



Tactical Assault: Legendary Battles™

Anatomy of a Scenario Summary

SCENARIO BACKGROUND
A brief history behind the battle to give some perspective and context to events.

BATTLE SET-UP
A description of the battle to be fought in the scenario. Included are events leading up to the battle, the forces involved and a basic overview of objectives.

BATTLEFIELD PARAMETERS
Summary of the map(s) to be used and the distance definitions for the scenario.

Tactical Assault: Legendary Battles™

Scenario Summary: Clearing The Village

BACKGROUND

During the long years of the Second World War, some of the most brutal fighting occurred on what is referred to as the Eastern or Russian Front. This is where the forces of Nazi Germany and Soviet Russia were locked in a titanic struggle of proportions never before seen in modern warfare.

During the early phases of the German invasion of Russia (c. 1941-42) the German army was predominantly on the offensive, while the Russian forces fought desperately to stem the tide of the German advance. After a bruising summer campaign in 1942, and a catastrophic defeat at Stalingrad in the fall and winter of 1942-43, the Germans had almost reached the end of their offensive capabilities.

In the summer of 1943, the Germans planned for one more offensive but with more limited goals - to even out the front line and position themselves for future offensive operations. Their focus was on a salient in the line centered on the city of Kursk.

Unfortunately, the Russians were aware of the German plan and had prepared accordingly. In a costly week long campaign the German forces were stopped cold, and the strategic initiative passed over to the Russians for the first time in the war.

THIS BATTLE

As the Russians seize the initiative around Kursk, and the armored forces begin racing forward, it falls to the lowly infantry to follow up and clear out any areas that have been bypassed by the fast moving spearhead.

This battle represents one such mopping-up operation. A small village and crossroads is still held by a formidable German infantry force, and a Russian infantry unit has been tasked to clear it out.

Without armored accompaniment, the Russians will have to use caution (and stealth) to overcome the German defenders and recapture this small piece of the Motherland.

THE BATTLEFIELD

This scenario uses the *Legendary Battles* map *Village #1*. With this map, *Battlefield Distances* are: *Very Long* - 20 Hexes, *Long* - 10 Hexes, *Medium* - 5 Hexes, *Short* - 3 Hexes and *Very Short* - 2 Hexes.


FORCES

GERMAN FORCES

For this scenario, the German forces consist of a depleted infantry company supported by an anti-tank and mortar elements. The German force is well lead by very experienced leaders.

FORCES (CON'T)

GERMAN UNITS (w/Optional Supplemental Cards)



-  x 2 *Infantry Unit*
Experience Rating: Veteran*
-  x 4 *Infantry Unit*
Experience Rating: Proven*
-  x 2 *Anti-Armor Unit*
Experience Rating: Trained*
-  x 2 *Heavy Weapon Unit*
Experience Rating: Veteran*
-  x 2 *Fire Support Unit*
Experience Rating: Proven*
-  x 1 *Command Unit*
Experience Rating: Hardened*
-  x 1 *Command Unit*
Experience Rating: Hardened*

* Optional *Tactical Assault: Experience Card* to assign.

RUSSIAN FORCES

For this scenario, the Russian forces consist of a battle worn infantry company supported by a mortar section. While the inherent leadership is not as experienced, the unit is helped by the attachment of veteran infiltration teams.

RUSSIAN UNITS (w/Optional Supplemental Cards)

-  x 3 *Infantry Unit*
Experience Rating: Veteran*
-  x 4 *Infantry Unit*
Experience Rating: Proven*

VISUAL ORDERS OF BATTLE

The forces to be used in the scenario are laid out with visual recognition aids. Any additional required information is also included in a concise format alongside the visual aids.

NOTES ON OPTIONAL EXPANSIONS
Any special rules or adaptations needed to incorporate expansion sets into the scenario.

Tactical Assault: Legendary Battles™

Scenario Summary: Clearing The Village

FORCES (CON'T)

RUSSIAN UNITS (w/Optional Supplemental Cards)

-  x 3 *Infiltrator Unit*
Experience Rating: Veteran*
-  x 1 *Command Unit*
Experience Rating: Trained*
-  x 2 *Heavy Weapons Unit*
Experience Rating: Proven*
-  x 2 *Fire Support Unit*
Experience Rating: Proven*

* Optional *Tactical Assault: Experience Card* to assign.

OPTIONAL CARDS

This scenario is designed and balanced so that it may either be played using the optional *Tactical Assault: Experience Cards™* or not. If the *Experience Cards* are used, you will need to adjust the *Victory Point* value of each unit based on the assigned *Experience Rating*.

SET-UP

Sides alternate placing units on the battlefield with the Germans placing the first unit. Units are deployed as follows:

GERMAN DEPLOYMENT
The Germans start the battle by selecting one corner of the map as their starting point. They then choose a usable hex adjacent to the corner and place their forces anywhere on the battlefield within a *Long + Medium Distance* (15 hexes) of that "corner" hex.

RUSSIAN DEPLOYMENT
The Russian side is assigned the map corner diagonally opposite the German side. They then choose a usable hex adjacent to their corner and place their forces anywhere on the battlefield within a *Long + Medium Distance* (15 hexes) of their "corner" hex. This set-up only applies to Russian units which start the battle on the battlefield (i.e. not *Infiltrator Units*).

FIRST TURN

The Russian forces take the first turn.



MAP SYMBOLS

The following areas on the map represent the noted terrain:

-  **Woods**
Treat as *Covering Template Terrain*;
Costs 2 Movement to enter.
-  **Buildings**
Treat as *Covering Template Terrain*;
Costs 2 Movement to enter.
-  **Dirt Patches / Roads**
Decorative terrain only; No effect on movement or combat.
-  **Field Breaks / Berms**
Treat as *Covering Linear Terrain*;
Costs 1 Movement to cross over.

VICTORY CONDITIONS

USING THE TACTICAL ASSAULT: EXPERIENCE CARDS™
If the optional *Tactical Assault: Experience Cards™* are being used, then the first side to *Eliminate 40 Victory Points* (VP's) worth of enemy units, or to *Eliminate* all enemy units on the battlefield, wins.

NOTE: If the Experience Cards are being used, unit Victory Point values must be adjusted based on the Experience Rating assigned to each unit.

NOT USING THE TACTICAL ASSAULT: EXPERIENCE CARDS™
If the *Experience Cards* are not being used, the first side to *Eliminate 20 Victory Points* (VP's) worth of enemy units, or to *Eliminate* all enemy units on the battlefield, wins.

TIME LIMIT: Maximum 2 Hours. If there is no clear victor at the end of the allotted time, then the side that has the most *Victory Points* by that time is the winner.

CREDITS

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SCENARIO TITLE
Every scenario has a unique title for easy recognition.

MAP TERRAIN SUMMARY
Terrain from the map is explained with visual aids and summaries of game effects.

MULTIPLE VICTORY CONDITIONS
Different conditions for victory are offered - including ones based on playing time, objectives, the use of specific expansion sets, etc.

SCENARIO SET-UP
Detailed descriptions of how to set-up the forces involved in the scenario, their deployment areas, any delayed entry criteria, etc.



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