

Slaughter at Ponyri – East Front

Scenario SaP 1-11, Kursk Oblast 7-10 July, 1943

Summary of SaP SSR for scenarios:

EC, WIND, FIRE: EC are Moderate [EXC: Moist in the 3 scenarios SaP7-SaP8, SaP10] with no wind at start. Kindling is NA. Blaze creation and Spreading Fire DR are subject to the -2 DRM for “not directly attached”. Max one Flame counter can exist in each Location. No Quarter is in effect.

RUBBLE: A Stone Rubble (not Wooden Rubble) Location is treated as a building Location for Rout, Rally, Ambush, Street Fighting purposes.

Rubble (even Wooden Rubble) Locations that contains original building artwork are still considered building Locations for VC purposes.

RAIL CARS: Rail Cars is a Level 1 LOS obstacle [EXC: if wrecked or gutted], has a +2 TEM, a Kindling number of 8 and, Spread number of 9 and is concealment terrain. Cost 2 MF. Bypass possible as if a building. Contrary to A4.3 and D2.3, Bypass and VBM is allowed regardless of whether the hexside is clear of any obstacle depiction, unless the Rail Car depiction crosses into the adjacent hex (even if there is a rubble counter in the adjacent hex). Hidden Mines may be placed in RR and Rail-Car hexes.

The only Guns allowed in a Rail Car hex are Small-Target-Size Guns, AT/INF Guns that are not large targets, and mortars. Guns may set up Emplaced in a Rail Car hex.

Case A and Case E To Hit DRM are doubled for Guns in a Rail Car hex. The types of Fortifications allowed in a Rail Car hex are the same as those allowed in a GLRR hex (B32.11).

Rail Car hexes are treated as buildings for Ambush and Street Fighting. A HE attack of ≥ 70 mm against a Rail Car hex in which the Original IFT DR results in KIA, can possibly cause it to become Wrecked. When a Rail Car is Wrecked, it becomes Wooden Rubble.

WATER TOWER: W50 is a 2.5-level LOS Hindrance [EXC: it is a LOS obstacle at level 2 and 2.5]. It has no TEM, is Concealment Terrain, treated as a Tower (B34.) [EXC: it has no Location above ground level].

The hex cost 1 MF to enter, Fully-tracked, BU, CT, AFV may also enter the hex at half MP as if entering a wooden building [EXC: No Cellar], and changing VCA also requires a BOG Check. Guns are NA in a Tower hex.

PONYRI TRAIN STATION: Multi-story building W46 (not gutted), with Fortified ground levels, Level 1 “quasi”, and roofless Level 2 Locations. Despite being two levels “apart” the ground level and Level 2 Location in the same hex are considered ADJACENT [EXC: fire from a ground level to a Level 2 Location does not qualify for PBF].

Level 2 Locations are roofless and EC, Weather, Indirect Fire apply in these Locations. Infantry changing levels from a ground level to a Level 2 Location (and vice versa) may be attacked at ground level (if descending) and/or Level 2 (if ascending) in the normal manner.

However, they may also be attacked at the level 1 quasi-Location of that hex by a unit that has a LOS to that quasi-Location. Such a quasi-Location receives no TEM [EXC: building TEM applies if firing from outside the building]. A unit is assumed to expend 1 MF to move through the quasi-Location; if pinned or broken while at that quasi-Location it reverts (abandoned SW also reverts) to the level it was attempting to leave (and may be attacked by any Residual FP at that level as it re-enters it).

Residual FP may exist in the quasi-Location, but not a unit/SW. A unit attempting to place a DC to/from a ground level to/from a Level 2 Location is assumed to spend all MF to place the DC in the Level 1 quasi-Location.

STORAGE TANKS: The round structures in hexes DD13, EE13, EE14, FF13 are Storage Tanks, which are 1.5-level obstacles and are Concealment Terrain with a +1 TEM. However, while its Location is Encircled the in-hex TEM is reduced to 0 and it is not considered Concealment Terrain. It is not a building, cannot be rubbled or catch fire.

Cost 1 MF. Only VBM is allowed by vehicles, cannot enter the structure. No Gun may ever exist in a Storage Tanks hex.

TRENCHES: Trenches are considered building Locations for Rout and Rally purposes. Trenches connect (as per B30.8) to all ADJACENT building/lumberyard /rubble/gully Locations.

A Trench never connect across a Railway Embankment hexside.

ENTRENCHMENTS, WIRE: Entrenchments/Wire may not set up using HIP by the Russians.

RAILROAD: Hidden-Mines/Entrenchments may be placed in a Railroad hex that also contains shellholes/debris.

HAND-TO-HAND MELEE: H-to-H may be declared. The Defender may declare H-to-H CC provided all Attacker units were Ambushed and/or are Withdrawing/ pinned. H-to-H by/vs PRC/vehicle/pillbox-occupants is NA.

BOOBY TRAPS: Russians have a Level C Booby Trap capability (Minefield factors may not be used to increase the Level).

ASSAULT ENGINEERS: Russian Assault Engineer MMC (with any SMC/SW) may always set up using HIP, only in Scenario SaP2 (and SaP12).

RUSSIAN AIRBORNE: are represented by 4-5-8/2-4-8 MMC with a parachute symbol, are Elite. Contrary to A25.2 may Deploy (A1.31, A2.9).

STEALTH: All Good Order Russian Elite Personnel are Stealthy.

AMMO: The Russ are Elite, increase Special ammo depletion # by one.

GERMAN SAPPERS: Sapper MMC are 2nd Line troops, ELR of 5, have Self-Rally capability while in a minefield. Battle Hardens to Fanatic status.

PANZER LEADER: Each StuG IIIG & StuH 42 with an inherent German 1-2-7 crew contains an 8-1 Pz Ldr (or better Pz Ldr in the German OB).

ATMM: ATMM (C13.7) are available to Elite German Infantry, but only on an ATMM Check dr of 1 (i.e., no drm apply).

TRAIN OBA: Scenario SaP4: Train OBA, all OBA rules apply normally except stated otherwise. The only available Fire Mission is a 70+mm HE Concentration [EXC: In the six hexes adjacent to the FFE counter, the FFE is resolved on the 6 FP only, and those six hexes present no FFE Hindrance]. Train OBA is directed by an Offboard Observer at level 1 in a south-edge hex recorded secretly prior to setup. Battery Access is automatically, and any Extent of Error dr is halved (FRU) [EXC: if an extra chit draw would have been needed, Extent of Error is determined normally].

LIGHT GRAIN: Light Grain is treated as Gain, with a Hindrance of + 0.5 DRM (FRD) for every Light Grain hex [EXC: A6.7] through which that same level LOS crosses the depiction between firer and target. Residual FP is not reduced by fractional Hindrance DRM, but FFMO is negated. Light Grain has a Kindling number of “11” and a Spread number of “9”.

GRAIN: Grain is in effect July 7-8 (Scenario SaP1-SaP7). Beginning July 9, all Grain is treated a Light Grain (Scenarios SaP8-SaP12).

OUT-OF-SEASON ORCHARDS: A brown leafless depiction Orchard.

WOODEN FENCES: Wooden Fences use the same rules as Hedges.

STORAGE YARDS: Storage Yards use the same rules as Lumberyards.

SAP1 Expelled!	G7-R2	7.4 ⁸
SAP2 Pomeranian Fury	G8-R2	7.6 ⁹
SAP3 For the Fatherland	G13-R12	7.7 ¹⁵
SAP4 For the Motherland	G6-R8	6.6 ¹⁰
SAP5 Recovery Day	G7-R4	8.0 ⁷
SAP6 Rough Recess	G13-R11	7.1 ²⁰
SAP7 Unholy Trinity	G1-R3	7.0 ¹
SAP8 Pukhov's Push	G0-R2	6.5 ⁴
SAP9 Schoolhouse Rock	G3-R7	5.9 ⁷
SAP10 Apples to Oranges	G0-R2	5.7 ³
SAP11 The 11th Hour	G6-R7	6.7 ¹⁵

SaP1 EXPELLED! Updated version

VICTORY CONDITIONS: Provided the Germans Control all wooden building/rubble hexes within 10 hexes of U67, the Germans win at game end by having more unbroken Infantry VP (A26.211) in/adjacent to building U67 than the Russians. Vehicle crews on-foot are worth 0 VP. Neither AFVs nor Vehicle crews can gain Control of Terrain.

- Decrease 8.5 Turns to 7.5 Turns.
- Delete from the German OB: three 4-6-7 squads, an 8-0 Ldr, one of each SW: HMG, MMG, LMG, ATR, Lt MTR, DC. Replace the 8 German “?” counters with an 8-1 Pz Ldr.

- See SaP SSR. EC are Moderate with no wind at start. A truck may not enter a new hex without passengers.
- The Russians receive one module of 70+mm OBA (6B/2R, HE/Smoke) with Plentiful Ammunition, a Leader with the Radio may set up HIP.
- The Germans receive one module of 100+mm OBA (9B/3R, HE/Smoke) with Plentiful Ammunition, the first draw is automatically a black chit, directed by an Offboard Observer at level 3 in a west-edge hex recorded secretly at setup.
- After German setup on-/off-board, a single 100+mm OBA attack is resolved. The German player place an AR in any hex of his choice, and is now considered to be in a Pre-Registered hex. Accuracy/Direction/Extent-of-Error is rolled for, no LOS/Battery-Access is required. If a Smoke Fire Mission is chosen, the Smoke is neither flipped nor removed in the German Turn 1 PFPh. If a HE Fire Mission is selected, the FFE:1 is removed, before play begins (i.e., before a Wind Change DR is made).
- Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.
- When attempting Battery Access for an OBA Module, if the second permanently-removable red chit is drawn and less than two black chits have been permanently removed from the Draw Pile, return that red chit to the Draw Pile instead. Your OBA actions for this battery are done for this Player Turn (i.e., the second red chit can only be removed from the Draw Pile if at least two black chits have been permanently removed from the Draw Pile for that OBA Module). An Original Contact/Maintenance DR of 12 does not cause the breakdown of the Radio.
- At the end of each of the following four phases: PFPh, MPh, DFPh, and AFPh, each Light MTR’s Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

SaP2 POMERANIAN FURY Updated version

VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 5 VP. Building AA29 is worth 2 VP, buildings U34, U37, U40 are worth 1 VP each if German-Controlled. Each of these four buildings is also worth 1 VP if unoccupied by any Good Order Russian unit. Vehicle crews cannot gain Control of buildings and considered broken at game end.

- Delete three 4-6-7 squads from the German At Start OB.

- See SaP SSR. EC are Moderate with no wind at start.
- Prior to setup the Russians may spend ≤ 50 points on the Russian Fortifications/“?” table.
- All German AFVs have Schuerzen (D11.2) [EXC: Marder III(t)H].
- The Basic TK# for the FT is 6 at one hex range and 4 at two hex range. Ignore the rule change C7.344 (FT TK), in Journal 16.
- Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.
- At the end of each of the following four phases: PFPh, MPh, DFPh, and AFPh, each Light MTR’s Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

SaP1 EXPELLED!

Russ OBA 70+mm, (6B/2R), Ldr Radio:

Pillbox Hex: (>), Units:

Roadblock, Hex: (>)

ART 76L (2-2-8) s9 A6³ Hex: CA >

AT 45LL (2-2-8) A6³ Hex: CA >

AT 45LL (2-2-8) A6³ Hex: CA >

MTR 82mm (2-2-8) s9 Hex: CA >

Minefield 36 A-P factors:

German OBA 100+mm (9B/3R), Offboard Observer at level 3 in a west-edge hex: (recorded secretly at German setup)

Marder III(t)H (75L) s7 HE7 A5³ 8-1 Pz Ldr (CA CE +3)

StuH 42 (105mm) s9 H9 8-1 Pz Ldr

id: StuG IIIG (75L) s8 A5³ 8-1 Pz Ldr

id: StuG IIIG (75L) s8 A5³ 8-1 Pz Ldr

id: INF 75mm H7 id: INF 75mm H7

SaP2 POMERANIAN FURY

ART 76L (2-2-8) s9 A6³ Hex: CA >

AT 45L (2-2-8) A6³ Hex: CA >

HIP two 6-2-8 AE (SMC/SW):

HIP 0-2 Squads (SMC/SW):

Number of ? Counters 0-16:

Minefield 0-24 A-P factors:

id: T-34 M43 (76L) A6³ id: T-34 M43 (76L) A6³

id: SU-122 H10 s9 (No IF)

id: SU-122 H10 s9 (No IF) 8-1 Armor Ldr

id: StuG IIIG (75L) s8 A5³ 8-1 Pz Ldr

id: StuG IIIG (75L) s8 A5³ 8-1 Pz Ldr

id: Marder III(t)H (75L) s7 HE7 A5³ (CA CE +3)

id: Marder III(t)H (75L) s7 HE7 A5³ (CA CE +3)

StuH 42 (105mm) s9 H9 8-1 Pz Ldr

Pz IIIG (50L) A5³ Pz IIIN (75mm) s9 H9

Pz IVF2 (75L) s8 A4³ 8-1 Pz Ldr in AFV type:

SaP3 FOR THE FATHERLAND Updated version

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order Russian MMC within 2 hexes of W50. Vehicle crews are considered broken at game end.

- Delete three 4-4-7 squads from the Russian OB.
- Add a 9-2 Pz Ldr to the group of the two StuH 42 AFVs.

1. See SaP SSR. Weather is Overcast, EC are Moderate with no wind at start.

2. Prior to setup, make six Random Location DRs (E.3) based on hex W42, with the white dr halved (FRU). If a selected hex contains a building/Rail-Car, place a rubble counter of the appropriate type at ground level and roll for Falling Rubble (B24.12) normally. Otherwise, place a Burnt-Out-Wreck. Re-roll duplicates until six hexes have been selected.

3. The Basic TK# for the FT is 6 at one hex range and 4 at two hex range. Ignore the rule change C7.344 FT TK, in Journal 16.

4. The Russians have Level A Booby Trap capability (instead of Level C). Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

5. T-70s are Radioless AFV (D14,) and may not set up in buildings. The two StuH 42 have unlimited HEAT ammunition.

6. At the end of each of the following four phases: PFPh, MPh, DFPh, and AFPh, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

SaP3 FOR THE FATHERLAND

ART 76L (2-2-8) **s9 A6³** Hex: CA >

AT 45L (2-2-8) **A6³** Hex: CA >

id: T-70 **A6³** id: T-70 **A6³** All T-70 are Radioless

id: T-70 **A6³** id: T-70 **A6³**

Minefield 24 A-P factors:

id: StuG IIIG (75L) **s8 A5³** 9-2 Pz Ldr

id: StuG IIIG (75L) **s8 A5³** 8-1 Pz Ldr

id: StuH 42 (105mm) **s9 HEAT-Unlimited** 9-2 Pz Ldr

id: StuH 42 (105mm) **s9 HEAT-Unlimited** 8-1 Pz Ldr

SaP4 FOR THE MOTHERLAND Updated version

VICTORY CONDITIONS: The Russians win at game end by amassing more VP than the Germans. VP are earned as follows:

- +1 VP for each enemy AFV eliminated.
- +5 VP for Controlling hex W50.
- +2 VP for each stone building/rubble and/or Rail Car hex Controlled within 5 hexes of W50.
- +1 VP for each wooden building/rubble and/or Rail Car hex Controlled within 5 hexes of W50.

Neither AFVs nor Vehicle crews can gain Control of Terrain.

- Replace the German 8-0 Leader with an 8-1 Ldr.
- Add a 7-0 Leader to the German OB.

1. See SaP SSR. Weather is Overcast, EC are Moderate with no wind at start. AFVs may not set up in nor enter stone building/rubble [EXC: VMB].

2. Prior to setup, the Russian player places a wooden rubble in any one wooden building or Rail-Car hex that is within 5 hexes of W50. The German player then places a Burnt-Out-Wreck in any three non-building /-Rail-Car/-rubble hexes that are within 5 hexes of W50.

3. After German set-up is complete, the Russian player selects one Russian group to set up on/east-of hexrow CC; the other must enter on Turn 1 along the south edge (Lt MTR must be dm if entering).

4. The Russians receive Train OBA (SSR SaP10).

5. Neither side suffers Captured Use penalties when firing the AT Gun 45L.

6. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

7. At the end of each of the following four phases: PFPh, MPh, DFPh, and AFPh, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

SaP4 FOR THE MOTHERLAND

AT 45L (2-2-8) Hex: CA >

id: StuG IIIG (75L) **s8 A5³** Pz Ldr

id: StuG IIIG (75L) **s8 A5³** Pz Ldr

StuH 42 (105mm) **s9 H9** Pz Ldr

German OB has a 9-2 Pz Ldr and two 8-1 Pz Ldr.

id: KV-1 M42 (76L) **A6³**

id: KV-1 M42 (76L) **A6³** 8-1 Pz Ldr

TRAIN OBA Offboard Observer in a south-edge hex: at level 1 recorded secretly prior to setup. Battery Access is automatically, and any Extent of Error dr is halved (FRU) [EXC: if an extra chit draw would have been needed, Extent of Error is determined normally].

All OBA rules apply normally except stated otherwise. The only available Fire Mission is a 70+mm HE Concentration [EXC: In the six hexes adjacent to the FFE counter, the FFE is resolved on the 6 FP only, and those six hexes present no FFE Hindrance].

SaP5 RECOVERY DAY Updated version

VICTORY CONDITIONS: The Russians win at game end by Controlling ≥ 12 buldings/rubble in hexes numbered ≤ 21 . Each German AFV eliminated counts as one building Controlled [EXC: each PzJg Tiger eliminated counts as three buildings Controlled]. Vehicle crews cannot gain Control of Terrain.

- Delete two 4-6-7 squads and one LMG from the German reinforcements.
1. See SaP SSR. EC are Moderate with no wind at start. Bore Sighting is NA. Trenches cannot set up HIP. Trenches must be placed only in hexes numbered 20, 21, or 22. All 8 trenches must be in hexes with the identical coordinate number.
 2. Prior to setup, make four Random Location DRs (E.3) based on hex H21, with the white dr halved (FRD). If a selected hex contains a building, place a rubble counter of the appropriate type. Otherwise, place a Burnt-Out-Wreck. Re-roll duplicates until four counters have been placed.
 3. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.
 4. Each PzJg Tiger has a 1-FP B11 CMG that may not fire outside the VCA and may not fire in the same phase as the MA nor be used in CC.
 5. A Gun and its Pushing Infantry that fails its Manhandling DR to enter the playing area may be placed on map in the APh as if the Infantry (despite being TI) were making an Advance vs Difficult Terrain (A4.72).
 6. Russian Assault Engineers may use ATMM (C13.7) [EXC: an Original Check dr of 1 is required, and adds only a -2 DRM to CC resolution].
 7. At the end of each of the following four phases: PFPh, MPh, DFPh, and AFPh, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

SaP5 RECOVERY DAY

INF 75mm (2-2-8) H7 Hex: CA >

id: Pz IIIN (75mm) s9 H9
id: Pz IIIN (75mm) s9 H9

Hex: N16 PzJg Tiger, CE or Not:
Hex: I17 PzJg Tiger, CE or Not:

AT 45L (2-2-8) A6³ INF 76mm s9 H7

SaP6 ROUGH RECESS Updated version

VICTORY CONDITIONS: The Russians win at game end by Controlling ≥ 10 buildings adjacent to the S52-R69 road. Each Mobile (D.7) KV-1 M42 still onboard reduces the total required by one. Each Mobile Marder III(t)H still onboard increases the total required by one.

1. See SaP SSR. EC are Moderate with no wind at start. Bore Sighting is NA.
2. German Personnel in building U67 are Fanatic (A10.8).
3. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

SaP6 ROUGH RECESS

AT 50L (2-2-8) A5³ Hex: CA >

id: Marder III(t)H (75L) s7 A5³ HE7 CA CE: +3
id: Marder III(t)H (75L) s7 A5³ HE7 CA CE: +3
id: KV-1 M42 (76L) A6³
id: KV-1 M42 (76L) A6³ -8-1 Pz Ldr

SaP7 UNHOLY TRINITY Updated version

VICTORY CONDITIONS: Provided the Germans have more unbroken Infantry CVP [EXC: Prisoners do not count] in building U67 than the Russians, the Germans win at game end by having ≥ 2 Mobile (D.7) AFV with functioning MA and more VP (calculated as Exit VP) of Good Order Infantry on/east of hexrow AA than the Russians.

1. See SaP SSR. EC are Moist with no wind at start. Bore Sighting is NA.
2. Russian 1-2-7 crews are tank-hunter teams that are immune to PAATC, have MOL (A22.6) capability, and may use ATMM (C13.7). For both MOL/ATMM an Original Check dr of ≤ 3 [EXC: ≤ 2 if CX] is required; they are not pinned on an Original dr of 6. They suffer Non-Qualified Use penalties when firing Russian Guns.
3. The Russians receive one module of 80+mm BtlN MTR (C1.22) OBA (HE/Smoke) with Plentiful Ammo, directed by an Offb'd Observer (C1.63) at Level 2 in an east-edge hex recorded secretly at setup.
4. The Germans receive one module of 100+mm OBA (HE/Smoke), directed by the Pz IIIJ that is an OP Tank with an Inherent Observer, and is used as per H1.461 Pz III OP capabilities; no penalty for Observing while BU. Its MA, and sole weapon is a 2FP BMG with a 1 ROF, that can fire while the tank is HD. The Radio cannot be removed from the Pz IIIJ. While Inherent in the AFV, the Observer is considered part of its Inherent crew; therefore, the Observer can conduct no radio/OBA activity while Stunned/Shocked, nor can he do so (or exit the AFV) if the AFV is Recalled/in Motion.
5. When attempting Battery Access for an OBA Module, if the second permanently-removable red chit is drawn and less than two black chits have been permanently removed from the Draw Pile, return that red chit to the Draw Pile instead. Your OBA actions for this battery are done for this Player Turn (i.e., the second red chit can only be removed from the Draw Pile if at least two black chits have been permanently removed from the Draw Pile for that OBA Module). An Original Contact/Maintenance DR of 12 does not cause the breakdown of the Radio.
6. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

SaP7 UNHOLY TRINITY

Must set up the three ART guns as a PaKfront, within two hexes of each other, and ADJACENT to a 2-2-8 "fire direction" crew beneath a Trench. The Guns may not set up in the same hex as another Gun nor in the Trench hex. Guns that are part of a PaKfront may not set up in a buildings, may not set up using HIP (but always concealed) must set up Emplaced, may never be moved. Provided such a "fire direction crew" beneath that Trench is in Good Order, all Guns of the PaKfront repair on a dr ≤ 2 , and provided the crew is unpinned, non-TI, and not specifically opting out of "fire direction," all Guns of the PaKfront are eligible for Multiple Hits. Such a crew may not both use "fire direction" and make any attacks [EXC: CCPh] during the same Player Turn. Unless the crew specifically opted out of "fire direction" mark it with the appropriate fire counter as soon as any Gun in the PaKfront fires.

id: ART 76L s9 A6³ id: ART 76L s9 A6³
id: ART 76L s9 A6³

HIP Offb'd Observer, east-edge hex: (at level 2)

AT 45LL (2-2-8) A6³ Hex: CA >

HIP six 1-2-7 crews:

Minefield 60 A-P factors:

8-1 Pz Ldr in AFV type with id:

id: Pz IVF2 (75L) s8
id: Pz IVF2 (75L) s8 id: Pz IIN (75mm) s9 H9
id: Pz IVF2 (75L) s8 id: Pz IIN (75mm) s9 H9

SaP8 PUKHOV'S PUSH *Updated version*

VICTORY CONDITIONS: The Russians win at game end by amassing ≥ 39 VP, which are earned as follows:-

- +4 VP for each enemy AFV eliminated.
- +1 VP for Controlling hex W50.
- +4 VP for each stone building/rubble and/or Rail Car hex Controlled within 5 hexes of W50.

1. See SaP SSR. EC are Moist with no wind at start.
2. All Grain is treated a Light Grain (beginning July 9).
3. Place Burnt-Out Wrecks in hexes N51, Q46, S43, S48, U47, V40, Y48. Place stone rubble in hexes S39, T39, U40 (Level 1), and W48 (Level 2). Falling Rubble (B24.12) is NA. Place wooden rubble in hexes Q45, and R46.
4. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

SaP8 PUKHOV'S PUSH

No HIP/depletion/notes

SaP9 SCHOOLHOUSE ROCK *Updated version*

VICTORY CONDITIONS: The Germans win at game end by Controlling building U67. Vehiele crews cannot gain Control of Terrain.

1. See SaP SSR. EC are Moderate with no wind at start. Bore Sighting is NA. All wooden buildings are rubble. All Grain is treated as Light Grain.
2. Russian Personnel in building U67 are Fanatic (A10.8). Tunnels are NA.
3. The Russians receive one module of 80+mm OBA (5B/2R, HE/Smoke), directed by an Offboard Observer (C1.63) at Level 2 in a south-edge hex reecorded secretly at setup. When attempting Battery Aecess for an OBA Module, if the second permanently-removable red chit is drawn and less than two black chits have been permanently removed from the Draw Pile, return that red chit to the Draw Pile instead. Your OBA actions for this battery are done for this Player Turn (i.e., the second red chit can only be removed from the Draw Pile if at least two black chits have been permanently removed from the Draw Pile for that OBA Module).
4. Prior to the start of German Player Turn 5, the Russian player makes a secret dr. On a dr 1-3, a 120+mm Rocket OBA (C1.9) strike is resolved in the German Turn 5 DFPh. On a dr 4-6, the Rocket strike is resolved in the German Turn 6 DFPh. The Rocket strike is resolved first in that DFPh. At the time of resolution the FFE:1 placement hex is randomly determined: U67, U68, T67. No LOS, Battery Aecess, Direction, Extent of Error DR, etc. is required; the Russian player merely places an FFE:1 counter, resolves it as a normal Rocket OBA, and then removes the FFE:1 counter.
5. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

SaP9 SCHOOLHOUSE ROCK

HIP Offb'd Observer, south-edge hex: (at level 2)

AT 45LL (2-2-8) A6³ Hex: CA >

Two Fortified Locations:-

KV-1 M42 (76L) A6³

StuH 42 (105mm) s9 H9 8-1 Pz Ldr

Pz IVF2 (75L) s8 A4³ Pz III (50L) A5³

SaP10 APPLES TO ORANGES *Updated version*

VICTORY CONDITIONS: The Russians win at game end by having more Good Order VP (calculated as Exit VP) north of the A6-E6-H6-K6-N6 road than the Germans. Building G1 and G4 are each worth 2 Exit VP to the Controlling side.

1. See SaP SSR. EC are Moist with no wind at start. Bore Sighting is NA. All Grain is treated as Light Grain. The AT 45L gun never suffers Captured-Use penalties when firing.
2. Night rules (E1.) are in effect. The Base NVR is 3 hexes. The Russians are the Scenario Attacker and the Germans the Scenario Defender. The Majority Squad Type for the Russians is Stealthy and for the Germans is Lax, and all German units are Lax (A11.18).
3. Prior to setup, make Random Location DRs based on hex H9 until six Burnt-Out Wreck been placed out in 6 different hexes (Re-roll duplicates). After placement of the 6 wrecks the German player may spend ≤ 15 points on the **German Fortifications** table. Purchased HIP counter are in addition to those received per E1.2.
4. German MMC are limited to a number of Starshell Usage drs (E1.921) ≤ the current Turn number.
5. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

SaP10 APPLES TO ORANGES

AT 45L (2-2-8) Hex: CA >

Minefield 0-24 A-P factors:

WIRE (0-8):

1s Foxhole (0-6):

HIP of units:

SaP11 THE 11th HOUR *Updated version*

VICTORY CONDITIONS: The Germans win at game end by Controlling ≥ 3 of the following buildings: U34, U37, U40, AA38.

1. See SaP SSR. EC are Moderate with no wind at start. All Grain is treated as Light Grain.
2. Place wooden rubble in hex R34. Place stone rubble in hexes T36, T39, and at Level 1 in AA29 (Falling Rubble is NA).
3. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

SaP11 THE 11th HOUR

No HIP/depletion/notes

SaP1 EXPELLED! Updated version

VICTORY CONDITIONS: Provided the Germans Control all wooden building/rubble hexes within 10 hexes of U67, the Germans win at game end by having more unbroken Infantry VP (A26.211) in/adjacent to building U67 than the Russians. Vehicle crews on-foot are worth 0 VP. Neither AFVs nor Vehicle crews can gain Control of Terrain.

- Decrease 8.5 Turns to 7.5 Turns.
- Delete from the German OB: three 4-6-7 squads, an 8-0 Ldr, one of each SW: HMG, MMG, LMG, ATR, Lt MTR, DC. Replace the 8 German “?” counters with an 8-1 Pz Ldr.

1. See SaP SSR. EC are Moderate with no wind at start. A truck may not enter a new hex without passengers.

2. The Russians receive one module of 70+mm OBA (6B/2R, HE/Smoke) with Plentiful Ammunition, a Leader with the Radio may set up HIP.

3. The Germans receive one module of 100+mm OBA (9B/3R, HE/Smoke) with Plentiful Ammunition, the first draw is automatically a black chit, directed by an Offboard Observer at level 3 in a west-edge hex recorded secretly at setup.

4. After German setup on-/off-board, a single 100+mm OBA attack is resolved. The German player place an AR in any hex of his choice, and is now considered to be in a Pre-Registered hex. Accuracy/Direction/Extent-of-Error is rolled for, no LOS/Battery-Access is required. If a Smoke Fire Mission is chosen, the Smoke is neither flipped nor removed in the German Turn 1 PFP. If a HE Fire Mission is selected, the FFE:1 is removed, before play begins (i.e., before a Wind Change DR is made).

5. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

6. When attempting Battery Access for an OBA Module, if the second permanently-removable red chit is drawn and less than two black chits have been permanently removed from the Draw Pile, return that red chit to the Draw Pile instead. Your OBA actions for this battery are done for this Player Turn (i.e., the second red chit can only be removed from the Draw Pile if at least two black chits have been permanently removed from the Draw Pile for that OBA Module). An Original Contact/Maintenance DR of 12 does not cause the breakdown of the Radio.

7. At the end of each of the following four phases: PFP, MPH, DFPH, and AFPH, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

SaP2 POMERANIAN FURY Updated version

VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 5 VP. Building AA29 is worth 2 VP, buildings U34, U37, U40 are worth 1 VP each if German-Controlled. Each of these four buildings is also worth 1 VP if unoccupied by any Good Order Russian unit. Vehicle crews cannot gain Control of buildings and considered broken at game end.

- Delete three 4-6-7 squads from the German At Start OB.

1. See SaP SSR. EC are Moderate with no wind at start.

2. Prior to setup the Russians may spend ≤ 50 points on the Russian Fortifications/“?” table.

3. All German AFVs have Schuerzen (D11.2) [EXC: Marder III(t)H].

4. The Basic TK# for the FT is 6 at one hex range and 4 at two hex range. Ignore the rule change C7.344 (FT TK), in Journal 16.

5. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

6. At the end of each of the following four phases: PFP, MPH, DFPH, and AFPH, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

SaP6 ROUGH RECESS Updated version

VICTORY CONDITIONS: The Russians win at game end by Controlling ≥ 10 buildings adjacent to the S52-R69 road. Each Mobile (D.7) KV-1 M42 still onboard reduces the total required by one. Each Mobile Marder III(t)H still onboard increases the total required by one.

1. See SaP SSR. EC are Moderate with no wind at start. Bore Sighting is NA.

2. German Personnel in building U67 are Fanatic (A10.8).

3. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

SaP3 FOR THE FATHERLAND Updated version

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order Russian MMC within 2 hexes of W50. Vehicle crews are considered broken at game end.

- Delete three 4-4-7 squads from the Russian OB.
- Add a 9-2 Pz Ldr to the group of the two StuH 42 AFVs.

1. See SaP SSR. Weather is Overcast, EC are Moderate with no wind at start.

2. Prior to setup, make six Random Location DRs (E.3) based on hex W42, with the white dr halved (FRU). If a selected hex contains a building/Rail-Car, place a rubble counter of the appropriate type at ground level and roll for Falling Rubble (B24.12) normally. Otherwise, place a Burnt-Out-Wreck. Re-roll duplicates until six hexes have been selected.

3. The Basic TK# for the FT is 6 at one hex range and 4 at two hex range. Ignore the rule change C7.344 FT TK, in Journal 16.

4. The Russians have Level A Booby Trap capability (instead of Level C). Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

5. T-70s are Radioless AFV (D14,) and may not set up in buildings. The two StuH 42 have unlimited HEAT ammunition.

SaP4 FOR THE MOTHERLAND Updated version

VICTORY CONDITIONS: The Russians win at game end by amassing more VP than the Germans. VP are earned as follows:

- +1 VP for each enemy AFV eliminated.
- +5 VP for Controlling hex W50.
- +2 VP for each stone building/rubble and/or Rail Car hex Controlled within 5 hexes of W50.
- +1 VP for each wooden building/rubble and/or Rail Car hex Controlled within 5 hexes of W50.
-

Neither AFVs nor Vehicle crews can gain Control of Terrain.

- Replace the German 8-0 Leader with an 8-1 Ldr.
- Add a 7-0 Leader to the German OB.

1. See SaP SSR. Weather is Overcast, EC are Moderate with no wind at start. AFVs may not set up in nor enter stone building/rubble [EXC: VMB].

2. Prior to setup, the Russian player places a wooden rubble in any one wooden building or Rail-Car hex that is within 5 hexes of W50. The German player then places a Burnt-Out-Wreck in any three non-building/-Rail-Car/-rubble hexes that are within 5 hexes of W50.

3. After German set-up is complete, the Russian player selects one Russian group to set up on/east-of hexrow CC; the other must enter on Turn 1 along the south edge (Lt MTR must be dm if entering).

4. The Russians receive Train OBA (SSR SaP10).

5. Neither side suffers Captured Use penalties when firing the AT Gun 45L.

6. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

7. At the end of each of the following four phases: PFP, MPH, DFPH, and AFPH, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

SaP8 PUKHOV'S PUSH Updated version

VICTORY CONDITIONS: The Russians win at game end by amassing ≥ 39 VP, which are earned as follows:

- +4 VP for each enemy AFV eliminated.
- +1 VP for Controlling hex W50.
-

SaP5 RECOVERY DAY Updated version

VICTORY CONDITIONS: The Russians win at game end by Controlling ≥ 12 buildings/rubble in hexes numbered ≤ 21 . Each German AFV eliminated counts as one building Controlled [EXC: each PzJg Tiger eliminated counts as three buildings Controlled]. Vehicle crews cannot gain Control of Terrain.

- Delete two 4-6-7 squads and one LMG from the German reinforcements.

1. See SaP SSR. EC are Moderate with no wind at start. Bore Sighting is NA. Trenches cannot set up HIP. Trenches must be placed only in hexes numbered 20, 21, or 22. All 8 trenches must be in hexes with the identical coordinate number.
2. Prior to setup, make four Random Location DRs (E.3) based on hex H21, with the white dr halved (FRD). If a selected hex contains a building, place a rubble counter of the appropriate type. Otherwise, place a Burnt-Out-Wreck. Re-roll duplicates until four counters have been placed.
3. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.
4. Each PzJg Tiger has a 1-FP B11 CMG that may not fire outside the VCA and may not fire in the same phase as the MA nor be used in CC.
5. A Gun and its Pushing Infantry that fails its Manhandling DR to enter the playing area may be placed on map in the APh as if the Infantry (despite being TI) were making an Advance vs Difficult Terrain (A4.72).
6. Russian Assault Engineers may use ATMM (C13.7) [EXC: an Original Check dr of 1 is required, and adds only a -2 DRM to CC resolution].
7. At the end of each of the following four phases: PFPh, MPh, DFPh, and AFPh, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

SaP7 UNHOLY TRINITY Updated version

VICTORY CONDITIONS: Provided the Germans have more unbroken Infantry CVP [EXC: Prisoners do not count] in building U67 than the Russians, the Germans win at game end by having ≥ 2 Mobile (D.7) AFV with functioning MA and more VP (calculated as Exit VP) of Good Order Infantry on/cast of hexrow AA than the Russians.

1. See SaP SSR. EC are Moist with no wind at start. Bore Sighting is NA.
2. Russian 1-2-7 crews are tank-hunter teams that are immune to PAATC, have MOL (A22.6) capability, and may use ATMM (C13.7). For both MOL/ATMM an Original Check dr of ≤ 3 [EXC: ≤ 2 if CX] is required; they are not pinned on an Original dr of 6. They suffer Non-Qualified Use penalties when firing Russian Guns.
3. The Russians receive one module of 80+mm Btlm MTR (C1.22) OBA (HE/Smoke) with Plentiful Ammo, directed by an Offb'd Observer (C1.63) at Level 2 in an east-edge hex recorded secretly at setup.
4. The Germans receive one module of 100+mm OBA (HE/Smoke), directed by the Pz IIIJ that is an OP Tank with an Inherent Observer, and is used as per H1.461 Pz III OP capabilities; no penalty for Observing while BU. Its MA, and sole weapon is a 2FP BMG with a 1 ROF, that can fire while the tank is HD. The Radio cannot be removed from the Pz IIIJ. While Inherent in the AFV, the Observer is considered part of its Inherent crew; therefore, the Observer can conduct no radio/OBA activity while Stunned/Shocked, nor can he do so (or exit the AFV) if the AFV is Recalled/in-Motion.
5. When attempting Battery Access for an OBA Module, if the second permanently-removable red chit is drawn and less than two black chits have been permanently removed from the Draw Pile, return that red chit to the Draw Pile instead. Your OBA actions for this battery are done for this Player Turn (i.e., the second red chit can only be removed from the Draw Pile if at least two black chits have been permanently removed from the Draw Pile for that OBA Module). An Original Contact/Maintenance DR of 12 does not cause the breakdown of the Radio.
6. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

SaP9 SCHOOLHOUSE ROCK Updated version

VICTORY CONDITIONS: The Germans win at game end by Controlling building U67. Vehicle crews cannot gain Control of Terrain.

1. See SaP SSR. EC are Moderate with no wind at start. Bore Sighting is NA. All wooden buildings are rubble. All Grain is treated as Light Grain.
2. Russian Personnel in building U67 are Fanatic (A10.8). Tunnels are NA.
3. The Russians receive one module of 80+mm OBA (5B/2R, HE/Smoke), directed by an Offboard Observer (C1.63) at Level 2 in a south-edge hex recorded secretly at setup. When attempting Battery Access for an OBA Module, if the second permanently-removable red chit is drawn and less than two black chits have been permanently removed from the Draw Pile, return that red chit to the Draw Pile instead. Your OBA actions for this battery are done for this Player Turn (i.e., the second red chit can only be removed from the Draw Pile if at least two black chits have been permanently removed from the Draw Pile for that OBA Module).
4. Prior to the start of German Player Turn 5, the Russian player makes a secret dr. On a dr 1-3, a 120+mm Rocket OBA (C1.9) strike is resolved in the German Turn 5 DFPh. On a dr 4-6, the Rocket strike is resolved in the German Turn 6 DFPh. The Rocket strike is resolved first in that DFPh. At the time of resolution the FFE:1 placement hex is randomly determined: U67, U68, T67. No LOS, Battery Access, Direction, Extent of Error DR, etc. is required; the Russian player merely places an FFE:1 counter, resolves it as a normal Rocket OBA, and then removes the FFE:1 counter.
5. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

SaP10 APPLES TO ORANGES Updated version

VICTORY CONDITIONS: The Russians win at game end by having more Good Order VP (calculated as Exit VP) north of the A6-E6-H6-K6-N6 road than the Germans. Building G1 and G4 are each worth 2 Exit VP to the Controlling side.

1. See SaP SSR. EC are Moist with no wind at start. Bore Sighting is NA. All Grain is treated as Light Grain. The AT 45L gun never suffers Captured Use penalties when firing.
2. Night rules (E1-) are in effect. The Base NVR is 3 hexes. The Russians are the Scenario Attacker and the Germans the Scenario Defender. The Majority Squad Type for the Russians is Stealthy and for the Germans is Lax, and all German units are Lax (A11.18).
3. Prior to setup, make Random Location DRs based on hex H9 until six Burnt-Out-Wreck been placed out in 6 different hexes (Re-roll duplicates). After placement of the 6 wrecks the German player may spend ≤ 15 points on the **German Fortifications** table. Purchased HIP/??? counters are in addition to those received per E1.2.
4. German MMC are limited to a number of Starshell Usage drs (E1.921) $\leq$ the current Turn number.
5. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.

SaP11 THE 11th HOUR Updated version

VICTORY CONDITIONS: The Germans win at game end by Controlling ≥ 3 of the following buildings: U34, U37, U40, AA38.

1. See SaP SSR. EC are Moderate with no wind at start. All Grain is treated as Light Grain.
2. Place wooden rubble in hex R34. Place stone rubble in hexes T36, T39, and at Level 1 in AA29 (Falling Rubble is NA).
3. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack.