

# FOOD FIGHT



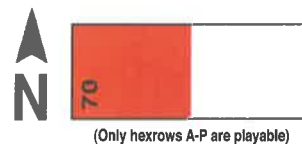
## ASL SCENARIO AP96

Scenario Design: Tom Morin



**HRABIVKA, UKRAINE, 29 April 1944:** Throughout most of the Second World War, the Ukrainian Insurgent Army (*Ukrayins'ka Povstans'ka Armiya*, or UPA) was engaged in partisan warfare, first against the Germans, then against the Soviets. The UPA tended to avoid conflict with the Soviet Army, instead focusing their efforts on the much-hated NKVD and Soviet Partisans, who waged a cruel campaign against the UPA and the villages that supported them. In one instance, a small band of Soviet Partisan cavalry descended on the small village of Hrabivka, foraging for food and supplies. As they started ransacking the village, the Soviet Partisans were set upon by a platoon of Ukrainian Partisans and driven away. The next day, the Soviet Partisan cavalry attacked in much greater force.

### BOARD CONFIGURATION:



(Only hexrows A-P are playable)

### BALANCE:

🇺🇦 Add one 3-4-7 squad and one LMG(g) to the Ukrainian Partisan reinforcements.

★ Exchange the Ukrainian Partisan 9-1 leader with an 8-0 leader.

# 3:33 hrs.

### TURN RECORD CHART

🇺🇦 UKRAINIAN PARTISAN Sets Up First [0]	★	1	2	3	4	5	6	END
★ RUSSIAN PARTISAN Moves First [75]								

**Elements of UPA Partisan Company "Andrusiak" [ELR: 5]** set up on/west-of hexrow J [EXC: ≤ 1 squad-equivalent (and any SMC/SW stacked with it) may set up using HIP in hexrows A-M]: {SAN: 3}

3	2	7			

Enter on Turn 2 along the west edge and/or on Turn 3 along the north/west/south edge(s) on/west-of hexrow I:

2	5					

**Elements of Russian Partisan Detachment "Kulagin" [ELR: 5]** enter as Cavalry (A13.) on Turn 1 along the east edge: {SAN: 2}

3	9				4	12

### SPECIAL RULES:

1. EC are Moderate, with no wind at start. All buildings are wooden. All grain are woods, with the outline of the woods conforming to the grain depiction. No Quarter (A20.3) is in effect for both sides. Kindling (B25.11) and Bore Sighting (C6.4) are NA.

2. Ukrainian Partisans use Axis Minor counters and are treated as Partisans (A25.24) for all purposes, as are all Russian counters in the Russian Partisan OB. Partisans may neither Entrench (B27.11) nor form multi-Location Fire Groups. Partisan MMC are considered to have an underscored Morale Factor (A19.13). Ukrainian Partisan LMG(g) have a breakdown number of B11. Russian Partisans may not Deploy (A1.31) prior to Game Turn 2.

3. Good Order Russian Partisan Infantry MMC may attempt to find one (only) food parcel in each building hex as if Scrounging (D10.5) an abandoned vehicle. A food parcel is represented by a DC counter; the DC is non-functioning but otherwise is treated as a normal SW. Regardless of the result of the attempt, a "Scrounged" counter is placed in the building hex to signify it cannot be scrounged again.

**AFTERMATH:** The Soviet Partisan cavalry, commanded by Colonel Kulagin, attacked the UPA platoon, retaking part of the village. The remainder of the UPA company, under the command of Vasyl Andrusiak, soon came to the aid of the beleaguered platoon. In fierce fighting the UPA Partisans were able to drive the Soviet Partisans from Hrabivka, losing four men and two platoon leaders in the process. The Soviets lost between ten and twenty killed, and worse yet, had to retreat without the food and provisions that they so badly needed.

# ISHUN TANK TRAPS



Scenario Design: Ola Nygårds

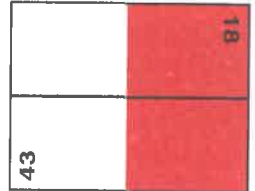
## ASL SCENARIO J120



**VICTORY CONDITIONS:** The Russians win at game end by Controlling  $\geq 2$  buildings, provided they have  $\geq 1$  Mobile AFV with functioning MA on board.

**ISHUN, CRIMEA, 11 April 1944:** Because of a severe shortage of self-propelled guns, a decision was made to equip the 1452nd Separate Self-Propelled Artillery Regiment (SAP) with KV tanks, which had the most destructive armament of all the heavy tanks present in the Crimea at that time. After fighting against the XVII German Army, the SAP Regiment paused to repair its equipment. On 11 April a tank group of 3 KV-85s, 2 SU-152s, and 2 SU-76s from the regiment, supporting infantry from the 3rd Guards Rifle Division, attacked the German defenses in the area of Ishun.

### BOARD CONFIGURATION:



(Only hexrows A-P on board 18 and R-GG on board 43 are playable)

### BALANCE:

- ☛ Exchange the Russian 9-2 leader with a 9-1 leader.
- ★ Delete the 5 concealment counters from the German OB.

4:27 hrs

### TURN RECORD CHART

☛ GERMAN Sets Up First	1	2	3	4	5	6	END
★ RUSSIAN Moves First [110]							

Elements of XVII German Army [ELR: 3] set up on board 43 in hexes numbered  $\leq 2$  and/or on board 18 (see SSR 2): {SAN: 4}

 4'-6-7 <span style="color: red;">7</span>	 2-2-8	 9-1	 8-1	 8-0	 2 5-12	 1 3-8	 3 50*[2-13]	? 7 morale	 2 75L
		<span style="color: red;">2</span>				<span style="color: red;">5</span>			

Elements of 3rd Guards Rifle Division and 1452nd Separate Self-Propelled Artillery Regiment [ELR: 3] set up on board 43 in hexes numbered  $\geq 6$ : {SAN: 2}

 4-5-8 <span style="color: red;">10</span>	 9-2 <span style="color: red;">2</span>	 8-0 <span style="color: red;">4</span>	 1 2-6 <span style="color: red;">2</span>	 13 8 6 152 <span style="color: red;">2</span>	 12 8 8 85L 1/4 <sup>th</sup> <span style="color: red;">3</span>	 16 4 1 76L <span style="color: red;">2</span>
--	---	---	--	---	--	---

### SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. The German AT Gun must set up on board 18. All German units may set up concealed regardless of terrain.
3. Prior to setup, the German player may secretly designate  $\leq 6$  hexes on board 43 in hexes numbered  $\leq 5$  and/or on board 18 as tank trap hexes. Tank trap hexes may be set up in level 0 hexes [EXC: placement is NA in building and/or woods hexes]. Any time an AFV enters a tank trap hex or any adjacent woods hex a dr is immediately made. On a dr  $\leq 4$  the AFV is turned into a wreck in the current hex (crew survival is NA). Any Riders suffer immediate

Casualty Reduction and must Bail Out. Infantry in the same location as a tank trap will not reveal its presence, nor will Searching (A12.152).

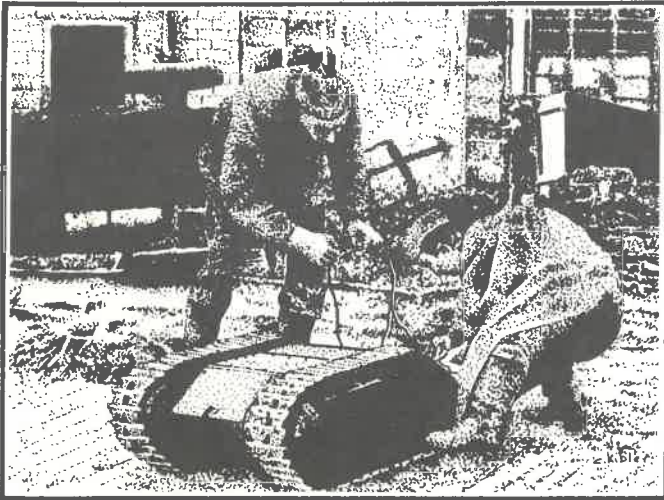
4. AFV crews may not voluntarily Abandon (D5.4) their vehicles.

**AFTERMATH:** Because proper reconnaissance had not been conducted, the tanks rolled into an 8-meter antitank ditch and special tank traps dug by the Germans that were similar to ditches. As a result, the attack was a failure. A pair of KV-85s and SU-76s were eventually recovered from the ditches with the aid of tractors. After this grievous experience in the use of heavy tanks, the command of 2nd Guards Army made a radical change in the tactics of the employment of this unit.

# THE OLD TOWN



## ASL SCENARIO 31



**VICTORY CONDITIONS:** The Germans win immediately when they either Control buildings C7 and H3 (sewer units do not count for building Control), or have amassed  $\geq 22$  Casualty VP.

**WARSAW, POLAND, 12 August 1944:** On 29 July the Soviets called for the Polish people to rise up against the Germans. With the Red Army only about 30 miles east of Warsaw, Gen. Bor-Komorowski, commander of the AK (Polish Home Army), believed the Russians would reach it in a few days, so on 1 August he ordered his forces in the capital to strike. His hope was that the city would be liberated quickly, thus presenting the arriving Russians with a *fait accompli* that would give the Polish Government-in-Exile legitimacy and preclude the installation of a Soviet-backed regime. By 4 August however, virtually all Soviet activity east of the city had ceased—while the Germans were pouring in reinforcements, including large numbers of tanks, flamethrowers and the “dreaded Goliath”, to reconquer it. Slowly but inexorably the Poles were forced onto the defensive and divided into isolated pockets of resistance. Particularly heavy fighting occurred during the German drive to retake the buildings and narrow, twisting streets of Starowka, the Old Town.

### BOARD CONFIGURATION:

### BALANCE:

- ☛ Add a second Goliath and 3-3-8 HS.
- ☛ Six partisan MMC start the game Fanatic.



(Only hexrows A-P are playable)

5:14 hrs.

### TURN RECORD CHART

☛ AK Sets Up First [66]	1	2	3	4	5	6	7	8	END
☛ GERMAN Moves First [111]									

**Elements of the Warsaw AK [ELR: 5] set up on/north-of hexrow K: {SAN: 7}**

 3-3-7	 9-1	 8-0	 1-4-9	 6-12	 2-8	?
11	2			3	12	

**Elements of the Posen training unit [ELR: 3] set up on/south-of hexrow L, but not adjacent to any non-HIP partisan unit(s): {SAN: 3}**

 4-4-7	 3-3-8	 8-1	 8-0	 7-0	 5-12	 3-8	 24-1	 6
15	2				2	3		

### SPECIAL RULES:

1. EC are Dry, with no wind at start. Kindling is NA.
2. The partisans may use HIP for one squad and any/all SW/SMC that set(s) up with it in the same Location.
3. Partisans use Russian SW but do not pay Captured-weapon penalties when doing so. All partisan units and SW are suffering from Ammunition Shortage (A19.131) and may neither Deploy nor form multi-Location FG, but may use Sewer Movement (B8) and MOL (A22.6).
4. A Bombardment (C1.8) occurs after the partisans have set up, but prior to the German setup.

5. All Germans are Lax and have no PF capability.
  6. The Goliath may use HIP but its 3-3-8 controller may not. Unlike a normal unarmored vehicle with no Wreck depiction, a Goliath is *not* removed from play solely due to being immobilized; it remains in play and can still be detonated via the normal rules for doing so.
  7. No Quarter is in effect for both sides.
- AFTERMATH:** The attack progressed cautiously on the heels of an artillery bombardment. The defenders, fighting with a fearlessness born of their hopeless situation and hampered by a critical shortage of ammunition, often held their fire to the last moment in order to inflict maximum casualties, taking up the slogan “A German for every bullet!”. But with no Soviet assistance the outcome was inevitable: by 15 August some two-thirds of the Old Town was back in German hands—albeit at a heavy cost in lives to both sides.