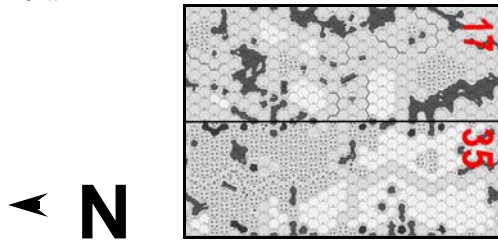


CHEESECLOTH



August, 1944: Alerted by an ineffective pre-assault artillery bombardment, the local German commander releases local reserves to support Kampfgruppe Koch's attempt to prevent the American forces from completing their encirclement of this portion of what would be called the Falaise Pocket.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Americans must meet both of the following criteria: A) Exit One Sherman or Stuart with functioning main armament off any east edge; B) Exit six unbroken squads and one leader of any type off any east edge. Americans can exit the east edge during any turn but exited units are considered out of play for the balance of the scenario. The German player wins by denying an American victory.

TURN RECORD CHART:

+	German Sets up First	1	2	3	4	5+	6	7	8	END
	German Moves First									

+

AT START: Kampfgruppe Koch—scattered remnants of various larger organizations. Setup on board 17 and/or on Board 35 with three whole hexes of Board 17. The German sniper has the identical setup restrictions as other German units.

												?
2	3	7	6	2	2	4	8	9				

TURN 5: Reinforcements enter on any three adjacent east edge hexes. AFVs may not enter carrying passengers:

			?	
6	3			

6	2	2				

★

AT START: All vehicles and their passengers must enter Turn 1 or later from any west edge board hexes. All other forces may start on Board 35 within three whole hexes of the west board edge or enter on Turn 1 from the west edge:

3	9	6	2	4	2	3	2							

SPECIAL SCENARIO RULES:

- WG220.1:** The COI rule set applies; no GIA rules are in use. Use GIA American counters if you have them. The American 556 is a second line squad, not inexperienced infantry, broken side morale of 6. The use of VSQL extension COI-USv01.mdx or higher for VSQL is required for this scenario.
- WG220.2:** Treat all brush hexes (35P8) as woods hexes. Marsh (35G10) and Orchard hexes (35XX) are in effect. Ignore the footpath on 35AA7. Half-orchard hexes (35P10) are considered full orchard hexes on both boards.
- WG220.3:** The German 5/8" counters and crews are not placed on the board, but instead, their locations and covered arcs are recorded secretly during the German setup (or HIP in VSQL). Each gun/vehicle location and three other dummy locations are marked with the 5/8" concealment markers. Any 5/8" concealment marker which is in the LOS of an unbroken American squad or leader at the end of Defensive Fire or Advance Phase, is removed and replaced with the corresponding counter in that location, if any. For these LOS purposes, the 5/8" counter is equivalent to an infantry squad (e.g. not visible through intervening wheat fields).
- WG220.4:** The Sherman M4 75 TK# are 6/7/8/10 with S8 ammo. It is a large target with +1/-1 armor, with 2/2/4 MGs, 13 MP. The Stuart M3A3 37LL (4 IFE) LT TK# are 4/5/6/8, C7 ammo, no smoke. It is a normal size target with 0/-2 armor, with 2/2/2 MGs, 17 MP. U.S. AFVs of this period use Black To Hit numbers. U.S. AFVs and guns repair on a dr=1. The 37LL cannister is 12FP; otherwise 34.9 apply. One of the M3A3s has C7 ammunition.
- WG220.5:** The German 548 are considered assault engineers with unlimited smoke-making capability. Any unbroken American squad may place a smoke counter on a dr of 1 or 2 during the onset of PFP with no impact on that squad's fire or movement capability. If a squad rolls a 6, that squad is out of smoke for the balance of the scenario.
- WG220.6:** Prior to the game start, the German player may exchange 2 PF with a force for one Panzerschreck at his option.

WG220.7: SIDE SELECTION PROCEDURE: Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominant AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side, whose force is augmented with that bid. Please report the bid, winning side and comments (i.e. uneven die rolls at key moments) as this data will be used for balance modification of the scenario prior to its published form.

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PLAYTEST STATUS: This scenario is currently in playtest (Beta Release), please contact [Squad Leader Academy](mailto:Bill@WargameAcademy.org) to join this effort. The 'final' version will be published as a SQLA/Wargame Academy (WGA) scenario pack.

118 ORCHARD (COD)

118.1 Any hex or half hex containing multiple dark green clusters is considered an orchard hex. An example of an orchard hex is 6F5. The term "orchard" is used to represent any wooded area without dense undergrowth.

118.2 The movement cost for entering an orchard hex is identical to that of Open Ground for all types of units.

118.3 Orchards have no terrain effect modifier of any kind, but they are considered non-open ground. Therefore, target units moving through an orchard are not subject to the -2 defensive fire DRM for moving in the open. The TO HIT category for ordnance weapons firing at an orchard hex is "other".

118.4 Orchard hexes do not block LOS or penetration except as listed below. They are not considered "woods" for any purpose.

118.41 Units on the same level as the orchard may not trace a LOS through more than two orchard hexes inclusive of the target hex. MG penetration may extend through more than 2 orchard hexes but in so doing is resolved as Area Fire. Remember, however, that MGs must have a LOS to a target (or suspected target) in order to fire. Keep in mind that the green clusters do not obstruct LOS, they merely identify the hex as an orchard hex.

118.42 The hex directly behind an orchard hex in direct LOS from a firing hex of higher elevation is considered a blind hex and cannot be fired upon during any scenario taking place during April through November.

118.5 The "kindling" (102.22) number of an orchard hex is 111+. The "Spread" (59.4) number is 9+.

118.6 Orchards do not cause breakdowns or present any movement hindrance to vehicles.

118.7 Broken units may rout through orchard hexes without being eliminated due to the presence of enemy units in LOS and normal range. An orchard hex is not suitable cover for a broken unit to end its rout in, although they could remain in such terrain until a possible route to a woods or building hex exists.

118.8 The allowable LOS through orchard hexes is increased from 2 hexes to 3 hexes during any scenario taking place during the December-March period.