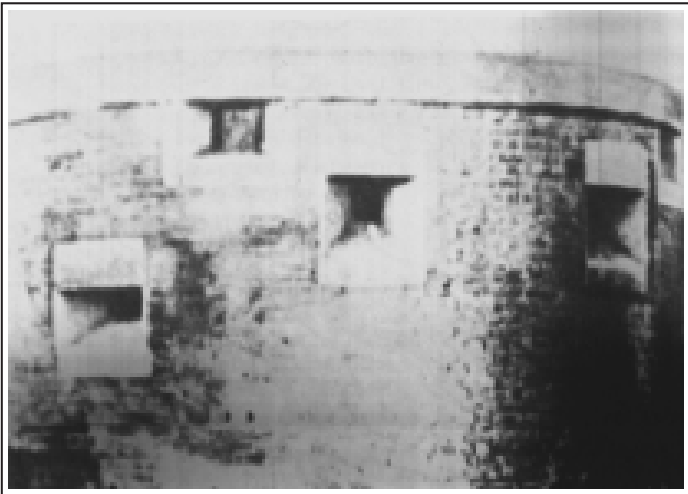


ROLLING ON THE RIVER



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

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:

- Add a 447 squad to the Japanese OB
- ★ Add a Flamethrower to the Soviet OB



	13
L	

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 4-4-7	 2 3-4-7	 2-2-8	 10-0	 9-1	 8-0	 HMG [3] B11 6-14	 MMG [2] B11 4-12	 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	



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 Armed 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.

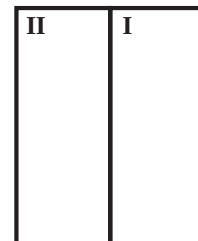
THE FOOL AND THE HERO



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.

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]

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	 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	 8-1	 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	 8-1	 8-0	 3PP	 2P	 50mm
2	4			2	2	2

SPECIAL RULES:

- EC are wet. All orchards are Craggs. Buildings do not exist.
- 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.
- 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.
- 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 bullet 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.

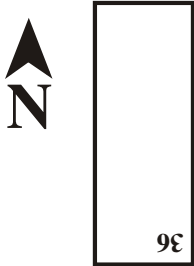
FIRE ON TOP BASTION



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.

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

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}

6 ² -4-8	4 ² -5-8	9-1	8-1	2-7	51 [2-11]	1+3+5	MPh/RtPh: dr = MF CC: +1/-1	Trench OVR, OBA: +4 Other: +2
5	5	2	3	2	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}

4 ² -4-8	4 ¹ -4-7	9-1	9-0	8-0	1 2-6	50*[1-16]*	24-1	30-1
4	10	2	2	3	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.

CROSTOWN TRAFFIC

BMW 4.2



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.

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:



	49
33	

★ 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	 6	 8	 8	 MMG 2 1 2 4-10	 LMG 1 1 2 2-6	 MTR 3 50* [3-20]
12	6				2	3	2

Enter on turn 2 from the east edge:

 4-5-8	 9-1	 LMG 1 1 2 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	 clw MMG 1 3-8	 LMG 1 3-8	 M9 24 -1 3PP	 M10 28 -1 OPP
10				2	2	4	6

SPECIAL RULES:

- Weather is Ground Snow (E3.72). All roads are plowed. All units have Winter Camouflage (E3.712).
- All buildings are wooden.
- 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.

END OF THE LINE

BMW 5.4



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

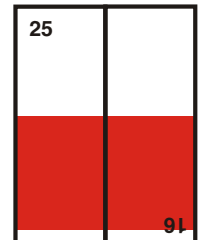
18 August 1942 Khadyshenskaya USSR: The struggle for the Caucasus was reaching the end of its first period. The German attack had swept the Soviet soldiers before it. Maikop had fallen and now the 17th Army was aimed at reaching the Black Sea at Tuapse. Such a move could mean the end of Soviet operations 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	 8-1	 8-0	 4-10	 1-2-6	?	 OVR, OBA: +4 Other: +2	 5 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	 8-1	 8-0	 8-0	 5-12	 1-3-8	 50* [2-13]
13	2	2	2			

Special Rules:

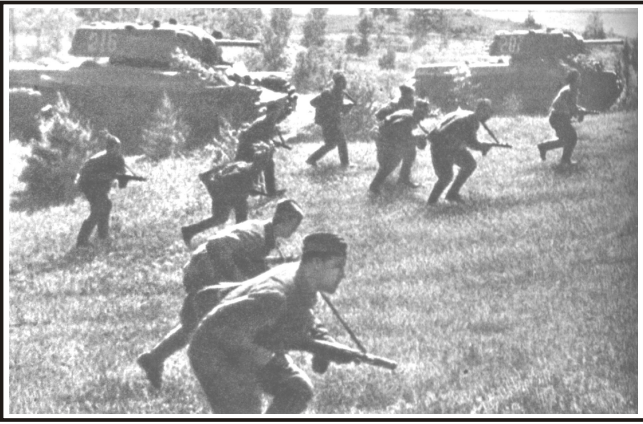
- EC are Dry with no wind at start. Place overlays as follows: RR3 on 25X3-X2 [EXC: 25X5-X4 is a Cliff hexside]; RR13 on 16M6-M7; and Wd5 on 16F6-7.
- A Train Tunnel exists at level 0 between 25X5 and 25X9 and is entered from 25X4-X5 and 25X9-X10 hexsides. Treat these hexes as a Culvert (O7.) with the 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.

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}

6-5-8	2-2-8	8-8	8-8	8-8	5-12	3-8	30-1	7 morale
9	2				2	2	12	



50L [75]	75L	5 1S OVR, OBA: +4 Other: +2
		4

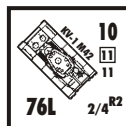


Elements of the 111th Rifle Division [ELR 4] set up on boards 19 and/or 14 on/east of hexrows 19I and 14Y: {SAN 3}

4-4-7	2-3-7	8-8	8-8	8-8	6-12	4-10	2-6	50+ [3-20]
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.