

SoCal ASL's

MELEE PACK III



From the fertile minds of...

The Southern California ASL Club



The Southern California ASL Club presents....



MP13: THE BLUE HOUSE

January 6, 1945
Wingen-sur-Moder, France:
Fox Company, 2nd Battalion, 274th Regiment was told resistance would be light and Wingen-sur-Moder could be quickly secured. The fanatical SS entrenched in the buildings on the town's western edge convinced Fox Co. that this would be no cakewalk.



MP14: STUBBORN FERDINAND

August 17, 1943
Poretscha, Russia:
The landers of "Stubborn" Ferdinand's 11th Company had held the elevated cemetery through seven days of unrelenting assault, bombardment and barrage. The 364th Guards Rifle Division was given the privilege of removing Ferdinand once and for all.



MP15: JUST A BIT OUTSIDE

March 4, 1944
Walawbum, Burma:
Weston's I&R platoon has crossed the Numpyek Hka to set up an overwatch position for Merrill's Marauders. The Japanese have them pinned against the river. Can the platoon sergeant dial in the covering 81mm mortar OBA before the Americans are overrun?



MP16: POWER STRUGGLE

October 23, 1944
Tarnet, Norway:
With Finland out of the war, the Russian 14th Army is moving to liberate Norway. The port town of Tarnet lies across the main advance. Will the hardened landers of the 6th Gebirgsjaeger Division be able to hold the vital Power Station long enough?



MP17: BAGGING BURCORPS

March 29, 1942
Near Shwedaung, Burma:
The 2nd Battalion, The Duke of Wellington's Regiment is falling back from a failed assault against Paungde. The Japanese 33rd Division is in hot pursuit along the narrow jungle paths. Can the 2nd "Dukes" maintain their orderly retreat or will they be overwhelmed?



MP18: MARSH MADNESS

August 8, 1941
Yurky, Russia:
The 6th Panzer Division is attacking out of the Luga bridgehead through the surrounding overgrown, marshy forests. Can their heavily supported engineers clear the nearly invisible fortified Russian defensive positions blocking the route of advance?



MP19: SKI PATROL

January 17, 1942
Shiloy Tschernoz, Russia:
The German 290th Division has been cut off by the Russian winter offensive. Captain Ordas has been ordered to take the Ski Company of the Spanish Blue Division out into one of the coldest winters on record to re-establish contact. Can they get through?

MELEE PACK III

Welcome to **Melee Pack III**, SoCal ASL's third foray into the world of ASL scenario design! Yes, it's been a few years in the making but we hope you'll appreciate the extra time and attention we gave these scenarios.

Melee Pack III has seven scenarios destined to make tournament play lists everywhere! You like Burma? We do! Maybe you prefer France? Norway? Ok, ok...how about Russia? Got you covered! We've got some beautiful infantry-only scenarios and some terrific combined arms clashes. Some folks like shorter scenarios...how about one that you can finish in less than an hour? Maybe destruction of public works is more your thing...how about blowing up electrical towers for the win? Or maybe you like OBA...OBA that gets more accurate the more you use it? Some folks enjoy working out complex defenses...well we've got an all-HIP, trenches, pillboxes, wire, sneaky-crafty one for you...and we let you choose *where to put the overlays!*

Yeah, good stuff.

CREDITS

Melee Pack III has been a labor of love. A very special thanks goes out to our Designers and Playtest Team.

Scenario Design:

Jim Aikens, Bryan Earll, Scott Faulk, Sean Geraghty, Chuck Hammond, Rob Stai, Eric Visnowski

Playtesting/Proofing:

Jim Aikens, Chris Castellana, Chris Chapman, Matt Cicero, Geoff Coward, Rich Domovic, Bryan Earll, Scott Faulk, Robert Feinstein, Sean Geraghty, Ken Griffiths, Chuck Hammond, Francis Hardiman, Eric Johnson, Karl Johnson, Brandon Leisemeyer, Murray McCloskey, Eric Morton, Ron Mosher, Dave Nicholas, Stance Nixon, Don Petros, Dan Plachta, Dave Reinking, Matt Romey, Sheldon Ryland III, Glenn Sellar, Paul Simonsen, Mike Sofa, Rob Stai, Scott Thompson, Fred Timm, Eric Visnowski

Special Credits:

Our thanks to Rodney Kinney for the use of VASL graphics in **Melee Pack III**. ASL is a registered trademark of Hasbro, Inc.

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Marsh Madness: Raus, Erhard, *Panzer Operations: The Eastern Front Memoir of General Raus, 1941-1945*, Trans. Steven H. Newton, Da Capo, Cambridge, 2003.

Ski Patrol: Scurr, John, *Germany's Spanish Volunteers 1941-1945*, Osprey Publishing Ltd., 1980.

MELEE PACK III contains:

7 Full Color Scenarios

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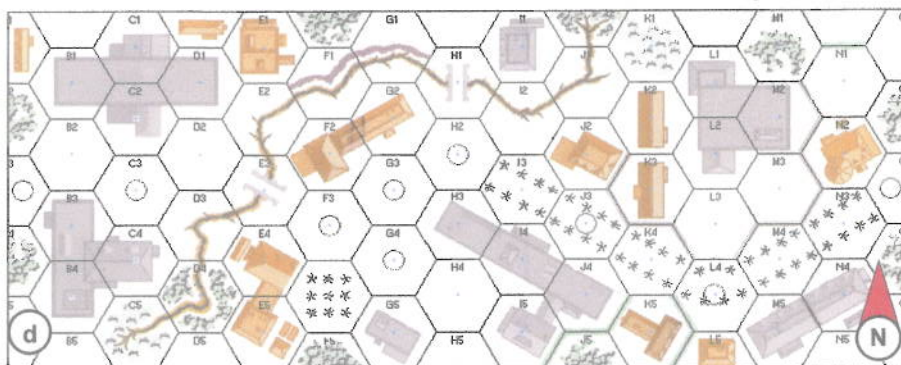
THE BLUE HOUSE

Scenario Design: Chuck Hammond



January 6, 1945: Wingen-sur-Moder, France

Lieutenant Colonel W.R. Cheves, Commander of the 274th Infantry Regiment was ordered to recapture the town of Wingen-sur-Moder. General Thomas Herren directed Cheves to "rush through to the far end of town," adding that "there are only a few Germans in there..." Lacking his promised armor support, Cheves nonetheless moved east with the three platoons of Fox Company. Resistance was light and the platoons made steady progress...until they arrived at the intersection of *rue Principale* and *rue de la Gare* which marked the town's western edge. There, straddling the crossroads, lay a silent, blue-painted, two-story house.



PLAYING AREA: Board d

OBJECTIVE

The American player wins if he Controls Building J4 at Game End.

ADVANTAGE

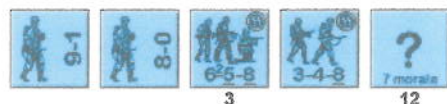
Germans: The German player gets one additional Fortified Location.

Americans: Replace the 8-1 Leader with a 9-1 Leader.

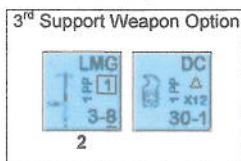
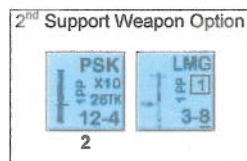
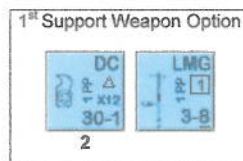
German Sets Up First	1	2	3	4	5	END
American Moves First						

Elements of 3. Kompanie, 1. Battalion, 12. SS Gebirgsjäger Regiment: [ELR: 5, SAN:0]

Starting Forces: Set up on/East of Hexrow H. See SR#2 and SR#3:



Support Weapon Option: Choose One Support Weapon Option and add it to your Starting Forces:

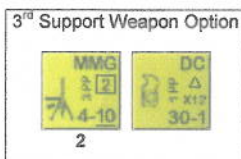
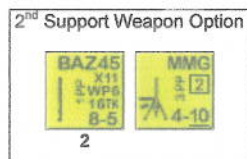
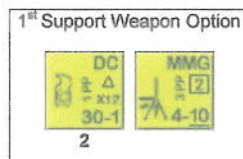


Elements of Fox Company, 2nd Battalion, 274th Regiment: [ELR: 4, SAN:0]

Starting Forces: Set up in Building Location(s) on/West of Hexrow G:



Support Weapon Option: Choose One Support Weapon Option and add it to your Starting Forces:



SPECIAL RULES

- EC are Ground Snow [E3.72] with no wind at start. Place overlay dx3 at F4. Building J4 is a Two-Story House [B23.22]. Ignore the printed stairwells.
- The Germans may Fortify one Building Location.
- One German Squad-Equivalent may set up HIP along with any SMC/SW that sets up with it in the same Location.

CONCLUSION

The SS waited until Fox Company was no more than 15 meters from the building before opening up with withering automatic fire. Despite the loss of 7 men, including the company commander and his radio operator, the relatively inexperienced soldiers of Fox Company pressed on. Using machine gun and bazooka fire to suppress the German strongpoint, the GIs were able to clear the Blue House. Fanatical resistance by the Germans holed up in the surrounding buildings drove Fox Company casualties to 50% before they were relieved later in the day. Nevertheless, their efforts had cleared the way for 2nd Battalion to recapture Wingen-sur-Moder.



August 17, 1943: Poretsha, Russia

For seven long days, 11th Company clung tenaciously to its elevated position in the cemetery near the village of Poretsha, near Lake Ladoga. Under constant fire from assaulting infantry, tanks, artillery barrages and waves of Russian aircraft, the landers lead by Hauptmann Scheckenach, nicknamed "Stubborn Ferdinand", refused to yield the heights. It was only a matter of time before the Russians of the 364th Guards Division would launch yet another assault against the seemingly indestructible Germans.

OBJECTIVE

The Russian player wins at Game End if there are no unbroken German MMC in a level one location.

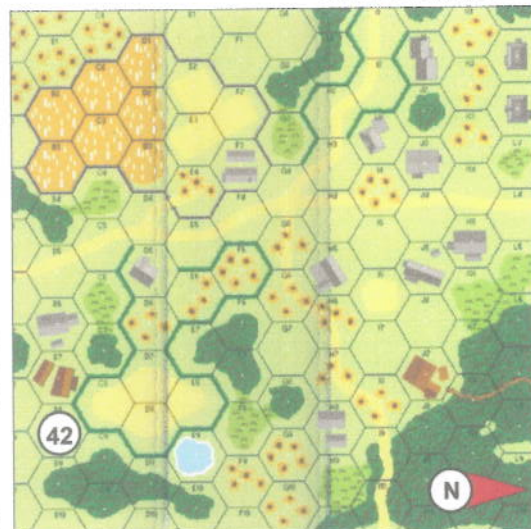
ADVANTAGE

Germans:

Add one DC to the Alarm Company reinforcement group.

Russians:

Replace the 9-1 Leader with a 9-2 Leader.



PLAYING AREA: Board 42, Rows A-L

German Sets Up First	★	1	★	2	3	4	5	6	END
American Moves First									

Remnants of 11th Company, 437th Grenadier Regiment, 132nd Infantry Division: [ELR: 3, SAN:3]

Starting Forces: Set up anywhere on Board 42. See SR#4:



Elements of Regimental Alarm Company: Enter on Turn 4 on the West Edge, and/or on the South Edge on/West of AA5:



Elements of 364th Guards Rifle Division and the 35th Armored Regiment: [ELR: 4, SAN:2]

Starting Forces: Enter on Turn 1 from the North and/or East Edges:



Reinforcements: Enter on Turn 2 from the North and/or East Edges:

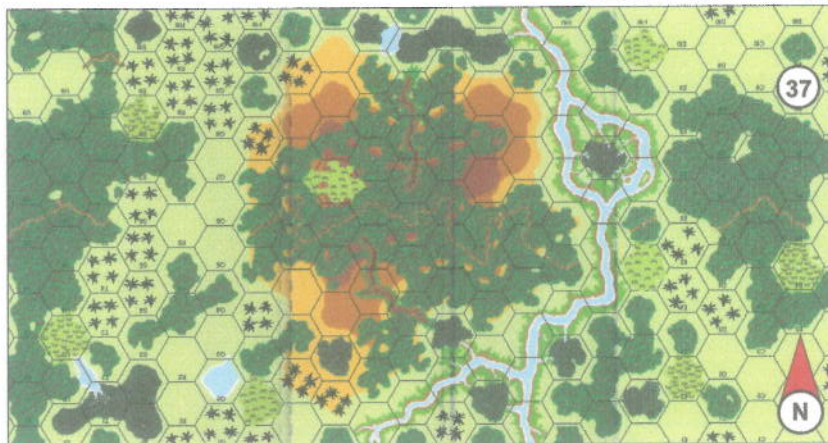


SPECIAL RULES

- EC are moderate with no wind at start. All ground level Orchard hexes are Shellholes. All level one Orchard hexes are Graveyard with no graveyard paths. Place Shellhole counters in A1, A2, B0, B1 and C1. Place overlay X11 at L1/L2.
- German units treat all Graveyard hexes as Woods for Rout, Rally, Concealment and Ambush purposes. German infantry are Fanatic when in Graveyard hexes.
- The German 548 are Assault Engineers [H1.22].
- The German Pzkwf VIE may set up HIP if in concealment terrain.
- The first non-IF original To Hit DR of 12 by the Pzkwf VIE MA does not cause the MA to malfunction.

CONCLUSION

After hammering the village and cemetery again with air strikes and artillery, a renewed Russian attack ground forward, supported by T-34s. The attack quickly ran into trouble when a Tiger tank hidden in the rubble opened fire, rapidly destroying two T-34s. Ferdinand's men fought with grim determination but Russian infantry managed to work around behind the cemetery, cutting off the position. Regimental HQ sent a platoon from its Alarm Company led by Lt. Gottlob Bidermann which succeeded in restoring contact with Ferdinand's position. The fact that they were defending a Jewish cemetery was an irony lost on both Bidermann and Ferdinand.



March 4, 1944: Walawbum, Burma

1st Lt. Logan E. Weston had orders to move his Intel and Recon platoon west across the Numpyek Hka river and south to an overwatch position near Walawbum to better cover the Marauders' assault on the east bank village of Langag Ga. In the early morning fog, a Nambu light machine gun opened up as advancing Japanese made contact with Weston's position. Weston's platoon sergeant radioed for assistance from a nearby 81mm unit but the initial rounds fell off target. Needing more accurate readings to call in the fire, the sergeant bellowed, "Anybody got a compass with mils on it instead of degrees?"

PLAYING AREA: Board 37, Rows A-V

OBJECTIVE

The American player wins at Game End by having more CVP of Good Order units East of the I1-F6-F7-I10 Stream than the Japanese player. Prisoner CVP are NA.

ADVANTAGE

Americans: Add a 6+1 Leader.

Japanese: Replace the American 9-2 Leader with a 9-1 Leader.

American Sets Up First	1	2	3	4	5	6	7	END
Japanese Moves First								

AMERICANS

Elements of Orange I&R Platoon, 5037th Composite Unit (Provisional), "Merrill's Marauders": [ELR: 3, SAN:0]

Starting Forces: Set up on any level one or higher hex on board. See SR#2 and SR#3:

9			9	3-4-7	2	8	4	9

OBA Accuracy dr Chart: See SR#3:

Turn	1	2	3	4	5	6	7
Accuracy dr	0	1	1	2	2	3	3

JAPANESE

Elements of the 18th Division: [ELR: 4, SAN:0]

Starting Forces: Enter on Turn 1 on the West Edge:

7	2	2	2	2	2	50

Reinforcement Group 1: Enters on Turn 2 on/West of Row P on either the North or South Edge. All units must enter from the same Board Edge:

3	3	2-6

Reinforcement Group 2: Enters on Turn 3 on/West of Row P on the Board Edge opposite to the one entered by Reinforcement Group 1:

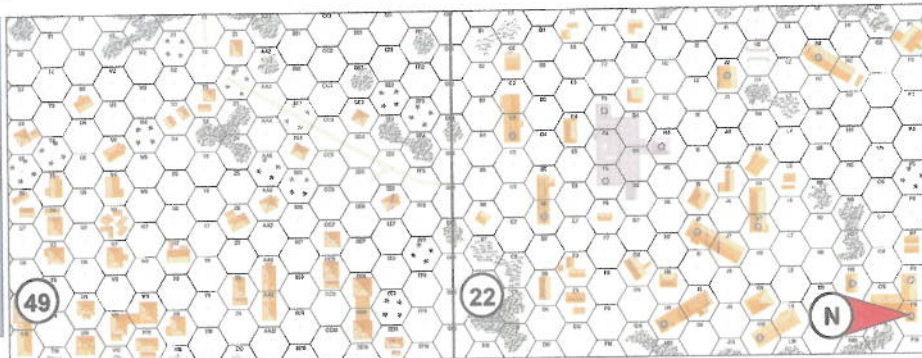
3	3	2-6

SPECIAL RULES

- EC are Wet with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Stream depth is Shallow. Gullies are NA; consider all terrain in each hex with a gully depiction to exist wholly at the depicted non-gully level. Place overlay 2 at P8/P9.
- Bore sighting is NA.
- The American player receives one module of 80+mm battalion mortar OBA (HE/Smoke; Harassing Fire is NA). A Leader carrying the Radio may set up HIP. Radio Contact is automatic on Japanese Turn 1. All Radio Repair attempts will automatically succeed. First OBA chit draw is automatically Black. The OBA Accuracy dr for each Turn can be found on the *OBA Accuracy dr Chart* near the American forces listing.

CONCLUSION

A nearby medic quickly handed over his compass to the sergeant, "We medics got everything." Calculating on the fly, the sergeant adjusted the mortar fire over and over again. The deadly fire slowed each Japanese assault and covered the flanks of the platoon as they retreated in the face of overwhelming numbers. Weston ordered his men back across the river and one by one, the men of the platoon splashed back to the relative safety of the eastern bank.

**October 23, 1944: Tarnet, Norway**

After Finland's capitulation, Russian forces went on the offensive to liberate Norway. The Russian 14th Army attacked along Norway's north coast towards its main objective of the city of Kirkenes. Their goal was to halt mining operations in the region and liberate the Norwegian people. The city of Tarnet, which contained coastal defenses, a port and mining operations, lay across the path of the advancing Russians and was being used as an evacuation point for German forces. The battle hardened 6th Gebirgsjaeger Division was tasked with slowing the Russian advance. One critical installation, in particular, had to be defended at all costs...the Tarnet Power Station.

PLAYING AREA: Board 49, Rows S-GG; Board 22, Rows A-P

OBJECTIVE

The Russian player wins: a) instantly, by Controlling Building 22H4; b) at Game End, by being the sole Good Order occupant of Hex 22H4; c) instantly, by Shutting off the Power (see SR#6).

ADVANTAGE

Germans: Add one 228 Crew.

Russians: Add one 8-1 Armor Leader.

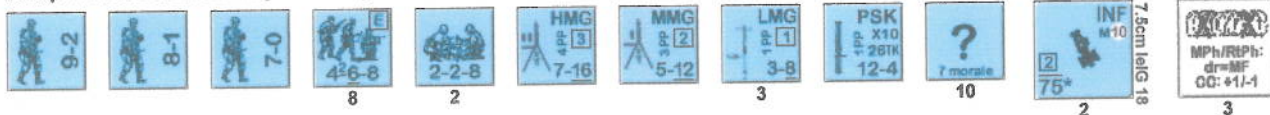
German Sets Up First

Russian Moves First

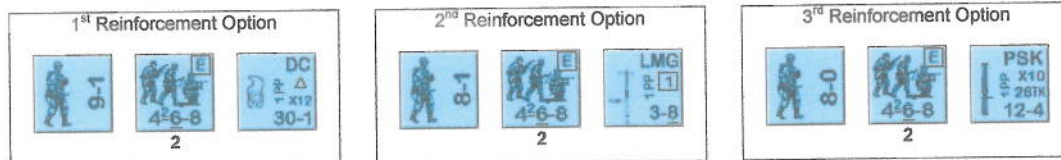
1	2	3	4	5	6	7	8	9	END
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Rearguard elements of 6th Gebirgsjaeger Division: [ELR: 4, SAN:4]

Starting Forces: Infantry and Wire set up on Board 49, between Rows Z and FF. One German squad equivalent and any SW/SMC stacked with it may set up HIP. Wire counters may not be adjacent. Guns and their manning Crews may set up on North of Row Z, Board 49, or anywhere on Board 22.



Reinforcements: Choose one Reinforcement Option in the RPh of the Turn you wish them to enter. Reinforcements enter on or after German Turn 4 on the North Edge of Board 22:



Elements of the 131st Rifle Corps, 7th Armor Division and 275th Separate Special Purpose Motorized Battalion: [ELR: 4, SAN:3]

Starting Forces: Enter on the South Edge of Board 49, on or after Turn 1. The Russian player may enter a maximum of eight units per Turn [EXC: All Vehicles must enter on the same Turn. SW may enter Possessed in any quantity on any turn.]. See SR#2:

**SPECIAL RULES**

- EC are Wet [B25.5], Overcast [E3.5] with Falling Snow [E3.71] and Ground Snow [E3.72] with no wind or Falling Snow at start. Kindling is NA. Place overlay OG2 at 22O3/22O4.
- Russian 628s are Assault Engineers [H1.22] and Sappers [B28.8].
- ALL units have Winter Camouflage [E3.712].
- Crews may not Voluntarily Abandon vehicles.
- All Buildings are considered Single Story and of Wood construction. [EXC: Building 22H4, the Power Station. It is considered a Single Story Stone Building. A Stacking Limit of ONE squad equivalent per hex applies due to the presence of the generating equipment, though Overstacking is still permitted. Guns may not set up in, nor may Vehicles enter any hex of Building 22H4.]
- Shutting off the Power:** This Victory Condition can be met by disrupting at least one hex of the power lines running from the Power Station through Hexes 22I4-22J4-22K4-22L4-22M4-22N4-22O4-22P4. This can be accomplished with a successful Clearance DR in one of these hexes or by the detonation of a DC with a subsequent IFT Result of at least a 2MC after all modifiers.

CONCLUSION

Russian infantry, supported by combat engineers and attached armor filtered into Tarnet; making their way through the snow and hastily strewn barbed wire defenses. The initial Russian assault aimed to capture the Power Station and cut the power to the nearby coastal defenses and port facilities that were being used for evacuation by the Germans. The 6th Gebirgsjaeger fought desperately to defend the Power Station. Every hour the power was on gave more evacuees time to escape. Fighting raged even into the building itself amidst the hulking power generators. Overwhelming Russian numbers ultimately surrounded the Power Station defenders. The flow of power was finally halted by downing the indefensible power lines leading from the Power Station.

BAGGING BURCORPS

Scenario Design: Bryan Earll



March 29, 1942: Near Shwedaung, Burma

The Japanese 33rd Division advanced in daylight towards their objective of Prome at the same time the British "Striking Force" moved south towards its objective of Paungde. At Paungde, the British met the Japanese and made marginal progress against the continuously reinforced Japanese. With a second Japanese force located on the British left flank in the town of Padigon, the strength of the main offensive was diluted. Under orders not to be cut off, the British troops, including the 2nd "Dukes" began a fighting withdrawal towards Shwedaung, retracing their route of advance. The retreat would not be easy, as the Japanese forces moved out in pursuit of the withdrawing British.

OBJECTIVE

The Japanese win by Controlling the seven Huts on the game board at the end of any Game Turn or at Game End.

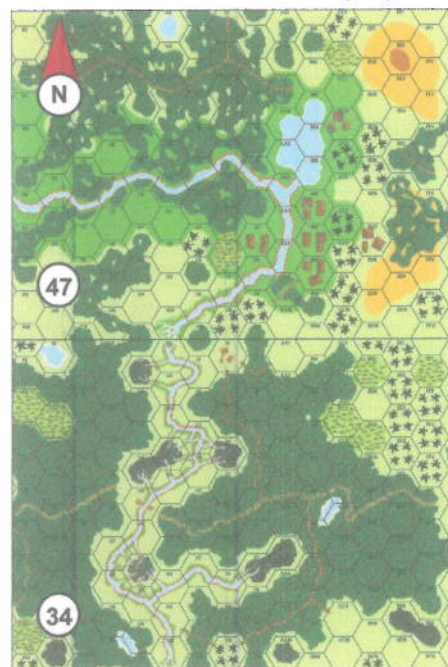
ADVANTAGE

British:

Add a 237 HS to the Starting OB.

Japanese:

Add a 237 HS to the Starting OB.



PLAYING AREA: Boards 34 and 47, Rows R-GG

British Sets Up First	1	2	3	4	5	6	7	END
Japanese Moves First								

Elements of the 2nd Battalion The Duke of Wellington's Regiment, 17th Indian Infantry Division: [ELR: 3, SAN:4]

Starting Forces: Set up on/outh of the 34R5-34GG5 trail in hexes numbered ≤ 8:



BRITISH

Elements of the 214th Infantry Regiment, 33rd Infantry Division: [ELR: 4, SAN:3]

Starting Forces: Enter on Turn 1 from the South Edge of Board 34:



JAPANESE

SPECIAL RULES

- EC are moderate with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Stream depth is Shallow.

CONCLUSION

Shedding transport equipment and taking casualties at an alarming rate, the retreating "Striking Force" leapfrogged back towards Shwedaung. The pursuing Japanese launched numerous assaults at the covering units in an effort to catch the main body of British troops. Though exhausted, the British withstood these assaults and withdrew to the outskirts of Shwedaung. With the Japanese close on their heels, the British found Shwedaung to be already occupied by the Japanese 215th Regiment, 33rd Division, which had crossed the Irrawaddy River and set up a blocking position. The "Striking Force" had been bagged.

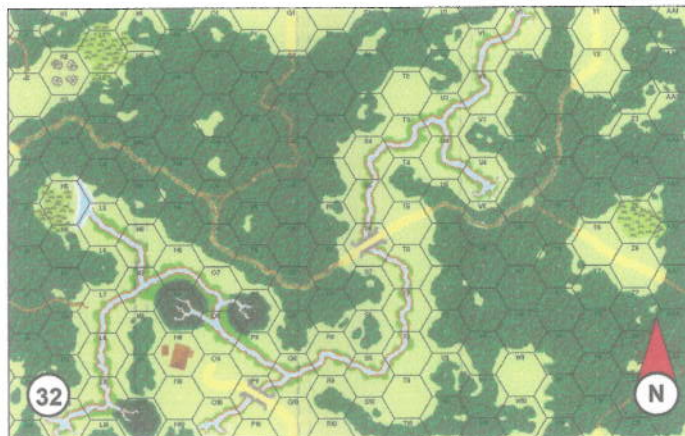
MARSH MADNESS

Scenario Design: Chuck Hammond



OBJECTIVE

The German player wins at Game End by amassing 10 VP. The German player receives 3 VP for each Bridge Controlled, 3 VP for each Pillbox Controlled or Eliminated and 1 VP for each Trench Controlled.



PLAYING AREA: Board 32, Rows J-AA

August 8, 1941: Yurky, Russia

Attacking out of the Luga bridgehead, the 6th Panzer Division, XVI Panzer Corps advanced towards its immediate objective, the town of Yurky. The terrain, consisting of medium-growth, partly-marshy forest with thick underbrush, was ideally suited for defense. Here the 2nd and 3rd People's Volunteer Rifle Divisions had deployed in prepared positions so well camouflaged that neither German patrols nor the Luftwaffe had been able to identify them over the past month. The advancing Germans had no idea what lay ahead.

ADVANTAGE

Russians: Add one LMG to the Russian Starting Forces.

Germans: Add one DC to the German Starting Forces.

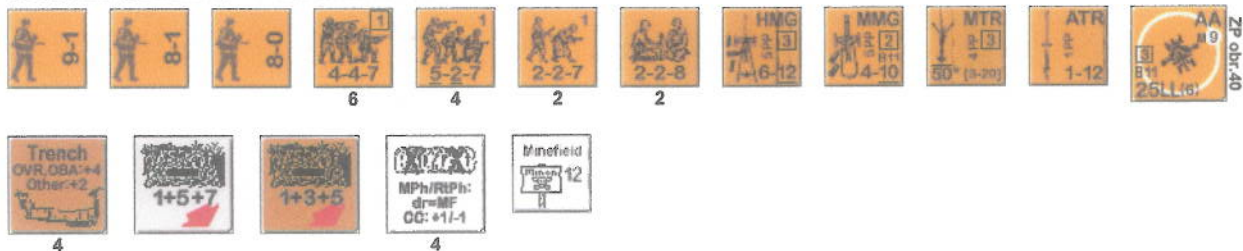
Russian Sets Up First

German Moves First

1	2	3	4	5	6	7	END
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Elements of the 2nd and 3rd People's Volunteer Rifle Divisions: [ELR: 3, SAN:4]

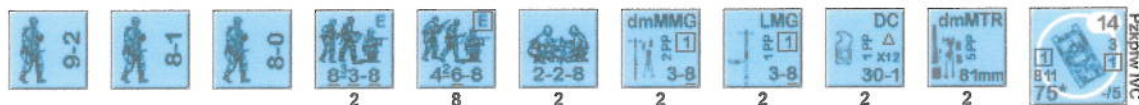
Starting Forces: Set up on/East of Hexrow L, in hexes numbered ≥ 3. Both Pillboxes must set up within 5 hexes of R10; each Pillbox must have LOS to a Bridge within its CA. See SR#2 and SR#3:



RUSSIANS

Elements of Kampfgruppen Raus and von Seckendorff, 6. Panzer Division: [ELR: 4, SAN:2]

Starting Forces: Enter on or after Turn 1 from the North, East and/or West Edges:



GERMANS

SPECIAL RULES

- EC are Overcast [E3.5] with Rain [E3.51] possible and no wind at start. While it is raining, rain intensity cannot increase. All Woods-Road are considered Paths [B13.6]. Kindling is NA.
- Prior to set up, the Russian player may place overlays B1, B2 and B3 anywhere on board [EXC: No part of any overlay may completely cover a Stream, Marsh or Bridge hex. No hex of any overlay may lie completely outside the Playing Area.]. Overlays B1, B2 and B3 completely replace all in-hex terrain, including Paths/Trails of the hexes they cover.
- All Russian units may set up HIP. Russian Fortifications that set up in Woods or Brush lose HIP as per [G.2].
- All Elite and 1st Line Russian infantry are Stealthy and, if set up in Woods or Brush, lose HIP as per [G.4] as if set up in Jungle, Kunai or Bamboo.
- The German tank may use Paths, including Woods-Roads converted to Paths, as if they were Trail-Breaks [EXC: MP cost for traversing a Path hexside is 1/4 MP allowance (FRD)].
- German 838s are Sappers [B28.8].
- Interrogation [E2] is in effect [EXC: Civilian Interrogation [E2.4] is NA].

CONCLUSION

The 6th Panzer Division slammed into the entrenched Russian positions and immediately bogged down. Engineers were called forward to remove roadblocks and demolish defensive works. General Raus even dispatched individual tanks to assist engineers in their attempts to clear fortifications. Despite the heavy firepower at their disposal, the Germans were unable to dislodge the Russian troops from their narrow, almost invisible trenches and well-concealed pillbox networks. Consistently heavy defensive fire drove back the German engineers time and time again. Repulsed everywhere by a largely unseen enemy, the Germans halted their advance.

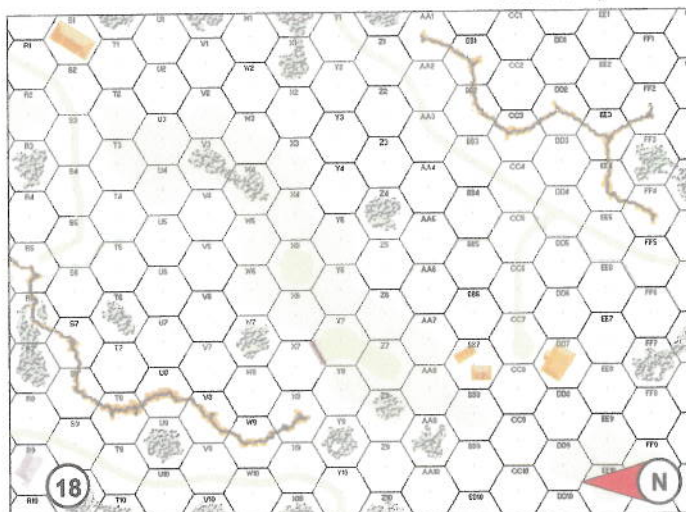
SKI PATROL

Scenario Design: Rob Stai



OBJECTIVE

The Spanish player wins at Game End by accumulating ≥ 16 VP provided that the Russian player has not accumulated ≥ 11 VP. The Spanish player receives VP equal to EVP for units exited off the North Edge; and for each functioning Spanish or Russian MG exited off the North Edge. The Russian player received VP equal to normal CVP; and for each Spanish MG destroyed or not exited at Game End. For VC purposes, each LMG = 1 VP; each MMG = 2 VP and the HMG = 3 VP.



PLAYING AREA: Board 18, Rows R-GG

January 17, 1942: Shiloy Tschernez, Russia
During the Russian winter offensive in January 1942, the German 290th Division was cut off south of Lake Ilmen. Over 500 men were trapped in the village of Vsvad and all communications had been lost. On 9 January, Captain Ordas was ordered to take the Ski Company of the Spanish Blue Division to Vsvad in an effort to re-establish contact.

ADVANTAGE

Russians: Increase VP requirement from 16 VP to 18 VP.

Spanish: Decrease VP requirement from 16 VP to 14 VP.

Russian Sets Up First	1	2	3	4	5	6	END
Spanish Moves First							

RUSSIANS

Elements of the 71st Ski Battalion: [ELR: 3, SAN:4]

Starting Forces: Set up North of Hexrow GG. See SR#2:



Reinforcements: Enter on Turn 4 on the North Edge on Skis:



SPANISH

Ski Company, Blue Division: [ELR: 4, SAN:3]

Starting Forces: Enter on Turn 1 on the South Edge. See SR#3:



SPECIAL RULES

- EC are moderate with Deep Snow [E3.73] and no wind at start. Extreme Winter [E3.74] is in effect. The Bridge in R5 does not exist.
- Russians may set up 2 squad equivalents and any SMC/SW stacked with them HIP. For set up purposes and HIP loss purposes, treat all hexes as concealment terrain. Russians have Winter Camouflage [E3.712].
- Treat the Spanish as Germans for all purposes. The Spanish are Ski-equipped [E4.4].

CONCLUSION

Setting out with 206 men, 5 machine guns and a radio, the Ski Company crossed the frozen Lake Ilmen. Casualties from frost-bite were staggering as temperatures plummeted to 40 degrees below zero. The Ski Company made contact with the Russians on 17 January near the village of Shiloy Tschernez. The fighting was brutal as even minor injuries led to death in the arctic cold. After days of attrition, the Spaniards linked up with the 290th Division on 21 January. The Ski Company had been reduced to just 20 men.