

SITUATION NO. 31-4/2

HIT AND RUN

Hypothetical 1944: Tournament Scenario.
Estimated playing time: 1-2 hours.

MAPBOARD ORIENTATION

C

NORTH



AVAILABLE FORCES

ALLIED

2 CI(1) 2402 x6	0 C 0 x2	11 A 8 7521 x4	14 A 10 7531 x4	14 A 10 6500 x4	3 M 12 0321 x3
2 I 2' 1517 x6	1 I 1 1111 x3	40 LEP 32 4201 x2	14 H 10 5402 x4	8 I 4 5102 x4	1 I 2 1010 x2

GERMAN

3 I 2' 8 x4	6 I 1 1541 x3	0 C 0 2201 x2	13 A 6 0221 x3	60 LEP 16 0001 x3	12 A 8 6102 x3
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SETUP

GERMAN: Sets up on any hexes on board C on or north of hex row J.
ALLIED: All must enter on turn 1 along the southern edge of board C.

SPECIAL RULES

- The German may have targeted Indirect Fire recorded to hit on the first turn. Such must be recorded during German setup.
- Only Allied units may exit the board, but only off the northern edge. They may do so on any turn.
- Players must simultaneously and secretly bid for sides. Each player bids the number of turns the game will last. The player choosing the fewest number of turns takes the Allied side. If players choose the same game length, then they bid

again, only this time for how many German units will be eliminated by the game's end. The player choosing the highest number of German units will play the Allied side. If players choose the same number of units then they must bid again choosing the fewest number of Allied units that will be eliminated by the game's end. The player choosing the lowest number of Allied losses will play the Allied side. If players choose the same number of Allied losses, then roll a die to determine sides.

VICTORY CONDITIONS

The Allied player wins if at least 15 Allied units are exited off the northern edge of the board plus the required number of German units are eliminated (if the bidding set such a number) and the maximum allowed number of Allied units lost is not exceeded (if the bidding set such a number). Otherwise, the German player wins.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
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SITUATION NO. 31-4/3

DEATH VALLEY

Hypothetical 1944: Tournament Scenario.
Estimated playing time: 1-2 hours.

MAPBOARD ORIENTATION

D

NORTH



AVAILABLE FORCES

ALLIED

3 A 5 3201 x3	11 A 8 7521 x9	14 A 10 7531 x3	14 A 10 6401 x3	14 A 10 6500 x3
2 I 4 3201 x3	11 A 8 7100 x3	15 A 12 6600 x3	5 A 5 7201 x3	

GERMAN

13 A 12 7811 x6	2 H 4 3501 x3	13 A 8 3600 x3	15 A 12 7912 x3	6 A 5 3200 x3	2 A 4 7100 x3
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SETUP

GERMAN: Sets up on board D anywhere on or south of hex row AA.
ALLIED: All forces enter on turn 1 along the northern edge of board D.

SPECIAL RULES

- Only Allied units may exit the board and only off the South edge. Units may exit on one or more turns until the required total is reached. Once exited, units may not return to play.
- Players bid for side choice. Roll a die to decide which player starts the bidding. The opening bid must be between one and 15. Players then alternate bidding until one player passes, or until 15 is reached. Bids made after the initial bid must increase by at least one. The player making the last (final) bid plays the Allied side. The final bid represents the number of Allied units which must exit the board OR the number

of German units which must be eliminated for the Allied player to win.

- Optional rule suggestions (establish before bidding):
 - Do not limit bids to 15, but allow bids as high as 27.
 - Use SS PzKw V units instead of Wehrmacht.
 - Vary the game length.
 - Allow bids to 42 and allow the Allied player to combine "units exited" with "units eliminated" to reach the victory requirement. For example, if the final bid is 20, the Allied player could exit twelve units and eliminate eight German units to win.

VICTORY CONDITIONS

If the required number of Allied units are exited off the southern edge of the board OR the required number of Axis units are eliminated by the end of turn 10, the Allied player wins. Otherwise, the German player wins.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10
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