

FOUR STARS OF VALOR



Scenario Design: Bill Cirillo & Sean Deller

ASL SCENARIO 292



NIJMEGEN, THE NETHERLANDS, 20 September 1944: The timely capture of a bridge across the Waal River in the city of Nijmegen was one of the keys to Operation MARKET-GARDEN, and a task that would fall to the British Guards Armoured Division and the American 82nd Airborne Division. The attacking elements were divided into two task forces. While the Eastern Force was charged with assaulting the main road bridge across the Waal, the Western Force, including Lt. Colonel Benjamin Vandervoort's Company D, 2nd Battalion, 505th Parachute Infantry Regiment, was given the job of capturing the nearby railroad bridge. By the afternoon of 19 September, both Forces were in position to begin a simultaneous assault on the two objectives. Unfortunately for the attacking Allies, the Germans had had ample time to heavily reinforce the southern areas around the two bridges with approximately 2,000 defenders supported by armor and direct fire ordnance pieces. The area in front of the railroad bridge was defended by *Kampfgruppe Henke*, commanded by *Oberst Fritz Henke*, under the overall direction of *Kampfgruppe Frundsberg*.

VICTORY CONDITIONS: Provided the Germans amass ≤ 24 CVP [EXC: prisoners do not count double; an eliminated/Immobilized/Recalled/captured AFV (including its inherent crew) is worth 2 CVP], the Allies win at game end by fulfilling ≥ 1 of the following conditions:

- There is ≤ 1 Good Order non-crew German Infantry squad-equivalent in a RR hex(es) and/or in a ground level building Location(s) adjacent to a RR hex(es).
- They Control ≥ 2 Factories on overlay X33 and ≥ 4 of the following buildings: 18aoJ5, 18aoD12, 19aC7, 19aF5, 19aoK7, 19aoM6.

BOARD CONFIGURATION:

19a	X32	18a	RC13
			X38
			RY8
			X37 X33



BALANCE:

- ✚ Add one 2-3-8 HS and one WFP Point to the German OB Group 1.
- ☆ Add one 3-4-7 HS and one DC to the American 1st Platoon OB.

TURN RECORD CHART

✚ GERMAN Sets Up First [184]	☆	1	2	3 ⁺	4	5	6	7	END
☆ ALLIED Moves First [245]									



Elements of *Kampfgruppe Henke* (Groups 1 & 2), *Kampfgruppe Frundsberg* [ELR: 4/3; see SSR 4] set up one Group in the "West" setup area and the other in the "East" setup area (see SSR 2); {SAN: 3}

Group 1: Fallschirmjäger-Ausbildung-Regiment:

5 ⁺ -4-8	4-4-7	2-3-7	8-1	8-0	7 morale	16 1 1 15PP AAMG -/-/3	WFP Points
2	5	3			4	2	6

Group 2: Bataillon II, SS-Panzergrenadier-Regiment 21, SS-Panzer-Division 10 "Frundsberg":

5 ⁺ -4-8	4 ⁺ -6-8	2-4-8	8-1	8-0	LMG 3-8	7 morale	WFP Points
3	2	2				4	6

Group 3: Elements of *Kompanie 4, Flak-Bataillon 572* set up two Guns in the "West" setup area and two Guns in the "East" setup area (see SSRs 2 and 3):

2-2-8	88L AS ⁺ /4 ⁺ /3 ⁺	2 *47	3 20L (6)
4			2

Group 4: Fortifications set up within "West" and/or "East" setup area(s) (see SSRs 2 and 3):

Minefield II	WFP Points	Trench OVI, OBA: +4 Other: +2	WFP Points
12 factors	2	3	4

German WFP Table (SSR TotR3; Purchase Point cost in RED)			
DC 1	LMG 1.5	50 MTR 1.5	PSK 2
MMG 3	HMG 6	4 x ? 0.5	Wire 1
6 A-P 2	1 A-T 1	+1 SAN 2	

Elements of *SS-Panzerjäger-Abteilung 10, Kampfgruppe Euling* enter on Turn 3 along the north edge of board 18a:

13 11 3 75L 1/-
2

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ASL SCENARIO 292 (continued)



Elements of (American) Company D, 2nd Battalion, 505th Parachute Infantry Regiment, 82nd Airborne Division [ELR: 5] and (British) No. 2 Company, 1st Battalion and No. 3 Squadron, 2nd Battalion, Grenadier Guards, 5th Guards Armoured Brigade, Guards Armoured Division [ELR: 4] enter as noted: {SAN: 2}



1st Platoon enter on Turn 1 along the south edge on/between 19aI20 and 18aM20:

7 ¹ -4-7	6 ¹ -6-7	9-2	1-4-9	11	WFP Points
2	2				5

2nd and 3rd Platoons enter on Turn 1 along the west/south edge(s) on/between 19aA10 and 19aI20:

7 ¹ -4-7	6 ¹ -6-7	9-1	8-1	7-0	BAZ 44 E: x11 8-4	MTR M2 8mm	WFP Points
4	3					2	7

No. 2 Company and No. 3 Squadron enter on Turn 1 along the south edge on/between 19aI20 and 18aM20:

4 ² -5-8	9-1	8-1	8-0	11	WFP Points	13 76LL -4	13 75 2/4	16 T10** 2/-/6	WFP Points
7					2		3	2	9

	American WFP Table	
(SSR TotR3; Purchase Point cost in RED)		
DC 1	BAZ 44 2	60 MTR 2.5
	MMG 3	
HMG 6	4 x ? 0.5	+1 SAN 2

	British WFP Table	
(SSR TotR3; Purchase Point cost in RED)		
DC 1	LMG 1.5	50 MTR 1.5
	PIAT 2	
MMG 3	HMG 6	4 x ? 0.5

SPECIAL RULES:

- See TotR SSR. EC are Moderate, with no wind at start. Place overlays as follows: X32 on 19aN3-O4; RC13 on 18aA4-A3; RY8 on 18aA11-A10; X37 on 18aD13-D12; X33 on 18aI12-J12; and X38 on 18aI5. All multi-hex stone buildings on overlays X32 and X33 are Factories (B23.74). Hexes 18aO14 and 18aO11 are Storage Tanks (O9). Contrary to B23.742, Vehicular-Sized Entrances (which are only accessible from adjacent road hexes) exist in (only) these hexes: board 19a oK5, oL2, oM8, oN3, oO5 and board 18a oF13. The Base Level of all hexes on board 18a and overlays RC13 and RY8 is Level 1. The west-edge hexsides of overlays RC13 and RY8 form a Crest Line. Any unit entering board 18a from offboard does so as if from Level 1. Rooftops (B23.8) are in effect.
- The German "West" setup area is defined as board 19a (including half-hexes shared with board 18a) on/east-of hexrow C in hexes numbered ≤ 15 , and the "East" setup area is defined as board 18a (including half-hexes shared with board 19a) in hexes numbered ≤ 18 .
- The 8.8cm FlaK 18 o. 36 AA Gun may not set up in a building. The German player may designate ≤ 3 ground level Fortified Building Locations (B23.9). The 4 WFP Points in Group 4 may only be spent on Fortifications/Concealment.
- SS units have an ELR of 4; all other German units have an ELR of 3. Late War SS (A25.111) is in effect.
- 6-6-7s/3-4-7s are considered to have an underscored Morale Factor (A19.13). American MMC in building Locations [EXC: ground level] are Fanatic (A10.8). Carrier A inherent crews are 2-4-8 HS. The Allies are Elite (C8.2).
- Crew Survival (D5.6) is NA. Hand-to-Hand CC (J2.31) may be declared by both sides. Additionally, the DEFENDER may declare Hand-to-Hand CC provided all ATTACKER units were Ambushed and/or are Withdrawing/pinned.

AFTERMATH: The joint American-British Western Force moved west around the outskirts of the city to launch an assault into the main Nijmegen railway. They entered across a twenty-foot embankment but were stymied in the railway by heavy weapons fire and two German self-propelled tank destroyers. By nightfall, the Allied assault elements had pulled back out of the railway into a series of adjoining buildings having lost several Shermans and Company D's Executive Officer, Lt. Waverly Wray. With the next day dawning overcast and gray, and with a light rain starting to dissipate, a renewed push to capture the railroad bridge intact was initiated. Beginning mid-morning, the Grenadier Guards started to clear the buildings between the railroad bridge and the road bridge, while the three American platoons of Company D started their assault against the western side of the railway. The northernmost 2nd Platoon faced stiff resistance as it fought to clear a paper mill factory complex, while the 1st and 3rd Platoons fought their way back up the railway embankment into the railway proper. All of this renewed pressure, coupled with the 3rd Battalion, 504th Parachute Infantry Regiment's famous crossing of the Waal just west of the railroad bridge, started to crack the German defensive pocket around the southern end of the railroad bridge. Late in the afternoon, the Germans defending this area attempted to retreat *en masse* across the bridge, suffering significant casualties in the process. Losses in Vandervoort's 2nd Battalion had also been high, with 26 killed and another 48 wounded between just two of his companies. By nightfall, Company D had crossed the railroad bridge and occupied a nearby factory. The battle for the two Nijmegen bridges had belatedly come to a successful if costly conclusion, but not in time to help the Red Devils in Arnhem.

TWILIGHT OF THE REICH (TotR) SCENARIO SPECIAL RULES:

The Scenario Special Rules (TotR SSR) below all apply in scenarios in which they are invoked.

1. GENERAL

1.1 Fortified Building Locations (B23.9) may not be exchanged for tunnels. Graveyard (B18.) is Concealment Terrain (A12.12). Kindling (B25.11) is NA.

1.2 HUMAN WAVE: Human Wave (A25.23) is NA.

1.3 VEHICLE CREWS: Vehicle crews may not voluntarily Abandon (D5.4) their vehicles [EXC: armored halftracks (D6.6) and Carriers (D6.8)]; if the vehicle is immobilized, unless immobilized due to ESB (D2.5)]. Vehicle crews are treated as SMC for Control purposes.

2. SETUP: The following SSR apply in all daytime scenarios.

2.1 ENTRENCHMENTS & CONCEALMENT: All units that set up Entrenched (B27.) and/or in Concealment Terrain (A12.12) may set up concealed. Entrenched Dummy stacks may be set up in non-Concealment Terrain.

2.2 HIP: Each side setting up onboard may use HIP for ≤ one squad-equivalent (and any SMC/SW stacked with it). This HIP capability is in addition to HIP granted for any other reason(s).

2.3 SW: Each at-start SW of the side(s) setting up first may be kept offboard and the ID of the unit possessing it recorded. Such a SW is revealed if fired, dropped, transferred, or its possessing unit is no longer concealed.

2.4 SMC: The side(s) setting up first has the option to record the Location as if they were hidden of any SMC that sets up stacked with ≥ one concealed MMC (record the ID of the MMC it sets up stacked with). Such a SMC is placed onboard if the MMC it set up stacked with loses concealment and/or moves to a new Location, in addition to losing HIP-status/concealment normally.



3. WEAPON & FORTIFICATION PURCHASES: Prior to all setup (but after all terrain alterations [if any]), each player may secretly spend Weapon & Fortification Purchase (WFP) Points on his scenario WFP Table(s), adding any purchases to their respective OB (at-start and/or reinforcements). The number of available WFP Points for each side is given on the scenario card in the Order of Battle. Weapon and Fortification costs are summarized in the chart below.

3.1 AVAILABILITY: The types of Weapons/Fortifications available for purchase for a given side in a scenario are listed on the scenario card in their WFP Table(s).

3.2 MAX: The maximum number of each Weapon/Fortification that may be purchased per each WFP Table is 3 [EXC: 4 for LMG; 1 for SAN increase].

3.3 CREWS: The cost of each crew-served SW and Gun includes an Infantry crew [EXC: vehicle crew for a MOL-P].

3.4 OFFBOARD ENTRY: Purchased SW/Guns that enter from offboard must be dm if possible.

WEAPON & FORTIFICATION PURCHASE POINT SUMMARY

Type	Point Cost
ATR; DC	1
LMG; MTR ≤ 51mm	1.5
PIAT; PSK; BAZ	2
60mm MTR	2.5
MOL-P*; MMG	3
HMG; FT	6
81-82mm MTR*; .50-cal HMG	7
4 × ""?"" counter	0.5
Wire; 2 × IS Foxhole	1
6 A-P mine factors (exchange [B28.5] is NA)	2
1 A-T mine factor	1
Roadblock; Fortified Building Location	3
Rowhouse black bar Breach (B23.711)	0.5
+1 SAN increase†	2

* Cost includes an Infantry/vehicle crew (see SSR TotR3.3).

† If purchased as a reinforcement, SAN increase applies on Player Turn of entry.

4. RUBBLE

4.1 RUBBLE: In addition to B24.11, rubble may be created via a Rubble Generation Check (SSR TotR4.3). Unless noted otherwise, all Rubble (B24.) rules are in effect.

4.2 RUBBLE LOCATIONS: A Rubble Location is treated as a building for Rout (A10.5), Rally (A10.61), Ambush (A11.4), and Street Fighting (A11.8) purposes. Contrary to B24.1, rubble Locations that contain original building artwork are still considered building Locations for VC purposes.

4.3 RUBBLE GENERATION: Whenever a scenario calls for a Rubble Generation Check on a building, a Rubble Generation Check DR is made for each hex of the building using the table below. On a Final DR ≥ 9, the hex is rubbled (B24.1). Any building hex that has been rubbled via this method has been rubbled from the ground level [EXC: Cellar level, if applicable] and up. Additionally, if an upper-level building Location is rubbled by any means (B24.12; Rubble Generation Check), there is the potential for either Falling Rubble (B24.12) or Falling Debris (B37.5) creation. On the subsequent Falling Rubble DR, a Final colored dr ≥ 7 results in Falling Rubble creation, while a Final colored dr = 5 or 6 results in Falling Debris creation.

RUBBLE GENERATION

Final Rubble Generation Check DR	Result
≤ 8	No effect
≥ 9	Rubbled

DRM:

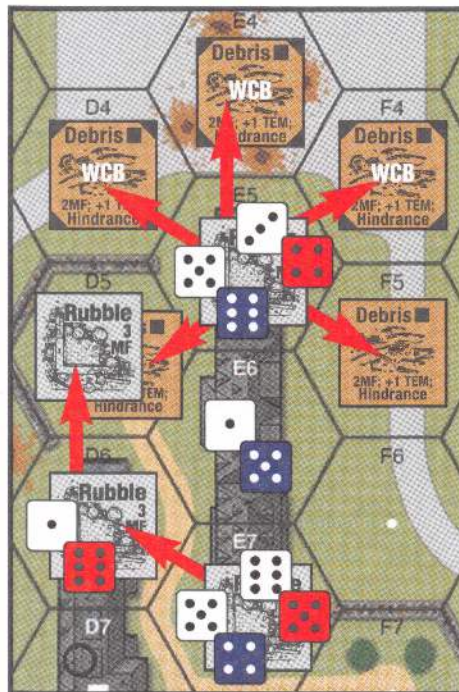
+1 If building is wooden

FALLING RUBBLE/DEBRIS GENERATION

Subsequent Falling Rubble/Debris Final colored dr	Result
≤ 4	No effect
5-6	Falling Debris
≥ 7	Falling Rubble

Colored dr drm:

+1 For each non-Rooftop level of the building hex above ground level



EX: A scenario requires a Rubble Generation Check (SSR TotR4.3) for building 16aE5. Prior to setup, a DR is made for each hex of the building, and if a hex is rubbled an immediate Falling Rubble DR is made to check for any potential Falling Rubble/Debris creation.

The first DR is a Final 11 (blue + white), rubbleing hex E5. Since E5 has an upper level, an immediate Falling Rubble DR (B24.12) is made. The Final colored dr is a 6 (4 [red] +2 for the two levels above ground level), resulting in Falling Debris (B37.5) in all adjacent road and orchard hexes. Hexes D4, E4, and F4 are designated by SSR as Wide City Boulevard hexes, so Debris-Wide City Boulevard counters (B37.62) are placed in those hexes instead of normal Debris counters.

The second DR is a Final 6, resulting in no effect on hex E6.

The third DR results in hex E7 being rubbled on a Final DR of 9 (blue + white). The subsequent Falling Rubble DR results in falling rubble on a Final colored dr of 7 (5 [red] +2 for the two levels above ground level). A white dr of 6 results in rubble falling into D6, rubbleing the building and thereby necessitating checking for Falling Rubble in that hex as well. The subsequent DR results in a Final colored dr of 8 (6 [red] +2 for the two levels above ground level). A white dr of 1 places the falling rubble into hex D5, replacing the existing Debris counter.