

Scenarios

1 The Message

Ratio, Attack:Defence (3:2)

The attacker secretly selects one figure to carry the message. That player must successfully exit the specified figure off the road exit on the opposite side of the table within 6 passages of time. The time will pass on a 3-6 (D6) roll result each time check.

The defender deploys first, hidden on his half of the table. Use a sketch map to indicate the location of his groups. The attacker deploys his group in any terrain feature adjacent to his table edge. The attacker moves first.

There is no set map for this scenario. Any standard tabletop will suffice with a clearly defined exit point for the messenger.

Russian Attacker (602pts) 1 x PL +1, 2 x SL 3 x LMG 26 x Riflemen	German Defender (415pts) 1 x PL +2 1 x SL 2 x LMG 12 x Riflemen	Russian Defender (401pts) 1 x PL +1 1 x SL 2 x LMG 16 x Riflemen	German Attacker (595pts) 1 x PL +2 2 x SL 3 x LMG 17 x Riflemen
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British Attacker (636pts) 1 x PL +1, 2 x SL 3 x Brens 19 x Riflemen	German Defender (415pts) 1 x PL +2 1 x SL 2 x LMG 12 x Riflemen	British Defender (389pts) 1 x PL +1 1 x SL 2 x Brens 10 x Riflemen	German Attacker (595pts) 1 x PL +2 2 x SL 3 x LMG 17 x Riflemen
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USA Attacker (529pts) 1 x PL +1, 2 x SL 3 x BARs 17 x Riflemen	German Defender (365pts) 1 x PL +0 1 x SL 2 x LMG 10 x Riflemen	USA Defender (382pts) 1 x PL +1 1 x SL 2 x BARs 13 x Riflemen	German Attacker (471pts) 1 x PL +1 2 x SL 3 x LMG 16 x Riflemen
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USMC Attacker (547pts) 1 x PL +1, 2 x SL 3 x BARs 15 x Riflemen	Japanese Defender (368pts) 1 x PL +0 1 x SL 2 x LMG 15 x Riflemen	USMC Defender (368pts) 1 x PL +1 1 x SL 2 x BARs 7 x Riflemen	Japanese Attacker (471pts) 1 x PL +1 2 x SL 3 x LMG 17 x Riflemen
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2 The OP

Ratio, Attack:Defence (3:2)

The attacker must have control of a designated building, on a hill, on the defender's side of the table within 5 passages of time. The time will pass on a 3-6 (D6) roll result each time check.

The defender deploys first, hidden on his half of the table. Use a sketch map to indicate the location of his groups. The attacker deploys his group in any terrain feature adjacent to his table edge. The attacker moves first.

There is no set map for this scenario. Any standard tabletop will suffice provided there is a hill or other terrain feature with a building on it. This building should be within 6" of the halfway line on the defender's side.

Russian Attacker (574pts) 1 x PL +1, 2 x SL 3 x LMG 24 x Riflemen	German Defender (391pts) 1 x PL +2 1 x SL 1 x LMG 10 x Riflemen 1 x 50mm Mortar	Russian Defender (406pts) 1 x PL +1 1 x SL 2 x LMG 15 x Riflemen 1 x 50mm Mortar	German Attacker (595pts) 1 x PL +2 2 x SL 3 x LMG 17 x Riflemen
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British Attacker (636pts) 1 x PL +1, 2 x SL 3 x Brens 19 x Riflemen	German Defender (435pts) 1 x PL +1 1 x SL 2 x LMG 10 x Riflemen 1 x 50mm Mortar	British Defender (398pts) 1 x PL +1 1 x SL 2 x Brens 7 x Riflemen 1 x 50mm Mortar	German Attacker (600pts) 1 x PL +1 2 x SL 3 x LMG 18 x Riflemen
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USA Attacker (615pts) 1 x PL +1, 2 x SL 4 x BARs 20 x Riflemen	German Defender (420pts) 1 x PL +1 1 x SL 2 x LMG 9 x Riflemen 1 x 50mm Mortar	USA Defender (383pts) 1 x PL +1 2 x SL 2 x BARs 12 x Riflemen 1 x 60mm Mortar	German Attacker (570pts) 1 x PL +1 2 x SL 3 x LMG 16 x Riflemen
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USMC Attacker (607pts) 1 x PL +1, 2 x SL 4 x BARs 16 x Riflemen	Japanese Defender (409pts) 1 x PL +0 1 x SL 2 x LMG 15 x Riflemen 1 x Knee Mortar	USMC Defender (413pts) 1 x PL +1 1 x SL 2 x BARs 9 x Riflemen 1 x 60mm Mortar	Japanese Attacker (620pts) 1 x PL +1 2 x SL 3 x LMG 24 x Riflemen 1 x Knee Mortar
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3 Clear the Village

Ratio, Attack:Defence (4:2.5)

The attacker must clear the four buildings in the centre of the table within 6 passages of time. The time will pass on a 3-6 (D6) roll result each time check.

The defender deploys first, hidden within 12" of the four buildings table. Use a sketch map to indicate the location of his groups. The attacker deploys his group in any terrain feature adjacent to any table edge. The attacker moves first.

There is no set map for this scenario. Any standard tabletop will suffice provided there are four buildings in more or less the centre of the table within 4-6" of each other.

Russian Attacker (784pts)	German Defender (486pts)	Russian Defender (493pts)	German Attacker (790pts)
1 x PL +1	1 x PL +1	1 x PL +1	1 x PL +1
2 x SL	2 x SL	2 x SL	1 x SL
2 x LMG	2 x LMG	2 x LMG	2 x LMG
25 x Riflemen	13 x Riflemen	19 x Riflemen	8 x Riflemen
1 x BA-10	1 x AT Rifle	2 x AT Rifle	1 x Radio (FV 5)
1 x Radio (FV 5)			1 x StuG III B

British Attacker (778pts)	German Defender (486pts)	British Defender (486pts)	German Attacker (790pts)
1 x PL +1	1 x PL +1	1 x PL +1	1 x PL +1
2 x SL	2 x SL	1 x SL	1 x SL
3 x Brens	2 x LMG	2 x Brens	2 x LMG
13 x Riflemen	13 x Riflemen	11 x Riflemen	8 x Riflemen
1 x Bren Carrier	1 x AT Rifle	2 x AT Rifle	1 x Radio (FV 5)
1 x Radio (FV 5)			1 x StuG III B

USA Attacker (786pts)	German Defender (486pts)	USA Defender (495pts)	German Attacker (790pts)
1 x PL +1	1 x PL +1	1 x PL +1	1 x PL +2
2 x SL	2 x SL	2 x SL	1 x SL
4 x BARs	2 x LMG	3 x BARs	2 x LMG
18 x Riflemen	13 x Riflemen	14 x Riflemen	8 x Riflemen
1 x M8 A/C	1 x AT Rifle	2 x Bazookas	1 x Radio (FV 5)
1 x Radio (FV 5)			1 x StuG III B

USMC Attacker (800pts)	Japanese Defender (487pts)	USMC Defender (496pts)	Japanese Attacker (792pts)
1 x PL +1,	1 x PL +1	1 x PL +1	1 x PL +1
2 x SL	1 x SL	1 x SL	1 x SL
4 x BARs	3 x LMG	3 x BARs	3 x LMG
13 x Riflemen	12 x Riflemen	12 x Riflemen	15 x Riflemen
1 x M3 Halftrack	2 x Knee mortar	1 x Bazookas	1 x Knee mortar
1 x Radio (FV 5)	2 x AT Rifles		1 x Type 95 Ha Go
			1 x Radio (FV 5)

4 Roadblock

Ratio, Attack:Defence (3:2)

There is no set map for this scenario. Any standard tabletop will suffice provided there is a road that runs the length of the table. The attacker selects which edge of the table he is entering from. The defending player then places a roadblock on a road at any point along its length.

To win the attacker must exit his AFV off the opposite edge of the table.

The weather has made the terrain difficult for vehicles. ALL terrain features (but not borders) will require bog checks and those bog checks are modified by +1. Road are unaffected by the weather and will not require bog checks. The roadblock can be cleared by an adjacent infantry group, of at least three figures, by playing a movement card and making a clearance check. A D6 roll of 4-6 will clear the block. The movement value of the card may be added to the check.

There are 6 passages of time. The time will pass on a 3-6 (D6) roll result each time check.

Russian Attacker (670pts) 1 x PL +1 2 x SL 2 x LMG 20 x Riflemen 1 x BA-10	German Defender (441pts) 1 x PL +1 2 x SL 2 x LMG 9 x Riflemen 2 x AT Rifle	Russian Defender (453pts) 1 x PL +1 1 x SL 2 x LMG 19 x Riflemen 2 x AT Rifle	German Attacker (682pts) 1 x PL +1 1 x SL 1 x LMG 10 x Riflemen 1 x StuG III B
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British Attacker (668pts) 1 x PL +1 1 x SL 3 x Brens 12 x Riflemen 2 x Bren Carriers	German Defender (441pts) 1 x PL +1 2 x SL 2 x LMG 9 x Riflemen 2 x AT Rifle	British Defender (447pts) 1 x PL +1 1 x SL 2 x Brens 12 x Riflemen 2 x AT Rifle	German Attacker (682pts) 1 x PL +1 1 x SL 1 x LMG 10 x Riflemen 1 x StuG III B
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USA Attacker (672pts) 1 x PL +1 2 x SL 4 x BARs 14 x Riflemen 1 x M3 Halftrack	German Defender (441pts) 1 x PL +1 2 x SL 2 x LMG 9 x Riflemen 2 x AT Rifle	USA Defender (495pts) 1 x PL +1 1 x SL 2 x BARs 11 x Riflemen 2 x Bazookas	German Attacker (682pts) 1 x PL +1 1 x SL 1 x LMG 10 x Riflemen 1 x StuG III B
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USMC Attacker (661pts) 1 x PL +1, 1 x SL 4 x BARs 14 x Riflemen 1 x M3 Halftrack	Japanese Defender (439pts) 1 x PL +0 1 x SL 2 x LMG 14 x Riflemen 1 x Knee Mortar 2 x AT Rifle	USMC Defender (456pts) 1 x PL +1 1 x SL 2 x BARS 9 x Riflemen 2 x Bazookas	Japanese Attacker (691pts) 1 x PL +1 1 x SL 2 x LMG 14 x Riflemen 1 x Type 95 Ha Go
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5 Cross of Iron

Ratio, Attack:Defence (3:2)

An enemy mortar is firing from a concealed position. It must be located and destroyed. If mortar is destroyed (KIA or routed) the attacker wins. If the mortar can be exited from the table, the defender wins.

There is no set map for this scenario. Any standard tabletop will suffice but it should be roughly square in shape.

The defender secretly deploys his force in groups not larger than four figures anywhere on the table. The mortar group is in field works with CV -3 with the radio marker. The mortar may only fire when a radio card is played. When it does it may target any enemy group on the table (regardless of the target's location and LoS limitations) with a FV of 4. The mortar itself may not target groups within 16" of its location but the mortar group may take fire actions using a fire card in the usual manner at any time. When the group does this the FV of the mortar is as shown on its troop card.

When firing using a radio card the location of the mortar is not revealed. If the mortar group fires in the normal manner the group's location is revealed. When the mortar group is revealed, it reverts to being a normal group and can no longer use radio cards to perform a fire action.

The mortar group may not move till it is located. Once located it becomes a normal group for all purposes and may move to exit the table via the opposite table edge the attacker entered from.

The attacker has the initiative. He may randomly search through his deck and take the first two movement cards he reveals. These cards go into his hand at the start of the game.

The attacker enters from a single table edge of his choosing.

The mortar will be located and placed on the table when one of the attacker's groups enters the terrain feature the mortar is in or has a group in a terrain feature adjacent to the mortar when it fires, or if the mortar group performs a fire action using a fire card. When revealed remove the radio marker.

No time checks are made.

Russian Attacker (553pts)	German Defender (368pts)	Russian Defender (341pts)	German Attacker (516pts)
1 x PL +1,	1 x PL +0	1 x PL +1	1 x PL +1
2 x SL	1 x SL	1 x SL	2 x SL
2 x LMG	1 x LMG	1 x LMG	3 x LMG
25 x Riflemen	7 x Riflemen	12 x Riflemen	13 x Riflemen
	1 x 5cm mortar*	1 x 5cm mortar*	
	1 x Radio, FV 4	1 x Radio, FV 4	

* The 5cm mortar figure signifies the 81mm mortar and the operator.

6 Night Drop

Ratio, Attack:Defence (1:1)

A group of Allied paratroopers are dropped at night. They must meet up and secure an objective.

There is no set map for this scenario. Any standard tabletop will suffice but it should have four, well-spaced significant features.

Together the players identify four possible objectives on the table. They should be features whose importance is self-evident. For example, a bridge, a crossroads, a piece of high ground.

From the four features the Allied player secretly selects one to be his objective.

The defender then deploys his groups hidden – starting groups may not be larger than 6 figures. They are revealed if they move or fire.

The paratroopers are randomly dropped on to the table*. Paratrooper figures that drop within cohesion distance of each other are groups. All individual paratroopers may have movement cards played on them. If two or more figures move into cohesion distance of each other they immediately become a group. Individuals or group that combine in this way may complete the move action or actions being currently performed together. That is one figure may move and round up figures as he performs one or more movement actions.

The paratroopers are elite. The defenders are second line.

If the paratrooper player can assemble at least half his force (8 figures) on the objective, they win.

Night rules are in effect.

There are 4 passages of time. The time will pass on a 5-6 (D6) roll result each time check.

American Attacker (563pts)	German Defender (563pts)	British Attacker (568pts)	German Defender (563pts)
1 x PL +2	1 x PL +1	1 x PL +1	1 x PL +1
2 x SL	2 x SL	1 x SL	2 x SL
2 x BAR	4 x LMG	12 x Riflemen	4 x LMG
9 x Riflemen	17 x Riflemen		17 x Riflemen
2 x SM Gunners	4 x PM Gunners		4 x PM Gunners

* How players do this is up to them but the old pieces of paper (one for each figure) on a ruler held about the table and then tipped, trick is a classic and difficult to beat. The decision of what happens to the pieces of paper that flutter down off the table I'll leave up to the players themselves. Are they totally lost, or do they turn up later?

7 Heraclion

Ratio, Attack:Defence (1.2:1)

German paratroopers, Fallschirmjagers, have landed near Heraclion, Crete. Their objective is to seize a bridge.

There is no set map for this scenario. Any standard tabletop with a hilly Mediterranean theme will suffice but there should be a bridge in the centre of the table.

The Australian player secretly deploys his groups on the table.

The Fallschirmjager are randomly dropped on to the table*. Figures that drop within cohesion distance of each other are groups. All individual Fallschirmjagers may have movement cards played on them. If two or more figures move into cohesion distance of each other they immediately become a group. Individuals or group that combine in this way may complete the move action or actions being currently performed together. That is one figure may move and round up figures as he performs one or more movement actions.

After the Fallschirmjagers have been dropped the Australian player will deploy his groups on the table.

The Fallschirmjager weapons (rifles, SMGs and LMGs) are in canisters. To access these weapons Fallschirmjager figures (individuals or groups) must be within 1" of a canister and perform an acquire weapon action. One canister can equip 8 figures. Fallschirmjager without weapons have pistols and can only be considered effective firers at close range. If a pistol armed figure is employed on fire card the FV of the card is modified by -1.

If the German player can have a group of any size, with some unpinned figure, at both ends of the bridge with no Australian troops within close range before the game ends, they win.

There are 6 passages of time. The time will pass on a 4-6 (D6) roll result each time check.

Australians (Elite)

(906pts)

2 x PL +1

2 x SL

2 x Brens

12 x Riflemen

1 x MMG

1 x 2" mortar

1 x Radio (FV 4)

Fallschirmjager (Elite)

(1015pts)

2 x PL +2

2 x SL

4 x LMG

20 x Riflemen

5 x MP Gunners

8 x weapons canisters

* Again, we suggest the slips of paper and the ruler for this. Given the number of Germans involved we recommend the use of several "sticks". The canisters should be divided up between the different sticks.

8 The Road to Smolensk

Ratio, Attack:Defence (1:1)

A disabled KV-1 is on the verge of the Road to Smolensk blocking the German advance on Moscow.

There is no set map for this scenario. Any standard tabletop with a Russian theme will suffice but there should be road down the centre of the table for its full length.

The Russian player places the disabled KV-1 on the road more or less in the centre of the table. The KV-1 is immobilised and buttoned up. He then determines the location of his hidden groups. These groups are not revealed till they move or fire, or if a German group comes within 4" of them.

The German player then selects which end of the table he will enter from, and he will have the initiative. He may randomly search through his deck and take the first two movement cards he reveals. These cards go into his hand at the start of the game.

The German player will have 6 passages of time to destroy the tank. The time will pass on a 4-6 (D6) roll result each time check.

Russian Defender	German Attacker
(410pts)	(578pts)
1 x PL +0	1 x PL +2
1 x SL	2 x SL
2 x LMG	2 x LMG
10 x Riflemen	16 x Riflemen
1 x KV-1*	4 x ATMM

* The KV-1 is considered to be worth 240pts not 480.

9 Urrah! Urrah! Urrah!

Ratio, Attack:Defence (3:2 – initial ratio)

A thin line of German fieldworks is being assailed by waves of Russians.

There is no set map for this scenario. Any standard tabletop with a Russian theme will suffice. The Germans deploy on their half of the table. The German group are entrenched to -3 CV and/or are in any houses on their side of the table.

The Russian player has the initiative. He may randomly search through his deck and take the first two movement cards he reveals. These cards go into his hand at the start of the game.

Before play starts the effect of the Russian preliminary bombardment is calculated. The Russian player makes a **D6** roll. On a roll of 1 he selects 1 German position; on a roll of 2-5 he selects 2; and on a roll of 6 he selects 3. He then makes a D8 check against each position with a FV of 6. If the result is positive (1+) then one German figure is removed KIA and all others in that position are pinned.

The Russians have an inexhaustible supply of men. As figures exit the table or are removed as casualties, they become available to be brought on as reinforcements.

There are **6** passages of time. The time will pass on a **3-6** (D6) roll result each time check.

To win the Russians must exit more figures off the opposite edge of the table than they lose as casualties when the game ends.

Russian Attacker

(735pts)

1 x PL +1

2 x SL

4 x LMG

33 x Riflemen

German Defender

(487pts)

1 x PL +1

1 x SL

2 x LMG

10 x Riflemen

1 x Radio (Art 5)