**Warm Bed For The Night**

**Background**

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 of the enemy are deserting suffering from frostbite and dysentery. An icy wind blasts across Mother Russia as the enemy’s supply situation has totally broken down. They are short on food, fuel and vital spares. Little do they realise that this is only the start of the cold winter.

Your Company has discovered a warm billet in and around a Russian village offering shelter, away from the icy chill. A deserter a couple of nights ago told you of the enemy’s intention to assault the village and evict you from its warm stoves. Accordingly you have strengthened your position with a camouflaged dug in MG nest, and thrown up some defensive works. Politruks have made impassioned speeches extoling the virtues of ‘The Boss’, and promising extra Vodka rations to the men, so morale is good. A Platoon of T-34’s arrived late last night to bolster the position further. You have made your dispositions and your eyes strain against the biting wind as you look for the first signs that the enemy is advancing. Suddenly the faint noise of engines is heard. The enemy comes. Za Rodinu, Za Stalino!

**Scenario Notes**

The village consists of a several small wooden buildings. You may deploy your blinds in an around the village but no further forward than 6” from the village and not within 12” of a short table edge.

You have a Company of three Platoons, each of three sections of ten riflemen, plus a sniper. In addition you have an MG Platoon of three Maxim MGs. These can be attached to Platoons if so desired, and one MG may occupy the dug in position. Unfortunately, you only have one PTRD Anti-Tank rifle which you have attached to the first Platoon. One section has been equipped with Molotov cocktails and extra hand grenades in case any enemy Panzers arrive. The T-34s can either be kept together as a Platoon or be dug in as strongpoints.

Light snow is on the ground and falling slowly. Spotting will become harder and troops moving through light snow, deduct 1” per dice.

The T34 was notable for its wide track, and therefore will ignore the effect of the light snow.

Your entire force starts the game as blinds anywhere within 12” of the village. 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 |
| MMG | - | 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 | - | - | - |

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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 (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** | **Tank Platoon**  Three T-34 (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.* | |
| **Platoon 1**  **BIG MAN 2** | **Rifle Platoon**  Three Rifle Squads (10 men)  **Jnr Lieut. BIG MAN 3 (Level II)**  AT Rifle (2 men) |
| **Platoon 2** | **Rifle Platoon**  Three Rifle Squads (10 men) |
| **Platoon 3** | **Rifle Platoon**  Three Rifle Squads (10 men) |
| * ***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 3** | Three Maxim MMG (5 crew)  **Jnr NCO BIG MAN (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.* | |
| **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**  **Platoon 1, 2, 3, 4, 5**  **Armour**  **Big Man 1, 2**  **Political Officer**  **MG Bonus**  **Tank Killers**  **Human Wave**  **Heroic Leader** | |