



Onslaught to Orsha Questions, Errata, Clarifications

Thank you for purchasing Onslaught to Orsha, Operation Bagration and the destruction of Army Group Center. Heat of Battle is very proud of our new structure and the ability to bring you this action from the industries top designer. Even with the expanded Quality control some things always creep in the final product that are unintentional and some things we just plain missed. The Questions and Answers and errata that follow indicate the issues we know about as of **January 2003**. With the need to post the replacement page 11 and 12 you receive this sheet so you can soldier on. Please check our web site at www.heatofbattle.com for more issues. You may post questions to stededeth@attbi.com.

With this download version you receive pages 7/8, 9/10, 11/12, 13/14, 15/16, 17/18, and 25/26 with the following Q&A, Errata, Clarifications allready incorporated (they are marked with a yellow background).

1. The Russian RG chart has three lines moved over so that the CG max is missing.
A. Yes that is changed by the replacement page that is sent individually to each pre-order customer and included in all modules after October 10th. Identification of the defective page is accomplished by looking at the Russian RG chart and noticing the Footnote letters in the first column where numbers should be.
2. Counter sheet: There seems to be misprinted Armor leaders!
A. Yes there is a misprint, however, there is a greater need for Russian AIs in this game so we do not view this as an issue.
3. Counter Sheet: One of the 44C Stomovicks have a larger star.
A. Yes, you can still see the 2 on the counter.
4. 8.621 Clarification: There is a reference to HW RG type but this type does not exist in RG Charts (HW section are part of I-type RG). You should use "HW1", "HW2", etc. in the RG Charts, right?
A. Yes HW in 8.621 is meant in this rule to cover all HW section types
5. 622: There is a contradiction between the rule and the example for the additional MMG in a Depleted RG: dr<2 or dr<3?
A. Yes, this should be dr =< 4 and dr =< 3
6. 8.623 Clarification: You make reference to HW Platoon but RG Charts list only HW Section.
A. Section and Platoon are used interchangeably
7. German RG Chart: Is note 'b' missing for I7 (i.e., crew for the HMG)?
A. No, as both are Cupolas with INHERENT crew, but we may have to add a "-" (so it reads HMG and MMG Cupola).
8. 8.7 Clarification: "for each Infantry RG" excepted HW Sections which do not include note 'e' in the RG Charts.
A. This is correct, the RG Chart takes precedence, as note "e" does not apply to these
9. 9.5: Where are steps 9.619, 9.620 and 9.621 in the RePh sequence?
A. On page 14 RePh sequence add 9.619, 9.620 and 9.621.
10. 9.6054: The word "along" is missing at the end of line 6, before "a(n)".
A. Correct, insert "along" between "," and "a(n)" in Line 6
11. 9.6095: Change "8.6093" reference to "9.6093".
12. 9.6113: What do you mean by "that side's column" line 4-5?
A. Ignore (sides were originally seperated by Nationality).
13. Page OTO25 (PT Examples): hexes coordinates are wrong. In example 2 line 10, it should be "<10" not ">10"
14. The OtO scenario cards have the same historical Perspectives is this a misprint?
A. No it is intentional. All of the first few scenarios cover different segments of the exact same action or battle. We are just giving the player the opportunity to play different segments of the battle.
15. 8.611 change the note to read:
"...At the completion of the last RePh, any and each remaining German CPP counts as a Victory Point earned by the Russians.."
16. CG4 lists the Game End dr to be conducted at the end of turn 6, but the map on turn 5, which is correct?
A. The Map is correct. Game End dr starts at the end of turn 5.
17. 8.618 GERMAN RG TABLE: change the following RG to read:
G3 2cm FlaKvierling 38
G5 105 ART (leFH 18)



18. OB13 “Cat’s Lair”
HSR 4 states: “No Fortifications (EXC: Mines) may set up HIP”, but the Germans do not have any mines, or?

A. Correct, delete the Exception.

The Russian ZIS-5 truck is listed with 33PP Capacity, but should have only 29PP, or is it the wrong truck?

A. The counter clipart is erroneous, it is the ZIS-5, with 29 PP as in Chapter H.

19. 9.6112 MMC Battle Hardening Table:
Line 4 should read:

DR 5-6

20. 8.71 Russian Leader Chart should read:

DR	German	Russian	DRM
≤ 1	10-3, 9-1, 8-0	10-3, 9-2, 8-0	+1 Depleted
2	10-2, 9-1, 8-0	10-2, 9-1, 7-0	+/- Historical
3	9-2, 9-1, 8-0	9-2, 9-1, 7-0	+1 German I2
4	9-2, 8-1, 8-0	9-1, 8-1, 7-0	-1 Russian I2,
5	9-2, 8-1, 7-0	9-1, 8-0, 8-0	I4, I5
6	9-1, 8-1, 8-0	9-1, 8-0, 7-0	
7	9-1, 8-1, 7-0	8-1, 8-1, 7-0	
8	9-1, 8-0, 8-0,	9-1, 7-0	
9	8-1, 8-0	8-0, 7-0	
10	8-1, 7-0	8-0, 7-0	
11	8-0, 8-0	7-0, 7-0	
12	8-0, 7-0	8-0, 6+1	
≥ 13	8-0, 6+1	7-0, 6+1	

Additional Q&A:

A. Is a Counter Battery Module the same as a normal OBA module for Retainment purposes?

No. A Counter Battery Module is considered used if it makes an attack DR, as it would never place a FFE.

B. Does a Counter Battery Module count against each side’s limit of three/four OBA modules?

No.

C. Can the Germans enter on the north edge of the map?

Yes. Refer to Entry Area on Pages 6-7. For better clarification, insert “ the north edge” between “edge”, “and” on last sentence of page 6.

D. Can OBA Modules be Retained and used to exceed that sides daily maximum?

They may be Retained to exceed the limit, but the Germans are

limited to using three and the Russians four total OBA modules per CG Scenario.

E. Aircraft. Can they be retained and then a bunch brought in at one time.

For each side a maximum of 2 RGs may be on the map at one time (i.e. up to a possible 6 total aircraft per side. No additional aircraft may be entered (nor rolled for entry) until all aircraft of one of the RGs have exited/been destroyed.

F. Was the intent really to allow a 10-3 *and* 9-2 for the Russians with a final DR ≤1? If the Russians buy max infantry day 1, they have about 30% chance to get 2 or more sets of 10-3/9-2, and 8% chance of 3 or more sets. If more reasonably, they buy max infantry except for the engineers, it’s still 23% chance of 2 or more sets and 5% chance of 3 or more sets.

Yes, One strategy for the Russians could be to load up with infantry on the first day. He would get better leadership that could carry through. However, this is a risk as he may loose many troops to Artillery and on board Guns that are not engaged against masses of armor.

F. Are there supposed to be 2 sniper counters per side like most CGs? We couldn’t find anything in the rules that mentions this.

No. Only one sniper per side.

Why?

There are a significant amount of OT AFVs, lots of critical crews, and there are many DRs per turn which increase the chance of activating a sniper i.e., during playtesting we determined that one sniper was adequate.

G. Can I see hex R5 from hex M3.

No. It is an EmRR, so it acts like a wall or Hillock, thus blocking LOS.

H. How many Bombardments can be used on a CG Date, i.e., can you save them for future scenarios?

The Russians are limited to using 2 Bombardments per CG Date.

I. Can the Russian Flamethrower tanks recover from an ‘X’ status of a flamethrower.

No, but they remain in the game like any other AFV.



J. 6.33 is confusing, does this mean that a rocket can never achieve a Critical Hit when using ATT?

Per 6.32, yes, a CH can be achieved and would be resolved normally per C1.55. The intent of 6.33 is that there is no chance of a 'Direct Hit'.

K. Does a Russian Barrage generally follow a north-south or an east-west pattern.

North-south.

L. Can a unit at 1/2 Level (ex. an Em RR) see through an In-Season Orchard to a unit at ground level? Can a unit at 3/4 level (Slope) see through an In-Season Orchard to a unit at ground level?

No to both.....Perry sez

M. Does the 42 DB and the 44 FB come with bombs?

Yes.

all future errata will be found at:

www.heatofbattle.com

Also look for our new Tournament director's page

<http://www.heatofbattle.com/atf.htm>

that will guide you through our prize procedure and highlighting scenarios for use.

Thanks to our playtesters!!

The guys at Heat of Battle





The German north edge entry area moves west as the CG proceeds, and is always ≥ 5 hexes from the most western north edge hex controlled by the Russians; the west edge is always an Entry Area for the Germans.

Equipment: Any SW/Gun/Vehicle that can be part of a side's OoB. Any counter that can be portaged/driven/manhandled about the map.

Escape: A step in the RePh process by which a unit attempts to exit an Isolated Location, No Man's Land, an enemy Setup Area, or Uncontrolled Territory that it cannot remain in, to a friendly Setup Area or Eligible Entry Area; **9.606**.

FPP (Fortification Purchase Points): Used to purchase fortifications in RePh **8.8**.

Front-Line Hex: Each Location that belongs to a(n) (Alternate) Hex Grain of a Perimeter marked in RePh step **9.605**. Each Front Line Location is part of a "loop" of adjacent Front Line Locations.

Full Strength: A RG received complete (All Russian and German forces are at full strength on 23AM).

Initial Scenario: The first scenario of a CG. A CG's Initial Scenario gives each side's setup/entry restrictions, starting OoB (possibly including predetermined RG, units, and a pool of CPP/FPP to spend on additional RG/fortifications), and SSR applicable only to that Initial Scenario.

Isolated Area: A group of adjacent Isolated Locations.

Isolated Location: A Location that lies within the Perimeter Area of both sides.

LVP (Location Victory Point): ⁸ Each Map Section has several Locations marked with a red dot that contains a white number. This number corresponds to the VP value of that Location. If the K33 bridge is destroyed, the gully Location becomes the LVP (the last side Controlling the bridge automatically retains/gains Control of the gully and thus the LVP). Other LVP hexes that become Blazes are considered Controlled by the Russians. Once consumed by a Blaze (**9.609**) either side can gain/maintain control.

No Man's Land: Locations that are either outside both Perimeter Areas or part of a type A (i.e., unoccupied) Isolated Area (**9.606**).

OoB (Order of Battle): All the units, Equipment, and Fortifications of a side that are eligible to participate in the next CG scenario. Includes all Retained units and Equipment, plus all RG purchased since the last CG scenario.

Perimeter: All of the (Alternate) Hex Grains formed by the placement of the Perimeter markers enclosing a section(s) of the map. Although the (Alternate) Hex Grains marked out in RePh step **9.605** might produce \geq one Perimeter "loop" (i.e., one [or more] "main loops" and one [or more] Pockets), there is still only one Perimeter per side.

Perimeter Area: All hexes enclosed by, and including, a

side's Front Line Locations (**9.605**).

Plt (Platoon): A CG RG organization type.

Pocket: An Isolated section of the Perimeter Area created in the RePh step **9.6056-9058**. A Pocket may never include any map edge hex.

RePh (Re-organization Phase): The series of steps performed between CG scenarios are OtO CG RePh rules/steps.

Retained: All units/Equipment in a side's OoB that are available for on-map/off-map setup in the next CG scenario; i.e., all that remain available from the last CG scenario, all RG purchased since the last CG scenario but prior to the current CG Day, and all RG purchased on the current CG Day and specifically allowed to set up on-map. Retained units/Equipment (important: see **9.6133** for FT/DC) should be kept in a separate and safe place when not on-map.

RG (Reinforcement Group): Usually a number of units/Equipment purchased, as a group, for the use on the CG as additions to a side's OoB. Also includes FPP.

RG Purchase Record: The sheet used to record the units in/ information-for each CG RG type (see **8.618**). One line is filled out for each RG purchased. HOB grants permission to photocopy the one provided herein for personal use.

Sect (Section): A CG RG organization type.

Strategic Location: Each entrenchment/pillbox/Cupola/RR/north-south edge map locations, locations occupied by a non-abandoned Immobile vehicle with functioning MA, or locations occupied by an unhooked gun possessed by a crew are Strategic Locations.

Strength: An I, V, or G type RG is received at Full or Depleted Strength; see **8.621**.

Weapon: Any SW/Gun/Vehicular-armament/OBA using the IFT/TH table(s) to cause damage to the opponent.

8.3 THE CG SCENARIOS: The parameters for the Initial CG Scenario are given in **8.5-51**. Additional scenarios, for the CG's remaining 3 CG Dates, are generated in a special between-CG-scenario sequence called the Re-organization Phase (RePh); **9.5**. The CG continues until the CG End (**8.2**). The "start lines" (or, Front Line Locations, to use the game term) in a CG scenario are determined by Locations Controlled by both sides at the end of the last-completed CG scenario.

8.31 Balance: Should each player wish to play the same side (A26.5), or if it is determined one side has an edge, the following Balance can be applied to the CG:

 **Russian:**

The Russians win at CG end if they have accumulated ≥ 18 VP

 **German:**

The Russians win at CG end if they have accumulated ≥ 22 VP



8.4 CAMPAIGN GAME HISTORICAL SPECIAL RULES:

The following OtO CG HSR apply in *all* CG Scenarios and RePh.

CG1. MAP. The entire map is in play for all CG Scenarios.

CG2. All OtO HSR (found on the Chapter Divider) are in effect except as amended below.

CG3. WEATHER. EC and Weather for each CG scenario are determined in RePh step **9.618** [EXC: the Initial Scenario lists the weather for that scenario]. Wind Force (and direction, if necessary) is determined in RePh step **9.2**.

CG4. GAME END. The Turn Record Chart for all CG scenarios is located on the OtO map. All CG scenarios have a variable game length. At the end of **game turn 5**, and at the end of each Game Turn thereafter, the German player makes a Game End dr: if it is \leq the circled number in the current turn's box on the OtO CG Turn Record Chart the game ends immediately.

CG5. TERRAIN CHANGES. During the course of the CG, alterations of printed mapsheet terrain are bound to occur, all of which become "permanent" (barring subsequent Clearance/Removal or Deactivation if applicable). All counters for Fortification, Rubble, Trailbreaks, Shellholes and wrecks are left on-map from scenario to scenario. Any terrain Ablaze at scenario end is resolved as per RePh **9.609**. A wreck in a terrain Blaze is not removed from play; instead, it remains on-map (still treated as a LOS hindrance) and in step **9.6091** of the next RePh will become a Burnt-Out-Wreck. A Burnt-Out-Wreck may neither catch Fire nor be Scrounged, nor may it be removed from play as per **D10.4**. A Burnt-Out-Wreck is a LOS Hindrance in the same manner as a normal wreck.

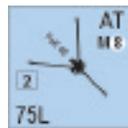
CG6. MASSACRE. Massacre is not allowed in the OtO CG.

CG7. RETAINED RG. Each RG, or part thereof, not entering-play/used during a CG scenario is still available for the next CG scenario. Furthermore, each purchased RG, or part thereof (including any Pre-Registered hex[es]/Offboard Observer assigned to an OBA RG), is Retained until Eliminated/Recalled in a CG scenario or its subsequent RePh. For purposes of this rule, an OBA RG is considered "used" if one FFE:1 counter from that module was placed on board in the last scenario. A retained OBA RG retains any Offboard Observer and all Pre-Registered-hex[es] assigned to that OBA RG. A retained OBA RG may have an Offboard Observer (up to a total of ONE) added during re-organization, but no (new) Pre-Registered hex(es) may be added.

CG8. OPTIONAL VEHICULAR EQUIPMENT. For both sides Optional MGs must be rolled for individually per **H1.41/H1.22**. If so equipped, no additional CPP cost is assessed.

CG9. STATUS MARKERS. During its setup, each side may opt to secretly record the BU, CE, TCA, bogged, Immobilized, abandoned, malfunctioned, disabled, and/or Low-Ammo status of its vehicles/Guns in lieu of placing the appropriate marker(s) on them. Place the actual marker(s) when the piece is non-concealed and within 16 hexes of a known enemy unit that has LOS to it.

CG10. CONCEALMENT. The Germans set up concealed as if the Russians were entering from offboard. Russian infantry units (and their possessed Equipment) setting up in concealment terrain may be set up concealed, regardless of enemy LOS. Such "?" need not be purchased; i.e., each is placed freely. Otherwise, **A12.12** applies normally. Eligible units may be concealed prior to the opponent viewing the setup. "?" purchased in the RePh are used as Dummies.



CG11. BORE SIGHTING AND GUNS. BS is N/A. Non-vehicular Guns can only be moved ≤ 4 hexes [EXC: 5/8" mortars ≤ 8 hexes] from previous Locations between CG scenarios [EXC: may set up in any friendly Perimeter non-Isolated Location during RePh between 23PM and 24AM. Non-vehicular guns setup in buildings/pillboxes/trenches cannot be moved during any RePh]. Russian Guns may also set up in tow ≤ 2 hexes from previous Locations and may be moved during the scenario. Revealed guns do not start the next scenario HIP, but may be concealed. HIP Guns that do not lose that status during a CG scenario retain HIP for the next CG scenario.

CG12. RG SETUP/ENTRY. All RG purchased on the current CG Date may either setup or enter as defined by *a* or *b* below. All voluntarily Retained RG/units may setup anywhere within that side's Perimeter in a non-Isolated Location.

a) German RG. All Purchased German RG may setup on that CG Date anywhere within their Perimeter in a non-Isolated Location. The Germans may opt to spend one less CPP (NA for Cupolas/Guns/OBA/FPP) for any number of RGs and enter it from off board or retain it. [Note: All Purchased/Retained units must either be setup or enter no later than turn 2 of the 24pm CG scenario. German units not placed on board in this manner immediately count as CVP for the Russians].

b) Russian RG. All Russian RG enters from off board on the east edge during the Initial Scenario [EXC: the Russians may opt to expend one additional CPP (per RG) for any number of RGs and set them up on board in hexes numbered ≥ 42 ; this also includes any OoB given RGs]. RGs purchased after the Initial Scenario may set up in a non-Isolated Location of the Russian Perimeter ≥ 9 hexes from a German Front Line Location⁹. Starting with CG Date 23 PM, the Russians may spend one less CPP for any number of RGs and enter them from off board or Retain them.

CG13. OBA. The Russians are limited to using a maximum of four and the Germans a maximum of three OBA modules per CG Scenario. When an OBA module is selected as a RG, the player may freely select a radio or field phone [EXC: Bombardment, Rocket module (which comes with an Offboard Observer), or purchase of an Offboard Observer]. Each German Security Area must be traced (as per **C1.23**) to any friendly-Controlled west map



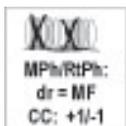


edge hex. Each Russian Security Area must be traced (as per **C1.23**) to any friendly-Controlled east map edge hex. Russian Offboard Observers are set up at level 2 on east edge hexes; German Offboard Observers are set up at level 2 on west edge hexes. Additional levels of “height” for the Off-Board Observer may be purchased.

CG14. MAP EXIT. A unit that exits the map for any reason is considered Eliminated, as are any Weapons it may possess. [EXC: a vehicle Recalled due to low ammo, a Russian unit that exits the west edge for Victory Points, and those removed from the map per **9.607**].

CG15. SELF RALLY. Each side may attempt to Self Rally \leq two (not just one) non-Disrupted broken MMC, provided (as per **A18.11**) both attempts are carried out before other friendly MMC Rally attempts.

CG16. FORTIFICATIONS. All Fortifications may use HIP during setup, but are placed on map after all setup (including turn 1 forces entering from offboard) is complete, regardless of LOS [EXC: mines, which lose HIP status normally].¹⁰



8.5 Initial Scenario: Included below is the information required to begin the On Track to Orsha CG. For the Initial Scenario, players begin by purchasing Reinforcement Groups and the subsequent steps for preparing those units for play.

8.51 OtO Campaign Game: *ON TRACK TO ORSHA*
CG DATES: 23 AM - 24 PM (four CG Dates) June 1944

The 16th Guards Rifle Division was one of three heavily reinforced



infantry divisions that were to create holes in the German lines and allow tank forces of the 2nd Guards Tank Corps of the 5th Tank Army to make rapid and deep penetrations along the Moscow-Minsk Highway. The zone of the 16th was south of the highway, and along the Smolensk-Minsk Railroad. They were reinforced with the following units: 148th Tank Regiment (mineroller tanks), 63rd Guards Heavy Tank Regiment (KVs), 517th Tank Regiment (FT tanks), elements of several Self-Propelled Artillery Regiments, 2nd Guards Assault Engineer-Sapper Brigade, as well as numerous towed artillery units. The Soviet forces trained as a combined arms team prior to the attack, and were well prepared. In most sectors of Army Group Center, the Germans had relatively thin lines, and most armor and heavy artillery was stripped to defend expected areas of attack. The area of the highway had seen much heavy fighting in the winter of 1943-44, and the Germans expected an attack to come in this direction. When German intelligence detected the buildup of artillery and armored forces, as well as the movement of ammunition, their reaction was to ensure forces in this area retained significant combat strength. The 78th Sturm Division, already the most powerful 'infantry' division in Army Group Center, maintained

its structure which included the 189th Assault Gun Battalion (Stugs), a Heavy Tank Destroyer Battalion (PzJgIII/IVs)¹¹, 5th Nebelwerfer Battalion (120mm Mortars)¹², and Army Antiaircraft Battalion 293 (mix of 88s/20s). These forces defended from probably the most dense network of mines, trenches, and bunkers in Army Group Center. Special rotating bunkers (MG Cupolas) were built to house machine-guns as well.

OPERATIONAL OBJECTIVES:

The Russians win if at the end of the last CG Date they have amassed ≥ 20 VP. 1 VP is awarded for each of the following: LVP currently controlled, for every 20 CVP earned, and every 20 EVP earned. CVP are earned normally, EVP are earned for Russian units exiting off the west edge. [CVP and EVP are cumulative from scenario to scenario. i.e., if the Russians earn 30 CVP, they get 1 VP and start the next scenario already having earned 10 CVP; When determining CVP and EVP totals for the one point determination, each type of point is separate. i.e. 20 CVPs = a VP and 20 EVPs equal a VP but they are not combined.]. See also **OtO CG 12a** and **9.619**. Players can use the EVP, CVP, and overall VP charts on the OtO map to track the totals for the Campaign Game.

ATTACKER: In all four CG Dates the Russian is the Attacker and the German is the Defender. In every Scenario the Germans set up first and the Russian moves first.

TACTICAL OBJECTIVES:

The Russians win the Initial CG-Scenario if at Scenario End they have amassed ≥ 5 VP as defined in the CG Operational Objectives. Thereafter the Russian must earn ≥ 7 VP in a CG scenario to claim victory.

INITIAL-SCENARIO SET UP SEQUENCE: The German player sets up first; the Russian player moves first.

INITIAL HISTORICAL SPECIAL RULES:

1. See OtO HSR. Weather is Overcast with Wet EC.
2. All (OoB given and purchased) RGs are received at Full Strength.
3. The Russians receive 2 Bombardments per Russian RG note *m*.
4. On turn 1 the Russians receive four 44A Fighter Bombers without rockets, and each must make a PTAB availability dr per **6.6**. All the OoB given FBs are recalled at the end of turn 2. These aircraft may attack even if the Weather is Overcast or Rain (for either case the Sighting TC DRM for Overcast is applicable per **HSR OtO5**.) Other FBs purchased enter per **E7.21**.
5. Cupolas purchased on this CG Date may set up HIP with no additional FPP expenditure.
6. Make two Armor Leader DRs (**8.72**) for the T-34/M43s.
7. The Russians cannot purchase Fortifications (Foxholes) in the initial Scenario.



AFTERMATH: The Russians opened with a massive artillery preparation at 0500 which pounded the German positions. Russian aircraft also participated in the 'bombardment', even through a rainstorm, pounding targets all the way from the front line to the division headquarters. The Russians attacked with mineroller tanks leading the way and the heavy tanks and engineers trailing them. The heavy assault guns, waves of infantry, and flame-thrower tanks were next. Following were more infantry and the lighter SU-76 Assault Guns. By 0900 the Russian horde was attacking into the teeth of the defense. Losses were very high on both sides, especially for the Russians. Some forces began to break through, but dismounted antitank teams took a heavy toll on the Russian armor, and the German positions were mutually supporting and strong in depth, preventing any significant advance by the infantry. The rapid breakthrough was not achieved on the first day. Higher commands, now showing more flexibility than previously for the Russians, saw that penetrations were being made further north, and began to send the 2nd Guards Tank Corps in that direction. Even so, the Russian attack continued along the highway the next day. Once again the Russians suffered staggering losses, but this time the Germans were unable to hold the position as their own losses were too high, and they realized that the penetrations to the north would soon surround them. In the early afternoon of the 24th, Russian 'assault teams' started to capture some of the key objectives. With this the German defense started to waver and fell back. The Russians stayed on their heels and consolidated over 2 kilometers of ground by nightfall.

8.6 CG commencement and set up steps.

8.61 Initial OoB and Purchasing Reinforcement Groups.

 **INITIAL GERMAN OoB:**
Reinforced elements of Regiment 195, Sturm Division 78 (ELR:3) (SAN:3)
 Set up in hexes numbered < 42 or per **OtO CG 12a.**

RG: I1 (Rifle Co. I 467)
 2 x HMG Cupola
 2 x SdKfz 10/4
 AT-Ditch x5
 Wire x 10
 Trench x 10
 4 Minefield hexes each containing 3AT and 6 AP mines
 66 CPP

 **INITIAL RUSSIAN OoB:**
Reinforced elements of 16th Guards Rifle Division/36th Guards Rifle Corps/11th Guards Army (ELR:4) (SAN:3)
 Enter turn 1 or later on the east edge (All, some, none may enter on any turn) or setup per **OtO CG12b.**

RG: 3 x V5 (PT-34 Mineroller Plt.)
 RG: 2 x V4 (KV-1S Plt.)
 RG: I5 (Eng. Co. 628)
 4 x T-34/M43
 Bombardments (IHSR#3)
 6 x Medium Trucks (6 ea. GAZ-MM)
 68 CPP

8.611 Purchasing Reinforcement Groups²¹: Both sides secretly allot CPP for the purchase of RG. All CPP expended are subtracted from that side's current CPP total. The CPP expended, those remaining, and the RG(s) purchased may all remain secret. Each side consults its respective RG chart for the different types of RG available, the CPP cost of each, the number of each that may be purchased during the course of the CG, and any special notes pertaining to each. As each RG is selected, record its ID (and CPP expended to purchase it) in the "RG Purchased" column, on the line for the current CG Date, on the CG Roster. After all RG are selected write the total CPP expended in the "Spent" column of the CG Roster for the current CG Date. Then write the number of CPP remaining, even if zero, in the "Left" column for the current CG Date. Any CPP remaining may be used in Recon (RePh step 8.9), or to purchase further RG in any subsequent RePh step **8.619(-.6197).**

NOTE: *At the completion of the last RePh, any and each remaining CPP counts as a Victory Point earned by the Russians.*

Each RG chart contains the following columns:

.612 ID: Provides alphanumeric identification for each RG. All Infantry RG have an ID of "I", all Guns "G", etc.

8.613 GROUP TYPE: Lists the name of the RG. This name and its ID are secretly recorded on the purchasing side's RG Purchase Record (RePh **8.618**).

8.614 FULL/DEPLETED UNIT TYPE: Lists the type(s) of units that each RG contains. The numbers listed immediately to the left and right of the "/" represent the number of that Unit Type received at Full and Depleted Strengths respectively (RePh step **8.621**). HW Platoon RG use **8.623** to determine Depleted Strength; OBA Modules use **8.624**. The number of aircraft received is determined as per **E7.21**.

8.615 CPP COST: Lists the CPP cost of the RG (regardless of its later determined Strength). This is the number of CPP that must be subtracted from the purchasing side's current CPP total in order to receive that RG. See also **OtO CG12**.

8.616 Date - CG DATE MAX: Lists the maximum number of RG of this type that may be purchased per CG Date. RGs given in a CG Initial Scenario OoB (**8.5**) never count against this maximum.

8.617 CG - CG MAX: Lists the maximum number of RG of this type that may be purchased during the course of the CG. Players must keep a written record (using the RG Purchase Record; **8.618**) of each RG purchased during the CG in order to know if additional RGs of that type are still available for purchase. RGs given in a CG Initial Scenario OoB (**8.5**) never count against this maximum.

8.618 RG PURCHASE RECORD: After all RG for the current CG Date have been selected (and CPP expended for them), the RG Purchase Record must be updated. In order to record all units/Equipment received in a RG, one line of this sheet must be



GERMAN REINFORCEMENT GROUP CHART AND NOTES

ID	TYPE	Notes	CPP	Date	CG	Notes
I1	Rifle Co. I, 4-6-7 x 12/9	c e	7	2	4	
I2	Rifle Co. II, 4-4-7 x 12/9	c e	6	2	4	<i>a:</i> Roll for Armor Leader/Platoon Leader availability on table 8.73
I3	Pioneer Plt., 8-3-8 x 3/2	a c d e	6	2	4	<i>b:</i> Each MG/Mtr/Gun is set up with a 2-2-8 Crew
I4	Assault Plt., 5-4-8 x 3/2	a c e	4	2	4	<i>c:</i> Subject to Depletion
I5	HW Sect. I, HMG x 2	b c	2	3	6	<i>d:</i> Units are Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7)
I6	HW Sect. II, 81mm MTR x 2	b c	3	3	6	<i>e:</i> SW and Leader types are determined per 8.622 and 8.7
I7	HW Sect. III, HMG-, MMG-Cupola		5	3	5	<i>f:</i> Each OBA Module may also purchase up to two (2) Pre-Registered hexes (C1.73). Each such hex costs an additional CPP. Each Pre-Registered hex is retained as long as the module it is assigned to is retained. Barrage is N/A with purchased OBA modules.
V1	TD Plt. I, Pz Jg III/IV x 3/2	a c	6	2	4	<i>g:</i> Each module may fire Smoke and HE only.
V2	TD Plt. II, Marder II x 3/2	a c	5	2	4	<i>h:</i> Offboard Observer is at level 2 on a friendly controlled west map edge. Location is secretly recorded prior to Russian set up.
V3	AG Plt. I, StuG IIIIG x 3/2	a c	6	2	4	*Players may expend 1 (and only 1) additional CPP to increase the level of an offboard observer. Thus, an offboard observer may never be higher than level 3 (CG13).
V4	AG Plt. II, StuH-42 x 3/2	a c	6	1	2	<i>i:</i> A Maximum of 20% FRU of available CPPs for any CG date may be spent on FFP/ Minefields (M1 & M2).
V5	SP Flk. Sect. I, SdKfz 10/4 x 2/1	c	2	2	4	<i>j:</i> Minefield consists of 8 minefield hexes containing 8AP and 3AT mines each. Minefields must be set up along a single hexrow or hex grain adjacent to one and only one minefield hex of the same minefield.
V6	SP Flk. Sect. II, SdKfz 7/1 x 2/1	c	3	2	2	<i>k:</i> These units are purchased as stated. F1= the Stuka as presented in E7.403. F2 = the DB43 as presented in OtO 5. F3 = 44FB
G1	AT Plt. I, 75L (PaK 40) x 2/1	b c	5	2	5	
G2	AA Plt. I, 88L (FlaK 18 o.36) x 2/1	b c	7	2	4	
G3	AA Plt. II, 20L (FlaKvierling 38) x 2/1	b c	6	2	3	
G4	AA Plt. III, 20L (FlaK 38) x 2/1	b c	3	2	5	
G5	Art. Sect. I, 105 (leFH 18) x 2/1	b c	5	1	2	
G6	Art. Sect. II, 75* (sIG 18) x 2/1	b c	4	1	3	
G7	Art. Sect. III, 150* (sIG 33) x 2/1	b c	6	1	2	
G8	Mtr. Sect. I, 120mm (GrW 42) 2/1	b c	4	1	2	
O1	100+ mm OBA Module	f g	3	2	6	
O2	120+ mm OBA Module	f g	4	1	3	
O3	150+ mm OBA Module	f g	5	1	3	
O4	Offboard Observer	h *	1	2	6	
O5	Counter Battery Module		5	1	4	
F1	DB Type '42 Stuka	k	1	1	4	
F2	DB Type '43 Stuka	k	1	1	2	
F3	FB Type '44	k	1	1	2	
M1	Fortifications (50 FFP)	i	1	5	10	
M2	Minefield	j	2	2	4	
M3	SAN # Increase		2	1	4	

filled out for each RG purchased (or given in an Initial Scenario OB) in order to keep track of the number purchased thus for in the CG (8.611). The listing below helps to explain how each column of the RG Purchase Record is intended to be used.

8.62 RG STRENGTH, WEAPONS, AND LEADERS

8.621 Infantry, Gun, And AFV Strength: Using the RG Strength Table, each player makes a separate DR for each Infantry, Gun, AFV, and HW (HW Sect.) RG he has purchased that is denoted with note "c". A Full-strength RG receives the number (of specified units) listed to the left of the "/" in its respective G chart and line; a Depleted RG receives the number listed to the right of the "/" (8.614).

8.621 RG STRENGTH TABLE

Final DR	RG Strength	DRM
≤ 8	Full Strength	+/- Friendly
≥ 9	Depleted	Historical DRM

8.622 INFANTRY COMPANY SW: To determine the number of SW received by each Infantry RG, consult the chart below. A Full Strength Infantry RG receives the entire complement of SW listed for it not in parenthesis; for those SW listed by a number in parenthesis, one is received by making a dr ≤ that number. A Depleted RG must make a dr ≤ to 4 to receive each SW not listed in parenthesis; for those SW listed by a number in parenthesis, one is received by making a dr ≤ that number. Record each SW

RUSSIAN REINFORCEMENT GROUP CHART AND NOTES

ID	TYPE	Notes	CPP	Max	CG	Notes
I1	Rifle Co., 4-4-7 x 11/8	c e	5	2	4	a: Roll For Armor Leader availability on table 8.73. b: Each MG/Mtr/Gun is set up with a 2-2-8 Crew. c: Subject to Depletion. d: Units are Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7). e: SW and Leader types are determined per 8.622 and 8.7. f: Each OBA Module may also purchase up to two (2) Pre-Registered hexes (C1.73). Each such hex costs an additional CPP. Each Pre-Registered hex is retained as long as the module it is assigned to is retained. g: Each module may fire Smoke and HE only. However, each Russian OBA module may only fire ONE SMOKE mission per scenario. h: Each module is HE only. i: Offboard Observer is at level 2 on a friendly-controlled west map edge. Location is secretly recorded prior to German set up. * Players may expend 1 (and only 1) additional CPP to increase the level of an offboard observer. Thus, an offboard observer may never be higher than level 3 (CG13). j: Make a dr for each vehicle; 1-4 is a PT-34(L), 5-6 is a PT-34. k: Make a dr for each vehicle; 1-3 is a KV-8S, 4-6 is a KV-8. l: Make a dr for each Gun; 1-3 is a 45LL Model, 4-6 is a 45L Model. m: Each Bombardment affects a 5 hex radius from a center bombardment hex. There are no immune hexes. See also KGP U.S. RG Note b. n: For each FB RG, make one dr to determine type of FB received. Then make a dr for each aircraft to determine if it is equipped with PTAB. On a dr 1-2 aircraft has PTAB. See OTO 6.6 o: May expend one extra CPP to receive a number of GAZ-MM trucks equal to the number of Guns received. The truck must enter towing the Gun or be set up adjacent to a Gun from that same RG.
I2	Guards Rifle Co., 4-5-8 x 11/8	c e	7	2	5	
I3	SMG Co., 5-2-7 x 9/7	c e	4	1	4	
I4	Guards SMG Co., 6-2-8 x 9/7	c e	6	1	4	
I5	Engineer Co., 6-2-8 x 8/6	c d e	10	1	4	
I6	HW Sect. I, HMG x 2; .50 Cal x 1	b c	4	2	6	
I7	HW Sect. II, 82mm Mtr. x 2	b c	3	2	4	
V1	AG Plt. I, SU-76M x 2/1	a c	3	2	5	
V2	AG Plt. II, ISU-122 x 2/1	a c	5	2	5	
V3	AG Plt. III, ISU-152 x 2/1	a c	5	2	5	
V4	Tank Plt. I, KV-1S x 2/1	a c	4	3	5	
V5	Tank Plt. II, PT-34 Mineroller 2/1	a c j	6	3	3	
V6	Tank Plt. III, ATO-42 x 2/1	a c	6	2	4	
V7	Tank Plt. IV, KV-FT x 2/1	a c k	5	2	3	
V8	Tank Plt. V, KV-PT34 x 2/1	a c	4	2	2	
G1	Art. Sect. I, 76* INF (obr. 27) x 2/1	b c	3	2	2	
G2	Art. Sect. II, 76L (obr. 39) x 2/1	b c o	5	2	2	
G3	AT Plt. I, 45L/45LL (obr. 32/42) x 2/1	bclo	4	2	3	
G4	Mtr. Sect. I, 120mm (PM obr 38) 2/1	b c	5	1	2	
O1	70+ mm OBA Module	f g	3	2	8	
O2	120+ mm OBA Module	f g	4	2	8	
O3	150+ mm OBA Module	f g	5	1	3	
O4	120+ mm OBA Rocket Module	h	2	1	2	
O5	200+ mm OBA Rocket Module	h	3	1	2	
O6	Offboard Observer	i *	1	3	12	
O7	Counter Battery Module		4	1	4	
B1	Bombardment	m	7	2	6	
F1	Stormovik See OtO 6		1	2	8	
M1	Fortifications (50 FPP)		1	2	6	
M2	SAN # Increase		2	1	4	
M3	Reconnaissance		2	1	4	

received in its appropriate column on the RG Purchase Record on the RG's line.

EX: The German player Purchases Rifle Company I. If the Company is received at Full, he gets LMGx3 and MMGx1; he must roll ≤ 3 to receive an additional MMG. Had the company been Depleted, he would receive the LMGs/MMG on a dr ≤ 4, and the additional MMG on a dr ≤ 3.

German	LMG	MMG	PsK	FT	DC
Rifle I	3	1; (3)	1	0	0
Rifle II	3	1	1	0	0
Pioneer	1	0	0	1	2
Assault	1	0	0	0	1

Russian	LMG	MMG	ATR	FT	DC	50 MTR
Rifle	1	1	1	0	0	1
Gds Rifle	2	1	1	0	0	2
SMG	0	0	0	0	1	0
Gds SMG	(3)	0	(3)	0	1	0
Engineer	1	0	0	2	5	0

8.623 HEAVY WEAPONS: A Full-Strength HW Section receives all the Weapons and Personnel listed for it in its respective RG Chart. If the Section is Depleted [a MG Cupola RG is always received Full], make a Secret dr for each such Weapon: an Original dr ≤ 4 results in that weapon being received (along with the applicable crew); if ≥ 5 that Weapon and crew are forfeited. [EXC: At least one Weapon is always received with a HW RG]. Each Weapon received must set-up/enter possessed by a unit of its respective RG on the first CG scenario in which it participates. Record each Weapon received in its respective column on the RG Purchase Record.

8.624 OBA MODULE RG²²: To determine the Strength of each OBA Module RG purchased [EXC: Counter Battery Module], make a Secret DR for each on the appropriate table



below, applying the appropriate DRM listed in the Historical DRM chart (9.6161). Record the strength of the RG in the "Str." Column of the RG Purchase Record on that RG's line.

8.624 OBA STRENGTH TABLE

DR	German	DR	Russian
2	Plentiful Ammo	≤ 5	Plentiful Ammo
3-8	Normal Ammo	6-11	Normal Ammo
9-12	Scarce Ammo	≥ 12	Scarce Ammo

8.7 LEADER DETERMINATION: For each Infantry RG (EXC: HW Sect) purchased (or OoB-given), make a Secret DR on the 8.71 table to determine the number and type(s) of Leaders received for that RG. Each Infantry leader must setup/enter stacked with a MMC of his respective RG only during the first CG scenario in which he participates [EXC: If Retained off-map for an entire scenario].

8.71 LEADER TABLE

DR	German	Russian	DRM
≤ 1	10-3, 9-1, 8-0	10-3, 9-2, 8-0	+1 Depleted
2	10-2, 9-1, 8-0	10-2, 9-1, 7-0	+/- Historical
3	9-2, 9-1, 8-0	9-2, 9-1, 7-0	+1 German I2
4	9-2, 8-1, 8-0	9-1, 8-1, 7-0	-1 Russian I2,
5	9-2, 8-1, 7-0	9-1, 8-0, 8-0	I4, I5
6	9-1, 8-1, 8-0	9-1, 8-0, 7-0	
7	9-1, 8-1, 7-0	8-1, 8-1, 7-0	
8	9-1, 8-0, 8-0,	9-1, 7-0	
9	8-1, 8-0	8-0, 7-0	
10	8-1, 7-0	8-0, 7-0	
11	8-0, 8-0	7-0, 7-0	
12	8-0, 7-0	8-0, 6+1	
≥ 13	8-0, 6+1	7-0, 6+1	



8.72 ARMOR LEADERS AND PLATOON LEADERS:

For each AFV platoon, or platoon sized infantry unit received (even if Depleted), Roll on the following chart to determine the leadership quality. Armor Leaders make a DR, while Engineer/Assault Platoons make a dr. Each armor leader received for an AFV platoon must begin each scenario in an AFV of that platoon if possible.



8.73 ARMOR LEADER/PLATOON LEADER TABLE

	German Eng/Assault Plt. dr	German AL & Russian AL DR	drm/DRM
≤ 1	9-2	10-2	-1 Russian KV Plt.*
2	9-1	10-2	+1 German*
3	8-1	9-2	+1 Mineroller Plt.*
4	8-1	9-1	+1 Depleted unit
5	8-0	8-1	
6	8-0	-,-	*AL DR only
≥ 7	7-0	-,-	

8.8 PURCHASING FORTIFICATIONS: Fortifications, which are received by spending FPP, may be purchased on each CG Day (the Russians may only purchase Foxholes) if the player has the requisite FPP (purchased in RePh step 8.611). All FPP unspent upon the completion of this step are forfeited. As Fortifications are selected, the specific types (and strength, if mines) must be recorded on the CG Roster in the "Fortifications" area. However, the actual on-map positioning of Fortifications may be deferred until that side sets up for the next CG scenario.

FORTIFICATION	FPP Cost
Foxhole 3/2/1 Squad Capacity	3/2/1 *
Trench Counter	6
AT-Ditch Counter	18 **
AP Mine	2 per Factor
AT Mine	4 per Factor
"?" Counters	1 per counter
Wire Counter	13
PillBox	(a+b+c) x 2
HIP	5/3/2/1
<p>The Germans may pay double the cost for infantry not possessing 5/8" ordnance to set up HIP in shellholes. Cupola/squad/HS/crew(SMC) respectively. No more than 10% (FRU) of the German's non-Reserve Infantry squads (plus all SW/SMC set up with them in the same Location) may set up using HIP in a scenario. Guns and their manning crew may freely set up using HIP, as per A 12.34. Neither side may purchase HIP for Cloaked Reserve units/"?".</p>	
<p>* The Russians may only expend FPP on Foxholes; Purchase during the initial scenario is NA.</p>	
<p>** Max purchase is 15 during CG</p>	

8.9 RECONNAISSANCE: Only the Russians can make a Recon dr, provided it first expends the required CPP for this purpose. They deduct one (or two, for beneficial drm on its Recon dr) from its current CPP total (presently shown in the CG Roster's "Left" column) and records the new total in the "Start" column of the next CG Date. If the Russians do not decide to use Recon, its current CPP total is simply copied in the "Start" column of the next CG Date. The number in the "Start" column always shows the side's CPP total at the start of that CG Date. A Recon Final dr is the number of Locations which the Russians can reconnoiter

that CG Date, and it is recorded on the OoB CG Roster sheet in the "Recon" column for the current CG Date. The process of inspection does not occur until all on-map setup has occurred; see 8.91 for further information on the effects of Recon.

8.91 RECON INSPECTION: After all setup is complete and all Fortifications [EXC: mines] have been placed on board, the Russians may declare the Location(s) they wish to reconnoiter (8.9), if any. Each reconnoitered Location must be ≤ 7 hexes from the nearest friendly-Controlled hex. "Reconned" hidden units are placed in their setup Locations concealed. The Russians also receive right of inspection of those units (A12.16), regardless of LOS. If any hidden mines are in the Location, they must be revealed and placed on-map; however, the type and strength is not revealed. All inspected stacks in Concealment terrain may regain any "?" they previously had, regardless of LOS. The Russians could also recon a pillbox in order to determine its contents.

Recon	drm
Spent 2 CPP	+3
23/24 AM Scenario	+2
Russian	+1

9.0 OtO CG Scenarios Victory Conditions: In the Initial CG-Scenario the Russian Player wins by accumulating ≥ 5 VP. In each scenario after the first, the Russian Player must accumulate ≥ 7 VP for Scenario Victory.

9.1 WIND AND SETUP

9.2 WIND: Prior to setup, roll for Wind Force/Direction (B25.63-.64). If a Mild Breeze results and there is ≥ 1 Blaze on-map (9.609), place Drifting Smoke counters immediately.

9.3 SCENARIO COMMENCEMENT: Players are now ready to begin the First CG scenario. Both sides announce their current ELR and SAN. Since the Russians are always the attacker, they always move first and the Germans always set up first.

9.4 SCENARIO END: At the End of the first CGS, the Reorganization Phase takes place. The rules from 9.5 through 9.621 will govern the RePh action that will take the players back to Purchasing Reinforcements and commencement of play .

9.5 RE-ORGANIZATION PHASE (RePh): The following steps (9.601-9.624 then 8.611-9.3) are performed simultaneously by each side during the RePh, which occurs after each CG scenario. Each step (and sub-step) must be carried out in the numbered/lettered order given; those not applicable to the current situation may be omitted. Those steps listed below marked with ** are already presented in rules and must be completed between each scenario.

RePh Sequence

- 9.601 Conclusion of Melee
- 9.602 Marker Removal
- 9.603 Rally and Unloading
- 9.604 Encirclement, Minefields, Bog, Shock
- 9.605 Perimeter Determination
- 9.606 Isolation
- 9.607 Clearing the Map
- 9.608 Prisoners
- 9.609 Extinguishing Blazes
- 9.610 Wounded Leaders
- 9.611 Battle Hardening and Promotions
- 9.612 New CG Date and SAN Adjustment
- 9.613 Equipment Repair and Replenishment
- 9.614 Armor Withdrawal
- 9.615 Fortification Removal
- 9.616 CPP Replenishment
- 9.617 ELR Loss/Gain
- 9.618 Weather and EC Determination
- 8.6 Purchasing Reinforcement Groups **
- 8.6-8.72 RG Strength, Weapons, and Leaders **
- 8.8 Purchasing Fortifications **
- 8.9 Reconnaissance **
- 9.2 Wind and Unit Setup
- 9.619 Isolated Unit Setup
- 9.620 Ammunition Shortage Removal
- 9.621 Non-Isolated Unit Setup
- 9.3 Scenario Commencement

9.601 CONCLUSION OF MELEE: All opposing units in the same Locations are automatically in Melee, and must undergo a (unlimited) number of Melee rounds until no more CC attacks can be made. Units are free to perform normal CCPh activities associated with Melee (i.e., attack, Capture, Withdrawal, etc.) The Russians are always considered to be the ATTACKER. Following the conclusion of the first round of RePh Melee in a Location, each still-hidden/concealed unit therein is revealed, each pinned unit therein becomes unpinned, each CX counter is removed, and each Stun counter on a vehicle is flipped to its "+1" side. Vehicles with a Motion counter in a Melee hex remove their Motion counter immediately before CC starts in that hex.

9.6011 ORDER OF RESOLUTION: Resolve all Melees on the map in a mutually agreeable sequence [i.e.: in alphanumeric sequence (e.g., A1, then A10, then B5, then B15, etc.)].

9.602 MARKER REMOVAL: All markers/counters listed below are removed from the map at this time (Right of Inspection does not apply to non-revealed stacks):

- a) SR and FFE counters;
- b) Smoke counters;
- c) Acquisition counters;
- d) DM, Disrupted, Fanatic, Berserk, HD markers, and Dummy Stacks;
- e) CX, Motion, CE, BU, and Labor markers;
- f) Sniper counters.



9.603 RALLY AND UNLOADING: All currently broken units of both sides automatically rally, even if Disrupted. No DR are made. All Passenger/Rider Personnel and Equipment may [EXC: at the conclusion of a PM scenario they must be unloaded] be unloaded into their Vehicle's Location (a unit unloading into an AP minefield is not immediately attacked, but **9.6042** will apply). When step **9.603** has been completed, CG-Scenario End has occurred.

9.604 ENCIRCLEMENT, MINEFIELDS, BOG, SHOCK

9.6041 ENCIRCLEMENT: Each Encircled unit [EXC: prisoner] must take a separate ITC (leadership DRM may apply if present and at owner's choice). If it passes its ITC, it remains in the present Location (Encircled markers are not removed until **9.6064**). Failing the ITC results in the unit's immediate Elimination [EXC: Encircled Vulnerable PRC of an Immobile vehicle are Eliminated, leaving the vehicle abandoned]. Each prisoner that an Eliminated Encircled unit was Guarding must, if possible, be claimed by another unit in that Location friendly to the Eliminated unit. If the prisoner is not claimed, it is considered Rearmed (**A20.551**) and may automatically possess any Equipment dropped by its Eliminated Guard. Otherwise, any Equipment that an Eliminated Encircled unit possessed is left in the Location unpossessed.



9.6042 MINEFIELDS: Each Mobile vehicle (and its Vulnerable Inherent crew/riders, if required; **B28.43**) in any type of minefield undergoes the appropriate type(s) of mine attack(s), fully resolved in the normal manner, as if it is attempting to exit the minefield Location [EXC: if the crew breaks, it is unloaded in Good Order into the minefield's Location]. Each infantry unit in an AP minefield hex (including a crew that just unloaded due to a minefield attack) must take a NTC (leader's DRM can apply); failure of the TC causes Casualty Reduction. [EXC to both: A unit theoretically able to exit the minefield hex without being attacked by the mines and without having to enter a minefield/enemy-Controlled Location need not take the NTC; ex: via a Trailbreak]. In all cases, each surviving unit must remain in its respective Location in that minefield hex until its Perimeter is determined in **9.6066**.

9.6043 BOG: Each non-abandoned, bogged/Mired vehicle must undergo Bog Removal attempts (**D8.3**) until it is either unbogged or immobilized (MP expenditure is irrelevant).

9.6044 SHOCK/UK: Each Shocked/UK AFV must undergo recuperation attempts (**C7.42**) until either the marker is removed or the AFV is Eliminated.

9.605 PERIMETER DETERMINATION: The Front Line between the Russians and Germans is now determined. In general, each side attempts to draw a closed "loop(s)" of adjacent Locations around a section of the map by marking

and connecting (Alternate) Hex Grains. The section thusly enclosed is the Perimeter Area. When fully completed (at the end of step **9.6066**), the Perimeter Area must contain every friendly unit, and may contain some enemy units. Each side is free to try and enclose as many Locations within its Perimeter Area as it is able to, without violating any rule. If the "loop" is determined properly, each side will be able to start at any Front Line Location and, by moving only into an adjacent Front Line Location, and never re-entering the same Front Line Location, eventually end up back at that starting Front Line Location.

9.6051 NO MAN'S LAND: Since each side is marking a Perimeter, there are often sections of the map outside of both Perimeter Areas and sections where the two Areas overlap. Hexes outside of both Perimeter Areas are No Man's Land, as are hexes within both Perimeters that contain no units; **9.6062**. The overlapping hexes containing units are Isolated Areas. A Strategic Location can never be a No Man's Land Location, as one side will always Control it.

9.6052 CONTROL MARKERS: Each side may (at any time during/after a CG scenario) place a friendly Location Control marker in a Strategic Location (see Definitions: **8.2**) that it currently Controls (or is awarded Control of, as per **A26.13**), if that Location's Control might affect victory determination or alignment of the Perimeter. The Control marker must be removed (or flipped over) if the Controlling side loses Control of that Location. Note that non-Strategic Locations may still be Controlled (as per **A26.11-12**) but never receive a Control marker.

9.6053 MAP EDGE MARKERS: First a Perimeter marker is placed in each friendly-Controlled map-edge hex that is adjacent to an enemy-Controlled map edge hex. Each such marker is then pointed towards another friendly Perimeter marker along a map-edge (Alternate) Hex Grain that is devoid of enemy-Controlled hexes. Since the Control of map-edge Locations is especially important, players are urged to leave the map-edge Perimeter markers on map during play. Note that the map-edge Perimeter markers usually occur in pairs, pointing towards each other.

9.6054 PERIMETER MARKERS: Each side now places Perimeter markers, one at a time, in Locations that contain a friendly Infantry MMC/Control-marker; it makes no difference which side places first, or if both sides place simultaneously. As each Perimeter marker is placed, it must be pointed towards a Location containing another friendly Perimeter marker, along a(n) (Alternate; **E12.11**) Hex Grain that is devoid of non-SMC enemy units/Control-markers. In addition, the new (Alternate) Hex Grain may not overlap another friendly (Alternate) Hex Grain (even on the map edge) [EXC: in a hex already containing a friendly Perimeter marker]. The placement of Perimeter markers must continue in this manner until each side has formed a closed "loop" of connecting (Alternate) Hex Grains (including map-edge [Alternate] Hex Grains) which that side is satisfied encloses the largest Perimeter Area legally possible (although at this point not always encompassing every friendly unit). It is possible to have > one such closed "loop" in this manner. The markers in this step "build on" the map-edge markers placed in the previous step.



9.6055 READJUSTMENT: Each side is free to remove or readjust their previously-placed Perimeter markers until satisfied with its Perimeter, as long as all of the markers are legally positioned. A side may even start over, but it must begin again with step **9.6053**.

9.6056 POCKETS¹³: Each friendly unit still outside its Perimeter Area is in a Pocket [EXC: a SMC alone cannot create a Pocket]. In order to enclose friendly unit(s) within a friendly Pocket, two (if possible) Perimeter markers are placed simultaneously in hexes that contain such friendly non-SMC unit/control marker. The two markers are pointed towards each other along a(n) (Alternate) Hex Grain that is devoid of non-SMC enemy units/Control markers. After the two markers are thusly positioned, additional Perimeter markers may (if possible) be placed (as per **9.6054**) in order to expand the Pocket and enclose other friendly unit(s). Nor any map-edge hex (if the latter should happen, see **9.6057**). If a Pocket consists of only one hex, no Perimeter marker is needed since the units enclosed will remain on-map and must set up in that hex for the next scenario [EXC: Escape; **9.603**]. All Pockets are Isolated Areas and part of the friendly Perimeter Area, even though physically separate from the main Perimeter Area.

9.6057 If the process of expanding a Pocket adds a map-edge hex to a Pocket, that section of the Perimeter Area ceases to be a Pocket and is considered to be a "normal" section of the Perimeter Area (i.e., as if it had been marked out in step **9.6054**). The Isolated status of any Location within that section does not change.

9.6058 At this point, each side gains Control of all non-Isolated Locations within their Perimeter Area and removes all enemy Control markers from such Locations. Each friendly SMC that is still outside of the friendly Perimeter Area is Eliminated. Each Location of an Isolated Area maintains its present Control status; all No Man's Land hexes become un-Controlled.

9.606 ISOLATION: Isolated Areas are of four types (A-D), based on the units enclosed therein:

- A) No unit(s);
- B) Only SMC of one or both sides;
- C) MMC/vehicle(s) of one side;*
- D) MMC/vehicle(s) of both sides;*

* The presence of SMC (of either side) does not alter the classification

9.6061 EFFECT ON UNITS¹⁴: In a type B Isolated Area each enclosed SMC must attempt to Escape (**9.6063**). In a type C Isolated Area each enemy SMC must attempt to Escape. In a type C/D Isolated Area each unit/Weapon enclosed begins the next scenario with Ammunition Shortage (**A19.131**) [EXC: Escaped (**9.6063**); Eliminated (**9.6094-6095, 9.610, 9.6132, and 9.6134-6136**)]. The ID of some may need to be recorded to distinguish them from others not suffering the same penalties. See **9.6242** for setup restrictions in Isolated Areas.



9.6062 EFFECT ON HEX CONTROL: Each type A, and each type B, Isolated Area becomes No Man's Land [EXC: If all of the Controlled Locations (i.e., ignoring

No Man's Land) ADJACENT to a type A or B Pocket (only) are Controlled by one side, all Locations of that Area become non-Isolated and pass to the Control of that side. If this occurs, the enemy Front Line Locations that delineated the Pocket are no longer considered Perimeter Locations for that side]. Each Location of a type C Isolated Area is Controlled by the occupying side. Each type D Isolated Area has some Locations Controlled by each side.

9.6063 ESCAPE FROM ISOLATION: Any unit in an Isolated Location may attempt to Escape by making a DR on the Escape Table. If more than one Infantry unit in the same Location wishes to Escape, they may combine themselves into one or more stacks. Each stack then makes its own Escape DR. One German squad stacked with each leader may freely Deploy. Any SW/Gun may be dropped or transferred/dismantled (if possible) prior to its possessor's Escape attempt. Guns cannot accompany an Escaping unit [EXC: if dismantled].

Final DR	Infantry	Vehicle
< 8	Escapes	Escapes
9	Escapes, Replaced (1,2)	Escapes
10	Escapes, Cas. Reduced (2)	Abandoned (3) (crew Escapes)
11	Escapes, Replaced then Casualty Reduced (1,2)	Abandoned (3) (crew Eliminated)
≥ 12	Eliminated	Eliminated (3) (CS NA)

- 1: A unit that would become Disrupted is Eliminated instead.
- 2: Use Random Selection for a stack.
- 3: In current hex and facing

DRM:

- +x (Armor) Leader/Heroic DRM (NA to a lone SMC)
- 1 If lone, unwounded SMC
- 1 If ≤ 2 hexes from a friendly-Controlled, non-Isolated hex
- 1 If adjacent to friendly-Controlled, non-Isolated hex
- +1 Per HS equivalency > 1 HS using same Escape DR*
- +1 Per PP > IPC being carried (unit with most excess PP determines this DRM for a stack; a stacked leader may combine to increase a MMC's IPC)*
- +2 If Encircled*
- +2 Captured AFV

*NA to AFV

9.6064 ESCAPE RESULTS: If a unit survives the Escape attempt it and each SW/Gun portaged by it is Retained. All Encircled markers are now removed.

9.6065 If the Escape of a unit(s) changes the type of an Isolated Area, **9.6061-6062** must be consulted again to determine the effects on remaining unit(s) and hex Control.

9.6066 DRAWING THE PERIMETER¹⁵: The Perimeter determination procedure is now complete. Both sides should



now record their Perimeter on a photocopy on a reduced-size OtO map found on the back of the Chapter OtO divider (e.g., both sides draw their Perimeter on the same photocopy, using a different colored marker for each Perimeter drawn). Mark each hexside that a friendly Front Line Location shares with a No Man's Land or non-Isolated, enemy-Controlled Location. This procedure converts the connecting (Alternate) Hex Grains into a more understandable form on the reduced-size map. The type (A-D) of an Isolated Area should also be recorded.

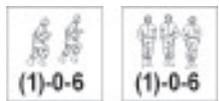


9.607 CLEARING THE MAP: Each player now removes all remaining non-Isolated units/Equipment from friendly-Controlled Locations and places them in their proper box on his copy of the Chapter OtO divider (8.15). [EXC: A Gun/AFV in either a Building Location/Trench/Pillbox (OtO CG11) and Immobile vehicles are left on the map].

9.6071 ISOLATED AREAS: Units/Equipment in Isolated Areas are not cleared from the map, and each must be left on the map in its current Location.

9.6072 RETAINED EQUIPMENT AND SCROUNGING: All removed items, as well as all Equipment left on-map, are considered Retained by the side Controlling its location. Each such item may be Eliminated [EXC: an AFV becomes a wreck or burnt-out wreck] if its Retainer wishes to do so, after any desired Scrounging attempt (D10.5).

9.6073 HIDDEN FORTIFICATIONS: Each Location that contains a hidden minefield and is now owned by the Russians is placed on map with its composition/strength revealed. Each on-map Fortification (i.e., from previous CG scenarios) is Controlled by the side Controlling its Location, regardless of which side Controlled it previously.



9.608 PRISONERS¹⁶: All prisoners Guarded by a non-Isolated unit are Eliminated. An Isolated Guard may retain possession of his prisoner(s)

(though the latter may be freely transferred to another friendly unit in the same Isolated Area), or free them. If freed, prisoners are automatically Retained by the side friendly to it. An unarmed MMC is Replaced by a friendly Conscript MMC of the same size; a freed SMC is Replaced by its original SMC type.

9.609 EXTINGUISHING BLAZES: Each Location that is marked with a Blaze counter (not Flame) at game end is considered to have its terrain features consumed by the fire. During the following sub-steps (9.6091-.6097) remove each Blaze counter and make the appropriate terrain alterations.

9.6091 BURNING WRECKS: Each Burning Wreck has its Blaze marker transferred to the Burnable Terrain (if any) in its Location (one of the following sub-steps will apply to the newly created terrain Blaze); otherwise, that Blaze marker is removed. The Wreck itself is replaced with a Burnt-Out-Wreck counter (OtO CG5).

9.6092 BRUSH, ORCHARD, WOODEN RUBBLE: Mark each location as Open Ground (i.e. by using a Rice Paddy Bank counter; G8.21); previous terrain features do not exist [EXC: Shellholes].

9.6093 BUILDING: Place a wooden rubble counter in the building Location that contains a Blaze. Each Isolated unit/Equipment that would have been confined to setting up in that building is Eliminated, and those formerly Isolated rubble hexes become Controlled by the opponent.

9.6094 FLAME SPREAD: For each Flame, make a dr; 1-4 it is removed, 5-6 it becomes a Blaze. All such Blazes will be in effect at the start of the next CG scenario. Each Isolated unit/Equipment confined to setting up in a Location now containing Blaze is Eliminated (replace an AFV with a Burnt-Out-Wreck).

9.6095 FORTIFICATIONS: Each Fortification/Equipment in a Blaze Location (including a building just reduced to rubble per 9.6093) is Eliminated [EXC: Entrenchment/Pillbox, although all Equipment therein is Eliminated].



9.610 WOUNDED LEADERS: Each side makes a dr for each currently wounded leader. On a Final dr of ≤ 2 the leader is retained in his wounded state. On a Final dr ≥ 3 the leader is considered to have sustained wounds serious enough to require his evacuation (or, if Isolated, to have died from his wounds) and is Eliminated. There is a +1 drm if the leader is confined to setting up in an Isolated Area (9.6061; 9.619).

9.611 BATTLE HARDENING AND PROMOTION

9.6111 RECOMBINING: All Retained same-class HS with the same strength Factors must now Recombine (A1.32) so that no more than one of each HS type is Retained. [EXC: Isolated HS may only Recombine with other Isolated HS of the correct type allowed to set up in the same Isolated Location(s); 8.618].

9.6112 HEROES AND MMC: On each side, each Retained Hero [EXC: heroic leader; 9.6113] is Eliminated; however, each such Elimination enables that side to Battle Harden one MMC of the owner's choice (in the same Isolated Area as that Hero, if applicable). In addition, each side now makes one Secret DR to determine the number of Retained Infantry MMC eligible for Battle Hardening. In all cases, an Elite MMC (as well as a crew) which is Battle Hardens becomes Fanatic (but only for the duration of the next scenario; 9.602d) No MMC may Battle Harden more than once per RePh.

9.6112 MMC BATTLE HARDENING TABLE

Final DR	# of MMC	 DRM	
≤ 0	4	-3 Friendly side won this scenario	
0-1	3	-1 Per 30 CVP (FRD) amassed by player in previous scenario	
2-4	2		
5-6	1		
≥ 7	0		

9.6113 LEADER: On each side, each Retained Heroic leader Battle Hardens and loses his heroic status [EXC: a heroic 10-3 loses his heroic status with no additional effect]. Each side also makes one Secret DR to Battle Harden a Retained Infantry leader, using the following table [EXC: 9.6114]. If the leader selected is not currently Retained by that side or was already Battled Hardened due to being Heroic, the player may Battle Harden the next lower grade Retained non-wounded leader if possible.

9.6113 LEADER BATTLE HARDENING TABLE

DR	Leader Type	DRM
≤ 2	10-2*	-2 Side won Last CG Day's Scenario
3	9-2*	-1 German
4	9-1*	
5	8-1*	
6-7	8-0	
8-9	7-0	
10-12	6+1	

*May Ignore in order to BH lower grade leader

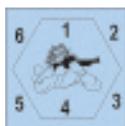
9.6114 PROMOTION OUT OF THE RANKS: In lieu of making a DR on the 9.6113 Table, the player may choose to either:

- a) exchange one non-Isolated unwounded 8-0 Infantry Leader for two 7-0s;
- or
- b) exchange one non-Isolated unwounded 8-1 Infantry Leader for one 8-0 and one 7-0.

9.612 NEW CG DATE AND SAN ADJUSTMENT

9.6121 NEW CG DATE: Each passage of the RePh step represents the start of a new CG Date.

9.6122 SAN ADJUSTMENT: Each side whose SAN is currently ≥ 3 must make a dr, with a + drm equal to that side's SAN minus 4. A Final dr of ≥ 5 immediately reduces that side's current SAN by one. Each side whose SAN is currently zero has it automatically raised to 2 (no CPP expenditure is necessary).



9.613 EQUIPMENT REPAIR AND REPLENISHMENT

9.6131 AFV: Each side performs the applicable step(s) below for each AFV in a friendly-Controlled Location.

- a) Each abandoned non-Isolated AFV may remain abandoned, or may be remanned and operated by any Retained unit of that side (as per A21.22). Such a remanning unit must begin the next scenario manning that AFV.
- b) Each manned immobilized AFV (only during the post CG Date 23 PM RePh) must make a dr on the table below to determine if the Immobilization is repaired. An immobilized vehicle after any other CG Date remains immobilized.

9.6131 IMMOBILIZATION REMOVAL TABLE

(only at the conclusion of the 23 PM scenario)

Final dr	Effect	drm
≤ 4	Becomes Mobile *	+x Per armor leader DRM
≥ 5	No Change	+I If only Non-Qualified Use (A21.13) is poss.

*Retained; clear from map if non-Isolated
+I If Isolated

9.6132 WEAPON REPAIR: Each side now makes a separate dr on the table below for each malfunctioned non-Captured Retained weapon.

9.6132 WEAPON REPAIR TABLE

Final dr	Effect	drm
≤ 2	Repaired	-2 if Vehicular-mounted
≥ 3	Eliminated*	-x Weapon Repair Number

+I if only Non-Qualified Use (A21.13) is possible
+I if Isolated

*If Vehicular-mounted, the Weapon is Disabled; if MA, the AFV is placed under RECALL (9.6141) [EXC: Mineroller tanks are only Recalled if MA and roller are disabled].

9.6133 FT/DC: Each FT/DC removed from play during the preceding scenario (regardless of why it was removed) is Retained by its original owning side only if the Original effects DR causing its removal was ≤ 10; otherwise, it is Eliminated. Place each such Retained SW in the friendly side's "Retained" box on the OtO Chapter divider.

9.6134 CAPTURED WEAPONS: Make one dr for each functioning Captured Retained Weapon: if ≤ 3 it is Eliminated (Disabled if vehicular mounted). Each already malfunctioned Captured Weapon is Eliminated (or Disabled). Disablement of MA by either means does not cause Recall.



Multi-Applicable Vehicle Notes:

HOB Z. Starting in June of 1944, S5 and sM8 are available.

PT1 - Movement: A PT (Mine Roller Tank) can only change VCA within its hex during its movement phase, but does so at a cost of 2 MPs. A PT may NOT enter building/woods (EXC: Trail Break)/rubble, use VBM, or conduct an OVR. The minimum road entry MP cost is 1- NOT ½. A PT may not attempt to enter any type of Water Obstacle/stream, including a Ford. It may not attempt to assist (D8.3) another vehicle in Bog removal, but another vehicle may assist a bogged PT per D8.3.

Bog: A PT crossing a wall/hedge hex side must take a Bog DR; if it bogs it remains in the hex it was trying to exit. A PT must also make a Bog DR any time it attempts to enter a hex \geq a full level higher (EXC: if moving on a paved road) than its current hex. A Bog DR for any circumstance incurs an additional +1 DRM.

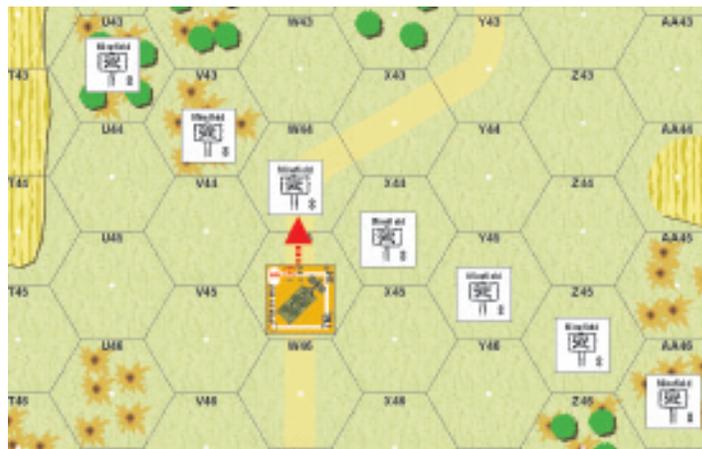


PT2 - Clearance: A PT clears mines like a flail tank (B28.7-72) with some exceptions. The player owning the mines must announce their presence, but not type or strength, when a PT enters a hex with mines. When a PT enters a mine hex, the following happens: a partial trail break is AUTOMATICALLY created across the hexside it moved through, it used the remainder of its MPs in the hex, and must remain in Motion. If the PT used twice (or more, but less than all) the normal MP to enter the mine hex, it must attempt mine clearance with a DRM of +2. If the PT used the normal MP to enter a hex, it must attempt mine clearance with a DRM of +4. If it use of all MPs as per B28 it must attempt mine clearance, but with a DRM of zero. In any of these cases, a final DR of ≥ 12 affects the PT as per B28.71-72 (EXC: If any AT Mines are present, the tank is destroyed; if ONLY AP mines are present, a final DR of ≥ 12 is considered to permanently damage the roller, and has no other effect on the tank). When a mine roller is damaged (place the provided Mineroller damaged counter¹), all rules/modifiers remain in effect, with the exception that clearance is N/A.

Regardless of the MPs expended to enter a hex, a PT is NOT attacked directly by mines. Even if otherwise not allowed to do so, a PT must BU immediately when it enters a minefield hex. Infantry using armored assault (D9.31) with a PT that enters an AP mine hex is attacked by the mines, but at ½ fire-power. (Example: a 6 FP mine hex would attack at 2 FP). Contrary to B28.7, a PT still makes a clearance attempt in a hex occupied by infantry, provided they entered that location using armored assault. [Note: Infantry may not Advance into a partial Trail Break if the PT must make a clearance attempt in the CCPh]. Wire affects a PT in the same way as any other tank; however, the wire is removed if the colored die is a 1 or 2, and the PT is not bogged regardless of the final DR if the wire is removed.

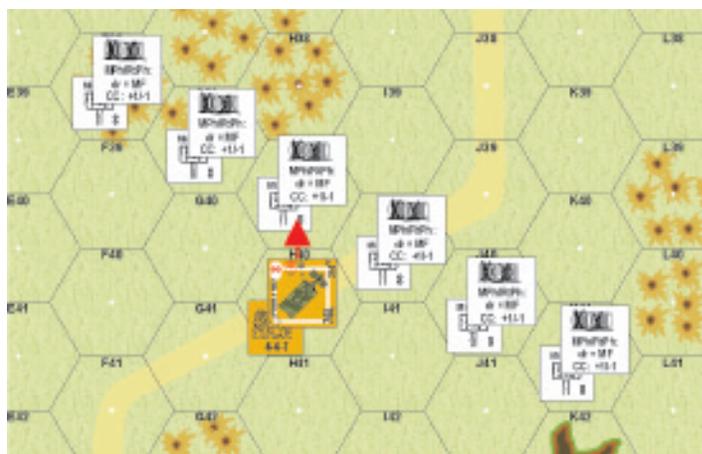
PT3 - Fire Effects: Due to the obstruction caused by the mine rollers, a special +2 To Hit DRM applies to the determination of a front-hull hit against a PT unless the firer is at least one full level higher than the target. This is identified by the +2 HH on the counter. When a hit through the VCA of PT results in immobilization, make a dr: 1-3 the roller is damaged, 4-6 the tank is immobilized. The BMG of a PT may not fire at a target that is \geq one level lower than its location. It fires at a same level target with a +1 DRM. The MA and CMG incur a +1 TH or IFT modifier (whichever is applicable) if attacking a target \geq one full level lower. Slopes have no additional effect on any weapons of a PT.

PT4 - Recall: A mineroller tank is not recalled if its Main Armament becomes Disabled. It is recalled if the MA is Disabled and the roller is damaged. Use a Mineroller Damaged counter to mark a tank with a damaged mine roller.



EXAMPLE 1:

In this example, the PT is using the normal entry MP per hex; the type and strength of the minefield is unknown to the player controlling the PT. When it enters W44, the opposing player need only state that mines are present, but he is not required to disclose the type or strength. The PT cannot move out of W44 this movement phase. It used 1 MP to enter W44, and automatically used its remaining MPs (13) in W44, and must remain in motion. A trail break is automatically created along the W44-W45 hexside. A clearance DR must be attempted during the CCPh per the ASOP. Since the PT used the normal MP to enter the mine hex, it suffers a +4 DRM on the attempt. An Original DR ≤ 6 results in a complete trail break being placed, either on the W44-W43, or W44-X43 hexside (i.e. a hexside within the VCA). An Original DR ≥ 8 results in the mine roller being permanently damaged. Had the hex contained AT mines, an Original DR of ≥ 8 would have resulted in the tank being destroyed.



EXAMPLE 2:

The PT used all MP to enter H39, and the infantry is using Armored Assault. This automatically creates a Trail Break on the H39-H40 hexside. However, the 8 AP factors force the infantry to undergo a 4 +/- 0 attack on the IFT. The tank must also take a Bog Check DR for the wire. The result is a 2, 6. The 8 total would normally result in a Bog; however, the colored 2 eliminates the wire and the tank is NOT Bogged. A clearance DR must be attempted in the CC Phase. Because the PT used all its MPs to enter the mine hex, its clearance attempt is conducted with no DRM. It is successful on an Original DR ≤ 10 . If successful, a trail Break could be placed on either the H39-H38 hexside or H39-G39 hexside.



OtO Counter Note:

(1) *Mineroller Damaged Counter*: During playtest it was realized quickly that a “Mineroller damaged” counter was needed to keep track of the PT status. The decision to add a system counter was not an easy one, especially since only one side was needed.

A counter only printed on one side would look rather awkward and wrong, so we decided to reward our playtesters and all the helping hands at Heat of Battle with their personal Armor Leader counter. So this is not a bug or accident, it is intentional :-)

