

SHANGHAI BY SEA



ASL SCENARIO FT136



VICTORY CONDITIONS: The side that Controls the majority of multi-hex buildings at game end wins (there is a total of 7).

TURN RECORD CHART

☉ GMD Sets Up First	1	2	3	4☉	5	6	7	END
● JAPANESE Moves First								

WUSONG, SOUTH OF SHANGHAI, CHINA, 23 August 1937: The Japanese had been pushing hard towards Shanghai since mid-August. However, the Chinese government was determined to fight for the city and had committed its best troops, including the German-equipped 88th Division. The Japanese decided to break the stalemate by landing forces south of the city, to threaten encirclement and force the Chinese to abandon their defensive positions.

BOARD CONFIGURATION:



BALANCE:

☉ Exchange one 3-3-7 for a 4¹-4-7 in the GMD reinforcement group.

● Exchange one 4¹-4-7 for a 4²-4-8 in the Japanese OB.

Elements of the Republic of China's 18th Army [ELR: 3], set up on Hinterland hexes {SAN: 3}:



Enter on Turn 4 along the north edge:



Elements of the Shanghai Expeditionary Force, Imperial Japanese Army [ELR: 4], set up on board LFT1 in hexes numbered ≥ 7 {SAN: 3}:



Scenario design: Jean-Pascal Paoli
(LFT#12 ©2009)

SPECIAL RULES:

- EC are Wet with no Wind at start. PTO terrain (G.1) is in effect including Light Jungle (G2.1). Place the following overlays: 1 on 49L8/49L9; X29 on 49M7. Beach Slope is Slight (G13.21).
- The Japanese are conducting a Seaborne Assault (G14.).
- Prior to game start (and after pre-game concealment gain), any Chinese unit that is ≤ 2 hexes away from a Beach hex must take a PTC. "?" loss applies, but SAN attack are NA on these PTC.

HISTORICAL RESULT: Landings occurred simultaneously in Liuhe, Wusong and Chuanshakou. The initial Japanese bombardment nearly annihilated the defences that had been posted there, but the Chinese rushed reinforcements in to meet the assailants. The Chinese defended the coast ferociously, but finally Japanese air and naval support proved too much and the GMD had to give way. Quickly the Chinese Army had to fall on the defensive and then retreat and so abandoned Shanghai to Imperial Japanese troops.



ASL SCENARIO FT137

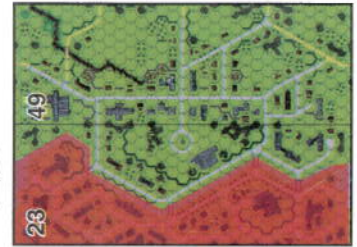


VICTORY CONDITIONS: The Japanese win immediately if there is no unbroken Chinese MMC in play or at game end if they Control ≥ 5 Locations in building 23oS3.

SHANGHAI, CHINA, 30 October 1937: Shanghai had to be abandoned to the Japanese. But Chang Kai Shek could not surrender it without firing a shot just before the international conference about China, to be held on November the 6th. He ordered one unit to stay behind and die, as a symbol of Chinese resistance. The 1st Battalion of 524th Regiment of 88th Division was picked to make the last stand, in the Sihang warehouse. The building offered the advantages of being both the tallest concrete building in the area, and was situated in front of the international concession, just across the river. The fight was sure to attract attention.

BOARD CONFIGURATION:

Hexes south of the canal are not playable.

**BALANCE:**

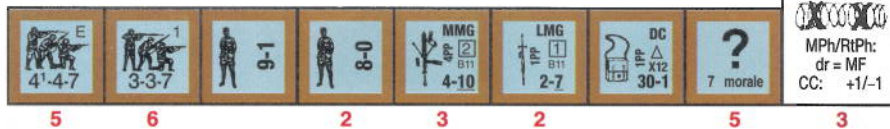
☀ Exchange one 8-0 for a 8-1 in the GMD OB.

● Delete SSR3.

TURN RECORD CHART

☀ GMD Sets Up First	1	2	3	4	5	6	END
● JAPANESE Moves First							

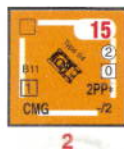
Elements of the 1st Battalion, 524th Regiment, 88th Division [ELR: 3], set up ≥ 6 hexes (half-hexes on the edges count as full hexes) from west, north and east edges {SAN: 3}:



Elements of the 3rd Division, Shanghai Expeditionary Force, Imperial Japanese Army [ELR: 3], set up ≤ 4 hexes (half-hexes on the edges count as full hexes) from the west/north/east edge {SAN: 2}:



Enter on Turn 1 along the west/north/east edge having already spent 8 MP:



Scenario design: Jean-Pascal Paoli
(LFT#12 ©2009)

SPECIAL RULES:

- EC are Dry with no Wind at start. Place overlay X16 on 23S4/23R3. Bridges do not exist.
- The Chinese may create one DC Hero (G1.424) as if they were Japanese. The Chinese player may Fortify (B23.9) ≤ 2 Building Locations (Tunnels are NA).
- Chinese MMG have a B12.

HISTORICAL RESULT: The word soon spread in Shanghai that Chinese soldiers were staying and fighting. The population gathered food and ammunition and delivered it to the heroes. Galvanised by the popular support, the 1st Battalion offered fanatical resistance to the Japanese, who, out of fear for collateral damage on the international concessions, did not resort to bombing or shelling. Chinese civilians asked for the names of the fighters to make them famous, but the commander, reluctant to reveal he barely had 300 men, gave the TO&E of the battalion, 800-men strong. On November 2nd, the remnants of 1st Battalion finally abandoned the Sihang warehouse and fled to the international concession where they were interned. The battle was over, but the fame of the "800 of Sihang" was made.

MEETING UP AT MATAN

🕒 3H30



ASL SCENARIO FT138



MATAN ON THE YANGTSE RIVER, CHINA, 24 June 1938: As the Japanese continued their advance up the Yangtse River during the Wuhan battle, the next strong resistance was encountered at Matan. This fortress was situated on the south bank in a narrow defile between the river and Lake Tienpohu. It included five forts, incorporated into a system of field fortifications, and formed the Chinese center of resistance at this point. On June 24, the Japanese landed several parties to clear the fortifications, under the cover of artillery from the gunboats on the river.

BOARD CONFIGURATION:



BALANCE:

🌀 Replace one MMG with one HMG in the GMD OB.

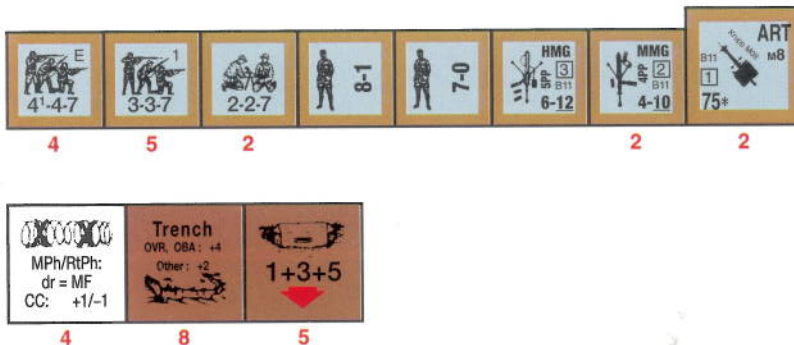
● Add one DC to the Japanese OB.

VICTORY CONDITIONS: The Japanese win at game end if they Control ≥ 4 pillboxes.

TURN RECORD CHART

🌀 GMD Sets Up First	●	1	2	3	4	5	6	7	END
● JAPANESE Moves First									

Elements of the Matan Fortress troops, 53rd and 167th Infantry Divisions, Yangtse River South Region [ELR: 3], set up on level ≥ 1 hill hexes (see SSR2) {SAN: 3}:



Elements of the 11th Sentai (Gunboat Flotilla), 3rd Fleet and of the Formosa Infantry Brigade [ELR: 4], enter on Turn 1 along the north edge {SAN: 2}:



Scenario design: Jean-Pascal Paoli
(LFT#12 ©2009)

SPECIAL RULES:

- EC are Wet with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1). Gusts are NA during Japanese Turn 1.
- All pillboxes must set up unconcealed (but pillboxes contents may set up HIP) and at least one pillbox must set up with a LOS to any north edge hex. Pillboxes must be ≥ 3 hexes away from each other. There cannot be > 1 pillbox on the same hexrow. The base level difference between the highest and the lowest pillbox must be ≤ 2 . MG/Guns must set up individually in pillboxes and manned.
- The Japanese have a single Fire Mission of OBA (WP) with only one salvo (i.e. no FFE:2/FFE:C) which must be used on the Turn 1 Prep Fire Phase. It is directed by an Offboard Observer at Level 0 in any north edge hex (secretly recorded before GMD setup). Battery Access is automatic and any Extent of Error is halved (FRU) if applicable.

HISTORICAL RESULT: The landing was supported by powerful artillery fire from the naval vessels, but no progress could be made by this force in the face of the Chinese artillery bombardments. Other efforts on the part of the Japanese command to effect landings on the north shore of Lake Tienpohu and on the south bank of the Yangtse proved equally unsuccessful. Then the Japanese squadron began a systematic bombardment of Matan with gas shells. The Chinese artillery, its ammunition supply exhausted, was incapable of replying to the Japanese fire. Being unprepared for a gas attack, the Chinese forces were compelled to withdraw, and the Japanese captured the fort and the city of Matan on the 26 of June.

RIDE OF THE 200th

2H30



ASL SCENARIO FT139

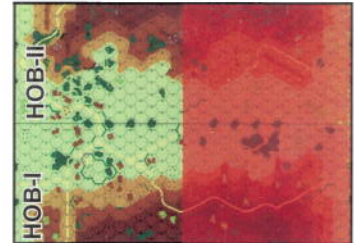


VICTORY CONDITIONS: The Chinese win if at game end they Control ≥ 11 Huts/Collapsed-Huts.

KUNLUN PASS, NORTH GUANGXI, CHINA, 19 December 1939: In November 1939, the Japanese had landed on the coasts of Guangxi and captured Nanning. Thus they cut off the province of Chongqing from the sea, effectively severing's foreign aid to China's war effort by sea and making Indochina, the Burma road and flying above the Himalayans (nicknamed "the Hump") the only way to supply China. China's National Revolutionary Army reacted vigorously in a series of major offensives in the region, engaging their best divisions. Amongst them, the 200th division, the only Chinese armoured division of the time.

BOARD CONFIGURATION:

Only hexrows A-P on boards HOB-I and HOB-II are in play.



BALANCE:













● Add a 4'-4-7 to the GMD OB.

● Exchange the 9-0 for a 9-1 in the Japanese OB.



TURN RECORD CHART

● JAPANESE Sets Up First	●	1	2	3	4	5	END
● CHINESE Moves First	●						

Elements of the 9th and 21st Infantry Regiments, 5th Division, 22nd Army, Imperial Japanese Army [ELR: 3], set up in and/or adjacent to Huts hexes (see SSR3) {SAN: 4}:

											
4'-4-7	3-4-7	2-2-8	9-0	8-0	4-11	2-6	1-12	50* [1-16]	37*	7 morale	5 1S OVR, OBA: +4 Other: +2
5	4	4				2	2			6	2

Leading elements of the 1149th Tank Regiment and 1152nd Mechanized Infantry Regiment, 200th Armored Division, 5th Corps, 38th Army [ELR: 3], enter on Turn 1 along the east edge (see SSR2) {SAN: 3}:

						
4'-4-7	3-3-7	9-1	8-1	2-7	45L	BMG
8	5			2	4	4

Scenario design: Jean-Pascal Paoli
(LFT#12 ©2009)

SPECIAL RULES:

- EC are Dry with no Wind at start. All buildings are Huts (G5.). All Woods is Brush. Vehicular Dust (F11.74) is in effect.
- Vehicular Crews cannot voluntarily abandon their vehicles.
- The Japanese cannot use HIP (G1.631 is NA). Contrary to G1.421, the Japanese may use a total of two T-H Heroes during the course of the scenario.

HISTORICAL RESULT: The battle between Chinese forces and the Japanese invader soon developed into a series of violent clashes, most of them occurring in the contention of the Kunlun pass. The tanks and mechanised infantry of the 200th Division took advantage of the flat terrain to make maximum use of its mobility to extract heavy casualties on the Japanese. By January 1940 they had wiped out an entire Japanese brigade. The Japanese however, successfully invaded Indochina in September 1940, rendering useless the expansive occupation of Guangxi. In November, they evacuated the area.

CHINESE RAIDERS

⌚ 2h30



ASL SCENARIO FT140



VICTORY CONDITIONS: The Chinese win if at game end they have exited ≥ 10 Exit VP off the north edge, provided the French (*not* Meos Partisans) have not exited ≥ 5 Exit VP off the north edge. Prisoners do not count.

TURN RECORD CHART

	1	2	3	4	5	6	7	END
☉ CHINESE Moves First								

Chinese Irregulars [ELR: 2], enter on Turn 1 along the south edge {SAN: 2}:



Elements of the Détachement Motorisé du Tonkin [ELR: 4], enter on Turn 1 along the south edge {SAN: 2; see SSR3}:



Meos Partisans [ELR: 5], enter as per SSR2 (see SSR4):



SPECIAL RULES:

- EC are Wet with no Wind at start. PTO terrain (G.1) is in effect including Light Jungle (G2.1). Kindling is NA.
- Before Chinese set up, the French player secretly records one of the following options for the entry of his Meos Partisans:
 - option A: on Turn 2 on/between H0-J0;
 - option B: on Turn 2 on/between H10-J10;
 - option C: on Turn 3 on/between L0-N0;
 - option D: on Turn 3 on/between L10-N10.
- At the end of the MPH during which Meos Partisans enter board, the French SAN is increased by 2.
- The Meos Partisans may declare H-t-H CC (J2.31).
- Human Waves (G18.5) and Dare-Death squads (G18.6) are NA for the Chinese.

IIIrd MILITARY DISTRICT, TONKIN AREA, INDOCHINA, 1-2 June 1942:
After the humiliating defeat of September 1940 at the hands of Japanese forces advancing from Canton, the French Vichy authorities (in a certain way under Japanese control) maintained the responsibility for the defense of the borders of Indochina, especially the border between Tonkin and China. In addition to the slow but steady rise of the Vietminh, multiple raids were carried out by irregular Chinese troops adding to the lack of security along the north Tonkin border.

BOARD CONFIGURATION:

Only hexrows A-P are playable.

BALANCE:

- ☉ In the Victory Conditions, replace "10 VP" with "8 VP".
- 🎯 Add a 7-0 to the French OB entering on Turn 1.



Scenario design: Laurent Closier
(LFT#12 ©2009)

HISTORICAL RESULT: From May 26th to June 2nd 1942, within the IIIrd Military Territory, the "Détachement Motorisé" intercepted a Chinese infiltrating party and pursued it, greatly helped in the process by Meos partisans, inflicting high casualties among the irregulars (20 KIAed, 28 prisoners and seizing four machine guns). The garrisons and strongpoints located along the China and Tonkin border lived in a continuous state of alert which will lasted until the end of year 1942.

EASY DAY AT VOLUPAI

2H30



ASL SCENARIO FT141



VICTORY CONDITIONS: The Marines win at game end if there is ≤ 1 Good Order Japanese MMC on/adjacent to the road (see SSR1), *provided* the M4A1 is not Eliminated/Recalled.

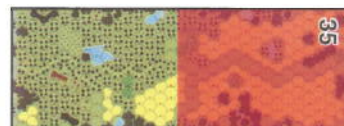
TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	END
● MARINES Move First							

WILLAUMEZ PENINSULA, NEW BRITAIN, 6 March 1944: At the end of February it was clear that the securing of the western part of New Britain was complete. But the original plan of *Operation Backhander* had visualized a push towards Talasea, combined with the pursuit of the remaining Japanese forces which were fleeing eastward to Cape Hoskins and Rabaul. Based at Iboki plantation, the 5th Marines was in pursuit of General Matsuda's troops, but vigorous patrolling yielded no satisfactory results. Plans were made to cut the rout paths of the enemy at the Willaumez Peninsula, which was covered by four large coconut plantations and mountain peaks, just 60 miles beyond Iboki. On the morning of March 6th, the 5th Marines got their marching orders. Combat Team A loaded onto LVTs and LCs and went roaring into *Red Beach*, just in front of the large Volupai plantation.

BOARD CONFIGURATION:

Only hexrows R-GG are in play.



BALANCE:

- Add a 8-1 AL in the Marine OB.
- Add a 2-2-8 crew to the Japanese OB.

Elements of the 1st Battalion, 54th Infantry Division [ELR: 3], set up on/east of hexrow DD (see SSR2) {SAN: 4}:

4 ² -4-8	4 ¹ -4-7	3-4-7	2-2-8	9-1	8-0	HMG .50 cal 8-14	LMG 2-6	MTR 50+ [1-16]*	7 morale	Foxhole 5 1S OVR, OBA: +4 Other: +2
2	3	3					2		5	3

Company E, 1st Battalion, Combat Team A, 5th Marine Regiment [ELR: 5], enter on Turn 1 along the west edge {SAN: 3}:

6 ³ -6-8	3-4-8	9-1	8-1	8-0	7-0	MMG 4-10	BAZ 44 8-4	ATM 13 75 2/4/4
11						2		

Scenario design: Michael Koch
(LFT#12 ©2009)

SPECIAL RULES:

- EC are Moderate with a Mild Breeze from northwest at start. PTO Terrain (G.1) is in effect including Dense Jungle (G2.2) [EXC: Building BB4 is ground level only. Palm trees cost 2MF/2MP. The road running GG6-Z4-R5 exists but Road Bonus is NA]. Place overlay O4 on AA7/BB7.
- The first two T-H Heroes, whether set up on board or generated during play, have an automatic ATMM.

HISTORICAL RESULT: The Marine landing met only light resistance in the form of mortar fire splashing into the water and some mines on the beach. The expected heavy defence by the enemy never occurred, within 10 minutes five hundred Marines had landed. At 1100 hours, E Company, 1st Battalion moved towards its objective, the edge of the Volupai plantation area, but was stopped abruptly after only 200 yards by dug-in Japanese troops, which were controlling the path leading from the beach to Bitokara. A medium tank, commanded by Lt. John Scarborough, joined the Marines and destroyed a heavy machinegun position. Nearly at the same time two single Japanese soldiers attacked the tank with magnetic mines, one of them was downed immediately by the Marines but the other one fixed his mine to the portside of the tank turret. The explosion killed him and a Marine. Stunned by the blast, the crew of the tank found the turret rotation system jammed. Later that day and accompanied by two other Shermans and with fire support from 81mm mortars, E Company pushed forward their attack towards the plantation's end.

CUT, SLASH AND MOW DOWN



ASL SCENARIO FT142



VICTORY CONDITIONS: The Japanese win at game end if they have amassed ≥ 30 VP. VPs are earned for Japanese Good Order units on board LFT2. Each Good Order unit is worth a number of VPs equal to its CVP value times the level of the hex it occupies (e.g. a Good Order HS is worth 0 VP on level 0, 1 VP on level 1, 2 VPs on level 2, etc.).

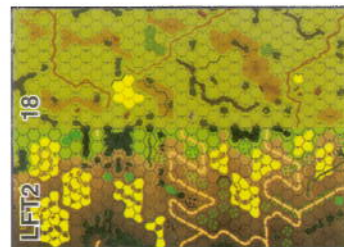
TURN RECORD CHART

☆ AMERICAN Sets Up First

● JAPANESE Moves First

VINICITY OF TOROKINA AIRBASE, BOUGAINVILLE, 24 March 1944: The Americans had landed in Bougainville, in numbers that the Japanese could not repulse. American forces had seized Torokina airbase and had dug in. The best the Japanese could logically do was stay put, but that was not in the Japanese armed forces logic. General Hyakutake and his 6th Division (a crack unit that had gathered extensive combat experience in China) were ordered to attack. The Americans had plenty of evidence of an impending Japanese attack. Major General Robert Beightler put his 37th Division to work, fortifying the hills surrounding Torokina. After several disruptive and diversionary attacks, the IJA's 6th Division finally launched its full scale assault on the US positions during the last hours of the night on March 24. They had been ordered to "cut, slash and mow down the American rascals".

BOARD CONFIGURATION:



BALANCE:

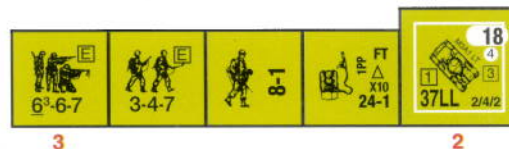
☆ Replace the HMG with a .50cal HMG in the US OB.

● Add one 50* Lt MTR to the Japanese OB.

Elements of the 37th Infantry Division [ELR: 4], set up on board LFT2 and/or on board 18 in hexes numbered ≥ 8 (see SSR3) {SAN: 3}:



Reinforcements, enter on Turn 5 along the south edge:



Elements of the Magata Unit, 6th Infantry Division, Imperial Japanese Army [ELR: 3], set up on board 18 in hexes numbered ≤ 3 {SAN: 3}:



Scenario design: Jean-Pascal Paoli
(LFT#12 ©2009)

SPECIAL RULES:

- EC are Wet with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1). Place the following overlays: S11 on 18P3/18Q3; S12 on 18E6/18E5; S13 on 18AA6/18BB5. Treat the streams as gullies. Hexsides 18P4/18Q5, 18DD2/18EE3 and 18EE4/18FF4 are gully hexsides. Kindling is NA.
- There is a twilight LV Hindrance of +1 during the first 2 Turns.
- The US MMC may set up in Foxholes if in suitable terrain. The US receives one module of 100+mm OBA (HE only). US 6³-6-7/3-4-7 are Assault Engineers (H1.22) and do not suffer from A24.3 penalty (Smoke Placement Exponent one less) when attempting to place WP.
- The Japanese receive one module of 80+mm OBA (HE only) with Scarce Ammunition directed by an Offboard Observer at Level 2 in any north edge hex (secretly recorded prior to US setup).

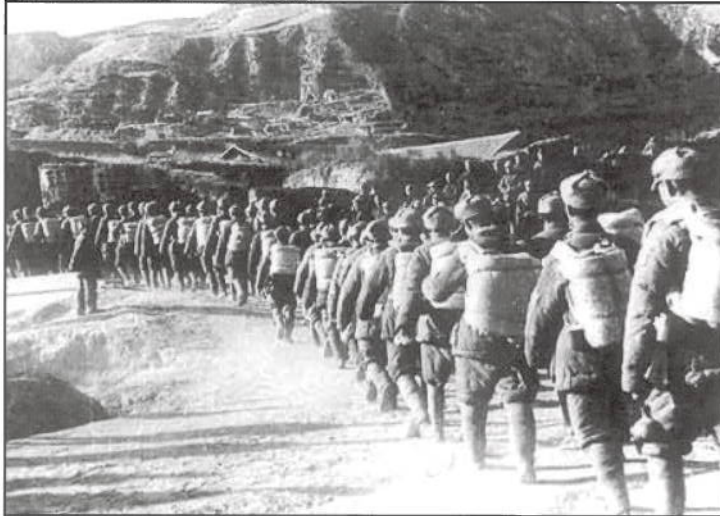
HISTORICAL RESULT: The Japanese used the gullies to infiltrate towards the US position. They used the last remaining rounds of their artillery to support the attack. However, the US artillery – pieces from 75 to 155mm – mustered much more power and rained down onto the attackers. US troops in the dugouts poured machine-gun and artillery fire from all sizes of AA guns on the attackers. The Japanese pressed forward nevertheless. The fighting became close quarter as the Japanese crawled uphill. As day broke, however, the US, reinforced by tanks and flamethrower teams, counter-attacked. Taking advantage of knowledge of the ground they had just abandoned, they wiped out the Japanese toehold. In total, the Americans buried over 5,000 Japanese. This definitively broke the back of the IJA troops on Bougainville.

RED SCARE

3H30



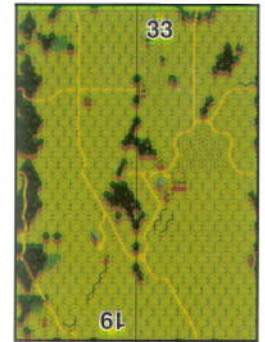
ASL SCENARIO FT143



VICTORY CONDITIONS: The Red Chinese win if at game end they have amassed more VP than the GMD. Each side earns CVP normally; in addition, the GMD earns Exit VP for exiting Good Order units off the north edge (see SSR2).

NEAR JIAGOU, CHINA, 12 November 1948: Far more than the relatively well-known Manchurian fighting, the Huai-Hai campaign, starting in November 1948, was the decisive encounter of the Chinese Civil War. With nearly two million combatants, it was one of the largest military operations in world history. It happened in a vast region between Shanghai and Beijing and was first planned to push aside GMD forces and link together the Communist-controlled areas in Shandong and Jiangsu provinces. But it evolved, following some crushing Nationalist defeats at the hands of a brilliantly commanded People's Liberation Army – PLA. With large civilian support, using classical Chinese strategy of Sun-Tzu and Maoist principles, PLA forces outmanoeuvred the better-equipped GMD units, encircling and reducing many. The mobility and aggressiveness of the PLA often proved too much for the far-less motivated Nationalist troops.

BOARD CONFIGURATION:



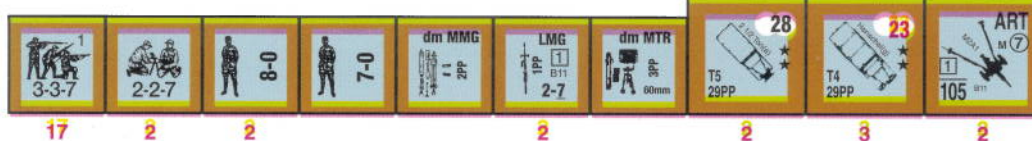
BALANCE:

- Exchange a 8-0 for a 9-1 in the GMD OB.
- Delete two 3-3-7 squads in the GMD OB.

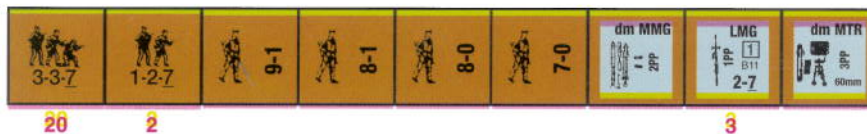
TURN RECORD CHART

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

Reinforced elements of the 122nd Division [ELR: 2], set up on road hexes on/between 33P7-33Q9-33R9-33Z9 with ≥ 1 squad per hex (see SSR2 & SSR3) {SAN: 2}:



Elements of the 4th Column, Communist Central Plain Field Army [ELR: 5], set up on board 19 in hexes numbered ≤ 5 with ≥ 12 squad-equivalents, ≥ 2 leaders and ≥ 3 SW on/south of hexrow M (see SSR4) {SAN: 3}:



Scenario design: Philippe Naud
(LFT#12 ©2009)

SPECIAL RULES:

- EC are Wet with no Wind at start. Place the following overlays: **OW1** on 33F9/33E9; **Wd2** on 33J4/33K5; **Wd5** on 33G3/33G4. All hedges/walls are walls but with a +1 TEM only.
- All GMD trucks set up in Motion. Each GMD(a) truck starts towing a Gun and carrying a crew (only) as Passengers. GMD(g) trucks have 0PP but each has a value of 3-EVP/1-CVP. Each Gun has a value of 4 EVP.
- The GMD player may not use Dare-Death Squads (G18.6).
- Red Chinese may not declare No Quarter.
- The minimum Road Entry MP cost is 3 MP.

HISTORICAL RESULT: One such example occurred in the central position of the fighting, around the fortified city of Suxian, which the Nationalist command choose early in the campaign not to defend despite its superiority in firepower over the badly equipped Communist Central Plains Field Army - CPFA. The 16th GMD Army was instead ordered to retreat north towards Xuzhou. But, on 11th November, the CPFA began a quick advance towards Suxian against GMD screening forces. North of Suxian, near Jiagou, part of the 4th Column fell upon retreating units of the GMD XLI Corps. Quickly attacking, the CPFA troops killed or captured around 3,000 soldiers of the 122nd Division and other XLI Corps units and also took several artillery pieces and 16 trucks. The Communist thrust around Suxian continued unheeded.

TIGERS OF PANTANG

3H30



ASL SCENARIO FT144



NEAR PANTANG, CHINA, 16 November 1948: The Huai-Hai campaign, starting in November 1948, quickly saw the Nationalist in great difficulties. Despite total control of the air and a relatively well-armed army, the GMD proved incapable of countering the Communist strategy. The arming of People's Liberation Army (PLA) with captured weapons (some of Japanese origins – including tanks – provided by the Russians) did not by far make things even with the relatively well equipped East China Field Army – ECFA. But the motivation and morale of the Communist was far superior. Following re-education, the vast majority of the rank-and-file of the Nationalist army prisoners were induced in the PLA ranks, as in Sun-Tzu principles. However, despite inadequate counter tactics, the ECFA was sometimes able to effectively fight back and inflict local reverses to the PLA. One such reverse occurred when PLA tried to trap GMD forces attempting to reach the encircled 7th Army at Niangzhuanzu.

BOARD CONFIGURATION:

BALANCE:

- ☉ Exchange the two Lt MTR(g) for two 60mm Lt MTR(a) in the GMD OB.
- ★ Add one DC and one BAZ 43(a) to the Red Chinese OB.



VICTORY CONDITIONS: The Red Chinese win as soon as they Control ≥ 2 Multi-hex Buildings and/or ≥ 2 GMD AFV are Captured/Eliminated/Recalled, and/or at the end of any Player Turn if there is ≤ 5 Unbroken GMD squad-equivalents in play.

TURN RECORD CHART

☉ GMD Sets Up First	1	2	3 [☉]	4 [☉]	5	6	7	END
★ RED CHINESE Moves First								

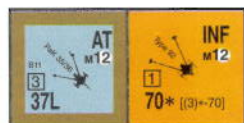
Reinforced elements of the 51st Division [ELR: 2], set up on/between hexrows 43M-43Q and/or on/between hexrows 33T-33Q (see SSR2) {SAN: 4}:



Enter on a dr \leq the circled number in the Turn Box, on/between 43A3-43D0 with 9MP already expanded:



Elements of the 12th Column, East China Communist Field Army [ELR: 5], set up on/east of hexrow 43AA-33G (see SSR3) {SAN: 3}:



Scenario design: Philippe Naud
(LFT#12 ©2009)

SPECIAL RULES:

- EC are Moderate with no Wind at start. Place the following overlays: X9 on 43X3; X13 on 33T9/33S10. All hedges/walls are walls but with a +1 TEM only.
- The GMD player may not use Dare-Death Squads (G18.6), Armored Assault (D9.31) nor Riders (D6.2).
- The Red Chinese (G18.3) use the Japanese Gun with no Captured Use penalties. The Red Chinese may not declare No Quarter.

HISTORICAL RESULT: The Subei Army of the ECFA was charged with luring east the GMD relieving force before trapping it, but it attacked too soon. The local GMD commanders soon became suspicious about the presence of large PLA units. Around Pantang, the 51st Division was quickly under the threat of a double envelopment and called for help. On 16th November, four columns of the Subei Army advanced against the lone GMD division, hoping to crush it. But the arrival of Nationalist armor turned the tide. The Subei Army, having failed to lure the GMD units and break their resistance, retreated east, to fight another day ... and to try the same maneuver again!

BEARS OF KINMEN

5H30



ASL SCENARIO FT145

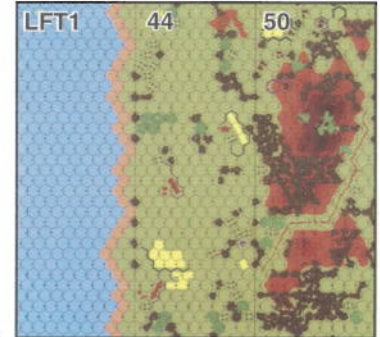


KINMEN ISLAND, TAIWAN STRAIGHT, 25 October 1949:

story of the People's Liberation Army on the mainland, the GMD s Taiwan. However, they still occupied the island bordering the mainl

. On October 25th 1949, the People's Republic of China launched its troops against in the straights, as a first step towards the conquest of the island and eventually itself.

BOARD CONFIGURATION:



BALANCE:

☉ Add one 5²-3-7 to the turn 7 reinforcements.

★ Replace one 8-0 by a 8-1 in the Red Chinese OB.

VICTORY CONDITIONS: The Red Chinese win if at game end they fulfill \geq one of the following objectives on board 50 (secretly recorded before GMD setup):

- Control of ≥ 4 Level 4 hill hexes;
- Control of hexes R5, R6 and S6;
- Control of hexes X5, X6, Y6 and Y7.

TURN RECORD CHART

☉ GMD Sets Up First	1	2 [☉]	3	4	5	6	7 [☉]	8	9	END
★ RED CHINESE Moves First										

Elements of the Republic of China's 18th Army [ELR: 3], set up as indicated {SAN: 4}:

Set up on Hinterland hexes:



Set up on/adjacent to Beach hexes:



Set up in Ocean hexes ≤ 2 hexes of Beach hexes:



Enter on Turn 2 along the east edge:



Enter on Turn 7 along the east edge (see SSR3):



Scenario design: Jean-Pascal Paoli (LFT#12 ©2009)

Elements of the 244th, 251st and 253rd Regiments, 28th Division, People's Liberation Army [ELR: 3], set up ≥ 3 hexes from Beach hexes (see SSR2) {SAN: 2}:



SPECIAL RULES:

- EC are Wet with no Wind at start. PTO terrain (G.1) is in effect including Light Jungle (G2.1) [EXC: Light Jungle is a one-level obstacle]. The stream is dry. Beach Slope is Slight (G13.21).
- The Red Chinese are conducting a Seaborne Assault (G14). Treat LCP(L) as if Red Chinese. LCP(L) have no AAMG. Red Chinese use Russian counters but are treated as per G18.3. Red Chinese 5-2-7/2-7 HS, as well as any possible 6-2-8/3-2-8 they may battle harden into during course of play, are Assault Engineers (H1.22). Red Chinese 5-2-7/2-7 HS use DC as if Elite.
- GMD 5²-3-7/2-7 HS have MOL capability (A22.6).

HISTORICAL RESULT: The landings began at 3AM on October the 25th. The assault party immediately came under heavy fire and many ships were wrecked before reaching the shore. When the tide went out, many of these vessels became beached and unable to sail back to the continent – hence the second wave of the assault could not be properly bought in. Soon the GMD forces began to ferociously counterattack, using flamethrowers and gasoline bottles against the landing ships (mostly confiscated wooden fishing boats). Tanks also supported the counterattack, canister proving to be very effective and winning them the nickname of "bears of Kinmen". On October 27th the Communists had achieved so little and lost so many troops they had to re-embark. Following this failure, and the outbreak of the Korean War, this ended all serious attempt by the People's Republic of China to invade and finish off the GMD.

HIT THEM HARD



SASL MISSION FT 1

BRIEFING:

SHANGAI, CHINA, 15 August 1937: :

German advisor Hans von Seeckt had been training some of China's CMD National Revolutionary Army's divisions since the early 1930's and the 88th Division was one of the first to be trained and equipped with German weapons. When the Japanese attacked Shanghai on 13 August 1937 Chang Kai Shek ordered his German trained troops forward to hit them hard and throw them in the sea. The 88th Division was to take the Japanese HQ in Zhabei, just north of downtown Shanghai. Your unit is to assault the enemy troops, take their positions and HQ and push them back. Watch out for some ranging Enemy vehicles.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

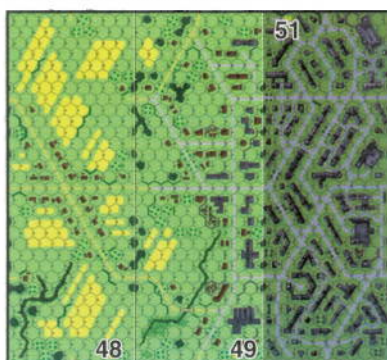
Enemy SAN dr	Result	Friendly SAN dr	Result
≤ 3	3	≤ 3	3
≥ 4	4	≥ 4	2

Enemy RE dr	Result	Friendly RE dr	Result	Enemy AC	Result
1	3/4	≤ 2	4/5	≤ 2	3
2-3	4/5	3-4	3/4	≥ 3	4
≥ 4	5/6	≥ 5	2/3		

MAPBOARD SELECTION& ACTIVATION (13.):

MAPBOARD SELECTION:

INITIAL MAPBOARDS: use the boards below



VPO LOCATIONS:

Determine the number {A6e} and placement {A10a} of Enemy controlled VPO. The Value of each VPO is determined only at Mission end {A10b} [EXC. Before play, one VPO on board 51 is randomly selected as Japanese HQ and has double VP]

S? PLACEMENT:

Place black S? As per S4.1c on the Western board and as per S4.1a and c on the Central and Eastern boards [EXC. Japanese HQ automatically a S?]

SEQUENCE:

Friendly enters on the FBE and starts first.

MISSION END:

At the end of Game Turn 10 and at the end of each turn thereafter, perform a dr. If the result is ≤ 3 the Mission ends immediately.



VP SCHEDULE:

- Both sides gain VP {A10b} for Control of VPO.
- The Enemy gains VP for CVP gained.
- The Enemy gains VP as per MSR4.
- The Friendly side gains ½ VP for each EVP exited off the EBE

MISSION SPECIAL RULES:

1. There is a +1 DRM to each DR on Table A1 and a -1 DRM on Table J2.
2. PTO Terrain is in effect with Light Jungle. EC are Moderate with a Mild Breeze from the East.
3. Buildings on board 49 are Ground Level only. Buildings on board 51 are maximum Level 1 (Steeple still apply above that level) and Rowhouses are Ground Level only.
4. The Enemy is Japanese with an ELR of 4. All Enemy OBA will be NOBA [EXC. 80+ BTN MTR]. Reroll if necessary
5. Upon Enemy RE Activation, on a subsequent dr of ≤ 2 the Enemy RE will automatically be RE25.
6. The Friendly force consists of a 1937-45 Chinese Infantry Company [EXC. Use the (g) denominated SW]. ELR is 3 and there is a -1 dr on the S17.81 table.
7. The Friendly side has the option to reinforce his company with the following units:

Reinforcement	VP cost
1st Line Squad (3 max)	1 each
Elite Squad (1 max)	2
1st Line Dare Death Squad (1 max)	2
Leader (1 max)*	2
SW (1 max)**	1
80+ MTR BTN OBA (1 max)	2
Type 22 AC (1 max)	3
PSW 221(g) AC (1 max)	4
PSW 222(g) AC (1 max)	5

8. Table C4a is NA. Use only (g) denominated SW, Guns and Vehicles [EXC. Type 22 AC and Wagons] on the Chinese Generation Tables. Reroll if necessary.

AFTERMATH:

After some initial success, even against the vaunted SNLF, the Chinese began to mount losses and the objective of taking Shanghai failed. By 22 August the Japanese made additional landings and after 3 months of heavy fighting the Chinese fell back to Nanjing.

AGAINST ILL ADVICE



SASL MISSION FT 2

BRIEFING:

TELOK ANSOL, MALAYA, 1st January 1942 :

The Japanese had been attacking the British III Corps on the Malayan peninsula since December 1941 and had pushed them back considerably. Planning to give the British no respite Lieutenant-General Yamashita decided, against the advice of his Operations Officer Colonel Tsuji, to land behind the British lines with 1500 men from 40th Regiment of the 5th Division. They would land on the Malayan West coast, near Telok Ansol, 120 km south of the frontline without any naval support, while 41st and 42nd Regiments would attack Kampar. Your unit is to land, create a beachhead and defend it against any counterattack.

PREVAILING ATTITUDE (3.2): Hold {A2b}

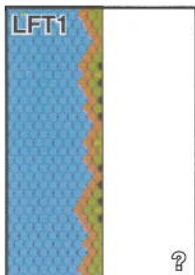
MISSION TABLES (12.32):

Enemy SAN dr	Result	Friendly SAN dr	Result
≤ 2	4	≤ 2	4
3-4	5	≥ 3	3
≥ 5	6		

Enemy RE dr	Result	Friendly RE dr	Result
≤ 3	4/5	≤ 2	3/4
≥ 4	5/6	≥ 3	4/5

MAPBOARD SELECTION & ACTIVATION (13.):
MAPBOARD SELECTION:

INITIAL MAPBOARDS: Take mapboard LFT1 for the Western board and roll on the table below for the Eastern board



DR	Board
2-3	34
4-5	37
6-8	47
9-10	35
11-12	36

VPO LOCATIONS :

Determine the number {A6a} and placement {A10a} of Enemy controlled VPO for the Eastern mapboard. The Value of each VPO is determined only at Mission end {A10b}

S? PLACEMENT :

Place black S? As per S4.1a, b and c on all boards.

In addition to the above the Enemy begins the Mission with an offboard pool of grey S? equal to the total US# of all Friendly units in the player's at-start OB.

S? ENTRY : At start of each Enemy RPh, starting with Game Turn 6 or after the first Allied VPO is taken, in which there is ≥ 1 unentered grey S? remaining in the Enemy's offboard S? pool make a DR+2 to determine the number entering that turn. Grey S? will assume Advance Attitude {A2a}.



SEQUENCE :

Friendly enters on the FBE and starts first.

MISSION END :

At the end of Game Turn 8 and at the end of each turn thereafter, perform a dr. If the result is ≤ 2 the Mission ends immediately.

VP SCHEDULE :

- Both sides gain VP {A10b} for Control of VPO.
- The Enemy gains VP for CVP gained.
- Friendly side gains ½ VP for each EVP exited off the EBE.

MISSION SPECIAL RULES :

1. There is a +1 DRM to each DR on Table A1 for black S? and a -1 DRM for grey S?
2. PTO Terrain is in effect with Dense Jungle. Overcast d (see G16.2), Moist and EC are Moderate with a Mild Breeze from the West. Beach has a Slight Slope and Hard Sand.
3. The Enemy is British (PTO) with an AC of 2 and an ELR of 2. There is a +2 DRM to each enemy activation on Table B2, B3 and B8 for black S? only.
4. The Friendly force consists of a 1941-43 Japanese Infantry Company [EXC. Roll for each 4-4-7, on a dr of 6, replace with a 4-4-8]. ELR is 4.
5. The Friendly Side is conducting a seaborne assault (G14) [EXC. Use S13.61 as if conducting a River Assault]. Reroll any Friendly Re that will result in the addition of Friendly units [EXC. Air support]. S13.8 is NA.
6. All Friendly forces and reinforcements enter FBE on boats (NOBA or OBA are NA). The Ocean has a Moderate Current to the north (treat the Ocean as a River for Current only).

AFTERMATH:

The British were completely surprised by the Japanese landings and were incapable of mounting any kind of serious resistance. They had to rush in their 12th Brigade just to try to contain the beachhead, but soon the Japanese forces joined and continued to attack towards Singapore.

Scenario design: Hans Mielants