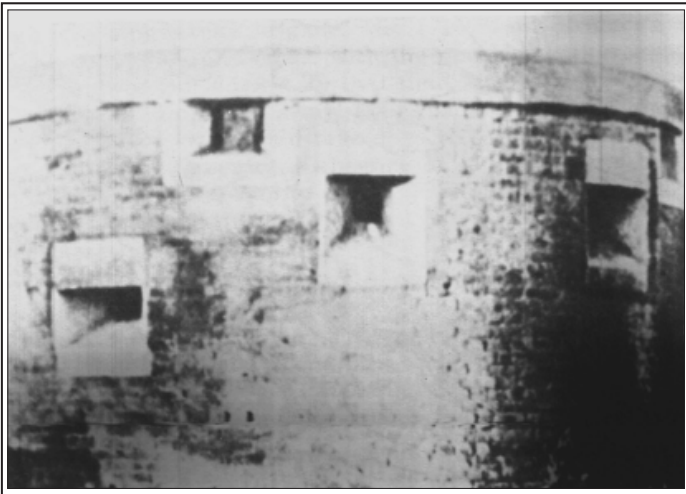


ROLLING ON THE RIVER



Fuchin, Manchuria, 11 August 1945: On August 9, 1945 the Soviets unleashed their promised attack on the Japanese in Manchuria. The Soviet forces were commanded by people who understood the importance of speed, surprise and *schwerpunkt*. Although not one of the decisive axes, the 15th Army was given the task of striking down the Amur River and its flood plains and tributaries in order to pin down Japanese forces and prevent an orderly withdraw from the boarder. Working in conjunction with a sizable force of monitors, armed cutters, rafts and pontoons, the soviet forces had soon crossed the Amur River, taking Santun and marching on Tungchiang. After securing Tungchiang, General Mamonov ordered the 1st Brigade and the 361st Rifle Division to strike at Fuchin down the Sungari River before defense could crystallize.

BOARD CONFIGURATION:



	13
L	

BALANCE:

● Add a 447 squad to the Japanese OB


★ Add a Flamethrower to the Soviet OB












VICTORY CONDITIONS: The Japanese player wins if at the end of the game he has 12 VP within 4 hexes of any water obstacle on board 7. For this purpose, all good order SW are worth their printed ROF -1







TURN RECORD CHART


● JAPANESE Sets Up First	1	2	3	4	5	6	7	END
★ SOVIET Moves First								

Elements of 2nd Battalion, Sungari Naval Flotilla Regiment [ELR 2] setup east of the river {SAN: 4}:















 1 4 ¹ -4-7	 2 3-4-7	 2-2-8	 10-0	 9-1	 8-0	 HMG 3 B11 6-14	 MMG 2 B11 4-12	 LMG 1 B11 2-6	 MTR 50* [1-16]*	 DC X12 30-1
6	8	5				2	4	2	2	


 INF 75*	 Foxhole 5 OVR, OBA: +4 Other: +2	 Trench OVR, OBA: +4 Other: +2	 1+3+5	 1+5+7	 2+5+7
2	4	6	3	2	



Elements of 1st Brigade, Amur Flotilla and Assault Rifle Company, 361st Rifle Division [ELR 4] setup on Board 7 in hexes >4 {SAN 4}:



 4-5-8	 6-2-8	 2-2-8	 9-2	 8-1	 8-0	 LMG 1 B11 2-6	 FT X10 24-1	 DC X12 30-1	 dm MTR 82mm	 +3 4 0 0 2 69PP AAMG -1/12*
9	5		2			5	2	4		3 (See SSR 4)



SPECIAL RULES:

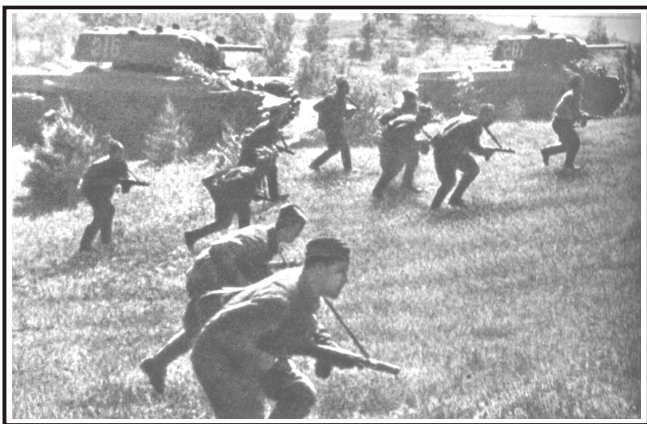
- 1) EC are Wet with no wind at start. The River is Flooded with a Moderate current flowing North. The Stream is Deep.
- 2) The Soviet player is conducting a Seaborne Assault. After Japanese set up, but before Soviet set up, the playing area receives a Bombardment. No hexes are immune and there is an additional +1 DRM to all Morale Checks caused by this bombardment.
- 3) Tunnels are NA. At least four pillboxes must setup on board 7. No Pillbox may setup HIP.
- 4) Use LCM(3) counters to represent Armored Cutters with the following modifications: all AF are 2; they have no Ramps; each LC has MA of one 100mm PTP obr. 44 in a T type Turret with ROF 1 and MG armament of an 8 factor AAMG; and CE DRM is +3. Armored Cutters are not subject to Recall per G14.232, although G14.231 does apply. An Armored Cutter must un-Beach as soon as unloaded and may not subsequently attempt to Beach. The MA of an Armored Cutter is considered Gyrostabilized if the firing LC moves < two hexes during that turn's Mph.

Scenario design by Brian Williams. This is version 3.0 and supercedes all previous versions

AFTERMATH: The Monitors and Armored Cutters of the Amur Flotilla arrived at the landing sites at 0700 and twenty minutes latter opened fire. The Japanese, who had heavily fortified the area returned fire with mortars and infantry guns, but their largest caliber of 75mm could not penetrate the monitor's armor. Naval gunfire from the monitors accounted for some five concrete and twelve wooden pillboxes. The Armored Cutters, carrying the Assault company, landed them during the artillery dual; they also silenced a further ten firing points. Despite the concentration of heavy fortifications, the assault company managed to suppress the Japanese forces so that the following troops could land without difficulty, and even advanced into Fuchin itself before being pinned down. Within the hour, the 171st Tank Brigade would arrive and the remaining Japanese troops would withdraw to a fortified military settlement within the city. It would take house to house fighting to remove them.

CRACKING KHARKOV

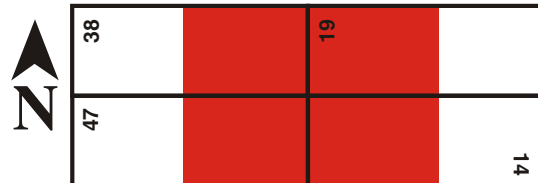
BMW 6.2



VICTORY CONDITIONS: The Russians win immediately by exiting 30 VP off the west edge of board 38; or at game end by controlling all buildings on board 38.

SOUTH OF ROGAN, USSR, 15 February 1943: The 6th army at Stalingrad was no more, releasing new reserves for the Russian offensive aimed at Kharkov and the Dnipro. Initially, it appeared as if Kharkov could be held against the red tide; however, there simply were not enough units to cover the front. Russian troops slipped through the cracks continuously, causing defensive line after defensive line to be abandoned. East of Kharkov the 1st SS Panzergrenadier Division (LAH) had beaten off several attacks on the perimeter of Kharkov's defense. On 15 February the Russian forces attacked along a number of separate axes.

BOARD CONFIGURATION:



(Only hexrows Q-GG on boards 38, 47, and 14 are in play; on board 19 only hexrows A-Q are in play)

BALANCE:

☒ Add a MMG to the at start forces

★ Exchange the 9-1 for a 9-2 leader

TURN RECORD CHART

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



Elements of the 1st Battalion, 1st Panzergrenadier Regiment, 1st SS Panzergrenadier (LAH) Division [ELR 5] set up on boards 38 and/or 47: {SAN 4}

6 ² -5-8	2-2-8	9-1	8-1	8-0	MMG [2] 5-12	LMG [1] 3-8	DC [12] 30-1	? 7 morale
---------------------	-------	-----	-----	-----	--------------------	-------------------	--------------------	---------------

9 2 2 2 12



AT M10 [3] 50L [75]	AT M8 [2] 75L	Foxhole 5 IS OVR, OBA: +4 Other: +2
---------------------------	---------------------	--

4



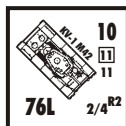
Elements of the 111th Rifle Division [ELR 4] set up on boards 19 and/or 14 on/east of hexrows 19I and 14Y: {SAN 3}

[1] 4-4-7	[1] 2-3-7	9-1	8-0	7-1	HMG [3] 6-12	MMG [2] 4-10	LMG [1] 2-8	MTR [3] 50* [9-20]
--------------	--------------	-----	-----	-----	--------------------	--------------------	-------------------	--------------------------

15 3 2 2



Elements of the 12th Tank Corps enter on turn 1 from the east edge:



4

SPECIAL RULES:

1. Weather is Ground Snow (E3.72) with a Mild Breeze from the north. Treat all Valley hexes as level 0.
2. Place overlay X11 on 38V8-V9.
3. Russian units have Winter Camouflage (E3.712)..

AFTERMATH: The assaulting troops were unable to gain ground against the fire of the stalwart defenders, but the appearance of heavy tanks almost tipped the scale in the Russian's favor. Determination and rapid firing by AT guns destroyed one tank and drove the rest away. Elsewhere, however, the Russians were threatening breakthrough, and despite Hitler's orders Kharkov was abandoned. Within the month it would once again change hands.

END OF THE LINE

BMW 5.4



Victory Conditions: The Germans win at game end if there are \leq 3 Good Order Soviet MMCs with LOS (disregarding Smoke) and within 6 hexes of 25X2; or if they control all level three hill hexes.

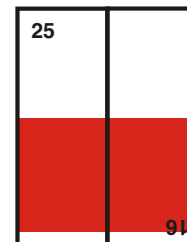
18 August 1942 Khadyshenskaya USSR: The struggle for the Caucasus was reaching the end of its first period. The German attack had swept the Soviet soldiers before it. Maikop had fallen and now the 17th Army was aimed at reaching the Black Sea at Tuapse. Such a move could mean the end of Soviet operations in the Black Sea, perhaps even drawing in Turkey on the Nazi's side. However, the distances involved were huge, and the German thrust began to slow due to lack of supplies. This allowed more and more Soviet reinforcements to be placed in the mountain passes along the road to Tuapse. An attack along the Maikop-Tuapse railroad offered substantial gains. The newly arrived 101st J ger Division began to work at tackling the station.

BOARD CONFIGURATION:

Balance

★ Exchange the MMG for a HMG

⚔ Exchange the 9-1 for a 9-2 Leader



(Only hexrows Q-FF on board 25 and B-Q on board 16 are in play)

TURN RECORD CHART

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

Elements of the 32nd Guards Rifle Division [ELR 3] setup anywhere on board 25 and on board 16 in hexes numbered 5 or less. At least 4 squads must start on each board {SAN 4}

 4-5-8	 4-4-7	 9-1	 8-0	 2 4-10	 1 2-6	?	 7 morale	 5 OVR, OBA: +4 Other: +2	 1S OVR, OBA: +4 Other: +2
6	5					2	8	4	4

Reinforcements enter on turn 4 from the west edge:

 4-5-8	 8-1	 1 2-6
4		

Elements of the 228th J ger Regiment, 101st J ger Division [ELR 3] enter from the east edge on turn 1: {SAN 3}

 4'-6-7	 9-1	 8-0	 8-0	 2 5-12	 1 3-8	 50* [2-18]
13		2		2	2	

Special Rules:

- EC are Dry with no wind at start. Place overlays as follows: RR3 on 25X3-X2 [EXC: 25X5-X4 is a Cliff hexside]; RR13 on 16M6-M7; and Wd5 on 16F6-7.
- A Train Tunnel exists at level 0 between 25X5 and 25X9 and is entered from 25X4-X5 and 25X9-X10 hexsides. Treat these hexes as a Culvert (O7.) with the following exceptions: all units in a Culvert location have LOS to units on any non-culvert, level 0 location of hexrows 25X and 16J. Units at level 0 of hexrows 25X and 16J have LOS to non-adjacent Culvert locations only for purposes of defensive fire against units not using assault movement during the MPh. However, a unit at level 0 of these hexrows may use area fire at a culvert location marked with an enemy fire counter unless LOS is otherwise blocked. Movement costs are 1 MF to enter a Train Tunnel location.

- The Germans receive one module of 100mm OBA with plentiful ammunition directed by an off-board observer in hex 16I10. Only one mission may be Smoke.
- For set up purposes units IN Entrenchments are considered in concealment terrain.

Aftermath: The attackers encountered the freshly deployed 32nd Guards Rifle Division in prepared positions. Despite massing artillery and airpower against the defenders, the 101st made little progress. Using the natural defenses of their position the guardsmen rebuffed all attempts at seizing the station and tunnel through the mountains. A month later the Germans would be beyond Khadyshenskaya; two months after that they would be fleeing the Caucasus to avoid encirclement. Tuapse was a prize seen only on the horizon by the Germans that had reached their deepest foothold in Soviet territory.

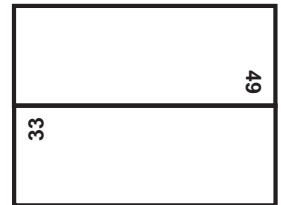
CROSTOWN TRAFFIC

BMW 4.2



DEVURETSCHNAJA, USSR, 1 FEBRUARY, 1943: The German aim at this point along the southern part of the Soviet front was to survive. As new units became available they were thrown on the front line to replace destroyed German and allied forces. The Soviets, however, were about to overreach themselves again, this time striking for Kharkov with Operation Gallup. On the first day of the operation, holes were exploited in the German line. One of the German strongpoints, Devuretschnaja, became surrounded. A company of the fresh SS troops was sent to provide support.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Soviet player wins immediately by exiting 40 VP off the west edge. Otherwise, the Soviet player wins at game end by earning more VP than the German player. The Soviet player earns VP for units exited off the west edge of Board 49. The German player earns double VP for un-broken German units on Board 49 in hexes ≤ 7 and German units exited along the north edge.

★ Add one 8-1 leader to the at start forces

⚡ Exchange a MMG for a HMG

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2★	3	4	5	6	7	8	9	END
⚡ GERMAN Moves First										

Elements of the 6th Guards Cavalry Corps [ELR 3] Set up on road hexes on/east of hexrow 49F/33BB: {SAN: 3}

 4-4-7	 5-2-7	 8-1	 8-1	 8-1	 2 4-10	 1 2-6	 3 50* [3-20]
12	6				2	3	2

Enter on turn 2 from the east edge:

 4-5-8	 9-1	 1 2-6	 12
6		3	6

15th Company, 3rd Regiment, 2nd SS Panzergrenadier Division (Das Reich) [ELR 4] Set up as PRC on road hexes within 3 hexes of 33N7: {SAN 3}

 6-5-8	 9-2	 9-1	 8-1	 1 3-8	 1 3-8	 24 -1 3PP	 28 -1 OPP
10				2	2	4	6

SPECIAL RULES:

1. Weather is Ground Snow (E3.72). All roads are plowed. All units have Winter Camouflage (E3.712).
2. All buildings are wooden.
3. SS units have an ELR of 4. SS MMC ELR and Battle Harden in this way:
658 → 447 → 436. However, all German units are always considered SS (A25.11).

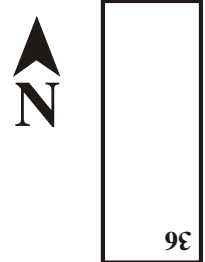
AFTERMATH: The 15th Company, mounted on motorcycles, raced to help the trapped garrison. However, on the outskirts of the village they ran into portions of the 6th Guards Cavalry Corps. The Soviet troops were streaming to the west in an attempt to exploit the hole in the German lines. The SS troops managed to fight their way into the village while giving the enemy a bloody nose. Still, the Soviet forces would not be stopped on this day.

FIRE ON TOP BASTION



NEAR BISHENPUR, INDIA, 6 JUNE, 1944: Despite every indication that the battle of Imphal was lost, General Mutaguchi kept attacking. With new reinforcements, the Japanese hoped to finally isolate and take Bishenpur, and cut the Silchar track. Along the track, the 1st Battalion (3rd Regiment) Gurkha Rifles had fortified two locations, called “Bastion” and “Top Bastion”.

BOARD CONFIGURATION:



BALANCE:

- 🎯 Exchange two 458 squads with two 648 squads
- Replace a 9-0 Japanese leader with a 9-1 leader

VICTORY CONDITIONS: The Japanese player wins at game end by gaining more VP than the Gurkha player [EXC: the Japanese must earn at least 10 VP to win]. The Japanese player gains one VP for each level two hill hex in the British set up area controlled at game end [EXC: U6, AA8 and CC4 are worth 3 VP each]. The Gurkha player receives VP based on the CVP inflicted upon the Japanese player.

TURN RECORD CHART

🎯 BRITISH Sets Up First	1	2	3	4	5	6	END
● JAPANESE Moves First							

Elements of the 1/3 Gurkha Battalion, 63rd Brigade, 17th Indian Infantry Division [ELR 5] Set up on hill hexes north of hexrow R [EXC: at least one squad and one leader must set up on level 2 hexes of each hill north of hexrow R]; {SAN: 3}

6²-4-8
5

4²-5-8
5

9-1
2

8-1
3

LMG
2-7
3

MTR
[2-1]
2

1+3+5
2

MPh/RtPh:
dr = MF
CC: +1/-1
2

Trench
OVR, OBA: +4
Other: +2
5

Elements of the 2nd Battalion, 151st Regiment and 2nd Battalion 213th Regiment, 15th Army [ELR 3] Set up on and/or south of hexrow P: {SAN: 4}

4²-4-8
4

4¹-4-7
10

9-1
2

9-0
2

8-0
3

LMG
BIT
2-6
3

MTR
[2]*
50*[1-16]*
2

FT
X10
IFP 24-1
2

DC
X12
30-1
3

SPECIAL RULES:

1. EC are wet with no wind at start. PTO terrain is in effect, including Light Jungle [EXC: All marsh/swamp hexes are Dense Jungle].
2. Due to morning mist there is a +1 LV hindrance at all ranges.
3. All British forces are Gurkhas. The Gurkha player may HIP up to one squad equivalent and any SMC/SW stacked with the equivalent in addition to the HIP granted normally to pillbox occupants.

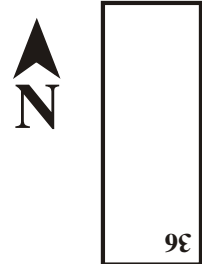
AFTERMATH: During the misty morning the Japanese approached “Top Bastion” in battalion strength, even using some of their precious artillery ammunition to soften up the dug-in Gurkhas. Despite the preparation, the battle-hardened Gurkhas were confident they could withstand another Japanese assault. However, with new Japanese reinforcements came new weapons: flamethrowers! The Gurkhas, shocked by this new (to them) weapon were driven off of “Top Bastion”. Once again, though, the Japanese had suffered heavily. The bloodletting of 15th Army continued.

FIRE ON TOP BASTION



NEAR BISHENPUR, INDIA, 6 JUNE, 1944: Despite every indication that the battle of Imphal was lost, General Mutaguchi kept attacking. With new reinforcements, the Japanese hoped to finally isolate and take Bishenpur, and cut the Silchar track. Along the track, the 1st Battalion (3rd Regiment) Gurkha Rifles had fortified two locations, called “Bastion” and “Top Bastion”.

BOARD CONFIGURATION:



BALANCE:

- 🎯 Exchange two 458 squads with two 648 squads
- Replace a 9-0 Japanese leader with a 9-1 leader

VICTORY CONDITIONS: The Japanese player wins at game end by gaining more VP than the Gurkha player [EXC: the Japanese must earn at least 10 VP to win]. The Japanese player gains one VP for each level two hill hex in the British set up area controlled at game end [EXC: U6, AA8 and CC4 are worth 3 VP each]. The Gurkha player receives VP based on the CVP inflicted upon the Japanese player.

TURN RECORD CHART

🎯 BRITISH Sets Up First	1	2	3	4	5	6	END
● JAPANESE Moves First							

Elements of the 1/3 Gurkha Battalion, 63rd Brigade, 17th Indian Infantry Division [ELR 5] Set up on/adjacent hill hexes north of hexrow R: {SAN: 3}

 6 ² -4-8	 4 ² -5-8	 9-1	 8-1	 2-7	 5 [2-11]	 1+3+5	 MPh/RtPh: dr = MF CC: +1/-1	 Trench OVR, OBA: +4 Other: +2
5	5	2	3	2	2	2	5	

Elements of the 2nd Battalion, 151st Regiment and 2nd Battalion 213th Regiment, 15th Army [ELR 2] Set up on or south of hexrow P: {SAN: 4}

 4 ² -4-8	 4 ¹ -4-7	 9-1	 9-0	 8-0	 1 BIT 2-6	 2* 50*[1-16]*	 FT X10 IFP 24-1	 DC X12 30-1
2	12	2	3	2	2	2	3	

SPECIAL RULES:

1. EC are wet with no wind at start. PTO terrain is in effect, including Light Jungle [EXC: All marsh/swamp hexes are Dense Jungle].
2. Due to morning mist there is a +1 LV hindrance at all ranges.
3. All British forces are Gurkhas. The Gurkha player may HIP up to one squad equivalent and any SMC/SW stacked with the equivalent in addition to the HIP granted normally to pillbox occupants.

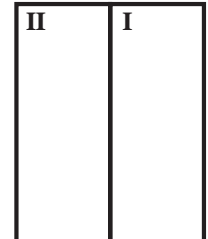
AFTERMATH: During the misty morning the Japanese approached “Top Bastion” in battalion strength, even using some of their precious artillery ammunition to soften up the dug-in Gurkhas. Despite the preparation, the battle-hardened Gurkhas were confident they could withstand another Japanese assault. However, with new Japanese reinforcements came new weapons: flamethrowers! The Gurkhas, shocked by this new (to them) weapon were driven off of “Top Bastion”. Once again, though, the Japanese had suffered heavily. The bloodletting of 15th Army continued.

THE FOOL AND THE HERO



NEAR LAKE KHASAN, USSR, 31 JULY, 1938: Due to irregularly drawn borders, the small hill of Changkufeng became a bone of contention between Japan and the USSR. Each side sought every advantage along their mutual border. The Russians began to fortify the hill while the diplomatic process stalled. What the Japanese saw as encroachment by the Soviets caused the local military commander to plan a night attack to clear the Soviets from the hill. Jumping off in near pitch black darkness, the men of the 1st Battalion, 75th Regiment crept toward the enemy wire.

BOARD CONFIGURATION:



BALANCE:

★ Replace a MMG with a HMG

● Japanese are Elite for Special Ammo purposes [C8.2]

VICTORY CONDITIONS: The Russian player wins at game end by having at least 10 non-crew infantry VP on Level 3/4 hexes, provided the Japanese player does not have \geq twice as many VP on Level 3/4 hexes as the Russian player. For both players, VP on level 4 are worth 1.5 times their normal value.

TURN RECORD CHART

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

★

Elements of the 40th Rifle Division and supporting armor [ELR 3] Set up on Level 2 or higher hexes [See SSR 4]: {SAN: 3}

 4-4-7	 8-0	 8-0	 4-10	 2-6	 45L	 Trench OVR.DBA: +4 Other: +2	
13			3		4	12	8

Reinforcements Enter on east board edge on turn 5:

 4-4-7	 8-0	 8-0	 2-6	 45L
7				3

●

Elements of the 1st Battalion, 75th Regiment, 19th Infantry Division [ELR 3] Enter from the west edge on turn 1: {SAN 4}

 4-4-8	 4-4-7	 9-1	 8-0	 2-6	 50MM
4	17	2	3	4	4

Elements of Machine Gun Company Enter from the west edge on turn 4:

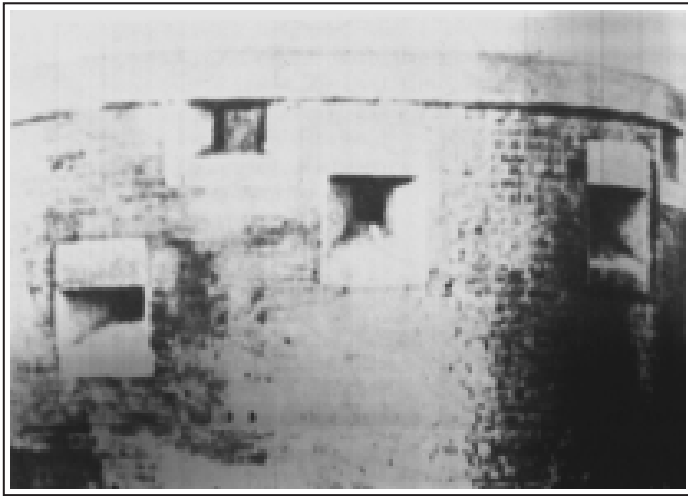
 4-4-7	 2-2-8	 9-1	 8-0	 3FP	 2FP	 50MM
2	4			2	2	2

SPECIAL RULES:

1. EC are wet. All orchards are Crags. Buildings do not exist.
2. Night rules [E1] are in effect. NVR is 1 and will not change. Japanese squad majority type is Stealthy; Russian squad majority type is normal.
3. Good Order Japanese units may only make CC attacks [EXC: SMOKE and TPBF] until Russian Player Turn 4. Japanese at start 448 squads are sappers.
4. Wire may not set up HIP, but may set up on any hill hex including level 1. Wire counters may not be placed adjacent to more than two other wire counters.

AFTERMATH: Japanese stealth did not last long. As the Sappers were trying to clear holes in the wire, Russian MG fire began to take casualties. Told not to use their rifles but to rely on their bayonets (the fool and the bayonet the hero), the Japanese infantry struggled through the wire and began to overrun the Russian positions. Despite great heroism the issue remained in doubt, especially in the face of Russian tanks against which the Japanese had no weapons. Finally, the MG company established itself on the hill and stopped all Russian counterattacks.

ROLLING ON THE RIVER



Fuchin, Manchuria, 11 August 1945: On August 9, 1945 the Soviets unleashed their promised attack on the Japanese in Manchuria. The Soviet forces were commanded by people who understood the importance of speed, surprise and *schwerpunkt*. Although not one of the decisive axes, the 15th Army was given the task of striking down the Amur River and its flood plains and tributaries in order to pin down Japanese forces and prevent an orderly withdraw from the boarder. Working in conjunction with a sizable force of monitors, armed cutters, rafts and pontoons, the soviet forces had soon crossed the Amur River, taking Santun and marching on Tungchiang. After securing Tungchiang, General Mamonov ordered the 1st Brigade and the 361st Rifle Division to strike at Fuchin down the Sungari River before defense could crystallize.

BOARD CONFIGURATION:

BALANCE:



	13
L	

● Add a 447 squad to the Japanese OB

★ Add a Flamethrower to the Soviet OB

VICTORY CONDITIONS: The Japanese player wins if at the end of the game he has 12 VP within 4 hexes of any water obstacle on board 7. For this purpose, all good order SW are worth their printed ROF -1

TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	END
★ SOVIET Moves First								

Elements of 2nd Battalion, Sungari Naval Flotilla Regiment [ELR 2] setup east of the river {SAN: 4}:

 4 ¹ -4-7	 3-4-7	 2-2-8	 10-0	 9-1	 8-0	 HMG [3] B11 6-14	 MMG [2] B11 4-12	 1PP B11 2-6	 MTR 50* [1-16]*	 DC X12 30-1
6	8	5				2	4	2	2	

 INF m10 75*	 Foxhole 5 OVR, OBA: +4 Other: +2	 Trench OVR, OBA: +4 Other: +2	 1+3+5	 1+5+7	 2+5+7
2	4	6	3	2	

Elements of 1st Brigade, Amur Flotilla and Assault Rifle Company, 361st Rifle Division [ELR 4] setup on Board 7 in hexes > 4 {SAN 4}:

 4-5-8	 6-2-8	 2-2-8	 9-2	 8-1	 8-0	 1PP B11 2-6	 FT X10 24-1	 DC X12 30-1	 dm MTR 82mm	 +3 4 0 0 2 69PP AAMG -/12*
9	5		2			5	2	4		3

(See SSR 4)

SPECIAL RULES:

- 1) EC are Wet with no wind at start. The River is Flooded with a Moderate current flowing North. The Stream is Deep.
- 2) The Soviet player is conducting a Seaborne Assault. After Japanese set up, but before Soviet set up, the playing area receives a Bombardment. No hexes are immune and there is an additional +1 DRM to all Morale Checks caused by this bombardment.
- 3) Tunnels are NA. At least four pillboxes must setup on board 7. No Pillbox may setup HIP.
- 4) Use LCM(3) counters to represent Armored Cutters with the following modifications: all AF are 2; they have no Ramps; each LC has MA of one 100mm PTP obr. 44 in a T type Turret with ROF 1 and MG armament of an 8 factor AAMG; and CE DRM is +3. Armored Cutters are not subject to Recall per G14.232, although G14.231 does apply. An Armored Cutter must un-Beach as soon as unloaded and may not subsequently attempt to Beach. The MA of an Armored Cutter is considered Gyrostabilized if the firing LC moves < two hexes during that turn's Mph.

Scenario design by Brian Williams. This is version 3.0 and supercedes all previous versions

AFTERMATH: The Monitors and Armored Cutters of the Amur Flotilla arrived at the landing sites at 0700 and twenty minutes later opened fire. The Japanese, who had heavily fortified the area returned fire with mortars and infantry guns, but their largest caliber of 75mm could not penetrate the monitor's armor. Naval gunfire from the monitors accounted for some five concrete and twelve wooden pillboxes. The Armored Cutters, carrying the Assault company, landed them during the artillery dual; they also silenced a further ten firing points. Despite the concentration of heavy fortifications, the assault company managed to suppress the Japanese forces so that the following troops could land without difficulty, and even advanced into Fuchin itself before being pinned down. Within the hour, the 171st Tank Brigade would arrive and the remaining Japanese troops would withdraw to a fortified military settlement within the city. It would take house to house fighting to remove them.

BETRAYED AT BUCHENAU



VICTORY CONDITIONS: The Russians win by controlling at least four of the following buildings at game end: 51DD2, 51Z4, 51V2, 51R2, and 22W8

Buchenau, Silesia 29 January 1945: 1st Ukrainian Front had vied with 1st Belorussian Front for Berlin. However, its left wing was composed of rifle divisions, not as mobile as the tank armies poised to envelope Berlin. Therefore, the march to the Oder River was slower, and it was not until 28 January that the exploitation force came within striking distance of the Oder. Meanwhile, the Germans were deploying mobile units to parry multiple Soviet incursions over the Oder. At one city, Buchenau, portions of the 8th Panzer Division were deployed scant kilometers across the Oder as a buffer against a rush to the bridge at Lubowitz. A reconnaissance platoon supported by two ad-hoc companies formed from personnel on leave covered Buchenau. Four JgPz IV were also available, held back to go where needed most.

BOARD CONFIGURATION:



(Only only hexrows A-P on board 10 and R-GG on boards 51, 22, and 38 are in play)

BALANCE:

☒ Exchange the German 9-1 for a 9-2

★ Add a 9-1 Armor Leader to the Russians

TURN RECORD CHART

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

Elements of ad hoc AT companies [ELR 3/2] set up on boards 22 and/or 51: {SAN 3}

5-4-8	4-4-7	9-1	8-1	8-0	5-12	3-8	12-4	7 morale	
5	6				2	3	3	8	

Elements of Reconnaissance Battalion, 8th Panzer Division set up on boards 10 and/or 38, on/west of hexrows 10H and 38Z:

20L(6) -/5/★	9PP AAMB -/~/3	8-1
4		

Elements of the 1st Guards Cavalry Corps [ELR 4] set up Broken and under DM one MMC per hex in Open Ground hexes of board 38: {SAN 2}

4-5-8	8-0	1-12	1-12
5			

Enter on turn 1 on the east edge (all personnel must enter as PRC/Cavalry):

6-2-8	4-5-8	4-4-7	9-1	8-1	8-0	4-10	2-6	1-12	75 -/4	6★	12
4	5	5				2	3	2	4	2	8

SPECIAL RULES:

- Weather is Ground Snow with no wind at start. All roads are Plowed. All units have Winter Camouflage.
- Any PF/PSK hit is a dud on an original TK/IFT DR ≥ 8. A German unit that fires a PF/PSK and achieves a hit followed by a Dud suffers ELR replacement.
- German ELR is 3 at game start, but is lowered to 2 on/following turn 5.
- Use British counters to represent the Valentine IX. All Valentines have a 4 FP CMG.

AFTERMATH: On the morning of the 29th, a Soviet cavalry column approached. The halftracks ripped into the column, whose remnants retreated to the north edge of a wooded area. Immediately, more cavalry advanced, this time supported by lend-lease Valentines. Lacking heavy weapons, the German troops shot at the infantry, killing scores. However, the tanks were unstoppable. Even worse, as the Valentines came closer many of the panzerfaust fired at them malfunctioned. With tanks to their front, and cavalry all around, the German's last hope was the JgPz IV troop, but their hope was in vain. The tank destroyers had already been called to fight another battle. Feeling betrayed by their equipment and lack of support, the retreat turned into a rout with few survivors.

NACHTJAGD

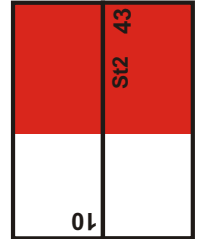
BMW 9.0



VICTORY CONDITIONS: Soviets win at game end if they have exited at least three more AFV than the German player. All AFV exit from 10GG5/GG6 [EXC: Recalled **Russian** AFV must exit from the east edge].

6 March 1944, Balkovzi, USSR: After the savage battle that the Germans called the Cherkessy Pocket, the remnants of the 7th Panzer-Kompanie of the 1st SS Panzer Division were moved nearly 80 km from the front for rest and reconstitution. For nearly a month the muddy weather and soft ground limited movement by both sides; in the meantime, new drafts of men were sent, but the 7th still only had four tanks on hand. On March 5, a tanker reported seeing T-34's in an area to the east of the camp at Balkovzi. Frantic preparations were made to meet the threat, but the Russians did not attack during the day.

BOARD CONFIGURATION:



BALANCE:

☒ Add an 8-1 AL

★ Lower the exit requirement to two AFV

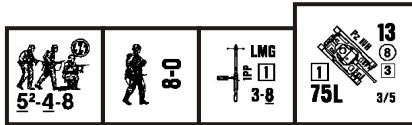
(Only hex rows R-GG on board 10 and hex rows A-P on board 43 are in play)

TURN RECORD CHART

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



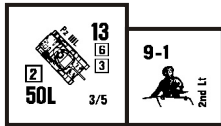
7th Panzerkompanie, 1st Panzerdivision SS (LAH) [ELR 4] set up within eight hexes of 10R7 (see SSR 4): {SAN 3}



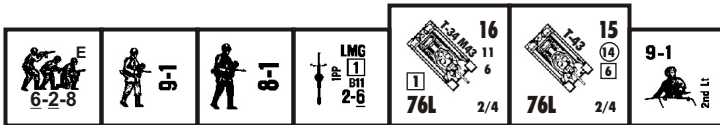
5

3

Set up HIP in/Adjacent to a Wadi hex (see SSR 5)



Elements of the 3rd Guards Tank Army [ELR 3] enter on/between 43P4 to 43E1 (See SSR 3) {SAN 0}:



9

2

7

2

Special Rules:

- EC are Wet. Place overlay St2 on 43H9-G10. Treat the stream as a Wadi (F5.). All buildings are wooden.
- Night rules (E1.) are in effect [EXC: Bore Sighting and Cloaking are NA]. Base NVR is 5 with no cloud cover.
- All Russian personnel must enter as PRC.
- SS non-crew MMC have their CCV raised by 1, are lax and may self rally. PF and ATMM are NA.
- The PzIII is radioless, and its BMG is Disabled. If set up in a Wadi Hex, the PzIII is revealed as if in concealment terrain.
- E1.52 is lessened to only ½ MP for BU German AFV and is NA to CE German AFV.

Aftermath: That night, at 01:00 a stream of Russian tanks with mounted SMG troops roared into town from the patchy snow covered steppe. The crewmen who did not have tanks fought bravely, but did not have heavy weapons to stop the Russian infantry and tanks. Despite their familiarity with the training area, the Russians proved too much for the German tankers. The remnants retreated across a bridge spanning a partially frozen lake and defended the next village after having lost one PzIV. The lone PzIII, short the radioman who had accidentally shot himself with a flare pistol, was cut off from the bridge and abandoned by its crew after killing two T-34s. The Germans were learning that there were no safe places behind the front.

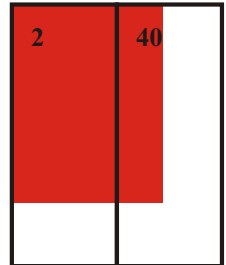
BACK IN THE SADDLE



VICTORY CONDITIONS: The Japanese player wins immediately by exiting 23 VP [EXC Prisoners are worth 0 VP] off of the north board edge from hexes 4A5/A6. Otherwise the Japanese player wins at game end by controlling all level 3 hexes.

TUITUM, MANIPUR, 24 MARCH, 1944: The Battle for Imphal had started very well for the Japanese. Catching the Allied forces off guard, the initial attack looked as if it would repeat the victories of 1942, when isolated allied forces retreated in disorder when encircled. Once again the 17th Indian Infantry Division was cut off; this time, however, order prevailed and the division began an orderly retreat back to Imphal, destroying the road behind them. At one point along the Tiddim road, a key height, part of a saddle, overlooked a bridge over which the division was retreating. The night before, the Gurkhas, under threat of attack were mistakenly ordered to give up their positions, but they were retaken the next day. That night, a substantial Japanese attack developed..

BOARD CONFIGURATION:



BALANCE:

- 🎯 Exchange an 8-0 for a 9-2 Leader
- Add a HMG and 228 crew to the Japanese OB

(Only Hexrows A-U are in play, and on board 40 only hexes numbered ≥ 7)

TURN RECORD CHART

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



Elements of the 1/10Gurkha Rifle Battalion, 63rd Indian Brigade, 17th Indian Infantry Division [ELR 4] set up north of hex row Ron/adjacent to hill hexes on board 2:: {SAN: 3}



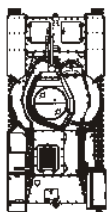
4 ² -5-8	8-1	8-1	8-0	6-14	4-12	2-7	51 [2-11]	8	Foxhole 5 OVR, OBA: +4 Other: +2	Trench OVR, OBA: +4 Other: +2	MPH/R/Ph: dr = MF CC: +1/-1
13			2			4	2		4	4	5

Choose one option (see SSR 4):

8-3	4 ² -5-8	OR	1 AT Mine	?
2			6	2



Elements of the 2nd Battalion, 214th Regiment, 33rd Division, and 14th Tank Regiment, 15th Army [ELR 3] Enter on/after turn 1 from the south edge, east of hex 2U4. All, some, or none may enter each turn: {SAN: 2}



4 ² -4-8	4 ¹ -4-7	2-2-8	10-1	10-0	2	2-6	50MM	30-1	8	15 37 2/-32*	9-1 2nd Lt
6	8	2	2	2	2	3	2	2		5	

SPECIAL RULES:

1. EC are wet with no wind at start. PTO terrain is *not* in effect. All buildings are Huts. Orchards and grain are in season. The Stream is Deep. Ground is Soft (D8.21).
2. Night Rules [E1.] are in effect. Base NVR is 3.
3. The Japanese receive one module of 105mm OBA [HE only]. The Gurkhas receive one module of 94mm OBA [HE only] with plentiful ammunition. Radio Contact may not be attempted until turn 2.
4. If chosen, A-T Mines may not be exchanged, but may set up on any hill hex and/or within 2 hexes of any hill hex.

AFTERMATH: For the first time in the campaign, the Japanese were able to bring medium artillery into the battle. However, control was poor in the mountains, and most of the fire was ineffectual. Indian artillery, supplied by air drop, rained freely on the Japanese attack. At one point the Gurkha defenders heard tanks. With no weapons to stop them, the tanks passed down the road unhindered. The Gurkhas held the Japanese attack. The next morning they discovered that the Japanese light tanks had driven into a minefield, destroying 4 of the 5 tanks. The Japanese commander stayed with his tank until attacked the next morning. In a scene soon to become common in Manipur, the commander committed suicide rather than face possible capture.

PINING FOR THE FJORDS

BMW 7.1



Liinakhamari, USSR, 12 October 1944: After more than two years of skirmishing, the battlefield in the arctic circle was about to heat up. The Soviet plan was to attack swiftly, making local encirclements to destroy the German XIX Corps. The main escape route ran through the city of Petsamo. In an effort to block the XIX Corp's line of escape along the Tarnet Road, Admiral Golovko decided on a landing at the mouth of Petsamo Bay, at Liinakhamari. A diversionary attack was scheduled to silence a battery of guns on far side of the bay, and long range artillery support from the Srednii peninsula was arranged. Lacking enough specialized infantry, other navy personnel filled out the ranks of the assaulting troops.

BOARD CONFIGURATION:



(Only hexrows FF-P on board 25, hexrow 401-572 on Beach Overlays, and hexrows 10xx-21xx on Ocean Overlays are in play)

VICTORY CONDITIONS: The Russians win at game end by gaining 19 VP. VP are awarded as follows: 1VP for each building controlled; 3 VP for each pillbox controlled; and 2 VP for each Pier hex controlled and free of all mines.

BALANCE:

☒ Add a HMG to the at start forces

★ Add one half turn

TURN RECORD CHART

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

☒ Elements of the Naval Garrison, 19th Mountain Corps [ELR 4] set up in Buildings/Entrenchments/Pillboxes in Hinterland hexes. Guns must set up in Pillboxes: {SAN 3}

1 4'-6-7	2-2-8	9-1	8-1	8-0	2 5-12	1 3-8	2 88L A5?/4?/3 ⁴	1+5+7	MPH/RLPh: dr = MF CC: +1/-1	Trench OVR, OBA: +4 Other: +2
9	2				2	2	2	2	4	4

Reinforcements enter on turn 4 from the west edge

1 4'-6-7	9-1	1 3-8
4		

★ Elements of the 12th and 63rd Naval Infantry Brigades [ELR 3] set up within three hexes of 2085/2033 : {SAN 3}

6-2-8	5-2-7	9-1	8-1	7-0	1 2-6	2 30-1	Shohatsu LC Note 8
3	7				3	2	3

Second Wave set up within three hexes of 2089/2037:

6-2-8	5-2-7	9-1	8-0	1 2-6	2 30-1	Shohatsu LC Note 8
3	7			2	3	3

SPECIAL RULES:

- EC are Wet with no wind at start. Broken Terrain (F13.1) is in effect [EXC: Road hexes do not become Broken Ground]. All Orchards are Crags. Beach Slope is Steep.
- Place overlays as follows: X11 on R2-Q3; X13 on S3-T3; X14 on V4-U5; Be4 with Hexes 407 on FF0 and 420 on Dd0 [EXC: Hexside BB1-0 remains a Cliff]; Be5 with hexes 507 on 446 and 520 on 459; Oc1 with hexes 1001-1002 on 402-403; and Oc2 with hexes 2001-2002 on 1079-1080. The Soviet side is conducting a Seaborne Assault (G14.1).
- Night Rules (E1.) are in effect. The Soviets are the Scenario Attacker and the Germans are the Scenario Defender. Base NVR is 5.
- The Soviet player receives one 120mm OBA module (HE, IR, Smoke [EXC: only one mission may be Smoke]) directed by an Off-board observer at level 3 of a secretly recorded hex of the east board edge. This module has plentiful ammunition.
- All at start Soviet leaders and 628 squads are Commandos (H1.24) and Sappers

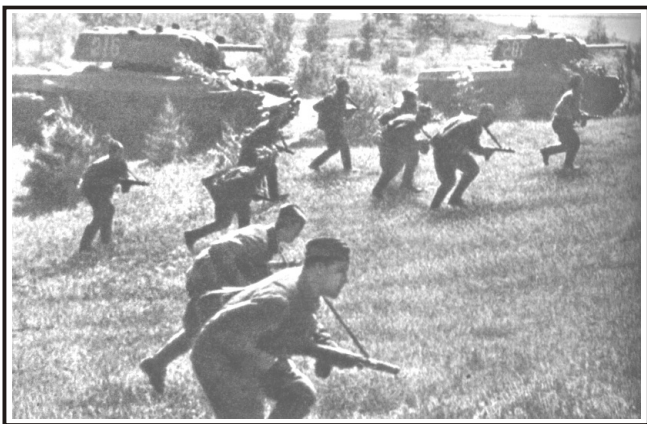
(H1.23) and have an ELR of 5. Shohatsu represent armed cutters and for all purposes are treated as Shohatsu.

6. Setup stone pier counters in hexes 514, 2027, 2028, 566, 2131, and 2132. Each Pier-Ocean hex contains a 4 Factor A-B Minefield, which can be cleared normally by Infantry on that pier hex. This minefield can only possibly attack LC that spend a stop MP in an adjacent hex.

AFTERMATH: Despite the ad hoc nature of the forces, the Soviet marines were able to sweep into Petsamo Bay and establish a strong beachhead. However, German reaction was once again swift, and the marines had to fight off counterattacks for the rest of 13 October. Because of this lost time, the attack on Petsamo was too late to bottle up the two divisions of the XIX Mountain Corps, who were in flight to Norway. Still, the operation was a bold move in overall campaign that ended with Soviet troops marching into Norway.

CRACKING KHARKOV

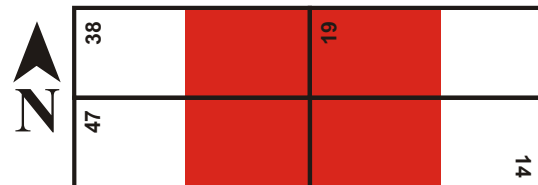
BMW 6.3



VICTORY CONDITIONS: The Russians win immediately by exiting 25 VP off the west edge of board 38; or at game end by controlling all buildings on board 38.

SOUTH OF ROGAN, USSR, 15 February 1943: The 6th army at Stalingrad was no more, releasing new reserves for the Russian offensive aimed at Kharkov and the Dnpr. Initially, it appeared as if Kharkov could be held against the red tide; however, there simply were not enough units to cover the front. Russian troops slipped through the cracks continuously, causing defensive line after defensive line to be abandoned. East of Kharkov the 1st SS Panzergrenadier Division (LAH) had beaten off several attacks on the perimeter of Kharkov's defense. On 15 February the Russian forces attacked along a number of separate axes.

BOARD CONFIGURATION:



(Only hexrows R-GG on boards 38, 47, and 14 are in play; on board 19 only hexrows A-P are in play)

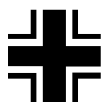
BALANCE:

☒ Add a MMG to the at start forces

★ Add an 8-1 leader to the at start Russian OB

TURN RECORD CHART

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



Elements of the 1st Battalion, 1st Panzergrenadier Regiment, 1st SS Panzergrenadier (LAH) Division [ELR 5] set up on boards 38 and/or 47: {SAN 4}



6 ² -5-8	2-2-8	9-1	8-1	8-0	2 5-12	1 3-8	2 30-1	?	3 50L [75]	2 75L	5 OVR, OGA: +4 Other: +2
9	2					2	2	12			6



Elements of the 111th Rifle Division [ELR 4] set up on boards 19 and/or 14 on/east of hexrows 19I and 14Y: {SAN 3}



1 4-4-7	1 2-3-7	9-1	8-0	7-0	3 6-12	2 4-10	1 2-6	3 50+ [9-20]
15	3					2	2	

Elements of the 12th Tank Corps enter on turn 1 from the east edge:

10 11 76L 2/4 ^{R2}	9-1 2nd Lt
4	

SPECIAL RULES:

1. Weather is Ground Snow (E3.72) with a Mild Breeze from the north. Treat all Valley hexes as level 0.
2. Place overlay X11 on 38V8-V9.
3. Russian units have Winter Camouflage (E3.712).

AFTERMATH: The assaulting troops were unable to gain ground against the fire of the stalwart defenders, but the appearance of heavy tanks almost tipped the scale in the Russian's favor. Determination and rapid firing by AT guns destroyed one tank and drove the rest away. Elsewhere, however, the Russians were threatening breakthrough, and despite Hitler's orders Kharkov was abandoned. Within the month it would once again change hands.