

# ***THE RED BANNER***

---

*A quarterly fanzine for the Advanced Squad Leader (ASL) board game*

---

By the DC Conscripts ASL Club



# TABLE OF CONTENTS

Commissar's Call:.....	3
Conscripts' Chatter: HUMAN WAVE Update.....	4
Game Report and Analysis: The Guards Counterattack.....	5
Introduction.....	5
Russian Perspective: Andy .....	6
German Perspective: Stephen .....	8
History Lesson: Afghanistan in The Great Patriotic War.....	9
Book Review: The Stalingrad Cauldron.....	10
DC Conscripts ASL Ladder .....	12
Upcoming Club Meetings.....	13
Useful References .....	13
ASL Scenarios .....	14

## COMMISSAR'S CALL:



Conscripts! Comrade Gorkowski has been called away to fight for our freedom to play ASL. We are looking forward to his return sometime in the summer of 2019. In his absence, your humble editor has offered to publish this edition of The Red Banner. Fear not, even though he's away, he's still found the time to educate us and has contributed an article on the Great Patriotic War in Afghanistan. Also in this edition we have an important update about the club tournament, the Human Wave, scheduled for 7-9 June 2019. All Conscripts are expected to attend, or face the Commissar for re-education and possible Casualty Reduction.

The previous edition ran an interesting educational piece on machine guns. Since a good Conscript need only follow orders and not think for himself, for this edition The Committee has decided to run with a "war story" in the form of a Game Report with analysis from both sides. Bonus content includes a book review, and yes, it's true, TWO scenarios. These will keep you busy until the [Winter Offensive](#) (17-20 Jan 2019 in Bowie, MD). And one of the scenarios might even turn up at our own Human Wave in the spring...

Keep the cards, letters, calls, and content coming. Our fanzine is as good as you make it. Please remember to send in your game reports, scenario designs, ASL or WW2 related articles, suggestions, and comments to myself ([thegoldinchild@gmail.com](mailto:thegoldinchild@gmail.com)) and Comrade Gorkowski ([john\\_gorkowski@yahoo.com](mailto:john_gorkowski@yahoo.com)). Submission deadline for the next edition is 28 Feb 2019. That gives everyone sufficient time to learn how to type your AARs and Game Reports from the games you play over the holidays and your war stories of the Winter Offensive.

See you at the front!

Andy Goldin

# CONSCRIPTS' CHATTER: HUMAN WAVE UPDATE



By our Human Wave Organizer-in-Chief, David Garvin:

Coming off of the success of HUMAN WAVE 2018, the DC Conscripts are pleased to announce that this tournament is turning into an annual event. The next iteration will be in Tysons Corner, Virginia from the 7<sup>th</sup> to the 9<sup>th</sup> of June 2019. There will be a main tournament, a mini on the 8<sup>th</sup> and some opportunity for some Starter Kit-level play as well.

Registration is easy. Just go to <http://humanwaveconscripts.com> and find the registration tab. One simple click of the button and you'll be directed to payment via PayPal. If you wish to pay by check, then send an email to [dvgarvin@gmail.com](mailto:dvgarvin@gmail.com) and I'll fire you the mailing address. It's that easy!

Last year our scenarios were all eastern front match ups. This year will be the USA vs Germany. We will have some prizes and some trophies done up for the winners, once again by club modeler Scott Bricker.



*Figure 1 Last Year's Trophy*

So, whether you can make the whole tournament or you just want in to get some day gaming done on the Saturday, head on over to the website and sign up. Look forward to seeing you next June!

# GAME REPORT AND ANALYSIS: THE GUARDS COUNTERATTACK

By Andy Goldin (Russian) and Stephen Worrel (German)

## Introduction

Recently I played a pick-up game with Stephen Worrel. Both of us happen to be trolling the VASL chat room one night and we decided to play the classic Scenario A: The Guards Counterattack. For those of you who have come to ASL by way of the Starter Kit, vice having “grown up” with ASL from the Squad Leader days, this scenario uses Board 1 to depict fighting in Stalingrad. In this scenario, elements of a regular German infantry company must defend their recently won gains against a counterattack by the Russian 37<sup>th</sup> Guards Division. The Germans have adequate machine guns, including an MMG and an HMG, with a 9-2 leader directing the overall defense. They occupy a series of (mostly) stone buildings as prescribed in the setup instructions. The Russian side consists of elements from two different units: the 308<sup>th</sup> Rifle Division, with standard fare, and elements of 2<sup>nd</sup> battalion, 37<sup>th</sup> Guards Division – elite units with Tommy guns ably led by a single 10-2 leader. The Russians must take two buildings from the Germans without losing any of their own. The scenario has been updated to the latest version of the ASL rules and is well balanced (a 50.62% rating) and is one of the most played scenarios in the game, with just over 400 playings reported on ROAR. It has a companion scenario, The Tractor Works, which can be combined into a single large scenario, “The Streets of Stalingrad”.

Unlike most scenarios, a detailed setup is prescribed on the scenario card. The player can choose only which parts of the building to position his units. Consequently, there isn’t much variance in setup from game to game. The opening moves are more analogous to chess, as there are only a few moves one can make. As with everything ASL, you manage the odds and the outcome comes down to the dice. The initial array of forces is shown in Figure 2: Initial Array of Forces.





Figure 2: Initial Array of Forces

## Russian Perspective: Andy

My plan of attack was to push the Germans out of the building on the left (west, building G6) as shown by reducing it with a fire group consisting of three 6-2-8s directed by the 10-2 leader and fire from the MMG in J2. The first line squads in the N5 building would suppress the leader-directed MMG across the street and thereby allow the 4-4-7 platoon to cross to K2 and work its way into the building K5.

A part of the challenge, and fun, of ASL is nothing ever quite goes as you expect. The MMG team did its job and broke the German LMG in H5. The Guards fire from the upper level of G5 across the street into F5 broke the 4-6-7 in G6, leaving only a single good order squad in the building. I was then able to swarm the building with elite Russians. The lone German squad fired with little effect in First Fire but succeeded at pinning a squad in DFire. Faced with a swarm, Steve chose to FPF and rolled a "9", thereby having no effect on my squad but breaking him. Conveniently, the concealed leader got killed by a sniper so that there was only a single broken German squad (the 4-6-7 on the upper level) remaining in the building. He was mopped-up in the PrepFire of Turn 2 and the building was mine.

My assault on the right side by my first line units suffered significant losses. The fire placed by the first line squads on the MMG team was ineffective, and I lost two squads to rifle and MG fire on low rolls as they attempted to dash across the street to K2. Only one squad out of the three made it across the street. Nonetheless I cleared building F5 with my Guards in short order. At the end of Turn 2 casualties were about even (three squads of mine lost, two of his and a leader).

The situation at the beginning of Russian Turn 3 is shown below. I had cleared the building but my planned follow-on attack into I7 was broken up by the German HMG, which Steve had moved into L6. Since my elite Russians repeatedly failed NMCs, the stack of Russians in F5 is mostly broken squads. The attack by fire on the right accomplished nothing, thanks to some high rolling but the MMG did manage to break some Germans in J4. Even so, I wasn't in position to continue the attack with the Guards and became concerned about running out of time.

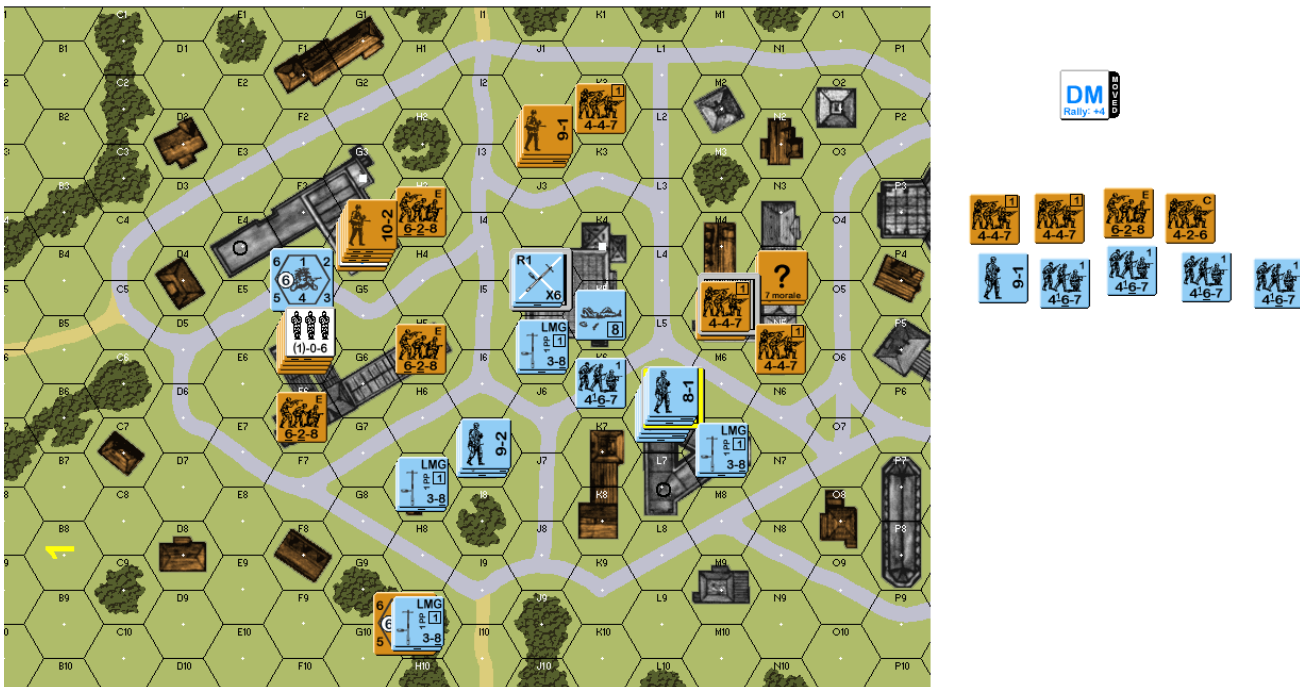


Figure 3: Situation at the Start of Russian Turn 3

Turn 4 turned out to be the “final battle scene”. I had the handful of elites I could gather ready to storm across the street. My continuing inability to pass NMCs against the MG fire raking building G6 made it tough to gather adequate strength to assure the success of a forced entry into I7. The fact that Steve managed to reinforce J5 with a 4-6-7 made that building look less appealing, so I chose I7 to be my next target simply because it was the least-bad of the choices remaining.

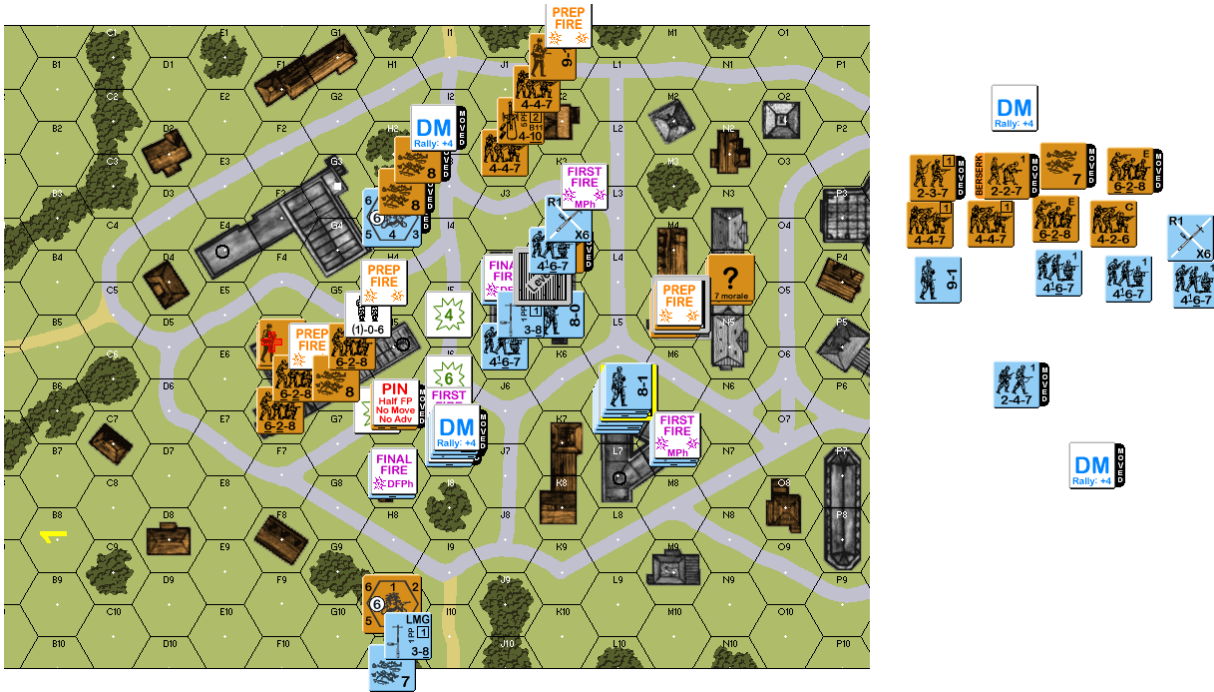


Figure 4: Turn 4 Game Over

The first line squads in building M5 managed to take the HMG offline by breaking the squad crewing it but Steve managed to get reinforcements into building J5. My MMG’s PrepFire wasn’t effective. However, the fire from the Guards into I7 succeeded at breaking the 9-2 leader in I7 and pinning the squad. Waiting another turn, especially in light of the opportunity presented by the pinned HMG team, didn’t seem desirable so into the street we went. I successfully drew fire from the J5 building by running a half squad into H4/I5. They went berserk but got gunned down with a K result as they attempted to enter the building, thereby dashing my hopes for keeping the 4-6-7 and LMG in J5 preoccupied in CC. Having soaked up some firepower, I now thought I had a chance to get into I7. My hopes were crushed by low rolling by Steve with his LMGs, as you can see from the plethora of residual fire markers and the increased body count on the right of the map. The one elite squad I managed to keep alive was pinned and I did not expect him to survive the coming PrepFire. With my now reduced strength and little ability to get the two 6-2-8s in H3 online (I had placed them there thinking I might be able to get into J4 before he rushed in another squad), I conceded.

Highlight of the game may have been my sniper which killed his leader in F6, and Steve’s 4-6-7 failing its FPF. These two circumstances allowed me to take the building quickly. The downside, of course, was Steve’s two runs of hot dice as I was trying to cross the street, first in L1/L2 on Turn 1 and then again around I7 on Turn 4. It’s easy to blame the dice, but Steve did do a nice job of bringing his MMG and HMG to bear on critical threats, which probably won him the game. Had my 6-2-8s in G6 succeeded at passing NMCs, I would have had 36FP to bear on I7. I don’t currently recall what I was attempting to do by moving two elite squads into the wooden building in H3, but in hindsight it’s clear that was a mistake.

As you can see, this is a quick and deadly scenario. It's the player choices and of course the dice which make the scenario highly replay-able and are among the reasons why this is among the most played ASL scenarios to this day. If you haven't played it yet, you should!

## German Perspective: Stephen

I have played this scenario a few times but always as the Russians. My initial goal was just to cause him grief in the G6 building while trying to evacuate as much of the garrison as possible, while the troops in the L6 building (reinforced by the HMG) whittled down their opposite numbers across the road in case a counterattack became necessary to secure another VP building.

Turn 1 – The bad news was that due to a sub-optimal setup on my part and excellent play on Andrew's (and a fatal sniper wound!) the entire garrison of the G6 building was destroyed during his turn 1, except for a bunch of cowering wretches in the attic who were cleverly mopped up by Andrew turn 2 (I always forget that rule ☹). However, the L6 *Landsers* decided to forgo some defensive fire phase action for some -2 shots at Russians dashing across the road, leaving a pile of 447 bodies which was quite gratifying. The HMG got in position in L6 as a nice triple threat – keep H6 and I6 clear, threaten a fire lane up to L1, or start whittling away the Russians in M5. The I7 *Landsers* always skulked during their turn to avoid the formidable 6-2-8s.

Turn 2 – Turn 2 started poorly, with all but one the squads (and the 8-0 leader) in the J5 building breaking. I sent one of the I7 squads down to H9 to threaten the F7/G7 road hexes (or make the Russians prep fire some long range fire to try to suppress him). While it was a great idea, they accomplished nothing save for getting scared by the sniper which removed them from the game. Meanwhile, the MMG on level 2 sent the first squad in N5 reeling back to the commissar, who promptly executed half for desertion. As Andrew alluded to, my HMG made a critical shot against G6, forestalling a horrific fire group attack against I7. One of the squads in L6 tried to dash across the road to reinforce the central building but was pinned in K6.

Turn 3 – This was the nadir of German fortunes. I was sure he was going to rush the central J5 building from three sides. However, unbeknownst to me he had resolved to reinforce the I6 building (the leader needed to go rally the 628s discomfited by the HMG) and at this critical juncture my hitherto ineffectual sniper managed to wound the 10-2 leader in the middle of the street which made the Russians collectively gasp – happily, just a flesh wound! My HMG managed to malfunction during defensive fire. The MMG sent another unit in N5 broken back to the commissar. Half the squad didn't stop there and fled the building, and the commissar shot the others in disgust. I don't believe the commissar successfully rallied anyone the whole game.

Turn 4 – Things were looking a little grim for the Russians, especially when the Germans in the central building recovered themselves. However, a good prep fire shot against I7 broke the leader and a squad, and pinned the other setting up a great opportunity, but the German sniper broke the two 628s in H3 slated to make the assault and that really put the pressure on. Even a berserk half squad could not reverse the changing fortunes and faced with a wall of residual, Andrew conceded.

I have played a number of ASL games against random people on vassal, and every one has been patient, gracious and a pleasure to play. Andrew was no exception, and I would like to thank him for the wonderful game, and to echo his comments – if you want a bloody high FP knife fight from the get go, give this scenario a try. Despite its small size and restricted setup, there are a lot of tactical puzzles to sort out, giving it high replayability.

*Editor's Note: For another view of the setup of the defending Germans in this scenario, see David Garvin's excellent article "Focus on Machine Guns" in the Red Banner, 2<sup>nd</sup> Quarter 2018, Issue Number 2.*



# HISTORY LESSON: AFGHANISTAN IN THE GREAT PATRIOTIC WAR

By the Commissar himself, John Gorkowski

While perusing an open air market in Kabul, I came upon old German *Stahlhelms*. WTF! One was brown and rusted through with a coin-sized hole just aft of the forehead. Others bore elaborate decorations added by local artists including eagle emblems and even protruding horns. Since Kabul doesn't attract many tourists these helmets could hardly have been a fake money making scheme. So, I started researching what sort of relationship Afghanistan had with Germany around the time of the World Wars.

Germany started weekly air service to Kabul in 1938. Along with that came civic and military assistance that included efforts to build roads, bridges, airfields, and industrial plants. German advisors implemented programs to equip and train the Afghan armed forces. Trade between the two nations increased by a factor of 10 in just two years.

World War II brought intrigue to Afghanistan. Soon after it started, King Zahir Shah's government proclaimed Afghan neutrality. But, German agents infiltrated anyway. Hauptmann Morlock of the Abwehr brought small arms, a 20mm AA gun, and ammunition in diplomatic pouches during April, 1940. After France fell, Abdul Majid, Afghan Minister of National Economy, signaled to a German diplomat in Kabul that Afghanistan could support the Axis cause by inciting frontier tribes to rebel against British India. In return, there appears to have been some consideration to provide Afghanistan with German mediation of Soviet territorial claims in the north, access to the sea via the south, and deliveries of planes, guns, and tanks. But, before Axis sympathizers could ink a deal the British quelled a revolt in Iraq and that doused pro-Axis sentiment among the Afghans. Still, a handful of German operatives in Afghanistan acted with gusto (as the British would say). Sources indicate they infiltrated 18 miles into India to demolish a bridge and attack a radio station; at least two appear to have been shot in India!

The Anglo-Russian invasion of Iran – right next door – brought these shenanigans to an end. Kabul acceded to Allied demands in October 1941 for the expulsion of Germans and Italians. By the end of the month about 200 Axis nationals had left to essentially end the Axis feint in Afghanistan.

## BOOK REVIEW: THE STALINGRAD CAULDRON

*Editors Note: One of our own Conscripts has climbed out of the ranks of the unwashed masses to have a book review published in a professional journal. This article was published in the October-December 2017 edition of the US Army Infantry Magazine. Reprinted with permission.*

*The Stalingrad Cauldron: Inside the Encirclement and Destruction of the 6th Army* By Frank Ellis Lawrence, KS: University Press of Kansas, 2013, 558 pages  
Reviewed by Maj Timothy Heck, USMC Reserve

Stalingrad. The city's name alone conjures images of desperate hand-to-hand fighting in ruined industrial plants and destroyed apartment blocks, snipers stalking their targets across the snow-filled urban landscape, and, ultimately, the long march into Soviet prison camps for survivors of the German 6th Army. Stalingrad, in much of Western historiography, is the turning point for German ambitions in the East and the start of the long, bloody slog back to Berlin. Frank Ellis' *The Stalingrad Cauldron: Inside the Encirclement and Destruction of the 6th Army* sheds new light on the famous battle while elucidating the truths behind our collective understanding and impressions.

*The Stalingrad Cauldron* is, in reality, more a collection of essays than a coherent narrative. As Ellis states in his introduction, "my study is more tactical and personal, more concerned with some of the lesser-known detail than with the bigger operational picture." Those looking for a comprehensive analysis of the battle from start to finish are best served looking elsewhere, like David Glantz's recent Stalingrad Trilogy. Ellis' work is immaculately sourced and researched, creating an in-depth analysis of life for the 6th Army, Soviet citizens inside the battle zone, and the fate of German prisoners after the battle.

He begins with an overview of the battle and the conditions facing the 6th Army. The problems the Germans faced as the battle wore on, he argues, had their genesis in the larger German campaign in the Soviet Union. Ellis explains that most German infantrymen arrived on the Volga River already malnourished, and the encirclement only reduced their already meager energy stores. When coupled with the weather, which Ellis meticulously plots, the impact non-battle influences had on the German failure is clear. He also includes a brief but insightful analysis of recent historiography and discussion of his sources. Three previously unpublished war diaries or operational histories of the 16th Panzer Division, the 94th Infantry Division, and the 76th Berlin-Brandenburg Infantry Division follow the introduction. Written retrospectively by survivors, these archival finds present the attritional impact of intense urban combat on the encircled German army. For today's combat leaders, the war diaries elucidate the decision-making process and actions of a surrounded army facing logistical burnout and dwindling strength that is also battling the cold.

All three chapters repeatedly cite the German officer and NCO as critical in holding defensive positions and maintaining unit integrity during the battle, especially during retreats. Hauptmann (Captain) Rudolf Krell of the 94th Infantry Division remarks that "the initiative, the willingness to make decisions, and the skill and boldness of the junior leaders alongside the quality, endurance, and bravery of the troopers were now [in January 1943] more than ever decisive for the deployment of the forces and for the outcome of the fierce battles." These words could as easily have been written by American forces as well and serve as a reminder that the junior leaders are the backbone of all armies.

After the three war diaries, the focus on the minutiae of the battle takes center stage in the book. He begins with a chapter on the Soviet and German application of snipers in Stalingrad. His analysis calls into question the popular memory created by films like *Enemy at the Gates* and Soviet propaganda highlighting the sniper's success. While explaining the impact of a well-trained and employed sniper on the urban battlefield, Ellis

argues that the German army was more successful than commonly thought in employing snipers. Using released NKVD interrogation documents and reading between the lines in war diaries and memoirs, Ellis synthesizes the role and impact of German and Soviet snipers in the battle. Furthermore, he debunks the Zaitsev-Konings duel at the center of *Enemy at the Gates*.

His next chapter focuses on the role of Soviet ethnic minorities, deserters, and prisoners of war who supported German efforts inside the encirclement. These men and women, numbering between 20,000 and 30,000, provided a large boost to the 6th Army. Their presence and assistance, as both support troops and as combatants, extended the lifespan of 6th Army and prolonged the battle immeasurably. It is a fascinating chapter on the role disaffected Soviets played in supporting the German war effort.

Ellis concludes his book with chapters on the role of intelligence operations during the battle, the experience of German prisoners in Soviet hands, and the case of Oberst (Colonel) Arthur Boje. The intelligence operations chapter has parallels to American line-crossing efforts in Korea and stay-behind operations like NATO's Gladio program in Europe. The chapter looks almost entirely at human intelligence, leaving an opening for further study in other intelligence disciplines and their place in the battle.

The fate of the men of 6th Army in Soviet hands serves as a reminder that even after surrender, the battle continued for many Germans, most of whom were too physically depleted to survive the movement to captivity and the conditions found there. The need for a prisoner of war code of conduct becomes apparent as one reads Oberst Boje's story. The chapter is based on his captivity narrative and released NKVD documents. It focuses on the role of Soviet intelligence and German collaboration in the Soviet war crimes trial process and eventually concludes with the release of the prisoners in the mid-1950s.

*The Stalingrad Cauldron* is a dense and heavy work full of rigid scholarship and new insights into the life and death of the 6th Army. This said, it is not a book for casual reading for uninitiated readers or to gain a greater sense of the battle, its causes, or ultimate impact. Works like David Glantz's *Stalingrad Trilogy* and Robert Citino's *Death of the Wehrmacht* place the battle in its context whereas Ellis narrows his scope to the often-overlooked areas of the battle and reexamines some of the better-known events using new primary source material. Ultimately, *The Stalingrad Cauldron* should be seen as a detailed companion to broader studies and narratives rather than a stand-alone source.

# DC CONSCRIPTS ASL LADDER

Current as of: 12 November 2018, as maintained by Comrade (oh, that would be “General-Major”) Jan Spoor

## DC Conscripts ASL Ladder

Name	Rank	Standing
Josef Stalin	Generalíissimus Sovétskogo Soyúza	0
Bill Stoppel	Glávnyy Márshal Inzyenyernikh Voysk	1
Stephen Frum	Glávnyy Márshal Voysk Svyazi	2
Craig Stark	Márshal Aviácii	3
John Stadick	Márshal Artileriy	4
Gary Fortenberry	Márshal Bronetankovyh Voysk	5
John Gorkowski	Márshal Inzyenyernikh Voysk	6
Andy Goldin	Márshal Voysk Svyazi	7
Jim Mehl	Generál-Armii	8
Paul Washington	Generál-Polkóvnik	9
James Montgomery	Generál-Leytenánt	10
Jan Spoor	Generál-Majór	11
Eric Groo	Polkóvnik	12
Douglas Bush	Podpolkóvnik	13
Brian Scully	Majór	14
Matthew Chambers	Kapitán	15
Jason Sadler	Stárshiy Leytenánt	16
David Garvin	Leytenánt	17
Peter Courtney	Mládshiy Leytenánt	18
Will Thatcher	Stárshiy-Práporshchik	19
Thomas Ryan	Práporshchik	20
Scott Bricker	Starshiná	21
Jim Bishop	Stárshiy Serzhánt	22
Eric Winter	Serzhant	23
Stuart Rubin	Mládshiy Serzhánt	24
Ian Tuten	Efréytor	25
Joe Fernandez	Ryadovóy	26

Current unranked participants (and thus, until challenges emerge, soldáts and members of the n+1 spot on the ladder):

Horacio Aureta  
Bradley Davis  
Mike Fogus  
Patrick Garrett  
Timothy Heck  
Jim Tretick

## UPCOMING CLUB MEETINGS

Mark your calendars! The half of you who have been issued weapons must have them cleaned and ready for each event. The other half of you (that is, those with the five rounds of ammunition for the rifle) will report for inspection daily – the Commissar knows some of you have traded bullets for vodka. Anyone missing ammunition will report to the penal company for mine-clearing duty.

Event	Date	Location	Comments / Reference:
Regular Club Meeting	24 Dec 2018	TBD	Date is tentative
Multiman Publishing's Winter Offensive	17-20 Jan 2019	Comfort Inn Bowie, MD	<a href="http://www.multimanpublishing.com/Conventions/WinterOffensive2019/tabid/118/Default.aspx">http://www.multimanpublishing.com/Conventions/WinterOffensive2019/tabid/118/Default.aspx</a>
Human Wave Tournament	7-9 Jun 2019	Tysons Corner, VA	<a href="https://humanwaveconscripts.com/">https://humanwaveconscripts.com/</a>

## USEFUL REFERENCES

DC Conscripts web page: <https://dc-conscripts.org/>

Club Tournament, the Human Wave: <https://humanwaveconscripts.com/>

Facebook Group: <https://www.facebook.com/groups/1509862685741585/>

Ladder Webpage: <https://conscripts-ladder.blogspot.com/2018/11/current-ladder-as-of-12-november-2018.html>

Email list: [conscripts@googlegroups.com](mailto:conscripts@googlegroups.com)



## ASL SCENARIOS

Conscripts, our humble Red Banner has received international attention. In this case, Andrew Daghish (a well known scenario designer in ASL Lore) has offered one of his scenarios for re-publication in our fanzine. According to the ASL Scenario Archive, it was originally published in *View From the Trenches* Issue 100, May-August 2017. The second scenario, *The Bridge at Remagen* is the creation of one of our own Conscripts, published for the first time in this very issue!

# WELCOME TO CAMBODIA<sup>1</sup>

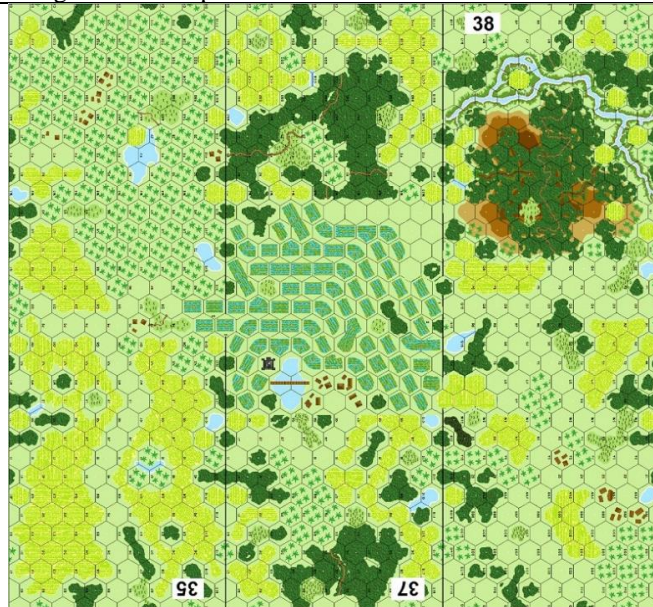
DC Conscripts Red Banner Indo-China 4

Scenario Design © Andrew R. Daghish 1999



Near Sisophon, Battambang Province, Cambodia 16th January 1941: Where threats and posturing fail, brute force might succeed. Siam, recently renamed “Thailand”, wanted the border provinces in Cambodia that were part of Vichy Indochina. The British wished to preserve the Thais, or Siamese, as a buffer against the Japanese. The Japanese, by no means all-powerful, wanted both to keep the status quo agreed with the beaten Vichy French in Indochina, and to bring Siam into a world war it did not want. However, reckless Siamese nationalism and irredentism caused an outbreak of hostilities all along the border. Alarmed, the French attempted to reinforce their position with troops from Djibouti, but this was quietly stopped by the Royal Navy. Meanwhile the Indochina Garrison, whose morale had been devastated by rapid defeats at the hands of both the Japanese and Germans, deployed to defend the threatened border. On the 10th of January nine Siamese battalions crossed into Indochina at Poipet and turned to advance on Battambang. On the night of the 15th, the Vichy *masse de manuever*, comprising four battalions with supporting armor and artillery, moved into position to launch an attack against the Siamese left flank. The ensuing Vichy attack was poorly directed, with the Siamese benefiting from good intelligence. As the Vichy commanders began to lose control of the situation, the Siamese counterattacked with tanks supported by Vought Corsair biplanes.

## Board Configuration



PTO. Treat swamp/marsh as Kunai. Rice Paddies are Drained.

<sup>1</sup> Originally published in *View From the Trenches* May/Aug 2017 edition. Map imagery from [www.aslscenarioarchive.com](http://www.aslscenarioarchive.com).

<b>Victory Conditions:</b> Siamese win if they control the temple at game end, or immediately if they control both the temple and the original location of the 75AA gun.	<b>Balance:</b> Vichy: add one ATR to either force Siamese: add one 1st line squad to the Siamese OOB
--	---

**Turn Record Chart**

Vichy Sets Up First	1	2	3	4	5	6	7	8
Siamese Move First								

**Royal Siamese Army [ELR: 3]** set up south and east of road depiction 38GG6-Z5-R6-O5-Q1: {SAN 3}

4-4-7	3-4-7	9-1	8-0	7-0	MMG (dm)	Armor Ldr 9-1
4	10	1	1	1	2	1

Vickers 6-ton Mk E (b)	Vickers 6-ton 40mm (Low Ground Pressure, 14MP (red), OT/NT[?], HE-only, ROF 3, IFE 8; armor factors 1(red) 1(black), B12, no mg factors, AA capable, no radio, CS5]	VCL 1931 (b)	Mk. VI Carrier (b)
2	2	1	2

**Vichy Indochina Garrison [ELR: 3]** set up within four hexes of any full hex formed by or adjacent to the junction of boards 35 & 37: {SAN 4}

4-5-7	2-2-8	9-1	8-0	6+1	LMG	HMG	37* INF
6	2	1	1	1	2	1	1

FT-17C	Cam. De Mitr. CA 75L AA
1	1

Retreating remnants: set up on board 38 with a maximum of one MMC or vehicle per hex, on or south and west of road depiction 38GG6-R6-Q10:

4-5-7	9-2	ATR	AMD 50AM
6	1	1	1

**SPECIAL RULES**

1. EC are Moist, with No Wind at start. PTO terrain is in effect. Swamp/marsh is Kunai. Paddy is Drained.
2. Place overlays as follows: 2 on 38N8-N9, 3 on 37 V8-V9, G5 on 38U9-V8, RP5 on 37oO10-P9, RP4 on 35P10-Q10, Wd2 on 37oP7-Q7, Wd1 on 38P10, X6 on 37oN2. A footbridge exists in 37oN3 running from 37oN2 to 37oN4.
3. Siamese receive Random Air Support consisting of two 39 FB with bombs but no MG.
4. Use Axis Minors counters for Siamese. They become Berserk on HOB rolls of 9-11, and Surrender/Disrupt on rolls equal to or greater than 12.
5. All Siamese AFV may automatically pass a D14.23 NTC if both Stopped and stacked with a Good Order friendly unit [inc. Arm. Leader] at the start of the MPh.
6. The Mk. VI Carriers are not OT vehicles, and are considered radioless.
7. Vehicles may not set up in any hex they could not enter during play.

**AFTERMATH**

In a situation reminiscent of that played out on the battlefields of France eight months earlier, well-handled Siamese tanks enjoyed initial success but were stopped on the point of victory by anti-aircraft guns used in a ground role. Also their supporting troops were pinned down by French colonial infantry desperately defending their position. By late afternoon the Vichy forces were withdrawing, but the Siamese advance had been stopped with heavy losses.

# BRIDGE AT REMANGEN

**DC Conscripts Red Banner Scenario 5**

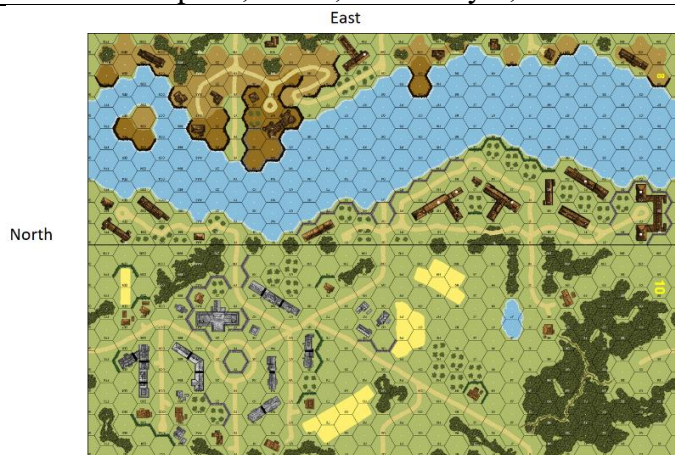
*Scenario Design Eric Michael*



On the afternoon of March 7<sup>th</sup> the advanced elements of the 9<sup>th</sup> Armored Division arrived on a hill overlooking the town of Remagen on the Rhine River. To the surprise of Lt Col Engemann, the commander of Task Force Engemann, he saw that there was a bridge still standing across the Rhine River. He thought it might be a trap but when he radioed the find up to Brig Gen Hoge, the commander of Combat Command B, the response was immediate; move into the town and take the bridge immediately. The task was assigned to Lt Timmerman, the newly assigned commander of A Company, 14<sup>th</sup> Tank Battalion. He had a platoon of the newly arrived Pershing Tanks and was given other forces to quickly take the bridge. He received the following order; “Do you think you can get your company across the bridge?” To which Lt Timmerman replied, “Well, we can try it, Sir.”

**Board Configuration**

Only hexrows Q-GG of boards 8 and 10 are playable.



**Victory Conditions:** The Americans win by exiting any vehicle across the bridge and into the tunnel hex (8Y7) or, if at the end of Turn 5 there are no good order German forces with weapons within normal range and LOS to any bridge hex. The Germans win if American conditions are not met.

**Balance:**  
 German: -- Add a 4-6-7  
 American – Add a M3A2 HT

**Turn Record Chart**

German Sets Up First	1	2	3	4	5
American Moves First					

**Elements of ad hoc Kampfgruppe of LXVII Corps [ELR2]:** Sets up first on Boards 8 and 10, See SSR 3 {SAN 3}

8-3-8	4-6-8	4-4-7	4-3-6	9-1	8-0	HMG	LMG	PSK	88LFlak 18o36	2-2-8
1	1	1	1	1	1	1	1	1	1	1

**A Company, 14<sup>th</sup> Tank Battalion, 9<sup>th</sup> Armored Division and Reinforcing Elements [ELR: 4]:** {SAN 2}  
Enters anywhere along the West map edge.

M-26	M4A3	M8 AC	M3A1 HT	Jeep w.4FP MG	6-6-7	6-6-6	10-2 Armor Ldr
1	2	1	2	1	1	2	1

9-1
1

#### SPECIAL RULES

1. EC are moist with no wind at start. 8Y7 through 8Y10 are 4<sup>th</sup> level elevation hexes. There is a railway tunnel that goes through 8Y7. No units may set up in the tunnel.
2. 8Z7 through 8Z10 are 3<sup>rd</sup> level elevation hexes. 8X8 through 8X10 are 3<sup>rd</sup> level elevation hexes.
3. One German squad may set up on board 8 with leaders and support weapons while the remainder set up on the west side of the river on boards 8 and 10.
4. One German squad equivalent with stacked leaders and support weapons may set up HIP.
5. The AA gun may set up HIP and may Boresight (C6.4)
6. The HMG may boresight.
7. The American Offboard Observer (C1.63) is at Level Three on the West board edge. He controls a module of 81mm Battalion mortars with plentiful ammunition.
8. American infantry may enter either on foot or as Passengers. They may not enter as Riders (D6.2)

#### AFTERMATH

German defenses were composed of a motley collection of engineers assigned to destroy the bridge, hospital convalescents, eastern volunteer forces, Hitler Youth and Volkstrum. The Americans quickly cleared Remagen and then elected to cross the bridge. While they were crossing the Germans fired the explosives but the bridge did not fall. General Hoge of the 9<sup>th</sup> Armored Division had his bridge and quickly established a bridgehead across it. The Americans were across the Rhine with dry feet and there would not be pushed back.