



SITUATION REPORT

FRENCH-ITALIAN BORDER, JUNE 1940, oh-dark-thirty –

This scenario uses the Random Scenario Generator on pages 8-10 of the CC: Mediterranean playbook. Steps 1 through 4 have been predetermined. Players will construct the remainder of the scenario parameters by performing RSG steps 5 through 16. Play then proceeds as normal.

Italian Forces

– Per RSG –

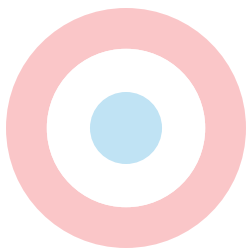
French Forces

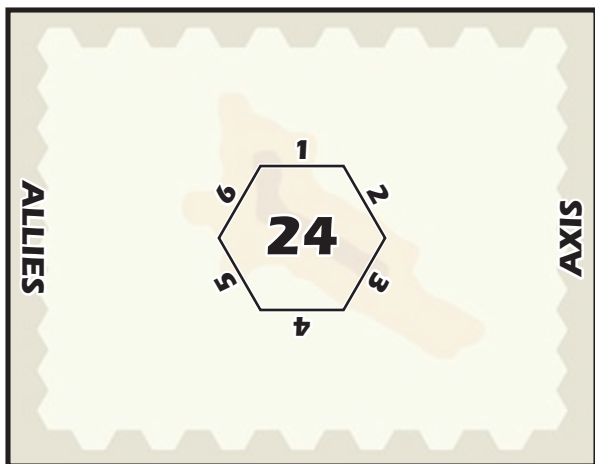
– Per RSG –

YEAR MARKER:	1940
VICTORY POINT MARKER:	per RSG
TIME / SUDDEN DEATH MARKERS:	0 / per RSG
TROOP QUALITY / ORDER LIMIT:	Axis – Line / per RSG Allies – Line / per RSG
POSTURE:	Axis – per RSG Allies – per RSG
INITIATIVE:	per RSG
OBJECTIVE CHITS:	Open – W Axis – none Allies – none
OBJECTIVE CONTROL:	Axis – per RSG Allies – per RSG
SET UP:	Axis – per RSG Allies – per RSG
SURRENDER MARKERS:	Axis – per RSG Allies – per RSG
FIRST TURN:	per RSG

SPECIAL RULES:

- The older of the two players will command the Allied forces.
- NIGHT:** The following rules are in effect for the duration of the scenario:
 - NIGHT COMMAND & CONTROL:** Each side has its Discard Limit changed to “all”. What this means is that, if the player announces no Orders on his turn, he must discard every card in his hand.
 - NIGHT MOVEMENT:** Each Terrain Type – that is, terrain above the dotted line on the Terrain Chart – has its Move Cost increased by 1. (Terrain Features such as roads and trails are not affected.)
 - NIGHT VISIBILITY:** Maximum LOS is six hexes; LOS beyond six hexes is considered blocked. Also, there exists an automatic Hindrance of 1. As usual, this night Hindrance is not cumulative with other Hindrances (such as smoke or brush).
 - ARTILLERY AT NIGHT:** Skip RSG step 11.1. Also, a radio cannot be chosen during a Reinforcement event.
 - AIRCRAFT AT NIGHT:** Air Support events have no effect.





SITUATION REPORT

HILL 133, SOMEWHERE DEEP IN RUSSIA, 1943 —

This scenario uses the Random Scenario Generator on pages 8-10 of the CC: Mediterranean playbook. Steps 1 through 4 have been predetermined. Players will construct the remainder of the scenario parameters by performing RSG steps 5 through 16. Play then proceeds as normal.

German Forces

– Per RSG –

Russian Forces

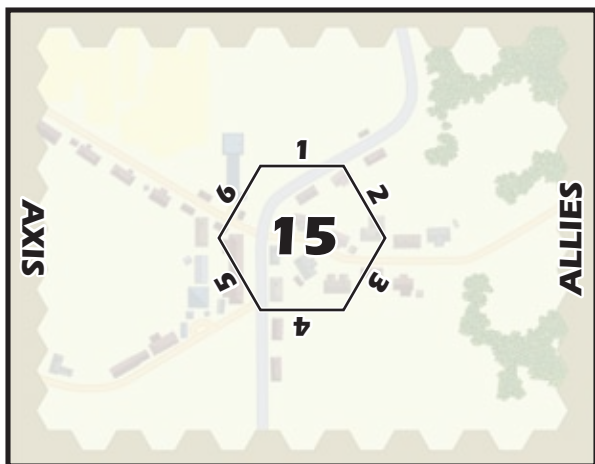
– Per RSG –

start	YEAR MARKER:	1943
	VICTORY POINT MARKER:	per RSG
	TIME / SUDDEN DEATH MARKERS:	0 / per RSG
	TROOP QUALITY / ORDER LIMIT:	Axis – Green / per RSG Allies – Line / per RSG
	POSTURE:	Axis – per RSG Allies – per RSG
	INITIATIVE:	per RSG
	OBJECTIVE CHITS:	Open – T Axis – none Allies – none
	OBJECTIVE CONTROL:	Axis – per RSG Allies – per RSG
	SET UP:	Axis – per RSG Allies – per RSG
	SURRENDER MARKERS:	Axis – per RSG Allies – none
	FIRST TURN:	per RSG

SPECIAL RULES:

- The younger of the two players will command the Allied forces.
- HUMAN WAVES: the following rules are in effect for the duration of the scenario:
 - The Russian player has his hand size reduced by 1.
 - The Russian player always places his eliminated units (and their possessed weapons, if any) on the next space of the Time Track rather than on the Casualty Track. (Exception: the Hero still goes back into the countermix and its weapon, if any, into the Weapons Box of the Casualty Track.)
 - The Russian player may treat Command Confusion orders as “Charge” orders instead. When a Charge order is announced, all Russian units not yet activated for the turn:
 - have any suppressed marker removed; then
 - are rallied if broken; then
 - are automatically activated for a Move order.
 - During a Charge order, after steps a through c above have been completed – but before Movement physically begins – any or all Axis units not yet activated for the turn may be activate for an Op Fire action, at the Axis player’s discretion. This activation is automatic and does not require the play of a card from the Axis player’s hand.





SITUATION REPORT

YET ANOTHER CROSSROADS VILLAGE, FRANCE, 1944 –

This scenario uses the Random Scenario Generator on pages 8-10 of the CC: Mediterranean playbook. Steps 1 through 3 have been predetermined. Players will construct the remainder of the scenario parameters by performing RSG steps 4 through 16. Play then proceeds as normal.

German Forces

Per RSG; plus:



American Forces

Per RSG; plus:



start

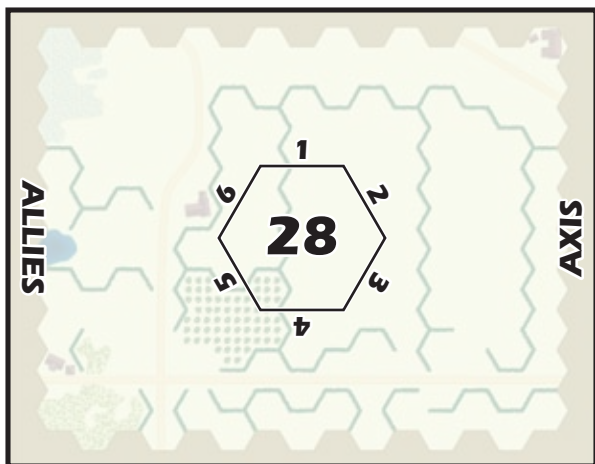
YEAR MARKER:	1944
VICTORY POINT MARKER:	per RSG
TIME / SUDDEN DEATH MARKERS:	0 / per RSG
TROOP QUALITY / ORDER LIMIT:	Axis – Line / per RSG Allies – Elite / per RSG
POSTURE:	Axis – per RSG Allies – per RSG
INITIATIVE:	per RSG
OBJECTIVE CHITS:	Open – 5 Axis – random Allies – random
OBJECTIVE CONTROL:	Axis – per RSG Allies – per RSG
SET UP:	Axis – per RSG Allies – per RSG
SURRENDER MARKERS:	Axis – per RSG Allies – per RSG
FIRST TURN:	per RSG

SPECIAL RULES:

1. The older of the two players will command the Allied forces.
2. ARTILLERY DUEL: Both players automatically receive the radios shown at left. Skip step 11.1 of the RSG.
3. PRE-PLOTTED FIRE: At the end of step 8 of the RSG, the Allied player secretly writes down the identity of any one hex on the map. Allied artillery attacks are always accurate when the SR is placed into a pre-plotted hex (reveal its identity to the Axis player the first time this occurs). If so, do not make a Targeting Roll for that attack—instead proceed directly to the Hit procedure [O18.2.2.1] after placing the SR.

The Axis player uses the exact same Pre-Plotted Fire rule except that he secretly records two hexes instead of one at the end of step 8.





SITUATION REPORT

GAULIETER ESTATE, NORTHERN GERMANY, 1945 —

This scenario uses the Random Scenario Generator on pages 8-10 of the CC: Mediterranean playbook. Steps 1 through 3 have been predetermined. Players will construct the remainder of the scenario parameters by performing RSG steps 4 through 16. Play then proceeds as normal.

German Forces

Per RSG; plus:



British Forces

Per RSG; plus:



start

YEAR MARKER:	1945
VICTORY POINT MARKER:	per RSG
TIME / SUDDEN DEATH MARKERS:	0 / per RSG
TROOP QUALITY / ORDER LIMIT:	Axis — Green / per RSG Allies — Green / per RSG
POSTURE:	Axis — per RSG Allies — per RSG
INITIATIVE:	per RSG
OBJECTIVE CHITS:	Open — W and X Axis — random Allies — random
OBJECTIVE CONTROL:	Axis — per RSG Allies — per RSG
SET UP:	Axis — per RSG Allies — per RSG
SURRENDER MARKERS:	Axis — per RSG Allies — per RSG
FIRST TURN:	per RSG

SPECIAL RULES:

1. The younger of the two players will command the Allied forces.
2. Each player automatically receives its nation's Hero for initial setup. Each time a Hero is eliminated, remove any suppressed or veteran marker then place it on the next space of the Time Track, unbroken. Heroes cannot possess weapons. The Hero event has no effect.

