FIRST SOVIET LOST

4H

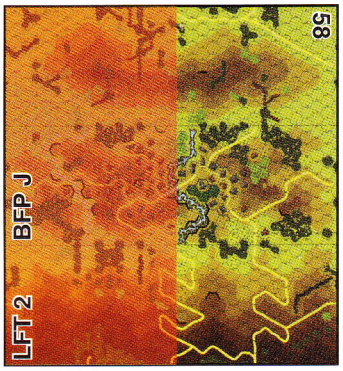
ASL SCENARIO FT180

NINGGANG, JIANGAI PROVINCE, CHINA, 14 January 1929: On 4 May 1929 at Ninggang, Zhu De brought his forces together with Mao's 1st Army to form the 4th Worker's and Peasant's Army. Zhu came with about 1000 troops and Mao had between 1200 and 1300 troops. Zhu and Mao (Zhu-Mao) then laid the framework for the first independent communist region. Eventually, as Zhu-Mao recruited more men, some of the local warlords took notice of their growing competition in the Red Army. The army, growing too large (8000 men) to be supported by the local area, Zhu-Mao divided the army into the 4th Army and the 5th Army. The 4th Army moved out leaving the 5th Army to defend the Soviet base for as long as they could before following the 4th Army.

VICTORY CONDITIONS: The side with the most VPs at game end wins. VPs are earned in 2 ways for Chinese GMD and in 3 ways for Red Chinese :
1) Both sides gain CVPs normally.
2) At the end of every Red Chinese Turn, both sides count the number of Stone Buildings that they control. Each Stone building is worth 1 VP. These VPs are cumulative from Turn to Turn.
3) Red Chinese gain Exit VP for each unit exited off either the north, east and/or south edge.

BOARD CONFIGURATION:

Only hexrows A-P on board 58 and hexrows R-GG on boards BFP J and LFT 2 are in play.



BALANCE:

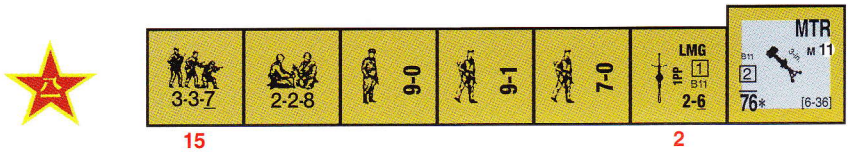
★ Add a 2-2-8 crew and a 76* MTR (3-in.) to the Red Chinese OB.

★ Increase Game Length to 8 Turns.

TURN RECORD CHART

	1	2	3	4	5	6	7	END
★ RED CHINESE Sets Up First								
★ RED CHINESE Moves First								

Elements of 5th Worker's and Peasant's Army [ELR: 2], set up on hill hexes on board BFP J on/west of hexrow CC {SAN: 3}:



15 2

Elements of Warlord Wu Shang's GMD Hunan Troops [ELR: 3], set up on board(s) 58 and/or LFT 2 {SAN: 2}:

10 15 2 2 2

SPECIAL RULES:
1. EC are Moist with no Wind at start.
2. Worker's and Peasant's Army units are Red Chinese (G18.3).
3. Warlord Wu Shang's Hunan Troops are GMD Chinese (G18.2) *[EXC: Dare Death (G18.6) are NA.]*

HISTORICAL RESULT: The 5th Army came under attack by the warlord Wu Shang and his Hunan Chinese troops. Under constant pressure the 5th Army finally broke and scattered into the mountains. Wu Shang then broke up the fledgling Soviet community destroying most of the mountain village. It would be over 20 years before Mao could return to the mountain top where he had established the first rural Soviet in China.

Scenario design: Steven Swann
LFT#13 - 2012

THE BET

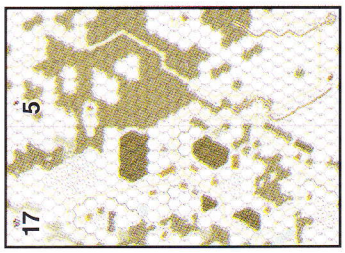
3H

ASL SCENARIO FT181

VICTORY CONDITIONS: The German player wins at the end of any Game Turn in which he Controls ≥ the number of board 17 building/rubble hexes which he bid (see SSR2).

NORTH OF TROGSTAD, NORWAY, 13 April 1940: In April 1940, at the beginning of the invasion, Norwegians were not able to stop the german advance. Invaders took full advantage of the element of surprise. The small defensive strongpoints were overwhelmed or easily encircled. Near Trogstad the german detachment *"Gutsche"* attacked a village to clear any roadblock and to secure the area. Captain Gutsche bet his men they would not meet strong enemy resistance. He was unaware that Major Orre defended the village deploying his company to vigorously fight the invaders.

BOARD CONFIGURATION:



BALANCE:

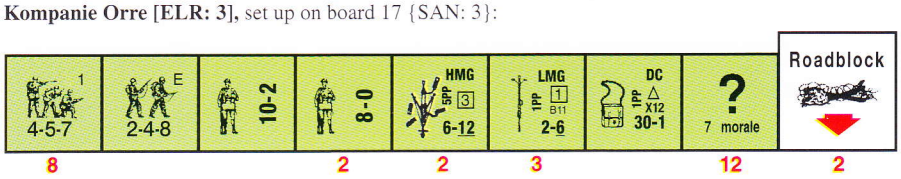
Replace one 8-1 with a 9-1 in the German OB.

Remove one 8-0 in the Norvegian OB.

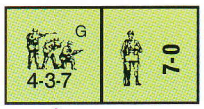
TURN RECORD CHART

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

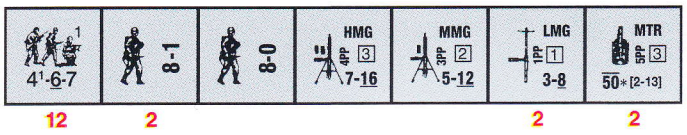
Kompanie Orre [ELR: 3], set up on board 17 {SAN: 3}:



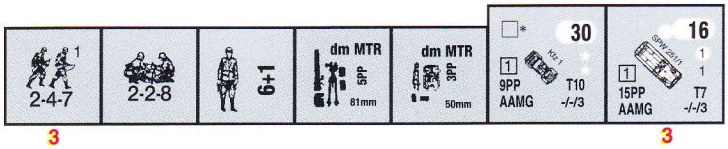
Regrouping Patrols, enter on Turn 1 along the north edge:



Gruppe *"Gutsche"* **[ELR: 3],** set up on board 5 in hexes numbered ≤ 8 {SAN: 2}:



Set up in Motion, with all Personnel as Passengers, on board 5 in road hexes numbered ≤ 8:



SPECIAL RULES:

1. EC are Wet. After setup, roll a dr for wind at start: 1-3 there is no wind, 4-6 there is a Mild Breeze (roll another dr for wind direction; B8). Ground Snow (E3.72) is in effect. Place the following overlays: **B2** on 17G2-F1; **X27** on 17K8-K9. Orchards are not in season. Kindling is NA. Place a blaze counter in 17P2 and a burning wreck in 17L6. Treat all grain as woods.
2. To determine sides, each player secretly bids the number of building/rubble hexes (minimum one) on board 17 he believes he can Control as the German player at Game end. The one bidding the most hexes takes the German side. A dr will decide in case of a tie.
3. Vehicular crews may not voluntarily Abandon (D5.4) their vehicles.

HISTORICAL RESULT: The nasty firefight ended only two hours later at dawn, when Gutsche decided to retreat fearing to be outflanked and cut off and so losing his last bet. In fact he was promptly relieved from his command.

Scenario design: Enrico Catanzaro
LFT#13 - 2012

ROLLING THUNDER

ASL SCENARIO FT182

VICTORY CONDITIONS: The Germans win at game end if they Control all hill hexes.

ISHUN, CRIMEA, 5 October 1941: In October 1941, several unsuccessful raids carried out by the Soviet Air Force from Sevastopol against the Romanian oilfields convinced Hitler to conquer the Crimean Peninsula. The mission was given to General von Manstein's 11.Armee. The first difficulty lay in the Russian position on the Perekop Isthmus. Obviously, the 51st Army had fortified this natural 5 mile wide route to the south of the peninsula. Impossible to bypass the obstacle, it had to be taken with a frontal assault… At 5:00 AM on the October 5th, German artillery unleashed a rolling thunder barrage over enemy lines.

3H30

BOARD CONFIGURATION:

Only hexrows R-GG are in play.

N

BFP N

BALANCE:

★ Add 2 Wire counters to the Russian OB.

✠ Increase Game Length to 6½ Turns.

TURN RECORD CHART

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

Elements of 271th Rifle Division [ELR: 2], set up on/south of hexrow W (see SSR2) {SAN: 3}:

★

4-5-8 (E) | 4-4-7 (1) | 2-2-8 | 9-0 | 8-1 | MMG 5PP [2] B11 4-10 | LMG 1PP [1] B11 2-6 | MTR 4PP [3] 50* [3-20] | Minefield | Foxhole 5 1S OVR, OBA: +4 Other: +2 | Trench OVR, OBA: +4 Other: +2

7 | 18 | 4 | 3

Elements of 54.Korps, 11.Armee [ELR: 4], enter on Turn 1 from the north edge (see SSR3) {SAN: 2}:

✠

5²-4-8 (E) | 4¹-6-7 (1) | 2-3-8 (E) | 2-4-7 (1) | 9-1 | 8-0 | MMG 3PP [2] 5-12 | LMG 1PP [1] 3-8 | DC 1PP △ X12 30-1

3 | 5 | 2 | 2 | 3

SPECIAL RULES:

1. EC are Moderate with no Wind at start. BFP Light Orchards are in effect.
2. Mines may not be placed on hill hexes.
3. The Germans receive a 100+mm Creeping Barrage (E12.7) directed by an Offboard Observer at Level 2 in any hex along the north edge (secretly recorded before Russian setup). The first chit draw is automatically black; permanently remove one black chit from the draw pile.
4. Germans 5²-4-8/2-3-8s are Assault Engineers (H1.22).

HISTORICAL RESULT: At 5:30 AM, German infantry went over to the attack behind this barrage. Several Russian positions had already been destroyed. Although engineers and Sturmgeschütze had been deployed all along the line, they could not be everywhere to assist the Landsers. Within the 22.Infanterie-Division's sector, Infanterie-Regiment.65 occupied a fortified crest line but had to stop its advance: its neighbor from the I.R. 47 had been halted by wire and it had to call up I.R. 5, in reserve, in order to resume their advance. It would take eight days for the Landsers of the 11.Armee to breakthrough and reach Sevastopol.

Scenario design: Mark Hatfield
LFT#13 - 2012

PARTISAN STRONGHOLD

2H45

ASL SCENARIO FT183

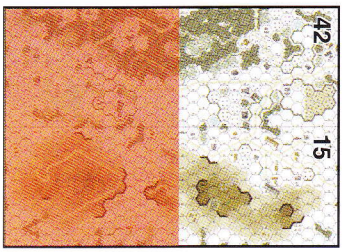
WEST OF FEODOSIA, CRIMEA, 4 December 1941: Partisans harrassed the Axis invaders as soon as they entered the Crimean peninsula, so the 4th Romanian Mountain Brigade was sent in early December on anti-guerrilla missions in the Yaila Mountains. By sheer luck, it encountered partisans defending one of their bases...

VICTORY CONDITIONS: The Romanians win at game end if they have amassed more CVPs than the Partisans and if the Partisan stronghold (see SSR2) is Romanian-Controlled/Rubbled/Ablaze.

BOARD CONFIGURATION:

Only hexrows A-P on boards 15 and 42 are in play.

N



BALANCE:

★ One 3-3-7 (and any SMC/SW stacked with) may set up using HIP.

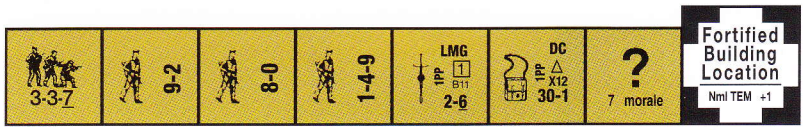
✵ The Partisans have no Booby Trap Capacity.

TURN RECORD CHART

	1	2	3	4	5	6	END
★ PARTISAN Sets Up First							
✵ ROMANIAN Moves First							

Crimean Partisans [ELR: 5], set up on board 42, with at least 4 squads in building hexes (including at least 1 squad in the stronghold ; see SSR2) and in no more than 4 buildings {SAN: 4}:

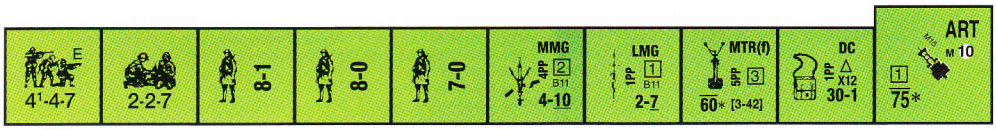
★



7 10 (SSR2)

Elements of Brigade 4 Munte [ELR: 3], set up on board 15, with the Gun placed on any Level 4 hex but not Emplaced {SAN: 2}:

✵



11

SPECIAL RULES:

1. EC are Wet with no Wind at start. Ground Snow (E3.72) and Falling Snow (E3.71) are in effect. All buildings are wooden. Place overlay **Wd4** on 42J5-J6.
2. The Partisans must secretly record one building in their setup area as their stronghold. The stronghold is Fortified (B23.9) and has a Tunnel (B8.6).
3. Partisans have MOL (A22.6), a Booby Trap Level B capability on board 42 (B28.9) and pay 1½ MF per building/woods location. One 3-3-7 is Fanatic (A10.8).
4. Romanians can Massacre. Captured Partisan units at game end count as CVPs against the Romanians.

HISTORICAL RESULT: Under horrendous winter conditions, the Romanians "succeed" in their missions, destroying 114 "bandit camps" and killing 1850 "partisans", nearly all unarmed civilians. Manstein still cited the Vanatori "exploit" in one order of the day of the 11.Armee.

Scenario design: Mark Hatfield & Philippe Naud
LFT#13 - 2012

CHAPEL HILL

4H

ASL SCENARIO FT184

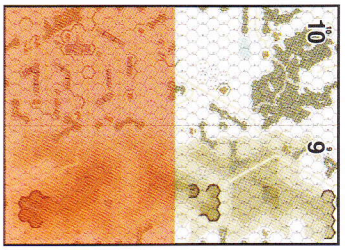
NEAR SEVASTOPOL, CRIMEA, 23 December 1941: While the harsh winter was sticking the remainder of the Ostheer to the ground, Hitler ordered Manstein to seize Sevastopol before the end of 1941. On the other side, the Coastal Army was still consolidating its positions after the first German failure in November. On December 17th, despite the exhausted state of the troops and the lack of heavy artillery at his disposal, Manstein attacked. He left the "garrison" duty for the rest of the Crimean Peninsula to several dispersed units. The Germans managed to infiltrate the northern perimeter and compelled the Russians to withdraw to a second line of defense, but everywhere else the defenders held their ground.

VICTORY CONDITIONS: The Russians win at the end of any Player Turn if they Control all five level 3 hexes of Hill 654.

BOARD CONFIGURATION:

Only hexrows A-P on boards 9 and 10 are in play.

N



BALANCE:

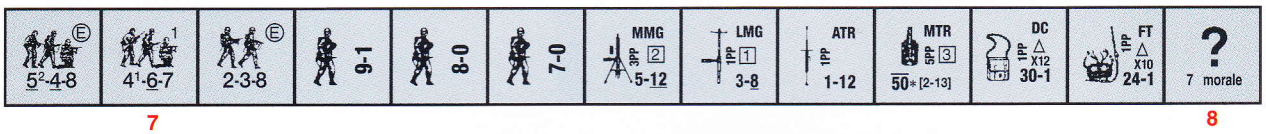
✠ ✲ Add a LMG and an ATR to the German OB.

★ Replace "all five" with "≥ 4" in the Victory Conditions.

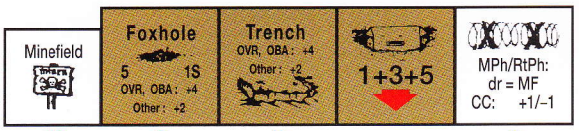
TURN RECORD CHART

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

Elements of the 170.Infanterie-Division [ELR: 3], set up on hill hexes on board 9. Every Pillbox/Trench/Foxhole must be occupied by at least one MMC {SAN: 3}:



7 8

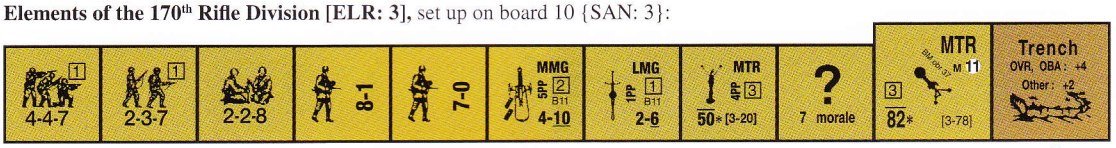


18 2 2 3

Elements of Brigada 1 Munte [ELR: 3], enter on Turn 5 along the south edge:

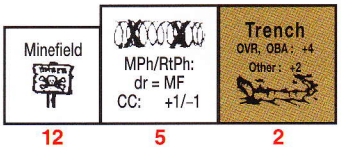
6 2

Elements of the 170th Rifle Division [ELR: 3], set up on board 10 {SAN: 3}:



8 2 4 4

Fortifications, set up on board 9 (see SSR2):



12 5 2

Reinforcing elements of the 2nd Naval Infantry Regiment, enter on Turn 1 along the north edge:

3 4 6 2 3

SPECIAL RULES:

1. EC are Wet with Ground Snow (E3.72) and Heavy Winds from the southwest at start.
2. Russian Fortifications cannot be placed in hexes containing German unit(s). No Mines/Wires can be placed on level 3 hexes.
3. The Germans receive one module of 80+mm Battalion Mortar OBA (HE only) directed by an Offboard Observer at Level 4 in any hex along the south edge (secretly recorded before Russian setup).
4. German 5²-4-8/2-3-8s are Assault Engineers (H1.22) and Sappers (H1.23).
5. All Russian Elite squads have Assault Fire.

HISTORICAL RESULT: Generally speaking, the Romanian troops played a secondary role, but on the 23rd, a joint action of the 170 ID and the Vanatori de Munte led to the main success of the offensive. Indeed, they succeeded in taking Chapel Hill, the key position in the second sector of the fortress and repelled all the counterattacks. Nevertheless, the attackers elan was brought to a halt and three days later, the Red Army landed in force on the eastern shores of the Crimean Peninsula, definitively stopping the assault towards Sevastopol. On January 18th 1942, General Mihail Lascar, the commanding officer of the "Brigada 1 Munte," was awarded the Ritterkreuz for his victorious battle at Chapel Hill.

Scenario design: Mark Hatfield & Philippe Naud
LFT#13 - 2012

STUG OF WAR

1H30

ASL SCENARIO FT185

PARPACH, CRIMEA, 15 January 1942: Sturmgeschütz-Abteilung.190 had fought its way through the Crimea since the beginning of the campaign. The StuGs proved to be invaluable throughout the campaign, both in support of infantry and to spear-head open country dashes. In the latter role, they proved surprisingly effective against Soviet armor due to the StuG's superior armor and command control. By January, the situation in the Crimea found the Russians standing tough at opposite ends of the peninsula, at Parpach and Sevastopol. With Sevastopol besieged by infantry, Manstein directed his mobile units to clear the rest of the peninsula. On the morning of January 15, the veteran tankers of S.A. 190 were ordered to support the infantry in a large-scale assault on the Parpach line. As the fighting developed, large holes were carved into the Soviet line and the StuGs move to exploit them.

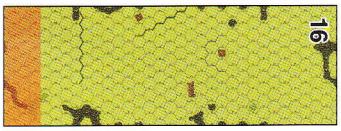
VICTORY CONDITIONS: The Germans win at game end if they have amassed ≥ 4 VPs. VPs are only awarded to the German as follows :

- 1 VP for each Russian tank that is Eliminated or exits the board for any reason;
- 1 VP for each StuG with functioning MA that exits the board off the east edge.

BOARD CONFIGURATION:

Only hexrows A-CC are playable.

N



BALANCE:

★ Delete SSR3.

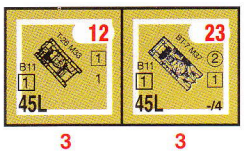
✠ Change '4 VPs' to '3 VPs' in the Victory Conditions.

TURN RECORD CHART

✠ GERMAN Moves First	✠1★	2	3	4	END

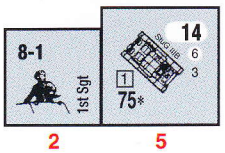
Armor supporting 51th Army [ELR: NA], enter on Turn 1 along the east edge {SAN: 0}:

★



Elements of Sturmgeschütz-Abteilung.190 [ELR: NA], enter on Turn 1 along the west edge {SAN: 0}:

✠



SPECIAL RULES:

1. EC are Moderate with no Wind at start. Roads do not exist. The gap in hex B5 does not exist (treat it as woods).
2. The StuGs may not fire Smoke (but may use their sD and vehicular smoke grenades).
3. Increase the AP Depletion Number of the StuGs by two.
4. Crew Survival is NA.

HISTORICAL RESULT: A lucky Luftwaffe attack scored a direct hit on General Peruvshin's HQ early in the day, throwing the Russians into a state of chaos, allowing the StuGs to push forward several miles and knocking out two-dozen enemy tanks along the way.

Scenario design: Mark Hatfield
LFT#13 - 2012

TRAPPENJAGD

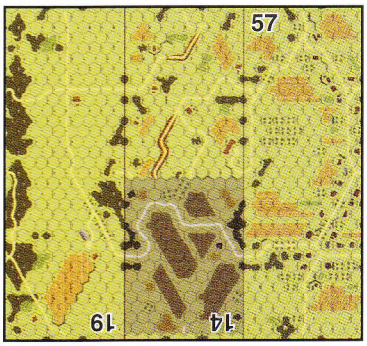
5H

ASL SCENARIO FT186

NEAR UVAROVE, CRIMEA, 9 May 1942: On 8 May 1942, the German 11th Army attacked the Crimean Front defending the Kertch peninsula. The force ratio seemed to favour the powerful Soviet forces but they were poorly deployed and not very well-led. Generaloberst Manstein planned to use one corps to deceive the Russians into thinking the main blow would fall in the north and, at the same time, striking in the south with his Schwerpunkt comprising the 22.Panzer-Division. Formed in 1941, the 22.Pz.Div. combat debut in March 1942 in Crimea was poor, partly because the « main battle tank » of the division was the obsolete PzKpfw 38 (t). But, in the spring, the division trained to improve its efficiency and received some of the latest PzKpfw III and IV with long-barreled guns. On 8 May, the German offensive, codenamed « Trappenjagd » - bustard hunt – surprised the Russian defenders. The diversion functioned well and, the next day, Manstein committed the 22.Pz.Div. to the southern breach.

VICTORY CONDITIONS: The Germans win immediately by exiting > 50 Exit VP along the north edge of board 57, provided they have amassed more CVPs than the Russians. For Russian CVP purpose, each destroyed, non-Burning-Wreck, German AFV is worth ½ its normal CVP value (FRU). Each Burning-Wreck German AFV is worth its normal CVP value.

BOARD CONFIGURATION:



BALANCE:

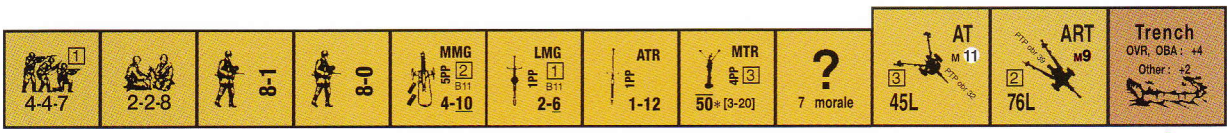
★ Replace one T-60 with one T-34 M41.

✠ Germans are Elite (C8.2).

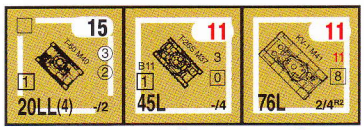
TURN RECORD CHART

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

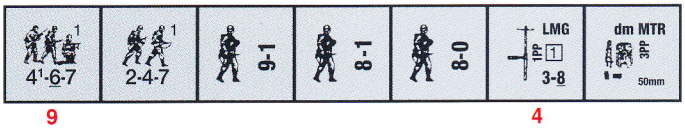
Elements of 276th Rifle Division [ELR: 2], set up on board 14 (including half-hexes) on/between hexrows H-X (see SSR1) {SAN: 3}:

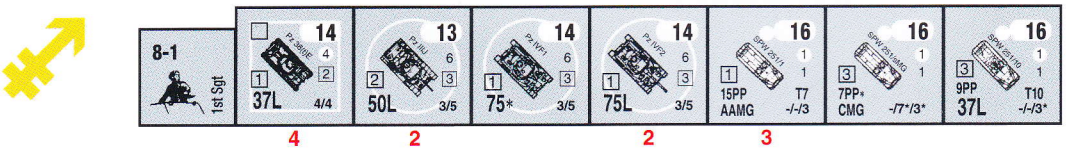


Armor of 56th Tank Brigade, enter on Turn 1 by 57I1 and/or 57Q1:



Elements of II./Schützen-Regiment.129 and armor of Panzer-Regiment.204 [ELR: 4], enter on Turn 1 along the south edge on/west of 14A6 {SAN: 2}:





SPECIAL RULES:

1. EC are Wet with no Wind at start. Boresighting is NA. Place overlay **FT7** with the logo on 14B8.
2. SPW251/sMG & SPW251/10 each carries a 2-4-8 HS. German Infantry enters as PRC (contrary to D6.2, Germans may use Riders) with at least one HS-equivalent in each SPW251/1.
3. The Germans receive one module of 100+mm OBA (HE only) directed by an Offboard Observer at level 2 in any hex along the south edge on/west of 14A6 (secretly recorded before Russian setup). The first chit draw is automatically black; permanently remove one black chit from the draw pile.

HISTORICAL RESULT: The 22.Pz.Div. was one of the two motorized units of the axis forces with the Groddeck Brigade, a mixed German-Roumanian unit with some elements from the division. With powerful artillery and Luftwaffe support, the 22.Pz. Div. plunged into the Russian defence, overrunning the stunned rifle divisions. But, near Uvarove, a Soviet tank brigade tried to counterattack. The new Panzers wreacked havoc among the light armor and the KV were too few in number to change the issue. With the remnants of the 56th Tank Brigade fleeing east, the Panzerdivsion continue its advance.

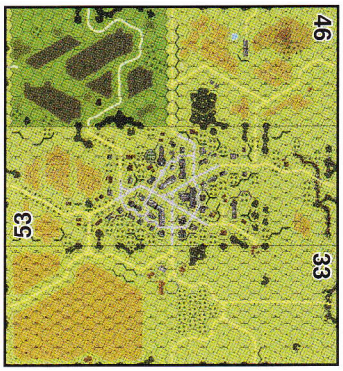
Scenario design: Philippe Naud
LFT#13 - 2012

TRAPPENJAGD: THE END

ASL SCENARIO FT187

VICTORY CONDITIONS: The Germans win at game end if they have amassed more VPs than the Russian. Each side earns CVP normally *[EXC: The German AFVs in the at-start Russian OB are not considered captured for Russian VC purposes at game end]*. At game end, buildings 53P3, 53P7, 53P5, 53R6 and 53W7 are worth 4 VP each for the controlling side.

HORNOSTAÏVKA, CRIMEA, 13 May 1942: On May 8th 1942, the 11th Army began the attack towards the Crimea Peninsula. The operation code named "Trappenjagd" was turning out to be extremely successful and soon managed to encircle the poorly led Russians while several Axix mechanized columns were reaching the rear areas of the defenders. Within a few days, the disaster was over the Red Army tried to save as much as could be saved. One last line of resistance was organized west of Kertch, in order to give the retreating troops as much time as possible. Unfortunately, many units of the Crimean Front were poorly trained and couldn't overcome the initial shock of the German assault. Nevertheless, a few units such as the 77th Rifle Division, a former mountain division, fought bravely. Despite some gallant actions, the Axis forces reached Kertch by May 13th.



BOARD CONFIGURATION:

Scenario design: Philippe Naud
LFT#13 - 2012

N

BALANCE:

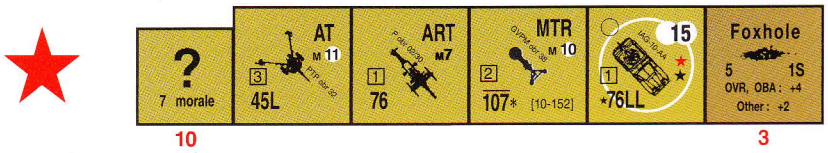
★ Delete a Pz 35S(f) in the German OB.

✙ Add two 2-3-8 and two FT to the German OB entering on Turn 1.

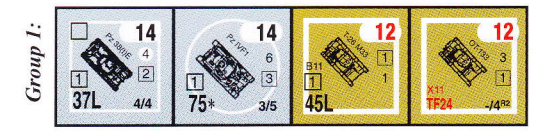
TURN RECORD CHART

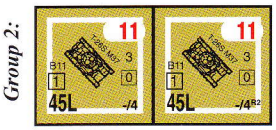
	✙1	2★	✙3	4	5	6	7	END
★ RUSSIAN Sets Up First								
✙ GERMAN Moves First								

Reinforced elements of 77th Rifle Division [ELR: 2], set up on board 53 on/east of hexrow J and/or on boards 33/46 on/east of hexrow P (see SSR1 & SSR2) {SAN: 3}:



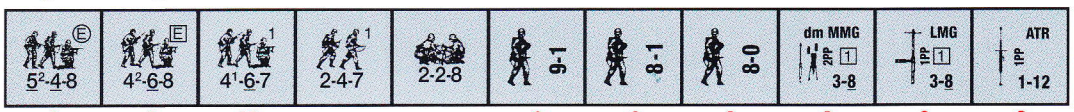
Armor of 124th Tank Battalion and 79th Tank Training Battalion, enter on Turn 2 by 33A5 OR 46A5 (each ***Group*** may only use one hex; each ***Group*** may enter by the same hex):

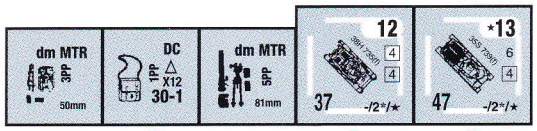




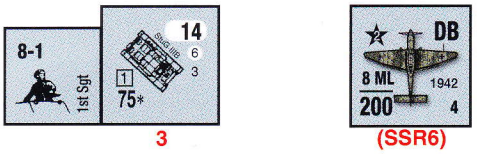
Elements of 28.Jäger-Division, Beute-Panzer-Kompanie.223 and Sturmgeschütze-Abteilung.190 [ELR: 4], enter as indicated along the west edge on/between 33GG8-46GG8 (see SSR2) {SAN: 2}:

Enter on Turn 1:





Enter on Turn 3:



SPECIAL RULES:

1. EC are Moderate with no Wind at start. Kindling and Boresighting are NA. Place overlay **FT7** with the logo on 46FF2. Place a Stone Rubble in 53O7.
2. Before setup, the German player places a Blaze counter at ground level in one building hex in the Russian setup area.
3. Russian AFV crews use Pz 38(t) and Pz IVF1 with no Captured Use penalties *[EXC: Red MP, no radio, the MA have a B11 and no HEAT]*. Russian AFV crews from ***Group 1*** are Inexperienced (D3.45).
4. Russians have MOL but may check only vs AFVs.
5. German 5²-4-8/2-3-8s are Assault Engineers (H1.22). German Pz 38H 735(f) have a 37* MA.
6. The Germans receive Air Support (E7.) in the form of one '42 DB with bombs which arrives per E7.2. This Stuka will appear automatically on German Turn 6 if it has not yet arrived, and is limited to a maximum of two Game Turns on board.
7. The Germans receive one module of 100+mm OBA (HE only) directed by an Off-board Observer at level 2 in any hex along the west edge (secretly recorded before Russian setup). The first chit draw is automatically black; permanently remove one black chit from the draw pile.

HISTORICAL RESULT: Both sides fought desperately. The Germans, lacking sufficient AFVs, used a lot of Beute Panzers, former French tanks equipped with short-barreled 37mm guns. The Russians committed a training battalion partly equipped with several vehicles captured from the 22.Panzer-Division earlier during the war. With better coordination and properly supported by artillery and by the Luftwaffe, the Germans manage to seize the strongpoints and push back the defenders to Kertch. On May 14th, the first Landsers entered the outskirts of the city. Even though the last pockets of resistance were only mopped up by the 20th, the Crimean Front had lost 175,000 KIAed and prisoners. Half of its divisions just disappeared from the Russian order of battle, but not the 77th Division, which would resume the war in the Caucasus.

TRAPPENJAGD: THE END

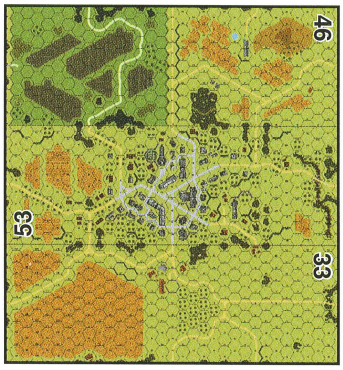
ASL SCENARIO FT187

6H

HORNOSTAÏVKA, CRIMEA, 13 May 1942: On May 8th 1942, the 11th Army began the attack towards the Crimea Peninsula. The operation code named "Trappenjagd" was turning out to be extremely successful and soon managed to encircle the poorly led Russians while several Axix mechanized columns were reaching the rear areas of the defenders. Within a few days, the disaster was over the Red Army tried to save as much as could be saved. One last line of resistance was organized west of Kertch, in order to give the retreating troops as much time as possible. Unfortunately, many units of the Crimean Front were poorly trained and couldn't overcome the initial shock of the German assault. Nevertheless, a few units such as the 77th Rifle Division, a former mountain division, fought bravely. Despite some gallant actions, the Axis forces reached Kertch by May 13th.

VICTORY CONDITIONS: The Germans win at game end if they have amassed more VPs than the Russian. Each side earns CVP normally *[EXC: The German AFVs in the at-start Russian OB are not considered captured for Russian VC purposes at game end]*. At game end, buildings 53P3, 53P7, 53P5, 53R6 and 53W7 are worth 4 VP each for the controlling side.

BOARD CONFIGURATION:



Scenario design: Philippe Naud
LFT#13 - 2012

N

BALANCE:

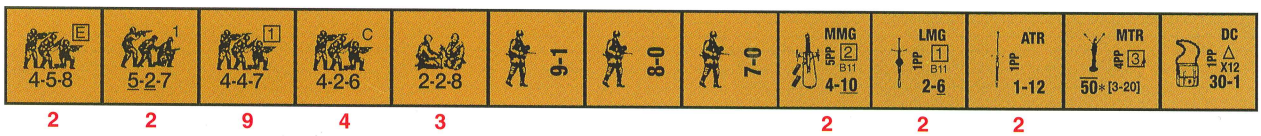
★ Delete a Pz 35S(f) in the German OB.

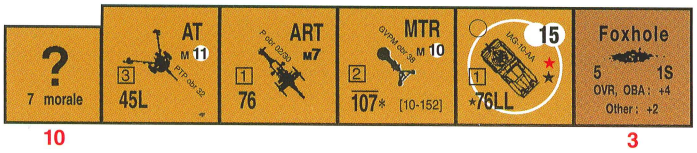
✙ Add two 2-3-8 and two FT to the German OB entering on Turn 1.

TURN RECORD CHART

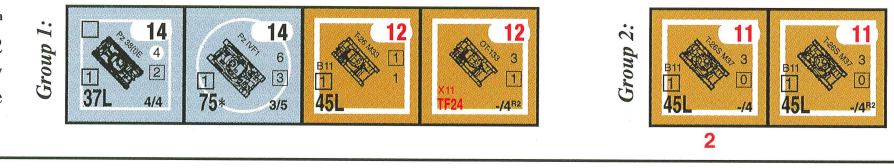
	✙1	2★	✙3	4	5	6	7	END
★ RUSSIAN Sets Up First								
✙ GERMAN Moves First								

Reinforced elements of 77th Rifle Division [ELR: 2], set up on board 53 on/east of hexrow J and/or on boards 33/46 on/east of hexrow P (see SSR1 & SSR2) {SAN: 3}:



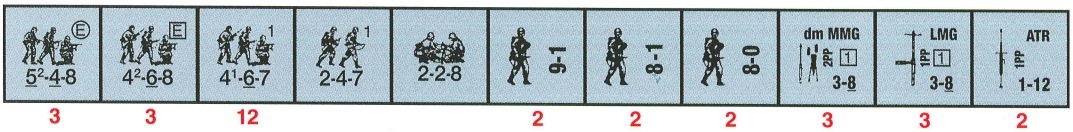


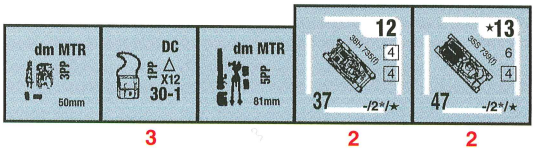
Armor of 124th Tank Battalion and 79th Tank Training Battalion, enter on Turn 2 by 33A5 OR 46A5 (each ***Group*** may only use one hex; each ***Group*** may enter by the same hex):



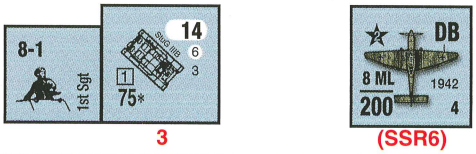
Elements of 28.Jäger-Division, Beute-Panzer-Kompanie.223 and Sturmgeschütze-Abteilung.190 [ELR: 4], enter as indicated along the west edge on/between 33GG8-46GG8 (see SSR2) {SAN: 2}:

Enter on Turn 1:





Enter on Turn 3:



SPECIAL RULES:

1. EC are Moderate with no Wind at start. Kindling and Boresighting are NA. Place overlay **FT7** with the logo on 46FF2. Place a Stone Rubble in 53O7.
2. Before setup, the German player places a Blaze counter at ground level in one building hex in the Russian setup area.
3. Russian AFV crews use Pz 38(t) and Pz IVF1 with no Captured Use penalties *[EXC: Red MP, no radio, the MA have a B11 and no HEAT]*. Russian AFV crews from ***Group 1*** are Inexperienced (D3.45).
4. Russians have MOL but may check only vs AFVs.
5. German 5²-4-8/2-3-8s are Assault Engineers (H1.22). German Pz 38H 735(f) have a 37* MA.
6. The Germans receive Air Support (E7.) in the form of one '42 DB with bombs which arrives per E7.2. This Stuka will appear automatically on German Turn 6 if Russian setup). The first chit draw is automatically black; permanently remove one black chit from the draw pile.

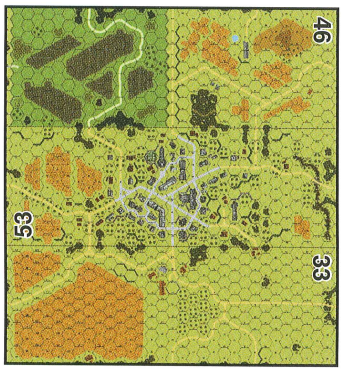
HISTORICAL RESULT: Both sides fought desperately. The Germans, lacking sufficient AFVs, used a lot of Beute Panzers, former French tanks equipped with short-barreled 37mm guns. The Russians committed a training battalion partly equipped with several vehicles captured from the 22.Panzer-Division earlier during the war. With better coordination and properly supported by artillery and by the Luftwaffe, the Germans manage to seize the strongpoints and push back the defenders to Kertch. On May 14th, the first Landsers entered the outskirts of the city. Even though the last pockets of resistance were only mopped up by the 20th, the Crimean Front had lost

TRAPPENJAGD: THE END

ASL SCENARIO FT187

6H

HORNOSTAÏVKA, CRIMEA, 13 May 1942: On May 8th 1942, the 11th Army began the attack towards the Crimea Peninsula. The operation code named "Trappenjagd" was turning out to be extremely successful and soon managed to encircle the poorly led Russians while several Axix mechanized columns were reaching the rear areas of the defenders. Within a few days, the disaster was over the Red Army tried to save as much as could be saved. One last line of resistance was organized west of Kertch, in order to give the retreating troops as much time as possible. Unfortunately, many units of the Crimean Front were poorly trained and couldn't overcome the initial shock of the German assault. Nevertheless, a few units such as the 77th Rifle Division, a former mountain division, fought bravely. Despite some gallant actions, the Axis forces reached Kertch by May 13th.



BOARD CONFIGURATION:

Scenario design: Philippe Naud
LFT#13 - 2012

N

BALANCE:

★ Delete a Pz 35S(f) in the German OB.

✙ Add two 2-3-8 and two FT to the German OB entering on Turn 1.

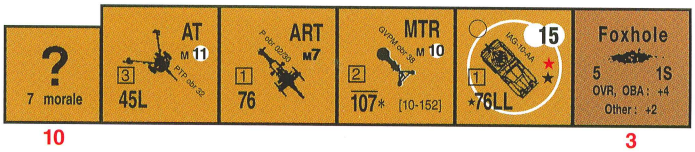
VICTORY CONDITIONS: The Germans win at game end if they have amassed more VPs than the Russian. Each side earns CVP normally *[EXC: The German AFVs in the at-start Russian OB are not considered captured for Russian VC purposes at game end]*. At game end, buildings 53P3, 53P7, 53P5, 53R6 and 53W7 are worth 4 VP each for the controlling side.

TURN RECORD CHART

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

Reinforced elements of 77th Rifle Division [ELR: 2], set up on board 53 on/east of hexrow J and/or on boards 33/46 on/east of hexrow P (see SSR1 & SSR2) {SAN: 3}:

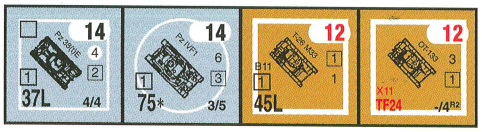
2 2 9 4 3 2 2 2



10 3

Armor of 124th Tank Battalion and 79th Tank Training Battalion, enter on Turn 2 by 33A5 OR 46A5 (each ***Group*** may only use one hex; each ***Group*** may enter by the same hex):

Group 1:

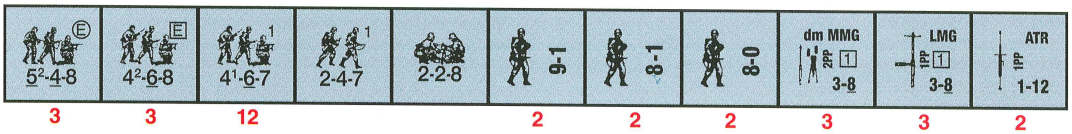


Group 2:

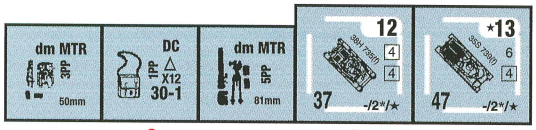
2

Elements of 28.Jäger-Division, Beute-Panzer-Kompanie.223 and Sturmgeschütze-Abteilung.190 [ELR: 4], enter as indicated along the west edge on/between 33GG8-46GG8 (see SSR2) {SAN: 2}:

Enter on Turn 1:

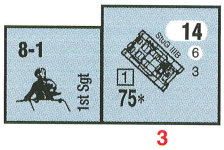


3 3 12 2 2 2 3 3 2



3 2 2

Enter on Turn 3:



3

(SSR6)

SPECIAL RULES:

1. EC are Moderate with no Wind at start. Kindling and Boresighting are NA. Place overlay **FT7** with the logo on 46FF2. Place a Stone Rubble in 53O7.
2. Before setup, the German player places a Blaze counter at ground level in one building hex in the Russian setup area.
3. Russian AFV crews use Pz 38(t) and Pz IVF1 with no Captured Use penalties *[EXC: Red MP, no radio, the MA have a B11 and no HEAT]*. Russian AFV crews from ***Group 1*** are Inexperienced (D3.45).
4. Russians have MOL but may check only vs AFVs.
5. German 5²-4-8/2-3-8s are Assault Engineers (H1.22). German Pz 38H 735(f) have a 37* MA.
6. The Germans receive Air Support (E7.) in the form of one '42 DB with bombs which arrives per E7.2. This Stuka will appear automatically on German Turn 6 if it has not yet arrived, and is limited to a maximum of two Game Turns on board.
7. The Germans receive one module of 100+mm OBA (HE only) directed by an Off-board Observer at level 2 in any hex along the west edge (secretly recorded before Russian setup). The first chit draw is automatically black; permanently remove one black chit from the draw pile.

HISTORICAL RESULT: Both sides fought desperately. The Germans, lacking sufficient AFVs, used a lot of Beute Panzers, former French tanks equipped with short-barreled 37mm guns. The Russians committed a training battalion partly equipped with several vehicles captured from the 22.Panzer-Division earlier during the war. With better coordination and properly supported by artillery and by the Luftwaffe, the Germans manage to seize the strongpoints and push back the defenders to Kertch. On May 14th, the first Landsers entered the outskirts of the city. Even though the last pockets of resistance were only mopped up by the 20th, the Crimean Front had lost 175,000 KIAed and prisoners. Half of its divisions just disappeared from the Russian order of battle, but not the 77th Division, which would resume the war in the Caucasus.

NKVD NUT

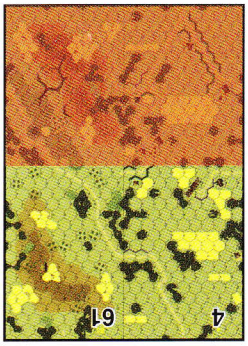
ASL SCENARIO FT188

VICTORY CONDITIONS: The Germans win at game end if they Control ≥ 12 level 2 hill hexes.

SCHULZBACHER HILL, EAST OF BALAKLAVA, CRIMEA, 5 June 1942: On the previous day, the jägers of the 28th Light Division had tried to crack the first lines of russian defense, east of Balaklava. The fighting had been intense for hillocks known as Vermillion Hills, and the Germans had managed to gain a toehold within the russian defenses. On june 5th, the jägers turned their attention to a more massive hill, known as Schulzbacher Hill, in order to enhance their position but the men holding the hill were none other than the NKVD, and they would prove a tough nut to crack.

BOARD CONFIGURATION:

Only hexrows A-Q on boards 4 and 61 are in play.



BALANCE:

★ OBA is available starting Turn 4 (SSR4).

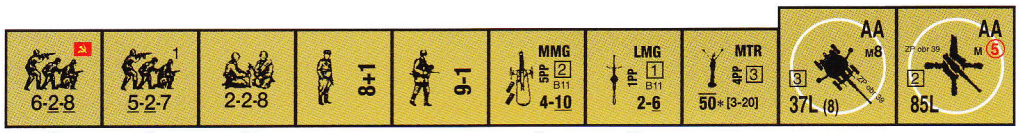
✠ Replace one 8-1 with a 9-2 in the German OB.

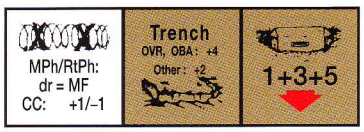
TURN RECORD CHART

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

Elements of 456th NKVD Regiment, 109th Rifle Division [ELR: 5], set up on board 61 (see SSR2) {SAN: 3}:

★





Elements of Jäger-Regiment.83, 28.Jäger-Division [ELR: 3], enter on Turn 1 along the east edge (see SSR3) {SAN: 2}:

✠

SPECIAL RULES:

1. EC are Wet with no Wind at start.
2. Russians are NKVD (VotG22, VotG23). VotG23 (8+1 Commissar) is in effect. Russian units may set up Entrenched in foxholes (B27.1) if in suitable terrain.
3. The Germans receive a 100+mm Creeping Barrage (E12.7) directed by an Offboard Observer at Level 3 in any hex along the east edge (secretly recorded before Russian setup).
4. Starting on Turn 5, the Russians receive one module of 80+mm battalion mortar OBA (HE only) directed by an Offboard Observer at Level 3 in any hex along the west edge (secretly recorded before German setup).

HISTORICAL RESULT: The jägers pushed forward but the NKVD troops resisted fanatically. The defensive network was just too tight, and the NKVD men were too determined to be pushed off the hill. The Russians fought hard and long, turning their AA guns against the incoming assailants. The 109th Rifle Division commander ordered renewed mortar strikes on the Germans, which continually wore off the advance force. After two days of this, the Germans finally withdrew to their starting point. This section of Sevastopol defences had held.

Scenario design: Jean-Pascal Paoli & Xavier Vitry
LFT#13 - 2012

SEVERNAYA SERENADE

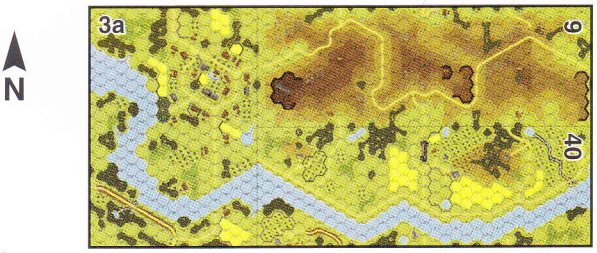
4H30

ASL SCENARIO FT189

NEAR SEVASTOPOL, CRIMEA, 29 June 1942: The Germans had decided to unlock the soviet defence system by resorting to a bold move: the landing of units ashore directly behind soviet lines. To achieve this, von Manstein had a secret weapon up his sleeve: fast assault boats. While the italian navy was making a diversionary manoeuvre, the Germans landed their troops ashore. Incredibly, the Soviets did not detect the move until well after the assault troops had started landing. Then, all hell broke loose.

VICTORY CONDITIONS: The Germans win if at game end they have amassed ≥ 4 VPs. 1 VP is awarded for the Control of each of the following buildings: 3aL7, 9DD3, 40Q8 and 40I8. 1 VP is also awarded for the Control of each of the following hexes: 9H5, 9O5 and 9Y6.

BOARD CONFIGURATION:



BALANCE:

★ Delete SSR3.

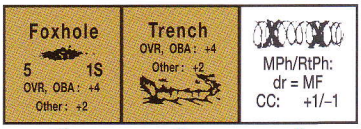
Russian reinforcements enter on Turn 5.

TURN RECORD CHART

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

Elements of 79th Naval Infantry Brigade, Sevastopol III Defense Sector [ELR: 3], set up north of the river, ≥ 3 hexes from the river and ≥ 4 hexes of 3aI6 (see SSR2) {SAN: 3}:

8 4 3 2 2 8

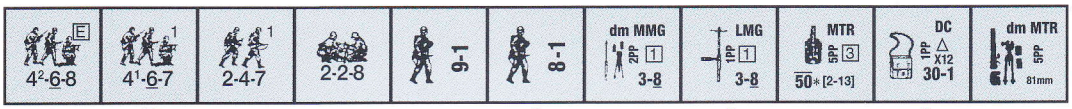


2 4 5

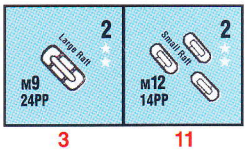
Enter on Turn 4 along the north edge:

4

Elements of Infanterie-Regiment.65, 22.Infanterie-Division, set up as Passengers in river hexes along the south shore (see SSR3):

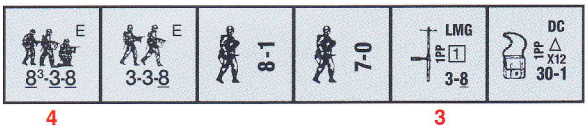


3 10 2 3 2



3 11

Sturmboote-Abteilung.902 [ELR: 3], set up ≤ 3 hexes of 3aI6 {SAN: 4}:



4 3

SPECIAL RULES:

1. EC are Wet with no Wind at start. Place overlay **X27** in 40Q8-Q9. The river is Deep with no current. There is a +1 LV Hindrance during Turns 1-3. Wind Change DR has no effect on the Wind for the first two player turns.
2. Russian units may set up Concealed if in Concealment Terrain and/or if setup ≥ 6 hexes from the river.
3. At the beginning of the German RPh on Turn 1, the German player may place 3 Smoke counters within 10 hexes of the south edge with an Accuracy dr of 1-2 and an Extent of Error of 1 hex. After placement, treat these Smoke counters as normal German Smoke for dispersal purposes.

HISTORICAL RESULT: Despite the Soviets best efforts, they found themselves unable to repel the small but heavily armed party of Germans. The Germans dug in and held their beach head. The next day, von Manstein was able to ferry an entire battalion to strengthen the beach head. This effectively sealed off the Soviet division and soon ended the resistance in this sector.

Scenario design: Jean-Pascal Paoli
LFT#13 - 2012

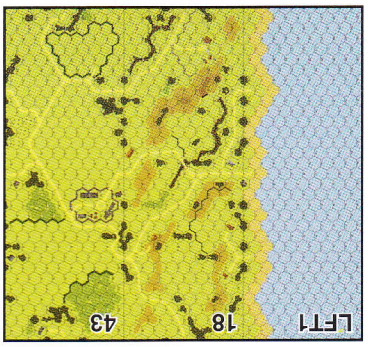
THE LAND OF FIRE

4H

ASL SCENARIO FT190

ELTIGEN, SOUTH OF KERCH, CRIMEA, 5 December 1943: The Eltigen bridgehead, created after the landing of the Russian 318th division south of Kerch in October 1943, earned the nickname of 'Land of fire' after the 1.5 months of continuous bombardment by the besieging Germans and Romanians. The Romanian's 6th Cavalry Division and 3rd Mountain Division were tasked with reducting the bridgehead. The assault was scheduled for 4 December and the Romanian's were reinforced by one German StuG battalion and strong German artillery. The attack began at 5:00 after a five minute artillery barrage. Only the right wing of the Romanian forces managed to advance. On the left, the Soviets put up a heavy resistance, especially near the state farm and on hill 56.7, where they had a pillbox. The next day, the attack continued with the main push made from west to east, towards the state farm and the lighthouse south of Eltigen.

BOARD CONFIGURATION:



BALANCE:

★ Replace the German Offboard Observer (SSR3) with a German 8-0 and a radio that enter on Turn 1.

✵ ✙ Increase Game Length to 7½ Turns.

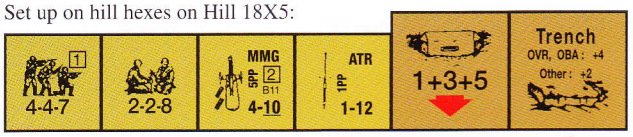
VICTORY CONDITIONS: The Axis win at game end if they fulfill ≥ 2 of the following conditions:
1) they Control all buildings within 2 hexes from 43N8 (the State Farm);
2) they Control building 18oP10 (the Lighthouse);
3) they Control all level 2 hill hexes.

TURN RECORD CHART

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

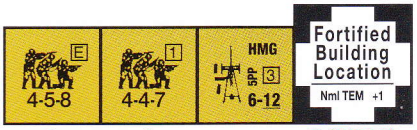
Elements of 1139th Rifle Regiment and of 117th Guards Rifle Regiment, 318th Rifle Division [ELR: 3], set up as indicated {SAN: 4}:

Set up on hill hexes on Hill 18X5:



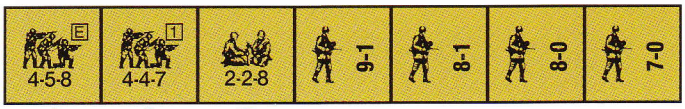
2 4

Set up within 3 hexes from 43N8:

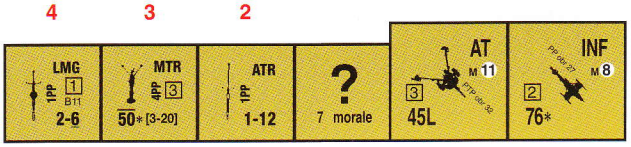


2 2 2 (SSR2)

★ Set up > 4 hexes from the south and west edges:

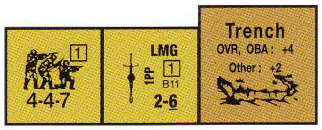


4 3 2



2 10

Set up within 4 hexes from 18P10:

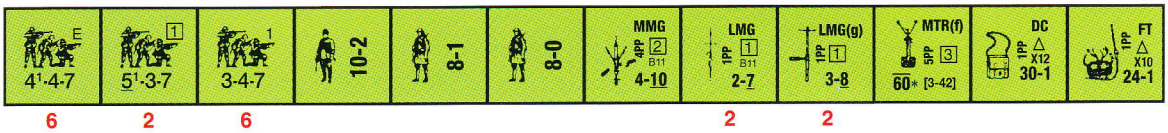


4 2

Armored support, enter on Turn 2 along the north edge of board 18:

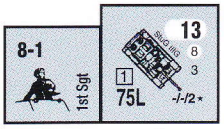
Group « Lt. Col. Portasescu : 6th Cavalry Division, 10th Motorized Rosiori Regiment, 3rd Moutain Division [ELR: 4], enter on Turn 1 along the south and/or west edge of board 43 {SAN: 3}:

✵



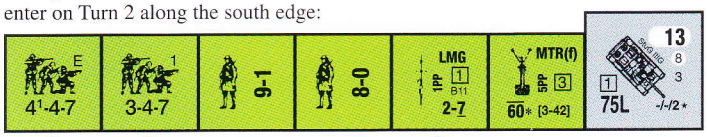
6 2 6 2 2

✙



2

Group "Col. Pasa": 9th Rosiori Regiment, 4th Squadron/5th Calarasi Regiment, 1st and 3rd Squadron/10th Motorized Rosiori Regiment and Sturmgeschütz-Abteilung.191, enter on Turn 2 along the south edge:



2 8 2

SPECIAL RULES:

1. EC are Moderate with no Wind at start. Place overlay **X8** on 18P10. The Beach Slope is Slight (G13.21).
2. The Russians may Fortify (B23.9) ≤ 2 locations in the 'State Farm' (see VCs). The Russian player may set up one MMC (and any SMC/SW stacked with) HIP. The Russians suffer from Ammunition Shortage (A19.131) starting on Turn 4.
3. The Axis receive one German module of 100+mm OBA (HE, Smoke) directed by an Offboard Observer at level 2 in any hex along the west edge (secretly recorded before Russian setup) and with a Pre-Registered hex (C1.73). The first chit draw is automatically black; permanently remove one black chit from the draw pile.
4. Romanian 5¹-3-7s are Assault Engineers (H1.22).

HISTORICAL RESULT: By nightfall, the state farm had been taken, but the Soviet forces at the lighthouse were still holding out. The bridgehead was destroyed the next day with the last Russian troops surrendering after a heavy fight. The Romanian side had lost 886 soldiers, while the Russians had lost 2,770 along with 38 tanks and 25 AT guns. Unfortunately for the Germans the other bridge head at Kerch wasn't destroyed and was used as a start base for the soviet liberation of Crimea 6 months later.

Scenario design: Lionel Colin
LFT#13 - 2012

ROMANIA VICTOR

4H

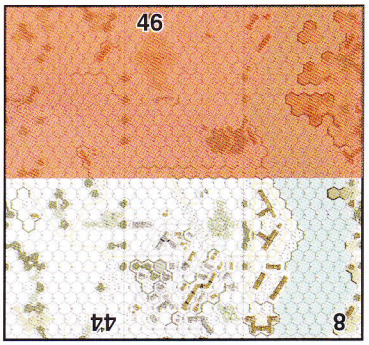
ASL SCENARIO FT191

VICTORY CONDITIONS: The Romanians win at game end if they Control more non-Rowhouses multi-hex buildings than the Russians.

ELTIGEN, CRIMEA, 6 December 1943: In early October 1943, Axis forces left the Kuban bridgehead under intense Soviet pressure. The coastal army immediately tried to gain bridgeheads in Crimea, exploiting the small distance between the Caucasus and the Kertch peninsula. On 3rd November, two Soviet landings occurred, surprising the Axis defenders. The northern landing was within artillery range of the Taman Peninsula, foiling all German-Romanian attemps to reduce it. However, the southern landing at Eltingen was out of normal artillery range and the Axis forces began a blockade with mines and light naval forces. By December, the position seemed doomed. General Teodorini's 6th Cavalry Division was in charge of the operation with troops from the 3rd Mountain Division and dedicated German artillery and air support.

BOARD CONFIGURATION:

Only hexrows A-P on boards 8 and 44 and R-GG on board 46 are in play.



BALANCE:

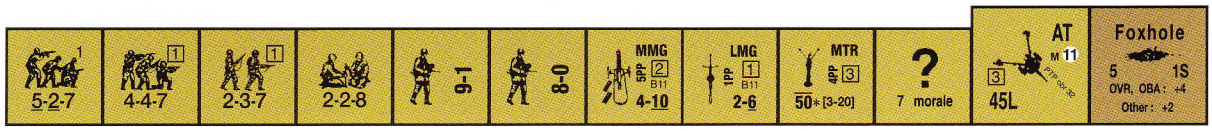
★ Delete SSR4.

✵ Replace the 8-1 with a 9-2.

TURN RECORD CHART

★ RUSSIAN Sets Up First	✵ 1 ★	2	✵ 3	4	5	6	END
✵ ROMANIAN Moves First							

Elements of 318th Rifle Division [ELR: 3], set up on board 46 on/south-of hexrow S and/or on board 8 on/south-of hexrow O (see SSR1) {SAN: 4}:



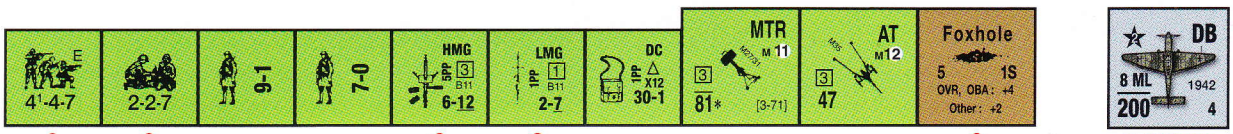
2 7 2 2 9 2

Armored support, enter on Turn 1 on/between 46GG1-46GG6:

2

Scenario design: Philippe Naud
LFT#13 - 2012

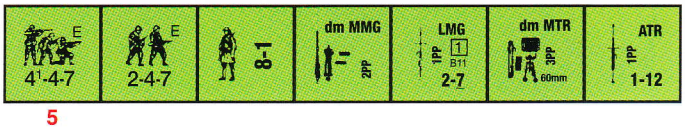
Reinforced elements of Batalioanele 5 & 10, Vanatori de Munte [ELR: 4], set up on board 44 in hexes numbered ≤ 4 {SAN: 3}:



6 2 2 2 2

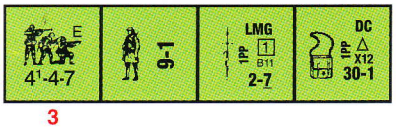
2 (SSR2)

Enter on Turn 1 along the north edge on/west of 46R4:



5

Enter on Turn 3 along the north edge:



3

SPECIAL RULES:

1. EC are Wet with no Wind at start. Ground Snow (E3.72) is in effect. East bank hexes on board 8 are treated as River hexes.
2. The Romanians receive Air Support (E7.) in the form of two '42 DB with bombs. There is a -1 drm for determining the turn of entry (E7.2). Air Support is automatically Recalled after two Turns.
3. The Romanians receive one German module of 100+mm OBA (HE only) directed by an Offboard Observer at level 2 in any hex along the west edge (secretly recorded before Russian setup). The first chit draw is automatically black; permanently remove one black chit from the draw pile.
4. Both sides have Winter Camouflage (E3.712).

HISTORICAL RESULT: The Romanian general mounted a large diversion in the south with the Vanatori de Munte, launching the main assault from the west. The cavalrymen began their holding attacks on 3rd December and, the next day, the main attack began, delivering great success. The Soviet resistance was bitter and the Romanian battlegroups found it was no easy going. On 6th December, with support from a heavy machine-gun battalion, artillery and Stukas, the Vanatori de Munte attacked the main pocket of resistance from the north. They succeeded in overruning it next day even as some defenders broke to the north trying to join the other bridgehead. The Romanians lost nearly 900 men but counted 1,200 Soviet dead, 1570 prisoners, 25 AT guns and 38 AFVs, some serviceable.

AN IMPROVISED CROSSING

6H

ASL SCENARIO FT192

SOUTHERN BUG RIVER, NEAR ALEXANDROVKA, RUSSIA, 22 March 1944: From February through March, the German Sixth Army conducted a fighting retreat from the Dnepr to the Southern Bug River. Heavy fighting reduced the 46th Infantry Division to a Kampfgruppe. While lead elements of the battlegroup found safe paths west, flank and rear guards fought off Soviet attacks that threatened to cut them off from the rest of the army. Upon reaching the Bug, the 46th conducted a passage of lines through the 15th Infantry Division that protected the crossing site. The Kampfgruppe marched up to their positions opposite Aleksandrovka on the west bank. On the night of the 22nd, they saw their neighboring unit, the 15th Infantry Division, retreat from the shore opposite them and move to cross the river to their right. Soviet troops occupied their old positions on the eastern shore. Until the 15th could reinforce them, the 46th's troops at the bow-shaped shoreline, which the Germans referred to as a "knee," would be vulnerable to attack from three directions. When the night fell, defenders fired flares periodically to spot any Soviet attempts to cross the river. Carefully positioned machineguns and artillery supported the thin defensive line. Suddenly, the Germans saw the flooded river filled with Soviets clinging to logs while others rowed large rafts. Could the defenders hold out while reinforcements marched to their rescue?

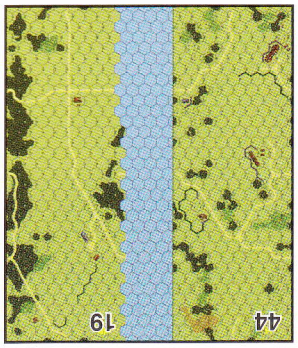
VICTORY CONDITIONS: After German setup, the Russian must secretly select one of the following Victory Conditions:

1) Have unbroken units and any functioning SW possessed by such units that are on board 19 that can apply 10 FP (PBF, TPBF, CH, and ROF are all NA) to any hex or hexes of board 19. Each Good Order Russian MMC exited off the west edge of board 44 counts for double their firepower for the VCs. Each Russian Dummy counter (not the top counter which is a concealment counter) on board 44 is worth 1 VP, each such counter exited off the west edge is worth 2 VP.

2) Have a functioning Russian Gun manned by a Good Order Crew on board 19 at game end.

3) Inflict ≥ 13 CVPs on the at-start German force, this results in an immediate victory.

BOARD CONFIGURATION:



BALANCE:

- Exchange 4× 4-4-7 with 4× 4[1]-6-7.
- Increase Game Length to 8½ Turns.

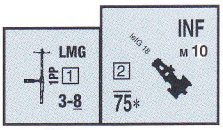
TURN RECORD CHART

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

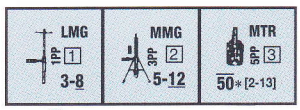
Elements of Kampfgruppe 46, 57.Korps, 6.Armee [ELR: 3], set up anywhere west of the river with no MMC adjacent to nor stacked with another MMC {SAN: 2}:

Additionally, the German may add *one* of the following ***Groups*** to his set up forces:

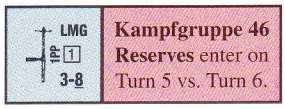
Group 1:



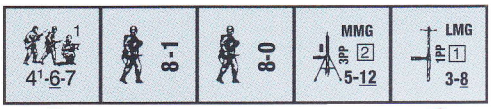
Group 2:



Group 3:



Kampfgruppe 46 Reserves, enter on Turn 6 on the west edge *[EXC: if **Group 3** was selected on Turn 5]*:



Elements of the 3rd Battery along with the 1st Rifle Battalion, 439th Rifle Regiment, 52nd Rifle Division, 64th Rifle Corps, 57th Army [ELR: 3], set up anywhere on the east bank and/or as swimmers/Passengers adjacent to the east bank. All units may setup concealed regardless of terrain {SAN: 2}:

Additionally, the Russian may add *one* of the following ***Groups*** to his set up forces:

Group 1:

Group 2:

Designate 5 HS as Fanatic, this status may be kept secret until the unit loses concealment or is eliminated.

AN IMPROVISED CROSSING (cont.)

SPECIAL RULES:

1. EC are Overcast with Rain (E3.51-54) at start. There is a Mild Breeze (B25.63) from the northeast at start. Kindling is NA. All buildings are wooden.
2. Place overlays as follows: **OC2** with hexes 2014-2040 on 19B10-D10, **OC3** with 3027-3053 on 19N10-P10, **OC1** with 1014-1040 on 19W10-Y10. Place board 44 with hexes 44A1-B1 on OC2 2005-2019 and 44EE1-FF1 on OC1 1123-1136; the resulting hexes that are half land and water, as well as all water hexes, will be treated as a flooded river (B21.122) with a moderate current (B21.121) flowing to the south.
3. Night Rules (E1) are in effect. The base NVR is 3 hexes (E1.1), with Overcast skies and a Full Moon (E1.2). For both sides, only crews and leaders may use starshells. The Majority Squad Type (E1.6) for both sides is Normal. Despite not being the Scenario Defender, the Germans do set up as per E1.2-1.22. except they can deploy three squads.
4. All Soviet SW and ordnance suffer from Ammunition Shortage (A19.131) when not located on board 44. While on the eastern bank, the Russians may not fire through or into any location containing any Russian unit that is located on the western bank *[EXC if the firing unit has height advantage]*. LOS is blocked if it touches any part of the hex containing a friendly unit. Note this restriction does not affect fire through a Russian unit while it is in a river location.
5. All Russian units are assumed to have passed their Swimming TC and are considered to be Rafting (E6.41) and are therefore armed. Swimmers may not fire starshells. Drift drs only occur on the odd numbered turns. No Straying occurs [E1.53] in the river. Despite the M>6 of each 122 ART (E5.122), each Gun can be portaged by a large raft, while doing so the raft may also portage 10 PP. The guns are considered under low ammo status (D3.71) while on a raft and when on the western shore.
6. The Attacker may declare HtH-CC (J2.31), provided all units of that side are neither pinned nor ambushed.

HISTORICAL RESULT: Spearhead elements of the Third Ukrainian Front's Soviet 57th Army scanned the German held shore. Crossing into this bow shaped shoreline would allow Soviet troops to easily secure their northern and southern flanks. Captain Abaev, Commander of the 1st Rifle Battalion, conferred with his supporting artillery commander Captain Petr Mikhin. They decided that there was no time to waste waiting for boats to be brought up or bridges to be constructed. Troops scrounged enough wood from the doors, boards, gates, and logs from a nearby village to build large rafts for the guns, mortars, and machineguns. When darkness fell, the crews dragged their rafts to the water and loaded them with the 122mm guns and only five boxes of ammunition for each one. Riflemen brought out the logs they would use to swim across the river with their waterproofed ammunition. After Abaev gave the signal, the soldiers reluctantly entered the cold water. The riflemen clung to their logs with one arm while they paddled with the other. Gun crews on rafts used shovels to row across the water. The current made their progress across the river uneven. Soviet heavy machine guns set up on the eastern shore fired on the Germans in an attempt to pin them down in their trenches. The Germans fired starshells which turned night into day. German fire shot some of the helpless swimmers who were swept away by the river's current. When the Russian machine gun crews saw their comrades land on the opposite bank, they ceased fire so as not to kill their own men. Artillery fire blew Mikhin and one of the guns off the raft but he made it ashore. The other artillery piece was unloaded on the western bank to provide direct support to troops clawing out a shallow beachhead. Like alligators, Soviet infantry leaped into the enemy trenches. A desperate hand to hand struggle raged as German troops defended the west bank. By the end of the night, the Soviets had secured their foothold on the west bank. German artillery fire on the east bank cut off the Soviets from reinforcements. They would have to defend their small beachhead until they were relieved.

Scenario design: Michael A. Balis
LFT#13 - 2012

EN FORCE!

4H

ASL SCENARIO FT193

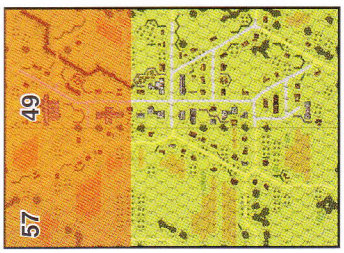
KRASNOVARDISKE, CRIMEA, 12 April 1944: Cut off from the mainland since late October 1943, the Axis garrison in Crimea still represented a threat to any Soviet advance in southern Ukraine. But these Axis troops were also trapped ! In April 1944, Marshal Tolbukhin 4th Ukrainian Front and the Coastal Army – in Kertch – were ready. The 17th Army possess neither the armor nor the reserves to check its powerful forces. Moreover, the Red Army already controlled some bridgeheads in the northern and eastern part of the peninsula. The Soviet offensive began on 7 April with diversionary assaults. The fighting was bitter but, two days later, the 51st Army succeeded in penetrating the last defence line of the Roumanian 19th Division on the southern part of the Sivash laguna. Soviet engineers quickly laid pontoon bridges and, by 11 April, the 19th Tank Corps, Tolbukhin's exploitation force, was released.

VICTORY CONDITIONS: The Axis win at game end if the *Romanians* Control all multi-hex buildings ≤ two hexes from 49Q10 and ≤ three hexes from 49Y10.

BOARD CONFIGURATION:

Only hexrows N-GG on boards 49 and 57 are in play.

N



BALANCE: ★ Replace the 7-0 with a 8-1 in the Russian OB.

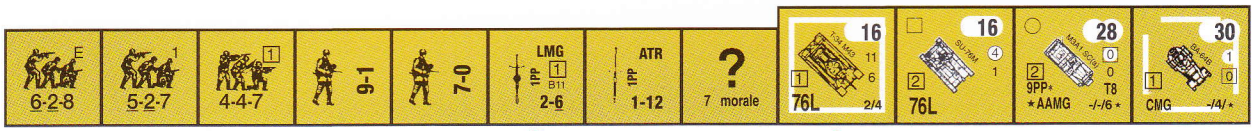
✵ ✙ Replace three 3-4-7 with three 5¹-3-7 in the Axis OB.

TURN RECORD CHART

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

Reinforced elements of 79th Tank Brigade [ELR: 4], set up on board 49 in hexes numbered ≥ 5 and/or on board 57 (see SSR2) {SAN: 3}:

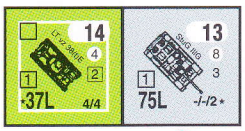
★



Reinforced elements of Divizia 19 Infanterie and Sturmgeschütze-Abteilung.191 [ELR: 3], set up on board 49 in hexes numbered ≤ 1 (see SSR3) {SAN: 3}:

✵

✙



SPECIAL RULES:

1. EC are Moderate with no Wind at start.
2. Russian AFVs may not set up in building hexes. The Russian M3 SC(a) carries a 3-2-8 HS.
3. Romanian 4¹-4-7/2-4-7s are Assault Engineers (H1.22).

HISTORICAL RESULT: The Soviet breakout left only one "shelter" for the Axis units, the « fortress » of Sebastopol. But the race was not even between the Soviet motorized spearheads and the Axis mostly foot – or horse – mobile units. Nevertheless, most of them kept on fighting. When the mauled 19th Division, trying to break south, encountered Soviet units in Krasnovardiske, it succeeded in repulsing them with a strong frontal assault ! Too few to check the Romanians, the Russian mechanized advance guard was forced to fall back. The 19th Division entered Sebastopol a few days later, having suffered catastrophic losses.

Scenario design: Philippe Naud
LFT#13 - 2012

FORGOTTEN SOLDIERS

4h30

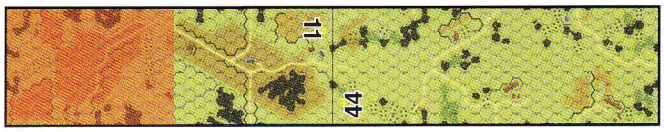
ASL SCENARIO FT194

VICTORY CONDITIONS: Provided they have exited ≥ 7 EVP by the west edge, the Romanians win at game end by amassing more VP than the Russians. Romanians score EVP off the west edge and CVP. Russians score CVP only.

Near ALUSHTA, CRIMEA, 15 April 1944: On April 7th 1944 the great offensive of the Red Army began with the objective to free the Crimea Peninsula of Germans. In the east, the Coastal Army was attacking from the Kertch bridgehead but was held off by the V Armee Korps. But on the 9th, the 4th Ukranian Front broke through the Axis lines around the Sivash Marshes. The German Korps withdrew in order to avoid encirclement in the peninsula. First in charge of the anti-partisan duty, the Romanian Mountain Corps was ordered to ease the withdrawal of the other units by holding the key crossing points in the Yaila Mountains. A detachment with 2 battalions and several artillery batteries blocked the enemy vanguard close to Simferopol before withdrawing on the 15th towards Alushta, where it had to embark to reach Sevastopol. But the Romanians discovered upon arrival that by the end of the morning, the German motorised rearguard and the ships that were supposed to wait for them had already sailed away! At the beginning of the afternoon, they had no other choice but to walk and leave to Sevastopol.

BOARD CONFIGURATION:

N



Only hexrows A-P on board 11 are in play.

BALANCE:

★ Replace the 75 AT Gun with a 47 AT Gun (Ordnance Note 52) in the Romanian OB.

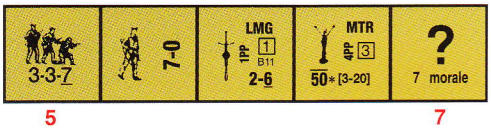
✵ Replace the two 75 ART Guns with two 76L ART Guns (Ordnance Note 12) in the Romanian OB.

TURN RECORD CHART

	1★	2★	3	4	5	6	END
★ RUSSIAN Sets Up First							
✵ ROMANIAN Moves First							

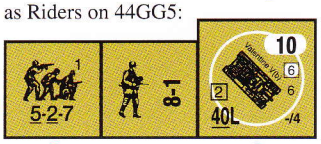
★

Crimean Partisans [ELR: 5], set up ≥ 4 hexes from road hexes 11C6-44H8 {SAN: 4}:



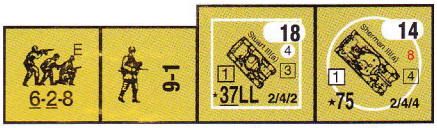
5 7

Elements of the 63rd Tank Brigade, enter on Turn 1 as Riders on 44GG5:



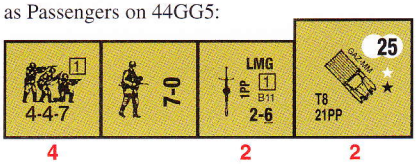
2 2

Elements of 63rd Tank Brigade [ELR: 4], set up on road hexes on/between 44S9-44W7 (see SSR1 & SSR3):



5 2 3

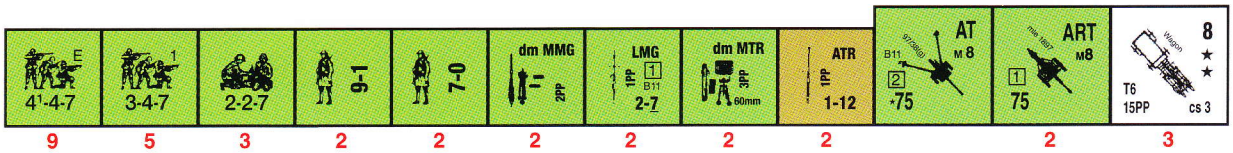
Elements of the 63rd Tank Brigade, enter on Turn 2 as Passengers on 44GG5:



4 2 2

✵

Reinforced elements of Batalioanele 7 & 23, Vanatori de Munte [ELR: 2], set up on road hexes on/between 11C6-44A5-44H8 with two squad-equivalents OR one Wagon (with Gun and crew) per hex (see SSR1 & SSR2) {SAN: 2}:



9 5 3 2 2 2 2 2 2 2 3

SPECIAL RULES:

1. EC are Moderate with no Wind at start. Unpaved roads exist on Board 44 between C6-I9 and T8-BB4 included.
2. Romanian Guns start in tow (C10.1) with crews as Passengers. Romanians use Russian ATRs with no Captured Use penalties.
3. Russian AFVs must set up in Motion with VCA facing the same direction.

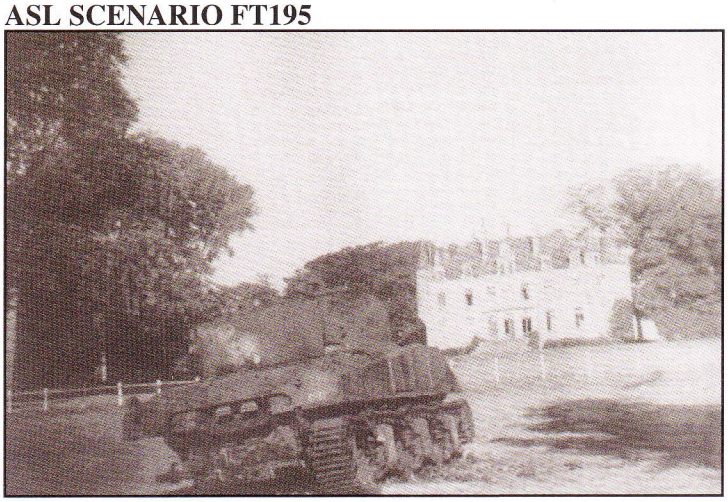
HISTORICAL RESULT: The Partisans were just a mere nuisance, but the Costal Army had at its disposal a powerful and mobile force: the 63rd Tank Brigade, equipped with British and American tanks. Four days ago, it had already dispatched the bulk of the Romanian 6th Cavalry Division in the Kertch Peninsula. Around 15h30, two Romanian battalions just managed to repel the very first Russian AFVs, but the follow on deliberate attack "en force" literally eradicated the Vanatori de Munte and only one officer and two soldiers were able to reach Sevastopol. The Romanian command could do little more than protest and argue that their soldiers had just been forgotten...

Scenario design: Philippe Naud
LFT#13 - 2012

REPAIR SHOP AT DANGEUL CASTLE

2H30

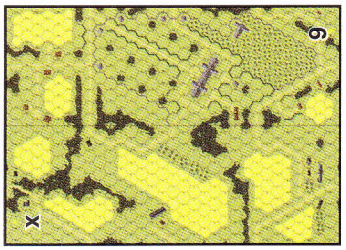
ASL SCENARIO FT195



DANGEUL, FRANCE, 10 August 1944: The I./Pz-Rgt.33 established its headquarters in the village of Dangeul on the 9th August. The regiment was deployed in the village and major crossroads on the south side of Dangeul. Despite heavy losses from 9.Pz-Div. ambushes, the Allies manage to quickly advance and soon Dangeul was under attack from the south by Task Force Bartel of the CCA of 5th Armored Division and from the French 2nd Armored Division. To take the defenders by surprise CCA-Task Force Burton was ordered to launch an attack on the village from the west. The attack aimed at taking the castle on the western part of Dangeul where the veteran Pz-Rgt.33/9.Pz-Div. had its headquarters and a mobile repair warehouse. The surprise was not on the side that expected it when the first Pz IV J opened...

VICTORY CONDITIONS: The Americans win at the game end by amassing ≥ the VPs amassed by the Germans. Both sides earn CVP normally (see SSR3). Each truck/Kfz is worth 3 VPs. The side with most Good Order squad-equivalents in building 6M5 at game end earns 5 VPs.

BOARD CONFIGURATION:



BALANCE:

☆ Delete "(half-hexes included)" in the German setup instructions.

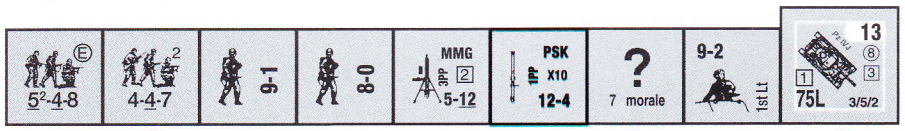
Add a 4-4-7 to the German OB.

TURN RECORD CHART

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

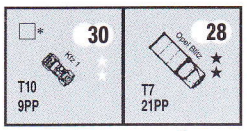
Elements of 9.Panzer-Division [ELR: 3], set up as indicated {SAN: 3}:

4.Kompanie, I./PanzerRegiment.33 with Versorgungs Kompanie and I./PzrRgt.33 Stabskompanie, set up on board 6 (half-hexes included; see SSR2 & SSR5):



4 8 4

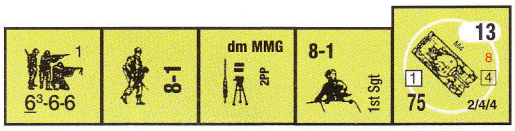
Set up ≤ 3 hexes from 6M5 in Open Ground and/or orchard hexes (see SSR5):



6

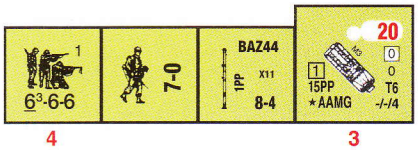
Elements of the 5th Armored Division [ELR: 3], set up and/or enter as indicated {SAN: 2}:

1st and 2nd Platoons, C Company, 34th Tank Battalion with elements of C Company, 46th Armored Infantry Battalion, enter on Turn 1 along the west edge:



3 8

Elements of C Company, 46th Armored Infantry Battalion, enter on Turn 2 along the west edge:



4 3

SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. AFVs may not setup/enter building 6M5 locations *[EXC: Bypass is permitted]*.
3. The German AFVs are considered Elite for ammunition purpose (C8.2) and equipped with Schüerzen (D11.2). German AFVs are not Recalled if their MA is disabled. The German trucks/Kfz may not start/move on Turn 1. Only ≤ 2 German trucks/Kfz may start/move on Turn 2. Good Order German units may exit the board along the north edge without counting as CVP.
4. One US AFV may be recorded as equipped with a Gyrostabilizer (D11.1).
5. The German player may use HIP for ≤ 2 vehicles, these lose HIP/? as if they were Guns. Two German trucks must be recorded as Ammo Trucks (E10.5).

HISTORICAL RESULT: A heavy fight ensued and lasted several hours. In the exchange of fire 3 Shermans were destroyed and the rest withdraw. In the whole fight for the village the Pz-Rgt lost 22 unarmored vehicles and 2 Pz IV J. In danger of being surrounded, the 9.Panzer-Division withdraw during the night to the north and Dangeul was occupied on 11th August by the Allies. Two days later the regiment although often victorious against the 2nd and 5th Armored Division has been nearly 100% destroyed by the these units and complete Allied aerial superiority.

Scenario design: Lionel Colin
LFT#13 - 2012

SPITTELMARKT

3H30

ASL SCENARIO FT196

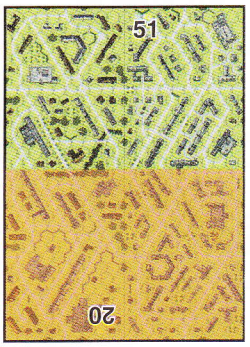
VICTORY CONDITIONS: The Russians win at the game end if there are no Good Order German Infantry MMC (Encircled German Infantry are considered not in Good Order) *and* no German AFV with functioning MA ≤ 2 hexes of Spittelmarkt Platz (hexes 20Z5-Z6-Y6-Y7).

BERLIN, GERMANY, 28 April 1945: By this time in the war, thousands of Soviet troops were already fighting in Berlin, where the remnants of the German Armies were in their final days. Among many other units, the 11th Tank Corps prepared itself to continue its drive toward the Reichstag. Its earlier probes of the Spittelmarkt by tank and assault engineers demonstrated that they needed to take this critical road junction or find a way to bypass the German defenders. Experiencing severe casualties in house to house fighting, the Soviet command issued orders to create light storm groups to better organize and execute armored operations in Berlin. After several unsuccessful probing attacks of the Spittelmarkt, the 11th Tank Corps would launch another attack consisting of the new storm groups.

BOARD CONFIGURATION:

Only hexrows R-GG on board 20 and A-P on board 51 are in play.

N



BALANCE:

- Remove one T-34/85.
- Increase Game Length to 6 ½ Turns.

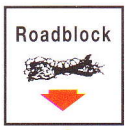
TURN RECORD CHART

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

Elements of 11.SS-PanzerGrenadierDivision *"Nordland"* , SS-Pz.Abt.11 *"Hermann von Salza"* and SS-Pz.Gr.Rgt.23 *"Norge"* [ELR: 5], set up on/west of 51A9-D7-F8-J6-P9 {SAN: 5}:

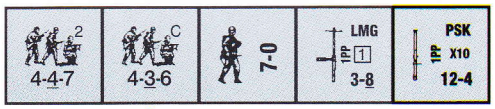
3 3 2 2 2 14 2

Spittelmarkt Platz barricades, set up ≤ 4 hexes of 20Z6:



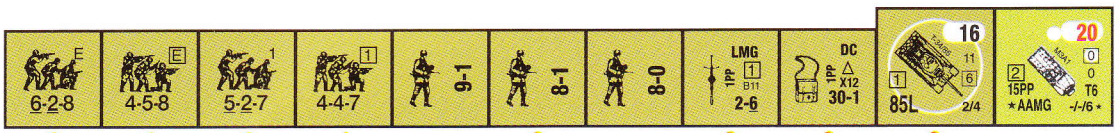
4

Reinforcing elements of the *Volksturm* [ELR: 2], enter on Turn 3 along the south edge of board 20:



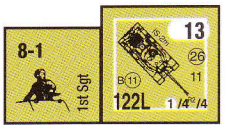
2

Elements of 11th Tank Corps, 65th Tank Brigade and 12th Mechanized Brigade [ELR: 4], set up east of the 51A5-D6-I5-J4-P7 road {SAN: 3}:



3 2 6 4 2 3 3 3

Reinforcing elements of the 64th Guards Tank Brigade, enter on Turn 2 on/between 51A1-A6 (see SSR4):



2

Scenario design: Xavier Vitry
LFT#13 - 2012

SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. Before setup, each player (Russian first and alternating thereafter) must place 5 Rubble counters then 4 shellholes counters in any eligible hexes. The players do not roll for Falling Rubble. No Rubble counter may be placed on a non-building hex unless there is a Rubble counter adjacent to that non-building hex.
3. Russian 6-2-8/3-2-8s are Assault Engineers (H1.22).
4. The 64th Guards Tank Brigade is *not* considered Elite for Ammo Depletion numbers.

HISTORICAL RESULT: The Soviet forces gathered on Seydelstrasse, south of Spittelmarkt Square. The exit from this street into the square was barricaded and manned by German troops. The tanks took up positions close by while the engineers blew up several barricades, allowing the infantry to quickly leap across the square and reach Nieder Wallstrasse on the north side. The surprise and effectiveness of this coordinated attack apparently caught most of the Germans off guard, except some Waffen SS troops and two alert Sturmgeschütz III that tried to engage the Soviets but were quickly knocked out. Two days later, Hitler would commit suicide in his Führerbunker.