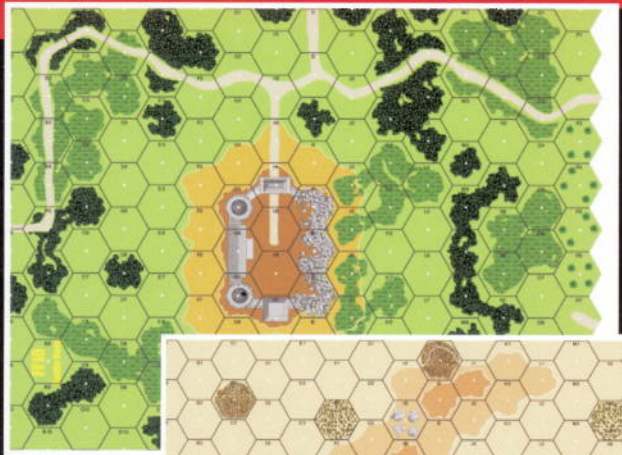
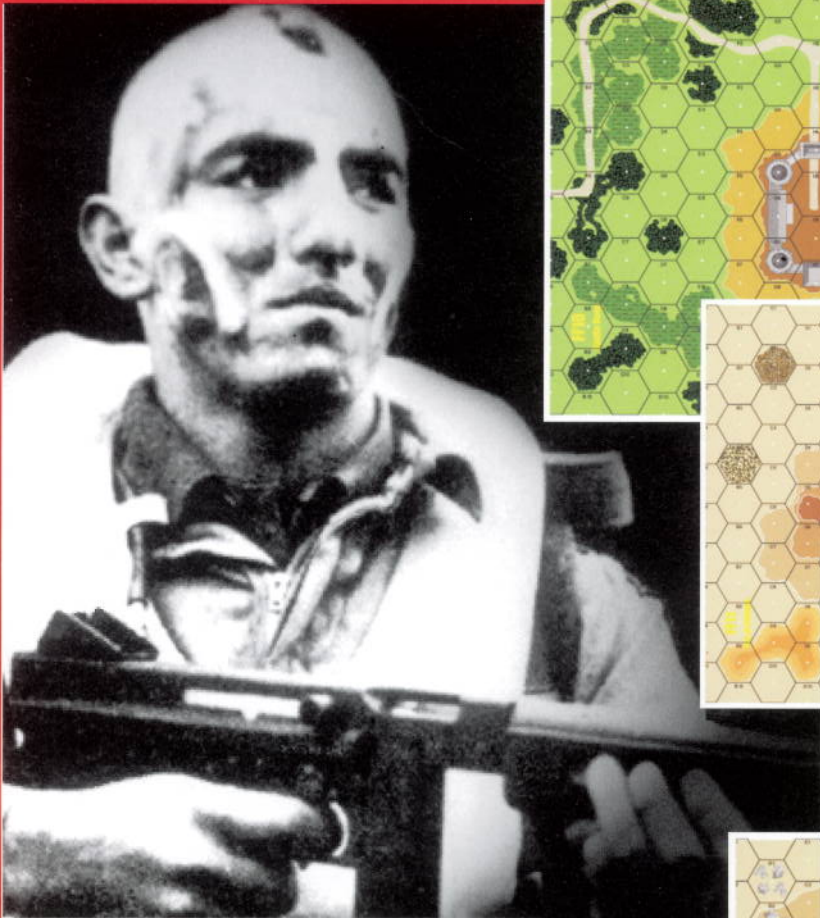


HOB FireFights! #2

A Battle Pack with 6 small, intensive Scenarios compatible with the ASL® Game System or any other tactical level wargames



For use with Tactical Wargaming systems. If used for Hasbro products be advised that this is NOT a Hasbro or affiliate product and there is no claim as such.



HEAT OF BATTLE HSR

.1 These scenarios were designed using Crew Served Weapons rules. In our opinion it enhances the tactical accuracy of the forces in play. Those wishing to disregard these rules, and upon mutual agreement of both players, may replace Scenario Card OB given SW crews with the same number of half squads of the same quality as the majority of the squads involved for that side in that scenario.

.2 Scenario cards will show crew counters for CSW and crewed weapons. Rules for crewed weapons remain unchanged. CSW however, are governed by the following HSRs.

1. Crew Served Weapons (CSW): Any HMG/MMG/Lt.MTR SW being fired by a squad/HS has its B# and Multiple ROF lowered by one (A.11 applies). If captured, the effects of A21.13 also apply in addition to this HSR, unless operated by a crew whereby only A21.13 applies. (Note: basis of rule is G1.611 & O11.619 note C)

1.2 Possession: All CSW must be possessed by a crew at scenario start or when entering the board. A crew may not voluntarily drop a CSW. However, if a crew possesses > 1 CSW, it may drop one of them at any time otherwise allowed.

1.3 Malfunctioned SW: Any Good Order crew in possession of a malfunctioned CSW must attempt repair of that weapon during every Rally Phase until it is either repaired or disabled [EXC: Recovery attempt of another CSW/Gun in the same location during the same phase; if that Crew has possession of multiple SW/Guns it may transfer one of those instead].

1.4 Crew Benefits/Penalties: These rules do not change or modify any other crew benefits and/or penalties as specified in rules governing them.

1.5 Specialist Weapons: Specialist weapons are weapons that required special training or handling to employ properly. The FT (Flame-thrower) and DC (Demolitions Charge) are such weapons. All Infantry, including Elite, must pay the Non-Qualified Use Penalty [A21.13] when using the FT and DC, as well as adding +2 to any DC attack DR. Units designated as Assault Engineer [H1.22] may use the FT and DC without this penalty. Sapper [H1.23] units may use the DC without this penalty.

1.6 SMC Usage: A SMC may be designated as an Assault Engineer/Sapper SMC by HSR. One SMC may also be designated as such per each two (FRU) Assault Engineer/Sapper squad equivalent in the 'at start' OoB. Additionally, SMCs created from an Assault Engineer/Sapper MMC per Hero Creation (A15.21)/Leader Creation (A18.1) may use the same SWs as their parent unit could without paying the non-qualified use penalty. It is recommended to use a side note for any AE/Sapper SMC by writing down the name.

1.7 Multi-trained Units: any SMC/MMC unit designated as Commando [H1.24] by HSR may use a CSW and Specialist Weapons without penalty.

2. AFV Mandatory Repair: Vehicles may not voluntarily decline to repair it's Main Armament.

3. Vehicle Crews: (except as specified below all Vehicle Crew rules are in effect.)

3.1 Voluntary Abandonment: A crew (EXC: Half-tracks/Carriers) may not voluntarily abandon an AFV.

3.2 Involuntary Abandonment: A vehicle crew forced to involuntarily abandon its vehicle is placed on board Pinned after suffering all same Phase fire against the abandoning crew.

3.3 Exit: A vehicle crew may exit any board edge without being considered eliminated or counted as CVP.

4. National Characteristics:

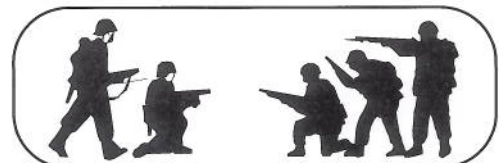
4.1 Russian: In scenarios where Russian (Soviet) forces are present, use the following replacement/Battle Harden format. 4-2-6/2-2-6 squads Battle Harden and Reduce to/from 4-4-7/2-3-7. If there is more 5-2-7 squad equivalents in the OB (reinforcements included) then 4-2-6 squads and HS Battle-Harden normally.

5. Simultaneous Setup: Simultaneous setup is specified for several scenarios even though one side is entering from off-board. The purpose is to introduce a "Fog of War" mechanism where the attacker does not know how the defender set up when entering play. An unused mapboard is placed between players while the defender sets up his on-board forces; and the attacker places his attacking forces just off-board adjacent to the entry hexes that will be used by those units.

6. Fog of War: If agreed upon by both players the following optional Fog of War rules are in effect.

6.1 SMC: All SMC counters (Leaders, Commissars, and Heroes) may be left off-board until their leadership/heroic benefits are used. The location or MMC ID that the SMC is moving with must be recorded as a side record until the SMC's Leadership benefits are used in any manner whereupon the SMC must then be placed IN its location and/or with the MMC utilizing that SMC's benefits. The unknown SMC will still suffer any fire results; KIA, K, Morale Check, Pin results of the owning MMC.

6.2 SW: All 1 PP SW (Support Weapons) [EXC: FT] may be kept off-board until used, when it then must be placed with the unit possessing it. Prior to game play all undisclosed SW must be assigned to a SMC/MMC unit with its ID recorded on a side record.



HOB 'FireFight!' RULES:

FF1. Every FireFight! Scenario has a 'core' Order of Battle (OB) and a Variable Units table. Prior to each playing of a FireFight! scenario, each player makes a secret DR on their respective nationality's table to determine their variable units. In some cases the selected unit(s) will set up/enter with the 'core' OB units, while in other cases, the variable unit(s) will act as reinforcements, entering the area from off-map.

FF2. (SE) Special Entry: All units designated with the **(SE)** mark are subject to variable entry. The player makes a single dr and applies the result as directed on the scenario card Special Entry Rule to all units so marked in his OB or Attached Units list.

FF3 Maps: FireFight maps 10-15 are compatible with standard ASL mapboards in that they can be used as half-board overlays. On each FF Scenario Card is a note in the HSR section that identifies which ASL board the map for that scenario can be used on. This is also indicated on the FF Map itself in hex P10 which has a ASL Map number just below the hex ID code.

Designer's Concepts:

Once again it is time for your "annual" installment of FireFight! scenarios. On recommendation of ASL players at the ASL Octoberfest 2003, a major design concept was introduced; the FF maps are all half-board overlays for the standard ASL mapboards as produced by MMP. Along the P hexrow of FF-10 to FF15 maps is a number in Black that corresponds to the standard ASL mapboard that the map was designed to work with.

As is generally recognized, small scenarios can be dicey at times, and these scenarios are no different. In an attempt to alleviate some of this, several changes have been made from previous scenario design concepts.

1. The use of the term "Simultaneous Set up" in several scenarios where one side or both are designated as entering has been questioned. We feel that the FireFight scenarios are too small to allow the attacking player to know beforehand the defenders troop (unit) dispositions. By requiring both sides to set up prior to the start of the game, neither side has a pre-game advantage of concentration of troops and AFV against a weak point, because they do not know the weak point beforehand.

2. SMC Leadership has been handled differently by using the SMC Morale, modifiers, and ELR as the basis for leadership of the opposing forces rather than the number of leaders on the tactical war game battlefield.

3. The use of Variable Attachments is nothing more than a standardization of some concepts presented in previous scenarios by other designers. Excitement and re-playability are elusive in the very small-to-small category of scenarios. By having the possibility of different forces arriving on different turns in most playings, it is our desire that the scenarios present changes that make each playing different.

4. All FireFight! scenarios are played on what is essentially a half-mapboard, leading to the use of a small time frame. It was found that when an attacking player had time to just sit and shoot in small unit density scenarios, it was not much fun for the defender and it added to the diceyness of the scenario. By restricting all scenarios to either 4 1/2 or 5 turns some of this is diceyness is eliminated by forcing movement due to time restrictions.

5. All FireFight! scenarios were playtested using the Crew Served Weapon (CSW) rules presented inside the front cover of this pack. Therefore you will see crews matching the number of heavy support weapons in the OB, even though some crews may be represented as vehicular crews rather than infantry crews, we urge you to try playing the scenarios as designed. Players have the option of replacing the crews with HS of the same quality of the unit majority.

For example, in "The Sound of Guns" (FireFights #1), exchanging the US 1-2-6 crews for HSs will provide a large FP and Range change to the scenario. This scenario was designed for "green", poorly armed, bazooka crews (1-2-6) supported by a few infantry to face off against elements of the Herman Goering Division supported by Tiger tanks. Making the US force tougher could make it almost impossible for a German win.

Produced by: **HEAT OF BATTLE**

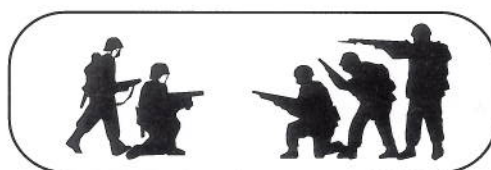
Designs by: *Steven C Swann, Burnie Hegdahl, Bruce Rinehart, Chas Argent*

Artwork by: *Fischers Design Shop (Klaus Fischer)*

Proofreaders: *Andrew Hershey, Steve Dethlefsen, Peter Rognholt and Robert Delwood.*

Playtested by: *HOB, Randy Rossi, Chas Argent, Todd Hively.*

Thanks to: *Peter Rognholt, and all of the HOB team!*



Variety and re-playability are key components of 'FireFight!' Packs. Each scenario has a variable Order of Battle and some have variable entry turns and reinforcements. The reinforcements, when received, are historically accurate as to equipment available to that particular unit while it was in combat. Fog of war is also enhanced through set up and Scenario Variables.

As a bonus each 'FireFight!' scenario comes with its own historically based 8 ½ by 11 inch map for playing. These maps are also suitable as half-board overlays for the existing mapboards published by MMP.

(ASL map compatibility is indicated in hex P10 of each FireFight! map.)

Designed for those that love a great game that can be played in one weeknight sitting, each scenario is only 4-5 turns long. This pack contains six scenarios that pit seven different nationalities against each other, and against time - in other words, they are TRUE "FireFights!"

Come and join Heat of Battle on a trip though small-unit-actions of World War II. Intriguing in both locale and orders of battle, you will encounter brand new challenges for your favorite tactical game.

FF-10 Near Biske, Hungary, 4 January 1945 - A small group of SS troopers and tanks from the 5th SS Wiking Division have been ordered to fight a rear guard action. In an ancient castle they take their stand against Russian heavy metal... the feared IS-2 heavy tanks.

FF-11 Tug Argan Pass, British Somaliland, 11 August 1940 - The Italian army in Ethiopia needed a way out of the country. The only way was through the Tug Argan Pass... Only the Indian troops of the British Empire stood in their way.

FF-12 Ste. Marie du Mont, France, 6 June 1944 - Scattered far and wide the US paratroopers of the 506th Parachute Infantry, have come down in the wrong place... directly into a German occupied French village. Now, all they have to do is GET OUT!

FF-13 Mt. Cochen, Agordat, Eritrea, 29 January 1941 - The British want the Italians out of Eritrea and send the 11th Indian Brigade to roust them out. But on this lonely mountain, the Italians wanted to fight! After 2 days the Italians were counter-attacking and the Indians were in retreat.

FF-14 Bodange, Belgium, 10 May 1940 - War has come to western Europe! On 10 May 1940, the German XIX Korps crossed into the Belgian Ardennes. What to stop them? Nothing!, But stiff resistance by the Belgian Chasseurs could sure slow them down.

FF-15 Haut le Wastia, France, 14 May 1940 - French units of the 5th Motorized Division, in a desperate attempt to stem the German tide, counter-attacked the German 7th Panzer Division near the small hamlet of Haut le Wastia. Surprising the Germans, French were able to reoccupy the hamlet for a while.

CASTLE KEEP

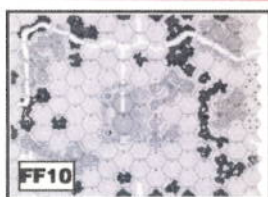


FF 10

HOB's FireFights!

Design: Burnie Hegdahl

Battlefield
Orientation:



Tactical Objective: The Russian Player wins by Controlling the Castle and all of its Rubble Locations.



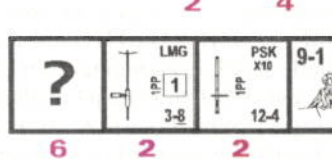
SCENARIO	VARIABLES
EC/Wind	Moderate with no Wind at start.
Wrecks	Set up as per HSR 1.

Historical Rules:

1. Prior to set up, each player (alternating, beginning with the Russian), may place 3 AFV Wreck counters in any Open Ground/Brush hexes [EXC: H5 & H6].
2. Russians may use PF as if Germans, with a +2 Availability drm.
3. The Stone building on FF10 is a 'Castle'. The Castle is defined as all stone locations rising from hill level 2. The outer walls of the castle are considered Fortified, i.e. +4 TEM for fire tracing *into* the Castle. Hexes G5 & G7 are castle towers they have a Ground, Level 1 and Level 2 location(s), and have a normal stacking capacity at Ground Level, but only 1 squad/EQUIV., at level 1 and 2. Hex G6 & H4 have only a Ground level location. Hex H4 represents the Gatehouse and the gates are closed. A successful DC (using Breach rules B23.711, but not halving the attack on the gates [If MMC/Vehicle are in the gate hex, they are attacked at half]/IE attack resulting in a KIA eliminates the gates, creating factory debris (05.41-5.42), then the gate hex is instead treated as if it were a Factory Entrance hex (B23.742). Hexes I5, I6 & I7 are Rubble with tank revetments plowed into them. Entry: Tanks may enter without Bog only through an Open Ground hexside from within the castle courtyard (hexes H5 & H6). Infantry may enter the Castle only through the Gatehouse (if the gates are blown) or across any rubbled hex(s).
4. German Tanks setting up in the Rubble revetments may either set up HD or take the +3 TEM.
5. **Map Note:** This FF map may also be used as a half-board overlay for ASL board 33.

GERMANS [ELR: 3] [SAN: 4]

Elements, 5th SS Wiking Division: Set up Concealed in/adjacent to any Castle hex.



Variable German Units: Make a secret pre-game DR and enter along west or south edge on Turn 1.

DR	Units
2-5	Pz VG (Panther), 5-4-8, PsK
6-7	Pz VG (Panther), 4-6-7, 8-0
8-12	Pz VG (Panther), 2 x 4-4-7



TURN

1+
2+
3
4
5

Balance: For each side, Players may select their Variable units.

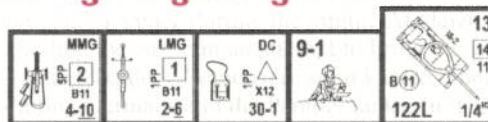
Historical Perspective: Near Biske, Hungary, 4 January, 1945: For weeks the troopers of the 5th SS Wiking Division had been desperately fighting for their lives before the Russian onslaught. Overlooking the Biske Road stood the ruins of an old castle with a commanding view of the surrounding area. In command of the strong point was Major Fritz Darges, who, with nightly resupply of ammunition and fuel, had managed to withstand the Russians for several days. Down to the last few tanks supported by a few troops, they prepared for yet another Russian attack.

This final battle would be at close quarters, as the Russians had brought up heavy Stalin tanks during the night. At dawn the Russians begin shelling the castle in an attempt to bring the walls down on the German defenders. Some were soon knocked out by the panzerfaust-toting Germans and the Panther tanks. In the end the Germans were forced to withdraw under increasing Russian pressure and resume their retreat to the west. It had seemed that for every Russian tank destroyed another two would take their place... while the Germans could replace nothing.

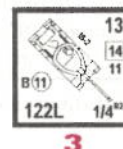
SIMULTANEOUS Set Up: Germans must pre-record their set up. See HSR 1.

RUSSIANS Move First [ELR: 4] [SAN: 4]

Elements, Guards Brigade: Set up anywhere on the board ≥ 4 hexes from any Level 2 hex. See HSR 2..



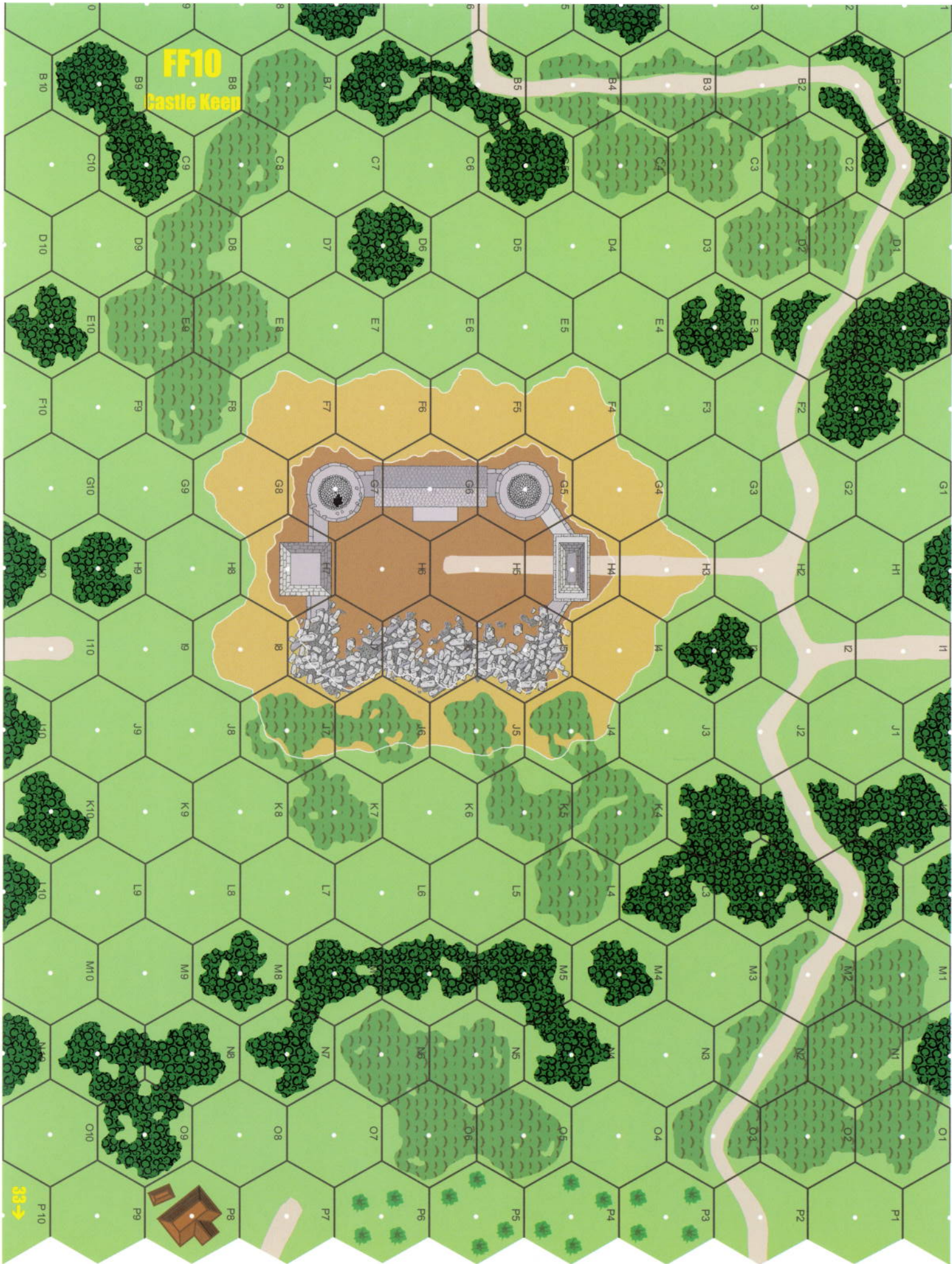
Reinforcements: Enter along the east or north edge on Turn 1.



Variable Russian Units: Make a secret pre-game DR and enter along the north or east edge on Turn 2.

DR	Units
2-5	2 x IS-IIIm, 6-2-8, LMG, DC
6-7	2 x IS-IIIm, 6-2-8, DC, 8-1
8-12	3 x IS-IIIm





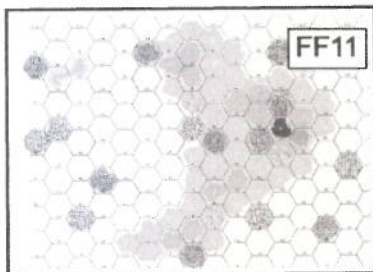
FF10
Castle Keep

OUT OF ETHIOPIA



FF 11 *HOB's FireFights!* Design: Steven Swann

Battlefield Orientation:



Tactical Objective: The Italians win at game end by Controlling all level 3 and 4 hill hexes.

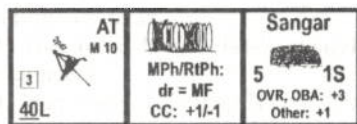
SCENARIO	VARIABLES
EC/Wind	Dry with a Mild Breeze from the northeast at start. (F11.4 - .5)
Dust	Light Dust (F11.71).
Map Notes	N8-Sand (F7.), O6-Scrub (F2.), M4-Hammada (F3.).

Historical Rules:

1. Wire must be set up within 2 hexes of E6. The British may secretly record one Wire counter as being "cut", which allows British Infantry to move directly under the Wire counter with no extra MF cost. Italians may not use this cut until located by Searching or by "seeing" a British unit in LOS use this cut.
2. The 2-pounder suffers Low Ammo (D3.71). Any British unit may set-up in Sangars.
3. The initial Italian 4-4-7 squad/HS and 9-1 Leader are Assault Engineers.
4. **Map Note:** This map is considered a 'Desert Board' (F.1), F.1-F.7C are in effect. *This FF map may also be used as a half-board overlay for ASL Desert boards 26 thru 31.*

BRITISH [ELR: 3] [SAN: 3]

Elements, 3rd Battalion, 15th Punjab Indian Regiment: Set up concealed on/east of hexrow G.



Enter on/after Turn 1 Along the east edge.



Variable Indian Units: Make a secret pre-game DR and enter along the east edge on Turn 1.

DR	Units
2-4	4-4-7, LMG
5-9	1-2-7 Crew, ATR
10-12	2x 4-3-6



Balance: For each side, Players may select their Variable units.

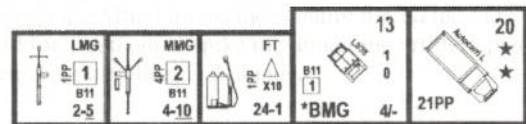
Historical Perspective: Tug Argan Pass, British Somaliland, 11 August 1940: A few days before August 11th, soldiers of the Italian invasion force driving into British Somaliland found themselves facing the rocky escarpment of "Mill Hill", one of seven hills blocking the Tug Argan Pass. General Nasi, commander of the invading Italian forces, knew this pass was the key to the Italian advance out of Ethiopia; beyond the pass stretched the Somali plain devoid of natural obstacles. Determined to take the pass, Gen. Nasi ordered assaults on the seven hills. At "Mill Hill", the Italians moved forward with heavy support, following a morning artillery barrage.

The initial Italian assault suffered from using maps that were prepared from inaccurate British charts that did not show the true terrain. Fierce fighting ensued along the ridges and hills. Groping their way through the Allied forces they finally forced the Punjabs off of Mill Hill forcing them to spike the remaining artillery pieces and leaving the last gun with only 7 rounds.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas and forces of both sides set up before starting even though one side enters from off-board.

ITALIANS Move First [ELR: 4] [SAN: 4]

Elements, Raggruppamento Corazzo Africa Oriental: Enter as Passengers along west edge on Turn 1.

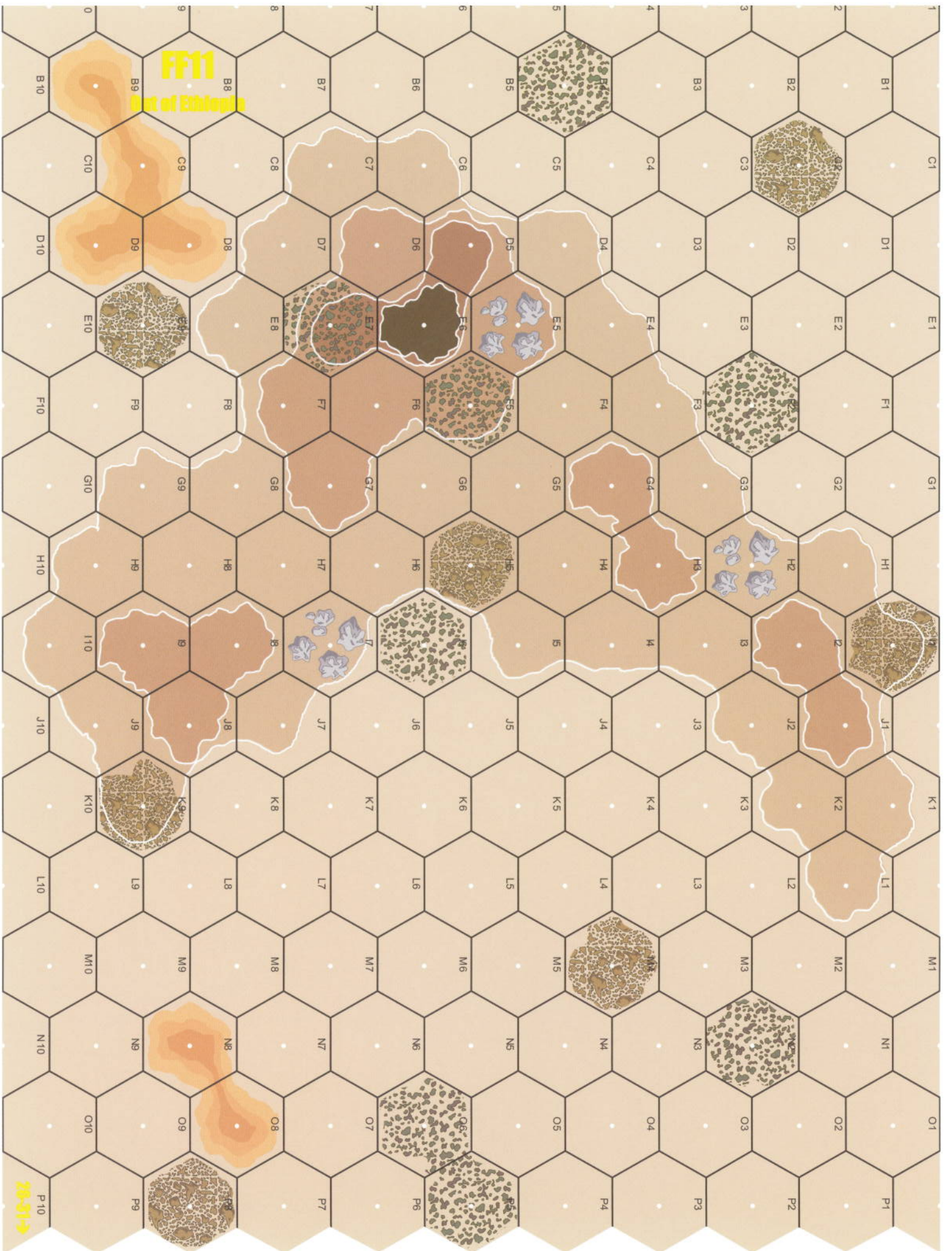


Variable Italian Units: Make a secret pre-game DR and enter along the west edge on Turn 2.

DR	Units
2-6	M11/39 Tank
7-8	Lancia IZ Armored Car
9-10	3-4-7, 3-4-6 MMC, LMG
11-12	3-4-6 MMC, 8-1 SMC, LMG



TURN
1
2
3
4
5



F11

Part of Ethiopia

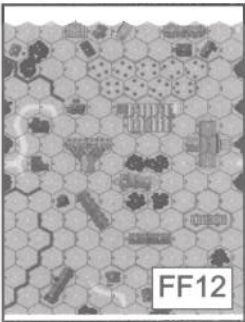
EASY OUT



FF 12 HOB's FireFights!

Design: Bruce Rinehart

Battlefield Orientation:



Tactical Objective: The US Player wins at game end if he has acumulated ≥ 14 EVP off either the north, west, and/or the south edge(s), Provided they do not lose ≥ 8 VP of captured units. *American units forced to Rout offboard count as captured.*

Balance: For each side, Players may select their Variable units.

Historical Rules:

- 1. The Americans are Scenario Attackers and are Normal. If the Final Drop Point hex is off-board, re-roll the Drift DR from the initial Drop Point.
- 2. Building H5-H6 is a church with a Steeple in hex H5 that has three levels. At H5 levels 2 and 3, the stacking capacity is one HS. H6 has a Ground level only. The Walls surrounding building F8 are a 1-level LOS Obstacle and may not be crossed except by Scaling (B23.424) or entry through 'the gate.' (The Gate is the opening in the wall at L6/L7).
- 3. Germans are the Scenario Defenders and are Lax. German Guns must set up ADJACENT to each other and face north. German artillery crews *must* set up IN a building and < 2 hexes from a Gun. (Each Gun has a crew assigned and secretly recorded).
- 4. **Map Note:** This FF map may also be used as a half-board overlay for ASL board 01.

GERMANS Set Up First [ELR: 3] [SAN: 3]

Elements of Battalion 2 HQ, Artillery Regiment 191, Infantry Division 91: Set up in any whole hex. (HSR 3)

9-2

4-6-8

2

E

1

4-6-7

2

2

4-4-7

2

C

4-3-6

2

2-2-8

5

1PP 1

3-8

2

3PP 2

5-12

1PP

12-4

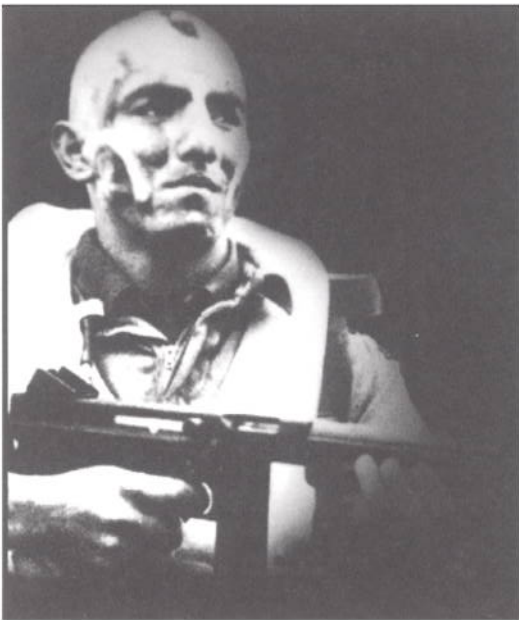
1

105

4

Variable German Units: Make a Secret pre-game DR and set up with initial units.

DR	Units
2-4	4-5-8, 9-1, 8-1, LMG
5-7	3x 4-3-6, 8-1, 7-0
8-10	2x 4-6-7, 9-1, 8-0
11-12	2x 4-4-7, 8-1, 8-0



SCENARIO	VARIABLES
EC/Wind	Moderate. Mild Breeze from the west at start. (F11.4-.5)
Night (E1.)	NVR 1, No Moon.
Building H5	Church with Steeple in hex H5.
Hedges	Treat as Bocage. (B9.5)

Historical Perspective: Ste. Marie du Mont, France, 6 June 1944. During the early morning hours of D-Day, the 1st and 2nd Battalions, 506th Parachute Infantry jumped into France just to the west of Utah Beach. Inexperienced pilots and wind scattered the American Paratroopers far and wide with most missing their drop zones. Some of the Americans landed in and near the town square of Ste. Marie du Mont where the Headquarters, Battalion 2 of the German Artillery Regiment 191 was based along with a nearby artillery battery.

As the paratroopers desperately tried to escape the town several firefights occurred. While some of the paratroopers were killed, others were taken prisoner. German forces were taken mostly by surprise, but rallied quickly as the night wore on. For the next 12 hours, Ste. Marie du Mont would be the center of combat for control of the local area.

TURN AMERICANS Move First [ELR: 5] [SAN: 2]

Scattered Elements, 506th Parachute Infantry Regiment, 101st Airborne Division: Enter via Airdrop (E9.) on turn 1.

9-2

9-1

8-1

E

7-4-7

12

2-2-7

2

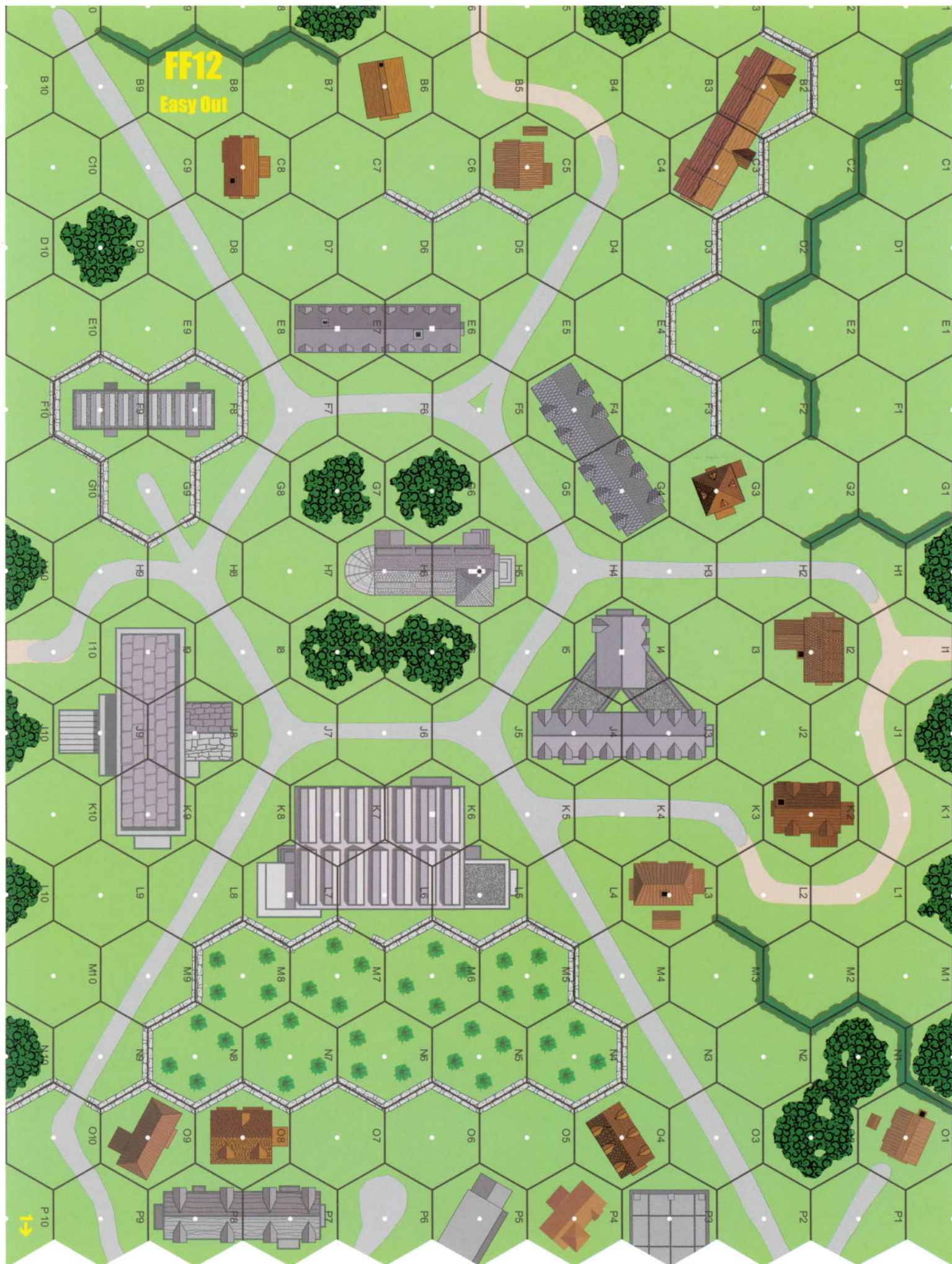
8-4

2PP

Variable US Units: Make a secret pre-game DR and enter with initial units by Parachute.

DR	Units
2-5	7-4-7, 2-2-7 Crew MMG(dm)
6-7	7-4-7, 8-1
8-9	7-4-7, BAZ'44
10-12	7-4-7, 9-1





FF12
Easy Out

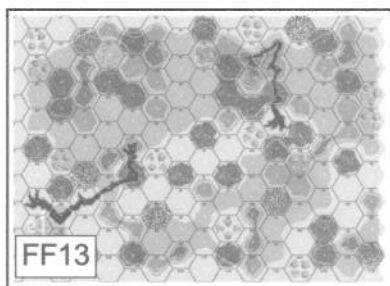
1

FIRE ON THE MOUNTAIN



FF 13 *HOB's FireFights!* Design: Chas Argent

Battlefield Orientation:



Tactical Objective: The British win immediately upon exiting ≥ 7 VP off the east edge. (The bonus for prisoners is NA).

Balance: For each side, Players may select their Variable units.

SCENARIO	VARIABLES
EC/Wind	Dry with no Wind at start. (F11.4 - .5)
Night (E1.)	NVR 2, No Clouds and no Moon.

Historical Rules:

1. The Italians are Scenario Defender and are Lax. The British are the Scenario Attackers and are Normal.
2. Hand-to-Hand combat may be declared by both sides (J2.1).
3. **Map Note:** This map is considered a 'Desert Board' (F .1), F.1-F.7C are in effect. *This FF map may also be used as a half-board overlay for ASL Desert boards 26 thru 31.*

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas and forces of both sides set up before starting even though one side enters from off-board.

ITALIANS [ELR: 2] [SAN: 4]

Elements of 2nd Colonial Battalion: set up HIP on/between rows D and P.



5 2



7

Variable Italian Units: Make a secret pre-game DR and add to set up or enter as indicated along the east edge.

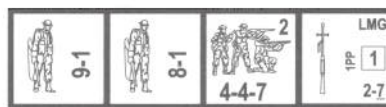
DR	Units
2-5	Cannone da 70/15, 2-2-7 Crew.
6-9	3-4-6, LMG, 8-0 (Enter on Turn 3).
10-12	24 Factors AP Mines.

TURN



BRITISH Move First [ELR: 3] [SAN: 2]

Elements of 1st Battalion, Rajputana Rifles: enter on Turn 1 along the west edge.

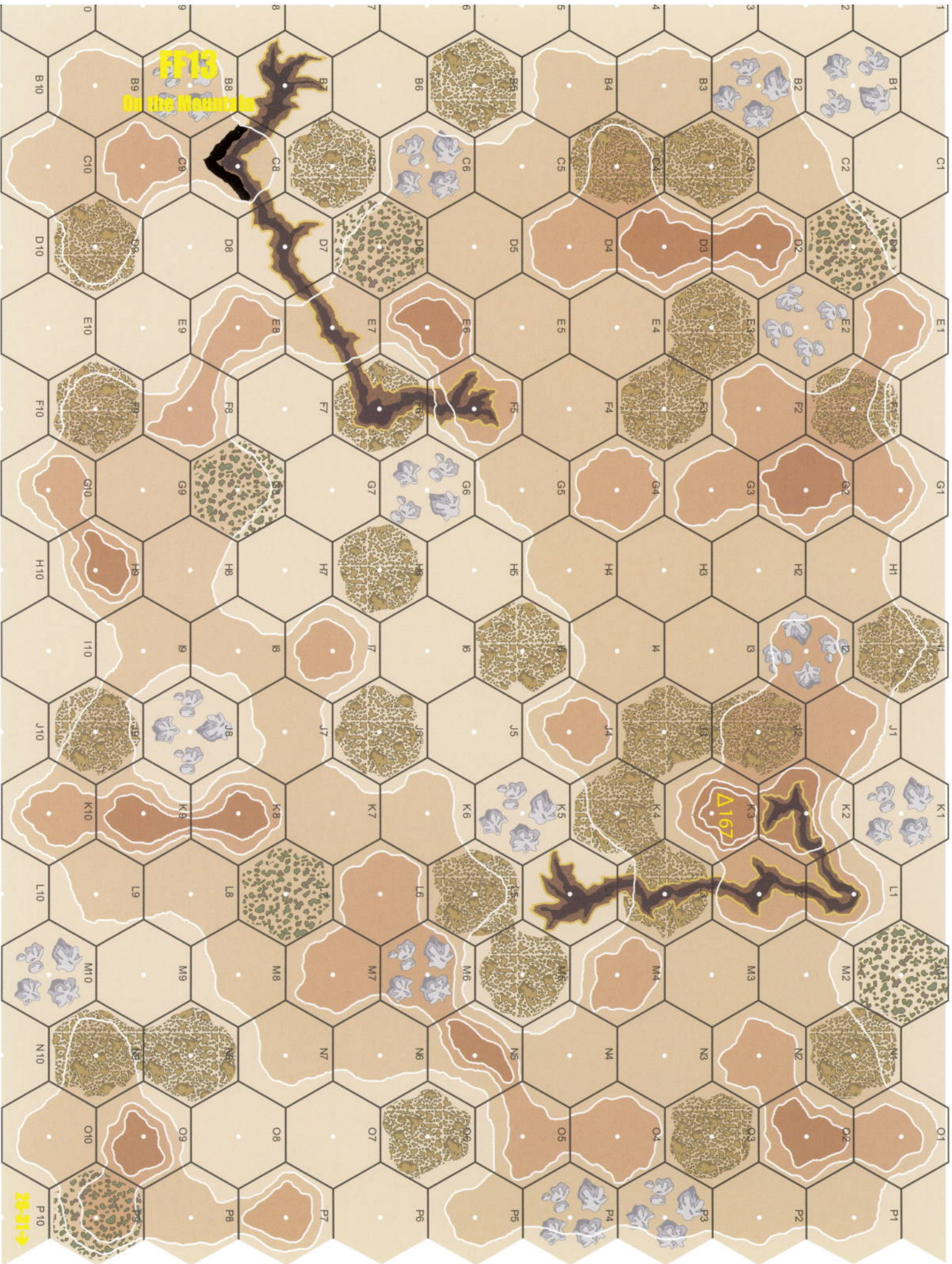


6



Variable British Units: Make a secret pre-game DR and enter anywhere along the west edge on Turn 2.

DR	Units
2-4	2x 4-4-7, LMG.
5-8	4-4-7, LMG, 8-0
9-12	2-2-8 Crew, MMG(dm), 9-1.

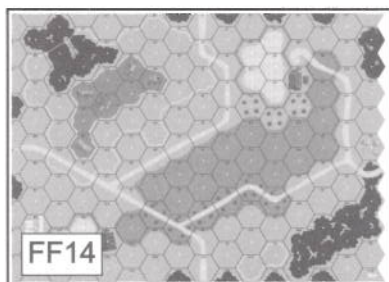


THE HUNTED



FF 14 *HOB's FireFights!* Design: Chas Argent

Battlefield Orientation:



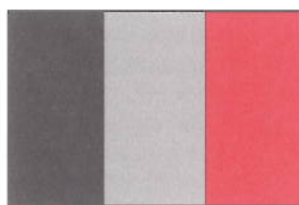
Tactical Objective: The Germans must Control all stone buildings at scenario end.

Balance: For each side, Players may select their Variable units.

SCENARIO	VARIABLES
EC/Wind	Moist/ No Wind at start.

Historical Rules:

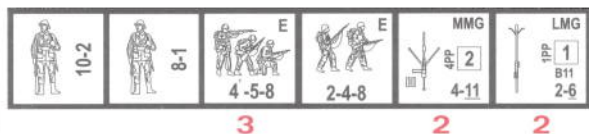
1. All Belgian Elite and 1st Line squads have Assault Fire capability.
2. **Map Note:** This FF map may also be used as a half-board overlay for ASL board 19.



SIMULTANEOUS Set Up: Place an unused mapboard between set up areas and forces of both sides set up before starting even though one side enters from off-board.

BELGIANS [ELR: 4] [SAN: 3]

Elements of 3rd Platoon, 5th Company, 2nd Battalion, 1st Regiment, 1st Chasseurs Ardennais Division: set up north and west of the line running from D10/P4.



3 2 2

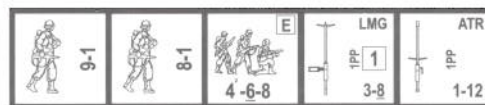
Variable Belgian Units: Make a secret pre-game DR and enter as directed.

DR Units

- 2-6 T-13 Type II (b); enter on Turn 3 at A5/6
- 7-8 T-15 (b); enter on Turn 2 at I1
- 9-12 8-1, 2-4-8 HS, LMG; enter on Turn 4 on/between A5 and I1

GERMANS Move First [ELR: 4] [SAN: 2]

Elements of *Marschgruppe Voraus*, 4th Reconnaissance Battalion, 1st Fusilier Brigade, 1st Panzer Division: enter on Turn 1 on/between I10 & P6.



7 2

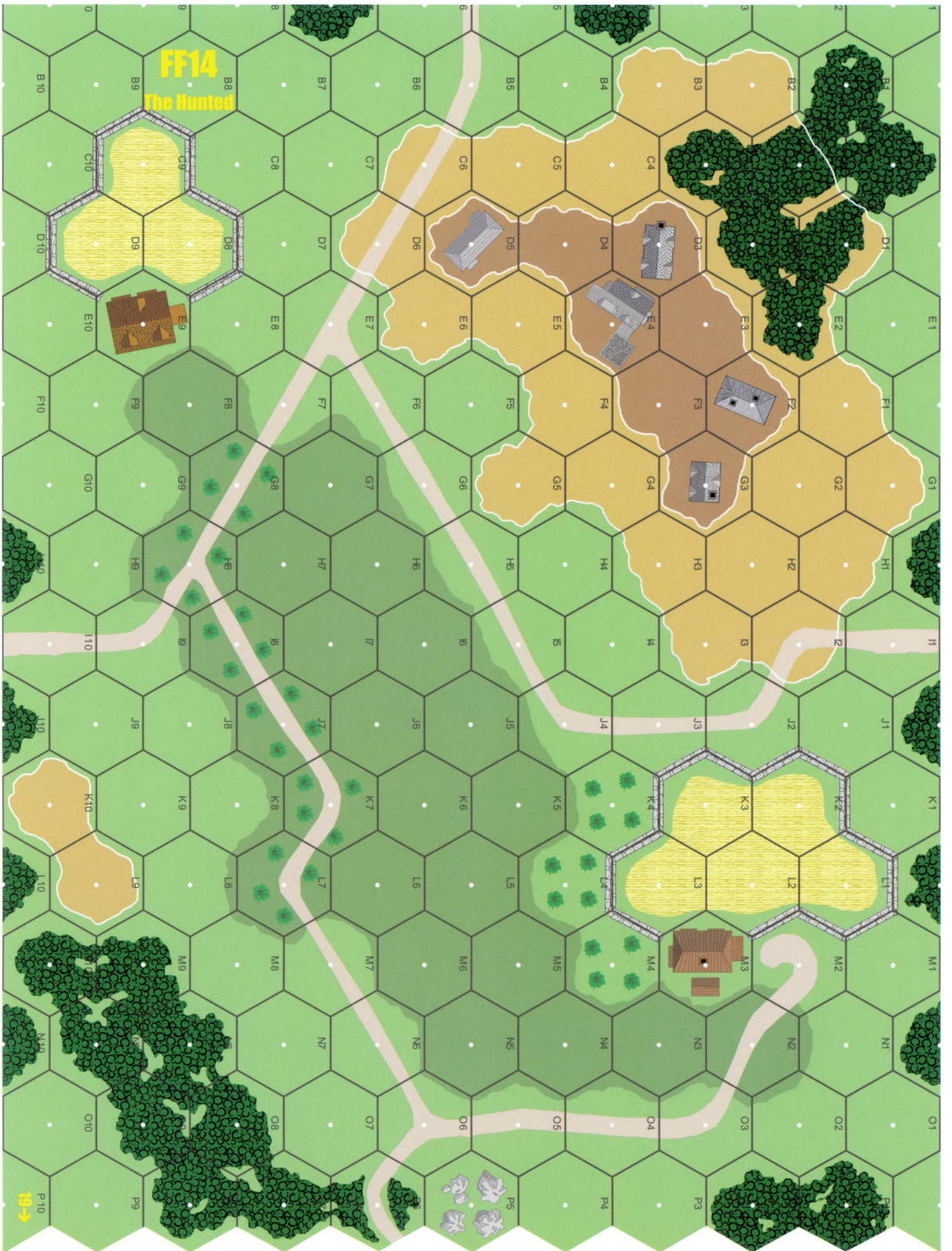
Variable German Units: Make a secret pre-game DR and enter with initial forces.

DR Units

- 2-4 Pz IIA Lt. Tank
- 5-8 PSW 222 Armored Car
- 9-12 PSW 231 (6 rad) Armored Car

TURN

1⁺
2
3
4
5



FF14
The Hunted

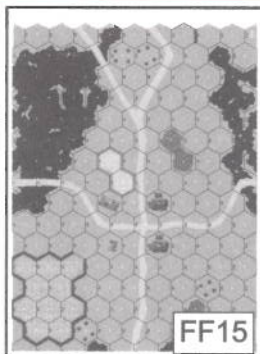
DRAGOONS RETURNED



FF 15 **HOB's FireFights!**

Design: Steven Swann

Battlefield Orientation:



Tactical Objective: To win the French must Control ≥ 3 buildings at game end.

SCENARIO VARIABLES

EC/Wind	Moderate. Mild Wind from southeast.
Grain	Treat as Vineyard (F13.6)
Grain	Fields are Plowed and muddy. Any vehicle entering a Grain hex must check for Bog as if EC are Mud (D8.23).

Historical Rules:

1. The French suffer from Early Morning Sun Blindness (F11.61).
2. German 2-4-7 HS (if received as variable reinforcements) may not Recombine prior to entering play.
3. **Map Note:** This FF map may also be used as a half-board overlay for ASL board 14.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas and forces of both sides set up before starting even though one side enters from off-board.

GERMANS [ELR: 4] [SAN: 3]

Elements, 7th Motorcycle Battalion, 7th Panzer Division: Set up on/east of hexrow 5.



2

Variable German Units: Make a Pre-game DR and enter anywhere along the east edge on Turn 2.

DR	Units
2-3	2-2-8 Crew, 50* MTR (set up using HIP with initial OB)
4-6	SPW 250/10
7-10	4-6-8 MMC, LMG, 1S Sidecar
11-12	2 x 2-4-7 HS, LMG, Opel Blitz Truck

TURN

1
2
3
4
5



Balance: For each side, Players may select their Variable units.

Historical Perspective: Haut-le-Wastia, France, 14 May 1940 The French 5th Motorized Division planned a major counter-attack against the German 7th Panzer Division on the 13th. Through a series of problems the attack had been disjointed, and even though the French had made some inroads into the German defenses, they had to withdraw from their recaptured territory at nightfall. With the action on the 13th termed a failure, plans for another counter-attack by the 14th Motorized Dragoons were quickly made. Haut-le-Wastia had been taken by motorcycle troops and was the northern flank of the German bridgehead across the Meuse.

An early morning attack caught the Germans by surprise and allowed French forces to briefly re-occupy Haut-le-Wastia. This small French victory was short-lived however as German armored units were now across the Meuse and moving on the French defenders. By the 15th, the opportunity for a major French counter-attack had passed.



FRENCH [ELR: 3] [SAN: 4]

Elements, 14th Dragoons Regiment, 5th Motorized Division: Enter on Turn 1 as Riders/Passengers anywhere along the west or north edge.



4

2

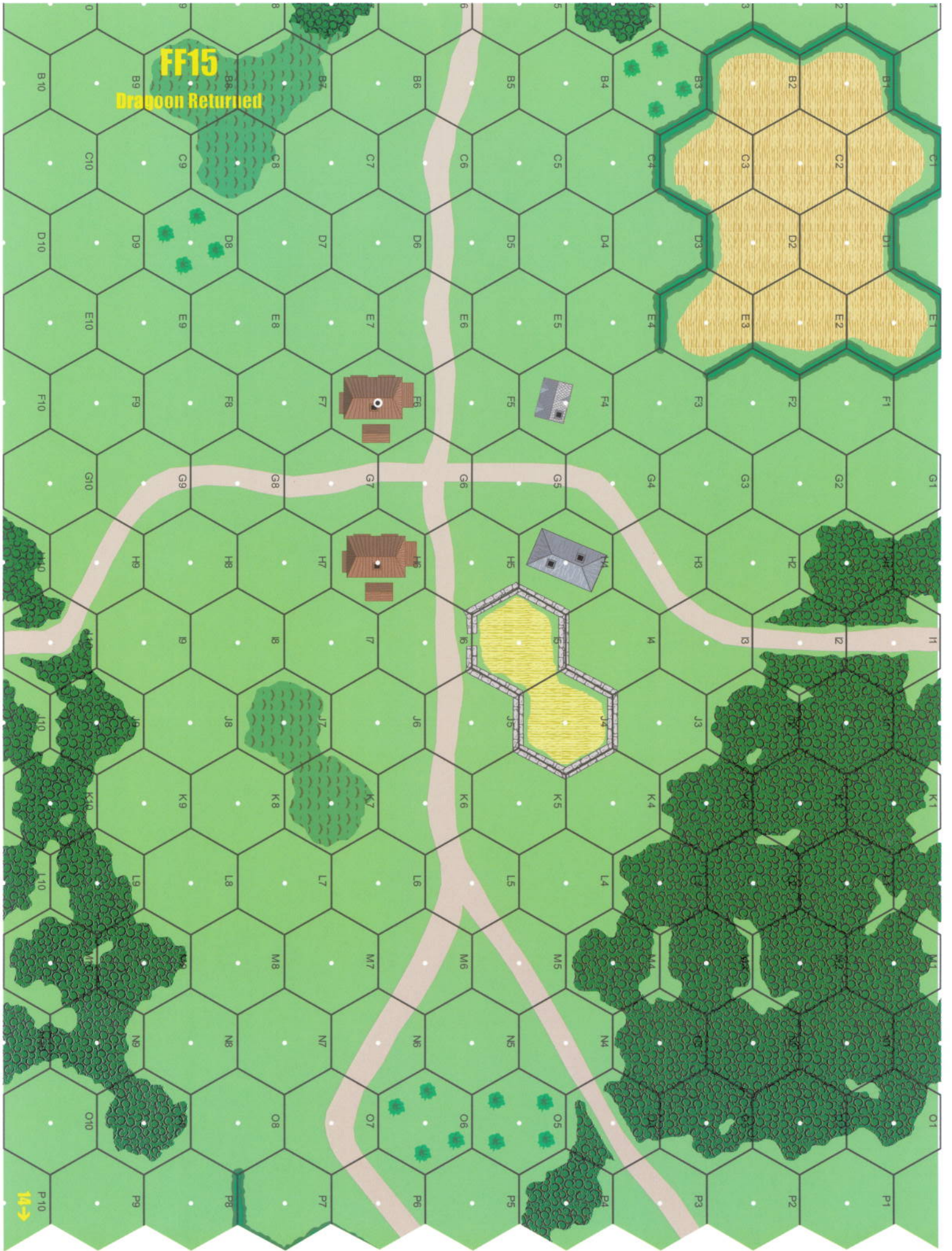


2

4

Variable French Units: Make a pre-game DR and enter on Turn 2 along the west or north edge.

DR	Units
2-4	4 x 2-3-7 HS, 4 x P-17 halftrack
5-7	2 x AMC 29 halftrack
8-10	4-5-8, 2-4-8 HS, LMG, 2 x 1S Sidecar
11-12	Canon de 75 mle 1897, 2-2-8 Crew, Laffly S15TL



FF15
Dragon Returned

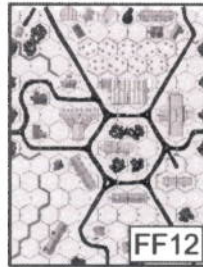
14→

GOODBYE MARIE

Western Europe

FF 16

Battlefield Orientation:



Use the FF12 map from Heat of Battle's FireFights! Pack #2.

Goals: To win, the Americans must Control all locations of the Church (Building H5) at game end. (See HSR 2)

SSR:

1. EC are Moderate with a Mild Wind from the west.
2. Hedges are Bocage (B9.5)
3. Building H5 is a church with a Steeple in H5, that has four levels. The stacking capacity of H5 at levels 2 or 3 is one HS. H6 has only a Ground level location.
4. The walls surrounding building F8 are a level 1 LOS Obstacle and WA is NA across these wall hexsides. The only vehicle which may attempt to cross one of these wall hexsides is a BU tank as if attempting to cross Bocage (B9.54), with an additional +2 Bog Check DRM, and if successful will create a Breach (B9.541). Infantry may only cross one of these wall hexsides through the gate (G9-H8 hexside) or a Breach. LOS along the wall hexsides is blocked. Falling rubble placed from building F8 across one of these wall hexsides eliminates the wall hexside completely.
5. German ART guns must set up ADJACENT to another Gun and with their CA facing north. One German squad equivalent with any SMC/SW stacked with them may set up HIP. The German Phone represents 80mm Bn MTR OBA with both Smoke and HE.
6. The American player has an Off-board Observer at level 3 along a hex along either the west or south board edge. The module is a 100mm OBA with Smoke, WP, and HE.



Situation: Ste. Marie du Mont, France, 6 June 1944. As dawn was breaking over the Normandy coast, scattered American paratroopers dropped during the night had regrouped and began advancing on their objectives. One such objective was the small crossroads town of Ste. Marie du Mont. During the night, Col. Von der Heydte (6th Fallschirmjaeger Regiment) had ordered his 1st Battalion into the town to reinforce the 191st Artillery Regiment, who had been fighting the US paras during the night.

At 1300 hours, elements of the 506th PIR attacked the town. Fighting was fierce in this small French village but by late afternoon, it was apparent to the Germans that their position was no longer defensible. Caught between paratroopers to the south and west and the advancing 4th Infantry Division from the north, the remnants of the 191st Artillery and the Fallschirmjaeger evacuated Ste. Marie du Mont, never to return.

Map Note: This FF map may also be used as a half-board overlay for ASL board 1.

GERMANS Set Up First AMERICANS Move First



Elements of Battalion HQ, Battalion 2, Artillery Regiment 191, Infantry Division 91 and 6th Fallschirmjaeger Regiment: Set up in any whole hex. (See HSR 4)



[ELR: 3]
[SAN: 4]



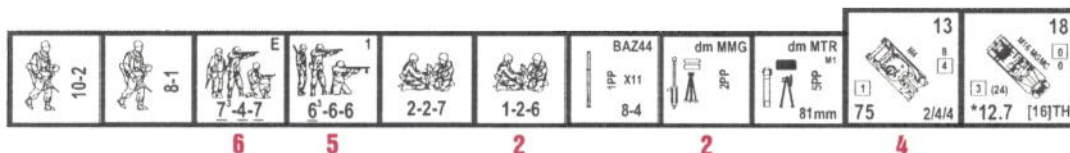
Variable German Units: Select one group (or make a secret pre-game DR for Fog of War) and set up with initial units.

DR	Units
2-3	2x 4-6-8
4-6	2x 4-6-7, LMG
7-9	2x 4-4-7, PsK
10-12	4-4-7, 2-2-8 Cr., MMG

Scattered Elements of the 506th Parachute Infantry Regiment, and 3rd Bn, 8th Infantry Regiment: Enter on Turn 1 along the west, and/or south edge.



[ELR: 5]
[SAN: 3]



Variable US Units: Select one group (or make a secret DR for Fog of War) on Turn 1 and Turn 3 for reinforcements and enter along the east or north edge.

DR	Units
2-4	M4A1 MedTank.
5-6	2x 6-6-6, 8-1
7-9	6-6-6, BAZ'44, 9-2
10-12	6-6-7, 2-2-7 Cr., MMG(dm), 8-1

Design: Bruce Reinhart

EASY IN?

FF 16

Battlefield Orientation:



Use the FF12 map from Heat of Battle's FireFights! Pack #2.

Goals: To win, the Americans must Control all locations of the Church (Building H5) at game end. (See HSR 2)

SSR:

0. If played as a 2-part campaign, use this scenario after FF-12.
1. EC are Moderate with a Mild Wind from the west.
2. Hedges are Bocage (B9.5)
3. Building H5 is a church with a Steeple in H5, that has four levels. The stacking capacity of H5 at levels 2 or 3 is one HS. H6 has only a Ground level location.
4. The walls surrounding building F8 are a level 1 LOS Obstacle and WA is NA across these wall hexsides. The only vehicle which may attempt to cross one of these wall hexsides is a BU tank as if attempting to cross Bocage (B9.54), with an additional +2 Bog Check DRM, and if successful will create a Breach (B9.541). Infantry may only cross one of these wall hexsides through the gate (G9-H8 hexside) or a Breach. LOS along the wall hexsides is blocked. Falling rubble placed from building F8 across one of these wall hexsides eliminates the wall hexside completely.
5. German ART guns must set up ADJACENT to another Gun and with their CA facing north. One German squad equivalent with any SMC/SW stacked with them may set up HIP. The German Phone represents 80mm Bn MTR OBA with both Smoke and HE.
6. The American player has an Off-board Observer at level 3 along a hex along either the west or south board edge. The module is a 100mm OBA with Smoke, WP, and HE.

GERMANS Set Up First AMERICANS Move First



Situation: Ste. Marie du Mont, France, 6 June 1944. As dawn was breaking over the Normandy coast, scattered American paratroopers dropped during the night had regrouped and began advancing on their objectives. One such objective was the small crossroads town of Ste. Marie du Mont. During the night, Col. Von der Heydte (6th Fallschirmjaeger Regiment) had ordered his 1st Battalion into the town to reinforce the 191st Artillery Regiment, who had been fighting the US paras during the night.

At 1300 hours, elements of the 506th PIR attacked the town. Fighting was fierce in this small French village but by late afternoon, it was apparent to the Germans that their position was no longer defensible. Caught between paratroopers to the south and west and the advancing 4th Infantry Division from the north, the remnants of the 191st Artillery and the Fallschirmjaeger evacuated Ste. Marie du Mont, never to return.

CG Connections:

CG1. Terrain: All terrain damage/modifications created in playing FF-12 remains in effect for this scenario.

CG 2. SW/Guns: Any SW/Gun that was Disabled/Malfunctioned at the end of the FF-12 playing is repaired on a dr = 1-5 and eliminated on a dr = 6.



Remnants, Battalion HQ, Battalion 2 Artillery Regiment 191, Infantry Division 91 and : The initial OoB is composed of all units that survived the playing of scenario FF-12 "EASY OUT". Broken units are Rallied; Set up in any full hex. (See SSR 5)

Battalion Mortar Forward Observer: Set up HIP anywhere on the map.



[ELR: 4]
[SAN: 4]



Variable German 6th Fallschirmjaeger Regiment: Make a secret pre-game DR and set up with initial units.

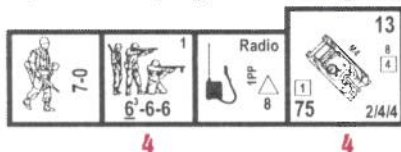
DR	Units
2-3	2x 5-4-8, 8-0
4-6	2x 4-6-8, LMG, 8-0
7-9	2x 4-4-7, PsK, 9-1
10-12	5-4-8, 2-2-8 Cr., MMG

Scattered Elements, 506th Parachute Infantry Regiment, 101st Airborne Division and : Enter anywhere along the west, and/or south edge on turn 1. The initial OoB is composed of all units that survived the playing of scenario FF-12 "EASY OUT"; Broken units are Rallied.

Elements, 3rd Battalion, 8th Infantry Rgt.: Enter along north edge on Turn 1.



[ELR: 5]
[SAN: 3]



Variable US 3rd Bn, 8th Infantry Regiment: Make a secret DR on Turn 1 and Turn 3 for reinforcements and enter along north or east edge.

DR	Units
2-4	M4A1 MedTank.
5-6	2x 6-6-6, 8-1, DC
7-9	6-6-6, BAZ'44, 9-2
10-12	6-6-7, 2-2-7 Cr., MMG(dm), 8-1

Design: Bruce Reinhart and Steve Swann

The Face Of Battle

FF 20b

HOB's FireFights!

Battlefield Orientation:



Tactical Objective: To win the Germans must capture/eliminate the British Bofors AAGun. *see HSR 2*

SCENARIO	VARIABLES
EC/Wind	Dry / Mild Wind from east.
Dust	Light Dust (F11.71) is in effect.
Orchards	Treat as Olive Groves (F13.5)

Historical Rules:

1. Random Entry: variable units that must enter by Random Entry make a dr; 1 = west edge, 2-3 = east edge, 4-5 = east edge and 6 = north edge. New Zealanders have a +1 dm for this dr.

2. The British Bofors AA gun remains on-board even if disabled for Tactical Objective purposes.

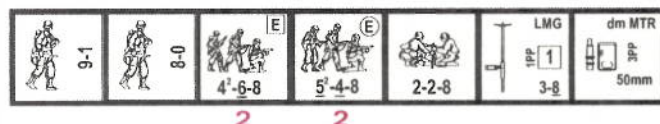
3. Map Note: This FF map may also be used as a half-board overlay for ASL board XX, hexrows A-P.

SIMULTANEOUS Set Up: Place an unused mapboard between set up areas and forces of both sides set up before starting even though one side enters from off-board.

GERMANS Move First [ELR: 5] [SAN: 2] [NA]

Elements, Abteilung von Plessen, 1 Bn., Strumregiment

1: Set up anywhere in an box area bounded by hexes A1-G1-G5-A5.



2 2

Variable German Units: Make a pre-game DR and enter/set up as directed.

DR	Units
2-5	2 x 5-4-8 (Enter by Para Drop (Exx.xx).)
6-9	2-4-8 HS, LMG, 8-1 (Turn 2 - HSR 1.)
9-12	2-2-8 Cr, MMG (Set up with Initial units.)



TURN

1
2
3
4
5

Design: Steven Swann



HOB

Balance: For both sides; Player may select their Variable units instead of making a DR.

Historical Perspective: Maleme Airfield, Crete, May 20th, 1941 The success of the Crete invasion hinged on the taking of the three airfields. No other action on the island would equal the attack on Maleme airfield. For an hour the defenders were attacked by German fighters and fighter-bombers. Dust and smoke caused confusion to the ground forces. At 0815 hrs the first gliders began to land. Gliders landed to the west, south and east of the airfield. Their mission, destroy the anti-aircraft defenses. To support the glider forces, paratroopers would drop from heights of 300 to 600 feet from Junkers Ju52. The Lt. Sinclair was in the area accessing the defenses and immediately took action against the attackers. The battle at Maleme Airfield would be the battle for Crete. 1st Glider Detachment commanded by Oberleutnant Wulf von Plessen attacked with 108 men in 14 Gliders. Their objective, land at the mouth of the river Tavronitis and neutralize the AA positions.

15 Platoon was holding a front 1500 yards long with 22 men led by Lt Sinclair. The platoon repelled the initial attempt to take the AA guns. Later in the morning Lt. Sinclair was wounded by a shot through the neck. Most of his platoon had been killed or wounded. An intense battle ensued for the rest of the day. The anti-aircraft guns were eventually knocked out. Von Plessen was killed and his Kompanie suffered 17 killed and 27 wounded on 20th May.

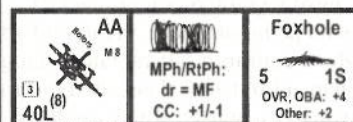
NEW ZEALANDERS [ELR: 4] [SAN: 3] [NA]

15 Platoon, Company C, 22nd New Zealand Bn. And elements of 156th AA Battery: Set up concealed north of hexrow J and east of hexrow 6.



2

2



6

Variable New Zealand Units: Make a pre-game DR and enter/set up as directed.

DR	Units
2-5	2-2-8 Cr, MMG (Set up with initial OB.)
5-8	4-5-8, LMG (Turn 2 - HSR 1.)
9-12	SAN +2, 1-4-9 Hero (HIP anywhere on map.)

