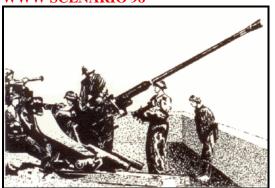
# NIGHT ASSAULT

## **WWW SCENARIO 98**



VICTORY CONDITIONS: To win, the U.S. player must destroy both AA guns (see Special Rules). The German player wins by avoiding the U.S. victory conditions.

KIRCHHELLEN, GERMANY, March 26, 1945: After dispersing an attack by the Wehrmacht 116th Panzer Division, the American infantrymen of 120th Regiment were able to advance to positions near Kirchhellen Airfield. The GI's watched helplessly as the airfield's powerful flak guns, mounted high on open concrete towers, drove back the men of 117th Regiment. Knowing that any daylight assault would meet the same fate they waited until darkness fell before beginning their attack.

#### **BOARD CONFIGURATION:**

CREDITS: Scenarios 91-100

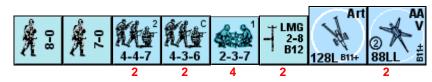
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#### **TURN RECORD CHART:**

<b>♣</b> German Sets Up First	<sup>*</sup> 1	2	3	4	5	6	7	8	END
☆ U.S. Moves First									



Elements 180th Division supporting Luftwaffe flak gunners [ELR: 3] - set up anywhere east of row CC inclusive. One AA gun and its crews must set up on each Flak Tower at level two:





Elements 120th Infantry Regiment [ELR: 4] - enter Turn 1 on any west edge hexes:



### **SPECIAL SCENARIO RULES:**

**98.1** Bore-sighting (78) is not allowed.

98.2 Treat the 128L Art as AA with a 360 degree mount. Its Breakdown number is still 11+. This gun requires two crew, as does the 88LL AA.

**98.3** Flak Towers are represented by Trenches<sup>†</sup> in hexes O7 and F5. These Flak Towers have all the protective advantages of normal trenches but are at level two. These trenches have a one squad, one SMC, and 3PP capacity beyond their AA gun and crews. Movement up and down is considered as stairwells but there is always a 0 DRM to all incoming Infantry fire and To Hit numbers in the stairwells. Stairwells have a one squad, one SMC, and 3PP capacity, and units may rout up and down stairwells as if in cover.

**98.4** The AA guns may fire at ground level targets, but their LOF is limited as per 161.4.

**98.5** Night rules (49) are in effect. (To discover why a night assault was deemed necessary, players are encouraged to try this same scenario as a day scenario).

98.6 The AA guns may be destroyed as per 143.6. The Flak Towers are indestructible.

98.7: OPTIONAL: ELR (and HoB rules) applies to both sides (see SSR 91.7).

**AFTERMATH:** Advancing in the darkness the GI's were able to rout the few defenders and destroy the flak guns without losing a man. The advance moved forward from the airfield on the following morning.

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This scenario is a slightly modified version of Scenario #98 from the World Wide Wargamers G.L.: Anvil of Victory Scenario Package. It has been re-edited since its original publication to correct typos and sentence structure plus added optional rules for my own enjoyment and for play using VSQL. These modifications are intended to enhance the play of the game while using G.L.: AoV rules. For all accounts the scenario still plays the same as the original publication. Feel free to use these modifications or use your own. Graphic Layout and Modifications by Bill Sosnicki;

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 $<sup>^\</sup>dagger VSQL$  Note: In place of Trench counters players may opt to use 360 $^\circ$  Pillboxes from the DTO Italian expansion module (VSQL4-Italians.vmdx) to represent the concrete flak towers.