

FROM THE CELLAR



PACK 4



“RISING STAR, FALLING CROSS: THE RUSSIAN CIVIL WAR IN MANCHURIA, SIBERIA, AND OUTER MONGOLIA”

The following Historical Special Rules (HSR) apply to all scenarios in the “Rising Star, Falling Cross: The Russian Civil War in Manchuria, Siberia, and Outer Mongolia” scenario pack. An HSR referred to by a SSR is delineated by a “#” symbol followed by the rule number (e.g., #8.2).

#. Russian Civil War Equipment¹

Counters have been included with this scenario pack so a side may use MG, Guns, Taczankas, and Commissars of the same color as their OB.

.1 Each side [EXC: *British/US Army*] may use any OB-given or captured LMG, Taczanka, Russian-made MMG, or Russian-made Gun (i.e., 37*mm INF/ART; 76*mm ART; 122*mm ART; 152*mm ART) without captured weapon penalties and may attempt to repair them.

.11 MG: When a LMG or Russian-made MMG is captured, the capturing side [EXC: *British/US Army*] may immediately replace that MG with a same-colored identical MG as their OB.

.12 122*mm ART GUNS: Each 122*mm ART Gun has an ROF = 1 only if manned by an Infantry crew; otherwise, it has an ROF = 0.

.2 SMOKE: Only Chinese Elite and all US Army squads may attempt SMOKE placement (A24.1); no other squads may attempt SMOKE placement. Guns never have any Smoke or WP Special Ammunition rounds. Vehicles never have vehicular smoke grenades.

#1. MMG and Crews²

1.1 MMG & CREWS: Rule G1.611 applies to every MMG. If a crew attempts to repair a MMG, the R# (A9.72) is raised by one (+1).

1.2 COWERING: Any MMG operated by an unpinned Infantry crew is immune to Cowering (A7.9).

#2. Interrogation³

2.1 INTERROGATION: Interrogation (E2.1) is in effect. There is a -3 DRM to an Interrogation DR if the interrogating side has a Good Order Commissar or Mongolian/White Russian leader in the same Location.

#3. Wagons/Sledges

3.1 37*mm GUN: A 37*mm (PP obr 15R) Gun may be carried *en portee* on a Wagon/Sledge (C10.5) [EXC: *en portee fire* (C10.54) is NA]. Contrary to C10.51, a 37*mm INF Gun may be loaded to/unloaded from *en portee* status by a crew as per C10.11-12.⁴

3.2 CAPACITY: An Infantry squad may freely Deploy as if attempting to man a sangared Gun (F8.3) providing at least one of the newly created HS sets up in or boards the conveyance.⁵

#4. Taczankas

All rules pertaining to Taczankas (Allied Minor Vehicle Note #13) apply except as amended herein. HSR #1.1 & #3.2 apply to a Taczanka. Each White/Red Russian Taczanka starts

each scenario with a 2-2-7 Infantry crew.

4.1 UNARMORED ht: Taczankas may form a FG as if they were ht (D6.64) and a Passenger leader is treated as being in a ht (D6.65-.651).

#5. Debris⁶

5.1 A Debris overlay may be placed in any hex in which a shellhole counter may be placed, but Debris may not be placed during play. A hex with a Debris overlay is treated as a debris Location (O1; ITR HBR 6).

#6. Ice Sangars

6.1 An Ice Sangar is treated as a sangar except as modified herein. An Ice Sangar may only be placed if Weather is Ground/Deep Snow. An Ice Sangar provides an additional +1 DRM to a Sighting TC (E7.3).

6.2 CONCEALMENT: Rule E1.16 applies to an Ice Sangar. An Ice Sangar Location is considered Concealment Terrain. If an Ice Sangar sets up hidden, so do its contents.

6.3 HIP LOSS: An Ice Sangar set up in non-Concealment Terrain loses HIP (and its contents are placed on-board concealed) when a Good Order enemy ground unit is ≤ 16 hexes away from it with a LOS to it and is at ≥ 1 level higher than the Location of the Ice Sangar.

#7. Hasty Roadblocks⁷

7.1 A Hasty Roadblock is treated as a roadblock except as modified herein. The TEM of a Hasty Roadblock (and any extension) is equal to a hedge in all respects [EXC: *the TEM of a Hasty Roadblock extension applies only to Direct Fire*] and HD status is NA.

7.2 VEHICLES: A non-Horse-Drawn vehicle may attempt to cross a Hasty Roadblock hexside (but never across a vertex or an extension) at a cost of one-fourth (FRU) of its printed MP allotment; however, it is subject to an immediate Bog Check (D8.21) with an additional +1 DRM if fully-tracked or an additional +3 DRM if not fully-tracked. A vehicle failing this Bog Check becomes Bogged in the hex it attempted to leave.

7.3 BREACH/REMOVAL: A vehicle passing its Bog Check while crossing a Hasty Roadblock hexside creates a Breach (B9.541) across the Hasty Roadblock hexside [EXC: *if the cdr to the Bog Check DR is ≤ 1, the Hasty Roadblock is removed; for purposes of Hasty Roadblock removal only, there is a -1 drm to the cdr of the Bog Check DR if the vehicle is fully-tracked*]. A Hasty Roadblock may be cleared as if a roadblock (B24.76; 29.5) but with a -4 DRM to the Clearance DR. A Hasty Roadblock may also be removed as if a roadblock by any HE/DC attack (B29.5) but with a Final K/ or KIA result.

#8. White Russian Army Attributes⁸

8.1 WHITE RUSSIANS: The White Russian Army is represented by Axis Minor counters and are treated as Russian (A25.2) for all purposes [EXC: Commissar exchange is NA; may Deploy during setup (A2.9)]. The White Russians may use a Japanese MMG without captured weapon penalties and may attempt to repair it.

8.11 COMMISSAR CVP: White Russians earn triple CVP for captured Commissars.

8.2 WHITE RUSSIAN COMMISSARS: White Russian leaders that have been designated as White Commissars by SSR are treated as Commissars for Rally (A25.222) [EXC: the +1 ML increase (A25.221) is NA] and must use their Leadership DRM for rallying and Berserk (A25.223) purposes.

8.3 SHOCK TROOPS: When allowed by SSR, the White Russian player may designate, during setup, up to a certain number (which number will also be delineated by the SSR) of Elite *squads (only)* in his OB as Shock Troops. All Shock Troop MMC are treated as if Dare-Death MMC (G18.6-62). A Good Order Elite Shock Troop MMC is Stealthy.

#9. Mongolian Attributes⁹

9.1 MONGOLIANS: Mongolians are represented by Partisan counters and all rules pertaining to Partisans (A25.24) apply normally except as modified herein [EXC: multi-Location FG are NA]. For CC purposes only, Mongolians are treated as Gurkhas (A25.43). The ELR listed in the Mongolian OB and by SSR applies to all Mongolian Personnel. Good Order Mongolian Infantry may enter woods and olive groves at a COT of 1 MF per hex.

9.11 LEADERS: Should a Mongolian leader go berserk, all Mongolian squads/HS in the same Location immediately become berserk.

9.12 SQUADS: Mongolian squads have Assault Fire (A7.36).

9.2 WHITE RUSSIAN LEADERS & ELR: A White Russian leader is treated as an Allied Leader (A10.7) by Mongolian units but any White Russian Commissar status (#8.2) still applies. The current Mongolian ELR is *immediately* lowered by 1, to a minimum of 0, if a Mongolian leader is eliminated due to Fate (A10.64) while being rallied by a White Russian leader.

#10. Communist Russian Attributes

The Communist Russians are represented by the following three groups: Red Russians (10.1); Bolshevik Partisans (10.2); and Social-Revolutionary Party (10.3). Each Communist Russian 8+1 SMC is a Commissar (VotG23).

10.01 WHITE RUSSIAN LEADER CVP: Each of the three Communist Russian groups earn triple CVP for captured White Russian leaders.¹⁰

10.1 RED RUSSIANS: The Red Russians are represented by Italian counters and are treated as Russian (A25.2) for all purposes.

10.11 COMMISSARS & HW: Only Commissars may initiate a HW.¹¹

10.12 RED RUSSIAN SQUADS/HS: Red Russian squads/HS will Battle Harden/suffer ELR Replacement as follows:

4-4-7 ↔ 3-4-7 ↔ 3-3-6 2-4-7 ↔ 1-3-7 ↔ 1-2-6

10.2 BOLSHEVIK PARTISANS: Bolshevik Partisans are represented by Partisan and Russian counters and are treated as Partisans (A25.24) for all purposes [EXC: Commissar exchange and multi-Location FG are NA]. Bolshevik Partisans are referred to as Partisans by SSR. Good Order Bolshevik Partisan Infantry may enter woods at a COT of 1 MF per hex, and may use DC as if Elite.¹²

10.21 BOLSHEVIK PARTISAN MMC: Bolshevik Partisan squads/HS are always represented by 4-4-7/2-3-7 and 3-3-7/1-2-7 MMC. Bolshevik Partisan crews are always represented by 1-2-7 crew MMC.

10.211 BATTLE HARDENING & UNIT SUBSTITUTION: Bolshevik Partisan squads/HS do not have an underscored Morale Factor; their ELR is as listed in their OB. Bolshevik Partisan squads/HS will Battle Harden/suffer ELR Replacement as follows:

4-4-7 ↔ 3-3-7 2-3-7 ↔ 1-2-7

A 4-4-7/2-3-7 MMC which Battle Hardens becomes Fanatic. A 3-3-7 squad which suffers ELR Replacement becomes two broken 1-2-7 HS.

10.22 DISRUPTION: When fighting *only* against US Personnel and contrary to A15.5, 19.12, 20.21, & 25.24, Bolshevik Partisans can become Disrupted and will, whether Disrupted or not, surrender via the RtPh method if broken.

10.3 SOCIAL-REVOLUTIONARY PARTY: Social-Revolutionary Party (SRP) units are represented by French counters and are treated as Partisans (A25.24) for all purposes [EXC: multi-Location FG are NA]. Good Order SRP Personnel use DC as if Elite.

10.31 SRP MMC: SRP squads/HS are always represented by 4-3-7 /2-2-7 MMC. SRP crews are always represented by 1-2-7 crews. A SRP squad/HS which Battle Hardens becomes Fanatic. A Good Order SRP MMC receives a -1 DRM to its DC Attack Resolution DR of a Placed DC and may use a captured DC without captured weapon penalties.

#11. Czechoslovakian Legionnaire Attributes¹³

11.1 CZECHOSLOVAKIAN LEGIONNAIRES: The Czechoslovakian Legionnaires (Czech Legion) are represented by Allied Minor counters and all rules pertaining to Allied Minors (A25.9) apply normally except as modified herein. Good Order Elite/1st Line Infantry are Stealthy.

11.2 CC: Elite and 1st Line Czech Infantry receive an additional -1 DRM to each CC attack vs Personnel unless every such unit participating in the attack was pinned and/or Ambushed in that phase.

11.3 PAATC: All 1st Line Czech MMC are treated as if Elite when called upon to take a PAATC (A25.91).

#12. US Army Attributes¹⁴

12.1 US ARMY: The US Army is represented by American counters and all rules pertaining to Americans (A25.3) apply normally except as modified herein.

12.11 US ARMY MMC: US Army squads/HS are always represented by 5-4-6/2-3-6 and 5-3-6/2-2-6 MMC.

12.111 US ARMY MMC HOB: For Heat of Battle purposes only, a 2nd Line US Army MMC is treated as Elite. A 2nd Line US Army MMC which Battle Hardens becomes Fanatic.

12.2 US T32 GUN: A T32 Gun has no Canister rounds.

12.3 CAPTURED US PERSONNEL/SW: All Captured US Personnel are worth **triple** their CVP if Eliminated due to an attack by the US player or at Game End if exited from play. At Game End, a captured US MMG is worth two VP if functioning or one VP if malfunctioned. Each T32 SW Gun is treated as a Gun for VP (A26.2) purposes.

#13. Chinese, British, Japanese, and Magyar Attributes

13.1 CHINESE: Chinese are represented by Chinese counters [EXC: Russian MOL-P] and all Chinese rules (G18.) apply normally. Good Order Elite/1st Line Dare-Death MMC are Stealthy.

13.2 BRITISH: British are represented by British counters [EXC: Russian MMG] and all British rules (A25.4) apply normally.¹⁵

13.3 JAPANESE: Japanese are represented by Japanese counters and all Japanese rules (G1.) apply normally. The Japanese may use a White Russian MMG without captured weapon penalties and may attempt to repair it.

13.4 MAGYAR: Magyar are represented by Hungarian counters [EXC: Russian MMG and Commissars] and all Hungarian rules (A25.8) apply normally. Magyars may conduct a HW as if Chinese.

#14. Red Korean Attributes¹⁶

14.1 RED KOREANS: Red Koreans are represented by German counters [EXC: Finnish SMC; Russian MMG, MOL-P] and are treated as Chinese (G18) for all purposes.

14.11 SMC: Red Korean leaders follow the rank structure of the Finns (A25.71) but are also treated as if Red Chinese Commissars (G18.4). Red Koreans are not eligible for Field Promotion.

14.12 RED KOREAN MMC: Red Korean squads/HS are always represented by 4-4-7/2-3-7 and 4-3-6/2-2-6 MMC. Red Korean crews are always represented by 1-2-7 crew MMC. A 2nd Line Red Korean MMC which Battle Hardens becomes Fanatic. Good Order 2nd Line Dare-Death MMC are Stealthy. No Quarter is always in effect vs Japanese.

14.2 BOLSHEVIK PARTISANS: Red Koreans treat Bolshevik Partisans as Allied Troops (A10.7) and vice versa.

1. During the Russian Civil War (RCW) in the Far East, all combatants were armed with the same LMG, the Madsen. Most had the same MMG, the Maxim. The Japanese had managed to make modifications to the Maxim by removing the wheels, the shield, and other parts. This is why the Japanese and Baron Ungern's White Russians in Siberia, who were mostly equipped by the Japanese, use a 4PP MMG. The use of these MMG makes the weapons some what easier to move. Allowing these MMG to become dismantled, although some what ahistorical, allows more tactical flexibility for these two sides. The reason for allowing the Japanese to use Russian-made guns is due to the amount of Russian guns captured during the 1904-05 Russo-Japanese War. The availability of smoke rounds was very rare. I could find no mention of the use of smoke rounds during the fighting in the Far East. Armored vehicles were not equipped with smoke grenades during this time frame.

2. All MMG & HMG were crew-served through the RCW. In the Russian, Mongolian, Japanese, Chinese, and US armies, to be a member of the MG company was a prestigious assignment. It was also a technical position and each member worked closely with other MG personnel. All members of a MG crew were able to clean, repair, and perform maintenance on their MG. Other infantrymen were not given any training in the operation and maintenance of these very valued assets of an infantry battalion, and thus the operation and maintenance of a machine gun was beyond their knowledge. These MG crews were also trained in long range suppression fire and repairing malfunctions and stoppages of their MG under battlefield conditions. Almost none of the Russian partisans in the Suchan mine regions had any training with a machine gun. During this time period, only in the US Marine Corps were all personnel given training with machine guns. This widespread and complete lack of training is well summarized in *Facing Fearful Odds*, a 700+ page tome on the Marine defense of Wake Island in WWII, written by Prof. Gregory Irwin. Prof. Irwin wrote, "Before Bowsher's hitch ended (in 1935), the Army added machine guns to field artillery batteries. Since no one in Bowsher's outfit knew anything about machine guns, a Marine instructor had to be called in to train the troops. Scandalized by this example of Army ignorance, Bowsher realized: 'All the Army was teaching me was how to use an artillery piece, period, no other weapon.' Two years (later), Bowsher joined the Marines, (and) received thorough instruction in all infantry weapons.", (p. 202). [Rule G1.611 reads, in part, "A MMG being fired by a squad/HS has its B# and Multiple ROF lowered by one (-1) and rule A.11 applies; however, a MMG is not considered a crewed weapon for Captured-use purposes (A21.13)."]

3. Interrogation was part of the processing of prisoners by all sides during this time in Far East Asia. Mongolian Chieftains had a habit of "encouraging" people to share their thoughts about military matters by placing a knife point on a very sensitive part of the male anatomy. Commissars in Far East Asia were known to be ruthless and to execute people who were not as forthcoming with information as the Commissar felt was reasonable. White Russians, under the command of Baron Ungern, would wait until the evening meal to perform the "cleansing ritual" by executing the Commissar in a most barbaric fashion.

4. During the Russian Civil War, both sides improvised ways to transport their guns. Many of the wagons and sledges had ramps which allowed the small Russian 37mm gun to be carried on the bed (*en portee*). This gun weighed approximately 180 kg or 400 pounds and was only 160 cm or about 5 1/2 ft in total length, which allowed a four man crew to manhandle the gun on to or off of the bed of the wagon or sledge via the ramp with some ease. Rule #3.1 is thus a concession to playability.

5. Wagons and Sledges were used by all sides during the Russian Civil War, and Taczankas by the Russians and Czech Legion. The full available capacity of each transport was used; after debarkation, soldiers were then instructed to reform into their complete fighting formation. Only the Japanese and White Russians experimented with any form of Assault Groups during this time. Red Russian and Chinese military doctrine demanded that units reform so as to concentrate maximum fire power. Some accounts report units running for their horses and wagons to escape. In one scenario the designer has allowed broken Infantry to rout into a wagon – as a way of allowing for this escape. Some of the wording for this rule is modeled on the official ASL scenario, A11, Silent Death, found in the '89 Annual; scenario designer is unknown.

6. The debris rule attempts to recreate where streets were strewn with damaged wagons/carts, broken equipment, furniture, bricks, lumber, and anything else the defenders could find to impede or even channel some attacks. The Debris overlays are found in Bounding Fire Production's "Into The Rubble" (ITR). A +1 Prepared Fire Zone/ Palm-Debris/Burnt-Out Wreck counter may be used as a Debris overlay if no Debris overlays are available.

7. Hasty Roadblocks are an attempt to represent where debris has been piled together to impede vehicles and for personnel to fight from. A Roadblock counter beneath a Ramp Down counter may be used to represent a Hasty Roadblock.

8. Most White Russian formations in Siberia were a combination of peasants, brigands, and out-of-work military men led by former Tzarist officers, many who were self-serving and usually cruel. The rationale behind the disallowing of Commissars is that White Russian formations were anti-Communist. Commissars were only found in Red Army (i.e., Communists) formations. White Russian formations became known for their cruelty when capturing enemy forces. When fighting Red Army formations, interrogation through torture, executing all prisoners after the prisoners dug their own grave, and the raping to death of Red Army nurses became the calling card of White Russian forces under Baron Ungern. Red Army forces quickly learned to brutalize captured White Russian personnel who fought for Baron Ungern. Nothing pleased White Russian leaders more than the capture of Commissars. Captured Commissars were always publicly executed (beaten to death with bamboo, shoved into the fire box of a locomotive, eaten alive by animals) after "confessing" to polluting the Russian people, and being a criminal destroyer and defiler of Russia. In the Imperial Tzarist Army, special formations of elite troops, called Shock Troops, were trained to advance in rows using a walking bayonet-charge for the sole purpose of

engaging the enemy in Hand-to-Hand combat. During a charge, Shock Troops did not break and run when shot at; they either were killed or they marched into the enemy to kill him. Most of these formations wore distinctive uniforms with black barrettes and epaulets. Allegedly, some Shock Troops had a skull and crossbones for their emblem. Although casualties could be quite high for the Shock Troops, many times enemy formations simply broke and ran upon the very sight of Russian soldiers shouting "Puurrrraaaahhhhh" and marching towards them with bayonets fixed. As there was virtually no way to train and replace Shock Troops during the RCW, these White formations became almost non-existent.

9. Russian military advisors had been visiting Mongolia since the late 1800's to help train and offer assistance. Mongolian troops were armed with a variety of rifles and had very few machineguns until Mongolia became a Communist country in 1922. After becoming a "friendly government" of the Soviet Union, Mongolian troops were outfitted with Russian rifles and given Maxim Russian Machine Guns. Most Mongolians were ranchers and hunters, and had learned to be excellent horsemen and stealthy while hunting. These traits meant the difference between eating well or going hungry, hence Mongolian cavalry was highly skilled. Most Mongolian Infantry formations, however, were of poor quality. Mongolians routinely would not follow orders, such as to drill in marching formations to practice marching or to practice shooting. Since they were accustomed to operating in 4-6 man hunting groups, there is therefore no prohibition on Deploying. Troop formation, discipline, and cohesiveness would sometimes dissolve in battle, thus the low ELR rating. Most Mongolian warriors were equipped with a short sword or long knife. They believed that shooting at people was too impersonal; real warriors closed with their enemy and settled their differences in a much more personal way (unless you could use a satchel charge). Mongolian chieftains inspired awe in their troops, so much so that if a chieftain charged the enemy, his troops would invariably follow. Mongolian troops used a short bow for hunting and occasionally shooting at Chinese soldiers. In each Mongolian formation, there were certain men designated as "bowmen" to keep the enemy's heads down. This rule attempts to show Mongolian use of the short bow. The Mongolians who fought with Baron Ungern, believed the baron was the reincarnation of Genghis Khan. The Mongolians referred to him as Tzagan Burkhan, which in Mongolian means "The God of War." Some of the White Russian leaders were looked upon with respect, almost as much as if they were Mongolian leaders. Other White Russian leaders were tolerated only because the baron tolerated them. When a Mongolian MMC suffers casualty reduction through Fate, this can mean the Mongolians left in disgust or deserted. If a Mongolian leader is eliminated through Fate due to the Rally attempt of a White Russian leader, the Mongolians would have left more quickly as this would have been an insult. Care needs to be utilized in attempting to rally a Mongolian leader with a White Russian leader.

10. White Russian formations were always short of leaders. What leaders they had usually earned the reputation (and fear) of their men. Some White Russian leaders executed other White Russian leaders to obtain their position, out of anger, or just for their wife. White Russian leaders were next to impossible to replace. The Communists had a standing order to arrest all White Russian leaders so they could be given a fair people's trial. The offer of Mexican Gold Dollars helped to motivate some of the troops to not execute White Russian officers out-of-hand.

11. Commissars were the true leaders and were to be followed upon pain of death. Commissars would not tolerate the issuance of orders for an attack by army leaders. This rule attempts to recreate this struggle for control by the Commissars.

12. Some of the Russian partisans fighting against the Entente Powers had prior military service, were quick to deploy to minimize casualties, and on more than one occasion, used dum-dum bullets. The use of some squads/HS with a higher firepower reflects this. The US military reports of these engagements always commented about the marksmanship of the partisans (good until being fired back upon) and that snipers were never much of a problem (thus the low SAN for the partisans in some scenarios). Many of the Suchan Mine Workers had extensive knowledge of explosives. Some partisan units would simply quit fighting and surrender, even from a good fighting position, when US firepower was brought to bear. Partisans learned that the Americans treated prisoners with care: by giving food, medicine, clothes, and, most importantly, not torturing or executing prisoners. Surrender to the Japanese, however, was almost never an option.

13. The Czechoslovakian Legionnaires' (Czech Legion) ordeal to cross all of Russia during the Russian Civil War has all of the makings for an epic movie. Neither the Whites nor the Reds could do anything to stop the Czech Legion. Virtually every battle between the Czech Legion and the Reds ended up with the Czechs being victorious. The group of Czechs which fought in the Maritime Province met with success at first but ran into trouble shortly before the British arrived. With the help of the British, the area around Vladivostok was kept secure enough for the rest of the Czech Legion to arrive there so as to board American ships for Europe. In many battles the Czechs attempted to close with the Reds, where the ferocity of battle was played out to a deadly conclusion. The possibility of being Stealthy,

along with the -1 DRM for CC, is included to demonstrate the Czechs propensity for closing with the enemy. The Czechs often captured Red Russian armored cars, hence the 1st Line MMC undergoes a normal PAATC rather than the 1PAATC for Inexperienced Personnel. I refer to the entire Czechoslovakian Legionnaires as the Czech Legion as much that was written about them referred to them as the Czech Legion, and this is also easier to write.

14. From WWI until the 1930s, each US Army platoon (and USMC platoon) contained four squads, with each squad comprised of 10 men. Each squad had one to two BAR gunners while the rest of the squad was armed with Springfield '03 rifles. This is about the same as the USMC BAR squad (i.e., 5-5-8). This should give each US squad Spraying Fire, not Assault Fire. However, the US Army squads which fought in Siberia did not use their BARs in a manner representing this ability. The BAR gunners used their BARs more as consolidated firepower to be used vs the main point of the Russian attack or defense. Many reports mentioned the automatic firepower of the BARs and how this firepower made the difference in the attacks. Without the Assault Fire bonus, the US squad firepower would be the same as a Russian rifle squad of the same number of soldiers. With the Assault Fire bonus, this gives the US squad a one-column advantage in firepower over a Russian squad, and represents the firepower of the BARs. About 25% of the infantry in the 31st Infantry Regiment were soldiers with less than a year in the US Army. As such, approximately 25% of the American force are represented with Green MMC. In scenario FT122, Companies C & D had seen combat and thus the proportion of Green MMC are reduced accordingly. Most US Army infantry formations in Siberia had their full complement of fragmentation grenades (which were quite similar to the WWII fragmentation grenade) but accounts fail to mention the use or the non-availability of smoke grenades. Although incendiary and toxic grenades had been manufactured for the US Army, no evidence was found for their use in Russia. However, all of the US squads retain their normal SMOKE Placement Exponents of 2 which still allows an attempt to place a WP grenade. Of the seventeen Distinguished Service Crosses awarded to the 31st Infantry Regiment, fifteen were earned during two weeks of combat with the Bolsheviks. The Americans displayed a military discipline against the Russians which was most impressive and usually one or more soldiers would expose themselves to enemy fire so as to rout out enemy units. The 31st Infantry suffered twenty-eight killed and thirty-nine wounded, seven mortally, in 14 days. The partisans suffered over 70 killed and another 35 wounded with over 80 taken prisoner. As the US squads were almost entirely armed with Springfield rifles, this is the reason why a 2nd Line MMC will become Fanatic upon Battle Hardening instead of becoming a 1st Line MMC; a 1st Line MMC represents a squad armed with semi-automatic rifles like the M-1 Grande. The American 37mm weapon is the French *Canon de 37 mle 16 TR* (French Ordnance Note 8) but the American player uses the US T32 37mm INF Gun counter (U.S. Ordnance Note 9). The partisans placed prime importance on the capture of US personnel and weapons. The partisans quickly understood that the Americans would always attempt to exchange captured partisans for captured Americans. The partisans were always low on weapons and needed these to continue the fight. The partisans learned the hard way that US machine guns were top-of-the-line and seemed to go to extra lengths to try and capture any US machine gun, working or not. The capture of a functioning T32 Gun would have been a boon for the Bolsheviks as it would have assisted in the rearming of the ten US-built FT-17 tanks captured by the Reds. The T32 Gun was the only gun for the US forces in Siberia.

15. The British troops of the 25th Middlesex MG Battalion were armed with Maxim Machineguns. However, it appears only the members of the MG unit were properly trained to operate the Maxims. That is why these units are the only British units which may operate a MMG as if a crew.

16. The Red Koreans were originally designed using Early War US counters. After reading how the Red Koreans were able to stop Japanese 2nd class infantry formations and the Japanese were forced to send 1st line troops to route the Red Koreans, it was decided to use German counters instead. This gave the conscript Red Korean MMC one addition FP. Some Red Korean troops would (counter) bayonet charge Japanese troops, thus the ability for Human Wave and Dare-Death troops. The Red Korean leaders operated mostly as Commissars but refused to shoot their troops. These leaders exhibited tactical abilities while on the defensive, such as taking advantage of terrain and directing fire, but failed on the attack as the Japanese were much better trained to break enemy wave attacks. Because of these leadership characteristics, it was decided to treat Red Korean leaders as Red Chinese Commissars but with a rank structure similar to the Finns. As many leaders were elected by committee, it was felt that leadership creation during play should not be allowed. The Japanese usually executed Koreans who were captured on the battlefield. As such, no quarter is always in effect between the Red Koreans and the Japanese.

EDITOR IN CHIEF

Xavier VITRY

LFT TEAM

Emmanuel BATISSE
Jean-Luc BECHENNEC
Laurent CLOSIER
BENJAMIN DRIEU
Laurent FOREST
Andrew HERSHEY
Philippe NAUD
Jean-Pascal PAOLI
Alexandre ROUSSE LACORDAIRE
Xavier VITRY

Lay out

Emmanuel BATISSE
Xavier VITRY

Printing

Photolabo 23, Phnom Penh, Kingdom of Cambodia.

SPECIAL THANKS

Robert HAMMOND

Playtesters

In no particular order;

Chas Argent, Michael Balis, Al Cann, Andreas Carlsson, Chris "Let's do this to the scenario" Castalana, Juan Carlos Cebrian, Laurent Closier, Alexandre Rousse-Lacordaire, Frédéric Rocheteau, Mark Crouch, Doug Demoss, Charles Duke, Adrian Earle, Bob Eburne, Seth Fancher, Will Fleming, John Grimes, Frank Haggert, Malcolm Hatfield, Andrew Hershey, Christopher Howard, Tim Hundsorfer, Scott Jackson, Karl Johnson, Rodney Kenney, Paul Kettlewell, John Knowles, Bruno L'Archeveque, Paul Lauger, Adam Lunney, Pierce Mason, Kevin Mays, Gary Mei, Brad Miller, Chris Milne, Ivan Monedero, Gerry Morris, Grady Neely, Mike Pierzchala, Wynn Polniky, Bruce Probst, Jean-Pierre Raymond, Dave Reinking, Michael Rogers, Tate "one mean spud" Rogers, Luis Sagaz, Michael Sengott, Dr. Rob Seulowitz, Randy Shultz, Stacey Sobbe, Jon Smith, Marty Snow, Rob Stai, Steven Swann, Fred Timm, Steve Treatman, Carlos Vicente, Eric Visnowski, Xavier Vitry, Jess Ward, Joe Wilson, Steve Withers, Robert Wolkey.

Our apologies to anyone whose name we have omitted above.

Welcome to Shangri-La! I have always been interested in obscure battles and engagements in the four corners of the world. The American expeditions to Russia during the Russian Civil War (RCW) are such examples. I was given a copy of an article from Military History Quarterly, entitled Trouble in Suchan, written by Robert L. Willett, which covered the military engagements of the American 31st Infantry Regiment north of Vladivostok against Bolshevik partisans during the summer of 1919. I was struck by the level of detail for both sides in the article and wondered if these RCW battles could be simulated in ASL. I thought the novelty of Russian vs American scenarios would be pleasantly received in the ASL community. Then I began to muse, if these battles could be done, what other skirmishes of the RCW conflict in the Asian Far East could be enjoined to ASL.

I continued to research the RCW but focused on the Asian Far East. At first, there was a dearth of information. I began to visit the local universities and was pleased to find many books on the RCW. However, the books I could find focused primarily on the battles and situations in the European part of Russia. Enter the Internet. I joined a Yahoo Group on the RCW. It was here I met a few children and grandchildren of White Russian officers and Cossacks who fought against the Bolsheviks, die-hard communists in America and abroad, American military officers, and others seeking information on the RCW. Because I was researching the Far East aspect of the RCW, everyone I met helped in my efforts in gathering information. The daughter of a White Russian officer living in Africa gave me so much time, information, and encouragement that I truly wish to meet her in person. The compassion she gave me during a troubling personal time in the midst of this research, to this day, continues to take my breath away. She opened many doors for me and introduced me to people in Europe, America, and Asia. One of the communists I met who lives in America, has offered to meet me for lunch to talk. He gave me wonderful directions and valuable information that played a part in my quest. No question was too mundane or trivial. He answered every question quickly and with a wonderful dry humor that still provokes a smile. I still plan on meeting him for lunch! My wonderful wife, Dawn, was able to procure many books for me, quite a few of which are very rare finds and, of course, out of print. She is indeed my Most Beautiful Among Women!

Most people know there was a RCW which was primarily fought in European Russia with many different political factions and troops from different countries. Only in the Asian Far East did people from all over the world meet and, in some cases, collide. I read about joint Japanese and American attacks vs Bolsheviks; White Russians attacking Americans; Japanese supporting White Russians vs Red Russians; Czech Legionnaires always moving and defeating both Reds and Whites all the while trying to arrive in Vladivostok to board American ships; British troops constantly annihilating German-lead and Commissar-lead Magyars; Magyars fighting and defeating Czech troops; Chi-

nese introducing machine guns to the Mongolians; Mongolians teaming up with White Russians. Battles were fought in the dead of winter, in dust storms and heat, for mountain passes, cities, and across valleys. The more I read, the more I wanted, even needed, to read. All the while becoming more convinced these battles could be and should be simulated in ASL.

I was able to design forty-one scenarios, with more in my mind, and see about thirty scenarios play tested. My goal was to design scenarios with nationalities fighting with or against other nationalities which never or hardly occurs in ASL. As the White and Red formations were quite similar – many troops one week fighting for one side and next week fighting for the other side – I deemed it necessary to have the main troops of the Whites and Reds identical. This led me to use Axis Minor troops for the Whites and Italians for the Reds. This allowed me to use Allied Minors for the Czechs showing an overall (i.e., more firepower) advantage of these troops. It was interesting to design, play, and see scenarios where Japanese are attacking Italian-colored counters. I have taken liberty with some of the battles. The Chinese started using Madsen LMG in 1908. It appears only elite troops in the Chinese Northern Army had these weapons and the only real conflicts for this unit was against the Barga Mongols that year. In the scenario, Exit Plans, both sides had vehicles. The Czechs bolted 76mm guns to the frames of trucks. Did these vehicles affect the battle? It was reported that some vehicles with guns bolted to them broke almost in half from the firing of their mounted guns! Attempting to balance a scenario is no small task. It is possible to receive very different recommendations for the same scenario. In Kabuki Theater, my play test partner, who is known and a good player, was adamant that the scenario favors the defender. Another known and good player in a second play test group stated the attacking Japanese should win most of the time. Still, another group, which contained a person who has designed scenarios, stated the scenario as close to even as he has seen. In Gotta Light, one very well known player stated the defenders should win about 60% of the time and the defenders should always take Group B1. Whereas another very well known player who wins tournaments stated the attackers should win most of the time and the defenders should always choose Group B2. Who to believe? My goals with these scenarios were to open the possibility of different theaters and times outside the normal parameters of ASL while maintaining the maneuvers and tactics of small battles as exemplified in ASL. Perhaps this could open the Korean, Vietnam, and the Arab-Israeli conflicts to ASL.

I do hope you enjoy playing these scenarios. If you do, please, send a note of thanks and appreciation to the gentlemen of LFT. Any shortcomings or disappointments with the scenarios must rest solely with me. I am indebted to many people for their assistance with this product. I ask for forgiveness from any person whose name is left out. No slight is intended, just a faulty memory on my part.

Robert Hammond

RUSSIAN CIVIL WAR NATIONALITY CHART

Rule Section		Nationality or Party	Counters	Treated as	Special rules / capacities
8		White Russians	Axis Minors	Russians	Commissar exchange NA. May deploy on SET up. May use Japanese MMG. Shock troops (#8.3).
9		Mongolian	Partisans	Partisans	Multi-location FG NA. CC : Treated as Gurkhas (A25.43). Woods/Olive Groves : 1 MF. Squads have Assault Fire (A7.36).
10	★ COMMUNISTS				
10.1		Red Russians	Italians	Russians	HW by Commissars only
10.2		Bolshevik Partisans	Russians & Partisans	Partisans	Commissar exchange & multi-Location FG NA. Woods: 1 MF. Use DC as Elite. Disrupt / RtPh surrender to US.
10.3		Social Revolutionary Party	French	Partisans	Use DC as Elite. Placed DC: -1 DRM. Use captured DC without penalties.
11		Czech Legion	Allied Minors	Allied Minors	Elite / 1 st Line: Stealthy & -1 DRM CC. 1 st Line: PAATC as if Elite.
12		US Army	Americans	Americans	2 nd Line HOB = Elite. 37 mm Inf Gun = No Canister.
13.1		Chinese	Chinese	Chinese	Elite / 1 st Line Dare-Death = Stealthy.
13.2		British	British	British	
13.3		Japanese	Japanese	Japanese	May use White Russian MMG.
13.4		Magyar	Hungarians	Hungarian	HW as if Chinese.
14		Red Korean	Germans	Chinese	2 nd Line Dare-Death = Stealthy. No Quarter vs Japanese. Field Promotion NA. Leaders: Red Chinese Commissars w/ Finnish rank.

This Korean flag was adopted on 6 March 1883

A LMG(r) 1PP B11 2-6	B LMG(r) 1PP B11 2-6	C LMG(r) 1PP B11 2-6	D LMG(r) 1PP B11 2-6	E LMG(r) 1PP B11 2-6	F LMG(r) 1PP B11 2-6	a LMG(r) 1PP B11 2-6	b LMG(r) 1PP B11 2-6	A MMG(r) 2PP B11 4-10	B MMG(r) 2PP B11 4-10
Com. Infantry 10-0	Com. Infantry 10-0	Com. Infantry 10-0	Com. Staff 9-0	Com. Machine 9-0	Com. Rogers 9-0	Com. Segur 8+1	Com. Segur 4-10	Com. Segur 4-10	Com. Segur 4-10

A LMG(r) 1PP B11 2-6	A MMG(r) 2PP B11 4-10	B MMG(r) 2PP B11 4-10	C MMG(r) 2PP B11 4-10	D MMG(r) 2PP B11 4-10	A MMG(r) 2PP B11 4-10	B MMG(r) 2PP B11 4-10	C MMG(r) 2PP B11 4-10	D MMG(r) 2PP B11 4-10	Factory B23.74
B LMG(r) 1PP B11 2-6	C LMG(r) 1PP B11 2-6	D LMG(r) 1PP B11 2-6	E LMG(r) 1PP B11 2-6	F LMG(r) 1PP B11 2-6	E MMG(r) 2PP B11 4-10	E LMG(r) 1PP B11 2-6	F LMG(r) 1PP B11 2-6	G LMG(r) 1PP B11 2-6	Factory B23.74

TCA BU	TCA BU	TCA BU	TCA BU	Factory B23.74	E DC 1PP X12 30-1	F DC 1PP X12 30-1	a DC 1PP X12 30-1	TCA BU	TCA BU
TCA BU	TCA BU	TCA BU	TCA BU	Factory B23.74	Com. Johnson 10-0	Com. Taylor 9-0	Com. Wiley 8+1	TCA BU	TCA BU

TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU
TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU

TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU	TCA BU
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

A INF B11 M12 37* [80]	B INF B11 M12 37* [80]	A ART B11 M8 76*	B ART B11 M8 76*	C ART B11 M8 76*	A ART B11 M8 122*	B ART B11 M8 122*	C ART B11 M8 122*
A ART B11 M4 152*	B ART B11 M4 152*	A *10 B11 5PP *AAMG -1/-4	B *10 B11 5PP *AAMG -1/-4	C *10 B11 5PP *AAMG -1/-4	D *10 B11 5PP *AAMG -1/-4	E *34 B11 9PP *AAMG -1/-4	F *34 B11 9PP *AAMG -1/-4

A INF B11 M12 37* [80]	B INF B11 M12 37* [80]	A *10 B11 5PP *AAMG -1/-4	B *10 B11 5PP *AAMG -1/-4	Ice Sangar 1S or Gun OBA: +3* Other: +1*	Ice Sangar 1S or Gun OBA: +3* Other: +1*	Ice Sangar 1S or Gun OBA: +3* Other: +1*	Ice Sangar 1S or Gun OBA: +3* Other: +1*
A ART B11 M8 76*	B ART B11 M8 76*	C *10 B11 5PP *AAMG -1/-4	D *10 B11 5PP *AAMG -1/-4	Hasty Roadblock	Hasty Roadblock	Hasty Roadblock	Hasty Roadblock



Gutted
Factory
(0 5.5)



Gutted
Factory
(0 5.5)



Place Mph
Attack AFPh
Thrown:
+2/+3
Set: 36FP

Place Mph
Attack AFPh
Thrown:
+2/+3
Set: 36FP

Place Mph
Attack AFPh
Thrown:
+2/+3
Set: 36FP

Gutted
Factory
(0 5.5)



Gutted
Factory
(0 5.5)



*REV x3



CS 3

*REV x3



CS 3

No Bnd/(F)
Fire VCA NA
AAMG no
scrounge/Removal
Wreck Check
dr 6 = Elim

No Bnd/(F)
Fire VCA NA
AAMG no
scrounge/Removal
Wreck Check
dr 6 = Elim

No Bnd/(F)
Fire VCA NA
AAMG no
scrounge/Removal
Wreck Check
dr 6 = Elim

No Bnd/(F)
Fire VCA NA
AAMG no
scrounge/Removal
Wreck Check
dr 6 = Elim

Limbered
M 4 152mm G obr 35

Limbered
M 4 152mm G obr 35

Sangar Elim:
as per F8.41
-Set Up
E1.16 (PB)
units HIP
Conceal.Terrain

Sangar Elim:
as per F8.41
-Set Up
E1.16 (PB)
units HIP
Conceal.Terrain

Sangar Elim:
as per F8.41
-Set Up
E1.16 (PB)
units HIP
Conceal.Terrain

Sangar Elim:
as per F8.41
-Set Up
E1.16 (PB)
units HIP
Conceal.Terrain

No Bnd/(F)
Fire VCA NA
AAMG no
scrounge/Removal
Wreck Check
dr 6 = Elim

No Bnd/(F)
Fire VCA NA
AAMG no
scrounge/Removal
Wreck Check
dr 6 = Elim



Hedge TEM
HD is NA
Bog: +1/+3
Clearance: K/KIA

Hedge TEM
HD is NA
Bog: +1/+3
Clearance: K/KIA

Hedge TEM
HD is NA
Bog: +1/+3
Clearance: K/KIA

Hedge TEM
HD is NA
Bog: +1/+3
Clearance: K/KIA

No Bnd/(F)
Fire VCA NA
AAMG no
scrounge/Removal
Wreck Check
dr 6 = Elim

No Bnd/(F)
Fire VCA NA
AAMG no
scrounge/Removal
Wreck Check
dr 6 = Elim



MEET THE MADSENS

3H



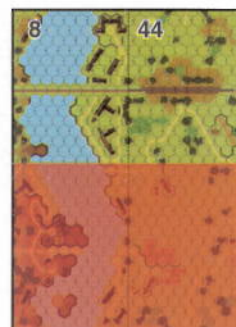
ASL SCENARIO FT116



ARGUN RIVER, EAST OF MANCHOULI, BARGA PROVINCE, MANCHURIA, 27 April 1908: The northwest Manchurian province of Barga, bordering Russia and Outer Mongolia, had been ruled by the Chinese for several centuries. Russia, looking to expand towards the Pacific, was allowed to build the Chinese Eastern Railway through Barga which drew thousands of Chinese. A conflict arose over the immigration of Chinese farmers taking land from the Mongolian ranchers. The Qing (Ch'ing) Dynasty, or Manchus, dispatched infantry and Loyal Guards with the new Madsen LMG to take care of the problem.

BOARD CONFIGURATION:

Only hexrows A-P are in play.



BALANCE:

- In VC a), raise "15 CVP" to "18 CVP".
- Battle Harden two MMC.

VICTORY CONDITIONS: The Chinese win in one of two ways (see SSR4):
a) Earn ≥ 15 CVP [EXC: Prisoners count double during play] and earn ≥ 3 LVP by the end of Turn 5.
b) Earn ≥ 7 LVP at Game End.
The Chinese lose *immediately* if there are no Good Order Elite/1st Line Chinese MMC in play.

TURN RECORD CHART

MONGOLIANS Set Up First	1	2	3	4	5	6	7	END
CHINESE Move First					END ?			

Elements of Barga Mongolian Militia [ELR: 3], set up concealed on board 8 and/or concealed in hexes numbered ≥ 7 on board 44 {SAN: 3}:



Elements of Barga Mongolian Cavalry, enter as Cavalry on Turn 4 on the south and/or west edge(s):



Elements of "Loyal" Manchu Guard and Northern Chinese Army [ELR: 2], set up on board 44 in hexes numbered ≤ 4 (see SSR3) {SAN: 2}:



Scenario design: Robert Hammond
(FTC#4 ©2009)

SPECIAL RULES:

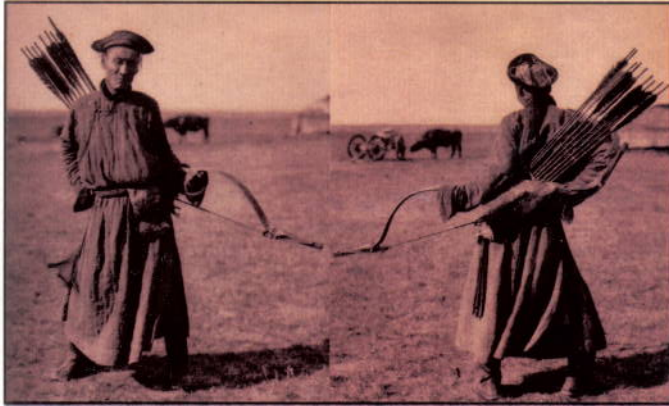
- EC are Moist, with a Mild Breeze from the northwest at start. All orchards are olive groves (B14.8). The river is deep with a Moderate Current to the south. All buildings are wooden. Each multi-hex building is a two-story house (B23.22) and stairwell symbols are NA. Place the following overlays: **RR6** on 44I2/44I1; **OW1** on 44E6/44E7; **RR2** on 81S/814; **RR13** on 44F6/44F5. All RR Overlays are GLRR (B32).
- All Mongolians have an ELR of 3. The Mongolian may use HIP for 1 MMC.
- Contrary to #SF.1, only Elite MMC may use a LMG without captured weapon penalties (A21) and attempt to repair them. Only an Elite MMC may be designated as a Dare-Death MMC. Conscripts may not form multi-Location FG.
- LVP are earned as follows: Control of both RR hexes 814 and 819 = 2 LVP; Control of a building east of the river = 1 LVP. The Chinese must earn 1 additional LVP for each LMG possessed by a Good Order Mongolian unit.

HISTORICAL RESULT: The Mongolians were not going to be "taken care of" by any Chinese military force. However, the Mongolians found out about machine guns when Chinese Guards opened fire. Mongolians were driven from their homes. Chinese forces took control of the region but the Mongolians now looked to Russia for help. The Tsar of Russia, always looking for more land, started sending arms and advisors to the Barga Mongolians. The days of the Manchu Dynasty were fading to a close.

THE ARGUN KNOT

ASL SCENARIO FT117

3H30



VICTORY CONDITIONS: The Mongolians win at the end of any Game Turn upon earning ≥ 27 VP (VP = CVP + LVP) without suffering ≥ 19 CVP (see SSR9).

ARGUN RIVER, EAST OF MANCHOULI, BARGA PROVINCE, MANCHURIA, 16 December 1911: After four years of unexplainable tax increases, including "Future" taxes, the Mongolians wanted their land back. The Chinese garrison at the Argun River watched in dismay as Russian troop trains rumbled through – prompting the Chinese to build fortifications. At the beginning of September, China ordered all schools in Barga to teach only in Chinese. The Mongolians finally had enough, so local Mongolian chieftains asked for the removal of the Chinese troops. This request was refused. The Chinese Civil War to overthrow the Manchus (Ch'ing Dynasty) was only two months old when the Mongolians decided to join the fight.

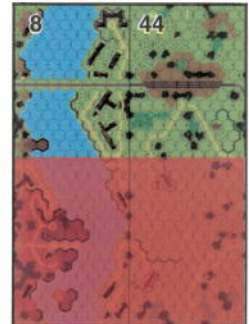
BOARD CONFIGURATION:

Only hexrows A-P are in play.

BALANCE:

In the VC, raise "27 VP" to "30 VP".

In the VC, lower "27 VP" to "24 VP".



TURN RECORD CHART

CHINESE Set Up First

MONGOLIANS Move First

1	2	3	4	5	6	END
---	---	---	---	---	---	-----

Elements of "Loyal" Manchu Guard and Northern Chinese Army [ELR: 1], set up east of the river ≥ 1 hex from any Mongolian entry hex with ≥ 2 counters in each multi-hex building {SAN: 3}:



4-4-7	3-3-7	3-3-6	2-2-7	9-2	8-0	7-0	6-1	2	3	2
3	6	11	2							
Foxhole 5 1S OVR, OBA: +4 Other: +2		1+3+5								
4		2								

Scenario design: Robert Hammond & John Knowles
(FTC#4 ©2009)

Elements of Barga Mongolian Cavalry and Militia [ELR: 3], enter on Turn 1 from the north/east/south edge(s) of board 44 in hexes numbered ≤ 8 {SAN: 3}:



3-3-7	1-2-7	9-2	8-1	7-0	LMG B11 2-6	DC X12 30-1	12
14	3				2		4

SPECIAL RULES:

- EC are Wet, with no Wind at start. All orchards are olive groves (B14.8). The river is deep with a Moderate Current to the south. All buildings are wooden. Each multi-hex building is a two-story house (B23.22) and stairwell symbols are NA. Place the following overlays: **RR6** on 44I2/44I1; **OW1** on 44E6/44E7; **RR2** on 8I5/8I4; **RR13** on 44F6/44F5. All RR Overlays are GLRR (B32).
- Night rules (E1) are in effect for the first 3 Game Turns. Base NVR is 3 with Scattered Clouds and a Half Moon. Only Chinese Elite/1st Line units may use Starshells. All multi-hex building Locations (not hexes) are Illuminated Locations (E1.9). The last sentence of E1.76 is NA.
- On Game Turn 4, all Night rules are NA. All Cloaking counters are replaced with their contents, if any, and must be unconcealed unless in Concealment Terrain or out of LOS of all unbroken enemy units; HIP units not in Concealment Terrain are placed on board Concealed; remove all No Move counters; increase the Chinese ELR by two (+2); Heavy Mist (as during "heavy rain", E3.51) comes into effect.
- On Game Turn 5, Heavy Mist is replaced by Mist (E3.32). On Game Turn 6, no Mist is in effect.
- The Chinese may Fortify ≤ 4 building Locations. Both Pillboxes set up Known [EXC: units which set up in a Pillbox may use HIP] but may not set up in a RR hex. Contrary to E1.2, the Chinese may only use HIP for ≤ 3 MMC (and any SW/SMC stacked with them) and this HIP is in addition to those units which might set up HIP in a pillbox. Only Elite squads may be designated as Dare-Death MMC.

- Any MG fired by Conscripts suffer captured weapon (A21) penalties. For Freedom of Movement (E1.21) purposes only, the Chinese are considered to have an ELR of 3.
- Contrary to A20.53, the north and south edges of board 8 are a FBE only for the Chinese.
- All Mongolians have an ELR of 3. The Mongolians may Recon (E1.23) three hexes and no dr is required (a Fortified Building Location in a chosen hex must be revealed).
- Exited prisoners count for double CVP during play for both sides. Each building east of the river is worth 2 LVP if a multi-hex building (12 LVP total), 1 LVP if a single hex building (2 LVP total). Each Controlled/destroyed Pillbox is worth 2 LVP.

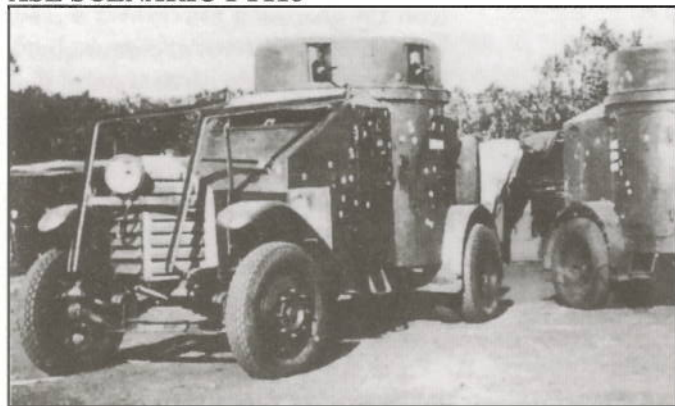
HISTORICAL RESULT: Equipped with Russian weapons and Chinese LMG procured by the local Mongolian leaders, and remembering Chinese lessons, the Mongolians felt the time was right to deal with their taxing problems. Using night to offset the Chinese numerical advantage, the Mongolians attacked before dawn. The Chinese awoke to armed Mongolians shooting everything and everyone. The Chinese garrison, unable to make an effective stand, fled in every direction and was all but wiped out. The Barga Mongols gained their independence and turned to Russia for more assistance. Russia had also learned to help a neighboring country to become her "friend".

EXIT PLANS

5H



ASL SCENARIO FT118



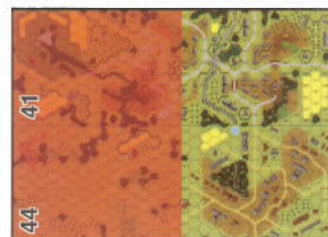
VLADIVOSTOK, SIBERIA, 29 June 1918: With the collapse of the Tzarist government and the rise of the Reds, the Czech Legion was left scattered all across Russia and in the middle of a civil war. All attempts to go west, to their newly formed country, were hindered by all belligerents on the Eastern Front. This left the Czechs with only one real option, travel the length of Russia to Vladivostok and the waiting Americans to travel home. Neither the Whites nor the Reds liked the Czech Legion, but the problem was neither could defeat the Czechs. One brigade of the Czech Legion had made it to Vladivostok to finalize the exit plans with the Americans. Commissar Trotsky had issued orders to disarm and arrest the entire Czech Legion, and shoot all who had a weapon. After the Communists in the Maritime Province took over control of the government and city of Vladivostok, they looked to start arresting members of the Czech Legion in Vladivostok. The Czech Legion struck first.

BOARD CONFIGURATION:

Only hexrows R-GG are in play.

BALANCE:

- ★ In the VC, raise "60 VP" to "65 VP".
- ★ In the VC, lower "60 VP" to "55 VP".



VICTORY CONDITIONS: The Czechs win at the end of any Player Turn upon earning ≥ 60 VP without suffering ≥ 35 CVP. VP = CVP + LVP (Control of a stone multi-hex building = 5 LVP {There are 11 stone multi-hex buildings at start}).

Scenario design: Robert Hammond
(FTC#4 ©2009)

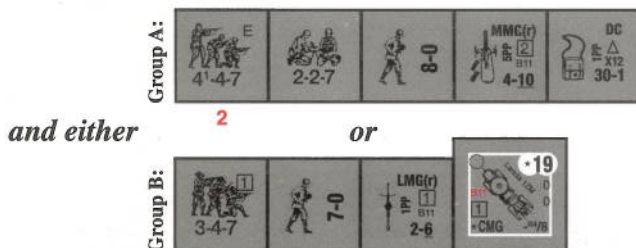
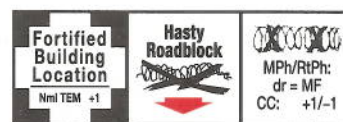
TURN RECORD CHART

★ RED RUSSIANS Set Up First	1	2	3★	4	5	6	7	END
★ CZECHS Move First								

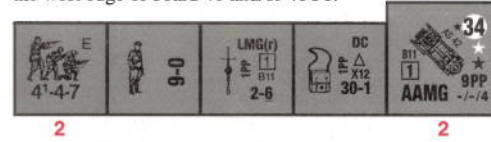
Elements of Vladivostok Military Soviet, 5th Red Army [ELR: 3], set up concealed on board 41 and/or concealed ≥ 1 hex from any non-north edge of board 44 {SAN: 4}:



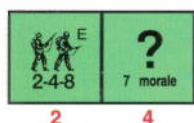
Choose $\leq$ six of the following Fortifications (Tunnel exchange is NA):



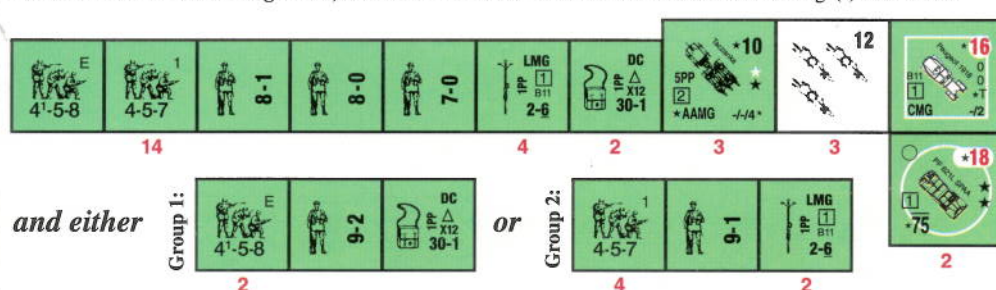
Vladivostok RevCom Reinforcements, enter on Turn 3 from the west edge of board 41 and/or 41Y1:



Scouting elements of the 2nd Reserve Regiment, 2nd Infantry Division, Czech Legion [ELR: 4], set up on any non-north edge hexes of board 44 {SAN: 3}:



Elements of the 5th and 8th Regiments, enter on Turn 1 and/or Turn 2 from the south/east/west edge(s) of board 44:



SPECIAL RULES:

- EC are Moist, with a Mild Breeze from the south at start. Place the following overlays: 6 on 44S2/44S1; P1 on 44oW1; O2 on 41S10/41S9.
- Before any set up, the Czech player makes two Random Direction DR (C1.31) from hexes 41Z5 and 44oY5 (four DR total) and places a debris overlay (#SF5). If the debris overlay moves offboard or is placed in a woods/building/debris hex, the Red Russian player chooses the nearest legal hex to move the debris overlay to. After debris placement, both players may rubble ≤ 2 single-story buildings in the Red Russian set up area with the Red Russian player alternating placement of rubble first.
- The Red Russians may use HIP for ≤ 2 MMC (and any SW/SMC stacked with them). The 65* INF Gun may only fire HE.
- The Czechs may Recon (E1.23) five hexes; no dr is required.

- Each AC is considered to have a radio.
- All non-Horse Drawn vehicles may attempt to remove Wire as if fully-tracked (B26.53) and the +2 DRM for moving into Wire is NA. No SW may be Removed/Scrounged from any vehicle.

HISTORICAL RESULT: The Communists had just finished consolidating most of their gains in Vladivostok. Unbeknownst to the Reds, the Japanese had given very detailed information to the Czechs about Red Army positions. The members of the Czech Far Eastern Brigade in Vladivostok attacked and crushed the main Red Army position in Vladivostok with the Reds suffering 160 dead. The Reds were driven out of the city in two days. In under two months, the Reds had been pushed into the hills over a 100 miles away by the Czechs and the Japanese. The Czech Legion in Vladivostok had finalized their exit plans.

CALMNESS UNDER FIRE

ASL SCENARIO FT119



VICTORY CONDITIONS: The Magyars win in one of two ways:

- Control all level two Locations by the end of Turn 2.
- Upon earning ≥ 6 CVP (see SSR6).

TURN RECORD CHART

SEQUENTIAL Set Up MAGYAR Move First	1	2 END ?	3	4	5	6	END
---	---	------------	---	---	---	---	-----



R.N. Armoured Train observation post [ELR: 3],
set up at Level two on board 46 {SAN: 3}:

2 4-4-7	G 4-3-6	8-0	7-0
------------	------------	-----	-----

2



Elements of the 5th Infantry Regiment, 2nd Infantry
Division, Czech Legion [ELR: 3], set up in woods
hexes numbered ≤ 4 on board 46:

G 4-3-7	8-0	7 morale
------------	-----	----------

6

5

Elements of the Middlesex MG Battery, 25th Battalion, Middlesex
Regiment, set up at Level one or higher on board 46:

1 4 ² -5-7	9-1	8-1	2 4-10
--------------------------	-----	-----	-----------

2

2

Elements of Magyar Infantry, 5th Red Army [ELR: 3], set up as per SSR3 {SAN: 3}:

9-1	7-0	2-6
-----	-----	-----

3

4

and

Group 1: 1 3-4-7	C 3-3-6
-------------------------------	------------

7

2

and

Group 2: E 4 ¹ -4-7	C 3-3-6
---	------------

2

7

Scenario design: Robert Hammond
(FTC#4 ©2009)

SPECIAL RULES:

- EC are Moderate, with no Wind at start. All orchards are crags. Crags may be treated as Rout and Rally Terrain as if woods. Place the following overlays: Wd2 on 46M4/46L4; O2 on 46J7/46J6; G4 on 46C7/46C6; G5 on 46D3/46D4.
- In this scenario, "Entente" means British and Czech Legion. No Quarter is in effect.
- Before any set up, the Magyar player must (secretly) allocate one Group to set up on board 35, while the other Group must enter on Turn 3 from the east edge; each Magyar SW/SMC may set up or enter with either Group. Then the Entente set up, and may use HIP for 1 squad (and any SW/SMC stacked with it). Any British Personnel/MMG may set up in Foxholes if in suitable terrain. Finally, the Magyar player sets up the one allocated Group on board 35.
- A MMG may not use Sustained Fire (A9.3). Contrary to A9.73, the Entente may not voluntarily malfunction/destroy a MMG. Each MMG has a B# of 10, and may not place a Fire Lane, even if captured.
- The British 7-0 SMC begins the game Heroic. Both squads of the Middlesex MG

Battery may use a MMG as if an Infantry crew.

- The Magyars earn 2 CVP for each functioning MMG and 1 CVP for each malfunctioned MMG they possess. All British Personnel on board at Game End are considered eliminated and count toward the CVP earned by the Magyars. All Good Order Entente Personnel may exit off the south edge on/west of hexrow I and are not considered eliminated.

HISTORICAL RESULT: The Magyars wanted to push the British off of the hill overlooking the railway while hopefully capturing some British soldiers and their Maxim machine guns. The British troops, quite outnumbered and with both MG equipped with faulty rounds, made a controlled withdrawal from the hill to a forested area occupied by a company of Czech infantry. At one point, the Magyar infantry closed in on the R.N. observation post personnel. Royal Marine Sgt. Mitchel calmly kneeled and fired at Magyar infantry, driving over a platoon of the enemy to ground amongst the tall marsh grass in the area. Although forced to abandon a malfunctioned machine gun, the British troops displayed a calmness under fire which was admired by both friend and foe.

⌚ 2H



NEVER SAY NAVOZ



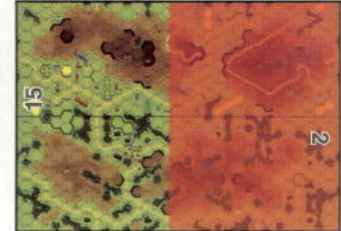
ASL SCENARIO FT120



NOVITSKAYA MINES, MARITIME PROVINCE, SIBERIA, 22 June 1919: President Wilson, in July 1918, dispatched the US 27th & 31st Infantry Regiments from Manila to Vladivostok. The US Infantry's primary purpose was to assist the Czech Legion's escape across Russia while maintaining a strict nonintervention stance in the Russian Civil War. Within a few months, the 31st was scattered from Lake Baikal, near Irkutsk, to Vladivostok to the rugged mountain terrain of the Suchan mines, 80 miles east of Vladivostok. Trouble for the 31st started when the local Bolsheviks believed the US was there to support the White Russians. On 21 June, four soldiers and one officer of H Company were captured while fishing. The captured men were not missed until the next morning. Organizing a rescue effort of about 110 men, Col. Williams, CO of the US Suchan Mine Guard, personally led his men to demand the release of the US prisoners.

BOARD CONFIGURATION:

Only hexrows A-P on board 15 and R-GG on board 2 are in play.



BALANCE:

Add a 4-4-7 MMC and a LMG.

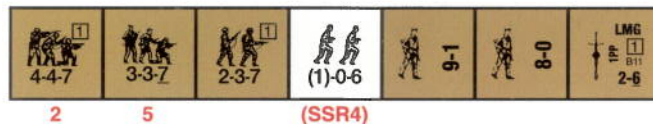
Exchange both *at start* 5²-3-6 squads for two 5²-4-6 squads.

VICTORY CONDITIONS: The Americans win at Game End upon earning more VP than the Partisans. VP are earned as follows: Both sides earn CVP + LVP normally; only the Partisans earn Exit VP (see SSR4). Each building in the Partisan set up area is worth 2 LVP if stone (12 LVP total), 1 LVP if wooden (11 LVP total). The side causing the elimination of the *at start* unarmed HS awards the opposing side 20 CVP.

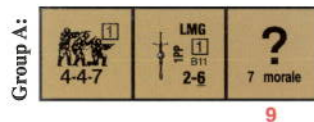
TURN RECORD CHART

BOLSHEVIK PARTISANS Set Up First	1	2	3	4	5	6	END
AMERICANS Move First							

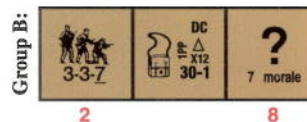
Elements of the Bolshevik Partisans [ELR: 4], set up ≤ 6 hexes of 1519 and/or ≤ 4 hexes of 2W8 {SAN: 4}:



and either



or



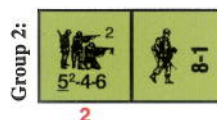
Elements of B Company, 31st Infantry Regiment, AEF (Siberia) [ELR: 3], enter on Turn 1 on/between 2R0-2GG1-2GG10 {SAN: 2}:



Flanking elements of B Company, enter *only one* Group on Turn 3 from the east or west edge:



or



Scenario design: Robert Hammond
(FTC#4 ©2009)

SPECIAL RULES:

- EC are Wet, with no Wind at start. Buildings O10, M9, I8, H5, E6 & D9 on board 15 are stone; all other buildings are wooden. Place the following overlays: **Hd1** on 2V6 (Breach is on the 2V6/2W7 hexside); **Hd2** on 2V9/2W10; **Hd7** on 2BB9/2CC10.
- All units treat a Heat of Battle result of Berserk as Battle Hardening instead.
- The Partisans may use HIP for ≤ 2 squads (and any SW/SMC stacked with them), and may Fortify 1 building Location. Contrary to A12.12, OB-designated "?" may be set up in non-Concealment Terrain.
- The *at start* unarmed HS in the Partisan OB represents American prisoners and all normal prisoner/unarmed rules apply [EXC: it may neither rearm nor attack in CC, is never considered an eligible Sniper target, and contrary to A20.51, may not be combined with any other prisoner MMC]. Contrary to A20.53, a Partisan Guard may not exit before Turn 5. Beginning on Turn 5, the Partisans may earn Exit VP for units exited off the north edge. Provided the Partisans Control ≥ 2 buildings in

their set up area at Game End, the Partisans earn 15 CVP if the *at start* unarmed HS is a prisoner of a Good Order Partisan unit or exited by a Partisan Guard on/ after Turn 5 (rule #SF12.3 is NA for the *at start* unarmed HS).

HISTORICAL RESULT: As the US troops marched into the mining area just outside of the town, the partisans opened fire from every house, building, tree, and bush. Four soldiers were killed and two others wounded. Four other soldiers ran into town and over a fence. The first and third soldier were shot. The other two made it over the fence only to land in piles of cow manure; one soldier remarked how sweet it smelled. Although the town was secured and some partisans captured, the rescue attempt failed. Many partisans escaped north including all of the US prisoners. Fearing for the safety of the US prisoners, Col. Williams withdrew back to Suchan. Walking in rain and mud, the doughboys returned with only the sweet smell of navoz (manure).

ASL SCENARIO FT121

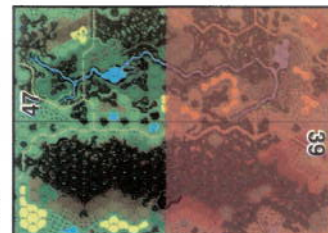


TURN RECORD CHART

BOARD CONFIGURATION:

A
N**BALANCE:**

 In the VC, lower “36 CVP” to “32 CVP” and in the second sentence of SSR 4, change “≤ 4 squads” to “≤ 2 squads”.



 SIMULTANEOUS Set Up (see SSR3)	 1	 2	3	4	5	 6	END
 AMERICANS Move First	 1	 2	3	4	5	 6	END

 4-4-7	 3-3-7	 1-2-7	 8-1	 8-0	 MMG SP BT 4-10	 LMG 1P BT 2-6	 DC 1P XT 30-1	 7 morale	 5 1S OVR, OBA: +4 Other: +2
6	13					3		8	4

and either

Group A:

Group B:

 4-4-7	 1-2-7	 9-1	 1-4-9	 MMG EXP 511 4-10
--	--	--	--	--

Elements of Suchan Mine Workers, enter on Turn 1 from the north edge:

 4-4-7	 3-3-7	 8-1	 6+1	 LMG HP 1 D11 2-6	 DC K12 30-1	 7 morale
2	3				2	6

Scenario design: Robert Hammond
(FTC#4 ©2009)

Sitsa Bridge Detachment, C Company, 31st Infantry Regiment, AEF (Siberia) [ELR: 4], set up ≤ 4 hexes of 47H6, and 1 MMC (and any SW/SMC stacked with it) may use HIP but all Fortifications set up Known (SAN: 3):



						
5²-4-6	5²-3-6	2-2-7	8-1	4-12	5 OVR, OBA: +4 Other: +2	1S Other: +2

Elements of C & D Companies, enter on Turn 1 from 39GG10-39GG1-39CC1 and/or on Turn 2 from the south edge:

 2 5 ² -46	 G 5 ² -36	 2-2-7	 9-2	 9-1	 7-0	 1-4-9	 MMG 4-10	 INF 37 ⁺
11	3	4					3	

and either

Group 1:

 5 ² -4-6	 8-1
--	--

or

Group 2:

 5^2-46	 8-0
---	--

2

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze from the south at start. The stream is deep. The bridge at 47H6 is wooden but is treated as a pontoon bridge vs DC attacks (B6.33). For purposes of MF expenditure *only*, all woods are treated as Pine woods (B3.82).
2. The road that runs from 39GG5-39Y10-47H8-47I1 is a GLRR (B32).
3. Each player sets up their on-board forces at the same time; set up a board to screen the two set up areas. Remove the screen after both sides have set up their on-board forces. After the removal of the screen, the American player then sets up his Turn 1 reinforcements. Contrary to A14.2, the Partisan Sniper counter's initial placement may be in any unoccupied hex.
4. The Partisans may designate ≤ 4 squads, only one of which may be a reinforcement squad, which can enter into Hand-to-Hand CC as if they were Gurkha (A25.43). A Partisan Entrenchment loses concealment as if night (E1.16).

5. If the bridge is rubble or Ablaze, the Partisan's VC requirement is reduced from 30 FP to 15 FP. For every 2 CVP (FRD) earned by the Partisans, their VC requirement is reduced by one FP. For VC *only*, Partisan Personnel (and their possessed and functioning MG) *not* on a board 39 hill hex have their FP quartered (FRD) in addition to any other FP modifiers. For VC *only*, a DC and the INF SW Gun have no FP.

HISTORICAL RESULT: Both companies detrained and immediately engaged the partisans on the hill. While the US troops were fighting the partisans on the hill, a group of mine workers with some explosives worked their way to the bridge. Before the explosives could be used, the bridge detachment scattered the mine workers. Over on the hill, the automatic fire from the BARs started to take a toll among the partisans. Sergei gave the order to withdraw and the partisans disappeared. The reinforcements were able to continue by train.

GRASP THE WIND

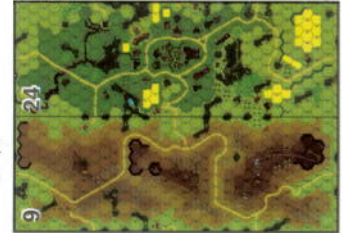
ASL SCENARIO FT122

3H30



KAZANKA, MARITIME PROVINCE, SIBERIA, 3 July 1919: The second part of Gen. Graves' plan called for an attack against the village of Kazanka, a partisan stronghold. Both C and D Companies were ordered to secure the village and drive the partisans into the hills. The US infantry was divided into two forces. The main attack force arrived on time but the supporting force got bogged down. After shelling the village with two 37mm guns, the infantry attacked at 0830 without the supporting force.

BOARD CONFIGURATION:



BALANCE:

- Receive both Group A and Group B and in the VC, raise "21 LVP" to "23 LVP".
- Receive two Groups and in the VC, lower "21 LVP" to "19 LVP".

VICTORY CONDITIONS: The Americans win at Game End upon earning ≥ 21 LVP in the Partisan set up area (32 LVP total) without suffering ≥ 15 CVP. A single hex building is worth 1 LVP, building 24S7 is worth 2 LVP, buildings 24oN3, 24R5 & 24U4 are each worth 3 LVP. A rubble building Location (not Falling rubble) is treated as a building Location for VC purposes (see SSR3).

TURN RECORD CHART

BOLSHEVIK PARTISANS Set Up First	1	2	3	4	5	6	END
AMERICANS Move First							

Elements of Bolshevik Partisans and Suchan Mine Workers [ELR: 3], set up on board 24 and/or in hexes numbered ≤ 1 on board 9 {SAN: 4):

 4-4-7	 3-3-7	 2-3-7	 1-2-7	 1-2-7	 9-1	 8-1	 8-0	 MMG SPY B11 4-10	 LMG 1PP B11 2-6	 DC 1PP B11 30-1	 7 morale
5	10								3	3	15

and either

Group A:

	1-4-9	?	7 morale		MPH/RtPh: dr = MF CC: +1/-1	Tunnel
5				4		2

or

Group B:

<td> Elements of C and D Companies, 31st Infantry Regiment, AEF (Siberia) [ELR: 3], set up on board 9 in hexes numbered ≥ 3 {SAN: 3): </td>	Elements of C and D Companies, 31st Infantry Regiment, AEF (Siberia) [ELR: 3], set up on board 9 in hexes numbered ≥ 3 {SAN: 3):
--	---

 5²-4-6	 5²-3-6	 2-2-7	 9-2	 9-1	 8-1	 8-0	 MMG 4-10	 INF 37*
18	4	4					2	2

and chose one of the following Groups :

Group 1:

or

Group 2:

or

Group 3:

SPECIAL RULES:

- EC are Moderate, with no Wind at start. All buildings are wooden. Building 24R5 is a Factory (B23.74) with a Rooftop (B23.8) and a Factory Rooftop Access Point at R4. Overlay X15 is at Level -1. Place the following overlays: O2 on 9Y1/24Y10; X15 on 24N3/24M4.
- The Partisans may use HIP for ≤ 3 MMC (and any SW/SMC stacked with them). One DC may set up as a HIP Set DC (A23.7) in Concealment Terrain. The Partisans may Fortify ≤ 4 building Locations (Tunnel exchange is NA). The Partisan player may place ≤ 2 debris overlays (#SF5) on board 24. The Partisans receive two tunnels (B8.6) if Group A is chosen.
- Beginning Turn 5, Partisan Personnel may exit the board on/between hexes 24N0-24T0 and earn Exit VP. For every 3 Exit VP (FRD) earned by the Partisans, the US LVP VC requirement is increased by one (+1).

HISTORICAL RESULT: The US infantry launched their assault and started to rout the partisans. The partisans attempted to delay the US force but the automatic weapons of the US infantry were too much for them. The partisans fled north and the US forces were once again holding an empty village. Later that day, the US forces returned to their starting point – Suchan. The partisans were back in Kazanka three days later.

SCHURTER'S SORTIE

2H30



ASL SCENARIO FT123



VICTORY CONDITIONS: The Americans win at the end of any Game Turn if there are no armed, unbroken Partisan MMC on board 50 at level ≥ 3 in hexes numbered ≥ 4 , without suffering ≥ 11 CVP (the capture *bonus* is NA for all reasons).

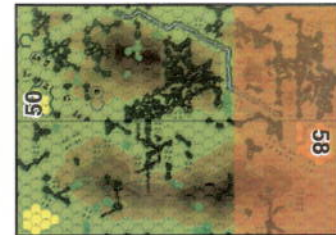
TURN RECORD CHART

BOLSHEVIK PARTISANS Set Up First	1	2	3	4	5	6	END
AMERICANS Move First							

SOUTH OF PIRYATINA, MARITIME PROVINCE, SIBERIA, 5 July 1919: By July 4th, all overland supply routes and communications for the Americans had been severed by the Bolsheviks. Any supplies and messages had to travel through partisan territory to America Bay. On July 5th, M Company led a procession which included D Company, a MG detachment, and a Japanese Infantry Company. Just south of Piryatina, on a hill 800 yards away, the partisans opened fire on M Company wounding six soldiers.

BOARD CONFIGURATION:

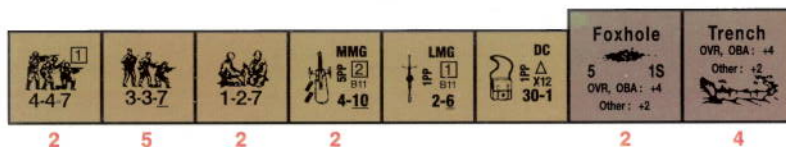
Only hexrows A-V on board 50 and L-GG on board 58 are in play.



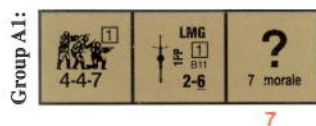
BALANCE:

- Delete two US crews & two US MMG.
- Delete the first sentence of SSR2.

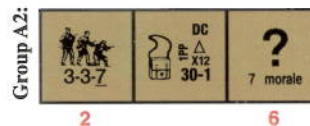
Elements of Bolshevik Partisans and Suchan Mine Workers [ELR: 3], set up on board 50 at level ≥ 2 in hexes numbered ≥ 4 {SAN: 4}:



and either



or



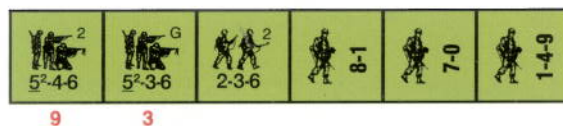
and either



or



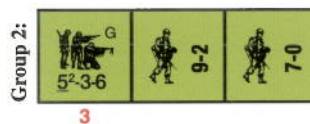
Elements of M Company, 31st Infantry Regiment, AEF (Siberia) [ELR: 4], set up on board 58 (see SSR3) {SAN: 3}:



and either



or



Elements of the Regimental Heavy Weapons Company, enter on Turn 1 from the south edge:



SPECIAL RULES:

- EC are Moderate, with no Wind at start. A trench or crag Location is treated as Rout and Rally Terrain. Roads do not exist [EXC: roads are paths (B13.6) in woods].
- The Partisans may use HIP for 1 MMC (and any SW/SMC stacked with them). Contrary to A12.12, OB-designated "?" may be set up in non-Concealment Terrain. One Partisan leader may begin play Heroic (A15.2); however, the Hero counter may be kept off board until the leader becomes Known.
- During set up, the American player must allocate one of the four American leaders to enter with the Regimental Heavy Weapons Company.

HISTORICAL RESULT: One of the wounded soldiers, Private Schurter, charged with his platoon firing his BAR. The partisans were routed from the hill top by M Company with supporting fire from the MG detachment. Private Schurter had to be physically restrained by his platoon sergeant to stop his charge after the partisans so as to receive medical attention. Private Schurter died of his wounds shortly thereafter.

DEADLY SLEIGH RIDE



ASL SCENARIO FT124



NIZHNE UDINSK, SIBERIA, 20 January 1920: On January 15th, the Czech Legion, which had been escorting Supreme Regent Adm. Kolchak eastwards, guaranteed their safety from the Red Russians by turning over Adm. Kolchak in Nizhne Udinsk. Within a few days, all of the White Russian forces knew of this treachery and moved to the rescue. Perhaps the best general in the White Russian Army was General Kappel who was the closest to Nizhne Udinsk. Gen. Kappel had managed to keep his forces together while destroying Red Army units in front of him and fighting the Red Army units following him during the dead of winter. The small city of Nizhne Udinsk needed to be taken to rescue the Supreme Regent and give his men rest. Mounted on skis, horses, and in wagons with machine guns, Gen. Kappel and his troops launched their rescue attempt.

BOARD CONFIGURATION:

BALANCE:

- ★ Battle Harden one SMC and exchange three 3-3-6 squads for three 3-4-7 squads.
- ☞ Battle Harden two MMC and, in the VC, lower "21 LVP" to "19 LVP".

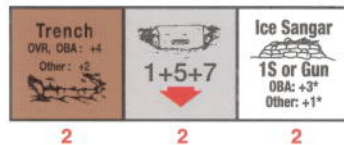


VICTORY CONDITIONS: The White Russians win at the end of any Game Turn by earning ≥ 21 LVP without suffering ≥ 44 CVP (White Russian Prisoners count double during play). Each building/Pillbox in the Red Russian setup area is worth 1 LVP (see SSR7).

TURN RECORD CHART

★ RED RUSSIANS Set Up First	1	2	3	4★	5	6★	7	8	END
☞ WHITE RUSSIANS Move First									

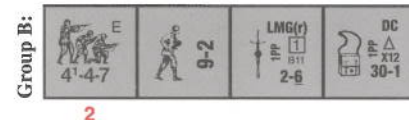
Elements of Nizhne Udinsk "Soviet" Garrison, 5th Red Army [ELR: 3], set up on/between hexrows F-BB on board 12 including half hexes shared with board 27 (see SSR5 & SSR7) {SAN: 3}:



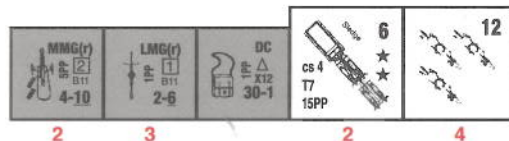
and either



or



Elements of the 27th Infantry Division, 2nd Red Army (Omsk), enter on Turn 4 from the west edge:

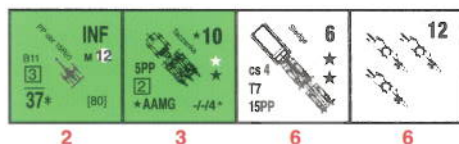


(Possible?) Ad Hoc Soviet "Volunteers", enter on Turn 6 ≤ 2 hexes of 12Q10 (see SSR7):

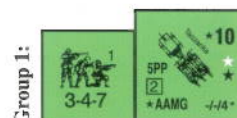


See other side for Special Rules and Historical Result.

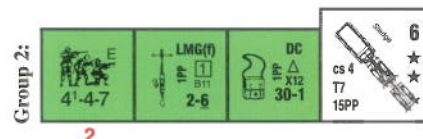
Remnants of the 8th "Shock" Battalion, Western Siberian White Russian Army [ELR: 3], enter on Turn 1 and Turn 2 from the west edge with ≥ 30 CVP entering each Turn (see SSR6) {SAN: 3}:



and either



or



SPECIAL RULES:

1. EC are Snow, with no Wind at start. Place overlay **OG1** on 12T0. Weather is Overcast (E3.5) with Falling Snow (E3.71) possible and Ground Snow (E3.72). Hand-to-Hand CC (J2.31) is in effect.
2. All buildings are wooden. Rowhouses are NA but the "blackbars" are part of each building. All paved roads are plowed. All woods are pine woods (B13.8). Board 27 is Steppe Terrain (F13.2).
3. Before set up, place 8 Drifts (E3.75) on board 27 and 3 Drifts on board 12. Contrary to E3.751, each Drift's placement hexside is determined by a Random Selection dr. If a Drift's final placement is along a hexside shared by another Drift, make another dr.
4. Horses, Sledges and Taczankas may not enter a Gully Location. Sledges and Taczankas may enter woods without Gallop at ½ MF. Taczankas move across snow as a Sledge.
5. The Red Russians may use HIP for ≤ 1 MMC (and any SW/SMC stacked with it); this is in addition to any units which set up using HIP in an Ice Sangar (#SF6). The Red Russians may Fortify ≤ 2 building Locations (Tunnel exchange is NA).
6. The White Russian at start 10-3 leader must enter as a Passenger on a Taczanka or Sledge, and may not voluntarily abandon a mobile vehicle. The White Russian player has the option of keeping this leader in a Cloaking box by secretly recording one accompanying (Inherent) MMC in the same vehicle. This leader loses its Cloaking when using its Leadership DRM or the accompanying MMC is no longer a Passenger. While a Passenger, this leader may use his Leadership DRM to direct a FG, as if Heroic, regardless of this leader's range from enemy units. For movement and Wound Severity purposes only, this leader is considered already wounded. The White Russian player may designate ≤ 4 squads as Shock Troops (#SF8.3).

7. The Red Russians, during their set up, may Battle Harden ≤ 6 at start squads/SMC. Each unit which is Battle Hardened by this SSR lowers the LVP requirements by one (-1). The Red Russian player must state how many units but not the type which were Battle Hardened before the White Russians set up. The Red Russian player does not have to enter the Turn 6 reinforcements; however, if the Red Russian player does enter the Turn 6 reinforcements, the LVP requirements are lowered by one (-1). A building completely rubbed and/or ablaze or a destroyed Pillbox is considered permanently Controlled by the White Russians.

HISTORICAL RESULT: The city was held by mobilized peasants and a few old guns. Gen. Kappel, his feet and legs suffering from severe frostbite, led his men from a sleigh with a Maxim Machinegun. The general's troops had taken some of the city when lead elements of the 27th Infantry Division, which had taken Omsk and been following the general, attacked from the same direction as the White troops. The White Russians turned captured Red artillery on the attacking Red troops and slaughtered them at the city's edge. After the battle, Gen. Kappel was informed Adm. Kolchak had been spirited away the night before to Irkutsk. Refusing medical help from the Czech Legion, Gen. Kappel made plans for the attack on the twin cities, Glaskov and Irkutsk. Gen. Kappel would never know his plan to take Glaskov was a success, he died seven days later from his frostbite while riding in his sleigh.

*Scenario design: Robert Hammond
(FTC#4 ©2009)*

RUSSIAN PURGES

4H



ASL SCENARIO FT125



IRKUTSK, SIBERIA, 22 March 1920: After the elimination of the White Guardist threat in February, a coalition government was formed between the two democratic parties. This was supported by the city population, peasants, and, for awhile, the Bolsheviks. The Bolsheviks were the true fighting spirit and had the largest number of armed personnel. Soon, the Bolsheviks wanted to remove the other two parties so as to form a Soviet government for all of Siberia. The new government, fearing the Bolsheviks, asked for assistance from the Red Army to secure the peace of the town. Two days later, the Bolsheviks attacked.

BOARD CONFIGURATION:

Only hexrows A-P are in play.

BALANCE:

★ Receive both Group A and Group B along with three 2-2-7 crews.

■ Add an 8-1 Partisan SMC, a 3-3-7 squad, a 2-2-7 SRP HS, a LMG and a SRP DC.



VICTORY CONDITIONS: Provided the Bolsheviks do not suffer ≥ 22 CVP (Bolshevik Prisoners are worth double CVP during play if exited off the board) – which will result in an *immediate* Red Russian victory – the Bolsheviks win in one the following three ways (see SSR7):

- 1) At the end of any Game Turn by Controlling all six Victory Buildings north of hexrow I and one Victory Building south of hexrow I.
- 2) At the end of any Game Turn by Controlling all six Victory Buildings south of hexrow I and one Victory Building north of hexrow I.
- 3) At Game End if there are Good Order Red Russian MMC in ≤ 2 Victory Buildings.

TURN RECORD CHART

★ RED RUSSIANS Set Up First	1	2	3	4	5	6	7	8	END
■ BOLSHEVIK PARTISANS Move First									

Elements of Irkutsk Garrison, 26th Infantry Division, 5th Red Army [ELR: 2], set up ≥ 1 hex from any non-south board edge (see SSR4) {SAN: 4}:

4 ¹ -4-7	3-4-7	3-3-6	2-2-7	9-1	8-0	6-1	4-10	2-6	30-1	7 morale
2	12	5	5				2	3	2	7

and either

Group A:	 4-10	 122*	 152*	or	Group B:	 37*	 76*
							2

Elements of the Bolshevik "People's Army" & Social-Revolutionary Party [ELR: 4], enter on the same two adjoining sides during the first three Game Turns; all/some/none may enter on each/any of those Game Turns (see SSR6) {SAN: 2}:

3-3-7	2-2-7	1-2-7	10-0	9-0	8-1	8-1	4-10	2-6	30-1
17	2	2					2	3	2

and either

Group 1:	2-2-7	1-2-7	30-1
Group 2:	3-3-7	1-2-7	4-10
	3	3	

Scenario design: Robert Hammond
(FTC#4 ©2009)

SPECIAL RULES:

1. EC are Wet, with no Wind at start. Rowhouses are NA but the "blackbars" are part of each building. Buildings B2 & M2 are RB Factories (O5) and have Rooftops (B23.8). All buildings are wooden [EXC: Factories & building H2]. Hexrow I is a wide city boulevard (B7).
2. Hand-to-Hand CC (J2.31) is in effect. Both sides may use Sewer Movement (B8.4) without the 4TC; however, Red Russian units may use Sewer Movement only with a leader.
3. Before set up, make four Random Direction DR (C1.31) with the Extent of Error dr halved (FRD) from hexes E7 & M7 (eight DR total). For the first DR, if the hex selected contains a building, that building hex is rubble and check for Falling Rubble; if the hex is a non-building hex, rubble the nearest building hex (use Random Selection to choose only one hex from multiple eligible building hexes) and check for Falling Rubble. For the second DR, if the hex selected is eligible for shellholes, place shellholes; if the hex is not eligible for shellholes, place shellholes in the nearest eligible hex (use Random Selection to choose only one hex from multiple eligible hexes). For the two remaining DR, place Drifts (E3.75). Use a Random Location dr for each Drift's placement hexside; roll again if the same hexside is selected more than once.
4. The Red Russians may use HIP for ≤ 2 MMC (and any SW/SMC stacked with them). The Red Russians may Fortify ≤ 3 ground level building Locations (Tunnel exchange is NA). Guns may not Bore Sight. The Group A 152*ART Gun has a B# of 11.

5. In this scenario, "Bolshevik" = Bolshevik Partisans and SRP. Contrary to A25.24, SRP treat a Partisan leader as an Allied Leader (A10.7) and Partisans treat a SRP leader as an Allied Leader. All Bolsheviks treat the Commissars as a Commissar leader (A25.22). Contrary to A25.22, the Bolsheviks will begin the scenario with more Commissars than Infantry leaders.
6. The Bolsheviks receive a Recon dr (E1.23). #SF1.2 applies to each 1-2-7 crew. During one Turn of entry, the Bolsheviks may have ≤ 7 VP enter via Sewer Movement. The Bolsheviks may enter on ≤ 2 sides during their Turns of entry.
7. The 12 VC Victory Buildings are B2, D5, D8, F7, G2, G9, J2, J5, L3, M2, N7, & P4; a Victory Building completely rubble is considered permanently Controlled by the Bolsheviks.

HISTORICAL RESULT: The Bolsheviks, along with a few Menshevik demolition experts, attacked the key points of the Red Army in Irkutsk. Some Red Army units folded and asked for surrender. When the Bolsheviks accepted their surrender, more units surrendered. A few hold outs were dealt with and all of Irkutsk came under new management - Soviet government. Lenin and the Central Committee accepted this as a *fait accompli*. Yet, a few days later, on April 6th, Lenin ordered a buffer "democratic" state, the FER, to be formed through a coalition of the three governments. Lenin, however, sent secret directions to the Bolsheviks to make sure they were in all the leadership positions. Lenin didn't have long to wait.

KABUKI THEATER

ASL SCENARIO FT126

4H30



VICTORY CONDITIONS: Provided the Japanese do not suffer ≥ 25 CVP of *eliminated* Personnel – which will result in an *immediate* Red Russian victory – the Japanese win at the end of *any* Game Turn upon BOTH Controlling ≥ 2 of the following four buildings: I20, I22, O23, & T22 AND Controlling *either* buildings J19 & Q25 *or* buildings L22 & S24 (see SSR4). A rubble building Location (*not* Falling rubble) is treated as a building Location for VC purposes.

TURN RECORD CHART

★ RED RUSSIANS Set Up First (see SSR4)	1	2	3★	4	5	6	END
● JAPANESE Move First							

KHABAROVSK, MARITIME PROVINCE, SIBERIA, 5 April 1920: On April 1st, the last of the American and Czech forces had left Siberia. This left the Japanese as the only non-Russian military force in the Maritime Province. The next day, the Japanese issued an ultimatum to the Bolsheviks in Vladivostok under the pretenses of avoiding any military conflict with the Communists. Soviet Russia knew it could not force Japan to withdraw its troops at that time. Two days later, the Russians agreed to the Japanese demands almost *in toto*. With an agreement reached, many of the Russian commanders allowed half of their men to go on leave for a day to celebrate Palm Sunday. The Japanese had been waiting precisely for this to happen. However, the Red Russian commander at Khabarovsk noticed the Japanese military in his area was not standing down and the local hills were now occupied by Japanese artillery. He kept many of his troops at their posts.

BOARD CONFIGURATION:

Only hexes numbered ≥ 15 and ≤ 28 on/between hexrows A-EE are playable on the Lg map.

BALANCE:

- ★ In SSR4, change "(secretly) records" to "announced during set up", and in the VC, lower "25 CVP" to "22 CVP".
- Contrary to SSR4, the Japanese do not have to record the buildings they wish to Control, and in the VC, raise "25 CVP" to "28 CVP".



Elements of the Khabarovsk Garrison, 5th Red Army [ELR: 3], set up in hexes numbered ≤ 26 (see SSR5) [SAN: 4]:

4 ¹ -4-7	3-4-7	3-3-6	2-2-7	1-2-6	9-2	8-1	4-10	2-6	30-1	37*	76*
4	6	2	3	4			2	4	3	2	2

122*	2	2	4 (SSR6)	5
3		2		

Choose ≤ 11 of the following Fortifications:

8	2	4 (SSR6)	5
3			

and either

Group A1:

4 ¹ -4-7	2-2-7	9-0	4-10	30-1	7 morale
2					12

Group A2:

3-4-7	1-2-6	10-0	2-6	7 morale	152*
2					11

and either

Group B1:

8+1	Booby-Trap Level A	Exchange all 1-2-6 crews for 2-2-7 crews
-----	--------------------	--

or

Group B2:

All Good Order Red Russian Elite/1 st Line Personnel are Stealthy
--

Khabarovsk Garrison reinforcements, enter on Turn 3 from the north edge:

4 ¹ -4-7	3-4-7	10-0	2-6	30-1
2	2			

Elements of the 20th Regiment and 16th Construction Regiment, 16th Infantry Division, Kwantung Army [ELR: 4], enter on Turn 1 and/or Turn 2 from the south edge (see SSR7) [SAN: 4]:

4 ² -4-8	4 ¹ -4-7	3-4-7	2-2-8	10-0	9-1	8-0	1-4-9	4-11	2-6	30-1	37*	12
3	9	7	3					2	5	3		3

and either

Group 1A:

4 ² -4-8	10-1	30-1
3		

or

Group 1B:

3-4-7	9-1	2-6
5		2

See other side for Japanese reinforcements, Special Rules, and Historical Result.

Reinforcing elements of the 9th Regiment, enter *only one* Group as per their entry choice:

Enter on Turn 2 from the east edge and/or CC15:



or

Enter on Turn 3 from the west edge:



Scenario design: Robert Hammond
(FTC#4 ©2009)

SPECIAL RULES:

1. EC are Moist, with no Wind at start. Weather is Gusty (E3.4) and Overcast (E3.5).
2. In spite of the use of the La Gleize Map, the KGP SSR are not in effect. Contrary to the La Gleize Map compass, all hexes numbered "15" comprise the north edge. All terrain inherent to the La Gleize Map is in effect (*EXC: barbed-wire fences and slopes do not exist; all roads are dirt*). For this scenario, hex E16 is considered at level 0; hex DD16 is considered at level 6.
3. Buildings N25, J24, R22, and V25 begin play rubble. Rubble is treated as Ambush (A11.4) and as Rout and Rally Terrain.
4. Before any set up, the Red Russian player chooses his OB choices and may exchange minefield factors for Booby Traps (B28.9). Second, the Japanese player chooses his OB choices and (secretly) records whether he will attempt to Control *either* buildings J19 & Q25 *or* buildings L22 & S24. Third, the Red Russian player sets up his forces, may place ≤ 3 Debris overlays (#SF5) in his set up area, announces which Group B choice was taken, and the level of Booby Traps (if any). Finally, the Japanese player may Recon (E1.23) 4 hexes and no dr is required (a Fortified Building Location in a chosen hex must be revealed); then sets up his forces including the SSR7 Direct-Fire OBA.
5. The Group A2 152*ART Gun has a B# of 10 and an X# of 11.
6. All Good Order Elite Red Russian squads/HS are Fanatic in a Fortified Building Location (Tunnel exchange is NA). The Red Russians may choose ≤ 2 tunnels (B8.6) as part of their Fortification choices.
7. In addition to the forces shown, the Japanese player receives Direct-Fire OBA.

During the Japanese player's set up, the Japanese player openly records and announces one east or west edge on-map hex all Direct-Fire OBA LOS checks are taken from. The origin of the Direct-Fire OBA is considered to be at a level 8 Location in the specified on-map hex. For To Hit purposes an additional 6 hexes must be added to the range calculated from this Location. This Direct-Fire OBA may fire HE (only) using black Basic TH# on the ITT or VTT, and red Basic TH# on the ATT during the PFPh/DFPh (*not* the MPh). The Direct-Fire OBA has a ROF=1 when using the ITT or the VTT; however, it may neither use IF nor suffer a Malfunction. All TH DRM apply normally and it may use an Acquired counter. Any Direct-Fire OBA TH DR can cause a Sniper attack on-map. With every TH DR, a subsequent dr is made which determines the Direct-Fire OBA caliber *for the current shot*. A subsequent dr of 1 = 150mm; a subsequent dr of 2-3 = 120mm; a subsequent dr of ≥ 4 = 75mm.

HISTORICAL RESULT: Within a few hours after the conclusion of the negotiations, the Japanese offensive in the Maritime Province struck everywhere. Vladivostok and most of the other cities fell quickly. At Khabarovsk, the Japanese surrounded the Red Army during the night and annihilated the partisans and Koreans. Shortly after daybreak, the Japanese launched their attack but ran into prepared Russian defenses, including mines and large caliber guns. Even with some Russians soldiers returning, the Japanese overwhelmed the Russian garrison through maneuver and the use of their artillery on the hills. By sundown, the Japanese controlled the main buildings with minimal loss while the Russian garrison was slaughtered. The Russian commander had guessed correctly about the Japanese's true intentions.

IN THE MOUTH OF MADNESS

ASL SCENARIO FT127

4H30



GLASKOV, SIBERIA, 13 April 1920: The "left" and the more militaristic Bolsheviks were going to follow Lenin's orders – be in all leadership positions of the new Siberian government. Word got out to both the Mensheviks and the Social-Revolutionary Party (SRP) that the Bolsheviks were going to seize power, eliminate both democratic parties, and take control of the Red Army units! The Mensheviks were "too moderate" and the Social-Revolutionaries "too violent" according to the Bolsheviks. Leaders from the Mensheviks went to Red Army units to warn them and attempt to join together against the Bolsheviks. The Red Army units wanted nothing to do with the Mensheviks, the Bolsheviks or the SRP because of a violent clash just a month before. The Bolsheviks found out about this *pourparlers* and held a tribunal which condemned the Mensheviks and SRP of "crimes," though no actual crime was named. When Red Army units refused the Bolsheviks' demand for surrender, a three way fight for power erupted in the city.

BOARD CONFIGURATION:



VICTORY CONDITIONS: Only one Group wins by claiming victory with the lowest numbered Victory Condition at Game End (rubbled Locations of building Q3 (not Falling rubble) count for VC.):

- 1) Solely occupying building Q3 with ≥ 1 armed, Good Order squad-equivalent.
- 2) Having ≥ 2 armed, Good Order squad-equivalents more than both other Groups combined in building Q3.
- 3) The Red Army has ≥ 3 armed, unbroken squad-equivalents at Ground level of building Q3.
- 4) Having more armed, Good Order HS-equivalents than both other Groups combined ≤ 1 hex of building Q3.
- 5) Any other result is a draw between the Groups which are still in play.

TURN RECORD CHART

★ SIMULTANEOUS Set Up (see SSR5)	1	2	3	4	5	END
★ BOLSHEVIK PARTISANS Move First, SRP Move Second, RED RUSSIANS Move Third						

Elements of the Irkutsk Bolshevik Partisans [ELR: 4], set up on/west of hexrow M and/or enter on Turn 1 from W1-GG1-GG10-W10 (see SSR6) {SAN: 5}:



Potential Bolshevik reinforcements, enter as per SSR10 from any one edge:



See other side for Special Rules, Choosing Groups, Balance Provision Instructions, and Historical Result.

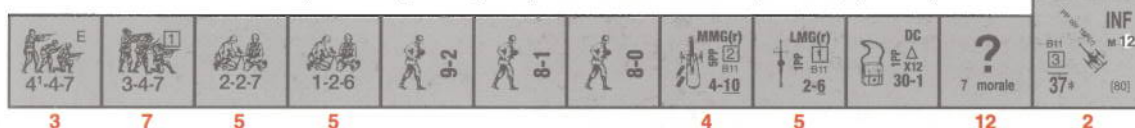
Elements of the Irkutsk Mensheviks & Social Revolutionary Party (SRP) [ELR: 3], set up on/east of hexrow U and/or enter on Turn 1 from K10-A10-A1-K1 (see SSR7) {SAN: 3}:



Potential SRP reinforcements, enter as per SSR10 from any one edge:



Elements of the Irkutsk Red Army Garrison [ELR: 2], set up on/between hexrows N-T (see SSR8) {SAN: 4}:



Unpossessed Sangared Guns, set up as per SSR9 in hexes O7, P9, Q6 and R9:



Potential Red Army reinforcements, enter as per SSR10 from any one edge:



SPECIAL RULES:

1. This scenario is designed as a three player scenario with each player controlling one Group. Only one Group can win at Game End; however, a draw is possible. Each Group is as follows: Group 1 = Bolshevik Partisans (#SF10.2); Group 2 = SRP (#SF10.3); Group 3 = Red Russians (#SF10.1).
2. Each Game Turn consists of three Player Turns. The Partisan Player Turn being first, the SRP Player Turn being second, and the Red Russian Player Turn being third. There are *two* Defensive Final Fire Phases during each Player Turn. If it is the Partisan Player's Turn, the SRP's DFPh is followed by the Red Russian's DFPh. If it is the SRP's Player Turn, the Red Russian's DFPh is followed by the Partisan's DFPh. If it is the Red Russian's Player Turn, the Partisan's DFPh is followed by the SRP's DFPh. This same sequence is followed when the rules call for an action by the DEFENDER (e.g., Routing). Both DEFENDERS may Defensive First Fire vs moving units of the ATTACKER. For purposes of routing which takes place completely within building Q3, units in the building may ignore enemy units *outside* the building and may end their RtpH ADJACENT to an enemy unit *outside* the building.
3. If the SAN of ≥ 2 nationalities is the same at any given time, activation is possible by ≥ 1 Sniper, depending on the Sniper attack dr of each Sniper. A Sniper attack dr of 1 is resolved before a Sniper attack dr of 2. If both Sniper attack dr are the same, the DEFENDER'S dr is resolved before the ATTACKER'S dr. If both dr are DEFENDER'S dr, the DEFENDER who Defensive Final Fires *first* during the current Player Turn is resolved first. If one side is completely eliminated and/or captured, that side's Sniper counter is permanently removed from play even if that side has units which subsequently rearm and/or they receive reinforcements.
4. EC are Wet, with no Wind at start. Place the following overlays: **OG2** on Q6/P6; **OG1** on O7. Kindling and Terrain Fires are NA. All buildings are wooden. All RR are GIRR (B32). All sides may use Sewer Movement (B8.4) without the 4TC. Board BFP-A is a **Bounding Fire Production** board and all *Into The Rubble* rules apply. Hand-to-Hand CC (J2.31) is in effect. No Quarter is in effect for all sides.
5. Set up is simultaneous and secret, including Snipers, as each player writes down the Location of each counter. All sides set up Concealed [EXC: *possessed Guns may use HIP if in Concealment terrain*]. Contrary to A14.2, a Sniper's initial placement may be in an occupied hex.
6. All Partisans have MOL (A22.6). Contrary to #SF10.2, Partisans may not use a DC as if Elite. The at start 8-0 leader begins play Heroic; however, the Hero counter may be kept off board until the SMC becomes Known. The Partisans may Battle Harden ≤ 4 squads during their setup; however, a Fanatic counter may be kept off board until the MMC becomes Known.
7. Two SRP squads begin play Fanatic; however, a Fanatic counter may be kept off board until the MMC becomes Known. The at start 8-0 leader begins play Heroic; however, the Hero counter may be kept off board until the SMC becomes Known.

8. The Red Russians may Fortify ≤ 3 building Locations (Tunnel exchange is NA). Good Order Red Russian Elite/1st Line MMC in building Q3 are Fanatic; however, a Fanatic counter may be kept off board until the MMC becomes Known. Red Russian crews may Bore Sight. Red Russian Personnel must set up ≥ 2 hexes from the Unpossessed Sangared Guns.
9. The Red Russian player chooses which one Unpossessed Sangared Gun to place in each of the four hexes; each of these Guns set up Sangared, has its CA determined randomly, is considered to have a B# of 10 and an X# of 11.
10. Beginning Turn 2, the ATTACKER may make a reinforcement DR {ASOP 1.11A}. On a reinforcement DR of ≤ 8 , the ATTACKER receives their reinforcements. Reinforcements for each Group may only be received once.

CHOOSING GROUPS AND BALANCE PROVISION INSTRUCTIONS: Each player secretly indicates a first choice of a Group to be played and then reveals that choice. If a Group is chosen by only one player, that Group is played by that person. If ≥ 2 players choose the same Group, a DR is used to determine who will play that Group – low DR wins. The loser(s) of this DR receive at least the Level 1 Balance Provision for the Group they ultimately receive.

If two players remain after the selection of first choice, both players secretly indicate a second choice to be played and then reveal that choice. If a Group is chosen by only one player, that Group is played by that person with the Level 1 Balance Provision. If both players choose the same Group, a DR is used to determine who will play that Group – low DR wins. The winner of this DR receives that Group and the Level 1 Balance Provision. The loser of this DR receives the Level 2 Balance Provision for the Group they ultimately receive.

The Level 1 Balance Provision is applied after any Commissar leader exchange.

HISTORICAL RESULT: The Red Army had set up in key points, one of which was the Glaskov Train Station. Because of the warnings, Red Army units were partially ready to fight the Bolsheviks. When Mensheviks attempted to take control of key points, the Red Army fought them, too. After four days of fighting, the violence subsided but not before the Bolsheviks had destroyed the Mensheviks, driven the SRP out of the city, killed opposition leaders, and captured key points, including the train station. A democratic newspaper wrote, shortly before being suppressed for security reasons, Russians were killing Russians while listening to the words of madness.

Scenario design: Robert Hammond
(FTC#4 ©2009)

PUNITIVE EXPEDITION

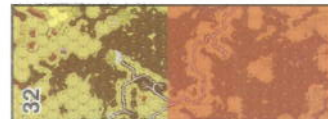
ASL SCENARIO FT128



Approximately ten miles east of OLOVIANNAIA, SIBERIA, 4 August 1920: Bolshevik Partisans had started to make their presence known; and on August 1st, Bolshevik Partisans derailed a train. Some of those on board the train happened to be Japanese military and civilians. Captain Sudzuki was given the task to route out the Communists and teach them a lesson.

BOARD CONFIGURATION:

Only hexrows A-P are in play.



BALANCE:

- ★ Delete the last sentence of the VC.
- Delete SSR5.

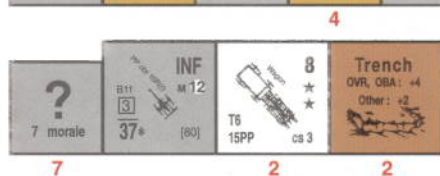
Scenario design: Robert Hammond
(FTC#4 ©2009)

VICTORY CONDITIONS: The Japanese win at Game End upon earning ≥ 22 VP without suffering ≥ 13 CVP (see SSR5). VP = CVP + LVP (Control of each trench/building = 1 LVP; building C1 = 2 LVP). A building completely rubble and/or ablaze is worth double LVP.

TURN RECORD CHART

★ REDS Set Up First	1	2	3	4	5	6	END
● JAPANESE Move First							

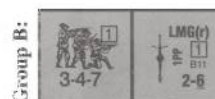
Elements of Red "Irregulars" & elements of the 232nd Regiment, 26th Infantry Division, 5th Red Army [ELR: 3], set up on/between hexrows B-N in hexes numbered ≤ 8 {SAN: 4}:



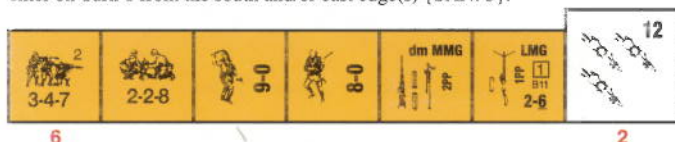
and either



or



Elements of the Sudzuki Company, 33rd Regiment, 16th Infantry Division, Kwantung Army [ELR: 3], enter on Turn 1 from the south and/or east edge(s) {SAN: 3}:



Additional elements of the Sudzuki Company, enter either on Turn 2 from the south edge or enter on Turn 3 from the south and/or west edge(s):



and either



or



SPECIAL RULES:

- EC are Moist, with no Wind at start. Place the following overlays: OG1 on G3; M2 on B1/A1. Hexes L7 & P9 are Fords (B20.8). All woods are Pine woods (B13.8). All Sunken roads/roads do not exist [EXC: roads are paths (B13.6) in woods]. Infantry may advance into Marsh as if vs Difficult Terrain (A4.72).
- In this scenario, "Reds" = Red Russians and Bolshevik Partisans. Partisans may use Red Russian SW/Guns without Captured Use penalties and may attempt to repair them. Contrary to A25.24, Red Russians treat a Partisan leader as an Allied Leader (A10.7) and Partisans treat a Red Russian leader as an Allied Leader. All Reds treat the Commissar as a Commissar leader (A25.22).
- The Reds may use HIP for 1 MMC (and any SW/SMC stacked with it), and may Fortify 1 building Location. Each Gun must set up ≤ 2 hexes from ≥ 1 Wagon. Each Wagon may use HIP but this HIP is lost as if a Pillbox. The Reds may exchange any OB-designated "?" for Russian-colored "?".

- The Japanese have MOL (A22.6) and may attempt to Kindle (B25.11) without a leader and without a NTC. Contrary to G1.6, Japanese Elite/1st Line MMC are not Stealthy.
- Beginning Turn 5, Reds' Personnel/Guns/Wagons may exit off a FBE (see A20.52, last sentence) and subtract their VP from the Japanese VP total.

HISTORICAL RESULT: Unbeknownst to the Japanese when they attacked, a small training element of the 232nd Regiment, 26th Infantry Division (Irkutsk) was training with and equipping the Bolshevik Partisans. Although the Japanese captured the Russian position and burned some of the houses in the local village, most of the Russians escaped. The Japanese returned to base exultant that they had routed the Communists. The Bolshevik Partisans reestablished their base a few miles further away, and more Russian civilians joined them.

JUST WHAT THE DOCTOR ORDERED



ASL SCENARIO FT129



VICTORY CONDITIONS: The Red Russians win at Game End upon earning ≥ 20 CVP and Controlling all buildings/rubble (*not* Falling rubble) without suffering ≥ 20 CVP.

TURN RECORD CHART

WHITE RUSSIANS Set Up First	★ 1	★ 2	3	4	5	6	END
★ RED RUSSIANS Move First							

Elements of the Urulga Garrison, Pri-Amurski Army [ELR: 3], set up on/north of R2-CC8-GG6 {SAN: 4}:



4'-4-7	3-4-7	3-3-6	2-2-7	1-2-6	9-1	8-0	7-0	4-10	2-6	30-1	7 morale
3	7	3	2	3				2	3		8
37*	65*	10	5	6							

Elements of the 5th Amursk Brigade, 5th Red Army [ELR: 4], enter on Turn 1 and/or Turn 2 from R3-R10-GG10-GG7 {SAN: 3}:

4'-4-7	3-4-7	2-2-7	10-0	8+1	8-1	7-0	4-10	2-6	30-1
6	10	3					3	4	2

3rd Platoon, 1st Amursk Heavy Tank Division, enter on Turn 1 at R8 and/or Turn 2 from R3-R10-GG10-GG7 (see SSR4):

9-1	8-1	8
2nd Lt	1st Sgt	

Scenario design: Robert Hammond
(FTC#4 ©2009)

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the north at start. All buildings are wooden. Only building V1 has a cellar (B23.41). Hand-to-Hand CC (J2.31) is in effect.
- The White Russians may use HIP for 1 squad (and any SW/SMC stacked with it). The White Russians may Fortify ≤ 2 building Locations (Tunnel exchange is NA). All Wire and the Hasty Roadblock set up Known. All White Russian MMC are treated as Inexperienced for PAATC/CC vs an AFV. The White Russian player may designate one squad as Shock Troops (#SF8.3).
- All three Guns are considered to have a circled B#.
- Each L5/21 may enter without using Platoon Movement and has the following modified data: 6 red MP, a circled B#, and Road Rate is NA.
- During the first two Game Turns, the first time each *non-Fanatic* Good Order White Russian MMC has a LOS to an AFV (confirmed by a free LOS check), it must pass a Panic dr with a Final dr $\leq$ its current ELR. There is a +1 drm if the MMC has a 6 ML. Failure of the Panic dr means the MMC loses concealment, suffers ELR Replacement [EXC: an Infantry crew is replaced with a vehicle crew; a vehicle

URULGA, MARITIME PROVINCE, SIBERIA, 19 October 1920: The US had shipped ten US-built Renault FT-17 tanks to the Whites in Vladivostok in March 1920. These ten tanks were loaded into boxcars labeled "American Red Cross Aid". Later that month, the Russian train crew, which held sympathies for the Reds, instead shipped the tanks to the Reds with a train load of bread. Although the tanks did not have armament, magneto, or ventilation belt drives, the Reds worked to procure the needed material and weapons, whether it be Russian, American, or Japanese. The tank crews trained for months to work closely with Red infantry. By early autumn, the Red tanks had started to make many a White infantryman sick.

BOARD CONFIGURATION:

Only hexrows R-GG are in play.



BALANCE:

★ Add a Fanatic 4'-4-7 MMC and a DC.

★ May Recon (E1.23) five hexes; no dr is required.

crew becomes broken; a Conscript MMC becomes broken and suffers Casualty Reduction], and becomes TI (A4.8) if not broken. A MMC passing this Panic dr is not a HIP/"?"-loss activity. Each White Russian MMC is only subject to this SSR once. A Dummy stack must undergo a Panic dr using its ML of 7.

HISTORICAL RESULT: White forces were completely frustrated in their attempts to deal with the Red tanks. Many times, White formations broke and ran just at the appearance of the tanks. The Red attack against the Whites at Urulga was met with a furious retort of machine guns and small caliber artillery guns. As the Red tanks, the *Lazo* and the *Peasant*, came into view, the Whites started to panic and abandoned their positions. The Reds were able to capture the city with the help of American "medical" aid.

MONGOLIAN BBQ

ASL SCENARIO FT130

3H30



VICTORY CONDITIONS: The White Russians win at the end of any Game Turn by earning ≥ 80 VP. VP = CVP + LVP. Control of each building/rubble = 5 LVP (see SSR5 & SSR6).

TURN RECORD CHART

★ MONGOLIANS Set Up First	1	2	3	4★	5	6★	7	END
☐ WHITE RUSSIANS Move First								

Elements of the Mongolian "Red Guerillas" [ELR: 2], set up on board HOB-I and/or in hexes numbered ≤ 1 on board 18 (see SSR3) {SAN: 3}:

★

5 3 7-0 LMG 1 2-6 ? 7 morale Foxhole 5 1S OVR, OBA: +4 Other: +2

and either

Group A: 3-3-7 9-1 LMG 1 2-6 or Group B: 1-2-7 8-1 MMG 2 4-10

(Possible?) Elements of the Mongolian Cavalry, enter as Cavalry *either* on Turn 4 *or* Turn 6 *or* not at all as per SSR5:

3-3-7 8-1 LMG 1 2-6

4

DC 12 30-1

4

Elements of the 4th Brigade, AKD [ELR: 3], enter on Turn 1 on the west edge {SAN: 2}:

РОССИЯ

12 3 2 2 3

and either

Group 1: 4th-4-7 DC 30-1 or Group 2: 3-4-7 2-2-7 MMG 2 4-10

2

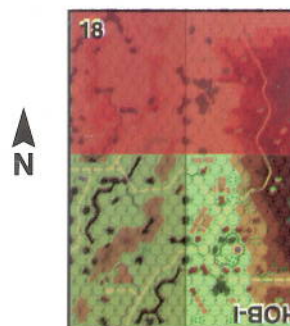
SPECIAL RULES:

- EC are Wet, with a Mild Breeze from the east at start. Weather is Overcast (E3.5) with a "light rain" at start (E3.51). Place overlay X2 (F12.44) on HOB-I/I5.
- All Gullies are Wadis (F5). Hex 18R5 is a Ford (B20.8). All board 18 hills are Hillocks (F6) and hexes X5, Y7, & Z7 are Hillock Summits (F6.6). Board HOB-I is a *Heat of Battle* board.
- All Mongolians [EXC: #SF9.2 is NA] have an ELR of 2. The Mongolians may use HIP for 1 squad and any SW/SMC stacked with it ≥ 4 hexes from the west edge. The Mongolians may Fortify 1 building Location (Tunnel exchange is NA). The Mongolians may designate ≤ 2 MMC as Fanatic (A10.8), one of which may be the crew; a Fanatic counter may be kept off-board until the MMC becomes Known.
- All White Russian leaders are White Commissars (#SF8.2).
- The Mongolian player's decision on when to enter the reinforcements, if at all, is made *solely* at the start of Mongolian Turn 4 {ASOP 1.11A} and the Mongolian player must inform the White Russian player at that time. If these reinforcements are not entered, they are not considered eliminated. These reinforcements enter from any one non-west edge. If the reinforcements enter on Turn 4, the VC are not

South of KYAKHTA, OUTER MONGOLIA, 27 May 1921: Baron Ungern declared himself to be the Emperor of Russia and the savior of Russia from Communism. To celebrate, the baron led his troops north into Siberia. A small group of Mongolians near the Russian border did not share the baron's views. They were labeled Communists by Baron Ungern and a company of infantry was dispatched to teach these upstarts a lesson, despite the protests of some of the Baron's Mongolian allies.

BOARD CONFIGURATION:

Only hexrows A-R on board HOB-I and P-GG on board 18 are in play.



BALANCE:

- ★ In the VC, raise "80 VP" to "90 VP".
- ☐ In the VC, lower "80 VP" to "70 VP".

changed. If they enter on Turn 6, the VC requirements are raised by ten (+10). If they do not enter, the VC requirements are raised by twenty (+20).

- Contrary to A26.222, Mongolian prisoners are worth double CVP only if exited from play.

HISTORICAL RESULT: In a rain storm and across ravines, the baron's men attacked those "Communist". Although the village was taken, most of the Mongolians scattered over the hills. Some of the allied Mongolian chieftains were outraged at this worthless battle and pulled back their support from this new friend, the White Russian. Baron Ungern had lost his biggest support - the local populace - and would have to attack the Reds, virtually alone.

COSTLY MISTAKE

3H30



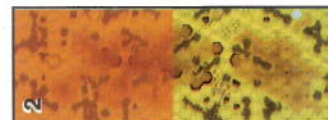
ASL SCENARIO FT131



UBITZIK PASS, SIBERIA, 29 May 1921: Baron Ungern was ready to start his campaign into Siberia. Avoiding any conflict for the first few days was deemed crucial. Prince Bayer Gun, commander of the Mongolian Charhar Inner Mongolian Cavalry Company, decided to attack on his own. Striking from Ubitzik, Prince Gun moved to control the Ubitzik Pass north of his town. Surely the Red Army could be defeated as easily as the Chinese. Facing the prince, were elements of the newly arrived 310th Regiment with a supporting section of the 35th Artillery Brigade.

BOARD CONFIGURATION:

Only hexrows Q-GG are in play.



BALANCE:

★ In SSR 4, change "two Game Turns" unto "Game Turn".

☐ In the VC, raise "21 CVP" to "23 CVP" and lower "30 VP" to "27 VP".

VICTORY CONDITIONS: The Mongolians win at the end of any Game Turn upon earning ≥ 30 VP without suffering ≥ 21 CVP (Mongolian Prisoners are worth double CVP during play). VP = CVP (capture bonus is NA for all purposes) + Exit VP + LVP (see SSR6).

TURN RECORD CHART

★ RED RUSSIANS Set Up First	1	2	3	4	5	6	END
☐ MONGOLIANS Move First							

Elements of the 310th Regiment, 104th Brigade & 35th Artillery Brigade, 35th Rifle Division, 5th Red Army [ELR: 3], set up with ≤ 2 MMC per hex on/between hexrows S-DD ≥ 1 hex from the south edge (see SSR3 & SSR4) {SAN:3}:

7 2 2 3 2 2 2 3

Foxhole
 5 1S
 OVR, OBA: +4
 Other: +2

Sangar
 1S or Gun
 OBA: +3*
 Other: +1*

2

and either

Group A1:
 ART
 B11 76*

2

and either

Group B1:
 Sangar
 1S or Gun
 OBA: +3*
 Other: +1*

2

or

Group A2:
 INF M12
 B11 37*
 [80]

37*

or

Group B2:
 Foxhole
 5 1S
 OVR, OBA: +4
 Other: +2

5

Trench
 OVR, OBA: +4
 Other: +2

2

2nd Mongolian (Charhar) Cavalry Company, 1st Brigade, AKD [ELR: 3], enter on Turn 1 with $\leq 50\%$ of their forces from the east edge and/or enter on Turn 2 from the south/east edge(s) and/or enter on Turn 3 from any non-north edge(s) (see SSR5) {SAN: 3}:

15 2 2 2 2 3 2 5 15

Group 1:
 3-3-7
 1-2-7
 4-10

Group 2:
 Recon dr
 (E1.23)

2 2

and either

Group 1:
 3-3-7
 1-2-7
 4-10

2 2

or

Group 2:
 Battle Harden
 any 4 units, only 1
 may be a leader

2 2

SPECIAL RULES:

- EC are Moderate, with no Wind at start. Orchards are out-of-season. Place the following overlays: P1 on CC1; O1 on X0; O2 on V2/W2.
- The Red Russians may use HIP for 1 MMC and any SW/SMC stacked with it. Contrary to A25.22, the Red Russians may exchange either/both of their Infantry leaders for Commissars. The Red Russians may Fortify ≤ 2 buildings (Tunnel exchange is NA) and may rubble ≤ 2 buildings; this rubble is placed on-board when a Mongolian unit gains LOS to it.
- Only a 2-2-7 crew may use Bore Sighting. All Guns suffer from Ammo Shortages (A19.131). A sangar Location is considered Concealment Terrain.
- During the first two Game Turns, the first time each Good Order non-HIP Red Russian MMC has a LOS to ≥ 3 Known unbroken Mongolian squad-equivalents (confirmed by a free LOS check), it must take a 2TC. Contrary to A14.1, this 2TC can not cause a Sniper attack. Failure of this 2TC means the MMC loses concealment and becomes TI (A4.8); a MMC passing or a leader directing this 2TC is not a "loss" activity. Each Red Russian MMC is only subject to this SSR once; however, a MMC in the same Location as a Good Order Commissar is immune to this SSR.

- All Mongolians have an ELR of 3. During the first two Game Turns, all Mongolians must enter as Cavalry/Passengers and may conduct a Cavalry Wave (A13.62) as if a LOS existed to/from a Red Russian unit from/to an offboard Mongolian Cavalry unit. Any number of Mongolians may enter on Turn 2 and Turn 3.
- The Mongolians earn Exit VP for Mongolian units exited ≤ 2 hexes of W1; however, Infantry are only worth $\frac{1}{2}$ their Exit VP. The Mongolians earn LVP as follows: 1 LVP for Control of the Trench or ≥ 2 Sangars; 2 LVP for Control of a non-Fortified building; 3 LVP for Control of a Fortified building. If the Mongolians control every building, all building LVP are doubled.

HISTORICAL RESULT: Charging as Mongolians of old, the Reds were simply awe struck and forgot to fire. Commissars soon were screaming orders to engage the enemy and the carnage began. In less than two hours, the Mongolians had suffered over 100 casualties. The Reds had narrowly avoided disaster as most of the 35th Artillery's ammunition stores were still loaded on carts just north of the pass. Prince Gun paid for his mistake with his life. The Red Army was now aware the baron was on the move.

Scenario design: Robert Hammond
(FTC#4 ©2009)

VISIONS OF GRANDEUR

4H30



ASL SCENARIO FT132



VICTORY CONDITIONS: The Whites win at Game End by accomplishing *all* three of the following:

- 1) Control ≥ 13 buildings;
- 2) Earn ≥ 30 CVP, and earn more CVP than the Red Russians;
- 3) Earn ≥ 10 Exit VP of Whites' Personnel (only) which exit off the west edge on/ between 17Q1 to 17Y1; Infantry are only worth half their Exit VP.

TOREISKY, SIBERIA, 21 June 1921: Crossing back into Russia on June 19th, Baron Ungern wanted to drive northeast for Kyakhta and Verkhneudinsk. If Verkhneudinsk could be taken, eastern Siberia would be cut off. The 5th Red Army had set up a screening force southwest of Kyakhta in the village of Toreisky. Not one to always blindly march into battle, Baron Ungern sent most of his troops on a wide flanking maneuver during the night.

BOARD CONFIGURATION:



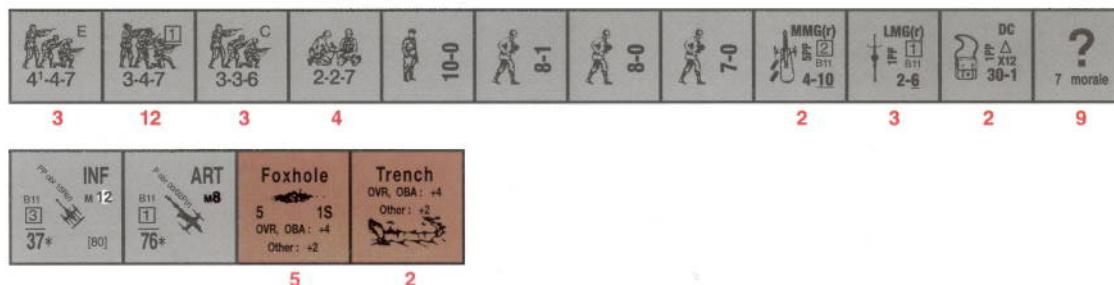
BALANCE:

- ★ In the VC, raise "13 buildings" to "15 buildings" and "10 Exit VP" to "11 Exit VP".
- ☐ In the VC, lower "13 buildings" to "11 buildings" and "10 Exit VP" to "9 Exit VP".

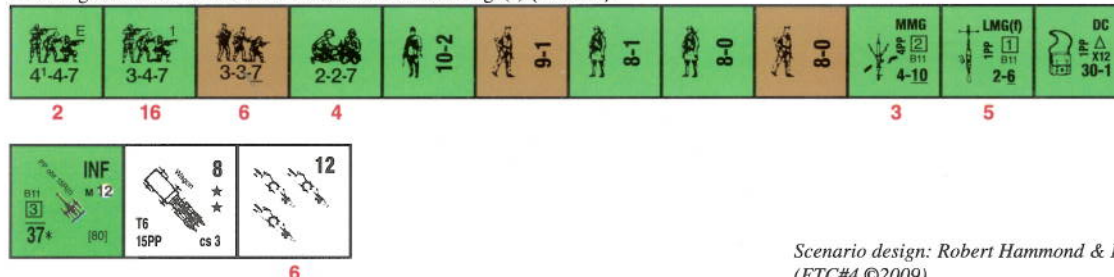
TURN RECORD CHART

★ RED RUSSIANS Set Up First	1	2	3	4	5	6	7	8	9	END
☐ WHITES Move First										

Elements of the Toreisky Screening Battalion, 313th Regiment, 105th Brigade, 35th Rifle Division, 5th Red Army [ELR: 2], set up on/inside the following perimeter: 17L0-17L9-HOBII:DD7-HOBII:Y5-17U10-HOBII:H8-17Z0-17L0 (see SSR3) {SAN: 4}:



Elements of the Khathyl Battalion, 1st Regiment, 1st Brigade, and 1st Mongolian Cavalry Company, AKD [ELR: 2], enter on Turn 1 from the south edge and/or on Turn 2 from the south and/or east edge(s) {SAN: 4}:



Scenario design: Robert Hammond & Karl Johnson
(FTC#4 ©2009)

SPECIAL RULES:

1. EC are Dry, with a Mild Breeze from the west at start. Weather is Gusty (E3.4). Kindling is NA. Hand-to-Hand CC (J2.31) is in effect. Place overlay G2 on 17R1/R2. Board HOB-II is a *Heat of Battle* board.
2. Contrary to F11.71, Light Dust is in effect *only during the current Player Turn* if Heavy Winds and/or Gusts are in effect.
3. The Red Russians may use HIP for ≤ 2 squads (and any SW/SMC stacked with them). The Red Russians may Fortify ≤ 3 building Locations. The Red Russians may Bore Sight hexes only on board 17, including hexes shared with board HOB-II. Both Red Russian Guns have a circled B#.
4. In this scenario, "Whites" = White Russians and Mongolians. All White Russian leaders are White Commissars (#SF8.2). All Mongolians have an ELR of 3. White Russians may not use Double Time or Gallop until Turn 5.
5. If the White Russian at start 10-2 leader is captured, the Red Russian ELR is raised

by 2 and the Whites ELR is lowered by 2, to a minimum of zero, for as long as he remains a prisoner.

HISTORICAL RESULT: The commander of the Red Russians had prepared for a frontal assault. Baron Ungern and his troops arrived shortly after day break, almost exhausted but the battle was on. In temperatures of over 110° F with a hot, sandy wind, the screening force was slaughtered and the battle won. However, the war was being lost. The baron's troops could not effect a quick breakthrough. Moreover, they could not replace their losses whereas the Red Army could easily replace theirs. Still, believing in his mission, the baron pressed on for Verkhneudinsk. The Red Army of the Siberian and Far East Asian Command would be waiting for the "criminal White Guardist", Baron Ungern.

THE BARON'S LUCK



ASL SCENARIO FT133



NOVO-DMITRIEVSKOE, SIBERIA, 22 June 1921: Baron Ungern's second military campaign into Siberia was having better success – militarily. However, the local Russian populace abandoned every town and village to escape the baron's men. After capturing Toreisky on the 21st, the 4th Regiment, supported by the 1st Artillery Battalion, moved to capture Novo-Dmitrievskoe. This village controlled the approaches to the railroad junction and bridges near Misovaya over the Selenga River. Elements of the 309th Regiment with the 7th Cheka Special (Commissar) Unit had set up camp nearly a week before and were waiting.

BOARD CONFIGURATION:

Only hexrows R-GG are in play.

BALANCE:

★ In SSR2, raise "44 FPP" to "66 FPP".

☐ Delete SSR7 & reinforcements enter on any one board edge on Turn 3.

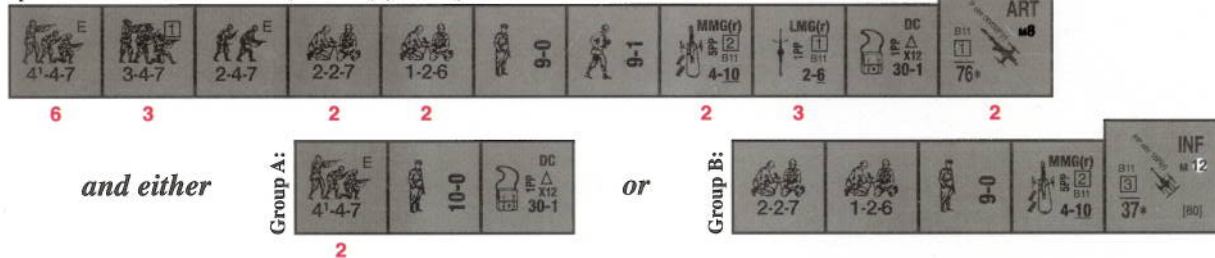
VICTORY CONDITIONS: The Whites win *either* at the end of Game Turn 5 upon Controlling all buildings on/between hexrows R-AA *or* beginning Game Turn 6, at the end of any Game Turn if there are Good Order Red Russian MMC in ≤ 2 buildings/rubble/pillboxes.



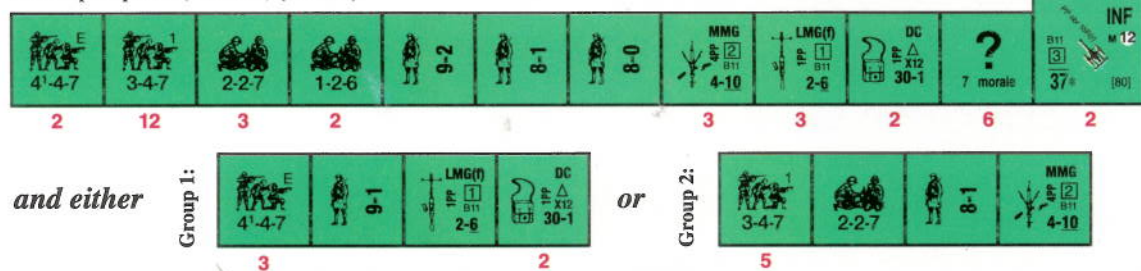
TURN RECORD CHART

★ RED RUSSIANS Set Up First	1	2	3	4	5	6	7	8	END
☐ WHITES Move First					END ?				

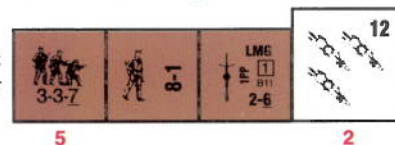
Elements of the 309th Regiment, 103rd Brigade, 35th Rifle Division and 7th Cheka Special Unit, 5th Red Army [ELR: 4], set up Concealed north of the stream (see SSR4) {SAN: 4}:



Elements of the 4th Regiment, 1st Brigade and 1st Section, 1st Artillery Battalion, AKD [ELR: 3], set up south of the stream; Guns may not set up Emplaced (see SSR5) {SAN: 3}:



Elements of the 3rd Mongolian Scout Company [ELR: 2], enter Turn 3 *or* Turn 4 as per SSR7:



See other side for Red Russian FPP Table and Historical Result.

SPECIAL RULES:

- EC are Moist, with no Wind at start. All woods are pine woods (B13.8). All buildings are wooden. Rowhouses are NA but the "blackbars" are part of each building. The stream is deep. All Marsh hexes (e.g., AA1) are Mudflats (B 16.7). Hand-to-Hand CC (J2.31) is in effect.
- In this scenario, "Whites" = White Russians and Mongolians. All Mongolians have an ELR of 2. All White Russian leaders are White Commissars (#SF8.2).
- The scenario starts out being 7 Game Turns; however, the turn length can be shortened or lengthened as per SSR4 & SSR5.
- The Red Russians have 44 FPP to spend on the table below. The Red Russians may add 22 FPP to their total; however, the scenario is increased by a ½ Game Turn if this option is chosen. The Red Russian player *must* state *after* the White Russians set up their reinforcements if 22 FPP were added to their total. Contrary to A25.22, the Red Russians will begin the scenario with more Commissars than Infantry leaders.
- During set up, the Whites may add ≤ 8 CVP and ≤ 2 SW from their at start OB to their reinforcements. The Whites may receive a Recon dr (E1.23) and for the

Recon dr *only*, are considered Stealthy. If the Whites use a Recon dr, the scenario is shortened by 1 full Game Turn. (EX: The Red Russians add 22 FPP which increases the scenario by a ½ Game Turn to 7½ Game Turns. The Whites use a Recon dr so the scenario is now 6½ Game Turns.)

- Beginning Turn 2, the Whites receive a 76mm OBA (HE), with a Draw Pile of 2B/2R, directed by an Offboard Observer (C1.63) at level 5 from the south edge. Contrary to C1.63, the Whites choose which on-board hex all OBA LOS checks are taken from beginning Turn 2. The first chit draw is black; remove one from the Draw Pile. Any OBA Random Location DR (C1.31) has its Extent of Error dr halved (FRU).
- At the beginning of Game Turn 3, the Whites player makes a reinforcement dr {ASOP 1.11A}. On a dr of ≤ 4, all reinforcements enter either on the east or west edge; on a dr of ≥ 5, *only* the Mongolian OB may enter on Turn 4 on any *one* edge of the Whites player's choice. If the Mongolians enter on Turn 4, all White Russians and their SW scheduled to enter as reinforcements are eliminated.

★ RED RUSSIAN FPP TABLE	
Fortification Type	FPP Cost
1S Foxhole <i>a</i>	1
Trench <i>a</i>	5
Battle Harden 1 unit <i>b</i>	4
Fortified Building Location <i>c</i>	4
HIP (squad-HS/crew-SMC) <i>d</i>	3-2-1
Bore Sighted Location <i>e</i>	½
A-P Mines	1 per factor
Wire	5
1+3+5 Pillbox	10
Tunnel <i>c</i>	7
Concealment counter	½
Sangar <i>f</i>	1

HISTORICAL RESULT: Once again, the White Russians attempted to batter their way into town with almost no reconnaissance. A flanking force did not show and the Red Russians were holding fast. A Mongolian patrol luckily appeared out of nowhere and turned the tables by flanking the Red Russian position. Most of the Red battalion was killed with the 100 or so prisoners shot in the streets. A few soldiers escaped and warned of the baron's approach. The baron's luck was about to come to an end.

★ **RED RUSSIAN FPP TABLE NOTES:**

a = Placement is allowed in a paved road hex.

b = May only Battle Harden ≤ 3 units. A 1-2-6 crew may be Battle Hardened to a 2-2-7 crew; a 2-2-7 crew may become Fanatic.

c = A Fortified Building Location may not be exchanged for a Tunnel. Only one Tunnel is allowed.

d = Squad-HS/crew-SMC FPP cost respectively. May only buy HIP for ≤ 3 MMC.

e = Each MMG/Gun may only have 1 Bore Sighted Location which must be north of the stream.

f = A Sangar Location is considered Concealment Terrain.

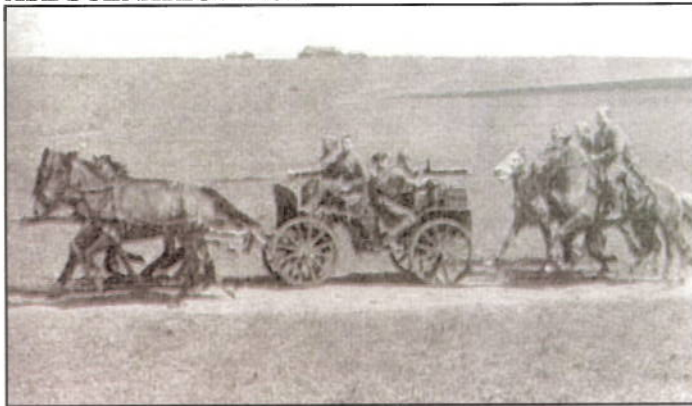
Scenario design: Robert Hammond
(FTC#4 ©2009)

FREEBOOTER RELISH

3h30



ASL SCENARIO FT134



VICTORY CONDITIONS: The Red Russians win immediately upon earning ≥ 11 VP. VP = Exit VP + LVP + CVP (see SSR5).

Valley of KYAKHTA, near GOSINY Lake, SIBERIA, 23 June 1921: Baron Ungern was convinced of his divine mission to be Emperor of Russia and hang every Communist. After annihilating a screening battalion of the 5th Red Russian Army south of Kyakhta, the baron moved his forces through the Valley of Kyakhta to attack the city itself. However, the baron's movements had not gone unnoticed by the 5th Red Army. The 35th Bolshevik Cavalry Squadron was sent to attack the flanks of the baron's troops so as to give the fleeing remnants of the screening force a chance to escape and allow the bulk of the 35th Infantry Division to reinforce Kyakhta.

BOARD CONFIGURATION:



BALANCE:

Reinforcements arrive on Turn 3.

★ Reinforcements arrive on Turn 1.

TURN RECORD CHART

WHITE RUSSIANS Set Up First	1	★ 2	3	4	5	6	END
★ RED RUSSIANS Move First							

Elements of the Khathyl Battalion, 1st Brigade, AKD [ELR: 3], set up ≤ 4 hexes of N3 (see SSR4) {SAN: 2}:



3 11 2

and either

Group A: 1-2-6 37* [80] or Group B: 2-2-7 4-10

Retreating Remnants of Toreisky Screening Battalion, 313th Regiment, 105th Brigade, 35th Rifle Division, 5th Red Army [ELR: 3], set up on/inside the following area: A6-A10-J10-A6; the Gun may not setup Emplaced {SAN: 2}:



6 2 5 2

and either

Group 1: 4-4-7 30-1 or Group 2: 2-2-7 4-10

Elements of 35th Bolshevik Cavalry Squadron, 35th Infantry Division, enter Turn 2 from the north/south/east edge(s):

11 2 2 11

SPECIAL RULES:

- EC are Moderate, with no Wind at start. All buildings are wooden. All river hexes are a valley (B22). There is a road from AA9 to AA5. Place overlay H15 on N6/N7. Overlay H15 is at level -1 (i.e., hex oM7 is at level 1). Hand-to-Hand CC (J2.31) is in effect.
- All Marsh hexes (e.g., H3) are Mudflats (B16.7) at level 0. LOS examples: a Hindered LOS – S4 to U4; a blocked LOS – B8 to C7, G3 to H1.
- Contrary to A12.12, OB-designated “?” may be set up in non-Concealment Terrain.
- The White Russian Group B choice may set up using HIP. All White Russian leaders are White Commissars (#SF8.2). The White Russian player may designate one squad as Shock Troops (#SF8.3).
- The Red Russians earn Exit VP for units/Guns exited on/adjacent to Q1 (exited captured units/Guns immediately earn double Exit VP). The Red Russians earn 4 LVP for Controlling hex oM7. The Red Russians earn 1 VP for every 6 CVP (FRD) of eliminated White Russians; however, the capture bonus is NA for all purposes.

Red Russian reinforcements can not earn Exit VP.

HISTORICAL RESULT: Mongolian sentries were able to give a warning only moments before the Red cavalry attacked. The baron's men were forced to fire their guns with Red cavalry charging in their midst while Taczankas, wagons with Maxim machine guns, fired on White Russian machine gun positions. Most of the attacking elements of the 35th Cavalry Squadron was destroyed but they accomplished their mission. Part of the fleeing remnants of the screening battalion escaped as the sun set and the baron's troops were delayed a day - though of the baron's own doing. After machine gunning 200+ prisoners, the Red nurses were given to the baron's men who were hungry for a woman's body. All of the nurses died during their endless humiliation.

Scenario design: Robert Hammond & Dave Reinking
(FTC#4 ©2009)

GOTTA LIGHT ?

ASL SCENARIO FT135

2H30



VICTORY CONDITIONS: Provided the Red Russians do not suffer ≥ 19 CVP – which will result in an *immediate* White Russian victory – the Red Russians win *either* at the end of any Game Turn upon Controlling ≥ 4 of the following hexes: G4, G5, H4, H5 & I6 *or* at Game End upon **BOTH** earning ≥ 15 CVP **AND** by Controlling hexes H4 & I6.

SAYAN Mountains, north of ULIASSUTAI, OUTER MONGOLIA, 17 July 1921: Earlier in the day, the Suharev Company had ridden to the rescue of the Kazagrandi Battalion by routing the cavalry elements of the Bolshevik 35th Infantry Division. Less than 300 soldiers remained in the Kazagrandi unit, and most of them were wounded. The Suharev Company had suffered as well. But not to be deterred, the 35th Infantry Division, now reinforced, kept pursuing the Whites. The Suharev Company set up ambushes throughout the day to keep the Red cavalry at bay. Finally, as night was falling and guards were posted, the Whites made camp. No sooner were their kettles filled with beef stew than the guards sounded the alarm; the enemy had returned for another mounted attack.

BOARD CONFIGURATION:

Only hexrows A-P are in play.



BALANCE:

☞ Battle Harden two squads.

★ The scenario is 6½ Game Turns.

TURN RECORD CHART

☞ WHITE RUSSIANS Set Up First	★	1	2	3	4	5	6	END
★ RED RUSSIANS Move First								

Elements of the Suharev Company, AKD [ELR: 2], set up in hexes numbered ≤ 8 {SAN: 3}:



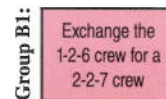
and either



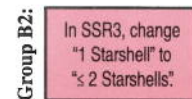
or



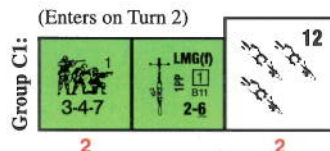
and either



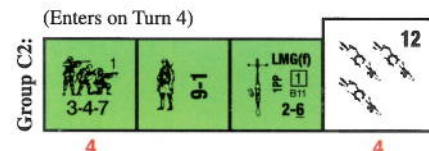
or



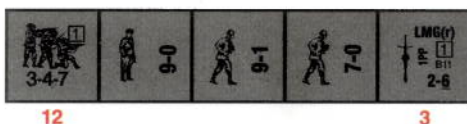
Elements of Kazagrandi Cavalry, enter *only one* Group from the east or south or west edge (see SSR5):



or



Elements of the 35th Cavalry Squadron, 35th Rifle Division, 5th Red Army [ELR: 3], enter on Turn 1 from the north edge {SAN: 2}:



and either



or



and either



or



Scenario design: Robert Hammond & Tate Rogers
(FTC#4 ©2009)

SPECIAL RULES:

- EC are Moderate, with no Wind at start. All woods are pine woods (B13.8). Roads do not exist. All buildings are Crags. Crags may be treated as Rout and Rally Terrain. No Quarter is in effect. Hand-to-Hand CC (J2.31) is in effect.
- Night rules (E1.) are in effect. Base NVR is 2 with Overcast Cloud Cover and No Moon. The Red Russians may not use Cloaking. All White Russians have Freedom of Movement. The last sentence of E1.76 is NA for a captured LMG.
- For purposes of E1.91, a Starshell is considered to have already been fired. The Red Russians may not use Starshells. The White Russians may successfully place *only 1* Starshell during the scenario.
- Bore Sighting is NA. All Good Order White Russian Elite/1st Line MMC are Stealthy. All White Russian leaders are White Commissars (#SF8.2).
- The White Russian reinforcement choice is made *solely* at the start of White Russian Turn 2 {ASOP 1.11A} and the White Russian player must inform the Red Russian player at that time.

sian Turn 2 {ASOP 1.11A} and the White Russian player must inform the Red Russian player at that time.

HISTORICAL RESULT: Half of the Suharev Company formed a skirmish line among the rocks and pine trees on a hill near where they had camped. Those of the Kazagrandi Battalion who could still ride mounted their horses for a counterattack. The fire from the skirmish line forced the Bolsheviks to dismount and continue on foot. An urgent call went out among the defenders for flares, but in their haste to form a skirmish line, all the flares save one had been left at the tents. The left flank of the attacking infantry pushed up to near the top of the hill, only to be caught in the open by the Kazagrandi horsemen. As the Red infantry attempted to fall back towards some trees, they were set upon by the other half of the Suharev Company and annihilated. Dinner was finally served without any further interruptions.