'EASTERN FRONT' BONUS SCENARIO

Red Fury and Spanish Blues

10 FEBRUARY 1943

This scenario requires units and maps from *Eastern Front*.



Game Length: 25 turns First Turn: 0600 Other: None



1st Battalion of the 262 Infantry Regiment of the 250th Infantry Division

Deploy south of hex row xx09. Player may deploy four Entrenchment markers. Units that do not begin entrenched may begin Dug In:

□ 9 x INF □ 2 x 81mm □ 2 x 50mm □ 3 x 37mm

Leaders: 1 x MAJ, 2 x CAPT, 2 x LT,

1 x SGT

Morale: 8/7 Initiative: 5

Off-board artillery: 1×12 , 1×8

Reinforcements

Enter from south edge on Turn 10.

□ 3 x INF □ 1 x 37mm □ 1 x Wagon

Leaders: 1 x LT



708th Rifle Regiment of the 43rd Rifle Division, Eements of the 1st Independent Tank Battalion

Enter north edge of maps on Turn 1.

□ 15 x INF □ 3 x 82mm □ 3 x SMG □ 5 x T-34a

Leaders: 1 x COL, 1 x CAPT, 4 x LT,

1 x KOM, 2 x tank leader

Morale: 8/6
Initiative: 6

Off-board artillery: $1 \times 16, 2 \times 12, 1 \times 8$

Special Rules

- 1. Reduce Soviet initiative by one for every three steps lost.
- 2. Reduce Spanish initiative by one for every four steps lost.
- 3. The Soviet player receives one random plane every even turn.
- 4. The Spanish player can call an air strike once per game; draw a random plane.
- 5. The Spanish player has nine points of mines and can deploy up to three dummies.

Victory Conditions

To win a Major Victory, the Soviets must control both towns completely and capture the Spanish entrenchments. If they perform two of these three goals, they win a minor victory. If they fulfill only one the Spanish score a Minor Victory. If they capture none of the objectives the Spanish win a Major Victory.

Conclusion

The Soviet attack was partially successful, scoring a Minor Victory in game terms. They took the forward Spanish positions against heavy opposition. The Spanish yielded ground to maintain contact with the 2 SS Brigade (off map to the east).



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