG (Reinforcement Group): Usually a number of units/Equipment purchased as a group for use in the CG as additions to a side's OB. Also includes OBA.

RG Purchase Record: The sheet used to record the units and information for each CG RG type. One line is filled out for each RG purchased.

Sect (Section): A CG Gun RG organization type.

Setup Area: Each Strategic Location Controlled by a side, plus each non-Strategic Location hex that is within two hexes of such a Strategic Location but not within two hexes of an enemy Controlled Strategic Location. Each such non-Strategic Location hex must also be Enterable by Infantry from a Strategic Location of that Setup Area. Friendly Setup Areas that overlap or touch are considered as one Setup Area.

Shift: The RePh process (4.511) by which a Retained unit attempts to exit its current Setup/Entry Area to another friendly Setup Area or Eligible Entry Area.

Strategic Location: Each road exit/entry hex on the east, north, and west map edges and each building hex is a Strategic Location. Each hex that is occupied by a friendly, mobile vehicle with a functioning MA but no enemy mobile vehicle with functioning MA is also a Strategic Location, provided that it is not a road exit/entry hex.

Strength: A Pltn/Sect/Coy/Troop RG is received at Full Strength unless Depleted.

Troop: A CG AFV RG organization type.

Uncontrolled Territory: All non-No Man's Land hexes that are not part of any Setup Area, i.e., are ≥ 3 hexes from all Controlled Strategic Location hexes.

Weapons: Any SW, Gun, or vehicle using the IFT or TH table to cause damage to the opponent.

4.3 CAMPAIGN GAME SPECIAL RULES: The following CG SSR apply in all *DaE* CG scenarios and RePh:

CG1. MAP: Each CG scenario uses the entire *DaE* map.

CG2. GAME END: The Turn Record Chart for all CG scenarios is located on the *DaE* map. All CG scenarios have a variable game length. Starting at the end of Game Turn 5, the German player makes a Scenario End dr; if it is less than or equal to the circled number in the current turn's box on the *DaE* Turn Record Chart, the scenario ends immediately. Scenarios may end by mutual agreement of both players at the end of any Player Turn. If neither of these has happened by the end of Game Turn 8, the scenario ends.

CG3. OBA: Each side is limited to using a maximum of two OBA modules per CG scenario (with usage being defined as having its radio in play at any time during a CG scenario). When an OBA module is selected as a RG, the player automatically gets a radio. Both the Germans and the British receive 8 black and 3 red chits for each OBA module. All modules may fire HE and Smoke. An OBA module that has placed a FFE in the just played CG scenario is eliminated for purposes of the next scenario, as is its radio. An OBA module that has not placed a FFE in the just played CG scenario is Retained for the next CG scenario, complete with functioning radio and 8 black chits and 3 red chits.

CG4. SELF-RALLY: Each side is allowed two MMC self-rally attempts in the RPh of their Player Turn.

CG5. GERMAN PF: For each CG scenario, the number of PF initially available to the German side is 1.5 times the number of German squads set up on-map. During play whenever at least one squad enters as a reinforcement, the number of available PF is immediately increased by 1.5 per reinforcing squad (fractions rounded down). PF are available for each CG scenario.

CG6. RETAINED RG: Regardless of whether it was used during a CG scenario, each purchased RG is Retained until eliminated in a CG scenario. Each unentered RG (or part thereof) is Retained.

CG7. ENTRY AREAS: The British may enter anywhere along the west edge. The Germans may enter on hexes TT6 and TT7 and along the north and east edges on/between the blue arrows (hexes S1 and TT8) on hexes that are not part of any British Setup Area.

CG8. RG SETUP/ENTRY: If set up on-map, units/Equipment of a RG must be set up in the friendly Setup Area they are Retained in. All units/Equipment that set up off-map during the RPh but do not enter during that same Player Turn forfeit their entry in the present CG scenario, but are Retained for the next CG scenario. All units/Equipment of the same RG must initially be set up in the same Setup Area or enter from the same Entry Area.

CG9. GUNS: Each non-vehicular Gun that ended the last CG scenario on-map must be set up within three hexes of the hex in which it ended that scenario. If the Gun is not in a friendly Setup Area, then it must attempt to Escape. If unpossessed and not in a friendly Setup Area, then the Gun remains in its hex unpossessed by either side.

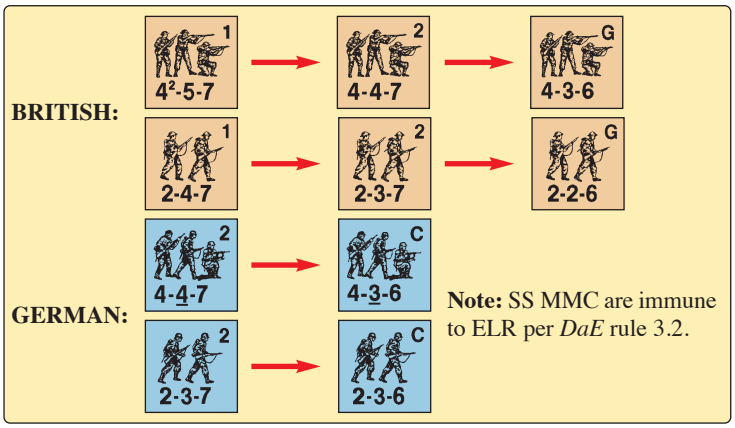
CG10. ROAD EXIT/ENTRY HEX CONTROL: A Strategic Location road exit/entry hex (A3, A12, A19, TT6, TT7, TT20, B0, D0, T0, Z0, DD0) is Controlled by the last side to Control it and all adjacent hexes by moving through these hexes with a Good Order MMC. At the start of each CG scenario, each side Controls only the Strategic Location road hexes (and adjacent hexes) within its Setup Area.

CG11. MAP EXIT: Each unit/Weapon that exits the map during play via an Eligible Entry Area cannot re-enter during that CG scenario, but is Retained in that Entry Area. However, each such broken Infantry unit must take a NMC (a Good Order leader's DRM can apply) immediately upon exiting. Failure of this NMC causes Casualty Reduction (and if it is eliminated so is any possessed SW). Otherwise, anything exited from the map is eliminated. British Infantry exiting the map for Victory Condition purposes need not make this morale check, but they may not re-enter the map.

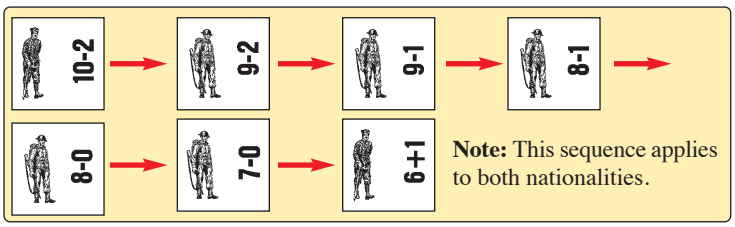
CG12. STUG IIIG(L): *StuG IIIG(L)* have their Depletion Numbers increased by 1 (i.e., to A5 and s9), and have no CMG per the Vehicle Note on page DE14.

CG13. ELR: British ELR is 3. The ELR for all German SMC is 3. The ELR for non-SS German MMC is 2 (see 3.2).

MMC ELR Chart:



SMC ELR Chart:



4.4 INITIAL SCENARIO: For the initial scenario for the *DaE* CG, both players skip the RePh and set up per the scenario instructions.

4.41 *DaE* Campaign Game: THE ISLAND

CG Length: 23 September Afternoon – 25 September Mid-Day

CG Victory Conditions: The British win by Controlling building NN8. They must also exit at least 20 VP off the map on/between hexes TT6 and TT20. Each squad or crew exited is worth 2 VP, each half-squad is worth 1 VP, each -2 leader is worth 3 VP, each -1 leader is worth 2 VP, and each 0 or +1 leader is worth 1 VP.

CG Balance Provisions:

German: Delete both mortars from the British Initial Scenario OB.

British: Reduce German OBA in the Initial Scenario from 100+mm to 80+mm.

4.42 INITIAL SCENARIO SETUP SEQUENCE: Germans set up first; British move first.

4.43 INITIAL SCENARIO SPECIAL RULES:

1. The Germans receive one module of 100+mm OBA (HE/Smoke).

4.5 REFIT PHASE: The following steps (4.501-.517) are performed simultaneously by each side during the Refit Phase (RePh), which occurs between each CG scenario. Each step (and sub-step) must be carried out in the order given; those not applicable to the current situation may be omitted. Those preceded by a "$" are the only steps necessary to achieve CG Scenario End after the last Player Turn CCPh. Those preceded by a "#" are performed in repeated sequence until a new CG scenario is generated in RePh step 4.517.

RePh Sequence:

$ 4.501 Conclusion of Melee
$ 4.502 Marker Removal
$ 4.503 Rally & CG Scenario End
4.504 Shock & Bog
4.505 Setup Area Determination
4.506 Escape
4.507 Equipment Possession
4.508 Wounded Leaders
4.509 Recombining
4.510 New CG Date
4.511 Shift
4.512 Equipment Repair
4.513 MMC Replenishment
4.514 CPP Replenishment
4.515 Purchasing Reinforcement Groups
4.516 RG Strength, Weapons, & Leaders
4.517 Initiative Determination
4.518 Unit Setup

MELEE

4.501 CONCLUSION OF MELEE: All opposing units in the same hex are now assumed to be in Melee. Units in such hexes must undergo an unlimited number of Melee rounds until no more CC attacks can be made. The side that moved first in that scenario is considered the ATTACKER. Following the conclusion of the first round of RePh Melee in a hex, each pinned unit becomes unpinned, all CX counters are removed from the hex, and each Stun counter therein is flipped to its "+1" side (the vehicle may still be Recalled if applicable and may be marked as CE if desired). Melees may be resolved in any order desired.

4.502 MARKER REMOVAL: All markers/counters listed below are removed from the map at this time.

a) OBA counters (including radios if not Retained);

b) Smoke counters;

c) Acquired Target, DM, CX, Motion, and CE counters.

4.503 RALLY & CG SCENARIO END: All currently broken units of both sides automatically rally. No DR is made. Final building/hex Control is determined. After this step, CG Scenario End occurs.

INITIAL SCENARIO OB:

Elements of *Kampfgruppe* Knaust [ELR: 3/2; see SSR CG13] set up on/east of hexrow E:

6²-5-8 | 4-4-7 | 4-4-7 | 9-2 | 9-1 | 8-1 | 8-0 | HMG 4PP 3 7-16 | MMG 3PP 2 5-12 | LMG 1PP 1 3-8 | PSK 1PP X10 12-4 | Radio 1PP △ 8 | 1 75LL 3/5/2

3 | 5 | 5 | | | | | | 2 | 4 | 2 | | 2

Elements of 214th Brigade, 43rd Wessex Division [ELR: 3] set up on/west of hexrow D and/or enter on/after Turn 1 along the west edge:

4²-5-7 | 2-4-7 | 2-2-8 | 10-2 | 9-1 | 8-1 | 8-0 | 7-0 | MMG 4PP 2 4-12 | LMG 1PP 1 2-7 | PIAT 1PP B10 8-3 | MTR 4PP 2 51 [2-11]

20 | 2 | 4 | | | | | | 4 | 8 | | 2

Elements of 4/7 Dragoon Guards, 8th Armoured Brigade enter on/after Turn 1 along the west edge:

13 11 4 1 76LL -/4 | 14 8 4 1 *75 2/4

5

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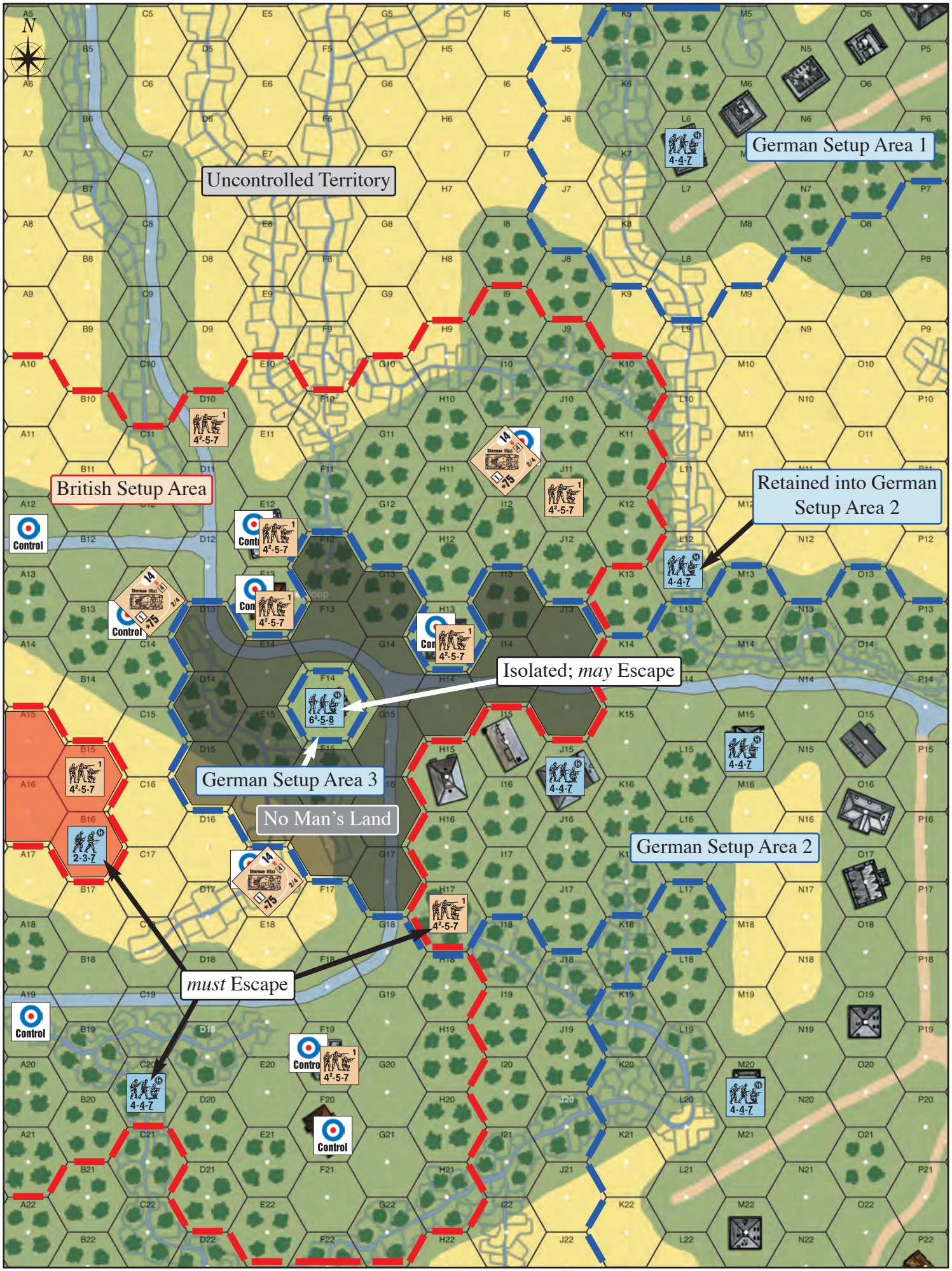

Uncontrolled Territory
German Setup Area 1
British Setup Area
Retained into German Setup Area 2
Isolated; *may* Escape
German Setup Area 3
No Man's Land
German Setup Area 2
must Escape
Control
4-4-7
4²-5-7
6²-5-8
2-3-7

DE8

SHOCK
BU
1-2: OK
3-6: flip

BOG
DR ≥ 12

4.504 SHOCK & BOG: Each Shocked vehicle must undergo enough recuperation attempts to resolve the shock, until either the marker is removed or the vehicle eliminated. Each bogged/mired vehicle must undergo Bog removal attempts until it is either unbogged or Immobilized (MP expenditure is immaterial).

4.505 SETUP AREA DETERMINATION: Each side now determines its Setup Areas for the next CG scenario per 4.5051-.5055.

Each side may at any time place a friendly hex Control marker in a Strategic Location that it currently Controls, especially if that Strategic Location's Control might become disputed at some later point. A Control marker must be removed or flipped if the Controlling side loses Control of that Strategic Location. A non-Strategic Location may still be Controlled but does not receive a Control marker. A Setup Area may currently contain no units but can still have friendly units Shifted into it unless it is Isolated.

4.5051 NO MAN'S LAND: As each side determines its Setup Area(s), there will be portions of the map where two opposing Setup Areas overlap. A non-Strategic Location within two hexes of both friendly and enemy Controlled Strategic Locations is a No Man's Land hex. A No Man's Land hex can never be part of a Setup Area. A Strategic Location can never be No Man's Land (though it can be Isolated). Each immobile vehicle in No Man's Land is flipped to its wreck side.

4.5052 ISOLATED UNITS: An Isolated unit/Weapon is one in a friendly Setup Area hex from which that unit (or for a Weapon only, a hypothetical Infantry MMC) would be unable to trace a path of contiguous, Enterable, Uncontrolled Territory hexes or friendly Setup Area hexes to an Eligible Entry Area.

4.5053 UNCONTROLLED TERRITORY: Uncontrolled Territory refers collectively to all hexes that are neither No Man's Land nor part of either side's Setup Area. Each Infantry unit (and its possessed Equipment) and mobile vehicle in an Uncontrolled Territory hex at CG Scenario End is Retained into the nearest friendly Setup Area (even if Isolated, but ignoring any Isolated Setup Area that would result in overstacking) or Eligible Entry Area. Nearest is defined as along the shortest path of contiguous Enterable, Uncontrolled Territory hexes, owner's choice of Area if equidistant. Each personnel unit/mobile vehicle unable to trace such a path is required to attempt Escape. Each immobile vehicle without functioning MA is flipped to its wreck side.

4.5054 SURROUNDED HEXES: Each Uncontrolled Territory hex, and each unoccupied Strategic Location, that is currently completely enclosed within a Setup Area of only one side (including, for this purpose, any board edges) becomes part of that Setup Area.

4.5055 MARKING THE MAP: Included in the *DaE* rulebook (on page DE19) is a reduced sized map. Each side should now record its Setup Area(s) on a photocopy of that map. Both sides outline (in different colors, but on the same photocopy) each Strategic Location they Control. Mark them as to type e.g., "B" for building hex, "R" for road exit/entry hex, or "V" for mobile vehicle with functioning MA. Once all Strategic Locations have been marked, draw each side's Setup Areas by tracing a line along the hexspines of all hexes within two hexes of each friendly Controlled Strategic Location connecting these hexes in an uninterrupted line. Use different colors for each side. Each Setup Area should be an enclosure.

Mark all No Man's Land hexes that have been formed by overlapping British and German Setup Areas. These hexes are removed from any Setup Area. After all Setup Areas have been determined, each side should record on the reduced sized map an ID for each one. Subsequent changes, if any, to the status of the Strategic Locations during the remainder of the RePh do not affect the Setup Areas.

4.5056 IN FRIENDLY SETUP AREA: Each unit/Equipment currently in a friendly Setup Area is Retained therein.

4.5057 NOT IN FRIENDLY SETUP AREA: Use the charts on page DE10 to determine what happens to on-map units/Equipment that do not end a CG scenario inside a friendly Setup Area. Note that the actions below are to be carried out in order according to the RePh sequence.

4.506 ESCAPE: Each Infantry unit or mobile vehicle ending a scenario in No Man's Land, or in an enemy Setup Area, or in Uncontrolled Territory from which it is required to Escape, must attempt Escape. Each Infantry unit or mobile vehicle ending a scenario Isolated may attempt Escape. If more than one personnel unit in the same hex wishes to Escape, they may combine into one or more stacks; each stack then makes its own DR on the Escape Table. When attempting Escape, each MMC may portage up to 5 PP, and each unwounded SMC may portage up to 2 PP. A wounded SMC may not portage anything. Prior to its possessor's Escape attempt, each SW/Gun may be dropped or eliminated or transferred.

4.5061 ESCAPE RESULTS: If a unit survives its Escape attempt, it and all Equipment it took with it are Retained into a friendly Setup Area or off-map at an Eligible Entry Area, whichever is nearest in a path of contiguous Enterable hexes (Escapee's choice if equidistant, but always using as few enemy Setup Area hexes as possible), but may ignore Isolated Setup Areas. If a unit is eliminated by the Escape attempt, all Equipment it took with it is eliminated.

4.507 EQUIPMENT POSSESSION: Each piece of Equipment in a Setup Area is Retained (as captured if applicable) therein by the side Controlling that Setup Area. At its (new) owner's option, each such non-vehicle piece may be eliminated by any personnel Retained in that Setup Area.

DRAWING THE PERIMETER: (*refer to the illustration on page DE8*)

The players have completed their first CG Date (23 Afternoon) and must now record their Setup Areas (4.505-.5055). The Strategic Locations (building hexes, west-edge road hexes, and mobile vehicles with functioning MA) that the British Control are marked with British roundel Control markers. The Germans Control all other building hexes.

The Setup Areas are outlined by marking hexsides that are two hexes away from a Strategic Location Controlled by the side enclosing its Setup Area and connecting those hexes to each other in order to form a completely enclosed area (with a board edge forming one solid edge if appropriate).

The British Setup Area is outlined in red and extends from A10 to the east, then south, then west to A21. The Germans have three Setup Areas (outlined in blue): #1 is centered on buildings L6-O5, #2 on buildings M15, H15, and M20, and #3 on the single hex F14. Non-Strategic Locations within two hexes of both British-Controlled and German-Controlled Strategic Locations are No Man's Land and are shaded gray; they cannot be part of a Setup Area. Note that hexes E13 and H13 (Strategic Locations Controlled by the British) and hexes H15 and I15 (Strategic Locations Controlled by the Germans) cannot be No Man's Land and are thus part of the Setup Area to which they are adjacent.

Hexes that are ≥ 3 hexes from all Strategic Locations are Uncontrolled Territory hexes initially, but each such hex completely enclosed within a Setup Area of only one side (and/or a board edge) becomes part of that Setup Area (4.5054). Thus, hexes shaded red (A15, A16, B15, and B16) become part of the British Setup Area.

The British tanks are all retained into the British Entry Area (4.5127) and all British Infantry units are retained into their single Setup Area except for the 4-5-7 in H17. This squad is in an enemy Setup Area and must roll to Escape (4.506) to the British Setup Area with a net 0 DRM (+1 in enemy Setup Area, +1 greater than one HS, -2 adjacent to a friendly Setup Area), which means it will probably Escape somehow; it will be replaced (by a 4-4-7) on a DR of 9, Casualty Reduced (to a 2-4-7) on a DR of 10, Replaced and Reduced (to a 2-3-7) on a DR of 11, but Eliminated on a DR of 12.

The SS 2-3-7 in B16 and the SS 4-4-7 in C20 are in an enemy Setup Area and must roll to Escape to (respectively) Setup Area 3 and Setup Area 2, the former with a +1 DRM, the latter with a +2 DRM, ignoring any replacement results (3.2). The SS 2-3-7 in B16 could ignore Isolated Setup Area 3 (4.5061) and Escape instead to Setup Area 2. The SS 4-4-7 in L12 is retained into Setup Area 2 (4.5053). The SS 6-5-8 in F14 may (but need not) roll to Escape to Setup Area 2 with a +3 DRM.

The SS 4-4-7 in L6 may roll to Shift (4.511) to Setup Area 2 with a 0 DRM. Any of the British units Retained in the British Setup Area may automatically Shift into the west-edge Eligible Entry Area as they are adjacent.

4.5057 NOT IN FRIENDLY SETUP AREA CHARTS

Infantry/Mobile Vehicle

In enemy Setup Area	must attempt Escape
In No Man's Land	must attempt Escape
In Uncontrolled Territory	is Retained into nearest friendly Setup Area/Eligible Entry Area or must attempt Escape

Unpossessed Equipment

In enemy Setup Area	is captured or eliminated (enemy's choice)
In No Man's Land	is left in place unpossessed
In Uncontrolled Territory	is left in place unpossessed

Immobile Vehicle without Functioning MA

All cases	is flipped to wreck side

Immobile Vehicle with Functioning MA

In enemy-Controlled Strategic Location hex	is flipped to wreck side
In enemy Setup Area or No Man's Land	is flipped to wreck side
In Uncontrolled Territory	is Retained by owner in its current hex

ESCAPE TABLE

Final DR	Infantry	Mobile AFV
≤ 8	Escapes	Escapes
9	Escapes; Replaced	is flipped to wreck side
10	Escapes; Casualty Reduced	is flipped to wreck side
11	Escapes; Replaced and Casualty Reduced	is flipped to wreck side
12	All units/Equipment eliminated	is flipped to wreck side

DRM:

+x Leader DRM (NA to lone leader)
-1 If AFV
-1 If lone, unwounded SMC
-2 If adjacent to a friendly Setup Area
+1 If in enemy Setup Area
+1 If wounded
+1 If Stunned
+2 If Isolated
+4 If possessing a Gun
+1 per HS for more than 1 HS using same Escape DR (1 squad = 2 HS)

4.508 WOUNDED LEADERS: Each side makes a dr on the following table for each currently wounded Retained leader:

WOUNDED LEADER TABLE

Final dr	Result
≤ 1	Retained unwounded
2-4	Retained wounded
≥ 5	Eliminated

drm:

+1 If Isolated

4.509 RECOMBINING: All Retained, same-type HS within the same Setup/Entry Area (or within the Eliminated Pool) must now recombine into squads (2 HS = 1 squad) so that no more than one of each HS type is Retained in that Area.

4.510 NEW CG DATE: Each passage of this RePh step represents the start of a new CG Date.

4.511 SHIFT: An Infantry unit or mobile vehicle (or group of such) retained in a Setup Area may attempt to Shift to another friendly Setup Area or Eligible Entry Area. An Infantry unit (or group of such) retained in an Entry Area may attempt to Shift to a non-Isolated friendly Setup Area. A unit/group that wishes to Shift from a Setup Area must be able to trace a path (of any length) of contiguous, Enterable (by all units of the Shifting group) Uncontrolled Territory hexes, friendly Setup Area hexes, or Eligible Entry Area hexes from any friendly Controlled hex of that Setup Area to any hex of the Area to which it is attempting to Shift. When attempting Shift, each MMC may portage up to 5 PP, and each unwounded SMC may portage up to 2 PP. A wounded SMC may not portage anything. Prior to its possessor's Shift attempt, each SW/Gun may be dropped or eliminated or transferred. A Gun cannot be Shifted.

Make a separate Secret DR on the following table for each unit/group attempting to Shift. If a unit/group Retained in a Setup Area wishes to Shift to an Eligible Entry Area that is part of or adjacent to that Setup Area, it is automatically successful. Only one Shift attempt may be made per unit/group per CG Date, and all units attempting to Shift from the same, and to the same new, Entry or Setup Area must do as a single group.

If a friendly Setup Area no longer has any units in it, it is still Controlled by the last side to Control that Area.

SHIFT TABLE

Final DR	Result
≤ 8	Shifted safely
9-10	No Shift
11	Shifted, possible casualties*
≥ 12	All units and Equipment eliminated

DRM:

-1 If entire path can be traced on road/open ground hexes
+1 Per every five Uncontrolled Territory hexes along path

* Each personnel unit suffers Casualty Reduction on a subsequent dr ≥ 4; each vehicle is eliminated on a dr ≥ 4. Roll separately for each unit.

4.512 EQUIPMENT REPAIR: Each side performs the applicable step(s) below:

4.5121 IMMOBILIZED VEHICLE: Each Immobilized vehicle must make a dr on the following table to determine if the immobilization is repaired:

IMMOBILIZATION REMOVAL TABLE

Final dr	Result
≤ 2	Become mobile
≥ 3	No change

drm:

+1 If Isolated
+1 If in Front Line Hex
+1 If in Uncontrolled Territory

4.5122 STUNNED AFV: A side Retaining an AFV suffering the results of a Stun must make a dr on the following table to determine if the vehicle recovers from the stun result:

AFV STUN RECOVERY TABLE

Final dr	Result
≤ 2	Recover
3-5	Retain Stunned
≥ 6	Eliminated

drm:

+1 If Isolated

4.5123 WEAPON REPAIR: Each side now makes a separate dr on the table below for each friendly malfunctioned, Retained Weapon in each friendly Setup/Entry Area that contains person-

nel. On a roll of a 1 or less the Weapon is repaired, anything greater than a 1 eliminates the Weapon. A Disabled vehicular MG may be automatically repaired (even if Disabled by the above process) by eliminating a friendly SW LMG. In all cases the MG to be eliminated must be Retained within the same Setup/Entry Area as the AFV.

WEAPON REPAIR TABLE

Final dr	Result
≤ 1	Repaired
≥ 2	Eliminated*

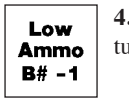
drm:

-1 If vehicular-mounted
-x Weapon repair number
+1 If only Non-Qualified Use possible
+1 If Isolated

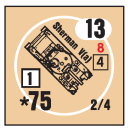
*If vehicular-mounted, the weapon is Disabled; if the MA, the AFV is immediately Recalled.

4.5124 CAPTURED EQUIPMENT: Each side now makes a separate dr for each functioning captured and Retained Weapon in each friendly Setup/Entry Area that contains personnel. If greater than or equal to 4 the Weapon is eliminated. Each already malfunctioned captured Weapon is eliminated.

4.5125 SPECIAL AMMO: Each non-captured, non-Isolated Weapon which has some form of Ammo depletion is automatically replenished.



4.5126 LOW AMMO: Each Low Ammo marker on non-captured, non-Isolated Weapons is removed.



4.5127 BRITISH TANKS: All mobile, non-Isolated British tanks are retained into the British Entry Area instead of remaining on-map at the end of any Afternoon scenario. They are available for entry in the next CG scenario. British tanks may not be purchased for on-map setup for any Morning scenario.

4.5128 AFV RECALL: Each Retained AFV under Recall is eliminated.

4.513 MMC REPLENISHMENT: Both sides may now Replenish their onboard units by resurrecting MMC from the previous CG scenario's Eliminated Pool. Each side keeps track of its eliminated Infantry units, placing them aside, and may bring back 25% of all squad equivalents eliminated (fractions rounded down). These units are placed in any non-Isolated Setup Area or Eligible Entry Area. However, each unit brought back must first be replaced by the next lower quality unit as if it had experienced an ELR failure. These units do not count as a purchased RG in any way. An SS 6-5-8 squad is replaced by an SS 4-4-7 squad, and an SS 4-4-7 squad is replaced by an SS 2-3-7 HS for purposes of this rule only.

EX: In the previous CG scenario, the British lost three 4-5-7 squads, a 2-3-7 HS, and a 2-4-7 HS. The British player may replenish one squad equivalent because he has lost four squad equivalents. He decides to replenish one of the 4-5-7, which he must first replace as if it suffered ELR failure. He receives a 4-4-7 squad.

The Germans lost an SS 3-4-8 HS, three SS 2-3-7 HS, and two non-SS 2-3-7 HS for a total of three squad equivalents. The German player may not replenish any MMC, as 25% of three squad equivalents is 3/4 of a squad, and fractions are rounded down to zero. If the Germans had also lost a non-SS 4-4-7 squad, this fourth squad equivalent would allow them to replenish one squad equivalent. First, two of the SS 2-3-7 would recombine into an SS 4-4-7 squad and two of the non-SS 2-3-7 HS would recombine into a non-SS 4-4-7 squad. The German player could then replenish a non-SS 4-4-7 squad, which would be replaced by a 4-3-6. Or he could replenish a SS 4-4-7 squad, which would be replaced by a SS 2-3-7 HS for this rule.

4.514 CPP REPLENISHMENT: Campaign Purchase Points (CPP) are replenished according to the following formula: the CPP Base Number (below) minus a Secret dr equals the final total amount of CPP replenished (minimum of zero). The amount should be kept secret. record the final result of the CPP Replenishment in the CPP "Repl" column on the proper line for the current CG Date, on the CG Roster. Add the current CG Date's CPP "Repl" numbers and "Start" numbers (the latter is the number of CPP unspent from the previous CG Date), and record this sum in the CPP "Total" box of the same line. This is the total CPP available for purchasing RG(s).

CPP REPLENISHMENT TABLE

CG DATE	GERMAN BASE #	BRITISH BASE #
23 Afternoon	(see initial OB)	(see initial OB)
24 Morning	16	25
24 Mid-Day	11	13
24 Afternoon	7	10
25 Morning	7	20
25 Mid-Day	5	10

GERMAN REINFORCEMENT GROUP CHART

ID	Type	F/D	Unit	Cost	Date Max	CG Max
I1 [a,e]	SS Inf Pltn	3/2	6-5-8	4	1	1
I2 [a,e]	SS Inf Coy	6/5	4-4-7 (SS)	6	1	1
I3 [a,e]	VolksGr Coy	6/5	4-4-7	4	1	3
V1 [a]	Pz III Pltn	2/1	Pz IIIN	2	1	1
V2 [a]	Pz V Pltn	2/1	Pz VG	4	1	2
V3 [a]	Pz VI Pltn	2/1	Pz VIE	3	1	2
V4 [a]	SS StuG Pltn	3/2	StuG IIIG(L)	5	1	2
G1 [b]	AT Sect I	1	75L PaK 40	2	2	2
G2 [b]	AT Sect II	1	88 PaK 43/41	3	1	1
HW1 [a,b]	SS MG Pltn	2/1	HMG	6	1	2
O1 [b,d]	Btln. Mtr	-	80+mm OBA	3	2	5
O2 [b]	Arty OBA	-	100+mm OBA	5	1	3
O3 [b]	Rocket OBA	-	150+mm OBA	3	1	1
-	Attack Chit [c]	-	-	1	1	1

[a] "I", "V", and "HW" type RG may set up on-map for 1 additional CPP on the CG Date purchased or per 4.5154.

[b] A 2-2-8 crew accompanies each AT Gun, and an SS 3-4-8 HS each HMG. "G" and "O" type RG may set up on-map for free.

[c] NA on 25 Mid-Day (see 4.5154).

[d] Receives -2 DRM to Radio Maintenance, not -1 (see 2.11).

[e] Only one "I" type RG may be purchased per CG Date.

BRITISH REINFORCEMENT GROUP CHART

ID	Type	F/D	Unit	Cost	Date Max	CG Max
I1 [a]	Inf Coy	10/7	4-5-7	8	1	4
V1 [a]	Tank Troop I	1/1 3/2	Sherman IIC Sherman III	6	1	1
V2 [a]	Tank Troop II	1/1 3/2	Sherman VC Sherman V	5	1	3
G1 [b]	AT Sect	2/1	6-pounder	2	1	1
HW1 [a,b]	MG Pltn	3/2	MMG	5	1	2
HW2 [a,b]	Mtr Pltn	2/1	51mm LT MTR	2	1	3
O1 [b,c]	Btln. Mtr	-	70+mm OBA	2	2	4
O2 [b]	Med Arty	-	80+mm OBA	3	2	5

[a] "I", "V" (not Morning scenario; 4.5127), and "HW" type RG may set up on-map for 1 additional CPP on the CG Date purchased.

[b] A 2-2-8 crew accompanies each AT Gun and each MMG, and a 2-4-7 HS each LT MTR. "G" and "O" type RG may set up on-map for free.

[c] Receives -2 DRM to Radio Maintenance, not -1 (see 2.11).

4.515 PURCHASING REINFORCEMENT GROUPS: The players now secretly allot CPP for the purchase of RG. All CPP expended are subtracted from the player's current CPP total. The CPP expended, those remaining, and the RG(s) purchased may all be kept secret. The players consult their RG Chart for the different types of RG available, the CPP cost of each, the number that may be purchased during the course of the CG, and any applicable notes. As each RG is selected, record its ID (and the CPP expended to purchase it) in the RG Purchased column on the line for the current CG Date on the CG Roster. After all RG purchases, record the total CPP spent this RePh in the spent column for the current CG Date; then write the number of CPP remaining, even if zero, in the left column for the current CG Date. Any remaining CPP may be used to purchase RG in any subsequent RePh.

4.5151 REINFORCEMENT GROUPS: The RG Charts contain the following information:

ID: Alphanumeric identification for each RG.

Type: Lists the name of the RG. This name and the ID are secretly recorded on the player's RG Purchase Record Sheet.

Full/Depleted Units: Lists the numbers and types of units that each RG contains if Full or if Depleted.

CPP Cost: Lists the CPP cost of the RG. This is the number of CPP that must be subtracted from the player's current CPP total in order to receive that RG. Each RG whose ID begins with "I", "V", or "HW" may be set up on-map in a friendly, non-Isolated Setup Area in a scenario played on the same CG Date that is purchased if it has its listed CPP cost increased by one (see also 4.5127 and 4.5154).

Date Max: Lists the maximum number of RG(s) of this specific type that may be purchased per CG Date.

CG Max: Lists the maximum number of RG of this type that may be purchased during the course of the CG. Both players must keep a written record of each RG purchased during the CG in order to know if additional RG of that type are still available for purchase.

4.5152 ENTRY AREA: See SSR CG7 for British and German Entry Areas. Furthermore, if the German cannot enter along the north edge of the map, they may no longer purchase "I", "V", or "HW" RG for on-map setup.

4.5153 RG PURCHASE RECORD: After all RG for the current CG Date have been selected and CPP expended for them, the RG Purchase Record must be updated. One line of this sheet must be filled out for each RG purchased. The following listing explains how each column of the RG is used.

CG Date: The CG scenario the RG is purchased.

RG ID: The RG's alphanumeric ID.

Group Type: The RG's name.

#P (Numbered Purchased): The total number of friendly RG of this Group Type purchased thus far during the CG.

#R (Number Remaining): The number of this RG Group Type still available for subsequent purchase in the CG. This number is derived by subtracting the number in that RG's #P column from the number listed in the Maximum column for that RG in the purchasing side's RG Chart.

Str.: The RG's strength as determined in RePh step 4.5161. record F for Full or D for Depleted.

 # Units: The number and type of units received in that RG.

SW/Gun(s) Received: The number and type of each SW/Gun received in RePh step 4.5162.

Leader(s) Received: The type of each leader received in RePh step 4.5163.

Set Up: If the RG was purchased as an on-map setup, put an "O" in this box; if purchased for off-map entry, put an "E" in the column.

Other: This column may be used to record miscellaneous information.

4.5154 GERMAN ATTACK CHIT: Once per game, the German may purchase an Attack Chit. This allows the Germans to potentially stage a local counterattack. If so they may purchase all units for on-map setup in this CG scenario for no additional cost. The Attack Chit must be played on the CG Date that it is purchased, but it may not be purchased on the 25 Mid-Day CG Date.

4.516 RG STRENGTH, WEAPONS, & LEADERS

4.5161 RG STRENGTH: Each "I", "V", "HW", and British "G" RG is eligible for Depletion. For each such RG the player has just purchased he must make one DR on the RG Strength Table to determine whether it is received at Full or Depleted Strength. A Full Strength RG receives the number of units to the left of the "/" while a Depleted RG receives the number of units to the right of the "/". All RG Strength, Weapon, and Leader DR/dr are secret and need not be revealed until CG end.

RG STRENGTH TABLE

Final DR	RG Strength
≤ 8	Full
≥ 9	Depleted

4.5162 SUPPORT WEAPON ALLOTMENT: Determine the number of SW listed in the chart below received by each "I" type RG. A Full Strength RG automatically receives all SW listed. A Depleted RG must make a dr ≤ 4 to receive each SW. Record each SW received in its appropriate column on the RG Purchase Record on that RG's line. Each SW received must set up/enter stacked with and possessed by a unit of its respective RG during the first CG scenario in which that RG participates.

INFANTRY REINFORCEMENT GROUP SW CHART

Nationality	Pltn/Coy Type	MMG	LMG	PSK	PIAT
German	SS Inf Pltn	1	1	1	-
German	SS Inf Coy	1	2	1	-
German	VolksGr Coy	-	2	-	-
British	Inf Coy	-	3	-	2

4.5163 LEADER ALLOTMENT: Each player rolls one time for each "I" type RG on the appropriate table below with the applicable DRM.

COMPANY LEADER ALLOTMENT TABLE

Final DR	Leaders Received
2	10-2, 8-1, 8-0
3	9-2, 9-1, 8-0
4	9-2, 8-1, 7-0
5	9-1, 8-1, 8-0
6	9-1, 8-1, 7-0
7	8-1, 8-0, 8-0
8	9-1, 8-0
9	8-1, 8-0
10	8-1, 7-0
11	8-0, 7-0
12	8-0, 6+1
≥ 13	7-0, 6+1

DRM:

+2 If Depleted

+1 If VolksGr Coy

PLATOON LEADER ALLOTMENT TABLE

Final DR	Leader Received
≤ 2	9-2
3, 4	9-1
5-7	8-1
8-9	8-0
10-11	7-0
12	6+1

DRM:

-2 If SS

+2 If Depleted

4.517 INITIATIVE DETERMINATION: Each side selects its initiative for the current CG Date, either to "Attack" or stand "Idle," representing its desired tactical plans. The British may use four Attack Chits and the Germans may purchase one Attack Chit. The Initial Scenario attack does not count against the British total.

Each side takes its respective Initiative Chit and secretly places it on the playing area, hidden from the opponent's view, with the chit's face up side displaying the side's Initiative selection (Attack or Idle) for the next CG scenario. The counters are then revealed simultaneously and cross indexed on the following matrix to determine if a new CG scenario is generated and if so, what type it will be.

INITIATIVE MATRIX

chit selected	**British Assault**	**British Idle**
German Assault	*Dual Attack* [1]	*German Assault* [1]
German Idle	*British Assault* [1]	*Idle* [2]

[1] Scenario generated; consult proper scenario type below for further information.

[2] No scenario generated for this CG Date; repeat RePh steps 4.510-.517 until the next scenario is generated.

4.5171 SCENARIO TYPES:

a) DUAL ATTACK: Represents a CG Date when both sides have planned offensive action. The British player makes a dr to determine which side sets up first: if ≤ 2 the British does, otherwise the German does. If the German sets up first, proceed as if a British Assault. If the British sets up first, then after the British setup the German declares the scenario playing area (maximum of 10×10 hexes). The rest of the map is not in play during the German attack. The scenario ends after three Game Turns. After the Game Turns have been completed, then a regular British Assault CG Date takes place and the rest of the map and units outside the 10×10-hex area can be used. The CG scenario re-starts on Turn 1. Both sides set up their forces again with Setup Areas (including Escapes) being re-determined first (4.501-.509).

b) GERMAN ASSAULT: On this CG Date the German is attacking. The British sets up first and the German moves first. After British setup, the German declares the scenario playing area (maximum of 10×10 hexes). The scenario ends after three Game Turns. The rest of the map is not in play.

c) BRITISH ASSAULT: On this CG Date the British is attacking. The German sets up first and the British moves first. The entire map is in play.

d) IDLE DATE: There is no CG scenario on this CG Date. No scenario is played.

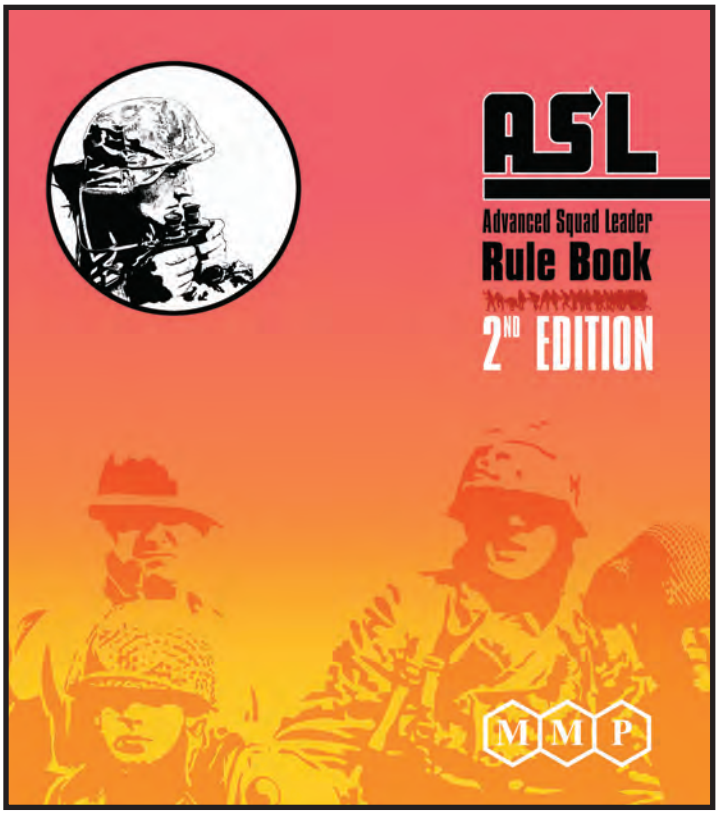
CG SCENARIO VICTORY CONDITIONS: In *Decision at Elst*, individual CG scenarios do not have Victory Conditions. The CG scenarios serve instead to position players for the overall CG Victory Conditions. Neither side wins or loses a CG scenario, only the CG itself. The CG Victory Conditions are listed in 4.41.

4.518 UNIT SETUP

4.5181 ISOLATED UNIT SETUP: The side that sets up first in a given CG scenario now sets up all of its Retained units and Equipment which will go into an Isolated Location, after which the other side does likewise. Each Isolated unit/Equipment piece may be set up only in its current Setup Area and, if an immobile vehicle, in its current hex and VCA. Each AFV that sets up in an Isolated Location is subject to Low Ammo as per ASLSK rule 7.2.1.

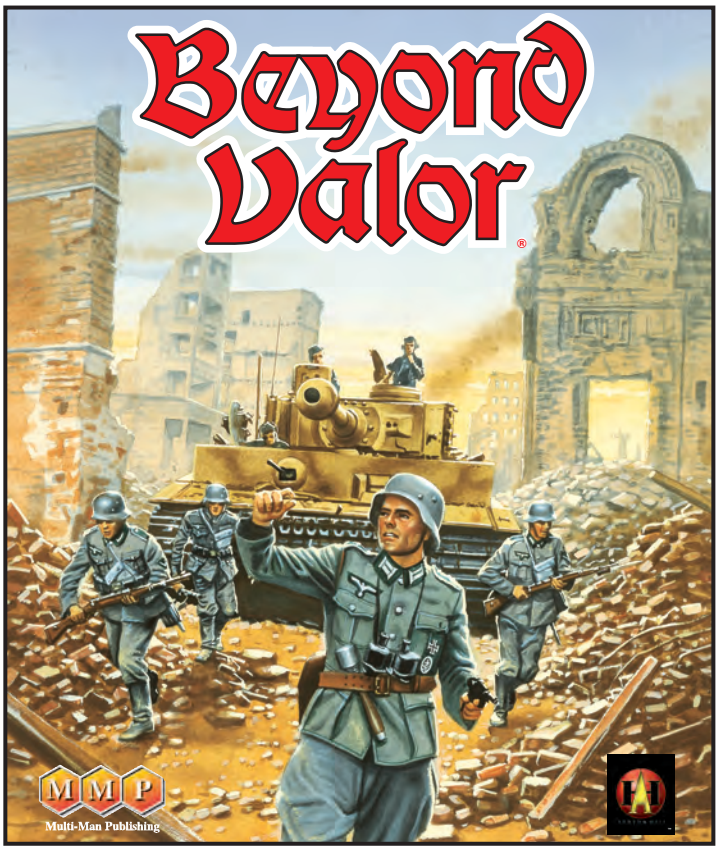
4.5182 NON-ISOLATED UNIT SETUP: The side which sets up first now sets up the remainder of its Retained units and Equipment in eligible hexes of the Setup Area it was Retained in. Once the side setting up first has completed its setup, the other side follows the same procedure. Units intended for Entry will set up after play begins.

4.6 BEGIN PLAY: The side setting up second moves first.



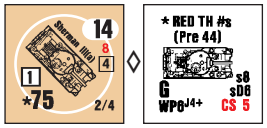
Next?

If the historical map and CG for *Decision at Elst* have whetted your appetite for more **ASL**, you may want to think about getting the **ASL Rulebook** and adding those rules to the Elst experience. You might even want to get the full German and Russian OBs and all the information counters in **Beyond Valor**.



VEHICLE & ORDNANCE NOTES:

British:

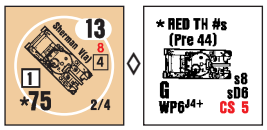


Sherman III(a): This was the American Medium Tank M4A2. Of all the 75mm Sherman types available in quantity to the British, they liked the Sherman III best due to its better speed, performance, and reliability. About one-third of the Shermans available to the 8th Army at the second battle of Alamein were of this type. 5,041 were Lend-Leased to the British, and another 382 to the Free French.

† The MA uses *red* To Hit numbers prior to 1944—as signified on the counter by "RED TH#s (Pre 44)".

† WP becomes available June 1944—as signified by the superscript "J4+".

† RF is 1.4 for 10/42, 1.3 for 11/42-2/43, 1.2 in 3/43, 1.1 for 4-6/43, and 1.0 thereafter. BPV is 68.

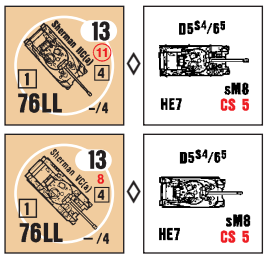


Sherman V(a): This was the British designation for the American Medium Tank M4A4. This piece also represents the Sherman I (American M4), which is equivalent in game terms, the main difference between the Mk I and the Mk V being the engine used. 7,499 Sherman V were built, of which 7,413 were Lend-Leased. Of these, 7,167 went to the British, making the Mk V the most numerous Sherman type available to them. Another 274 Sherman V were Lend-Leased to the Free French. 2,096 Sherman I were Lend-Leased to the British. A Sherman troop officially contained three such tanks, but in NWE and Italy most actually had four, with the extra being a Sherman Firefly or Sherman IIA—with the exact configuration dependent on the date and the unit. However, a Sherman troop in the armoured recce regiment of the 1st or 6th Armoured Division in Italy comprised two Shermans and two Stuarts (with the later often being turretless).

† The MA uses *red* To Hit numbers prior to 1944—as signified on the counter by "RED TH#s (Pre 44)".

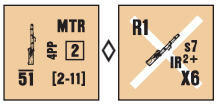
† WP becomes available June 1944—as signified by the superscript "J4+".

† RF for ETO use is 1.1 for 7-8/43, 1.0 for 9/43-4/44, and .9 thereafter. BPV is 67.

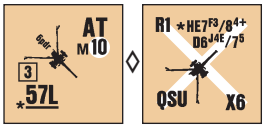


Sherman IIC(a) & VC(a): When it became obvious that the Challenger would not be available in time for the Normandy landings, the Sherman was suggested as an alternative to carry the powerful 17-pdr gun. The feasibility of this was doubted, but an experimental installation proved it would indeed work with a minor adaptation of components. Subsequently a rush conversion program produced enough 17pdr Shermans (nicknamed Fireflies) by June 1944 to provide an average of one per non-DD Sherman troop, and one per Cromwell troop in the 7th Armoured Division's 22nd Armoured Brigade. The Firefly at last gave the British a tank whose gun equaled or bettered those mounted in the majority of German tanks, as well as being superior to all American tank guns. It was often used from an "overwatch" position; i.e., sitting back behind cover, protecting the forward ranks of 75mm Shermans against Tigers and Panthers. The Panzers rightly feared it, and had standing orders to attack Fireflies first in any engagement. The Firefly had neither a BMG nor its corresponding crewman, his position being used to stow extra MA rounds. The most common version of the Firefly was a converted Sherman V, the VC (which also represents the converted Sherman I). "C" in the British designation denoted the 17-pdr gun. Recent research has shown that at least 2,139 Fireflies were produced.

† RF and Dates for ETO are 1.1 for 6-12/44 and 1.2 for 1-5/45—except for use in Italy where they are 1.5 for 10/44-5/45. BPV is 76.



OML 2-in. Mortar: The "Ordnance, Muzzle Loading, 2-in. Mortar" was derived from a Spanish design. The threatening international situation forced it into production in 1938 after only a minimum of testing, but nonetheless it performed well throughout WW2. Its short range was a drawback, but at least partially offset by its ability to fire smoke, and later, IR. One 2-in. mortar was allocated to the HQ of each infantry (including parachute and airlanding) platoon, each mortar platoon, each assault troop in an infantry recce squadron, and each support troop in an AC squadron. In the latter half of 1943, each gun troop in an AT regiment was authorized two 2-in. mortars (those in a 17pdr troop, whether SP or towed, were carried in trucks). There were 14 variations of the 2-in. mortar, the most noteworthy of which being the Airborne version which was lighter and had a shorter barrel; it was used by parachute infantry.



OQF 6-Pounder: This gun was designed in 1938 but, due to the immediate and pressing need for 2pdrs after the fall of France, it was late 1941 before any could be produced even for testing. It was being issued to motor battalions in North Africa just as the Gazala battles commenced in May 1942, but did not have much impact at that time due to its new owners' lack of training with it. AT regiments began receiving it shortly afterward, and used it in four-gun troops. By the second battle of Alamein, three-fourths (on average) of the AT guns in an infantry division's AT regiment, and all the AT guns in an armored division, were 6pdrs (though in the latter some were Deacon SP guns). AT regiments in North Africa also received some Lend-Lease American 57mm AT guns in late 1942 and early 1943. Infantry battalions began exchanging their 2pdrs for 6pdrs in early 1943, and at the end of the North African campaign, infantry battalions destined for the ETO were authorized a platoon of six 6pdrs in their support company. In North Africa, a motor battalion equipped with 6pdrs had sixteen (four platoons) such guns, but by 1944 in the ETO this had been reduced to three platoons. In 1944, airlanding battalions had two six-gun 6pdr platoons; in early 1945, each troop was reduced to four guns. In the PTO, 6pdrs apparently were used only in AT regiments. Prior to the invasion of Italy in 1943, 6pdrs were carried *en portee*; afterwards they were towed—usually by Loyd Carriers. Small numbers of 6pdrs were still in service in a few countries as late as the 1980s.

† HE with a Depletion number of "7" becomes available in February 1943, as signified by the superscript "F3"; the Depletion number becomes "8" for 1944 and 1945, as signified by the additional superscript "4+". APDS becomes available in June 1944 but only for use in the ETO—as signified by the superscript "J4E".

† Dates and RF for non-PTO use *[EXC: NA in Madagascar]* are 5-6/42 (1.5), 7/42 (1.4), 8/42 (1.3), 9/42 (1.2), 10-12/42 (1.1), 1-5/43 (1.0), and 6/43-5/45 (.9). For PTO use they are 5/43-11/43 (1.3) and 12/43-45 (1.1). BPV is 34.

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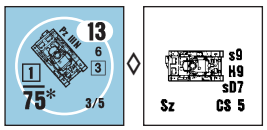
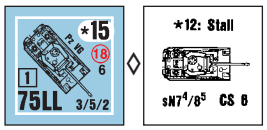
German:



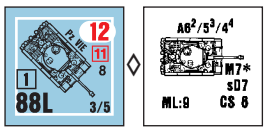
PzKpfw IIIN: With the growing obsolescence of the 5cm tank gun it was decided to convert production of the PzKpfw III to a support role, using the short 7.5cm gun of the early PzKpfw IV with its more effective HE capability. Prior to 6/43, ten were allotted to each Tiger Company. Others were used in the PzKpfw IV role, and yet others probably equipped the Panzer-Battalion included in each of the newly-renamed Panzer-Grenadier divisions. A total of 700 were constructed.

† Dates and RF are 9/42-45 and 1.3. BPV is 55.



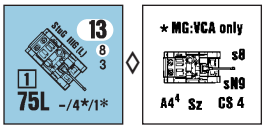
PzKpfw VG: Most of the Panther D's flaws were eventually rectified (although the later models' engines remained capricious), and in the Ausf G (and earlier A, which the game piece also represents) the panzer force had one of the best tanks of World War II. Its combination of firepower, mobility, and armor made it an extremely formidable opponent. The U.S. Army judged that it generally took five Shermans to destroy a Panther. Although over 5,000 were built (2,000 As and 3,126 Gs) and the 1944 Panzer Regiment establishment called for one battalion each of Panthers and PzKpfw IV (with the Panthers generally equipping the 1st battalion), there were—fortunately for the Allies—never enough to go around. Like the PzKpfw IV, the Panther—in other than favored Panzer Divisions—was used in four-vehicle platoons rather than the five called for in the official establishment.

† Each time a Panther G expends one MP to start, its owner must make a DR; if a 12 is rolled, the AFV has stalled and has not actually begun to move. Its owner must then immediately make another DR, which equals the total number of Delay MP (including one MP to stop, but excluding the MP expended to start) that the AFV has used in the unsuccessful attempt to move. It can again attempt to move, but must expend another MP to start—and must undergo another Stall DR as it does so. If the owning player forgets to make this Stall DR, the opposing player can thereafter call for it to be made at any time during that same MPh as the AFV expends any MP. An AFV that stalls is subject to Defensive First Fire (since it has expended a MP to start), but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay.
† RF is 1.3 for 10/43-12/43 and 1.1 for 44-45. BPV is 89.



PzKpfw VIE: The Tiger is probably the most legendary AFV of World War II. At the time of its introduction, its "88" gun—used in a tank for the first time—combined with its heavy armor, made it a most deadly adversary. Indeed, at that time it could rarely be knocked out except by a close-range flank or rear shot—although its great weight, lack of mobility, and poor reliability (due to a very complicated drive train and suspension) diminished its overall effectiveness. Tigers were used in independent heavy ("schwere") tank companies and battalions allotted as strategic reserves; although the Grossdeutschland had an organic Tiger company (7/43-8/43, and thereafter an entire battalion), as did the SS *Leibstandarte*, SS *Das Reich*, and SS *Totenkopf* divisions (1/43-3/44, 2/43-3/44, 7/43-3/44 respectively). A full-strength Tiger platoon consisted of four such AFV.

† Availability begins 1/43 in Russia and 12/42 in Tunisia.
† The Secondary Armament "M" was a number of mine dischargers mounted around the tank and fired from within as an anti-personnel close-defense weapon. It is used (in CC/Melee only) just like a sN, but with 12 FP and no smoke placement ability.
† A Tiger crew represented the *crème de la crème* of the Panzer force. Therefore, as an inherent crew its morale is 9 (signified by "ML:9" on the counter), and the Tiger's printed APCR Depletion number (if one is present on the counter) is one higher than normal.
† RF is 1.5 for 12/42-44. BPV is 87.

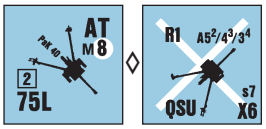


StuG IIIG(L): Various improvements were made to the late production StuG IIIG, among them being a CMG, a remote-controlled MG on the roof, and a *Nahverteidigungswaffe*. Not all these additions were always present together, but occasionally they were—and the game piece represents such a vehicle. "(L)" in the piece name indicates "late model". When used in a *Panzerjaegerabteilung* (TD battalion), a StuG platoon consists of four StuG IIIG.

† The AAMG is remotely controlled; it can fire only while the AFV is BU, cannot be used by a Rider, and may never fire at an aerial target (or one whose elevation advantage is > the AAMG's range to it). Otherwise it is treated as a normal AAMG.

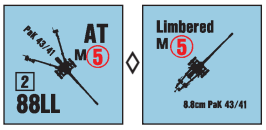
† The CMG may not fire outside of the VCA—as signified by "MG:VCA only" being printed on the counter. Otherwise, it is treated as a normal CMG, but is available only after 9/44 (RF 1.3).

† RF is 1.5 for 7/44-45. BPV is 64.



7.5cm PaK 40: The next planned generation of AT guns after the PaK 38. In fact, the PaK 40 was really a scaled up version of the PaK 38 and looked very similar to it (except for being larger, of course). Design work on the PaK 40 began in 1939, but Operation Barbarossa and the discovery of the T-34 and KV found it still in the pre-production stage. Once its manufacture began however, it did not cease until 1945. In action the PaK 40 was an excellent AT gun—its only drawback being its weight, which made it difficult to manhandle. The PaK 40 eventually became the standard equipment of AT battalions; it was mounted on many TD and was also the basis of the long-barreled 7.5 cm gun used in the PzKpfw IV and StuG III. Some were even issued as field guns although in this mode they were hindered by their limited elevation.

† RF is 1.5 for 1/42-3/42, decrease RF by .1 for each four-month period after 3/42, until 1.1 is reached in 4/43. BPV is 43.



8.8cm PaK 43/41: Demand for the excellent PaK 43 soon outstripped production, leading to an expedient version that consisted of a modified PaK 43 barrel mounted on a carriage assembled from parts of several existing howitzers. The result was a big and awkward (it was nicknamed *Scheuntor* [barndoor]), but in action was just as powerful as the PaK 43. It was encountered by the Allies on all fronts.

† RF is 1.4 for 6/44-45. BPV is 50.

Decision at Elst by Ken Dunn

There are a lot of games to choose from if you are an Operation MARKET-GARDEN enthusiast. Nobody has ever accused MMP of ignoring this significant battle. When MMP began discussing a historical Starter Kit module, MARKET-GARDEN immediately sprang to mind. This module depicts just a small portion of the MARKET-GARDEN operation launched by the Allies in mid-September of 1944. Let me try to set the table for the action within a moderately bigger picture. I'll skip past the overall campaign and concentrate simply on the events that take place within "the Island"—the land between the great rivers Waal and Rhine.

The American 82nd Airborne Division failed to capture the bridge over the Waal in Nijmegen on 17 September, so it wasn't until the British Guards Armoured Division arrived on the 19th that the costly battle to take the bridge really started. Without the bridge, the British could not advance to Arnhem and link up with the increasingly beleaguered British 1st Airborne Division trapped beyond the Rhine in Arnhem. The 504th Parachute Infantry Regiment finally mounted a heroic river crossing described as "unbelievable" by British commanders. The assault was successful and the paratroopers met the Grenadier Guards tanks at the north end of the bridge, passing them on into "the Island" proper to continue their advance. Unfortunately for the Allies, the Germans attacked the supply lines farther to the south and produced significant disruption. This caused even more delay and allowed SS Brigadeführer Heinz Harmel to bring forward every available soldier, gun, and tank he could find to block the road to Arnhem. But General Horrocks, commander of the British XXX Corps, had passed the 43rd Wessex Division forward to carry on the assault, having anticipated that the terrain was not favorable for armor.

"I did not realize at this time that they were so badly blocked on that one blasted road which was constantly under fire and so often cut. In many cases, the front line of the 101st Division was the ditch on the side of the road. The administrative situation at this time was deteriorating rapidly, and the artillery ammunition, like almost everything else, was beginning to be in short supply" said Horrocks.

With the Wessex blocked and forward progress bogged down, Horrocks had no choice but to attack with the depleted and unsupplied Guards Armoured Division, the infantry component of which had been reduced to only 5 platoons. The Guards advanced into the teeth of the German defense on 21 September. Those "teeth" consisted of one Sturmgeschuetz assault gun and seven old French 75mm guns with no armor piercing ammunition. Trapped on the road, the Guards lost several tanks to the Sturmgeschuetz. British tanks couldn't get into a firing position without being exposed to killing shots, so the infantry had to be passed forward because the steep roadside ditches prevented the tanks from executing flanking maneuvers. Air support was unavailable as the radios did not work. The Germans added Nebelwerfer rockets into the bizarre scene. Though the Welsh Guards made it forward in the fading daylight, the attack was finally called off as casualties mounted. With artillery ammunition stocks dwindling and no supporting air cover, there was little hope the British would break through, even though the Germans had few units covering the road. In the meantime, the Germans had established a strong defensive line at Elst.

St. Werenfridus Church, Elst, after the battle.

Back at Nijmegen, after delays caused as much by traffic jams as the Germans, the 43rd Wessex was finally able to cross over into "the Island." However, while the bridge at Nijmegen had been taken Nijmegen itself had not been cleared, so the 214th Brigade found itself embroiled in a battle against the Germans at Oosterhout, a suburb of Nijmegen, on the morning of 22 September. Having been joined by a troop of 17-pounder anti-tank guns and the Shermans of the 4/7 Dragoon Guards as well as the machine guns and mortars of the 8th Middlesex, they ran afoul of several German PzKpfw IIIs; obsolete tanks perhaps, but their machine guns could still pin down the infantry, and their main guns halted the advance of the Shermans that had to drive along the road on top of the dyke. Finally, under the supervision of the 214th's commander, Brigadier Essame, the attack was delayed until artillery preparations could be made. That afternoon, the British again advanced on Oosterhout and in less than an hour the 7th Somersets cleared the village. The British could now move on, although they were down to only a few rounds per gun. The commander of the 1st Airborne Division, General Roy Urquhart, was severely critical of the infantry after the battle, stating that they were held up by some infantry and a tank, but without artillery support, nothing was moved forward on "the Island."

Still, some good had come from clearing Oosterhout; the German position was now compromised. The 214th Brigade was now able to organize what would be known as the "Dash for Driel." What remained of the 1st Airborne had been reduced to a small, steadily decreasing perimeter around the town of Oosterbeek on the north bank of the Rhine river. The 5th DCLI (Duke of Cornwall Light Infantry) was tasked with delivering several truckloads (or DUKWloads as the case may be) of supplies to the Airborne by getting to and crossing the Rhine river with their amphibious vehicles. Thus, a harrowing headlong dash through the enemy lines was made by the 5th and their commanding officer Lt. Col. George Taylor. Knowing the plight of the Airborne, he ignored the threat of known enemy locations stating "...speed was essential or the enemy would move his reserves to close the gap; also night was fast approaching and in the dark we would not have been able to move more than a mile or so..."

Major Hans-Peter Knaust

The Rhine was reached after much confusion and quite a bit of bravery. DUKWloads of supplies were delivered, and while the situation was still very poor, some food, ammo, and medical supplies had finally reached the Airborne. It was now time to continue the drive towards the bridge at Arnhem. The Germans regarded the village of Elst as the key terrain, so they sent in *Kampfgruppe* Knaust to hold the position. This *Kampfgruppe*, named after its commander, Major Hans-Peter Knaust, was formed around a training unit and was comprised of 12 officers, 107 NCOs, and 572 soldiers, most of whom had no combat experience. It had an organic panzer company of PzKpfw. III and IV tanks and an anti-tank battery. Knaust was a veteran of the eastern front, where he had been severely wounded and lost a leg. He was often seen directing the battle from his command halftrack. The *Kampfgruppe* was first sent to Arnhem and helped de-

feat the remnants of the British units that held the bridge but that had been cut off from the rest of the division on the outskirts of Arnhem. From there, it moved forward into "the Island" and prepared for action against the British after being reinforced with more armor—including Tigers and Panthers that were more than a match for the Shermans.

Major Mowbray Morris Souper

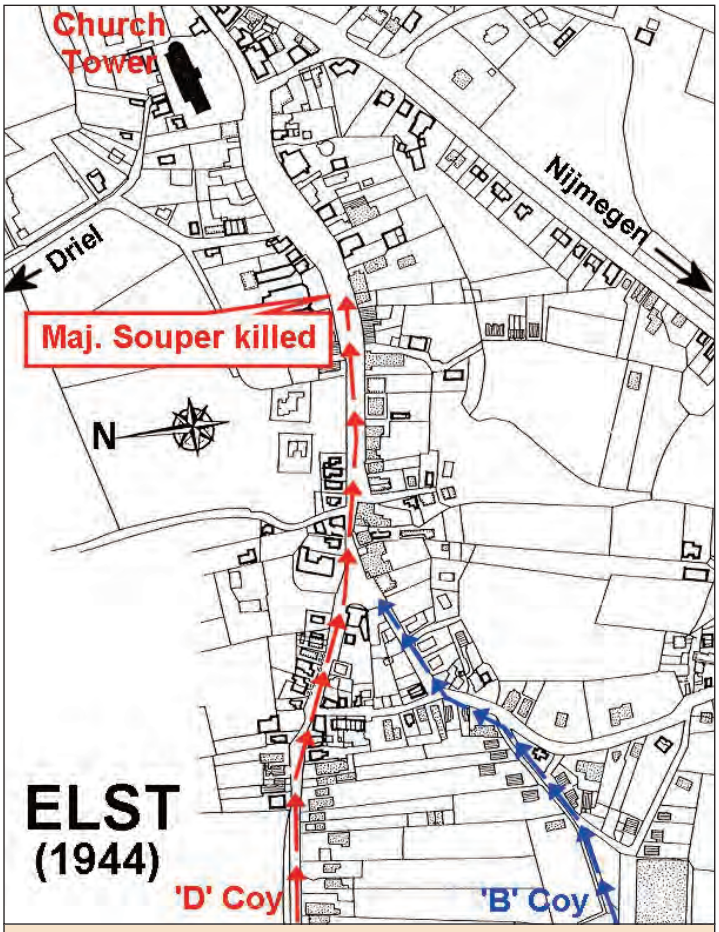
It was in the late afternoon on 23 September that the British made their first advance into Elst from the west. The British were once again stymied by fortified positions containing tanks, machine guns, and 88s, although they did manage to destroy a Panther (as depicted in the scenario *The Bend in the Road*). The next morning, 24 September, another attack (depicted in the scenario *Knaust's 'Fausts*) made some headway, but the British suffered heavy losses. This attack helped the British command finally realize that keeping the remaining British paratroopers over the Rhine had little military value and needed to be withdrawn. The withdrawal was conducted, and Operation MARKET-GARDEN officially ended. The last scenario (*Leave...or Elst*) depicts the final push into town. After this action, *Kampfgruppe* Knaust withdrew, leaving Elst to the enemy but having accomplished their mission. The Wessex were left to watch the Germans withdraw; out of ammo, depleted, and exhausted, the British gave little, if any, chase.

Operation MARKET-GARDEN failed to achieve its objectives. The battle on "the Island" had no real bearing on the overall operation other than to prolong it. The operation was truly lost on the planning boards and in the intelligence rooms before the first shot was fired. The results of the action can in no way diminish the bravery and dedication of the soldiers who fought on the ground.

This module presents a snapshot of the battle, and I encourage those interested to pursue further reading.The following literature tells the story and the history far better than I am capable of doing.

- *It Never Snows in September,* by Robert Kershaw, is a good overview of the MARKET-GARDEN campaign from the German perspective.
- *The Fighting Wessex Wyverns,* by Patrick Delaforce, provides a good synopisis of the divisional history during World War Two.
- *The Island: Nijmegen to Arnhem,* by Tim Saunders. This is a *Battleground Europe* book and is a great introduction to the fighting on "the Island."
- *The Story of the Seventh Battalion The Somerset Light Infantry,* by Captain J.L.J. Meredith. This book, as is obvious from the title, focuses on the 7th Battalion during the battle.
- *Retake Arnhem Bridge,* by Bob Gerritsen and Scott Revell. This book really allowed me to make some conclusions on both the map and the German forces present. It goes into quite a bit of detail about the battle.

A Panther killed on the outskirts of Elst by a British Sherman at the start of the 24 September attack.



A map of the attack depicted in the scenario *Knaust's 'Fausts* showing where D company commander Major Souper of the 1st Battalion, The Worcester Regiment, was killed on 24 September.

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DECISION AT ELST RG Purchase Record

(4.5153)

Fill out one line for each purchased RG.

Side: **Sheet#:**

CG Date	RG ID	Group Type	#P	#R	Str. (F/D)	# Units	SW/Gun(s) Received										Leader(s) Received			Set Up (O,E)	Other Notes
							57L	75L	88LL	HMG	MMG	LMG	PIAT	Mtr	PSK	Radio					

Decision at Elst Campaign Game Roster (4.515)

Side: **Player(s):** **Victor:**

CG Date	CPP			RG Purchased: RG ID (CPP cost)	CPP		VP Exited: (on/between TT6 and TT20)
	Strt.	Repl.	Totl.		Spnt.	Left	
September 23 Afternoon							
September 24 Morning							
September 24 Mid-Day							
September 24 Afternoon							
September 25 Morning							
September 25 Mid-Day							

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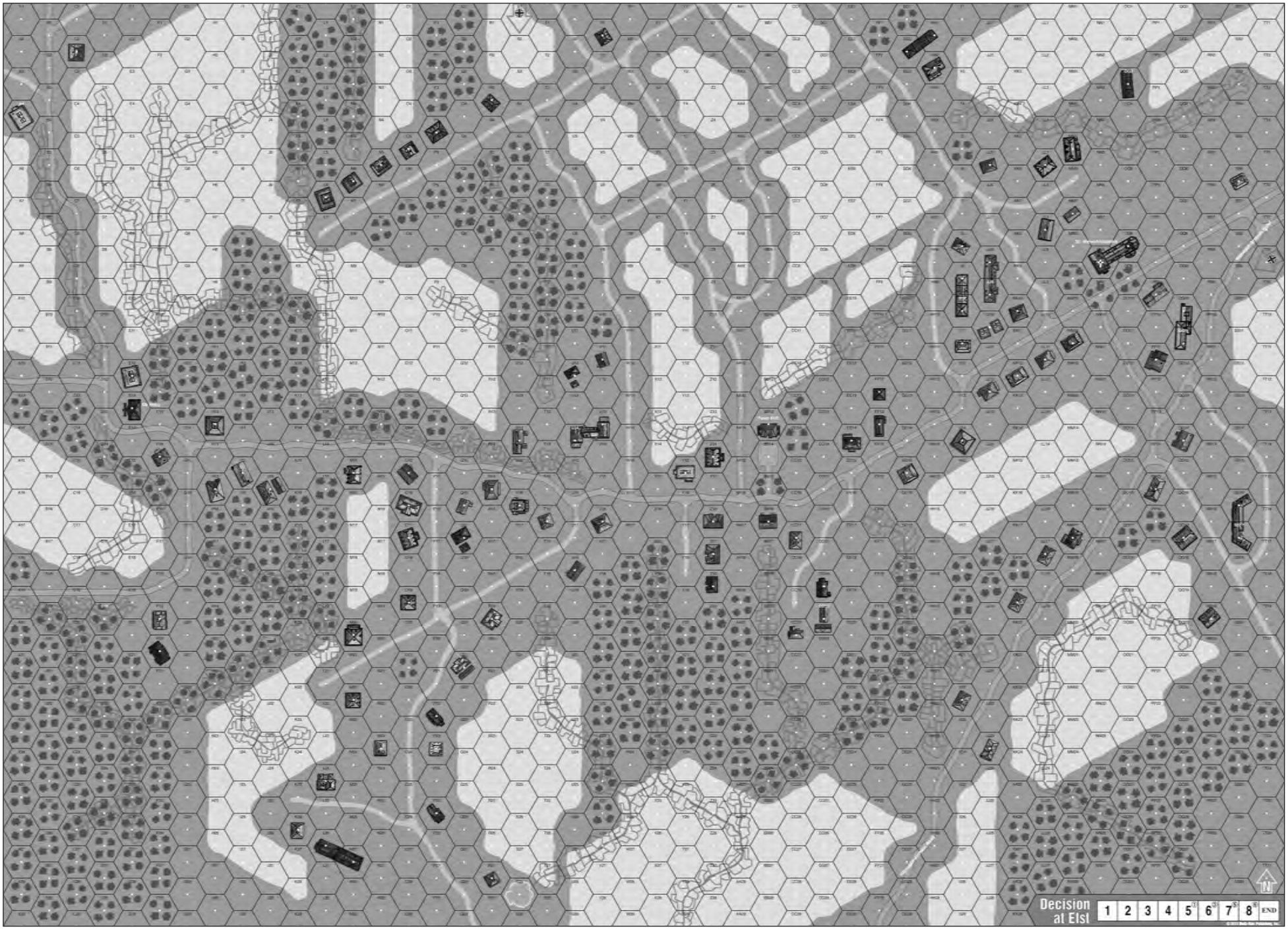

DE19

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ASL STARTER KIT SEQUENCE OF PLAY

Execute steps within each phase in order by letter. The actual rules take precedence over this chart.

Rally Phase (RPh) (3.1)

(One action per unit, other than leaders rallying themselves and others. ATTACKER first in each segment.):

a. ATTACKER rolls for any provisional (SSR) reinforcements and sets up off board all forces due to enter this Player Turn.
b. Good Order units attempt to recover SW/Gun in the same hex: dr < 6; +1 if CX.
c. Good Order units attempt to repair broken weapons.
d. Good Order units in same hex transfer SW/Guns.
e. Self-Rallies: ATTACKER attempt to self-rally one MMC. All units with boxed morale attempt Rally. +1 DRM.
f. Unit Rallies: attempt to rally broken units stacked with a Good Order leader.
g. Vehicle Shock: Roll for Shock/Unconfirmed Kill AFV recuperation: Shock dr: 1-2 = Shock removed; 3-6 = Shock flipped to UK. UK dr: 1-3 = UK removed; 4-6 = Wrecked vehicle.
h. Remove DM counters (unless adjacent to enemy unit) from units in woods or building and those not wishing to stay DM.

Prep Fire Phase (PFPh) (3.2)

The ATTACKER may:

a. Remove his Dispersed Smoke counters; flip his Smoke counters to Dispersed side (1.2.5).
b. Fire Ordnance Smoke and then conduct all OBA actions.
c. Fire Good Order units & weapons (Motion AFV NA) or destroy weapons. Mark fired units/weapons with Prep/Intensive Fire markers.
d. Change CA of Guns presently able to fire without using Intensive Fire.

Movement Phase (MPh) (3.3)

(Each moving unit or stack has *its* own MPh.)

The ATTACKER *(see Step d. for DEFENDER actions)* may:

a. If not marked CX, declare Infantry Double Time if desired and place CX; remove CX counters from prior turn.
b. Declare Assault Movement if not Double Timing.
c. Move any Good Order unit/stack not marked with Prep Fire.

Infantry Movement (3.3.1)

- SMC = 6 MF (3 MF if wounded); MMC = 4 MF (3 MF if Inexperienced); +2 MF if Double Time; minus MF if over IPC.
- Infantry may drop weapons (no cost) and place DC (COT).
- Infantry may attempt to place Smoke grenade (1 MF/2 MF in same/adjacent hex) (dr ≤ exponent; +1 if CX; both sides resolve any WP NMC), manhandle Gun (final DR ≤ manhandling #) (MF double), or recover SW/Gun (1 MF).
- Must stop moving if pinned or broken.

Vehicle Movement (3.3.2)

- Place/remove CE counter and attempt to dispense Smoke once.
- If not in Motion, vehicle must pay start MP (Mechanical Reliability applies if red MP) in order to enter new hex or change VCA.
- Bogged AFV must attempt Bog removal before moving: spend start MP = colored dr times white dr. Final colored dr = 1-4, freed; 5, mired; 6, Immobilized.
- Change VCA for 1 MP (2 MP if in woods or building, and may change TCA freely as MP expended.
- Entry of woods or building hex requires Bog Check.
- Enter AFV/wreck hex +1 MP (+2 MP if entered via road hexside at road rate; double in woods).
- May Bounding First Fire (3.3.2.2) (including TPBF vs units in hex); MG/IFE FP halved, quartered if Non-Stopped and place Bounding Fire counter.
- Must expend full MP allowance; all remaining MP assumed used in last hex.
- If not stopped at end of MPh, mark with Motion counter.

d. During Step c, the DEFENDER may:

- Resolve Residual FP attacks as they occur against moving units.
- Conduct Defensive First Fire (3.3.3) attacks against moving units or stacks, including Subsequent First Fire, Final Protective Fire, and (if unpinned and MMC passes PAATC) Reaction Fire (3.3.4).
- If friendly AFV not marked with a Fire counter, attempt to dispense Smoke as if intervening with Defensive First Fire.
- If friendly AFV not marked with Fire counter and not in LOS of the moving enemy unit at the beginning of the Player Turn, attempt Motion status once per AFV/MPh based on MF/MP spent in LOS; make dr ≤ # of MF/MP; place Motion counter and make VCA/TCA change if successful.
- Place Residual FP and First Fire/Bounding Fire/Final Fire counters as each attack occurs.

e. Remove all Residual FP and ½˝ Smoke grenade counters. If more than one AFV in hex, ATTACKER turns excess into wrecks.

Defensive Fire Phase (DFPh) (3.4)

The DEFENDER may:

a. Fire Ordnance Dispersed Smoke and then conduct all OBA actions.
b. Conduct Defensive Fire:
   - Fire any units not marked First/Final Fire at full FP; MG may use ROF if maintained. Fire units marked with First Fire markers at adjacent enemy units at ½ FP (MG B# -2, no ROF) or Intensive Fire. Mark all with Final Fire/Intensive Fire markers.
   - Voluntarily destroy weapons.
c. Change CA of Guns presently able to fire without using Intensive Fire.
d. Remove all First Fire and Final Fire counters.

Advancing Fire Phase (AFPh) (3.5)

The ATTACKER may:

a. Fire units not marked with Prep Fire/Intensive Fire/Bounding Fire markers (including MMG/HMG/Mortars/Guns/AFV that did not move) at ½ FP (Ordnance: +2 TH). ROF NA.
   - Eligible Infantry units (underlined FP) may use Assault Fire within normal range.
   - Fire weapons of AFV that did not fire in MPh (½ FP MG; MA +4/+5 if moved, +2 if not).
   - Vehicle MA that maintained ROF (and fired no other weapon in MPh) may fire again.
   - Resolve DC attacks.
b. Remove all Prep Fire/Bounding Fire/Intensive Fire markers.

Rout Phase (RtPh) (3.6)

Individually, first ATTACKER, then DEFENDER:

- Check for broken units that must become DM (in open ground to Good Order enemy unit within normal range) and then must rout.
- Rout DM units not in Melee. Only units in open ground to Good Order enemy unit within normal range or units adjacent to unbroken enemy units *must* rout and are eliminated if they cannot.
- Unpinned leaders may voluntarily rout with broken unit.
- Check for Interdiction while units rout without using Low Crawl. Pass NMC (with possible leader direction) or suffer Casualty Reduction (voluntarily routing leaders are eliminated); end Rout if NMC = morale level.

Advance Phase (APh) (3.7)

The ATTACKER, by hex, may:

a. Transfer SW/Guns between Good Order, unpinned units in same hex.
b. Move Good Order, unpinned Infantry units one hex, including into enemy-occupied hexes.
   - Place CX counter if using all MF (cannot use all MF if already CX).
   - Place CC counter on units that advance into an enemy-occupied hex.
   - MMC must pass PAATC to enter enemy AFV hex.
   - AFV may change CE/BU status.

Close Combat Phase (CCPh) (3.8)

By hex; BOTH players:

a. Check for Ambush if advance into CC was into woods or building. Ambusher attacks first.
b. Conduct sequential CC if AFV is in hex. Non-AFV player attacks first, then alternate attacks.
c. Declare CC attacks (ATTACKER first).
d. Resolve CC attacks.
e. Flip CC counters to Melee, or remove if only one side is left; flip Stun counters to +1 side; remove Pin counters.

Turn Record Chart (3.9)

- Flip, and if necessary advance, turn marker; check for scenario end, DEFENDER becomes ATTACKER and vice versa.

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