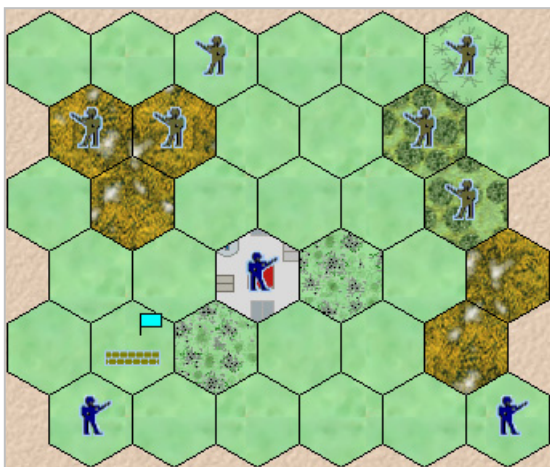


Introductory Mini-Scenarios

Any combination of Ally versus Axis forces may be used. Players may use the conventional turn system, each side placing one HQ in the baseline. The rule No Quarters! (2.11) will also work well, in which case 'olive' troops go first.

Clear the Cottage



Board Size: 6x6; Hex orientation: vertical; Date: unspecified.

Game Preparation

Assaulting troops (olive):

2x FIF Coy (3x Platoons each) deployed as shown in the map.

Defending troops (blue):

1x FIF Coy (3x Platoons) deployed as per the map; one platoon holds the cottage.

1x MMG/HMG section (2x MMG or HMG) is dug-in in the blue flagged position.

Objective

In this mini-game a small village must be cleared of enemy.

Attacker wins on placing one INF unit in the Village; defender wins on eliminating 3 units.

Variant

The defender may use one extra MMG/HMG stand (total 3x MMG/HMG section) in which case the assaulting troops should get one MTR and one HMG stands as attached support.

Street Fight

Board Size: 6x6; Hex orientation: vertical; Date: unspecified.

Game Preparation

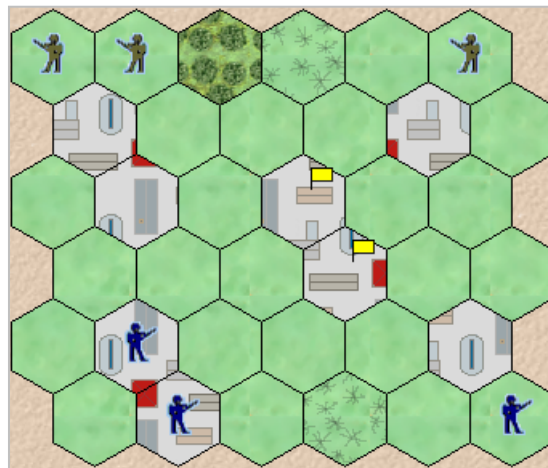
Olive and Blue forces:

One **FIF Coy** (3x Platoons) deployed as shown in the map.

Reinforcements

One armoured unit of 2x A/C or Light Tank for each side.

The armoured unit may try to enter on the baseline from the end of turn 1 (on a successful DR).



Objective

This mini-game is played to capture a building complex. The yellow flagged hexes indicate the objective.

In order to capture an objective it is sufficient to cross it with an infantry unit (one platoon); the unit does not have to hold there. The armoured unit may clear objectives but may not capture them.

The game ends when any side has: captured both objectives; or has lost two full platoons.

Full victory: both objectives captured.
 Marginal victory: you have an objective and the opponent has none.

Variant

Chose any two support weapons for your force: MMG/HMG; MTR; Light A/T; or Flamethrower stand.