**Warm Bed For The Night**

**Background**

“The supply situation was bad; snow-shirts, boot polish, underclothes and above all woollen trousers, were not available. A high proportion of the men were stiff wearing [summer] denim trousers, and the temperature was eight degrees below zero”

General Guderian, 14th November 1941.

“We are only nearing our final objective step by step in this icy cold and with all the troops suffering from the appalling supply situation…Yet the brave troops are seizing all the advantages and are fighting with a wonderful endurance despite all their handicaps. Over and over again I am thankful that our men are such good soldiers.”

General Guderian, 17th November 1941.

It is November 1941 on the approaches to Moscow. ‘General Winter’ has arrived in earnest. The temperature has dropped steadily and with each passing day more and more men are suffering from frostbite and dysentery. An icy wind blasts across Russia as the supply situation has totally broken down.

Your depleted Schutzen Company has discovered a nearby Russian village offering shelter and the promise of a warm bed for the night, away from the icy chill. You have decided to seize the initiative, and precious cover, from the enemy. Your men are close to breaking point but the lure of a warm Russian stove has spurred them on to make a last effort to provide themselves with a roof from the icy chill.

**Scenario Notes**

The situation is looking increasingly desperate. The remnants of your Company have been formed into just one Platoon plus a HQ, which retains its vehicle mounts. A brace of MG34s on tripod mounts, and two 81mm Mortars make up the Support Platoon. You have also managed to scrape together the last three Panzers still running and an infantry gun crew to assist you in your efforts. Mechanically the Panzers are highly questionable badly in need of spares and engine overhaul. Fuel is also in short supply as the tankers must keep their engines running, or use fuel to light fires under their Panzers to prevent them freezing up. Ammunition is in short supply for everyone.

The village consists of a several wooden buildings; however the enemy are in residence and must be forced out. It is absolutely crucial that the buildings are not too damaged. It is a pointless waste of life if you do not preserve the cover your men so desperately need for their survival. The village is occupied by the enemy, though in what strength is anyone’s guess. Doubtless they will know you are coming as every tree is this infernal country seems to hide enemy scouts and partisans. Your task is to evict the enemy and take and hold the village by the end of the game.

The action takes place with light snow on the ground and falling. Spotting will become harder and troops moving through light snow, deduct 1” per dice.

Tanks should also suffer similarly in the snow, although the T34 was notable for its wide track, and therefore a greater ability to move in poor weather.

Your entire force starts the game as blinds anywhere on your long table edge, plus you may add three dummy blinds.

**Terrain**

All buildings are wooden and unless specified can be occupied by only one section of men. The amount of men able to fire from a wooden building is limited by the number of doors/windows per side.

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.*

**Warm Bed For The Night**

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| **Troops/Dice** | **0** | **1** | **2** | **3** | **4** |
| Panzer Crews (Morale IV) | - | - | - | 5 | - |
| Veteran Schutzen | 1-3 | 4 | 5 | 6,7 | 8 |
| MG34 Crews | - | 1 | - | - | 2-5 |
| AT Rifle | - | 1 | - | - | 2 |

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| --- | --- | --- | --- | --- |
| **Infantry Anti-Tank Weapons** | **0-4”** | **5-8”** | **9-12”** | **13”-16”** |
| ATR | 4 | 4 | 3 | 3 |
| Infantry | 2 | - | - | - |

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| **HQ Platoon**  **BIG MAN 1** | **Schutzen HQ Zug**  Rifle Gruppe (8 men)  **Hauptmann BIG MAN (Level III/RTO)**  SdKfz 251/10 (Fast, Armour 2, Gun 6)  Up to one SdKfz 10/5 AA Halftrack (Fast, Armour 2, Gun 3) |
| *A SdKfz 251 mounting a 37mm AT gun, and a light AA halftrack with a fast firing 2cm Kanone, provide AT and AA fire support.* *However a Vehicle Breakdown and a Fuel Shortage card apply. Schutzen Gruppen with an additional LMG will roll one more D6 than the number of Actions allocated to firing. Company CO can call up artillery support. He must use all of his Actions to request that. Roll on the table below to find what support is available.*   |  |  |  |  | | --- | --- | --- | --- | | **Dice Score** | **Support Unit** | **Effect** | **Blast Radius** | | **1-4** | Company Support - Six 81mm Mortars | **D6** | **7”** | | **5, 6** | Regimental Support – Four leFH18 105mm Field Guns | **2D6** | **7”** |   *Once he has done that a Support card is added to the Game Deck on the next Tea Break card. German artillery support rating is -/5/4 with 3D6 deviation.* | |
| **Platoon 1**  **BIG MAN 2**  **BIG MAN 3** | **Schutzen Zug**  Four Rifle Gruppen (8 men)  AT Rifle (2 men)  **Leutnant BIG MAN (Level III/RTO)**  **Feldwebel BIG MAN (Level II)** |
| *Schutzen Gruppen with an additional LMG will roll one more D6 than the number of Actions allocated to firing. The Platoon has lost all of its transport.* | |
| **Platoon 2**  **BIG MAN 4** | **Support Platoon**  Two MG34 MMG (5 crew)  Two 81mm Mortars (5 crew)  **Unteroffizier BIG MAN (Level II)** |
| *The 81mm Mortars provide a quick on-table response. 3” blast radius, 3D6 Deviation, D6 for Effect. A Mortar Bonus is included to reflect the Germans ability to react quickly with a rain of mortar bombs. 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 MG34.* ***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.* | |
| **AT Gun**  **BIG MAN 5** | **Infantry Gun Section**  leIG 18 75mm Infantry Gun (Gun 5) with SdKfz 10 or SdKfz 11 tow  **Unterfeldwebel BIG MAN (Level II)** |
| *The Schutzen Company can call upon the services of the Infantry Gun platoons of the Regimental reserve. These guns are very effective against enemy infantry and have some limited use against tanks too. Unfortunately only one gun is actually left in the entire Platoon. An AT Bonus card must be included to reflect their excellent training. A Vehicle Breakdown card must be included and a Fuel Shortage card too though.* | |
| **Armour**  **BIG MAN 6** | **Panzer Zug**  Panzer IV D (Ave, Armour 4, Gun 7)  Panzer IV F1 (Ave, Armour 6, Gun 8)  PzKpfw III G (Ave, Armour 4, Gun 8)  **Leutnant BIG MAN (Level III)** |
| *Panzers are the Elite corps of the Wehrmacht and rate as Veteran crews. The Panzer III is the workhorse of the Panzerwaffe, with the short 50mm Kanone. The Panzer IV with the short 75mm is useful for close support. An Armoured Bonus card is not included in the pack, however as the Panzers are supporting an infantry force. Vehicle Breakdown card must be included and a Fuel Shortage card too.* | |
| * *Vehicles may be susceptible to breakdowns due to the rough terrain. Vehicles which have broken down will subsequently double any Shock they suffer.* * ***Ammunition Shortage*** *- When the card is dealt, it remains face up on the table. If the next unit card dealt is from that force then it will be running short of ammunition and from that point onwards may only fire at targets within short range.* * ***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.* * ***Rally Card:*** *The player may remove one point of Shock from a single unit that is not accompanied by a Big Man. Alternatively, if a Big Man is attached to a unit he may remove multiple Shock points up to his Command Initiative level without affecting his normal activation.* * ***Dynamic leader:*** *The player may select one of his Big Men who may personally move with up to three Actions. This is a move only card for ONE leader in any turn. This will not affect his ability to be activated on his own unit card earlier or later in the turn.* * ***Heroic leader:*** *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 a 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.* | |
| **Cards Required**  **Blinds Move**  **Rapid Deployment**  **HQ Platoon**  **Platoon 1, 2**  **Armour**  **Big Man 1, 2, 3, 4, 5, 6**  **AT Gun**  **MG Bonus**  **Mortar Bonus**  **AT Gun Bonus**  **Rally**  **Dynamic Commander**  **Heroic Leader**  **Ammunition Shortage**  **Fuel Shortage**  **Vehicle Breakdown**  **Off Table Artillery** | |