



# Onslaught to Orsha 2

## ORDER OF PRESENTATION

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2. Terrain Combinations
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5. Counter Battery Fire
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The OtO map is generally open, but is dominated by a rail line and some combination terrain types.

### 1. SLOPES

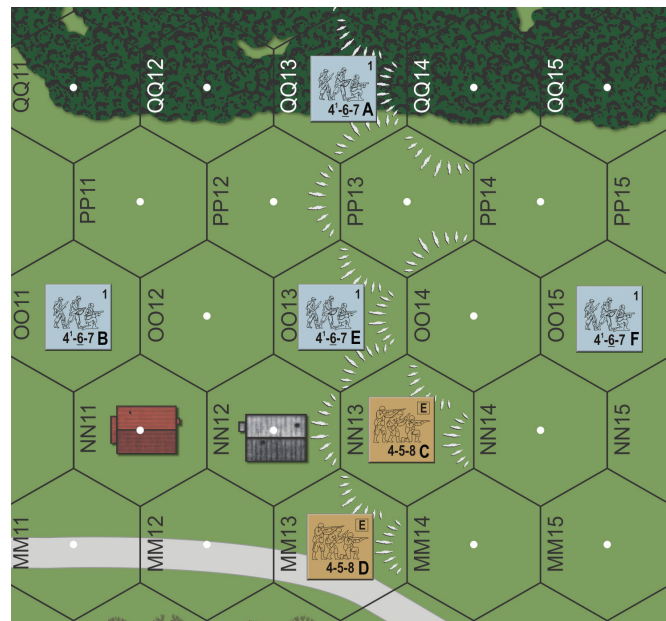


**1.1** A slope hexside represents an undulation in the terrain substantial enough to give an Up-Slope (1.2) unit a LOS advantage. On the OtO map, a slope hexside is represented by brown hash-marks along that hexside (EX: OtO T19-T20). The entire hexside (inclusive of vertices) marked by a slope, but not the slope artwork itself, is considered part of that slope hexside.

**1.2 UP-SLOPE/DOWN-SLOPE:** A Location whose hex contains  $\geq$  one slope hexside is either Up-Slope or Down-Slope to LOS drawn across that hexside to or from that hex. If the slope lines are in the Location's hex, the Location is defined as being Down-Slope across that hexside; if the lines are in an adjacent hex along the hexside common to both hexes, the Location is Up-Slope across that hexside. A Location can be both Up- and Down-Slope across two different slope hexsides.

**1.3 LOS:** Slopes are neither obstacles nor Hindrances. Being Up-Slope affects LOS only in that an Up-Slope Location is treated as being  $\frac{3}{4}$  of a level higher than normal to LOS that begins or ends in that Location and crosses an Up-Slope hexside of that Location. Thus, barring other obstructions to LOS, an Up-Slope unit - even if not in a hill Crest-line hex - can trace a LOS across an Up-Slope hexside of its hex to a lower elevation (i.e., across a hill Crest Line) and/or over (B.4) obstacles and Hindrances whose topmost obstacle/Hindrance height is  $<$  the Up-Slope elevation of the viewing unit [EXC: *entrenched LOS restrictions would still apply as per B9.21, as would wall/hedge TEM as per B9.31*]. Otherwise, being Up-Slope or Down-Slope itself has no effect on LOS (e.g., slopes are ignored if the LOS goes through their hex or along their hexside, and also when calculating an A6.41-.43 increase or decrease in the number of Blind Hexes caused by an intervening obstacle). Being Up-Slope itself can neither grant HA nor allow an Up-Slope unit to make a HD attempt. The presence of  $\geq$  one slope hexside does not change the elevation of that hex's Base Level.

**1.31 FIRE LANE:** For the purposes of Fire Lane LOS/LOF drawn across  $\geq$  one slope hexside, assume that the term "same-level" means "same Base Level". See 1.42 and its example.



EX: Squad A has a LOS to B, D, and E, unaffected by slopes, and can be seen by C and F as Down-Slope. An AFV/wreck in PP13 would hinder the LOS of squads D, E and F - but not squad C - to squad A.

**1.4 COVER:** A slope can, in certain instances, provide a +TEM (1.41) or a +DRM (1.42).

**1.41 DIRECT-FIRE TEM:** Ground-level Infantry in a hex containing  $\geq$  three (or two non-contiguous) Down-Slope hexsides may claim a +1 slope DRM vs Direct Fire [EXC: FT], provided the attack originates from a non-adjacent firer whose elevation advantage (if any) over that of the target is  $<$  the range of the attack and the attacker's LOS crosses  $\geq$  one of the target hex's Down-Slope hexsides. (A.5 applies to a FG attack.) Slope TEM is Cumulative with no other +TEM [EXC: *Mud TEM*]. Being Up-Slope itself provides no TEM, does not negate the FFMO/FFNAM DRM, and does not affect Wall Advantage rules.

EX: See the 1.3 illustration, and assume the following attacks are Small Arms, Squad E can claim slope TEM if fired on by squad A, D or F, but not if fired on by squad B (whose LOS does not cross a Down-Slope hexside of OO13). Likewise, squad C could fire on adjacent squad E with no slope TEM and could claim the -1 FFMO, if otherwise applicable, as could squad B. If squad E is fired on by squads C and D as a FG, squad E can claim slope TEM (A.5).

**1.42 FIRE-LANE DRM:** Infantry being attacked by a Fire Lane receives a +1 Fire Lane slope DRM if the firer is Up-Slope from,  $\frac{3}{4}$  of a level higher than, and not adjacent to, that target [EXC: *if the Infantry is attacked by a Fire Lane Snap Shot (A9.221), the DRM applies only if these three conditions apply to each of the two hexes that form the Snap Shot hexside, as determined by the firer's separate LOS to each of them*]. An Up-Slope attacker's Fire Lane cannot affect a target that lies at a different Base Level (see 1.3) from that of the attacker.

EX: See the 1.3 illustration, and assume that squads C and D each have a MG. If squad D places a Fire Lane counter in hex QQ13, all moving Infantry in NN12, OO13, PP12 and QQ13 (or NN13, OO13, PP13 and QQ13; A9.221) can be attacked by that Fire Lane with no slope DRM (since squad D is not Up-Slope from any of those Locations), although Infantry moving in OO13 would get



the slope TEM (1.41). If squad C places a Fire Lane counter in QQ13, all moving Infantry in OO13 can be attacked by that Fire Lane with no slope DRM (or slope TEM (1.41), since that hex is adjacent to the firer). Moving Infantry in PP13 and QQ13 would receive both the slope DRM and slope TEM, but would not receive the slope DRM to infantry attacked by a Fire Lane Snap Shot at hexside QQ13-QQ14.

**1.5 ENTRY:** A unit crossing a slope hexside that it is Down-Slope from its Location is moving Up-Slope. A unit crossing a slope hexside that it is Up-Slope from its Location is moving Down-Slope.

**1.51 MF COST:** Infantry/Cavalry (or a Wagon) must expend ½ MF + COT in order to move Up-Slope. Crossing a slope hexside while moving on a road does not negate the **B3.4** MF road bonus.

EX: See the 1.3 illustration. Squad D must pay 1½ MF to enter hex NN13 (1 [COT] + ½ [moving Up-Slope]=1½); if it were also crossing a Crest Line up to Level 1 the cost would be 2½ MF (1 [COT] x 2 [ascending across a Crest Line] + ½ [moving Up-Slope]=2½). Squad C could expend 1 MF to enter OO13, since there is no additional cost to move Down-Slope. If, however, it had Rained (**E3.54**), squad C would expend 2 MF to enter OO13 (1.54).

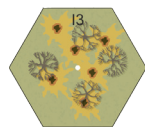
**1.52 MP COST:** A unit that expends MP must pay one MP + COT in order to move Up-Slope.

**1.53 CREST-LINE SLOPE:** No vehicle may cross a combination Crest-line-slope hexside.

**1.54 RAIN/GROUND SNOW:** When crossing a slope hexside and Rain (**E3.54**) or Ground Snow (**E3.723**) is in effect, extra movement costs apply just as if the moving unit is changing elevation (in addition to any application of rules for crossing a Crest line).

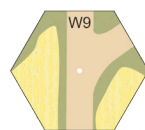
## 2. TERRAIN COMBINATIONS

**2.1** Some hexes on the OtO map contain combinations of two terrain types that are not normally found in the same hex. For these combinations, all rules for both individual terrain types apply normally. (The terrain effects of both terrain types are cumulative as per **B.1**).



**2.2 ORCHARD-SHELLHOLES:**<sup>1</sup> Orchard hexes that contain shellholes are always considered to be out of season and are represented by four, brown leafless depictions.

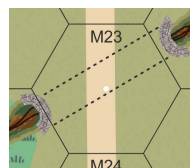
This also applies to orchard hexes in which shellholes are placed during play. Infantry not moving into the shellholes pay 2MF, while Infantry using the shellhole must pay 3 MF. All tracked AFVs must pay 3 MPs to enter a Orchard-Shellhole hex while all other vehicles pay 6 MP. All vehicles must take a Bog Check (**D8.2**) when entering an Orchard-Shellhole hex. Non-tracked vehicles incur an additional +2 DRM to the Bog Check.



**2.3 GRAIN-ROAD:** A hex containing both Grain and road symbols (such as W9) represents a field with crops growing to the edge of a road. Entrance of such a hex through a road hexside

is identical to movement along a typical road. Hindrance rules do not apply to such hexes if that portion of the LOS from the firer to target within those hexes never leaves the confines of the road depiction. Units expending 1 MF are susceptible to FFMO, units that are moving through the grain and expending 1.5 MF are not. Otherwise, grain-roads are identical to grain in every respect.

## 3. CULVERT



**3.1** The Culvert in hex M23 represents a subterranean gully and as such is Open Ground. On the OtO map it exists only at level 0 and is indicated by a the thick black, dashed lines representing the underground passage. A unit IN a Culvert is placed beneath a Culvert counter and has a LOS only to ADJACENT gully/Culvert Locations. Overstacking may never occur IN a Culvert. All rules pertaining to subterranean units/Locations apply unchanged (e.g., **E1.923**).

**3.2 ENTRY:** Infantry enter a Culvert as if entering INTO a gully but may do so only from IN an ADJACENT gully or Culvert Location. No Vehicle/Cavalry/Horse/mounted-Cycle may enter INTO a Culvert. Cycles may only be portaged INTO a Culvert but may never be mounted IN such. Only INF/AT Guns that are small targets (**C2.271**) and MTRs may be set-up-in/Manhandled-INTO a Culvert.

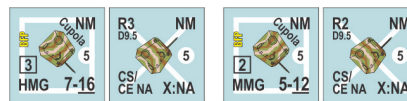
**3.3 INDIRECT FIRE:** A Mortar may not fire from IN a Culvert, nor does Indirect Fire affect units IN one.

**3.4 CREST:** Crest status may not be granted in a Culvert hex, nor may it be gained along a gully-Culvert hexside (hexsides L23-M23 and M23-N22).

**3.5 SNIPERS:** A unit IN a Culvert is considered a non-target (**A14.22**) vs Sniper attacks.

**3.6 MINES:** Non-HIP A-P mines may be set up IN a Culvert but may be eliminated as per non-HIP A-T mines on a paved road Location (**B28.53**). No other Fortification [EXC: Road-block] may be setup IN a Culvert.

## 4. MACHINE-GUN CUPOLAS <sup>2</sup>



**4.1** The machine-gun cupolas (MGC) represent specially constructed Fortifications. Treat as **D9.5** & **O.7** except as amended and clarified here. A MGC destroyed by any means does not burn. A MGC has an inherent 2-2-8 crew, which may not abandon the cupola for any reason even if malfunctioned. Crew survival is NA. MGCs can be set up HIP if allowed by SBR or if Purchased by FPP (7.520). MGCs cannot be scrounged, nor do they leave wrecks. MGCs are considered Hull Down (**D4.2**) and a +1 small target (**C6.7**) [EXC: Hull Down to aerial fire is NA]. MGCs have an armor factor of 5. They are treated



as AFVs for all purposes [EXC: No Movement and they may create Firelanes (A9.22)]. There is no penalty for being BU, and the MG is used in CC as if it were an AFV CMG. A Cupola may Malfunction and be repaired normally, but is never permanently Disabled by a repair attempt or a Sustained Fire shot. MGCs are immune to Covering and Mandatory Fire Direction; Leadership is NA. A Malfunctioned MGC is *automatically* repaired in the RePh (7.5132).

## 5. COUNTER BATTERY MODULE <sup>3</sup>



**5.1** A Counter Battery Module (CBM) is available by SBR or RG purchase only. This type of module does not have Plentiful or Scarce ammo, ammunition types, nor must it ever make an access draw. It never places an FFE, or affects on board or aerial units. Instead, the CBM's attack is used to affect the opposing side's OBA capabilities.

**5.2 ATTACKS:** A CBM may not make an attack until the opposing side has placed at least one FFE counter. After the opposing side has placed a FFE, a player may use a CBM to make an attack as his first Prep Fire Phase activity (CBM attacks are NA during DFPh). As long as the CBM remains, the player may continue to make an attack in each Prep Fire Phase. A CBM DR never activates a Sniper.

**5.3** A CBM attack is conducted by making a DR on the following table:

Final DR	Result
2	Lowest caliber enemy OBA module is considered to have drawn two red cards and is Eliminated or may instead Eliminate any Enemy Counter Battery Module <i>(a, d)</i>
3	Add one red card to the draw pile of any enemy OBA module. <i>(a)</i>
4	Add one red card to the draw pile of the lowest caliber enemy OBA module. <i>(a, d)</i>
5	Any enemy FFE changed to Harassing Fire effects, but same blast area. If the enemy module is conducting a Smoke mission: Full Smoke is flipped to Dispersed, Dispersed smoke is removed. <i>(b)</i>
6-11	No Effect
12 <i>(c)</i>	Counter Battery Module is itself Eliminated

*(a)* Only applies to known modules, i.e., ones that have placed a FFE or conducted an attack.

*(b)* Only affects enemy modules that currently have a FFE on board. Otherwise this is an ineffective attack.

*(c)* Any Original (not Final) DR of 12 Eliminates the module.

*(d)* CBM owner's choice if more than one applicable Module.

### DRM:

+2	Opposing side has placed $\leq$ one FFE:1 counter
-1	Opposing side has placed $\geq$ three FFE:1 counters

## 6. DEFINITIONS AND ABBREVIATIONS

The following glossary defines important terms and abbreviations used in the OtO2 Campaign Game System.

**ATT:** Area Target Type, see C3.33.

**CG:** Campaign Game.

**CG Date:** Each CG Date consists of the calendar date plus an AM or PM reference. A scenario is played each CG date: 23AM, 23PM, 24AM, 24PM. There are NO night actions in this CG.

**CG End:** The CG-Scenario End (see definition below) that occurs on the final CG Date, 24PM, or if one side concedes victory it is also the campaign end.

**CG Roster:** The sheet used to record information for each CG Date. During the RePh, one line is filled out for each CG Date. Players are urged to photocopy the one provided herein.

**CG-Scenario End:** Occurs when both the CG-Scenario being played and the ensuing RePh Step 7.5031 have been completed.

**Co (Company):** A CG RG organization type.

**CPP (Campaign Purchase Points):** Used by Russians and Germans for purchasing RG in RePh step 7.518.

**Depleted:** A RG received at  $<$  Full Strength (see definition below).

**Eliminated:** Units/Equipment/Fortifications/RG "Eliminated" in a CG are removed from that side's OB (i.e. are not retained).

**Enterable:** A hex/Location that the unit in question could enter (disregarding its occupation by a Fortification/enemy unit) during a hypothetical MPH/APH. If defined in relation to a Perimeter/Entry Area (or to a "path" of hexes drawn to/from/between such), the hex/Location must be Enterable along that "path". A terrain-Blaze hex is not Enterable.

**Entry Area:** Every east edge map hex is an entry area for Russian units. Additionally, starting on CG Date 23PM, the Russians may Setup just purchased RGs  $\geq$  9 hexes from all German Front-Line Hexes. The German entry area is defined as the west edge and on/west of the blue arrow. The German north edge entry area moves west as the CG proceeds, and is always  $\geq$  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; 7.5063-.5064.

**FPP (Fortification Purchase Points):** Used to purchase fortifications in RePh 7.520.



**Front-Line Hex:** Each Location that belongs to a(n) (Alternate) Hex Grain of a Perimeter marked in RePh step 7.505. 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 CGs 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 SBR 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) <sup>4</sup>:** 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 (7.509) 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 (7.506).

**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 7.505 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 (7.505).

**Plt (Platoon):** A CG RG organization type.

**Pocket:** An Isolated section of the Perimeter Area created in the RePh step 7.5054-.5055. A Pocket may never include any map edge hex.

**RePh (Re-organization Phase):** The series of steps performed between CG scenarios are OtO2 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 7.5134 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 7.518). One line is filled out for each RG purchased. BFP 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, non-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 7.5191.

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





## 7. Onslaught to Orsha 2 Campaign Game

### 7.1 CG GAME BASICS

**7.11 INTRODUCTION:** The Onslaught to Orsha Campaign Game, *On Track to Orsha*, offers two or more players four interrelated scenarios pertaining to the bloody two-day fight south of the key Moscow-Minsk Highway along the Smolensk-Minsk Railroad that took place 23-24 June 1944. The four interrelated scenarios generally represent the struggle that occurred over the two days of fighting.

**7.12 BETWEEN SCENARIOS:** Between Campaign Game scenarios, players make use of a special CG Phase called the Re-organization Phase (RePh) wherein each side takes into account what has happened and prepares for future combat in the next CG scenario. In the RePh, Reinforcement Groups (RGs) in the form of infantry/vehicle/gun platoon/companies-to name a few-may be purchased through the expenditure of Campaign Purchase Points (CPP).

**7.13 CASUALTIES:** Casualties suffered in a CG scenario, as well as those in the ensuing RePh through CG-Scenario End should be recorded since amassed casualty VP (A26.2) totals are used to determine certain RePh DRM and Victory Points. The Casualty VP value of a unit unable to be removed (e.g., wrecked AFV) should be noted on scrap paper. (Alternatively, a player must keep a running tally of all Casualty VP suffered by his side during the CG scenario and its subsequent RePh in the "Casualty VP Tally Box" on the CG Roster; (7.15). For Victory determination the Russian player must keep a tally on Casualties he inflicts on the German Player.

**7.14 TEAM PLAY:** This CG game is highly adaptable to team play. The best method to do this is to divide up the map and have each player be responsible for attacking or defending a portion of the map. The Railroad is a great place to divide the map for multiple players.

**7.15 CG ROSTER & RG PURCHASE RECORD:** The enclosed printed copies of the OtO2 "CG Roster" and "RG Purchase Record" should be photocopied and used by players to record important CG information. See RePh steps 7.5151-.5171 for information on updating the CG Roster; see 7.158-7.519 for specifics on the RG Purchase Record.

**7.16 OtO2 FORCE ORGANIZER:** The OtO2 Force Organizer provides spaces for keeping each side's Eliminated units, Reinforcements available to enter, vehicles undergoing maintenance, and Retained units for the next scenario. As this information can be kept secret, it is recommended that photocopies of this be made so each player can maintain information out of sight of the other. During the RePh, the Force Organizer can be used to place purchased fortification counters in the "Fortifications Counters" box until they are positioned on the map. Wounded leaders, and Captured and malfunctioned weapons may also be separated until addressed in their respective phases.

### 7.2 CAMPAIGN GAME HISTORICAL SPECIAL

**RULES:** The following OtO2 CG HSR apply in *all* CG Scenarios and RePh.

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

**CG2.** All OtO2 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 7.517 [EXC: *the Initial Scenario lists the weather for that scenario*]. Wind Force (and direction, if necessary) is determined in RePh step 7.5221.

**CG4. SCENARIO 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 6, 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 OtO2 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 7.509. 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 7.5091 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 OtO2 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 reorganization, 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:** Bore Sighting is N/A. Non-vehicular Guns can only be moved  $\leq 4$  hexes [EXC:  $5/8$  “mortars  $\leq 8$  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  $\leq 2$  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  $\geq 42$ ; 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  $\geq 9$  hexes from a German Front Line Location<sup>5</sup>. Starting with CG Date 23PM, 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 Off-

board 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 7.507].

**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].<sup>6</sup>

**7.3 THE CG SCENARIOS:** The parameters for the Initial CG Scenario are given in 7.4. Additional scenarios, for the CG’s remaining 3 CG Dates, are generated during the Reorganization Phase (RePh); 7.5. The CG continues until the CG End (7.4). 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. RGs given in a CG Initial Scenario do not count against CG maximums.

**7.31 CG BALANCE PROVISIONS:** 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  $\geq 18$  VP

**⚔ German:**  
The Russians win at CG end if they have accumulated  $\geq 22$  VP

**7.32 SCENARIO END:** At the End of each CG scenario, the Reorganization Phase takes place. The rules from 7.5 through 7.523 will govern the RePh actions that will take the players back through Purchasing Reinforcements and commencement of play.



### 7.4 OtO2 Campaign Game: ON TRACK TO ORSHA



**CG DATES:** 23AM - 24PM (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) <sup>7</sup>, 5th Nebelwerfer Battalion (120mm Mortars)<sup>8</sup>, 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.

**CG VICTORY CONDITIONS:** The Russians win if at the end of the last CG Date they have amassed  $\geq 20$  VP. 1 VP is awarded for each of the following: LVP (10 possible) 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 OtO2 CG14 and 7.5031. Players can use the EVP, CVP, and overall VP charts on the OtO map to track the totals for the Campaign Game.

**CG SCENARIO VICTORY CONDITIONS:** The Russian must earn  $\geq 7$  VP in a CG scenario to claim victory.

**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.

**INITIAL-SCENARIO VICTORY CONDITIONS:** The Russians win the Initial CG-Scenario if at Scenario End they have amassed  $\geq 5$  VP as defined in the CG Victory Conditions.

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

**INITIAL HISTORICAL SPECIAL RULES:**

1. See OtO2 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 GA without rockets, and each must make a ATCB availability dr per Aircraft rule 12.2. All the OoB given GAs 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 FB/GA/DBs 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 (7.5197) for the T-34/M43s.
7. The Russians cannot purchase Fortifications (Foxholes) in the initial Scenario (7.520, footnote).

<b>INITIAL GERMAN OB</b>
<b>Reinforced elements of Regiment 195, Sturm Division 78 (ELR:3) (SAN:3)</b>
Set up in hexes numbered < 42 or per OtO CG12a.
RG: I1 (Rifle Co. I 4-6-7)
HMG Cupola x 2
SdKfz 10/4 x 2
AT-Ditch x5
Wire x 10
Trench x 10
4 Minefield hexes each containing 3AT and 6 AP mines
66 CPP

<b>INITIAL RUSSIAN OB</b>
<b>Reinforced elements of 16th Guards Rifle Division/36th Guards Rifle Corps/11th Guards Army (ELR:4) (SAN:3)</b>
Enter Turn 1 or later on the east edge (All, some, none may enter on any turn) or setup per OtO CG12b.
RG: V5 (PT-34 Mineroller Plt.) x 3
RG: V4 (KV-1S Plt.) x 2
RG: I5 (Eng. Co. 6-2-8)
T-34/M43 x 4
Bombardments (IHSR#3)
Medium Trucks (6 ea. GAZ-MM) x 6
68 CPP



**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 night-fall.

**7.5 REORGANIZATION PHASE:** The following steps of the Reorganization Phase (RePh) are conducted simultaneously by both sides. These steps must be performed in the prescribed order; those that are not applicable need not be performed. Those preceded by a “!” are the only steps to be completed before setting up to play a CG Initial Scenario. Those preceded by a “>” are the only steps necessary to achieve a CG Scenario End after the last player turn CCPh. Those preceded by a “\*” are performed in repeated sequence until a new CG scenario is generated in RePh step 7.523.

**RePh Sequence**

>7.501	Conclusion of Melee
>7.502	Marker Removal
>7.503	Rally and Unloading
7.504	Encirclement, Minefields, Bog, Shock
7.505	Perimeter Determination
7.506	Isolation
7.507	Clearing the Map
7.508	Prisoners
7.509	Extinguishing Flames and Blazes
7.510	Wounded Leaders
7.511	Recombining, Battle Hardening and Promotion
*7.512	New CG Date and SAN Adjustment
*7.513	Equipment Repair and Replenishment
*7.514	Fortification Removal
*7.515	CPP Replenishment
*7.516	ELR Loss/Gain
*7.517	Weather Determination

*7.518	Purchasing Reinforcement Groups
!7.519	RG Strength, Weapons, and Leaders
!7.520	Purchasing Fortifications
!7.521	Initiative/Attacks
!7.522	Wind and Unit Setup
!7.523	Scenario Commencement

**7.501 CONCLUSION OF MELEE:** All opposing units in the same Location are automatically in Melee (ambush is NA), and must undergo an 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. Vehicles with a Motion counter in a Melee hex remove their Motion counter immediately prior to the first round of CC. Following the conclusion of the first round of RePh Melee in a Location, each still-hidden/concealed unit within is revealed, each pinned unit becomes unpinned, each CX counter is removed, each vehicle may become BU/CE, and each Stun counter on a vehicle is flipped to its “+1” side (the vehicle is still subject to Recall, if applicable, and may be marked as CE if so desired). Hidden/concealed units are now in Melee.

**7.5011 ORDER OF RESOLUTION:** Resolve all Melees on the map in the order designated by the Russian player.

**7.502 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/WP counters
- c. Acquisition counters
- d. Radios and Field Phones [*EXC: if Retained; OtO CG7; 7.16*]
- e. DM, Disrupted, Fanatic, Berserk, HD markers, Dummy Cloaking Counters, and “?”
- f. CX, Motion, CE, BU, and Labor markers
- g. All hidden/cloaked units, entrenchments and Equipment are placed on-map in their present Location (other still-hidden Fortifications need not be revealed at this time)
- h. Sniper counters
- i. FB/GA/DB counters (see also OtO CG7; 7.16)

**7.503 RALLY AND UNLOADING:** All currently broken units of both sides are automatically rallied (even if Disrupted). No DR is made. All Passenger/Rider Personnel and Equipment may [*EXC: at the conclusion of any night scenario, they must be unloaded*] be unloaded into their Vehicle’s Location (a unit unloading into an AP Minefield is not automatically attacked, but 7.5042 Minefields will apply).

**7.5031 VICTORY DETERMINATION:** The just completed CG scenario winner can now be determined using the applicable Initial Scenario Mission or subsequent CG Scenario Mission. Any CVP incurred from this point forward in the Reorganization Phase are not counted.





## 7.504 ENCIRCLEMENT, MINEFIELDS, BOG, SHOCK

**7.5041 ENCIRCLEMENT:** Each Encircled unit [*EXC: prisoner*] must take a separate 1TC (leadership DRM may apply if present and at owner's choice). If the unit passes the 1TC, it remains in its current Location (Encircled markers are not removed until 7.5065). Failing the 1TC results in the unit's immediate Elimination [*EXC: Encircled vulnerable PRC of an Immobilized 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.

**7.5042 MINEFIELDS:** Each Mobile vehicle (and its Vulnerable inherent crew/riders, if required; **B28.42**) in any type of minefield undergoes the appropriate type(s) of mine attack(s), fully resolved in the normal manner, as if it were 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 (Leadership DRM may apply); failure of the NTC causes Casualty Reduction. [*EXC: to both: A unit theoretically able to exit the minefield hex without being attacked by mines and without having to enter a minefield/enemy-controlled Location need not take the NTC; e.g., 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 7.5067.

**7.5043 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). If Vehicle Note L applies to the vehicle, one squad-equivalent (as explained in the Note) in its Perimeter Area may be used to claim the -2 (-1 per crew or HS) drm to the colored dr of its Bog Removal DR.

**7.5044 SHOCK/UK:** Each AFV with a Shocked/UK counter must undergo an unlimited number of recuperation attempts (**C7.42**) until either the marker is removed or the AFV is Eliminated.

**7.505 PERIMETER DETERMINATION:** This section describes the steps in determining the Front Line between German and Russian forces. Each side attempts to create loops of adjacent Locations by marking out connecting (Alternate) Hex Grains in order to enclose all friendly units, and may even include some enemy units. Each side may attempt to legally include as many Locations as possible within its Perimeter with the ultimate goal of being able to move only into an adjacent Front Line Location, and by never reentering the same Front Line Location, eventually ending up back at the starting Front Line Location.

**7.5051 CONTROL MARKERS:** The side that currently controls a Strategic Location may place a friendly Control Marker on it if that Location's control might affect victory determination or the alignment of either Perimeter. A Control Marker can be placed at any time during a CG scenario or the RePh. The Control Marker must be flipped (or removed) if the Controlling side loses Control.

**7.5052 MAP EDGE MARKERS:** The next step is to place Map Edge Markers in each friendly-controlled map edge hex that is adjacent to an enemy-controlled map-edge hex. Each marker should point inwards towards another friendly Perimeter Marker (see 7.5053) along a Hex (Alternate) Grain that is devoid of enemy-controlled strategic Locations once Perimeter Markers begin to be placed. Since the control of map-edge hexes is important to perimeter determination, players are urged to leave map-edge Perimeter markers on the map during play.

**7.5053 PERIMETER MARKERS:** Both sides either sequentially or simultaneously begin to place Perimeter Markers. The markers are placed one at a time on a friendly Controlled Strategic Location or a friendly MMC. As each one is placed, it is pointed towards another friendly Perimeter Marker along a Hex (Alternate) Grain. The Hex (Alternate) Grains themselves may not include an enemy unit [*EXC: SMC*] or enemy-controlled strategic Location although the process may include enemy units within the Perimeter. The process continues until the largest loop legally possible is enclosed.

**7.5054 POCKETS:**<sup>9</sup> Any friendly units outside of their Perimeter (7.5053) are in a Pocket [*EXC: SMC and possibly units not at ground level in its hex (7.5055)*]. Two Perimeter Markers, if possible, are placed in hexes that contain friendly non-SMC unit/Control markers. They are placed pointing towards each other. This Pocket may then be expanded by legally placing additional Perimeter Markers on a Hex (Alternate) Grain to enclose friendly units within the Pocket that are devoid of enemy units/Control markers. A Pocket may never contain a Location in the main friendly Perimeter Area (7.5053). Pockets that contain only one hex do not need a marker, as the unit will be forced to set up in that Location [*EXC: Escape (7.5063)*]. All Pockets are considered part of the friendly Perimeter Area, but are Isolated (7.506). Pockets that are able to add a friendly Map Edge Hex are no longer Pockets and become part of the main friendly Perimeter Area.

**7.5055 UPPER LEVEL POCKETS:** A unit in an upper level building Location that cannot reach ground level of that hex except through enemy-Controlled Location(s) is in its own Pocket. Adjacent upper level building Locations containing friendly units may form into a Pocket. A unit must setup in its current Location or one of these Upper Level Pocket Locations [*EXC: Escape 7.5063*].

**7.5056 NO-MAN'S LAND:** This Perimeter Determination process may lead to sections of the map being outside of both Perimeter Areas, or hexes that are part of both Perimeters but are devoid of units. These areas/hexes are No-Man's Land. Hexes that are part of both Perimeter Areas that contain units are



Isolated Areas. A Strategic Location can never be a No-Man's Land Location, as one side will always Control it (though it can be Isolated).

**7.5057 CONTROL:** Each side now gains control of all non-isolated Locations within their Perimeter Area. All enemy Control Markers within the friendly area are flipped (or removed). Friendly SMC that are outside of the friendly Perimeter Area are Eliminated. Locations in Isolated Areas retain current control status, and all No-Man's Land hexes are uncontrolled.

**7.5058 READJUSTMENT:** Each side is free to move or readjust its Perimeter during the process, but must go back to Map Edge Markers.

**7.506 ISOLATION:** Isolated Areas are 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 an SMC for one or both sides does not modify the Isolated Area type.

**7.5061 EFFECT ON UNITS:<sup>10</sup>** Each SMC enclosed in a type B or C Isolated Area [EXC: *only an enemy SMC in a type C*] must attempt to Escape (7.5063). Each unit/Weapon enclosed in a type C or D Isolated Area begins the next scenario with Ammunition Shortage (**A19.131**) [EXC: *Escaped (7.5063)*]; *Eliminated (7.514)*]. Record the ID of units suffering from Ammunition Shortage to distinguish them from other units. Setup restrictions for Isolated Areas are described in 7.5071.

**7.5062 EFFECT ON HEX CONTROL:** Each type A and B Isolated Area becomes a 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. Both sides control Locations in a type D Isolated Area.

**7.5063 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 makes its own Escape DR. Squads stacked with a leader may freely Deploy. SW/Guns may be dropped or transferred/dismantled (if otherwise allowed) prior to its possessor's Escape attempt. Guns ("% counters) may not accompany a unit attempting to Escape unless dismantled.

### ESCAPE TABLE

Final DR	Infantry	Vehicle
≤ 8	Escapes	Escapes
9	Escapes, Replaced (1,2)	Escapes
10	Escapes, Casualty Reduced (2)	Abandoned (3) (crew Escapes)
11	Escapes, Replaced then Casualty Reduced (1,2)	Abandoned (3) (crew Eliminated)
≥ 12	Eliminated	Eliminated (3) (CS N/A)

- (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 a friendly-Controlled, non-Isolated hex
+1	Per HS equivalency > 1 HS using the 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

**7.5064 ESCAPE RESULTS:** Each unit that survives the Escape attempt is Retained, along with any SW(s) it possesses, to the nearest (measurable in enterable hexes) portion of a non-Isolated friendly Perimeter or off-map at a friendly board-edge hex; whichever is nearest in a path of contiguous, Enterable, Uncontrolled-Territory/Enemy Perimeter Area hexes (Escapee's choice if two such Areas are equidistant). If a unit is Eliminated (via Replacement/Casualty Reduction) while escaping, all equipment it took with it is Eliminated on a subsequent dr of 4-6; on a dr of 1-3 the Equipment is left in the Eliminated unit's last-occupied Location.

**7.5065** All Encircled markers are now removed.

**7.5066** If a successful Escape attempt changes the Isolated Area type, revisit Effect on Units and Effect on Hex Control (7.5061–.5062) to determine any impact on remaining units and hex control.

**7.5067 DRAWING THE PERIMETER:<sup>11</sup>** The Perimeter determination procedure is now complete. Both sides should now record their Perimeter on a photocopy of the reduced-size map located at the back of the OtO2 Rules. 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,B,C,D) of an Isolated Area should also be recorded.

**7.507 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 OtO2 Force Organizer (7.16). [EXC: A non-vehicular Gun in either a Building Location/Trench/Pillbox (OtO CG11), a non-vehicular Gun after an AM turn (OtO CG11), and Immobile vehicles are left on the map].

**7.5071 ISOLATED AREAS:** Do not clear Units/Equipment in Isolated Areas from the map; each remains in its current Location (and Vehicle/Gun CA). Each Immobile vehicle must remain in its present Location and VCA until such time as it becomes Mobile.

**7.5072 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).

**7.5073 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.

**7.508 PRISONERS:**<sup>12</sup> 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.

**7.509 EXTINGUISHING FLAMES AND BLAZES:** Each building/rubble Location currently marked with a Flame/Blaze counter is considered fully consumed by the fire. Players must remove each Flame/Blaze counter and make the appropriate terrain alterations when performing the following sub-steps (7.5091-.5095):

**7.5091 BURNING WRECK:** Each Burning Wreck has its Blaze marker removed [EXC: if that Wreck is in a Building/Rubble hex, move the Blaze marker to the Building/Rubble so that it is now a terrain Blaze]. Replace the wreck with a Burnt-out Wreck counter (OtO CG5).

**7.5092 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].

**7.5093 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.

**7.5094 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).

**7.5095 ELIMINATIONS:** All Fortifications/Equipment in what were (as per 7.5092-.5094) building/rubble Flame/Blaze Locations (including all building Locations just rubble as per 7.5093) are Eliminated. [EXC: Entrenchment/Pillbox, although all Equipment therein is Eliminated]. All (Burnt-out) Wrecks in buildings just rubble as per 7.5093 are Eliminated. All Isolated units/Equipment that would have been confined to setting up in Locations (rubble/buildings; 7.5093) from which a terrain Flame/Blaze marker has just been removed are Eliminated.

**7.510 WOUNDED LEADERS:** A dr is made for each currently wounded Retained leader on the following table.

**WOUNDED LEADER TABLE**

Final dr	Result
≤ 1	Retained unwounded
2	Retained wounded
≥ 3	Evacuated

**drm**

+1	Isolated
-1	Heroic

**7.511 RECOMBINING, BATTLE HARDENING, AND PROMOTION**

**7.5111 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)].

**7.5112 HEROES AND SMC:** On each side, each Retained Hero [EXC: heroic leader; 7.5113] 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 makes one Secret DR to determine the number of Retained Infantry MMC eligible for Battle Hardening. Elite MMC/Crews may not Battle Harden; instead that side may add an 8-0 SMC to their OB at no cost. No MMC may Battle Harden more than once per RePh. Instead, select another MMC for Battle Hardening.



### MMC BATTLE HARDENING TABLE

Final DR	# of MMC
≤ -1	4
0-1	3
2-4	2
5-6	1
≥ 7	0

#### drm

-3	Friendly side won this CG date scenario
-1	Per 30 CVP (FRD) amassed by friendly side in the previous CG scenario

**7.5113 LEADER:** 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 on the Leader Battle Hardening Table to determine one leader which may Battle Harden. If the selected leader type is not a Retained leader, the next lower and so on leader may Battle Harden. A side may always choose to Battle Harden a lower class leader than the one selected on the DR. A player may also forego this DR and instead exchange one non-Isolated, unwounded 8-0 Infantry Leader for two 7-0; or exchange one non-Isolated, unwounded 8-1 Infantry Leader for one 8-0 and one 7-0.

### LEADER BATTLE HARDENING TABLE

Final DR	Leader Type
≤ 2	10-2*
3	9-2*
4	9-1*
5	8-1*
6-7	8-0
8-9	7-0
≥ 10	6+1

\* May ignore in order to BH a lower grade leader

#### DRM

-2	Friendly side won Last CG Date scenario
-1	German

**7.5114 ARMOR LEADER:** Armor leaders still in an AFV at scenario end may not switch to another vehicle during the RePh. During the RePh, non-Isolated armor leaders that through crew survival successfully escape an AFV (or escape an Isolated Area (7.5063). must be placed in any retained, non-Isolated AFV of the same vehicle type, or if none is available, may be placed into any other retained, non-Isolated AFV. Armor leaders are not eligible for Battle Hardening.

### 7.512 NEW CG DATE AND SAN ADJUSTMENT

**7.5121 NEW CG DATE:** Each iteration of the Reorganization Phase brings the start of a new CG Date. Players return to this

step if a scenario is not generated.

**7.5122 SAN ADJUSTMENT:** Each side whose SAN is currently  $\geq 3$  must make a dr, with a + drm equal to that side's SAN minus 4. A Final dr of  $\geq 5$  immediately reduces that side's current SAN by one. Each side whose SAN is currently  $\leq 1$  has it automatically raised to 2 (no CPP expenditure is necessary).

### 7.513 EQUIPMENT REPAIR AND REPLENISHMENT

**7.5131 VEHICLES:** Each side performs the applicable step(s) below for each vehicle in a friendly Perimeter Area.

**a) ABANDONED:** Each abandoned vehicle may remain abandoned, or may be re-manned and operated (as per **A21.22** or **D5.42/D6.631**) by Personnel Retained within that Perimeter Area.

**b) IMMOBILIZATION REPAIR:** Each non-captured, non-abandoned, immobilized vehicle (only during the post-CG Date 23 PM RePh) must make a dr on the following table to determine if the immobilization is repaired. An immobilized vehicle after any other CG Date remains immobilized.

### IMMOBILIZATION REPAIR TABLE

Final dr	Effect
≤ 4	Becomes Mobile*
≥ 5	No change

\* Retained; clear from the map if non-Isolated

#### drm

+x	Per armor leader DRM
+1	If only non-Qualified Use ( <b>A21.13</b> ) possible
+1	If in a Front-Line hex
+1	If Isolated

**c) AFV RECALL:** Each Mobile, non-Isolated Retained Vehicle under Recall is Eliminated. [EXC: a vehicle under Recall (or one that was Recalled and exited due to Low Ammunition) for Low Ammunition is taken off map and must make a dr. The vehicle is Retained on a  $dr \leq 3$  and may be added to that side's OB for the next CG Scenario, but must enter from offboard. On a  $dr \geq 4$  the vehicle is Retained, but cannot return to play during the next CG Scenario. It will re-roll in each subsequent RePh until it is able to re-enter play, or at CG End it is Eliminated and added to the CVP totals].<sup>13</sup> If Mobile, under Recall and Isolated, it begins the next scenario under Recall (as well as suffering Ammunition Shortage; 7.5061):

**d) STUNNED:** A side Retaining a vehicle suffering the results of a Stun (small Stun, **D5.34**) must make a dr on the Vehicle Stun Recovery Table to determine if the vehicle recovers from the Stun result. If Eliminated the vehicle is Abandoned.



### VEHICLE STUN RECOVERY TABLE

Final dr	Result
≤ 3	Recover, remove Stun
4-5	Retain Stun
≥ 6	Eliminated

#### drm

+1	Isolated
+x	Armor Leadership Modifier

**7.5132 WEAPON REPAIR:** Each side now makes a separate dr on the Weapon Repair Table for each malfunctioned non-Captured Retained weapon. Malfunctioned weapons with an X#, such as a PSK, are removed from play.

### WEAPON REPAIR TABLE

Final dr	Effect
≤ 2	Repaired
≥ 3	Eliminated*

#### drm

-2	If Vehicle-mounted
-x	Weapon Repair #
+1	If only non-Qualified Use (A21.13) possible
+1	If Isolated

\* If vehicular-mounted, the Weapon is Disabled; if MA, the vehicle is placed under Recall (7.5131c). Isolated vehicles start the next scenario under Recall and suffer Ammunition Shortage (A19.131).

**7.5133 VEHICULAR-MG EXCHANGE:** A Disabled, non-Captured, vehicular-MG may be automatically repaired (even if disabled in step 7.5132) by Eliminating a MG of the type that would be given were the disabled MG to be Removed. If the Disabled MG is one whose Removal is NA (e.g., a CMG), use a LMG of the nationality involved. In all cases, the MG to be Eliminated must be one Retained within that Perimeter Area as the AFV. See also OtO CG7.

**7.5134 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 and made by the original owner was ≤ 10 [EXC: Russian FT ≤ 11]; otherwise, it is Eliminated. Place each such Retained SW in the friendly side's "Retained" box on the OtO2 Force Organizer. However, the side may never Retain in this manner more FT/DC, then it has friendly non-Isolated Assault Engineer (only) squads at this point in the RePh.

**7.5135 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 (see OtO HBR 11).

**7.5136 CAPTURED AFV'S:** A Captured AFV may continue to be Retained if it has any functioning weapon (even if its MA is Disabled); otherwise it becomes a Wreck. See also Retained

Equipment and Scrounging (7.5072).

#### 7.5137 ABANDONING, SCROUNGING, AND REMOVAL:

At the Controlling player's option, ≥ one non-Recalled vehicle in each friendly Perimeter Area may be Abandoned and/or turned into a (Burnt-out) Wreck and/or have allowed Armament Removed. Likewise, he may attempt to Scrounge ≥ one non-Recalled vehicle/Burnt-out Wreck/Wreck in each Friendly Perimeter Area [EXC to all: Such actions are NA unless ≥ one MMC (even an Abandoning crew) is Retained in that Perimeter Area].

#### 7.5138 SPECIAL AMMO:

Any gun, Towed or Vehicle-mounted, has all of its Depleted ammunition types restored to normal if otherwise available [EXC: Captured/Isolated].

#### 7.5139 LOW AMMO REMOVAL:

Each Low Ammo counter on each non-Isolated unit is Removed. Each non-Isolated Infantry unit/Weapon currently suffering from Ammunition Shortage (7.5061) now has such restrictions lifted.

#### 7.51310 SW/GUN dm/ELIMINATION:

At the Controlling player's option, ≥ one SW/Gun in each friendly Perimeter Area that contains Retained Personnel may be Eliminated/dismantled/assembled.

#### 7.514 FORTIFICATION, WRECK, AND IMMOBILE-VEHICLE REMOVAL:<sup>14</sup>

Attempts may be made to Eliminate (Burnt-out) wrecks, Immobile vehicles, Entrenchments (including an AT Ditch) and Wire/Known minefields in friendly Controlled non-Isolated Locations. Versus Wire/minefields, the number of Removal attempts cannot exceed the number of squad-equivalents Retained within that Perimeter Area.; vs. (Burnt-out) wrecks/Immobile vehicles, the number of attempts cannot exceed the number of Mobile tracked vehicles Retained within that Perimeter Area.

Only one removal attempt dr may be made per item per completion of this RePh step (pre-existing Labor drm are not applicable, and does not create a Labor Status marker). If a Location contains > one of the above mentioned items (all mines in the same Location are considered one minefield for this purpose), the side may roll once for each (if so allowed as per the preceding paragraph), but must announce which item it is currently rolling for [EXC: a Location must be devoid of mines before a removal dr may be made vs. a (Burnt-out) wreck or Immobile vehicle in a non-Bypass position in that Location; vs. a (Burnt-out) wreck or Immobile vehicle in Bypass along a hexside, both ground-level Locations sharing that hexside must be devoid of mines before its removal may be attempted].



## FORTIFICATION/WRECK/IMMOBILE VEHICLE REMOVAL TABLE

Final dr	Result
≤ 3	Eliminated and Removed from the map*
≥ 4	No Effect **

### drm

+2	Wire/Minefield/ (Burnt-out) Wreck/Immobile vehicle is in a Front-Line hex
+1	Wire/Minefield/(Burnt-out) Wreck/Immobile vehicle is ADJACENT to, but not in, a Front Line hex
-2	The Russians currently Retain ≥ 3 non-Isolated Assault Engineer squads
-2	The Germans are attempting to clear a friendly Wire/ minefield/Entrenchment

\* vs. a Known minefield, this result Eliminates all mines (AP and AT) in the Location  
 \*\* An original dr of 6 results in Casualty-Reduction of a non-Isolated elite MMC (Assault Engineer if possible, otherwise owner's choice; if no elite MMC are available, reduce a first-line MMC, etc.)

**7.515 CPP REPLENISHMENT:** In all Reorganization Phases following the Initial Scenario, each side consults the CPP Replenishment Chart and makes a Secret DR. The resulting number is the number of CPP that side has to purchase RG's.

### CPP REPLENISHMENT CHART

Final dr	Result
≤ 2	25 CPP
3-4	24 CPP
5-6	23 CPP
7-8	22 CPP
9-10	21 CPP
≥ 11	20 CPP

### drm

+/- Historical DRM for Friendly side

**7.5151 HISTORICAL DRM CHART:<sup>15</sup>** The DRM given in the chart below are used as DRM for the following Tables: CPP Replenishment (7.515), ELR Loss/Gain (7.516), RG Strength determination (7.519) and Leader Generation (7.5196). Players may wish to write in the pertinent DRM for their side in the "Hist DRM" column on the CG Roster. Each side uses only the DRM listed for its side for the current CG Date.

### HISTORICAL DRM CHART

Date	Russian DRM	German DRM
23AM	-2	-1
23PM	+1	0
24AM	-1	0
24PM	0	+1

**7.5152 CG ROSTER UPDATE:** Record the final result of the CPP Replenishment DR in the "Repl" column, and on the proper line for the current CG Date, on the CG Roster. Add the

current CG Date's "Repl" number and "Start" number (the latter is the number of CPP unspent from the previous CG Date), and record this sum in the "Total" box of the same line. This is the total CPP available for purchasing RG/Recon.

**7.516 ELR LOSS/GAIN:** Each side makes a DR to determine if it's current ELR changes. On a Final DR of ≤ 2 that side's current ELR increases by one, to a maximum of 4. On a Final DR of ≥ 12 its current ELR decreases by one to a minimum of 1. Update any change in a side's ELR in the "ELR" column of the CG Roster for that CG Date. A side's ELR applies to all non-crew Purchased units according to 7.518. Normal Battlefield Integrity (A16) rules should not be used in the OtO CG. The following cumulative DRM apply to the ELR Loss/Gain DR:

### DRM

-1	Friendly side won previous CG scenario
-1	Per Friendly Elite Infantry Company/Platoon purchased on previous CG Date
+2	Per scenario completed since the start of the CG
+2	For each multiple of 50 CVP (FRD) suffered by Friendly side since the start of the CG
+/-	Historical DRM for Friendly side

**7.517 WEATHER DETERMINATION:<sup>16</sup>** The German side makes a DR on the OtO2 Weather Table starting after the Initial Scenario to determine weather for the current CG Date. Wind Force and direction are determined in RePh step 7.5221 (unless noted otherwise in the Weather Table below). Record the results on the applicable columns of the CG Roster.

### OtO2 WEATHER TABLE

Final DR	Result
≤ 3	Rain
4-7	Overcast
8-11	Clear
≥ 12	Clear & Gusty

### DRM

-1 | If previous CG Date was Overcast

**7.5171** The German side makes a dr on the OtO2 Environmental Conditions Table starting after the Initial Scenario to determine the environmental conditions for the current CG Date. Record the results on the applicable column and line of the CG Roster.

### OtO2 ENVIRONMENTAL CONDITIONS TABLE

Final dr	Result
≤ 2	Wet
3-4	Moist
≥ 5	Moderate

### drm

-3 | If in previous CG Date Rain Occurred  
 -1 | If previous CG Date was Overcast



## GERMAN REINFORCEMENT GROUP CHART AND NOTES

ID	Group Type	Units Received	CPP	Full/Depleted	Notes	CG Date Max	CG Max
I1	Rifle Co. I	4-6-7	7	12/9	c,e	2	4
I2	Rifle Co. II	4-4-7	6	12/9	c,e	2	4
I3	Pioneer Plt.	8-3-8	6	3/2	a,c,d,e	2	4
I4	Assault Plt.	5-4-8	4	3/2	a,c,e	2	4
I5	HW Sect. I	HMG x 2	2		b,c	3	6
I6	HW Sect. II	81mm MTR x 2	3		b,c	3	6
I7	HW Sect. III	HMG Cupola, MMG Cupola	5			3	5
V1	TD Plt. I	PzJg III/IV	6	3/2	a,c	2	4
V2	TD Plt. II	Marder II	5	3/2	a,c	2	4
V3	AG Plt. I	StuG IIIG	6	3/2	a,c	2	4
V4	AG Plt. II	StuH-42	6	3/2	a,c	1	2
V5	SP Flk. Sect. I	SdKfz 10/4	2	2/1	c	2	4
V6	SP Flk. Sect. II	SdKfz 7/1	3	2/1	c	2	2
G1	AT Plt. I	75L (PaK 40)	5	2/1	b,c	2	5
G2	AA Plt. I	88L (FlaK 18 o. 36)	7	2/1	b,c	2	4
G3	AA Plt. II	20L (FlaK 30)	6	2/1	b,c	2	3
G4	AA Plt. III	20L (FlaK 38)	3	2/1	b,c	2	5
G5	Art. Sect. I	105L (s K 18)	5	2/1	b,c	1	2
G6	Art. Sect. II	75* (leIG 18)	4	2/1	b,c	1	3
G7	Art. Sect. III	150* (sIG 33)	6	2/1	b,c	1	2
G8	Mtr. Sect. I	120mm (GrW 42)	4	2/1	b,c	1	2
O1	100mm+ OBA	Battalion ART	3	NA	f,g	2	6
O2	120mm+ OBA	Battalion ART	4	NA	f,g	1	3
O3	150mm+ OBA	Regimental ART	5	NA	f,g	1	3
O4	Offboard Observer		1	NA	h*	2	6
O5	Counter Battery Module		5	NA		1	4
F1	DB Type '42 Stuka		1	NA	k	1	4
F2	DB Type '43 Stuka	See OtO Aircraft 12.12	1	NA	k,l	1	2
F3	FB Type '44		1	NA	k	1	2
M1	50 FPP	Fortifications	1	NA	i	5	10
M2	Minefield		2	NA	i,j	2	4
M3	SAN # Increase		2	NA		1	4

### German RG Notes:

- a:** Roll for Armor Leader/Platoon Leader availability on table 7.5197
- 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 7.5192 and 7.5196
- 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. Barrage is N/A with purchased OBA modules.
- g:** Each module may fire Smoke and HE only.
- h:** Offboard Observer is at level 2 on a friendly controlled west map edge. Location is secretly recorded prior to Russian 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 (OtO CG13).
- i:** A Maximum of 20% FRU of available CPPs for any CG date may be spent on FPP/Minefields (M1 & M2).
- j:** 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.
- k:** These units are purchased as stated. F1= the Stuka as presented in E7.403. F2 = the 43DB as presented in OtO Aircraft 12.12. F3 = 44FB. Note there is no determination of FB or DB when Air Support arrives (**H1.531** note †)
- l:** For each DB RG, make one dr to determine type of DB received (OtO Aircraft Table 12.12). Then make a dr for each aircraft to determine if it is equipped with ATCB. On a dr 1-2 aircraft has ATCB (See OtO Aircraft 12.6).



## RUSSIAN REINFORCEMENT GROUP CHART AND NOTES

ID	Group Type	Units Received	CPP	Full/Depleted	Notes	CG Date Max	CG Max
I1	Rifle Co.	4-4-7	5	11/8	c,e	2	4
I2	Guards Rifle Co.	4-5-8	7	11/8	c,e	2	5
I3	SMG Co.	5-2-7	4	9/7	c,e	1	4
I4	Guards SMG Co.	6-2-8	6	9/7	c,e	1	4
I5	Engineer Co.	6-2-8	10	8/6	c,d,e	1	4
I6	HW Sect. I	HMG x 2; .50 cal x 1	4		b,c	2	6
I7	HW Sect. II	82mm MTR x 2	3		b,c	2	4
V1	AG Plt. I	SU-76M	3	2/1	a,c	2	5
V2	AG Plt. II	ISU-122 aamg	5	2/1	a,c	2	5
V3	AG Plt. III	ISU-152 aamg	5	2/1	a,c	2	5
V4	Tank Plt. I	KV-1S	4	2/1	a,c	3	5
V5	Tank Plt. II	PT-34 Mineroller	6	2/1	a,c,j	3	3
V6	Tank Plt. III	T-34-FT	6	2/1	a,c,j	2	4
V7	Tank Plt. IV	KV-FT	5	2/1	a,c,k	2	3
V8	Tank Plt. V	KV-PT Mineroller	4	2/1	a,c,k	2	2
G1	Art. Sect. I	76* INF (obr. 27)	3	2/1	b,c	2	2
G2	Art. Sect. II	76L (obr. 39)	5	2/1	b,c,o	2	2
G3	Art. Plt. I	45L/45LL (obr. 32/42)	4	2/1	b,c,l,o	2	3
G4	Mtr. Sect. I	120mm (PM obr 38)	5	2/1	b,c	1	2
O1	70mm+ OBA	Battalion Mortars	3	NA	f,g	2	8
O2	120mm+ OBA	Battalion ART	4	NA	f,g	2	8
O3	150mm+ OBA	Regimental ART	5	NA	f,g	1	3
O4	120mm+ Rocket OBA	Battalion ART	2	NA	h	1	2
O5	200mm+ Rocket OBA	Regimental ART	3	NA	h	1	2
O6	Offboard Observer		1	NA	i*	3	12
O7	Counter Battery Module		4	NA		1	4
B1	Bombardment		7	NA	m	2	6
F1	Sturmovik	See OtO Aircraft 12.21	1	NA	n	2	8
M1	50FPP	Fortifications	1	NA		2	6
M2	SAN # Increase		2	NA		1	4
M3	Reconnaissance		2	NA		1	4

### Russian RG Notes:

- a:** Roll for Armor Leader availability on table 7.5197.
- 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 7.5192 and 7.5196.
- 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. Barrage is N/A with purchased OBA modules.
- 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 east 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 (OtO CG13).
- j:** Make a dr for each FT vehicle; 1-4 is a OT34/ATO-42, 5-6 is a OT-34(L). Make a dr for each PT vehicle; 1-4 is a PT-34(L), 5-6 is a PT-34
- k:** Make a dr for each FT vehicle; 1-2 is a KV-8S, 3-4 is a KV-8(L), 4-6 is a KV-8. Make a dr for each PT vehicle; 1-3 is a KV-1 M41, 4-6 is a KV-1 M42
- 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<sup>20</sup>.*
- n:** For each GA RG, make one dr to determine type of GA received (OtO Aircraft Table 12.21). Then make a dr for each aircraft to determine if it is equipped with ATCB. On a dr 1-2 aircraft has ATCB (See OtO Aircraft 12.6)
- 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.





**7.518 PURCHASING REINFORCEMENT GROUPS:** 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<sup>17</sup>, 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 7.5225), or to purchase further RG in any subsequent RePh step 7.518(-.5187).  
*Note: At the completion of the last RePh, any CPP remaining for the Germans are counted as Victory Points and subtracted from the Russian total. Each remaining CPP is worth 1 VP.*

Each RG contains the following columns:

**7.5181 ID:** Provides an alphanumeric identification for each RG. All Infantry RG have an ID of "I", all Guns "G", etc.

**7.5182 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 7.518).

**7.5183 UNITS RECEIVED:** This lists which type of unit(s) are received when purchasing this RG. If there is more than one type of unit received in this RG, they will be separated by a "/" in this column.

**7.5184 CPP:** 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.

**7.5185 FULL/DEPLETED:** 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 7.5191). HW Platoon RG use 7.5193 to determine Depleted Strength; OBA Modules use 7.5195. The number of aircraft received is determined as per E7.21.

**7.5186 NOTES:** In this column are listed the various special notes that apply to each RG. Consult the notes listed below the Reinforcement Group Chart for each side to learn what each note describes.

**7.5187 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 (7.4) never count against this maximum.

**7.5188 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;

7.15) 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 (7.4) never count against this maximum.

**7.5189 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 filled out for each RG purchased (or given in an Initial Scenario OB) in order to keep track of the number purchased thus far in the CG (7.1). The listing above helps to explain how each column of the RG Purchase Record is intended to be used.

**7.519 RG STRENGTH, WEAPONS AND LEADERS<sup>11</sup>**

**7.5191 INFANTRY, GUN, AIRCRAFT AND VEHICLE STRENGTH:** Using the RG Strength Table, each player makes a separate DR for each Infantry, Gun, AFV, and HW 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 "/" (7.5184).

**RG STRENGTH TABLE**

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

**7.5192 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 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 drs ≤ 4, and the additional MMG on a dr ≤ 2.*

**GERMAN SW ALLOTMENT**

RG ID#	LMG	MMG	PSK	FT	DC
I1	3	1; (3)	1	0	0
I2	3	1	1	0	0
I3	1	0	0	1	2
I4	1	0	0	0	1



### RUSSIAN SW ALLOTMENT

RG ID#	LMG	MMG	ATR	FT	DC	50 MTR
I1	1	1	1	0	0	1
I2	2	1	1	0	0	2
I3	0	0	0	0	1	0
I4	(3)	0	(3)	0	1	0
I5	1	0	0	2	5	0

**7.5193 HW SECTIONS:** A Full-Strength HW Platoon receives all the Weapons and Personnel listed for it in its respective RG Chart. If the Platoon is Depleted [a MG Cupola RG is always received Full], make a Secret dr for each such Weapon: an Original dr  $\leq 4$  results in that weapon being received (along with the applicable crew); if  $\geq 5$  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.

**7.5194 VEHICLES:** The number listed before the slash (/) indicates the number of that vehicle type that is received if the RG is received Full Strength. The number listed after the slash indicates the number of that vehicle type that is received if the RG is received Depleted Strength.

**7.5195 OBA:** 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 (7.5151). Record the strength of the RG in the "Str." Column of the RG Purchase Record on that RG's line..

### OBA TABLE

DR	German	DR	Russian <sup>18</sup>
2	Plentiful Ammo	$\leq 5$	Plentiful Ammo
3-8	Normal Ammo	6-11	Normal Ammo
$\geq 9$	Scarce Ammo	$\geq 12$	Scarce Ammo

**7.5196 LEADER DETERMINATION:** For each Infantry RG purchased (or OoB-given), make a Secret DR on the 7.5196 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].

### LEADER GENERATION TABLE

DR	German	Russian
$\leq 1$	10-3, 9-1, 8-0	10-3, 9-1, 8-0
2	10-2, 9-1, 8-0	10-2, 9-1, 7-0
3	10-1, 9-1, 7-1	10-1, 9-1, 7-1
4	9-2, 9-1, 8-0	9-1, 8-1
5	10-0, 8-1, 7-1	9-1, 7-1
6	9-1, 8-1, 8-0	8-1, 7-1
7	9-1, 8-1, 7-0	9-1, 8-0
8	9-1, 8-0, 8-0	8-1, 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
$\geq 12$	8-0, 6+1	7-0, 6+1

### drm

+1	Depleted
+/-	Historical (7.5151)
+1	German I2
-1	Russian I2, I4, I5

### 7.5197 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.

### AFV ARMOR LEADER TABLE

DR*/dr**	German Eng/Assault Plt**	German AL & Russian AL*
$\leq 1$	-	10-2
2	9-2	10-1
3	9-1	9-2
4	8-1	9-1
5	8-0	8-1
6	8-0	-
$\geq 7$	7-0	-

### DRM/drm

-1	Russian KV Plt*
+1	German*
+1	Mineroller Plt*
+1	Depleted unit

\* AL DR only

\*\*Platoon dr only

**7.520 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 7.518). 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 PURCHASING TABLE

Fortification	FPP
Foxhole 3/2/1 Squad Capacity	3/2/1*
Trench	6
AT Ditch	18**
AP Mine	2 per Factor
AT Mine	4 per Factor
Concealment (“?”) counters	1 per counter
Wire	13
Pillbox	(a+b+c) x 2
HIP The Germans double the cost for Infantry not possessing 5/8” ordnance to set up HIP in non-orchard shellholes. Values refer to 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 A12.34. Neither side may purchase HIP for“?”.	5/3/2/1

\* The Russians may only expend FPP on Foxholes; Purchase during the initial scenario is NA.

\*\* Max purchase is 15 during CG

**7.521 INITIATIVE/ATTACKS:** The Russian is always the Attacker and the German is always the Defender.

### 7.522 WIND AND UNIT SETUP

**7.5221 WIND:** Prior to setup, roll for Wind Force/Direction (B25.63-.64). If a Mild Breeze results and there is  $\geq$  one Blaze on-map (7.509), place Drifting Smoke counters immediately.

**7.5222 ISOLATED UNIT SETUP:** The side that sets up first now sets up all of its Retained units, Equipment, and new Fortifications which start in Isolated Locations (7.5054-.5056, 7.506-.5062, 7.5131b) after which the other side does likewise. Each Isolated unit/Equipment piece may be set up only in its current Pocket [EXC: in its current Location and VCA if an Immobile vehicle; 7.5071]. Each unit/Weapon that sets up Isolated [EXC: Captured Weapon; A21.11] is automatically affected by Ammunition Shortage (A19.31); if already so affected at start, there is no additional effect. The ID of an Isolated unit/Weapon should be recorded to distinguish from others not suffering the same penalties.

**7.5223 AMMUNITION SHORTAGE REMOVAL:**<sup>19</sup> When a Good Order Isolated Infantry unit suffering from Ammunition

Shortage begins a Friendly player turn in the same location as a friendly Good Order armed Infantry MMC (that is itself not suffering from Ammunition Shortage) whose US# is  $\geq$  that Isolated unit’s, its Ammunition Shortage ceases to exist at the end of that Player turn provided both units become TI and remain in Good Order throughout that Player turn. An MG’s Ammunition Shortage is removed whenever it is possessed by a Good Order, armed MMC not suffering from Ammunition Shortage. All other weapons suffering from Ammunition Shortage can lose that status only by ending a CG scenario non-Isolated (7.506).

**7.5224 NON-ISOLATED UNIT SETUP:** The side setting up first may setup the remainder of its Retained units, Equipment, purchased Fortifications, and on-map RG in non-Isolated, friendly Perimeter Locations. Retained units/RG not set up on the map may enter as per OtO CG12; those kept completely out of play are still Retained for the next CG Scenario. While setting up units/Equipment, the side also now determines in what specific Locations their Fortifications (7.520) are to be setup in by writing the Locations in their respective boxes on the CG Roster sheet, under “Fortifications”. Once the side setting up first has completed its setup, the other side follows the same procedure.

**7.5225 PURCHASING 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 7.5226 for further information on the effects of Recon.

### RECON TABLE

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

**7.5226 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 (7.5225), if any. Each reconnoitered Location must be  $\leq$  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.

**7.523 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.

## FOOTNOTES

**(1) 2.2 ORCHARD SHELLHOLES:** When hit by a tremendous amount of artillery, the trees composing an orchard hex had most of their leaves and branches knocked off. Thus, they more resembled orchards in “out of season” conditions.

**(2) 4. MACHINE GUN CUPOLAS:** The Germans constructed special steel pillboxes amidst the dense fortification network, which provided excellent defensive positions for machineguns. It was intended that the pillboxes would be reinforced with concrete, but a lack of material forced the Germans into using earthworks as extra protection. There is no permanent X on a repair attempt and it never permanently disables in order to simulate the extra barrels and ammunition that could be stored within, and also because the cupolas are key to the Tactical Objectives in several scenarios, and an Elimination due to a repair attempt is too significant.

**(3) 5. CBM:** A counterbattery module could essentially be considered out of the realm of ASL. However, we felt that the dominance of Soviet artillery in this battle and the fact this is a campaign game warranted its inclusion. The table generically represents the fact that it isn’t necessarily easy to obtain effects on an enemy battery, but as more missions are fired the chances increase. We highly encourage designers who are working on larger scenarios to include this as a special rule if its use is warranted.

**(4) 6. LVP:** Note that not all hexes designated as LVP are necessarily “key terrain”. It was identified early in playtesting that most Russian players will try and mass their force on one side of the map or the other. The spreading out of some of the LVP is simply to force the Russian player to more historically attack on a broader front encompassing most of the map area.

**(5) CG12b:** During playtest we found that having each Russian RG enter on the board edge had a severe impact on balance, as sometimes it took an entire scenario to essentially get into the fight. Thus we have allowed the possibility of setting up on board but at a range that puts the units behind the main fighting, and yet allows them to get into action on the current date.

**(6) CG16 FORTIFICATIONS:** It was deemed too difficult during playtesting to track the movement of every Russian unit to determine if it had a LOS to a particular fortification, and lowered the playability factor. Historically the Germans had been entrenched here for some time, and the Russians had

used extensive reconnaissance forces. Therefore the Russians had a good idea where most of the fortifications were.

**(7) 7.4 SCHWERE PANZERJAEGER BN:** For those that delve into historical research, this is a particularly interesting issue. What is known is that a Panzerjaeger unit equipped with PzJg III/IVs supported the 78<sup>th</sup> Sturm, however, various sources and historians do not agree on exactly what unit this is. It could be elements of the 655<sup>th</sup>, 665<sup>th</sup>, or 519<sup>th</sup> battalions. It is uncertain if 665<sup>th</sup> was actually equipped with Nashorns. 655<sup>th</sup> was ordered to transfer to Army Group North just prior to the start of “Bagration”, and it is unclear if they did so, or remained with Army Group Center. 519<sup>th</sup>, or at least elements of it, were not part of Fourth Army at the start of the offensive, so this is not conclusive either. Regardless, the Nashorns are depicted in the action.

**(8) 7.4 SCHWERE GRANATWERFER BN 5:** This provides another interesting aspect on the historical research. One of the most difficult tasks was actually determining what type of guns this unit was equipped with. It ranged from 105mm mortars to 150mm rockets. The difficulty lay in various sources translating unit IDs into English. There was a Nebelwerfer Battalion 5. It was equipped with 105mm rockets and later self-propelled and towed rocket launchers. During the summer of 1944 it was assigned to Army Group South. Schwere Granatwerfer Battalion 5 was created from a machine-gun battalion, equipped with 120mm mortars, and assigned to the 78<sup>th</sup> Sturm Division.

**(9) 7.5054 POCKETS:** There must be a friendly unit present (SMC N/A) in order to allow the formation of a Pocket.

**(10) 7.5061 EFFECT ON UNITS:** The fact a unit is Isolated does not necessarily mean it is out of contact and is cut off from any other friendly forces. Rather, it indicates a unit that is cut off from its supply line.

**(11) 7.5067 DRAWING THE PERIMETER:** Once each side has carefully drawn out its respective Perimeter on the reduced size OtO mapsheet it is much easier to visualize any Isolated Area(s). For this reason alone we highly recommend that you do a new “Perimeter map” during this step for each CG scenario completed in order to clearly see each side’s “start line” and setup area(s) for the next CG scenario.

**(12) 7.508 PRISONERS:** “Eliminated” here actually represents the prisoners’ evacuation to a POW collection area.

**(13) 7.5131c AFV RECALL:** It was felt that with the number of circled B Russian vehicles, complete loss due to ammunition was too harsh, especially since they can rearm somewhere behind the lines. The dr to re-enter a vehicle Recalled for low ammo represents the difficulties of the vehicle moving rearward and finding a supply point, then rearming, and finding its way forward to the front line.

**(14) 7.514 FORTIFICATION REMOVAL:** This represents the work of engineers during a lull in the action, perhaps over-



night, or even by the occupying units.

**(15) 7.5151 HISTORICAL DRM CHART:** Although this is a “short” CG, these DRM are an attempt to represent the actual historical major pushes and unit performance during periods of battle.

**(16) 7.517 OtO2 WEATHER TABLE:** Overcast conditions prevailed, with periods of rain, for a significant part of the battle. Even so, air support was still capable of flying during the overcast conditions.

**(17) 7.518 RUSSIAN RG GROUPS:** The Russian RG contains several new types of “specialty” armored vehicles. Refer to the applicable Vehicle notes.

**(18) 7.5195 OBA MODULE RG:** The Russians have a low chance for scarce ammo, and good probability of plentiful ammo due to the large amounts of ammunition stored prior to the attack. The Russians had stored so much ammo that most artillery battalions could not expend their allocated ammunition, even though they fired a tremendous amount during the battle.

**(19) 7.5223 AMMUNITION SHORTAGE REMOVAL:** This rule simulates the ability of an Isolated unit to be “resupplied” in the midst of battle. Friendly MGs are the only SW allowed to be re-munitioned in this manner since most squads usually had MG ammunition more readily available than, say, mortar rounds.

**(20) U.S. KGP RG Note b:** When the U.S. Player purchases a pre-game Bombardment, he records a secret Pre-Registered hex for it. To resolve each Bombardment, after all on-map setup is completed he places an AR counter in the Pre-Reg. hex and makes a C1.31 error DR (with the white dr halved; FRU) to determine the Bombardment Center Hex. He then places and FFE:C counter in that Center Hex. All hexes within seven hexes of that hex now undergo a Bombardment as per C1.82-.823. There are no “spared hexes”. After the Bombardment has been fully resolved, its FFE:C is removed and that Bombardment RG is eliminated. Each Bombardment is fully resolved before conducting another Bombardment (if any). The maximum number of Bombardments useable per CG scenario is equal to the number of new CG dates since the last CG-Scenario End (e.g., if one Idle Date occurred between scenarios, no > two Bombardments may be conducted for the current scenario). No Bombardment is resolved on an Idle Date.

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### OtO SASL Mission OtO-S1 "Breakthrough To Orsha"

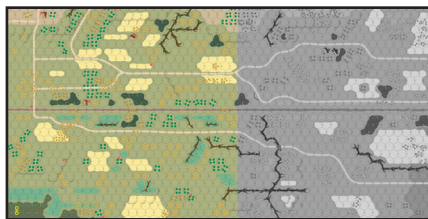
**BRIEFING:** June 24, 1944. Your command is poised to break through the last lines of resistance of the 78th Sturm Division. You have been assigned armor, artillery and air support for your attack. Capture and hold all objectives, control all of the railroad locations, and control the road network leading off the western map edge. Destroy any Guns or AFV's that could hinder our advance through this area.

**PREVAILING ATTITUDE (3.2):** Hold {A2b}

#### MISSION TABLES (12.32):

ENEMY SAN DR	FRIENDLY SAN DR	ENEMY AC# dr	ENEMY RE dr	Friendly RE dr
≤ 3	3	≤ 3	2	≤ 2
4-9	4	3	≤ 3	3
≥ 10	5	≥ 10	4	4
				AC#
				RE#
				dr
				RE#
				dr
				RE#

#### MAPBOARD:



Only hexrows 1-28 are in play  
**Friendly Board Edge is EAST, Enemy Board Edge is WEST**

#### VPO LOCATIONS:

VPO for this mission are the printed LVP objectives on the Orsha map area in play.

#### S? PLACEMENT (4.):

Place S? as per 4.1, cases a, b [EXC: add "/grain" to each occurrence of woods/brush in case b] and d > 2 hexes West of the FRIENDLY set up area. FRIENDLY set up area is located on or East of A27-I23-I20-R15-DD21.

#### ADDITIONAL GERMAN UNITS SET UP:

I10: Flak 38 20L (6), 228, set up in AA mode and concealed. CA H10/I11.

U6: Flak 38 20L (6), 228, set up in AA mode and concealed. CA T6/U7.

CC2: Flak 18 88L, 228, set up in AA mode. CA BB2/CC3.

These Guns may not roll for Actions until FRIENDLY FB's have entered the game. They may fire at FRIENDLY FB's only [EXC: if a Target comes to within = 4 hexes]. If all FRIENDLY FB's have been shot down/recalled these Guns may roll for Actions and fire on other Targets normally.

The only other German units that may fire at FB's are vehicles with AAMG or AA armament.

**MINEFIELDS:** Place Known minefields (B28.46) in the following hexes A26? ?H22; S15? ?Z18. If these hexes are entered,

determine strength of minefield as in ENEMY RE 13-16 [EXC: on a subsequent dr of = 2 AT minefield factors are present in addition to the AP mines. Make another dr for strength factors of AT mines in hex: 1-3= 1 AT, 4-5=2 AT, 6=3 AT mine factors].

**SEQUENCE:** S?/German Guns are set up first. Then wreck placement (see MSR 8). FRIENDLY units are then set up on or East of the area defined by A27-I23-I20-R15-DD21. Determine wreck status (see MSR 8). The FRIENDLY side moves first.

#### FRIENDLY STARTING OoB:

Elements of Russian 16th Guards Rifle Division [ELR:4]

#### Three Coys; Each Coy composed of the following:

Leader x 3; 628 x 4; 458 x 6; 447 x 6; 248 x 2; 127 x 4; mmg x 1; hmg x 1 (make a dr for each coy: if dr 1-2 replace with .50 Cal.); hmg x 4; ATR x 2; DC x 2; 50mm MTR x 2; FT

Each Coy must set up on or East of the FRIENDLY set up area as follows: One Coy on/between hex rows E-K, One Coy on/between hex rows L-T, One Coy on/between hex rows U-DD. FRIENDLY Infantry may set up in Foxholes if desired.

#### Armor Support:

PT-34(L) x 4; T 34 M43 x2; ISU 122; AL x 3 (Apply an additional -1 DRM for all AL rolls on table R3).

Four additional AFV chosen by dr on the following table:

dr	Type of AFV
1	SU 152
2	ISU 122
3	KV 1S
4	SU 76m
5	Make another dr: OT 34L[1-3] , T-34/ATO-42 [4-6]
6	Make another dr: KV 8 [1-2], KV 8S [3-6]

*Armor may be placed anywhere in FRIENDLY set up area.*

#### Air Support:

Three FB's arrive automatically on Game Turn 2. FB's are Sturmoviks and all rules in OtO Aircraft 12.2-.63 apply. Make a dr on the **OtO Aircraft 12.2** Table.

If a Mistaken Attack (E7.32) occurs, the player should position the errant FB and select Targets that will be in the ENEMY'S best interests. FRIENDLY FB remain onboard for the duration of the Mission unless Recalled (E7.24).

#### MISSION END:

At the end of Game Turn 8, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 3 the mission ends immediately. There is a -1 drm for each complete Game Turn completed after Game Turn 8.



**VP SCHEDULE (12.6):**

- Both sides gain 1 VP for each VPO controlled at mission end.
- FRIENDLY side gains 2 VP for control of all RR locations (control established by moving through RR hexes with MMC). The ENEMY side gains 1VP if this task is not accomplished.
- FRIENDLY side gains 3 VP for control of path of road hexes connecting FBE to EBE (path established by moving through road hexes with MMC; route may go through a cleared minefield location). The ENEMY side gains 1 VP if this task is not accomplished.
- ENEMY side gains 1VP for each Gun/AFV capable of firing on a road or rail hex at game end.

**MISSION SPECIAL RULES:**

1. EC are Moist with no wind at start. All OtO HSR and applicable vehicle and aircraft rules are in effect.
2. The FRIENDLY OoB is Elite. FRIENDLY 6-2-8s and any resulting HS's are Assault Engineers (H1.22) and Sappers (B28.8). FRIENDLY AFV crews may not voluntarily abandon their vehicles.
3. The FRIENDLY side receives 80+mm OBA (HE and smoke), directed by an Offboard Observer (C1.63) recorded at set up on any East edge hex at level 2, with plentiful ammo. During the Turn 1 PFP, the FRIENDLY side may place a FFE:1 on any location viewable to the observer. No battery access draw is made for this FFE:1, nor is any additional access draw made for placement on unknown enemy units (C1.21). Accuracy must still be rolled; extent of error will be one hex for this special placement. Normal OBA procedures resume after Russian Turn 1.
4. Replace ENEMY/FRIENDLY Random Event Tables (A11 & R9) with Breakthrough to Orsha Mission Random Event Tables.
5. Replace ENEMY Activation Table A1 and standard Gun/Vehicle tables with the following:

BtO ENEMY ACTIVATION TABLE		ENEMY GUN/CUPOLA TABLE	
DR	Item(s) Activ.	DR	Item Activated
2	VEHICLE	2	20L(6) AA
3	HS, GUN	3	88L AA
4	S, S, L, F, SW	4	81* MTR
5	S, L, F, SW	5	HMG Cupola
6	S	6	75* INF
7	HS	7	75L AT
8	S	8	88L AA
9	S, L, SW	9	MMG Cupola
10	S, L, F, SW	10	75* INF
11	GUN, F	11	150 INF
12	VEHICLE	12	20L(20) AA

**ENEMY VEHICLE TABLE**

DR	Vehicle
2-3	StuH 42
4-5	Sdkfz 10/4
6-7	Marder II
8-9	StuG IIIG
10-11	PzJg III/IV
12	Sdkfz 7/1

6. No 658's or 548's may be activated on table G2, replace them with 468's. ENEMY ELR is 3. Place ENEMY Sniper in P18.
7. If a FRIENDLY AFV moves to a location where there is no GO FRIENDLY MMC within 4 hexes, they must add a +3 DRM to their Command DR. N/A if AFV in FRIENDLY set up area.
8. After the ENEMY side is set up, six wreck counters may be placed in locations ≤ 2 hexes outside of the FRIENDLY set up area unoccupied by ENEMY units. These wrecks may not be placed adjacent to one another. Make a dr for each of these wrecks after FRIENDLY set up: 1-3 wreck is not affected; 4-5 wreck is burning; 6 wreck is removed.
9. FRIENDLY Offboard Observer and FB's are not subject to Command Control rules (16.).

Design: Todd Hively





### OtO SASL Mission OtO-S2 “The Cross Roads”

**BRIEFING:** The 5th Army has defeated German forces in the main defensive belt of the 3rd Panzer Army during the first few days of the current operation. The enemy’s defenses are in disarray, with isolated security units attempting to defend key terrain. The 3rd Guards Cavalry Corps has been ordered to capitalize on 5th Army’s success, and our mission is to exploit gaps in the line and seize as much territory as possible. Your company’s mission is to race west through the gaps deep into the enemy rear, capturing villages on key roads. Speed is of the utmost importance so the enemy has less time to establish a defense; disregard your flanks and supply lines.

**PREVAILING ATTITUDE (3.2):** Hold {A2b}

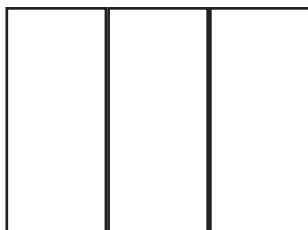
#### MISSION TABLES (12.32):

ENEMY SAN DR	FRIENDLY SAN SAN#	ENEMY AC# dr	ENEMY RE AC#	Friendly RE dr	RE#
≤ 5	6	≤ 5	3	≤ 4	2
6-7	5	≥ 6	2	≥ 5	3
≥ 8	4				
				4/5	≤ 2
				3/4	3-4
				≥ 5	3/4

**MAPBOARD SELECTION:** See MSR 5, 6, and 7.

**INITIAL MAPBOARDS:** Three mapboards are determined before play begins. No additional mapboards may be activated during play.

#### Initial Mapboard Configuration:



#### VPO LOCATIONS (14.):

Instead of the normal VPO location determination process, the VPO locations will be road intersections and bridge locations. For the purposes of this Mission, an ‘intersection’ hex is defined for VPO purposes as any hex with  $\geq 3$  road hexsides (ie., a hexside crossed by a road depiction). Use table A6g to determine the # of VPO for each mapboard. If the result is greater than the number of potential VPO, use the Priority List below and Random Selection to determine the actual VPO. VPO values are determined only at Mission End [A10b]. At start, all VPO are ENEMY controlled.

Priority List:

- Multi-Hex Bridge (counts as one VPO only)
- Road “Intersection” hex
- One Hex Bridge location (even if Bridge is destroyed)

#### S? PLACEMENT (4.):

Place S? as per 4.1a (use table A9e for each building); and Place one S? in each road “Intersection” VPO Location (regardless of terrain) and in concealment terrain within a

radius {A6f} of hexes of each road “Intersection” VPO Location. Only one S? may be placed per Location if an overlap occurs. If no Concealment Terrain Locations are within that range, no S? are placed. Place one S? in concealment terrain adjacent to a Multi-Hex Bridge VPO.

**Sequence:** FRIENDLY chooses the North or South board edge as entry edge before setup. S? are set up first. FRIENDLY units are set up offboard and may enter on/after Turn 1. FRIENDLY side moves first. FRIENDLY set up area. FRIENDLY set up area is located on or East of A27-I23-I20-R15-DD21.

#### MISSION END (see also 12.5):

At the end of Game Turn 10, and at the end of each Game Turn thereafter, perform a dr. If the result is  $\leq 2$ , the Mission ends immediately.

#### VP Schedule (12.6; 9.41, 17.1321):

- FRIENDLY side wins if at the end of any player turn the FRIENDLY side controls all VPOs.
- Each side gains VP [A10b] for Control of VPO locations.

#### Mission Special Rules:

1. There is a +1 DRM on the Table A1, a +1 drm to the colored die of each DR on Table A11. There is a DRM on the G2 Table of +3.
2. Each Final even DR on the ENEMY Activation Table [A1] indicates the possibility of a fortification being Activated (as if “F” were listed in the Table A1 results; 5.74); make a dr [A5].
3. Enemy receives an OBA Artillery Strike when the first Leader is generated. Then after each time a -2 Leader is generated.
4. An ENEMY RE can occur even if no enemy unit has been activated.
5. All Hills, Elevated roads, Sunken Roads and Valleys are Level 0. All Buildings are Wooden, and all Roads are unpaved.
6. Make one DR on column A for the center mapboard and two DR on column B for the other mapboards. Each mapboard can only be used once.

#### 6.1 MAPBOARD TABLE:

DR	A	B
2	40	w5
3	13	w34
4	w36	44
5	37	4
6	19	33
7	v48	17
8	16	v42
9	w32	v24
10	50	43
11	47	v12
12	8	w52

7. On all Woods mapboards Rule S4.13 is NA. On all River mapboards Rule B13.6 is NA: Use table A6g to determine the number of bridges and table A9a to determine the placement, on a dr of = 5 roll again. Use table A9b to determine construc-



tion. Use table A9d for all One Hex Bridges on all mapboards.  
For mapboards 8 or 40, the rivers flow is to the south.

8. This mission is to take place in 1944 between Vitebsk and Orsha, Belorussia. Roll for month on the following chart and determine EC normally.

dr	Month
1-4	June
5-6	July

9. Russian Horse Cavalry OoB for this mission is:  
Use table R3 and roll until two leaders are selected.

6x 5-2-7	6x 4-4-7	4x 2-2-8	4x LMG
2x ATR	2x 50 Mrt	12x Sq horse	4x Hs horse

Make a dr for the following heavy weapon attachments:

dr	Units
1	1x 228;1x 45L AT; 1x Wagon
2	1x 228;1x 82 Mtr; 1x Wagon
3	1x 228;1x; MMG; 1x Wagon
4	1x 228;1x HMG; 1x Wagon
5	1x 228;1x 50cal HMG(Russian); 1x Wagon
6	Nothing

Design: Daniel Zucker



## Random Events Table for OtO SASL Mission OtO-S1

### ENEMY DR

**11-12 Local Counterattack!** Each Hold Attitude S? within six hexes of a FRIENDLY controlled VPO closest to the EBE immediately assumes Advance Attitude. Replace each such S? with a different colored S? (3.2). Reroll for another RE if no ENEMY VPO are FRIENDLY controlled, or no S? are within six hexes.

**13-16 Minefield!** The FRIENDLY (non Melee) Infantry stack(s) in an eligible (non building) minefield Location (B28.1) [EXC: reroll for another RE if only eligible unit is on FRIENDLY setup area or all FRIENDLY units are in ineligible Locations] that is nearest to the EBE, has stumbled into an A P minefield. Conduct a mine attack vs each such unit as the first event of the upcoming ENEMY PFPh just as if the unit(s) had entered the Location as a stack. Determine the strength of each such A P minefield by a Random dr (dr of = 2 = 6; dr of 3 4 = 8; dr of = 5 = 12). Mark each such Location by the appropriate Minefield counter.

**21-22 Rumors of ENEMY reinforcements abound!** Increase the ENEMY RE#s by one (2.5). If ENEMY RE#s are already 6/7 reroll for a different RE.

**\*23-24 Local Counterattack!** Activated ENEMY units within six hexes of a FRIENDLY controlled VPO closest to the EBE immediately assumes Advance Attitude. If the VPO is captured the ENEMY revert to Hold Attitude. If ENEMY Infantry units must move through minefield hexes to reach the VPO they do so without suffering minefield attack, but do suffer an additional -1 DRM on attacks against them while in Minefield hexes. In addition, upon entering a minefield hex, the ENEMY Infantry unit must end its Mph.

**25-26 Minefield!** (see ENEMY RE #13-16).

**31-33 ENEMY artillery strike!** Determine the number of FFEs by a dr (A6a) (8.7.75).

**\*34-36 ENEMY reinforcements!** A number of S? (as per a DR+2) enter this turn along the EBE. Each such S? is in Advance Attitude until Activated, at which time each unit Activated therefrom assumes the Prevailing Attitude.

**37-40 ADDITIONAL REINFORCEMENTS:** During each subsequent ENEMY R Ph make a Reinforcement dr: if = 3 a number (equal to a DR) of additional S? in Advance Attitude enter during that turn along the EBE; if = 4 no further S? may be entered due to this RE (the Reinforcement dr is no longer made).

**41 ENEMY artillery strike!** As per ENEMY RE 31 but use Table A6c to determine the number of FFEs.

**42-43 ENEMY Harassing Fire FFE!** As per ENEMY RE 31 but use Table A6e to determine the number of FFEs, each of which is resolved as Harassing Fire (Cl.72).

**\*44-46 Local Counterattack!** Conduct ENEMY RE# 23-24 (even if it has previously occurred).

**51-56 Minefield!** (see ENEMY RE #13-16).

**61-62 ENEMY leader Battle Hardens!** The best ENEMY leader eligible to Battle Harden (i.e., non 10 3) is immediately Battle Hardened (A15.3). Use Random dr to determine if = two of best type. If broken he is also rallied. All broken ENEMY units in that Location (if any) are automatically rallied. If no Activated ENEMY leader is onboard reroll for a different RE.

**63-64 ENEMY sniper strikes!** Make a subsequent dr: on a dr of = 3 conduct an immediate Sniper attack (A14.3) as if a Sniper attack dr of 1 were just rolled; on a dr of = 4 conduct a Sniper attack (A 14.3) as if a Sniper attack dr of 2 were just rolled.

**65-66 ENEMY air support arrives (8.9)!** JU-87G Stuka(s) arrive. See OtO Aircraft 12.1 for armament and characteristics. Roll for number of Stukas as per chapter E7.21. Stukas will attack AFV closest to EBE with cannons. Place Stuka in position to attack more than one FRIENDLY AFV during strafing run if possible. Each aircraft is eligible to enter in the next FRIENDLY MPh.

### FRIENDLY DR

**\*11-13 Gun section arrives!** Determine the number {A6f} and type {R5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. All guns enter towed through a road hex on the FBE. Make a DR {R7} to determine the Transport type (reroll, if necessary, until a vehicle is chosen that is able to Tow the Gun type).

**14-16 FRIENDLY AFV Recalled!** One FRIENDLY Mobile AFV is immediately placed under Recall (D5.341); Random dr if > one such AFV is eligible. If no mobile FRIENDLY AFV is onboard reroll for a different RE.

**\*21-23 Request for artillery support has been granted!** Determine OBA type received by a DR on the Chapter H "Russian OBA Availability Chart" (H1.53). Next make a dr {R8} to determine the ammunition supply. The player may immediately give one Russian radio to any Russian leader of his choice or an 8-0 leader with radio enters along the FBE mounted on a motorcycle or in a GAZ-67B (player's option).

**24-26 Hero!** A Hero is immediately created from the FRIENDLY MMC closest to an ENEMY unbroken/vehicular unit.

**31-33 Engineer Platoon Arrives!** Three Assault Engineer 6-2-8 squads, and one 9-1 leader, equipped with one FT and two DC arrive along a road on the FBE. On a subsequent dr of = 3 each such squad may enter as Passenger of a GAZ-MM truck; otherwise the units enter as Infantry.

**\*34-36 FRIENDLY AFV arrive!** Determine the number {A6a}, type (use theBTO Armor support table), and armor leader {R3}. All are the same type.

**41-43 FRIENDLY units Rally!** FRIENDLY broken unit(s) closest to EBE rallies. RS if more than one location--reroll if tie, only one location may be selected. RS if more than one broken unit in location--more than one unit may be rallied. If there are no FRIENDLY units broken roll for another RE.

**44-46 Rumors of FRIENDLY reinforcements on the way.** FRIENDLY RE Numbers increase by one (2.4) [EXC: if FRIENDLY RE Numbers are currently 6/7 reroll for another RE].

**\*51-52 FRIENDLY Infantry reinforcements!** Make a DR+1 to determine the number of squads received. Determine the squad type (all are the same) by a DR {R2}. Determine all SMC/SW using H1.8-1.83.

**\*53 Request for artillery support has been granted!** Conduct RE 21-23 (even if it has previously occurred).

**\*54-56 ENEMY Minefield discovered!** The FRIENDLY infantry unit closest to the EBE has discovered a large minefield [RS to select if more than one such hex]. Place three minefield counters in three hexes adjacent and West of the FRIENDLY unit. If FRIENDLY units are in one (or more) of the placement hexes they undergo immediate minefield attack. If activated ENEMY units are in hex(es) where minefields would be placed, the minefield(s) in such hexes are NOT placed. If S?'s are in such hexes, the S? are removed. Determine strength of minefield upon entry/exit/attack as per ENEMY RE 13-16.

**\*61-62 FRIENDLY AFV arrive!** Conduct RE# 34-36 (even if it has previously occurred).

**63 FRIENDLY sniper finds a target!** Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFPh:  
dr of ≤ 3: conduct a "1" sniper attack (A14.3)  
dr of ≥ 4: conduct a "2" sniper attack (A14.3)

**\*64 Request for artillery support has been granted!** Conduct RE 21-23 (even if it has previously occurred).

**65 Sappers!** A number {A6a} of 4-5-8 sapper (H1.23) squads are received. Make a DR {R3} for a leader possibility. Each sapper squad automatically receives one DC and one LMG.

**\*66 ENEMY Minefield discovered!** (see FRIENDLY RE #54-56).

