

# ASL SCENARIO J193

# RAFF'S RULES

Scenario Design: Michael Koch



**VICTORY CONDITIONS:** The Americans win *immediately* if both *s* 10cm K 18 ART Guns are eliminated/captured or at game end by amassing more VP than the Germans. CVP are earned normally, and the Americans also earn Exit VP for units exited off the north edge. Prisoners/captured-equipment do not count double for CVP or Exit VP purposes. See also SSRs 2 and 3.

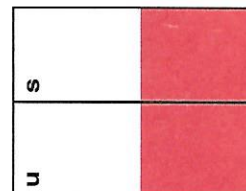
Near DIERSFORDT, GERMANY, 24 March 1945: The task for the troops of the 507th Parachute Infantry Regiment in Operation VARSITY was clear and simple—in theory. Landing in broad daylight in enemy-controlled territory, the paratroopers were to secure the boundaries of Drop Zone W, protect the right flank of the Allied Airborne Corps, and make contact with both the British commandos at Wesel and elements of the British 6th Airborne Division. Among the first paratroopers to jump that day would be the regimental commander, Colonel Edson D. Raff, a competent and aggressive leader who was well-liked by his men. After the planes departed France, the lead elements of the 507th PIR crossed the river Rhine at around 0950 and made the first combat jump in the history of the 17th Airborne Division. Raff then gathered his staff and available men. It took some time before he realized they had landed 3 km northwest of their assigned drop zone. Without delay, he personally organized his troopers and moved out toward their original target, Castle Diersfordt, which would be the designated command post for the 507th. On the way there, Raff's formation suddenly ran into a German artillery position.

## BOARD CONFIGURATION:

### BALANCE:

⚡ In SSR 3, the Germans may spend ≤ 11 points.

☆ In SSR 3, the Americans may spend ≤ 11 points.



(Only hexrows R-GG are playable)

## TURN RECORD CHART

⚡ GERMAN Sets Up First	1	☆ 2	3	4	5	6	END
☆ AMERICAN Moves First							



Elements of Infanterie-Division 84 [ELR: 2] set up as noted; {SAN: 4}

AA Gun Group set up on board u in hexes numbered ≤ 1 and/or on board s south of the paved road; Infantry in suitable terrain may set up Entrenched (B27.1):

1 4'-6-7	2 4-4-7	1-2-7	9-1	8-0	3P 2 5-12	1P 1 3-8	?	AA M(4) 2 88L A5 <sup>2</sup> /4 <sup>3</sup> /3 <sup>4</sup>	AA M(10) 3 20L (6)
2	4	2				2	5		

ART Gun Group set up north of the paved road per SSR 2:

2-2-8	ART M(2) 1 105L III
2	2

German Purchase Table (see SSR 3)						
Item	½ VP	HIP for one HS (+ any SMC/SW stacked with it)	Wire	exchange MMG for HMG	6 A-P mine factors	4 × “?” counters
Cost (Limit)	1.5	1 (2)	2	3	1.5 (2)	1.5



Elements of 507th Parachute Infantry Regiment, 17th Airborne Division [ELR: 5] set up on board u in hexes numbered ≥ 8: {SAN: 3}

7 <sup>3</sup> -4-7	3-3-7	10-2	8-0
6	2		

Enter on Turn 2 along the south edge:

7 <sup>3</sup> -4-7	2-2-7	9-1	dm MMG 2P	RCL M18 3P 1 51
2				

American Purchase Table (see SSR 3)						
Item	½ VP	1-4-9 hero	60mm M19 MTR	MMG	BAZ 45	DC
Cost (Limit)	1.5	2.5 (1)	2 (2)	2 (2)	1.5 (2)	1.5 (2)

## SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling (B25.11) is NA.

2. The *s* 10cm K 18 ART Guns must set up within 2 hexes of each other, have the same CA, and may not set up using HIP (but may still be Emplaced). In lieu of firing normally, the Germans may earn ½ VP (per Gun) by placing a fire marker (Prep/Final) at start of the PFP/DFP on an unmarked Gun(s); roll normally for Malfunction and Sniper activation. There is no other effect.

3. Prior to setup, each side may secretly spend ≤ 8 points on its own Purchase Table; German units/equipment are added to the AA Gun Group; American units/equipment are added to the American at-start OB. Purchased VP are re-

vealed by both players after American setup. Purchase limits, where applicable, are noted in parentheses.

**AFTERMATH:** The heavy guns were shelling the Allied bridgehead on the riverbanks and were a serious threat to the British troops there. Without hesitation and in his typical style, Raff ordered his men to attack the artillery position, which was protected by anti-aircraft guns—among them an 88—MG nests, and various fortifications. It was a tough fight and the German gunners surrendered at the very last second. The paratroopers gathered POWs and destroyed the artillery pieces, then moved on to their original target. It would not be the last encounter for Raff and his men on that day.