

All-Time Favorites

Dear Tournament directors and players, January 2003

Welcome to the first installment of Heat Of Battle's All-Time Favorites. Along with our customers, we love these scenarios. However, we felt they needed slight tweaks for errata and balance. Thus we saw an opportunity to update them for the benefit of the gaming population.

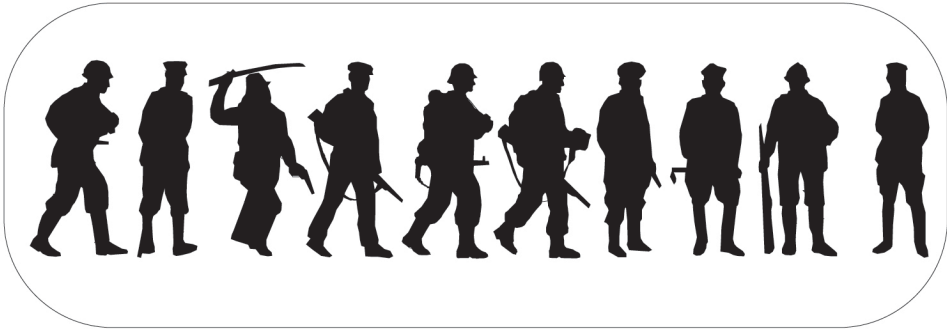
A second reason to offer these is that they are tournament-sized scenarios. HOB has been very supportive of tournaments with prizes. At the same time, many of those same tournaments had very few HOB scenarios on their play lists. So we hope that Tournament Organizers will both ask us for donations and utilize our well-received and thoroughly play-tested scenarios.

The scenarios are **new** with updates and errata included and are the perfect size for a round. Our goals are to provide scenario choices for all of the time frames and theaters of WW2, as well as not requiring the player to own our campaign games or packs to play.

If this project proves to be successful, we will continue to update our personal ATFs and offer these as free downloads.

Enjoy, and win with Heat of Battle!

The guys from Heat of Battle
www.heatofbattle.com



ATF# Name	original #	ROAR	# of Playings	ROAR Rating
ATF 1 Paper Line	RbF I-5	3:1	< 10	8
ATF 2 One Eye to the West	NQNG! 6	20:38	58	7
ATF 3 Bear Hunt	NQNG! 3	21:11	32	6.97

These ratings are based on previous versions of these scenarios. Changes were made to even the score and make these scenarios perfect for Tournament play.

Paper line. A Scenario with many options, the 9 turn length plays very fast with the smaller unit density and Armor, it also gives the German and French player many options. In the playings thus far, the winner is still in doubt until the last turn, however the German was getting enough fire power to break the French. This scenario was updated with errata on Tactical Objectives and the addition of a French Half Squad. This has shown to even the score.

One Eye to the West: This is one of our favorite scenarios. It started out a lot larger in the original design, but we found it a better scenario by using half of the original designs action. In playings the Russian player had to be the better one and must have a solid plan for crossing the river quickly. We wanted to make this a staple of playings as it has all the popular elements for short and tourney play. To even this one out we added a Sherman and expanded the Russian set up area. This will make the initial German decision to blow the bridge a harder one, but the Tactical Objectives are still a challenge for both sides and thus even out.

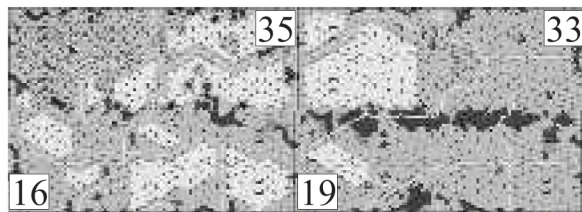
Bear Hunt: This action again sees lots of playings and is a tournament favorite. It was found that the Partisans were always losing by one or two points and always at the last turn of the game. There are lots of decisions for both players that make the replayability extremely high, however always coming down to the last DR; and luck is not always with the Partisans. We also found in our after action interviews that the Partisan players like to pad their CVP total and that leads them to stay in the open too long thus the SS relief force can hit them hard. For this scenario a simple fix is at hand by lowering the CVP needed to win from 6 to 5. This has shown to allow this scenario to balance out.

PAPER LINE

ATF 1 *HoBs All-Time Favorites*

(RbF I-5)

Battlefield Orientation:



Tactical Objective:

The Germans win at Game End if there is a continuous path of road hexes free of French Armed-Good-Order-MMC/AFV-with-functioning-MA on/adjacent to it starting from 33K6 through to either 16A6 or 35GG6.

Play Balance:

French: Add one 4-5-8, one dmHMG, and one Motorcycle w/Sidecar

German: Exchange two PSW 231 (6) with two PSW 231 (8)

Historical Special Rules

1. Treat the AMD 35 with the Armor leader as being Radio Equipped.
2. German AC may not leave a road hex, nor stop, until an enemy unit is sighted (in LOS) by any German unit.

SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	None

Historical Perspective

Orp le Grand, Belgium, 11 May 1940: General Rene Jacques Prioux was ordered across the Dyle River to recon that area for the French First Army so that they could take up positions on the "Dyle Defensive Line". Prioux's elite 3rd Calvary Corps, the 2nd and 3rd DLM found the vaunted "Dyle Line" existed only on paper. While looking for a suitable defensive line, the news of a German breakthrough at the Albert Canal by Hoepner's XVI Panzer Korps reached the Calvary. General Prioux frantically tried to warn the First Army, but the lack of telephones and long range radios made the task more difficult. The only thing left to do was to slow the Germans as much as possible. The first skirmish occurred between the reconnaissance elements of the 4th Panzer and the 3rd DLM.

Aftermath:

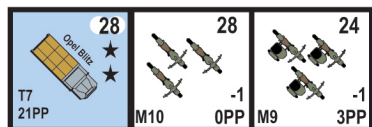
Panhard's of the 3rd DLM and PSW of the 4th Panzer ran headlong into each other. The Germans assumed that they would simply push the French out of the way. The small French force proved stubborn and skillful. The French forced the Germans to deploy starting off a chain of events that allowed the First Army time to occupy their positions along the Dyle.

TURN



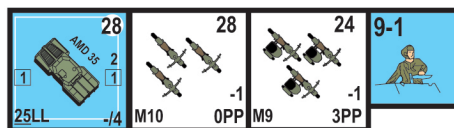
German Moves First [ELR: 4] [SAN: 2] [N/A]

Aufklärungsabteilung of the 4th Panzer Division enter on turn 1 from any east edge road hex, having already expended 1/4 of the printed MF/MP allotment (FRU)



French Moves Second [ELR: 3] [SAN: 3] [N/A]

6th B.L.M. 12eme Cuirassiers 3eme Division Légère enter on turn 1 from any west edge road hex, having already expended 1/2 of the printed MP/MF allotment (FRU)

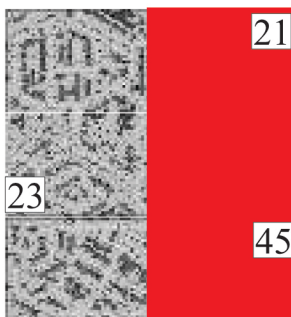


ONE EYE TO THE WEST

**HOB****ATF 2***HoBs All-Time Favorites***(NQNG! 6)**

Battlefield Orientation:

only hexrows R-GG on board 21
and 45 and A-P on board 23
(inclusive) are in play



Tactical Objective:

The Russians win at Game End by having more VP on board 45 than the SS. Units only count for VP purposes when in hexes numbered ≤ 6 .

VP are calculated like Exit VP, except that only Good Order Infantry units count (Vehicle crews NEVER count).

Play Balance:

Russian: Add one JS-2M

German: All German 8-3-8 are Fanatic

Historical Special Rules

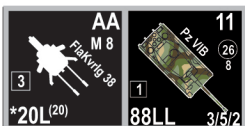
1. No unit may enter the Donau River.
2. Both sides are Elite for SpecialAmmunition purposes (C8.)
3. All SS 8-3-8 are Assault Engineers (H1.22). Only Assault Engineers may set a DC on a bridge as per A23.7-71 (NOTE:DC may only be SET during play).
4. All Multi-Hex buildings are Level 1 only, with an inherent Stairwell in each hex. All Single-Hex buildings are Ground Level only and are One Level Obstacles.

German Set Up First [ELR: 3] [SAN: 3] [N/A]

Rear guard of the 1st SS Panzer Division "Leibstandarte"
set up west of the river, and/or ≤ 3 hexes from a bridge

**3**

KG Barkmann 2nd SS Pz Div "Das Reich"
enter on/after turn 3
along the west edge



Mixed Elements of the 2nd and 1st SS Pz Div
enter on/after turn 1 along the west edge

**4****2****TURN**

Historical Perspective

Vienna, Austria, 12 April 1945: The last fighting units of the LAH found themselves in Vienna holding a similar situation as they faced in Budapest: Overwhelming odds and single tanks tasked to perform the mission of regiments. The men of the LAH believed they should be in Berlin guarding the Führer as their moniker stated. Hitler, however, had turned on them ordering all members of the 1st SS to remove their cuffbands as punishment for not stopping the Soviet advance. The Russian steamrollers had flattened Eastern Europe and were now crushing Central Europe and Germany.

In Vienna the last gasp of the once proud 1st SS stood on the banks of the Donau facing the 6th Guards Tank Army. To stop the massive Soviet onslaught the SS had only one surviving tank and one FlaK gun. Sherman and JS-2's stormed towards the remaining bridges before the Germans could blow them.

Hordes of battle hardened Soviet infantry forced their way across the bridges. Nothing, it seemed, could stop the Russian steamroller. Surrender was never an option and especially so now.

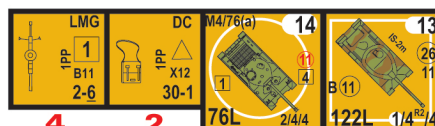
Aftermath:

As the Russian tanks and infantry moved across the Donau, forcing past any defenders, a separated armor and infantry unit from "Das Reich" arrived with some Panthers and relatively fresh infantry.

They helped with the rear guard action in the commercial district west of the river. The Soviet onslaught was slowed enough for the remainder of the LAH to head west and surrender to the Americans; barely outpacing the pursuing Soviets.

Russian Moves First [ELR: 3] [SAN: 2] [164]

Elements of the 6th Guards Tank Army set up on board 21

**4****4****10****4****2****3****2**

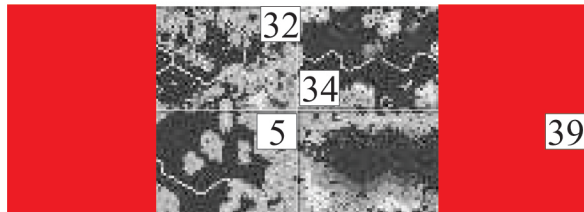
BEAR HUNT

ATF 3 *HoBs All-Time Favorites*

(NQNG! 3)

Battlefield Orientation:

only hexrows A-P on boards 5, 32, and 34 and hexrows R-GG on board 39 are in play



Tactical Objective:

The Partisans win at Game End if they have amassed ≥ 5 more CVP than the Germans (Captured units do not count double).

Play Balance:

Partisan: Change the TO to ≥ 4 CVP

German: Change the TO to ≥ 8 CVP

Historical Special Rules

1. Extreme Winter is in effect, but the B#/X# is reduced by 1 for both sides.
2. The German outpost garrison is Lax. Additionally, the garrison may not exit their initial setup area, until at least one Good Order SS unit/AFV has entered hexrow 39EE-34C.
3. German AFV are not recalled if their MA is Disabled, instead a "+1 Stun" is placed. Any vehicle which is Recalled must attempt to exit along the western board edge.
4. Riders are NA. Infantry using Armored Assault do not have to pay the additional MF expenditures of E3.723.
5. All units in the Allied OoB are Partisans. All 5-2-7/2-2-7 have MOL capability. The Partisans have Boobytrap Level B. All Partisans may set up concealed if in concealment terrain. Only Partisans may use Paths.
6. No Quarter is in effect for both sides.

German Set Up First [ELR: 2] [SAN: 3] [124]

Wehrmacht Outpost Garrison set up ≤ 3 hexes from 32D3 (HSR 2):



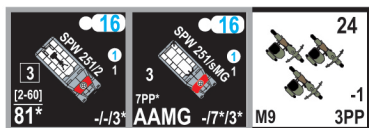
4 2

Rearguard of the 3rd SS "Totenkopf" enter on/after turn 1 along the east board edge [ELR: 5]:



6 2

4



TURN

1
2
3
4
5
6
END

Partisan Moves First [ELR: 5] [SAN: 4] [N/A]

Elements of local partisans set up ≥ 5 hexes from 32D3 and on/west of hexrow 39Z/34H. The Partisan player must choose **ONE** of the following OoB choices, prior to German setup (HSR5)

OoB 1: may HIP 4 squads (plus any SMC/SW stacked with it)



14

2

OoB 2: may HIP 2 squads (plus any SMC/SW stacked with it)



10

3

OoB 3:



4

7

2