



SPANISH FURY SPECIAL RULES (SFSR): Across the Volkhov, Russia, 1941

1.1.1 Locale—

'Volkhov' mapsheet—The Volkhov River crossing at Udarnik was the stepping off point for the Blue Division's baptism of fire against the Soviet forces. The 269th Regiment of the 250th Infantry Division was ordered to cross the river in an effort to support the 126th Division driving on Tikhiv with the aim to surround and cut off Leningrad.

'Russa/Sitno' mapsheet—The hamlets of Russa and Sitno sat alongside the Volkhov River and acted as a major anchor point for the Spanish forces as they operated across the Volkhov River.

1.1.2 Land Forms—

Volkhov mapsheet—The landform is largely dominated by the heights dubbed 'Captain Navarro' by the Spaniards. This Level 2 hill dominates the center of the map. Heavy woods lay to the east of the rise. The Volkhov River is also depicted on the west side of the map.

Russa/Sitno mapsheet—The landform is largely dominated by the two hamlets of Russa and Sitno both situated aside one of the few roads that ran parallel to the Volkhov River. Small gentle hills, woods, and gullies dominate the map with the Volkhov River on the west side of the map

1.1.3 Terrain Forms—On the map are found normal terrain features like Woods (Map 1-I1, R6 etc) Dirt Road (Map 1-L1-H12), Brush (Map 1-I7, Q10 etc), Crag (Map 1-N3, I11), Cliff Hex sides (Map 1-E9-F9, B10-B11 etc), Water Obstacle (Map 1-C4, E6 etc), Grain (Map 2-I4, D7) Stone Walls (Map 2-J12/J13), Graveyards (Map 2-J13), Gullies (Map 2-H18, F26), Hedge (Map 2-F28/F29)

1.1.3.1 Buildings on the Russa/Sitno mapsheet—There are 2 small hamlets on the Russa/Sitno mapsheet. Both are small farming hamlets based on the nearby fields and crops. Russa is located to the North and Sitno is located in the South. Note that most of the buildings on the map are Wooden Buildings (D9, H35) and consist of Ground locations only (and they are Level 1 LOS Obstacles). Stone Buildings include I7, H31/I31 (with a Level 0 and Level 1).

1.1.3.11 Hexside Roads AND Road/Building Hexes: Hexside roads and road hexes containing buildings are treated normally for all purposes. The following rules (1.1.3.12-.18) apply to hex G6 on the Russa/Sitno map.

1.1.3.12 Buildings with Roads: Some Roads are in the same hex as a Building, but not directly along a hexside (e.g., hex G6 on the Russa/Sitno map). In such cases, normal vehicle movement and VBM are altered as follows. A unit may move

along such Roads, moving from one Road hex to another, without entering other terrain in the hex. Place a one-lane counter (B31.11) OFF the unit, as a reminder of this in-hex Location status.

1.1.3.13 LOS: LOS is traced to non moving units normally. If the LOS hits any obstacle terrain in the hex shared by the hexside Road before it touches the Road art depiction in the hex, it is blocked. Treat a LOS directly along a hexside as touching a Road that crosses any part of a hexside it is connected to.

1.1.3.14 Entry and Exit: A unit entering by a Building with Road to enter a new hex (i.e., instead of entering the other terrain in the hex) may only enter a new hex across a hexside physically touched by the Road. A unit exiting a hex along a hexside Road may only enter new hexes connected to the Road.

1.1.3.15 Defensive Fire: When using Defensive Fire at a unit newly entering a hex along a hexside Road or Road + Building Road, a LOS is valid if any part of the Road art can be touched on a hexside the unit moved across to enter the hex before hitting any terrain that would block it.

1.1.3.16 Vehicle Movement: Vehicles pay ONE MP instead of HALF a MP for entering along a Building with Road hex. They make all VCA changes normally when entering hexes with hexside Roads. They must pay to change VCA to follow the hexside Road. The facing hit when a vehicle is fired at is determined normally as if the hex contained no terrain. LOS may be blocked by terrain in the hex sharing the hexside, however, and is based on where the vehicle entered the hexside in relation to where the building is in the hex. Vehicles may end the MPH in Building with Road locations and may remain in Motion on them.

1.1.3.16 Vehicles Entering In-Hex Terrain: A vehicle may not enter in-hex terrain once it moves along a Building with Road Location of that hex. It must exit the hex first.

1.1.3.17 Limitations: No more than ONE vehicle may be in the Road Location of a Building with Road hex. Any vehicle with a Gun Size of 75mm or greater, and an 'LL' Gun Size may ONLY move along the hexside if its TCA is facing toward the FRONT or REAR VCA. All movement along a Building with Road hex is NA if another vehicle/wreck in the road portion of the hex. A Blaze counter and/or Rubble counter in the hex also prevents such movement along the road. No wreck (or Immobile vehicle) on such a road may be removed per D10.4.

1.1.3.18 Personnel Movement: Personnel units may move along the Building with Road portion of a hex that has NO enemy unit in its Ground level. A Personnel unit may not voluntarily END the MPH in the road portion of such a hex. A Personnel unit moving along a hexside Road may enter the terrain in the hex by paying the appropriate MF cost normally (unlike a vehicle). A Personnel unit that must end its movement involuntarily is considered IN the terrain.

1.1.3.19 Worker Settlements—The small collection of structures found in some hexes (H5, G33) are treated as a single hex 'house' style Wooden Buildings with the following exceptions.

1.1.3.20 Steeple—Hex I14 has a Level 1 Steeple location in it.

1.1.4 Volkhov Riverbanks—The Volkhov River is a swift moving, deep water river that cuts through the west side of the map. It has a Heavy current (B21.121) that flows south, until it reaches B6-C7-D7-E8, and then it flows west. The riverbank is steep



General Augustin Muñoz Grandes (center of photo), leader of the 250th 'Blue Division', discusses the situation at the front with Luftwaffe personnel.

and hard to climb. Any unit that climbs the embankment from a boat is marked with a CX counter (using Minimum Move/Advance vs. Difficult Terrain). All River hexes are Level -1 terrain on both mapsheets.

1.1.5 Hastily constructed log bunkers—Units in a hastily constructed log bunker receive only a +2 TEM through its CA, rather than the normal +3. NCA is unaffected. All other rules for bunkers apply normally.

1.1.6 Half Hexes—All unnumbered half hexes on the maps are in play if the scenario setup and play is adjacent to the half hexes.

1.2 Special Rules—Applying the following to all 250th Spanish 'Blue Division' scenarios.

1.2.1 The Soviet 848th Infantry Division was a conscript/green unit that had received little training. The Soviet player suffers a +1 on his Accuracy dr, and Extent of Error for all SR/FFE Corrections. This +1 also

applies to all IR Extent of Error DR as well.

1.2.2 Spanish units were equipped and outfitted as a regular German Heer Division. As such they fall under any National Capability rules that applies to Germans [EXC: their HOB DR and Leadership Creation dr modifier is -1].

1.2.3 Village of Russa—The village of Russa is defined as the 14 building hexes that occupy hexes in rows 5-10.

1.2.4 Village of Sitno—The village of Sitno is defined as the 22 building hexes that occupy hexes in rows 29-38. The multi-hex stone buildings of hex E35/E36 and hex H31/I31 are considered to have Cellars.

1.2.5 CC/H-t-H—Both sides may employ Hand-To-Hand CC.

1.3 LOS and Movement Examples VOLKHOV MAPSHEET—The following examples are provided to clarify VOLKHOV mapsheet LOS and movement costs.

a) A LOS exists from hex I4 to F4 because a 1/2 difference in level is not sufficient to create a Blind Hex.

b) An LOS from hex K7 to I6 ignores the Brush in hex J6 as it is 1/2 levels high hindrance.

c) There is no LOS from hex V8 to T7 due to the intervening Woods in hex U8.

d) A unit exiting the river from hex F7 to F8 is marked as CX (see SFR1.1.4).

e) There is no LOS from hex E11 to hexes E1-E2-E3-E4-E5-E6-E7-E8-E9 (and similar hexes) since E11 is at Level 1, a total of 2 levels higher than the Volkhov River hexes listed. An LOS does exist to all of the listed hexes, from hex E12, with the exception of E9, which is a Blind Hex.

f) A Personnel unit moving from hex N2 to N3 pays the following: (2 [Crag] + 2 [Higher level Hill]) = 4 MF.

g) An attack from hex S11 to hex P9 applies a +2 hindrance for hexes Q10 and R10.

h) An attack from hex S11 to hex O9 ignores hexes Q10 and R10.

1.4 LOS and Movement Examples RUSSA/SITNO MAPSHEET—The following examples are provided to clarify LOS and movement costs on the RUSSA/SITNO mapsheet.

a) A LOS exists from the GROUND LEVEL of hex I14 to hex E14. If the firing unit was in the STEEPLE location of I14 instead, no LOS exists due to the creation of a Blind Hex.

b) A unit in hex M16 (Level 2) ignores the Graveyard along its LOS to hex I12.

c) A unit in hex K36 applies a +5 hindrance to fire at hex K30. No hindrances are applied from K36 to K29. K36 to K28 has no LOS. If a Smoke marker is in hex K33 LOS from K36 to K30 is BLOCKED as per B.10, a total of six or greater hindrances along the LOS.

d) An LOS exists from hex H21 to down in the Gully in hex D23 due to the continuing Gully art along the LOS.

e) A unit in the Level 1 location of hex I36 has an LOS to hex N31. None of the terrain ALONG the LOS affects it. The Woods in the target hex, N31, is treated normally.



Spanish soldiers attack a prepared position on the Eastern Front. Note the thick smokescreen, likely produced by smoke grenades, covering their crawling advance.

COMBAT OPERATIONS OF THE 269TH REGIMENT, 250TH INFANTRY DIVISION Volkhov River-October/November 1941

During the spring of 1936 the ill-fated Second Spanish Republic had disintegrated into chaos and violence. Nationalist forces under General Francisco Franco took up arms against Marxist forces, which they believed were destroying the traditional values of Catholic Spain. Although initially small, Franco's neo-Fascist party, Falange Espanola, grew in size as the war progressed. Although the majority of the combatants on both sides were Spanish, the nature of foreign intervention makes it possible to regard this as a precursor to the coming Russo-German conflict. Soviet aid took the form of material, advisors, and or-

ganization. In return for Stalin's 'benevolence', 510 tons of Spain's gold reserve was shipped to Russia, where it remains to this day. The German contribution of the small but effective *Condor Legion* along with material support from Italy, helped to secure Franco's victory by April of 1939.

With Hitler's invasion of Poland 5 months later and the subsequent declaration of war on France and Britain, Franco played a skillful game of diplomacy designed to keep Spain as a neutral combatant in WWII, even going so far as personally refusing Hitler permission to move 20 divisions through Spain to attack the British stronghold of Gibraltar.

The events on June 22nd 1941, however, introduced a change in Spanish policy.

Conscious of a debt to Germany and with a score to settle with Russia, Franco and his Foreign Minister, Ramon Serrano Suner, planned that a division of volunteers, drawn from the Army and the Falange, should participate in this new fight against Marxism. But would the Germans accept the assistance of armed units of the Falange? The German ambassador to Spain, Eberhard von Stohler, informed his chief, Foreign Minister Joachim von Ribbentrop of Spain's offer. Ribbentrop informed the Fuhrer of this offer at once and Hitler immediately grasped the propaganda value of having foreign volunteers in a war against Communist Russia. Hitler was also convinced that accepting the volunteers would bind Franco to him and allow him to press Franco to declare war on the Allies. On June 24th Ribbentrop cabled Stohler in Madrid. "All right-but tell them to hurry".

Spain had erupted with enthusiasm for Hitler's new war. The military, impressed with Hitler's *blitzkrieg* successes against Poland, the Low Countries and France, were eager to see the Wehrmacht destroy the Red Army. The Spanish Army was willing to commit an entire Corps to the fight against Communism. But Franco was mindful of not wanting to upset Britain, and as Britain was now an ally of the Soviet Union, Franco decided to limit Spain's involvement to a single division that would be drawn from volunteers from both the military and the *Falange Espanola*. All officers above the rank of Second Lieutenant were to be Regular Military.

In Spain, there was no shortage of volunteers and though only 4,000 men were initially required, the overwhelming response prompted the authorities to set the goal of a full division, which in the Spanish Army equaled 19,000 men. Volunteer regiments were raised in Madrid, Barcelona, Seville, Valencia and all other metropolitan areas. On July 2nd, 1941 the recruiting stations were officially closed, with the number of even a full division having been surpassed. The men who lined up at the party offices and Army barracks were not raw recruits, most were Civil War veterans thoroughly familiar with the rigors of military life.

With the Legion now forming, the commander of the Spanish Division was announced; it would be General Augustin Muñoz Grandes. The issue of uniforms was

complicated because Spain was not technically at war, so Spanish Army uniforms were out of the question. A new symbolic uniform was created which consisted of the red beret of the Carlist movement, the blue shirt of the Falangist movement (from which the division received its name) and the khaki trousers of the Spanish Foreign Legion, while officers wore khaki shirts with blue cuffs and collar. This uniform was worn on leave in Spain, but before going to the front the Legionnaires would change into regular field gray Heer uniforms with a shield on the upper right sleeve which bore the Spanish National colors with the word "España". The steel helmets also bore a decal of the Spanish flag on the right temple. Many Spaniards continued to wear their blue shirts under their German tunics.

Spain was informed that the Reich would bear all costs for the Blue Division. The troops would be paid the day they crossed the Pyrenees. There would also be combat pay, dependents allowance, hospitalization and postage for the soldiers. The Wehrmacht would provide all arms, equipment, munitions and supplies.

On July 14th, after a farewell attended by military bands and jubilant crowds, the Spanish volunteers crossed the border from Spain into France on trains bound for the training camp at Grafenwohr in Bavaria, and on July 25th the Spanish Volunteer Division was officially designated as the 250th Infantry Division of the Wehrmacht with a strength of 17,924 officers and men in four infantry regiments. As German divisions had three regiments, one of them was soon dispersed among the others leaving the 262nd (mainly Barcelona recruits-commanded by Colonel Pimentel), 263rd (Valencia recruits-commanded by Colonel Vierna) and 269th (Seville recruits-commanded by Colonel Esparza) regiments. Each regiment had three battalions of four companies, 3 rifle companies and 1 machine gun company that was also known as the heavy weapons company due to its inclusion of a heavy mortar section. The arms supplied to the Spaniards were general issue and included Kar 98 bolt-

action rifles, MP-40 submachine guns, MG 34 machine guns, and 8.1cm mortars. An artillery regiment consisting of three batteries of 10.5cm guns and one battery of 15.0cm guns was added to the division. Each regiment had an Anti-Tank Group that was armed with 12 pieces of 3.7cm PaK 36 AT guns. In addition, 6 pieces of 7.5cm and 2 pieces of 10.5cm infantry guns were also assigned to each regiment.

Also a fighter squadron consisting of Spanish airmen was formed with volunteer pilots. Equipped with ME 109's and later FW 190's the "Blue Squadron" received credit for 156 Soviet aircraft downed.

Training started on July 28th. The German instructors were constantly irritated by the Spaniards lack of smart appearance and reluctance to conform to German standards of discipline. The Germans tended to take the Spanish slovenliness as an indication of unreliability on the battlefield. The Spaniards assumed the Germans lacked Latin imagination and individuality. Both peoples had a lot to learn. On the 31st, the division paraded to swear the mandatory oath of fidelity to Hitler. The wording however was modified slightly to indicate an allegiance to the Fuhrer only 'in the battle against Communism.'

After a relatively short month of training, the division set off to the front on August 20th. Trains carried them the first 1200 kilometers to Suwalki in Poland. From there they set off on foot on August 29th to join Army Group Center and the eventual drive onto Moscow. The Spaniards were looking forward to being part of the assault that would hopefully drive Communism to its knees. It took 40 days for the division to make its way 1000 kilometers to Vitebsk.

However circumstances conspired to keep the Spaniard's from Moscow. On 24th September Hitler commanded that the 250th Division be diverted from Army Group Center and assigned to Army Group North where they would relieve battle tested *Landser* for deployment to a threatened zone south of Lake Ladoga. The 250th Division being as-



250th Spanish 'Blue Division' soldiers under heavy fire on the Eastern Front. The soldiers are holding some kind of reinforced trench, an MG 34 is also seen in the photo.

signed to a defensive role was crushing news to the Spaniards. There would be no victory march on Red Square.

The first of the Spanish battalions moved into the front line on the night of October 11th relieving German units. The Blue Division was now part of the XXXVIIIth Corps of the 18th Army of Army Group North under the command of Field Marshall Wilhelm Ritter von Leeb. The division was assigned a sector 50 kilometers wide extending from Lubkovo on the west bank of the Volkhov River in the north, to Kurisko on the west shore of Lake Ilmen in the south. By the 14th the entire Division was in position and peered excitably over their sights at the Bolsheviks across the Volkhov River.

They did not have long to wait. The first action occurred on the 12th of October. At Kapella Nova the Spaniards surprised a Soviet battalion attempting to cross the river under the cover of darkness. After a short but furious firefight the Soviets withdrew leaving over 50 bodies, several shattered skiffs as well as 80 prisoners in the hands of the Spaniards.

For the next few days both Spaniards and Soviets probed and exchanged fire across the river, most actions taking place around the ancient city of Novgorod on the north bank of Lake Ilmen. On October 16th the German High Command launched an offensive that was designed to drive on the city of Tikhvin and then wheel north and hook up with the Finns at the village of Svir. This would complete the encirclement of Leningrad. The Spaniards were directed to make feints and probes across the river to draw Soviet attention away from the bulk of the actual advance of the 126th Division crossing the Volkhov at Kuzino.

The Soviet defense was stronger than initially thought and on October 17th the 250th was ordered to support the 126th Division by forcing Colonel Esparza's 269th Regiment across the Volkhov and drive south to open the bridgehead at Novgorod.

Intermittent snow punctuated October 18th and that afternoon Colonel Esparza launched his first effort to establish a bridgehead. It failed. A single platoon crossed at Udarnik, gained the opposite shore, beat off a counter-attack and captured several prisoners. Unfortunately misdirected artillery fire from the nearby 18th Motorized Division landed on the platoon's position killing two and wounding seven, forcing their withdrawal back across the river.

Another effort to cross would be made at 0800 hours the next day.

Due to deteriorating weather, the crossing was delayed until 1500 hours. The surprise was complete though. 2 Platoons from the 2nd Battalion crossed the river and established the bridgehead. During the night they suffered several counter attacks supported by artillery. Close hand-to-hand fighting was the order of the night.

By the morning the Russians had scattered into the woods to the east. The knoll was surrounded with Soviet dead and wounded. Colonel Esparza named the knoll

Captain Navarro, in honor of a fallen friend. Lt. Jose Escobedo, who led the assault and furious defense of the bridgehead, was awarded the Iron Cross several days later at a field hospital for his actions on the night of October 19th/20th.

Colonel Esparza began to feed reinforcements across the river. 2 Companies of his 2nd Battalion were the first to cross under heavy, but inaccurate Soviet artillery fire. They were soon used to expand and secure the small bridgehead. Soviet counterattacks slowed down, but did not stop the bridgehead from expanding in all directions. Sappers soon arrived and a pontoon bridge was quickly erected.

Unfortunately due to the lack of ramps at both ends of the bridge, and complicated by the steep river banks and poor weather the only heavy equipment that could be manhandled across were 4 pieces of 7.5cm infantry guns and a small detachment of PaK 36 AT guns. For several days the only motorized vehicle in the bridgehead was a lone motorcycle with a sidecar that had been carried over by hand.

Stymied from pushing into the woods to the west, the main attention was focused on expanding the bridgehead to the north and south. Pushing southward from *Captain Navarro* the Spaniards forced their way through a series of minefields and, after fighting off several very weak counterattacks from the Soviet 848th Regiment, occupied the village of Zmiesko. Later on the evening of the 20th, 4 kilometers north of *Capitan Navarro*, Spanish forces linked up with a mounted reconnaissance unit from the 126th Division. The German and Spanish bridgeheads were now joined. More units were shuffled over that night.

At 1030 on the morning of October 21st Spanish forces attempted to push into the hamlet of Russa. Elements of the 305th Soviet Rifle Division controlled the hamlet. After a ferocious firefight Spanish units occupied the hamlet but were thrown out after the Soviets managed to rally. Another attempt was made the next day at noon, with 2nd Battalion attacking and spearheaded by the assault section of the 269th Regiment. Heavy machine gun fire took a staggering toll on the advancing Spaniards until Jaime Galiana, commanding officer of the assault section, and a corporal made a daring grenade attack on a machine gun emplacement. Both men were killed in the daring assault but did manage to knock out the machine gun nest. Stunned, the Soviets soon broke and the 2nd Battalion managed to secure Sitno by 1600hrs.

Major Roman, commanding officer of the 2nd Battalion, 269th Regiment, immediately moved his command post into the hamlet of Sitno and went about preparing defenses for the expected counterattack that was sure to happen. It was not long in coming.

At 0500 on October 23rd, Col Esparza was woken up by heavy artillery firing at the pontoon bridge. The sounds of grenades exploding and the rattling of machine gun fire could be heard from Sitno. Col Esparza

attempted to radio Major Roman, but was unable to reach him; he was told that the Major was out in the thick of combat directing the defense of Sitno. Two Soviet battalions had infiltrated from the woods to the east and slipped into the gullies between Sitno and Russa. Another battalion moved up from the direction of Tigoda. They then sprang upon the surprised Spaniards who were soon in a desperate fight to try and hold onto both hamlets. Confused and savage hand-to-hand fighting broke out all over the small hamlets. The 75mm close support artillery pieces were forced to lower their barrels and blast away at the attacking Soviets at point blank range.

The Spaniards were finally able to throw the Soviets back and the retreating Soviets had thrown away their weapons and ran for the cover of the woods as fast as they could. Papers recovered from a Soviet officer confirmed that the purpose of the attack was to liquidate the bridgehead.

Spanish losses had been high, 9 officers and 71 men, but the Soviets had fared much worse. Over 250 of their dead lay in the gullies to the north of Sitno and over 400 had been taken prisoner.

From here the 269th Regiment would extend to the east a few kilometers occupying the villages of Tigoda, Leliavino and Dubrovka as well as several other smaller hamlets. They would eventually be ordered to occupy the villages of Otenskii and Posad as well. The 4000 soldiers would stand firm over the next few weeks against mounting pressure from the Soviet army. The Soviets would eventually deploy the entire 305th Rifle Division as well as elements of 3rd Armored against the Spanish bridgehead and salient.

The Spaniards would hold these positions against almost constant daily attacks and never let a position fall until the 269th Regiment was ordered back across the Volkhov on December 8th 1941. By the time the last soldier of the 269th Regiment had crossed back over the Volkhov it's 1st Battalion was down to 250 effective men out of 800; it's 2nd had only 225, and 3rd Battalion and Divisional Reserve were both down to 200 each.

Credits

'SPANISH FURY: Across the Volkhov, Russia, 1941' was created by Devin Heinle. It is hoped the publication of works by Devin and other hobbyists will encourage more people to step forward and submit their designs.

SPANISH FURY: Across the Volkhov, Russia, 1941 CREDITS

ATS Original Design: Devin Heinle

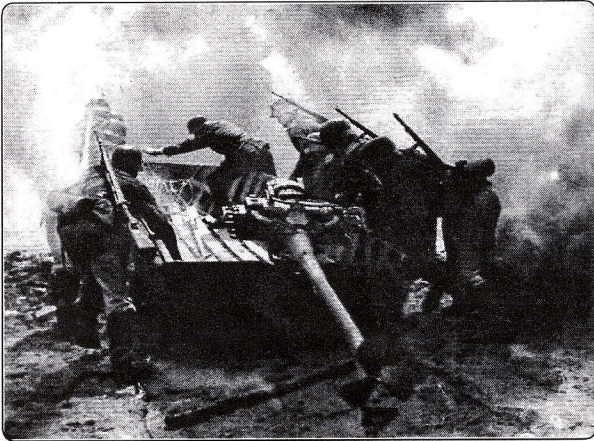
ASL Comp. Conversion & Development: David Lamb

Playtesting/Editing: PJ Norton, Fred Schwarz, Michael LaPlante, Eli Schwarz, Robert Davis, Matt Keurajian, Ross Tweeten, David Lamb, and Ray Tapio

CRITICAL HIT

Across the Volkhov

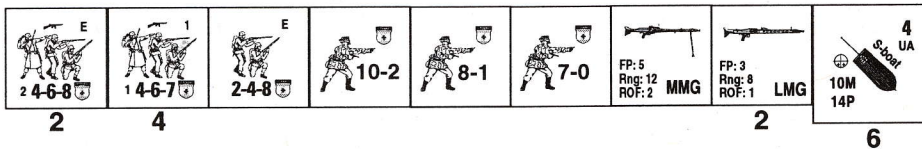
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VOLKHOV RIVER, RUSSIA, 19 October 1941: After the failure to secure a bridgehead across the Volkhov the previous day, Colonel Jose Martinez Esparza, Commander of the 269th Regiment, 250th Infantry Division, ordered another crossing at 0800 hours on the 19th of October. The rubber boats however turned up late. A break in the frost combined with heavy rain turned the single road from the rear area supply depot at Miasnoi Bor into a quagmire and the entire area into slush and swamp. The dejected Colonel was even forced to abandon his beloved Studebaker that he had brought with him from Spain. Only the regiment's seven-horsepower Ford was light enough to slide forward. Boats and skiffs were manhandled through the trees to the riverbank. At 1500 hours, Lt. Jose Escobedo pushed off with 2 platoons and no artillery preparation. Across the river, the Ukrainians and Tartars of the 848th Regiment, 276th Rifle Division sat low in their slit trenches unaware of the coming attack.



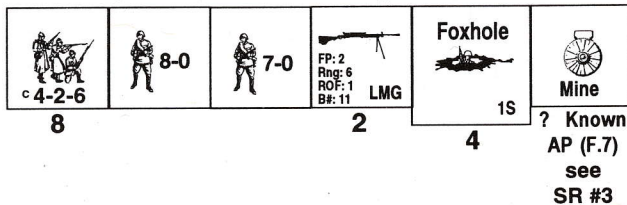
Elements of 2nd Battalion, 269th Regiment, 250th Infantry Division set up in hexes numbered A1-A6. No more than TWO squads, and ONE SMC may set up per hex. Boats may begin play Beached on west bank hexsides, with units already loaded into them:



[ELR: 4]
{SAN: 2}



Elements of the 848th Regiment, 276th Rifle Division set up on/between hex row K-Q on/north of hexrow 7, no more than ONE squad and ONE leader per hex:



[ELR: 2]
{SAN: 2}

★ RUSSIAN Sets Up First

☒ SPANISH Moves First



OBJECTIVES: The Spanish win if they Control more Level 2 Hill hexes on/between hexrows M-O than the Soviets by Game End.

SCENARIO RULES:

- All SFSR are in play. EC are Wet, with no wind at start.
- The Spanish 10-2 leader represents Lt. Escobedo. He starts play marked with a Heroic counter (A15.2). Any Spanish unit, as long as it is stacked with and/or in adjacent hexes to this Good Order leader, is considered Fanatic (A10.8).
- The Soviet player must place the following AP mine counters in a cup (or face down): 3 x '6' strength; 1 x '8' strength; 3 x dummy counters. Draw FIVE randomly without looking at the strength of each and place them in ground level hexes on/between hexrows G-J.
- Mark all Soviet MMC under No Move counters. The Soviet player may only 'activate' units (Fire or Move) if they

start a MPH stacked with a leader, or they are Pinned/Broken by enemy fire. Soviet units that are not stacked with a leader may only conduct Defensive Fire. They may however Advance normally. Once a unit is 'activated', it may fire/move normally for the remainder of the scenario.

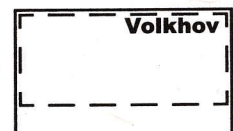
MAP CONFIGURATION: The VOLKHOV map is used for this scenario. Only hexes numbered ≤ 8 are in play.

HANDICAP:

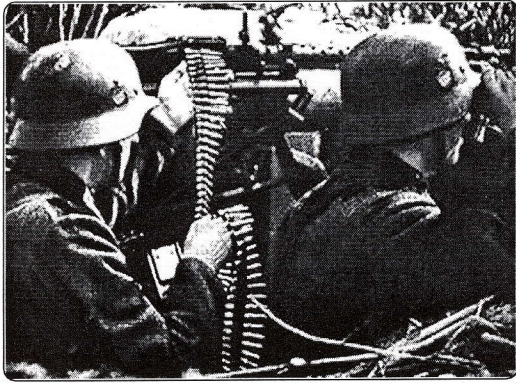
Spanish: Remove one 4-2-6 squad from the Russian OB.

Russian: Add an LMG to the Russian OB.

MAPLAYOUT:



Revenge of the Ukranians 2



VOLKHOV RIVER, RUSSIA, 20 October 1941: After clearing Soviet resistance on the knoll, Lt. Jose Escobedo emplaced his 2 machine guns in readiness for the expected counterattack. He ordered his men to dig in. Ammunition and supplies were quickly ferried across the 250-yard wide river. The wounded were evacuated and limited reinforcements were brought over. The Soviet POW's were quickly put to work assisting in this re-supply effort. The 2nd Battalion of the 848th Regiment launched its first attack at 1900 hours, but was quickly driven back into the darkness. Reinforcements from the 3rd Battalion of the 848th were quickly rushed into the fray within an hour. This time they managed to break into the Spanish lines but after a savage counterattack, which saw hand-to-hand fighting, the Ukrainians were driven back again. The Soviets rested for a while and tried another attack at 2300 hours, which was again repulsed. At midnight the Ukrainians rushed forward again, this time supported by artillery. While chanting the battle cry of

"Urrah! Urrah!" they stormed towards the Spanish lines.



Elements of 2nd Battalion, 269th Regiment, 250th Infantry Division: Set up on/between hex rows K-Q, in any hexes numbered ≤ 8:

E 2 4-6-8	1 1 4-6-7	1 2-4-7	10-2	8-1	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	Foxhole 1S
3			*	4			



{ELR: 4}
{SAN: 3}

Elements of 6 Company, 2nd Battalion, 269th Regiment, 250th Infantry Division set up in hex G4 (see SR #4):

1 1 4-6-7	8-1	FP: 5 Rng: 12 ROF: 2 MMG	Foxhole 1S
2		2	

Elements of 6 Company, 2nd Battalion, 269th Regiment, 250th Infantry Division enter on turn two from the west map edge on two between hexes numbered 1-6. Boats may begin play Beached on west bank hexsides:

1 1 4-6-7	4 S Boat 10M 14P
2	2



Elements of the 848th Regiment, 276th Rifle Division enter on turn one along the east edge:

1 4-4-7	c 4-2-6	8-1	7-0	FP: 2 Rng: 6 ROF: 1 LMG	Radio Cnct: 6
3					



{ELR: 2}
{SAN: 2}

Reinforcements: At the beginning of turn two and each turn thereafter the Soviet player rolls one die and consults the Reinforcement Table (at right). All reinforcements enter along the east edge that turn and each result may be received ONCE. Duplicate rolls result in no reinforcements for that turn.

Reinforcement Table

dr	Units Received
1	3x 4-2-6 + 7-0
2	2x 4-2-6 + LMG
3	3x 4-4-7 + 9-1
4	2x 4-4-7 + MMG
5-6	2x 4-4-7 + LMG

SPANISH Sets Up First

RUSSIAN Moves First



OBJECTIVES: The Soviet player wins if he Controls more Level 2 hilltop hexes on/between hexrows M-O than the Spanish player at Game End. The Soviets win Immediately upon Controlling hex G4.

SCENARIO RULES:

- All SFSR are in play. EC are Wet, with no wind at start.
- The Spanish 10-2 leader represents Lt. Escobedo. He starts play marked with a Heroic counter (A15.2). Any Spanish unit, as long as it is stacked with and/or in adjacent hexes to this Good Order leader, is considered Fanatic (A10.8).
- The Soviets receive 70+mm OBA (HE only) [EXC: the Russians receive a -2 DRM to Radio Maintenance DR]. Due to a lack of training the Soviet player suffers a +1 on his Accuracy dr.
- Hex G4 is the Spanish 'landing and supply point'. The starting units placed there may not exit this hex until a Soviet unit fires upon them. The Spanish player may still

fire these units normally.

5. Night Rules (E1) are in effect. The Base NVR is 3, with a half moon and scattered clouds. Both sides are normal (E1.6).

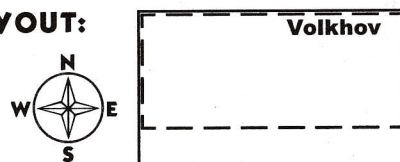
MAP CONFIGURATION: The VOLKHOV map is used for this scenario. Only hexes numbered ≤ 8 are in play.

HANDICAP:

Spanish: Add a 1-4-9 Hero to the Spanish OB.

Russian: Replace the 70mm OBA with 80mm (MTR) OBA.

MAP LAYOUT:



Into the Forest








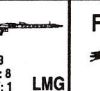

3



VOLKHOV RIVER, RUSSIA, 20 October 1941: After surviving a night of several furious counterattacks from the 848th Infantry Regiment, the Spaniards had secured their foothold on the east side of the Volkhov River. Conscious that time was of the utmost importance, Col. Esparza rapidly began shuffling more reinforcements across the river. The last two companies of the 2nd Battalion were quickly put across the river under heavy but highly inaccurate Russian artillery fire. Their first order of business was to expand the bridgehead to the east and the south. Follow up reinforcements from the regimental reserve—the 11th Bicycle Company—would soon be ferried across and were directed to drive north and later that day hook up with a mounted reconnaissance unit of the 126th Division. 2nd Battalion formed up to push into the dense woods to the east, but the surviving soldiers of the 848th had other ideas.







Elements of 2nd Battalion, 269th Regiment, 250th Infantry Division set up on/west of hex row O, on/ between hexes numbered 1-7:

 1 1 4-6-7	 2 4-4-7	 10-2	 8-1	 8-0	 7-0	 FP: 5 Rng: 12 ROF: 2	 FP: 3 Rng: 8 ROF: 1	 Foxhole 1S
7	5	Wounded	Wounded			2	4	











[ELR: 4]
{SAN: 3}

Elements of 6 Company, 2nd Battalion, 269th Regiment, 250th Infantry Division set up in hex G4 (see SR #2):

 1 1 4-6-7	 8-1	 FP: 5 Rng: 12 ROF: 2	 Foxhole 1S
--	---	--	--



Elements of the 848th Regiment, 276th Rifle Division set up in any hex on/east of hex row Q, in any hex numbered ≤ 8:

 1 4-4-7	 2 4-2-6	 9-1	 8-0	 FP: 2 Rng: 6 ROF: 1 B#: 11	 MA: 50° ROF: 3 Rng: 3-20	 ? 7 morale	 Foxhole 1S
5	9		2	3	2	8	4



[ELR: 2]
{SAN: 4}

★ RUSSIAN Sets Up First

☐ SPANISH Moves First



OBJECTIVES: The Spanish player wins if he can clear one of the two trails (T2-U2-V1 or T6-U7-U8-V8) and their adjacent hexes of any unbroken Soviet units at Game End. The Soviets win Immediately upon Controlling hex G4.

SCENARIO RULES:

- All SFSR are in play. EC are Wet, with no wind at start.
- Hex G4 is the Spanish 'landing and supply point'. The starting units placed there may not exit this hex until a Soviet unit fires upon them. The Spanish player may still fire these units normally.
- The Soviet player may HIP two squads (plus any SMC/SW stacked with them).

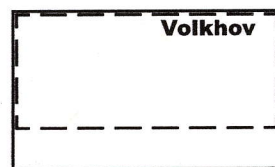
MAP CONFIGURATION: The VOLKHOV map is used for

this scenario. Only hexes numbered ≤ 8 are in play.

HANDICAP:

- Spanish: In Objectives, change 'unbroken' to 'Good Order'.
- Russian: Replace on LMG with an MMG.

MAP LAYOUT:



South to Glory

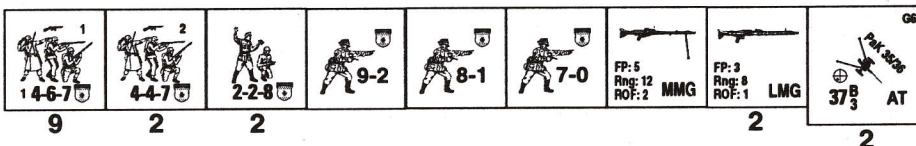
4



VOLKHOV RIVER, RUSSIA, 20 October 1941: Spanish troops soon found themselves mired down in a savage counterattack that the Soviets threw up as the Spaniards started to move into the woods to the east of the beachhead. Not wishing to lose any of the hard won initiative, Colonel Jose Martinez Esparza decided to abandon his plan to widen his toehold and ordered that the main thrust be focused south to drive towards Novgorod. 9th and 10th Companies of 3rd Battalion of his 263rd Regiment were put across the river, as well as 2nd Company of Divisional AT. The gun teams of the PaK36's looked forward to pitting their guns against the tanks of the Soviet Army. South of them lay the hamlet of Zmeisko, and beyond that, the villages of Russa and Sitno. But first they would have to 'convince' the soldiers of the 848th to let them by.

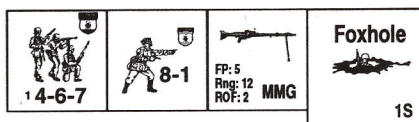


Elements of 3rd Battalion, 263rd Regiment, 250th Infantry Division and elements of 2nd Co. Divisional AT set up on/west of hexrow P, in hexes numbered ≤ 7:

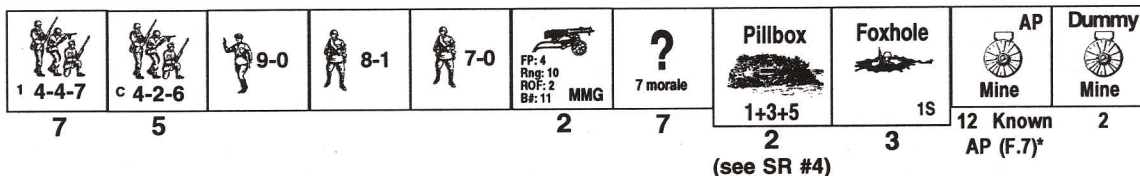


[ELR: 4]
{SAN: 3}

Elements of 6 Company, 2nd Battalion, 269th Regiment, 250th Infantry Division set up in hex G4 (see SR #2):



Elements of the 848th Regiment, 276th Rifle Division set up on/between hexrows A-P, in hexes numbered 9-12:



[ELR: 2]
{SAN: 4}

★ RUSSIAN Sets Up First

☐ SPANISH Moves First



OBJECTIVES: The Spanish player wins if he Exits ≥ 10 VP of units off the south map edge while amassing more CVP's than the Soviet player at Game End. Both players earn CVP's normally. Additionally the Soviet player earns 1 VP for each Good Order Soviet unit left on the map at Game End. The Soviets win Immediately upon Controlling hex G4.

SCENARIO RULES:

1. All SFSR are in play. EC are Wet, with no wind at start.
2. Hex G4 is the Spanish 'landing and supply point'. The starting units placed there may not exit this hex until a Soviet unit fires upon them. The Spanish player may still fire these units normally.
3. The Spanish player may only exit units off the south map edge on/between hex rows A-O.
4. The two Pillboxes that the Soviet player has are hastily constructed log bunkers and thus do not give the full ben-

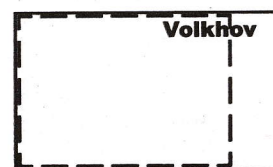
efits of a normal bunker. Units in a bunker receive only a +2 TEM through its CA rather than the normal +3 TEM. All other rules for Pillboxes apply normally.

MAP CONFIGURATION: The VOLKHOV map is used for this scenario. Only hex rows A-P are in play.

HANDICAP:

- Spanish: Delete on Russian 4-4-7 squad.
- Russian: Delete the 3rd Battalion OB's MMG.

MAP LAYOUT:



Expanding the Bridgehead 5



Hamlet of RUSSA, RUSSIA, 21 October 1941: Stymied from pushing into the woods to the east, Colonel Esparza decided to shift the main attention of the 269th to expanding the bridgehead to the north and to the south. Pushing southward from the Captain Navarro heights, the Spaniards forced their way through a series of minefields and, after fighting off several very weak counterattacks from the Soviet 848th Regiment, occupied the village of Zmiesko. At 1030 on the morning of 21 October Spanish forces attempted to push into the hamlet of Russa. Elements of the 305th Soviet Rifle Division controlled the hamlet. After a ferocious firefight Spanish units occupied the hamlet, but were thrown out after the Soviets managed to rally and counterattack. Russa would not fall on this day. Another attempt would have to be made the next day.



Elements of 2nd Battalion, 269th Regiment, 250th Infantry Division enter along the north edge on turn one:

 1 4-6-7 12	 4-4-7 4	 9-2	 8-1	 8-0	 7-0	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 9 ROF: 1 LMG	 MA: 50° Rng: 2-13 ROF: 3 MTR
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[ELR: 4]
{SAN: 3}



Elements of the 305th Rifle Division set up in/adjacent to any building hex in the village of Russa:

 1 4-4-7 9	 c 4-2-6 4	 8-1	 8-0	 7-0	 FP: 4 Rng: 10 ROF: 2 Bf: 11 MMG	 FP: 2 Rng: 6 ROF: 1 Bf: 11 LMG	 7 morale 10
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[ELR: 3]
{SAN: 3}

Elements of the 848th Regiment, 276th Rifle Division enter along the south edge according to SR #2:

 1 4-4-7 6	 9-1	 7-0	 FP: 2 Rng: 6 ROF: 1 Bf: 11 LMG
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★ RUSSIAN Sets Up First

☒ SPANISH Moves First



OBJECTIVES: The Spanish player must Control ≥ 10 of the 14 building hexes that make up the village of Russa at Game End.

SCENARIO RULES:

- All SFSR are in play. EC are Wet, with a mild breeze from the north at start.
- Soviet reinforcements enter along the south edge the turn after the Spanish player controls five or more building hexes OR automatically on turn four.

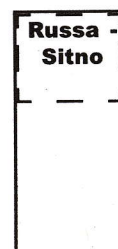
MAP CONFIGURATION: The RUSSA/SITNO map is used for this scenario. Only hexes numbered 15 or less are in play.

HANDICAP:

Spanish: Add one LMG to the Spanish OB.

Russian: Replace the Spanish 9-2 leader with a 9-1.

MAP LAYOUT:



Fire on the Volkhov

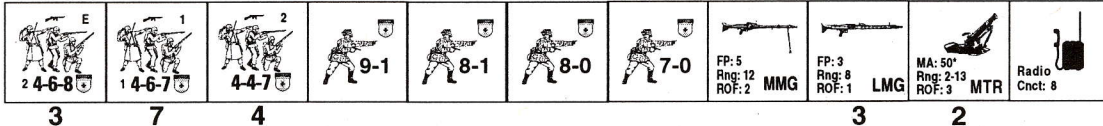
6



Hamlets of RUSSA AND SITNO, RUSSIA, 22 October 1941: Rested and reinforced by the Assault Troop of the 250th Infantry Division, the 2nd Battalion of the 269th Regiment made another attempt to capture Russa and Sitno. The attack jumped off at noon. Soviet machine guns were dug into prepared positions and had clear fields of fire as the Spaniards advanced against them. Spanish artillery was less than effective in digging out the well-concealed and entrenched Soviets. It would be a long day for the attacking Spaniards.

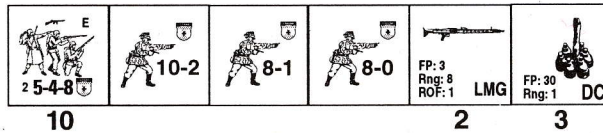


Elements of 2nd Battalion, 269th Regiment enter on turn one along the north edge:

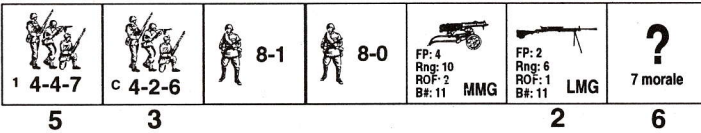


[ELR: 4]
{SAN: 3}

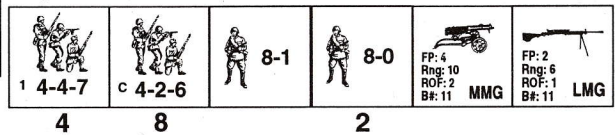
Elements of Assault Troop 250 enter along the east edge according to SR #2:



Elements of the 305th Rifle Division set up in hexes numbered 5-15:

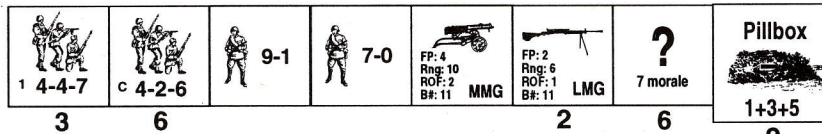


Elements of the 1002nd Regiment, 276th Rifle Division set up in hexes numbered ≥ 26 ; these units may not be activated until turn six (see SR #3):



[ELR: 3]
{SAN: 3}

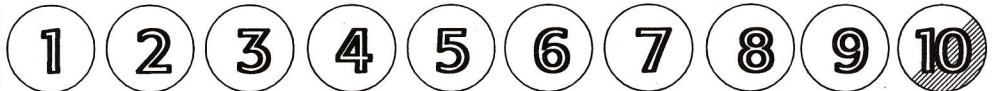
Elements of the 848th Regiment, 276th Rifle Division set up in hexes numbered 16-25; these units may not be activated until turn four (see SR #3):



(see SR #5)

★ RUSSIAN Sets Up First

☒ SPANISH Moves First



OBJECTIVES: The Spanish player must Control ≥ 10 building hexes in the village of Russa by the end of turn six AND Control ≥ 10 Russa buildings plus ≥ 3 multi-hex buildings in Sitno at Game End.

SCENARIO RULES:

- All SFSR are in play. EC are Wet, with a mild breeze from the north at start.
- Prior to play the Spanish player decides on which turn his reinforcements arrive as follows: turn two enter on/between hexes O1-O10; turn four: enter on/between hexes O11-O20; turn six enter on/between hexes O21-O30.
- Mark all of these Soviet units under No Move counters. The Soviet player may only 'activate' units (Fire or Move) if the following conditions apply: a Spanish unit moves within four hexes AND is within LOS of a non-activated Soviet unit OR a Spanish unit fires on a non-activated Soviet unit. This does not apply to sniper attacks/artillery fire.
- The Spanish player receives 105mm OBA (HE only). The Spanish 5-4-8 squads are Assault Engineers (H1.22).

- The two Pillboxes that the Soviet player has are hastily constructed log bunkers and thus do not give the full benefits of a normal bunker. Units in a bunker receive only a +2 TEM through its CA rather than the normal +3 TEM. All other rules for Pillboxes apply normally.
- The 1002nd and 848th portions of the Russian OB may each HIP one squad (plus any SMC/SW stacked with them).

MAP CONFIGURATION: The RUSSA/SITNO map is used for this scenario.

HANDICAP:

Spanish: Game Length is 10 & 1/2 turns.

Russian: Delete one Spanish 5-4-8 squad.

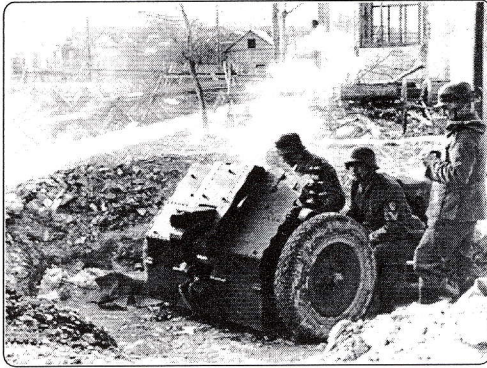
MAP LAYOUT:



Russa -
Sitno

Liquidate the Bridgehead?








7





Hamlets of RUSSA AND SITNO, RUSSIA, 23 October 1941: At 0500 on October 23rd, Col Esparza was woken up by heavy artillery firing at the pontoon bridge. The sounds of grenades exploding and the rattling of machine gun fire could be heard from Sitno. Col Esparza attempted to radio Major Roman, CO of the 2nd Battalion, but was unable to reach him; he was told that the Major was out in the thick of combat directing the defense of Sitno. Two Soviet battalions had infiltrated from the woods to the east and slipped into the gullies between Sitno and Russa. Another battalion moved up from the direction of Tigoda They then sprang upon the surprised Spaniards who were soon in a desperate fight to try and hold onto both hamlets.



Elements of 1st Battalion, 269th Regiment set up in any building hexes numbered 5-10:

 1 1 4-6-7	 2 4-4-7	 8-1	 8-0	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 ? 7 morale
6	4	2	2	2	2	8











13 Company-Close Support Artillery set up in any hex adjacent to a building hex numbered ≥ 29 :

 2-2-8	 HE D 75 INF
2	2











[ELR: 4]
{SAN: 3}






Elements of 2nd Battalion, 269th Regiment set up in any building hexes numbered ≥ 29 :

 E 2 4-6-8	 1 1 4-6-7	 1 2-4-7	 10-2	 8-1	 7-0	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 MA: 50° Rng: 2-13 ROF: 3 MTR	 ? 7 morale
2	6	3	see SR #2	2	2	2	2	9	



Elements of 1st and 2nd Battalions of the 1002nd Regiment set up in any Gully hex in hexes numbered 16-27:

 E 4-5-8	 1 4-4-7	 9-1	 9-0	 8-1	 8-0	 FP: 4 Rng: 10 ROF: 2 Bf: 11 MMG	 FP: 2 Rng: 6 ROF: 1 Bf: 11 LMG
6	12					2	3

Elements of 1st Battalion, 848th Regiment enter on turn one along the east map edge on/between hexes O30-O41:

 1 4-4-7	 c 4-2-6	 8-1	 7-0	 FP: 2 Rng: 6 ROF: 1 Bf: 11 LMG
3	9			2

Soviet Artillery Support set up as per SR #3:

 8-0	 Radio Cnet: 6
--	---

[ELR: 3]
{SAN: 3}

 SPANISH Sets Up First

 RUSSIAN Moves First

OBJECTIVES: Before setting up the game the Soviet player must decide what Victory Condition he wants to go for. The Soviet player keeps his decision secret until the end of the game.

Cut off and neutralize: Control hexes J5, I7, F6, I29/I30 and two other building hexes in the village of Russa

The Little Push: Control hexes I36, I29/30, E35/E36, I7 and four other building hexes in the village of Sitno

Liquidate the Bridgehead: Control hexes F6, I7, H31/I31, E35/E36, and six other building hexes.

If the Soviet player fails to occupy the hexes of their chosen plan at game end, the Spanish player wins.

SCENARIO RULES:

1. All SFSR are in play. EC are Wet, with a mild breeze from the north at start.

2. The Spanish 10-2 leader represents Maj. Roman. He

starts play marked with a Heroic counter (A15.2). Any Spanish unit, as long as it is stacked with and/or in adjacent hexes to this Good Order leader, is considered Fanatic (A10.8).

3. The Soviet player receives 70+mm OBA (HE only)[EXC: the Russians receive a -2 DRM to Radio Maintenance DR]. This SMC and radio may set up with units of either the 1002nd Regiment or the 848th Regiment.

MAP CONFIGURATION: The RUSSA/SITNO map is used for this scenario.

HANDICAP:

Spanish: Replace any MMG with an HMG.

Russian: Replace any MMG with an HMG.

MAP LAYOUT:

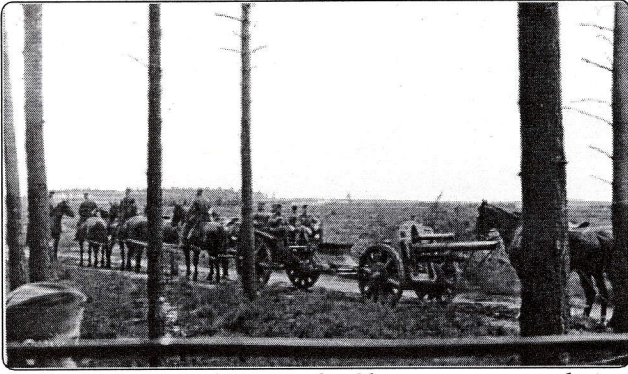


Russa -
Sitno



Lifeblood of an Army


8






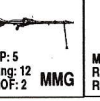

Hamlets of RUSSA AND SITNO, RUSSIA, November 1941: No army can survive without adequate supplies and munitions. As the temperatures dropped and the snow began to pile up, moving supplies across the river and getting them distributed to the various units of the 269th Regiment began to become problematic. Almost no vehicles could be ferried across the Volkhov River, even with the pontoon bridge in place. Wagons, pulled by small ponies, were able to go where a Mercedes or Panzer dared not to tread. These primitive transports became the most common form of moving supplies. Even though the Spaniards controlled the roads during the day, as Colonel Esparza was often fond of commenting, "At night, only Providence and the stupidity of the Soviets keeps us safe". Soviet units frequently infiltrated through the woods at night and

conducted hit and run raids. Slow moving supply trains were a favorite target.

ESPAÑA

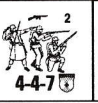
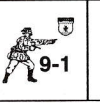

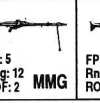
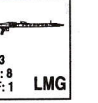


Russa Garrison set up in village of Russa on/ adjacent to building hexes:

 4-4-7	 8-1	 7-0	 FP: 5 Rng: 12 ROF: 2	 MA: 50° Rng: 2-13 ROF: 3
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8




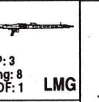

Sitno Garrison set up in village of Sitno building hexes:

 4-4-7	 9-1	 8-0	 FP: 5 Rng: 12 ROF: 2	 FP: 3 Rng: 8 ROF: 1
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9



[ELR: 3]
{SAN: 3}

250th Supply Company set up on any road hexes on/between G1 and G10, and/or enter on turn one in hex G1:



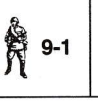
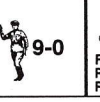
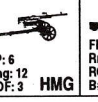
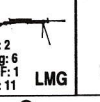

 4-4-7	 8-1	 8-0	 FP: 3 Rng: 8 ROF: 1	 8 UA 6T 15P c3
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8 2 12

Elements of 1002nd Infantry Regiment set up in hexes numbered 13-25 (see SR #5):

[ELR: 3]
{SAN: 3}

 E 4-5-8	 1 4-4-7	 9-1	 9-0	 FP: 6 Rng: 12 ROF: 3	 FP: 2 Rng: 6 ROF: 1 B#: 11	 7 morale
4	6			2	6	



SPANISH Sets Up and Moves First

1

2

3

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10

OBJECTIVES: To win the Spanish player must Exit ≥ 6 wagons from hex O37 and/or hex G41.

SCENARIO RULES:

1. All SFSR are in play. EC are Wet, with a Mild Breeze (and Gusty) from the north at start.. Ground Snow and Extreme Winter are in effect. All roads are plowed.
2. Before setup, take 8 Rubble counters (four per player) and, starting with the Soviet player, each player alternates placing a Rubble marker on any building hex [EXC: hex G6].
3. None of the Spanish Garrison units may move further than 10 hexes away from a building hex of the village they are garrisoning.
5. All Russian units are considered to be wearing Winter Camouflage. The Russians may HIP one squad (plus any SMC/SW stacked with them).

6. Contrary to E3.724, Wagons need only expend 1/2 MF per hexside crossed/bypassed when moving between plowed road hexes.

MAP CONFIGURATION: The RUSSA/SITNO map is used for this scenario.

HANDICAP:

Spanish: Game Length is 10 & 1/2 turns.
Russian: Add one Hero and DC to the Russian OB.

MAP LAYOUT:

