

## OL1: ELITE TROOPS ON THE RUN



Attacker Set Up and Move first



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

### SPECIAL RULES:

OL1.1: The Pillbox and Marsh cards are treated as Cover cards. Sniper and Minefield cards are treated as Cover cards for the Attacker. The Defender can play Snipers normally and Minefields only as Booby Traps (37.6)

OL1.2: The Defender starts the game entrenched in appropriate terrain and is not subject to initial terrain placement by the attacker.

OL1.3: The Defender has Elite troops.

OL1.4: The French & Italians will borrow a PIAT (vs. Axis) or panzerfausts (vs. Allies) chits as specified. The PIAT becomes the primary weapon for its carrier. Panzerfaust is a secondary weapon for its carrier. They may be assigned to any non-SL or non-ASL man. Attacking Italians receive a reinforcement to enter at Group E immediately at the start of the game—they do NOT have to wait until the end of the first deck...

### VICTORY CONDITIONS:

The Attacker wins by breaking the Defending squad. The Defender wins by avoiding the attacker Victory Conditions by the Time Limit.

Scenario designed by Roberto Ullfig.

ATTACKER:

DYO: 755

DEFENDER: Elite

DYO: 370

A:

1-9, 12, 23, 25-28, 34  
(15 men, AFV, 754 pts.)

3, 4, 11, 14, 18-20, 23, 25  
(9 men, 368 pts.)

B:

4, 7, 9, 10, 12, 16,  
18, 21-23, 25, 41  
(11 men, AFV, 757 pts.)

1-5, 11, 17, 24  
(8 men, 372 pts.)

F:

2-4, 6-9, 11-13, 16,  
17, 20, 21, 26, 34  
(15 men, AFV, 750 pts.)

2-4, 7, 9, 12, 17, 20, 21,  
27, PIAT or 2xPF  
(10 men, 324 pts.)

G:

3-9, 18, 22-24, 33  
(11 men, AFV, 755 pts.)

1, 2, 6, 12, 15,  
17, 26, 2xPF  
(7 men, 368 pts.)

I:

2-8, 10-18, 21, 23, 25,  
27, 33 Radio(5); R0: 34  
(20 men, 2 AFV, 755 pts.)

2-4, 6-14, 16, 18, 21,  
28, Demo, PF  
(16 men, 350 pts.)

J:

1, 2, 4-11, 13, 14,  
16, 18, 19, 23, 34  
(16 men, AFV, 756 pts.)

1-4, 6, 7, 14, 18,  
20, 27, 28, 4xATM  
(11 men, 347 pts.)

R:

1, 3-5, 7, 8, 11-15, 20-24,  
27, 28, 34, Radio(5)  
(18 men, AFV, 754 pts.)

2-4, 6-8, 12, 13, 15, 18,  
20, 23, 26, 28, 4xATMM  
(14 men, 360 pts.)

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Card 1A

## OL2: COUNTERATTACK



Attacker Set Up and Move first



Remove the first four Buildings to be discarded unused or as a RPC/RNC draw.  
(If Jungle Rules are used, no cards are removed from the Action Deck.)

### SPECIAL RULES:

OL2.1: The Pillbox and Minefield cards are treated as Cover cards. The Attacker must treat Snipers as Cover cards.

OL2.2: Jungle Rules are in effect in Japanese vs. American, British or French matchups.

OL2.3: Defender receives two groups of reinforcements after Deck 2 has been completed. Group R1 must enter before Group R2.

OL2.4: Reinforcements which enter using a Movement card with a Red RNC must enter as Group Z (adjacent to A). Reinforcements which enter using a Movement card with a Black RNC must enter as Group E.

### VICTORY CONDITIONS:

The player with the most Victory Points (16.4) at the end of the time limit is the winner.

Notes:

- Territorial Victory Points are awarded to men occupying any terrain (even Open Ground) as long as they are not moving.
- The number of men needed to break the Defender's Squad will change as each Reinforcement group is entered.

Scenario designed by Roberto Ullfig.

ATTACKER:

DYO: 315

DEFENDER:

DYO: 290

A:

1, 2, 4-12, 17, 19, 24, 28  
(15 men, 316 pts.)

1-9  
R1: 11, 12, 19, 22;  
R2: 23, 26, 28  
(9/4/3 men, 289 pts.)

B:

1, 3-7, 9, 10, 15,  
19, 22, 23, 25  
(13 men, 313 pts.)

1-7;  
R1: 8, 12, 24;  
R2: 9, 15, 25  
(7/3/3 men, 293 pts.)

F:

2-12, 19-21, 23, 25  
(16 men, 319 pts.)

1-9;  
R1: 11, 15, 16, 27;  
R2: 12, 23, 26  
(9/4/3 men, 286 pts.)

G:

2-10, 18, 22, 23, 25  
(13 men, 314 pts.)

1-7;  
R1: 8, 12, 22;  
R2: 9, 18, 25  
(7/3/3 men, 288 pts.)

I:

2-21, 23-25  
(23 men, 289 pts.)

1-7, 9-16;  
R1: 18, 23, 26, 27;  
R2: 8, 17, 25  
(15/4/3 men, 283 pts.)

J:

1-15, 23  
(16 men, 313 pts.)

1-10;  
R1: 11, 13, 14, 27;  
R2: 15, 18, 23  
(10/4/3 men, 284 pts.)

R:

3-12, 19, 20, 23-28  
(18 men, 293 pts.)

1-12;  
R1: 13, 15, 16, 22;  
R2: 24, 25, 27  
(12/4/3 men, 290 pts.)

### OL3: WASP IN A HORNET'S NEST



Attacker Set Up and Move first



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

#### SPECIAL RULES:

OL3.1: The defending player receives the Pillbox card prior to setup (23.2) in addition to his normal allotment of Action cards and places it on his Group B. Defender's Group B starts at Range Chit 1. All other groups start at Range Chit 0. Preparation for Play terrain placement then begins normally.

OL3.2: The Minefield and Sniper cards are treated as Cover cards if held by the attacking player. They can be used only by the defender. Treat all Marsh cards as Cover cards.

OL3.3: French borrows a PIAT chit the British set ( if opponent is Axis) or panzerfaust from the German set ( if opponent is Allied). PIAT replaces the primary weapon, panzerfaust is a secondary weapon.

#### VICTORY CONDITIONS:

The attacking player wins by eliminating all Personality cards in the Pillbox or if the Pillbox is vacated. The defending player wins by avoiding the Attacker's Victory Conditions.

Scenario designed by Martin Anderson, Stephen Buchholz & Anders Hench

ATTACKER:

DYO: 518

DEFENDER:

DYO: 220

A:

1-5, 7, 8, 12, 13  
(9 men, 243 pts.)

B:

2-4, 8-10, 14, 15, 17,  
21,33, DC  
(10 men,AFV, 518 pts.)

1, 4-6, 11, 12, 22  
(7 men, 268 pts.)

F:

1, 3-6, 8-10, 22,  
PIAT or PF  
(9 men, 194\* pts.)

G:

3, 4, 8-10, 17, 23, 24 38, DC  
(8 men, AFV. 581 pts.)

3-5, 8-10, 23, 24, PF  
(8 men, 224 pts.)

I:

1-19, 26, 32, DC  
(20 men,AFV, 438 pts.)

1, 3, 5-7, 9-16, 19, 22, 28  
(16 men, 209 pts.)

J:

4-8, 11-13, 21, 25, 27, 28  
(12 men., 212 pts.)

R:

3, 5, 6, 12, 17, 19, 20,  
22-24, 26, 28, 36, DC  
(12 men, AFV, 507 pts.)

1, 2, 4-7, 9-11,  
14, 15, 18, 24, 25  
(14 men, 211 pts.)

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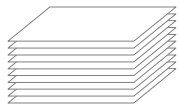
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Card 1B

### OL4: THE BEAST



Defender Set Up and Move first



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

#### SPECIAL RULES:

OL4.1 Pillbox, Minefield and Marsh are treated as Cover cards. Sniper cards are treated as Cover cards only for the attacker. The defender may use Sniper cards normally.

OL4.2: The defender sets up all of groups in Buildings by random draw to the first Buildings in the Action Deck. Reshuffle before dealing hands.

OL4.3: The attacker is considered Elite.

OL4.4: The attacker receives his normal hand size if the AFV is not buttoned up. If it is buttoned up, his hand size is reduced by 1. Note the Defender gets an additional card due to (15.6) Unbalanced Positions.

OL4.5: The Defender received his reinforcement after the indicated number of decks. (R1 = After the 1<sup>st</sup> deck, R2 = After the 2<sup>nd</sup> deck)

OL4.6: OPTIONAL RULE: If the players think the Attacker is too strong, start the AFV buttoned up.

#### VICTORY CONDITIONS:

The attacker wins when his AFV occupies Range Chit 6 unbogged in any terrain The defender wins by avoiding the attacker's victory conditions. Defender will also win automatically if the attacker's AFV is immobilized.

Scenario designed by Roberto Ullfig as "King Tiger".

ATTACKER Elite:

DYO: 1 AFV

DEFENDER:

DYO: 474

A:

37  
(AFV, 616 pts.)

3-8, 14, 18, 20, 22, 23, 27  
R2: 35  
(12 men/AFV, 473 pts.)

B:

39  
(AFV, 612 pts.)

1, 2, 6, 8-12, 17, 18  
R2: 42  
(10 men/AFV, 474 pts.)

F:

G:

35  
(AFV, 754 pts.)

1-5, 7, 9, 10, 17, 18, 27, 2xPF  
R1: 6, 11, 19  
(11/3 men, 408 pts.)

I:

J:

1, 2, 4-8, 10, 13-16, 18, 20, 4xATM  
R2: 35  
(14 men/AFV, 467 pts.)

R:

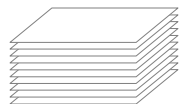
39  
(AFV, 648 pts.)

2-10, 12, 18, 22-26, 3xATMM  
R2: 38  
(16 men/AFV, 474 pts.)

## OL5: THE PRISONER



Attacker Set Up and Move first



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

### SPECIAL RULES:

OL5.1: The Pillbox and Minefield cards are treated as Cover cards.

OL5.2: The attacker's man #6 is the Prisoner. The defender must assign one man to act as his guard during set up,

OL5.3: The Attacker is Elite and has no ASL

### VICTORY CONDITIONS:

The Attacker wins by freeing the Prisoner (eliminating every man in the Prisoner's group.) The Defender wins by avoiding the Attacker's Victory Conditions.

### SCENARIO NOTE:

The original version specified the ASL as the Prisoner, which meant the Russians start with the LMG man captured. The Prisoner obviously should be Number 6! "I am not a number! I am a free man!" These attacker lineups remove the ASL (since the attacker would not have had him anyway per the original rules) and replace #6 with a similar man (so #6 can play his assigned role). or an LMG man for the Russians.

Scenario designed by Roberto Ullfig.

ATTACKER: Elite  
DYO: 272

DEFENDER:  
DYO: 200

A:	3-5, 7-9, 11, 12, 17, 18, 21 (11 men, 268 pts.)	1-8, 10, 12 (10 men, 200 pts.)
B:	1, 3, 4, 8, 15-18, 24 (9 men, 278 pts.)	1, 4-7, 9, 12, 22 (8 men, 198 pts.)
F:	3, 4, 7-12, 15-17, 21, 23 (13 men, 278 pts.)	1, 3-6, 8-10, 19, 22 (10 men, 197 pts.)
G:	1, 3-5, 10, 15, 19, 26, 27 (9 men, 272 pts.)	3-5, 8-10, 23, 24 (8 men, 199 pts.)
I:	3-5, 7-21, 23, 24 (20 men, 245 pts.)	1, 3, 5-7, 9-16, 19, 22 (15 men, 200 pts.)
J:	1, 3, 4, 7, 10-15, 18-20 (13 men, 265 pts.)	4-8, 11-13, 21, 25, 27 (11 men, 200 pts.)
R:	3-5, 7, 8, 11-13, 20, 22-26, 28 (15 men, 268 pts.)	1, 2, 4-7, 9-11, 14, 15, 24, 25 (13 men, 199 pts.)

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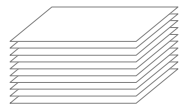
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Card 2A

## OL6. IRON FIST IN THE CITY



Attacker Set Up and Move first



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

### SPECIAL RULES:

OL6.1: The Pillbox, Minefield and Marsh cards are treated as Cover cards.

### VICTORY CONDITIONS:

The first player to have at least four unpinned Personality cards in one or more non-infiltrated groups at Range Chit 4 occupying any 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.

### ALTERNATE 1940 DEFENDER SETUPS:

B:	1-10, 25, 26 (12 men, 277 pts.)
F:	1-12, 17, Brit 26 (14, men, 270 pts.)
G:	1-10, 16, 17 (12 men, 277 pts.)

ATTACKER:  
DYO: 471

DEFENDER:  
DYO: 279

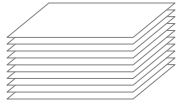
A:	1-9, 11, 40 (10 men, AFV, 430 pts.)	1-10, 13, 22 (12 men, 274 pts.)
B:	1-6, 8, 16, 17, 24, 31 (10 men, AFV, 491 pts.)	1, 2, 6-12 (9 men, 277 pts.)
F:	3, 5-10, 16, 17, 19, 21, 22, 35 (12 men, AFV, 469 pts.)	1-11, 18, DC (12 men, 281 pts.)
G:	3-7, 9, 18, 22-24, 38 (10 men, AFV, 471 pts.)	3-10, 23, 24, 2xPF (10 men, 279 pts.)
I:	1, 3-15, 18, 22, 34 (16 men, AFV, 446 pts.)	3-7, 9, 10, 12-19, 21, 22, 28, DC (18 men, 282 pts.)
J:	3-8, 10, 20, 21, 25, 31 (10 men, AFV, 467 pts.)	1-13, 28, 3xATMM (14 men, 274 pts.)
R:	2-8, 11-13, 15, 22-24, 26, 36 (15 men, AFV, 466 pts.)	1-15, 18, 3xATMM (16 men, 274 pts.)

Scenario designed by Roberto Ullfig as "City Fist".

## OL7: INNER CITY BLOCK CLEARING



Attacker Set Up and Move first



Remove all Hill cards to be discarded unused or as a RPC/RNC draw.

### SPECIAL RULES:

OL7.1: All Woods cards are considered to be Rubble. Rubble cards act in all respects like Woods cards.

OL7.2: All of the attacker's non-AFV groups start in Rubble at Range Chit 0. The defender must set up in 3 or 4 groups at Range Chit 2. All defender's groups start in Buildings cards randomly drawn from the deck. Preparation for play then continues normally.

OL7.3: Pillbox, Minefield and Marsh are considered Cover cards. Sniper cards are Cover cards for the attacker. The defender may use Sniper cards normally.

### VICTORY CONDITIONS:

The player with the most Victory Points (16.4) at the end of the time limit is the winner. In this scenario, territorial Victory Points are awarded only to those men occupying Buildings (not Rubble) terrain. Casualty Victory Points are awarded normally.

(Note: Robo's original listing for the French & Italian attacker's rosters included a flamethrower and British defender's roster erroneously contained an extra LMG and PIAT. These have been modified here.

Scenario designed by Roberto Ullfig.

ATTACKER:

DYO: 665

DEFENDER:

DYO: 306

A:

3-9, 18, 20, 25, 34  
(10 men, AFV, 660 pts.)

3-13, 18, 20  
(13 men, 306 pts.)

B:

4, 6, 9, 12, 15, 16, 18,  
21, 22, 25, 35  
(10 men, AFV, 664 pts.)

1-10, 20  
(11 men, 306 pts.)

F:

2-9, 11, 16, 17, 20, 21,  
23, 34, Radio (5)  
(14 men, AFV, 638 pts.)

2-4, 6-12, 20, 21, DC  
(12 men, 310 pts.)

G:

1, 8-10, 12, 18, 22, 24, 40  
(8 men, AFV, 663 pts.)

1-10, 20  
(11 men, 305 pts.)

I:

2-18, 21, 23, 24, 34  
R1: 33  
(20 men, 2xAFV, 648 pts.)

2-18, 21, 23, 24, 28, DC  
(21 men, 308 pts.)

J:

1-10, 18-20, 26, 34  
(16 men, AFV, 664 pts.)

1-14, 20, 28, 3xATMM  
(16 men, 307 pts.)

R:

2-9, 12, 13, 24-26, 34  
(13 men, AFV, 665 pts.)

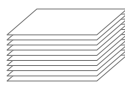
2-15, 18, 22, 23, 26  
3xATMM  
(18 men, 306 pts.)

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Card 2B

## OL8: MACHINE GUN NEST



No cards are removed from the Action Deck.

Attacker Set Up and Move first

### SPECIAL RULES:

OL8.1: This scenario is Jungle if the matchup Japanese vs. American, British or French—Deep Woods otherwise. Deep Woods is considered identical to Jungle rules (47) except Marsh can be rejected if played by the opponent.

OL8.2: Pillbox and Minefield are considered to be Cover cards. Sniper cards are considered to be cover cards for the Attacker only. Defender may use Sniper cards normally.

OL8.3: Defender starts all of his groups in Woods (or Buildings acting as Woods) terrain determined by random draw of the deck, Reshuffle before dealing hands. Defender may not retreat to less than Range Chit 0. Defending squads do not have an ASL.

OL8.4: Heavy Machine Guns: Japanese, Italians and Russians use an HMG in the is scenario. An MMG marked with an asterisk is considered an HMG instead—with the following changes:

- Weapon is always considered a Heavy Weapon (45.6).
- The weapon always uncrews when its group moves in any direction in any direction upon reaching new terrain or rejecting terrain such that the last movement card is discarded.
- It requires 2 actions on separate turns to crew an HMG. The group "prepares" for crewing by using its sole action on a turn to place a crew chit face down on the crew man.
- HMG's are the same as MMG's except: +3 firepower at all ranges when crewed only.

OL8.5: Rifle Grenades: Attacker starts with rifle grenade launcher with 10 shots. (Use a D10 to mark operator and remaining shots.) Launcher is a secondary weapon and can only be fired by a man with bolt action or semiautomatic rifle. A malfunction occurs on a x6, which malfs the operator's primary weapon—The launcher itself cannot malfunction. A Hero may be used to improve To Hit by +1. The RGL man still contributes firepower normally on fire attacks.

Effect: 2 R0 NA: R1 NA: R2 TH1: R3 TH0: R4 TH0-1: R5 NA

### VICTORY CONDITIONS:

The attacking player wins by breaking the defending player's squad. Defending player wins by avoiding the attacking player's Victory Conditions.

Scenario designed by Roberto Ullfig.

ATTACKER:

DYO: 270

DEFENDER:

DYO: 185

A:

1-12, RGL  
(12 men, 270 pts.)

1, 15, 21, 22  
(4 men, 185 pts.)

B:

1-10, RGL  
(10 men, 272 pts.)

6, 13, 21, 25  
(4 men, 185 pts.)

F:

1-12, RGL  
(12 men, 266 pts.)

4, 7, 13, 20, 21  
(5 men, 185 pts.)

G:

1-10, RGL  
(10 men, 269 pts.)

7, 13, 21, 23  
(4 men, 185 pts.)

I:

1-18, RGL  
(18 men, 265 pts.)

4, 6-8, 18, 21, 27\*  
(27's Mor/Pan = 4/4, X6 [X5-6])  
(7 men, 139\* pts.)

J:

1-13, RGL  
(13 men, 266 pts.)

12, 14, 15, 16\*, 21  
(5 men, 151\* pts.)

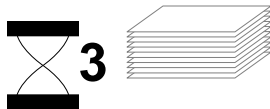
R:

1-15, RGL  
(13, 271 pts.)

1. 3. 9, 13, 16\*, 22  
(6 men, 156\* pts.)

### OL9: PARTISANS +

Attacker Set Up and Move first



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

#### SPECIAL RULES:

- OL9.1: The Pillbox cards are treated as a Cover card.  
 OL9.2: The German player must treat Sniper and Minefield cards as Cover cards. The Partisan player must use Minefields as Booby Traps (37.6)  
 OL9.3: Valid Matchups:  
 - German Attack vs. Russian, French or Italian Defense.  
 - American Attack (USMC) vs. Japanese Defense (Stragglers)  
 - Japanese Attack vs. British (Burmese) or American (Philippine guerillas)  
 OL9.4 Partisan rules (37.0) are in effect for the defender:  
 - May not use as many actions as they have groups. (But a minimum of 1)  
 - All Partisan men have their Panic (but not their Rout values) reduced by 1.  
 - Concealments played to reduce Fire Strength / To Hit # or CC are improved by -1.  
 - All sideways movement cards are assumed to have Ford capability.  
 - May exit a Marsh card after playing only one sideways Movement card.  
 - Does not lose Sniper capability until the second successful Sniper check.  
 - Ambush: Provided both firing and target groups have no unpinned men and the firing group is stationary in Woods or Brush, Partisan player play a Concealment card to add its (unmodified) value to the fire strength of the attack  
 - Booby Traps: Minefields may be discarded on a moving group by the Partisan player, the Booby Trap attacks 1 man and is immediately removed from play.

#### VICTORY CONDITIONS:

The attacking player wins automatically if at least 5 men reach range chit 5 and he has more Victory Points than the Partisan. In the scenario, Victory Points are only awarded for casualties and for the range chits occupied by the Partisan at game end per rule 16.4. The Partisan player wins by avoiding the attacker's Victory Conditions.

ATTACKER:

DYO: 239

DEFENDER: Partisan

DYO: 143

A:	1-8 11, 12, 19, 21, 44 (14 men, 279 pts.)	1, 4-6, 8, 11, 12, 19 (8 men, 148 pts.)
B:		5-8, 12, 21, 25 (7 men, 149 pts.)
F:		1, 5, 6, 8-12, 27 (9 men, 147 pts.)
G:	1-10 (10 men, 239 pts.)	
I:		3, 4, 6-8, 11-14, 18, 21, 23 (12 men, 148 pts.)
J:	1-13, 23 (14 men, 290 pts.)	7, 11-15, 21, 26, 27 (9 men, 141 pts.)
R:		1, 3-10, 28 (10 men, 142 pts.)

New squads and scenarios designed by Roberto Uilfig.

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Card 3A

### OL9F: PARTISAN FIST

Attacker Set Up and Move first



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

ATTACKER: DYO: 468

G: 3-7, 9, 23, 24, 31  
(8 men, AFV, 471 pts.)

#### SPECIAL RULES:

- OL9F.1: The Pillbox card is treated as a Cover card.  
 OL9F.2: The German player must treat Sniper and Minefield cards as Cover cards. The Partisan player must use Minefields as Booby Traps (37.6)  
 OL9F.3: Defender uses Partisan rules (37.0)  
 OL9F.4: Valid Matchups:  
 - German Attack vs. Russian, French or Italian Defense.  
 - American Attack (USMC) vs. Japanese Defense (Stragglers)  
 - Japanese Attack vs. British (Burmese) or American (Philippine guerillas)

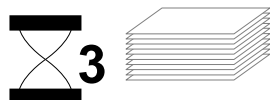
#### VICTORY CONDITIONS:

The attacking player wins automatically if at least 5 men reach range chit 5 and he has more Victory Points than the Partisan. In the scenario, Victory Points are only awarded for casualties and for the range chits occupied by the Partisan at game end per rule 16.4. The Partisan player wins by avoiding the attacker's Victory Conditions.

A:	3-9, 11, 18, 20, 32 (10 men, AFV, 431 pts.)	J:	3-10, 20, 21, 25, 37 (11 men, AFV, 467 pts.)
DEFENDER: Partisan DYO: 190			
A:	1, 4-6, 8, 9, 11, 12, , Br 26 (10 men, 185 pts.)	B:	4-8, 12, 21, 25, 26 (9 men, 186 pts.)
F:	1, 5, 6, 8-12, 20, 27, Br 26 (11 men, 179 pts.)	I:	3, 4, 6-8, 10-14, 18, 21, 23, 28 (13 men, 162 pts.)
J:	7, 11-15, 21, 26-28, 3xATMM (10 men, 176 pts.)	R:	1, 3-10, 18, 28, 3xATMM (11 men, 174 pts.)

### OL9J: JUNGLE PARTISANS

Attacker Set Up and Move first



No cards are removed from the Action Deck.

ATTACKER:

DYO: 290

DEFENDER: Partisan

DYO: 148

#### SPECIAL RULES:

- OL9J.1: The Pillbox is treated as a Cover card.  
 OL9J.2: The Attacking player must treat Sniper and Minefield cards as Cover cards. The Partisan player must use Minefields as Booby Traps (37.6)  
 OL9J.3: Jungle Rules are in effect.  
 OL9J.4: Defender uses Partisan rules (37.0)

#### VICTORY CONDITIONS:

The attacking player wins automatically if at least 5 men reach range chit 5 and he has more Victory Points than the Partisan. In the scenario, Victory Points are only awarded for casualties and for the range chits occupied by the Partisan at game end per rule 16.4. The Partisan player wins by avoiding the attacker's Victory Conditions.

A:	1-8 11, 12, 19, 21, 44 (14 men, 279 pts.)	1, 4-6, 8, 11, 12, 19 (8 men, 148 pts.)
B:		5-8, 12, 21, 25 (7 men, 149 pts.)
J:	1-13, 23 (14 men, 290 pts.)	7, 11-15, 21, 26, 27 (9 men, 141 pts.)

## OL9P: PARTISAN PATROL



Attacker Set Up and Move first



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

### SPECIAL RULES:

- OL9P.1: The Pillbox cards are treated as a Cover card.  
 OL9P.2: The Attacking player must treat Sniper and Minefield cards as Cover cards. The Partisan player must use Minefields as Booby Traps (37.6)  
 OL9P.3: Valid Matchups:  
 - German Attack vs. Russian, French or Italian Defense.  
 - American Attack (USMC) vs. Japanese Defense (Stragglers)  
 - Japanese Attack vs. British (Burmese) or American (Philippine guerillas)  
 OL9P.4: Defender uses Partisan rules (37.0)

### VICTORY CONDITIONS:

The attacking player wins automatically if at least 5 men reach range chit 5 and he has more Victory Points than the Partisan. In the scenario, Victory Points are only awarded for casualties and for the range chits occupied by the Partisan at game end per rule 16.4. The Partisan player wins by avoiding the attacker's Victory Conditions.

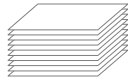
New squads and scenarios designed by Roberto Ullfig.

ATTACKER:  
DYO: 370

DEFENDER: Partisan  
DYO: 143

A:	1-9, 11, 31 (10 men, AFV, 366 pts.)	1, 4-6, 8, 11, 12, 19 (8 men, 148 pts.)
B:		5-8, 12, 21, 25 (7 men, 149 pts.)
F:		1, 5, 6, 8-12, 27 (9 men, 147 pts.)
G:	1, 2, 4-9, 30 (8 men, AFV, 370 pts.)	
I:		3, 4, 6-8, 11-14, 18, 21, 23 (12 men, 148 pts.)
J:	1, 2, 4-7, 9-13, 37 (11 men, AFV, 364 pts.)	7, 11-15, 21, 26, 27 (9 men, 140 pts.)
R:		1, 3-10, 28 (10 men, 142 pts.)

## OL9S: PARTISAN SURPRISE



All Buildings are removed if discarded unused or as a RPC/RNC draw.

Attacker Set Up and Move first

### SPECIAL RULES:

- OL9S.1: The Pillbox and Minefield cards are treated as Cover cards.  
 OL9S.2: The defender must set up all of his groups in Buildings prior to set up by using the first buildings revealed by a random search through the deck sufficient to house all of the defender's groups. Preparation for then begins normally. Once these buildings cards are vacated, they are removed from play.  
 OL9S.3: The defender starts play with all but one Morale 3 rifleman pinned. He may not rally any of these men until he is fired upon or survives a CC attack, or until the subsequent turn after he makes an attack of his own. He may rally men with a Hero card at any time.  
 OL9S.4: The defender must treat Sniper cards as Cover cards. A sniper attack would constitute fire upon the defender and allow him to rally his men.  
 OL9S.5: Valid Matchups: (ATTACKING player uses Partisan rules (37.0)  
 - Russian, French or Italian Partisans vs. German Defense  
 - Japanese Attack (Stragglers) vs. American Defense (USMC)  
 - British (Burmese) or American (Philippine guerillas) Attack vs. Japanese Defense

### VICTORY CONDITIONS:

The attacking player wins immediately by occupying an equal or greater number of Buildings cards than are currently occupied by the defender. The defender wins by avoiding the attacker's Victory Conditions.

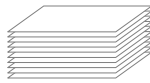
ATTACKER: Partisan  
DYO: 200

DEFENDER: 2<sup>nd</sup> Line  
DYO: 182

A:	1, 4-6, 8, 11, 12, 19, 23, 25-27 (12 men, 200 pts.)	1, 2, 4-8, 10-12, 19, 26 (12 men, 186 pts.)
B:	5-8, 12, 16-18, 21, 25 (10 men, 199 pts.)	
F:	1, 5, 6, 8-12, 27, Br 16-18 (12 men, 200 pts.)	G: 3-5, 7-10, 22-24 (10 men, 182 pts.)
I:	3-18, 21, 23 (18 men, 201 pts.)	
J:	3-7, 11-15, 19, 21, 25 (13 men, 200 pts.)	6-13, 15, 19, 21, 25-27 (14 men, 186 pts.)
R:	1, 3-11, 22-25, 28 (15 men, 196 pts.)	

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## OL9C: CITY PARTISANS



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

Attacker Set Up and Move first

### SPECIAL RULES:

- OL9C.1: The Pillbox and Marsh cards are treated as a Cover card.  
 OL9C.2: The German player must treat Sniper and Minefield cards as Cover cards. The Partisan player must use Minefields as Booby Traps (37.6)  
 OL9C.3: German squad is considered 2<sup>nd</sup> Line. Defender is Partisan (37.0)

### VICTORY CONDITIONS:

The player with the most Victory Points (16.4) at the end of the time limit is the winner. In this scenario, territorial Victory Points are awarded only to those men occupying Buildings terrain. Casualty Victory Points are awarded normally.

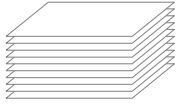
ATTACKER: 2<sup>nd</sup> Line  
DYO: 184

DEFENDER: Partisan  
DYO: 190

G:	3-5, 9, 10, 17, 21-24 (10 men, 184 pts.)	
F:		1, 5, 6, 8-12, 27, Br 16-18 (12 men, 190 pts.)
I:		3-14, 16, 18, 21, 23 (16 men, 192 pts.)
R:		1, 3-10, 22-25, 28 (14 men, 189 pts.)

## OL10: PRISON BREAK

Attacker Set Up and Move first



Remove all Hill cards to be discarded unused or as a RPC/RNC draw.



### SPECIAL RULES:

OL10.1: Pillbox, Minefield cards and Marsh are treated as Cower cards. Sniper cards are treated as Cower cards for the attacker.

OL10.2: The defender must set up in four groups with all of his groups in Buildings prior to set up by using the first buildings revealed by a random search through the deck. Preparation for then begins normally.

OL10.3: The defender starts play with all but one Morale 3 rifleman pinned. He may not rally or voluntarily panic any of these men until he is fired upon or survives a CC attack, or until the subsequent turn after he makes an attack of his own. He may rally men with a Hero card at any time. The defender may make no sniper attacks until he has rallied someone without the use of a Hero card.

OL10.4: The attacker sets up his groups at Range Chit 4 and all of his men start UNARMED.

OL10.5 Night rules are in effect, except only the defender may use starshells)

OL10.6: The attacker is Elite. The defender is 2<sup>nd</sup> Line,

### VICTORY CONDITIONS:

The attacking player wins immediately when at least half of his original force is in one or more non-infiltrated groups at Range Chit 7 in terrain that reduces the strength of a fire attack against it. The defender wins by avoiding the attacker's Victory Conditions

Note: The attacking Italian & German DYO Pt. Values are so high because you have to pay for the nice weapons they would have been carrying if they were ARMED!

Scenario designed by Roberto Ullig as "Achtung!"

ATTACKER: Elite  
DYO: 310

DEFENDER: 2<sup>nd</sup> Line  
DYO: 259

A:

3-5, 8, 9, 11, 12, 18, 20-22, 25  
(12 men, 314 pts.)

1, 2, 6, 8, 12, 21, 22, 24, 26, 27  
R1: 31  
(10/AFV men, 229 pts.)

B:

1-4, 6, 8-10, 17, 24  
(10 men, 309 pts.)

7, 9, 10, 16, 18, 19, 21, 22, 25  
R1: 31  
(9 men/AFV, 268 pts.)

F:

2-4, 6-9, 15-17, 20, 21  
(12 men, 312 pts.)

1, 5, 10-12, 18, 19, 22-24  
R1: 35  
(10 men/AFV, 269 pts.)

G:

1-4, 6, 9, 10, 15, 17, 19  
(10 men, 326 pts.)

5, 7-9, 18, 21-24  
R1: 30  
(9 men/AFV, 259 pts.)

I:

2-4, 6-10, 12-14, 18, 21,  
25, 27, 28  
(16 men, 351 pts.)

1, 5, 10, 13-20, 22-24  
R1: 35  
(14 men/AFV, 224 pts.)

J:

1-8, 13-15, 18, 20  
(13 men, 302 pts.)

5, 8-13, 19, 21, 25, 26  
R1: 37  
(11 men/AFV, 227 pts.)

R:

2-7, 9, 11-15, 20, 22, 26  
(15 men, 289 pts.)

5, 7, 9-11, 14, 19-22, 24, 25  
R1: 31  
(12 men/AFV, 222 pts.)

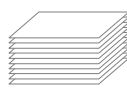
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UPFRONT Online Scenarios 1.0

Card 4A

## OL11: THAT'S AN AMBUSH!

Defender Sets Up first and  
Attacker Moves first



No cards are removed from the Action Deck

### SPECIAL RULES:

OL11.1: The Pillbox and Minefield cards are treated as Cower cards.

OL11.2: Jungle Rules (47) are in effect in Japanese vs. Americans, British or French. All other matchups use Deep Woods, which is the same as Jungle except Marsh may be rejected when played by opponent.

OL11.3: The defender must set up in four groups of 4 or 5 men each at Range chit 0 and must start on open ground—no terrain may be placed on them at start. (Defender is marching on a trail when ambushed.) All crewed weapons start uncrewed. SL must be in the first position of Group A.

OL11.4: The attacker sets up in 3 or 4 groups at Range Chit 4 or 5. They may set up entrenched in applicable terrain. May not start in Marsh if in Deep Woods.

OL11.5: Both sides are Elite. The Attacker's SL is considered a Staff Sergeant and player gains an extra card when not pinned. (i.e. When SL is pinned, Hand Limit changes from +1 to -1 from its normal value.)

OL11.6: Attacker may use the Ambush rules (37.5) as if they were partisans and may use Free Cower discard, even if they are not Japanese. May not take prisoners. (32)

OL11.7: Defender cannot use Concealment cards to reduce Fire Strength in the scenario. (They may use them for infiltration and CC.) May not take prisoners(32)

### VICTORY CONDITIONS:

The attacker wins if they have at least 10 more Casualty Victory Points (16.4) than the defender at the end of the time limit. Territorial Victory Points are not awarded in this scenario. Defender wins avoiding attacker Victory Conditions. (Or play scenario twice while switching sides. Higher casualty VP total wins.)

Based on a scenario designed by Jeff Matthews as "Werden's Ambush" which portrays an historic USMC ambush against Japanese marching on a trail outside of Munda on New Georgia Island in July 1943.

ATTACKER: Elite  
DYO: 334

DEFENDER: Elite  
DYO: 450

A:

3-5, 9, 18-21, 23, 25  
(10 men, 324 pts.)

3-5, 7-9, 11, 12,  
17-23, 25, 27, 44  
(18 men, 449 pts.)

B:

1-3, 5, 12, 15, 17, 24  
(8 men, 334 pts.)

1-6, 8-10, 12, 15-18, 24, 25  
(16 men, 451 pts.)

F:

2-4, 7-9, 12, 17, 21, 27  
(10 men, 313 pts.)

2-4, 6-12, 15-18,  
20, 21, 23, 27  
(18 men, 416 pts.)

G:

1, 2, 4, 6, 12, 15, 17, 26  
(8 men, 328 pts.)

1, 2, 4-6, 8-10, 12,  
15, 17-19, 22, 26, 27  
(16 men, 443 pts.)

I:

2-4, 6-14, 16, 18, 21, 23  
(16 men, 264 pts.)

2-18, 21, 23, 24  
(20 men, 287 pts.)

J:

1-7, 14, 18, 20, 27  
(11 men, 308 pts.)

1-15, 18-20, 26, 27  
(20 men, 403 pts.)

R:

2-4, 6, 12, 13, 15, 20,  
22-24, 26, 28  
(13 men, 313 pts.)

2-9, 11-15, 20, 22-26, 28  
(20 men, 382 pts.)

## GO FOR BROKE—Nisei, Japanese American Troops

During the 20<sup>th</sup> Century, there was a large influx of Japanese immigrant into Hawaii and the west coast of the United States. These immigrants brought with them their moral ideals and religion (primarily Buddhism) and began the process of into American culture. They adapted so well, in fact, that upon returning to Japan they way of life no longer fit the Japanese norm. They had become foreigners in their own homeland, who still carried much of the morality of their ancestors, which they instilled in their children—the second generation known as Nisei (the first being Issei.)

The Nisei were born in the U.S. and were American citizens, even though many of their parents were not. They were also considered second class citizens and were primarily confined to agricultural labor.

After the attack of Pearl Harbor, many Nisei express the desire to sign up and fight the Japanese. The American government, in its paranoia, sent them to internment camps instead, which further fueled their frustration. In a deft political maneuver, Washington ordered the creation of two all-Nisei combat units: the 100<sup>th</sup> Infantry Battalion and the 442<sup>nd</sup> Infantry Regiment (which later took control of the 100<sup>th</sup> in order to replace combat losses.) These units were sent to the European theater—to the dismay of many Nisei, but for obvious enemy-identification reasons—and soon proved themselves to be a semi-elite fighting force.

Given the strong moral and mental attitudes provided by their heritage and the high quality equipment provided by the United States government, the American Nisei distinguished themselves beyond the call of duty in both Italy and France. Soon, one of the Pidgin English phrases became one of the watchwords for valor: "Go for Broke!"

## SPECIAL RULES:

- As the Nisei are American units, they use the same 6 card hand, discard capability (2 cards, No actions) and split actions as the Americans. Nisei uses Japanese personality cards (unless indicated) according to table below.
- Nisei break on 75% casualties & receive Japanese infiltration and CC vs. AFV modifiers. Nisei may use Japanese Movement Bonus (45.11), Free Cover discard (45.12), but not Banzai attacks (45.4)
- Panic Value of all Japanese cards is increased by 1. Rout values (which are higher than Panic values on the Japanese) remain the same.)
- Nisei are trained as Americans and use American equipment. This means:
  - They have semiautomatic rifles (instead of bolt action rifles) and have 1 FP at RR1. They do not suffer 1/2 firepower penalty when moving.
  - Some scenario listings have weapons listed: Bazooka (Effect: 2[2]), MP, Carbine. These are American chits that replace the primary weapon of any non-SL man of the Nisei player's choice..
  - Heavy Weapons are replaced with an appropriate American weapon chit: LMG > BAR Grenade Launcher > Mortar MMG > MMG FT > FT
  - If a replaced primary weapon is destroyed due to malfunction, the man is considered unarmed.
  - Nisei use American AFV's & IG's which are marked with an "A" below.
- DYO: Nisei are considered sem-Elite and receive 5% fewer points for selecting a squad. Elite Nisei use 20% fewer points. 2<sup>nd</sup> Line Nisei get 10% more points. Bazookas cost 35 pts., Carbines 5pts. MP's 0 pts.
- Nisei normally face Germans or Italians.

	ATTACKER	DEFENDER
A:	1-12 (12 men, 226 pts.)	
B:	1-11, 19, DC, 3xMP (12 men, 281 pts.)	
C:	1-4, 7-9, 14, 17-20, DC (13 men, 343 pts.)	2, 3, 5, 9-13, 15, 21 (10 men, 190 pts.)
D:	1, 2, 4-12, 18, 19, 23, 27 (15 men, 297 pts.)	1-4, 6-9, 18, 19 (10 men, 218 pts.)
E:	1-9, 11, 31A (10 men, AFV, 360 pts.)	1-12 (12 men, 226 pts.)
F:	1-7, 14, 18, 19, 32A (10 men, AFV, 416 pts.)	2-10, 12, 19, 21, Bazooka (12 men, 260 pts.)
G:	1-9, 19, 34A (10 men, AFV, 629 pts.)	1-9, 13, 14, 19, Bazooka, 2xMP (12 men, 269 pts.)
H:	1-9, 11, 12, 19, 20, 41A (12 men, AFV, 548 pts.)	1, 3, 5, 7-9, 12, 29A R1: 2, 4, 6, 11, 20, Bazooka (8 / 5 men, 432 pts.)
J:	1-12 (12 men, 226 pts.)	
K:	1-8, 14, 17-20, 2xCarbine (12 men, 293 pts.)	3-12, 14, 18, 21, 25, 27, 2xMP (12 men, 175 pts.)

	ATTACKER	DEFENDER
L:	2-12, 19-21, 27, 41A, 2xMP (12 men, 503 pts.)	7-10, 12, 16, 21, 23, 25 (9 men, 255 pts.)
P:	1-12 (12 men, 226 pts.)	1-12 (12 men, 226 pts.)
Q:	1-12, 14, 23, 26, 2xMP (13 men, 343 pts.)	1-7, 10-12 (10 men, 209 pts.)
R:	1-8, 19, 11, 19, 20 2xCarbine, MP (12 men, 280 pts.)	1-12 (12 men, 226 pts.)
T:	1, 2, 4, 10, 11, 13, 27, 31A (7 men, AFV, 305 pts.)	1-12 (12 men, 226 pts.)
U:	1-8, 10, 11, 27, 32A (11 men, AFV, 439 pts.)	1-11, 14, 27, Bazooka (13 men, 302 pts.)
V:	1-8, 13-15, 17, 18, 20 2xCarbine, 2xMP, Bazooka (14 men, 405 pts.)	1-9, RR (9 men, 449 pts.)
W:	1-12 (12 men, 226 pts.)	1-12 (12 men, 226 pts.)
X:	1-12, 19, 23, MP (14 men, 292 pts.)	1-10, 12 (11 men, 216 pts.)

RR Table	
0: Sniper	4: 14,19, 25,26,*
1: 10,11	5: 31A
2: 13,19,25	6: 34A
3: 12,14,25,*	

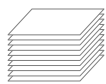
Original concept and article by Michael P. Nagel.  
Some scenario listings were modified by Richard Irving



## OL12: A LITTLE CORNER OF HELL: Assault on Bastogne, Dec. 1944

### A Three Player Scenario

Germans Set Up first (OL12.7) and American Moves first



No cards are removed from the Action Deck.

### SPECIAL RULES:

OL12.1: The American player receives three -3 Buildings and Pillbox prior to play for use on any of his groups. The Pillbox is treated as -4 Building and may hold any number of men. All other buildings and all Buildings/Pillbox vacated or emptied are placed in the discard pile and are treated as Cover cards. The German may only occupy a Building/Pillbox if he successfully captures it in Close Combat.

OL12.2: After set up, mark all Buildings/Pillbox with -4 Range chits. Each time an Ordnance Attack of unboxed Fire Strength 4 or greater hits a building. Replace the chit with the value closer to 0. When a 0 Range chit is placed on the building, thereafter it is considered Rubbled and is treated a Wall card and does not as a Building for Victory Conditions, but remains in play until vacated.

OL12.3: Minefields are considered to be Cover cards. Wire and Snipers are Cover Cards for the German, American player may use these cards normally.

OL12.4 **RADIOS:** The German & American Radios can call in artillery attacks per the following chart:

	Deck 1	Deck 2	Deck 3	Deck 4
German/American	7 / NA	6 / 5	5 / 6	NA / 7

OL12.5: **RADIO CONTACT:** The German players may communicate and compare hands only after establishing Radio Contact (41.7) For game purposes, The German players are entitled to maintain Radio Contact so long as the Radio chit is operating and the AFV functional and CE. Should the Radio malfunction or the AFV button up, Radio Contact is lost until it is re-established as per 41.7. If the AFV has a Commander KIA or Radio is permanently broken, Radio Contact is permanently lost. See OL12.7

ATTACKER: Elite

DYO: 1331

DEFENDER Elite:

DYO: 821

G1:

1, 2, 6, 10, 12, 15, 17, 19, 26, 27, Radio (See OL12.4)  
(10 men, 367 pts.)

G2:

3-5, 8, 9, 23, 24, 35  
(7 men, AFV, 964 pts.)

AMERICAN:  
3-5, 7, 9, 11, 14, 15  
17, 18 (SSGT), 20,  
21, 23, 25, 30,  
Radio (see OL12.4)  
(14 men, IG 821 pts.)

OL12.6: SET UP: German player G1 sets up first in Groups Z, A, & B with 3 groups. German Player G2 sets up second in Groups C, D & E with 3 groups. The American player sets up last using Groups A-D with 4 groups.

OL12.7: TURN ORDER: American play first, then German player G1 and then German player G2. If Radio Contact is established, both German players may conduct their groups' actions in any order desired.

OL12.8: The German side is Elite—both player use Elite capabilities. Squad Break is determined by the total German force (10 out of 18 men/AFV)

OL12.9: The Americans are Elite. The American SL is a SSGT and while unpinned, entitles the American player to increase their hand limit by +1 (i.e. to 7 cards). When SSGT is pinned, American player must reduce to 5 cards.

### VICTORY CONDITIONS:

The German side wins immediately if they occupy a greater buildings (through infiltration & CC) than the Americans. A Building/Pillbox, counts if damaged, but not if completely rubbled. If the German AFV reaches Range Chit 8, then Germans win if they have an equal number of Buildings as the Americans. The American wins by avoiding the German victory conditions and occupying at least one non-rubbled Building/Pillbox. If the Americans vacate all Buildings/Pillbox (or they all are rubbled), the American player loses.

Scenario by Don Hawthorne and appeared in AH General 28-3.

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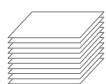
UPFRONT Online Scenarios 1.0

Card 5A

## OL13: THE END IN SIGHT: The Reichschancellery, May 1945

### A Three Player Scenario

Germans Set Up first (OL12.7) and Russians Move first



No cards are removed from the Action Deck.

### SPECIAL RULES:

OL13.1: The German player receives three -3 Buildings and Pillbox prior to play for use on any of his groups. The Pillbox is treated as -4 Building and may hold any number of men. All other buildings are removed from the Action Deck and form a separate draw pile from which the German player may randomly draw from when a terrain card could be played on one of his groups. The Russian may use the draw deck for his groups that have reached Range Chit 3 or greater.

OL13.2: All Woods and Brush cards are considered to rubbled buildings. Their TEM's remain unchanged, but in all other respects are considered to be Buildings cards. Stream, Gully and Marsh cards are considered to be large craters and extensive street damage. Their use is unchanged from the basic game. Minefields are considered to be Cover cards.

OL13.3: Both sides will continue to have Sniper capability until the second successful Sniper Check against their side (Even if against Snipers were played by same or different Russian players.)

OL13.4: **RADIO CONTACT:** The Russian players may communicate and compare hands only after establishing Radio Contact (41.7) For game purposes, The Russian players are entitled to maintain Radio Contact so long as the Radio chit is operating and the AFV functional and CE. Should the Radio malfunction or the AFV button up, Radio Contact is lost until it is re-established as per 41.7. If the AFV has a Commander KIA or Radio is permanently broken, Radio Contact is permanently lost. See OL13.6

OL13.5: SET UP: German player sets up first in Groups A-D with 4 groups. Russian player R1 sets up second in Groups Z, A & B with 3 groups. Russian player R2 sets up last using Groups C, D & E with 3 groups.

ATTACKER: Elite

DYO: 1224

DEFENDER:

DYO: 502

R1:

1, 3-9, 11-15, 19, 28,  
DC, Radio(7)  
(15 men, 402 pts.)

R2:

20-26, 39,  
2<sup>nd</sup> Sniper (for side)  
(7 men, AFV, 805 pts.)

GERMAN:  
1(SSGT), 2, 4-6, 8-10,  
13, 15, 17-19, 22, 27,  
2<sup>nd</sup> Sniper, 3xPF,  
(15 men, 502 pts.)

OL13.6: TURN ORDER: Russian player R1 plays first, then Russian player R2 and then the German player. If Radio Contact is established, both Russian players may conduct their groups' actions in any order desired.

OL13.7: The "Russian" squad an Elite Polish Guards unit, highly motivated to capture the Reichschancellery. Both players may use are considered Elite capabilities. Squad Break is determined by the total German force (12 out of 23 men/AFV)

OL13.7: The "German" squad represents the remnants of a French SS unit, little motivated but to survive another hour and have little hope should they be captured. They are NOT Elite, but will break on 75% casualties (12 out of 15 men.) The German SL is a SSGT and while unpinned, entitles the German player to increase their hand limit by +1 (i.e. to 6 cards). When SSGT is pinned, German player must reduce to 4 cards. Use panzerschreck chit for 3<sup>rd</sup> panzerfaust chit.

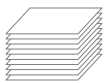
### VICTORY CONDITIONS:

The Russian side wins by having any infantry group of any size infiltrate and capture the Pillbox, without being infiltrated by any German soldiers. The German player wins by avoiding Russian Victory conditions. The German player automatically loses if he voluntarily vacates the Pillbox, effectively forfeiting the game..

Scenario by Don Hawthorne and appeared in AH General 28-3.

## OL14: ELITE TROOPS IN A BOX

### A Three player scenario



Remove the first five Buildings to be discarded unused or as a RPC/RNC draw

Defender Sets Up first and One Attacker moves first

#### SPECIAL RULES:

- OL14.1: The Pillbox and Minefield cards are treated as Cover cards.  
 OL14.2: Red RNC Movement cards are NOT required to use Retrograde movement (5.51)  
 OL14.3: The defender sets up first at Range chit 0. The attackers must then divide their Personnel cards into two "forces" with two or more groups in each force. Each force must have at least one BAR/LMG/mortar and each force must contain an SL and an ASL. One force is set up at Range chit 0, while the other force must be set up at Range chit 10 (5+5). In this scenario, the attacking side may have two groups with the same identity letter as long as the defender starts at range chit between them; in fact, the attacker MUST set up with two group A's and two Group B's (use the Group ID counters from another nationality not in the scenario.)  
 OL14.4: Each attacking force will be controlled by one player who has their own hand as per usual for their nationality. Attacking players may not communicate nor show their hands after completion of set up. (No radio contact.) Attackers break at normal percentage of total force.  
 OL14.5: The defender is Elite. The defending SL is a SSGT While SSGT is unpinned, the defender's hand size is increased by +1. When pinned, they go to -1 (i.e. a loss of 2 cards)  
 OL14.6: TURN ORDER: The attacker starting at Range Chit 0 will play first, followed by the defender, followed by the attacker at Range Chit 10.  
 OL14.7: Note the defender does not start the game technically encircled. as per 17.6. Such encirclement status is only incurred per 17.6 or if a group is at Relative Range 5 to adjacent (or directly opposite) groups both behind and in front of it. However, only one group (in front or behind) is necessary to qualify as the .directly opposite. group necessary for Flanking Fire.  
 OL14.8: VARIATION: Both players of the attacking side are 2<sup>nd</sup> Line.

#### VICTORY CONDITIONS:

The attacking side wins immediately by breaking the defending squad (16.5) The defender wins by avoiding the attacker's Victory Conditions or breaking the attacker's entire force.

Original Scenario by Richard Irving

ATTACKER:  
DYO: 450

DEFENDER: Elite  
DYO: 308

A:

1-12, 18, 20, 21, 24-28  
(20 men, 456 pts.)

3-5, 7-9, 11, 18, 20, 21, 25  
(11 men, 308 pts.)

B:

1-10, 15, 17, 21-24  
(16 men, 450 pts.)

1-6, 8, 17, 24  
(9 men, 309 pts.)

F:

1-12, 17-23, 26  
(20 men, 436 pts.)

2-4, 6-9, 12, 17, 20, 21  
(11 men, 302 pts.)

G:

1-10, 17, 22-26  
(16 men, 445 pts.)

1-6, 9, 10, 17, 19  
(9 men, 308 pts.)

I:

1-28  
(28 men, 447 pts.)

2-14, 16, 18, 21, 23  
(17 men, 270 pts.)

J:

1-15, 18-21, 23, 25, 26  
(22 men, 445 pts.)

1-7, 13-15, 18, 20  
(12 men, 290 pts.)

R:

1-15, 19, 20, 22-28  
(24 men, 442 pts.)

2-8, 12, 13, 15, 20,  
22, 23, 26  
(14 men, 304 pts.)

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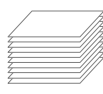
UPFRONT Online Scenarios 1.0

Card 5B

## OL15: RUMBLE IN THE JUNGLE:

### A Three Player Scenario

Attacker Set Up & Move first



No cards are removed from the Action Deck.

#### SPECIAL RULES:

- OL15.1: Treat the Pillbox and Minefield cards as Cover cards.  
 OL15.2: Jungle Rules are in effect.  
 OL15.3: The defender may start with all of his groups entrenched in applicable terrain and is not subject to terrain placement by their opponent during Preparation for Play.  
 OL15.4: RADIO CONTACT: The Allied players may communicate and compare hands only after establishing Radio Contact (41.7) The Allied players are entitled to maintain Radio Contact so long as the Radio chits are operating Should either Radio malfunction Radio Contact is lost until it is re-established as per 41.7. If either Radio is permanently broken, Radio Contact is permanently lost. No artillery is available—Radios are simply used for Radio Contact.  
 OL15.5: SET UP: Allied player A1/B1 sets up first in Groups Z, A, & B with 3 groups. Allied Player A2/B2 sets up second in Groups C, D & E with 3 groups. The Japanese player sets up last using Groups A-D with 4 groups.  
 OL15.6: TURN ORDER: Allied player A1/B1 plays first and then Allied player A2/B2 and then the Japanese player. If Radio Contact is established, both Allied players may conduct their groups' actions in any order desired.  
 OL15.7: OPTIONAL RULES:  
 - Allied Radios can call in 5 Strength Artillery.  
 - Japanese SL is a SSGT. While SSGT is unpinned, Japanese hand size is increased by +1. When pinned, they go to -1 (i.e. 5 to 3)

ATTACKER:  
DYO: 665/596

DEFENDER:  
DYO: 291

A1:

1-4, 7-9, 16, 23, 28  
Radio  
(10 men, 340 pts.)

A2:

5, 11, 12, 19, 26-27, 42-44,  
Radio (B)  
(10 men, 225 pts.)

B1:

1, 3-8, 13, 16, 22,  
Radio  
(10 men, 306 pts.)

B2:

2, 9, 10, 12, 15, 17, 21,  
23-25, Radio(A)  
(10 men, 288 pts.)

JAPANESE:  
1, 2, 4-16  
(15 men, 291 pts.)

#### VICTORY CONDITIONS:

The Allied side wins immediately if they they have five men, in one or more non-infiltrated groups to Range Chit 5 in terrain that reduces the fire strength of an attack against it. The Japanese player wins by avoiding the Allied victory conditions.

NOTES: Scenario by Richard Irving.

Based on notoriously imbalanced scenario S-Jungle Assault. (Japanese Defense win almost 90% of the time.) Essentially I increased the Japanese force slightly and had them face 2 opposing squads.

Original Scenario by Richard Irving

## Up Front On Line Scenario cards Version 1.0

by Richard Irving  
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This file contains scenario rules and rosters for the Avalon Hill game, Up Front in a convenient format. It includes scenarios from various sources, but mostly on line and I hope this will increase your enjoyment of Up Front. Up Front, Banzai & Desert War is all that will be needed to play these scenarios.

### Notes:

- American card #44 is the extra BAR card (morale 2, Panic 3) used in several Banzai scenarios.
- Some of the scenarios I have added squads for more nationalities. I have edited for errors or oversights the original designer had.
- These cards were originally designed on Open Office Draw 4 and may be converted to Adobe .pdf format.

### Why I picked these scenarios?

- I prefer "generic" scenarios. Too many of the scenarios I looked at were a standard scenario with minor modifications or seemed clearly not balanced.
- I was looking for situations not portrayed in the original game.
- I looked for ones that could be used by most if all of the 7 nationalities and if they didn't exist I added squads for the missing nationalities. Those squads are marked with a red border.

### A summary of each scenario:

- OL1: Elite Troops on the Run: Elite troops are usually used in an attacking role. This scenario puts them on the defense.
- OL2: Counter Attack: Like many scenarios, one side is stronger at the start and has the burden of attack. Here halfway through the scenario, the defense gets reinforcements to counterattack. This situation is not presented in the original game.
- OL3: Wasp in a Hornet's Nest: This scenario is run at Northern California Championship run by Stephen Buchholz. It is standard pillbox scenario spiced up with the addition of a flamethrower AFV. The original scenario featured British vs. German, but Germans, Russian and Italians also have a flame tank so I added them and a variety of reasonable defenders.
- OL4: The Beast: One heavy tank vs. a squad trying to stop it. Features those AFV's that never see use.
- OL5: The Prisoner: The designer made two mistakes: 1) He originally made the ASL the prisoner—which deprives the Russians of their LMG, 2) The Prisoner should be Number 6! I modified the OOB's to correct these issues. The attacker is trying to free the Prisoner from the defending squad. Effectively it makes for a rear guard action scenario.
- OL6: Iron Fist in the City: Modifies one of my favorite scenarios, Infantry's Iron Fist to a city environment,
- OL7: Inner City Block Clearing: Block Clearing one of my least favorite scenarios, big tank blows away overmatched squad that has to advance to score any points needed to win. Here the defender already hold the City center and have to be dislodged or destroyed—a much better portrayal of the situation,
- OL8: Machine Gun nest: One fire team with an MMG (or HMG) holds out against a squad with 10 rifle grenades. You'll have scrounge up a D10 for the scenario, HMG acts like MMG with a FP bonus in this scenario,
- OL9: Partisans +: I like the Partisan scenario and this version adds several nationalities including Burmese(B)/Filipino(A) guerillas vs. the Japanese and Japanese stragglers vs. the U.S. Also added other partisan scenarios: Jungle, City, Surprise Attack, vs. an AFV, etc.
- OL10: Prison Break: Probably my least favorite scenario of the originals, Surprise Attack, converted to one in which unarmed Elite prisoners are trying to escape Stalag 13 guarded by a bunch of sleeping Sgt. Schultzes.
- OL11: That's an Ambush!: The original Ambush scenario feels nothing like an ambush. This one decker doesn't have that problem. Based on an historical ambush, an elite squad is marching on a path in the woods/jungle and is ambushed by a well prepared enemy at close range. Bloody Hell ensues! If you think it is not fair, play it twice while switching sides.

### Then some non-standard fare:

- Go For Broke: Adding Japanese-Americans, Nisei, who fought in Europe with the 100<sup>th</sup> Infantry Battalion and 442<sup>nd</sup> Infantry Regiment—two of the most decorated U.S. Army units in World War II. Essentially you play Japanese men with American equipment and hand size. Standard scenarios where they can be used are also provided.
- OL12-OL15: A series of three player scenarios. These are all 2 vs. 1 format with one of the allied players using chits Z, A, B and the other using C, D, E. (or set up as in Scenario X: Surrounded) facing a single beefed up opponent. They were pretty well designed and provide a good way to teach the game to new players who partner with an old hand. OL12 & OL 13 appeared in the General. You can blame me for the OL 14 & OL15.

Please report any errors, omissions and typos to rri12@sbcglobal.net. Thanks.

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