

ASL2UF

Scenario Pack for UP FRONT



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RETAKE VIERVILLE



ASL SCENARIO S1



VIERVILLE, FRANCE, 7 June 1944:

On D+1, the 101st Airborne found itself embroiled in a two-fold effort: consolidating its units which were scattered all over the Cotentin Peninsula, and establishing a firm eastern perimeter to protect the American landing at Utah Beach. Vierville, which lay a few miles inland from Utah Beach, had been liberated by American units on D-Day. Vierville was a major traffic thoroughfare since the southwesterly road which passed through Vierville led from Utah Beach to the German strongpoint of St. Come du Mont.

On the morning of June 7, elements of 2nd Battalion, 506th PIR moved out from Vierville towards St. Come du Mont, leaving Vierville virtually unoccupied. The Germans took this opportunity to launch a series of counterattacks on Vierville in hopes of cutting the road from to St. Come du Mont.

ATTACKER: ☙

DEFENDER: ☆

1-10
(10 men)

Elite: 1-3, 5, 7, 12, 23
(7 men)

Defender Set Up first, Attacker Move first



Remove the first three Woods cards and the first Stream card to be discarded unused or as a RNC/RPC draw

SPECIAL RULES:

SR.1 The Minefield, Pillbox, and Marsh cards are treated as Cower cards. Snipers cards are treated as Cower cards until you gain Sniper capability due to Random Reinforcements.

SR.2 Both players may setup leaving a gap in Group A; that means that you can set up your groups beginning with Group B, then C, and finally D.

SR.3 The defending player may set up one of his groups B or C at range chit 2 in a random Buildings card prior to the shuffle of the Action Deck.

SR.4 Both players may receive Random Reinforcements (48.2) throughout the game immediately only during his next player turn following his opponent's drawing of a black 5 or 6 as a RNC. If the player elects to try for reinforcements, he may do so by drawing an RNC (ignoring color) as his sole action for that player turn, although he may discard as per Discard Capability (4.3) and Troop Types (39), ignoring rule 48.22. The player may also attempt Random Reinforcements in his first turn following the shuffle of a deck as his sole action for that player turn if no new Personality cards have been entered in his force during the last deck.

SR.5 Random Reinforcement Table: (ignore table 48.3 and rule 43.41)

RNC	Attacker	Defender
0	Sniper	Sniper
1 - 2	19, 22, 27	8, 11, 25, 26
3 - 4	15, 26	4, 22, 44
5 - 6	12, 17	9, 19, 21

- If a Personality card is not available because it is already in play or removed due to KIA/Panic or Rout, you cannot make any substitution.
- If a player has gained and maintains a Sniper capability, he can't gain another Sniper reinforcement.
- No LMG/BAR man may Individually Transfer to another group containing a LMG/BAR man as long as there is another unpinned man in his own group which could make the transfer instead of him (46.4).

SR.6 All Random Reinforcement rules (48.2 – 48.43) not modified by SR.4 and SR.5 apply as written.

SR.7 The defenders are paratroops (not marines) and are entitled to their respective nationality's Elite status (39) capabilities.

SR.8 At the end of Deck 2, make a RPC draw on the 2b column. If the RPC is black, the scenario continues one more Deck.

VICTORY CONDITIONS: The player with the most Victory Points (16.4) at the end of the time limit is the winner. However, aggressive action Victory Points are awarded only to unpinned Personality cards occupying a Buildings terrain in one or more non-infiltrated groups from A to D. Victory Points for casualties (including men removed due to rout or wounded) are awarded normally.

AFTERMATH: Small units from the 1st Battalion, 506th PIR rushed to Vierville and threw themselves into a pitched battle with the Germans. The tide of battle changed several times as each side received reinforcements. Ultimately, the firepower and determination of the American airborne troops proved too much for the Germans, who gave up their brief hold on Vierville after a tough fight.

IN SIGHT OF THE VOLGA



ASL SCENARIO 5



STALINGRAD, September 14, 1942:

Despite the severe setbacks of the previous winter, the German blitzkrieg had again proven itself the master of the steppe and as the Germans approached Stalingrad the stream of disheartened Russian prisoners continued unabated. Chuikov's defense of the city's central district and the all important main ferry landing lay largely in the hands of hastily mobilized militia composed of factory workers and the NKVD garrison. These troops would have to hold the Wehrmacht at bay until Rodimtsev's 13th Guards Division could cross the Volga into the city. But as the German 76th Infantry Division entered the ruins of downtown Stalingrad on a two-mile wide front, they met the enemy in a new environment more suitable to his talents. Nevertheless, as Captain Gerhard Meunch personally led his 3rd Bn in the assault, he had every expectation of reaching the Volga that day.

ATTACKER: 

1, 2, 4, 6, 8-10, 13, 17, 22
(10 men)
Reinforcements: 3, 5, 18, 24
(4 men)

DEFENDER: 

3-7, 9, 11-13, 15, 16,
19, 22, 26 (14 men)
Reinforcements: 20,
24, 25, 28 (4 men)

Attacker Set Up and Move first



Remove the first four Woods cards to be discarded unused or as a RNC/RPC draw

SPECIAL RULES:

- SR.1 The Pillbox is treated as a Cover card. The Sniper and Minefield cards are treated as Cover cards if held by the attacking player.
- SR.2 The defending player must use Minefield cards as Booby Traps (37.6).
- SR.3 Prior to the shuffle of the Action Deck (3.5), both players may set up one group of his choice in a random Buildings terrain card.
- SR.4 After the initial Terrain placement (3.6) both players may set up entrenched in any applicable terrain and group.
- SR.5 Both players may receive Reinforcements (35) at the end of Deck 2. Attacker's ASL reinforcement #24 functions as an auxiliary in case of the loss of the original ASL.

VICTORY CONDITIONS: The attacking player wins immediately if he has at least three unpinned Personality cards in one or more non-infiltrated groups at range chit 4 in a terrain card which will reduce the Fire Strength of any attack against them. If he doesn't accomplish this by the time limit, the player with the most Victory Points (16.4) at the end of the time limit is the winner. However for the attacking player, aggressive action Victory Points are awarded only to those men occupying a Buildings terrain card. For the defending player, aggressive action Victory Points are awarded normally. Victory Points for casualties (including men removed due to rout) are not awarded to any player. In case of ties on Victory Points, the defending player wins.

AFTERMATH: Suffering heavy casualties almost immediately, the Germans nevertheless pushed on and paid a terrible price for approximately two blocks of downtown Stalingrad. Meanwhile, the 13th Guards Division was being ferried across the Volga and into the city under constant mortar fire, and rushed instantly into the scantily held defenses. Both sides clung to their desperate positions along the west bank, neither knowing how precarious was the hold of the other. Although in sight of the Volga, having suffered over 80% casualties and with his battalion reduced to less than 50 men, Meunch was obliged to go over to the defense short of his objective and hold his costly gains—if he could. The morning would see fresh defenders in the Russian positions. The chance to take the city proper in one bold stroke was gone. Now progress would have to be measured by individual rooms—not city blocks.

DYO: ATTACKER: 354, DEFENDER: 278

NIGHT DROP



SL SCENARIO R223



CHERBOURG PENINSULA, FRANCE, June 6, 1944: Scattered in farms and villages along thirty miles of coast, the German 709th Infantry Division had been awaiting the invasion for a year. It had been formed eighteen months before around a core of German veterans from the Russian front with a large number of conscripts from occupied countries. On the night of June 5-6, the 82nd Airborne dropped in the midst of the 709th. The mission of the 82nd was to hold open the causeways across the flooded terrain behind the UTAH beaches thus allowing the invading units rapid exit while preventing the defenders from reinforcing the beach. Although utterly disorganized by the night drop the 82nd had begun to regroup and push aside the 709th when, as dawn broke, the 1057th PanzerGrenadier Regiment attempted to break through to the beaches.

ATTACKER: ✚

1-6, 8-10, 19
(10 men)

DEFENDER: ☆

Elite: 1-5, 7-9, 11, 12, 21, 26
(12 men)

Attacker Set Up and Move first



Remove the first Stream card and the first four Buildings cards to be discarded unused or as a RNC/RPC draw

SPECIAL RULES:

- SR.1** The Pillbox and Minefield cards are treated as Cover cards. The Sniper cards are treated as Cover cards if held by the defending player.
- SR.2** The defender must set up in four groups with no more than four men per group. The four Group ID chits are then drawn randomly from a cup and placed one to a group from left to right; after which the defender's groups are rearranged on the table accordingly so as to set up opposite their opponent's like-named groups. Two of each of the following range chits are then placed in a cup: -1/0, 0/1, 2/3, 4/5. The attacker then draws one range chit at a time randomly from the cup and places it instantly on the defender's group of his choice before drawing another chit. The defender then draws a RNC to determine which side of the range chit is placed face up: if he draws a black RNC the side with the highest number is placed face up; if he draws a red RNC the side with the lowest number is placed face up. The process is then repeated for the remaining three defending groups, after which terrain may be placed normally.
- SR.3** All members of a paratroop group which sets up in Woods terrain must take a Morale Check (20.21) prior to the start of play. Failure of the Morale Check in this case results in a Wound –not a pin result.
- SR.4** The Paratroop player may not set up with any LMG already crewed, nor can he play a Concealed card during his first three turns.
- SR.5** The defenders are paratroops (not marines) and are entitled to their respective nationality's Elite status (39) capabilities.
- SR.6** Night rules (38) are only in effect during Deck 1. Remove immediately any Starshell and Observation chits once the Draw pile is empty. If the Draw pile is emptied in the process of resolving an action of any kind, any remaining portion of the action in question is resolved fully without the night effects.

VICTORY CONDITIONS: The attacking player wins immediately if he has at least four unpinned Personality cards in one or more non-infiltrated groups at range chit 4 in a terrain card which will reduce the Fire Strength of an attack against it. The defending player wins by avoiding the attacker's Victory Conditions.

AFTERMATH: American paratrooper training stressed individual aggressiveness and initiative. On the morning of June 6th this training paid full dividends. Small knots of Americans, who would not surrender, blocked every road. The advancing PanzerGrenadiers found themselves attacked from all sides. As the fight degenerated into dozens of small unit actions the causeways remained in the GI's hands. By midnight of June 6th the entire US 4th Division was ashore and a secure beachhead was assured.

KING'S CASTLE



SL SCENARIO A4



FRENZENBERG, GERMANY, November 26, 1944: The Americans continued to forge deeper into Germany, the infantry often reduced to providing support for the armored hammering of the heartland of the enemy. On this day, the town of Frenzenberg was designated as the objective for the 47th Infantry Regiment of the 9th Infantry Division. Company F was mounted on tanks of the 3rd Armored to strike frontally, while Company K was to swing southeast of the town to protect the flank of the advance. The attack got off at 1045, but accurate long range anti-tank fire halted the armor and Company F almost immediately. However, "King" reported good progress along its route, and reached Frenzenberg at 1300. Penetrating the outskirts, the GIs suddenly encountered devastating fire from the feudal castle which dominated the "old town". The castle, a landmark in the region, was being held by the green troops of the newly resuscitated 917th Parachute Regiment. And spotters in the castle towers were directing heavy artillery fire onto the road behind Company K. The American position was untenable; it was decided to storm and take the castle at all costs although it was a 2nd Battalion objective. With a ringing rebel battle cry, the survivors of "King" rose and charged across the open ground toward the castle moat.

ATTACKER: ☆

DEFENDER: ☩

Defender Set Up first, Attacker Move first

3-5, 7, 9, 11, 12, 14, 17, 18,
20, 21, 23, 25 & one DC
(14 men)

Second Line: 3-5, 8-10,
23-25
(9 men)



Remove the first four Buildings cards and the first Stream card to be discarded unused or as a RNC/RPC draw

SPECIAL RULES:

SR.1 The Marsh cards are treated as Cover cards. The Minefield and Sniper cards are treated as Cover cards if held by the attacking player.

SR.2 The defending player must use Minefield cards as Booby Traps (37.6).

SR.3 The defending player receives the Pillbox card prior to setup (23.2) and places it on his Group B. This card represents the castle's Tower:

TOWER TERRAIN CARD

FIRE MOD: ⊕1 -3

ENTRENCH: Not allowed

INF. INTO: Two column shift to the right

SMOKE: Allowed

WIRE: Not allowed

RESTRICTIONS

- The maximum number of men in a group with a Tower card is three. No mortar, secondary weapon, bazooka, panzerschreck, Infantry Gun, or AFV may occupy a Tower.
- A group in a Tower may not play a Concealed card (EXC. CC).
- A group in a Tower is not subject to any type of Flanking Fire or Encirclement.
- A group in a Tower cannot attempt infiltration or enter into, or be attacked in, CC (EXC. Berserk); but an enemy group may attempt to infiltrate to double their Firepower or make a DC attack.
- A group in a Tower can attack or be attacked by a group in a Gully at any Relative Range.
- Hill's -1 modifier to the Fire Strength (8.32) doesn't apply against any attack made by a group in a Tower.

SR.4 The defending player receives a random Buildings card prior to the shuffle of the Action Deck (3.5), and places it on his Group C even if there aren't any Personality cards. This card behaves like a normal Buildings card with the exception that it cannot be removed even if vacated, as it represents the rest of the castle. If this Buildings card is vacated, it may be only occupied by a group C—at range chit 5 for the attacker, 0 for the defender—as per Terrain capture rules (20.8) with a successful infiltration attempt on the RPC 3 column as the starting point.

VICTORY CONDITIONS: The attacking player wins immediately by eliminating all Personality cards in the castle's Tower (Pillbox card) or if it is vacated. The defending player wins by avoiding the attacker's Victory Conditions.

AFTERMATH: During the thousand-yard charge, the two buildings outside the moat were cleared and the German paratroopers holding the grounds swept away. But a fierce firefight developed between the 35 men of "King" Company—all who remained uninjured—and the castle's defenders (approximately 70 teenaged troopers). The ancient fortress was solidly constructed of stone and surrounded by a deep, muddy moat; the sole entrance to the castle was beyond a drawbridge leading to a barred oaken door. PFC Carl Sheridan, the lone surviving bazooka gunner, realized that his weapon was the only one with sufficient punch to open a breach. With complete disregard for his own safety, he dashed across the fire-swept outer yard to a wall that bordered the moat. There, under fire from the parapet above, Sheridan coolly fire two well-aimed rounds into the door. As the last rocket exploded, he drew his pistol and charged across the drawbridge; the others followed him through the splintered doorway. Sheridan was killed moments later within the castle, but the remnant of Company K now held a corner of the huge structure. Reinforced by Company G, "King" cleared Frenzenberg Castle the next morning. PFC Sheridan was awarded the Congressional Medal of Honor, the only man of the 47th Infantry Regiment to receive this highest decoration for valor.

DYO: ATTACKER: 341, DEFENDER: 220

WAR OF THE RATS



ASL SCENARIO S2



STALINGRAD, RUSSIA 26 September 1942:

During the summer months of 1942, German forces had advanced nearly unchecked across the Russian steppes. With Russian resistance west of the Don River broken, Hitler ordered Army Group B to capture Stalingrad. Using the traditional German tactics of lightning thrusts and envelopment, and with the Russians retreating before them, Sixth Army commander Paulus sent an armored spearhead into the suburbs of Stalingrad in an attempt to quickly capture the city. The German tactics failed inside the confines of the city, however, as the Russians were able to dig in and fight from every building. The initial spearhead blunted, the Germans committed more units and soon realized that this was a very different battle from what they had been fighting. The confines of the city stifled manoeuvre, and German superiority in artillery, air power, and armor were rendered ineffective as the infantry of both sides intermingled while fighting for each block of the city. This was *Rattenkrieg* —the war of the rats.

ATTACKER: ☩

1, 3-6, 8-10, 14, 17, 22, 24
& one Demolition Charge
(12 men)

DEFENDER: ★

1, 2, 4-7, 9, 11,
14, 15, 22, 24 (12 men)
Reinforcements: 3, 8, 12,
13, 20, 23 (6 men)

Defender Set Up first, Attacker Move first



All Woods cards are removed from the Action Deck as soon as they are discarded unused or as a RNC/RPC draw

SPECIAL RULES:

- SR.1** The Minefield, Marsh and Pillbox cards are treated as Cover cards. The attacking player must also treat Sniper cards as Cover cards until one of his groups arrives at range chit 3.
- SR.2** The defending player ignores the Broken Squad rule (16.5) until reinforcements actually enter play.
- SR.3** At set up (3.4), the starting range chit for each defending group is determined by a RPC draw on the 3 column and then subtracting one from the resulting RPC number; so for example if a group's RPC 3 draw result is three, then that group will start at range chit 2. Also, prior to the shuffle of the Action Deck (3.5), all defender's groups must start in a random Buildings terrain card.
- SR.4** The defending player may Ambush (37.5) to add the strength of any Concealed card (ignoring its negative status) he plays to his attack, only if his firing group is stationary in a Buildings terrain card, and both the target and firing group contain no already pinned men.
- SR.5** The defender's reinforcements are available:
- Throughout Action Deck 2, the defending player may attempt to receive reinforcements —as his sole action for that turn— by making a RPC draw on the 6 column as his starting point; but he may have to shift right or left one or more columns due to casualties: for each of the defender's casualties (due to Rout or KIA/Panic) a shift of one column to the left on the RPC is made; and for each of the attacker's casualties (due to Rout or KIA/Panic), a shift of one column to the right on the RPC is made. Having determined the proper column, if the resulting RPC number is red, the reinforcements are available to enter as per Reinforcements rules 35.3–35.4 in a subsequent turn as Group E. If the resulting RPC number is black, the reinforcements are not available, but the defending player may attempt again in a subsequent turn.
 - After two decks of Action cards have been used, the reinforcements are eligible to enter anytime as per Reinforcements rules 35.1–35.4

VICTORY CONDITIONS: The attacker wins if at the end of the time limit he has at least three unpinned Personality cards in one or more groups at range chit 4 in a Buildings terrain card. The defending player wins by avoiding the attacker's Victory Conditions.

AFTERMATH: The Germans continued to try and take the city in a bloody battle of attrition. Gains were measured in terms of rooms and floors of buildings, with any German penetration met by an immediate counterattack from an ad hoc force of up to 100 men. By forming these specialized shock groups for the task at hand, the Russians were able to withstand the German onslaught.

LAND LEVIATHANS



ASL SCENARIO Q



LIPKI, RUSSIA, 3 July 1941: Under pressure from Stalin to hold Smolensk, Yeremenko was desperate to halt the German offensive. On 1 July, he committed his sole armored reserve: the 1st Moscow Motorized Rifle Division under Major-General I.G. Kreyzer. It was a crack unit, the pride of STAVKA. Equipped with the new T-34 and KV-2 tanks, the division moved off to meet and defeat the 18th Panzer Division, the spearhead of Guderian's 2nd Panzergruppe. On 3 July at Lipki, six miles east of Borisov, contact was made.

ATTACKER: ★

DEFENDER: ☩

34, 37
(2 AFVs)

1, 2, 4, 8, 9, 13, 16, 17, 32
(8 men, 1 AFV)

Attacker Set Up and Move first



Remove the first four Buildings cards to be discarded unused or as a RNC/RPC draw

SPECIAL RULES:

- SR.1 The Minefield and Pillbox cards are treated as Cover cards. Sniper and Marsh cards are treated as Cover cards if held by the attacking player.
- SR.2 Command control rules 15.1–15.4, and 15.6 are not applicable to the attacking player.
- SR.3 The defending player cannot retrograde (5.51) below range chit -2.

VICTORY CONDITIONS: The attacking player wins immediately by eliminating more than half of the defender's force before his own squad is broken. The defending player wins by avoiding the attacker's Victory Conditions.

AFTERMATH: A number of light Russian AFVs, supported by a single KV-2 and a single T-34, advanced on the lead elements of the 18th Panzer Regiment. Stunned by the appearance of the two armored monsters not encountered before on the Army Group Center front, the German infantry scattered. A handful of German tanks were all that stood in the path of the Soviet advance. The T26 and BT tanks were routed by the Pz IIIs. The German 37mm shells were unable, however, to affect the KV or T-34. Two panzers were quickly destroyed. At that point, several Pz IVs arrived to engage the KV-2, while the remaining Pz IIIs concentrated on the T-34's vulnerable tracks. Soon both Russian heavy tanks were out of action, the KV bogged on soft ground and the T-34 with its treads shot away. Without the threat of the KV or T-34, the infantry were able to hold their position. This incident reveals the cardinal sin of the Russian command: employment of their superior T-34 and KV types not in formation, but individually among light and medium tanks, or as support for the infantry. It was a mistake Soviet Russia was to pay dearly for.

CAT AND MOUSE



ASL SCENARIO A19



Near ANZIO, ITALY, February-April 1944: From the moment that the "Devil's Brigade" moved in to occupy a portion of the defensive perimeter around the beachhead, Lt-General Frederick instituted aggressive nightly patrols of company strength. His goal was to keep the enemy opposite—elements of the elite Hermann Goering Panzer Division—off balance by probing the lines, causing casualties and destroying any shelter that might be of use. The men of the Canadian-American FSSF proved quite adept at the game, turning the night into a time of deadly little firefights and ambushes, giving the Germans no rest.

ATTACKER: ☆

DEFENDER: †

Elite: 1-5, 7-9, 11-13, 21,
& one Demolition Charge
(12 men)

1-10, plus random initial
forces
(10+ men)

Attacker Set Up and Move first



Remove the first four Buildings cards to be discarded unused or as a RNC/RPC draw

SPECIAL RULES:

SR.1 The Pillbox and Minefield cards are treated as Cover cards.

SR.2 After the attacking player has formed his groups (3.2), the defending player makes a RPC draw on the 6 column to determine his initial force. The forces listed at SR.3 are added to his initial force of ten men. Then, he can form his groups normally.

SR.3 Random initial forces:

RPC 6	Defender's Additional Forces
1	15, 25, 27, & one Demolition Charge
2	12, 26, & one Demolition Charge *
3	27, 46, and Sniper cards are treated as Cover cards if held by the defending player
4	13, 17 *
5	14, 26, & one Demolition Charge
6	15, 19, 22, 26, 27, & one Demolition Charge

* No LMG/MMG man may setup in the same group with another LMG/MMG man, nor may a LMG/MMG man Individually Transfer to another group containing a LMG/MMG man as long as there is another unpinned man in his own group which could make the transfer instead of him.

SR.4 Both players must set up their groups at range chit 1. Also, after the initial Terrain placement (3.6) both players may set up entrenched in any applicable terrain and group.

SR.5 The attackers are paratroops (not marines) and are entitled to their respective nationality's Elite status (39) capabilities.

SR.6 Night rules (38) are in effect.

SR.7 If in a player's turn a Breeze card is drawn during any RNC/RPC draw, that player assign a number to all groups in play (both attackers and defenders) and performs a RPC draw using the column equalling the total number of groups. Place a Starshell "1" chit on that group—and on to other groups due to 38.51—.

VICTORY CONDITIONS: The player with the most Victory Points (16.4) at the end of the time limit is the winner. Victory Points for casualties (including men removed due to rout or wounded) are awarded normally. In addition, each Buildings card occupied at scenario end by any group awards four Victory Points. If the scenario ends due to Broken squad (16.5) no additional Victory Points are awarded to the winner. Optional: It is the intent that players should play this scenario two times. In each play, both players amass their Victory Points. The player with the most Victory Points of the two-scenario micro-campaign is the victor.

AFTERMATH: Until their relief at the beginning of May, the FSSF gave the Germans no rest. But the men of the Hermann Goering Panzer Division proved themselves, at times, capable and deadly opponents. Casualties among the FSSF were high, requiring a lengthy period of rest and refit for the Canadian-American unit after the capture of Rome. The final accounting in repeated playings of this grim game of "Cat and Mouse" in the dark would show the series a draw.

A MEETING OF PATROLS



SL SCENARIO A6



HOFEN, BELGIUM, December 26, 1944: In early December, the U.S. 47th Infantry Regiment was moved back to "Camp Elsenborn" for refit and final training of a large replacement cadre. But training and reorganization were still incomplete when the storm struck; on the afternoon of December 16th came confused reports of a terrifying German offensive in the V and VIII Corps sectors. The regiment, one of the few in reserve nearby, was immediately trucked to the vicinity of Eupen and assigned the role of preventing an enemy penetration past the lines held by the 38th Cavalry Squadron. Defensive positions were established along the Monschau-Hofen-Kalterherberg ridge. The 47th's battalions installed barbed and concertina wire, mines, booby traps and remote flares in front of their positions. And all company commanders instituted vigorous patrolling to counter anticipated enemy probes. On the morning of December 26th, one such patrol from Company L of the 3rd Battalion encountered a German force which had infiltrated during the night.

ATTACKER: 

Elite: 1-6, 8-10, 17
(10 men)

DEFENDER: 

1-5, 7-9, 11-13, 22
(12 men)

Attacker Set Up and Move first



Remove the first five Buildings cards to be discarded unused or as a RNC/RPC draw

SPECIAL RULES:

SR.1 The Pillbox and Minefield cards are treated as Cower cards.

SR.2 Weather condition is Ground Snow:

- Stream cards are considered semi-frozen waters; apply these rules to the normal use of a Stream card:
A Stream card requires the play of at least two Movement cards (one per turn) to exit. The first Movement card must be a successful Ford Movement sideways card (as per 8.53), but cannot serve to other purpose (ignore 8.531). The second Movement card is placed directly into the Discard Pile as the sole action for that group; then the group is eligible to play either a Terrain or Movement card in a subsequent turn.
- Only Movement cards with a RNC value of 3-6 (of any color) may be used to enter a Hill. An opponent's Hill discard may be accepted regardless of the RNC value. Any Movement card may be used to exit a Hill.
- Marsh cards are treated as Open Ground although it may be discarded on an opposing moving group, or placed as initial terrain (3.6).
- An entrenchment attempt is successfully resolved by drawing a RNC 1 of any color.

SR.3 All attacker's Personality cards have Winter Camouflage:

- The Fire Strength and To Hit attempts against any Infantry group are reduced by one at Relative Range 0 and 1.
- Any Infantry group in a Terrain card other than Buildings may add one to the strength of any -1 Concealed card they play (it becomes a -2).

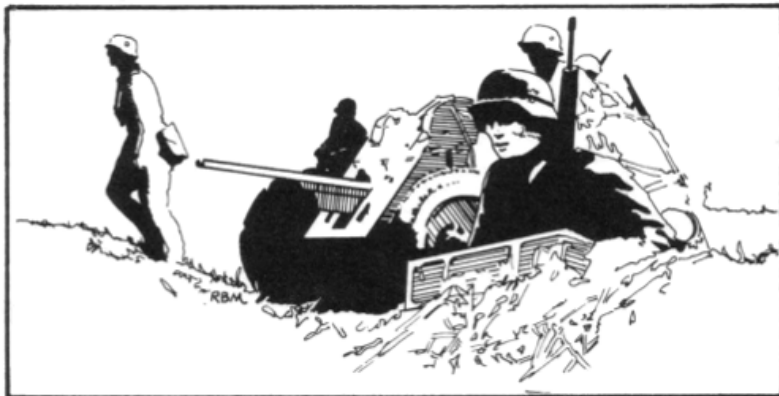
VICTORY CONDITIONS: The attacking player wins immediately if he has at least four unpinned Personality cards in one or more non-infiltrated groups at range chit 4 in a Terrain card which will reduce the Fire Strength of any attack against them. The defending player wins by avoiding the attacker's Victory Conditions.

AFTERMATH: The American lieutenant in command of the patrol, one of the newly arrived 90-day wonders, had unwisely split his force when he became aware that there were enemy in the area. He then compounded his error by leading the main element of the patrol down a frozen stream where the advance scouts were ambushed and the little column fired on by SS troops hidden above. Luckily, the SS formation had been hastily thrown into the battle, and was consequently armed with a variety of weapons and thus unable to muster the normally high firepower of most Waffen SS units. The Americans took a number of casualties while frantically scrambling for cover. Total disaster was averted only when the other element of the patrol, led by an experienced sergeant, attacked the flank of the German force. With this, the SS troops faded away into the snow-clad forest. Quickly gathering their own dead and wounded, the GIs did likewise. And, it was discovered, the American lieutenant had paid for his inexperience; he had been killed on the stream during the first burst of fire.

HILL 621



SL SCENARIO 5



NEAR MINSK, RUSSIA, 1 July 1944: In late June 1944, the Soviets began what eventually would be known as the "Destruction of Army Group Center". The key to this offensive was the city of Minsk. Should it be captured, numerous German formations would be hopelessly cut off. One of the vital routes for the German retreat was via Stolbtsky Highway which ran behind a series of low ridges and then crossed the Berezina River south of Minsk. On July 1st, the much overworked and understrength German 170th Infantry Division (in reality a large battalion) was overwhelmed by elements of Rotmistrov's Fifth Guards Army. The survivors took to their heels and attempted to patch together a defense along the last line of ridges overlooking the escape route to Minsk. The Russians, in probing for a weakness in the German line, had managed to overrun the German-held village of Letomovski and were boiling towards the ridges. Hurriedly gathered German reinforcements were converging in an attempt to patch up the line and hold Hill 621, key to the defense.

ATTACKER: ★

DEFENDER: ☩

2-11, 13, 19, 20, 22-25, 28
& two ATMMs
(18 men)

2, 4, 6, 8, 12, 23,
& one Radio
(6 men)



Attacker Set Up first, Defender Move first

Remove the first Stream card and all Marsh cards to be discarded unused or as a RNC/RPC draw

SPECIAL RULES:

- SR.1** The Minefield and Pillbox cards are treated as Cover cards. Snipers cards are treated as Cover cards until you gain Sniper capability due to Reinforcements.
- SR.2** For Broken Squad purposes (16.5) at the beginning of Deck 2 only the remaining defender's Personality cards are considered part of the forces. Reinforcements are not considered part of the forces until they actually enter play.
- SR.3** The attacking player must set up their groups at range chit -2, and may set up one of his groups in a random Buildings card prior to 3.5.
- SR.4** The defending player must set up their groups at range chit 3. After the Initial Terrain placement (3.6) the defender may set up entrenched in any applicable terrain and group.
- SR.5** Prior to the start of play (4.1), each defender's Personality cards must draw a RPC 6. If the RPC is red that Personality card starts play pinned.
- SR.6** These SR represents the ridges of Hill 621 which are located behind defender's initial forces at range chit 0 (range chit 5 for attacker's forces):
- Defender's groups at range chit 0 and attacker's groups at range chit 5 may use Elevated Fire (8.31) to add ⊕1 to the Fire Strength TEM if occupy an Open Ground, Hill, Brush, or Woods terrain card. On a Hill terrain card, the total Fire Strength TEM is ⊕2.
 - Defender's AFV cannot move to range chit 0 and below. Attacker's AFV cannot move to range chit 5 and higher.
 - Defender's groups at range chit -1 (and below) only have LOS to attacker's groups at range chit 5 –including Artillery Fire Missions (40.2).
- SR.7** Both players may receive Reinforcements (35) throughout the game from the table below:
- All attacker's reinforcements must appear at range chit -2 (ignore rule 35.3).
 - All defender's reinforcements must appear at range chit -1, except the AFV #33 that enters automatically at range chit 2 (ignore rule 35.3).
 - SL and ASL reinforcements Personality cards function as an auxiliaries in case of the loss of the original SL or ASL.

At the end of Deck #	Attacker	Defender
1	Sniper, 34	Sniper, 33
2	12, 14-16, 21, 26	3, 5, 9, 24 & two Panzerfausts *

* These defender's reinforcements may enter at Group Z by playing a Movement card with a red RNC (48.33)

VICTORY CONDITIONS: The attacking player wins immediately if he has at least four unpinned Personality cards in one or more non-infiltrated groups at range chit 5 in a terrain card which have Elevated Fire bonus. The defending player wins by avoiding the attacker's Victory Conditions.

AFTERMATH: The Germans briefly crystallized and held the Russian onslaught. Field Marshall Model formed a regimental Kampfgruppe from remnants of the 4th, 5th, and 12th Panzer Divisions to close the Russian breakthroughs; but there were too many breakthroughs and not enough Germans. Desperate, he sent whatever armor remained for the last ditch fighting along the ridges that flanked the Stolbtsky highway. Gradually, one ridge after another was cleared by the Russians. The remaining German mobile forces darted here and there in futile efforts to stem the tide. By July 2nd, both the ridges and the highway were Russian-held; and on July 3rd, the Soviets entered Minsk, former headquarters of Army Group Center.

VOSENACK CHURCH



ASL SCENARIO DB058



VOSENACK, GERMANY, 6 November 1944: In the bloody ongoing campaign in the Huertgen Forest during the first three days of November, the U.S. 28th Division pushed into Vossenack. On November 4th the 116th Panzer Division was released from reserve and started a series of counterattacks to take back not only Vossenack, but Kommerscheidt and Schmidt as well. Elements of the U.S. 28th Division holding Vossenack were subjected to two days of hellish bombardment. The bombardment was so bad that on November 5th a battalion commander suffered a nervous breakdown. The Germans used one such bombardment to move into attack position right on top of the U.S. troops defending Vossenack.

ATTACKER: ☩

DEFENDER: ☆

1, 3-7, 9, 10, 17,
19, 20, 24, 27
(13 men)

1-5, 7, 8, 11-13
(10 men)

Defender Set Up first, Attacker Move first



Remove all Stream cards and the first three Woods cards to be discarded unused or as a RNC/RPC draw

SPECIAL RULES:

SR.1 The Minefield cards are treated as Cover cards.

SR.2 The defending player receives the Pillbox card prior to setup (23.2) and places it on his Group B. This card represents the church's Tower:

TOWER TERRAIN CARD

FIRE MOD: ⊕1 -3

ENTRENCH: Not allowed

INF. INTO: Two column shift to the right

SMOKE: Allowed

WIRE: Not allowed

RESTRICTIONS

- The maximum number of men in a group with a Tower card is three. No mortar, secondary weapon, bazooka, panzerschreck, Infantry Gun, or AFV may occupy a Tower.
- A group in a Tower may not play a Concealed card (EXC. CC).
- A group in a Tower is not subject to any type of Flanking Fire or Encirclement.
- A group in a Tower cannot attempt infiltration or enter into, or be attacked in, CC (EXC. Berserk); but an enemy group may attempt to infiltrate to double their Firepower or make a DC attack.
- A group in a Tower can attack or be attacked by a group in a Gully at any Relative Range.
- Hill's -1 modifier to the Fire Strength (8.32) doesn't apply against any attack made by a group in a Tower.

SR.3 The defending player receives a random Buildings card prior to the shuffle of the Action Deck (3.5), and places it on his Group C even if there aren't any Personality cards. This card behaves like a normal Buildings card with the exception that it cannot be removed even if vacated, as it represents the rest of the church. If this Buildings card is vacated, it may be only occupied by a Group C—at range chit 5 for the attacker, 0 for the defender—as per Terrain capture rules (20.8) with a successful infiltration attempt on the RPC 3 column as the starting point.

SR.4 Due to attacker's bombardments, each defender's Personality card must take a Morale Check (20.21) prior to the start of play.

SR.5 Weather condition is Ground Snow:

- Stream cards are considered semi-frozen waters; apply these rules to the normal use of a Stream card:
A Stream card requires the play of at least two Movement cards (one per turn) to exit. The first Movement card must be a successful Ford Movement sideways card (as per 8.53), but cannot serve to other purpose (ignore 8.531). The second Movement card is placed directly into the Discard Pile as the sole action for that group; then the group is eligible to play either a Terrain or Movement card in a subsequent turn.
- Only Movement cards with a RNC value of 3-6 (of any color) may be used to enter a Hill. An opponent's Hill discard may be accepted regardless of the RNC value. Any Movement card may be used to exit a Hill.
- Marsh cards are treated as Open Ground although it may be discarded on an opposing moving group, or placed as initial terrain (3.6).
- An entrenchment attempt is successfully resolved by drawing a RNC 1 of any color.

SR.6 All attacker's Personality cards have Winter Camouflage:

- The Fire Strength and To Hit attempts against any Infantry group are reduced by one at Relative Range 0 and 1.
- Any Infantry group in a Terrain card other than Buildings may add one to the strength of any -1 Concealed card they play (it becomes a -2).

VICTORY CONDITIONS: The attacking player wins immediately by eliminating all Personality cards in the church's Tower (Pillbox card) or if it is vacated. The defending player wins by avoiding the attacker's Victory Conditions.

AFTERMATH: In close quarter fighting the Panzergrenadiers of the 116th Panzer Division took the church in the center of town. Later, some U.S. armor got through to help retake the town. This started a trend over the next two weeks of combat, a period that saw the church in Vossenack change hands nine times in bitter fighting. The struggle for Vossenack and the surrounding area would continue until November 15th, when the U.S. forces finally called off their 'offensive' and fell back to their original start lines.

DYO: ATTACKER: 347, DEFENDER: 259

TAKING THE LEFT TIT



ASL SCENARIO A20



SANTA MARIA INFANTE, ITALY, 11 May 1944:

On the extreme left of the 5th Army front, the U.S. 88th Infantry Division was to take Mount Bracchi in the opening of the offensive to take Rome.

The small town of Santa Maria Infante commanded the main German lateral route of communications and once it fell, American forces could easily advance north to Mt. Bracchi and make untenable all enemy positions to the east.

The 351st Infantry Regiment was to take the town which was sure to be stoutly defended. But to reach it they had to attack over difficult terrain—in the dark. Small knolls known jocularly to the Americans as the Right and Left Tits jutted Out of either side of the road to Infante; beyond them Hill 103 was the last hurdle. At 2300 hours, without artillery preparation, Company F stepped off in the darkness for the Left Tit.

ATTACKER: ☆

1, 2, 4-12, 14, 15, 21-23
(16 men)

DEFENDER: ☩

1-10
(10 men)

Attacker Set Up and Move first



Remove all the -2 TEM Buildings cards to be discarded unused or as a RNC/RPC draw

SPECIAL RULES:

- SR.1 The Pillbox card is treated as a Cover card. Minefield and Wire cards are considered Cover cards for the attacking player; they may be played normally by the defending player.
- SR.2 Treat all Woods cards as Brush terrain.
- SR.3 Night rules (38) are in effect.
- SR.4 The defending player may set up his groups in Hills prior to set up by taking the first Hill cards revealed by a random search through the deck (with a maximum of three groups).
- SR.5 The defending player may set up entrenched in any applicable terrain and group.

VICTORY CONDITIONS: The attacking player wins immediately if he has four unpinned Personality cards in one or more non-infiltrated groups at range chit 5 or greater occupying any Terrain card which will reduce to Fire Strength of an attack against it and he has at least as many Personality cards in Hill terrain as the defending player. The defending player wins by avoiding the attacker's victory conditions.

AFTERMATH: Initial progress was relatively fast. The slope of the Left Tit was taken under fire by machineguns and mortars as per prearranged schedule. The leading platoon punched up and over the knoll, encountering only wire and mines. But just beyond, it was caught in a crossfire of machinegun nests. Silencing them proved costly and Sgt. Pyenta, senior surviving NCO, decided to withdraw and make contact with the rest of the company. Meanwhile, the others had their own troubles—the dark, minefields, Snipers and enemy machineguns had scattered the company near the base of the Left Tit. Consolidating what was left, a Sgt. Eddy led them around to the east of the knoll, crawling under machinegun fire. Following terraces, this group got as far as the beginning of the gentle rise of Hill 103. The doughty sergeant decided to wait for reinforcements, fighting off disparate enemy groups until dawn. But help never came; only five men and Eddy remained. The assault had disintegrated into disorganized, disoriented fragments. Not until the 14th would American armor and infantry punch through to Santa Maria Infante.

AACHEN'S PALL



ASL SCENARIO T8



AACHEN, GERMANY, 15 October 1944:

The American hand had closed about Aachen. But the city fell slowly. Street by street, then house by house, the GI squeezed out the Germans.

Finally, the Wehrmacht headquarters in the Hotel Quillenhof was in sight. The massive hotel structure proved impervious to direct 75mm fire from supporting Shermans. As the GIs launched their first assault, Colonel Corley called for on a self-propelled 155 for direct fire support.

ATTACKER: ☆

1-5, 7-9, 13, 15, & one M12
(10 men, 1 AFV)

DEFENDER: ☩

4, 9, 10, 13, 23, 24
(6 men)

Defender Set Up and Move first



Remove the first Stream card and the first four Woods cards to be discarded unused or as a RNC/RPC draw

SPECIAL RULES:

SR.1 The Minefield and Marsh cards are treated as Cover cards.

SR.2 The defender receives the Pillbox to place on Group B at range chit 2; treat this card as a Buildings card with a -4 TEM. His other groups may begin at range chit 0-2. Any other defending groups at range chit 2 may also set up in a Buildings card drawn at random from the Action Deck.

SR.3 The attacker may set up his groups at range chit 0-2. A Buildings card may not be placed on the AFV during initial terrain placement (3.6).

SR.4 The defending force will not break (16.5).

SR.5 The M12:

- It is treated as an Open-Topped AFV while limbered, and as an Infantry Gun while unlimbered.
- It must expend one action after ending movement to unlimber its gun before it may fire. It must also expend one action to limber the gun before it may move again.
- While unlimbered it has a KIA number of 8 as the crew is outside it.
- It may start the game limbered or unlimbered.

VICTORY CONDITIONS: The attacker wins immediately when no unpinned defender remains in Buildings terrain at range chit 2. The defender wins by avoiding the attacker's Victory Conditions.

AFTERMATH: The GIs moved to the attack through a limited smoke screen. The Americans were almost in possession of the hotel when the Germans launched a final counterattack. The Americans fell back in the face of this new threat. It would be three more days before the hotel would be finally in the GIs' grasp. The keystone of Aachen's bitter defense fell as smoke collected in the heated air above.

DYO: ATTACKER: 371 + M12 AFV, DEFENDER: 256

SOME DESIGN NOTES...

First scenario, RETAKING VIERVILLE, is quite an intense scenario, especially considering that it usually lasts two decks, and it is kind of a short CITY FIGHT on steroids. The American player has the poisoned chalice of starting the game already with some Victory Points under his belt, but an advance of a German fire-base to range chit 1 can cause him severe casualties. Be prepared to see lots of Lateral Transfers and some Individual Transfers. The possibility of a gap at A at the setup was designed with the intention of bringing the core of the action on groups B and C, leaving groups A and D to accommodate the more than likely entry of reinforcements. Speaking of reinforcements and SR4, it is worth remembering that a Sniper doesn't count as a Personality card! Special Rule 8 comes directly from my envy towards COMBAT COMMANDER: EUROPE and its wonderful "you never know for sure when it ends", and thus it was clumsily imitated.

The second one, IN SIGHT OF THE VOLGA, is quite classical and basic in terms of SRs but with slightly different victory conditions for the German player. Due to the MMGs, both players should be careful when advancing their range; it is quite important to get the opposing fire-base pinned, otherwise the Firepower can rise up to biblical proportions. If the German player tries to achieve victory by reaching range chit 4 –which is feasible–, then he needs to be careful with the Streams and Booby Traps. But if everything goes wrong, he can always have his last attempt with the reinforcements of Deck 3. In general, IN SIGHT OF THE VOLGA is a scenario that requires a lot of patience for the attacker despite his MMG, and a considerable amount of discarding play for the defending player.

NIGHT DROP, third scenario, is the mirror – or evil twin– of PARATROOP DROP. Here the paratroopers have to defend but they are scattered all over the battlefield. The smart German player will try to place some American group near him to infiltrate in his very first turns –and perhaps enter into CC thanks to SR4–, thus being able to open a breach where he may advance. The lower visibility and Fire Strength that night rules confer should help the American player in being able to recombine and/or merge their groups. I always liked the idea behind PARATROOP DROP for its random setup, so making a similar scenario with reversed roles was an easy decision. Making a semi-night scenario –like the original ASL one– was also an easy choice, as officially only FREE FOR ALL contemplates night rules; and to be fair, it isn't a very inspired scenario.

Next one, KING'S CASTLE, can be a pain in the ass for the American player despite his superiority in DY0 points and the fact that the Germans have only nine Second Line Personality cards. This scenario is obviously a variant of ASSAULTING A FORTIFICATION, a scenario that I like, but I always believed that a defender's victory is very complicated to achieve and above all it does not provide much fun factor or interesting decisions to him.

I wanted to change this with the inclusion of the Tower card, and a nice –for the German defender– mortar. The Tower card is merely a Pillbox card with one TEM less in defence but one more TEM in attack, but it also has LOS to Gully cards and negates the defensive modifier of Hill cards –not its offensive modifier, I do not want to turn the Hills into an Open Ground! Special Rule 4 –the Building fixed at group C– went through multiple revisions until it was handy, playable, and hopefully not rules-loop-hole inducing. I've always wanted to play with the idea of some kind of fixed terrain on UP FRONT, so this is my attempt on it.

WAR OF THE RATS is a very demanding scenario for the German attacker. Despite starting the game with a Firepower advantage at ranges 0 to 2, he must advance when he is sure that the defender cannot ambush him. It can also be a demanding scenario for the Russian player, specially if he has some bad luck in the setup or if he doesn't get a few Concealment cards in his hand. It is a scenario in which I wanted to experiment with a semi-random range chit setup –that goes from range zero to two– but without reaching the lengths of NIGHT DROP. The entry of the reinforcements is clearly inspired by those family eurogames where a victory points salad must be balanced: the worse the Russian does, the easier it is for him to get his reinforcements enter in deck two. I also changed the victory conditions in a subtle way, since now the German player only needs three soldiers at range chit 4 –and they don't even care about infiltrators–, but they will have to survive until the end of the game.

The sixth scenario, LAND LEVIATHANS, is my particular revenge against a certain game about duelling tanks inspired by UP FRONT and published by one of the biggest companies in the wargame business. Three simple SRs and I get better feelings than with the previously referred game. German player: don't lose your hope, divide your units –even into four groups– and let the Action Deck flow; you may prevail.

After some scenarios where the groups IDs can be random (NIGHT DROP), and where the range chit can be semi-random (WAR OF THE RATS), I still had to explore and experiment with the randomness of the initial forces. From this idea came CAT AND MOUSE, which is a new night scenario –the second of this pack– where the attacker forms his groups in the setup without knowing exactly what enemy force he is going to face. In terms of victory conditions it is a scenario similar to CITY FIGHT, but with less bad blood, as the groups in Buildings award a fixed amount of Victory Points. And if you take into account that it is designed to be played twice in a row as a micro-campaign, it can become a more strategical than tactical scenario –or maybe it is the other way around–. Taking advantage of the fact that Breeze cards used as RNC/RPC are useless in night scenarios, I wanted to add SR7 to give it a little touch of flavour and chrome –which is inspired by one of the most visually powerful scenes of the film "1917" by Sam Mendes–.

Eighth scenario is A MEETING OF PATROLS. How could you deny adapting an ASL scenario that is named like that and that also has snowy terrain conditions? Because, if nothing else, UP FRONT has received multiple set of rules over the years to represent different weather conditions. After reading, playing and seeing the advantages and disadvantages of some of them –Jim Burnett at "The General", Hunter Johnson's ASLer approach, and the ill-fated KS edition (YBWDTMFUF?)– I have tried to distill them all into two SRs –terrain modifications and winter equipment–, hoping that they will be enough to give another feel to the game without dulling UP FRONT's fast and furious gameplay. I hope I've succeeded, but to each his own. As for the scenario itself, the German player's role will be a bit like in the original UF's MEETING OF PATROLS; it will be easier for him to win the game due to a broken squad than for reaching range chit 4; but hey, you never know when the cards will smile on you, so never rule out that possibility either. As an American, grit your teeth, look for a good defensive terrain and try for the bazooka to do its thing. And let the deck run a lot, of course.

HILL 621 –mythical scenario since SQUAD LEADER times– is aimed at the most experienced players; both for its Special Rules and its gameplay. It has a very fragile balance, as it can be finished in Deck 1 or 2 easily and without playing poorly; but if it goes well it can become a marvel just like the SQUAD LEADER scenario on which it is based.

Did you like the Ground Snow rules? Did you like the inclusion of a new Tower terrain card? Then VOSSENACK CHURCH is for you! This scenario combines these two previous premises and joins them together to make an even better scenario –or worse, depending on how you look at it–. I had to somehow take profit of the time I spent testing those two separate mini-rule sets in the past scenarios.

Last two scenarios, TAKING THE LEFT TIT and AACHEN'S PALL were designed by Hunter Johnson, so I can't speak for him. They were obviously the initial inspiration to create these scenarios. I didn't make any changes to them except for making them visually cohesive with the rest of the scenarios, so they come "as is". This is my small tribute to him.

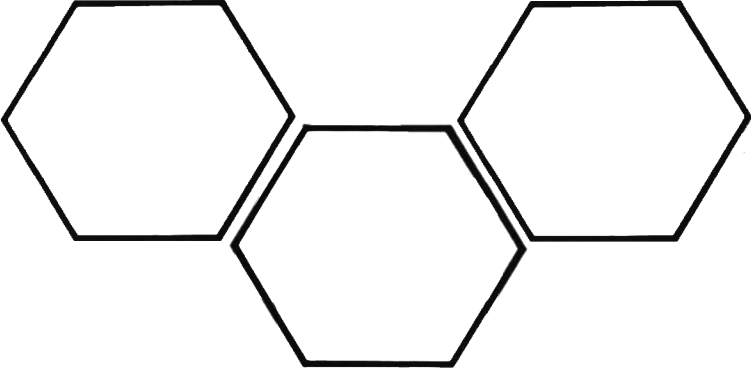
And I think that's enough of my diatribes and mental clumsiness. If you've read this far, I just hope you enjoy your UP FRONT games –in any possible way–, and wish you good luck with your cards (including the real-life™ ones). Best

CREDITS: All scenarios designed by [juno29](mailto:juno29@hotmail.es) (juno29@hotmail.es), with the exception of "Aachen's Pall" and "Taking the Left Tit" by Hunter Johnson

SPECIAL THANKS & LOVE TO:

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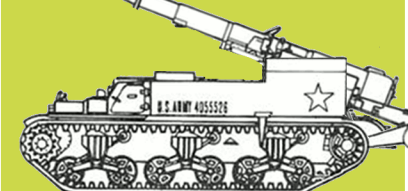
APPENDIX

- The first 16 pages of this PDF are intended to be printed double-sided to create an 8-page booklet.
- This appendix is intended to be printed double-sided without scaling, so you will end up with the correct dimensions to play with UF's Avalon Hill version.
- The M12 AFV is needed to play AACHEN'S PALL scenario.
- The Tower Terrain card is not required at all to play KING'S CASTLE or VOSSACK CHURCH, but has been added for your convenience.

#M12 155mm
Effect Number: 7 7
OVR: NA

★

BOG: 6/w0
x5-6



Range	To Hit #
0	0
1	0-1
2	0-2
3	0-3
4	0-4
5	0-5

UNLIMBERED GUN - CANNOT MOVE

MORALE: 4


KIA: 8

#64

TOWER

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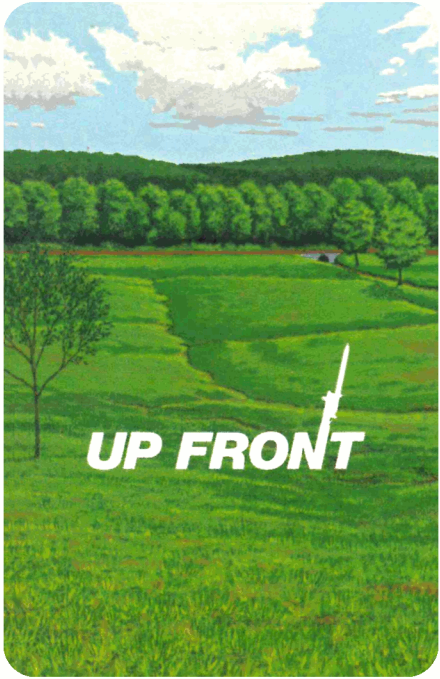
Group B
⊕1
-3



3 men maximum; INF into: 2 shifts right
 NA vs: Flank, OVR, CC, Wire, -1 Hill TEM
 Can attack or be attacked by Gully

1 2b 3 4c 5o 6 7w 8 9 0r

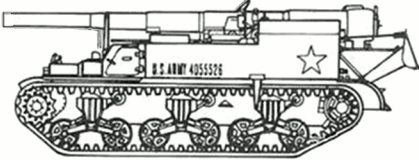
1 2 1 4 4 4 1 8 1 4



#M12 155mm
OVR: NA

☆
CE: 9

BOG: 6/w0



LIMBERED GUN
Cannot fire
Can Move

MORALE: 4

ARMOR: i2/s3/k4
FLANK: i-1/s0/k1