**Red Tide**

**Background**

“The Germans were surprised by the ferocity of our attack, and they did not expect us to launch it in temperatures below -35 degrees Celsius. The force of our artillery barrage knocked out many of their firing points and then we charged forward in a massed infantry attack.”

The enemy attack on Moscow has been blunted as the tenacious defence of the capital forced them to halt and then withdraw in disarray. A huge offensive has been launched tasked with shattering the enemy lines and ensuring they withdraw from Holy Russia’s sacred land.

**Scenario Notes**

You must attempt to exit the table via the enemy’s base edge. You have a Company of three Platoons, each of three sections of ten riflemen, plus a sniper. In addition you have a Support Platoon of three Maxim MGs and three 50mm mortars. One section has been equipped with Molotov cocktails and extra hand grenades in case any enemy Panzers are present. A Company command T-34, and a further Platoon of three T-34s would arrive after the fifth turn of the blank card being drawn.

Moderate snow is on the ground and falling slowly. Spotting will become harder and troops moving through moderate now, deduct 2” per dice. If two ones are rolled for movement then the vehicle is bogged down.

The T34 was notable for its wide track, and therefore will deduct only 1” per movement dice.

Prior to the game start D3 stonks are available to prepare the assault. Four blinds start the game anywhere on your side’s long table edge, two of which MUST be armour. Four blinds per turn are allowed to enter your side’s long table edge, though their point of entry, and order of march must be noted prior to the game start.

There is only one dummy blind available to you.

**Terrain**

All buildings are wooden and unless specified can be occupied by only one section of men.

Thickets are classed as a *major obstacle* for movement purposes requiring loss of an action dice to cross for infantry, and two for AFVs. Thickets are classed as S*lightly* *Obstructing* visibility.

Deciduous woods are classed as *Broken Ground* for movement purposes. They *Slightly Obstruct* visibility of troops inside them, but *Badly Obstruct* visibility **through** them.

Fir tree woods are classed as *heavy going* for movement. This means that **vehicles cannot enter**. Visibility in such woods is classed as *badly obstructed*. Frozen areas of water are classed as *Broken Ground.*

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| **Troops/Dice** | **0** | **1** | **2** | **3** |
| T-34 Tank Crews (Morale III) | - | - | - | 5 |
| Poor Regulars | 1-3 | 4,5 | 6,7 | 8-10 |
| Gun Crews | 1 | 2 | 3 | 4,5 |
| Maxim MMG | - | 1 | - | 2-5 |
| 50mm Light Mortar | - | 1 | - | 2 |

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| **Infantry Anti-Tank Weapons** | **0-4”** | **5-8”** | **9-12”** | **13-16”** |
| MMG | 2 | 2 | 1 | 1 |
| Tank Killers | 4 | - | - | - |
| Infantry | 2 | - | - | - |

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| **Sniper** | Sniper (Level 3) | |
| * *Snipers may* ***deploy anywhere within 12” of their side’s own Blinds or units on table*** *and may begin firing any time that their Sniper card is dealt.* * *A sniper needs LOS to a target like any other unit. Once a sniper begins firing a Sniper figure is placed on the table to represent the general area of his firing position. Each time the Sniper card is dealt he may choose to fire or he may elect not to shoot in that turn in which case he may Spot instead.* * ***Enemy troops may not spot or fire on a sniper****, his figure represents his area of operation not him personally. However, if enemy troops come* ***within 4” of a sniper figure he is removed*** *from the game.* | | |
| **HQ**  **BIG MAN 1**  **Political Officer** | **Snr Lieut. Big Man 1 (Level II)**  **Politruk (Commissar – Level 2)** | |
| ***11.8.1 Political Officers*** *They may rally any unit within 4”, removing two points of shock depending on their level. They may be moved to join any unit in their force, whatever the distance involved.* | | |
| **Armour 1**  **BIG MAN 2**  **(Turn 5+)** | **Tank HQ**  T-34 mod. 1940 (Fast, Armour 7, Gun 7, RTO)  **Big Man 2 (Level II)** | |
| **Armour 2** | **Tank Platoon**  Three T-34 mod. 1940 (Fast, Armour 7, Gun 7) | |
| **Armour 3** | **Tank Platoon**  Three T-34 mod. 1940 (Fast, Armour 7, Gun 7) | |
| **Armour 4**  **(Turn 5+)** | **Tank Platoon**  Three T-34 mod. 1940 (Fast, Armour 7, Gun 7) | |
| *The T-34 features wide tracks meaning it ignores the effect of light snow. However, its two-man turret means it can only fire its gun a maximum of twice in the same turn. Also the optics were very poor in the early T-34 so counts as Gun Sight Damaged when shooting. Breakdowns accounted for a great proportion of T-34s lost in 1941 and so a Vehicle Breakdown is included. However, an Armoured Bonus is also included.* | | |
| **Platoon 1**  **BIG MAN 3** | **Rifle Platoon**  Three Rifle Squads (10 men)  **Jnr Lieut. BIG MAN 3 (Level II)** | |
| **Platoon 2** | **Rifle Platoon**  Three Rifle Squads (10 men) | |
| **Platoon 3** | **Rifle Platoon**  Three Rifle Squads (10 men) | |
| * *All infantry are as* ***Aggressive in close combat*** *for this scenario.* * ***Human wave -*** *When this card is dealt, the player may launch an attack with any number of infantry units or infantry Blinds that he chooses. All of the units or Blinds participating must be within 6” of at least one other unit or Blind. Using this card will automatically un‐pin or unsuppress any unit taking part. All of the units taking part will dice for movement as normal adding +1 to each dice rolled. To launch a Human Wave attack at least half of the units carrying out the attack must be within maximum charge distance range i.e. within the number of inches it is physically possible to roll with the dice. For example, units in the open with three Actions must start within 21” of the enemy.* * ***Impromptu Tank Killers*** *Any Soviet squad may assume the role of tank killers. On the Tank Killer Card any section of choice may take the bonus move, as long as they are making an attack on an enemy tank. However these troops use their own infantry AT factor, not those of a specialised tank killer unit.* | | |
| **Platoon 4**  **BIG MAN 4** | Two Maxim MMG (5 crew)  Three 50mm Light Mortars (2 crew)  **Jnr NCO BIG MAN 4 (Level I)** | |
| *The MMGs of the Support Platoon can be attached to Infantry Platoons, along with the Big Man, if desired. A MMG bonus card must be included to reflect the effectiveness of the Maxim. Support weapons may move, or fire, but NEVER BOTH. Will only move if activated by a Big Man or under close range small arms fire. Are unable to move when only one crew member left. MG Bonus included. The 50mm Mortar is useful weapon and inflicts a point of shock if 4-6 is scored if firing directly, or 5 or 6 if indirectly.* | | |
| **Platoon 5**  **Tank Killers** | **Tank Killers**  Tank Killer team (4 men) | |
| *Volunteers, or soldiers under penal sentence, armed with Molotov Cocktails and tied grenade bundles.* | | |
| * ***Heroic leader -*** *When this card is dealt, a player may have one of his Big Men undertake a heroic action. The players should look at the normal chances of success and then increase them slightly before rolling the dice. Some examples of an heroic action would be manning an anti‐tank gun single‐handedly; attacking a tank with a bundle of grenades; leading a section in a desperate charge. This card may only be used once in a game after which it is discarded from the Game Deck.* * ***Rapid Deployment -*** *The player can choose one of his Blinds to take a bonus move. The player may choose how many Actions, up to the usual four, that the Blind will use to move. Each Blind moving on the Rapid Deployment card may not undertake any Actions other than movement.* | | |
| **Cards Required**  **Blinds Move**  **Rapid Deployment**  **Armoured Bonus**  **Platoon 1, 2, 3, 4, 5**  **Armour 1, 2, 3, 4**  **Big Man 1, 2, 3, 4** | | **Political Officer**  **MG Bonus**  **Tank Killers**  **Human Wave**  **Heroic Leader**  **Vehicle Breakdown**  **Blank Card** |