

# ICE FOLLIES

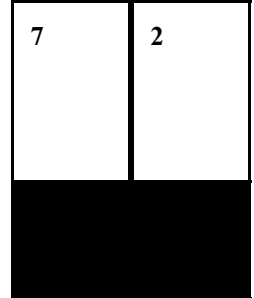
BP/MICHICON '88 SCENARIO B2



**VICTORY CONDITIONS:** The Soviets win by clearing ALL islands of unbroken German Infantry OR by having 9 unbroken squads on the west bank of the river at game's end. The Germans win by avoiding the Soviet victory conditions.

**The Don, North of Voronezh, Soviet Union, 14 February, 1943:** During the long winter of 1942-43, the German 2nd Army held a defensive line along the Don. The Soviets launched repeated attacks against this line during and after the fall of Stalingrad. These attacks often came at night and always tested the nerve of both attacker and defender.

**BOARD CONFIGURATION:**



**BALANCE:**

German: Substitute a 9-2 leader for 9-1 leader in OB.

Soviet: May choose any combination of 5-2-7 & 4-4-7 squads, as long as the total is 16 squads.

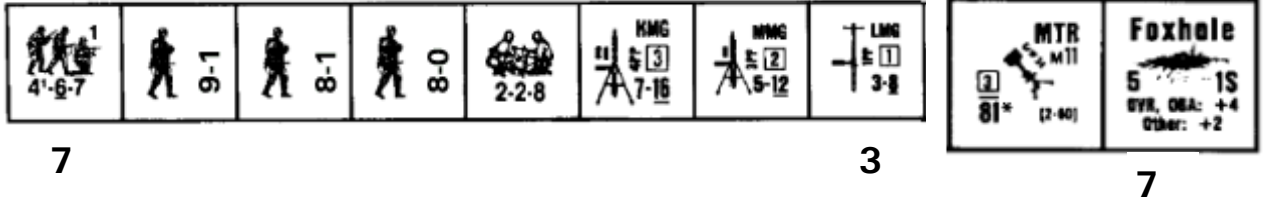
Note: Only hexrows A through P are playable.

## TURN RECORD CHART

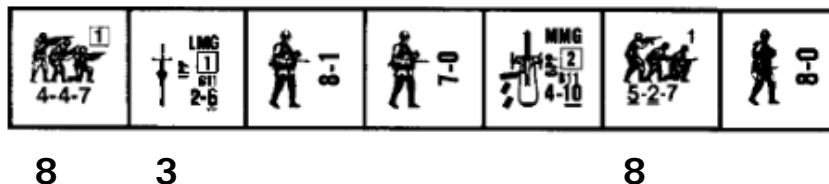
GERMAN Sets Up First	1	2	3	4	5	6	END
SOVIET Moves First							



Elements of 2nd Army [ELR: 3] set up first on any island or west of any river hexes: {SAN: 3}



Elements of 60th Army [ELR: 3] enter on turn 1 from the east edge of Board 7: {SAN: 1}



## SPECIAL RULES:

- Night rules (E1) are in effect. The German is the scenario Defender (E1.2). NVR is 3 hexes and can NOT change during the scenario. The Majority Squad Type (E1.6) for both sides is Normal.
- EC are Snow. Deep Snow rules (E3.73-3.734) are in effect. There is no wind at scenario start. All forces have Winter Camouflage (E3.711).
- All building hexes on all boards are wood rubble.

**AFTERMATH:** The islands fell during the night, but before dawn the Germans mounted a counterattack and took them back in vicious hand-to-hand fighting.