

World at War

Blood and Bridges, Death of First Panzer, Eisenbach Gap

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COMBINED SCENARIO:

A RACE FOR VICTORY

In a sudden blitz attack a detachment of the 2nd Soviet Airborne Division manages to occupy Dattenberg, thus establishing a first bridgehead on the west bank of the Rhine.

Completely caught by surprise, no NATO forces are immediately available to counter this deadly threat. Whatever units can be found are thrown into this sector to eliminate the bridgehead.

But the Soviets are surprised, too. What started as not much more than a commando raid now offers the best chance to decide the whole war already in the initial stages. So all available Soviet formations race towards the so far completely unknown village of Dattenberg.

A Race for Victory starts!

AVAILABLE FORMATIONS

All Soviet and Nato formations and units of the following World of War games are used:

The Eisenbach Gap, Death of First Panzer, Blood and Bridges.

SOVIETS

Pre-game adjustments:

- Place all Soviet formations and helicopter regiments near the eastern map border.
- Divide all available support weapons freely between all formations.

Set up first as follows:

- 2nd Airborne in any hexes in or up to two adjacent to Dattenberg.

Reinforcements:

- At the start of any turn roll 1D6 for each formation or helicopter regiments so far not having entered on the map.
- For each "6" rolled, the formation or helicopter regiment rolled for will become available for the Soviet player. Determine formations randomly.
- All Soviet regiments start at full strength. Available reinforcements enter the map via eastern border.
- Roll 1D6 per Soviet formation entering the map. The result is the number of HE/Smoke mission(s) (player's choice) attached to this formation.

NATO

Pre-game adjustments:

- Place all NATO formations and helicopter units near the western map border.
- Divide all available support weapons freely between all formations.
- Before gameplay starts divide the map into three sectors: German, British and US.

Predetermine which roads leading to the western map edge may be used by which nationality!

(For example German units are responsible for Wertheim sector, British units take over Überdorf and US troops are responsible for Rahms area).

- NATO units of different nationalities may operate aside, but may not occupy the same hex.

Set up second as follows:

- No NATO setup on the map.

Reinforcements:

- At the start of any turn roll 1D6 for each formation or helicopter unit so far not having entered on the map.
- For each "6" rolled, the formation or helicopter unit rolled for will become available for the NATO player. Determine formations randomly.
- All NATO units start at full strength. Available reinforcements enter the map via western border.
- Roll ½D6 (round down fractions) per NATO formation entering the map. The result is the number of HE/Smoke mission(s) (player's choice) attached to this formation.

PLAYABLE AREA

- Blood and Bridges Map.

Chits

- Both Chaos chits and all six End Turn Chits (see below) are used.
- Chaos chits are never removed from play, but are advanced one turn on the turn track if an event on the Battlefield Chaos Table calls for removing it.

TURNS

- Unlimited. Play continues until either victory conditions (see below) apply or both players agree to stop playing.

VICTORY CONDITIONS

- Nato Decisive Victory: take all the map's villages. Surviving Soviet units must stay east of the line Faulbach – Bendorf.
- Nato Major Victory: clean the Rhine's west bank and hold at least one bridgehead. Bridgehead must be five hex deep minimum.
- Nato Minor Victory: clean the Rhine's west bank and eliminate all Soviet bridgeheads.

- Soviet Minor Victory: hold at least one bridgehead on the Rhine's west bank. Bridgehead must either be five hexes deep or include all hexes of Dattenberg.
- Soviet Major Victory: clean Rhine's east bank and take at least two villages west of the Rhine.
- Soviet Decisive Victory: take at least three villages on the Rhine's west bank and exit one Soviet formation on the map's western edge.

SPECIAL SCENARIO RULES

The sheer size of this scenario makes it necessary to change some of the basic rules in order to keep gameplay as smooth as used.

End Turn Chits

- Use all six End Turn Chits.
- Each time an End Turn Chit is drawn (the first is "free") roll 1D6: if the result is less than the number of chits drawn so far, the turn immediately ends.
- Otherwise the turn ends if all six chits are drawn or if there are no more formation chits in the cup.

Weather:

Weather effects are no longer permanent!

- Each time a weather event is rolled for on the Battlefield Chaos Table, determine the weather effect as usual.
- Then roll 1D6: the result is the number of turns this weather effect will last.
- If the same weather effect is rolled again, further advance the weather marker on the turn track for the number of turns rolled this time.
- Rain and Fog may occur both in the same game turns! If both occur, their effects are cumulative.
- Effects of Fog: no airstrikes may be flown, Helicopters are grounded.

- Effects of Rain: helicopters and airstrikes both add one to their "to-hit-number".

Designated Formation Chits (Soviet):

- Use both chits. Designated Formation Chits may be used more than once during a turn (see below for details).
- Chits may be used to any activate Soviet ground formation(s) (only, no helicopters) more than once.
- Each time a Soviet ground formation is activated, roll 1D6. If the result is less than the number this formation was already activated during the current turn and if the chit used to activate the formation is a Designated Formation Chit, then the activation is aborted and the chit will not be returned into the cup. Nonetheless increase the number of activations for this formation by one.
- If the activation was successful, return the Designated Formation Chit back into the cup.
- A formation's own activation chit increases the formation's number of activations by one, but is never checked with a DR as above.

Airstrikes:

Due to the size of this scenario, a greater number of planes is involved in this scenario. To reflect this with the available counters, the way airstrikes are handled is slightly changed.

- Soviets planes not being shot down or damaged during their airstrike will get their chit returned back into the cup immediately.
For each damaged or shot down Soviet aircraft, the aircraft's chit is put ahead on the turn track for ½D6 (round down fractions) respectively 1D6 turns.
- For each NATO airstrike, the NATO player rolls 1D6 or 2D6. Put the airstrike chit ahead on the turn track ½D6 (round down fractions) for

undamaged planes, 1D6 for damaged planes and 2D6 for shot down planes.

- Aircraft may attack helicopters only with their HE rating.

Helicopters:

- Mark each AP attack a helicopter conducts.
(Small D6 will do a good job here – best put the helicopter counter on the D6, this gives some FoW (due to the number of attacks obscured) and looks like the helicopter is already hovering over the battlefield).
- Only AP attacks must be marked, not HE attacks.
- Roll 1D6 for each AP attack conducted. If the DR is less than the number of AP attacks already conducted, the Helicopter is withdrawn from the battlefield and may return during the next turn via "it's" respective map edge (eastern for Soviet, western for NATO).
- Roll 1D6 for each damaged or shot down helicopter. A damaged helicopter is put ahead on the turn track ½D6 turns (round up fractions), a shot down helicopter is put ahead 1D6 turns.
- If all helicopters of a certain formation are currently not available, also place their respective activation chits onto the first turn one of the formation's helicopters becomes available again.
- Helicopters may fight each other only with their HE rating.

Special Missions:

This scenario does not use any Special Events.

Instead, each time a Chaos Chit calls for a DR on the Battlefield Chaos Table, any DRs calling for a Special Event result in two DRs:

- First roll 1D6 for the side: Even means NATO, odd Soviets.

- Second roll 2D6 on the Support Mission column and apply the result immediately.
- Any "Airstrike" results are ignored if the weather condition is currently "Fog".

OPTIONAL RULE CHANGES

The following rule changes are optional, but recommended.

Infantry:

- Infantry may only be attacked with HE firepower.
Rationale: otherwise Infantry is much too easy to kill in many cases. While the grenadiers surely have a hard stand on the battlefield, infantry nonetheless has much more options to hide on the battlefield than for example vehicles. I felt this change a necessary one.

Artillery:

- Only HE and Smoke Support Missions are handled by Formation HQs. All other Support Missions are handled by "off board" supreme HQ.
- Artillery missions so far not used by "killed" HQs are returned to off board Supreme HQ.
- At the beginning of each turn, players may (no must!) roll 2D6 for each formation (they want) to possibly assign a Support Mission to it.
- If the DR is less than the HQs Morale, assign one Support Mission to it. Subtract one from DR for reduced HQs.
- Both sides' (Nato and Soviets) formations may fire only one Support Mission per activation.

Bridges:

- Bridges may be attacked by airstrikes.
- Use the plane's HE firepower to attack bridges.

- Roll 1D6 for small bridges and 2D6 for Rhine bridges. If the DR is less than the number of hits scored against the bridge, the bridge collapses.
- Mark damaged bridges with the number of hits it already suffered. Additional airstrikes may score additional damage.

DESIGN NOTES

Beware of this monster! Don't expect inevitable play balance, but be assured that chaos will reign!

Two very dissimilar opponents will meet here. The many Nato formations with their double activation chits will dominate gameplay, if ... well, if they manage to enter the map in time and if their chits are drawn.

On the other side the Soviet formations are sluggish and slow in manouver, unless ... well, that's where their secret weapon comes into play: the Designated Formation Chits!

Suddenly a Soviet formation manages to speed over the map with lightning speed or will repeatedly activate! Still the Nato forces will have an edge in activations, but no longer they can be sure that once a Soviet formation is activated it will no longer be able to (re)act in the current turn. No longer they can afford to move close and then start punishing those Soviets!

With all those formations on the map the overall situation now easily becomes complex and confusing, but also highly rewarding. The replay worth is very high, as no two games will ever be the same! But be warned, playing time increases considerably!

Nato Player Notes

Your main strength is the number of formations you (may) have available, each of which has two activation chits. This gives you a certain flexibility.

But the need to divide the battlefield into three sectors means that you will be dependent on those formations actually

arriving! So you will be fully dependent on your luck.

Additionally, with the three different nations under your command not being allowed to operate together (only aside), any attempts to concentrate forces against a target may become a nightmare.

At least your primary goal sounds quite easy: secure the Rhine's west bank. How successful you will be in crushing the Soviet forces and securing the whole map area will mainly be dependent on how fast both sides will be able to bring in their reinforcements.

Beware of Soviet airstrikes and helicopter attacks and don't unnecessarily risk your precious tank units in overeagerly "shoot outs" with your Soviet counterparts! Let the Soviets come to you.

Your main task during the opening turns is to eliminate this Soviet bridgehead. If you see a chance to eliminate a remote Soviet formation, go for it! Otherwise remember that you're on the defense.

Soviet Player Notes

Your strongest assets are your Designated Formation Chits, your helicopters and ... luck (to get the former two available as often as possible)!

All three are fragile assets, but wisely used your Designated Formation Chits may

enable you to speed your formations towards the Rhine.

In most cases these chits will be desperately needed to overcome your greatest disadvantages: first, the enormous distance to bring your formations in time from the eastern map edge to the Rhine, where the battle most likely will be fought and where your 2nd Airborne already fights for sheer survival. And second, the lower number of formations you can activate.

Use your helicopters well! With two activation chits for each regiment they are your strongest battlefield weapon, especially against those nasty NATO tanks. However, steady returns to replenish ammunition will cause them to be withdrawn quite often and the need to constantly hover back to the front means a loss of precious time.

You have a greater number of troops – tanks, infantry and vehicles. But usually your material is of inferior quality, so don't risk it carelessly!

Try to isolate and kill single enemy formations, if only for reducing the number of enemy formation chits.

The need to rush westward is not easily combined with the necessary caution in order to avoid traps.

Overall, playing the Soviet side is the greater challenge. Are you ready for it?