

RULES TO REMEMBER (short paragraphs)

NOTES ON STRATEGY (bullet points)



BORN AGAIN (Hazmo1)

AFV in this scenario are treated as if the battle is taking place in January (not June) of 1944. This means the Shermans do use black TH numbers, but do not carry WP. For the Stuart, however, all the news is good: it uses Black TH numbers, and carries both HE and – potentially – Cannister (**C8.4**)! For the PzIVH, the effective January '44 date will mean his APCR Depletion Number will go from a 4 to a 3.

German:

- Consider lots of deploying. You give up that great firepower, but boy those half-squads can be pesky and even more importantly – they deny hex entry during the movement phase.
- When in doubt, break and route – it's all about force preservation.
- No hedgehogs here – once you get flanked, it's all over.

Canadian:

- Preserving some smoke generation for later in the game can make a real difference.
- There is no CVP cap: when should that fat Sherman be sacrificed for the greater good?
- Searching early can save you big headaches later on.



CROWN OF THORNS (Hazmo2)

Note that the SSRs allow the Armored Cupolas to be set up HIP in certain terrain. Players should be thoroughly familiar with the rules for Fire Lanes, in particular the difference between “hard” and “soft” Hindrances (second paragraph of **A9.22**). Note that a Fire Lane emanating from inside of a Pillbox will not be cancelled by “Sleaze Freeze” (**B30.44**). Keep in mind that the SSRs prevent the Russian from placing more than one Fortification in a Location (for purposes of this SSR, the Armored Cupolas are considered Fortifications). Finally, the Russian tank is rare, and the rules governing its MA are kind of funky. See **Russian Vehicle Note 6.1** (pp. H29 and H29A).