

QUICK REFERENCE DATA CARD

INFANTRY FIRE TABLE 10.3

DICE	1/20	2/30	4/40	6/50	8	12/70	16	20/100	24/120	30/150	36+/200+
1	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA
2	1	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA
3	1	1	2	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA
4	M	1	1	2	2	3	KIA	KIA	KIA	KIA	KIA
5	—	M	1	1	2	2	3	4	KIA	KIA	KIA
6	—	—	M	1	1	2	2	3	4	KIA	KIA
7	—	—	—	M	1	1	2	2	3	4	KIA
8	—	—	—	—	M	1	1	2	2	3	4
9	—	—	—	—	—	M	1	1	2	2	3
10	—	—	—	—	—	—	M	1	1	2	2
11	—	—	—	—	—	—	—	M	1	1	2
12	—	—	—	—	—	—	—	—	M	1	1
13	—	—	—	—	—	—	—	—	—	M	1
14	—	—	—	—	—	—	—	—	—	—	M
15	—	—	—	—	—	—	—	—	—	—	—

FIREPOWER FACTOR MODIFIERS:

POINT BLANK FIRE:	into adjacent hex	2X	Infantry fire from marsh (75.4)	1/2X
LONG RANGE FIRER:	Up to double normal range.	1/2X	HE fire into marsh (75.5)	1/2X
MOVING FIRER:	moved & fired in same player turn	1/2X	Guarding units (89.62)	1/2X
AREA FIRE:	target is concealed	1/2X	Mounted Firer (92.6)	1/2X

Charging cavalry (92.87)	2X
Captured Support Weapons (90.13)	1/2X
AFV Overruns vs soft vehicles (35.3)	-5

SEQUENCE OF PLAY 4.0

1. Rally Phase
2. Prep Fire Phase
3. Movement Phase
4. Defensive Fire Phase
5. Advancing Fire Phase
6. Rout Phase
7. Advance Phase
8. Close Combat Phase

Dual Player Participation Phase

SEWER MOVEMENT 27.22 Δ

One die . . . 1-4 Successful
5-6 Lost

CLOSE COMBAT TABLE 20.3

Odds Ratio	1-5+	1-4	1-2	1-1	3-2	2-1	3-1	4-1	6-1	8+-1
Kill Number	2	3	4	5	6	7	8	9	10	11

CLOSE COMBAT MODIFIERS:

Capture (89.23)	+1	Vs. Counter Exhausted, CE (73.5)	-1
Vs. Mounted Cavalry (92.7)	-1	Vs. Landing Paratroops (99.41)	-2
		By Landing Paratroops (99.41)	+2

SUPPORT WEAPONS CHART 5.7

PORTAGE COSTS

OPERATION CAPABILITIES

Support Weapon	Squad/Crew	Leader	Captured Use*	Squad	Leader
LMG,	1	2	Yes	F(17.1)	1 MG at 1/2 firepower E(1) (17.3)
MMG, ATR	4	A			
HMG, Light Mortar	5	A			
Flamethrower	2	2	C,D,H	1 D (22.3-5)	1 C (22.4)
Demolition Charge	1	1	C,D,H	1 D (23.3-4)	1 C
Panzerfaust, MC, ATM	1/2	1	C,D,H	4 (37.3)	1 (37.33)
Bazooka, Panzerschreck	1	2	No	2 (37.4)	1 E (37.43)
Radio	1	2	No	NA	1 (46.1)
Anti-Tank Gun	B (48.4)	NA	Yes-G	1 (48.8)	NA
105mm Howitzer	* 5		No		
Mortar (63.6)			D,H		

NOTES:

- A—Two leaders may carry one MMG/HMG 1 hex per Movement Phase.
B—Any squad may push 1 hex during Movement Phase.
C—Must have a leadership modifier of -2 or -3.
D—Must be Assault Engineer.
E—Any two leaders may fire full strength.
F—One MG or 4 firepower factors at no cost; or any two MG's in excess of 4 firepower factors and forfeit squads inherent firepower.
G—Must be Crew counter
H—Must be American unit.
I—One leader may man an ATR.

*—For stacking purposes only.
*NA when using rule 90

MINEFIELD VS VEHICLES MODIFIERS 55.6 Δ

Truck, Jeep	-3
Armored Car	-2
Halftrack	-1
Others	0

ARTILLERY BARRAGE VS VEHICLES MODIFIERS 46.54 Δ

Non-armored Vehicles	-3
Open top AFVs	-1
Tank	+1
SP Gun	+2

STACKING 6.1 Δ

Infantry 4 units (3 squads maximum)
Weapons 10 Portage Points (PP)
Vehicles 1
Wrecks Unlimited

On an AFV 2 Infantry (1 squad maximum), 5 PP
On a Truck* 2 Infantry (1 squad maximum), 7 PP
On a Jeep 1 Crew, or 2 leaders & 1 Support Weapon
Under an AFV 3 Infantry (2 squad maximum), 5 PP
Horses (92.2) Unlimited if unmounted; otherwise count as infantry squad

EXCEPTIONS: Bunkers, Close Combat, Entrenchments, Overruns, 2nd Level Bldgs, Sewer Moves.

*May vary with vehicle—see Armor listings

INFANTRY MOVEMENT COSTS CHART 5.5 Δ

- * Onto road from road hexside (73.1) (1 MF) 1/2 MF
- * Onto road from non-road hexside 1 MF
- * Open Ground, Shellhole, Wheatfield 1 MF
- * Woods (partisans 98.1) (1 MF) 2 MF
- * Enter any building 2 MF
- Move within any building, per hex 2 MF
- Move up or down staircase 2 MF
- Cliff hexside NA
- Over wall or hedge hexside 1 +COT
- Into a smoke filled hex 1 +COT
- Enter/exit bunker or entrenchment to/from same hex 1 MF
- Mount horses (92.31) 2MF + COT
- Enter gully (80.2) 1MF + COT
- Exit gully (80.2) 2MF + COT

COT = Cost of terrain in the hex moved into
* Double cost if move is to higher elevation

TERRAIN EFFECTS MODIFIERS 11.1 Δ

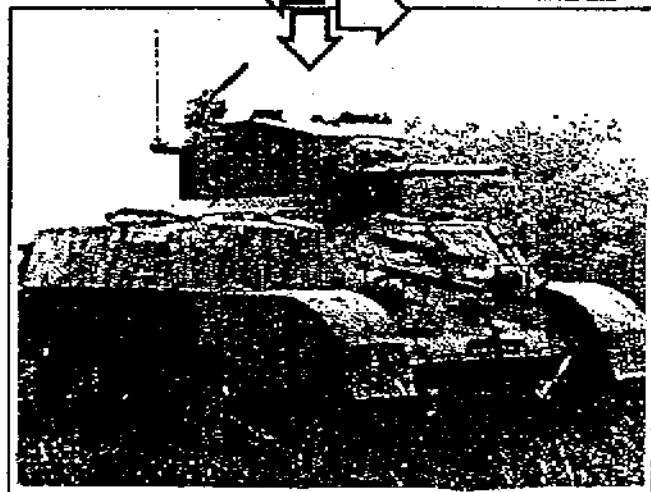
- Moving in Open Ground (11.3) -2
- Wheatfield, moving or non-moving 0
- Open Ground, non-moving 0
- LOS crosses AFV counter at moving infantry in different hex (32.7) 0
- Woods, Shellhole (partisans in woods) (+2) +1
- Behind hedge hexside (11.2) +1
- Beneath AFV counter +1
- Wooden Building +2
- Behind stone wall hexside(11.2) +2
- Stone Building +3
- Moving Double Time in woods or building (73.5) -1
- Bore Sighted Target (78.4) -2
- Higher elevation (91.1) +1
- Horses (92.7) -1
- Partisans in woods (98.2) +1

Charging (92.87) -2

ON ALL FRONTS

SL RALLY '87 GI Tournament

DEAD MAN'S CORNER



St. Come du Mont, Normandy,
June 7, 1944: The Normandy invasion
was a day old when Colonel Robert F.
Sink decided to push off south to his
objectives, St. Come du Mont and the
Carentan Bridges. The fighting in the
hedgerows took its toll and by mid-day
Sinks drive had ground to a standstill.
By a stroke of luck, however, he
bumped into Dog Company of the 506th
Regiment. Suddenly revitalized by his
find, Sink decided to have another try
at St. Come du Mont before nightfall.

Scenario Design by M. Thompson








VICTORY CONDITIONS: The U.S. player wins if there are no unbroken German units on or adjacent to the road from W9 to R6. The German player wins by avoiding the U.S. victory conditions.

TURN RECORD CHART

✚ German sets up first	1	2	3	4
☆ U.S. moves first				

Elements of the 3rd Battalion, 1058th Grenadier Regiment, 91st Inf. Div.
set up on or adjacent to the road from W9 to R6 and within the hedgerow
area (R2 - X5 - X8 - V9 - R9).



 4-67	 4-47	 1-5	 1-5	 LMB 2-8 812	 1-43	 1-8-8	Entrench 5
4				3	3		4

Dog Company, 2nd Battalion, 506th Regiment, 101st Airborne Division
enter on turn one from X10 to AA10. [ELR 4].



 7-47	 1-5	 1-5	 17 1-5
8			37 LI 1/2

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SPECIAL RULES:

1. Environmental conditions are moderate with no wind.
2. Only hexrows R through GG (inclusive) are in play.
3. Treat all walls as hedgerows and hedges as bocage.
4. The sniper may set up anywhere within the hedgerow area.

5. American infantry may delay entry until the advance phase.

AFTERMATH: The units soon became separated. While waiting for Sink's units at a crossroad the light tank was destroyed by a rocket. Sitting upright in its turret was a dead man; and the crossroads soon became known as "Dead Man's Corner".

10 On All Fronts

December 1987

Hedgerows

* Level 1 obstacle, +2 TEM, not cumulative with any other terrain in hex, 2 MF + COT.

* Vehicles are HD behind, 6 MP + COT to cross

* No LOS down hex-spine. No firing through hedgerow during

Advancing Fire Phase.

Bocage

* Follows Hedgerow rules except:

* Only inherent FP may fire across and no Point Blank Fire.

PUSHING BACK

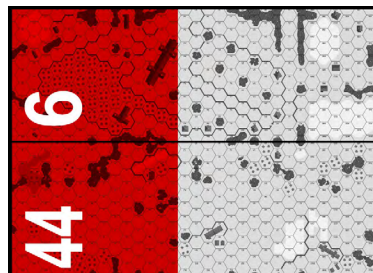
Scenario WG240

B071216



East of La Rosaye, France, 8 August 1944: The 117th Infantry Regiment, 2nd and 3rd Battalions began to counterattack, moving toward St Barthelmy. Led by LTC Walter Johnson, the troops began taking one hedgerow after another. They met stiff resistance just outside of St Barthelmy.

BOARD CONFIGURATION:



(Only hexrows P thru GG on both boards are playable)

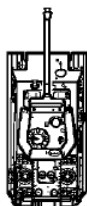
VICTORY CONDITIONS: To win, the Americans must exit 8 squads off the east edge of board 6. An AFV with functioning MA counts as two squads. The HT's and their inherent crews do not count toward the VC. The Germans win by avoiding the American VC.

TURN RECORD CHART:

☆ German Sets Up First	1	2	3	4	5	6	END
✚ American Moves First							



Elements of the 2nd Panzer Division, 2nd Panzergrenadier Regiment - set up on any whole hex on board 6:



Elements of 30th Infantry Division, 117th Infantry Regiment supported by 740th Tank Battalion - enter on west edge of board 44:



SPECIAL SCENARIO RULES:

WG240.1: Terrain: All walls and hedges are bocage (See *Mortain Campaign SSR*). Treat brush as open ground. All buildings are made of wooden construction. Roads do not exist.

WG241.2: The Germans are permitted to set up one squad (along with one leader and any support weapon(s) stacked with them) and the Anti-tank Gun (along with its attending crew) using HIP (42).

AFTERMATH: The 2nd Panzer Division was reinforced over the night by units of the 1st SS Panzer Division. Units were still arriving a day late for the initial push, but there nonetheless. For the Americans, each hedgerow gained caused severe casualties and in the end, what ground was gained was lost in the evening.

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Scenario Design by Pete Pollard; Updated 071214; rev A

Graphic Layout by Bill Sosnicki (B071215)

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FLUGPLATZ 51

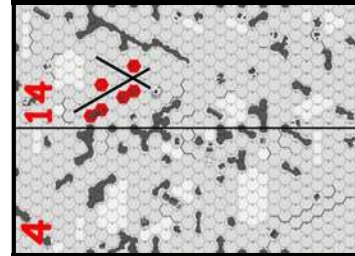
SQLA COI SCENARIO WG208

B080806



SEPTEMBER, 1941: The German drive east shatters the Russian front opening large gaps between advancing elements and their logistical tail. Captured Soviet airfields are integrated as points of resupply for the German lead formations. As the organized Soviet resistance crumbles, bypassed Soviet remnants of destroyed formations assimilate into ad hoc battle groups to threaten the security of captured airfields such as Flugplatz 51.

BOARD CONFIGURATION:



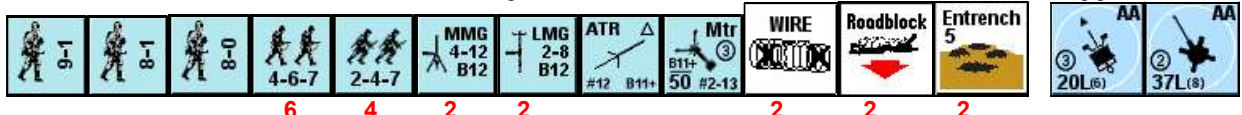
VICTORY CONDITIONS: The Russians win immediately at the end of *any player turn* in which they have undisputed control of the tower hex (14L5) and any three of the four (4) remaining buildings that are adjacent to the airstrip. To achieve undisputed control of a building your forces must have been the last to occupy any hex of the building when no broken or unbroken enemy unit (squad, crew on foot, or leader) are in the building. AFV's alone may not control a building. The German wins by avoiding the Russian Victory Conditions at the end of Game Turn 7.

TURN RECORD CHART:

Germans Setup First	1	2	3	4	5	6	7	END
Russians Move First								

Elements of Luftwaffe Airfield Defense Battalion - set up south of hex row Q inclusive:

Set up per SSR 208.2:



Elements of Battalion armor support - Enter Turn 2 on any single south edge hex using sequential movement: Set up per SSR 208.2:



Mixed remnants of 24th Army - setup north of row Y inclusive:



Mixed armor support - enter Turn 2 on any single north edge hex using sequential movement:



SPECIAL SCENARIO RULES:

WG208.1: TERRAIN: All Brush hexes (14N1) are considered woods; ignore Sunken/Elevated Roads road status (14T3); treat as normal level 0 terrain., all Orchard hexes (14D2) are considered open ground, all Airstrip hexes (14J5) are considered paved roads, all other roads do not exist; Wheatfield's are in effect. All buildings are made of wooden construction.

WG208.2: The German 20mmAA must setup in any non-building/non-woods hex within three hexes inclusive of 14I7. The German 37mm AA must setup in 14N7. Both guns are fully emplaced and may not be moved. This emplacement however offers no protection for any crews or infantry in the gun hex.

WG208.3: Neither side may ride AFVs as passengers.

WG208.4: The SdKfz Flak is considered a halftrack for all movement, LOS, TEM and immobilization purposes. However it is a 'soft' target and it provides no protection to its gun crew (the +2 DRM does not apply). Due to its weapon platform, it has no passenger capability beyond its inherent crew.

WG208.5: The Russian BA32 armored cars pay truck movement rates. Deliberate/Random immobilization and excessive speed are not applicable to this vehicle type. Russian vehicle rules for radioless AFV's is ignored for this scenario but may be considered as optional upon agreement of both players. If used, the Russian BT5A acts as the Command Vehicle (CV).

WG208.6: Roadblocks may be placed to extend an existing wall/wood, to block a single open hex between woods/building, in addition to as a roadblock (between two printed road hexes)

WG208.7: SIDE SELECTION PROCEDURE: Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominate AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that

bid. Please report the bid, winning side and comments (i.e. uneven die rolls at key moments) as this data will be used for balance modification the scenario prior to its published form.

AFTERMATH: As the defense of airfields fell under the jurisdiction of the Luftwaffe, the troop quality and equipment was below that of the Wehrmacht inter-service rivalry resulted in poor coordination between these service branches hindering combat efficiency.



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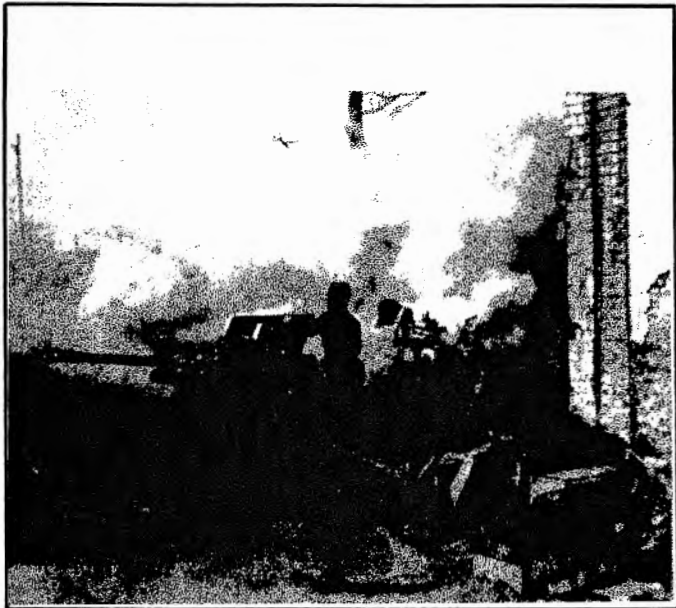
Scenario Design by Kevin Welsh; Rev B; Updated 080806

Graphic Card Layout by Bill Sosnicki (B080806)

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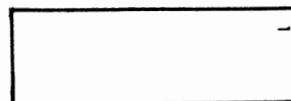
THE PENETRATION OF ROSTOV

Scenario 104



ROSTOV, July 24th 1942: With the German summer offensive of '42, "Operation Blue", Hitler hoped to force a decision on the southern front. In an attempt to form a large scale encirclement on the lower Don, the City of Rostov became the natural center of operations. The initial breach of the outer city defenses had been made by the Panzer troops of the III and LVII Corps, but the city's center was the battlefield for assault parties and not armoured formations. To make matters worse, the NKVD garrison was determined to defend Rostov to the last bullet. Functioning as the regime's guard against possible rebellion, the NKVD troops were very familiar with street fighting techniques. To defeat such an enemy the Germans had to formulate a definite plan of attack. The 1st and 3rd Battalion, 421st Infantry Regiment were divided into three assault companies each. Each company, fighting in line abreast, was to advance down its assigned sector and secure each block therein. In this way each company protected its neighbors from flank attacks.

Board Configuration



◀ N

VICTORY CONDITIONS

The German player wins by clearing all 2nd level buildings of unbroken Russian *squads* at game end. The Russian player wins by avoiding the German victory conditions.

TURN RECORD CHART

★ Russian sets up first	1	2	3	4	5	6	7	8	9	10	11	END
✚ German moves first												

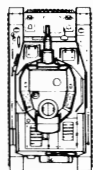
★ Elements of the Rostov NKVD garrison set up on any whole hex with a maximum of 2 *squads* per *building* (not building hex). Squads must set up in building hexes.



4-4-7	9-1	8-1	8-0	1-8-8	1-8-8	4-10-8	2-6 B10+	12 B11+	1	20	18
10						2	4	2	8	20	18

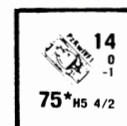


Assault Co of the 1st Bn, 421st Infantry Reg't, 125th Division enter turn 1 or later in whole or in part on any north edge hexes:



4-6-7	2-4-7	9-2	9-1	8-1	6-16 B12	2-8 B12	75*	105 H6	24 1S/7PP
16	2		2			4			2

Tank support from the 13th Panzer Division enters per 104.3 on any north edge hex:



SPECIAL RULES

104.1 The Russian mine factors are actually booby traps. They must be placed in quantities of four factors per hex only in building hexes.

104.2 No sewer movement is allowed.

104.3 The German tank may enter only on a die roll of '1'. The German player may roll for his armor reinforcement at the start of each *German Rally Phase*.

104.4 All Russian squads have a morale rating of 8.

104.5 Russians are prohibited from setting fires (102.2).

104.6 Russians may not boresight hex row GG.

AFTERMATH: The fighting became fiercest in the area around the Tagaurog road which led straight to the Don bridge. The German attack was held up repeatedly, discovering it near impossible to pin-point the well-camouflaged NKVD troops. By using close support artillery and a few tanks of the 13th Panzer Division, the assault companies began the bombardment of suspected enemy positions. Soon they were able to work their way forward by zig-zagging along the streets and using the tanks for cover where possible. By the early morning of the next day all of the companies of the 421st Regiment had reached the Don River. The Germans had forced the last enemy units out of Rostov. The gateway to the Caucasus had been opened.

KING OF THE HILLS

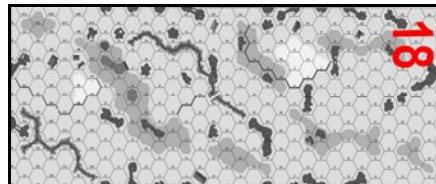
SQLA COI SCENARIO WG200

B091013



October 1942: As the German assault on Stalingrad rages, Army Group A continues to move further into the Caucasus. Each kilometer advanced is further from the railheads and dilutes the German forces across a wider frontage. At some point the German momentum is lost as Russian resistance stiffens.

BOARD CONFIGURATION:


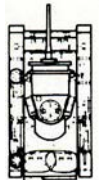


VICTORY CONDITIONS: The German player must occupy three of the five victory point hexes (V3, W4, X5, Y7, Z7) with an unbroken infantry unit (leader, squad or crew) at the game's end. An inherent vehicle crew must be on foot to qualify for victory purposes.

TURN RECORD CHART:



★ Russians Setup First	1	2	3	★ 4	★ 5	6	7	END
✚ Germans Move First								

Elements of Army Group A; Set up on any whole or half hex east of row M inclusive (A-M), but at least two hexes from a Russian unit:

9-1	8-1	8-0	7-0	C 5-4-8	4-6-7	2-4-7	MMG 4-12 B12	LMG 2-8 B12	30 A	ATR #12 B11+	Mtr #10-30 81	PzKwIII-J 13 0 -1 50L 4/2	PzJagII-M 16 -2 4 75L
				3	12	2		4		2			

Elements of Russian Defense Force positioned outside Stalingrad; Set up on any whole or half hex west of hex row N inclusive (N-GG):

PLC	8-1	6-1	4-4-7	2-3-7	MMG 4-10 B11+	LMG 2-6 B10+	ATR #12 B11+	Mtr #2-10 50	AT 45L	AA 37LL(8) V
			12	3		2	2			

TURN 4: Advanced elements of a Guards Rifle Regiment; enter on west edge.

9-1	7-0	4-5-8	LMG 2-6 B10+	ATR #12 B11+
			5	2

TURN 5: Armor released from local repair unit; enter on west edge:

T34/76B 17 12/16 0 76L 4/2

SPECIAL SCENARIO RULES:

WG200.1: TERRAIN: Treat all brush hexes (18N3) as woods; Wheatfield's are in effect. Roads do not exist. A light breeze exists (all smoke drm's are halved, fractions rounded up). The bridge at R5 has no TEM or LOS effects. *VSQL players may download specialized maps from the SQLA website for this scenario.*

WG200.2: The Russians may utilize up to eight fortification points as part of their setup. Each entrenchment, roadblock, or wire, counts as one fortification point. 135 bunkers count as two fortification points, 157 bunkers count as three fortification points. No other fortifications types are allowed. The Germans receive with entrenchment counters as a function of the number of fortification points spent by the Russians. The number of German entrenchments is one half (FRD) the number of fortifications points spent by the Russian player. (Example; Russians use 7 fortification points, Germans get 3 entrenchments). Roadblocks may be placed in any hexside location.

WG200.3: German 548s are considered to be assault engineers with unlimited smoke making ability.

WG200.4: The PLC represents the Russian 9-0 Commissar and is always considered the highest-ranking leader in a hex (Commissar MCs are taken first). All units stacked with a Commissar have their morale increased by one. Unit is attempting to rally by a Commissar is immune from DM effects. However any infantry unit failing a rally attempt by a commissar is eliminated. Use a blank leader counter to represent the Commissar when playing face-to-face.

WG200.5: The Russian 458 are Guards Rifle units found in the ASL counter set. For those with COD, British 458s can be substituted. VSQL included these units by design.

WG200.6: SIDE SELECTION PROCEDURE: Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If

the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominate AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that bid. Please report the bid, winning side and comments (i.e. uneven die rolls at key moments), as this data will be used for balance modification the scenario prior to its published form.

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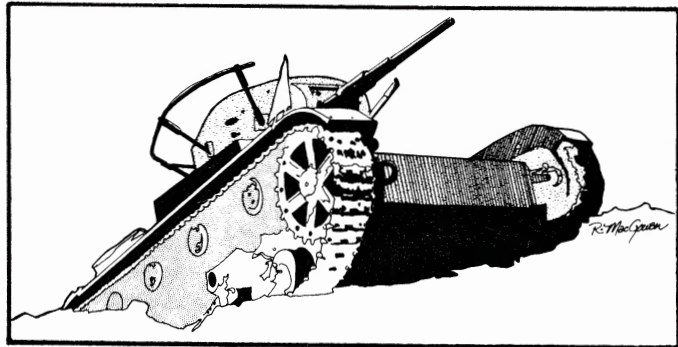
Scenario Design by Bill Thomson; Rev 0; Updated 091013

Graphic Layout by Bill Sosnicki

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THE CAPTURE OF BALTA

Scenario 13



THE UKRAINE, August 3, 1941: The 11th Army, advancing on the right side of Army Group South, skirted the Rumanian border with the Black Sea port of Odessa as its primary objective. The small town of Balta, located 120 miles northwest of Odessa, had changed hands several times during recent fighting, but was currently held by the Russians in battalion strength. As the German 239th Infantry Division attacked to the east of the town, and the Rumanian 6th Infantry attacked to the west, the 744th Engineer Regiment, less one company, was ordered to take Balta, preparatory to building a 24 ton highway bridge across the Kodyma River just south of the town.

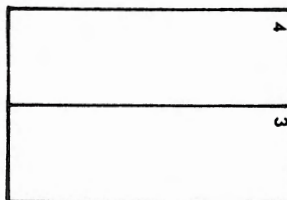
At the time, Company C, 744th Engineers under command of First Lt. Ehrhart, was temporarily attached to the 239th, repairing vehicular bridges east of Balta. Upon learning that his parent unit was encountering difficulty in reaching Balta, Lt. Ehrhart, on his own initiative, decided to take the town with a surprise attack by Company C from the east.

Rules Introduced: Sections 64-75

VICTORY CONDITIONS

By the end of turn 10, the Germans must make sure there are no Russian squads (broken or otherwise) in or adjacent to hexes 3Y1, 3Y2, 3Y3, 3Q1, 3Q2, and 3Q3. The Russian player wins by preventing the German victory conditions.

Board Configuration

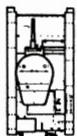


TURN RECORD CHART

★ Russian sets up first	1	2	3	4	5	6	7	8	9	10	END
★ Russian moves first											



Balta Garrison—Each entrenchment counter must be placed on board 4 in any numbered whole hex ranging from 4 to 7 and must be occupied by one squad or crew counter. The roadblock is to be set up west of row L inclusive on board 3. All other infantry must set up on board 3, west of row L inclusive, and must be placed in buildings or the roadblock hex. No more than one squad or crew counter can occupy a single building, entrenchment, or roadblock counter. Leaders may set up stacked with a squad or crew. The tanks may start anywhere west of Q1 inclusive.



4-4-7	2-3-7	1-5-1	1-5-1	1-5-1	HMG 6-12 B11+	MMG 4-10 B11+	LMG 2-6 B10+	5-7 Δ B12
-------	-------	-------	-------	-------	---------------	---------------	--------------	-----------

30

5

2

2

12 -2 -3 45L -/2x2	AT 57LL	Mtr 82 #10-30	Entrench	Roadblock
-----------------------------	------------	---------------------	----------	-----------

2

10

Enter on turn 5 on any south edge hex of board 3 west of Q1 inclusive:

12 -2 -3 45L -/2x2

2



Co. C, 744th Engineers set up on board 3 east of row H:

4-6-7	8-3-8	1-5-1	1-5-1	1-5-1	LMG 2-8 B12	20Δ -1 2	30 Δ A	14 0 -1 75*HS
-------	-------	-------	-------	-------	-------------	----------	--------	------------------

8

4

2

2

8

2

4

Enter on turn 3 elements of the 744th Engineer Regiment on the north edge of board 4 west of row H:

4-6-7	8-3-8	1-5-1	1-5-1	1-5-1	LMG 2-8 B12	30 Δ A
-------	-------	-------	-------	-------	-------------	--------

9

3

2

8

Elements Rumanian 6th Infantry set up on any north edge hex or half hex of board 4:

3-4-7	MMG 4-10 B11+	1-5-1
-------	---------------	-------

6

2

SPECIAL RULES

13.1 Hills 498 and 522 are considered flat open ground, (woods on hill 522 don't exist); hill 534 is treated as a wheatfield (building in I10 doesn't exist); hill 547 is treated as marshland. There is no higher elevation in this scenario other than the 2nd level of building 3N1.

13.2 The Russian may not use his radio to request off-board artillery prior to turn 5 when it has one module of 100mm support available. The radio may be used to direct indirect mortar fire after the first Russian player turn.

13.3 German Assault Engineer Squads (8-3-8) have unlimited smoke-making capacity.

13.4 Only Russian tanks may move and/or fire during the Russian player turn of turn 1. (Exception: German defensive fire vs tanks)

13.5 All German units on board 3 are considered concealed (25) during the first Russian player turn, regardless of their location. The concealment status of German units ends at the end of the first Russian player turn or immediately after firing (whichever comes first).

AFTERMATH: As C Company prepared for its assault, it was attacked by two Russian tanks. The company's engineers, with help from a commandeered assault gun, eliminated one tank and beat off the other. The attack on the town was soon delivered, catching the bulk of the Russian garrison by surprise. Three hours after the attack started, C company held the entire southern half of the town, after destroying additional Russian tanks with Demolition charges. Reinforced by elements of its own regiment attacking from the north, Company C proceeded on schedule with its assigned task of clearing the proposed bridge site of mines.

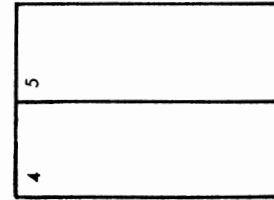
COUNTERATTACK ON THE VISTULA

Scenario 109



NEAR WOLA CHODKOWSKA, POLAND, August 6, 1944: As the Russian 8th Guards Army was expanding its bridgehead on the Vistula, they met with stiff German resistance. Using the Hermann Goering Division, which had just been brought up from Warsaw as a lead, the Germans mounted a number of counterattacks in an effort to eliminate the Russian bridgehead. After six repeated German attacks failed to achieve the needed breakthrough, a seventh assault supported by Tiger tanks forced the situation to its inconclusive end.

Board Configuration



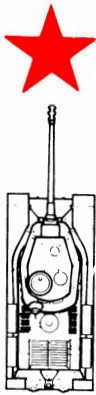
VICTORY CONDITIONS

The German player wins by being the last to occupy building 4P6 and both bridge hexes 5Y8 and 5Z9 without losing 8 squads. AFVs destroyed with crew count as two squads lost; without crew they equal a one squad loss. The Russian wins by avoiding the German victory conditions.

TURN RECORD CHART

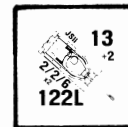
★ Russian sets up first	1	2	3	★ 4	5	6	7	8	9	END
✚ German moves first										

Elements of the 220th Rifle Regiment, 79th Division set up anywhere on boards 4 and/or 5 east of row N inclusive:



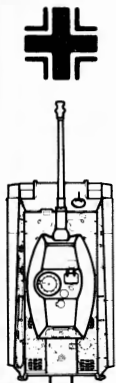
6-2-8	4-4-7	9-1	1-8	8-0	3	ATM X10	HMG 6-12 B11	ATR 12 B11	2-3-7	AT 57LL	Entrench
4	7				4	4		2			2

Enter turn 4 or later on any east edge hex north of 5G6 or north edge east of 5Y1 inclusive:



3

Elements of the Hermann Goering Division enter on turn 1 on any west edge hex(es) of boards 4 and/or 5:



4-6-8	9-2	9-1	7-0	LMG 2-8 B12	44a 3	8 4 X9	24 1S/7PP	21 1S/7PP	18 1S/5PP	88LL
8				5	4		3	2	2	2

SPECIAL RULES

109.1 Use rule 90 (Captured Equipment) & 85.6 for the panzerfausts issued to the Russian player.

109.2 Russian tanks may use only 1/2 of their MPs during their turn of entry.

109.3 Entrenchments may not be initially placed or constructed later on a gully hex.

109.4 The woods in hexes 5W9, 5X8, and 5Z8 are considered Open Ground.

109.5 Building 4P6 is a stone building.

109.6 ATRs may not immobilize a King Tiger.

AFTERMATH: With the last attack the German tanks moved right up to the Russian positions and fired at point blank range. With few heavy anti-tank weapons available, the Russians countered with grenade bundles, mines and captured panzerfausts left behind previously by retreating German troops. Soon the Guardsmen found they were no match for the combined arms assault and called for support which arrived in the form of heavy JS tanks. By the end of the day the Germans had finally been stopped but with each side suffering heavy losses.

THE TIGER OF ROMAGNY

Scenario WG241

B071216



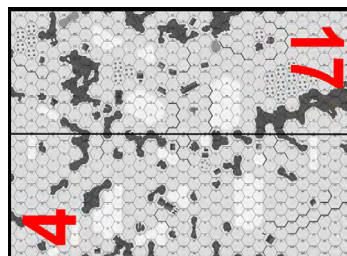
VICTORY CONDITIONS: The Americans win by being the last to occupy exclusively, with an unbroken unit both multi-hex buildings on board 17 at game end. The Germans win by avoiding the American VC.

TURN RECORD CHART:

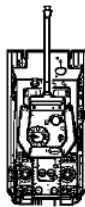
German Sets Up First	1	2	3	4	5	END
American Moves First						

Romagny, France, 9 August 1944: In an effort to relieve the surrounded units on Hill 314, American forces continued their attacks toward Mortain. 1st Battalion of the 119th Infantry Regiment, led by Major Robert Herlong, advanced from the west to take Romagny. The GIs were not going to repeat the mistakes from the previous day.

BOARD CONFIGURATION:



Forward elements of the 2nd Panzer Division - set up on any whole hex on board 17 east of hex row AA (inclusive):



SPW251/2	PzKwIV-H	PzKwVI-E	STG-III-G
18	13	13	13
1S/5PP	75L 4/2/4	88L 4/2	HS 105* 4/-
2			



Elements of 30th Infantry Division, 119th Infantry Regiment with armor support - enter on west edge:



M10	M4A3 (75)	M3 ht	Med Truck
15	15	20	28
76L 2/-/4	75 2/2/4	1S/7PP	1S/7PP
3	5		3

SPECIAL SCENARIO RULES:

WG241.1: Terrain: All walls and hedges are bocage (*See Mortain Campaign SSR*). Treat all brush and water obstacles as open ground; they do not exist.

WG241.2: The Germans are permitted to set up one squad (along with one leader and any support weapon(s) stacked with them) and the Anti-tank Gun (along with its attending crew) using HIP (42).

WG241.3: Germans may boresight.

AFTERMATH: Pinning down the tanks with the armored support, the American infantrymen pushed into the small village. At one point, the fighting was close in. The Germans brought their tanks into Romagny to push out the GIs. However, one lucky shot from a bazooka knocked out the Tiger tank and the Germans eventually fell back toward Mortain. A victory today, but the troops on Hill 314 would remain isolated for another day.

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Scenario Design by Pete Pollard; Updated 071214; rev A
Graphic Layout by Bill Sosnicki (B071216)

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Kharkov, August 7, 1943 - Following their victory at Kursk the Russians decided to immediately exploit the situation and reduce the German salient around Kharkov. The Germans fully expected this and rushed the crack 2nd SS Panzer to defensive positions on the high ground outside the city. On the morning of August 7th the Germans watched an incredible armored attack of several hundred tanks rolling forward in a single huge wedge that appeared unstoppable.

Victory Conditions

To win the Russian Player must exit 6 tanks off any west edge hex. Each German AFV eliminated counts as a tank successfully moved off the board. The German wins by avoiding the Russian victory conditions.

Turn Record 6 Turns - German sets up first - Russian moves first.

German - Elements of "Das Reich" Panzer Division, set up on any whole hex of boards 2 and 3: PzKw VI x2, PzKw VD, Nashorn, 9-1 Armor Leader, 9-2, 658 x3, MMG, '43b PF x3

Russian - Elements of Fifth Guards Tank Army enter on any east edge hex(es): KVIA x3 (1 AA MG), KVIC x3 (1 AA MG), T43, SU85 x2, T34/76B x6, T34/76C x6.

Special Rules

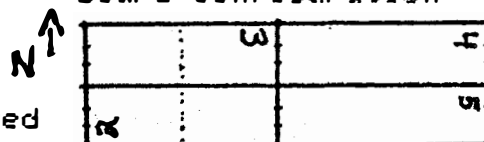
1. Only the hexes east of rows R and P inclusive on boards 2 and 3 respectively are Playable.
2. The Russians may use only 1/2 their MP on game turn one. Any AFV using its entire 1/2 MP allotment must roll for immobilization.
3. The Russian must Precommit his tanks to the hex(es) they will enter on, by stacking them off board adjacent to the hex each will use. The tanks must enter sequentially.
4. All Russian 76L armament hits with the "L" benefit but kills on the 76 column of the To Kill Table - not the 76L column as per the C.O.I. rules amendments.
5. The German armor leader may not occupy the Nashorn.
6. The Armor Crew Morale rules on Page 58 of the C.O.I. rules are in effect.

Attention SL fans! Our local group of SL lovers is designing a complete series of scenarios that covers all major areas of WW2. Our first set of scenarios will be ready to buy in January. Anyone interested can write for details prior to that time. Please include a self-addressed stamped envelope.
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Board Configuration



Mortain Campaign SSR

The following additional rules from *Crescendo of Doom* and *GI: Anvil of Victory* are required to play the Mortain Campaign. For your benefit they are reprinted here for quick reference:

118. ORCHARD



118.1 Any hex or half hex containing multiple dark green clusters is considered an orchard hex. An example of an orchard hex is 6H6. The term "orchard" is used to represent any wooded area without dense undergrowth.

118.2 The movement cost for entering an orchard hex is identical to that of Open Ground for all types of units.

118.3 Orchards have no terrain effect modifier of any kind. Therefore, target units moving through an orchard are not subject to the -2 defensive fire DRM for moving in the open. The TO HIT category for ordnance weapons firing at an orchard hex is "other".

118.4 Orchard hexes do not block LOS or penetration except as listed below. They are not considered "woods" for any purpose.

118.41 Units on the same level as the orchard may not trace a LOS through more than two orchard hexes inclusive of the target hex. MG penetration may extend through more than 2 orchard hexes but in so doing is resolved as Area Fire. Remember, however, that MGs must have a LOS to a target (or suspected target) in order to fire. Keep in mind that the green clusters do not obstruct LOS, they merely identify the hex as an orchard hex.

118.42 The hex directly behind an orchard hex in direct LOS from a firing hex of higher elevation is considered a blind hex and cannot be fired upon during any scenario taking place during April through November.

118.6 Orchards do not cause breakdowns or present any movement hindrance to vehicles.

118.7 Broken units may rout through orchard hexes without being eliminated due to the presence of enemy units in LOS and normal range. An orchard hex is not suitable cover for a broken unit to end its rout in, although they could remain in such terrain until a possible route to a woods or building hex exists.

130. LOCATION OF VEHICULAR HITS

130.1 Any non-deliberate immobilization TO HIT dice roll resulting in a hit vs. an armored target is considered to be a turret or upper body hit only if the colored die is greater than the white die. Otherwise, the hit is determined to have struck the hull. Such determination is made prior to application of any DRMs.

130.2 Any hit target, which is hull down to the firer, is always considered to have been hit in the turret or upper body.

130.3 If a turreted vehicle is hit in the turret the target facing for resolution on the AFV KILL TABLE is determined on the basis of the turret-covered arc, not the vehicular covered arc.

130.4 If an AFV receives a turret or upper body hit it is not subject to Random Immobilization (66. 1).

144.6 UNDERBELLY VULNERABILITY: Whenever an AFV crosses a wall/hedgerow hexside, or enters an elevated road hex through a non-road hexside, or exits a gully, or stream, any defender on the same elevation as the hex being entered, may attempt an underbelly shot by tracing his LOS to the hexside juncture on the hexside being entered. His LOS may not, prior to reaching the junction, cross any other hexside of the hex being exited. The moving player specifies which of the two-hexside junctures on that hexside he is crossing. Defending units in the hex being entered may DF as the AFV crosses the hexside before it enters the hex and executes any Overrun attack. If the defender has no LOS to that point he does not fire and may await another fire opportunity. If he does have a LOS to that point, any front vehicular facing hit, which would normally be a turret hit (130.1) is instead a hull bottom hit and is treated as an automatic Critical Hit (68.2-.3). A hull hit is treated normally. If fired on from a higher elevation, no underbelly hit is possible and normal

hull/turret hit location procedures would apply. Boresighting DRM's are applicable to the TO HIT DR, but not to the location of the hit dr.

149.21 HILL ROADS: The movement costs of hills and roads in the same hex are cumulative. Infantry moving up a hill road would still expend one MF per hex if the elevation does not increase and two MFs per hex if it does. Infantry would still receive one extra MF if it spends its entire MPh on the road. Vehicles would pay only 2 MP's + COT for moving onto higher terrain while moving along a road.

173 BOCAGE

173.1 BOCAGE: A bocage is a special form of hedge grown on top of low earthen mounds to form a natural wall. All rules that apply to walls are applicable to bocage except as modified below. Bocage are used only when specified by a SSR and are represented on the board by normal wall and/or hedge hexsides as specified by that SSR.

173.2 Unlike conventional walls or hedges, bocage are considered a level one obstacle to LOS and create a one hex blind zone to higher observers. However, same level fire may be traced through (but not along, unlike walls and hedges) a bocage hexside provided it originates and/or ends in a hex formed by that hexside. Any unit receiving fire through an adjacent bocage hexside is subject to a +2 TEM on the IFT. Armored and vehicular-sized targets are considered Hull Down.

173.23 The TEM for bocage is not cumulative with any other type of TEM. If eligible for both the bocage and other TEM's, the defender must choose the applicable TEM each time he is fired on, unless all fire is traced across a hedgerow hexside from non-adjacent firers. In the latter case, the defender must use the hedgerow TEM.



EX: The 4-6-7 in 6V4 is eligible for either the +1 TEM for the woods or a +2 TEM for the hedgerow, but is not eligible for both simultaneously even though it may claim both singly during the same fire phase. When the 6-6-6 in 6V1 fires on it, the German must use the +2 TEM for the hedgerow. But when the 7-4-7 in 6T3 fires, the German must use the +1 TEM for the woods.

173.3 CONCEALMENT - Units in a location that has one or more bocage hexsides and that all enemy LOS would pass through that bocage hexside, that unit is treated as being out of all enemy LOS for determining both its ability to gain and lose concealment, and it treated as being in Concealment terrain. Units that may initially set up as HIP may also use such locations (that is, it may be treated as a HIP location just like a building or woods hex).

173.4 To cross a bocage hexside during the MPh, infantry units must expend 1 MF+COT. Pushed or towed ordnance, and non-fully-tracked vehicles may not

cross a bocage. SW carried by infantry may cross a bocage hexside with the infantry unit.

173.5 Fully tracked AFV's may cross a bocage hexside at a cost of 6 MP's +COT. Reverse movement cannot be used to cross a bocage nor may external passengers ride an AFV crossing a bocage. AFV's crossing a bocage are subject to underbelly hits and bog. Bog modifiers are: German +2, American +1.

173.6 Dozer tanks and AFV's designated by a SSR as being equipped with the Cullin hedgerow device or similar equipment (after 7/25/44) may eliminate the bocage in the hex they traverse by expending all of their MP's in crossing that hexside and passing an ESB DR. Such vehicles engaged in clearing a bocage are not subject to underbelly hits. Mark the affected hexside with a Trail Break counter

TO HIT TABLE 33.3

Target Type/Range	1-6	7-12	13-24	25-39	40-59	60+
INF in bldg., shellholes, entrenched	8	8	7	6	5	3
INF in woods	8	8	6	6	5	4
INF in other	9	9	8	7	6	3
Vehicle is hull down	7	6	5	4	3	1
Vehicle is in woods/bldg.	9	9	8	7	6	3
Vehicle is in other	10	10	9	8	7	4
Gun	6	5	5	4	3	2

GUN TYPE MODIFICATIONS

Range/Gun Type	*	L	LL
7-12 hexes	+1	0	0
13-24 hexes	+2	-1	-1
25-39 hexes	+3	-1	-2
40+ hexes	+4	-1	-2

TARGET MODIFICATIONS

*J. Target is moving (Defensive Fire)	+2	N. Target is acquired (69.1)	+1
*K. Target is concealed	+2	*O. Moving target using 1 or less MPs or MFs in firer's LOS	+1
L. Target is in adjacent hex	-2	*P. Moving target using 3 or less MPs in firer's LOS	+1
M. Target is in bore-sighted hex (78.4)	-2	*Q. Target size (64.6)	+1

*Applicable to rocket shaped-charge weapons (PF, piat, bazooka, Psk)

HIT DETERMINATION DICE ROLL MODIFIERS 33.31

FIRER MODIFICATIONS

A. Tank firing outside Covered Arc	+2
B. Tank firing during Adv. Fire Phase after pivoting within hex during Movement Phase	+1
C. Tank firing during Adv. Fire Phase after moving to a new hex	+5
D. SP Gun/AT Gun firing during Adv. Fire Phase after pivoting within hex during Movement Phase	+3
E. SP Gun/AT Gun firing during Defensive Fire Phase after pivoting within hex during Defensive Fire Phase	+4
F. Intensive Fire (70.2)	+2
*G. Deliberate Immobilization (66.2) (side target facing)	+3
(66.2) (rear target facing)	+5
*H. Captured Ordnance (90.13)	+2
I. Buttoned Up (64.47)	+1

AP AMMUNITION

	ATR	20LL	25LL	40L	45LL	50L	57L	75*	76*	75L	88L	105L	88LL	100H	128L	150*
TARGET	15	37*	37	47*	37LL	47	47L	57	57L	57LL	122*	76	76L	90L	152	100L
AFV front	-2	-1	0	1	2	3	3	4	4	5	6	4	6	7	8	9
AFV side	-1	0	1	2	3	3	4	5	6	6	6	7	8	9	10	12
AFV rear	0	1	2	3	4	4	5	6	7	7	8	9	10	11	13	14
Unarmored	NA*	3	7	7	7	7	8	8	9	9	9	11	10	10	11	11

† must be within normal range

12.7 = 12.7mm or .50 cal HMG

15 = 14.5mm HMG

ATR = anti-tank rifle

(63.9) gunshields -4, guns -5

*See 51.4

HE AMMUNITION & SPECIAL WEAPONS

Target	30+	40+	50+	70+	100+	120+	150+	PSK	PF	PIAT	BAZ	ATM	DC	MC	FT
AFV front	-1	0	1	3	5	6	7	7	5	4	—	7	5		
AFV side	1	2	3	5	7	8	9	8	7	5	—	9	7		
AFV rear	2	3	4	7	9	10	11	9	8	7	10	11	10		
Unarmored	9	10	11	12	12	12	12	9	10	9	11	12	11		

AFV TO KILL MODIFIERS

A. As per individual target armor modifier	
B. Height advantage vs close topped armor (77.3)	-1
C. Height advantage vs open topped armor (77.3)	-3
D. Critical Hit (68.2)	AFV Rear -1

E. Range Effects on Penetration (65.2) AP or HEAT ammunition only

Gun Size/Range in hexes	1	2	3-6	7-12	13-24	25-39	40-59	60+
40mm or less	-2	-1	0	0	+1	+2	+4	+6
45mm or more	-3	-2	-1	0	0	+1	+2	+3

VEHICLE MOVEMENT COSTS CHART 30.4

* Requires die roll—see 39.1

** Halftracks not allowed

Terrain	Motorcycles & Armored Cars	TRACKED AFV	Truck/Jeep
through road hexside	1/2 MP	1/2 MP	1/2 MP
open ground	3 MP	1 MP	4 MP
through hex containing wreck/vehicle	2 MP/Vehicle +COT	2 MP/Vehicle +COT	2 MP/Vehicle +COT
higher terrain than previously occupied	4 MP +COT	4 MP +COT	4 MP +COT
woods*	NA	6 MP**	NA
wooden buildings*	NA	4 MP**	NA
over wall or hedge hexsides	NA	1 MP +COT	NA
outside of Covered Arc	2 MP +COT	2 MP +COT	4 MP +COT
shellhole, entrenchment	2 MP +COT	0 MP +COT	4 MP +COT
unload passengers	NA	2 MP	2 MP
stone bldgs., cliff hexsides	NA	NA	NA
smoke	1 MP +COT	1 MP +COT	1 MP +COT
enter gully	5 MP +COT	2 MP +COT	8 MP +COT
leave gully	9 MP +COT	4 MP +COT	12 MP +COT
reverse movement (71.1)	2 x COT	4 x COT	4 x COT

CLOSE COMBAT AFV KILL NUMBERS 36.2

Dice roll equal to or less than squad firepower
-1 DRM vs Open Topped AFV (72.8); -1 DRM vs AFV without MG

ARTILLERY ACCURACY 46.21

One die German, American, Russian
1, 2
1

IMMOBILIZATION 39.1

One die: British, Germans 5,6
Russians, USA 6
French 4,5,6

DEFENSIVE FIRE AFV IMMOBILIZATION NUMBERS 36.13

Location of Firing Units	Dice Roll
Leader unit only, any non-open ground	2
Squad in wheatfield	2
Squad in small bldg., shellhole, entrenched	3
Squad in woods or large bldg.	4

COUNTER BATTERY FIRE TABLE 45.4

2	Destroyed
3-5	Disrupted
6-12	No Effect

-1 modification for continuous shelling/turn

△	No leadership modifiers
□	No Long Range, Moving Fire, or Point Blank modifications
—	No terrain modifier (Underscore) flamethrowers only
-1	Add -1 to all fire on target hex
A	Man only by Assault Engineers or -2 leaders
B	Breakdown Number
CE	Crew Exposed
X	Eliminated
R	Repaired

COUNTER ABBREVIATIONS

x2	AFV MG factor may be used twice
S	Crew Survival (only vehicles with inherent crews)
HE	HE ammunition only (Overscore)
H6	HEAT ammunition
○	Main Armament Rate of Fire
MC	Morale Check for crew
P	Vehicle Portage Points allowed
*	Lessened Long Range Hit Probability

★	Unarmored vehicle
—	AP ammunition only (underscore)
V	Vehicle Target Equivalent (63.17)
-4	Small Target (64.6) white armor modifier
+1	Large Target (64.6) red armor modifier
22	Excess Speed Brkdown (79.3) red movement
#	Range limitations
□	+1 to armor modifier if hull down
FT	Flamethrower