

Situation I: Take Out Those 88's! v1.1**Germany Starting, Committed Units**

(Do not count toward deck point total)

3X 8.8cm FlaK 36s

3X Artillery Crews (With 8.8cm FlaK 36 guns)

2X Rifle Squads (either of two Frontlines)

1X MG42 (either of two Frontlines)

United States Starting, Committed Units

(Do not count toward deck point total)

None

Win Conditions

Germany must score 75 points or overrun US to win.

The US player must destroy all 8.8cm FlaK guns.

Special Rules

- Germany may commit forces to **two frontlines**; however, once either frontline is lost, German forces may only commit to a single frontline.
- Committed US frontline Units may only attack units along the first German frontline (the line closest to the US frontline).
- Committed German Units, regardless of which frontline they occupy may attack any legal US frontline targets.
- Germany does not begin with a starting hand and the German Reserves Deck is not available until **Turn 3**.
- US deck point total is **120 points** maximum. No aircraft allowed.
- The German player may not withdraw any of the 8.8cm FlaK 36s.
- Germany receives **10 bonus Victory Points** each turn **at least one** 8.8cm FlaK 36 remains intact in the Battle Area.
- Victory Points are not tracked for the US (see Win Conditions).

Situation II: Beachhead Air Defense v1.0**Germany Starting, Committed Units**

(Do not count toward deck point total)

2X Messerschmitt Bf 109G-6s

1X Junkers Ju-87B-1 Stuka

1X Focke-Wulf Fw 190A-4

4X Luftwaffe Pilots

United States Starting, Committed Units

(Do not count toward deck point total)

1X LST (unused face-down US Unit Card)

2X P-38J Lightnings

2X P-40F Warhawks

4X Army Air Corps Pilots

Win Conditions

The German player must score 85 points or overrun US.

The US player must get 70 points or overrun Germany.

Special Rules

- Place one unused US Unit Card face down in the Battle Area. This card represents a beached US LST. German aircraft may target and attack the LST. Treat the LST as a fixed gun for Attack purposes with a Defense of 1 and unlimited Endurance. If the LST is hit, all Net Damage results in bonus Victory Point(s) for Germany. The LST cannot be destroyed in this Situation. Ignore the effects of Special Attack Rolls of 2, 3, 18, 19, and 20 when attacking the LST.
- Each player creates a standard (100 point) Reserves Deck, but it is not available until all starting aircraft of one side are destroyed. The US Reserves Deck may contain a maximum of three (3) tanks/vehicles.
- Ignore Aircraft Turns of Flight until the dogfight is over. Instead, all aircraft remain committed until they are destroyed. Surviving aircraft are placed under the player's Reserves Deck. Bombs on aircraft may only be used once in the dogfight portion of this Situation for each aircraft.
- Once all aircraft of one side are destroyed, Reserves Decks are available for drawing land-based Units and the land-based US push forward begins. Each player may choose a new Starting Hand of **up to 5 Unit Cards** at this time. Also at this time, remove the LST from the game.
- The first side to destroy all enemy aircraft receives bonus **10 Victory Points**.

Situation III: One Chute Open! v1.0**Germany Starting, Committed Units**

(Do not count toward deck point total)

1X Luftwaffe Pilot w/Fighter Ace Command Card

(Hidden)

United States Starting, Committed Units

(Do not count toward deck point total)

None

Win Conditions

Germany must find Gunter and withdraw. If engaged in a firefight, they must defeat all committed US Units.

US must capture Gunter alive. If captured, the game ends and the US units withdraw.

If Gunter does not survive for some reason (such as friendly fire), both players lose.

Special Rules

- Reserves Deck maximum point total 40, minimum 30. **Only Infantry allowed (Both sides).**
- The effects of the Command Card “Withdraw” and any withdrawal Damage Effects do not apply.
- All German Units are hidden unless Gunter chooses to fire his Pistol at the US patrol, at which time he is revealed and may be targeted for capture the following turn. During the next Combat Phase, all other German Infantry are also revealed and may fight alongside Gunter.
- Each Combat Phase that Gunter remains hidden, the US and German patrols may search for him **as an alternative to attacking**. Roll initiative to determine who searches first in each Combat Phase. Then roll once using the table to determine if Gunter is found. The more Infantry Units that search for Gunter, the greater the chance of discovery.
- US Units may not attack Gunter at any time, but they may attack other Germans if revealed.
- If found by the US, Gunter automatically has Initiative that Combat Phase and only he may attack using his pistol (US units may not attack him that phase). In any future Combat Phase, the US may attempt to capture Gunter according to the same table, based on the number of Infantry Units attempting to surround him. Those Units may not attack other Germans if attempting to surround Gunter.
- If found by the Germans before any shots are fired, Gunter and all other German Units withdraw and the game ends.

Units Searching/Chance → Find or Capture Gunter

(Roll sum or greater on 2D10)

1→19, 2→18, 3→17, 4→16, 5→14, 6+ →11

Situation IV: Capture That Bridge! v1.0**Germany Starting, Committed Units**

(Do not count toward deck point total)

1X Panzer VI Tiger I

1X Tank Crew

1X 8.8cm FlaK 36

1X Artillery Crew (with FlaK 36)

1X Rifle Squad

1X MG-42 Team

United States Starting, Committed Units

(Do not count toward deck point total)

None

Win Conditions

Germany must destroy or overrun all attacking US forces, or if they choose to fall back, must succeed in detonating the explosives.

US must destroy all German land forces. Also, If Germany falls back and explosives do not detonate the bridge (the check roll fails), the US captures the bridge and wins.

Special Rules

- Reserves Deck maximum point total 40 for Germany, minimum 30. No tanks allowed.
- Reserves Deck maximum point total 100 for US, minimum 80.
- Germany does not begin with a starting hand of Unit Cards.
- Germany has only **one chance** to detonate the explosives on the bridge, but may choose to attempt detonation during any Turn. As turns progress, the detonation check roll decreases.
- To detonate the explosives on the bridge, **all** frontline German units must fall back (move) to the Rear Line during any Commitment Phase. Those Units may not fire during that Turn’s Combat Phase (Rear Line Units may still fire). The Rear Line becomes the new Frontline, clearing all German Units of the bridge.
- At the end of that Turn’s Combat Phase, the German player rolls **2D10**. Explosives detonate and destroy the bridge if the sum of the dice is equal to or greater than the required Detonation Value as shown in the table.

Turn → Chance to Detonate Bridge

(Roll sum or greater on 2D10)

1 →16, 2→ 15, 3→14, 4→13, 5→12,

6→11, 7→10, 8→9, 9+ →8

Situation V: Choke Point v1.0**Germany Starting, Committed Units**

(Do not count toward deck point total)

None

United States Starting, Committed Units

(Do not count toward deck point total)

4X M4A1 Shermans

1X M5A1 Stuart

1X M7 Priest

6X Tank Crews (with the above)

Win Conditions

The first player to score 60 points wins.

If the US tank column meets no resistance, the US wins.

Special Rules

- The German player begins the game with two Ambush Command Cards plus one other Command Card as his/her starting three Command Cards.
- The US player does not begin with a hand of Unit Cards.
- Starting US Units represent a tank column on the move toward the frontline. Newly-committed US Units represent reinforcements in the area called in for support.
- Neither player may commit Units until the US tank column reaches the choke point. Once US Units reach the choke point, the German player may play one or both Ambush cards to commit up to an entire hand of Units that turn. Normal commitment by both sides is allowed for all future turns.
- To determine when the US tank column reaches the choke point, the US player rolls a D10 at the beginning of each new Turn. On a result of 1, US Units reach the choke point. Otherwise, the US tank column advances. Each new turn, the chance to reach the choke point increases by 1 on the check roll.
- The US Player may not draw Unit Cards from his/her Reserves Deck until US Units reach the choke point.
- All M7 Priests (Self-Propelled Artillery) remain on the frontline for this situation (they may not move to the rear line).

Situation VI: Disabled Tank v1.0**Germany Starting, Committed Units**

(Do not count toward deck point total)

1X Panzer IV Ausf. G

1X Tank Crew (with Panzer IV)

2X Rifle Squads

1X Panzerschreck Team

1X Scharfschütze (Sniper) w/Field Camouflage

United States Starting, Committed Units

(Do not count toward deck point total)

1X M4A1 Sherman, Damaged and Immobilized

(Place Immobilized Damage Card under unit)

1X Tank Crew w/Veteran Crew

1X .30cal MG Team w/Dig In

Win Conditions

Germany must score 40 points before end of **Turn 6** or overrun US forces.

US must survive until the end of **Turn 6**, score 40 points, or overrun German forces.

Special Rules

- Germany may not fire until fired upon or until they report back and are given orders to engage.
- To report enemy activity, **at least one** German Rifle Squad must remain committed for **two Turns** without firing. In the next Commitment Phase, reporting is complete and the order to engage US units is given. Germany gains **Bonus 10 Victory Points**.
- Reserves Deck maximum point total 40, minimum 30 (both sides).
- No Starting Unit Cards.
- Remove the Damage Card from the M4A1 Sherman (if still surviving) during the Commitment Phase of **Turn 4**. US gains **Bonus 10 Victory Points**.
- US withdraws at the end of **Turn 6**, recovering the M4A1 Sherman. The Sherman may not withdraw before then.

Situation VII: Village Assault v1.0**Germany Starting, Committed Units**

(Do not count toward deck point total)

1X Pantherturm I (Dug In) – Not yet available

1X 8.8cm FlaK 36 (Dug In)

1X 7.5cm PaK 40 (Dug In)

3X Artillery Crews (With above Units)

3X Rifle Squads (Dug In)

2X MG42 Teams (Dug In)

1X Panzerschreck Team (Dug In)

United States Starting, Committed Units

(Do not count toward deck point total)

1X 8-in Howitzer M1

2X 105mm Howitzer M2A1s

3X Artillery Crews (With above Units)

3X Rifle Squads

1X Bazooka Team

2X .30cal MG Team

1X Howitzer Motor Carriage M7

2X M4A1 Shermans

3X Tank Crews (With M7 and M4A1s)

Win Conditions

Germany must survive for at least 5 Turns. If German units remain at the end of the 5th turn, Germany wins.

The US must destroy **all** German forces before the end of **Turn 5**. The US player wins as soon as all committed German Units are destroyed.

Special Rules

- Each player creates a standard (100 points) Reserves Deck.
- No starting Unit Cards in hands.
- No aircraft may be committed due to poor weather.
- During the first Combat Phase only, the US player receives **Bonus 5 Initiative**.
- All starting and future committed German Units are “**Dug In**”. Apply the effects of the Command Card “Dig In” (Defense Bonus) to all German land-based infantry, vehicles, and artillery.
- The German Pantherturm I w/crew (starting Unit) is committed but not yet available for use. At the beginning of the game, and each Commitment Phase until success, the German player rolls 1D10. The Pantherturm I is available for use once the result is a **7 or greater**. This Unit is a target regardless of its availability.

Situation VIII: Sniper! v1.0**Germany Starting, Committed Units**

1X Sniper w/Veteran Soldiers, Field Camouflage

United States Starting, Committed Units

3X any type of Squad (Rifle Squad, Mortar Squad, etc.)

2X any type of Team (MG, Bazooka, etc.)

Win Conditions

Germany must destroy or suppress (for 5 Turns, by surviving) all US Infantry.

US must find and eliminate the German Sniper within 5 Turns.

Special Rules

- This Situation does not use Reserves Decks, hands, or a Draw phase.
- [Setup] Place **10 unique Command cards** face down in **3 rows** in the Battle Area in any arrangement with a minimum of **2 cards per row**. These cards represent buildings that provide **Defense +3** for Maximum **1 Squad** of Infantry OR **2 Teams** per building. This bonus also applies to the German Sniper.
- [Setup] The German player looks at each Command card and secretly writes down his Sniper's location based on the Command card title. The actual Sniper Unit card is kept out of the Battle Area in front of the German player.
- [Setup] Starting US Infantry begin the game along a single line closest to the US player in the open (not in buildings). There is no Rear Line in this Situation.
- During the Commitment phase, US units may either **move into or out of buildings or search** for the Sniper. The Sniper may not move. It takes two turns to reach the next building, leaving the Unit in the open between adjacent buildings for at least one turn. **Units may only search for the Sniper from the open.**
- If moving, place the Unit in the open for **1 turn** between adjacent buildings. During the next Commitment phase, you may place the Unit in the desired building adjacent to his current location or keep the Unit in the open.
- For each US Unit searching for the Sniper, roll **1D10**. On any roll of **10**, the Sniper is spotted and may be targeted and attacked for the remainder of the game. Each time the Sniper fires, the chance of US Infantry finding him **increases by 1** for all future searches. If found, reveal and place the Sniper in the building written down by the German player during setup.
- The Sniper may also be discovered inadvertently by physically entering buildings without searching. If any US Unit enters the Sniper-occupied building, reveal the Sniper. That turn, the Sniper automatically wins Initiative.
- If a Damage Card would be drawn for a US Unit, remove that Unit from the game instead.