

RU A: CITY FIST (Scenario F varian)

Attacker Set Up and play first



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

SPECIAL RULES

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

VICTORY CONDITIONS

The first player to have four or more unpinned PCs in one or more non-infiltrated groups with a "4" range chit in Buildings terrain is the winner. If neither player accomplishes this by the time limit, the defending player wins.

**ATTACKER:
DYO: 480****DEFENDER:
DYO: 280**

A:	1-9, 11, 40 (10 men, 430 points)	1-12,13,22 (12 men, 274 points)
B:	1-6, 8, 16, 17, 24, 31 (10 men, 491 points)	1,2,6-12 (9 men, 277 points)
F:	3, 5-10, 16, 17, 19, 21, 22, 35 (12 men, 468 points)	1-11,18, DC (12 men, 281 points)
G:	3-7, 9, 18, 22-24, 38 (10 men, 466 points)	3-10,23,24, 2PF (10 men, 279 points)
I:	1, 3-15, 18, 22, 34 (17 men, 446 points)	3-7,9,10,12-19 21,22,28, DC (18 men, 282 points)
J:	3-8, 10, 20, 21, 25, 31 (10 men, 468 points)	1-13,28, 3xATMM (14 men, 274 points)
R:	2-8, 11-13, 15, 22-24, 26, 36 (15 men, 466 points)	1-15,18,3xATMM (16 men, 274 points)

RU B: INNER CITY BLOCK CLEARING

Defender Set Up and play first



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

SPECIAL RULES

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

RU B.2: The defender must set up in three or four groups, all of which start at Range Chit 2. The defender then sets up all of his groups in Buildings by using the first Buildings cards revealed by a random search through the deck sufficient to house all of his groups. The attacker then sets up all of his non-AFV groups in Woods by using the first Woods cards revealed by a random search through the deck sufficient to house all of his groups. Preparation for Play then begins normally. (Woods are considered shelled out buildings or rubble but otherwise are treated just like Woods in all respects).

RU B.3: Only the player on defense may use Sniper cards to make Sniper attacks. The other player must use them as Cover cards.

VICTORY CONDITIONS

The player with the most Victory Points [16.4] at the end of the time limit is the winner. However, aggressive action Victory Points are awarded only to those men occupying Buildings (not Woods) terrain. Victory Points for casualties (including men removed due to Rout) are awarded normally.

**ATTACKER:
DYO: 670****DEFENDER:
DYO: 310**

A:	3-9, 18, 20, 25, 34 (10 men, 660 points)	3-13, 18, 20 (13 men, 306 points)
B:	4, 6, 9, 12, 15, 16, 18, 21, 22, 25, 35 (10 men, 664 points)	1-12, 20 (13 men, 306 points)
F(a):	2-9, 11, 14, 16, 17, 20, 21, 23, 34 (15 men, 631 points)	2-4, 6-12, 20, 21, DC (12 men, 310 points)
F(b):	2-7, 9, 10, 14, 16, 20, 21, 34, Radio(5) (12 men, 631 points)	2-4, 6-12, 20, 21, DC (12 men, 310 points)
G:	1, 8-10, 12, 18, 22, 24, 40 (8 men, 663 points)	1-10, 20 (10 men, 305 points)
I:	2-18, 21, 23, 24,26, 34; Reinforcements after first Deck: 33 (21 men, 667 points)	2-18, 21, 23, 24, 28, DC (21 men, 308 points)
J:	1-10, 18-20, 26, 34 (14 men, 664 points)	1-14, 20, 28, 3xATMM (16 men, 307 points)
R:	2-9, 12, 13, 24-26, 34 (13 men, 665 points)	2-15, 18, 22, 23, 26, 3xATMM (18 men, 306 points)

RU C: KING TIGER



Defender Set Up and play first



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

SPECIAL RULES

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

RU C.2: Only the defender may use Sniper cards, Sniper cards are considered Cover cards for the attacker.

RU B.3: The defender sets up all of his groups in Buildings by using the first Buildings cards revealed by a random search through the deck Sufficient to house all of his group's Cards.

RU C.4: The attacker is considered Elite

RU C.5: The attacker receives his normal hand size as long as he has not suffered a Commander Killed; otherwise his hand size is reduced by one.

Note that the defender's hand size is increased by one due to the Unbalanced Position rule (15.6).

VICTORY CONDITIONS

The attacker wins as soon as his AFV reaches Range Chit 6; otherwise the defender wins. The defender also wins if he can immobilize the AFV.

**ATTACKER:
DYO: 760**

**DEFENDER:
DYO: 480**

A:	37 (615 points)	3-8, 14, 18, 20, 22, 23, 27 35 (after 2 decks) (12 men, 474 points)
B:	39 (611 points)	1, 2, 6, 8-12, 17, 18, (42 after two decks) (10 men, 474 points)
G:	35 (754 points)	1-5, 7, 9, 10, 16-18, 2 PF, (6, 11, 19 after 1 deck) (11 men, 409 points)
R:	39 (647 points)	2-10, 12, 18, 22-26, 3 ATMM (38 after 2 decks) (16 men, 474 points)

RU D: AMPHIBIOUS ASSAULT



Defender Set Up and play first



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

SPECIAL RULES

RU D.1: The defending player receives the Pillbox and a Gully card in addition to his normal allotment of Action card prior to setup.

RU D.2: Minefield and Sniper cards are treated as Covering cards if held by the offensive player. They can be used only by the player on defense. Treat all Hill cards as Cover cards

RU D.3: The attacking player is elite; the defending player is second-line

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..

**ATTACKER:
DYO: 400**

**DEFENDER:
DYO: 210**

A:	3, 4, 7, 9, 11, 12, 16-18, 20, 21, 25 (12 Men 396 points)	-
B:	1-5, 8, 14, 15, 17, 24 (10 Men 398 points)	-
G:	-	4, 5, 7, 13, 23, 24 (6 men, 205 points)

RU E: AUCHTUNG

Attacker Set Up and play first



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

SPECIAL RULES

RU E.1: The Pillbox, Minefield, and Marsh cards are treated as Cover Cards. Sniper cards are treated as Cover for the attacker.

RU E.2: The defender must set up in four groups; all of which must start in Buildings revealed by a random search through the deck. Buildings are not removed from play when vacated.

RU E.3: The defender starts play with all but one Morale 3 rifleman pinned. He may not rally (or voluntarily panic) those men until he is fired upon or survives a CC attack, or until a 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.

RU E.4: The attacker sets up his groups at Range 4 and all his men begin the game unarmed!

RU E.5: Night Rules are used except that only the defender may place star shell

RU E.6: The attacker is Elite; the defender is Second-Line

VICTORY CONDITIONS

The attacker wins when at least half of his original force is at Range 7 in TEM-reducing terrain. The defender wins by avoiding the attacker's victory conditions.

ATTACKER:
DYO: 280

DEFENDER:
DYO: 150

A:

3-5, 8, 9, 11, 12, 18
20-22, 25
(12 Men 273 points)

-

B:

1-4, 6, 8-10, 17, 24
(10 Men 268 points)

-

G:

-

5, 7-9, 18, 21-24
Reinforcements after
First Deck: 30
(9 men, 143 points)

R:

2-7, 9, 11-15,
20, 22, 26
(15 Men 251 points)

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RU F: ELITE TROOPS ON THE RUN

Attacker Set Up and play first



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

SPECIAL RULES

RU F.1: The Pillbox and Marsh cards are treated as a Cover Cards. Sniper and Minefield cards are treated as Cover for the attacker. The defender can play Minefields as Booby Traps (37.6).

RU F.2: The defender starts the game entrenched and so is not subject to initial terrain placement by the attacker.

RU F.3: The defender is Elite

VICTORY CONDITIONS

The attacker wins by breaking the defender's squad; the defender wins by avoiding the attacker's victory conditions.

ATTACKER:
DYO: 760

DEFENDER:
DYO: 330

A:

1-9, 12, 23, 25-28, 34
(15 Men 754 points)

3, 4, 11, 14,
18-20, 23, 25
(9 Men 320 points)

B:

4, 7, 9, 10, 12, 16,
18, 21-23, 25, 41
(11 Men 757 points)

1-5, 11, 17, 24
(8 Men, 323 points)

G:

3-9, 18, 22-24, 33
(11 Men, 755 points)

1, 2, 6, 12,
15, 17, 26, 2xPF
(7 men, 295 points)

R:

1, 3-5, 7, 8, 11-15,
20-24, 27, 28, 34,
Radio(5)
(18 Men 754 points)

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RU G: THE PRISONER

Attacker Set Up and play first



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

SPECIAL RULES

RU The Pillbox and Minefield cards are treated as Cover Cards
RU G.2: The attacker's ASL starts the game as a Prisoner. The Defender must assign one of his PCs to act as his Guard during setup.

RU G.3: The attacker is Elite

VICTORY CONDITIONS

The attacker wins by freeing the prisoner (i.e. eliminating every PC in the prisoner's group); the defender wins by avoiding the attacker's Victory conditions.

ATTACKER: (Elite)

DYO: 320

DEFENDER:

DYO: 200

A:

3-5, 7-9, 11, 12,
17, 18, 20, 21
(12 men, 316 pts.)

1-8, 10, 12
(10 men, 200 pts.)

B:

1, 3, 4, 6, 15-18, 22, 24
(10 men, 319 pts.)

1, 4-7, 9, 12, 22
(8 men, 198 pts.)

F:

2-4, 6-12, 15-17, 21
(14 men, 320 pts.)

1, 3-6, 8-10, 19, 22
(10 men, 197 pts.)

G:

1-5, 10, 15, 19, 26, 27
(10 men, 319 pts.)

3-5, 8-10, 23, 24
(8 men, 199 pts.)

I:

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

1, 3, 5-7, 9-16, 19, 22
(15 men, 200 pts.)

J:

1-4, 6, 10-15, 18-20
(14 men, 308 pts.)

4-8, 11-13, 21, 25, 27
(11 men, 200 pts.)

R:

2-8, 12, 13, 20, 22-26
(15 men, 314 pts.)

1, 2, 4-7, 9-11,
14, 15, 24, 25
(13 men, 199 pts.)

RU H: PARTISAN PATROL (Scenario E variant)

Attacker Set Up and play first



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

SPECIAL RULES

RU H.1: The Pillbox is treated as a Cover Card

RU H.2: The Attacking player must treat Sniper and Minefield cards as Cover cards. The Partisan player must use Minefield cards as Booby Traps (37.6).

VICTORY CONDITIONS

The Attacking player wins immediately if 5 or more of his PCs reach at least Range Chit 5 (can still be moving) and he has more Victory Points than the Partisan. In this scenario, VPs are awarded only for casualties and the range chits occupied by the Partisan player. The Partisan wins by avoiding the Attacker's Victory Conditions.

ATTACKER:

DYO: 370

DEFENDER:

DYO: 150

G:

1,2,4-9,30
(8 Men, 370 points)

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R:

-

1,3-10,28
(10 men, 142 points)

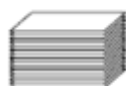
F:

-

1,5,6,8-12,27
(9 Men, 144 points)

RU I: PARTISAN FIST (Scenario F variant)

Attacker Set Up and play first



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

SPECIAL RULES

RU H.1: The Pillbox is treated as a Cover Card

RU H.2: The Attacking player must treat Sniper and Minefield cards as Cover cards. The Partisan player must use Minefield cards as Booby Traps (37.6).

VICTORY CONDITIONS

The Attacking player wins immediately if 5 or more of his PCs reach at least Range Chit 5 (can still be moving) and he has more Victory Points than the Partisan. In this scenario, VPs are awarded only for casualties and the range chits occupied by the Partisan player. The Partisan wins by avoiding the attacker's Victory Conditions.

ATTACKER:
DYO: 480

DEFENDER:
DYO: 180

G:	3-7,9,23,24,31 (8 Men, 471 points)	-
R:	-	1,3-10, 18, 28, 3xATMM (11 men, 174 points)
F:	-	1,5,6,8-12, 20(British) 26(British), 27 (11 Men, 179 points)

RU J: PARTISAN SURPRISE (Scenario W variant)

Attacker Set Up and play first



All Building cards are removed from the Action Deck as soon as they are discarded unused or as a RPC/RNC draw

SPECIAL RULES

RU J.1: The Pillbox and Minefield are treated as Cover Cards

RU J.2: The Defending player must treat Sniper cards as Cover cards

RU J.3: The defender must set up all of his groups in Buildings prior to setup by using the first Building cards revealed by random search through the deck sufficient to house all of his groups. Preparation for Play then begins normally. Once those Building cards are vacated, they are removed from play.

RU J.4: The defender starts play with all but one morale 3 rifeman pinned. He may not rally any of those men (nor voluntarily panic them) until he is fired upon or survives a CC attack, or until a subsequent turn after he makes an attack of his own. He may rally men with a Hero card at any time.

RU J.5: A sniper attack constitutes fire upon the defender and allows him to rally his men

RU J.6: The defending player is considered second-line

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:
DYO: 480

DEFENDER:
DYO: 180

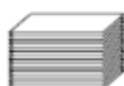
G:	-	3-5, 7-10, 22-24 (10 men, 182 pts.)
R:	1,3-10, 22-25, 28, (15 men, 190 points)	-
F:	1,5,6,8-12, 16-18(British), 27 (15 Men, 195 points)	-

RU K: CITY PARTISANS (Scenario B variant)

Non-Partisan player Set Up and play first



DYO: 220



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

G: 3-5, 9, 10, 18, 21-24
(10 Men, 216 points)

R: 1,3-10, 22-25, 28,
(15 men, 190 points)

F: 1,5,6,8-12,
16-18(British), 27
(15 Men, 195 points)

SPECIAL RULES

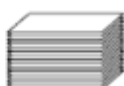
RU K.1: The Pillbox and Marsh cards are treated as Cover cards
RU K.2: The Non-Partisan must treat Sniper and Minefield cards as Cover cards. The Partisan player must use Minefield cards as Booby Traps (37.6).
RU K.3: The Non-Partisan player is considered second-line.

VICTORY CONDITIONS

The player with the most Victory Points (16.4) at the end of the game is the winner; however, aggressive Victory Points are awarded only to those men occupying Buildings Terrain. Victory Points for casualties are awarded normally

RU L: PURSUIT

Attacker Set Up and play first



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

ATTACKER:
DYO: 200

DEFENDER:
DYO: 250

G: 1, 2, 4, 6, 9, 10, 17, 22
plus 4 Sidecar Cycles
(8 men, 196 points)

-

F: -

1-12
(12 men, 236 pts.)

SPECIAL RULES

RU L.1: The Pillbox and Marsh cards are treated as Cover cards
RU L.2: The Attacker must setup in four 2-man groups and assign a Sidecar Cycle to each group. The Defender must setup in 4 groups with no more than 4 men per group.
RU L.3: The Defender must assign one of his PCs to act as a Guard for an enemy Prisoner. Use any unused PC to act as the Prisoner
RU L.4: The Attacker is considered Elite.

VICTORY CONDITIONS

The Attacker wins if he can free the Prisoner (eliminate every PC in the Prisoner's group) or if 2 of his PCs attain Relative Range 5 to the Prisoner's group. The Defender wins by avoiding the Attacker's Victory Conditions or if he can move the Prisoner to Range -5 in Buildings terrain



*You can find the Sidecar Cycle rules at the end of the page

RU M: JUNGLE PARTISANS



Attacker Set Up and play first



No cards are removed from the Action Deck.

SPECIAL RULES

RU M.1: The Pillbox is treated as a Cover card

RU M.2: The Attacking player must treat Sniper and Minefield cards as Cover cards. The Partisan player must use Minefield cards as Booby Traps (37.6).

RU M.3: Jungle rules (47) are in effect.

VICTORY CONDITIONS

The Attacking player wins immediately if 5 or more of his PCs reach at least Range Chit 5 (can still be moving) and he has more Victory Points than the Partisan. In this scenario, VPs are awarded only for casualties and the range chits occupied by the Partisan player. The Partisan wins by avoiding the Attacker's Victory Conditions.

ATTACKER:
DYO: 300

DEFENDER:
DYO: 160

A:	1-8, 11, 12, 19, 21, #(BAR) (Marines) (13 Men, 303 points)	1, 4-6, 8, 11, 12, 19 (Philippine Guerrillas) (8 Men, 156 points)
B:	-	5-8, 12, 21, 25 (Burmese Guerrillas) (7 men, 157 points)
J:	1-13, 23 (14 Men, 290 points)	7, 11-15, 21, 26, 27 (Japanese Stragglers) (9 Men, 147 points)

Sidecar cycle rules

Values: FP: 2 3 4 5 6 6 / Malf: X6 / Rpr: 1-6 / Rmv: 4-6 / Bog: 4/w6 / Ovr: 0*

A sidecar motorcycle is represented by a counter/card placed on a two-man infantry group during setup; Neither PC can be armed with a weapon other than MP, R, CAR, or AR. While the motorcycle is in play that group follows special rules as detailed below. Note that motorcycle groups are only available in scenarios which specify their inclusion.

1. The PC in position one is considered to be the Driver; the PC in position two is considered to be the Gunner. The positions can be swapped by spending an action but only if the group is not moving; swapping can occur even if one or both PCs are pinned. If the Driver is killed the Gunner can spend an action to take his place. Note, that a group with only a Gunner cannot fire or move so its actions are very limited; a group with only a Driver can move but cannot fire.
2. The group is considered an AFV for all movement/terrain/bog purposes except that Bog removal attempts are always successful - no RNC need be drawn. In order to play a movement card the Driver must be unpinned and unwounded. The group can move even if the Gunner is pinned or has been killed. Individual transfers cannot be made into or out of a motorcycle group. The group cannot attempt Entrenchments.
3. Terrain effect modifiers and movement cards do not modify the fire strength of an attack against the group. Also, the group cannot play Conceal cards, however all infantry fire attacks against the group have their strength reduced by 1. Other than the above differences, fire attacks are resolved just like attacks against infantry groups. Adjacent infantry groups do not get the -1 TEM bonus for being adjacent to an AFV group.
4. The Driver has no FP; The Gunner acquires the FP of the motorcycle. The Gunner can fire only if both PCs are unpinned and the Driver is not wounded. The Gunner's weapon is the only weapon that is considered to be firing for purposes of malfunction. British/Italian FP bonus/penalty is not applicable to the Gunner's FP. A Wounded Gunner cannot fire while the group is moving; otherwise his FP is halved. A Hero can be used to double the Gunner's FP but only if the card has a Black RNC.
5. The group cannot infiltrate though it can itself be infiltrated - treat the group as an infantry group for infiltration purposes. Each PC is considered unnamed for purposes of CC and are attacked as a crew (20.71).
6. A motorcycle can be abandoned as an action but only if the group is not moving. The group functions as a normal infantry group from then on using each PC's printed weapon. Any bog chits are removed.
7. All Ordnance attacks against the group are at -1 To Hit. If the group is hit by ordnance using its boxed value, the motorcycle is automatically destroyed and each PC is immediately attacked with a fire strength equal to the fire strength of the boxed attack. The group functions as a normal infantry group from then on. A Minefield destroys a motorcycle in the same fashion. Any movement cards on the group are discarded when the motorcycle is destroyed (per 28.441). [The group is not subject to boxed fire as is the case with open top AFVs; a FT would attack the PCs directly as infantry].
- *8. The group can perform an overrun only if the motorcycle's weapon is functional and neither PC is pinned or wounded; the overrun strength is halved (fractions rounded down) after the initial RNC is drawn and before applying all other modifiers. The group is considered Open Topped for purposes of 29.4: a Red 5 or Red 6 destroys the motorcycle and requires each PC to make a morale check (20.21).