

FIRST BLOOD

ASL SCENARIO FT79

3H



VICTORY CONDITIONS: The Russian player wins if he exits ≥ 10 VPs by the West Edge (prisoners do not count double) or if there are no unbroken Spanish MMC left on board at any time during play.

TURN RECORD CHART

SPANISH Sets Up First

★ RUSSIAN Moves First

1	2	3	4	5	6	END
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BOARD CONFIGURATION:

★ Replace 3 x 4-4-7 by 3 x 5-2-7 Squads

Add a 4²-6-8 to the 9-1 Spanish group



Only hewrows A-P are playable on both boards.



Elements of 250 ID "Blaue Division", 269 IR, II B^{on} [ELR: 4]

set up West of the river and East of the 52 A6 / P6 road using HIP and with no more than 1 MMC per hex {SAN: 4}



4



set up on board 52 on / West of the 52 A6 / P6 road



9

2

3

10



267th Rifle Division, 848th Infantry Regiment [ELR: 2]

set up East of the river. At start, rafts are beached on the East bank of the river and may be loaded up to their capacity with cloaked units {SAN: 2}



2

8

6

4

16



Scenario design: Xavier Vitry & Frédéric Rocheteau

SPECIAL RULES:

1. EC are Moderate with no Wind at start.
2. The river is deep with a moderate current flowing North. Kindling is NA.
3. Russian leaders have an ELR 4. The Russian may not exchange a leader for a Commissar.
4. No quarter may not be invoked [EXC: Berserk units do not accept enemy surrenders, although this does not trigger no quarter rules for the other non-berserk units].
5. Spanish units have a -2 drm on the Leader Creation Table and a -1 DRM on the Heat of Battle Table.

HISTORICAL RESULT: The 269 IR Commanding Officer, Colonel Esparza, was nervously waiting for some reports about the crossing when suddenly, North from his position, small arms fire and heavy fighting were heard in the distance. He rushed back to his command post in Novaia Bystritsa, just to find out that before Galiana could proceed with his mission, part of a Russian battalion was already trying to cross the Volchov river, just in front of Galiana's position. 40 dead Russians were found on the Western riverbank, and 27 prisoners were taken.

ONE SPANISH HERO

ASL SCENARIO FT80



VICTORY CONDITIONS: The Spanish player wins at game end if he controls ≥ 2 Pillboxes, provided he has not lost ≥ 14 CVPs (Prisoners do not count double).

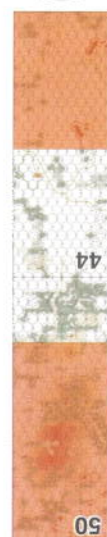
NORTH OF SITNO, RUSSIA, October 22nd 1941: After securing a bridgehead across the Volchov river, about 10 kilometers wide and from 3 to 5 Kms deep, the commanding officer of the 250 Infanterie "Blaue" Division (Spanische) Muñoz Grandes ordered Coronel Esparza to widen his positions in order to secure the Southern flank of the XXXIX Army Corps. The IIIrd Battalion of the 263 Infanterie Regiment, under Major Rosello, would hold the Northern area of the bridgehead, from Zmeisko to Shevelevo. To the South, the famous IInd Battalion of Major Roman, 269 Infanterie Regiment, would have to push southward in order to seize Sitno and Tigoda. Leading the Battalion was the assault platoon of 1st Lieutenant Jaime Galiana Gamilla. At 12h00 exactly he received the order to assault the Soviet position, which was lying several hundred yards ahead of his deployed men, who would have to cover all this distance nearly in open ground and without any shelter to protect themselves against accurate enemy machine gun fire. Upon receiving the order from the runner of Major Roman, Galiana calmly replied: "Tell him we will fulfill that order. You can go".

BALANCE:

★ Add a 7-0 leader to the 8-1 Russian group.

🇪🇸 Add 1 game turn.

BOARD CONFIGURATION:



Only hexrows A-P on board 44 and Z-GG on board 50 are playable.

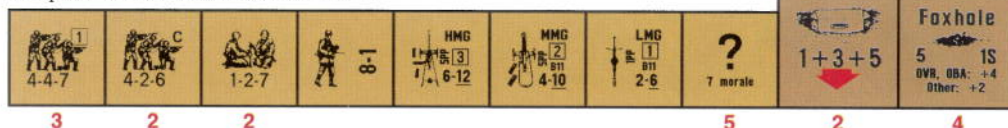
TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3	4	5	6	END
🇪🇸 SPANISH Moves First							

267th Rifle Division, 848th Infantry Regiment [ELR: 3]
set up on/between rows 44J and 44 E using HIP {SAN: 4} :



267th Rifle Division, 848th Infantry Regiment [ELR: 3]
set up on/between hexrows 44C and 50EE :



250 ID "Blaue Division", 269 IR, II Bth [ELR: 4]
enter on turn 1 by the North Edge {SAN: 2}



SPECIAL RULES:

1. EC are Ground Snow with no Wind at start. Kindling is NA.
2. Bore Sighting is NA. Russian 1-2-7 Crews must set up in Pillboxes and are the only MMC which may use the Russian HMG / MMG without Non Qualified Use penalties.
3. As soon as one pillbox is captured by the Spanish player, the Russian ELR drops to 2 for the remainder of the game.
4. No quarter may not be invoked [EXC: Berserk units do not accept enemy surrenders, although this does not trigger no quarter rules for the other non-berserk units].
5. The Spanish OBA is a 80mm Battalion mortar with Scarce ammo (HE only) directed by an offboard observer placed at level 2 on the North edge. The total number of black chits drawn by the Spanish player is limited to 2 [EXC: extra chits drawn due to unknown Units to the Observer].

6. The Spanish 9-1 is Heroic. The first Spanish MMC that takes a MC immediately becomes Berserk before that attack is resolved. Spanish units have a -2 drm on the Leader Creation Table and a -1 DRM on the Heat of Battle Table.

HISTORICAL RESULT: After giving his orders to his platoon leaders and supporting assets, Galiana suddenly stood up with a corporal and rushed forward shouting "Arriba España, adelante!", firing his pistol and throwing hand grenades. His platoon followed up on the spot, while Galiana was wiping out the first Russian machine gun nest. Rushing forward with his men, the supporting platoon witnessed how the lieutenant was hit in the chest while assaulting the last strongpoint, killing the crew with his very last shots. Astonished, the Russian broke down and fled, leaving open the way to Sitno which would be taken only 2 hours later. For this action, Galiana would be proposed for the "Laureada de San Fernando", the highest Spanish military award.

Scenario design: Xavier Vitry

⌚ 4h

A black and white photograph showing four individuals in white protective suits and hoods working in a snowy field. They appear to be handling large sheets of material, possibly for decontamination or waste management. Bare trees and a building are visible in the background.

Vicinity of DUBROVKA and TIGODA, RUSSIA, October 29th 1941: these two villages were one of Spanish objectives in order to strengthen their beachhead around the Volchov River. Osés battalion from 269 Infantry Regiment would hit Dubrovka, while Suarez Rosello's would fell on Tigoda. Zero hour was set for 0800, but after some postponements still nothing happened. Colonel Esparza, the Regiment CO, left his CP while Osés had already jumped off at 1400. The Colonel then found the major finishing his midday meal. Diplomacy, not anger, was Spanish style: "Are you ready to open the assault?" Calmly wiping his mouth with a napkin, Suarez replied: "Yes, we are ready to attack immediately". "Well, then I suggest you do so. Osés has already begun and is meeting heavy resistance. It would be convenient if you would attack simultaneously." Suarez Rosello rose from the table, went out, and stormed Tigoda. In the meanwhile, and after a fifteen minute artillery barrage, major Osés led off. First company of Mobile Reserve 250 formed the vanguard in the fields between the river and the road. To the left, 3rd company of "Tia Bernarda" and 2nd of Sappers 250 lined up between the road and the gully; 3rd company of 269 brought up the rear. All was set to storm Russian positions...

▲
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- ★ Replace the four 4-2-6 by four 4-4-7 in the Russian OB

 Replace a MMG with a HMG in the Spanish OB



★ RUSSIAN Sets Up First

 SPANISH Moves First

1

2

3

4

5

END



267th Rifle Division, 1000th Infantry Regiment [ELR: 2]
set up on board 48 on/South of hexrow J {SAN: 3}



Elements of the 250. ID “Blaue Division”, 2^a Cia de Zapadores [ELR: 4]
set up on board 48 on/North of hexrow H {SAN: 2}



Elements of the 250. ID, 269. IR, II Bon, 3^a Cia
set up on board 48 on/North of hexrow F



250. ID Reserve Battalion "Tia Bernarda"

sets up on board 40 on/North of hexrow T and on/West of hexrow 7



Scenario design: Xavier Vitry

1. EC are Ground Snow with no Wind at start. Kindling is NA.
2. Place Overlays Wd5 in L2-M2 and Wd4 in G6-G7.
3. Spanish ~~5~~²-4-8 and their derived HS are Assault Engineers.
4. The Russian player may fortify 3 Buildings. He may also set up 3 squads using HIP, along with any Leader/SW stacked with them.
5. Spanish units have a -2 drm on the Leader Creation Table and a -1 DRM on the Heat of Battle Table.

HISTORICAL RESULT: Supported closely by Barbudo's 75s and 37s from 1st company divisional anti tanks, the line surged forward. Heavy machine gun fire checked the advance on the left. Within 3 minutes 2nd sappers lost 3 deads and 13 wounded. But they slipped down the gully and made for Dubrovka. On the right along the river, 3rd company outflanked the defenders and reformed south of the hamlet. But as the legionnaires leaped toward the enemy's rear, a hail of artillery showered their sector. Grenading forward through the shellfire, they became enmeshed in a minefield. Shattered bodies were strewn in a path toward the Soviet position. Then the legionnaires closed. Fighting fiercely in the no quarter style learned in the Moroccan campaign, the "Bridegrooms of Death" (so called from the hymn of the Legion) cut, thrust, shoved and smashed with knives, bayonets, entrenching tools and rifle butts through the Russian ranks. The 100 survivors surrendered.

ONE COULD GO ANYWHERE!

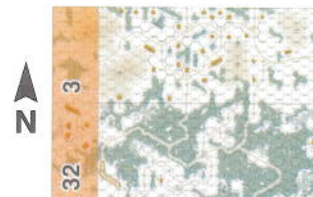
ASL SCENARIO FT82



VICTORY CONDITIONS: The Russian player wins at game end if he controls ≥ 3 multihex buildings on board 3.

POSSAD, RUSSIA, Volchov beachhead November 14th 1941: On November 8th 1941, the Spaniards relieved the Germans from the 18th Infantry Division, IR 30. Possad is a small village located in a wooded area at about 15 kilometers east of the Volchov River. It was also the place where the Blue Division would fight one of the biggest battles of the beachhead...Muñoz Grandes ordered his men to "defend Possad as if it were Spain". Not only Spanish honor but, perhaps, Spanish sovereignty was involved. The division had a dual mission. The first, and most obvious, was to participate in the defeat of the Soviet Russia. The second, more subtle, was to demonstrate to Hitler that the Spanish would fight and accept any casualties. Operation Felix was still in the wings and the Führer had to be convinced that any invader would pay dearly for every inch of Spanish soil. No matter what it cost, the commander of the Division had to hold Possad. Retreat was out of question, because the Germans would consider it as a sign of weakness, but he knew that this position was simply untenable... The Division had to stand by his sheer will power. He would make the Guripás better than they were.

BOARD CONFIGURATION:



Only hexes G-GG are playable on both boards.

BALANCE:

- ★ Add a 7-0 to the Russian OB
- ★ Replace the 9-1 Spanish Leader by a 9-2

TURN RECORD CHART

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



Elements of 250 ID "Blaue Division", 263 IR, II B^{on} and elements of 2nd PaK Cie (see SSR 4) [ELR: 4]
set up on board 3 {SAN: 3}

 4-6-8	 2-2-8	 9-1	 8-1	 8-0	 5-12	 3-8	 50 * [2-13]	 37L H6[9]	 5 OVR, OBA: +4 Other: +2	 OVR, OBA: +4 Other: +2
6	4					2	2	2	4	3

Elements of 269 IR, 5th and 7th companies,
enter on turn 3 by the North edge.

 4-6-8	 8-1	 8-0	 3-8	 30-1
6			2	2



305th Rifle Division [ELR: 4/2] (see SSR 3)
set up on board 32 in hex with coordinate ≥ 3 {SAN: 3}

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

Elements of 3rd Armored Division, 5th Tank Regiment
enter on turn 1 by any single road hex of the South edge.

 4-4-7	 4-2-6	 7-0	 2-6
3	3		

Scenario design: Xavier Vitry

SPECIAL RULES:

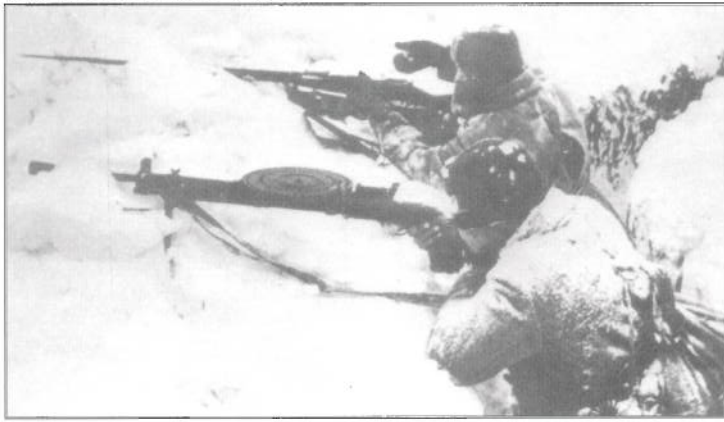
- EC are Ground Snow with no Wind at start.
- Building 3M2 has no level 2.
- Russian SMC have an ELR of 4, MMC have an ELR of 2.
- Spanish PaK 35/36 have no special ammo.
- Spanish units have a -2 drm on the Leader Creation Table and a -1 DRM on the Heat of Battle Table.

HISTORICAL RESULT: After several weeks of incessant fighting, where the Russian casualties had been enormous, the remnants of the defenders regrouped in the rear. The 1st Battalion formed up to meet their commanding General, and their ranks hardly crowded the courtyard. Out of an original 800, only 7 officers and 180 men remained. Vallespin was the sole surviving Captain. Some companies were even in worse shape, down to 1 sergeant and 15 men. As the General paced down the thin ranks, they knew he cared and they shared his pride. Addressing them, Muñoz Grandes praised their valor and then confided that the Red Army Colonel commanding the forces at Possad had committed suicide. He had promised his superiors victory, and in spite of overwhelming superiority, failed. Then the General stood silent for a moment. He looked them hard in the eye. "With soldiers such as you, one could go anywhere".

GO ON TO KOLPINO!



ASL SCENARIO FT83



VICTORY CONDITIONS: The spanish player wins if he has amassed twice as many VP than the russian player at game end. Both sides earn CVP normally. The spanish player gets 2VP for each Pillbox he controls. The russian player gets exit VP for Good Order units he exits by the North edge on/after Turn 4.

TURN RECORD CHART

★ RUSSIAN Sets up First	1	2	3	4	5	END
★ SPANISH Moves Up First						

Between KRASNYY BOR and KOLPINO, RUSSIA, December 29th 1942: This day, a *coup de main* has been planned against Russian fortifications along the front line. At 1130, Captain Iglesia gathered the men of the 6th company to prepare for the assault. While they were checking their gear and weapons, Iglesia observed the Russian front line through the trench scope and spotted little activity, the Russians probably having lunch. The chimneys of Kolpino could be seen in the distance. At 1325, batteries opened fire and blasted out Russian trenches and pillboxes. Smoke and dust rised in the air. After 5 minutes of shelling, the range lengthened. It was time for the assault. Yelling "Al Asalto!" the officers led the way.

BOARD CONFIGURATION:

BALANCE:

- ★ Exchange the russian HMG for a MMG
- ★ Exchange 2 x 4-2-6 for 2 x 4-4-7 in the russian OB



Only hewrows A-P on Board 33 and hexrows R-GG on Board 32 are playable.

Elements of the 133th Rifle Regiment, 72nd Rifle Division, [ELR: 3]
set up on Board 32 in hexes with coordinate ≥ 6 {SAN: 2}:

 4-4-7	 4-2-6	 2-2-8	 8-1	 7-0	 HMG 6-12	 MMG 4-10	 MTR 50* [3-20]	 7 morale
5	5							6

 1+3+5	 Trench OVR, OBA: +4 Other: +2	 MPH/RIPh: dr = MF CC: +1/-1	 Minefield
3	8	6	36 factors

6th Company (C^{pl} Iglesia), IInd Battalion, 262th Infantry Regiment and Sappers platoon (L^l Muro) of 250th Infantry Division [ELR: 4]
set up on Board 33 in hexes with coordinate ≥ 4 {SAN: 2}:

 4 ² -6-8	 5 ² -4-8	 9-2	 8-1	 8-0	 MMG 5-12	 LMG 3-8
9	3			2		3

Scenario design: Jean-Luc Béchenec & Xavier Vitry

SPECIAL RULES:

- EC are Ground Snow with no Wind at start. The Stream is Frozen and treated as a Gully (B20.7 and B20.41).
- The Spaniards receive one module of 80-mm OBA with normal ammo (HE only) with one Pre-registered hex and Barrage capable (E12.1) directed by an offboard observer at level 0 on the South edge. The initial battery access is automatic, remove a black shit from the draw pile. Both Pre-registered hex and observer are secretly recorded before russian setup.
- The 5²-4-8 of the spanish OB are Sappers (H1.23). Spanish units have a -2 drm on the Leader Creation Table and a -1 DRM on the Heat of Battle Table.
- Bore-Sighting is NA. Only Mines may set up HIP. Other fortifications set up on board. Fortifications may not set up in Stream hexes. A Stream adjacent to a Trench is considered connected to (B27.54) that Trench. Pillboxes must have a LOS to at least one hex of the South edge.

HISTORICAL RESULT: The 6th company clambered out of the trenches and rushed forward. Second Lieutenant Mengotti was hit immediately but, ignoring his wound and shouting "Arriba España!", he continued the assault. The men reached the wire and the sappers began to cut lanes through and to mark the paths across the minefields. Lt Muro was blasted by the explosion of a mine but his men continue their work. Russians were stuned and reacted weakly with machine gun fire that was soon silenced. Soon they began to pull back and Spaniards pursued them. For Iglesia the assault was over and he reported that the position was occupied with a green and white flare. He faced now a delicate situation where his men were reluctant to stop the combat "Back? We want to go on to Kolpino!" Finally, they listened to reason and Iglesia brought them back and, exhausted, they tumbled into the trenches. During the forty minutes the action took, the Spaniards destroyed three machine gun nests and twelve bunkers while losing six dead and nineteen wounded.

POINT OF JUNCTION

ASL SCENARIO FT84

4H



VICTORY CONDITIONS: The Russian player wins if he has amassed more VP than the Axis player at game end. Both sides earn CVP normally. The Russian player gets 1VP for each SW/MMC with a LOS to the South edge hexes of Board 50 at point blank or normal range at game end. The Axis player gets CVP for each Russian Squad/HS in hexes with coordinate ≤ 7 of board 18 at game end.

TURN RECORD CHART

✚ **AXIS Sets up First**

★ **RUSSIAN Moves Up First**

1	2	3✚	4	5	6	END
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BOARD CONFIGURATION:

BALANCE:

✚ Exchange a MMG for a HMG in the axis OB which sets on board.

★ Exchange the Russian 8-1 for a 9-1

18
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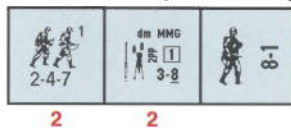
Only hewrows A-P on Board 18 and hextows R-GG on Board 50 are playable.



Elements of 5th, 6th and 8th (heavy) Companies, IInd Battalion, 262nd Infantry Regiment of 250th Infantry Division [ELR: 4] set up on Board 50 {SAN: 4}, see SSR 2:



MG platoon from the 366th Grenadier Regiment of 227th Infantry Division (Westphalians) [ELR: 3] enters on Turn 3 by the South edge:



Elements of the 71th Rifle Division [ELR: 3] set up on Board 18 in hexes with coordinate ≤ 3 {SAN: 2} see SSR 5:



SPECIAL RULES:

- EC are Ground Snow with no Wind at start. The Stream is Frozen and treated as a Gully (B20.7 and B20.41).
- The Sangars in the axis OB represents fortifications quickly built with branches of trees and snow. These fortifications are treated as sangars (F8) for all purposes. Spanish units have a -2 drm on the Leader Creation Table and a -1 DRM on the Heat of Battle Table.
- Place Overlay Sh1 (found in « Le Franc-Tireur #7 ») on 50 X6 (The house and the wall hexsides in 50X6 do not exist) or place a Shellholes counter in this hex.
- The Russian receive a 70+mm OBA with a Pre-registered hex and a Creeping Barrage (E12.7) [EXC: instead of being halved (E12.72), the timing dr is $\div 3$ (FRU)].
- The Russian 82mm MTR has HE ammo only.

HISTORICAL RESULT: Reaching the hills slopes, the Russians infiltrated through the stumps and struck the Spanish positions. Hardpressed, Six and Five Companies held. The Soviets brought up heavy mortars and renewed the assault again and again. Machine gunner Juan Ramírez was wounded three times but continued to man his piece. By noon, more than one hundred of *La Segunda* infantrymen had been killed or wounded and the Battalion CP was now in the front line. Telephone communications had been cut since 0930 the Spaniards have managed to link up with the Wengler's 366th InfanterieRegiment "Westphalians". Wengler sent two machine gun crews to reinforce the Spaniards. When night came, the Russian was still held in check.

Scenario design: Jean-Luc Béchenec & Xavier Vitry

RED ROLLER

ASL SCENARIO FT85

5H



VICTORY CONDITIONS: The russian player wins if he has amassed ≥ 18 VP. The russian player scores Exit VP for infantry units he exits along the South edge on/between hexrows E and U and scores 2VP for each Pillbox he controls at the end of the game.

TURN RECORD CHART

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

North West of KRASNY BOR, RUSSIA, February 10th 1943: After several weeks of preparation, the Red Army was ready to launch its major attack south of Leningrad, aimed at freeing the city and, on a much larger scale, to cut off German Army Group North. The Blue Division was deployed in the path of the main attack. Despite numerous intelligence reports showing the imminence of Soviet onslaught, the massive artillery blast that the Soviet triggered at 0645 on the 10th of February surprised the Blue Division by its intensity. Over an hour later, when the barrage lifted, the dug-in Spaniards had taken nearly fifty percent casualties, their trench network mauled. At 0815, the men of 262nd battalion, stationed in the outskirts of Krasny Bor, saw the first wave of Soviet infantry moving towards them, to finish off what the guns had left.

BOARD CONFIGURATION:

BALANCE:

- ★ Add a 8-1 to the OB that sets up onboard.
- ★ The game length is increased to 7 turns and a half



Only hexrows A-Y are playable on both boards.



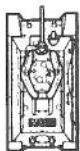
Remnants of 262th Infantry Regiment and of Antitank Battalion of 250th Infantry Division [ELR: 3]

set up on Board 44 on/between hexrows H and S and on Board 16 on/between hexrows H and S in coordinates ≤ 7 {SAN: 4} see SSR3

4 ² -6-8	2-2-8	1-9	8-0	7-16	5-12	3-8	37L H6[9]	1+3+5	5 1S
9	2				2		2	3	4

Ad-hoc reinforcements of 262th Infantry Regiment and 3/250 Engineer Company enter by the South edge and as per SSR5:

Group A: 8 ² -3-8	30-1	9-2	Group B: 4 ² -6-8	3-8	Group C: 4 ² -6-8	3-8	1-8
2	2		2				



Elements of the 72th Rifle Division and of the 43rd Guard Division (55th army) [ELR: 3]

enter on turn 1 by the North edge {SAN: 2}:

4-5-8	4-4-7	4-2-6	9-1	8-0	7-0	2-6	50 [3-20]	76L 2/4
3	12	4				3		2

Enter by the North edge as per SSR 5:

Group A: 4-4-7	2-6	76L 2/4	Group B: 5-2-7	8-1	Group C: 4-2-6	2-6	7-0
4			4		4		

Scenario design: Jean-Luc Béchenne, adapted from an original design of Vincent Rocheteau

SPECIAL RULES:

- EC are Ground Snow with no Wind at start. Place a Wooden Rubble Counter in each Building hex.
- Spanish and Russian units have Winter Camouflage (E3.712). Spanish units have a -2 drm on the Leader Creation Table and a -1 DRM on the Heat of Battle Table.
- Pillboxes must be set up onboard (not using HIP) and within 5 hexes of 44M10. The spaniards have ATMM (C13.7) but with a -2 DRM only. The AT 37L do not have HEAT. Bore-Sighting is NA.
- Whenever a russian tank burns, the others are Recall.
- On turn 2 and 3, at the start of its RPh, the russian player makes a Random Selection (A.9) among the available reinforcement groups (RG). The selected RG is scheduled to enter at that turn. In case of a tie, the russian player chooses which group will enter. The corresponding spanish group is scheduled to enter at the next spanish

player turn (if russian RG A enters on turn 2, spanish RG A enters on turn 2 too). On turn 4, no Random Selection is needed, the last RG enters automatically. On turn 4, The last russian RG may enter by West or East edge of board 16.

HISTORICAL RESULT: the Soviet infantrymen had expected the barrage to annihilate all organised resistance. They moved forward confidently, shouting "hurrah!" However, the Spaniards had redeployed their machineguns in craters and what was left of trenches. They opposed furious resistance. Soon the Russian first wave was reinforced by T-34, against which the 262nd battalion had no weapons. The Spaniards used every weapon they could gather to try and destroy the beasts, while dodging Soviet rifle fire. Jumping on their feet, they closed in and hurled road mines at the flanks and tracks of the tanks. Despite gaining a foothold in the village, the grand Soviet offensive had been put in check at Krasny Bor.

BLACK TERCIO

ASL SCENARIO FT86

4H



VICTORY CONDITIONS: The Russian player wins at game end if he has amassed ≥ 12 VP. Each one hex Wooden Building worth 1 VP. Each Multi-hex and/or Stone Building worth 2 VP (see also SSR 4).

TURN RECORD CHART

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

Near LIUBAN, RUSSIA, January 25th 1944: In late 1943, following the withdrawal of the Spanish Blue Division from the front, some Spanish volunteers elected to stay at the front and fight alongside their German comrades-in-arms. Colonel Antonio Garcia Navarro gathered 1500 volunteers in Latvia to form the "Blue Legion". It consisted of three banderas, the Spanish term for a small battalion. The first two battalions were infantry, and the third had three support companies including light artillery and anti-tank guns. The "Blue Legion" came back to the front in December, and was attached to the German 121. Infanterie-Division. In January, the Red Army winter offensive repulsed the besiegers of Leningrad. Soon afterwards, the whole of Heeresgruppe Nord began a retreat under pressure from the Soviet forces.

BOARD CONFIGURATION:



BALANCE:

- ★ Delete the Kfz 4 and the DC from the Spanish OB.
- Add a PSK and a LMG to the Spanish OB.

Elements of the Blue Legion [ELR: 5]
set up between hexrows K and X included {SAN: 3}

4 ² -6-8	2-2-8	10-2	9-1	8-1	8-0	5-12	3-8	30-1	7 morale	5 IS OVR, OBA: +4 Other: +2
10	3					2	2		16	7

75L	81* [2-60]	75*	30 AAMG -/-/6*
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Partisans of the 1st Partisan Brigade [ELR: 5]
set up second on/South of hexrow DD {SAN: 4}

3-3-7	8-1	7-0	2-6	50* [3-20]	7 morale
7			2		12

Reinforced elements of the 115th Rifle Corps [ELR: 3]
enter on turn 1 by the North edge.

76L	6 CS 5 T7 IS/5PP	5-2-7	4-4-7	2-2-8	8-1	7-0	4-10	2-6	82mm
3		3	12	2	2		2	2	2

Scenario design: Philippe Naud

SPECIAL RULES:

- EC are Snow with Ground Snow and Mist and with no Wind at start.
- Both sides have Winter Camouflage.
- One Spanish Squad (and any SW/SMC stacked with him) may set up using HIP.
- The Spanish control all Buildings at game start. Partisan unit cannot control Buildings.
- All Partisans MMC/SMC/Possessed SW are retired from play once the Partisans suffer > 7 CVPs.
- Spanish units have a -2 drm on the Leader Creation Table and a -1 DRM on the Heat of Battle Table.

HISTORICAL RESULT: The "Blue Legion" followed the German retreat and fell back in a fighting withdrawal through the freezing wind and snow. The Spaniards, being seasoned veterans of the Northern Front, easily repulsed the weak partisan forces trying to hamper the retreat, as well as holding at bay the vanguards of the pursuing Red Army. In late January, the "Blue Legion" reached the Luga region, where the Germans hastily manned a new defensive line. The once proud and victorious Spanish volunteers began to feel the sting of defeat along with their allies, having been definitively thrown back from Leningrad.

VIVA LA MUERTE !

5H



ASL SCENARIO FT87



VICTORY CONDITIONS:

The Axis player wins if he controls ≥ 7 Buildings on/South of hexrow V of Board 46 at game end.

TURN RECORD CHART

★ RUSSIAN Sets Up First

AXIS Moves First

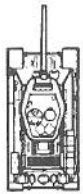
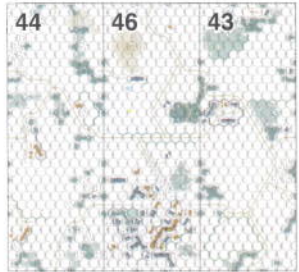
1 2 3 4 5 6 7 END

BOARD CONFIGURATION:

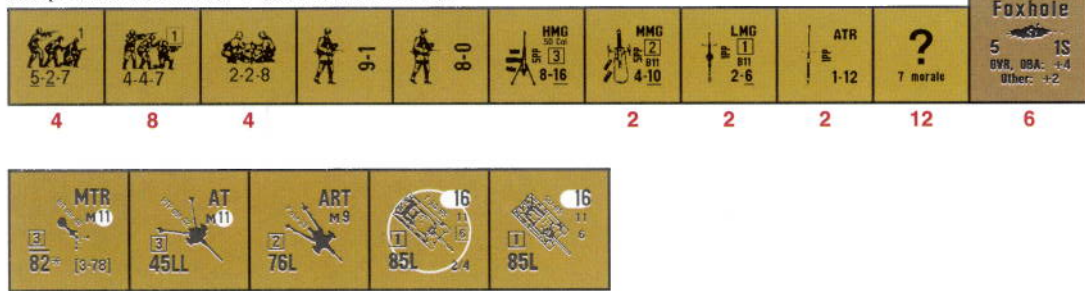
BALANCE:

★ Exchange the 45LL for a 57LL AT Gun in the Russian OB

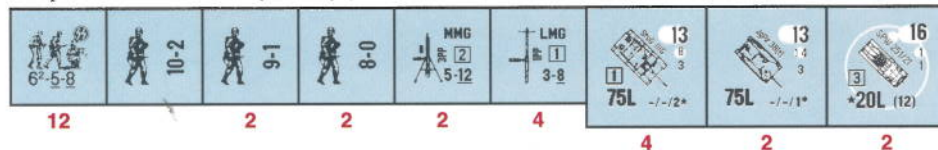
Exchange one Leader 8-0 for a Leader 8-1 and a Hero in the Spanish OB.



Elements of the 1st Mechanized Corps [ELR: 4]
set up on/South of hexrow V {SAN: 4} (see SSR 2)



Spanische Freiwilligen Kompanie der SS 101. [ELR: 5], and armor from Jagdpanzer Abteilung 1,
set up on/North of hexrow J {SAN: 2} (see SSRs 3 to 6)



Scenario design: Philippe Naud

SPECIAL RULES:

- EC are Wet with no Wind at start an Ground Snow.
- Russian units set up Concealed if in Concealment Terrain in addition to the OB given « ? » Counters. Russian player may fortify two Building Locations (B23.9) but Tunnels (B8.6) are not allowed.
- Starting on Turn 3, Axis player rolls for Air Support (E7) in the form of two DB42 with bombs which are limited to 2 turns onboard. If Air Support did not enter before, it enters automatically on Turn 5.
- Spanish units have a -2 drm on the Leader Creation Table and a -1 DRM on the Heat of Battle Table.
- German AFVs are not considered Elite and retain their normal Depletion # (C8.2). When ≥ 3 German AFV have been captured or destroyed, remaining German AFV are RECALL.

6. Axis player (only) gets Civilian Interrogation (E2.4) and is considered in a Neutral Country.

HISTORICAL RESULT: The "Wallonie" Division entered combat around the city of Stargard against the armored vanguard of the Soviet 2nd Guards Tank Army. Desperately trying to gain time for reinforcements to come, the "Wallonien" launched small counter-attacks, with no support at all. On February 11th, the Spanish company received air support and armored elements from Jagdpanzer-Brigade 1 (a tank destroyer unit) and attacked the Soviet positions. Despite the German armor and air support, the Soviets were still able to hold the Spanish volunteers in check. The Spanish company took very heavy losses during the fighting in Pomerania; out of 240 men, only 60 were not wounded, missing or killed.

DAS UNTERGANG

ASL SCENARIO FT88

5H



VICTORY CONDITIONS:

The Russian player wins if he controls Building J4.

TURN RECORD CHART

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

BERLIN, GERMANY, April 27th 1945: Following the fighting in Pomerania, Captain Ezquerro desperately tried to form a new outfit for the battles to come. He assumed command of a unit designated S.S. Einsatzgruppe Ezquerro just in time to enter what would be the last battle for many European S.S. volunteers; the Battle for Berlin. Amongst these volunteers were Ezquerro's Spaniards, Frenchmen from the Charlemagne Division, Latvians and Scandinavians. In fact, the ruins of Hitler's capital found some of its most fanatical defenders in these units of foreign volunteers! With no more than 150 men under his command, Ezquerro's group fought along side the other foreign volunteer units in the last battle of the Thousand Years Reich. The 25th of April found Einsatzgruppe Ezquerro fighting around the Moritzplatz and the Air Ministry along with a Latvian S.S. Battalion.

BOARD CONFIGURATION:



BALANCE:

6²-5-8 squads and 3-4-8 half-squads are Fanatics

★ Add a Leader 7-0 to the Russian OB.



Remnants of Unidad Ezquerro [ELR: 5] (Group 1) set up on/between of hexrows P and W and as per SSR 5 {SAN: 6}:

 6 ² -5-8	 10-2	 9-1	 1-4-9	 5-12	 3-8	 30-1	 12-4	 7 morale
5					2			9

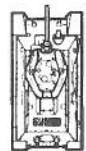
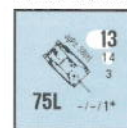
Remnants of SS-Fusilier Bataillon 15 (Lettische) [ELR: 5] (Group 2)

set up on/West of hexrow W but not in/adjacent to Building J4 and as per SSR 5:

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

Armored support

enters on Turn 2 by the West edge:



Elements of the 9th Rifle Corps [ELR: 4]

set up on/East of hexrow AA {SAN: 4} (see SSR 6)

 6-2-8	 3-2-8	 5-2-7	 4-4-7	 9-2	 8-1	 4-10	 2-6	 1-12	 24-1	 30-1
3	3	5	10		2	2	2	2	3	3

 16	 16	 13
3	2	2

Scenario design: Philippe Naud

SPECIAL RULES:

1. EC are Moderate with no Wind at start.
2. Place Overlay X20 in R7-S8. All Woods are Stone Rubble. Rooftops (B23.8) are in play. No AFV may enter a Building [EXC: Bypass]. No Quarter (A20.3) is in effect for both sides.
3. All Axis Units are SS (A25.11) with the following special rules: All 5²-4-8/2-3-8 (Latvians) have a Broken Morale raised by 1. All units from the Axis OB are treated as Russian for Heat Of Battle purpose only [EXC: treat all Surrender as Berserk/Battle Hardening instead]. Latvians (5²-4-8/2-3-8) and Spanish (6²-5-8/3-4-8) MMCs may not form combined FGs except if there is at least one Good Order Leader in each participating Location.
4. Two Axis Squads (or equivalent) and all SMCs/SWs stacked with may start HIP. The Axis player may fortify 4 Building Locations (but not in Building J4).

5. One of the two Axis groups (player choice) sets up in hexes with coordinate < 5, the other one in hexes with coordinate ≥ 5.
6. Russian 6-2-8/3-2-8 are Assault Engineers (H1.22).

HISTORICAL RESULT: Following heavy losses in the early street fighting, the Red Army attackers quickly formed combined-arms battle groups and tried to use their heavy firepower to overwhelm the defenders. Despite tenacious resistance, the S.S. units were slowly pushed back. During the battle, Ezquerro claimed to have been promoted and personally presented with a Ritterkreuz by no less than Hitler himself. But even the fanatical courage of the defenders couldn't save them; the Latvian S.S. unit was overrun by heavy Soviet armor, and the surviving Spaniards either fled from Berlin in small groups, or hid in the Spanish Embassy as Ezquerro did. They finally escaped back to Spain disguised as foreign workers.

In memory of Jean 5+2, we include this fine campaign

Gates of the Reich

previously published –in French– in Vae Victis n°15.



In autumn 1944, the Allies enter a bloody struggle for the control of the city of Aachen in Germany. The "Gates of the Reich" is a complete ASL Campaign Game about this fight.

"Gates of the Reich" recreates the counterattack of Panzer Brigade 108 to try and break the encirclement of Aachen, Germany. This CG uses the rules of Red Barricades (RB), with the exception of the modifications as listed below. Some of the RB rules are suppressed [S], others are replaced [R], others are modified [M] and finally some are added [A]. In the following rules, the CG "The Gates of the Reich" is dubbed GR.

The RB rules used without modification for the CG are quoted as [RB]. References made to the basic ASL rules are given with the chapter letter and rule numbering. The other references are for GR. Finally, if there is a reference to a Chapter O rule that happens to be modified herein, the reference must be understood as the Chapter O rule including the modification. RB rule numbering has been used; hence players may find it convenient to make a copy of their RB rules and mark with

an asterisk those that are modified for GR. The tables of GR have been simplified, as they include all drm/DRM, as well as special and national notes.

11.1 – CG rules

11.11 – Between scenarios: [RB]

11.12 – Casualties [RB]

11.13 – Team play: [R] The Gates of the Reich can be easily adapted to team play. One player can control the infantry and guns, while the other controls the vehicles.

11.14 – Cg Roster and RG Purchase Record: [RB]

11.15 – Chapter divider: [S]

11.2 – Definitions and

abbreviations : [M]

CG Day [R] :

Any reference to a CG Day in the RB rules must be understood as a CG Date,

which in GR corresponds to half a day. Similarly, any reference to a "day" must be interpreted as a CG date, or CG scenario. Hence, the Daily max. in the RG Chart must be understood as a CG scenario max. The GR campaign consists of 5 CG scenarios.

CG Roster :

RB: read GR

Shore hex: [S]

Stone Location: [M] ignore the reference to the number of Stone Locations which refers to RB stone locations.

Strategic Location : [M]

Add the following locations to the list of strategic locations: Bridges, Crag in 24D7, Woods in 24F2 – crossroads of 24Y2 – Trench – Roadblock – non-abandoned immobilized vehicle with a functioning MA of 20mm or more (or a FT) – a non hooked-up, functioning and manned Gun.

A foxhole is NOT a strategic location.

Victory Locations : [A]

All Building Locations (either Wooden or Stone) controlled by a player at scenario end are Victory Locations. Each player may mark, with control markers, the victory locations he controls.

11.3 – The CG Scenarios : [MI]

The information for the first CG scenario is summarized on the scenario card.

11.31 – CG Balance Provisions [M]: first scenario: the Germans receive 4 additional CPP. The Americans receive 2 additional CPP.

11.32 – CG Scenario Balance Provisions: For each CG scenario won, the winning player subtracts 2CPP from his reinforcements.

11.4 – CG Special Rules [MI]

CG1 – Map [M] The GR game is played on rows A to Y of boards 24, 20 and 22.

CG2 – SSR [M] AFV crews may not voluntarily abandon their vehicles.

CG3 – Environmental Conditions [M] For all scenarios, the EC are Wet, with no Wind at start.

CG4 – Game End: [M] At the end of each CC Phase of turn 5, 6 or 7 the scenario attacker rolls one die. If the dr is 1 on turn 5, or ≤5 on turn 6 or ≤6 on turn 7, the scenario ends immediately.

CG5 – Guns [M] As with Guns, MG may not boresight.

CG6 – OBA [M] It is not possible to obtain Field Phones. The American player can purchase an Observation Plane.

CG7 – Terrain Changes [M] The stream is Dry for the duration of the campaign.

CG8 – Snipers [M] Use only one Sniper counter for each side.

CG9 – Reinforcements and Entry Area [M] Each infantry and vehicle RG purchased for a given scenario [EXC: 11.6194] as well as the units voluntarily kept in off board Reserve enter on/after turn 1 during that scenario. All/some/none of the units may enter during each turn [EXC: see 11.6205 for leaders].

The US enters from the North edge of board 20 and 22.

The Germans enter between hex A and O of the East edge of board 24.

CG10 – Retained RG [RB]

CG11 – Fanaticism [S]

CG12 – Commissars [S]

CG13 – Map Exit [RB]

CG14 – Massacre [S]

CG15 – Concealment [RB]

CG16 – Miscellaneous [RB]

CG17 – Self Rally [RB]

CG18 – Sewer Restriction [A] Sewer movement is not allowed

CG19 – Rooftops [S] Rooftops are not in play

CG20 – Cellars [S]

CG21 – Cellars are not in play, however, O6.62 applies to all AFVs entering a building of any size.

CG22 – Civilian interrogation is in effect. The Germans are in Friendly country, while the US are in Hostile country.

11.5 – Initial Scenario [SI]

Victory Conditions: The US win the CG if, at the end of the last CG Scenario, their VP total is greater than 1.5 times the German VP total. Each Building Location controlled on board 20 is worth 1.5VP. Each building location on board 22 is worth 1VP. Each CVP awards the opposite side 1VP, prisoners do count double.

At game start, the Americans control all hexes on board 20 and 22. The Germans control all hexes of their entry area.

11.6 – Refit Phase: [IRB]

11.601 – Conclusion of Melee [RB]

11.602 – marker removal [RB]

11.603 – Victory Determination & Rallying [RB]

11.6031 – CG Scenario Victory Determination [RB]

11.6032 – Rally [RB]

11.604 – Encirclement & Minefields [RB]

11.605 – Perimeter Determination [M]

11.6051 – No Man's Land [RB]

11.6052 – Control Markers [RB]

11.6053 – Map Edge Markers [RB]

11.6054 – Perimeter Markers [M]

Each side now places his perimeter markers on the ground level of each location he controls. The two sides can proceed one after the other or simultaneously. When each perimeter marker is placed, it must point towards a location containing another friendly perimeter marker that is ≤10 hexes away.

The perimeter between these two hexes must follow either an (alternate) hex grain or successively a hex grain and an alternate hex grain. In the latter case, the hex where the hex grain and the alternate hex grain meet must be closest of the direct line that can be traced between the two perimeter markers involved.

11.6055 – Marker Readjustment [RB]

11.6056 – Pockets [RB]

11.6057 – Non-Ground Level Pockets [RB]

11.6058 – Edge Isolation [RB]

11.6059 – Control [RB]

11.606 – Isolation [M]

11.6061 – Effect on units [RB]

11.6062 – Effect on hex control [RB]

11.6063 – Escape from Isolation [M]

Final DR	Infantry	Vehicles
≤ 8	Shifted	Shifted
9	Shifted and Replaced	Shifted
10	Shifted and Reduced Crews shift	Abandoned
11	Shifted Replaced Reduced Crew Eliminated	Abandoned
≥ 12	Eliminated	Eliminated

DRM
 +x (Armor) Leader /Heroic DRM NA for SMC alone
 -1 German
 -1 lone unwounded SMC
 -1 less than 2 hexes away from friendly non-isolated hex
 -1 Adjacent to friendly non-isolated hex
 +1 for HS equivalent over the first HS equivalent
 +1 for each PP over 1PP
 +2 encircled
 +2 captured AFV

11.6064 – Shifting Results [RB]

11.6065 – Drawing the Perimeter [RB]

11.6066 – Drawing the Perimeter [M]

The Perimeter determination procedure is now over. Each side must now draw its perimeter on a copy of the playing area. A reduced-size copy of the playing area has been provided to players for ease of play.

11.607 – Clearing the Map [RB]

11.608 – Prisoners [RB]

11.609 – Extinguishing Blazes [RB]

11.610 – Wounded Leaders [RB]

11.611 – Battle Hardening and Field Promotion [RB]

11.6111 – Recombining [RB]

11.6112 – Hero and MMC [M]

Final DR	Number of MMC	DRM
≤ -1	5	-3 the side won the last CG scenario
0	4	-1 German
1	3	-1 for each 20CVP (FRU) accumulated by that side during the last CG scenario
2-3	2	
4-5	1	
≥ 6	0	

11.6113 – Leader [M]

Type	German	US	DRM
10-2	≤ 2	≤ 2	-2 the side won the last CG scenario. A player eligible for this -2 DRM may elect to use a -1 DRM instead.
9-2	3	3	
9-1	4	4	
8-1	5	5-6	
8-0	6-7	7-8	
7-0	8-9	9-10	
6+1	10-12	11-12	

- 11.6114 – Promotion out of the Ranks [RB]
 11.612 – New Scenario and SAN adjustment [M]
 11.6121 – New CG Scenario [RB]
 11.6122 – SAN adjustment [RB]
 11.6123 – Booby traps are not available
 11.613 – Equipment Repair & Replenishment [M]
 11.6131 – AFV [RB]

Final dr	AFV status	DRM
≤ 2	Mobile	+x armor leader +1 non qualified use +1 Isolated +1 Inexperienced crew
≥ 3	No Change	-1 US

- 11.6132 – Weapons Repair [M]
 Any SW which ends a scenario in a location with no infantry present is immediately eliminated.

Final dr	Weapon status	DRM
≤ 2	Repaired	-2 vehicular weapon +1 non qualified use +1 Isolated
≥ 3	Eliminated	

- 11.6133 – AFV MG Exchange [RB]
 11.6134 – FT/DC [RB]
 11.6135 – Captured weapon [RB]
 11.6136 – Captured AFVs [RB]
 11.6137 – Special Ammunition [RB]
 11.6138 – Low Ammo Removal [RB]
 11.614 – Armor withdrawal [M]
 11.6141 – Recall [RB]

- 11.6142 – AFV Platoon withdrawal [S]
 11.6143 – Isolated AFV [S]
 11.615 – Fortification Removal [RB]
 11.616 – CPP Replenishment [M]
 At Campaign start:
 • The Germans have 160 CPP. The US have 175 CPP.
 • For each Purchase phase, each side has the following CPP :

Scenario	German	US
1	40	20
2	60	20
3	30	40
4	20	50
5	10	40

- 11.6162 – CG Roster Update [RB]
 11.617 – ELR Gain/Loss [S]
 11.618 – Weather & EC Determination [S]
 11.619 – Purchasing Reinforcement Group [M] See reinforcement chart.
 11.6193 – Full/Depleted Unit Type [S]
 11.6194 – CPP Cost [M]
 a) No reinforcement group may start on map.
 b) Reinforcements cannot be bought in Reserve.
 c) Vehicles cannot be bought as Dug-in.
 11.620 – RG Strength, Weapons and Leaders [M] see Reinforcement chart.
 11.6201 – Infantry and AFV [S]
 11.6202 – Support weapons [S]
 11.6203 – HW and MOL [S]
 11.6204 – Gun Battery & OBA Module RG [M] The US always benefit from Plentiful Ammunition. The Germans always have Scarce Ammunition.
 11.6205 – Leader Determination (I reinforcements) [M]

Final DR	German	US	AFV
≤ 1	10-3	10-3	10-2
2	10-2	10-2	10-2
3	9-2	9-2	9-2
4	9-1	9-1	9-1
5	8-1	8-1	8-1
6	8-0	8-1	-
7-8	7-0	8-0	-
9	7-0	7-0	-
10	6+1	6+1	-
≥ 11	-	-	-

DRM
 -1 All units of reinforcement group are Elite
 -1 German Pioneers or US Engineers
 +1 2nd line

- 11.6206 – Commissars [S]
 11.6207 – Armor Leaders [S]

11.621 – Purchasing Fortifications [M]

Type	Cost in FPP
Foxhole	1/2/3
Trench	7
Roadblock	10
Fortified location	10 per location
HIP	US#
?	1
AP mines	1 per factor
AT mines	3 per factor
Set DC	10

Mines for Germans or the US can be bought only if there is at least one full squad of German pioneers or US Engineers on board, respectively.

- 11.622 – Reconnaissance [S]
 11.623 – Initiative determination [M]
 The Germans must choose “attack” on scenarios 1, 2 and 3. The US must choose “attack” on scenarios 3, 4 and 5. Hence scenario 3 is a “dual attack” and there is no “idle” date. Scenario 2 is a Night scenario with Scattered Clouds, Half Moon and an NVR of 3. The US are Defenders and the Germans Attacker. For those who do not wish to play a night scenario, it is possible to play this scenario with an LV Hindrance of +2.
 11.6235 – Determining Scenario victory [M]
 During any non-dual attack scenario, the attacker wins if he scores >1.5 times the VP of the defender. During the dual attack scenario, the side that scores the most VP wins.
 11.624 – Wind and Unit setup [M]
 11.6241 – Wind [RB]
 11.6242 – Isolated Unit setup [RB]
 11.6243 – Ammo shortage Removal [RB]
 11.6244 – Non-isolated unit setup [RB]
 11.6245 – Recon inspection [S]
 11.625 – Scenario Commencement [RB].

Well, this is all of it. You are now all set to fight the Aachen campaign. The last rounds of the war are about to be shot, an evil Empire is about to be destroyed, remember to fly in close formation once you’ve entered the trench, aim for the ventilation shaft and may the force be with you. Or something like that, anyway. ♦

American CG Reinforcement Purchase Chart: Elements of 119th and 120th Infantry Regiment

ID	Units	Type	Cost	Max Sc1	Max Sc2	Max Sc3	Max Sc4	Max Sc5	Max CG
A1	 2 with bombs	P47 FB 1	10	NA	NA	1	1	2	2
A2	 1	Piper club 2	2	NA	NA	1	1	1	1
I1	 3  1	Infantry platoon 3	3.5	3	2	2	1	2	8
I2	 3	Elite Platoon 3	4	2	2	2	1	2	6
I3	 3  3  1	Engineer Platoon 3	8.5	NA	NA	1	1	1	2
S1	 6  1  2  3	HW section 4	12	1	1	1	1	1	3
S2	 2  2	MG section	4	NA	1	2	1	2	3
S3	 2  2	HMG section	6	NA	1	1	1	1	1
G1	 2  2	Mortar section	6	NA	1	1	1	1	1
G2	 2  2	AT section	6.5	NA	1	NA	1	NA	1
O1	 2  80 mm+	Battalion Arty 5	13	NA	1	1	1	1	2
O2	 2  100 mm+	Medium Arty 5	16	NA	NA	1	1	1	2
O3	 2  150 mm+	Heavy Arty 5	23.5	NA	NA	1	1	1	1
C1	 3	Light Tanks 6	13	NA	NA	1	1	1	1
C2	 1  1  1	Medium Tanks 6	22	NA	NA	1	1	2	1
C3	 2	TD 6	13	NA	NA	1	1	1	1
C4	 1	Heavy TD 6	8.5	NA	NA	1	1	1	1
SAN	 +1	Sniper	2	1	1	1	1	1	4
F	 10	Fortifications	1	1	1	1	1	1	2

Notes:

- 1 This group had a -1drm for entry and stays on map 2 turns before being automatically recalled.
- 2 It is necessary to buy O2 or O3 to buy A2.
- 3 The player makes a DR on the Leader allocation table for each "I" group bought.
- 4 The 3 light MTR can be exchanged for a 60mm OBA (US Ordnance note1)
- 5 The Radio may NOT be exchanged for a field phone.
- 6 The player makes a DR on the Armor Leader allocation table for each "C" group bought. Vehicular crew may not voluntarily abandon their vehicles.

German CG Reinforcement Purchase Chart : Elements of 108 Panzer-Brigade and sPz Abteilung 506

ID	Units	Type	Cost	Max Sc1	Max Sc2	Max Sc3	Max Sc4	Max Sc5	Max CG	
I1	 3  1  1	Infantry platoon	1 2 3	3	2	2	1	1	1	4
I2	 3  1	Elite Platoon	1 2 3	4.5	3	2	1	1	1	4
I3	 3  3  1	Pioneer Platoon	2 3 7	9	1	2	1	1	1	3
S	 2  1  1	MG section	2	3.5	1	2	2	1	1	5
G1	 2  2	MTR section	2	6	NA	1	1	1	1	1
G2	 2  2	AT section	2	8.5	NA	NA	1	1	1	2
G3	 2  2	AA section	2	6.5	NA	NA	1	1	1	2
O	 2  150 mm	Battalion Arty	4	12.5	NA	1	1	1	1	1
C1	 2	Tank 1	5 6	14.5	NA	2	1	1	1	3
C2	 2	Tank 2	5 6	18	NA	2	1	1	1	2
C3	 2	Tiger section	5 6	21	NA	1	1	1	1	1
H1	 3	SPW section	6	9.5	2	2	1	1	1	5
H2	 2	SPW MTR section	6	9	1	1	1	1	1	1
H3	 2	Support section	6	9	1	2	1	1	1	2
H4	 2	AA Section 1	6	10	2	1	1	1	1	2
H5	 2	AA Section 2	6	9	NA	NA	1	1	1	1
H6	 2	AA Section 3	6	11	NA	NA	1	1	1	1
SAN	 2	Sniper	2	2	NA	1	2	1	1	4
F	 10	Fortifications	1	1	NA	NA	2	1	1	4

Notes:

- The 548 and 447 have assault and spraying fire.
- These German units have inherent 1944 PR.
- The player makes a DR on the Leader allocation table for each "I" group bought.
- The Radio may NOT be exchanged for a field phone.
- The player makes a DR on the Armor Leader allocation table for each "C" group bought.
- Vehicular crews may not voluntarily abandon their vehicles.
- 838 and their HS are Assault Engineers and Sappers. They have underlined Morale.

GATES OF THE REICH



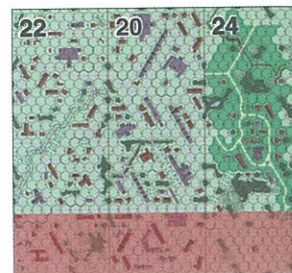
ASL CAMPAIGN



VICTORY CONDITIONS: The German player wins the initial scenario if, at game end, he controls Building 20H3.

BARDENBERG, GERMANY, October 9th 1944: By the end of summer 1944, the situation of the Germans on the Western front seems hopeless. For the first time since the beginning of the war, the German Fatherland is directly threatened by the Western Allies, specifically by the US 1st Army under General Hodges, stationed east of Liege. On the 2nd of October the GIs attack the Siegfried line in the vicinity of Aachen. The Westwall is pierced and the attacker starts encircling the town. Aachen has a military value close to zero, but it has a great symbolic value. Goebbels describes it as the "German Stalingrad" and all available reinforcements are sent to the town. The infantrymen of 1st and 30th US division continue their advance still, despite the first enemy counterattacks. On the 9th of October, the 119th regiment, 30th US infantry division, stationed in the city of Bardenberg, north of Aachen, spots several half tracked enemy vehicles moving up from the east. It is the vanguard of Panzer Brigade 108 which has been assigned with the task of taking the town back in order to cut the supply lines of the American troops holding the ring around Aachen.

BOARD CONFIGURATION:



Only newrows A-Y are playable on all boards.

BALANCE:

- ✚ Add 4 CPP to the German OB
- ☆ Add 2 CPP to the American OB

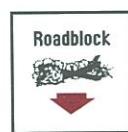
TURN RECORD CHART

☆ AMERICAN Sets Up First	✚	1	2	3	4	5 ^①	6 ^⑤	7 ^⑥	END
✚ GERMAN Moves First									

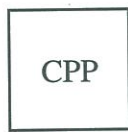


Elements of 119th Regiment, 30th Division [ELR: 4]
set up on Board 20 at Ground Level {SAN: 3}:

6-6-7	6-6-6	3-4-6	9-1	8-0	7-0	8-16	4-10	60-3-45	8-4	7 morale
3	6	6					2	3	2	10



2



20



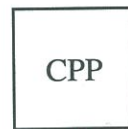
Elements of Panzer-Brigade 108 [ELR: 3]
enter on/after Turn 1 by the German entry area (see SSR2) {SAN: 2}:

8-3-8	5-4-8	2-3-8	9-2	8-1	8-0	3-8	3-8	3-8	24-1	30-1
3	9	2			2			3		3



3

2



40

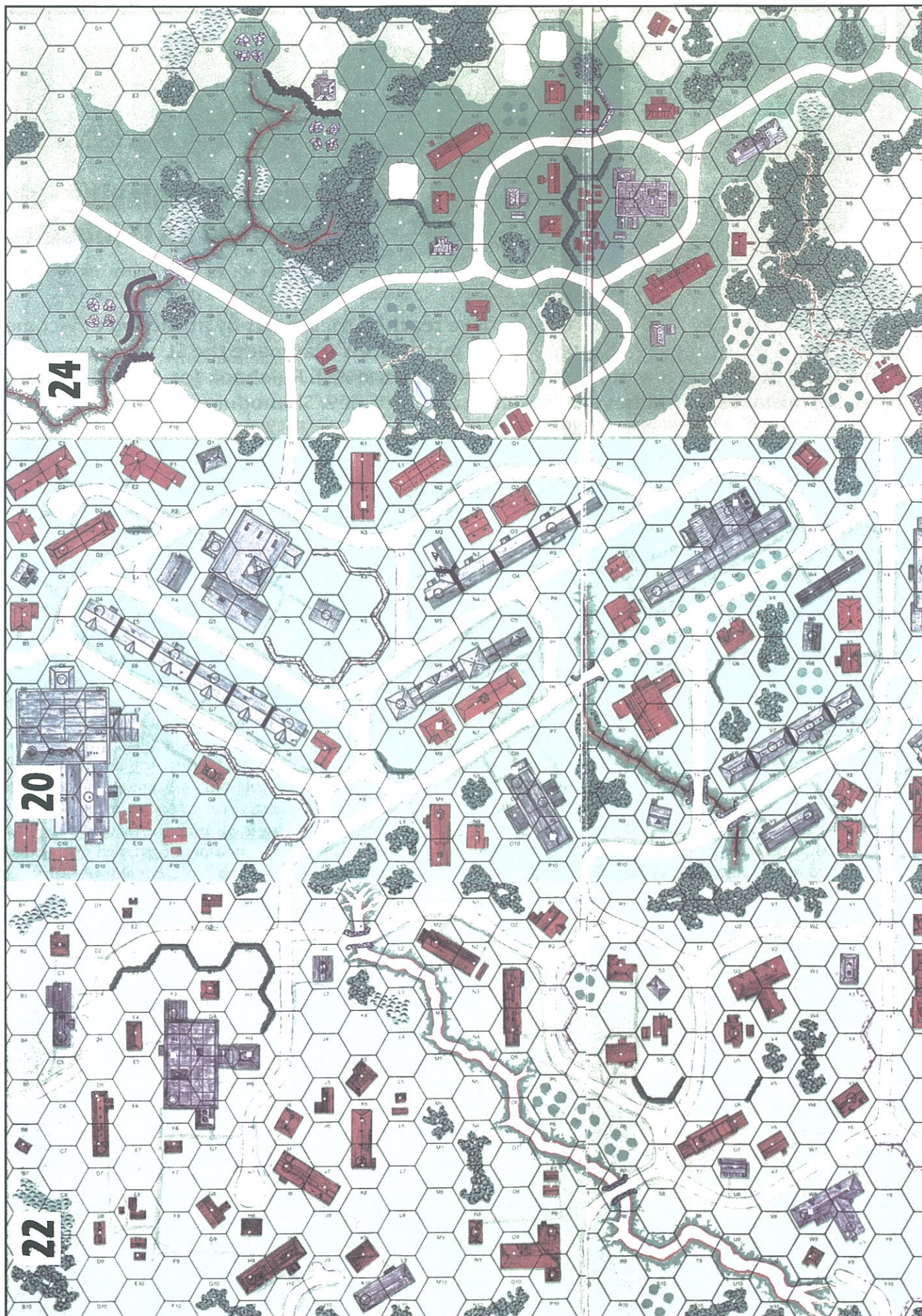
SPECIAL RULES:

- EC are Wet with no Wind at start.
- American reinforcements enter along the North edge of boards 22 and 20. The German units enter on/between hexes 24I1 and 24Y1.
- Vehicular crews of tanks and self-propelled guns [EXC: SPW 251/2] may*not abandon voluntarily their vehicle.
- Starting on Turn 5, the American player rolls a dr at the end of his player turn. If that dr is ≤ than the circled number in the turn record chart, the scenario ends.

HISTORICAL RESULT: The GIs under the command of Captain Simmons repulse the first German assault under a firestorm of 20mm shells. But when Panzers appear to support the advancing infantry, the US troops have to withdraw during the night. A quick counterattack does not allow the Americans to retake the village. In the morning, a battalion from the 119th enters Bardenberg from the north. But the

germans have dug in and have positioned several tanks and anti-aircraft half-tracks, which guns prove very effective against ground targets. The firefight lasts all day, without the GIs being able to push back the defenders of the 108th Brigade. When night falls, the GIs pull out and the US artillery pounds the village. Next morning at 0900, the 3rd battalion of 120th regiment renews the assault with support from an armored company. Despite sustaining horrendous losses, the Panzergrenadiers and their tanks offer a fierce resistance. But US fighter-bombers, as well as several heroic individual acts like those of major Greer who destroys two Panzers with a Bazooka, turn the tide in the US favor. The US troops capture a hundred prisoners and find four tanks and a dozen half-track still functioning on the battleground. Their rear secured, the attackers resume their advance. On the 16th of October, the infantry of the 1st and 30th US divisions make their junction east of Aachen. The town is encircled and falls in American hands 5 days later, despite German efforts. The allies have broken through the gates of the Reich.

Campaign design: Jean-Luc Béchenec, Jean Devaux & Philippe Naud



10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10

10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10

10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10

10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10

10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10

10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10

10	10	10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10	10	10

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VICTORY CONDITIONS: The soviet player must exit 50 VP off the east edge of board 3 to win. Spanish player wins if he avoids the fulfilment of the soviet victory conditions.

KRASSNY-BOR, RUSSIA: February 10th, 1943:

At dawn, the 250th Division, composed of Spanish volunteers and known as Division Azul, held a solid front in the southern sector of the German siege of Leningrad. After its immense achievements in the South, in the Stalingrad-Don Area, the Red Army had been concentrating for one month to launch an overwhelming strike in the north. And the day chosen to begin had arrived. There was no place for surprise, and just finishing an intense drum bombardment, that was prolonged for three hours, started the soviet troops advancing: everybody knew that despite the few daylight hours, February the 10th would be a very long day.

BOARD CONFIGURATION:

BALANCE:

★ Add an additional Russian turn

+ Add a 37L gun with crew and add plentiful ammunition to the Spanish OBA

3	16
	7

TURN RECORD CHART

SPANISH Sets Up First [186]	1	2	3	4★	5	6	7	8	9	FIN
RUSSIAN Moves First [344]										

Elements of 2nd Bon, 262 reg, 250 div (Azul) [ELR 3] set up on boards 16 and 4: {SAN 5}

	9	2	2	3	3	6	6	12		

Set up on boards 3 and 4:

8	2				8	4	2

Elements of the 63 div (guards) [ELR 4] enter on east edge of board on turn 1: {SAN 4}

	5	1	6	24		2			2	5	5	

enter on east edge of board on turn 4:

10				2

SPECIAL RULES:

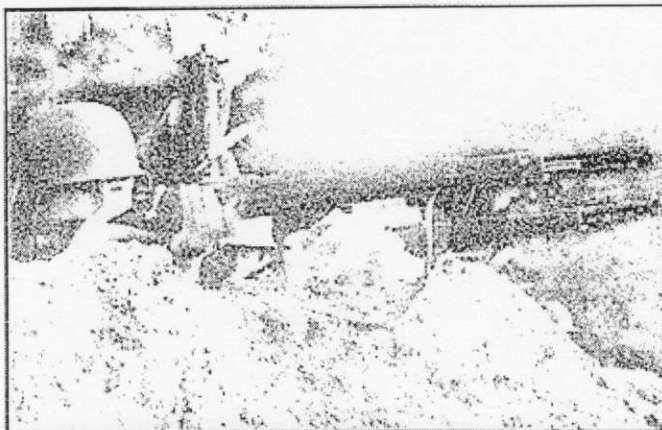
1. Environmental conditions are Wet with ground snow on board 16 and Mud on board 3 and 4 due to the preliminar bombarment. No wind at start and clear.
2. On board 16, all woods are brush, all wooden buildings are woods and there are no roads, hedges or walls.
3. On board 4 all wooden buildings are woods, all woods are brushes (except for coordinate 0), roads GG5-Y1-Q1 and A5-11 are trenches. The rest of the roads and hedges don't exist.
4. On board 3 all hills are woods, the road A6-N4-Q8-U3-Y3-AA6-GG5 is paved and connects with the trench at 411. The building on 311 is a 2-5-7 bunker.

5. directed from the on-oard phone, but a firing mission can only be directed from one or the other.
6. The Russian has two OBA with offboard observers at level 1. Both have plentiful ammunition: 80+mm battalion mortar and 70+mm.
7. Russian tanks can only advance westwards while accompanied by infantry using armoured assault. This restriction ends at the end of Spanish turn 6
8. The Spanish may use HIP for one squad and any leader/SW which stacks with them.

AFTERMATH: The 250th division suffered more then 4000 dead during the 6 days of the battle of KRASSNY-BOR, but the Russian didn't succeed in breaking the siege

BAPTISM OF FIRE

ASL ESCENARIO SRÑ2



VICTORY CONDITIONS: The Soviet player must control all the buildings at game end, regardless of casualties. Otherwise, the Spanish player wins.

TARUN RECONSTRUODERTURNOS

SPANISH Set Up First	1★	2★	3★	4★	5	FIN
★ RUSSIAN Move First						



Elements of the 2nd Bon, 269 reg, 250 Div (Azul) [ELR: 4]
set up on board 5: {SAN 4}



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



Elements of the 848 reg [ELR 2] enter on the east edge of the board 1: {SAN 2}



 4-4-7	 5-2-7	 4-2-6	 8-1	 7-1	 4-10	 2-8	 7 morale
2	2	7			2		4

enter on the east edge of the board each turn: see SSR 2 & 3):

 4-4-7	 5-2-7	 4-2-6	 8-1	 7-1	 4-10	 2-8	 7 morale
1d6-4	1d6-3	1d6	1d6-5	1d6-4	1d6-5	1d6-4	1d6

SPECIAL RULES:

1. Enviromental conditions are wet. No wind at start and clear.
2. In turns 2, 3 and 4, the Russian receive reinforcements at random, due to the effects of crossing the Woljov river under enemy fire. These reinforcements must set up in the arrival turn. They cannot receive more SW than infantry units. The Russian player chooses which weapon enter with which reinforcement.
3. In order to determine the number of reinforcements. A dice is thrown for each category and the roll is modified by the modifier. The final result is the number of units available of this class. If the final result is negative or null, there aren't reinforcement of that category this turn.
Example SSR2 & 3: on turn 3, the Russians obtain these rolls: 5,4,1,4,2,4,1,6. Thus, the Russian reinforcements would be: 1*447, 1*257, 1*426, 6*??.
On turn 4, the rolls are: 3,2,6,6,1,5,3,5. Then, the Russian reinforcements on turn 4 would be: 6*426, one leader 8-1 and 5*??.
4. The Spanish may use HIP for one squad and any leader/SW which stacks with them.

River Woljov, RUSSIA. October 14th, 1941:

The Division Azul have just been incorporated into the front line, replacing step by step the tired German units. The first snows have already fallen, but the cruel winter seems yet far away. They have just celebrated the Hispanism Day (the discovery of America, 12th October) with extra rations. Russians notice something strange in the front: they can hear guitars and songs not in German. Shortly, they send a recon force using a hole battalion that starts to cross the Woljov River. This will be the baptism of fire of the 250th division.

BOARD CONFIGURATION:

BALANCE:



- ★ Add an additional Russian turn, and on turn 5 also add random reinforcements

☐ Add one 41-6-7 and two concealment counters

AFTERMATH: The soviet troops met with hard resistance, more than they could stand. The crossing of the river under enemy fire broke their attack capacity and when they had to withdraw their untenable positions the retreat became a rout. In exchange for their 100 deaths and almost as many prisoners, they could only cause 7 casualties among the Spanish volunteers.

DUBROWKA BARRACKS

ASL ESCENARIO SRÑ3



VICTORY CONDITIONS: The Spanish player must control entirely the building 6P5 (Dubrowka Barracks). Otherwise the Russian player wins.

TURN RECORD CHART

Spanish Move First	1	2	3	4	5	6	7	8	FIN
★ Russian Set Up First									

Elements of 1004th Regiment [ELR 3] set up on board 5 {SAN 5}

	3	4	9	6				2	3	4	2	8	
	2	2	2	8	4								

Elements of 250th Battalion (Divisional reserve)[ELR 4] set up on board 5, in hexes of coordinate >4 {SAN 4}

	9	15	2				3	4	2	5	2	12
Enter on North or South edge of board 4:												
	4			7								
Enter on North or South edge of board 6:												
	3			5								

SPECIAL RULES:

- Environmental conditions are wet with ground snow. No wind at start and clear. The conditions change to Extreme Winter when the wind change roll added to the number of turn is greater than 12. (ex: DR=7 on turn 6, DR=6 on Turn 7, etc.)
- On board 6, all multi-hex buildings are fortified stone buildings(TEM +4). All Single Story buildings are Isbas (treat as huts: +1 TEM/hindrance, don't block LOS). Trenches communicate with every building/bunker in an ADJACENT hex, so it is possible to move in/out without paying the enter/exit trench MF allotment, or being subject to FFMO.
- Spanish have an offboard level2 observer for a 100+mm OBA with plentiful ammo. The hex that marks the position of the observer is considered as occupied by a RUSSIAN unit armed and in good order, with all hexes of the board in LOS as if they were at normal range to the effects of the Spanish routing (and as observer to the effect of "Sed de Gloria" -Thirst of Gloria), beginning when the wind change roll added to the turn number is greater than 6 (i.e: DR=6 on Turn 4, DR=3 on

DUBROWKA, RUSSIA, October 29th, 1941:

After the success of the Woljov crossing. The Division Azul concentrates on expanding the bridgehead, needed to execute the assault plan of the XVIth German Army, which included the Spanish volunteers' Division. The east bank villages fell one after the other, and the soviet counterattacks are driven back without many problems. Dubrowka seemed to be one more of these villages, but inside the village were the barracks: a real fortress garrisoned by trained troops.

BOARD CONFIGURATIONS:

BALANCE:

- ★ Change 9-2 leader to 10-2 and add 24 factors of anti-personal mines.
- Use air Support and change 100+mm battery to 150+mm with plentiful ammo.

5	
	9

Turn 7, etc) This represent the presence of the XVIth German Chief of Staff in Spolje)

- On next turn after the former SSR is in effect, the Spanish in LOS to of the offboard observer and within 3 hexes of the barracks (6P5) can become Fanatic for the rest of the scenario.

- The Russian may use HIP for two squad and any leader/SW which stacks with them.

AFTERMATH: "Tia Bernarda" Battalion (as the 250th Battalion was known among the Spanish) was completely destroyed in an attempt to make a show of bravery in front of the Army General. The Spanish offensive on the Woljov had achieved to its maximum reach.



VICTORY CONDITIONS

The Russians must exit twenty or more Victory Points (A26.23) off the southern board edge by game end else a German victory.

6 km north of State Farm 79, Don Front,
18 December 1942

During the dawn of December 18, the Russians penetrated the German lines from the Nizhnyaya-Kalinovka Bridgehead on the Chir River. The only available German combat unit able to interdict the Russians was the exhausted 11th Panzer Division currently reducing another Russian bridgehead on the Chir River. In an impressive forced march through winter conditions, the German panzer grenadiers were able to take up positions on the crest of Hills 156 and 158 in the center of the Russian attack. The night approached and with it the time necessary for the panzers to complete their envelopment maneuver.

CONFIGURACION DEL TABLERO:

BALANCE:

✚ No Russian OBA

★ Increase the scenario to 9 Turns



	4
	2

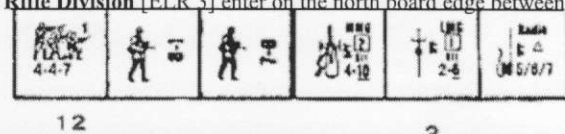
TABLA DE REGISTRO DE TURNOS:

✚ GERMAN setup first	★ 1	✚ 2	3	4	5	6	7	8	FIN
★ RUSSIA move first									

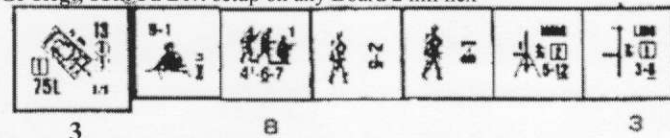
Elements of the 5th Tank Army [ELR 2] enter Turn 1 on west board edge between 4GG6 and 4GG10



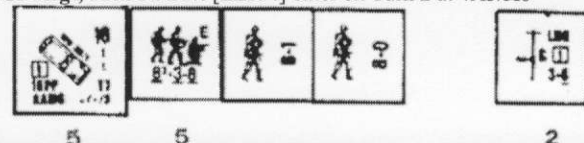
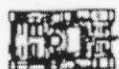
Elements of the 143rd Rifle Division [ELR 3] enter on the north board edge between 4X10 and 4N10 [SAN:3].



Elements of the 110 PzGr Regt, 11th Pz Div. setup on any Board 2 hill hex [ELR:4][SAN:3]



Elements of the 111 PzGr Regt, 11th Pz Div. [ELR 4] enter on Turn 2 at 4A5/A6



SPECIAL RULES:

1. The environmental conditions are wet with ground snow and heavy snow, no wind at start.
2. German infantry have winter camouflage.
3. All forest hexes are brush, walls and hedges do not exist, all building hexes are clear terrain except building 406 which is only one level.
4. Germans may not use bore sighting.
5. The last three turns are twilight conditions. Therefore, there is no

FFMO DRM and a +1 TEM applies to all fire.

6. The Russian radio has one battery of 120+mm.

AFTERMATH

The Russians were unable to arrive at State Farm 79 before nightfall. At dawn, the 11th Panzer Division conducted a surprise attack into the rear of the Soviets and practically annihilated them. While the Soviet rupture was contained, the Germans could not support Hoth's advance of Stalingrad which was now beyond all hope.