



OS. OBJECTIVE: SCHMIDT

HISTORICAL BATTLE RULES

Unless noted otherwise, all OS HBR apply to all CG and non-CG scenarios.

1. **MAP GROUP:** Six map sections are included in Objective Schmidt forming two map groups. The abbreviation ‘Sc’ refers to the four map sections making up the Schmidt group, and includes the two major villages of Schmidt and Kommerscheidt. ‘Vs’ refers to the two map sections making up the Vossenack map group. The levels on these maps range from +6 to -7. The lightest shade of green is level 0, and the lightest shade of brown is level 1. Each level is indicated by its corresponding height on each map in example hexes:



Sc: B32 = Level 5, G30 = Level 4, K27 = Level 3, S24 = Level 2, V20 = Level 1, S17 = Level 0, V17 = Level -1, X15 = Level -2, Y15 = Level -3, Z14 = Level -4, I53 = Level -5;



Vs: Q5 = Level 6, S12 = Level 5, Q20 = Level 4, Q28 = Level 3, M62 = Level 2, K67 = Level 1, J70 = Level 0, I75 = Level -1, M80 = Level -2, K80 = Level -3, J82 = Level -4, H83 = Level -5, F84 = Level -6, C86 = Level -7.

2. **TOWN LIMIT:** The yellow boundary encompassing the village of Kommerscheidt is utilized only in the CG I Campaign Game to define the victory area and has no bearing on any non-CG scenario in Objective: Schmidt.
3. **EC/WIND/WEATHER:** EC are always Wet [EXC: *If Weather becomes Mud*]. Each non-CG scenario and the first scenario of the CG has no Wind at start. If Rain exists for 10 consecutive player turns of a non-CG scenario, the Weather then becomes Mud (E3.6; E3.64 [EXC: *Vehicles pay 1 MP per any hexside crossed. Paved road hexside penalty in this case is NA*]) for the remainder of the scenario.
4. **BOMBARDMENTS:** The SBR of a scenario or CG RG purchase may provide the ATTACKER with one or more Bombardments. The Bombardment rules (C1.8-1.823) apply as modified herein. In addition to stating the number of Bombardments, the SBR or CG RG Purchase will state the radius for each Bombardment. The ATTACKER secretly records a Pre-Registered hex prior to all setup. After all on-map forces set up, the ATTACKER places an AR counter in the Pre-Registered hex of each Bombardment module in his OB. After the placement of all such AR counters, make an accuracy dr prior to placing an FFE:2, to designate the center of the bombardment’s blast radius. The bombardment is accurate on an Original dr ≤ 2 . If not accurate, make a C1.31 Error DR, halving the Extent of Error dr, FRU. Bombardment effects apply to all hexes within the Blast Area. After the Bombardment has been fully resolved, its FFE:2 is removed and that Bombardment is completed. Each Bombardment is fully resolved before conducting another Bombardment (if any).
5. **AIR SUPPORT.** All aircraft are capable of conducting air attacks during Overcast, [EXC: *A Sighting Task Check conducted during Overcast receives an additional +2 DRM*]. Air Support may be available during Rain, but remains offboard and is immune to AA fire until weather conditions permit entry (i.e., Overcast or Clear). Observation Planes (E7.6) may observe for fire missions during Rain/Overcast. For Observation Planes, there is a +2 DRM for the Sighting TC during Overcast, and +3 DRM during Rain and under either condition no accuracy dr is made (i.e., it can never be accurate).
6. **SOFT GROUND:** To reflect the near mud conditions, each vehicle must expend $\frac{1}{2}$ MP per hexside crossed [EXC: *Paved road hexside penalty in this case is NA*]. In addition, each Bog Check receives the Soft Ground DRM (D8.21). This HBR is no longer in effect if the weather conditions become Mud (E3.6; OS HBR3).
7. **BORESIGHTING:** Boresighting is NA for both sides.
8. **TERRAIN:** Building Z43 is considered a $1\frac{1}{2}$ level Factory (B23.74) [EXC: *It has no Rooftop Locations*]. All streams are shallow (B20.4). Hex Sc F11 contains a wrecked aircraft, and is treated as a Burnt-Out Wreck.



9. **OFF-MAP ROADS:** Any road that exits off a printed map area is considered to extend beyond that map edge either along the same lettered hexrow, or in hexes of the same coordinate, for the purposes of A2.51. All other terrain in the off-map area is considered Open Ground [EXC: *Half-hexes; A2.51*]. All on-map hexes, even if not in play, are in effect for off-map movement purposes [EXC: *Bog Checks are NA*].
10. **CELLARS:** Cellar rules (B23.41) apply only for falling into a multi-hex building, and an AFV falls into such a cellar if the Bog DR colored dr is ≥ 5 . After that side completes its set up, all AFVs set up in buildings must make a Secret Bog DR to see if it Bogs [EXC: *A vehicle that ends a CG scenario in a building location may set up in that same location with the same VCA without making a Bog DR*]. An AFV that takes the Bog check for setting up in a building (or Rubble) cannot rubble that building or fall into the cellar; it can only become Bugged.
11. **RUBBLE:** Rubble is considered a Building for purposes of Rout, Rally, Ambush, Street Fighting (A11.8), AFV setup and American Fanaticism (OS13.301). Falling Rubble is NA. When Victory Conditions require Building Control and Rubble is created, the rubbled hex is considered a Building for Victory Condition purposes.
12. **FIRES:** Kindling Attempts (B25.11) are NA. Due to the extremely Wet EC, a Flame (B25.15) can occur only in building/rubble locations.
13. **FORTIFICATIONS:** All Fortifications are allowed to set up on a paved road hex as if it were an unpaved road [EXC: *Mines are treated as per B28.1 and B28.5*]. Fortifications containing only HIP units in Concealment Terrain are revealed per E1.16.
14. **BURNT-OUT WRECKS:** A Burnt-Out Wreck cannot be Scrounged, set Ablaze, or removed from play as per D10.4. A Burnt-Out Wreck provides TEM and is a LOS Hindrance exactly like a normal wreck.
15. **SURRENDER:** Surrender may not be refused – i.e., a surrendering unit may never be eliminated, thereby invoking No Quarter (A20.3).
16. **AFV CREWS:** Crews may not voluntarily abandon a mobile vehicle.
17. **WHITE PHOSPHOROUS:** German squads may use WP Grenades per (A24.3).
18. **SCHUERZEN:** All StuGs, StuH 42s, and PzIVs start a non-CG scenario with Schuerzen (D11.2). All StuGs/StuHs/PzIVs enter their initial Campaign Scenario with Schuerzen; however, it cannot be replaced once lost.
19. **AMERICAN ARMOR LEADERS:** CE armor leaders in an M4A3 increase the tank's ROF to 2.
20. **GYROSTABILIZERS:** The American player may make a Secret dr using the H1.42 table for each eligible AFV to determine if it has a functioning Gyrostabilizer (D11.1). The player then assigns armor leaders, if applicable.
21. **AMERICAN MORTARS:** 60mm mortars cannot be exchanged for an OBA module.
22. **INTEROGGATION:** Civilian (only) Interrogation (E2.4) is allowed. The Germans are considered to be in a friendly country. The Americans are considered to be in a hostile country.
23. **MOTION VEHICLES:** All vehicles may set up in Motion (D2.4).