

TANKER DELIGHT

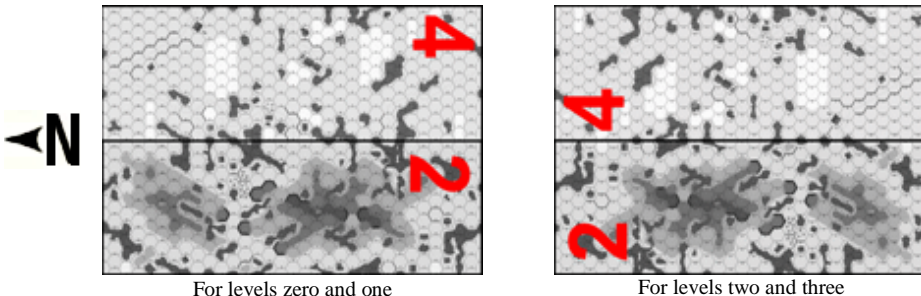
TTS Scenario Series Epsilon-0 [EP-0]

101128



Armored Fighting Vehicles (AFVs) in the basic Squad Leader game are fairly well suited for the infantry support role, for this is an infantry game. The previous scenario (Delta) introduced many of these tactical infantry support issues. The next step is to explore how AFVs interact when opposed by enemy AFVs and/or Anti-Tank guns. This is best demonstrated by removing the accompanying infantry so that the vehicle issues will be isolated. With vehicle mobility two to three times that of infantry, this scenario should be a test of constant maneuver and deployment. Unlike the other scenarios in this series, two different board configurations are used, one for each of the "attacking" allied combatants.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Americans/Russians win by exiting two more AFVs off the south edge than the number of non-immobilized/wrecked German AFVs that remain at scenario end. The Germans win if two or more American/Russian AFV counters (wrecks, immobilized or mobile) remain on the board area at scenario end. A draw occurs if both/neither side achieves their victory conditions.

TURN RECORD CHART

German Sets Up First		1	2	3	4	END	INTRODUCING: Armored Fighting Vehicle (AFV) Tactics, Covered Arc, AFV versus AFV combat, Roadblocks, Anti-Tank Guns, Rate of Fire].
American/Russian Moves First							
Sturmartillerie Troop - Set up South of hex row Q (exclusive): 3	"Sherman" Tank Platoon - Enter turn 1 on any North board edge hexes: 5	Epsilon(0) RULES: Through DELTA(zero), 33.1-33.6, 38, 39, 41, 44.22 FOR EXPERIENCED PLAYERS: Use all pertinent rules from the SL rulebook. Note: Wheatfields are present due to the Scenario date.					

Scenario Epsilon augmentation elements:

Epsilon 1: (EP-1) Add or Replace to each sides forces:

Prepared positions: [rates of fire, HEAT] Add to forces: 2	Mixed Armored Elements: Replace with: 2 2	Note: The M-10 is a turreted, open-topped (47.8) "Tank Destroyer."
--	---	---

Epsilon 2: (EP-2) Add to each sides forces:

PanzerZuge IV (armored platoon) - Replace with: 4	Dva Tankoviye Vzvody (two tank platoons) - Replace with: 6
--	---

Epsilon 3: (EP-3) Add to each sides forces:

Panzerjaeger 75 (Anti-Tank Guns) Add to forces in EP-2: 2 2	SUA Battery (self-propelled battery) Add to forces in EP-2: 3 [Note rule 33.6]
--	---

Scenario Epsilon note: Unlike all other Tactical Training Series scenarios, some of the augmentation levels of Epsilon specify "Replace with" instead of the more usual "add." In these cases the listed forces are to be *substituted* for those that were available for the previous level. Initial set up, entry, and exit requirements all remain the same for all levels.

Scenario Delta development assistance: Pete Belford, Chris Edwards
Scenario Delta playtest credits: Pete Belford, Dave Carter, Jason Coyle, Andy Dupras, Chris Edwards, Duncan Gibson, Eric Pass, Pete Pollard, Chris Roberson, Howard Rosenberg, Curtis Teeters, Bill Thomson, Jay Yanek, Alan Yngve.
 Version 1.3
 Design by Alan Yngve, 1997 (copyright 2002)

Graphic Layout by Bill Sosnicki
 Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.

Please refer to the commentary accompanying Scenario Alpha for a description of how to use the different "levels," Epsilon-0 through Epsilon-3.