

SCENARIO GAMMA(zero)

Version 1.4

Design by Alan Yngve, 1997 (copyright 2002) [5/13/99]

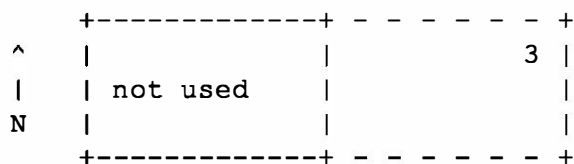
THROUGH THE GAUNTLET

Russia, October 1942

Although the rules are not particularly well organized for the "vehicle learning" approach of this Tactical Training Series, it is best to start vehicles with basic movement and facing. This can then form a strong foundation for the later complexities of armored fighting vehicles (AFV) that are armed with 'cannon'. By using the more vulnerable trucks and halftracks, this scenario can also demonstrate the options available to infantry when opposing vehicles. Consider this your opportunity to "learn to drive" in the Squad Leader system. But then, there is much more to this scenario than just the introduction of vehicles!

[Introducing: Vehicles, Vehicle movement, more Hill and Shellhole movement, basic Multi-Story buildings, infantry options versus vehicles, panzerfausts, overrun, tactical choice]

BOARD CONFIGURATION:



Use only rows A through Q (inclusive).

Note that Wheatfields are present due to the Scenario date.

**Gamma (zero) RULES:** Through Beta-1, Multi-story buildings (7.4-7.7, 7.9), Vehicles: 16.7, 28.1, 28.3, 29-30.5, 30.8-31.6, 31.8, 31.9, 32.3, 32.4, 32.6, 32.7, 40.1-40.3, 43.61, 44.1, 44.22, Trucks (51)

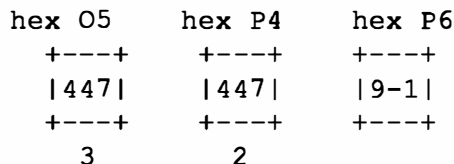
```

All set up is specified +---+---+---+---+-----+
                        | 1 | 2 | 3 | 4 | END |
Germans move first     +---+---+---+---+-----+

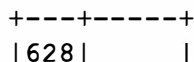
```

**VICTORY CONDITIONS:** The Russians win by reinforcing the town with at least 4 squads or their equivalent. Every 628 that is WEST of the Q3/N4/N6/Q8 road at game end (even if broken) counts as ONE squad. Every 628 and every functioning Russian Truck (Halftracks do not count) ON the Q1/Q3/N4/N6/Q8/Q10 road at game end counts as 1/2 squad. If a halftrack is immobilized or wrecked, the Russians must have FIVE (one additional) squad or equivalent for victory. The Germans win by preventing the Russian Victory Condition.

RUSSIANS: Village garrison elements



Support column: Enter turn 1 on any east edge hexes, all infantry must enter as passengers.



```

+---|Truck|
  4 +-----+
      4

```

---

GERMANS: Flank company, advance guard

```

hex N2          hex O1
+---+---+---+  +---+---+---+
|9-1|467|MMG|  |8-0|467|lmg|
+---+---+---+  +---+---+---+
      2

```

---

**Gamma (one)** Scenario augmentation elements:

Russians: [AFV, Halftracks]

Germans: [Firepower]

```

hex M7          with reinf.
+---+---+---+  +---+---+---+
add: |447|lmg|  |628| M-3 |
+---+---+---+  +---+no mg|
                        +-----+

```

```

Hex I1
+---+---+---+
add: |467|MMG|
+---+---+---+
      2

```

RULES: 30.6, 30.7, 32.5, 33.5, 35.8,  
40.5, 47

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**Gamma (two)**

Russians: [Armed Halftracks]

Germans: [Reinforcements]

```

hex O5          with reinf.
+---+  +---+---+---+
add: |lmg|  |628| M-3 |
+---+  +---+ w/mg|
      2          +-----+

```

TURN 2: Enter south edge, east of row I  
(inclusive).

```

+---+---+---+
add: |8-1|467|lmg|
+---+---+---+
      3  2

```

RULES: 28.4, 33.2, 33.9, 34.8, 35.1-  
35.4, 35.6-35.9, 38.2, 38.3, 39.2,  
41.2

---

**Gamma (three)**

Russians: [Force Flexibility]

Germans: [Panzerfausts]

```

hex P6          with reinf.
+---+---+---+  +---+---+---+
add: |447|HMG|  |8-0|LMG|
+---+---+---+  +---+---+---+

```

```

with any squads (incl. reinf)
+---+---+---+
add: |8-1|467|PF |
+---+---+---+
      4

```

RULES: 37.1-37.37 [note 5.75]

Important note: PF's must apply To Hit Case A, an additional +2 DRM, to all  
Defensive Fire attempts versus moving targets.

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Playtest credits: Pete Belford, Dave Carter, Lars Clausen, Miguel Commte, Jason Coyle, Matt Davis, Chris Edwards, Tom Gould, Jon Grantham, Steve Grey, John Jones, Brandon Kassebaum, Jim Kiraly, Marc Lammers, Greg Layton, Paul Mills, Eric Pass, Scott Powers, Ken Ray, Eddy M. del Rio, Chris Roberson, Chris Sellers, Curtis Teeters, Walter Weidmann, Jay Yanek, Alan Yngve.

[Commentary on Gamma](#)

## Gamma Comments

### GENERAL SL PLAY NOTES:

**[SQUAD EQUIVALENTS]** Many scenarios specify victory conditions based on squad numbers. These will sometimes indicate how to count "squad equivalent" units, as this scenario specifies how to count all units on the road at game end.

**[LEAVING THE BOARD]** An important clarification to all scenarios, from Col introduction, page 38: "Unless otherwise indicated, units that leave the board must remain off the board and are considered eliminated for victory purposes." In this scenario, this restriction will normally be sufficient to encourage the Russian player to refrain from exiting.

**Important note:** PF's must apply To Hit Case A, an additional +2 DRM, to all Defensive Fire attempts versus moving targets.

### Rule 30.8 - Vehicle Movement Costs

Note, all of this can be confirmed by making a very careful examination of the small figure that follows rule 30.8 on page 10.

Date: Sat, 15 Mar 1997 14:26:40 +0000  
 To: Alan Yngve  
 From: Alain Chabot

>The initial issues that I want to be absolutely sure about:

>  
 >- What is the MP cost for trucks moving along those road/shellhole  
 > hexes?  $4 + 1/2 = 4.5$ , or  $4 + 6 = 10$ ?

I would say the former. Nowhere does it say that the shellholes negate the road. So, the cost on the chart (4MP + COT) becomes  $4 + 1/2 = 4.5$

>- What is the MP cost for AFVs to move along these same hexes?  
 >  $0 + 1/2 = 1/2$  or  $0 + 1 = 1$ ?

Definitely the former.

>- Does a wreck in a road hex negate the road movement rate? If yes,  
 > I presume that this would mean that a truck would have to use "open  
 > ground" as the alternate terrain cost? Would the treatment change  
 > if the wreck was in a road/shellhole hex?

40.3: the presence of a wreck or vehicle on a road hex negates that road for other vehicles - forcing them to pay the MP cost of other terrain in the hex.

Shellholes make no basic difference: a road/open ground hex become straight open ground when you are passing by a vehicle/wreck but a road/shellhole/open ground hex becomes a shellhole/open ground hex when a wreck vehicle is in there. So (and assuming the terrain is otherwise open ground), with no wreck/vehicle:

	AFV	Truck
Road	0.5 MP	0.5
Open Ground	1.0	6.0
Road/shellhole	0.5	4.5
Open Ground shellhole	1.0	10.0

With one wreck/vehicle present:

	AFV	Truck
Road	3.0MP	8.0
Open Ground	3.0	8.0
Road/shellhole	3.0	12.0
Open Ground shellhole	3.0	12.0

(and add another +2 MP for each additional wreck/vehicle)

