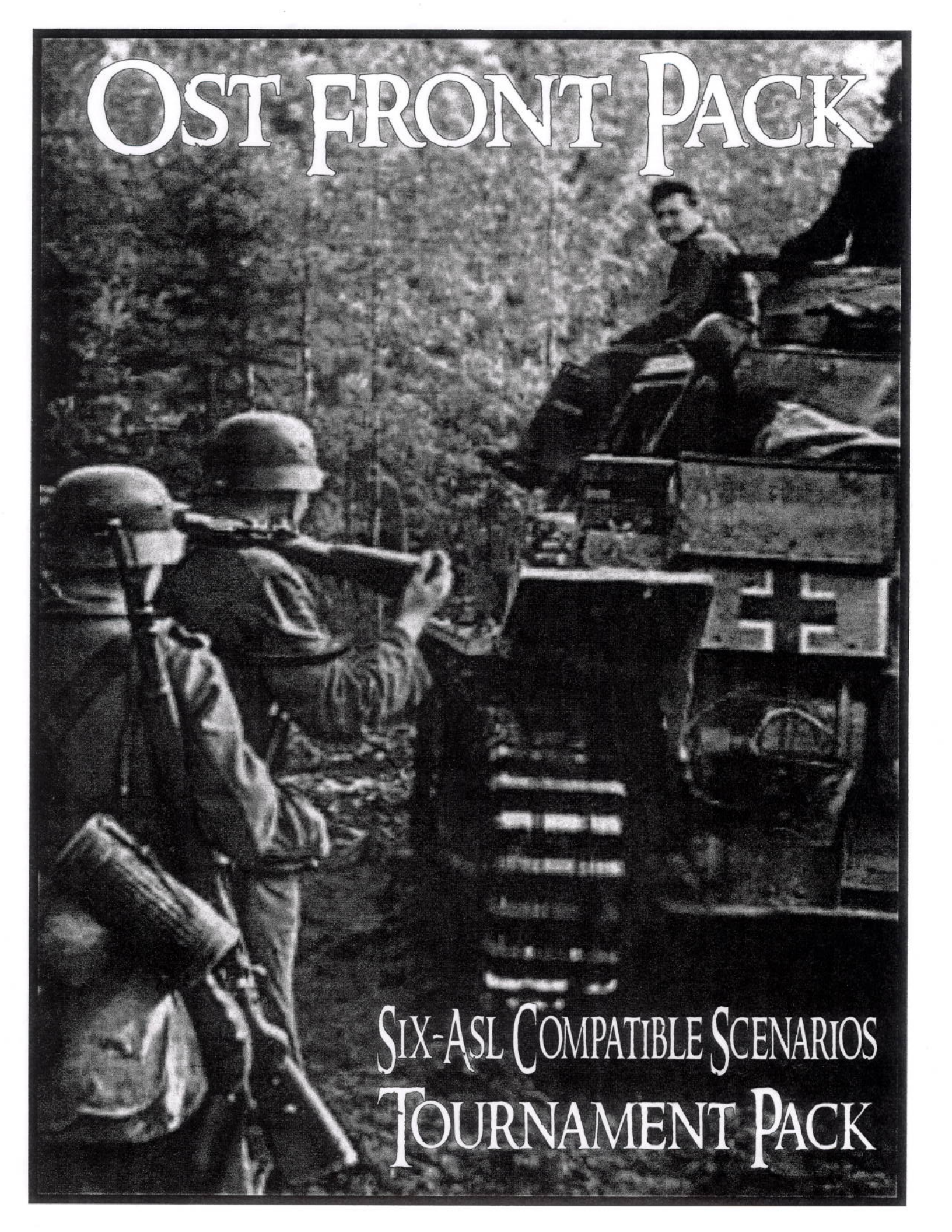


OST FRONT PACK

A black and white photograph of a World War I battle scene. In the foreground, two soldiers in M1917 helmets and gas masks are seen from behind, looking down a trench. They are carrying rifles and a large satchel. In the background, another soldier is visible on a raised position, possibly a machine gun emplacement, with a swastika symbol painted on the side of the structure. The scene is filled with smoke and the sounds of battle.

SIX-ASL COMPATIBLE SCENARIOS
TOURNAMENT PACK



A WORD ABOUT THE SCENARIOS:

Clip Art for ASL™: The counter depiction for use in ASL contains the information required to choose the right piece to put into play. The graphic depictions are the property of LONE CANUCK PUBLISHING™ and are used with their permission, but the names of all ordnance and vehicles are the same found in Chapter H of your ASL™ Rulebook. All AFV's use standard armament; optional weaponry (such as optional AAMG as listed in chapter H) will be denoted on the counter and/or in the scenario rules. Otherwise, for ½-inch support weapons check the nomenclature ("MMG, HMG") and the firepower and range values, and you will have no problem picking the right piece for that nationality.

For Miniatures Players:

The counters shown that have three men represent a section, two men are a half-section or crew, and one man represents a leader or NCO. The weapons depicted in ½-inch squares are individual support weapons of the type denoted ("MMG" = Medium Machine-gun) and of the nationality in play unless otherwise noted. For any questions, please feel free to write or e-mail us at the address below. (Include a Self-Address Stamped Envelope for reply)

Scenario Designer: George Kelln
Historical Background: George Kelln
Proof Reader: Jeff Papas
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Clip Art: LONE CANUCK PUBLISHING™

Playtesters: Enrico Catanzaro, Roberto Alessem, Legion, JP Spinelli, Matt Walker, Jeff Ital, Jesus Pié Battle, Josep M^a Mainez "Txema", Daniele Dal Bello, Sergio Puzziello, Paolo Mengoli, Seth Semenza, Andrew Robin, Ernie Cameron

A huge thanks goes out to all the playtesters who put up with my pestering and e-mails to finally get this module completed. Without their tireless effort this module be nothing more than an idea scribbled on a page of paper. Thank you.

PLAYTESTING ASL IS PLAYING ASL

OST FRONT PAK

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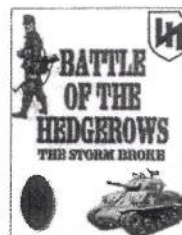
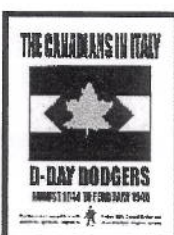
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STALIN'S SHADOW



Borodzatyn, Russia, 22 June 1941: The soldiers of the Soviet Fourth Army thought it was just another drill, like the one held only three weeks before. However, at 0315 hours on June 22, 1941, the Soviets faced something much different. The soldiers roused out of their beds, were about to get their first sight of their new enemy. The sounds of incoming artillery heralded the attack of Panzer Division 4, attacking across the Bug River south of Brest-Litovsk. The Germans moved through a forested area toward Kobryn to the east. Waiting in camouflaged positions, the Soviets braved the first artillery shells crashing into the center of town, signifying the arrival of the invaders. The Grenadiers of Panzer-Grenadier Regiment 33, supported by a platoon of tanks from Panzer Regiment 35, marched eastward along the main road into the town. The Russian soldiers could not believe their eyes and hesitated so as to allow the Germans to move forward to the edge of town. A burst of machine gun fire broke the spell and soon heavy fighting had erupted. The final battle was fought around a monument to Stalin in the centre of the town. German panzers duelled with Soviet light tanks, while German grenadiers stormed the heavily defended municipal building seizing it after less than an hour of stiff fighting. The Germans continued to push eastward, capturing the nearby city of Kobryn just after 1500 hours on June 23. They then marched in the direction of Minsk, guarding the southern flank of Panzer Division 3.

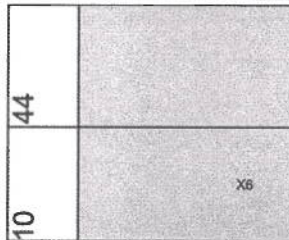
BOARD CONFIGURATION

BALANCE

★ Add one 4-4-7 to initial OB

✚ Exchange one Pzkw IIIF for a Pzkw IIIG

▲
N



(Only hexrows I-GG are playable)



VICTORY CONDITIONS

Provided that the Russians do not inflict ≥ 18 CVP (excluding VP awarded for prisoners), which will result in an immediate Russian victory; the Germans win at Game End, if there are no unbroken Russian (non-crew) MMC/Good Order Mobile AFVs with functioning MA ≤ 2 hexes from 10Y5.

TURN RECORD CHART

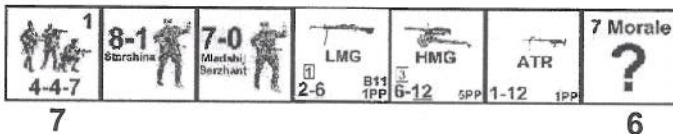
★ RUSSIAN Sets Up First	✚	1	2★	3	4★	5	6	7	END
✚ GERMAN Moves First									

SPECIAL RULES

1. EC is moderate with no wind at start.
2. Place overlay as follows: X6 on 10Y5.
3. The Russian T-26 M33 is equipped with an AFV Radio (D14.1)

4. All Russian SMC have an ELR of 3.
5. All Russian 4-2-6/2-2-6 Battle Harden to 4-4-7/2-3-7 MMC.

Elements of the Soviet Fourth Army set up on any hex on/east of hexrow Q:

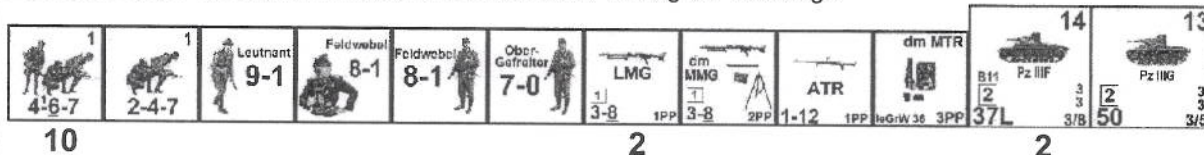


Reinforcements enter on Turn indicated along the east edge:



★
[ELR: 2]
(See SSR 4)
(SAN: 4)

Elements of the 4th Panzer Division enters on TURN 1 along the west edge



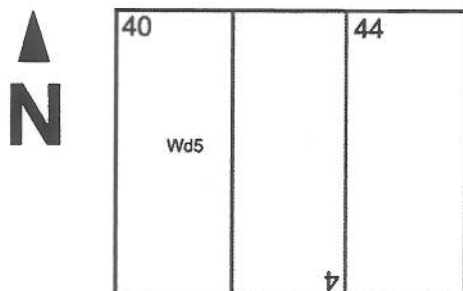
✚
[ELR: 4]
(SAN: 2)

STORM, FIVE, FIVE, FIVE!



Bobruysk, Russia, 25 June 1944: The radios of the Soviet Don Tank Corps crackled with the words "Storm Five-Five-Five!" The all-out offensive against the salient of Army Group Centre had begun. However, east of the Bobruysk Bridge over the Berezina River waited a worthy opponent. The reinforced II/Panzer Regiment 21, Panzer Division 20 was well placed and could be employed against either a northerly or southerly Russian thrust. The battalion was superbly equipped, with about one hundred battle worthy Mark IVs. However, Major Paul Schulze, in command of the regiment, had received no orders. Therefore, on his own initiative, Schulze hurled three of his companies, including his own tank, against the attack of the Soviet 48th Army, north of Bobruysk. Naturally, orders arrived from headquarters immediately after Schulze started his attack— he and his Panzer-Kompanien were to halt the main drive threatening the north-south Bobruysk-Mogilev Highway. From the north to the south, the Russians smashed the German Ninth Army's strongpoints along the Berezina River, but Major Schulze's Panzergruppe made good progress at the beginning. Yet, while Schulze's panzers were clearing up the Russian penetrations along the front, the villages in the rear were already in flames. The Russians had broken through to the northwest and were threatening the rear of Schulze's Panzerkampfgruppe. The Major pulled Leutnant Begemann's Panzer Kompanie out of the operation and ordered it to race back to the north to hold the crossroads and bridge east of Bobruysk. Lt. Begemann had arrived just as the Russians' attack was being launched on the bridge. Between him and the bridge was a screening force sent around to cut off any reinforcements. Having made contact with the bridge guard by radio, the Panzer-Kompanie under Begemann's bold and resolute leadership rode roughshod over the screen. Begemann took and held the bridge, allowing Panzer Division 20 to withdraw four days later.

BOARD CONFIGURATION



VICTORY CONDITIONS

The Russians win at game end if they have amassed more VP than the Germans. VP are awarded to each side as follows; 1) CVP inflicted, 2) CVP of friendly Good Order Infantry/Mobile AFVs (with functioning MA) west of the river at Game End, and/or 3) 3VP for control of the 40Q2-3 bridge.

BALANCE

- ★ Exchange German 4-6-7 for 4-4-7 MMC
- ✚ Exchange 3.7cm Flak 36 for 5cm Pak 38

TURN RECORD CHART

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

SPECIAL RULES

- EC is moderate with a Mild Breeze to the Northeast. The river is Fordable (B21.41-.43) with a two-lane stone bridge from 40Q2-3.
- Place overlay as follows: **Wd5** on 40P5-O6.
- The German may set up entrenched (B27.11) in foxholes in suitable terrain.
- All Russian 4-2-6/2-2-6 Battle Harden to 4-4-7/2-3-7 MMC.

Elements of the Ninth Army Bridge Guard sets up on any hex ≤ 3 hexes from a bridge hex

1 4-6-7	2-2-8	Unter-Officer 8-0	MMG 5-12 3PP	7 Morale ?	Flak 36.37 37L [8] M8
3				5	

TURN 1: Kompanie 2, II/Panzer Regiment 21 enters along the south edge of Board 44

Leutnant 9-1	Feldwebel 8-1	13 Pz IVH 8 3 75L 3/5
		10

[ELR: 3]

(SAN: 3)



Advance elements of the Soviet Don Tank Corps enters on TURN 1 Mounted along the north edge of Board 4 with half MP expended

1 4-4-7	Leutnant 9-1	Major 7-0	LMG 2-6	16 T-34M43 11 6 76L 2/4
5			2	5

Along the north edge of Board 44 with full MP allotment

Leutnant 9-1	16 T-34M43 11 6 76L 2/4
	5

[ELR: 4]

(SAN: 2)





Staryy Bykhov Russia, 4 July 1941: The nineteenth day of the campaign, it was to be a day of dramatic decisions. The German Blitzkrieg was still in full swing and Heniz Guderian's Second Panzer Group's spearheads had crossed the Berezina at Bobruysk and Borisov and were now making for the Dnieper. Then again, aerial reconnaissance reported on strong Soviet motorized units moving towards the Dnieper and the formation of a new Soviet concentration to the northeast of Gomel. These forces under the command of Marshal Timoshenko who collected division after division—42 in total, was lining them along the upper Dnieper. Guderian now faced with a decision; to wait for the infantry divisions that were better suited than the Panzer Regiments for forcing a river crossing; or to continue the rapid advance with his panzer spearheads? A fortnight would pass before the infantry would arrive and unless the Russians were allowed to man the Dnieper line in strength and establish defensive positions, speedy action was needed. Fortune favours the bold, and Guderian's or Fast Heniz, as he was known as, wanted to cross the Dnieper. Guderian's advanced detachments discovered the Russians had fortified and were strongly holding the principal Dnieper crossings at Rogachev, Mogilev, and Orsha. Attempts to seize these crossings by surprise would have resulted in costly failures. However, Reconnaissance also discovered the soft spots between the enemy's strong points on the western bank of the Dnieper. They found soft spots at Staryy Bykhov, Shklov, and Kopys. At Staryy Bykhov, the 2nd Company, Motorcycle Battalion 34 supported by light tanks under the command of Captain Rode, in a daring move forced a crossing across a small wooden bridge fought off a counter-attack by Russian tanks and in this way covered the first bridgehead across the Dnieper.

BOARD CONFIGURATION



44	
	Wd5
	40



BALANCE

★ Add one pre-registered hex for OBA

⚡ Exchange 8-0 for 8-1 SMC

VICTORY CONDITIONS

The Germans win at Game End, if they control hexes 40Q1-Q2-Q3-Q4.

TURN RECORD CHART

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

SPECIAL RULES

- EC is moderate with no wind at start.
- A two-lane wooden bridge is located in hexes 40Q2-Q3. The initial weight limit for this bridge is 25 tons; a Bridge Collapse DR (B6.42) need not be made until this limit is exceeded.
- Place Overlay as follows: **Wd5** on 40P5-O6.
- The Russian has one-module of 76mm OBA (HE Only).
- All Russian 4-2-6/2-2-6 Battle Harden to 4-4-7/2-3-7 MMC.
- All Russian SMC have an ELR of 3.

Elements of the Soviet Fourth Army sets up on any hex ≤ 5 hexes from 40Q3

1 4-4-7 6	8-1 Starshine 6	7-0 Macdoh 6	LMG 2-6 1PP	MMG 4-10 5PP	ATR 1-12 1PP	Phone 11 X12	7 Morale ?	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH OR ≤5 3
-----------------	-----------------------	--------------------	-------------------	--------------------	--------------------	--------------------	---------------	--

TURN 3: Enters east of the river from *either* the north or south edge of Board 40

12 B11 T-26 M33 45L 3

[ELR: 2]
(SAN: 3)



Elements of the 4th Panzer Division enters mounted on Turn 1 along the west edge of board 44

1 4-6-7 7	Leutnant 9-1 6	Unter-Officer 8-0 6	LMG 3-8 1PP	dm MMG 3-8 2PP	Motorcycles M10 0 PP 1S	MC w/Sidcar 24 1S	PzKw IIF 14 3 1 -5
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[ELR: 4]
(SAN: 2)



ESCAPE TO THE ELBE



Berlin, Germany, 3 May 1945: April 1945 saw the disintegration of both the Eastern and Western fronts. The diversion of German strength to Hungary ensured that the Ninth Army of Army Group Vistula could mass only 512 AFV in its effort to thwart the final Soviet onslaught on Berlin. Despite the Germans' pyrrhic victories of Seelow Heights and Diedersdorf, the Red Army broke through the German defences along the Oder River and advanced towards the German capital. The final battle for Berlin involved no more than 70 German tanks of the Muencheberg Panzer, 18th, and 25th Panzer-Grenadier Divisions. The refitted Sturmartillerie Brigade 249 was first committed west to the Elbe River against the fast approaching Americans, and then following the Americans' apparent halt the river, was recommitted to the defence of the capital. On 27 April, Sturmartillerie Brigade 249 successfully broke through the Soviet encircling ring before the Red Army had been able to consolidate its position, and the brigade's assault guns took up positions within the Berlin defensive perimeter. The brigade conducted a fighting retreat back to the Alexanderplatz and on 1 May, its remnants made their last stand at the Berlin Technical School, where during the night of second of May, the brigade received word of Hitler's death. Following Hitler's death, the decision was taken by the officers and men of Sturmartillerie Brigade 249 to break out of the doomed capital and shortly before midnight on the third, what remained of the unit fought to the edge of the city at Spandau. By this time, the brigade had been split into two elements; the first, under Hauptmann Herbert Jaschke, successfully punched their way out to the west, the second group was not so lucky, and its survivors fell into Soviet captivity.

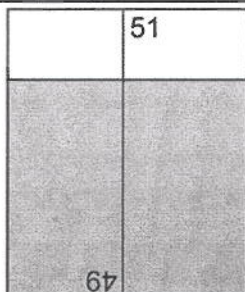
MAP CONFIGURATION

BALANCE

- ★ Exchange 9-1 for a 9-2 SMC
- ⛶ Increase Game Length to 6½ Turns.

VICTORY CONDITIONS

The Germans win at game end if they exit ≥ 50 Exit VP (excluding VP awarded for prisoners) off the west edge. Halftracks must have a functioning MA and/or Passengers to count as Exit VP.



(Only hexrows J-GG on Board 51 and A-X on Board 49 are playable)



TURN RECORD CHART

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

SPECIAL RULES

- EC is Moist with no wind at start. Treat all Orchards as shellholes. Boresighting is NA.
- All German 4-4-7/2-3-7 battle hardens to 5-4-8/2-3-8 MMC and all Russian 4-2-6/2-2-6 Battle Harden to 4-4-7/2-3-7 MMC.
- Prior to set up, the German must divide his force into two groups, with each group containing $\geq$ six vehicles. The German must then pre-designates the entry road of each group and enters that group ≤ 3 hexes from that road.
- Prior to set up and after the German has pre-designated his forces, the Russian player places six non-adjacent rubble counters at the ground level of any multi-level building hex on Board 51. After all counters are placed, he makes a random

direction dr for each counter and place another rubble counter at ground level in an adjacent hex. Such placement does not cause falling rubble.

5. Due to debris and congestion caused by fleeing civilians, all road vehicular movement on Board 51 is doubled (2 MP per hex if BU) and no infantry may receive the road MF bonus.

6. During set up, the German may freely deploy his squads.

7. The German halftrack passengers enter using Cloaking (E1.4). Cloaking is immediately lost if the passengers unload (or bail out), if the halftrack enters the same location as an enemy unit, or the passengers become CE.

Elements of the 3rd Guards Tank Army sets up on any hex west of the 51J4-S6-T6-Y3-Z2-GG6 road

8	2			2	2	7	2

TURN 3: Reinforcements enters along the east edge of Board 51:

2	2



[ELR: 4]

(SAN: 3)

Remnants of Sturmartillerie Brigade 249 enter on Turns 1 on any hex ≤ 3 hexes from an east edge road (See SSR 3):

2	7	4			2	2	3	6			3



[ELR: 2]

(SAN: 2)



Northeast of Kharkov Russia, 17 May 1942: For the purpose of gaining a proper starting line for the great summer offensive of 1942 from Kharkov area in the direction of the Caucasus and Stalingrad. The Germans had to eliminate the Soviet bulge on both sides of Izyum, which represented a permanent threat to Kharkov. The Russians too had a plan; Marshal Timoshenko wanted to repeat his January offensive. Thus in the spring of 1942 the attention of both sides focused on the great bulge of Izyum. The German timetable envisaged the 18th of May as the day for the attack, but Timoshenko was quicker. As the Russians sped forward towards Kharkov, huge supplies stored in warehouses in Kharkov were about to fall into the Russians hands of unimaginable quantities. Timoshenko's northern pincer raged forward towards Kharkov. The Soviets launched the 28th Army with 16 Rifle, and Cavalry Divisions, 3 Armoured Brigade, and 2 Motorized Brigades. That was an overwhelming force against two German Corps-the XVII and LI altogether with their six Divisions. The Germans lines were overrun, at the same time, just as during the winter battles, numerous German strongpoints held out in the rear of the advancing enemy. Reserve units moved to plug ever-increasing gaps in the lines. Transports arrived at warehouses in the path of the on-rushing Soviets, quickly loading up with supplies and moved them out of the grasp of the hard charging Russians.

BOARD CONFIGURATION

BALANCE

☒ Exchange 3.7cm Pak 35/36 for a 5cm Pak 38

★ Exchange all 4-5-8 MMC for 6-2-8 MMC



M2	M1
49	
51	



VICTORY CONDITIONS

Provided that the German has not Exited ≥ 16 Supply trucks (see SSR 6) off the south edge, which result in an immediate German Victory. The Russians win at Game End, if they control all the German Supply Depots (Buildings 51D2, 51O2, and 51U3).

TURN RECORD CHART

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

SPECIAL RULES

1. EC is Dry with a Mild Breeze from the Northeast at game start. Treat all Brush as Marsh. Buildings 51D2, 51O2 and 51U3 are factories (B23.74) with a vehicle entrance located in hexes 51C3, 51O2 and 51U3 only.

2. Place overlays as follows; M1 on 49C2, M2 on 49A1-B0.

3. The German has MOL capabilities (A22.6) and may fortify four building locations (Tunnel exchange is NA).

4. The Russian may use T34M41 counters for the OT-34s until it uses its bow FT, at which time replace it with the appropriate counter. The Russian OB given 4-5-8's are Assault Engineers (H1.22) with underline Morale and ELR of 5.

5. All Russian 4-2-6/2-2-6 Battle Harden to 4-4-7/2-3-7 MMC.

6. At the beginning of each German RPh, the German makes a secret DR: [cdr = Supply Depot Building (1-2: 51D2, 3-4: 51O2, or 5-6: 51U3) and wdr = number of Opel Blitz Supply trucks that exit from that Supply Depot Building]. All Supply trucks are fully loaded with supplies and must exit the selected supply depot using convoy movement (E11.2). If the Russian controls the selected Supply Depot Building or if the building's exit is Rubbled or under Russian control, then no Supply trucks are generated from that Supply Depot Building for that German Player turn. The secret DR is revealed at the end of each German Player Turn.

7. Contrary to H1.11, counter mix limits do not apply for the German Opel trucks.

Elements of the 3rd Panzer Division Supply Depot sets up on any hex south of the 49A6-GG6 road

2 4-4-7	2-2-8	Feldwebel 8-1	Ober-Geführer 7-0	MMG 5-12 3PP	HMG 7-16 4PP	7 Morale ?	AA 20L [6] M10	AT Pak 35/36 37L M12 H6 [9]	AT Pak 37/38 75 M8 B11	ROADBLOCK
7	5					8	3			2



[ELR: 3]

(SAN: 3)

TURN 3: Elements of Kampfgruppe Mahler enters along the south edge

1 4-6-7	Hauptmann 9-2	Feldwebel 8-1	Unter-Officer 8-0	LMG 3-8 1PP	Pzkw III 50L 6 3 3/5	Pzkw IV 75* 8 3 3/5
8				2	2	2

Elements of the Soviet 28th Army enters on Turn 1 along north edge

E 4-5-8	1 4-4-7	Major 10-2	Starchina 8-1	Sorzhont 8-0	(Medish) Sergeant 7-0	LMG 2-6 B11 1PP	MMG 4-10 SPP	ATR 1-12 1PP	FT 24-1 X10 1PP	DC 30-1 X12 1PP	T-34M41 17 11 6 2/4	OT-34 17 11 6 2/4
4	18					4	2	2		3	4	2



[ELR: 3]

(SAN: 2)

VERITABLE GIANTS

Gorodok Russia, 12 January 1943: The Neva River had been frozen since 7th January. The ice was nearly three thick feet in places, strong enough to bear tanks. Leutnant Winacker had set up his command post of his 2nd Company, Engineer Battalion 240, in what used to be the hospital of Gorodok. The engineers prepared a defensive belt along the riverbank of wire obstacles inter-mixed with anti-tank and infantry mines. The Russians unleashed from 4500 barrels a hurricane of fire over the German positions. The shell burst and heavy mortar fire was reinforced with the weight of the Red Fleet in the Leningrad harbour. As shells tore into the masonry, the first fires had broken out among the roof joist. Across the perfectly flat, snow-covered ice of the Neva, charged in close line abreast, the men of the Soviet 13th Rifle Division. Veritable giants in front, the sailors of the Red Banner Baltic Fleet came with mine clearing parties, working their forward in leaps and bounds ahead cleared the way. The 3rd Company reinforced Lt. Winacker's weary group of men, and turned the smouldering block of buildings into a spitfire fortress. The Russians assembled in the woods to the north of the town. Platoon by platoon launched their charges from the shell-torn patch of woodland. Two T34s, which were to lead the charge, ran into one of the well-camouflaged mine-barrier and remained Immobilized, their tracks blown off. The artillery officer in the hospital was still in radio contact and at the right moment called for a concentrated burst of fire. This crashed into the woods smashing the Russian assembly areas. As the artillery shells continued to pound the little woods, the Russians decided to evacuate their dangerous offensive position and scuttled back to the bank of the Neva. Thusly the Russians were denied Gorodok, the corner-post of the German southern lines.

BOARD CONFIGURATION



	10
	OG2
	O3
L	

BALANCE

- ★ All 6-2-8/3-2-8 MMCs are Fanatic
- ✚ German is Fanatic in Building 10Z6

VICTORY CONDITIONS

The Russians win immediately at the end of any Game turn that they control the Hospital Building (10Z6).



TURN RECORD CHART

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

SPECIAL RULES

1. EC is Wet, with a Mild Breeze from the Northwest. Ground Snow (E3.72) is in effect. All buildings are wooden [EXC: 10Z6]. All locations of Building 10Z6 are fortified and have RB Cellar (O6.). Treat all orchards as Shellholes and Grainfields as 6-AP Factor Known Minefields (B28.45).
2. Place overlays as follows: **OG2** on 10J6-J7, **O3** on 10Q7-R6.
3. The Germans may set up to one squad-equivalent (and any SMC/SW stacked with them), using HIP.
4. The Germans receive one module of 105mm OBA (HE & Smoke) with scarce ammunition and one pre-registered hex.
5. The Russian (non-crew) Infantry is in Winter Camouflage (E3.712).
6. All Russian 4-2-6/2-2-6 Battle Harden to 4-4-7/2-3-7 MMC.
7. The German 8-3-8/3-3-8 are Assault Engineers (H1.22), and the Russian 6-2-8/3-2-8 are Sappers (B28.8), both have underline morale and an ELR of 5.
8. Prior to set up, the German places six shellhole counters in 10Y5 then makes an extenet of error for each- replacing it with a rubble counter if a building hex. After which, the German then makes a DR for each adjacent hex, and on $DR \leq 6$ (+1 DRM if fortified building) places a shellhole/rubble counter in that hex (falling Rubble is NA). A rubbled building hex is still considered part of its building for victory condition purposes.

Elements of Engineer Battalion 240, Cyclist Squadron 240 and II/Grenadier Regiment 401 sets up on any hex east of the river and on/south of hexrow Q (*The 7D7-I9 Road is considered to be east of the river for set up purposes*)

[illegible]

Elements Soviet 13th Rifle Division, supported by 61st Tank Brigade and the Red Banner Baltic Fleet
Sets up east of the river on any hex north of hexrow J/X

 E 6-2-8	 1 4-4-7	 9-1 Lejenant	 8-0 Surzhamt	 LMG 2-6	 DC 30-1	 T-34M41 11-6
6	12			4	2	2

Sets up on any board 7 river hex south of hex Q with a grid co-ordinate numbered 4/5

 6-2-8	 4-4-7	 10-2 Wajue	 8-1 Starshine	 7-0 Maschi Sergeant	 LMG 2-6	 B11 1PP	 30-1	 x12 1PP
9	12						4	3

[ELR: 3]
(SAN: 3)

