THE FRONT IN FLAMES

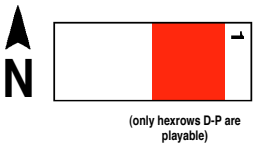
ASL SCENARIO W2

Scenario Adaptation: Jim Stahler

VICTORY CONDITIONS: The Germans win at game end by amassing more Victory Points than the Russians. CVP are awarded normally and 4 VP are awarded for Control of the level 1 Location of K4.

20 km south of KHARKOV, RUSSIA, 22 August 1943: As Kharkov fell for the final time, front lines became unclear. Observation posts and defensive lines were held briefly, then abandoned as the Soviets advanced. The front began to stabilize around the Mosh River as units of the Soviet 57th Army clashed with German XI Corps troops for commanding terrain; such terrain as the church of the "Rollbahn" to Dnepropetrovsk.

BOARD CONFIGURATION:



BALANCE:

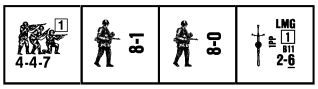
★ Add one LMG to the Russian OB.

✠ Germans win with equal Victory Points.

TURN RECORD CHART

Simultaneous Setup and Entry	✠ 1 ★	2	3	4	END
✠ GERMAN Moves First					

Elements of 57th Army [ELR: 3] enter per SSR: {SAN: 4}



8

Elements of XI Corps [ELR: 4] enter per SSR: {SAN: 4}

5 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. All buildings are wooden. All buildings are Single Story except hex K4, which has two levels (ground and level 1).

3. Prior to play both sides secretly arrange the order of entry of their forces. Squads must follow one another in a continuous column. Squads may not deploy nor stack together during pregame moves. Leaders and SW may stack freely with squads. The order of march may not change until Turn 1 starts and normal play begins.

4. Each side makes a secret random draw from separate packs of chits (or cards) numbered 1-4 (Ace-4) to determine the initial entry hex:

Number:	1	2	3	4
German Entry Hex:	O1	P2	P6	K10
Russian Entry Hex:	I1	D1	D7	I10

5. The path of the lead squad must be pre-recorded for 10 pregame moves. Each pregame move is one hex. Both sides enter simultaneously moving all units one hex forward, checking for LOS between Russians and Germans, and if no LOS exists, advancing one more hex along the preplotted path. No bypass or other activity is allowed in the pregame moves. No hex may be listed more than once.

6. A column may hold position for one or more pregame moves (after the first) by writing '-' on the plot.

7. If enemy units enter the same hex during the pregame movement, they lose their concealment and are considered in Melee, and Turn 1 starts.

8. Turn 1 starts when there is a LOS between Russian and German unit(s). Place Snipers and then the Germans move first.

9. If no LOS has been established by the end of pregame Turn 10, play starts with German Turn 1.

10. After Game Turn 1 starts, play proceeds normally.

11. If Turn 1 starts with units still off the board, they enter as normal Turn 1 reinforcements on or adjacent to their entrance hex.

AFTERMATH: The advancing infantry of both nations moved with a caution born of experience. Slowly they advanced in long files up the deserted streets. The Germans formed a firebase across the lane from the church and were about to move in when the lead Russian squad suddenly appeared. A firefight quickly developed in which neither side was able to gain an advantage. Both forces withdrew. The next day the entire area fell to Soviet armored spearheads.