

A: MEETING OF PATROLS

Axis Set Up and Move first



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

SPECIAL RULES:

A.1: The Pillbox and Minefield 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.

DYO: 241

A: 1-12
(12 men, 240 pts.)

B: 1-10
(10 men, 242 pts.)

F: 1-12
(12 men, 236 pts.)

G: 1-10
(10 men, 239 pts.)

I: 1-18
(18 men, 235 pts.)

J: 1-13
(13 men, 233 pts.)

R: 1-15
(15 men, 241 pts.)

B: CITY FIGHT

Axis Set Up and Move first



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

SPECIAL RULES:

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

RULES REVIEW:

21: Demolition Charges.

VICTORY CONDITIONS:

The player with the most Victory Points (16.4) at the end of the time limit is the winner. However, territorial Victory Points are awarded only to those men occupying Buildings terrain. Victory Points for casualties (including men removed due to rout.) are awarded normally.

DYO: 314

A: 1-9, 11, 21, 22, DC
(12 men, 298 pts.)

B: 1-7, 16-18, DC
(10 men, 310 pts.)

F: 2-9, 11, 12, 18, 20, 21, DC
(13 men, 313 pts.)

G: 1-4, 6, 9, 10, 17, 18, 22, DC
(10 men, 309 pts.)

I: 2-21, 23, 24, DC
(22 men, 304 pts.)

J: 1-10, 18-20, DC
(13 men, 308 pts.)

R: 2-9, 11, 12, 15, 22-24, 26, DC
(15 men, 310 pts.)

C: ASSAULTING A FORTIFICATION



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:

C.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. Preparation for Play terrain placement then begins normally.
 C.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.

RULES REVIEW:

21: Demolition Charges, 22 Flamethrowers, 23 Pillbox, 24 Minefields.

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: 369

DEFENDER:

DYO: 200

A:

1-9, 12, 16, 25, DC
(12 men, 362 pts.)

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

B:

1, 3-6, 9, 10, 14, 17, 22, DC
(10 men, 366 pts.)

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

F:

1-12, 14, 17, DC
(14 men, 339 pts.)

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

G:

1, 3-6, 9, 10, 14, 17, 24, DC
(10 men, 366 pts.)

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

I:

1-19, 26, DC
(20 men, 318 pts.)

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

J:

1, 2, 4-10, 12, 16-18, DC
(13 men, 370 pts.)

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

R:

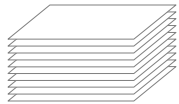
3, 5, 6, 9, 11, 12, 16, 17,
19, 20, 22-26, DC
(15 men, 369 pts.)

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

D: REAR GUARD ACTION



Attacker Set Up and Move first



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

SPECIAL RULES:

D.1: The Sniper cards are treated as Cover cards if held by the attacking player. They can be used as Sniper attacks only by the defender.
 D.2: The Pillbox and Minefield cards are treated as Cover cards.

RULES REVIEW:

25 Ordnance, 26 Mortars, 27 Target Acquisition

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 it, at Relative Range 5 to any defending group. The attacking player also wins if he can reduce the defending player to one group while losing less men than the defender. If the attacking player has not fulfilled either of these victory conditions by scenario end, the defending player wins.

ATTACKER:

DYO: 319

DEFENDER:

DYO: 238

A:

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

3, 4, 6-9, 17, 18, 20, 27
(10 men, 236 pts.)

B:

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

3-5, 9, 15, 17, 21, 22
(8 men, 235 pts.)

F:

2-12, 19-21, 23, 25
(16 men, 318 pts.)

2-4, 6-10, 20, 21
(10 men, 237 pts.)

G:

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

2, 4, 6, 8-10, 12, 23
(8 men, 237 pts.)

I:

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

1-18
(18 men, 235 pts.)

J:

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

1-8, 10, 18, 20
(11 men, 239 pts.)

R:

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

2-7, 12-14, 23-26
(13 men, 238 pts.)

E: ARMORED RECON PATROL



Attacker Set Up and Move first



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

SPECIAL RULES:

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

RULES REVIEW:

25 Ordnance, 27 Target Acquisition, 28 Armored Fighting Vehicles, 29 Overrun Attack.

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.

ATTACKER:

DYO: 370

DEFENDER:

DYO: 241

A:	1-9, 11, 31 (10 men, AFV, 366 pts.)	1-12 (12 men, 240 pts.)
B:	1, 2, 4-10, 33 (9 men, AFV, 333 pts.)	1-10 (10 men, 242 pts.)
F:	1, 2, 4-6, 8-10, 35 (8 men, AFV, 370 pts.)	1-12 (12 men, 236 pts.)
G:	1, 2, 4-9, 30 (8 men, AFV, 370 pts.)	1-10 (10 men, 239 pts.)
I:	1-9, 11-15, 35 (14 men, AFV, 370 pts.)	1-18 (18 men, 235 pts.)
J:	1, 2, 4-7, 9-13, 37 (11 men, AFV, 364 pts.)	1-13 (13 men, 233 pts.)
R:	1-12, 23, 31 (13 men, AFV, 365 pts.)	1-15 (15 men, 241 pts.)

F. INFANTRY'S IRON FIST



Attacker Set Up and Move first



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

SPECIAL RULES:

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

RULES REVIEW:

25 Ordnance, 27 Target Acquisition, 28 Armored Fighting Vehicles, 29 Overrun Attack, 30 Light Anti-Tank Weapons, 31 ATMM's

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.

ATTACKER:

DYO: 471

DEFENDER:

DYO: 279

A:	3-9, 11, 18, 20, 32 (10 men, AFV, 431 pts.)	1-10, 13, 22 (12 men, 274 pts.)
B:	4, 6-8, 12, 21, 22, 25, 32 (8 men, AFV, 490 pts.)	1, 2, 6-12 (9 men, 277 pts.)
F:	3, 5-10, 19, 21, 22, 32 (10 men, AFV, 468 pts.)	1-11, 18, DC (12 men, 281 pts.)
G:	3-7, 9, 23, 24, 31 (8 men, AFV, 471 pts.)	3-10, 23, 24, 2xPF (10 men, 279 pts.)
I:	3-15, 18, 21, 22, 33 (16 men, AFV, 446 pts.)	3-7, 9, 10, 12-19, 21, 22, 28, DC (18 men, 282 pts.)
J:	3-10, 20, 21, 25, 32 (11 men, AFV, 467 pts.)	1-13, 28, 3xATMM (14 men, 274 pts.)
R:	3-12, 19, 26, 28, 40 (13 men, AFV, 466 pts.)	1-15, 18, 3xATMM (16 men, 274 pts.)

G: BLOCK CLEARING



Defender Set Up and Move first



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

SPECIAL RULES:

- G.1: The defending player is given a Buildings card with a TEM of -3 for placement during Preparation for Play in addition to his normal hand.
- G.2: Only the player on defense may use Sniper cards to make Sniper attacks. The attacker must use them as Cover cards.
- G.3: The Pillbox, Marsh, and Minefield cards are treated as Cover cards.

RULES REVIEW:

25 Ordnance, 27 Target Acquisition, 28 Armored Fighting Vehicles, 29 Overrun Attack, 30 Light Anti-Tank Weapons, 31 ATMM.

VICTORY CONDITIONS:

The attacker must have twice as many Victory Points as the defender at the end of the time limit. In this scenario, territorial Victory Points are awarded only to those men occupying Buildings terrain. Casualty Victory Points are awarded normally. The defending player wins by avoiding the attacking player's Victory Conditions.

ATTACKER:

DYO: 665

DEFENDER:

DYO: 288

A:

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

3-8, 13, 18, 20, 22, 23, 27
(12 men, 287 pts.)

B:

12, 15-19, 21, 22, 42
(8 men, AFV, 536 pts.)

1, 2, 6, 8-10, 12, 17, 18, 20
(10 men, 288 pts.)

F:

2-10, 15, 16, 21, 34
(12 men, AFV, 556 pts.)

1-9, 11, 15, 16, DC
(12 men, 287 pts.)

G:

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

1-5, 7, 9, 10, 17, 18, 2xPF
(10 men, 288 pts.)

I:

2-18, 21, 34
(18 men, AFV, 446 pts.)

1-4, 6-16, 23, 24, 28, DC
(18 men, 285 pts.)

J:

1-12, 18-20, 35
(15 men, AFV, 544pts.)

1-11, 20, 26, 28, 3xATMM
(14 men, 284 pts.)

R:

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

2-10, 12, 18, 22-26
3xATMM
(16 men, 288 pts.)

H. ARMORED ADVANCE



Attacker Set Up and Move first



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

SPECIAL RULES:

- H.1: Reinforcements are eligible to enter anytime after one deck of Action cards has been used.
- H.2: Treat Pillbox and Minefield as Cover cards. The attacking player must also treat Sniper cards as Cover cards.
- H.3: The defending player gets at least one functioning Terrain card to use during Preparation for Play. If he has none in his hand at start, he draws cards until he gets one. All other cards drawn in this process are returned to deck and reshuffled.

RULES REVIEW:

34 Infantry Guns, 35 Reinforcements

VICTORY CONDITIONS:

The attacking player wins if at any time he has at least five unpinned Personality cards in one or more non-infiltrated groups at Range Chit 5 occupying any Terrain which will reduce the Fire Strength of an attack against them. The defending player wins by avoiding the attacker's Victory Conditions.

ATTACKER:

DYO: 601

DEFENDER:

DYO: 465

A:

3-5, 7-9, 11, 12, 18,
20, 23, 25, 41
(12 men, AFV, 593 pts.)

3-8, 18, 29
R: 9, 11-13, 20
(8 / 5 men, 458 pts.)

B:

1-10, 37
(10 men, AFV, 598 pts.)

1-4, 17, 18, 27
R: 6-9, 24, 26
(7 / 6 men, 461 pts.)

F:

1-12, 17, 18, 33
(14 men, AFV, 560 pts.)

1, 3-8, 29
R: 2, 9-12, 20, 24
(8 / 7 men, 467 pts.)

G:

3-10, 23, 24, 42
(10 men, AFV, 596 pts.)

3, 5, 8-10, 23, 28
R: 2, 4, 6, 17, PF
(7 / 4 men, 464 pts.)

I:

1-20, 32, 34
(20 men, 2xAFV, 583 pts.)

1, 3-8, 15-18, 23, 30
R: 2, 9-14, 29
(13 / 8 men, 454 pts.)

J:

1-11, 18, 20, 33, DC
(13 men, AFV, 611pts.)

1-6, 18-20, 29, 2xAFV
R: 12-15, 28
(10 / 5 men, 441 pts.)

R:

1, 6-15, 21, 28, 32
R: 37
(13 / 1, AFV, 601 pts.)

2-8, 12, 18, 20, 26, 29, 2xAFV
R: 22-25, ATMM
(12 / 4 men, 451 pts.)

I: PARTISANS



Attacker Set Up and Move first



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

SPECIAL RULES:

- I.1: The Pillbox cards are treated as a Cover card.
- I.2: The German player must treat Sniper and Minefield cards as Cover cards. The Partisan player must use Minefields as Booby Traps (37.6)
- I.3 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 German player wins automatically if at least half of his force reaches 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 German Victory Conditions.

ATTACKER:
DYO: 239

DEFENDER: Partisan
DYO: 143

A:

B:

F:

1, 5, 6, 8-12, 27
(9 men, 147 pts.)

G:

1-10
(10 men, 239 pts.)

I:

J:

R:

1, 3-10, 28
(10 men, 143 pts.)

J: FREE FOR ALL



of players + 1

Set Up and Move in order shown at right.



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

SPECIAL RULES:

- J.1: This is a game for more than 2 players, everyone playing for themselves. Encirclement and moving to a range chit other than 0 to 5 is not allowed. Players need not set up their groups opposite to each other because any player can fire at any other. No group blocks the movement of another. Walls are -1 TEM to all incoming attacks. Upon squad break, broken player removes Personality card, discards hand and action cards in play and retires from the game. Remaining players continue play. All of the J.1 special rules are ignored in favor of the normal two player rules when only two players are remaining.
- J.2: The Pillbox card is treated as a Cover card. Night rules (38.0) are in effect.

RULES REVIEW:

38 Night

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. However, players who cause casualties should keep the removed Personnel cards of their opponents as a reminder of Victory Points earned (16.4) should the Victory Conditions not be met.

DYO: 241

A:

1-12
(12 men, 240 pts.)

B:

1-10
(10 men, 242 pts.)

F:

1-12
(12 men, 236 pts.)

G:

1-10
(10 men, 239 pts.)

I:

1-18
(18 men, 235 pts.)

J:

1-13
(13 men, 233 pts.)

R:

1-15
(15 men, 241 pts.)

K: ELITE TROOPS ON THE ATTACK



Attacker Set Up and Move first



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

SPECIAL RULES:

- K.1: The Pillbox and Minefield cards are treated as Cover cards.
- K.2: Play stops immediately as soon as the Elite player can claim victory against the initial defense force. The Action Deck is not shuffled. All cards currently in the players' hands or in play on their groups are discarded. The four Buildings removed from play in the first part of the scenario remain out of play. The Elite force reforms his groups at range chit 0 using only those of his original men (including those who safely routed away) not lost by KIA results. The other player then forms new groups at range chit 0 using all of his original men. Both players are now dealt full hands and begin Preparation for Play Terrain placement. The scenario then continues normally.
- K.3: Any Sniper capability or weapons lost in the first part of the scenario is regained at the start of the second part of the scenario, even if carried in the form of a weapon chit in place of the normal printed weaponry of a Personnel card. Number of men for a squad break of the Elite force is determined by the size of the squad at the start of the second part. Any wounds of men in the Elite force carry over to the second part. Weapons captured in the first part cannot be used in the second part.

RULES REVIEW: 39 Troop Types

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 of that particular scenario segment. The Elite force must win both scenario segments to win the game. The defending player wins if he wins either segment or by avoiding the Elite force victory conditions. Victory Points are not counted in this scenario.

ATTACKER: Elite
DYO: 320

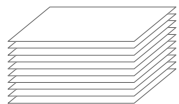
DEFENDER: 2nd Line
DYO: 187 (twice)

A:	3-5, 7-9, 11, 12, 17, 18, 20, 21 (12 men, 316 pts.)	1, 2, 4-8, 10-12, 19, 26 (12 men, 186 pts.)
B:	1, 3, 4, 6, 15-18, 22, 24 (10 men, 319 pts.)	5, 9, 10, 12, 15, 16, 18, 19, 21, 22 (10 men, 188 pts.)
F:	2-4, 6-12, 15-17, 21 (14 men, 320 pts.)	1-6, 8-12, 15 (12 men, 194 pts.)
G:	1-5, 10, 15, 19, 26, 27 (10 men, 319 pts.)	3-5, 7-10, 22-24 (10 men, 182 pts.)
I:	2-18, 21, 23, 24 (20 men, 287 pts.)	1, 3-7, 9-17, 20, 22, 23 (18 men, 187 pts.)
J:	1-4, 6, 10-15, 18-20 (14 men, 308 pts.)	6-13, 15, 19, 21, 25-27 (14 men, 186 pts.)
R:	2-8, 12, 13, 20, 22-26 (15 men, 314 pts.)	1, 4-7, 9-11, 13-15, 20-22, 28 (15 men, 182 pts.)

L. OUTPOST LINE



Attacker Set Up and Move first



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

SPECIAL RULES:

- L.1: The defender may start any or all of his groups entrenched and therefore is not subject to terrain placement by the attacking player during Preparation for Play.
- L.2: The Pillbox and Minefield cards are treated as Cover cards.

RULES REVIEW:

40 Artillery

VICTORY CONDITIONS:

The attacking player wins if at any time he has at least four unpinned Personality cards in one or more non-infiltrated groups at Range Chit 5 occupying any Terrain which will reduce the Fire Strength of an attack against them. The defending player wins by avoiding the attacker's Victory Conditions.

ATTACKER:
DYO: 516

DEFENDER:
DYO: 317

A:	3-8, 10-12, 18-23, 40 (15 men, AFV, 512 pts.)	1, 2, 4-8, 15, 28 (9 men, 317 pts.)
B:	1-10, 12, 15, 16, 34, DC, radio, (13 men, AFV, 511 pts.)	1, 2, 5, 6, 8, 13, 23 (7 men, 319 pts.)
F:	1-12, 19, 24, 35, radio (14 men, AFV, 518 pts.)	3-7, 13, 22, 23, 25 (9 men, 318 pts.)
G:	1-10, 15, 17, 22, 46, radio (13 men, AFV, 516 pts.)	4, 9, 10, 13, 23-25 (7 men, 316 pts.)
I:	1-20, 23, 24, 33, radio (22 men, AFV, 471 pts.)	1-14, 16-18, 25, 27 (19 men, 317 pts.)
J:	1-15, 18, 19, 23, 24, 36, radio (19 men, AFV, 509 pts.)	1, 2, 4-8, 16, 23, 25 (10 men, 311 pts.)
R:	2-15, 20, 23, 26, 28, 32, radio (18 men, AFV, 514 pts.)	2, 5, 10-16, 18, 26, 27, radio (12 men, 313 pts.)

M: PATROL



Axis Set Up and Move first



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

SPECIAL RULES:

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

RULES REVIEW:

44 British, 45 Japanese, 46 Marines, 50 Italians, 51 French

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.

DYO: 241

A:	3-5, 7, 9, 11, 12, 42, 43 (9 men, 224 pts.)
B:	1-10 (10 men, 242 pts.)
F:	1-12 (12 men, 236 pts.)
G:	1-10 (10 men, 239 pts.)
I:	1-18 (18 men, 235 pts.)
J:	1-13 (13 men, 233 pts.)
R:	1-15 (15 men, 241 pts.)

N. JUNGLE MEETING ENGAGEMENT



Axis Set Up and Move first



No cards are removed from the Action Deck

SPECIAL RULES:

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

N.2: Jungle Rules (47) are in effect.

RULES REVIEW:

47 Jungle Terrain

VICTORY CONDITIONS:

The player with the most Victory Points (16.4) at the end of the time limit is the winner. However, territorial Victory Points are awarded only to those men occupying Jungle terrain. Victory Points for casualties (including men removed due to rout.) are awarded normally.

DYO: 241

A:	3-5, 7, 9, 11, 12, 42, 43 (9 men, 224 pts.)
B:	1-10 (10 men, 242 pts.)
F:	1-12 (12 men, 236 pts.)
J:	1-13 (13 men, 236 pts.)

ALTERNATE SETUPS:

	Allies	Japanese
A:	1, 3-9, 11, 12, 19, 20, 44 (9 men, 302 pts.)	1-14, 23 (15 men, 303 pts.)
B:	3-8, 17, 18, 21, 22 (10 men, 250 pts.)	1-11, 18, 19 (13 men, 248 pts.)

O: ASSAULTING A PILLBOX



Attacker Set Up and Move first



No cards are removed from the Action Deck.

SPECIAL RULES:

- O.1: Jungle Rules are in effect.
- O.2: 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. Preparation for Play terrain placement then begins normally.
- O.3: The Minefield and Sniper cards are treated as Cover cards if held by the attacking player. They can be used only by the defender.

RULES REVIEW:

21: Demolition Charges, 22 Flamethrowers, 23 Pillbox, 24 Minefields, 47 Jungle Terrain.

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: 360

DEFENDER:

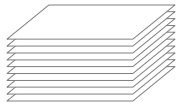
DYO: 270

A:	1-9 11, 12, 16, 19, DC (13 men, 401 pts.)	5, 7-9, 15, 42, 43 (10 men, 261 pts.)
B:	1-9 14, DC (10 men, 354 pts.)	2, 4-8, 13, 21 (8 men, 270 pts.)
J vs. A:	1-12, 17-19, DC (15 men, 360 pts.)	4-12, 16, 20, 21, 25 (13 men, 271 pts.)
J vs. B:		4-11, 16, 21, 25 (11 men, 244 pts.)

P: EVACUATION



Defender Set Up and Move first



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

SPECIAL RULES:

- P.1: The Pillbox and Minefield cards are treated as Cover cards.
- P.2: The defender must set up in three or four groups, all of which start at Range Chit 2. Following placement of terrain, the defending player must draw a RNC for each of his own men; the man drawing the lowest RNC (red RNC's are considered negative values) is considered wounded (Defender choice in case of tie.) Reshuffle the deck including all RNC's drawn to determine wounds, but excluding the players' dealt hands and placed terrain. All wound rules are in effect except the need to draw a Black RNC at the start of each new deck (33.7) A wounded man may not individually transfer to another group unless he is the only member of his group.

VICTORY CONDITIONS:

The attacking player wins immediately if he has four unpinning Personality cards to Range Chit 5 in one or more non-infiltrated groups in terrain which will reduce the Fire Strength of an attack against them.. The defending player wins by avoiding the attacking player's Victory Conditions, or automatically if has at least two of his originally wounded men in unpinning groups in terrain that will reduce the Fire Strength of any attack against them at Relative Range 0 to all attacking groups.

ATTACKER:

DYO: 236

DEFENDER:

DYO: 242

A:	1-12 (12 men, 242 pts.)	1-12 (12 men, 240 pts.)
A vs. J:	1, 3-9, 11, 12, 19, 20, 44 (13 men, 302 pts.)	3-5, 7, 9, 11, 12, 42, 43 (9 men, 224 pts.)
B:	1-10 (10 men, 242 pts.)	1-10 (10 men, 242 pts.)
F:	1-12 (10 men, 236 pts.)	1-12 (10 men, 236 pts.)
G:	1-10 (10 men, 239 pts.)	1-10 (10 men, 239 pts.)
I:	1-18 (18 men, 235 pts.)	1-18 (18 men, 235 pts.)
J:	1-13 (13 men, 236 pts.)	1-13 (13 men, 236 pts.)
J vs. A:		1-14, 23 (15 men, 303 pts.)
R:	1-15 (15 men, 241 pts.)	1-15 (15 men, 241 pts.)

Q. DELAYING ACTION



Attacker Set Up and Move first



Remove the first four Buildings to be discarded unused or as a RPC/RNC draw. (Unless Jungle Rules are in effect, see Q.3.)

SPECIAL RULES:

Q.1: The Pillbox and Minefield cards are treated as Cover cards for both players. The Sniper, Wire and Stream cards are considered Cover cards for the attacking player; they may be played normally by the defender.
 Q.2: The defending player may set up entrenched in applicable terrain.
 Q.3: Jungle rules (47) are in effect for all Japanese vs. US / British scenario variations. In Jungle scenarios, no cards are removed from the Action Deck.

RULES REVIEW:

25 Ordnance, 26 Mortars, 27 Target Acquisition

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 Relative Range 5 to any defending group. The defending player wins by avoiding the attacking player's Victory Conditions.

ATTACKER:
DYO: 313

DEFENDER:
DYO: 224

A:	1-12, 17, 19, 28, 44 (16 men, 377 pts.)	3-5, 7, 9, 11, 12, 42, 43 (9 men, 224 pts.)
B:	3-8, 17, 19, 21-25 (13 men, 333 pts.)	1-8 (8 men, 222 pts.)
G:	2-10, 18, 22, 23, 25 (13 men, 314 pts.)	2, 4, 6, 8-10, 12, 23 (8 men, 237 pts.)
J:	1-15, 23 (16 men, 313 pts.)	1-11 (11 men, 219 pts.)
J vs. A:		1-13 (13 men, 236 pts.)
R:	1-15, 22, 23, 27 (18 men, 303 pts.)	2-7, 12-14, 23-26 (13 men, 238 pts.)

R. PARATROOP DROP



Defender Set Up and Move first



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

SPECIAL RULES:

R.1: The Pillbox and Minefield cards are treated as Cover cards
 R.2: The attacker must set up in four groups with no more than four men per group. The four Group ID are then drawn randomly from a cup and placed one to a group from left to right; after which the attacker's groups are rearranged on the table accordingly so as to set up opposite their opponent's like-named groups. Two of each of the following range chits are then placed in a cup: -1/0, 0/1, 2/3, 4,5. The defender then draws one range chit at a time randomly from the cup and places it instantly on the attacker's group of his choice before drawing another chit. The attacker then draws an RNC to determine which side of the range chit is placed face up: Black RNC indicates the higher is number is placed face up, Red RNC indicates the lower number is placed face up. The process is repeated for the remaining three attacking groups, after which terrain may be placed normally.
 R.3: All members of a paratroop group which sets up in Woods terrain must make a Morale Check (20.21) prior to the start of play. Failure of this Morale Check in this case results in a Wound—not a pin result.
 R.4: The Paratroop player may not set up with any LMG already crewed, nor can he play a Concealed card during the defender's first turn.
 R.5: The attackers are paratroops (not marines) and are entitled to their respective nationality's Elite status capabilities (39 Troop Types)

VICTORY CONDITIONS:

The attacking player wins at the end of his turn if he has at least five unpinned men (including SL or ASL) in one non-infiltrated group at range chit 3, 4, or 5 in terrain which will reduce the Fire Strength of an attack against it. The defender wins by avoiding the attacker's Victory Conditions.

ATTACKER: Elite
DYO: 304

DEFENDER:
DYO: 239

A:	2-5, 7-9, 11, 17, 18, 26, 27 (12 men, 303 pts.)	1-12 (12 men, 240 pts.)
B:	1, 3-6, 8, 9, 17, 18, 22 (10 men, 299 pts.)	1-10 (10 mean 242 pts.)
F:		1-12 (12 men, 236 pts.)
G:	1-6, 10, 17, 18, 22 (13 men, 314 pts.)	1-10 (10 men, 239 pts.)
I:	2-14, 16, 18, 21 (16 men, 262 pts.)	1-18 (18 men, 235 pts.)
J:		1-13 (13 men, 233 pts.)
R:	2-9, 11, 12, 22-26 (15 men, 297 pts.)	1-15 (15 men, 241 pts.)

S: JUNGLE ASSAULT

Attacker Set Up and Move first



No cards are removed from the Action Deck.

SPECIAL RULES:

S.1: Treat the Pillbox and Minefield as Cover cards.

S.2: Jungle Rules are in effect.

S.3: The defender may start with all of his groups in applicable terrain entrenched and is not subject to terrain placement by the attacking player during Preparation for Play.

RULES REVIEW:22 Flamethrowers, 25 Ordnance, 26 Mortars,
27 Target Acquisition, 47 Jungle Terrain**VICTORY CONDITIONS:**

The attacking player wins immediately if he has four unpinned Personality cards in one or more non-infiltrated groups at Range chit 5 in terrain which will reduce the Fire Strength against them. The defender wins by avoiding the attacker's Victory Conditions.

ATTACKER:

DYO: 379

DEFENDER:

DYO: 295

A:

1-5, 7-9, 11, 12, 16, 17, 19
(13 men, 358 pts.)4, 5, 7-9, 11, 15, 42, 43
(9 men, 293 pts.)

B:

1, 3-8, 14, 16, 22, 23
(11 men, 360 pts.)1, 2, 4-10, 13
(10 men, 295 pts.)

J:

1-14, 22, 23, 27
(17 men, 379 pts.)4-13, 16, 21, 25
(13 men, 261 pts.)**T. ARMOR PATROL**

Attacker Set Up and Move first



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

SPECIAL RULES:

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

RULES REVIEW:25 Ordnance, 27 Target Acquisition,
28 Armored Fighting Vehicles, 29 Overrun Attack,**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.

ATTACKER:

DYO: 326

DEFENDER:

DYO: 236

A:

7-9, 11, 19, 31, 42, 43
(7 men, AFV, 327 pts.)3-5, 7, 9, 11, 12, 42, 43
(9 men, 224 pts.)

B:

1-6, 8, 9, 34
(8 men, AFV, 321 pts.)1-10
(10 men 242 pts.)

F:

1-3, 5, 6, 8-11, 35
(9 men, AFV, 421 pts.)1-12
(12 men, 236 pts.)

G:

4-9, 23, 24, 30
(8 men, AFV, 360 pts.)1-10
(10 men, 239 pts.)

I:

1-4, 6-16, 18, 31
(14 men, AFV, 315 pts.)1-18
(18 men, 235 pts.)

J:

1-11, 37
(11 men, AFV, 354 pts.)1-13
(13 men, 233 pts.)

R:

1-12, 23, 31
(13 men, AFV, 379 pts.)1-15
(15 men, 241 pts.)

U: ARMOR



Attacker Set Up and Move first



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

SPECIAL RULES:

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

RULES REVIEW:

25 Ordnance, 27 Target Acquisition, 28 Armored Fighting Vehicles, 29 Overrun Attack, 30 Light Anti-Tank Weapons, 31 ATMM.

VICTORY CONDITIONS:

The first player to have at least four unpinned Personality cards in one or more non-infiltrated groups at Range Chit 4 or 5 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.

ATTACKER:

DYO: 461

DEFENDER:

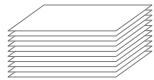
DYO: 287

A:	1-5, 7-9, 11, 12, 19, 32 (11 men, AFV, 461 pts.)	1-9, 11-13, 19 (13 men, 326 pts.)
B:	3-8, 17, 20-22, 33 (10 men, AFV, 455 pts.)	1-9, 20 (10 men, 296 pts.)
B vs. G:	3-8, 21, 22, 32 (9 men, AFV, 515 pts.)	
F:	1-10, 18, 19, 24, 35 (13 men, AFV, 462 pts.)	6, 7, 15-24, 27, DC (13 men, 287 pts.)
G:	1-8, 31 (8 men, AFV, 476 pts.)	3-10, 23, 24, 2xPF (10 men, 279 pts.)
I:	1-20, 32 (20 men, AFV, 460 pts.)	1-19, 28, DC (18 men, 297 pts.)
J:	1-11, 32 (11 men, AFV, 464 pts.)	1-14, 28, 3xATMM (15 men, 287 pts.)
J vs. A:	1-12, 23, 32 (13 men, AFV, 525 pts.)	
R:	1, 3-12, 21, 28, 33 (13 men, AFV, 494 pts.)	1-15, 18, 3xATMM (16 men, 274 pts.)

V: AMBUSH



Attacker Set Up and Move first



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

SPECIAL RULES:

- V.1: The Pillbox and Minefield cards are treated as Cover cards.
- V.2: The Attacking force is considered Elite and entitled to use Elite troop capabilities (39 Troop Types). Any listed man with a Morale of 1 becomes a Morale 2. All others retain their printed values.
- V.3: The defender may receive Random Reinforcements (.48) throughout the game

RULES REVIEW:

35 Reinforcements, 39 Troop Types, 48 Random Reinforcements

VICTORY CONDITIONS:

The attacking player wins by breaking the defending player's squad (16.5). Note that each arrival of reinforcements (other than snipers) increases the size of the defending .squad. and makes it that much more difficult to break. The defender wins by avoiding the attacker's Victory Conditions.

RANDOM REINFORCEMENT TABLE:

RNC	American	British	French	German	Italian	Japanese	Russian
0	Sniper	Sniper	Sniper	Sniper	Sniper	Sniper	Sniper
1	11,12	8,9	10,11	8,9	8,17	11,12	24,25
2	17,20,21	10,22,24	12,15,23	9,10,24	18,19,20	4,13,25	21-23
3	20,25,26,*	8,22,25,*	16,17,24,*	10,19,24,*	22-24,*	15,18,25,*	20-22,*
4	20-23,*	8,22,24,25,*	18-20,22,*	8,24,26,27,*	17,18,22,23,*	15,20,25,26,*	19,23-25,*
5	31	34	35	30	31	37	31
6	34	35	31	39	33	34	34

* = Any personnel card other than MMG, AT Gun or AFV. May add secondary weapon if rifle or MP. Substitutes: If man already play, replace with same weapon and morale/panic values (use chits)

ATTACKER: Elite

DYO: 495

DEFENDER:

DYO: 459

A:	Against German: 4, 5, 7-9, 13, 16-23 (14 men, 451 pts.)	Against Japanese: 1-5, 7-9, 11, 12 (10 men, 481 pts.)
	Against all others: 3-8, 11-13, 16-20, 44 (15 men, 491 pts.)	Against all others: 1-9 (9 men, 459 pts.)
B:	1-6, 14-17, 20, 24 (12 men, 489 pts.)	1-7 (7 men, 452 pts.)
F:	1-4, 6-12, 14-17, 20, 25, DC (17 men, 485 pts.)	1-9 (9 men, 456 pts.)
G:	1-6, 8, 11, 14, 15, 19, 27 (12 men, 425 pts.)	1-7 (7 men, 451 pts.)
I:	3-18, 21-26, 28, 2xDC (23 men, 485 pts.)	1-7, 9-16 (15 men, 458 pts.)
J:	1-15, 17, 23, 28, DC (18 men, 492 pts.)	1-10 (10 men, 459 pts.)
R:	2-9, 11-15, 17, 18, 26, 27, 2xDC (15 men, 493 pts.)	1-12 (12 men, 471 pts.)

W. SURPRISE ATTACK



Attacker Set Up and Move first



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

SPECIAL RULES:

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

W.2: The defender may 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.

W.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 DC 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.

W.4: The defender may make no sniper attacks until he has rallied someone without the use of a Hero card. A sniper attack would constitute fire upon the defender and allow him to rally his men.

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: 238

DEFENDER:

DYO: 242

A:	1-12 (12 men, 240 pts.)	1-12 (12 men, 240 pts.)
A vs. J:	1, 3-9, 11, 12, 19, 20, 44 (13 men, 302 pts.)	3-5, 7, 9, 11, 12, 42, 43 (9 men, 224 pts.)
B:	1-10 (10 men, 242 pts.)	1-10 (10 men, 242 pts.)
F:	1-12 (12 men, 236 pts.)	1-12 (12 men, 236 pts.)
G:	1-10 (10 men, 239 pts.)	1-10 (10 men, 239 pts.)
I:	1-18 (18 men, 235 pts.)	1-18 (18 men, 235 pts.)
J:	1-13 (13 men, 236 pts.)	1-13 (13 men, 236 pts.)
J vs. A:	1-13 (13 men, 236 pts.)	1-15, 22 (16 men, 300 pts.)
R:	1-15 (15 men, 241 pts.)	1-15 (15 men, 241 pts.)

X: SURROUNDED



Defender Set Up and Attacker Move first



Remove the first five Buildings to be discarded unused or as a RPC/RNC draw. (Unless Jungle Rules are in effect, see X.2.)

SPECIAL RULES:

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

X.2: Jungle rules (47) are in effect for all Japanese vs. US / British scenario variations. In Jungle scenarios, no cards are removed from the Action Deck.

X.3: Red RNC Movement cards are NOT required to use Retrograde movement (5.51)

X.4: The defender sets up first using Range chits 0. The attacker must then divide his Personnel cards into two "forces" with two or more groups in each force. Any side with two or more LMG's must start them in separate forces. One force of the attacker's choice is set up with Range chits 0, while the other force must be set up with Range chits 10 (5+5). In this scenario, the attacker 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.)

X.5: 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 a 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.

RULES REVIEW: 25 Ordnance, 26 Mortars, 27 Target Acquisition

VICTORY CONDITIONS:

The attacking player wins immediately by breaking the defending squad

(16.5) The defender wins by avoiding the attacker's Victory Conditions

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UPFRONT Scenarios 2.2A

ATTACKER:

DYO: 317

DEFENDER:

DYO: 232

A:	1-12, 27, 28 (14 men, 312 pts.)	1-11 (11 men, 229 pts.)
A vs. J:	1, 3-9, 11, 12, 19, 20, 44 (13 men, 302 pts.)	3-5, 7, 9, 11, 12, 42, 43 (9 men, 224 pts.)
B:	1-10, 16, 23 (12 men, 312 pts.)	1-9 (9 men, 232 pts.)
F:	1-12, 18, 19, 23, 26 (16 men, 318 pts.)	1-4, 6-12 (11 men, 232 pts.)
G:	1-10, 22, 25 (12 men, 310 pts.)	1-4, 6-10 (9 men, 231 pts.)
I:	1-20, 23-26 (24 men, 316 pts.)	1-16, 18 (17 men, 230 pts.)
J:	1-15, 18, 22 (17 men, 317 pts.)	1-12 (12 men, 226 pts.)
J vs. A:	1-15, 18, 22 (17 men, 317 pts.)	1-15 (15 men, 259 pts.)
R:	1-15, 22, 27, 28 (18 men, 316 pts.)	1-14 (14 men, 231 pts.)

Up Front Scenario cards Version 2.3

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 all errata and published scenario variations in Up Front, Banzai & Desert War.

Notes:

- British & Japanese squads in scenarios B, C & D are shaded. These squads were not officially published by Avalon Hill. They appear in Bruce Wigdor's Internet Up Front (IUF) program. (see www.wargameroom.com) and on Roberto Ullfig's Up Front Rosters web page (<http://www.yxklyx.com/thecolosseum/upfront/rosters.html>).
- American card #44 is the extra BAR card (morale 2, Panic 3) used in several Banzai scenarios.
- Andy Maly's errata has been incorporated into the scenarios.
- Scenario J, Free for All, has been extended to allow more than 3 players. If played with 3, it matches the originally published scenario. (Since Up Front is essentially a two player game, I have never played this scenario and it has not been playtested.)
- These cards were originally designed on Open Office Draw 4 and may be converted to Adobe .pdf format.

Corrections from Version 1.0:

- Scenario E: British Attacker should be 1,2 4-10, 33, not 1,2, 3-10,33 (Thanks, David Hassell)
- Scenario G: British Attacker has AFV 42, British Defender has a total of 10 men.
- Scenario I: Added summary of Partisan rules to card.
- Scenario J: Added notes what happens on squad break.
- Scenario L: Corrected typo "nay"
- Scenario O: American Defender: 5, 7-9,15,42,43 not 5,7-9,15,42,53 British Defender has 8 men not 7.
- Scenario P: Removed repeated "his originally wounded men" from Victory Conditions
- Scenario Q: Corrected multiple errors and typos
- Scenario S: Corrected typo "mot"
- Scenario U: French Attack 1-10,17,19,24,35, not 1-10,17,19,24,34, Corrected DYO values
- Scenario V: Italian Attack, add 21, Defense: Remove 8. Added Random Reinforcement Table
- Scenario X: Russian Defense had 14 men.

Corrections from 2.0

- Scenario T: Fixed typo "mean" on British defense
- Scenario Q: Correct German defense: 12, 23
- Scenario U: Corrected British Attack and swapped Japanese and J vs. A Attack
- Scenario I: Corrected French DYO value.

Additions to Version 2.3: Added Rules Review items to highlight rules needed in various scenarios.

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

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