

TIGERS OF PANTANG

3H30



ASL SCENARIO FT144



NEAR PANTANG, CHINA, 16 November 1948: The Huai-Hai campaign, starting in November 1948, quickly saw the Nationalist in great difficulties. Despite total control of the air and a relatively well-armed army, the GMD proved incapable of countering the Communist strategy. The arming of People's Liberation Army (PLA) with captured weapons (some of Japanese origins – including tanks – provided by the Russians) did not by far make things even with the relatively-well equipped East China Field Army – ECFA. But the motivation and morale of the Communist was far superior. Following re-education, the vast majority of the rank-and-file of the Nationalist army prisoners were induced in the PLA ranks, as in Sun-Tzu principles. However, despite inadequate counter tactics, the ECFA was sometimes able to effectively fight back and inflict local reverses to the PLA. One such reverse occurred when PLA tried to trap GMD forces attempting to reach the encircled 7th Army at Niangzhuanzu.

BOARD CONFIGURATION:

BALANCE:

- ☉ Exchange the two Lt MTR(g) for two 60mm Lt MTR(a) in the GMD OB.
- ★ Add one DC and one BAZ 43(a) to the Red Chinese OB.



VICTORY CONDITIONS: The Red Chinese win as soon as they Control ≥ 2 Multi-hex Buildings and/or ≥ 2 GMD AFV are Captured/Eliminated/Recalled, and/or at the end of any Player Turn if there is ≤ 5 Unbroken GMD squad-equivalents in play.

TURN RECORD CHART

☉ GMD Sets Up First	1	2	3 [☉]	4 [☉]	5	6	7	END
★ RED CHINESE Moves First								

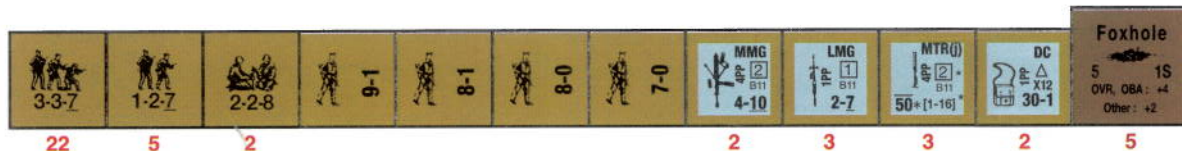
Reinforced elements of the 51st Division [ELR: 2], set up on/between hexrows 43M-43Q and/or on/between hexrows 33T-33Q (see SSR2) {SAN: 4}:



Enter on a dr \leq the circled number in the Turn Box, on/between 43A3-43D0 with 9MP already expanded:



Elements of the 12th Column, East China Communist Field Army [ELR: 5], set up on/east of hexrow 43AA-33G (see SSR3) {SAN: 3}:



Scenario design: Philippe Naud
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SPECIAL RULES:

1. EC are Moderate with no Wind at start. Place the following overlays: X9 on 43X3; X13 on 33T9/33S10. All hedges/walls are walls but with a +1 TEM only.
2. The GMD player may not use Dare-Death Squads (G18.6), Armored Assault (D9.31) nor Riders (D6.2).
3. The Red Chinese (G18.3) use the Japanese Gun with no Captured Use penalties. The Red Chinese may not declare No Quarter.

HISTORICAL RESULT: The Subei Army of the ECFA was charged with luring east the GMD relieving force before trapping it, but it attacked too soon. The local GMD commanders soon became suspicious about the presence of large PLA units. Around Pantang, the 51st Division was quickly under the threat of a double envelopment and called for help. On 16th November, four columns of the Subei Army advanced against the lone GMD division, hoping to crush it. But the arrival of Nationalist armor turned the tide. The Subei Army, having failed to lure the GMD units and break their resistance, retreated east, to fight another day ... and to try the same maneuver again!