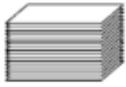


TL A: AIRBORNE



Defender Set Up first and Attacker Plays first



Remove the first 4 Woods to be discarded as an RNC/RPC draw

SPECIAL RULES

TL.A.1: The Pillbox and Minefield cards are treated as Cover cards.

TL.A.2: British are Airborne, Japanese are SNFL

TL.A.3: The British player must set up in Buildings prior to set up by using the first Buildings cards revealed by a random search through the deck.

VICTORY CONDITIONS

The British player wins if at any time he has four unpinned personality cards in one or more non-infiltrated groups at range chit 4, in terrain which will reduce the fire strength of an attack against them, or if he destroys the Japanese AFV. The Japanese player wins if these conditions are not met by scenario end.

**ELITE
ATTACKER:
DYO: 500**

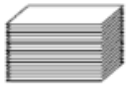
**2ND LINE
DEFENDER:
DYO: 500**

B:	3-8, 11, 15-17, 20-22 (13 men, 425 points)	-
J:	-	1-10,35 (10 men, 500 points)

TL B: ALLIANCE



Attacker Set Up and Move first



No cards are removed

SPECIAL RULES

TL B.1: Desert Rules are in Effect

TL B.2: The reinforcements are eligible to enter any time after one deck of action cards has been used. Reinforcement that enter with a red movement card may enter as group Z. Reinforcement that enter with a black movement card may enter as group E.

TL B.3: The defender may start any or all of his groups in applicable terrain entrenched and is not subject to terrain placement by the attacking player during prepare for play.

TL B.4: The allies must use British hand capacity.

VICTORY CONDITIONS

The Attacking player wins immediately if he has five unpinned Personality Cards, in one or more non-infiltrated groups in terrain which will reduce the Fire strength of an attack against them, at range chit 5. The defender wins by avoiding the attacker's victory conditions.

**ATTACKER:
DYO: 730**

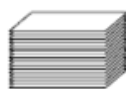
**DEFENDER:
DYO:530**

G:	3-6, 9, 10, 15, 17-19 23, 24, 26, 27, 41 (13 men, 724 points)	-
B:	-	1-6, 8, 11, 15 plus 29 (American) <i>Reinforcements:</i> 3-5, 8, 9 (American) (9 men, 508 points)

TL C: COMMANDER KILLED



Attacker Sets Up and moves first



Remove the first 4 Buildings to be discarded as an RNC/RPC draw.

SPECIAL RULES

TL C.1: The Pillbox and Minefield cards are treated as Cover cards.

VICTORY CONDITIONS

The first player to have four unpinned personality cards in one or more non-infiltrated groups at range chit 4 or 5, in terrain which will reduce the fire strength of an attack against them, is the winner. If neither player accomplishes this by the time limit, the defending player wins.

**ATTACKER:
DYO: 550**

**DEFENDER:
DYO: 550**

A:	1,2,4-8,19,22,26,33 (10 men, 510 points)	1-12,33 (Buttoned Up 1 Crew Killed) (12 men, 548 points)
B:	4-8,12,21,22,40 (8 men, 503 points)	1-10,40 (Buttoned Up 1 Crew Killed) (10 men, 547 points)
F:	1,4-10,22,27,33 (10 men, 496 points)	1-12,33 (Buttoned Up 1 Crew Killed) (12 men, 534 points)
G:	3-8,23,24,37 (8 men, 498 points)	1-10,43 (Buttoned Up 1 Crew Killed) (10 men, 603 points)
I:	1-18,33 (18 men, 455 points)	1-18,33 (Buttoned Up 1 Crew Killed) (18 men, 455 points)
J:	4-10,12,21,25,27,33 (11 men, 502 points)	1-13,33 (Buttoned Up 1 Crew Killed) (13 men, 541 points)
R:	3-12, 21,26,28,33 (13 men, 497 points)	1-15,33 (Buttoned Up 1 Crew Killed) (15 men, 529 points)

TL D: LAND OF THE LOST



The player with the higher inventory number sets up & plays first

DYO: 250



Remove ALL Buildings cards unused or as a RPC / RNC draw

SPECIAL RULES

TL D.1: The Pillbox and Minefield are treated as Cover cards.

TL D.2: Whenever a player occupies a GULLY terrain, he automatically checks for abandoned weapons on this gully, by drawing a RNC (ignoring color), and consulting the table below. This is done immediately after placement of the Gully terrain, does not count as an action, and it is done only once (per gully card).

RNC	0	No weapon found
RNC	1	Rifle
RNC	2	Rifle
RNC	3	Demolition charge
RNC	4	LMG-BAR
RNC	5	Flame-thrower
RNC	6	Malfunctioned Mortar-Grenade Launcher*

* The French mortar is the effect 2 mortar not the effect 3.

The weapon found remains as a weapon chit that has to be acquired. All acquisitions rules apply. The weapon found, from a group at range chit 3 or more, may be the enemy's weapon as well. Using the same card which determined the weapon found the player checks the RPN that corresponds to the range chit he currently is. If the number underneath the RPN is black, then the weapon found is an enemy's weapon. (Example: The German player places one of his group in Gully at range chit 5. He automatically draws a new card having a red 4 RNC. He finds a LMG/BAR that has to be acquired. It is a German LMG if the number underneath the RPN 5 on this same card is red. It is the opponent's LMG/BAR if the number underneath the RPN 5 is black).

VICTORY CONDITIONS

The player with the most victory points at the end of the time limit is the winner.

Victory points are awarded for all terrains which reduce the fire strength of attacks (including entrenchments). In case of a draw, the player who played second is the winner.

A: 1-12
(12 men, 240 points)

B: 1-10
(10 men, 242 points)

F: 1-12
(12 men, 237 points)

G: 1-10
(10 men, 239 points)

I: 1-18
(18 men, 235 points)

J: 1-13
(13 men, 236 points)

R: 1-15
(15 men, 241 points)

TL E: REVENGE



Attacker Sets Up and moves first



Remove the first 4 Buildings to be discarded unused or as an RNC/RPC draw.

SPECIAL RULES

TL E.1: The Pillbox and Minefield cards are treated as Cover cards.

TL E.2: Wire cards are Cover for the Attacker.

ATTACKER:
DYO: 400

DEFENDER:
DYO: 200

G:	1-8, 46 (8 men, 382 points)	-
I:	-	4-8,10-13, 18, 21, 22, 27, 28 (14 men, 176 points)

VICTORY CONDITIONS

The Attacker must have at least four men in one or more non-infiltrated groups at relative range 5 to any defending group, in terrain, which will reduce the fire strength of an attack against them. The Defender wins by avoiding the attacker's victory conditions.

TL F: SABOTAGE



Defender sets up first. Attacker plays first



Remove the first four Woods cards to be discarded unused or as a RNC/ RPC draw.

SPECIAL RULES

TL F.1: The Pillbox and Minefield cards are treated as Cover cards.

TL F.2: Wire cards are Cover for the Attacker.

TL F.3: Night rules are in effect

TL F.4: The American player must set up in Buildings prior to set up by using the first Buildings cards revealed by a random search through the deck, and may not move from this terrain for any reason.

No voluntarily panic procedure exists for the American.

No flanking fire advantage, of any kind, for the Japanese.

TL F.5: The Japanese player may use the ATM'S as dynamite for his sabotage.

He secretly records one group of the defender that he wants to place his Explosives In order to place his explosives the personality cards carrying the ATM's must infiltrate the enemy group. The only purpose of this infiltration is to place the explosives. Infiltration status is lost right afterwards. It needs at least two explosives on the target for an effective hit. After placement of the explosives these PC's can infiltrate normally so as to double firepower or enter close combat. Before placement they are not capable of doing it.

EXPLOSION: When at least two explosives have been placed on the target group, the Japanese player explodes them by using a radio card in the same manner as if calling for radio. Red RNC's are considered a miss, black RNC's destroy the target.

TL F.6: The radio can not be used as radio. The only use it has is to set off the explosives. Without it (in case of loss), the explosives can not be set off and defender wins the scenario.

VICTORY CONDITIONS

The Attacker must destroy the target he has secretly recorded.

The Defender wins by avoiding the Attackers victory conditions.

**ATTACKER:
DYO: 400**

J:

1, 2, 4-8, 10, 11, 14,
18, 20, 37
4 explosives (ATM'S), radio 5
(12 men, 400 points)

**DEFENDER:
DYO: 240**

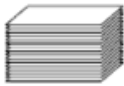
A:

3-5, 7, 9, 11, 12, 42, 43
(9 men, 224 points)

TL G: TANK PARADE



Attacker Set Up and Move first



Remove the first four Buildings cards to be discarded unused or as a RNC/RPC draw.

SPECIAL RULES

TL G.1: The Pillbox and Minefield cards are treated as Cover cards

VICTORY CONDITIONS

The first player to have four unpinned Personality cards in one or more non-infiltrated groups with a "4" range chit in terrain which will reduce the Fire Strength of any attack against them is the winner. If neither player accomplishes this by the time limit, the defending player wins.

**ATTACKER:
DYO: 750**

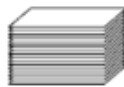
**DEFENDER:
DYO: 500**

R:	1-10, 33, 37 (10 men, 742 points)	-
F:	-	1-10, 30 (10 men, 510 points)

TL H : THE TRAP



Defender sets up first-Attacker plays first



Remove the first four Woods cards to be discarded unused or as a RNC / RPC draw

SPECIAL RULES

TL.H.1 The Pillbox and Minefield cards are treated as Cover cards

TL.H.2: Russian No 10 (KVASNIKOV) & No 14 (ZAYAKOV) are prisoners to the Germans

the German player will not play for the first three rounds. This gives the Russian player the advantage to play continuously 4 turns.

The only card that can be played from the German player during those three turns, is a Hero card.

TL.H.3: The German Squad will not break.

TL.H.4: No voluntary panic is allowed to the Germans

TL.H.5: No retrograde is allowed to the Germans

VICTORY CONDITIONS

The attacking player wins if the prisoners are freed.

The Defender wins by avoiding the Attackers Victory conditions

**ATTACKER:
DYO: 300**

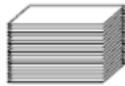
**DEFENDER:
DYO: 220**

R:	1,3-9,11-13,15,16, 19, 24,25,27 (15men, 280 points)	-
G:	-	1-8 (8 men, 209 points)

TL I: THE TRESPASSING



The player with the highest inventory number sets up & plays first



Remove the first four Buildings cards, to be discarded unused, or if drawn during a RNC/RPC draw

DYO:210

R:	2-15 (14men, 201 points)
J:	2-14 (13 men, 204 points)

SPECIAL RULES

TL I.1 The Pillbox and Minefield cards are treated as Cover cards
TL I.2: Night rules are in effect.

THE TRESPASSING: The trespassing is always at range chit 3 to 4
Each player secretly records his own trespassing (Group ID from A to D) and can be only one. A player can set his trespassing to a "C" or "D" group ID, although he may not have a group on this ID in the beginning of the game.

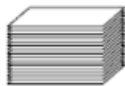
VICTORY CONDITIONS

The first player, who will proceed a non-infiltrated group with at least three unpinned men, from range chit 3 to range chit 4, from his secret trespassing and land at range chit 4 in any terrain other than open ground, is the winner. If neither player accomplishes his objective, victory points are counted. In case of a VP's tie, the player who played second is the winner.

TL J: THIN RED LINE



Defender sets up and plays first



No cards are removed from the action deck

**ATTACKER:
DYO: 400**

**DEFENDER:
DYO: 280**

A:	4, 5, 7, 9, 11, 12, 15, 21, 23, 25, 42, 43, radio 5 (12 men, 389 points)	-
I:	-	1, 2, 4-12, 23, 27 (13 men, 268 points)

SPECIAL RULES

TL J.1 The Pillbox and Minefield cards are treated as Cover cards
TL J.2: Jungle rules are in effect.
TL J.3:The Japanese group containing the LMG must start in Hill terrain. The Hill card is selected by a random draw through the deck before set up. The other two Hill cards are removed from play as a discard or if they are drawn during an RNC/RPC draw. Attacker can not fire (radio & snipers included), to an enemy group, unless he is at RR2 or more with it.

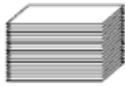
VICTORY CONDITIONS

Attacker wins if he eliminates all personality cards in the Hill or if the Hill is vacated. Defender wins by avoiding the attacker's victory conditions.

TL K: UNEXPECTED OUTCOME



The player with the higher Inventory number sets up & plays first



Remove the first four Woods to be discarded unused or if drawn during a RNC / RPC draw

SPECIAL RULES

TL K.1 The Pillbox and Minefield cards are treated as
Cover cards

TL K.2: Both players may receive Random reinforcements
throughout the game.

VICTORY CONDITIONS

Squad break for both players. If this is not met by scenario end, the player with the most victory points is the winner. Victory points are awarded to all terrains which reduce the fire strength of attacks (including entrenchments). In case of a tie, the player who played second is the winner.

DYO: 250

A:	1-12 (12 men, 240 points)
B:	1-10 (10 men, 242 points)
F:	1-12 (12 men, 237 points)
G:	1-10 (10 men, 239 points)
I:	1-18 (18 men, 235 points)
J:	1-13 (13 men, 236 points)
R:	1-15 (15 men, 241 points)