SNOWGLOBE

SOMEWHERE IN RUSSIA, February 1942: A desperate and demoralized German infantry outpost seeks to survive another cold winter day.

Board Configuration

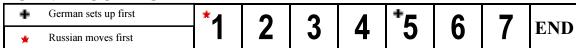| 24 |
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VICTORY CONDITIONS

The German player must ensure all three road junction hexes (J1, P9, and I8) are clear of Russian fire to allow the arrival of the mobile reserve relief force. To be considered clear, no unbroken Russian infantry (leader, squad, or dismounted crew) may be within two hexes (inclusive) of that junction hex and have a clear LOS to that junction hex. The Russians win by avoiding German victory conditions.

Rules in Play: SL & COI
(Including COI Supplemental Rules B, D, J, M)

TURN RECORD CHART

✚ German sets up first		* 1	2	3	4	+ 5	6	7	END
* Russian moves first									

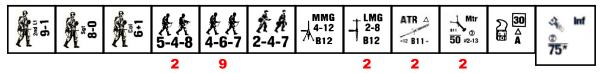**AT START: Elements of a demoralized German infantry battalion.** All German units must setup in buildings, no more than one squad and SW per hex (upstairs and downstairs are considered the same hex), west of Row Z (inclusive). There is no restriction on leaders, gun, and crew other than they must setup in the setup area. The gun and crew may setup HIP (SSR WG214.4)

| 2nd Lt 9-1 | Sgt 8-0 | Cpl 6+1 | 5-4-8 **2** | 4-6-7 **9** | 2-4-7 | MMG 4-12 B12 | LMG 2-8 B12 **2** | ATR △ ≈12 B11+ **2** | Mtr B11 50 #2-13 **2** | 30 △ A | Inf 75* |

TURN 5: Ad Hoc reserve: Enter via a single west edge hex with ½ MPs spent off-board and using sequential movement. (See COI Rulebook inside Cover, "A Word About Scenarios") NOTE: per Q/A, hexes A5/A6 and GG5/GG6 are the same road hex for Sequential Movement purposes.
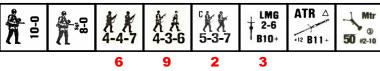
	PSW222	SPW250/1	
2-4-8	30 -5 20L(6) -/2	20 -4 -5 1C/1SW -/-/4	AT 28LL

AT START: Elements of 36th Tank Brigade setup in any whole or half hex east of row AA (inclusive):

| 10-0 | Sgt 8-0 | 4-4-7 **6** | 4-3-6 **9** | C 5-3-7 **2** | LMG 2-6 B10+ **3** | ATR △ ≈12 B11+ | Mtr 50 #2-10 |

TURN 1: Light tank element of the 36th Tank Brigade: Enter east edge from a single hex using sequential movement.

T60	T60A
17 -3 20L(6) -/2 **2**	16 -2 20L(6) -/2 **3**

SPECIAL RULES

WG214.1: Terrain: Treat the valley (H6) as level 0 terrain. All orchards (V8), crags (H1), ponds (L9/M9), and wheatfields are open ground. All footpaths (V6) are ignored. All brush (X7) is considered woods. Due to ground snow, vehicle road movement costs 1 MP. The bridge (F6) does not block LOS nor provide any TEM. Cliffs (E8/E9) do not exist.

WG214.2: German 548s are engineers with unlimited smoke-making capability.

WG214.3: German troops are exposed to harsh winter conditions and exhausted, so, whenever a German squad breaks, it is permanently replaced by a broken conscript counter (436). They are also desperate and subject to Advanced Berserk Status (Supplemental Rule D) and, *when broken*, will go berserk on a die roll of "2" or "3" (prior to modifier adjustments) when taking a morale check due to enemy fire.

WG214.4: The German gun and crew set up HIP and define their facing when revealed. They do not lose HIP if friendly units fire from or move through the hex.

WG214.5: The Russian 10-0 Commissar is always the highest ranking leader in a hex (Commissar MCs are taken first.) All units stacked with an unbroken Commissar have their morale increased by one. Units attempting to rally by a Commissar are immune from DM effects. Any infantry unit failing a rally attempt by a Commissar is eliminated. Should a Commissar go berserk, all friendly infantry in the same hex automatically go berserk. (Use a blank leader counter to represent the Commissar if necessary.)

WG214.6:. When three T60s are destroyed and/or immobilized, the remaining T60s must seek to exit the east edge at fastest possible speed in the next Russian movement phase. Crews of immobilized T60s must pass a NMC; if they fail, they may not fire any armament. The T60s are subject to COI 1-man turret rules (Vehicle Note KK): Due to the commander being the loader *and* gunner, a +1 DRM is added to all main armament fire (in addition to the +1 DRM for being BU) and, if CE, no turret weapons may fire.

WG214.7: All Entrenchment rolls have a +2 penalty due to frozen ground. German base entrenchment number is hence 3, Russian is 4 (Supplemental Rule J). Armor crew morale: German 8; Russian 7 (Supplemental Rule B).