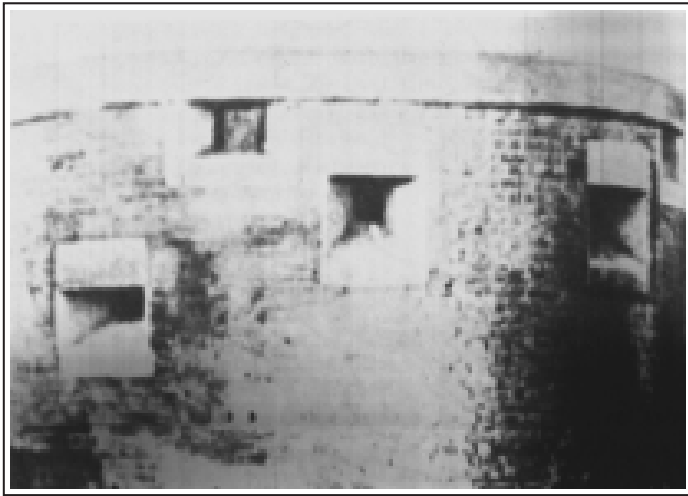


ROLLING ON THE RIVER



Fuchin, Manchuria, 11 August 1945: On August 9, 1945 the Soviets unleashed their promised attack on the Japanese in Manchuria. The Soviet forces were commanded by people who understood the importance of speed, surprise and *schwerpunkt*. Although not one of the decisive axes, the 15th Army was given the task of striking down the Amur River and its flood plains and tributaries in order to pin down Japanese forces and prevent an orderly withdraw from the boarder. Working in conjunction with a sizable force of monitors, armed cutters, rafts and pontoons, the soviet forces had soon crossed the Amur River, taking Santun and marching on Tungchiang. After securing Tungchiang, General Mamonov ordered the 1st Brigade and the 361st Rifle Division to strike at Fuchin down the Sungari River before defense could crystallize.

BOARD CONFIGURATION:

BALANCE:



	13
L	

● Add a 447 squad to the Japanese OB

★ Add a Flamethrower to the Soviet OB

VICTORY CONDITIONS: The Japanese player wins if at the end of the game he has 12 VP within 4 hexes of any water obstacle on board 7. For this purpose, all good order SW are worth their printed ROF-1

TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	END
★ SOVIET Moves First								

Elements of 2nd Battalion, Sungari Naval Flotilla Regiment [ELR 2] setup east of the river {SAN: 4}:

	1 4 ¹ -4-7		2 3-4-7		2-2-8		10-0		9-1		8-0		HMG 3 B11 6-14		MMG 2 B11 4-12		LMG 1 B11 2-6		MTR 50* [1-16]*		DC X12 30-1
	6	8	5									2	4	2	2						

	INF m10 75*		Foxhole 5 OVR, OBA: +4 Other: +2		Trench OVR, OBA: +4 Other: +2		1+3+5 ↓		1+5+7 ↓		2+5+7 ↓
	2	4	6	3	2						

Elements of 1st Brigade, Amur Flotilla and Assault Rifle Company, 361st Rifle Division [ELR 4] setup on Board 7 in hexes > 4 {SAN 4}:

	4-5-8		6-2-8		2-2-8		9-2		8-1		8-0		LMG 1 B11 2-6		FT X10 24-1		DC X12 30-1		dm MTR 69PP 82mm		+3 4 0 0 AAMG -/12*
	9	5				2						5	2	4						3	(See SSR 4)

SPECIAL RULES:

- 1) EC are Wet with no wind at start. The River is Flooded with a Moderate current flowing North. The Stream is Deep.
- 2) The Soviet player is conducting a Seaborne Assault. After Japanese set up, but before Soviet set up, the playing area receives a Bombardment. No hexes are immune and there is an additional +1 DRM to all Morale Checks caused by this bombardment.
- 3) Tunnels are NA. At least four pillboxes must setup on board 7. No Pillbox may setup HIP.
- 4) Use LCM(3) counters to represent Armored Cutters with the following modifications: all AF are 2; they have no Ramps; each LC has MA of one 100mm PTP obr. 44 in a T type Turret with ROF 1 and MG armament of an 8 factor AAMG; and CE DRM is +3. Armored Cutters are not subject to Recall per G14.232, although G14.231 does apply. An Armored Cutter must un-Beach as soon as unloaded and may not subsequently attempt to Beach. The MA of an Armored Cutter is considered Gyrostabilized if the firing LC moves < two hexes during that turn's Mph.

Scenario design by Brian Williams. This is version 3.0 and supercedes all previous versions

AFTERMATH: The Monitors and Armored Cutters of the Amur Flotilla arrived at the landing sites at 0700 and twenty minutes later opened fire. The Japanese, who had heavily fortified the area returned fire with mortars and infantry guns, but their largest caliber of 75mm could not penetrate the monitor's armor. Naval gunfire from the monitors accounted for some five concrete and twelve wooden pillboxes. The Armored Cutters, carrying the Assault company, landed them during the artillery dual; they also silenced a further ten firing points. Despite the concentration of heavy fortifications, the assault company managed to suppress the Japanese forces so that the following troops could land without difficulty, and even advanced into Fuchin itself before being pinned down. Within the hour, the 171st Tank Brigade would arrive and the remaining Japanese troops would withdraw to a fortified military settlement within the city. It would take house to house fighting to remove them.