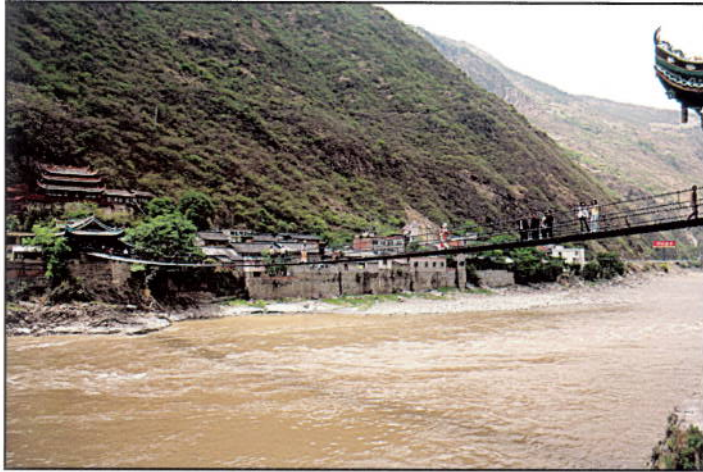


# BRIDGE OF LIFE



1H30

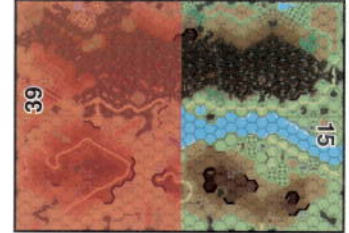
## ASL SCENARIO FT 146



**LUDING BRIDGE, SICHUAN PROVINCE, CHINA, 29 May 1935:** Pursued by GMD forces, the Communist troops of the Long March found that they did not possess enough boats to cross the Dadu River. The closest bridge was in Luding, some 120 kilometers away from their present position. The bridge dated to 1701 and consisted of 100 yards of chain thrown across the river, joined by wooded boards lashed between the chains. On the morning of May 29, after covering the 120 kilometers in barely 24 hours, the 4<sup>th</sup> Regiment of 2<sup>nd</sup> Division, 1<sup>st</sup> Corps of the Chinese Workers and Peasants Army prepared to assault and to take the bridge.

### BOARD CONFIGURATION:

Only hexrows 15A-P and 39R-GG are playable.



**VICTORY CONDITIONS:** The Red Chinese win at game end if there are no unbroken Warlord MMC in either of the Warlord set up areas.

### BALANCE:

- ★ Delete one 3-3-7 in Group 1 of the Warlord OB.
- ★ Add one 3-3-7 to Group 1 of the Warlord OB.

### TURN RECORD CHART

★ WARLORD Sets Up First	1	2	3	4	5	6	END
★ RED CHINESE Moves First							

Elements of the 38<sup>th</sup> Regiment, 4<sup>th</sup> Brigade, 5<sup>th</sup> Division, 24<sup>th</sup> GMD Corps (Warlord units) [ELR: 3], set up as indicated {SAN: 2}:

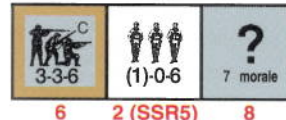


**Group 1**, set up north of the River ≤ 3 hexes of 39Y10 and/or south of the River ≤ 2 hexes of 15I8:



3 2

**Group 2**, set up north of the River ≤ 3 hexes of 39Y10 (see SSR4):



6 2 (SSR5) 8

Elements of the 4<sup>th</sup> Regiment, 2<sup>nd</sup> Division, 1<sup>st</sup> Corps of Chinese Workers and Peasants Army [ELR: 4], set up on board 15 at ≥ level 2 {SAN: 2}:



2 7 3

Scenario design: Jean-Pascal Paoli & Laurent Closier

### SPECIAL RULES:

- EC are Moderate with no Wind at start. Place the following overlays: **River** (found in *Armies of Oblivion*) on 15L8/15M8; **O3** on 15G5/15H5. The River is Deep with a Moderate Current flowing east. A wooden bridge exists at level 0 between 15I8-39Y10. All buildings are wooden. Roads are NA.
- Red Chinese use Russian 4-4-7/2-3-7 counters which are treated as per G18.3. Warlord units are treated as GMD Chinese (G18.2) [EXC: *Dare-Death squads* (G18.6) are NA to Warlord].
- Massacre and No Quarter are NA to both sides.
- Group 2 units set up Cloaked. The "?" in the Warlord OB are the Cloaking counters. These units are not placed on a Cloaking Display but in a cup. Every time Cloaking should be lost, randomly draw a unit from the cup. If the unit drawn is unable to complete the action, place it on the map but the action does not occur (e.g. if a (1)-0-6 attempts to fire ≥ 1 hex away).
- (1)-0-6 units represent unarmed Warlord units, *not* prisoners, and are treated as per SSR2. They can be rearmed normally as per A20.551-.552.

**HISTORICAL RESULT:** The bridge was defended by Warlord troops rather than the regular GMD Army. Chang Kai Shek's policy of divide and conquer had created a complicated local situation where major and second-rate private armies and warlords were constantly busy fighting each other. None of them really cared about passing communist units, and none had any interest in loosing troops to fight Shek's war. Consequently the bridge was lightly defended – some of the planks of the bridge, however, had been removed. Political commissar Wang Haiyun led the assault with a squad of volunteers. Three were hit, but the rest went through, opening the way for the rest of the regiment. As the Reds reached the opposite shore en masse, the Warlord troops, short on ammunition gave way. The crossing had been secured.



# FLIGHT OF THE INTRUDERS

4H



## ASL SCENARIO FT 147



**VICTORY CONDITIONS:** The Japanese/Manchukuoan win if at game end there is  $\leq 6$  Good Order MPRA non-Vehicular-Crew MMC on/ south of hexrow U, provided all MPRA Guns are captured/eliminated and the Japanese/Manchukuoan have inflicted more CVP than they have suffered (see SSR5). The required number of Good Order MPRA MMC is lowered by the Game Turn number of the entry of MPRA reinforcements (EX: If the MPRA reinforcements enter on Turn 4, "The Japanese/Manchukuoan win if at game end there is  $\leq 2$  Good Order MPRA non-Vehicular-Crew MMC..."). If the MPRA reinforcements did not enter play (see SSR4), "The Japanese/Manchukuoan win if at game end there is no unbroken MPRA MMC...".

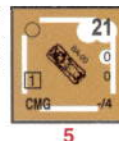
### TURN RECORD CHART

★ MPRA Sets Up First	1	2	3★	4	5	6	END
● JAPANESE/MANCHUKUOAN Moves First							

Elements of the Mongolian People's Republic Army (MPRA) [ELR: 3], set up on/south of hexrow U {SAN: 3}:



Starting on Turn 3, enter along the south edge on a dr  $\leq$  current Game Turn number (see SSR4):

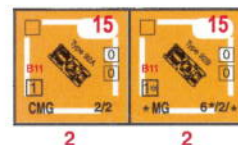


Elements of the Sugimoto Detachment [ELR: 3], set up as indicated {SAN: 3}:

Set up on/north of hexrow I:



Set up on/between hexrows J-L:



Manchukuoan Auxiliaries [ELR: 2], set up Mounted on/north of hexrow I:



Scenario design: Philippe Naud

### SPECIAL RULES:

- EC are Wet with no Wind at start. Ground Snow (E3.72) and Steppe Terrain (F13.2) are in effect. Place the following overlays: H2 on 27U10/27T9; H3 on 28W3/28V3. The combined Hillocks depiction represents one level 1 Hill depiction.
- The MPRA units are treated as Russian Partisans (A25.24). They are not Stealthy and have a Broken side Morale level one higher than printed if in the same Location as a Good Order leader. MPRA Guns cannot set up Emplaced.
- Japanese and Manchukuoan units may form multi-Location FG with each other only if a Good Order leader of the appropriate nationality is present in each participating Location. The Allied Troops rule (A10.7) applies between Japanese and Manchukuoan units [EXC: Manchukuoan leaders have no influence over Japanese units].
- The MPRA player may choose to forfeit his reinforcement dr on each Game Turn.
- Broken MPRA units under DM status may Rout towards south edge hexes (treat any south edge hex as an eligible Rout hex like woods/building hexes) and exit

along south edge without being counted as CVP. Voluntary Break (A10.41) is NA to both sides.

**HISTORICAL RESULT:** On 12<sup>th</sup> February, under -20° C temperatures, the Sugimoto detachment closed with a MPRA force of around 140 men with two artillery pieces. Following a first exchange of fire, the Mongols withdrew but, attacked by the Japanese tankettes, they quickly unlimber their guns and opened fire, destroying one and damaging another. Mongolian small-arms and machine guns fire also frustrated Japanese/Manchukuoan assaults until a flanking move broke the MPRA resistance after two hours of hard fighting. The Mongolians "intruders" fell back. With eight killed and four wounded, Sugimoto started his own withdrawal, his mission accomplished, when MPRA armored cars surged forward and harassed his rearguard. Nevertheless, the Japanese officer extracted his command and was cheered next day by Major General Itagaki, Kwangtung Army deputy chief of staff. But the border problem wasn't solved anyway!



# LA HORGNE

4H



## ASL SCENARIO FT 148



**LA HORGNE, FRANCE, 15 May 1940:** Amid the wreckage of the French Ninth Army, the 3<sup>rd</sup> Cavalry Brigade was putting up a fighting withdrawal before Guderian's *Panzerkorps*. The morning of 15 May found Colonel Burnol's Algerian Spahis regrouping in the little town of La Horgne as *KG Krüger*, the lead element of *1. Panzerdivision*, approached from the north east.

### BOARD CONFIGURATION:



Only hexrows A-Q on board 19 and Q-GG on boards 16, 33, and 49 are playable.

### BALANCE:

- Add one 4'-5-8 squad to the French at-start OB.
- ✚ Add one PzKpfw IB to the German reinforcements.

### TURN RECORD CHART

● FRENCH Sets Up First	1	✚	●	3	4	5	6	7	END
✚ GERMAN Moves First									



Elements of 3<sup>ème</sup> Brigade de Spahis [ELR: 5], set up/enter as indicated {SAN: 4}:

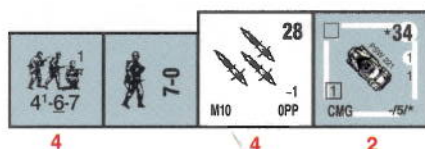
2<sup>ème</sup> Régiment de Spahis Algériens, set up first on any non-road hexes of board 49, using HIP if in Concealment terrain:



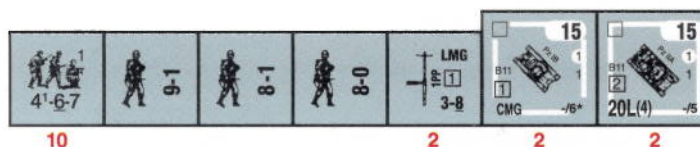
2<sup>ème</sup> Régiment de Spahis Marocains, some/all may enter on/after Turn 2 per SSR4 on the west edge of board 16:



Elements of 1. Panzerdivision [ELR: 4], set up second per SSR3 {SAN: 2}:



Some/all may enter on/after Turn 2 on the north map edge:



Scenario design: Ian Daglish

### SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. All Grain is Open Ground.
3. German on-board units set up in road hexes on/between 16Y4 and 49W3 with ≤ 1 MMC or AFV per hex; some or all may set up in Motion. All German at-start personnel set up as Riders (D6.2).
4. French reinforcements must enter as Cavalry. Contrary to A13.62, Cavalry may perform Cavalry Wave attack on the turn(s) of entry, so long as at least one unit in any chain could theoretically trace LOS to an enemy unit within 16 MF of its (offboard) setup hex.
5. No Quarter is in effect for both sides. The French may declare Hand-to-Hand CC.
6. German crews cannot voluntarily abandon their vehicles.

**HISTORICAL RESULT:** All through the day, Burnol's Algerians defended the village with grenade and bayonet, while their two antitank guns checked the leading armor. But the German tide was unstoppable. A mounted counter-attack was wiped out. Come evening, successive Algerian and Moroccan cavalry charges tried in vain to break out of the German envelopment. At day's end, few French officers survived and the field was strewn with the Spahis' dead. But their sacrifice had achieved its objective. The War Diary of *1. Panzerdivision* recorded a twelve hour delay, ended only by the elimination of the cavalry brigade.



# TOMBÉS POUR LA FRANCE



## ASL SCENARIO FT 149



**VICTORY CONDITIONS:** Provided the French have amassed less CVP than the Germans, the Germans win at game end if buildings 10Z6, 10oCC1 and 43oV4 are devoid of Good Order French MMC.

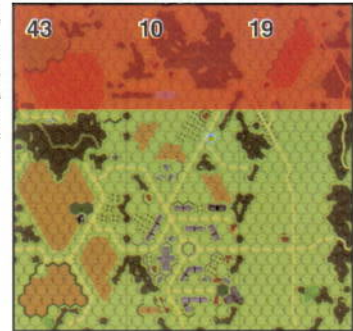
## TURN RECORD CHART

<div> <b>FRENCH Sets Up First</b> </div>	1	2	3	4	5	6	7	8	END
<div> <b>GERMAN Moves First</b> </div>									

**LA HORGNE, FRANCE, 16 May 1940:** Following the German drive through the Ardennes forest, Guderian *Panzerdivisionen* crossed the Meuse river on the 13<sup>th</sup> of May. The French command reacted slowly and inadequately, thinking first of "colmater" (patch-up) before counterattacking the weak German bridgeheads. On the 14<sup>th</sup>, the French reactions were inefficient, despite the bravery of the few units involved. The next day, the three *Panzerdivisionen* of Guderian corps were ready, with 10.Pz.Div. protecting the southern flank around Stonne and drive of the 1.Pz.Div. and 2.Pz.Div. to the coast, cutting the rear of the Allied troops sent in Belgium. But first, the Germans had to breach the last defences of the 2<sup>ème</sup> Armée. Around La Horgne village, the main part of the 3<sup>ème</sup> Brigade de Spahis (3<sup>ème</sup> BS) had dig-in, taking advantage of some trenches. Colonel Marc kept some squadrons on a ridge behind La Horgne but his 700 men had only three guns against tens of Panzers. The Spahis fortified some locations around the church and the cemetery and waited for the inevitable.

## BOARD CONFIGURATION:

Only hexrows L-GG on boards 10, 19 and 43 are playable.



## BALANCE:

- Replace a 9-1 leader with a 10-2 leader in the French OB.
- Replace the 9-1 leader with a 10-2 leader in the German at-start OB.



**Elements of the 2<sup>ème</sup> Régiment de Spahis Algériens and of the 2<sup>ème</sup> Régiment de Spahis Marocains [ELR: 4],** set up/enter as indicated (see SSR2 & SSR3) (SAN: 4):

Set up on board 10 and/or 43 (half-hexes included), on/south of hexrow T:

4 <sup>1</sup> -5-8	2-2-8	9-1	8-0	4-11	2-6	37*	60*	7 morale	25LL	OVR, OBA: +4 Other: +2	
12	3	2		2				10	2	5	4

Enter Mounted on Turn 5 along the west edge:

4 <sup>1</sup> -5-8	9-2	8-1	2-6	12
8			2	8

Scenario design: Philippe Naud



**Elements of the 1.Panzer-Division [ELR: 4],** set up/enter as indicated (SAN: 2):

Set up on board 19 in hexes numbered ≤ 2 (see SSR4 & SSR5). AFVs must set up on road hexes 19X1 and 19Y1; they may set up in Motion:

5 <sup>2</sup> -4-8	4 <sup>2</sup> -6-8	4 <sup>1</sup> -6-7	2-2-8	9-1	8-1	7-0	5-12	3-8	50*	30-1	8	7 morale
3	3	7		2	2		2	2		2		4

81*	15	14

Enter on Turn 3 along the south edge of board 10 (see SSR6):

15	15

Enter on Turn 3 along the east edge and/or on Turn 4 along the north edge of board 10 (see SSR6):

4 <sup>2</sup> -6-8	4 <sup>1</sup> -6-7	9-1	8-1	8-0	3-8	3-8	37L	15	14	14
3	6							2	2	

## SPECIAL RULES:

- EC are Moderate with no wind at start. Place the following overlays: X12 in 10U3/U2; X19 in 10DD0/DD1; X25 in 43U5/U4; Wd34 in 43N10/M10.
- One French MMC (and any SMC/SW stacked with it) may set-up using HIP.
- French Elite MMC have MOL vs AFVs (only).
- 5<sup>2</sup>-4-8/2-3-8 are Assault Engineers/Sappers (H1.22-.23).
- The Germans receive one module of 100+mm OBA (HE only). The first Battery Access draw is automatically black (permanently remove one black chit from the draw pile).
- All German AFVs enter on board with only half (FRU) of their MP.

**HISTORICAL RESULT:** Divided in two main Kampfgruppen, the 1.Pz.Div. attacked the French defence line around La Horgne, Poix-Terron and Bouvellemont, where some reinforcements of the 14<sup>ème</sup> Division d'Infanterie had just arrived. In

La Horgne, around 8 A.M., the Spahis easily turned back some recon elements but, around 9 A.M., Oberst Balck sent combined-arms assault groups towards the village with armor support. The frontal advance being repulsed, Balck tried to outflank the defenders. Col. Marc sent one Moroccan squadron to help, to no avail. Artillery failed to crush the Spahis but blazes in the village and German firepower took its toll. Col. Burnol and Geoffroy, COs of the two regiments, fell, the latter trying to stop the encirclement of La Horgne. At 5 P.M., the position was overrun. The 3<sup>ème</sup> BS lost at least 31 soldiers « tombés pour la France ». Hundreds of Spahis ended as POWs, mostly wounded, but the decimated brigade kept fighting until June. Balck paid homage to the Spahis courage but the French defence line wasn't penetrated until the exhausted Schützen took Bouvellemont later in the day. With the loss of the La Horgne and Bouvellemont positions, the road to the sea was open.



# STORM OVER CHAMPAGNE

5H



## ASL SCENARIO FT 150



**VICTORY CONDITIONS:** At game end, the side which has exited the most Exit VP is the winner (see below), otherwise the side which earns more CVP wins. The French earns EVP for each Good Order Infantry exited off the east edge on/north of 53A1 (with a minimum of 10 EVP). The German earns EVP for each AFV with functioning MA exited off the south edge on/east of 16Q10 (with a minimum of 15 EVP). If *both* sides have failed to reach their exit minimums, victory goes to the side which has amassed the most CVP. Any draw is a French victory.

## TURN RECORD CHART

● FRENCH Sets Up and Moves First	● 1	2	3	4	5	6	7	END
✚ GERMAN								

**SOUAIN, FRANCE, 12 June 1940:** After the destruction of the Allied armies in the north, the French High Command tried desperately to reconstruct a defensive line on the Somme, calling in all available troops. It was in these circumstances that the 67<sup>ème</sup> Bataillon de Chars de Combat, that had until then been stationed in Tunisia to guard against a possible Italian attack, arrived on home soil. Unfortunately for them, as of the 5<sup>th</sup> of June, "Fall Rot" or "Plan Red" was pulverising the Allies. Despite a lively resistance, the line on the Somme was breached, and on the 9<sup>th</sup>, the second stage of "Fall Rot" fell onto the French troops on the Aisne. The fighting was no less bloody, in particular in the sector held by General de Lattre's 14<sup>ème</sup> Division d'Infanterie, but the Germans finally broke through. Panzergruppe Guderian with six divisions, amongst them the 8. Panzer Division, was launched through the breach. The French tried to reconstitute a front around the military bases of Suippes and Mourmelon, with the 6<sup>ème</sup> Division d'Infanterie Coloniale and the 67<sup>ème</sup> BCC. On the 12<sup>th</sup> of June, around Souain, the Tirailleurs (colonial infantrymen) of the 5<sup>ème</sup> Régiment d'Infanterie Coloniale Mixte Sénégalaise engaged the first Schützen of the 8. Panzer Division, as the sky darkened under black clouds...

## BOARD CONFIGURATION:

## BALANCE:

- Exchange two 4-5-7 for two 4-5-8 in the French OB.
- ✚ Add an 8-1 Armor Leader to the German units entering on Turn 1.

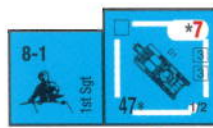


5<sup>ème</sup> Compagnie (reinforced) of the 5<sup>ème</sup> Régiment d'Infanterie Coloniale Mixte Sénégalaise [ELR: 3], set up on board 53 on/west of hexrow R {SAN: 4}:



1 4-5-7	2 2-2-8	2 8-1	7-0	MMG 4-11	LMG 2-6	INF 37*	?	AT 25LL	Foxhole 5 1S OVR, OBA: +4 Other: +2
13	2	2		2	2		12		3

Elements of the 3<sup>ème</sup> Compagnie, 67<sup>ème</sup> Bataillon de Chars de Combat, enter on Turn 1 along the east edge of board 53 and/or board 16:



Scenario design: Philippe Naud

Elements of 8. Panzer Division [ELR: 4], set up/enter as indicated {SAN: 2}:

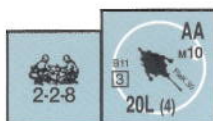


Set up on board 33 on/west of hexrow N:

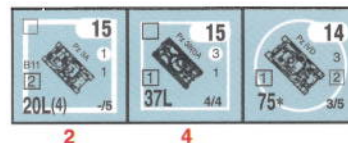
1 4-1-6-7	2 2-2-8	9-1	8-1	8-0	MMG 5-12	LMG 3-8	MTR 50*	ATR 1-12	INF 75*	18
11						3				



Set up on board 16:



Enter on Turn 1 on/between 33I1-33Q1 having already expended half their MP (FRU):



## SPECIAL RULES:

- EC are Wet with Heavy Winds from the northeast at start. Weather is Overcast (E3.5), and Rain (E3.51) is in effect at start.
- Before French setup, the German player must place one Blaze counter on a board 53 ground level building location on/west of hexrow O.
- Vehicular crews may not voluntarily abandon their vehicles [EXC: if Immobilized].

**HISTORICAL RESULT:** Towards the end of the afternoon, the defenders saw the first panzers arrive. They opened fire with their antitank weapons and asked for the support of the 67<sup>ème</sup> BCC, who sent in their 3<sup>ème</sup> Compagnie. At Souain, the violent

rain put an end to the Luftwaffe's activities, although it wasn't enough to extinguish several blazing houses. The DIs advanced to meet the mechanised kampfgroupe of the 8. Panzer Division while the French infantry broke off towards the woods to the east of the area. Low visibility added to the confusion, permitting the Germans to pull up several anti-aircraft and antitank guns which promptly engaged the French armour. The 3<sup>ème</sup> Compagnie lost five tanks in the battle and did not manage to impede the 8. Panzer Division in fulfilling their part in the offensive. Despite of the bloody resistance which this was an example, "Fall Rot" was carried out without any real hiccups.



# GET THEM OUT !

2H



## ASL SCENARIO FT 151



**VICTORY CONDITIONS:** The French win at game end if they have amassed more VP than the Germans. VP = CVP, in addition, the French earn VP, calculated as Exit VP, for Infantry/Riders that exit off the south edge at any point. Starting on Turn 3, the French AFV may exit the south edge and does not count as CVP.

### TURN RECORD CHART

**MILLANÇAY, FRANCE, June 18<sup>th</sup> 1940:** Exploiting the breakout resulting from "Fall Rot" (Plan Red), German units raced southward and pursued the exhausted and decimated French Army. On June 18<sup>th</sup>, the 350<sup>ème</sup> *Compagnie Autonome de Chars de Combat*, a newly formed unit, had been ordered to join the 19<sup>ème</sup> BCC and found itself in the vicinity of Millançay. This area was held by the 19<sup>ème</sup> *Division d'Infanterie* and its command post was installed in Millançay. However, this unit had been heavily engaged in combats and had lost more than 60% of the infanterie. At 8:15 pm, Neung-sur-Beuvron, 6 km north of Millançays, was seized by the Germans and a message coming from the command post asked for reinforcement. The 21<sup>ème</sup> GRDI sent the motorcycles of *Chef Sorel*. Three tanks from the 350<sup>ème</sup> CACC were sent by *Capitaine de Silans* at 8:30 pm and ordered to counter attack Millançay and release the command post.

### BOARD CONFIGURATION:

Only hewrows R-GG are playable.

### BALANCE:

● Add a LMG to the French OB.

⚡ Exchange the 8-1 for a 9-1 in the German OB.



● FRENCH Sets Up First












⚡ GERMAN Moves First

1	2	3	4	END
---	---	---	---	-----



**PC of 19<sup>e</sup> Division d'Infanterie [ELR: 3]**

sets up within 2 hexes of CC6 (see SSR3) {SAN: 2}:

 4'-5-8	 4-5-7	 2-4-8	 9-1	 8-0	 6+1	 LMG 1 1 1 2-8	 ? 7 morale	 21 *47L -1/2	 24 M9 3PP	 24 M9 2PP
3						2	6			

**Elements of 350<sup>e</sup> CACC**

enter on Turn 1 along the south edge (see SSR4):

 *8 47 -1/2
3









**Gun of 33. Panzerjäger Abteilung**

sets up on/between hexrows X-GG in hexes  $\geq 9$  and/or in hexes  $\leq 2$  (see SSR2) {SAN: 2}:

 AT M12 3 37L H6(9)	 2-2-8	 ? 7 morale
3		

**Elements of 33. Infanterie-Division [ELR: 3]** enter on Turn 1 by the north/east edge on/between GG1-CC10 with AFV having only 10 MP remaining. At least 1 AFV and 3 MMC must enter on each edge:

 4'-6-7	 8-1	 7-0	 LMG 1 1 1 3-8	 ATR 1-12	 *33 20L(4) -1/5/4
7			2		3

Scenario design: Jean-Luc Béchenec,  
Alban Bureau and Clément Bertrand

### SPECIAL RULES:

- EC are Moderate with no Wind at start. Place overlay OG1 in EE4.
- The German Gun may not set up HIP and does not receive the emplacement TEM but may set up Concealed if it sets up in Concealment Terrain.
- French Infantry must set up in Building locations and may do so Concealed.
- Crews may not voluntarily abandon their vehicle.

**HISTORICAL RESULT:** After reaching Millançay, the 350<sup>ème</sup> CACC came in contact with the command post of the 19<sup>ème</sup> DI. Quickly it had to face a German attack coming from the north of the village and beginning to surround it. German antitank guns brought forward by the infanterie began to open fire. One French tank was hit and began to burn. The second one was put out of combat and the last one immobilized. However, the counter attack had allowed the command post to escape safely from the trap.

# AVANTI!

3H00



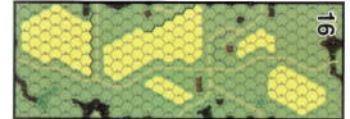
## ASL SCENARIO FT 152



**VICTORY CONDITIONS:** The Axis win at game end if the *Italians* Control all buildings and the *Axis* have amassed more CVP than the *Russians*. The *Russians* Control all buildings at start.

**Near JASNAJA POLJANA, RUSSIA, 12 August 1941:** Despite not having been informed of the planning and launching of "Barbarossa", Mussolini immediately offered to send troops to Russia to support his Axis "partner". A corps-sized force was accepted by the Germans and the 62 000-strong Corpo Spedizione Italiano in Russia (CSIR) was sent under the command of Lt-Gen. Messe. In early August, the first units of the CSIR, mainly from the "Pasubio" semi-motorized division, were ready to enter the line, during the German-Hungarian drive on the Black Sea port of Nikolaiev. The vanguard of the division, under Col. Chiamonti, commanding officer of the "Roma" Regiment, first encountered Soviet rearguard units along the Bug river on the 11<sup>th</sup> August. The following day, the regiment stumbled on more serious resistance around the Jasnaja Poljana village. Then, following heavy fighting, the Italians repulsed the Russian riflemen.

### BOARD CONFIGURATION:



### BALANCE:

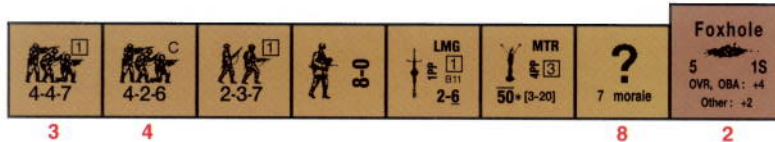
★ Replace two 4-2-6 with two 4-4-7 in the Russian OB.

⚔️ Replace the 8-1 leader with a 7-0 leader in the Russian OB.

### TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3★	4★	5	6	7	END
⚔️ AXIS Moves First								

Reinforced elements of the 469<sup>th</sup> Rifle Regiment [ELR: 2], set up on/between hexrows U-X {SAN: 3}:



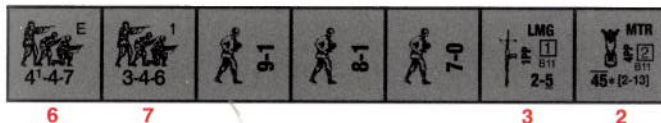
Enter on Turn 3 along the south edge on/between H0-J0:



Enter on Turn 4 on A5:



3a Compagnia (reinforced), 80<sup>o</sup> Reggimento Fanteria "Roma" [ELR: 3], set up on/west of hexrow BB {SAN: 2}:



Elements of Infermerie Regiment 47 [ELR: 4], enter on Turn 4 along the south edge on/between R0-GG1:



Scenario design: Philippe Naud

### SPECIAL RULES:

1. EC are Moderate with no Wind at start.

**HISTORICAL RESULT:** Lt Mori's company played a decisive role in the success of the "Roma" Regiment. The bold officer launched his soldiers in pursuit of the retreating Russians, and held his ground when counterattacked by armored cars. He also encountered German patrols on its right flank but, being out-of-touch with his regiment, Mori prudently decided to come back to his start line. The next day, the Germans politely thanked the CSIR vanguard and sent it back, leaving the conquest of Nikolaiev to other Axis forces.

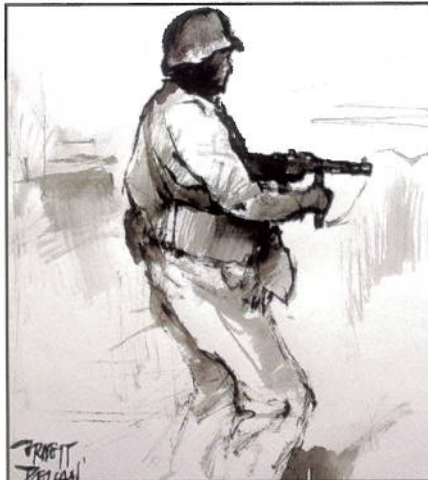


# NAILED TO THE GROUND

2H



## ASL SCENARIO FT 153



**VICTORY CONDITIONS:** The Russians win if at game end there are no unbroken Spanish MMC on any hill hex or immediately if they have amassed  $\geq 12$  Exit Victory Points along the west edge. However, the Russians must subtract any CVP they have suffered from their EVP before reaching a final EVP sum."

## TURN RECORD CHART

SPANISH Sets Up First

RUSSIAN Moves First

1

2

3

4

5

6

END

**VOLKHOV FRONT, RUSSIA, 27 December 1941:** A week earlier, on December 20<sup>th</sup>, Hitler's well-known standfast order was issued: there were to be no more retreats on the eastern front. On the Volkhov front, where the Spanish Division Azul had been deployed and was fighting under extremely difficult conditions, all signs indicated yet another imminent attack. The Russian 305<sup>th</sup> Rifle Division had been heavily reinforced by conscripts who were now marching on Novgorod. Politruks urged them to "drive these pillagers of the Soviet people from the Motherland!" All along the thin Spanish line, a few strongpoints had been established, overextended and undermanned, in order to prevent the Soviets from breaking through and threatening all of Army Group North. One such position, nicknamed "La Intermedia" (the middle point), had been hastily prepared by Second Lieutenant Rubio Moscoso and his reinforced platoon. At 0600, the Russians arrived bearing Christmas gifts...

## BOARD CONFIGURATION:

Only hexrows S-GG are in play.



## BALANCE:

Add a 4-6-8 with LMG to the Spanish OB.

Replace the 8-0 with an 8-1 and two 4-2-6 with two 4-4-7 in the Russian OB.



Ad-Hoc platoon from 269. IR, 250. Infanterie-Division [ELR: 5], set up on hill hexes on / between hexrows T and BB {SAN: 3}:



Set up on/west of hexrow T:



12

Elements of 1002<sup>nd</sup> and 1004<sup>th</sup> Rifle Regiment, 305<sup>th</sup> Rifle Division, [ELR: 2], enter on Turn 1 along the east edge on/between S4-S10 {SAN: 2}:



Scenario design: Xavier Vitry

## SPECIAL RULES:

- EC are Snow with no Wind at start. Ground Snow (E3.72) and Extreme Winter (E3.73) are in effect.
- Russian 5-2-7/2-2-7 are treated as Elite for DC use only (A23.2).
- Hand-to-Hand CC (J2.31) and No Quarter are in effect for both sides.

**HISTORICAL RESULT:** The sound of combat reached the Spanish companies in the vicinity of "La Intermedia", and soon a relief force was sent. The snow hampered movement and the Spaniards advanced with great difficulty towards the position, which had become silent. Picking their way up the slope to Rubio's position, they passed scores of Russian dead and then topped the crest. Silence, then cries of rage and anguish. The Spanish dead lay nailed to the ground with Soviet ice picks. The wounded had been finished off. The next day, General Muñoz Grandes, commanding the Division Azul, addressed his men with this proclamation: "...the order was given to stand as if nailed to the ground. No one retreated. The barbaric Russians, during the brief time that they occupied the position, used it to nail our dead and wounded to the ground with picks. The order was carried out to the letter... For once, red bestiality has served to make even more sublime the gallantry of our soldiers! What pride to be Spaniards!"



# FIRST DEFEAT

## ASL SCENARIO FT 154

4H



**MILNE BAY, NEW GUINEA, 27 August 1942:** The Battle of Milne Bay was an early battle of the Pacific Campaign of World War II. At 11.30pm on the 25<sup>th</sup> of August, the Japanese landed 1,150 troops of the 5<sup>th</sup> Kure SNLF supported by two Type 95 Ha-Go tanks, at Ahima on the northern shore of Milne Bay. The Japanese, after landing their supplies and supporting equipment moved westwards along the narrow shoreline. On the night of the 27<sup>th</sup> of August the Japanese forced the Australians of the 2/10<sup>th</sup> Australian Infantry Battalion out of their positions at the village of Gili Gili. This situation forced the Australian unit to withdraw with heavy losses.

### BOARD CONFIGURATION:

### BALANCE:

● Add a 9-1 to the Australian OB.

● Add a 4<sup>2</sup>-4-8 Squad to the Japanese OB.











**VICTORY CONDITIONS:** Provided the Australians do not exit  $\geq 2$  squad-equivalents (Prisoners do not count) off the east edge at  $\leq$  level 2, which is an immediate Australian victory, the Japanese win at game end upon amassing  $\geq 20$  VP. VP = CVP / 4 (FRD) + Exit VP of Japanese units exited off the west edge at  $\leq$  level 2.

### TURN RECORD CHART

● AUSTRALIAN Sets Up First	1	2	3	4	5	6	7	8	END
● JAPANESE Moves First									












**Elements of the 2/10<sup>th</sup> Australian Infantry Battalion [ELR: 3], set up at  $\leq$  level 2 on/west of hexrow LFT2H10-LFT1Z2 [EXC: HIP Personnel must set up at  $\leq$  level 2 on/west of hexrow LFT2N10-LFT1T1] [SAN: 3]:**



 4-4-7	 2-4-8	 9-2	 8-1	 8-0	 4-12	 2-7	 51 [2-11]
12	4				3	3	

**Elements of the 612 Kure 5<sup>th</sup> Special Naval Landing Forces (Kaigun Rikusentai) [ELR: 3], enter on Turn 1 at level 0 along the east edge [SAN: 2]:**



 4 <sup>2</sup> -4-8	 4 <sup>1</sup> -4-7	 2-2-8	 9-1	 8-0	 8-1	 4-11	 2-6	 50+ [1-10]	 37L	 15
5	8	4				2	2	2	2	2

(see SSR 6)

Scenario design: Steve Swann

### SPECIAL RULES:

- EC are Wet, with no wind at start. Weather is Overcast (E3.5); however rain intensity may never decrease. If Rain starts, the MF penalty (E3.54) only applies to AFV.
- PTO Terrain (G.1) is in effect including Light Jungle (G2.1). The Beach Slope is Slight (G13.21). Contrary to G13.3, each Beach hex is Soft Sand. The ground is Soft (D8.21). Place the following overlays: **Wd2** on LFT2I1/LFT1Y1; **Wd4** on LFT2R1/LFT2S1.
- Night rules (E1.) are in effect. Base NVR is three hexes with Overcast Cloud cover and a Full Moon. The Japanese are the Scenario Attacker and the Australians are the Scenario Defender. The Majority Squad Type for the Japanese is Stealthy and for the Australians is Normal.
- Contrary to E1.2, the Australian may only use HIP for  $\leq 3$  squads (and any SMC stacked with them). Each SW may set up using HIP as per E1.2. The MTR has no IR.
- Australians MMC may attempt ATMM Check (C13.7) but are successful only on an Original dr of 1; an Original dr of 6 does not pin the MMC. A successful ATMM Check dr adds a -1 DRM to the CC attack by that unit.
- Japanese tanks may use their headlights (HL) to illuminate their own hex and the

two adjacent hexes in their VCA without suffering the E1.52 penalty when moving. At the beginning of each player's PFPh, each tank may choose to have its HL on or off for that player turn (place a 'Trip Flare' marker on the tank when HL are on). Tanks with their HL 'on' can be seen as if in daylight and regardless of NVR or other illumination.

**HISTORICAL RESULT:** The Japanese attack on the stragglers of 2/10<sup>th</sup> Infantry Battalion was supported with tanks and was able to cut the battalion in two. The Japanese struck at the Australians again, this time with two tanks and all their available combat troops. Despite unceasing tropical rain, the ground in the area was well-drained and relatively firm enough for tank action. However, the Japanese had equipped their two tanks with brilliant headlights, which in the night made easy targets for the Australians but left the attackers in the darkness. The Australians attacked the tanks in close combat with sticky bombs, despite the fact they didn't stick due to humidity. The Australians were able to make an orderly withdrawal to No 3 Airstrip where the Japanese were finally halted by the 25<sup>th</sup> and 61<sup>st</sup> Infantry Battalions. The Battle of Milne Bay was the first in the Pacific Theater of Operations in which Allied troops decisively defeated Japanese land forces, forcing them to withdraw and completely abandon their strategic objective.



# ONCE UPON A TIME... IN THE EAST

🕒 5H

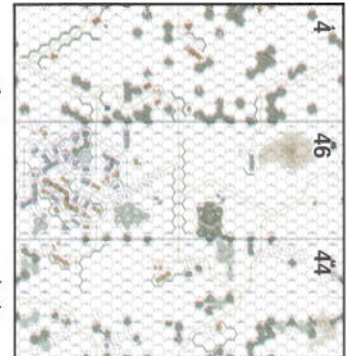


## ASL SCENARIO FT 155



**NOVOIA VODOLAGA, RUSSIA, 10 February 1943:** attacking again, the Red Army had managed to breakthrough south of Kharkov, on the right flank of the 1. SS-Panzer-Division "LAH". Indeed, there were neither many troops nor assets left to stop the onslaught. The 15<sup>th</sup> Guards Cavalry Corps went into the fray with the aim of resuming the Kharkov encirclement. Aware of the danger, a mobile "Kampfgruppe" intervention was organised in the vicinity of Merefa and sent immediately to the south with the mission of stopping the enemy by any means

### BOARD CONFIGURATION:



### BALANCE:

★ Add one T-34 M43 to Turn 2 AND Turn 3 Russian reinforcements.

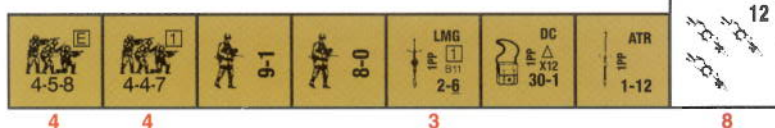
⚔️ Game ends on Turn 6.

**VICTORY CONDITIONS:** The side with the most VP at game end wins. VP = CVP (Prisoners do not count), + 2 VP for each Building Controlled on board 46 on/west of hexrow S, in addition the Russians earn VP (calculated as Exit VP) for Good Order units exited off the west edge of board 46. A draw is a German victory.

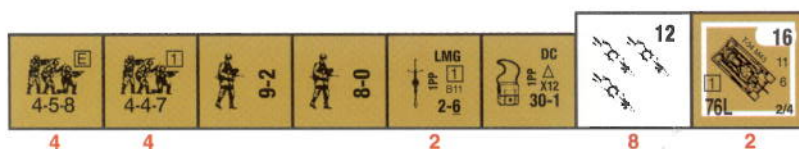
### TURN RECORD CHART

★ RUSSIAN Moves First	1	2	3	4	5	6	7	END
⚔️ GERMAN Moves Second								

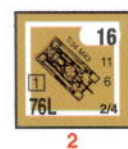
Elements of 6<sup>th</sup> Guards Cavalry Corps [ELR: 3], enter as Cavalry on Turn 1 from the east edge on/between 4A5-46A5, having expended half their MF (see SSR3) {SAN: 3}:



Enter as Cavalry on Turn 2 from the southeast edge on/between 44A10-44I1:



Enter on Turn 3 from the east edge:



Elements of Aufklärung-Abteilung, 1. SS-Panzer-Division "Leibstandarte Adolf Hitler" [ELR: 5], enter on Turn 1 from the north edge {SAN: 3}:



Elements of "Der Führer" Regiment, 2. SS-Panzer-Division "Das Reich", enter on Turn 2 from the north edge:



Scenario design: Xavier Vitry

### SPECIAL RULES:

- EC are Snow with no Wind at start. Ground Snow (E3.72) is in effect. Place overlay O4 on 46EE5/46EE4.
- The Germans have Winter Camouflage (E3.712).
- The Russians entering the map on Turn 1 (only) may not use Gallop.

**HISTORICAL RESULT:** Kurt "Panzer" Meyer's reconnaissance battalion was sent first, quickly followed on a parallel route further east by elements of the "Der Führer" regiment, led by Otto Kumm (who would later become the latest LAH commander during the battle for Berlin). Within three days, the cavalry corps was encircled and utterly destroyed. But yet another threat was developing southwards, where other Russian units were advancing very fast towards the Dniepr River...



# LEONOV'S HILL



## ASL SCENARIO FT 156

3H



**VICTORY CONDITIONS:** The Germans win if at game end they Control all trench and pillbox hexes.

### TURN RECORD CHART

★ RUSSIAN Sets Up First

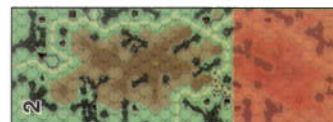
✚ GERMAN Moves First

1 2 3 4 5 6 7 END

**Cape KRESTOVYI, FINLAND, 11 October 1944:** On the night of October 11<sup>th</sup>, the Russian naval detachments of the 14<sup>th</sup> Army began a 3 phase attack. The plan was to take first the German strongpoint, then attack the German 155mm coastal batteries from inland and eventually knock out the German FlaK batteries which were positioned on a hill near the cape. Senior Lt. W.N Leonov and his 95 men were given the task of taking out the FlaK batteries. With the cover of darkness and the element of surprise his men were able to cut through the barbed wire and assaulted the bunkers killing the German gun crews in hand to hand combat. But the night was young as Lt. Leonov's men seized the guns and prepared to defend the hill.

### BOARD CONFIGURATION:

Only hexrows A-V are in play.















### BALANCE:

★ Add a 4-5-8 Squad and a 2-4-8 Half Squad to the Russian OB.

✚ Battle Harden one leader and one Squad in group 2 OR group 3.



**Northern Fleet Reconnaissance Detachment [ELR: 4],** set up anywhere on hill 621 with at least one MMC IN each Fortification (see SSR3) {SAN: 3}:

 6-2-8 2	 4-5-8 5	 2-2-8 2	 9-1 2	 8-1 2	 7-0 2	 LMG 2-6 3	 DC 30-1 2 (SSR4)	 AA 88L 2	 Trench OVR, OBA: +4 Other: +2 2	 1+3+5 2	 Foxhole 5 OVR, OBA: +4 Other: +2 3
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**Elements of 6. Gebirgsjäger Division [ELR: 3],** enter as per SSR6 {SAN: 2}:






Group 1:

 4 <sup>2</sup> -6-8 4	 4 <sup>1</sup> -6-7 4	 9-1 4	 8-0 4	 MMG 5-12 4	 LMG 3-8 4	 MTR 50+ [2-13] 4
---	---	---	---	---	--	--

Group 2:

 4 <sup>2</sup> -6-8 4	 4 <sup>1</sup> -6-7 4	 8-1 4	 7-0 4	 MMG 5-12 4	 LMG 3-8 4	 Radio 8 4
---	---	---	---	---	--	---

Group 3:

 4 <sup>2</sup> -6-8 2	 4 <sup>1</sup> -6-7 3	 8-1 2	 8-0 2	 LMG 3-8 2	 DC 30-1 2
---	---	---	---	--	--

Scenario design: Norman DeLaura II

### SPECIAL RULES:

- EC are Wet with no wind at start. Treat all level 3 hill hexes as level 2. Cliffs do not exist.
- Night rules (E1.) are in effect. Base NVR is four hexes with Scattered Clouds and a Half Moon. The Germans are the Scenario Attacker and the Russians are the Scenario Defender. The Majority Squad Type for the Germans is Normal. The Majority Squad Type for the Russian is Stealthy.
- The Russian must setup each FlaK 18 AA gun IN a trench. Each pillbox counter must be Adjacent to a trench counter as per B30.8. The Russian DC may be Set (A23.7) on any hill 621 hex devoid of any Fortification counter.
- The Russians are Commandos (H1.24) and do not suffer Captured Use penalties when using the FlaK18 AA guns.
- The German radio represents one module of 100+mm OBA (HE only) with Plentiful Ammunition.
- Prior to play, the German player secretly determines which side of the board each Group will enter from (only one Group per side). One Group will enter randomly

on each Turn 1-3. To determine which Group enters on Turns 1, the German player makes a dr at the start of the Turn: Group 1 enters play on a dr = 1-2, Group 2 enters play on a dr = 3-4, Group 3 enters play on a dr = 5-6. On Turn 2, Group X enters play on a dr = 1-3, Group Y on a dr = 4-6.

7. Both sides may declare Hand-to-Hand CC (J2.31).

**HISTORICAL RESULT:** The Germans were not going to let the FlaK batteries remain in Russian hands. Throughout the night they sent counter attack after counter attack at the Russian commandos. Leonov's men fended off the Germans for as long as they could. The Germans started attacking with indirect fire along with more troops coming over from across the lake. Leonov looked at the situation and knew they couldn't hold the 88's much longer so he had his men remove the breechblocks from the remaining 88's and retreated to a near by hill. Two days later Leonov with a reinforced platoon counter attacked the hill and drove the Germans from the FlaK batteries and took the hill for good.



# THE LOST COLUMN

3H



## ASL SCENARIO FT 157



**VICTORY CONDITIONS:** The Germans win at game end if there are no Good Order Canadian MMC or Mobile AFV with functioning MA on level 3 hill hexes, provided at least one mobile, non-Recalled German AFV with functioning MA remains on board.

Near ASSY MONTBOINT, FRANCE, 9 August 1944: The 1<sup>st</sup> Canadian Army, under the command of general H.D.G. Crerar, launched operation codenamed "Totalize". Its aim was to breakthrough the German defense line south of Caen and towards Falaise. Worthington Force, belonging to 28<sup>th</sup> Armoured Regiment (the British Columbia Regiment), 4<sup>th</sup> Armoured Division, was tasked to seize hill 195, west of national road 158. Advancing during the night, the column got lost and reached hill 140 instead of hill 195. On August 9<sup>th</sup> at 6:55 am, Worthington reported that he had captured hill 195 while stopping his column and waiting for reinforcements. But the Germans of the 12<sup>th</sup> SS. Pz. Div were nearby and had discovered the presence of the Canadian isolated unit... Immediately, "Kampfgruppe" Krause was sent, quickly followed by "Kampfgruppe" Waldmuller, for a furious counterattack.

### BOARD CONFIGURATION:



### BALANCE:

● Add a 4<sup>1</sup>-5-7 in the Canadian OB.

✚ Exchange the dmMMG for a dmHMG in the German OB.

### TURN RECORD CHART

● CANADIAN Sets Up First	✚ 1	2	3	● 4	5	6	7	END
✚ GERMAN Moves First								

Elements of the Worthington Force (The British Columbia Regiment) [ELR: 3], set up on board 58 {SAN: 3}:



4 <sup>2</sup> -5-8	4 <sup>2</sup> -5-7	2-2-8	9-1	8-1	4-12	2-7	8-3	7 morale
2	5				2	2		8

13	13	57L	3
1	1	3	5
75	76LL		1S
2/4	4		Other: +2

Enter on Turn 3 along the north edge:

4 <sup>2</sup> -5-7	8-0	8-3	13
4			2
			1
			75
			2/4

Elements of KG Krauss, 12. SS-Panzer-Division "Hitlerjugend" [ELR: 5], enter on Turn 1 along the south edge {SAN: 2}:



6 <sup>2</sup> -5-8	9-2	9-1	8-0	3-8	3-8	15
12				3	3	15
						75LL
						3/5/2



Elements of KG Waldmuller, enter on Turn 4 along the east edge:

6 <sup>2</sup> -5-8	8-0	30-1	12
2			12
			88L
			3/5

Scenario design: Bertrand Guillou-Keredan

### SPECIAL RULES:

- EC are Moderate with no Wind at start.
- Bore Sighting (C6.4) is NA.

**HISTORICAL RESULT:** The fighting was fierce. The Canadian HQ, believing that Worthington Force was holding hill 195, delivered artillery support and sent reinforcements towards this hill. Obviously, the isolated Canadians could not hold and were quickly destroyed.... Only a few survivors managed to escape from hill 140.



# CLOSE COMBAT TEAMS

3H30



## ASL SCENARIO FT 158

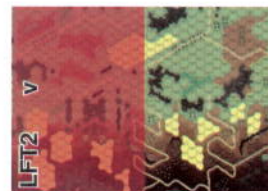


**VICTORY CONDITIONS:** Russian wins at game end by exiting  $\geq 33$  Exit VP off the south edge.

**Near MUTANCHIANG, MANCHURIA, 15 August 1945:** The Manchurian Strategic Offensive Operation started on 9 August, and featured a classical double pincer movement. On the eastern part, the cities of Mutanchiang and Yehho controlled a large junction. The battle for Mutanchiang began on 12 August. By a quick and coherent advance, the Soviet 5<sup>th</sup> Army and 1<sup>st</sup> Red Banner Army forced the Japanese 135<sup>th</sup> and 126<sup>th</sup> Infantry Divisions to defend Mutanchiang in a disjointed fashion and prevented them from consolidating and concentrating their forces for a coordinated defense of the cities. However, the Japanese did not give up. On 15 August, the 300<sup>th</sup> Rifle Division of the 1<sup>st</sup> Red Banner Army hit the main defense line of the 135<sup>th</sup> Division along the mountain road leading to the Yehho Station

### BOARD CONFIGURATION:

Only hewrows R-GG are playable on both boards.



### BALANCE:

- Russian must exit  $\geq 36$  VP.
- ★ Russian must exit  $\geq 30$  VP.

### TURN RECORD CHART

● JAPANESE Sets Up First	★ 1	2	★ 3	4	5	6	END
★ RUSSIAN Moves First							



**Elements of 135<sup>th</sup> Infantry Division [ELR: 2]** set up as indicated {SAN: 3}:

Within 3 hexes of LFT2BB0:



3

Within 4 hexes of LFT2S1:



2

4

2

On board LFT2:



5

3

2

2

On board LFT2:



24

4

7

3



**Elements of 300<sup>th</sup> Rifle Division [ELR: 4]**

set up on board v in hexes with coordinate  $\leq 8$  but not ADJACENT to a Japanese unit {SAN: 2}:



6

10

5

2

4



**Elements of 77<sup>th</sup> Tank Brigade**

enter on Turn 1 along the north edge:



6

Enter on Turn 3 on/between LFT2R2-vN9 or LFT2GG2-vGG8:



3

Scenario design: Jean-Luc Béchenne

### SPECIAL RULES:

1. EC are Moderate with no Wind at start. No Quarter is in effect for both sides.
2. Japanese DC may be retained offboard (the units which possess DC are secretly recorded) until the unit that possesses it uses it or creates a DC Hero. Contrary to G1.421, the Japanese may create 10 TH/DC Heroes (10 total), but contrary to G1.422, two of them may set up HIP.
3. Russian receive one module of 70mm OBA (HE only) directed by an offboard observer secretly recorded before Japanese setup at level 1 on the north edge.

**HISTORICAL RESULT:** The 1049<sup>th</sup> Rifle Regiment, supported by tanks of the 77<sup>th</sup> Tank Brigade attacked southward and ran into well prepared positions. The mountain road was literally crammed with *smertniki* (TH heroes). There were groups of them even amidst the minefields. Infantry advanced together with tanks under heavy fire destroying the close-quarters combat team in hand to hand combat. Night fell before the battle reached the decisive stage and the forward elements of the Russian forces consolidated 3 miles short of their assigned objective.



# TANGLED AT TSANGKOU

## ASL SCENARIO FT 159

8H



**TSANGKOU, CHINA, 19 November 1945:** The 8<sup>th</sup> Chinese Nationalist Army began landing at Tsingtao on 14 November, its mission to accept the surrender of the Japanese 43<sup>rd</sup> Army at Tsinan. The nationalist commander moved his troops throughout the city and encamped between Tsingtao and Tsangkou while regrouping for a drive north. The Communist reaction was immediate and violent. On the night of the 14<sup>th</sup>, the railroad north of Tsangkou was effectively knocked out for a distance of 37 miles. With the railroad no longer usable, the Nationalist troops would have to move overland. The forward units of the 8<sup>th</sup> Chinese Nationalist Army tangled with the Communist soon after leaving the protection of the city on 19 November just beyond the outskirts of Tsangkou.

### BOARD CONFIGURATION:

### BALANCE:

- Increase the Game Length to 10 1/2 Turns.
- ★ Replace the 9-1 with a 9-2 in the Red Chinese OB.



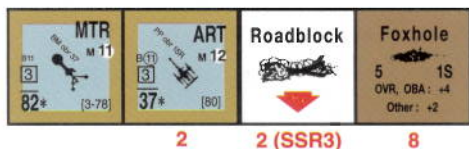
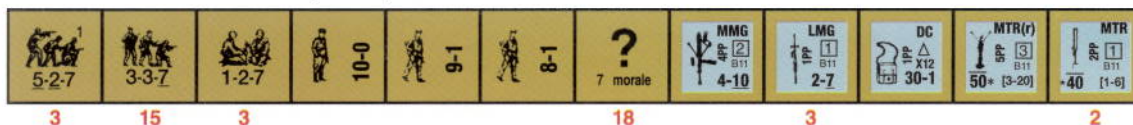
**VICTORY CONDITIONS:** The GMD wins at game end if at least one Roadblock has been removed (B29.5) and there is no Good Order non-HIP Red Chinese MMC ≤ 2 hexes of any Railroad hex.

### TURN RECORD CHART

Scenario design: Steven Swann & Laurent Closier

★ RED CHINESE Sets Up First	1	2	3	4	5	6	7	8	9	10	END
● GMD Moves First				②	④	④	⑤	⑥	⑥	⑥	

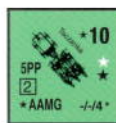
**Elements of the Red Chinese Communist Army [ELR: 5], set up on board 18 in hexes numbered ≥ 3 and/or anywhere on board v and/or on board 49 in hexes numbered ≤ 1 {SAN: 4}:**



**Group B**, enters on a wdr ≤ the boxed number in the Turn Box and a cdr = 3-4, as per SSR5:



**Group A**, enters on a wdr ≤ the boxed number in the Turn Box and a cdr = 1-2, as per SSR5:



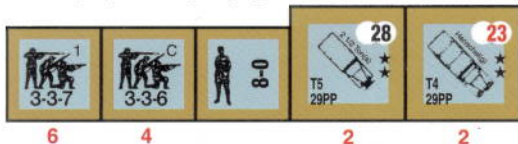
**Group C**, enters on a wdr ≤ the boxed number in the Turn Box and a cdr = 5-6, as per SSR5:



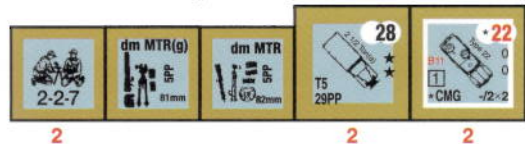
**Elements of the 8<sup>th</sup> Chinese Nationalist Army [ELR: 3], set up in hexes numbered ≥ 5 on board 49 (see SSR4) {SAN: 2}:**



**Group 1**, enters as Passengers on a wdr ≤ the circled number in the Turn Box and a cdr = 1-3, as per SSR5. Two squads must Deploy for transport purposes:



**Group 2**, enters on a wdr ≤ the circled number in the Turn Box and a cdr = 4-6, as per SSR5. Each dm MTR enters in a truck with a Crew as Passenger:



### SPECIAL RULES:

- EC are Moist with no Wind at start. Place the following overlays: **RR14** on 49G6/49G5; **RR6** on vG10/vG9; **RR1** on vM6/vL6; **RR5** on vT1/vT2; **RR2** on 18T6/18T7; **OG1** on 18S1; **G1** on 18V0. Grain is In Season. Kindling is NA.
- Red Chinese use Russian counters but are treated as per G18.3-31. Red Chinese 5-2-7 are Assault Engineers (H1.22). Red Chinese 5-2-7/2-2-7 use DC as if Elite. Treat Tazankas as Red Chinese units.
- Both Roadblocks must set up in a Railroad location across a railroad hexside. No more than one Roadblock may set up per board.
- The GMD receives one module of 80+mm Battalion Mortar OBA (HE and Smoke) with Plentiful Ammunition. The initial Battery Access is automatic, remove a black chit from the draw pile. Trucks are Recalled as soon as they have unloaded their Passengers.
- Both sides make a DR for eligible reinforcements. Each reinforcement group (Red Chinese Groups A/B/C and GMD Groups 1/2) can enter play only once per game. If the reinforcement group is already on map, reroll the cdr (no cdr is needed for the last group to enter play). All Red Chinese reinforcement groups enter along the north edge. All GMD reinforcement groups enter along the south edge.

**HISTORICAL RESULT:** The majority of the Japanese troops to be repatriated through Tsingtao were intended to be released from guard duties by the action of the 8<sup>th</sup> CNA. Once the Nationalist Army had reached Tsinan and disarmed the Japanese there, it was to turn over the Japanese arms to Nationalist Chinese puppet troops and then move to occupy all of the former Japanese guard posts along the railroad. This plan failed in many respects and for a variety of reasons, but principally because the 8<sup>th</sup> Chinese Nationalist Army, with a strength of less than 30,000 men, just was not strong enough for the job. Daily the troops of the 8<sup>th</sup> CNA moved into the countryside in a vain attempt to erase the Communist elements in the area, and daily they would end up in fruitless combat with no end in sight. It was sometimes a major struggle just to move a couple of kilometers to the next village to establish a stronghold. The drawback of this tactic was that there were no replacement combat troops to fill in for those troops assigned to guard the villages, so that the unit strength of the 8<sup>th</sup> CNA was constantly depleted. At the end of a month of fighting, the 8<sup>th</sup> CNA had reached a point just south of the town of Weihsen and could go no farther. Nationalist authorities then changed its mission to guarding the railroad under its present control while waiting for relief from other Nationalist forces marching overland from southern China.