

BATTLEFIELD WALKAROUND

2. SCOTTISH CORRIDOR (ver. 1.1)

2.1 Locale—Scottish Corridor contains two maps representing the Norman countryside along and north of the Odon River. This area was the sight of the ‘Epsom Offensive’ during late June 1944. Montgomery’s offensive to capture Caen would draw a massive response from the cream of Hitler’s remaining SS Panzer forces in Normandy, including 12th Waffen SS Division *Hitler Jugend*. The offensive, attacked on three sides of the ‘Scottish Corridor’ failed to capture Caen. It did represent a strategic success, drawing off and bleeding off Hitler’s remaining armored fist. The Allied breakthrough would come soon enough, as would the German *Ruckmarsch*—the precipitous retreat to the Seine that followed the collapse in Normandy.

The maps used for Scottish Corridor represent about three kilometers of Normandy terrain, more than any tactical map in the history of tactical-level simulations at this scale. The two maps are duly marked as ‘1’ and ‘2’ in the extreme northwestern corner of each, near the compass rose. The two maps link and will be discussed as ONE stretch of terrain for the purposes of this walkaround. Where there is a need to differentiate, the maps will be referred to as Scottish Corridor 1 (SC1) and 2 (SC2).

2.1.1 Linking Maps—The two maps link along the south edge of SC2 and the north edge of SC1. When linking the maps, lay SC2 on TOP of SC1. Ignore any slight tonal shifts in same-level terrain colors—these are a result of the offset printing process. Also, ignore the green and brown backgrounds of the RAVINE that exits SC2 at hex K40 and meets SC1 at hex K1; these link and are the SAME terrain-type.

2.2 Land Forms—Most of the terrain on the Scottish Corridor maps is a flat, Level +10 landscape.

2.2.1 SC2—At the northern end of SC2 the village of Le Haut du Bosq is nestled in a small valley. A finger of higher ground juts out south of the village. On SC2, hex E9 is Level +10. F9 is Level 0. Note the levels are all marked with topographic reference text in hexes such as J7, I7, F17, and G17, etc. South of the Haut du Bosq valley the land slopes back up to Level +10 and continues at this level to the south edge of the mapsheet. Occasional hillocks dot the map creating terrain that is +5 levels above the level it sits on.

2.2.2 SC1—The north edge of SC1 continues the RAVINE that exits the south edge of SC2. The road in SC1, hex F0, is also a continued terrain feature from SC2. On SC1 the terrain continues south at Level +10 until it begins a general sloping DOWN into the Odon River valley at hex M13. The land then slopes down to Level 0, followed by -10, and finally -20. The green used for Level 0 is very close in shade to that used for Level -20; the shade of Level -10 separates the two, and combined with the topographical labels, it is simple to discern the different levels. The Odon River is -10 levels LOWER than the terrain it sits on, making it a -30 terrain technically, although its actual level won’t make too much of a difference during play. On the south side of the Odon the land begins to slope upward again, until it reaches its highest level in the southeast corner, Level +20 (e.g., hex M40). Occasional

hillocks dot the map creating terrain that is +5 levels above the level it sits on.

2.3 Terrain Forms—A full variety of Norman terrain is depicted on the Scottish Corridor maps. The two linked maps represent over three ‘klics’ of countryside, with villages, farm fields and orchards, and small waterways dotting the terrain from north to south. A patch of swamp creates a quagmire along the eastern edge of the Salbey Stream. A number of copses, many of them taking on military importance during the battle, present barriers to north-south movement. The SC1 mapsheet contains some fairly large patches of woods.

2.3.1 SC2 Terrain—The following terrain forms are found on map SC2: Woods (hex G18); Crops (I23); Orchards (G40); Hillock (H10-H11 hexside); Swamp (S12); Paths (O13); Stream (K17); and Ravine (H38).

2.3.2 SC1 Terrain—The following terrain forms are found on map SC1: Woods (hex B28); Crops (F38); Orchards (D39); Hillock (D38-D37 hexside);

Tobruk is the first wargame—to the best of my knowledge, the only board wargame—that shows what a ‘close up’ tank battle is really like.”

Mark Saha, Fire & Movement Number One

Paths (C37); Stream (U25); River (E24); and Ravine (N15).

2.3.3 Road Net—The system of roads, bridges and paths on the Scottish Corridor maps is intertwined with the myriad terrain features. Its north-south orientation is the key to the advance to Caen; this is the road that runs down the center of the ‘Scottish Corridor’ and is vital to British and Commonwealth lines of supply and maneuver. The Germans were desperate to cut it, and with it cut the attackers in the ‘corridor’ off from friendly lines—destroying the British and Commonwealth attackers—and Montgomery’s offensive.

2.3.31 The only PAVED road on the two maps runs from hex A2 to U2 on the SC1 mapsheet. All other roads are un-paved. Ignore the tonal shifts between the light browns used for un-paved roads on the two sheets; they all depict roads of the dirt variety. There are also a series of paths on both maps. These serve exactly TWO purposes: personnel may move uphill at the cost of terrain (i.e., 0 + CoT instead of 1 + CoT). Paths that wind through woods also serve to allow PERSONNEL to move along them at the cost of the OTHER terrain in the hex—paying ONE Movement Point unless moving uphill.

2.3.32 Sunken Road, Paths, Railroad and Embankment—On both maps some of these terrain features wend their way through cuttings in the earth (sunken); on SC1 there is an embankment across the patch of land between the Odon River bridges. The most important thing to remember about sunken roads and paths is when moving ALONG the road or path the cost is usually ONE Movement

Point unless also moving uphill. Entering or exiting a sunken or embankment terrain feature is more costly (and entails some risk for wheeled vehicles) when NOT moving along a road. There are some sunken paths personnel may move along—vehicles treat these as ravines.

2.3.321 SC2—There is a sunken railway line on mapsheet SC2. It runs from hex A28 to U28.

2.3.322 SC1—This mapsheet has sunken paths (hex H18); sunken roads (E30); and Embankments in hexes I24 and I25.

2.3.323 Terrain Clarifications—The following examples clarify movement cost expenditures for both Scottish Corridor maps.

2.3.3231 SC2—The only sunken terrain on the SC2 mapsheet is the sunken railroad (A28-U28). Since this terrain feature enters and exits play from off-map, it is simply treated as a Wadi except when crossing the bridge in G28. A personnel unit moving from I27 to I28 pays TWO Movement Points; a vehicle also pays TWO, noting wheeled vehicles must roll on the Immobilization Table when entering or exiting ANYWHERE to or from the sunken railroad on SC2 moving along it or on the bridge.

2.3.3232 SC1—Mapsheet SC2 has sunken roads and paths and embankment terrain.

2.3.32321 Sunken Roads and Paths—The sunken road running along hexes E30-F29-G29-H29 actually cuts into the Level 0 hex in ALL of these hexes. Thus, a unit moving D30- E30-F29-G29-H29-I30 is NOT moving uphill when following the road. For example, a personnel unit pays the following Movement Points to make the above move, starting in D30 and ending in I30: 1-1-1-1-1 = 5 MP. The sunken paths in H18 and N36-M37, as well as the sunken road in R35-R36-R37 also cut into the higher terrain in their hexes. However, units in EACH of these must move uphill to exit. Each of H18 to G18, M37 to L37, and R37 to R38 moves from Level 0 to Level +10. Note, however, that the road and paths allow personnel to make these moves at the cost of ONE Movement Point. Vehicles derive NO benefit from the paths—treat the sunken paths as moving into a wadi along its end for vehicles.

2.3.32322 Embankment—The only embankment hexes on the Scottish Corridor maps are found in I24-I25 of mapsheet SC1. A personnel unit moving from I27-I26-I25-I24-I23 pays 1-1-1-1-1 = 5 MP by moving along the road. The embankment is +10 levels high, continuing the road that runs at Level -10 between hexes I26-I22. A unit moving off the embankment from I24 to H24 would pay TWO Movement Points. If it was a vehicle, it would also risk a roll on the Immobilization Table, noting failure M-KILLS the vehicle in H24—even if it was trying to move from H24 TO I24.

2.3.4 Bridges—There are two types of bridges on the Scottish Corridor maps, normal spans that may carry vehicles, and ‘foot-bridges’ that may only carry personnel.

2.3.41 Vehicle Bridges—These are ‘normal’ bridges (e.g., hex SC2 G28). They serve as a continuation of the road over any lower terrain (e.g., G28 crosses a sunken railroad). Any unit may cross a bridge and if fired on while ON the bridge, any LOS that touches the bridge artwork treats the fire as if hitting a wall IN the hex.

2.3.42 Foot-Bridge—Mapsheet SC1 contains an alternate bridge type, the ‘foot-bridge’ in hexes O17 and T24. Personnel units and wheeled VERY SMALL vehicles ONLY may cross these bridges. Units on them are treated as if in OPEN GROUND.

2.3.5 Buildings—Numerous buildings make up a handful of small villages on the Scottish Corridor maps. All buildings are single hex, +10 level high structures with a ground level only except the following.

2.3.51 Yellow Dot—A number of ‘yellow dot’ buildings are found on the SC2 and SC1 mapsheets (e.g., hex SC2 K4). These buildings are +20 LOS obstacles and contain an additional ‘story’, a hex location at Level +10.

2.3.52 Steeples—There is a steeple location in the building in hex SC1 O35. Thus, this building hex is +20 levels high, and contains a Steeple location at Level +10.

2.3.53 Printed Rubble—Some buildings in the northern portion of mapsheet SC2 are permanently ‘rubbled’ (e.g., hex SC2 J6). Treat these hexes as if a rubble marker is placed in a building hex (i.e., +5 levels high, etc.)

2.3.6 Other Man Made Terrain—Walls are found along hexsides like SC1 N34-N35. A gate is found in the O35-O36 wall, allowing entry to the church in O35 from O36 at the cost of TWO Movement Points, i.e., there is not cost to cross the wall. To enter the church from hex N35 will cost THREE: 1 + CoT (1 MP for crossing the wall on the O35-N35 hexside + 2 MP for entering the building). The only bocage hexes found on the maps are on mapsheet SC2. Hexside F5-F6 is an example of bocage. Hedges are found on both maps (e.g., hexside SC2 E14-E15). Hexside roads are found on both mapsheets (e.g., SC2 hexside H31-H32). A graveyard hex is found in SC1 O34.

2.4 Terrain Rules—The following rules are provided as an addition to the terrain rules presented earlier in the rulebook and apply ONLY to the Scottish Corridor mapsheets.

2.4.1 Hexside Roads—Hexside roads are treated normally for all purposes.

2.4.2 Water Terrain—The ‘Salbey Stream’ water terrain on mapsheet SC2 is a creek. A creek is also found on mapsheet SC1, e.g., hex U29. The Odon River, despite its larger artistic depiction, is ALSO treated as a CREEK. However, due to its width, LOS may be traced along it through blue hexes in the same manner as road hexes in a sunken road.

2.4.3 Quarry and Precipitous Terrain—Hex SC1 L20 represents a large quarry. It is represented on the map simply with a one hex ‘depression’. Note L20 is a Level -20 hex. To move from L19 to L20 entails TWO drops in levels, making this hexside precipitous terrain. Other precipitous terrain is created by hillock hexsides along some hexsides on mapsheet SC1 (e.g., hexsides J21-K22; J21-J22; H21-H22; H21-I22; and I21-J21). Note the I21-I22 hexside is NOT considered precipitous due to the road crossing it. Due to the fact that creek terrain is -10 levels lower than the hex they are printed on, moving from SC1 D23 to D24 represents a precipitous terrain move.

2.4.4 LOS and Movement Examples—The following examples clarify Lines-of-Sight on the SC1 mapsheet.

a) A unit in E14 has a LOS to C14 that is NOT affected by the crops in D13 or D14.

b) A unit in G19 has a LOS to one in the non-UP portion of H18. One in F19 does not. If the unit in H18 was ‘up’, F19 would have a LOS (and vice-versa in all cases).

c) A unit in H24 has no LOS to J24. A unit in I25 is considered at Level -10; it has a LOS to a unit in E23.

d) Continuous Lines-of-Sight exists in sunken road hexes as follows: G29 may see non-adjacent hexes F29, E30, and D30 plus I30. It may not see E29. It has a LOS to all other adjacent hexes. A unit in R35 has a LOS to R37, R38, and continues to R39. It may not see S40 since the LOS leaves the road artwork before exiting the sunken road.

e) A unit in T19 has no LOS to one in T21. A unit may move from T17-T18-T19-T20-T21 by paying 1-1-1-1-1 = 5 MP by moving along the path through the woods. Note the path reduces the cost of moving uphill from T18 to T19 (it would normally cost 2 MP). A unit moving into T19 from S19 costs 2 MP.

f) A unit moving from M13 to M12 pays 1 + CoT, resulting in 1 + [2 MP for ravine] = 3 MP. It is only climbing ONE level, from Level -10 (in the ravine in a Level 0 hex) to ‘0’ (in a ravine in a Level +10 hex). A unit moving from L13 to M13 enters precipitous terrain for moving from Level +10 to entering the ravine at Level -10. Thus, instead of paying 2 MP to enter, it pays FOUR.

g) A crew in the steeple (at Level +10) of hex O35 has a LOS to O32. One in the ground level does not. BOTH have a LOS to O33, but only the ground level unit pays the 1 LEFT or +1 HPN DRM for the graveyard. Both pay for the wall hexside. The crew also has a LOS to O38, and ignores the hedge on the O36-O37 hexside since it is on a lower level. It pays for the crops in O37 along this LOS. If it fired at a unit in O40, it would pay for THREE crops hexes along its LOS. A unit on the ground level of O35 could see O37 (higher level) and could ALSO ignore the lower-level hedge along this LOS. It cannot see units in O38-39-40. The effect of the hedge along hexside O36-O37 is to affect movement from O36-O37 (and vice-versa).

h) A target unit in G32 fired on from G34 may use the hedge or woods cover effect, not BOTH.

i) A vehicle moving from K33 (vehicle facing L32-L33) to L33 may do so without entering the building if it uses the hexside road. A unit in K36 has no LOS to the vehicle if it moves along the road. Note the vehicle may also enter K34 using the hexside road. The LOS is also blocked from K36.

j) A vehicle in the hexside road location of K35 facing L34-L35, may ONLY enter hex L34. A squad moving from hex J34 to K35 pays ONE Movement Point. If, from the road location of K35 it decides to enter the building IN K35, it pays another TWO Movement Points, for a total of three. If it entered the building from J34 it would have paid 2 MP.

k) A German squad in L32 with a Panzerfaust

may not fire at a Cromwell IV tank in the hexside road location of hex L33 since it is in a building. A squad with a PIAT could fire, and would use ‘0’ range for this shot.

l) An AFV in O38 receives automatic Hull-Defilade (H-D) from fire from Q37 due to the down contour of the hillock hexside. One in P37 will negate the H-D status (and vice-versa).

2.5 The Monster Scenario

2.5.1 A ‘monster’ scenario can be played by those wishing to experience the battle from the next level ‘up’ in command. Note additional game piece sheets are available from Critical Hit for a low price.

2.5.11 Parameters—Both Scottish Corridor mapsheets are used to play the monster scenario. Use scenarios 4, 5, and 15 to provide Orders of Battle and set up information. Ignore the playable map area limitations in the Map Configuration sections of the scenarios; ALL of mapsheets 1 and 2 are playable. The game length is SEVEN turns. Spotting Conditions are Optimal. All other SSR provided foxholes, rubble, and artillery are used as stated.

2.5.12 Victory Conditions—All three Victory Conditions are in play within the playable map areas listed on the scenario cards. A player receives ONE MONSTER POINT for achieving each Victory Condition. The player with the most Monster Points is the winner. He is THE MONSTER.

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