

ASL Scenario A49 Delaying action

Initial Setup

Serial	Initial Hex location	Target hex Location	Event	DRM	Red Die	White Die	Result
German Setup							
1	14U6		German Sniper				?
2	4X1		A 248/Neumann 9-2 HIP (2 PF)				HIP ? (Stone building)
3	4R5		B 248 (3 PF)				HIP ? (Woods)
4	4T3		Heller 149 (2 PF)				HIP ? (wood building)
5	4T9		C 248/Heucke 7-0 (2PF)				HIP ? (Woods)

Russian Setup

Enter on turn 1 or later

Turn 1

Serial	Initial Hex location	Target hex Location	Event	DRM	Red Die	White Die	Result	DRP
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Russian Turn

Rally Phase

6			Wind change DR				NE	
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Prep Fire Phase

Movement Phase

7	4GG4	4Z5	D CE T34/85 enter via 4GG4 CA FF4-FF5 move to 4Z5 remain in motion CA Y5-Y6				8 MP, remain in motion	
8	4GG4	4Z4	E CE T34/85 enter via 4GG4 CA FF4-FF5 move to 4Z4 remain in motion CA Y4-Y5				8 MP, remain in motion	
9	4GG4	4Z6	F CE T34/85 enter via 4GG4 CA FF4-FF5 move to 4Z6 remain in motion CA Y6-Y7				8 MP, remain in motion	
10	4GG4	4Z2	G CE T34/85 enter via 4GG4 CA FF4-FF5 move to 4Z2 remain in motion CA Y2-Y3				8 MP, remain in motion	
11	4GG4	4BB4	A CE ISU-122 enter via 4GG4 CA FF4-FF5 move to 4BB4 remain in motion CA AA4-AA5				6 MP, remain in motion	
12	4GG4	4BB5	B CE ISU-122 enter via 4GG4 CA FF4-FF5 move to 4BB5 remain in motion CA AA5-AA6				6 MP, remain in motion	
13	4GG4	4CC5	C CE ISU-122 enter via 4GG4 CA FF4-FF5 move to 4CC5 remain in motion CA BB4-BB5				6 MP, remain in motion	

Defensive Fire Phase

Advance Fire Phase

Rout Phase

Advance Phase

Close Combat Phase

German Turn

Rally Phase

14			Wind change DR				Gusts, NE	
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Prep Fire Phase

Movement Phase

Defensive Fire Phase

Advance Fire Phase

Rout Phase

Advance Phase

15	4X1	4W1	A 248/Neumann 9-2 HIP advance in 4W1					
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Close Combat Phase

Turn 2

Serial	Initial Hex location	Target hex Location	Event	DRM	Red Die	White Die	Result	DRP
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Russian Turn

Rally Phase

16			Wind change DR				NE	
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Prep Fire Phase

Movement Phase

17	4Z6	4W7	Motion F CE T34/85 move to 4W7				3 MP	
18	4W7		F CE T34/85 move to 4W7 BOG check	+1 Regular Ground Pressure			NE	
19	4W7	4V6	F CE T34/85 move to 4V6				4 MP	
20	4V6		F CE T34/85 move to 4V6 BOG check	+1 Regular Ground Pressure			NE	
21	4W7	4U7	F CE T34/85 move to 4U7				5 MP	
22	4U7		F CE T34/85 move to 4U7 BOG check	+1 Regular Ground Pressure			NE	
23	4U7	4R6	F CE T34/85 move to 4R6 CA Q6-Q7				8 MP, remain in motion	
24	4R5	4R6	B 248 lose HIP/? DFFire PF at tank in 4R6 TH# 8 range 1	+2 Target in motion			Panzerfaust side turret hit F T34/85 Eliminated Burning	
25	4R6		PF TK# 31 Final TK# = 23	- 8 AF Side Turret			Wreck	
26	4Z5	4U6	Motion D CE T34/85 move to 4U6 Stop				6 MP	
27	4U6	4R5	Stopped D CE T34/85 Bounding Fire at 4R5 infantry with MA HE TH# 8 range 3	+5 TH (+1 TEM, Case B +2, Case C +2)			Hit, -1 ACQ	

Serial	Initial Hex location	Target hex Location	Event	DRM	Red Die	White Die	Result
28	4R5		85 mm HE attack with 17FP		☒	☒	1MC
29	4R5		B 248 1MC		☒	☒	Pin
30	4U6	4R5	Stopped D CE T34/85 Bounding Fire at 4R5 with CMG/BMG with 3FP (6FP x½ Bounding Fire)	+1 TEM	☒	☒	NMC
31	4R5		Pinned B 248 NMC		☒	☒	Pass
32	4Z4	4U5	Motion E CE T34/85 move to 4U5 Stop				6 MP
33	4U6	4R5	Stopped E CE T34/85 Bounding Fire at 4R5 infantry with MA HE TH# 8 range 3	+5 TH (+1 TEM, Case B +2, Case C +2)	☒	☒	Miss, -1 ACQ
36	4U6	4R5	Stopped E CE T34/85 Bounding Fire at 4R5 with CMG/BMG with 3FP (6FP x½ Bounding Fire)	+1 TEM	☒	☒	NE
37	4BB5	4V6	Motion B CE ISU 122 move to 4V6				6 MP
38	4V6		B CE ISU 122 move to 4V6 BOG Check	+1 Regular Ground Pressure	☒	☒	NE
39	4V6	4U7	B CE ISU 122 move to 4U7				7 MP
40	4U7		B CE ISU 122 move to 4U7 BOG Check	+1 Regular Ground Pressure	☒	☒	NE
41	4U7	4T7	B CE ISU 122 move to 4T7				8 MP
42	4T7		B CE ISU 122 move to 4T7 BOG Check	+1 Regular Ground Pressure	☒	☒	NE
43	4T7		B CE ISU 122 move to 4T7 change VCA 57-T6 Stop				10 MP
44	4T7		B CE ISU 122 move to 4T7 BOG Check	+1 Regular Ground Pressure	☒	☒	NE
45	4T7	4R5	Stopped B CE ISU-122 Bounding Fire at 4R5 infantry with MA HE TH# 8 range 3	+6 TH (+1 TEM, Case B +2, Case C +3 NT)	☒	☒	Miss, -1 ACQ
46	4CC5	4V6	Motion C CE ISU 122 move to 4V6				7 MP
47	4V6		C CE ISU 122 move to 4V6 BOG Check	+1 Regular Ground Pressure	☒	☒	NE
48	4V6	4U7	C CE ISU 122 move to 4U7 Stop CA T6-T7				9 MP
49	4U7		C CE ISU 122 move to 4U7 BOG Check	+1 Regular Ground Pressure	☒	☒	NE
50	4U7	4R5	Stopped C CE ISU-122 Bounding Fire at 4R5 infantry with MA HE TH# 8 range 3	+6 TH (+1 TEM, Case B +2, Case C +3 NT)	☒	☒	Miss, -1 ACQ, Low Ammo
51	4BB4	4U9	Motion A CE ISU 122 move to 4U9 CA T8-T9				9 MP
52	4U9		A CE ISU 122 move to 4U7 BOG Check	+1 Regular Ground Pressure	☒	☒	NE
53	4T9	4U9	C 248/Heucke 7-0 lose HIP/? DFFire PF at tank in 4U9 TH# 8 range 1	+2 Target in motion	☒	☒	Panzerfaust front hull hit A ISU-122 Eliminated Burning Wreck
54	4U9		PF TK# 62 (Basic TK# 31 x2 Critical Hit) Final TK# = 48	-14 Af front hull	☒	☒	
55	4Z2	4W10	Motion G CE T34/85 move to 4W10 stop				11MP
56	4W10	4T9	Stopped G CE T34/85 Bounding Fire at 4T9 infantry with MA HE TH# 8 range 3	+5 TH (+1 TEM, Case B +2, Case C +2)	☒	☒	Miss, -1 ACQ
57	4W10	4T9	Stopped G CE T34/85 Bounding Fire at 4T9 with CMG/BMG with 3FP (6FP x½ Bounding Fire)	+1 TEM	☒	☒	NMC Casualty MC, Heucke 7-0 Break +4 DM, Wounded, ELR
58	4T9		Heucke 7-0 NMC				Reduction to Heucke 6+1
59	4T9		Broken DM Wounded Heucke 6+1 wound Severity dr	+1 Casualty reduction		☒	NE
60	4T9		C 248 NMC		☒	☒	Pin
DEFENSIVE FIRE PHASE							
ADVANCE FIRE PHASE							
ROUT PHASE							
61	14Z2	14Z0	Broken DM Wounded Heucke 6+1 rout to 4Q9				3MF
ADVANCE PHASE							
CLOSE COMBAT PHASE							
German Turn							
RALLY PHASE							
62			Wind change DR	+6 (+1 LEAD, +1 No Leader, +4 DM)	☒	☒	NE Fatality reduction Wounded Heucke 6+1 Eliminated
63	4Q9		Broken DM Wounded Heucke 6+1 Self-Rally Attempt DR				
PREP FIRE PHASE							
64	4T9	4T7	C 248 PFire PF at tank TH# 6 range 2	-1 TH (-1 target size)	☒	☒	Miss, PF used
65	4T3	4U5	Heller 149 lose HIP/? PFire PF at tank in 4U5 TH# 6 range 2	+1 (-1 Hero +2 Case C3)	☒	☒	Miss, PF used
MOVEMENT PHASE							
66	4R5	4P5	B 248-(2PF) move to 4P5				3 MF
67	4T7	4P5	Stopped B CE ISU-122 DFFire at 4P5 infantry with MA HE TH# 8 range 4	+2 TH (+3 LVH, -1 FFNAM)	☒	☒	Hit, -1 ACQ
68	4P5		122 mm HE attack 24 FP		☒	☒	2MC
69	4P5		B 248 2MC		☒	☒	Break +4 DM
70	4W1	4V3	A 248/Neumann 9-2 HIP (2 PF) Lose HIP/? move to 4V3				4 MF
71	4U5	4V3	Stopped E CE T34/85 VCA T4-T5 Change TCA U4-V4 DFFire at 4V3 infantry with MA HE TH# 8 range 2	+3 TH (+3 T TCA, +1 TEM, -1 FFNAM)	☒	☒	Miss, ROF, -1 ACQ

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72	4U5	4V3	Stopped E CE T34/85 VCA T4-T5 Change TCA U4-V4 DFFire at 4V3 infantry with MA HE TH# 8 range 2	+2 TH (+3 T TCA, +1 TEM, -1 FFNAM, -1 ACQ)	🔴	⚫	Miss, -2 ACQ
73	4U5	4V3	Stopped E CE T34/85 VCA T4-T5 Change TCA U4-V4 DFFire at 4V3 infantry with CMG 4FP	+3 (+3 T TCA, +1 TEM, -1 FFNAM)	🔴	⚫	NE
74	4V3	4V4	A 248/Neumann 9-2 HIP (2 PF) Lose HIP/? move to 4V4				5½ MF
75	4V3	4V4	Stopped D CE T34/85 VCA T5-T6 Change TCA U5-V5 DFFire at 4V4 infantry with MA HE TH# 8 range 2	+3 TH (+3 T TCA, +1 LVH, -1 FFNAM)	🔴	⚫	Miss, -1 ACQ
76	4U5	4V4	Stopped D CE T34/85 VCA T5-T6 Change TCA U5-V5 DFFire at 4V3 infantry with CMG 4FP	+3 (+3 T TCA, +1 LVH, -1 FFNAM)	🔴	⚫	NE
DEFENSIVE FIRE PHASE							
77	4U7	4P5	Stopped C CE ISU-122 Low ammo DFFire at 4P5 infantry with MA HE TH# 8 range 5	+2 TH (+3 LVH, -1 FFNAM)	🔴	⚫	Miss, -1 ACQ
78	4W10	4T9	Stopped G CE T34/85 DFFire at 4T9 infantry with MA HE TH# 8 range 3	+0 TH (+1 TEM, -1 ACQ)	🔴	⚫	Miss, -2 ACQ
79	4W10	4T9	Stopped G CE T34/85 Bounding Fire at 4T9 with CMG/BMG with 6FP	+1 TEM	🔴	⚫	PTC
80	4T9		C 248 PTC		🔴	⚫	Pin
ADVANCE FIRE PHASE							
81	4V4	4U6	A 248/Neumann 9-2 AFire at tank in 4U6 TH# 6 range 2	+1 (-2 Lead, +2 AFPh, +1 LVH)	🔴	⚫	Miss, PF used
82	4V4	4U5	A 248/Neumann 9-2 forfeit IFP AFire PF at tank in 4U5 TH# 8 range 1	+0 (-2 Lead, +2 AFPh)	🔴	⚫	Panzerfaust side hull hit
83	4U5		PF TK# 31 Final TK# = 25	-6 AF Side hull	🔴	⚫	F T34/85 Eliminated Burning Wreck
ROUT PHASE							
84	4P5	4O6	Broken DM B 248 rout to 4O6				4 MF
ADVANCE PHASE							
85	4V4	4V3	A 248/Neumann 9-2 advance to 4V3				

Turn 3

Serial	Initial Hex location	Target hex Location	Event	DRM	Red Die	White Die	Result
RUSSIAN TURN							
RALLY PHASE							
86			Wind change DR		🔴	⚫	NE
PREP FIRE PHASE							
87	4W10	4T9	Stopped G CE T34/85 PFire at 4T9 infantry with MA HE TH# 8 range 3	-1 TH (+1 TEM, -2 ACQ)	🔴	⚫	Hit, -2 ACQ
88	4T9		85 mm HE attack with 17FP		🔴	⚫	2MC
89	4T9		C 248 2MC		🔴	⚫	Break +4 DM
90	4W10	4T9	Stopped G CE T34/85 PFire at 4T9 with CMG/BMG with 6FP	+1 TEM	🔴	⚫	2MC
91	4T9		Broken DM C 248 2MC		🔴	⚫	HOB, German SAN
92	4T9		Broken DM C 248 HOB DR	+0 (-1 Elite, +1 Broken)	🔴	⚫	C 248 become FANATIC
93	4W10	4T9	Stopped G CE T34/85 PFire (intensive Fire) at 4T9 infantry with MA HE TH# 8 range 3	+1 TH (+1 TEM, -2 ACQ, +2 TH)	🔴	⚫	Miss, MA Disabled
MOVEMENT PHASE							
94	4T7	4N6	Stopped B CE ISU 122 start move to 4N6 CA N5-O6				13 MP, remain in motion
95	4N6	4O6	Motion B CE ISU-122 Bounding Fire at 4O6 infantry with MA HE TH# 8 range 1	+7 TH (+2 TEM, Case B +2, Case C +3 NT +Lower dr x2)	🔴	⚫	Improbable hit, German SAN
96	4N6	4O6	Improbable hit dr		⚫	⚫	Miss
99			German SAN dr		⚫	⚫	Activate
100	4U6		Sniper Direction DR		🔴	⚫	Located 4U6 ==> 4Q8 => 4N6
101	4N6		Motion B CE ISU-122 Recalled				Stun +1
102	4U7	4Q4	Stopped C CE ISU 122 Low ammo start move to 4Q4 CA R4-R5 Stop				13 MP
103	4Q4	4T3	Stopped C CE ISU-122 Low ammo Bounding Fire at 4T3 infantry with MA HE TH# 8 range 3	+7 TH (+2 TEM, Case B +2, Case C +3 NT +Lower dr x2)	🔴	⚫	Miss, -1 ACQ
104	4U6	4P5	Stopped D CE T34/85 Start move to 4P5 O6-P6 stop				13MP
105	4P5	4P6	Stopped D CE T34/85 Bounding Fire at 4P5 infantry with MA HE TH# 8 range 1	+4 TH (+2 TEM, Case B +2, Case C +2, -2 PBR)	🔴	⚫	Miss, ROF, -1 ACQ
106	4P5	4P6	Stopped D CE T34/85 Bounding Fire at 4P5 infantry with MA HE TH# 8 range 1	+3 TH (+2 TEM, Case B +2, Case C +2, -2 PBR, -1 ACQ)	🔴	⚫	Miss, -2 ACQ
107	4P5	4P6	Stopped D CE T34/85 Bounding Fire at 4P5 with 6FP (6FP x½ Bounding Fire, x2 PBR)	+2 TEM	🔴	⚫	NE
DEFENSIVE FIRE PHASE							
ADVANCE FIRE PHASE							
ROUT PHASE							
108	4O6	4N8	Broken DM B 248 rout to 4N8				5 MF
ADVANCE PHASE							
CLOSE COMBAT PHASE							

Serial	Initial Hex location	Target hex Location	Event	DRM	Red Die	White Die	Result
German Turn							
RALLY PHASE							
109			Wind change DR		☒	☐	NE
110	4N8		Broken DM B 248 first self rally attempt	+5 (+1 SR without Leader, +4 DM)	☒	☐	NE
PREP FIRE PHASE							
MOVEMENT PHASE							
111	4T9	4R8	Fanatic C 249 move to 4R8				4 MF
112	4V3	4W2	A 248/Neumann 9-2 move to to 4W2				3 MF
113	4W10	4W2	Stopped G CE T34/85 change TCA V9-W9 DFFire at 4W2 with CMG with 4FP	+4 (+5 LVH, -1 FFMO, -1 FFNAM, +1 TCA change)	☒	☐	NE
114	4W2	4X1	A 248/Neumann 9-2 move to to 4X1				5 MF
115	4U3	4V1	Heller 149-PF move to 4V1				5 MF
116	4Q5	4V1	Stopped C CE ISU-122 Low ammo change CA Q4-R4 DFFire at 4V1 infantry with MA HE TH# 8 range 6	+1 TH (+3 NT CA change, -1 FFNAM, -1 FFMO)	☒	☐	Miss, -1 ACQ
DEFENSIVE FIRE PHASE							
117	4P5	4R8	Stopped D CE T34/85 change CA P6-Q6 DFIFire at 4R8 infantry with MA HE TH# 8 range 4	+1 TH (+1 TEM, +1 Case A, -1 FFNAM)	☒	☐	Hit, ROF, -1 ACQ
118	4R8		85 mm HE attack with 17FP		☒	☐	2MC
119	4R8		Fanatic C 249 2MC		☒	☐	Pin
120	4P5	4R8	Stopped D CE T34/85 change CA P6-Q6 ROF DFIFire at 4R8 infantry with MA HE TH# 8 range 4	+0 TH (+1 TEM, +1 Case A, -1 FFNAM, -1 ACQ)	☒	☐	Hit, -2 ACQ
121	4R8		85 mm HE attack with 17FP		☒	☐	1MC
122	4R8		Fanatic C 249 1MC		☒	☐	NE
123	4P5	4R8	Stopped D CE T34/85 change CA P6-Q6 DFIFire at 4R8 infantry with BMG/CMG with 6FP	+1 (+1 TEM, +1 Case A, -1 FFNAM)	☒	☐	NE
ADVANCE FIRE PHASE							
ROUT PHASE							
124	4N8	4N9	Broken B 248 rout to 4N9				2 MF
ADVANCE PHASE							
125	4V1	4U1	Heller 149-PF advance to 4U1				

Turn 4

Serial	Initial Hex location	Target hex Location	Event	DRM	Red Die	White Die	Result
Russian Turn							
RALLY PHASE							
126			Wind change DR		☒	☐	NE
PREP FIRE PHASE							
127	4P5	4R8	Stopped D CE T34/85 CA P6-Q6 PFire at 4R8 infantry with MA HE TH# 8 range 4	-1 TH (+1 TEM, -2 ACQ)	☒	☐	Critical Hit, ROF -2 ACQ
128	4R8		85 mm HE attack with 34FP (17FP x2 CH)	-1 (+1 TEM reverse CH)	☒	☐	4MC
129	4R8		Fanatic C 249 4MC		☒	☐	Pin
130	4P5	4R8	Stopped D CE T34/85 CA P6-Q6 PFire ROF at 4R8 infantry with MA HE TH# 8 range 4	-1 TH (+1 TEM, -2 ACQ)	☒	☐	Hit, ROF -2 ACQ
131	4R8		85 mm HE attack with 17FP		☒	☐	1MC
132	4R8		Fanatic C 249 2MC		☒	☐	NE
133	4P5	4R8	Stopped D CE T34/85 CA P6-Q6 PFire ROF at 4R8 infantry with MA HE TH# 8 range 4	-1 TH (+1 TEM, -2 ACQ)	☒	☐	Hit, ROF -2 ACQ
134	4R8		85 mm HE attack with 17FP		☒	☐	2MC
135	4R8		Fanatic C 249 2MC		☒	☐	Pin, NE
136	4P5	4R8	Stopped D CE T34/85 CA P6-Q6 PFire ROF at 4R8 infantry with MA HE TH# 8 range 4	-1 TH (+1 TEM, -2 ACQ)	☒	☐	Hit, -2 ACQ
137	4R8		85 mm HE attack with 17FP		☒	☐	NE
138	4P5	4R8	Stopped D CE T34/85 CA P6-Q6 PFire at 4R8 infantry with BMG/CMG with 6FP	+1 TEM	☒	☐	NE
MOVEMENT PHASE							
139	4N6	4V5	Stopped RECALLED B BU ISU-122 start move to 4V5 CA W5-W6				13 MP remain in motion
140	4W10	4Y2	Stopped G CE T34/85 MA Disabled Start move to 4Y2 Stop CA X1-Y1				15 MP
141	4Y2	4X1	Stopped G CE T34/85 MA Disabled CA X1-Y1 Bounding Fire at 4X1 infantry with BMG/CMG with 6FP (6FP x½ Bounding Fire , x2 PBF)	+3 TEM	☒	☐	PTC
142	4X1		Neumann 9-2 PTC		☒	☐	Pass
143	4X1		A 248 PTC	-2 LEAD	☒	☐	Pass
144	4Q5	4O9	Stopped C CE ISU 122 Low ammo start move to 4O9 CA N8-N9 Stop				13 MP
145	4O9	4N9	Stopped C CE ISU-122 Low ammo Bounding Fire at 4N9 infantry with MA HE TH# 8 range 1	+4 TH (+3 NT Case C, +2 Case B, -2 Case L, +1 TEM)	☒	☐	Miss, MA malfunction , -1 ACQ
DEFENSIVE FIRE PHASE							

Serial	Initial Hex location	Target hex Location	Event	DRM	Red Die	White Die	Result
ADVANCE FIRE PHASE							
ROUT PHASE							
146	4N9	4K10	Broken DM B 248 rout to 4K10				5 MF
ADVANCE PHASE							
CLOSE COMBAT PHASE							
German Turn							
RALLY PHASE							
147			Wind change DR		☒	☒	NE
148	4K10		Broken DM B 248 first self rally attempt	+5 (+1 SR without Leader, +4 DM)	☒	☒	NE
149	4O9		Stopped C CE ISU-122 Low ammo malfunction MA repair attempt			☒	NE
PREP FIRE PHASE							
MOVEMENT PHASE							
150	4R8	4U10	Fanatic C 249 move to 4U10				4 MF
151	4U1	4X1	Heller 149-PF move to 4X1				6 MF
152	4Y2	4X1	Stopped G CE T34/85 MA Disabled CA X1-Y1 DFFire at 4x1 infantry with BMG/CMG with 12 FP (6FP x2 PBR)	+3 TEM (+2 moving Heller 149 -1 FFNAM)	☒	☒	PTC/NMC Heller 149
153	4X1		Neuman 9-2 PTC		☒	☒	Pin
154	4X1		A 248 PTC		☒	☒	Pin
155	4X1		Heller 149-PF NMC		☒	☒	NE
DEFENSIVE FIRE PHASE							
ADVANCE FIRE PHASE							
ROUT PHASE							
ADVANCE PHASE							
156	4U10	4V10	Fanatic C 249 advance to 4V10				
CLOSE COMBAT PHASE							

Turn 5

Serial	Initial Hex location	Target hex Location	Event	DRM	Red Die	White Die	Result
RUSSIAN TURN							
RALLY PHASE							
157			Wind change DR		☒	☒	NE
158	4O9		Stopped C CE ISU-122 Low ammo malfunction MA repair attempt			☒	NE
PREP FIRE PHASE							
159	4Y2	4X1	Stopped G CE T34/85 MA Disabled CA X1-Y1 PFire at 4X1 infantry with BMG/CMG with 12 FP (6FP x2 PBR)	+3 TEM	☒	☒	NE
MOVEMENT PHASE							
160	4V5	4GG4 (exit)	Motion RECALLED B BU ISU-122 move to 4V5 CA W5-W6				12 MP (Recalled exit 4GG4 count as eliminated)
161	4O9	4G8	Stopped C CE ISU-122 Low ammo malfunction MA start move to 4G8 stop CA H7-H8				13 MP
162	4P5	4V4	Stopped D CE T34/85 Start move to 4V4 CA V3-W4 stop				15 MP
163	4V4	4X1	Stopped D CE T34/85 CA V3-W4 Bounding Fire at 4X1 infantry with BMG/CMG with 3FP (6FP x½ Bounding Fire)	+3 TEM	☒	☒	NE
164	4V4	4X1	Stopped D CE T34/85 CA V3-W4 Bounding Fire at 4X1 infantry with MA HE TH# 8 range 4	+7 TH (+3 TEM, Case B +2, Case C +2)	☒	☒	Miss, -1 ACQ
DEFENSIVE FIRE PHASE							
165	4X1	4Y2	Heller 149-PF/Neumann 9-2 DFIFire PF at tank in 4Y2 TH# 8 range 1	0 (-2 LEAD, +2 Case C³)	☒	☒	Panzerfaust front hull hit G T34/85 Eliminated Burning
166	4Y2		PF TK# 31 Final TK# = 20	- 11 AF Front hull	☒	☒	Wreck
ADVANCE FIRE PHASE							
ROUT PHASE							
ADVANCE PHASE							
CLOSE COMBAT PHASE							
German Turn							
RALLY PHASE							
167			Wind change DR		☒	☒	NE
168	4K10		Broken B 248 first self rally attempt	+1 SR without Leader	☒	☒	Rally, Field Promotion
169	4K10		B 248 Field promotion Leader creation table dr	-1 (-1 German, -1 Morale => 8, +1 broken			Schultz 8-0 created
170	4O9		Stopped C CE ISU-122 Low ammo malfunction MA repair attempt			☒	MA disabled
PREP FIRE PHASE							
MOVEMENT PHASE							
171	4K10	4F7	B 248-2PF/Schultz 8-0 move to 4F7				6 MF

Initial Hex Target hex
 Serial location Location Event

DRM

Red White
 Die Die

Result

Count of sum DR2	2	3	4	5	6	7	8	9	10	11	12	Grand Total
g	3	3	1	3	6	4	6	8	5	3		42
n		1	1	2	3	2		1		1		11
r	1	5	6	7	8	10	8	11	2	3	2	63
Grand Total	4	9	8	12	17	16	14	20	7	3	6	116

ASL Scenario A49 Delaying action

