**Die Hards**

**Background**

It is early July 1941. The devious, treaty breaking, Fascist vipers have viciously attacked the Motherland. Our forces everywhere have fallen back, no doubt to regroup before smashing the violators of our hearths. You are tasked with sacrificing your command, holding up the advance of the enemy and making them pay a heavy price for invading our sacred land. Tank support is available but you will be hopelessly outnumbered. No matter, Mother Russia and Uncle Joe demand their ‘pound of flesh’.

**Terrain**

The shelled area of woods is classed as *broken* ground. All the other woods and boggy ground are classed as heavy going for movement. This means that vehicles cannot enter either terrain. Within 4” of the edge of the trees visibility is classed as *badly obstructed*. Further inside the woods visibility is considered to be *very badly obstructed*. Hills are low and do not impede movement but an element on a hill will add a +1 bonus to its spotting. All buildings are of *wooden construction* and classed as *small*.

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| Troops/Dice | **0** | **1** | **2** | **3** |
| Green Tank Crews (Morale II) | - | - | - | 5 |
| Poor Regulars  | 1-3 | 4,5 | 6,7 | 8-10 |
| Infantry Gun Crew | 1 | 2 | 3 | 4,5 |
| MG  | - | 1 | - | 2-5 |
| AT Rifle  | - | 1 | - | 2 |

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| **Infantry Anti-Tank Weapons** | **0-4”** | **5-8”** | **9-12”** | **13-16”** |
| ATR | 5 | 4 | 3 | 3 |
| MMG | 2 | 2 | 1 | 1 |
| Tank Killers | 4 | - | - | - |
| Infantry | 2 | 1 | - | - |

**Scenario Notes**

The Soviets get only one dummy blind, though as they are defending the terrain this will be less of a disadvantage. They may deploy their blinds anywhere within 48” of the southern table edge. They can deploy a log barricade to block the road at any point. The barricade’s position must be marked on a map and is only put on table when it is spotted or auto spotted (see 3.3, p29). Deployed behind the barricade is an AT mine which will be triggered if an AFV immediately crosses the barricade.

Two Platoons of BT7’s will arrive on blinds on the southern road after five turns of the blank card being drawn.

Note there is no overall force commander for the Soviets as this is a scratch force of die-hards. As such there are probably more Big Men than are normally available to most Soviet forces however.

Cards included for the Soviets include *Heroic Leader* and *Human Wave*. Though *Die-Hards* they also exhibit *Poor Fire Discipline.*

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| **Sniper!** | One Sniper (Level 2) |
| * 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.
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| **Armour 1****Big Man 1** | **Tank Platoon**Three BT7 (Fast, Armour 3, Gun 7)**Jnr Lieut. Big Man 1 (Level II)**  |
| **Armour 2** | **Tank Platoon**Three BT7 (Fast, Armour 3, Gun 7) |
| * 2 man turret – Fire their guns a maximum of twice in the same turn.
* No radio net
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| **Armour 3** | Two KV1 (Slow, Armour 11, Gun 9)  |
| * Slow turret – Have only a 90° arc of fire and must use two Actions to rotate their turret up to 90° degrees.
* Heavy Armour – These tanks will roll one additional Armour dice when fired at from the flank or rear.
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| **AT Gun** **Big Man 2** | 76mm Infantry Gun with 5 crew (Gun 3) **Jnr NCO Big Man 2 (Level I)**  |
| * High Explosive ammunition only – Only rated as a gun 3!
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| **Platoon 1****Big Man 3** | **Rifle Platoon** Three Rifle Squads (10 men, Die hards) **Jnr Lieut. BIG MAN 3 (Level III)** AT Rifle (2 men) |
| **Platoon 2****Tank Killers** | **Tank Killers** Tank Killer team (4 men, Die hards) |
| * Operate on Tank Killers card too.
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| **Support 1****MG Bonus** | MMG (5 crew, Die hards) |
| * Fortunately, you are well stocked with ammunition for your sole Maxim MG and so include an MG bonus card.
* **5.6 Die‐hards** Any sections or weapons teams designated as die‐hards must be selected by the player before the game begins. Die‐hards ignore all the effects of shock and will fight on until all their men are dead or their actions reduced to zero. They may however be pinned or suppressed during a turn if a relevant result is achieved on the fire table.
* Tanks or vehicles crossing the barricade will roll 1D6-1 on the table on page 64. A single mine will only detonate once.
* **Heroic leader -** When this card is dealt, a player may have one of his Big Men undertake an 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.
* **Poor fire discipline** - Once this card is dealt, a force with less than perfect fire discipline will roll 1D6 as below: Poor Fire Discipline fails on a 1 or 2 Dreadful Fire Discipline fails on a 1 to 3 Abysmal Fire Discipline fails on a 1 to 4 If they fail then the unspotted platoon that is closest to a spotted enemy unit will be placed on the table and will open fire, using all of its Actions. Any reserved dice that the unit has will be used for this fire, and should its own card be drawn later in the turn it is ignored.
* **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 un-suppress 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.
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