

# HITTING THE WALL

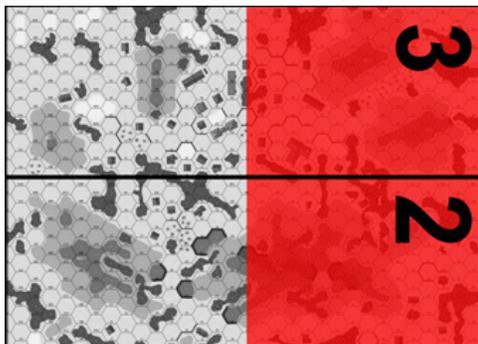
TTS Scenario Series Zeta-0 [ZE-0]

10079



**December, 1944:** This final scenario in the Tactical Training Series introduces the remaining types of fortifications in the basic Squad Leader system and some of the weapons and tactics that can be used against them. By representing an assault upon a section of the German "West Wall," this scenario demonstrates how the force characteristics of the defense can affect the tactics of the assault. In fact, defensive deployment decisions with a variety of fortification options will often force the creation of a defensive plan, a fascinating process in itself. During the defensive struggles along the western border of Germany, the Americans sought to both reduce the German army and to regain the capacity for strategic maneuver. The German forces aimed to use their defensive preparations to increase the staying power of their units and to extract casualties upon the attacking allies. This scenario presents an American combined-arms assault to clear a critical road connection.

**BOARD CONFIGURATION:**



**RULES:** Through Delta-two, plus 52 (Jeeps), 53 (Wire).

**Note to experienced players:** Use all applicable SL rules, recommend post-poning use of rule 59 to Zeta-Three.

**VARIATION:** Reverse the positions of Board 3 (on the south) and Board 2 (on the north), retain the same set up requirements.

**VICTORY CONDITIONS:** The American wins if at game end there are no unbroken German squads/crews with a clear LOS to any of the road hexes between 2U3 and 2U7 (inclusive). A draw (pyrrhic victory) occurs if the American achieves their victory condition but at game end more American squads/crews (including AFV crews) than German squads/crews have been lost/eliminated. The German wins by preventing the American victory condition.

**TURN RECORD CHART**

	German Sets Up First	1	2	3	4	5	END	<b>Introducing:</b> Wire, Jeeps, Mines, Bunkers, Flamethrowers, Hidden Initial Placement, motorized/mechanized infantry, combined arms.
	German Moves First							

Use only the area west of row Q (inclusive).

**VOLKSGRENADIER KAMPFGRUPPE** - set up on whole or half hexes east of row Y (inclusive):

			7	2	3	4	7

**RIFLE COMPANY** - set up on whole or half hexes west of row AA (inclusive) but not both within 6 hexes and in LOS of any German unit. Radio has access to one module of three missions from a 105mm howitzer battery.

**MOBILE BATTALION SUPPORT (Attached)** - enter on any west edge hex(es) on Turn 2. All infantry must enter as passengers.

	2		11	2	2	4		2	2

**SCENARIO AUGMENTATION ELEMENTS:**

**Zeta 1: (ZE-1) Add to each sides forces:**

add: [Armor support, crews]

	3	8	24

**RULES:** 55(mines)

Add to Mobile Battalion Support:

	2		2		2

**RULES:** 53.8, 53.9, 63.4, 63.5

**Zeta 2: (ZE-2) Add to each sides forces: (Still Under Playtest)**

add:

	56(Bunkers)

**RULES:** 56(Bunkers)

Add to Mobile Battalion Support: [ 847s, DC, more vehicles]

	2

**RULES:** American 847 Squads (50.2)

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

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**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.  
 SCENARIO ZETA(zero) Version 1.3  
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**Important Vehicle/Wire Q&A:**

**Q: 53.8 Rule 53.8** explains that Tanks and SP guns can move over wire at no detriment and remove the wire counter immediately. Can infantry advancing with the AFV which drives over the wire continue to move with the AFV as though the wire was, indeed, not there any longer? Or does the wire removing AFV lose the right to have infantry advance with it over the wire hex?  
 A. Yes, No. {OAF}

**Q: 53.8** Do AFVs have to destroy friendly wire hex they pass through? Or do they have the option of leaving enemy wiring unharmed also?  
 A. Yes, No. {OAF}

**Q: 53.89 & 53.9** Does a halftrack have to be an armored vehicle to remove a Wire counter?  
 A. No - furthermore, a tank or SP Gun may not remove more than 1 wire counter each (the first one encountered) per turn regardless of the number of wire hexes entered. {COI4-69}{COD105}