

SCENARIO Delta(zero) Version 2.1

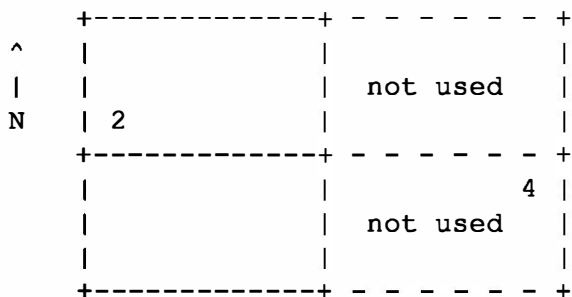
Design by Alan Yngve, 1997 (copyright 2002) [10/2000]

BACK TO THE SEA Normandy, June 1944

The Americans in the Squad Leader system are a very different type of force than the Germans and Russians. With basic squads combining a higher inherent firepower and a lower morale, the 666 squad is both extremely powerful and quicker to break and double-break. The other important difference is that Americans SQUADS (not leaders) are exempt from desperation morale effects. Learning how these differences affect the way that the Americans are best commanded on the battlefield is both challenging and intriguing. This scenario, representing a local probing counterattack shortly after the Normandy invasions, presents three common infantry operation themes, the tactical implications of: defensive machine gun positions, called artillery support, and direct armor support.

[Introducing: Off-Board Artillery (OBA), radio use, High Explosive (HE) versus infantry, more smoke, infantry versus armor, machine gun positions, entrenchments, bazookas, crew (squads) as infantry]

BOARD CONFIGURATION:



Use only the area west of row Q (inclusive).

Note that Wheatfields are present due to the Scenario date.

Delta(zero) RULES: Through Beta(two), (Americans) 50.1, 50.3, 50.4 (Off-Board Artillery) 46.1-46.53, 46.6-46.81, 46.9

FOR EXPERIENCED PLAYERS: Use all pertinent rules from the SL rulebook except rules 58 and 59. Note that entrenchments (rule 54) are not permitted in Delta-0 or Delta-1.

```

Germans set up first      +---+---+---+---+---+---+
| 1 | 2 | 3 | 4 | 5 | END |
Germans move first      +---+---+---+---+---+---+

```

VICTORY CONDITIONS: The Germans must earn at least 5 points at game end to win. The Americans win if the Germans earn 4 or fewer points. The Germans earn points as follows: gain (MMG=2, HMG=3) points for each American MG (even if malfunctioned) that is NOT in the same hex as a good order or broken American infantry unit at game end; gain 1 point for each German squad on any whole or half hex of Board 2 (even if broken) at game end; gain 1 point for each American MG that has been removed from the board for any reason. The Germans lose points for the following: deduct 2 points per immobilized AFV and deduct 3 points per eliminated AFV.

Germans: KAMPFGRUPPE TIENHAM (supported Rifle Company) Set up first. Up to six 1/2" counters may set up on any hex(es) south of board 4 hexes numbered "3" (inclusive).

Remainder of force must enter turn 1 on any south board hexes. OBA is three artillery missions from an 81mm Morser Batterie.

```

+----+----+----+----+----+----+----+
|10-2|9-1|8-1|8-0|467|lmg|rad|
+----+----+----+----+----+----+
                10 5

```

Americans: INFANTRY BATTALION REMNANTS (Screening Force) Set up second on any [non-level two or three hill hex on] board 2 or board 4 hex that is north of hexes numbered "8" on board 4 (inclusive). See optional rule.

```

+---+---+---+---+---+---+
|9-2|9-1|7-0|666|hmg|mmg|
+---+---+---+---+---+---+
                7

```

OPTIONAL RULE: By pre-game agreement, permit the Americans to set up on level 2 and 3 hill hexes, adding this provision. At the conclusion of the American set up, the German player gains additional forces equal to 30 points for each Entrenchment and/or MG that the Americans set up on any level 2 or 3 hill hex. Using the point values on page 28, any German unit(s) may be purchased as long as the total cost does not exceed the amount added by the American set up. Leaders may either be purchased by paying the full cost or available leaders may be upgraded by paying the cost differential (eg. upgrading a 9-1 to a 9-2 costs 15). All added forces (or upgraded leaders) must enter on German turn one.

Delta (one) Scenario augmentation elements:

Germans: [Armor support, crews]

Americans: [multiple firebases, crews]

```

+---+---+---+---+
add: |8-1|247|mmg|MkIV |
+---+---+---+---+
                +-----+

```

```

+---+---+---+---+
add: |8-1|666|246|MMG|
+---+---+---+---+
                2

```

RULES: Through Gamma(two), 28.2, 28.4, 31.5, 31.7, 32.1-32.2,33.1-33.34, 33.8-34.8, 35, 38-39, 41.2-41.4, 58.4

Delta (two)

Germans: [Assault guns, AFV differences]

Americans: [Entrenchments, bazookas]

```

+-----+-----+
add: |SK251| STG |
| (mg) | (105) |
+-----+-----+

```

```

+-----+
+---+---+---+---+ |
add: |8-0|246|Baz|Entr |
+---+---+---+---+
                2 5 2

```

RULES: 33.6, 40.4

RULES: 33.9, 37.4, 54 [Note rules 5.75, 41.2]

Delta (three)

Germans: [augmented OBA]

Americans: [defensive OBA]

Random OBA module.

Random OBA module.

```

+---+---+
add: |6+1|rad|
+---+---+

```

```

+-----+
+---|   |
add: |rad|Entr |
+---+-----+

```

RULES: 45.1-45.42, 46.54, 46.82

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[Commentary on Delta](#)

Commentary for Delta Scenario**IMPORTANT Q&A FOR SCENARIO DELTA:**

6.1 What are "infantry" units?

A. Any squad, leader, or crew counter. {14.5-34}{COI4-67}

44.21 The firer cannot see the defender because the LOS is blocked by more than one intervening wheatfield hexside. Can it still fire as Area Fire?

A. No - unless it is adjacent to a friendly unit which can see it or if it is part of a fire group containing at least one firer who could see the target (in which case the entire fire group would be halved for Area Fire). {COI4-69}{COD104}

44.22 If an infantry unit in a wheatfield can always spot a vehicle in or behind a wheatfield, is the reverse true?

A. No. {COI4-69}

46.1 May a leader spot Art. Fire from a HT without being exposed to CE status?

A. Yes. {14.6-34}{COI4-69}

46.1 May a leader with a radio scheduled to enter later, roll for radio contact while still off the board?

A. No. {COI4-69}{COD105}

46.12 If radio contact is established, but the original requesting leader breaks or moves away, can another leader use the same radio without reestablishing radio contact?

A. Yes, providing the other leader was in the same hex before the first leader broke or moved away. {17.2-46}

46.5 If a hex in a FFE "blast area" has 3 hedge hexsides, is the dice roll modified by +1 or +3?

A. +1. {COI4-69}

For the play of Delta it is important to notice that in rules section 46.7:

"Walls, hedges, wheatfields, or vehicles never block a leader's observation (LOS) of a spotting round or FFE." They do all block LOS to an AR, though.

