

FANATIC ENTERPRISES PRESENTS

BARBAROSSA NORTH



**8 SCENARIOS COMPATIBLE
WITH THE ASL SYSTEM**

No Walkover

Salla

Not So Supermen

French Castoffs

Old Tactics, New Victims

Blood on the Timbers

Hide & Seek

Reindeer Games

NO WALKOVER



Rybachiy, Russia, June 29, 1941: The terrain and weather in the far north of the Soviet Union was thought to be unsuited to military operations. However, the Germans and the Finns saw both danger and opportunity in this strategic backwater. With a sudden strike the Russians could strike and cut Finland's rail and road network, effectively divide the country in half. The Germans saw opportunity to strike eastward and outflank Leningrad as well as either capture or isolate the ports of Murmansk and Archangel. Therefore, the Germans and Finns devised a limited campaign in the far north to complement Barbarossa farther south. In the northernmost area of Finland Petsamo lay a relatively few kilometers from Murmansk, enticingly close. Early on June 22, 1941 the 2nd and 3rd Mountain Divisions crossed the border into Russia east of Petsamo intent on capturing Murmansk. The Germans, using flame-throwers, hand grenades and explosives and 88mm guns blasted tough Asiatic troops out of the concrete bunkers, one at a time. The Soviet troops preferred to fight to the death than to surrender. Shortly after breaching the border fortifications, the Germans were educated on the trackless terrain in the far north. The Germans made very slow progress. Fog and sharp wooded hills without roads slowed the German advance. Finally after a week the Germans reached the main Russian defensive line. Early in the morning of June 29, emerging out of the fog, the Germans ran straight into Height 204, which was a key defensive position in the area. The Russians opened up on the exposed Germans who finally took the hill after a very hard struggle. The Germans were able to push the Russians off the hill and advance into the neighboring river valley. They managed to capture a bridge across the river and even established a bridgehead. However, the Germans had quickly learned that this campaign was going to be much harder than they had planned.

VICTORY CONDITIONS: The German player wins at game end if he controls the majority of level 4 hexes on board 50.

BALANCE:



Replace one 8-0 Ldr with a 9-1.



Add 6 MF Factors to the Russian OOB.

BOARD CONFIGURATION:



N

52
50

TURN RECORD CHART

RUSSIAN Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

ORDER OF BATTLE



[ELR: 3]

[SAN: 2]

Elements of the 137th Gebirgsjager Regiment: set up on board 52 in hexes numbered ≥ 2 :

5-4-8	4-6-7	8-1	8-0	MMG dm	LMG	DC
3	10	2	2	2	2	2

Elements of the 52nd Rifle Division: set up on hill hexes on board 50:



[ELR: 3]

[SAN: 3]

4-4-7	9-1	9-0	MMG	LMG	?	LT MTR	AP Mines	Trench	1-3-5 Pillbox	1 Squad Foxhole
8				2	2		12	2	2	3

SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start. The Stream is Dry.
2. 548's are Assault Engineers. Mines may not be setup on level 4 hill hexes.

SALLA



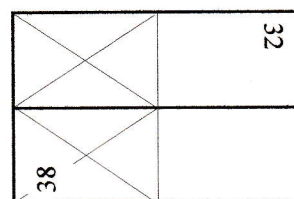
Salla, Russia, July 1, 1941: In addition to the operations in the far north, the Germans launched Operation Polar Fox, an assault against the key town of Salla, located just inside the new Finnish/Soviet border as resulted from the Winter War of 1939-1940. The attack was to be made by the German XXXVI Corps assisted by the Finnish III Corps. The 169th Infantry Division was to assault Salla directly from the west, against the formidable defenses on Salla Heights just outside of town. The 6th SS Mountain Division, made up of reservists was to push from the south and surround Salla. The Germans crossed the border on July 1st but quickly ran into trouble. The 6th Mountain Division was having extreme difficulties both in maneuver and in combat. The 169th Division also suffered heavy losses slamming into the Russian defenses. They did not receive any relief due to the failure of the SS Division to outflank the Russians. For several days the 169th battered itself against the Russian defenses.

VICTORY CONDITIONS: The German player wins at game end if he controls ≥ 7 board 32 building hexes. This requirement is reduced by 2 if the Russian Tank is either destroyed, immobile, under recall or under a Shock/UK counter.

BOARD CONFIGURATION:



N



Only hexrows A through P on board 32 and R through GG on board 38 are in play.

BALANCE:



Replace the German MMG with a HMG.



Add one 4-4-7 and one LMG to the Russian OOB.

TURN RECORD CHART

RUSSIAN Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

ORDER OF BATTLE



Elements of the 169th Division: enter on Turn 1 on the south edge:

[ELR: 3]

4-6-7	9-1	8-1	7-0	MMG	LMG	LT MTR dm	DC
-------	-----	-----	-----	-----	-----	-----------------	----

[SAN: 2]

12

2

2

Elements of the 128th Rifle Corps: set up on board 32 and/or on board 38 north of hexes numbered 4:



[ELR: 3]

4-4-7	9-1	8-0	MMG	LMG	LT MTR	Trench	KV-2
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[SAN: 4]

9

2

4

SCENARIO SPECIFIC RULES:

- EC are Wet with no wind at start. Kindling and Boresighting are NA.
- Add overlay **OG1** on 32N8, **X6** on 32H3, **X7** on 32J2 and **X8** on 32E2. All buildings are wooden with ground level only.

NOT SO SUPERMEN



Salla, Russia, July 4, 1941: The 6th SS Mountain Division was a grand title for a unit made up of middle aged reservists. These SS troopers were not fit for front line action, being in reality a police formation and not combat troops. The unit was dogged by misfortune losing 110 men to a fire on its transport ship on its way to Finland. They were certainly not fit for the trials of fighting in such inhospitable terrain as found around the town of Salla in northern Russia. However, given the requirements of the eastern front, this unit was given an important responsibility, to assist in the capture of Salla, while the 169th Infantry Division assaulted the town directly. The SS attack was stopped in it's tracks by the Russian fortifications. On July 4th Corps headquarters staff personnel were astonished to see SS troops fleeing to the rear claiming attacks by Russian tanks. This action demonstrated that not all of the SS troops enlisted by the Germans in World War 2 were the Ubermen that the Germans claimed.

VICTORY CONDITIONS: The Russian player wins at game end if he controls the 44M3, 43N9, 43O8 and 44X1 buildings.

BALANCE:

Add 2x 4-4-7 squads to the German OOB.

Add 1/2 Game Turn to the scenario.

BOARD CONFIGURATION:



43
44

TURN RECORD CHART

RUSSIAN Moves First	1	2	3	4	5	6	END
GERMAN Sets Up First							

ORDER OF BATTLE



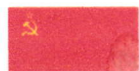
[ELR: 2]

[SAN: 3]

Elements of the 6th SS Gebirgs Division Nord: set up on board 43 and/or on board 44 north of hexrow L:

4-4-7	9-1	7-0	MMG	LMG	LT MTR	ATR
11		2		2		2

Elements of the 128th Rifle Corps: set up on board 44 on/east of hexes numbered 5 and south of hexrow J:



[ELR: 3]

[SAN: 2]

4-4-7	9-1	9-0	8-0	MMG	LMG	LT MTR dm	BT-5
14					2		3

SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start.
2. Add Overlay **Wd3** on 44Q6-Q5 and **Wd4** on 44U4-U5. All buildings are wooden and have ground level only. All grain is woods.
3. The Germans are considered SS for all purposes. .

FRENCH CASTOFFS



Salla, Russia, July 6, 1941: When the Germans conquered France in the spring of 1940 they came into possession literally hundreds of armored vehicles. These vehicles were to prove quite useful in the Wehrmacht's future campaigns. Although not suitable for the vast open spaces of the Soviet Union, these vehicles would serve a very useful role in secondary theaters of war. In northern Finland, the Panzer Abteilung 211 received French Hotchkiss and Somua tanks that were used in the battles around Salla. These obsolete tanks were the equals of the older T-26 and BT tanks in the Russian arsenal. On July 6th, the largest tank battle of the northern theater occurred around Salla. On this date two German tank companies took on a large number of Russian tanks and although the Germans lost most of their tanks, they did account for 24 Russian tanks in one hour and aided greatly to the capture of the key Russian town. The Russians later that afternoon, expelled the Germans from the town during a vicious counterattack. However, during the night the Russians retreated from Salla leaving behind the hulks of over 50 tanks destroyed.

VICTORY CONDITIONS: The German player wins at game end if he has ≥ 33 VP. CVP are gained normally and 1 VP for each board 43 building controlled.

BOARD CONFIGURATION:




N

43
11



BALANCE:



Change "building" to "building location" in the Victory Conditions.

 Add an ATR to the Russian OOB.

TURN RECORD CHART

 RUSSIAN Sets Up First	1	2	3	4	5	6	7	END
 GERMAN Moves First								

ORDER OF BATTLE



Elements of the 169th Infantry Division: set up on hill hexes west of hexrow R:

[ELR: 4]

[SAN: 2]

4-6-7	9-2	8-1	8-0	MMG dm	LMG	LT MTR	38H 735 (f)	35-S 739 (f)
16			2		3	2	2	3

Elements of the 122nd Rifle Corps: set up on board 43 east of hexrow T:



[ELR: 3]

[SAN: 3]

4-4-7	9-1	8-0	7-0	HMG	MMG	LMG	LT MTR	BT-5	T-26 M33	T-60 M40
13						2		2	3	2

SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start.
2. All buildings are wooden, grain is woods. Buildings have ground level only.
3. Russian tanks have optional Machine Guns.


OLD TACTICS, NEW VICTIMS




VICTORY CONDITIONS: The Finnish player wins immediately upon gaining ≥ 18 VP. CVP are gained normally and 2 VP are awarded for each building controlled.

Kestenga Russia, August 7, 1941: In contrast to the slow and difficult advances further north, the Finnish III Corp's advance into Lapland was conducted with skill and dash and achieved quick success. General Siilasvuo's thrust into Lapland was spearheaded by Group J, which faced the Russian 54th Division. By July 18th, the Finns had advanced an astounding 40 miles through incredibly difficult terrain. This was reminiscent of the days of the Winter War when the Finns were able to completely outmaneuver the Russian Army, cutting off parts of the enemy and defeat them in detail. The Russians did not appear to have learned their lessons. By July 30, the Finns were moving a battalion through the wilderness into the Russian rear. On August 7, the Finns reached Kestenga, which was desperately defended by a scratch force of Russian made up of conscripted laborers and the headquarters staff from the Fourteenth Army. The Finns isolated the garrison from support and pulled the noose tighter to strangle the defenders. For five days the defenders held on but without support and without access to supplies they were doomed. The Finns had never forgotten the knowledge gained 2 years earlier.

BALANCE:

 Add one Game Turn to the scenario.

 Add one 4-4-7 to the Russian OOB.

BOARD CONFIGURATION:





N



Only hexrows Q through GG are in play.

TURN RECORD CHART

 FINNISH Moves First	1	2	3	4	5	6	END
 RUSSIAN Sets Up First							

ORDER OF BATTLE

Elements of the III Finnish Corps: enter on/after Turn 1 on the west edge:



[ELR: 4]

[SAN: 3]

6-4-8	5-3-8	10-0	8-0	MMG dm	LMG	LT MTR dm
-------	-------	------	-----	-----------	-----	-----------------

5

4

2

54th Rifle Division: set up on/east of hexes numbered 3:



[ELR: 3]

[SAN: 4]

4-4-7	4-2-6	9-1	8-0	MMG	LMG	LT MTR	1 Squad Foxhole	Wire	Trench
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6

2

2

4

SCENARIO SPECIFIC RULES:

- EC are Wet with no wind at start. Kindling is NA.
- Add Overlay **O2** on 52BB7-AA8, **RR2** on 52DD4-DD5, **RR3** on 52DD8-DD7, **X10** on 52EE8-EE7, **X8** on 52EE9, **X14** on 52CC9-BB8.

BLOOD ON THE TIMBERS



VICTORY CONDITIONS: The German player wins at game end if he controls all of the board 50 level 4 hill hexes OR the majority of board 39 level 4 hill hexes west of hexrow P.

Allakurtti, Russia, September 7, 1941: The friendly competition between the Finns and the Germans was thus far an embarrassment to the Germans fighting out of Finland. Their Finnish compatriots were much more successful and German military prestige was at stake. Therefore the VI Corps was ordered to begin another offensive. The offensive was another Finnish/German combined operation with the goal of reaching the pre-1940 border. The Finnish 6th Division was successful in advancing to Lake Nurmi forcing the Russians to fall back in disorder behind the Tuutsa River. Troops from the 169th Division, although well spent from their summer fighting, attacked across the river forcing the Russians out of Allakurtti. However, on the 6th, an attack by four German regiments failed and the day after a massive rainstorm made it impossible to advance. For two days the fighting was bogged down around Hill 386, which was only taken on the 10th. The Russians fought stubbornly and even retook another height (Hill 366). After this day though both sides were too exhausted to continue the fight.

BALANCE:



Add one full Game Turn to the Scenario.

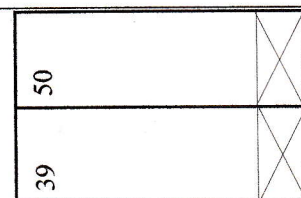


Add one 1-4-9 and one DC to the Russian OOB.

BOARD CONFIGURATION:



N



Only hexrows A through S are in play.

TURN RECORD CHART

RUSSIAN Moves First	1	2	3	4	5	6	7	END
GERMAN Sets Up First								

ORDER OF BATTLE



[ELR: 2]

[SAN: 3]

Elements of the 169th Infantry Division: enter on Turn 1 on the west edge:

4-4-7	9-1	7-0	MMG	LMG	LT MTR	DC
-------	-----	-----	-----	-----	-----------	----

15 2 2 2 4 2

Elements of the 128th Rifle Corps: set up on hill hexes east of hexrow D:



[ELR: 2]

[SAN: 4]

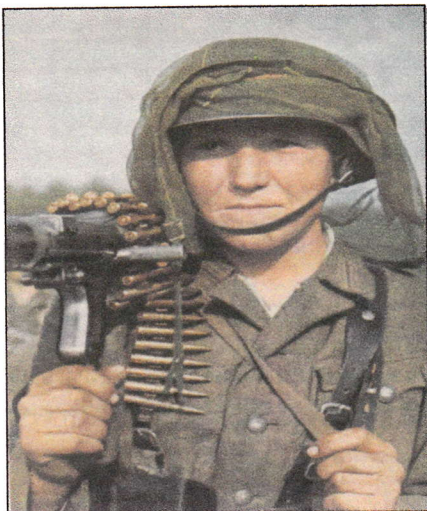
4-4-7	9-1	9-0	8-0	MMG	LMG	LT MTR	Trench	1 Squad Foxhole
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13 4 4 8

SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start.
2. All Brush and Grain are woods.

HIDE & SEEK



Litsa, Russia, September 9, 1941: The concentration of Dietl's Mountain Corps in the far north of Finland was a massive undertaking itself, not only because of the distances involved but also because of the precarious lines of communication involved. Nevertheless, a total of 27,500 men in the 2nd and 3rd Mountain Divisions were in place in late June. Upon commencement of hostilities, the Mountain Corps was to initiate Operation Silverfox, the occupation of the port of Murmansk. After breaching the initial defensive line the Germans advanced to the Litsa River where they met two Russian regiments dug in along the river. The fears of the German commander were being realized as a lack of roads and poor logistics made every advance a nightmare. In early September, the Germans made another concerted effort to breach the Litsa defensive line and at least sever the Murmansk highway, isolating the strategic port. Despite getting a bridgehead across the river, the Germans were again slowed by the terrain and tough Russian defenses. In one typical action, a battalion of the 3rd Mountain Division was attacking towards Hill 173 when they ran into units of the "Polyarny Division" a division recruited from sailors, convicts and local volunteers. In fog shrouded woods the two combatants fought out isolated battles in the woods. But the Germans never reached their objectives and would never capture Murmansk.

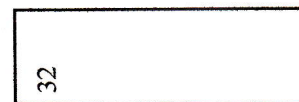
VICTORY CONDITIONS: The side with the most VP at game end wins. CVP are gained normally and 1 VP for control of each of the following hexes: C4, E4, F4, H4, O5, S6, W5 and Z5 are each worth 1 VP.

BALANCE:

✚ Replace two Russian 4-4-7 with two 4-2-6

■ Increase the Russian ELR to 3.

BOARD CONFIGURATION:



TURN RECORD CHART

■ SIMULTANEOUS Set Up	1	2	3	4	5	6	END
✚ GERMAN Moves First							

ORDER OF BATTLE

Elements of 3rd Gebirgsjager Division: set up per SSR2:



[ELR: 3]

[SAN: 3]

4-6-7	4-4-7	9-1	8-0	7-0	MMG	LMG
-------	-------	-----	-----	-----	-----	-----

7

4

2

3

Elements of the "Polyarny" Division: set up per SSR2:



[ELR: 2]

[SAN: 3]

4-4-7	9-1	8-1	7-0	MMG	LMG
-------	-----	-----	-----	-----	-----

11

4

SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start. Kindling is NA.
2. Each side sets up HIP. Each side must set up on/east of hexrow J. Russian units set up in even numbered hexes and German units set up in odd numbered hexes. No more than 2 squad equivalents plus any number of SW/SMC may set up in any one hex. Neither side may set up within 2 hexes of a victory location.
3. Hand-to-Hand CC may be declared by either side as if they were Japanese (EXC. -1 HTH DRM is NA). No Quarter is in effect.

REINDEER GAMES



Tjasajoki, Finland, June 15, 1942: Following the dramatic and bloody events of 1941, the next three and a half years were to be almost uneventful by comparison. The frontline was both literally and figuratively frozen. The forests of Karelia, thinly held by Finnish troops, proved ideal for partisan warfare. The isolated lands of Karelia saw some of the most vicious actions, often not recorded in history. The Russians sent numerous organized partisan brigades into the wilderness to operate behind the Russian lines. The Finns responded by creating a special Frontier Protection Corps. One typical action occurred in June 1942 when the Finns became aware of a strong Soviet force in the deeply forested wilderness of Pieninkaas. Two Finnish platoons managed to hold the partisans in the village of Tjasajoki while four companies surrounded the village. The Finns attacked from all four directions, eventually killing 113 partisans including the Brigade commander.

VICTORY CONDITIONS: The Finnish player wins immediately if he controls all buildings OR at game end if he has ≥ 40 VP. CVP are gained normally and 1 VP for each building controlled.

BALANCE:



Add one Game Turn to the Scenario.



Change "45" to "50" in SSR 4.

TURN RECORD CHART

RUSSIAN Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

ORDER OF BATTLE



Elements of the 12th Border Brigade:

enter on Turn 1 on the north edge:

[ELR: 3]

6-4-8 10-1 LMG

[SAN: 2]

6

Enter on Turn 2 on the south edge:

6-4-8 9-0 MMG LMG

7

2

2

Elements of the Puutoinens Partisan Brigade: set up ≤ 2 hexes from a building hex (EXC. 42Y10, 42U8):

[ELR: 5]

5-2-7 3-3-7 10-0 9-1 HMG LMG DC ?

[SAN: 3]

5

16

2

4

2

12

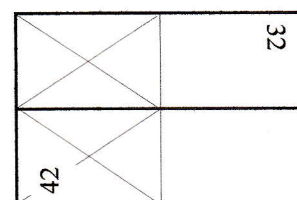
SCENARIO SPECIFIC RULES:

- EC are Wet with no wind at start.
- Add overlay **M1** on 42 BB6, **M2** on 32K4-L4 and **M3** on 42DD1-DD2. All buildings are wooden with ground level only. All crags are orchards.
- No Quarter is in effect. Prisoners are not worth double VP.
- 5-2-7 are considered Partisans for all purposes. Partisans are stealthy, may not form multi location fire groups and may not deploy. If Russians Massacre, then Finnish VP requirement goes to 45 VP.

BOARD CONFIGURATION:



N



Only hexrows A through P on board 32 and R through GG on board 42 are in play.


BAD NEIGHBOR POLICY




Ubrez, Slovakia, March 24, 1939: After the March 15, 1939 dissolution of Czechoslovakia, the fledgling Slovak army was in an unenviable position due to the repatriation of the Czech officers and men. Under these circumstances, Hungary decided to exploit this weakness and gain some territory at Slovakia's expense. The Hungarians began their invasion on the night of March 22-23. The Slovaks scraped together what they could to stop the invaders. A newly formed group of OA vz. 30 armored cars started from Presov on March 24. These were the only armored units available to the Slovaks. The counterattacking AC's were able to roll forward through Zavadka against withdrawing Hungarian units. The AC attacked Ubrez supported by infantry and aircraft but were met with heavy machine gun and artillery fire and the assault quickly bogged down. The infantry was forced to withdraw but this soon became a rout owing to the inexperience of the soldiers. Only late arriving reinforcements were able to restore the situation.

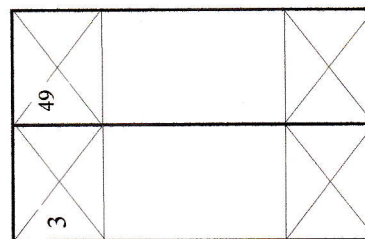
VICTORY CONDITIONS: The Slovakian player wins at game end if he controls the majority of multi-hex buildings.

BALANCE:

 Add one LMG to the Hungarian OOB.



 Add one OA vz 30 to the Slovakian OOB.

BOARD CONFIGURATION:



Only hexrows I through Y are in play.


TURN RECORD CHART

 HUNGARIAN Sets Up First	1	2	3	4	5	6	END
 SLOVAKIAN Moves First							

ORDER OF BATTLE

 **Elements of the 8th Border Guard Brigade:** set up east/north of the 3I4-3N4-3Q8-3Q10 road:

[ELR: 3]	3-4-7	3-3-6	2-2-7	8-1	8-0	MMG	LMG	37L AT GUN
[SAN: 4]	9	3			2		3	

 **Elements of the Michalovce Group:** enter on Turn 1 on the south/west edges on/between hexes 3010 and 3I7:

[ELR: 2]	3-4-7	8-1	8-0	MMG	LMG	OA vz 30
[SAN: 2]	14	2		3	4	

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. Kindling and Boresighting are NA. Vehicular control is NA. All grain is brush. No hills exist; treat all terrain as rising from Level 0.
2. Add overlay **Wd3** on 3J7-J8. Stairwells do not exist in any building.
2. Use Italian counters for the Hungarian OOB. They are considered Axis Minor for all purposes. The Hungarian LMG has a range of 7 hexes.
3. The Slovaks receive air support in the form of one '39 fighter without bombs.

SANOK ACTION



Sanok, Russia, June 27, 1941: The new Slovak state was Germany's First Ally, and was the only one to participate in the Polish Campaign. Despite having no territorial claims against the Russians, the Slovak government was adamant in participating in Barbarossa; in what they thought was to be a swift campaign. The Slovak Army Command ordered the formation of a Mobile Group around their motorized and armored units and began crossing the border on June 24th. On the 27th the Mobile Force was ordered to neutralize a number of bunkers in the area of Sanok in conjunction with German Reconnaissance Group Coretti. While moving towards the village, the Axis drew heavy fire from a series of pillboxes with a number of soft skinned vehicles being hit and destroyed. The Slovaks sent two companies of light tanks against the fortifications. At a loss of two tanks, and with the support of accompanying infantry, most of the fortifications were neutralized.

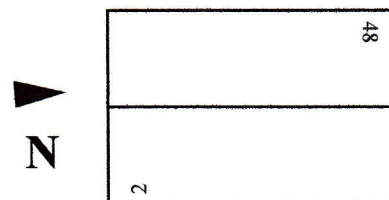
VICTORY CONDITIONS: The Axis player wins at game end if there are no pillboxes occupied by Good Order Russian MMC.

BALANCE:

Replace the Russian MMG with a HMG.

Add 1/2 Turn to the Game.

BOARD CONFIGURATION:



TURN RECORD CHART

AXIS Moves First	1	2	3	4	5	6	7	8	9	END
RUSSIAN Sets Up First										

ORDER OF BATTLE

Elements of the Fifth Army: set up on/north of hexes 2G/48AA and east of hexes numbered 3 on board 48 (See SSR 3):



[ELR: 3]

[SAN: 3]

4-4-7	2-2-8	8-1	8-0	MMG	LMG	ATR	45L AT GUN	82mm MTR	Trench	1-3-5 Pillbox	Wire
12	4		2		3	2	3		4	3	8



[ELR: 2]

[SAN: 2]

Motorized Reconnaissance Group, Armored Battalion, Mobile Group Pifousek and Elements of the Command Group of German Group Coretti: set up on board 48 west of hexes numbered 5:

4-6-7 (g)	3-4-7	8-1(g)	8-0	LMG	OAvz30	PSW 232	PSW 222
3	3				3	2	2

Elements of the Armored Battalion, Mobile Group Pifousek: enter on Turn 1 on board 48 on the west or south edge:

3-4-7	9-1	8-0	MMG dm	LMG	LT MTR dm	LT vz 35(t)	LT vz 38(t)A	LT vz 40(t)
12		2		3	2	3	3	2

SCENARIO SPECIFIC RULES:

- EC are Moderate with a Mild breeze from the SE.
- The maximum level of the board 2 hills is level 1. No higher elevations exist. Treat all terrain features on these hills (EX. buildings, woods) as rising from level 1. Cliffs do not exist on the interior of the hill (EX. hexes 2K5, M5, J4, P5, Q6). All other cliffs exist.
- After all onboard setup the Russian player places 5 unarmed wreck counters on board 48 outside the German setup area, each in a different hex with a LOS and Normal Range to an AT Gun or ATR. After all wrecks are placed, the Russian player makes a dr for each wreck, on a dr 1-3 the wreck is burning and the Russian player places drifting smoke counters as applicable. Pillboxes must be setup on hill hexes and are not setup HIP.
- The (g) signifies a German unit, the PSW 232 and the PSW 222 are German vehicles. The Germans and Slovaks are Allied Troops.

Hello, and welcome to Barbarossa North Scenario Pack from Fanatic Enterprises.

This pack features 8 scenarios covering the Barbarossa campaign as seen in the north of Finland, way in the north! Here we are off to another arcane area of World War 2. This time we are in a theater that has few scenarios covering it but some fairly unique situations. This is of course, east front action and features the Russians versus the Germans with a couple of Finnish scenarios thrown into the mix. Even Finnish scenarios are a relative rarity these days so hopefully this will be of interest to those with a Finnish Fetish.

Ok coming soon is The Oblivion Pack, (STILL!)-Same comment on this as before (From The Luzon Pack): I know I have been promising that, but put the blame on somebody else!! :O) Once Armies of Oblivion hits the streets this scenario pack will be coming shortly thereafter. This pack will have 12 scenarios featuring vehicles and ordnance from the soon to be released Armies of Oblivion.

Unfortunately since AoO hasn't been released I had to change some of the vehicles in the mix. The BT-5's in the scenarios herein, I originally had as BT-2's but since these are not in the system yet. I wish MMP would get off their butts and get this thing done already!

Next up will likely be Fanatic Pack #4, which will include 6 scenarios and two Platoon Leader Campaign games. This pack will feature a few scenarios using boards and rules from Third Party Producers. This will give you an opportunity to break out some maps and boards that may have been forgotten. The Campaign Games ROCK! There is a desert CG that can easily be played in a single playing session. It is five firefights, but each firefight plays very quickly, well at least if you are up to snuff on your Chapter F. The other PLCG is for the Spanish Civil War using CH's Guerra Civil product. This one is AWESOME and features some cool things like unarmed militia. This product is nearly complete, just have to playtest a few more of the scenarios and finish the layout. The scenarios for this one have been sitting on my computer for several years so this one should be out fairly quickly, hopefully by the end of the year.

Also in the works is a scenario pack covering the Japanese assault on Imphal/Kohima. More PTO action there, although this one has been put on the backburner for other projects. After Fanatic Pack #4 and assuming AoO is out by early 2006, I am planning on releasing a scenario pack covering action in the Balkans, yep Croatian, Rumanian, third rate German, Italian and other miscellaneous Axis Minors at each other's throats in some seriously nasty fights. Also in the works is a Budapest scenario pack that may be my largest pack yet with more than 20 scenarios, many featuring ASLSK boards. New boards, YEAH! Beyond that is Fanatic Pack #5, which will likely feature more PL CG's including one using the Higher Ground boards. That should be interesting, CH's PL game on HOB boards using MMP counters in a product produced by Fanatic Enterprises.

Please check out my website at <http://fanaticenterprises.tripod.com/> for interesting tidbits of stuff you may enjoy. Thanks again to all of you who have supported me and please feel free to contact me with any comments, questions, suggestions or even scenarios you would like to see published.

I ask you to report all your games to the ROAR website. I appreciate seeing the games counted there. As always I offer an open call to anyone to play any of my Fanatic Enterprise scenarios, PBEmail on VASL. I will be happy to play anyone, at anytime.

Paul Kenny

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AoO: I just wanted to add some of my thoughts on the non-release of AoO. I am greatly saddened that this product has not been released to date. I really would love to see this game system completed. There are many, many areas of World War 2 that cannot currently be explored until the Axis Minor vehicles and ordinance are released. And since my interest in ASL and World War 2 tends towards the arcane, I get frustrated when I can't do scenarios with official counters for Zrinyi and Turan and Csabas, etc.

I honestly don't understand why this product is taking so long. From my perspective, devote the time and get it done. We are not talking brain surgery, we are talking producing a module like Doomed Battalions. The boards have been done for quite a while, as have the scenarios. It is a matter of the counter sheets and the Chapter H material. This info has been in MMP's hands for years. Just get it done.

I have tremendous respect for the folk at MMP, I think they have done a great job of producing ASL material. The stuff they produce is of the highest quality. I strongly believe though that it is time for them to make AoO their highest priority and get it done. Many people have volunteered, as have I. Just get it done!!

And by the way, there are more vehicles, many more, that could be introduced to the ASL system. There are many German captured and converted vehicles, Russian engineering vehicles, Italian armored trucks, Japanese gun tanks, other Russian tanks, German halftracks, tanks and armored cars not currently represented. There are a whole slew of these. I have developed a Rare Vehicles product for submittal to MMP but given the logjam there I am not sure it will ever see the light of ASL!

I want to thank those guys who have devoted their time and energy to helping make this product as good as it can be. These are of course, the playtesters and proofreaders:

Jeff Miller, Bill Miller, John Barkoviak, Chuck Sutphen and the Brothers Grime

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