Combat

Scenario Book

Version 1.1
ATTACKING EVENT TABLES

Friendly Event Table - Roll 1D10

Die Roll	Event
0	**Looks worse than it is** – remove 1 Light Wound Marker from any Friendly Character
1	**More Ammo than we thought:** Immediately remove all Low Ammo Markers (from all Characters) **OR** 1 No Ammo Marker from one Friendly Character.
2	**Lucky Strike:** If this Event is generated during Step 1 - Friendly Card Phase [See Rule 4.0] then Immediately draw an additional card for your hand. If this Event is generated in any other Phase then you may either: Immediately change 1 Friendly order on any Friendly Character **OR** Re-Roll on this table.
3 or 4	**Friendly 60mm mortar Fire:** Roll 1D10 – Then roll 1D10 that many times and place a **60mm Mortar** marker in each hex rolled.
5	**Friendly 81mm mortar Fire** Roll 1D6 – Then roll 1D10 that many times and place a **81mm Mortar** marker in each hex rolled

For die roll *3 or 4*:

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.17	8	23.06
4	30.12	9	12.10

Scatter 1D6-1

For die roll *5*:

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.16	8	23.06
4	30.12	9	12.10

Scatter 1D6

6	**Friendly 105mm Artillery Fire**
	Roll 1D6 – Then roll 1D10 that many times and place a **105mm Artillery** marker in each hex rolled

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.16	8	23.06
4	30.12	9	12.10

Scatter 1D6

7	**Come on, men!**– Increase the morale by 1 Level on any friendly unit within LDR Range of a Friendly Leader. (Maximum - Aggressive)
8	If this event roll is the result of a wound caused by a Friendly Character:

> **Hero:** Wound is automatically a KIA.
>
> Increase the Morale of the attacking Character by 1.
>
> Remove 1 Light Wound from the Friendly Character.
>
> Remove any Low Ammo or No Ammo Markers from the Friendly Character.
>
> Friendly Character may Immediately change their order.

If this event roll is the result of anything else then -

> **You hear that?** - Immediately reveal one Hidden Enemy Character within 10 hexes of a Friendly Character.

9	**Uh-oh** – Roll Immediately on the Enemy Event Table

Enemy Event Table - Roll 1D10

Die Roll	Event
0	**No problem** – Roll immediately on the Friendly Event Table.
1	**More Ammo than we thought** – Immediately remove all Low Ammo Markers from Enemy Characters.
2	**Second Thoughts** – Immediately change 1 Enemy order – Closest to Friendly Character then Lowest Character Number then Randomly. Draw a Fresh Enemy Order Card and apply the order drawn. Do not change the initiative Order unless this is the first order drawn for the Enemy team this turn. If drawn during the Friendly Card Phase then treat as 3-4 below.
3 or 4	**Enemy 81mm mortar Fire** Roll 1D10 – Then roll 1D10 that many times and place an Enemy **81mm Mortar** marker in each hex rolled.

Roll	Hex #	Roll	Hex #
0	06.06	5	10.12
1	08.10	6	10.04
2	10.14	7	04.04
3	04.15	8	05.17
4	11.17	9	09.17

Scatter 1D6

5	**Enemy 105mm Artillery Fire**
	Roll 1D6 – Then roll 1D10 that many times and place an Enemy **105mm Artillery** marker in each hex rolled

Roll	Hex #	Roll	Hex #
0	06.06	5	10.12
1	08.10	6	10.04
2	10.14	7	04.04
3	04.15	8	05.16
4	11.16	9	09.15

Scatter 1D6

6	**Reinforcements**– Place new Enemy Characters in hexes – 35.16, 35.17 and 35.18.
	They all start Alerted. They all receive Evade 6 orders when they Arrive.
	Draw normally on subsequent turns.
7	**Reinforcements**– Place new Enemy Characters in hexes – 35.06, 35.07, 35.08, 35.09, 35.10.
	They all start Alerted. They all receive Evade 6/5 orders when they arrive.
	Draw normally on subsequent turns.
8	**Looks worse than it is** – Remove 1 Light Wound Marker from an Enemy Character – furthest from any Friendly Characters first – then lowest Character Number.
9	**Enemy Minefield**
	If rolled during the Orders Phase or as a result of a successful Planning roll- A random character realises that they are in a minefield.
	Roll 1D6
	1-2 - Random member of Able Team
	3-4 - Random member of Baker Team
	5-6 - Random member of Charlie Team
	Else
	The firing character realises that they are in a minefield.
	Place a Minefield marker on the hex. Also place Minefield Markers in all adjacent hexes that have a column number equal to or higher than the original hex if entering from directions 1,4,5 or 6 or adjacent hexes with a column number equal to or lower if entering from directions 2 or 3. If a character leaves or enter a minefield hex make a TQC roll for them. If they fail draw 3 wound cards. There is a -2 to the Characters TQ if they enter or leave the hex with Sprint Orders and +1 to their TQ if entering or leaving the hex with Sneak Orders.
	A Friendly Character in a minefield hex may take Search Orders to 'mark' the minefield. At the end of the turn make a TQC. If successful flip the minefield marker to it's 'Marked' side. If a 9 is rolled then draw 4 wound cards.
	Entering or leaving a Marked minefield hex allows a +3 on the TQC required.

Friendly Event Table - Roll 1D10

Die Roll	Event
0	**Looks worse than it is** – remove 1 Light Wound Marker from any Friendly Character
1	**More Ammo than we thought:** Immediately remove all Low Ammo Markers (from all Characters) **OR** 1 No Ammo Marker from one Friendly Character.
2	**Lucky Strike:** If this Event is generated during Step 1 - Friendly Card Phase [See Rule 4.0] then Immediately draw an additional card for your hand. If this Event is generated in any other Phase then you may either: Immediately change 1 Friendly order on any Friendly Character **OR** Re-Roll on this table.

3 or 4	If playing a Night scenario then roll 1D6
	
	    1-3 – Friendly Illumination
	
	    4-6 – Friendly 60mm Mortar Fire
	
	If playing a day scenario then it is always Friendly 60mm Mortar Fire
	
	Friendly Illumination:
	
	Roll 1D10 and place an Illumination marker in the hex roll according to the table below.
	
	Scatter 1D6-2
	
	All hexes within 3 hexes of the Illumination marker count as daylight. i.e. no -2 modifier and may be seen from any hex with a LOS.
	
	Friendly 60mm mortar Fire:
	
	Roll 1D10 – Then roll 1D10 that many times and place a **60mm Mortar** marker in each hex rolled.
	
	(see table)
	
	Scatter 1D6-1

Roll	Hex #	Roll	Hex #
0	06.06	5	10.12
1	08.10	6	10.04
2	10.14	7	04.04
3	04.15	8	05.16
4	11.16	9	09.15

5	If playing a Night scenario then roll 1D6
	1-3 – Friendly Illumination
	4-6 – Friendly 81mm Mortar Fire
	If playing a day scenario then it is always Friendly 81mm Mortar Fire
	Friendly Illumination
	Roll 1D10 and place a Illumination marker in the hex roll according to the table below.
	Scatter 1D6-2
	All hexes within 3 hexes of the Illumination marker count as daylight. I.e. no -2 modifier and may be seen from any hex with a LOS.
	Friendly 81mm mortar Fire
	Roll 1D6 – Then roll 1D10 that many times and place a **81mm Mortar** marker in each hex rolled

Roll	Hex #	Roll	Hex #
0	06.06	5	10.12
1	08.10	6	10.04
2	10.14	7	04.04
3	04.15	8	05.16
4	11.16	9	09.15

Scatter 1D6

6	**Friendly 105mm Artillery Fire**
	Roll 1D6 – Then roll 1D10 that many times and place a **105mm Artillery** marker in each hex rolled

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.16	8	23.06
4	30.12	9	12.10

Scatter 1D6

7	**Come on men!**– Increase the morale by 1 Level on any friendly unit within LDR Range of a Friendly Leader. (Maximum - Aggressive)
8	If this event roll is the result of a wound caused by a Friendly Character:
	Hero: Wound is automatically a KIA.
	Increase the Morale of the attacking Character by 1.
	Remove 1 Light Wound from the Friendly Character.
	Remove any Low Ammo or No Ammo Markers from the Friendly Character.
	Friendly Character may Immediately change their order.
	If this event roll is the result of anything else then -
	You hear that? - Immediately reveal one Hidden Enemy Character anywhere on the board.
9	**Uh-oh** – Roll Immediately on the Enemy Event Table

Enemy Event Table - Roll 1D10

Die Roll	Event
0	**No problem** – Roll immediately on the Friendly Event Table.
1	**More Ammo than we thought** – Immediately remove all Low Ammo Markers from Enemy Characters.
2	**Second Thoughts** – Immediately change 1 Enemy order – Closest to Friendly Character then Lowest Character Number then Randomly. Draw a Fresh Enemy Order Card and apply the order drawn. Do not change the initiative Order unless this is the first order drawn for the Enemy team this turn. If drawn during the Friendly Card Phase then treat as 3-5 below.
3,4 or 5	If playing a Night scenario then roll 1D6 1-3 = Enemy Illumination 4-6 = Enemy 81mm Mortar Fire If playing a day scenario then it is always Friendly 81mm Mortar Fire **Friendly Illumination:** Roll 1D10 and place a Illumination marker in the hex roll according to the table below. Scatter 1D6-2 All hexes within 3 hexes of the Illumination marker count as daylight. I.e. no -2 modifier and may be seen from any hex with a LOS **Enemy 81mm mortar Fire:** Roll 1D10 – Then roll 1D10 that many times and place an Enemy **81mm Mortar** marker in each hex rolled.

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.16	8	23.06
4	30.12	9	12.10

Scatter 1D6

Die Roll	Event
6	**Enemy 105mm Artillery Fire** Roll 1D6 – Then roll 1D10 that many times and place an Enemy **105mm Artillery** marker in each hex rolled

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.16	8	23.06
4	30.12	9	12.10

Scatter 1D6

Die Roll	Event
7	**Reinforcements**– Place new Enemy Characters in hexes – 01.01, 01.02, 01.03, 01.04, 01.05. They all start Alerted. They all roll for their initial order (See Scenario Special Rules) when they arrive. Draw normally on subsequent turns.

Version 1.1

8	**Reinforcements**– Place new Enemy Characters in hexes – 01.13, 01.14, 01.15, 01.16, 01.17 They all start Alerted. They all roll for their initial order (See Scenario Special Rules) when they arrive. Draw normally on subsequent turns.
9	**Looks worse than it is** – Remove 1 Light Wound Marker from an Enemy Character – furthest from any Friendly Characters first – then lowest Character Number.

Introductory Scenario 1 - A Meeting of Patrols

Date: June 1944

Location: France

Map: The Hedgerows

only Columns 18.xx through 34.xx

With the Beachhead expanding and your Unit put into the line, your squad is ordered to send a six-man patrol into the hedgerows forward of the Company to determine the enemy's positions and strength.

Version 1.1

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	Recruits	14, 15, 16, 17
	Riflemen	9, 10, 11
	N.C.O.	4
	Dummies	x5

Red	N.C.O.	4
	Veteran	6
	Riflemen	9, 10, 11
	Recruits	14, 15, 16
	Sniper	19
	Dummies	x4

Setup - Draw Enemy Characters from the Cup and place, facedown, in the following hexes :

23.05	24.05	25.05	25.06
28.04	29.03	30.04	31.04
30.08	31.08	31.09	32.08

Friendly Forces (See Setup Instructions below):

Option 1:   Sgt. Taylor, 2 x Able Team Riflemen, 3 x Charlie Team Riflemen (not

Cpl Thomas)

Option 2:   Cpl Thomas, 2 Charlie Team Riflemen, 2 x Baker Team Riflemen, 1 x Baker

Team BAR Gunner

Option 3:   Any 1 x Leader, 4 x Riflemen, 1 x BAR Gunner

Enemy edge = 18.01 and 35.14 Inclusive

Friendly edge = 18.14 and 35.19 inclusive

Neutral edge = all other edges to the playable area other than those mentioned above

Special Rules:

1. No Events when Event Cards are drawn. When an Event Card is drawn, suspend play momentarily and immediately shuffle the Event Card, discarded cards, and remaining Friendly deck together into a new draw deck and resume play.

2. Enemy Default Alert Level: **Alert**

3. Enemy Default Morale Level: **Normal**

4. Friendly Default Morale Level: **Normal**

5. Enemy are **Prepared**

6. Starting Hand Size – **3 Cards**

7. Friendly Characters may set up in any hex located within the triangle formed by Hexes 18.14, 18.19, and 28.19.

8. Place the Compass counter in hex 19.02 with "1" pointing to Hex 18.01.

9. Roll 1D6 to determine the Wind Direction.

10. During the Enemy Order Phase of Turn 1 only turn Enemy Order cards for their Initiative value. Roll 1D6 to determine the order for each Enemy character:

1 – Evade 5/6	4 – Evade 6
2 – Evade 6/5	5 – Sneak 5
3 – Evade 5	6 – Sneak 6

11. At the start of Turn 4, draw four more enemy Characters and place them face down on the following Hexes:

34.10   34.09   34.08   34.07

Roll for these Characters' initial orders during the Turn 4 Enemy Order Phase using the chart in Special Rule 10 above.

12. Game Length – **7 Turns**

13. In this scenario Enemy Characters may exit the board via any edge (Ignore Rule 9.5)

Version 1.1

Victory Conditions:

Each Enemy (not NCO) Killed:	+1 VP
Each Enemy NCO Killed:	+2 VP
Each Enemy Prisoner (not NCO):	+3 VP
Each Enemy NCO Prisoner:	+4 VP

Each Enemy that Routs off the map along the top and right-hand edges between
hexes 18.01 and 34.14 inclusive: +1 VP

For each of the following hexes that a Friendly Character passed through: +4 VP

20.06	27.03	29.14	33.05

Each Friendly Character Killed:	- 3 VP
Each Friendly Character alive but Wounded:	-1 VP

Each Enemy Character that exits off the map along the left-hand and bottom edges between
Hexes 18-14 and 34.22 inclusive: -2 VP

15+	Superb Victory – commendation placed in 201 File
12-14	Good Victory
9-11	Just scraped out a win
6-8	Not Good Enough
1-5	Poor Performance
</= 0	Demotion

Introductory Scenario 2 - Rendezvous

Date: June 1944

Location: France

Map: The Village

Only hex rows xx.12 or less

Only Columns 11.xx to 30.xx inclusive

Your Squad has been split up and must head towards the rendezvous point at the local church. Unfortunately it looks like the Germans got there first.

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	Recruits	14, 15, 16,17,18
	Sniper	19
	Dummies	x3
Red	Recruits	14, 15, 16, 17, 18
	Sniper	19
	Dummies	x3

Setup - Draw Enemy Characters from the Cup and place, facedown, in the following hexes :

19.06	20.04	25.07	25.10	28.05	28.11

Friendly Forces (See Setup Instructions below):

3 x 'Able' Team - Sgt Taylor, Pvt Brubaker, Pvt Cragg

3 x 'Baker' Team - Pvt Johnson, Pvt Miller, Pvt Peters

Friendly = Left hand board edge

Neutral = Top and bottom

Enemy = Right hand board edge

Special Rules:

1. Do not use the Event table for this scenario.
2. If an Order card is played with the word 'Event' on it treat as no effect
3. If a 'Friendly Event' or 'Enemy Event' Card is drawn then place it in the discard pile and draw a replacement card.
4. Enemy Default Alert Level - **Waiting**
5. Enemy Default Morale Level - **Normal**
6. Enemy are **Unprepared**
7. Friendly Default Morale Level - **Normal**
8. Starting Hand Size -2
9. Friendly Characters may set up in any hex in column 11.xx
10. Only Able and Baker Teams are in use at the start of the game - ignore Friendly cards that refer to Charlie Team until a member of Charlie Team is on the board (See below)
11. Only the Blue and Red Enemy teams are used in this scenario - only draw Enemy Order cards for those teams.

12. At the start of the Enemy Order Phase any Alerted Enemy Character in a Building Hex must make a TQC. If they pass they will automatically receive an Aimed Fire Order and ignore the Order Card completely. If they fail then use the Order on the Enemy Order Card as usual.

13. If an Unknown Enemy Character is revealed and found to be a 'Dummy' then roll 1D10:

    0 = Papers - replace the Dummy Character with a 'Papers' Marker -these are worth VP at the end of the game if in the possession of a Friendly Character. To pick up the Papers a Friendly Character must start the Turn in the same hex and use a Search Order. At the end of the turn place the Papers with that Friendly Character.

    1 = Replace the Dummy with Cpl Thomas

    2 = Replace the Dummy with Pvt Stubbs

    3 = Replace the Dummy with Pvt Templeman

    4 = Replace the Dummy with Pvt Butterman

    5 = Replace the Dummy with Pvt Walsh

    6 = Replace the Dummy with Pvt Kowalski

    7-9 = Remove the Dummy marker

    If a Dummy is revealed temporarily as part of a Spotting Check then you make the roll above immediately.

    Members of Charlie Team who are discovered start with no Orders and are placed on their Hidden side. They may be given Orders the following turn. Once a Member of Charlie Team has been discovered then you start using the Charlie Team Initiative values (from the current card) and Initiative counter. Adjust the Initiative Track as necessary.

    If fired upon whilst they have No Orders they may Duck Back at the end of the next Impulse that they activate.

    When Activated they may still spot and if they have a LOS to a Known Enemy Character during the Spotting step they may Duck Back at the end of the Impulse.

14. Roll 1D6 to determine the wind direction.

15. Place the Compass counter in hex 11.02. The '1' Arrow points towards hex 11.01.

16. At the start of Turn 3 and place Enemy Characters in the following hexes:

    30.01   30.02   30.03

Version 1.1

Each Character will have a Run & Gun 5 order (They will receive Orders normally in subsequent turns)

17.   Game Length - **5 Turns**

18.   Place the Compass counter in hex 02.03 with "1" pointing to Hex 02.04.

Victory Conditions:

Each Enemy character Killed (Not Officer or NCO)	+1VP
Each Enemy Prisoner	+2VP
Each Enemy Character who Routs off of the board	+1VP
No Enemy Characters in any Building	+5VP
Friendly Character in possession of Enemy Papers at the end of the game.	+5VP
For each Friendly Character in Building hex 25.07 or 25.08 (The Church) at the end of the game	+3VP
Each Friendly Character Killed	-2VP
Each Friendly Character alive but wounded	-1VP
Each Enemy Character who exits the left hand board edge	-1VP

21+	Superb Victory - mentioned in Dispatches
17-20	Good Victory
13-16	Just scraped the win
8-12	Ok - could do better.
4-7	Poor Performance
1 - 3	Suspicions of Cowardice
<= 0	Demotion

Introductory Scenario 3 - Get that gun

Date: June 1944

Location: France

Map: The Farmhouse

Only hex rows xx.10 or greater

Only Columns 11.xx to 22.xx inclusive

A single enemy artillery piece has been firing on the Company C.P. Charlie team is sent forward with C4 to take it out.

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	Recruits	14, 15, 16, 17
	Riflemen	9, 10, 11, 12
	N.C.O.	4
	Dummies	x5
Red	Veteran	6
	Sniper	19
	Recruits	14, 15, 16, 17, 18
	Dummies	x5

Setup - Draw Enemy Characters from the Cup and place, facedown, in the following hexes :

16.03	22.05	22.06	24.06	14.10	15.12	19.12
12.14	12.20	20.17	22.20	27.09	28.09 x 2	27.14
29.19	31.16	31.17	32.16	27.04	28.05	29.05
17.10	25.19	16.16	22.02			

Friendly Forces (See Setup Instructions below):

6 x 'Charlie' Team

Friendly = Left hand board edge

Neutral = Top and bottom

Enemy = Right hand board edge

Special Rules:

1. Do not use the Event table for this scenario.
2. If an Order card is played with the word 'Event' on it treat as no effect
3. If a 'Friendly Event' or 'Enemy Event' Card is drawn then place it in the discard pile and draw a replacement card.
4. Enemy Default Alert Level - **Waiting**
5. Enemy Default Morale Level - **Normal**
6. Friendly Default morale Level - **Bold (+1 to TQ)**
7. Enemy are **Unprepared**
8. Starting Hand Size = **2**

9.   Only Charlie Team is in use in this game - ignore Friendly cards that refer to Able Or Baker Teams.

10.   Friendly Characters may set up in any of the following hexes:
        11.13, 11.14, 11.15, 11.16, 11.17, 11.18, 11.19, 11.20

11.   Only the Blue and Red Enemy teams are used in this scenario - only draw Enemy Order cards for those teams.

12.   Roll 1D6 to determine the wind direction.

13.   Each Friendly Character is considered to be carrying C4 charges.
        To place a C4 Charge the Character must have a Plan Order.
        At then end of the turn place a C4 Marker in the hex. Do not roll Leadership.

14.   At the end of each subsequent turns roll 1D10 for each placed C4 Marker.
        On a roll of 0-2 the Charge will explode. Any placed charges will automatically explode at the end of the game.

15.   C4 has a Blast Rating of 3 and a Frag rating of 3 for any characters in the hex when it explodes.

16.   C4 that explodes in a hex with a Gun Emplacement marker will automatically destroy the Gun - flip the Gun Emplacement Marker to it's destroyed side.

17.   If an Enemy Character is in a hex without Friendly Characters but with a C4 Marker Then at the start of the Enemy Orders Phase they will make a TQ Check. If they pass then they automatically receive a Hide Order. At the end of the turn remove the C4 Marker. The marker is removed after rolling to see if it explodes.

18.   Place the Compass counter in hex 11.11. The '1' Arrow points towards hex 11.10.

19.   Game Length - **7 Turns**

20.   Roll 1D6 to determine the wind direction.

Victory Conditions:

The player wins if he destroys the gun by the end of the game (after any C4 has exploded if necessary).

Introductory Scenario 4 - Here they Come!

Date: June 1944

Location: France

Map: The Hill

Only hex rows xx.12 or Less

Only Columns 11.xx to 23.xx inclusive

Charlie Team had been left out on point..as usual. All of a sudden the unmistakable noise of a twig snapping breaks the silence. A shout rings out…"Here they come!"

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	Recruits	14, 15, 16, 17
	Riflemen	9, 10, 11, 12
	N.C.O.	4
	Dummies	x3
Red	Veteran	6
	Recruits	14, 15, 16, 17, 18
	Riflemen	9, 10, 11
	Dummies	x3

Setup - Draw Enemy Characters from the Cup and place, facedown, in the following hexes :

11.05	11.06	11.07	11.08	11.09

Friendly Forces (See Setup Instructions below):

6 x 'Charlie' Team

1 x M1919 .30 Cal MG

Friendly = Right hand board edge

Neutral = Top and bottom

Enemy = Left hand board edge

Special Rules:

1.   Do not use the Event table for this scenario.

2.   If an Order card is played with the words 'Friendly Event' on it or if the Friendly

         Event Card is drawn then treat as Friendly Illumination.

Friendly Illumination

The Player may choose to place an Illumination marker in either 13.04, 13.09, 16.06, 16.09 or 18.07. Then roll for Scatter. This will be 1D6-2 hexes in a random direction. If it scatters off board then remove it.

All hexes within 3 hexes of the Illumination marker count as daylight. I.e. no -2 modifier and may be seen from any hex with a LOS.

At the end of each turn AFTER the one in which it was fired roll 1D10. On a roll of 8 or 9 remove the Illumination marker. If the Illumination marker is not removed then move it 1 hex in the direction of the wind marker.

3.   If an Order card is played with the words 'Enemy Event' on it or if the Enemy Event

Card is drawn then treat as Enemy Illumination.

Enemy Illumination

The Player rolls 1D6 and will place an Illumination marker in the appropriate hex.

1	=	18.07
2	=	15.06
3	=	20.09
4	=	20.04
5	=	18.06
6	=	20.06

Then roll for Scatter. This will be 1D6-2 hexes in a random direction. If it scatters off board then remove it.

All hexes within 3 hexes of the Illumination marker count as daylight. I.e. no -2 modifier and may be seen from any hex with a LOS.

At the end of each turn AFTER the one in which it was fired roll 1D10. On a roll of 8 or 9 remove the Illumination marker. If the Illumination marker is not removed then move it 1 hex in the direction of the wind marker.

4.   Enemy Default Alert Level - **Alert**

5.   Enemy Default Morale Level - **Aggressive (+2 to TQ)**

6.   Friendly Default morale Level - **Bold (+1 to TQ)**

7.   Enemy are **Prepared**

8.   Starting Hand Size = **2**

9.   Only Charlie Team is in use in this game - ignore Friendly cards that refer to Able Or Baker Teams.

10.   Friendly Characters may set up anywhere within 2 hexes of hex 18.07

11.   Any Friendly Character setting up in an Open hex may place a foxhole in the hex.

12.   The game is set at night. Maximum LOS is 1D6+2. Roll this prior to set up. All firing at night has a -2 modifier except when firing into an illuminated area.

13.   Only the Blue and Red Enemy teams are used in this scenario - only draw Enemy Order cards for those teams.

14.   During the Enemy Order Phase of Turn 1 only turn Enemy Order cards for their Initiative value. Roll 1D10 to determine the order for each Enemy character.

0	=	Sneak 6 / 5
1	=	Evade 6
2	=	Evade 5
3,4	=	Evade 5 / 6
5,6	=	Evade 6 / 5
7	=	Run & Gun 5

8	=	Run & Gun 6
9	=	Sneak 5 / 6

These Characters will receive orders normally on Turn 2

15. At the start of Turn 2 Place Enemy Characters (Unknown) in hexes 11.05, 11.06, 11.07, 11.08, and 11.09. During the Enemy Orders Phase of Turn 2 roll for their Orders as in Special Rule 14. They will receive Orders normally from turn 3 Onwards.

16. At the start of Turn 3 Place Enemy Characters (Unknown) in hexes 11.05, 11.06, 11.07, 11.08, and 11.09. During the Enemy Orders Phase of Turn 3 roll for their Orders as in Special Rule 14. They will receive Orders normally from turn 4 Onwards.

17. Place the Compass counter in hex 11.02. The '1' Arrow points towards hex 11.03.

18. Roll 1D6 for wind direction.

19. Game Length - **7 Turns**

Victory Conditions:

Each Enemy (not NCO) Killed:	+1 VP
Each Enemy NCO Killed:	+2 VP
Each Enemy Prisoner (not NCO):	+3 VP
Each Enemy NCO Prisoner:	+4 VP
Each Enemy that Routs off the map along The left-hand edge	+1 VP
Each Friendly Character Killed:	- 3 VP
Each Friendly Character alive but Wounded:	-1 VP
Each Enemy Character that exits off the map along the right-hand edge.	-2 VP

15+	Superb Victory – commendation placed in 201 File
12-14	Good Victory
9-11	Just scraped out a win
6-8	Not Good Enough
1-5	Poor Performance
</= 0	Demotion

Scenario 1 - Attack the Farmhouse

Date: June 1944

Location: France

Map: The Farmhouse

Enemy forces have been seen near a local farmhouse. It's up to your squad to clear them out.

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	Recruits	14, 15, 16, 17
	Riflemen	9, 10, 11, 12
	N.C.O.	4
	Dummies	x5
Red	Veteran	6
	Sniper	19
	Recruits	14, 15, 16, 17, 18
	Dummies	x5
Yellow	Officer	3
	Riflemen	9, 10, 11, 12, 13
	Elite	1
	Dummies	x5
White	Recruits	14, 15, 16, 17, 18
	Riflemen	9, 10, 11, 12, 13
	N.C.O.	4, 5
	Dummies	x5

Setup - Draw Enemy Characters from the Cup and place, facedown, in the following hexes :

16.03	22.05	22.06	24.06	14.10	15.12	19.12
12.14	12.20	20.17	22.20	27.09	28.09 x 2	27.14
29.19	31.16	31.17	32.16	27.04	28.05	29.05
17.10	25.19	16.16	22.02			

Friendly Forces (See Setup Instructions below):

3 x 'Able' Team

3 x 'Baker' Team

6 x 'Charlie' Team

Friendly = Left hand board edge

Neutral = Top and bottom

Enemy = Right hand board edge

Version 1.1

Special Rules:

1. Use the Attacking Events Table
2. Enemy Default Alert Level - **Waiting**
3. Enemy Default Morale Level - **Normal**
4. Friendly Default morale Level - **Normal**
5. Enemy are **Unprepared**
6. Starting Hand Size = **3**
7. Friendly Characters may set up in any non-open hex within 4 hexes of the left hand board edge.
8. Any Alerted Enemy Character in Building Hexes 22.05, 22.06 or 27.09 automatically receives an 'Aimed Fire' Order. They receive this order every turn until their Morale is no longer Normal. From then on the receive an order as usual.
9. Roll 1D6 to determine the wind direction.
10. Place the Compass counter in hex 02.03. The '1' Arrow points towards hex 02.02.
11. Game Length - **12 Turns**

Victory Conditions:
Each Enemy character Killed (Not Officer or NCO) +1VP
Each Enemy NCO character Killed +2VP
Each Enemy Officer character Killed +3VP
Each Enemy Prisoner (Not Officer or NCO) +3VP
Each Enemy NCO Prisoner +4VP
Each Enemy Officer Prisoner +5VP
Each Enemy Character who Routs off of the board +1VP
No Enemy Characters in any Building +5VP
Friendly Character in possession of Enemy Papers at the end of the game. +5VP
At Least 1 Friendly Character in a Building hex at the end of the game+3VP
Each Friendly Character Killed -2VP
Each Friendly Character alive but wounded -1VP
Each Enemy Character who exits the left hand board edge -1VP

15+   Superb Victory – commendation placed in 201 File
12-14   Good Victory
9-11   Just scraped the win
6-8   Ok - could do better.
1-5   Poor Performance
0- -3   Suspicions of Cowardice
<= -4   Demotion

Option 1

They're waiting for us!

All enemy forces start Alerted.

Option 2

It's too hard!

Add 1 x Machine Gun (.30 Cal) to your starting forces.

Option 3

It's too easy!

Add 1 x Machine Gun team (See Rule xxxx) to all 4 enemy team's starting pool.

Option 4

Rescue mission!

Create a Pool of 2 Civilian and 3 Dummy Civilian markers. Place them face down and shuffle them. Then place 1 Marker in hexes 24.05, 24.06, 28.09, 29.05 and 30.10

Flip each Civilian Markers as a friendly unit successfully spots them. Remove Dummies as normal. A civilian may only move if it has a Friendly Character in it's hex with Guard Status. It will follow the movement of its Guard.

Remove from the Victory Conditions:

No Enemy Characters in any Building +5VP

At Least 1 Friendly Character in a Building hex at the end of the game+3VP

Add to the Victory Conditions:

Each Civilian that exits from the Friendly Board edge +10VP

Option 5

Tongues!

This mission is all about prisoners - the higher ranking the better

Add Officer - 3 to Blue, Red and White Enemy forces at the start of the game.

 Remove from the Victory Conditions:

No Enemy Characters in any Building +5VP

At Least 1 Friendly Character in a Building hex at the end of the game+3VP

Each Enemy character Killed (Not Officer or NCO) +1VP

Each Enemy NCO character Killed +2VP

Each Enemy Officer character Killed +3VP

Add to the Victory Conditions:

Each Enemy character Killed (Not Officer or NCO) +1VP

Each Enemy NCO character Killed -2VP

Each Enemy Officer character Killed -3VP

Option 6

Night Attack!

At the start of the game roll 1D6 and add 2. This is the maximum range that a target can be seen. There is an additional -2 to all spotting chances against Characters with Sneak or Hide Orders beyond range 2 and all firing beyond range 2.

Option 7

They are waiting for us

Enemy forces start Prepared

Scenario 2 - Defend the Farmhouse

Date: June 1944

Location: France

Map: The Farmhouse

Taking the farmhouse was one thing holding it is another. Enemy forces have swung round behind you and are coming to take back 'their' farmhouse.

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:		Recruits	14, 15
		Riflemen	9, 10, 11, 12,13
		N.C.O.	4
		Officer	3
		Dummies	x5
Red		Veteran	6,7
		Riflemen	9, 10, 11, 12,13
		Recruits	14
		Dummies	x5
Yellow	Officer		3
		Riflemen	9, 10, 11, 12, 13
		N.C.O.	4, 5
		Elite	1
		Dummies	x5
White		Recruits	14, 15, 16
		Riflemen	9, 10, 11, 12, 13
		N.C.O.	4, 5
		Officer	3
		Dummies	x5

Setup - Draw Enemy Characters from the Cup and place, facedown, in the following hexes :

03.03	03.04	03.06	03.13	03.14	03.15	03.16
03.18	04.02	04.03	04.04	04.05	04.06	04.11
04.12	04.13	04.14	04.15	04.16	04.18	

Friendly Forces (See Setup Instructions below):

3 x 'Able' Team

3 x 'Baker' Team

6 x 'Charlie' Team

Friendly = Right hand board edge

Neutral = Top and bottom

Enemy = Left hand board edge

Special Rules:

1.   Use the Defending Event Table
2.   Enemy Default Alert Level - **Alert**
3.   Enemy Default Morale Level - **Aggressive (+2 to TQ)**
4.   Enemy are **Prepared**
5.   Friendly Default Morale Level - **Normal**
6.   Starting Hand Size - 2
7.   Friendly Characters may set up within 3 hexes of a building hex.
8.   1 Friendly Team may setup anywhere on/between hex column 18.xx and hex column 30.xx.
9.   After setup roll for the Enemy Player opening barrage:

Enemy 105mm Artillery Fire -   Roll 1D10 – 6 times

Target Hex	0	-	20.07	1	-	27.11	2	-	20.14
	3	-	27.18	4	-	30.12	5	-	28.07
	6	-	19.14	7	-	24.13	8	-	23.06
	9	-	12.10						

Scatter 1D6

10.   After assigning Friendly Orders roll for each Enemy Character.

0 - Evade 5-6	1 - Evade 6-5	2 - Evade 5	3 - Evade 6
4 - Sprint 6	5 - Sprint 5	6 - Sneak 5	7 - Sneak 6
8 - Sprint 5-6	9 - Sprint 6-5		

Then draw 4 cards for Initiative purposes only (ignore the Orders on the cards)

This table is also used to assign initial Orders to Enemy Reinforcements.

11.   Roll 1D6 to determine the wind direction.
12.   At the start of Turn 5 place fresh Enemy Characters (on their Unknown side) in Hexes:

03.03	03.04	03.06	03.13	03.14	03.15	03.16
03.18	04.02	04.03	04.04	04.05	04.06	04.11
04.12	04.13	04.14	04.15	04.16	04.18	

Roll for their initial Orders during the Enemy Order Phase using the chart on Special rule 10 (above).

13. Game Length - **12 Turns**

Victory Conditions:
Each Enemy character Killed (Not Officer or NCO) +1VP
Each Enemy NCO character Killed +2VP
Each Enemy Officer character Killed +3VP
Each Enemy Prisoner (Not Officer or NCO) +3VP
Each Enemy NCO Prisoner +4VP
Each Enemy Officer Prisoner +5VP
Each Enemy Character who Routs off of the board +1VP
Friendly Character in possession of Enemy Papers at the end of the game. +5VP
No Enemy Characters in any Building +5VP
At Least 1 Friendly Character in a Building hex at the end of the game+3VP
Each Friendly Character Killed -2VP
Each Friendly Character alive but wounded -1VP
Each Enemy Character who exits the left hand board edge -1VP

15+	Superb Victory – commendation placed in 201 File
12-14	Good Victory
9-11	Just scraped the win
6-8	Not Good Enough
1-5	Poor Performance
<=0	Demotion

Option 1

Night Attack!

At the start of the game roll 1D6 and add 2. This is the maximum range that a target can be seen. There is an additional -2 to all spotting chances against Characters with Sneak or Hide Orders beyond range 2 and all firing beyond range 2.

Scenario 3 - Let's get out of here

Date: June 1944

Location: France

Map: The Farmhouse

Your Squad has infiltrated enemy lines and grabbed a 'Tongue' . Unfortunately Sgt Taylor was wounded in the process. The enemy chose this time to launch a major attack.

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	All (1-18)	
	Dummies	x5
Red	All (1-18) (Not Recruit 14 - see below)	
	Dummies	x5
Yellow	All (1-18)	
	Dummies	x5
White	All (1-18)	
	Dummies	x5

Setup - Draw Enemy Characters from the Cup and place, facedown, in the following hexes :

Group 1

33.04	33.06	33.06	33.07	33.08	33.09	33.10
34.05	34.06	34.07	34.08	34.09	34.10	

Initial Orders (Roll for each Character at the start of the Enemy Orders Phase of Turn 1)

0 - Evade 5-6	1 - Evade 6-5	2 - Evade 5	3 - Evade 6
4 - Sprint 6	5 - Sprint 5	6 - Sneak 5	7 - Sneak 6
8 - Sprint 5-6	9 - Sprint 6-5		

Group 2

18.22	19.22	20.22	21.22	22.22	23.22	24.22

Initial Orders (Roll for each Character at the start of the Enemy Orders Phase of Turn 1)

0 - Evade 1 1 - Evade 6-1 2 - Evade 6 3 - Evade -1-6

4 - Sprint 6 5 - Sprint 1 6 - Evade 1-2 7 - Evade 2-1

8 - Sprint 1-6 9 - Sprint 6-1

Roll on this table for Group 2 at the start of the Enemy Orders Phase of Turn 2 as well.

Friendly Forces (See Setup Instructions below):

3 x 'Able' Team

3 x 'Baker' Team

6 x 'Charlie' Team

Friendly = Left hand board edge

Neutral = Top and bottom

Enemy = Right hand board edge

Sgt Taylor starts with a Bad Wound.

Enemy Character Recruit 14 (Red) starts as a prisoner. The Friendly player must assign one character to Guard him.

Special Rules:

1.   Use the Scenario Event Tables

2.   Enemy Default Alert Level - **Alert**

3.   Enemy Default Morale Level - **Aggressive (+2 to TQ)**

4.   Enemy are **Prepared**

5**.**   Friendly Default Morale Level - **Normal**

6.   Starting Hand Size - 3

7.   Sgt Taylor/Sgt Mayfield starts in hex 23.06

8.   Recruit 14(Red) - The prisoner starts in hex 27.09. At least 1 Friendly Character

        must start in the same hex with a Guard Marker.

9.   All other Friendly Characters may set up in any building hex or within 2 hexes of

        any building hex. At least one character must set up in hex 28.09.

10.   At the start of the Turn 3 Enemy Order Phase place Enemy Characters in hexes:

        34.05   34.06   34.07   34.08   34.09   34.10

        Assign Initial Orders (Roll for each Character)

        0 - Evade 5-6   1 - Evade 6-5   2 - Evade 5   3 - Evade 6

        4 - Sprint 6   5 - Sprint 5   6 - Sneak 5   7 - Sneak 6

        8 - Sprint 5-6   9 - Sprint 6-5

        All characters start Alerted.

11.   Roll 1D6 to determine the wind direction.

12.   Place the Compass counter in hex 02.02. The '1' Arrow points towards hex 02.03.

13.   Game Length - **12 Turns**

Scenario Events

Friendly Event Table - Roll 1D10

Die Roll	Event
0	**Looks worse than it is** – remove 1 Light Wound Marker from any Friendly Character
1	**More Ammo than we thought:** Immediately remove all Low Ammo Markers (from all Friendly Characters) **OR** 1 No Ammo Marker from one Friendly Character.
2	**Lucky Strike:** If this Event is generated during Step 1 - Friendly Card Phase [See Rule 4.0] then Immediately draw an additional card for your hand. If this Event is generated in any other Phase then you may either: Immediately change 1 Friendly order on any Friendly Character **OR** Re-Roll on this table.
3 or 4 Turns 1-4 ONLY	**Friendly 60mm mortar Fire:** Roll 1D10 – Then roll 1D10 that many times and place a **60mm Mortar** marker in each hex rolled. _See table below_ Scatter 1D6-1

Table inside rows 3 or 4:

Roll	Hex #	Roll	Hex #
0	06.06	5	10.12
1	08.10	6	10.04
2	10.14	7	04.04
3	04.15	8	05.17
4	11.17	9	09.17

3 or 4 *Turns 5-12 ONLY*	**Friendly 60mm mortar Fire:** Roll 1D10 – Then roll 1D10 that many times and place a **60mm Mortar** marker in each hex rolled.

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.18	8	23.06
4	30.12	9	12.10

Scatter 1D6-1

5 *Turns 1-4 ONLY*	**Friendly 81mm mortar Fire** Roll 1D6 – Then roll 1D10 that many times and place a **81mm Mortar** marker in each hex rolled

Roll	Hex #	Roll	Hex #
0	06.06	5	10.12
1	08.10	6	10.04
2	10.14	7	04.04
3	04.15	8	05.16
4	11.16	9	09.15

Scatter 1D6

5 *Turns 5-12 ONLY*	**Friendly 81mm mortar Fire** Roll 1D6 – Then roll 1D10 that many times and place a **81mm Mortar** marker in each hex rolled

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.18	8	23.06
4	30.12	9	12.10

Scatter 1D6

6 *Turns 1-4 ONLY*	**Friendly 105mm Artillery Fire** Roll 1D6 – Then roll 1D10 that many times and place a **105mm Artillery** marker in each hex rolled

Roll	Hex #	Roll	Hex #
0	06.06	5	10.12
1	08.10	6	10.04
2	10.14	7	04.04
3	04.15	8	05.16
4	11.16	9	09.15

Scatter 1D6

6 *Turns 5-12 ONLY*	**Friendly 105mm Artillery Fire** Roll 1D6 – Then roll 1D10 that many times and place a **105mm Artillery** marker in each hex rolled Scatter 1D6
7	**Come on, men!**– Increase the morale by 1 Level on any friendly unit within LDR Range of a Friendly Leader. (Maximum - Aggressive)
8	If this event roll is the result of a wound caused by a Friendly Character: **Hero:** Wound is automatically a KIA. Increase the Morale of the attacking Character by 1. Remove 1 Light Wound from the Friendly Character. Remove any Low Ammo or No Ammo Markers from the Friendly Character. Friendly Character may Immediately change their order. If this event roll is the result of anything else then - **You hear that?** - Immediately reveal one Hidden Enemy Character within 10 hexes of a Friendly Character.
9	**Uh-oh** – Roll Immediately on the Enemy Event Table

For row 6, the embedded table:

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.18	8	23.06
4	30.12	9	12.10

Enemy Event Table - Roll 1D10

Die Roll	Event
0	**No problem** – Roll immediately on the Friendly Event Table.
1	**More Ammo than we thought** – Immediately remove all Low Ammo Markers from Enemy Characters.
2	**Second Thoughts** – Immediately change 1 Enemy order – Closest to Friendly Character then Lowest Character Number then Randomly. Draw a Fresh Enemy Order Card and apply the order drawn. Do not change the initiative Order unless this is the first order drawn for the Enemy team this turn. If drawn during the Friendly Card Phase then treat as 5-7 below.
3 *Turns 1-4 ONLY*	**Enemy 81mm mortar Fire:** Roll 1D10 – Then roll 1D10 that many times and place an Enemy 81mm Mortar marker in each hex rolled. Scatter 1D6

For row 3, the embedded table:

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.18	8	23.06
4	30.12	9	12.10

Version 1.1

3 *Turns 5-12* *ONLY*	**Enemy 81mm mortar Fire:** Roll 1D10 – Then roll 1D10 that many times and place an Enemy 81mm Mortar marker in each hex rolled. Roll / Hex # table: <table><tr><td>Roll</td><td>Hex #</td><td>Roll</td><td>Hex #</td></tr><tr><td>0</td><td>06.06</td><td>5</td><td>10.12</td></tr><tr><td>1</td><td>08.10</td><td>6</td><td>10.04</td></tr><tr><td>2</td><td>10.14</td><td>7</td><td>04.04</td></tr><tr><td>3</td><td>04.15</td><td>8</td><td>05.16</td></tr><tr><td>4</td><td>11.16</td><td>9</td><td>09.15</td></tr></table> Scatter 1D6
4 *Turns 1-4* *ONLY*	**Enemy 105mm Artillery Fire** Roll 1D6 – Then roll 1D10 that many times and place an Enemy 105mm Artillery marker in each hex rolled <table><tr><td>Roll</td><td>Hex #</td><td>Roll</td><td>Hex #</td></tr><tr><td>0</td><td>20.07</td><td>5</td><td>28.07</td></tr><tr><td>1</td><td>27.11</td><td>6</td><td>19.14</td></tr><tr><td>2</td><td>20.14</td><td>7</td><td>24.13</td></tr><tr><td>3</td><td>27.18</td><td>8</td><td>23.06</td></tr><tr><td>4</td><td>30.12</td><td>9</td><td>12.10</td></tr></table> Scatter 1D6
4 *Turns 5-12* *ONLY*	**Enemy 105mm Artillery Fire** Roll 1D6 – Then roll 1D10 that many times and place an Enemy 105mm Artillery marker in each hex rolled <table><tr><td>Roll</td><td>Hex #</td><td>Roll</td><td>Hex #</td></tr><tr><td>0</td><td>06.06</td><td>5</td><td>10.12</td></tr><tr><td>1</td><td>08.10</td><td>6</td><td>10.04</td></tr><tr><td>2</td><td>10.14</td><td>7</td><td>04.04</td></tr><tr><td>3</td><td>04.15</td><td>8</td><td>05.16</td></tr><tr><td>4</td><td>11.16</td><td>9</td><td>09.15</td></tr></table> Scatter 1D6
5, 6 or 7	**Reinforcements–** Roll 1D10 and place new Enemy Characters in the hexes specified on the chart below. Assign each character the order specified. They will be assigned normally in subsequent turns. All reinforcements start Alerted.

Die Roll	Reinforcement Hexes	Initial Order
0	23.01, 24.01, 25.01	Evade 5
1	23.19, 24.19, 25.19	Evade 6
2	12.01, 13.01, 14.01	Draw for each Character
3	17.19, 18.19, 19.19	Draw for each Character
4	35.13, 35.14, 35.15	Evade 6,5
5	35.01, 35.02, 35.03	Evade 5
6	09.19, 10.19, 11.19	Evade 1
7	35.05, 35.06, 35.07, 35.08, 35.09	Evade 5
8	06.19, 07.19, 08.19	Evade 1
9	01.01, 02.01, 03.01	Evade 3

8	**Reinforcements**– Place new Enemy Characters in hexes – 35.06, 35.07, 35.08, 35.09, 35.10
	They all start Alerted. They all receive Evade 6/5 Orders when they arrive.
	Draw normally on subsequent turns.
9	**Looks worse than it is** – Remove 1 Light Wound Marker from an Enemy Character – furthest from any Friendly Characters first – then lowest Character Number.

Victory Conditions:
Each Enemy character Killed (Not Officer or NCO) +1VP
Each Enemy NCO character Killed +2VP
Each Enemy Officer character Killed +3VP
Each Enemy Prisoner (Not Officer or NCO or Recruit 14(Red)) +3VP
Each Enemy NCO Prisoner +4VP
Each Enemy Officer Prisoner +5VP
Each Enemy Character who Routs off of the board +1VP
Sgt Taylor/Sgt Mayfield exits the board by the left hand edge +10VP
Recruit 14 (Red) leaves the board as a prisoner by the left hand edge +5VP
Each Friendly Character (other than Sgt Taylor) who exits the left hand board edge +1VP
Friendly Character in possession of Enemy Papers at the end of the game. +5VP
Each Friendly Character Killed -2VP
Each Friendly Character (Not dead) still on the board at game end -1VP
Sgt Taylor/Sgt Mayfield still on the board at the end of the game -10VP
Each Enemy Character who exits the left hand board edge -1VP

15+	Superb Victory – commendation placed in 201 File
12-14	Good Victory
9-11	Just scraped the win
6-8	Ok - could do better.
1-5	Poor Performance
0- -3	Suspicions of Cowardice
<= -4	Demotion

Option 1

Night!

At the start of the game roll 1D6 and add 2. This is the maximum range that a target can be seen. There is an additional -2 to all spotting chances against Characters with Sneak or Hide Orders beyond range 2 and all firing beyond range 2.

Scenario 4 - Sniper Village

© Collection: www.LoneSentry.com

Date: June 1944

Location: France

Map: The Village

The village is thought to be empty but HQ is worried about enemy snipers so they send you in. Of course the enemy chose this moment to launch a patrol of their own.

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	Recruits	14, 15, 16
	Sniper	19
	Dummies	x6
Red	Sniper	19
	Recruits	14, 15, 16, 17, 18
	Dummies	x6
Yellow	Sniper	19
	Dummies	x6
White	Recruits	14, 15, 16, 17
	Sniper	19
	Dummies	x6

Setup - Draw Enemy Characters from the Cup and place, facedown, in the following hexes :

16.03	22.05	22.06	24.06	14.10	15.12	19.12
12.14	12.20	20.17	22.20	27.09	28.09 x 2	27.14
29.19	31.16	31.17	32.16	27.04	28.05	29.05
17.10	25.19	16.16	22.02			

Friendly Forces (See Setup Instructions below):

3 x 'Able' Team

3 x 'Baker' Team

6 x 'Charlie' Team

Friendly = Left hand board edge

Neutral = Top and bottom

Enemy = Right hand board edge

Special Rules:

1. Use the Attacking Event Table
2. Enemy Default Alert Level - **Waiting**
3. Enemy Default Morale Level - **Normal**
4. Enemy are **Unprepared**
5. Friendly Default Morale Level - **Normal**
6. Starting Hand Size - 3
7. Friendly Characters may set up in any non-open hex within 6 hexes of the left hand board edge.
8. At the start of the Enemy Order Phase any Alerted Enemy Character in a Building Hex must make a TQC. If they pass they will automatically receive an Aimed Fire Order and ignore the Order Card completely. If they fail then use the Order on the Enemy Order Card as usual.
9. Roll 1D6 to determine the wind direction.
10. Place the Compass counter in hex 02.03. The '1' Arrow points towards hex 02.02.
11. At the start of Turn 4 add the following to the Enemy force pool.

Blue:	Riflemen	9, 10, 11, 12,13
	N.C.O.	4
	Officer	3
Red	Veteran	6,7
	Riflemen	9, 10, 11, 12,13
Yellow	Officer	3
	Riflemen	9, 10, 11, 12, 13
	N.C.O.	4, 5
	Elite	1
White	Riflemen	9, 10, 11, 12, 13
	N.C.O.	4, 5
	Officer	3

Then draw and place Enemy Characters in the following hexes:

34.04   34.05   34.06   34.07   34.08

Roll 1D6 for each Characters order (They will receive Orders normally in subsequent turns)

1 = Sprint 5   2= Evade 5   3 = Sneak 5   4 = Sprint 5 /6   5 = Evade 5 /6   6= Sneak 5/6

Then draw and place Enemy Characters in the following hexes:

34.20   34.19   34.18   34.17   34.16

Roll 1D6 for each Characters order (They will receive Orders normally in subsequent turns)

1 = Sprint 6   2= Evade 6   3 = Sneak 6   4 = Sprint 6 /5   5 = Evade 6 /5   6= Sneak 6/5

12.   Game Length - **14 Turns**

Victory Conditions:
Each Enemy character Killed (Not Officer or NCO) +1VP
Each Enemy NCO character Killed +2VP
Each Enemy Officer character Killed +3VP
Each Enemy Prisoner (Not Officer or NCO) +3VP
Each Enemy NCO Prisoner +4VP
Each Enemy Officer Prisoner +5VP
Each Enemy Character who Routs off of the board +1VP
No Enemy Characters in any Building +5VP
Friendly Character in possession of Enemy Papers at the end of the game. +5VP
At Least 1 Friendly Character in a Building hex at the end of the game+3VP
Each Friendly Character Killed -2VP
Each Friendly Character alive but wounded -1VP
Each Enemy Character who exits the left hand board edge -1VP

15+	Superb Victory – commendation placed in 201 File
12-14	Good Victory
9-11	Just scraped the win
6-8	Ok - could do better.
1-5	Poor Performance
0- -3	Suspicions of Cowardice
<= -4	Demotion

Option 1

They're waiting for us!

All enemy forces start Alerted.

Option 2

It's too hard!

Add 1 x Machine Gun (.30 Cal) to your starting forces.

Option 3

It's too easy!

Add 1 x Machine Gun team (See Rule xxxx) to all 4 enemy team's starting pool.

Option 4

Rescue mission!

Create a Pool of 2 Civilian and 3 Dummy Civilian markers. Place them face down and shuffle them. Then place 1 Marker in hexes 33.06, 33.07, 31.10, 28,14 and 24.04

Flip each Civilian Markers as a friendly unit successfully spots them. Remove Dummies as normal. A civilian may only move if it has a Friendly Character in it's hex with Guard Status. It will follow the movement of its Guard.

Remove from the Victory Conditions:

No Enemy Characters in any Building +5VP

At Least 1 Friendly Character in a Building hex at the end of the game+3VP

Add to the Victory Conditions:

Each Civilian that exits from the Friendly Board edge +10VP

Option 5

Tongues!

This mission is all about prisoners - the higher ranking the better

Add Officer - 3 to Blue, Red and White Enemy forces at the start of the game.

 Remove from the Victory Conditions:

No Enemy Characters in any Building +5VP

At Least 1 Friendly Character in a Building hex at the end of the game+3VP

Each Enemy character Killed (Not Officer or NCO) +1VP

Each Enemy NCO character Killed +2VP

Each Enemy Officer character Killed +3VP

Add to the Victory Conditions:

Each Enemy character Killed (Not Officer or NCO) +1VP

Each Enemy NCO character Killed -2VP

Each Enemy Officer character Killed -3VP

Option 6

Night Attack!

At the start of the game roll 1D6 and add 2. This is the maximum range that a target can be seen. There is an additional -2 to all spotting chances against Characters with Sneak or Hide Orders beyond range 2 and all firing beyond range 2.

Option 7

They know we're coming!

Enemy are Prepared

Scenario 5 - Village Defense

Date: June 1944

Location: France

Map: The Village

This won't be easy but the enemy are coming straight at us. We've got to hold the village or the platoon to our south will be cut off.

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	Recruits	14, 15
	Riflemen	9, 10, 11, 12,13
	N.C.O.	4
	Officer	3
	Dummies	x5
Red	Veteran	6,7
	Riflemen	9, 10, 11, 12,13
	Recruits	14
	Dummies	x5
Yellow	Officer	3
	Riflemen	9, 10, 11, 12, 13
	N.C.O.	4, 5
	Elite	1
	Dummies	x5
White	Recruits	14, 15, 16
	Riflemen	9, 10, 11, 12, 13
	N.C.O.	4, 5
	Officer	3
	Dummies	x5

Setup - Draw Enemy Characters from the Cup and place, facedown, in the following hexes :

03.03	03.04	03.06	03.13	03.14	03.15	03.16
03.18	04.02	04.03	04.04	04.05	04.06	04.11
04.12	04.13	04.14	04.15	04.16	04.18	

Friendly Forces (See Setup Instructions below):

3 x 'Able' Team

3 x 'Baker' Team

6 x 'Charlie' Team

Friendly = Right hand board edge

Neutral = Top and bottom

Enemy = Left hand board edge

Special Rules:

1.   Use the Defending Event Table
2.   Enemy Default Alert Level - **Alert**
3.   Enemy Default Morale Level - **Aggressive (+2 to TQ)**
4.   Enemy are **Prepared**
5.   Friendly Default Morale Level - **Normal**
6.   Starting Hand Size - 3
7.   Place the Compass counter in hex 02.03. The '1' Arrow points towards hex 02.04.
8.   Friendly Characters may set up within 3 hexes of a building hex.
9.   1 Friendly Team may setup anywhere on/between hex column 18.xx and hex column 30.xx.
10.   After setup roll for the Enemy Player opening barrage:
11.   Game Length - **12 Turns**

Enemy 105mm Artillery Fire

Roll 1D10 – 6 times

Target Hex	0	-	20.07	1	-	27.11	2	-	20.14
	3	-	27.18	4	-	30.12	5	-	28.07
	6	-	19.14	7	-	24.13	8	-	23.06
	9	-	12.10						

Scatter 1D6

11.   After assigning Friendly Orders roll for each Enemy Character.

0 - Evade 5-6   1 - Evade 6-5   2 - Evade 5   3 - Evade 6

4 - Sprint 6   5 - Sprint 5   6 - Sneak 5   7 - Sneak 6

8 - Sprint 5-6   9 - Sprint 6-5

Then draw 4 cards for Initiative purposes only (ignore the Orders on the cards)

This table is also used to assign initial Orders to Enemy Reinforcements.

12.   Roll 1D6 to determine the wind direction.
13.   At the start of Turn 5 place fresh Enemy Characters (on their Unknown side) in Hexes:

03.03	03.04	03.06	03.13	03.14	03.15
03.16	03.18	04.02	04.03	04.04	04.05
04.06	04.11	04.12	04.13	04.14	04.15
04.16	04.18				

Roll for their initial Orders during the Enemy Order Phase using the chart on

Special rule 10 (above). The player has the option to switch to the Large Battle Rules if he or she wishes.

14. Any Enemy Character entering a building hex makes a TQ roll. If they pass they will

duck back regardless of morale.

15. Enemy Characters starting the Enemy Order Phase in a building hex will make a TQ.

If they pass they will automatically receive an Aimed Fire Order. If they fail then

assign orders normally.

Victory Conditions:
Each Enemy character Killed (Not Officer or NCO) +1VP
Each Enemy NCO character Killed +2VP
Each Enemy Officer character Killed +3VP
Each Enemy Prisoner (Not Officer or NCO) +3VP
Each Enemy NCO Prisoner +4VP
Each Enemy Officer Prisoner +5VP
Each Enemy Character who Routs off of the board +1VP
Friendly Character in possession of Enemy Papers at the end of the game. +5VP
No Enemy Characters in any Building +5VP
At Least 1 Friendly Character in a Building hex at the end of the game+3VP
Each Friendly Character Killed -2VP
Each Friendly Character alive but wounded -1VP
Each Enemy Character who exits the right hand board edge -1VP

15+   Superb Victory – commendation placed in 201 File
12-14   Good Victory
9-11   Just scraped the win
6-8   Not Good Enough
1-5   Poor Performance
<=0   Demotion

Option 1

Night Attack!

At the start of the game roll 1D6 and add 2. This is the maximum range that a target can be seen. There is an additional -2 to all spotting chances against Characters with Sneak or Hide Orders beyond range 2 and all firing beyond range 2.

Scenario 6 - Scout the Hill

Date: June 1944

Location: France

Map: The Hill

Your Squad have been tasked with a night time patrol to scout a nearby hill.Check out the 4 points marked on your map, see what enemy forces are up their, oh, and try and return with a live prisoner.

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	Veteran	6, 7, 8
	N.C.O.	4
	Officer	3
	LMG	20
	Dummies	x6
Red	Officer	3
	Riflemen	9, 10, 11, 12
	LMG	20
	Dummies	x6
Yellow	Officer	3
	Recruits	14, 15, 16, 17, 18
	Sniper	19
	Dummies	x6
White	Officer	3
	Recruits	14, 15, 16, 17, 18
	Sniper	19
	Dummies	x6

Setup - Draw Enemy Characters from the Cup and place, facedown, in the following hexes :

17.06	18.07	18.10	18.15	20.06	22.04	22.10
22.15	23.14	24.13	25.17	26.07	27.09	27.20
29.08						

Friendly Forces (See Setup Instructions below):

3 x 'Able' Team

3 x 'Baker' Team

6 x 'Charlie' Team

Friendly = Left hand board edge

Neutral = Top and bottom

Enemy = Right hand board edge

<u>**Version 1.1**</u>

<u>**Special Rules:**</u>

1.   Use the Scenario Event Table
2.   Enemy Default Alert Level - **Waiting**
3.   Enemy Default Morale Level - **Normal**
4.   Enemy are **Unprepared**
5**.**   Friendly Default Morale Level - **Bold (+1 to TQ)**
6.   Starting Hand Size - 3
7.   Place the Compass counter in hex 02.03. The '1' Arrow points towards hex 02.02.
8.   Friendly Characters may set up within 4 hexes of the left hand board edge.
9.   Game Length - **15 Turns**
10.   It is night. At the start of the game roll 1D6 and add 2. This is the maximum range that a target can be seen. There is an additional -2 to all spotting chances against Characters with Sneak or Hide Orders beyond range 2 and -2 to all firing beyond range 2.
11.   When an Enemy Character is Alerted make a TQC for it. If it passes place a foxholes marker on the Character.
12.   An Enemy Character with Normal morale in a foxhole will make a TQC before receiving orders. If it passes it will automatically receive Aimed Fire Orders. If it fails draw for it's order normally.
13.   On the turn following the one in which a German Officer becomes Alerted for the first time draw and place German Characters in the following hexes:

| 32.06 | 32.07 | 32.08 | 32.09 | 32.10 | 32.11 |
| 32.12 | 32.16 | 32.17 | 32.18 | | |

Roll 1D10 for their initial Orders during the enemy Orders Phase:

0 - Evade 5-6	1 - Evade 6-5	2 - Evade 5	3 - Evade 6
4 - Sprint 6	5 - Sprint 5	6 - Sneak 5	7 - Sneak 6
8 - Sprint 5-6	9 - Sprint 6-5		

Friendly Event Table - Roll 1D10

Die Roll	Event
0	**Looks worse than it is** – remove 1 Light Wound Marker from any Friendly Character
1	**More Ammo than we thought:** Immediately remove all Low Ammo Markers (from all Friendly Characters) **OR** 1 No Ammo Marker from one Friendly Character.
2	**Lucky Strike:** If this Event is generated during Step 1 - Friendly Card Phase [See Rule 4.0] then Immediately draw an additional card for your hand. If this Event is generated in any other Phase then you may either: Immediately change 1 Friendly order on any Friendly Character **OR** Re-Roll on this table.
3, 4 or 5	**Infiltration:** You *may* immediately move any 1 Friendly **Unspotted** character 1 hex.

6	**Friendly Illumination**
	Roll 1D10 and place an Illumination marker in the hex rolled

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.17	8	23.06
4	30.12	9	12.10

	Scatter 1D6-2
	All hexes within 3 hexes of the Illumination marker count as daylight. I.e. no -2 modifier and may be seen from any hex with a LOS.
7	**Knife Attack!**
	If there is an unspotted Friendly Character adjacent to a Waiting enemy Character then you may immediately move the Friendly Character into the Enemy Character's hex and kill the Enemy Character. The Friendly Character then automatically receives Hide Orders but stays Hidden.
	ELSE
	Come on, men!
	Increase the morale by 1 Level on any friendly unit within LDR Range of a Friendly Leader. (Maximum - Aggressive)
8	If this event roll is the result of a wound caused by a Friendly Character:
	Hero: Wound is automatically a KIA.
	Increase the Morale of the attacking Character by 1.
	Remove 1 Light Wound from the Friendly Character.
	Remove any low Ammo or no Ammo Markers from the Friendly Character.
	Friendly Character may Immediately change their order.
	If this event roll is the result of anything else then -
	You hear that? - Immediately reveal one Hidden Enemy Character within 10 hexes of a Friendly Character.
9	**Uh-oh** – Roll Immediately on the Enemy Event Table

Enemy Event Table - Roll 1D10

Die Roll	Event
0	**No problem** – Roll immediately on the Friendly Event Table.
1	**More Ammo than we thought** – Immediately remove all Low ammo Markers from Enemy Characters.
2	Noise! – A Friendly Character has inadvertently made a noise.
	Roll 1D6
	1-2 - Random member of Able Team
	3-4 - Random member of Baker Team
	5-6 - Random member of Charlie Team
	Any Waiting Enemy Characters with 5 hexes make a TQ. If they pass then they will become Alerted.

3, 4 or 5	**Enemy Minefield**
	If rolled during the Orders Phase or as a result of a successful Planning roll- A random character realises that they are in a minefield.
	Roll 1D6
	1-2 - Random member of Able Team
	3-4 - Random member of Baker Team
	5-6 - Random member of Charlie Team
	Else
	The firing character realises that they are in a minefield.
	Place a Minefield marker on the hex. Also place Minefield Markers in all adjacent hexes that have a column number equal to or higher than the original hex if entering from directions 1,4,5 or 6 or adjacent hexes with a column number equal to or lower if entering from directions 2 or 3. If a character leaves or enter a minefield hex make a TQC roll for them. If they fail draw 3 wound cards. There is a -2 to the Characters TQ if they enter or leave the hex with Sprint Orders and +1 to their TQ if entering or leaving the hex with Sneak Orders.
	A Friendly Character in a minefield hex may take Search Orders to 'mark' the minefield. At the end of the turn make a TQC. If successful flip the minefield marker to it's 'Marked' side. If a 9 is rolled then draw 4 wound cards.
	Entering or leaving a Marked minefield hex allows a +3 on the TQC required.

6	**Enemy Illumination:**
	Roll 1D1- and place an Illumination marker in the hex rolled.

Roll	Hex #	Roll	Hex #
0	20.07	5	28.07
1	27.11	6	19.14
2	20.14	7	24.13
3	27.18	8	23.06
4	30.12	9	12.10

All hexes within 3 hexes of the Illumiination marker count as daylight. I.e. no -2 modifier and may be seen from any hex with a LOS.

7 or 8	**Reinforcements**– Roll 1D10 and place new Enemy Characters in the hexes specified on the chart below. Assign each character the order specified. They will be assigned normally in subsequent turns. All reinforcements start Alerted.

Die Roll	Reinforcement Hexes	Initial Order
0	23.01, 24.01, 25.01	Evade 5
1	23.19, 24.19, 25.19	Evade 6
2	12.01, 13.01, 14.01	Draw for each Character
3	17.19, 18.19, 19.19	Draw for each Character
4	35.13, 35.14, 35.15	Evade 6,5
5	35.01, 35.02, 35.03	Evade 5
6	09.19, 10.19, 11.19	Evade 1
7	35.05, 35.06, 35.07, 35.08, 35.09	Evade 5
8	06.19, 07.19, 08.19	Evade 1
9	01.01, 02.01, 03.01	Evade 3

9	**Looks worse than it is** – Remove 1 Light Wound Marker from an Enemy Character – furthest from any Friendly Characters first – then lowest Character Number.

Version 1.1

Victory Conditions:
Each Enemy character Killed (Not Officer or NCO) +1VP
Each Enemy NCO character Killed +2VP
Each Enemy Officer character Killed +3VP
Each Enemy Prisoner (Not Officer or NCO) +4VP*
Each Enemy NCO Prisoner +5VP*
Each Enemy Officer Prisoner +6VP*
Each Enemy Character who Routs off of the board +1VP
Friendly Character in possession of Enemy Papers at the end of the game. +5VP*
Each Friendly Character Killed -4VP
Each Friendly Character alive but wounded -2VP
Each Enemy Character who exits the left hand board edge -1VP
Each revealed but not Alerted Enemy Character +2VP**
For each of the following hexes that a Friendly Character passed through: +4VP
       18.16   24.14   27.08   19.12
Never triggering the Enemy reinforcements (Scenario Special Rule 13) +3
Each Minefield hex marked +2VP

* Double VP if the prisoner/Papers are exited off of the left hand board edge

**Double VP for an MG Team. (Therefore 4VP for the Team and 2VP for the Assistant)

15+	Superb Victory – commendation placed in 201 File
12-14	Good Victory
9-11	Just scraped the win
6-8	Not Good Enough
1-5	Poor Performance
<=0	Demotion

Scenario 7 - Hold the Hill

Date: June 1944

Location: France

Map: The Hill

This hill must be held at all costs. The enemy can be expected to throw lots of troops at us but we must hold. He will hit us with artillery but we must hold. Lives are depending on it.

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	Veteran	6, 7, 8
	Riflemen	9, 10, 11, 12
	N.C.O.	4
	Officer	3
	Dummies	x3
Red	Officer	3
	Riflemen	9, 10, 11, 12
	Recruits	14, 15, 16, 17, 18
	Dummies	x3
Yellow	Officer	3
	Recruits	14, 15, 16, 17, 18
	Riflemen	9, 10, 11, 12
	Dummies	x3
White	Officer	3
	Recruits	14, 15, 16, 17, 18
	Riflemen	9, 10, 11, 12
	Dummies	x3

Setup - Draw Enemy Characters from the Cup and place, face down, in the following hexes :

17.06	18.07	18.10	18.15	20.06	22.04	22.10
22.15	23.14	24.13	25.17	26.07	27.09	27.20
29.08						

Friendly Forces (See Setup Instructions below):

3 x 'Able' Team

3 x 'Baker' Team

6 x 'Charlie' Team

1 x .30 Cal MMG

Friendly = Right hand board edge

Neutral = Top and bottom

Enemy = Left hand board edge

Special Rules:

1.   Use the Defending Event Table
2.   Enemy Default Alert Level - **Alert**
3.   Enemy Default Morale Level - **Aggressive**
4.   Enemy are **Prepared**
5.   Friendly Default Morale Level - **Normal**
6.   Starting Hand Size - 3
7.   Place the Compass counter in hex 02.03. The '1' Arrow points towards hex 02.04.
8.   Friendly Characters may set up
9.   Game Length - **15 Turns**
10.   It is night. At the start of the game roll 1D6 and add 2. This is the maximum range that a target can be seen. There is an additional -2 to all spotting chances beyond range 2 and all shooting beyond range 2.
11.   All Friendly Characters may be placed under a foxholes marker.
12.   The player receives 3 Flare Makers that he may give to any character(s)
13.   During the Enemy Orders Phase of Turn 1 roll 1D10 for each Enemy Character:

0 - Evade 5-6	1 - Evade 6-5	2 - Evade 5	3 - Evade 6
4 - Sprint 6	5 - Sprint 5	6 - Sneak 5	7 - Sneak 6
8 - Sprint 5-6	9 - Sprint 6-5		

14.   At the start of turns 3 and 5 draw and place (face down) Enemy Characters in hexes:

17.06	18.07	18.10	18.15	20.06	22.04
22.10	22.15	23.14	24.13	25.17	26.07
27.09	27.20	29.08			

Roll for their Initial Orders as above

15.   After Setup

Enemy 105mm Artillery Fire

Roll 1D10 –1D6+3 times

Target Hex	0	-	20.07	1	-	27.11	2	-	20.14
	3	-	27.18	4	-	30.12	5	-	28.07
	6	-	19.14	7	-	24.13	8	-	23.06
	9	-	12.10						

Version 1.1

Scatter 1D6

Victory Conditions:
Each Enemy character Killed (Not Officer or NCO) +1VP
Each Enemy NCO character Killed +2VP
Each Enemy Officer character Killed +3VP
Each Enemy Prisoner (Not Officer or NCO) +4VP*
Each Enemy NCO Prisoner +5VP*
Each Enemy Officer Prisoner +6VP*
Each Enemy Character who Routs off of the board +1VP
Friendly Character in possession of Enemy Papers at the end of the game. +5VP*
Each Friendly Character Killed -2VP
Each Friendly Character alive but wounded -1VP
Each Enemy Character who exits the left hand board edge -1VP
For each of the following hexes that a Friendly Character passed through: +4VP
　　　　18.16　　　　24.14　　　　27.08　　　　19.12

* Double VP if the prisoner/Papers are exited off of the right hand board edge

15+	Superb Victory – commendation placed in 201 File
12-14	Good Victory
9-11	Just scraped the win
6-8	Not Good Enough
1-5	Poor Performance
<=0	Demotion

Scenario 8 - Rescue Mission

Date: June 1944

Location: France

Map: The Hedgerows

A local Maquis member has vital papers and is attempting to get to our lines. He is currently holed up in a small hut, near some fields behind enemy lines. Our radio interception has picked up signals that show the enemy are on to him. Get him and/or the papers back to our lines. Do not fail!

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	Veteran	6, 7, 8
	Riflemen	9, 10, 11, 12
	N.C.O.	4
	Officer	3
	Dummies	x3
Red	Officer	3
	Riflemen	9, 10, 11, 12
	Recruits	14, 15, 16, 17, 18
	Dummies	x3
Yellow	Officer	3
	Recruits	14, 15, 16, 17, 18
	Riflemen	9, 10, 11, 12
	Dummies	x3
White	Officer	3
	Recruits	14, 15, 16, 17, 18
	Riflemen	9, 10, 11, 12
	Dummies	x3

Setup - Draw Enemy Characters from the Cup and place, face down, in the following hexes :

18.04	21.09	17.10	16.15	12.16	16.20	17.15
19.07	1718	15.16				

Place a 'Normal' Morale marker, a Waiting marker and a foxhole marker on each Enemy Character.

Friendly Forces (See Setup Instructions below):

3 x 'Able' Team

3 x 'Baker' Team

6 x 'Charlie' Team

Friendly = Left hand board edge

Neutral = Top and bottom

Enemy = Right hand board edge

Special Rules:

1. Use the Attacking Event Table

2. Enemy Default Alert Level - **Alert** (exception - Initial forces)

3. Enemy Default Morale Level - **Aggressive (+2 to TQ)** (exception - Initial forces)

4. Enemy are **Prepared**

5. Friendly Default Morale Level - **Normal**

6. Starting Hand Size - 3

7. Place the Compass counter in hex 02.03. The '1' Arrow points towards hex 02.02.

8. Friendly Characters are placed in any hex in the 01.xx column at the start of Turn 2. A maximum of 1 Character per hex.

9. Game Length - **12 Turns**

10. Place the civilian 'Alex' face up in hex 29.14

11. Alex is treated as a Friendly Character for the duration of this scenario. Alex will share Initiative with 'Able' Team. On turn one turn a single Friendly card and use the Initiative value for Able team to determine when Alex will move. Ignore everything else on the card. From the second turn onwards Alex will share the Initiative value for Able Team on the card played to the Initiative Track by the Player.

12. Alex is armed with an MP40 and has a WS of 4. He has no spare ammo and may not take the Reload action unless he starts the turn in the same hex as a Friendly Character.

13. Alex has a TQ of 4. Alex starts with an unbandaged Light Wound.

14. At the start of Turn 3 place enemy forces from the Cup in hexes

    34.06   34.07   34.08   34.09   34.10   34.11

15. During the Enemy Orders Phase of Turn 3 roll 1D10 for each Enemy Character:

    0 - Evade 5-6   1 - Evade 6-5   2 - Evade 5   3 - Evade 6

    4 - Sprint 6   5 - Sprint 5   6 - Sneak 5   7 - Sneak 6

    8 - Sprint 5-6   9 - Sprint 6-5

16. At the start of turns 5 and 7 draw and place (face down) Enemy Characters in hexes:

    34.06   34.07   34.08   34.09   34.10   34.11

    Roll for their Initial Orders as above

17. At the start of the Enemy Order Phase any Alerted Enemy Character in hex with

A foxhole must make a TQC. If they pass they will automatically receive an Aimed Fire Order and ignore the Order Card completely. If they fail then use the Order on the Enemy Order Card as usual.

Victory Conditions:
Each Enemy character Killed (Not Officer or NCO) +1VP
Each Enemy NCO character Killed +2VP
Each Enemy Officer character Killed +3VP
Each Enemy Prisoner (Not Officer or NCO) +4VP*
Each Enemy NCO Prisoner +5VP*
Each Enemy Officer Prisoner +6VP*
Each Enemy Character who Routs off of the board +1VP
Friendly Character in possession of Enemy Papers at the end of the game. +5VP*
Each Friendly Character Killed -2VP
Each Friendly Character alive but wounded -1VP
Each Enemy Character who exits the left hand board edge -1VP
Alex exits the board by the left hand edge   +5VP

* Double VP if the prisoner/Papers are exited off of the left hand board edge.

15+	Superb Victory – commendation placed in 201 File
12-14	Good Victory
9-11	Just scraped the win
6-8	Not Good Enough
1-5	Poor Performance
<=0	Demotion

Scenario 9 - Destroy those Guns

Date: June 1944

Location: France

Map: The Hedgerows

Enemy artillery has set up in a series of fields and is shelling our positions. You need to take your squad in there and destroy the guns.

Version 1.1

Enemy Forces -- Place the following Enemy Characters into the Cup:

Blue:	Veteran	6, 7, 8
	Riflemen	9, 10, 11, 12
	N.C.O.	4
	Officer	3
	Dummies	x3
Red	Officer	3
	Riflemen	9, 10, 11, 12
	Recruits	14, 15, 16, 17, 18
	Dummies	x3
Yellow	Officer	3
	Recruits	14, 15, 16, 17, 18
	Riflemen	9, 10, 11, 12
	Dummies	x3
White	Officer	3
	Recruits	14, 15, 16, 17, 18
	Riflemen	9, 10, 11, 12
	Dummies	x3

Setup - Draw Enemy Characters from the Cup and place, face down, in the following hexes :

16.16	17.11	18.19	19.04	19.10	19.15	19.21
23.07	24.05	24.10	28.12	29.14		

Place a foxhole marker on each Enemy Character.

Place a Gun emplacement maker in hexes:

19.12	20.19	21.04	23.09

Friendly Forces (See Setup Instructions below):

3 x 'Able' Team

3 x 'Baker' Team

6 x 'Charlie' Team

Friendly = Left hand board edge

Neutral = Top and bottom

Enemy = Right hand board edge

Special Rules:

1. Use the Attacking Event Table

2. Enemy Default Alert Level - **Waiting**

3. Enemy Default Morale Level - **Normal**

4. Enemy are **Unprepared**

5. Friendly Default Morale Level - **Bold**

6. Starting Hand Size - 4

7. Place the Compass counter in hex 02.03. The '1' Arrow points towards hex 02.02.

8. Friendly forces may be setup in any hex(es) in row 01.xx

9. Game Length - **12 Turns**

10. Each Friendly Character is considered to be carrying C4 charges.
    To place a C4 Charge the Character must have a Plan Order.
    At then end of the turn place a C4 Marker in the hex. Do not roll Leadership.

11. At the end of each subsequent turns roll 1D10 for each placed C4 Marker.
    On a roll of 0-2 the Charge will explode. Any placed charges will automatically explode at the end of the game.

12. C4 has a Blast Rating of 3 and a Frag rating of 3 for any characters in the hex when it explodes.

13. C4 that explodes in a hex with a Gun Emplacement marker will automatically destroy the Gun - flip the Gun Emplacement Marker to it's destroyed side.

14. If an Enemy Character is in a hex without Friendly Characters but with a C4 Marker then at the start of the Enemy Orders Phase they will make a TQ Check. If they pass then they automatically receive a Hide Order. At the end of the turn remove the C4 Marker. The marker is removed after rolling to see if it explodes.

15. At the start of Turn 3 place enemy forces from the Cup in hexes

34.06	34.07	34.08	34.09	34.10	34.11

    All of these forces are Alert.

16. During the Enemy Orders Phase of Turn 3 roll 1D10 for each newly arriving Enemy Character:

0 - Evade 5-6	1 - Evade 6-5	2 - Evade 5	3 - Evade 6

4 - Sprint 6	5 - Sprint 5	6 - Sneak 5	7 - Sneak 6
8 - Sprint 5-6	9 - Sprint 6-5		

17.   At the start of turns 5 and 7 draw and place (face down) Enemy Characters in Hexes:

34.06	34.07	34.08	34.09	34.10	34.11

All of these forces are Alert.

Roll for their Initial Orders as above

Victory Conditions:

Each Enemy character Killed (Not Officer or NCO)	+1VP
Each Enemy NCO character Killed	+2VP
Each Enemy Officer character Killed	+3VP
Each Enemy Prisoner (Not Officer or NCO)	+4VP
Each Enemy NCO Prisoner	+5VP
Each Enemy Officer Prisoner	+6VP
Each Enemy Character who Routs off of the board	+1VP
Friendly Character in possession of Enemy Papers at the end of the game.	+5VP
Each Friendly Character Killed	-2VP
Each Friendly Character alive but wounded	-1VP
Each Enemy Character who exits the left hand board edge	-1VP
For each Gun Emplacement destroyed	+4VP

15+	Superb Victory – commendation placed in 201 File
12-14	Good Victory
9-11	Just scraped the win
6-8	Not Good Enough
1-5	Poor Performance
<=0	Demotion

Scenario 10 - Hold until Relieved!

Date: June 1944

Location: France

Map: The Farmhouse(Whole map) + The Hedgerows (Columns 1-12)

You are cut off behind enemy lines and enemy forces are closing in. There is only one thing to do - hold until relieved!

Enemy Forces -- Place the following Enemy Characters into a Cup (Cup 'A'):

Blue:	All	1-18
	Dummies	x5
Red	All	1-18
	Dummies	x5

Enemy Forces -- Place the following Enemy Characters into a different Cup (Cup 'B'):

Yellow	All	1-18
	Dummies	x5
White	All	1-18
	Dummies	x5

Setup - Draw Enemy Characters from Cup 'A' and place, facedown, in the following hexes on the Farmhouse Map :

| 04.02 | 04.03 | 04.04 | 04.05 | 03.06 | 04.12 | 04.13 |
| 04.14 | 04.15 | 07.12 | 07.13 | 07.14 | 07.15 | 07.16 |

Setup - Draw Enemy Characters from Cup 'B' and place, facedown, in the following hexes on the Hedgerows map :

| 06.06 | 06.07 | 06.08 | 07.07 | 09.14 | 10.13 | 10.15 |
| 10.16 | 10.17 | 10.18 | 11.08 | 11.10 | 11.11 | 11.12 |

Friendly Forces (See Setup Instructions below):

3 x 'Able' Team

3 x 'Baker' Team

6 x 'Charlie' Team

1 x M1919 .30 Cal MG

Friendly = None

Neutral = Top and bottom

Enemy = Left and Right hand board edges

Special Rules:

1. Use the Scenario Specific Event Table

2. Enemy Default Alert Level - **Alert**

3. Enemy Default Morale Level - **Bold (+1 to TQ)**

4. Enemy are **Prepared**

5. Friendly Default Morale Level - **Normal**

6. Starting Hand Size - 3

7. Friendly Characters may set up within 3 hexes of a building hex.

8. Any Friendly Characters setting up in an Open ground hex may have a foxhole marker placed on them.

9. After setup roll for the Enemy Player opening barrage:

Enemy 105mm Artillery Fire -   Roll 1D10 – 6 times

Target Hex

0	20.07		5	28.07	Scatter 1D6
1	27.11		6	30.14	Note: All of these hexes are on the Farmhouse map.
2	20.14		7	24.13	
3	27.18		8	23.06	
4	31.11		9	26.04	

10. At the start of the Enemy Orders Phase roll for each Enemy Character:

   0 - Evade 5-6   1 - Evade 6-5   2 - Evade 5   3 - Evade 6

   4 - Sprint 6   5 - Sprint 5   6 - Sneak 5   7 - Sneak 6

   8 - Sprint 5-6   9 - Sprint 6-5

   Then draw 4 cards for Initiative purposes only (ignore the Orders on the cards)

   This table is also used to assign initial Orders to Enemy Reinforcements.

11. Roll 1D6 to determine the wind direction.

12. At the start of Turn 5 place fresh Enemy Characters from Cup A (on their Unknown side), on the Farmhouse Map, in Hexes:

   07.12   07.13   07.14   07.15   07.16

   Roll for their initial Orders during the Enemy Order Phase using the chart in Special rule 10 (above).

13. At the start of Turn 5 place fresh Enemy Characters from Cup B (on their Unknown side), on the Hedgerow Map, in Hexes:

   09.14   10.13   11.08   11.10   11.11   11.12

   Roll for their initial Orders during the Enemy Order Phase using the chart in

Special rule 10 (above).

14.   Place the Compass counter in hex 02.03 on the Farmhouse map. The '1' Arrow points towards hex 02.04. This is Compass 'A' and will be used by all Enemy Characters belonging to the Red and Blue Teams.

15.   Place the Compass counter in hex 12.02 on the Hedgerows map. The '1' Arrow points towards hex 12.01. This is Compass 'B' and will be used by all Enemy Characters belonging to the White and Yellow Teams.

16.   At the start of the Enemy Order Phase any Alerted Enemy Character in a Building Hex must make a TQC. If they pass they will automatically receive an Aimed Fire Order and ignore the Order Card completely. If they fail then use the Order on the Enemy Order Card as usual.

17.   Friendly Characters with a Morale State of Rout will always select a Rally Order.

18.   Game Length - At Least **12 Turns**

19.   At the end of Turn 12 and the end of every turn thereafter the player rolls a D10. On a roll of 0-3 the game ends immediately and VPs are calculated. On a roll of 4-9 play another turn.

Scenario Random Events

Friendly Event Table - Roll 1D10

Die Roll	Event
0	Looks worse than it is – remove 1 Light Wound Marker from any Friendly Character
1	**More Ammo than we thought:** Immediately remove all Low Ammo Markers (from all Friendly Characters) OR 1 No Ammo Marker from one Friendly Character.
2	**Lucky Strike:** If this Event is generated during Step 1 - Friendly Card Phase [See Rule 4.0] then Immediately draw an additional card for your hand. If this Event is generated in any other Phase then you may either: Immediately change 1 Friendly order on any Friendly Character OR Re-Roll on this table.

3	**If the Night Option is being used:**

Friendly Illumination: Roll 1D10 and place an Illumination marker in the hex rolled

Roll	Hex #	Roll	Hex #
0	08.04	5	12.11
1	08.12	6	15.05
2	09.18	7	15.10
3	10.08	8	16.14
4	11.16	9	16.17

Scatter 1D6-2

All hexes within 3 hexes of the Illumination marker count as daylight. I.e. no -2 modifier and may be seen from any hex with a LOS. All hexes are on the Farmhouse Map.

ELSE

Friendly 60mm mortar Fire: Roll 1D10 – Then roll 1D10 that many times and place a **60mm Mortar** marker in each hex rolled.

Roll	Hex #	Roll	Hex #
0	08.04	5	12.11
1	08.12	6	15.05
2	09.18	7	15.10
3	10.08	8	16.14
4	11.16	9	16.17

Scatter 1D6-1. All hexes are on the Farmhouse Map.

4	**If the Night Option is being used:**

Friendly Illumination: Roll 1D10 and place an Illumination marker in the hex rolled

Roll	Hex #	Roll	Hex #
0	02.11	5	04.16
1	03.09	6	08.05
2	04.05	7	08.08
3	04.09	8	08.13
4	04.13	9	08.16

Scatter 1D6-2. All hexes within 3 hexes of the Illumination marker count as daylight. I.e. no -2 modifier and may be seen from any hex with a LOS. All hexes are on the Hedgerows Map.

ELSE

Friendly 60mm mortar Fire: Roll 1D10 – Then roll 1D10 that many times and place a **60mm Mortar** marker in each hex rolled.

Roll	Hex #	Roll	Hex #
0	02.11	5	04.16
1	03.09	6	08.05
2	04.05	7	08.08
3	04.09	8	08.13
4	04.13	9	08.16

Scatter 1D6-1. All hexes are on the Hedgerows Map.

5	**If the Night Option is being used:**

Friendly Illumination: Roll 1D10 and place an Illumination marker in the hex rolled

Roll	Hex #	Roll	Hex #
0	02.11	5	04.17
1	03.09	6	08.05
2	04.05	7	08.09
3	04.09	8	08.13
4	04.13	9	08.16

Scatter 1D6-2

All hexes within 3 hexes of the Illumination marker count as daylight. I.e. no -2 modifier and may be seen from any hex with a LOS. All hexes are on the Hedgerows Map.

ELSE

Friendly 81mm mortar Fire: Roll 1D6 – Then roll 1D10 that many times and place an **81mm Mortar** marker in each hex rolled.

Roll	Hex #	Roll	Hex #
0	02.11	5	04.17
1	03.09	6	08.05
2	04.05	7	08.09
3	04.09	8	08.13
4	04.13	9	08.16

Scatter 1D6-1. All hexes are on the Hedgerows Map.

6	**If the Night Option is being used:**

Friendly Illumination: Roll 1D10 and place an Illumination marker in the hex rolled

Roll	Hex #	Roll	Hex #
0	08.03	5	12.10
1	08.11	6	15.05
2	09.18	7	15.10
3	10.07	8	16.15
4	11.16	9	16.16

Scatter 1D6-2

All hexes within 3 hexes of the Illumination marker count as daylight. I.e. no -2 modifier and may be seen from any hex with a LOS. All hexes are on the Farmhouse Map.

ELSE

Friendly 81mm mortar Fire: Roll 1D6 – Then roll 1D10 that many times and place an **81mm Mortar** marker in each hex rolled.

Roll	Hex #	Roll	Hex #
0	08.03	5	12.10
1	08.11	6	15.05
2	09.18	7	15.10
3	10.07	8	16.13
4	11.16	9	16.16

Scatter 1D6-1. All hexes are on the Farmhouse Map.

7	**Come on, men!**
	Increase the morale by 1 Level on any friendly unit within LDR Range of a Friendly Leader. (Maximum - Aggressive)
8	If this event roll is the result of a wound caused by a Friendly Character:
	Hero: Wound is automatically a KIA.
	Increase the Morale of the attacking Character by 1.
	Remove 1 Light Wound from the Friendly Character.
	Remove any low Ammo or no Ammo Markers from the Friendly Character.
	Friendly Character may Immediately change their order.
	If this event roll is the result of anything else then -
	Gusts - Immediately remove all Fading Smoke Markers and then flip all smoke to its fading Smoke Side. All Smoke sources with Fading Smoke counters have the marker furthest from the source removed at the end of each subsequent turn. Smoke sources affected by the event will not have fresh Smoke markers added.
9	**Uh-oh** – Roll Immediately on the Enemy Event Table

Enemy Event Table - Roll 1D10

Die Roll	Event
0	**No problem** – Roll immediately on the Friendly Event Table.
1	**More Ammo than we thought** – Immediately remove all Low ammo Markers from Enemy Characters.
2, 3	**Reinforcements**– Place new Enemy Characters in hexes:
	07.12 07.13 07.14 07.15 07.16.
	All Characters start Alerted. All hexes are on the Farmhouse map.
	See Scenario special rule 10 for their initial Orders (If this Event is rolled during the Friendly Card Phase then roll at the start of the Enemy Orders Phase).
4, 5	**Reinforcements**– Place new Enemy Characters in hexes:
	10.12 11.08 11.10 11.11 11.12
	All Characters start Alerted. All hexes are on the Hedgerows map.
	See Scenario special rule 10 for their initial Orders (If this Event is rolled during the Friendly Card Phase then roll at the start of the Enemy Orders Phase).
6, 7	**Enemy 81mm mortar Fire:**
	Roll 1D10 – Then roll 1D10 that many times and place an Enemy **81mm Mortar** marker in each hex rolled.

Roll	Hex #	Roll	Hex #
0	20.06	5	28.06
1	27.11	6	19.14
2	20.13	7	24.12
3	27.17	8	23.06
4	30.11	9	12.09

Scatter 1D6. All hexes are on Farmhouse map.

8	**Enemy 105mm Artillery Fire**
	Roll 1D6 – Then roll 1D10 that many times and place an Enemy **105mm Artillery** marker in each hex rolled

Roll	Hex #	Roll	Hex #
0	20.06	5	28.06
1	27.11	6	19.14
2	20.13	7	24.12
3	27.17	8	23.06
4	30.11	9	12.09

Scatter 1D6. All hexes are on the Farmhouse map.

9	**Looks worse than it is** – Remove 1 Light Wound Marker from an Enemy Character – furthest from any Friendly Characters first – then lowest Character Number.

Victory Conditions:

Each Enemy character Killed (Not Officer or NCO) +1VP
Each Enemy NCO character Killed +2VP
Each Enemy Officer character Killed +3VP
Each Enemy Prisoner (Not Officer or NCO) +3VP
Each Enemy NCO Prisoner +4VP
Each Enemy Officer Prisoner +5VP
Each Enemy Character who Routs off of the board +1VP
Friendly Character in possession of Enemy Papers at the end of the game. +5VP
No Enemy Characters in any Building +5VP
At Least 1 Friendly Character in a Building hex at the end of the game+3VP
Each Friendly Character Killed -2VP
Each Friendly Character alive but wounded -1VP
Each Enemy Character who exits the left hand board edge -1VP

15+	Superb Victory – commendation placed in 201 File
12-14	Good Victory
9-11	Just scraped the win
6-8	Not Good Enough
1-5	Poor Performance
<=0	Demotion

Option 1

Night Attack!

At the start of the game roll 1D6 and add 2. This is the maximum range that a target can be seen. There is an additional -2 to all spotting chances against Characters with Sneak or Hide Orders beyond range 2 and all firing beyond range 2.