

Rally Point: ASL Scenario Pack - Starter Kit Special Study II



ASL/ASL Starter Kit Compatible scenario pack that requires Starter Kits 1-3, Starter Kit Expansion Pack #1 and Starter Kit Bonus Pack #1.

Rating: Not Rated Yet

Price

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Description

Rally Point Volume 6: Starter Kit Special Study II is an ASL/ASL Starter Kit Compatible scenario pack that **requires Starter Kits 1-3, Starter Kit Expansion Pack #1 and Starter Kit Bonus Pack #1**. Each scenario is fully compatible with full ASL rules and ASL Starter Kit Rules. These 10 scenarios were playtested with consideration for both rules sets and are presented in the Schwerpunkt easy-to-read format on high-quality cardstock.

RPT51 Arrivederci Nembo: Delianuona, Italy, 7 September 1943: Elements of the Italian Nembo Parachute Division found Lieutenant Colonel Bogert's lead platoons of the West Novas resting along the road. This determined group of paratroopers had refused to surrender with Italian coastal units and were attempting to join up with the retreating 29th Panzer Division. Heavy small arms fire erupted and a sharp fight developed in the gathering dawn. This scenario uses board q. Game Length: 5.5 turns.

RPT52 Death Rattle: RAHDEN, Germany, 4 April 1945: The 11th Armoured Division swiftly advanced northeast from Osnabrück. Lieutenant Colonel Max Robinson's 4th Battalion, King's Shropshire Light Infantry and their supporting A-34 Comet tanks from the 3rd Royal Tank Regiment attacked the village of Rahden. The shattered remnants of the 15th Panzer Grenadier Division offered a surprisingly spirited, yet futile defense of this small village. This scenario uses board s. Game Length: 5.5 turns.

RPT53 Tiger Blood: Matzen, Germany, 26 February 1945: B Company, 37th Tank Battalion was ordered to link up with the 51st Armored Infantry Battalion and support its attack toward Erdorf. B and C Companies of the 51st ran into intense German small arms and machine gun fire coming from the high ground northwest of Matzen, while a lone Tiger tank knocked out three of the 37th Tank Battalion's Shermans. The armored infantrymen were pinned down until the 37th's Shermans laid a smoke screen. This scenario uses boards q, r, s, and v. Game Length: 5.5 turns.

RPT54 An Italian Civil War: Ibarra Palace, Brihega, Spain, 12 March 1937: The Garibaldi Battalion and the Black Arrows Division encountered one another on the Tojja-Brihuega road. The ebb and flow of the battle had centered around a country estate known as Ibarra Palace. On the 12th, the Garibaldi Battalion of the XII International Brigade made a final counter-attack to take Ibarra Palace from Black Arrows. This scenario uses boards q and s. Game length of 5.5 turns.

RPT55 Coudehard Cache: Coudehard, France, 20 August 1944: The Poles of the 1st Armoured Division settled north of Chambois at Montormel, a hill overlooking the Vimoutiers road. The Poles saw long German columns progressing westward, trying to break out. The situation of the Poles worsened when a regiment of the 2nd SS Panzer-Division counter-attacked. For three days, the Poles fought without re-supply and

faced waves of desperate German soldiers. This scenario uses board t and v. Game Length 4.5 turns.

RPT56 Failure to Assimilate: LaVarde, France, 19 July 1944: The 331st Infantry's assault battalion attacked by going straight down the paved highway. Aided by artillery, the troops encountered light enemy fire and managed to cross the river, establishing a foothold in town. A lucky enemy shell destroyed the bridge into town, thereby denying the U.S. soldiers any tank support. Although outnumbering the defenders, the American assault on the town stalled, and a small German counterattack in the afternoon forced them to retire. This scenario uses board p. Game length is 6 turns.

RPT57 Easy Riders: Luzk, U.S.S.R. 27 June 1941: Kradschützen-Bataillon 43 was conducting a reconnaissance when Russians ambushed them with direct artillery fire from a tree line. After the initial fire from the tree line, Russian tanks appeared. The Russian tanks were driven back. The motorcycle infantry faced the task of slowing down or breaking the Russian infantry attack until German reinforcements could arrive. Hugh Downing designed scenario that scenario uses board y. Game Length: 4.5 turns.

RPT58 Sikh Defiance: Onferno, Italy, 12 September 1944: The 7th Indian Infantry Brigade attacked the small village of Onferno. The 2nd Royal Battalion of the 11th Sikh Regiment was the first to enter the village. The 2/11 Sikhs were immediately met with stiff resistance from the German 98th Infantry Division and panzers from the 26th Panzer Division. The Sikh advance was halted and they prepared for the certain counter attack. Hugh Downing designed this scenario that scenario uses board w. Game Length: 5.5 turns.

RPT59 Hungarian Hopscotch: Hajdudurgog, Hungary, 24 October 1944: The Russian 2nd Ukrainian Front moved to cut off and encircle the retreating German 8th Army. The initial assault into Hajdudurgog was ripped to shreds, leaving the 30th Cavalry Division susceptible to counterattack. The 126th Panzergrenadier Regiment (supported by self propelled guns) delivered that blow. Pete Shelling designed this 5.5 turn scenario set on board z.

RPT60 Cat Chow: Gorodok, Russia, 13 January 1943: The 2nd Shock Army attempted to cut the German noose and break out to Siniavino. Establishing a bridgehead across the Neva, the 102nd and 123rd Rifle Brigades attacked the strongpoint at Gorodok. German 88mm guns and Tiger tanks were brought forward to stabilize the lines of the 170th Infanterie Division and push the attackers back. This Pete Shelling scenario uses boards s, u, and v. Game Length: 7.5 turns.