

A Collection of Eight Historical Scenarios

- The Aisne River Crossing
- Kursk
- Saipan
- Monte Cassino
- Brunete Olive Grove
- Sihang Warehouse
- Hill 112, Normandy
- The Road to Moscow

Contents

Introduction.....	4
Scenario 1: The Aisne Crossing, May 1940	4
Historical Background	4
Table Layout	4
French Defending Force	5
German Attacking Force	5
Victory Conditions	5
Special Rules	5
Designer Notes	6
Scenario 2: The Long Approach, Kursk Salient July 1943	7
Historical Background	7
Table Layout	7
Soviet Attacking Force	7
German Defending Force	7
Victory Conditions	8
Special Rules	8
Designer Notes	8
Scenario 3: The Coral Ridge, Saipan June 1944	8
Historical Background	8
Table Layout	9
US Marine Attacking Force	9
Japanese Defending Force	9
Victory Conditions	9
Special Rules	10
Designer Notes	10
Scenario 4: Hangman's Hill, Monte Cassino May 1944	10
Historical Background	10
Table Layout	10
Polish Attacking Force	11
German Defending Force	11
Victory Conditions	11

Special Rules	11
Designer Notes	12
Scenario 5: The Olive Grove, Brunete July 1937	12
Historical Background	12
Table Layout	12
Italian/Nationalist Attacking Force.....	12
Republican Defending Force	13
Victory Conditions	13
Special Rules	13
Designer Notes	13
Scenario 6: The Sihang Warehouse, Shanghai October 1937	13
Historical Background	13
Table Layout	14
Japanese Attacking Force	14
Chinese Defending Force.....	14
Victory Conditions	14
Special Rules	14
Designer Notes	15
Scenario 7: The Slopes of Hill 112, Normandy July 1944	15
Historical Background	15
Table Layout	15
British Attacking Force.....	16
German Defending Force	16
Victory Conditions	16
Special Rules	16
Designer Notes	17
Scenario 8: Ra Ra Rasputitsa, October 1941	17
Historical Background	17
Table Layout	17
Soviet Defending Force.....	17
German Attacking Force	18
Victory Conditions	18
Special Rules	18

Designer Notes 18

Historical Scenarios for Push

Eight scenarios from WWII, the Spanish Civil War, and the Sino-Japanese War

Introduction

These eight scenarios are drawn from real engagements across three of the wars Push covers, although most of them are from World War Two, as it was rather larger than the other two. Each represents a company sized action and may or may not end as they did historically. That part is up to you.

Each scenario includes historical context, table layout, forces for both sides, setup instructions, victory conditions, and any special rules. The forces are sized for standard Push games of eight turns. The OOB attempts to recreate the units that actually participated in the battle as closely as possible.

These scenarios are designed to be balanced for play, even where the historical engagement was lopsided. Some adjustments to force composition, terrain, or victory conditions ensure both sides have a reasonable chance of winning. The introduction to each scenario notes what was changed.

Scenario 1: The Aisne Crossing, May 1940

Historical Background

Late May 1940. After the disaster on the Meuse, where Germany ate France's lunch, French forces fall back across the Aisne River trying to establish a new defensive line. The German advance is rapid and continuous; the French need time to dig in. Small groups of French infantry, tanks, and AT guns are tasked with delaying the German spearheads at key crossings while the main force entrenches further south.

This scenario depicts a small French rearguard at one such crossing. A company of French infantry plus a section of Hotchkiss H-38 tanks faces a German motorized company supported by a platoon of Pz III tanks. The French need to delay the German advance long enough to allow their main force to withdraw south. The Germans have engineer-supplied assault boats to attempt crossings beyond the bridge.

Table Layout

Open agricultural country. A small village (4 buildings, mix of brick and wood) sits north of the stone bridge in the center of the table, on the same side as the German entry. The Aisne River runs east-west across the middle. South of the river is a low ridge with woods on the

flanks. A shallow ford 18 inches west of the bridge offers an alternative vehicle crossing point (vehicles use it at half movement and bog on a roll of 1). The defender (French) deploys on the south bank and may also place some forces in the village. The attacker (German) enters from the north edge.

French Defending Force

Two French infantry companies, Trained quality (3 bases each, 6 infantry total). One Hotchkiss H-38 tank section (2 tanks, Trained crew, 37mm gun). One antitank gun (25mm Hotchkiss SA-L, AP-only). One light mortar (60mm). 4 Gumption tokens per turn. National doctrine: Pre-War Tempo (auto-success on registered artillery, but no Reactions allowed, - 1 Initiative).

German Attacking Force

One German motorized infantry company, Veteran (3 bases). One German rifle company, Trained (3 bases). One LMG support base. One 80mm mortar base. One Pz III H tank platoon (3 tanks, 50mm L/42 gun). One light AT gun (37mm PaK 36). 5 Gumption tokens per turn. National doctrine: Schwerpunkt.

Special German equipment: 2 of the German infantry bases (player chooses which at scenario start) are equipped with engineer-supplied Assault Boats.

Victory Conditions

Germans win by holding EITHER the bridge OR the village center at end of turn 8 with at least 2 Steady or Pressing units (bases or vehicles count). Bridge control means at least 2 German units within 4 inches of the bridge, no French Steady or Pressing units within same distance. Village control means at least 2 German units within 6 inches of the village center, no French Steady or Pressing units within same distance.

French wins by denying both objectives. A marginal German victory occurs if Germans hold one objective but not the other.

Special Rules

Assault Boats

Infantry bases equipped with Assault Boats may enter a river at any point during their movement. Entering the river uses the base's full movement that turn, the base may NOT fire, React, allocate return fire, or take any other action that turn. The base ends its turn in the river.

Troops in the river are highly exposed: no cover applies. They are considered moving for purposes of being targeted, Reactions may fire on them (this is the only French reaction allowed) as one-sided fire (the troops in the river cannot return fire of any kind). They have no Resistance bonus from cover and gain no Concealment.

On the next turn, the base exits the river onto the far bank, again using full movement (no other actions that turn). Once on the far bank, they may operate normally from the following turn onward. Total: a river crossing takes 2 turns of movement only.

If a base in the river takes any Pressure (Push 1+), Stance drops apply normally. If the Push reaches 5+, the boat itself is destroyed, the infantry must swim ashore in Pinned state on the nearest bank, and the boat is lost. A Routed base in the river is gone entirely (drowned, scattered, captured).

Assault Boats are single-use. After a successful crossing, the boat is left on the far bank and isn't recoverable. The infantry base no longer has the trait.

The 25mm AT Gun

The French 25mm AT gun is AP-only. Per the AP-only rule, it may fire at any target but fires only 1 die against soft targets (infantry, including boat infantry in the river). It is at its best against German armor, where it fires its normal 3 dice and triggers Pen checks on natural 6s. French players should think carefully before redeploying the 25mm to cover the river, doing so weakens defense against tanks, and the 25mm shooting at boats is hugely inefficient.

The Ford

The shallow ford 18 inches west of the bridge offers an alternative crossing for both sides. Vehicles use it at half movement; on a roll of 1 during the crossing turn, the vehicle bogs (cannot move next turn, may attempt 4+ to free itself). Infantry can wade across at half movement, gaining no cover and taking -1 die on any return fire while in the water.

Designer Notes

Historically, French rearguards at Aisne crossings were typically overwhelmed within hours, the Germans had air support, better tanks, superior tactical mobility, AND specialized engineer equipment including assault boats. For game balance, the German air support is removed, but the assault boats remain because without them the scenario would be a stalemate (French simply hold the bridge and the Germans cannot force a crossing).

The boats create a tactical dilemma for the French. They can concentrate everything on the bridge, but then the boats cross unopposed. They can split their defense to cover both crossings, but then both crossings are weakened. There is no single right answer, the French player must read the German plan and respond appropriately.

The boats themselves are vulnerable: German players who launch them without suppressing French fire first will lose them in the water. Just sayin'.

Scenario 2: The Long Approach, Kursk Salient July 1943

Historical Background

July 1943. Operation Citadel, the German offensive against the Kursk salient. After several days of grinding through Soviet defenses, German units have advanced deep into the salient, or is it the salient is swallowing them up? The Soviets, having absorbed the initial blow, are now counter-attacking with massed armor and infantry. The German troops at the spearhead are exhausted and short of ammunition, but their positions are well-prepared.

This scenario depicts a Soviet counter-attack against a German strongpoint. A Soviet company, including tank riders, assaults a German position held by SS Panzergrenadiers with Tiger tank support. The Soviets must take the position to enable further advance; the Germans must hold.

Table Layout

Rolling steppe with carefully placed concealment terrain. The German position is on a low ridge running east-west across the center-north of the table (a small farmhouse complex with prepared trenches, providing Hard Cover). Three specific approach corridors run from the Soviet side toward the ridge:

Western corridor: A series of small woods and a sunken farm road provide concealed approach from the southwest to the west flank of the ridge.

Central corridor: Open ground broken by hedgerows running diagonally and shell craters from earlier fighting (Light Cover).

Eastern corridor: A shallow gully and scattered scrub provide partial concealment from the southeast to the east flank of the ridge

The Soviet attacker chooses one of two entry edges, south or southwest, at scenario start, after the German player has deployed. This forces the German player to commit to a defensive disposition without knowing the Soviet axis.

Soviet Attacking Force

One Soviet rifle company, Trained (3 bases). One Guards rifle company, Veteran (3 bases, may Press normally, Guards exception to Massed Fire restriction). One T-34/76 tank platoon (3 tanks, Trained, Sloped Armor). Tank desant: 3 tank-rider infantry bases (Trained, Close AT trait). One 82mm mortar base. One off-table medium artillery mission. 4 Gumption tokens per turn. Doctrine: Massed Fire.

German Defending Force

One SS Panzergrenadier company, Veteran (3 bases). One Pioneer platoon, Veteran (2 bases, Engineer trait, Faust Equipped). One HMG (MG42). One 75mm PaK 40 AT gun. One Tiger I tank (Front armor 6, Side 5, Rear 4, 88mm gun). One 81mm mortar. 5 Gumption tokens per turn. Doctrine: Schwerpunkt.

Victory Conditions

Scenario length: 6 turns (short and sweet). Soviets win by occupying the German strongpoint (the farmhouse complex on the ridge) with at least 2 Steady or Pressing infantry bases at end of turn 6. Germans win by denying this, or by destroying both Soviet infantry companies (6 bases total Broken or Routed).

Special Rules

Tank desant: Soviet tank-rider infantry begins the game mounted on T-34s. They may dismount as a free action when their tank moves into Close range of an enemy, OR they may stay mounted as a tactical risk (mounted infantry takes any HE or strafe fire alongside the tank). Tank Riders have Close AT (+1 die in close assault against vehicles, natural 6 = Pen 4).

Tiger fragility from supporting arms: the Tiger has overwhelming frontal armor but is vulnerable to flank/rear shots from T-34s (Pen 4 vs Side 5 = no penetration alone, but natural 6 plus flanking still threatens; Pen 4 vs Rear 4 = standard Pen check). The Tiger's MGs can suppress infantry but it cannot effectively engage multiple Soviet armor units approaching from different directions. The German player must position the Tiger with infantry support to prevent close assault and with an arc that covers the most likely Soviet axis.

Designer Notes

The Tiger is genuinely dangerous, its 88mm gun kills any Soviet vehicle that approaches frontally, and its frontal armor is essentially impervious to T-34/76 fire at the ranges in this scenario. But the multi-corridor geometry prevents the Germans from just parking the Tiger on a hilltop. The Soviet player picks an entry edge AFTER the German deploys, which forces the German player to commit their defense to an axis without complete information.

The Soviet T-34s can flank the Tiger if they can survive the approach. Soviet tank riders give the assault real punch but they are vulnerable while mounted. The pioneer platoon's Panzerfausts threaten T-34s at close range. The 6-turn scenario length creates time pressure, the Soviets cannot afford a slow grinding advance; they must commit to an axis and push it hard.

Scenario 3: The Coral Ridge, Saipan June 1944

Historical Background

June 1944. While everyone is gushing about D-Day, the US Marine Corps is busy fighting its way across Saipan. Japanese defenders have prepared positions in coral ridges with mutually supporting bunkers, well-camouflaged firing positions, and counterattack reserves. Every yard is expensive. American tactics emphasize flamethrowers, demolition

charges, and concentrated firepower against fixed positions; Japanese tactics emphasize concealment, ambush, and the banzai counterattack.

This scenario depicts a Marine assault on a Japanese bunker complex along a low coral ridge. Two Marine companies attack with engineer and flamethrower support, supported by naval gunfire on call. The Japanese defenders include hidden machine gun positions, a 47mm AT gun in a concealed bunker, and a reserve company prepared for a banzai charge.

Table Layout

Tropical island terrain. The coral ridge runs east-west across the middle of the table with 6 bunker positions distributed along it (Hard Cover). The bunkers do not all face the same direction. Distribute bunker facings as follows: 2 bunkers face south (toward the beach), 1 faces southeast, 1 faces southwest, 1 faces east, 1 faces west. The Marine player can attack any bunker from outside its 90-degree facing arc to gain the side/rear bonus on close assault dice.

Scrub jungle on either side of the ridge provides Light Cover for Marine approach (particularly around the east and west bunkers, which are not protected by direct lines of sight from the south-facing bunkers). The southern edge has a beach where Marines enter; the northern edge has dense jungle which would be a perfect place for the Japanese to hide some infantry units for, I don't know, a Banzai Charge perhaps?

US Marine Attacking Force

Two Marine rifle companies, Veteran (3 bases each, 6 infantry total). One Marine engineer section, Veteran (2 bases, Engineer trait, Bunker Breaker). Two flamethrower teams (Veteran Marines with Flamethrower trait). One M4 Sherman 'Zippo' (Type A flame tank, kept main gun). One Marine LMG section (1 base, 4 dice). One 60mm mortar. One off-table naval gunfire mission (8-inch shells, single use). 6 Gumption tokens per turn (Marines benefit from US Air-Ground Liaison doctrine plus exceptional command).

Japanese Defending Force

Two Japanese infantry companies, Veteran (3 bases each, 6 infantry total). Six bunker positions on the ridge (Hard Cover, +2 Resistance, fortified). One 47mm AT gun in a concealed bunker (AT gun, Concealed trait). Two HMG positions in bunkers (Type 92 heavy machine guns). One light mortar. 4 Gumption tokens per turn. Doctrine: Bushido.

Victory Conditions

Marines win by clearing 4 of the 6 bunker positions on the ridge (occupying or destroying) by end of turn 8. Japanese win by denying this, or by breaking 6 Marine bases.

Special Rules

Japanese bunkers are concealed: at game start, only 2 of the 6 bunker positions are spotted. The defender places hidden markers on the other 4 positions; only when an attacker comes within 6 inches or the bunker fires does it become spotted.

Banzai counterattack: once during the game, after the Marines have cleared 2 or more bunkers, the Japanese player may declare a Banzai charge. All remaining Japanese infantry within 8 inches of the cleared bunkers automatically Press toward the Marines (free of token cost). Banzai-charging infantry get +1 Assault die but if they fail their assault, they become Broken in place rather than Pinned (Bushido rule).

Marine flame attacks: each flamethrower base may fire once per game. Per normal game rules, after firing, portable flamethrower teams withdraw to their starting edge. The Sherman Zippo continues to fight with its main gun after using its flame.

Naval gunfire: requested in Command Phase, arrives turn 3 automatically.

Designer Notes

This scenario throws specialized weapons (flamethrowers, demolition charges) and concentrated firepower against fixed positions. The Banzai charge mechanic gives the Japanese defender a dramatic option that smacks of Hollywood (but in a good way). The naval gunfire is a single big swing that the Marine player must use wisely.

Scenario 4: Hangman's Hill, Monte Cassino May 1944

Historical Background

May 1944. Operation Diadem, the fourth and final Allied attempt to break the Gustav Line and the Monte Cassino position. After months of failed assaults, the Polish 2nd Corps is given the task of taking the monastery heights. Polish soldiers, many of whom escaped from Soviet captivity to fight Germans and die on a mountain in Italy, are given the most exposed assault routes against German Fallschirmjager defenders. What could go wrong?

The Poles must take the position before German reinforcements can arrive; the Germans must hold long enough for their counter-attack force to reach the position.

Table Layout

Steep rocky terrain. The defender's position is on a stony hill summit at the east edge of the table (Hard Cover, all terrain Rough). Three distinct approach routes lead up to the summit from the west:

Northern route: A goat path winds through broken rocks and ruined stone walls (Light Cover throughout), offering concealed but slow approach.

Central route: A more direct slope with scattered scrub and shell craters (intermittent Light Cover), faster but more exposed.

Southern route: A small ravine cuts up the south face of the hill, providing concealment for half its length before opening onto exposed upper slopes.

The Polish player deploys their forces 12 inches in from the western table edge rather than starting at the edge (representing pre-game movement to forming-up positions). This saves several turns of movement under fire. You're welcome.

Polish Attacking Force

Two Polish infantry companies, Veteran (3 bases each). One Polish engineer section, Veteran (2 bases, Engineer trait, Bunker Breaker). One LMG support base. One PIAT-equipped infantry support base (PIAT, Pen 5). One 81mm mortar. Off-table British medium artillery mission (Polish 2nd Corps used British artillery doctrine). 4 Gumption tokens per turn. Doctrine: Methodical (3 free pre-registered artillery, Coordinated Attack 1 token, Press 2 tokens, -1 Initiative).

German Defending Force

One Fallschirmjager company, Veteran (3 bases, Faust Equipped from 1944+, Concealed trait). One Fallschirmjager engineer platoon, Veteran (2 bases, Engineer, Panzerfaust Equipped). One MG42 HMG team in prepared position. One 75mm recoilless gun (functions as light AT gun, Veteran crew). One 81mm mortar. 4 Gumption tokens per turn. No doctrine bonus (paratroopers use base German doctrine).

Victory Conditions

Poles win by holding the German position (the stony hill summit) at end of turn 8 with at least 2 Steady or Pressing infantry bases. Germans win by denying this, OR by breaking 5 Polish bases.

Special Rules

Rough terrain on the slopes: all movement on the slopes (above the 18-inch line from the western edge) is at half pace. Below that line, the lower approaches are passable at normal foot speed. Vehicles cannot operate anywhere in this scenario. This is a pure infantry-and-engineer engagement.

Methodical advance: Polish forces benefit from the Methodical doctrine (better artillery support) but the rocky terrain prevents normal advance. The artillery is their primary advantage and should be used to suppress German positions before infantry close on them.

German reinforcements: starting turn 5, on a roll of 5+ each turn, one additional German base arrives from the east edge (Veteran paratroopers). Maximum 2 reinforcements arrive in any one game.

Designer Notes

Monte Cassino was a battle of attrition between elite troops on the most difficult terrain imaginable. The scenario reflects this: no vehicles, slow movement on the actual slopes, heavy reliance on artillery and small-unit tactics. Three approach routes give the Polish player real choice, the northern route is slow but concealed, the central route is faster but exposed, the southern ravine offers concealment for half its length. The Polish 12-inch deployment in saves turns spent crossing the open valley. Maximum 2 German reinforcements (down from 3) prevents late-game German dominance turning a contested fight into a German walkover.

Scenario 5: The Olive Grove, Brunete July 1937

Historical Background

July 1937. The Battle of Brunete, the Spanish Republic's largest offensive, aimed at relieving Madrid by cutting off Nationalist supply lines is underway. After initial Republican gains, Nationalist forces counter-attack to regain lost positions. Italian Black Shirt formations (black shirts in that heat? Talk about fanatics), the CTV, Corpo Truppe Volontarie, advance with armored support; Republican militia and International Brigades resist with whatever they have.

This scenario depicts a Nationalist counter-attack on a Republican-held village in the olive groves west of Brunete. Italian Black Shirts supported by light tanks attack a position held by Republican militia with Soviet-supplied weapons including T-26 tanks.

Table Layout

Open Castilian countryside in summer. A small village (4 stone buildings) sits in the center. Olive groves extend in every direction (Light Cover). Scattered low stone walls between fields. A small ridge to the east of the village provides some elevated positions. Dusty and hot, exhaustion is a factor (see special rules).

The Republican defender deploys first within 12 inches of the village. The Italian/Nationalist attacker then chooses ONE of two long edges (north or south) to enter from. This decision is made AFTER seeing Republican deployment, forcing the defender to commit to a balanced defense rather than concentrating against a known axis.

Italian/Nationalist Attacking Force

Two Italian Black Shirt companies (CTV), Trained (3 bases each). One light tank platoon (3 Fiat CV.33 tankettes, Tiny Target, Poor armor 1/1/0). One Breda Modello 1937 HMG team. One 81mm mortar (Italian artillery support). 4 Gumption tokens per turn. Doctrine: none (Italy has no doctrine modifier).

Republican Defending Force

One Republican militia company, Poor quality (3 bases, Brittle trait, first morale test at -1).
One International Brigade company, Veteran (3 bases, attached to militia to stiffen them).
One Soviet-supplied T-26 (Trained crew, 45mm gun). One Maxim HMG team. One light mortar. 3 Gumption tokens per turn (Republican forces had limited command resources).

Victory Conditions

Nationalists win by occupying the village (at least 2 stone buildings) at end of turn 8 with Steady or Pressing infantry. Republicans win by denying this, or by breaking 4 Nationalist bases.

Special Rules

Summer heat: every turn after turn 4, both players roll 1d6 for fatigue. On a 1, one of their bases (chosen by opponent) takes 1 step down in Stance from heat exhaustion. During the brutal Castilian summer when Brunete was fought soldiers collapsed from heat as much as from combat.

Italian tank fragility: the Fiat CV.33 tankettes had very thin armor (only 14mm maximum) and were vulnerable to even small AT fire. Apply the Brittle trait to all Fiat tankettes (first morale test at -1).

Militia quality: the Republican militia has the Brittle trait but is given courage by the International Brigade attached. Any militia base within 4 inches of an International Brigade base ignores Brittle for that turn.

Designer Notes

Brunete was a hard fought, attritional battle in summer heat. Both sides committed improvised forces (Italian volunteers, Republican militia stiffened by foreign veterans). The Soviet T-26 was a meaningful threat to Italian tankettes, the 45mm gun easily killed them. The fatigue rule adds a bit of spice and is relevant to the actual weather conditions, while the militia/IB interaction reflects the structure of Republican forces.

Scenario 6: The Sihang Warehouse, Shanghai October 1937

Historical Background

October 1937. The Battle of Shanghai is reaching its climax. After three months of brutal urban combat, Chinese forces are withdrawing from most of the city. The Chinese 88th Division (one of the German-trained elite formations) is fighting rearguard actions to cover the withdrawal. A battalion under Colonel Xie Jinyuan, later known as 'the 800 Heroes'(sounds rather ominous, eh?), is ordered to hold the Sihang Warehouse on the

northern bank of Suzhou Creek, in full view of the international concessions across the water.

This scenario depicts a Japanese assault on the warehouse. The Japanese must take the position to allow their advance to continue; the Chinese must hold long enough to allow the main force to withdraw south of the river.

Table Layout

Urban industrial terrain. The large reinforced concrete warehouse complex dominates the center of the table (Hard Cover, Stone construction, multi-story, treat as 5-story Stone building, Resistance 6). The river runs along the southern edge of the table (impassable to attackers). Narrow streets and other buildings (Brick) surround the warehouse. The Japanese enter from north and east edges.

Japanese Attacking Force

Two Japanese rifle companies, Veteran (3 bases each, Bushido doctrine). One Special Naval Landing Force section, Elite (2 bases, Flamethrower trait on one, Engineer trait on the other). One Type 92 HMG team. One Type 11 light mortar. One Type 89 medium tank (Trained crew, 57mm gun). 5 Gumption tokens per turn. Doctrine: Bushido.

Chinese Defending Force

Two companies of Chinese 88th Division, Veteran (3 bases each, German-trained elite infantry). One Czech ZB-26 LMG team. One Solothurn 20mm antitank rifle (Pen 3 vs armor, antitank rifle profile). One Maxim HMG (heavy machine gun). One 81mm mortar. 3 Gumption tokens per turn. No doctrine bonus.

Victory Conditions

Japanese win by occupying the warehouse complex with at least 2 Steady or Pressing infantry bases at end of turn 8. Chinese win by denying this, OR by breaking 5 Japanese bases.

Symbolic Chinese victory: There is a consolation prize the Chinese can win in the form of a symbolic victory (an At Least We Tried award). The Chinese get their participation trophy if EITHER (1) at end of turn 6 they hold the warehouse with at least 4 of their starting 6 infantry bases AND have inflicted at least 3 Japanese bases routed or broken, OR (2) at any point during the game they kill or rout 4 or more Japanese bases. Either condition represents a real achievement comparable to what Xie Jinyuan's battalion actually accomplished, not just sitting tight, but actively bloodying the Japanese assault. So not really a participation trophy at all.

Special Rules

Concrete warehouse: the Sihang Warehouse was reinforced concrete construction with thick walls. Treat as 5-story Stone building (Resistance 6). It cannot be destroyed by

anything available to the Japanese in this scenario short of the Type 89 firing HE point-blank for multiple turns. The Japanese must enter the building if they want to win.

International audience: across the river is the British concession, watching. The Japanese have political reasons not to commit war crimes too visibly. Banzai charges and flamethrowers can be used but are 'expensive', using a flamethrower costs 2 Gumption tokens this game (representing the political fallout), not 0 as normal.

The 88th Division was the elite German-trained Chinese force. Chinese infantry in this scenario have Veteran quality and the 'Concealed' trait while inside the warehouse, they fire from positions the Japanese cannot easily identify.

Designer Notes

The Sihang Warehouse defense was one of the most symbolic engagements of the Sino-Japanese War, a small Chinese force held a reinforced position against vastly superior Japanese forces in full view of the international community. The scenario captures this through the indestructible warehouse, the elite Chinese defenders, the political cost on Japanese flamethrowers, and the symbolic-victory condition.

Scenario 7: The Slopes of Hill 112, Normandy July 1944

Historical Background

July 1944, Operation Jupiter; British attempt to take Hill 112, the dominant ground south of Caen is going slowly. After weeks of fighting, the hill has changed hands multiple times. SS Panzer divisions are defending; British infantry with Churchill tank support are attacking. The hill is bare wheat fields with scattered hedgerows and a few stone farmhouses, perfect for armored killing grounds.

This scenario depicts a British assault up the slopes of Hill 112. A British infantry battalion supported by Churchill VII tanks advances against an SS Panzergrenadier battalion with Panzer IV and Tiger tank support. The British need to take the crest; the Germans need to hold it.

Table Layout

Open wheat field rising gradually toward the German position at the north end of the table. Scattered hedgerows (Light Cover) run east-west across the slope. Two ruined stone farmhouses on the British (south) side. The crest features a stone wall and a small group of trees. Long sightlines mean armor on both sides must consider exposure carefully.

German defensive positions: rather than all positions being at the crest, the German player MUST deploy at least 2 infantry bases (plus optional supports) in forward positions on the

slope, using ruined buildings, shell craters, or hedgerow positions on the middle slope as Hard Cover or Light Cover. The remaining German forces deploy at or near the crest.

The British attacker chooses their entry edge, south, southwest, or southeast, AFTER the German player has deployed. This small choice affects which forward German positions are facing the British advance and which need to reposition.

British Attacking Force

Two British infantry companies, Veteran (3 bases each, PIAT-equipped). One Vickers HMG team. One 3-inch mortar. One Churchill VII tank platoon (3 tanks, Slow trait, Front armor 6, 75mm). One Sherman Firefly (17-pdr, Long Gun, Veteran crew). One Universal Carrier section (2 carriers with LMG, may carry infantry, Open-Topped). One off-table medium artillery mission. One off-table Typhoon air strike (Strafe 5, rocket 3d Pen 7), single use. 4 Gumption tokens per turn. Doctrine: Methodical.

German Defending Force

Two SS Panzergrenadier companies, Veteran (3 bases each, Panzerfaust Equipped). One MG42 HMG. One 75mm PaK 40 AT gun. One 81mm mortar. One Pz IV H tank platoon (2 tanks, Trained crew, 75mm L/48 long gun). One Tiger I (Trained crew, single tank). One off-table Nebelwerfer rocket battery mission, one use. 5 Gumption tokens per turn. Doctrine: Schwerpunkt.

Victory Conditions

British win by holding the crest (the stone wall position) at end of turn 8 with at least 2 Steady or Pressing infantry bases. Germans win by denying this, or by destroying 2 British armored vehicles plus breaking 4 infantry bases.

Special Rules

Slope: the German position is on higher ground. Any British unit firing at the German crest fires at -1 die. German Hull Down position at the crest applies (Light Cover for AP, Hard Cover for HE).

Typhoon strike: arrives turn 4 (called in before the start of the game). Strafe 5 dice across up to 3 bases in a line, or single-target rocket attack at Pen 7 against one vehicle (player chooses).

Churchill armor: the Churchill VII had excellent frontal armor (152mm or about Pen 6 equivalent) but was Slow. The Churchills can absorb Pz IV fire but struggle to kill the Panzer IVs from the front. They will need to flank (good luck on that) or rely on the Firefly for armor killing.

Designer Notes

Hill 112 was infamous as a killing ground, long sightlines, prepared German defenses, and the constant threat of Tigers and 88s. The Germans also made judicious use of Nebelwerfers, which were particularly morale shattering against the British infantry. The Typhoon strike is the British player's big swing, choosing the best target (Tiger? AT gun? infantry?) is a very important (and stress inducing) tactical decision.

Scenario 8: Ra Ra Rasputitsa, October 1941

Historical Background

October 1941. Operation Typhoon, the German drive on Moscow. The autumn rains have turned what the Russians called roads into mud. German motorized columns push forward along the few remaining somewhat traversable roads, leaving their flanks largely undefended. Soviet units, hodge podge formations hastily thrown together from rear-area reserves and retreating regulars, set ambushes along forest roads.

This scenario depicts a Soviet anti-tank ambush against a German motorized column moving along a muddy forest road. The Germans need to push through; the Soviets need to slap them around a bit and hold the position.

Table Layout

A dirt road runs east-west across the table. Dense pine forest (Hard Cover for infantry, impassable to vehicles) surrounds the road on both sides. The road itself is muddy (vehicles use Severe Conditions movement: halved on the road, vehicles bog on 1-2).

Three clearings are connected to the road, allowing vehicles to detour off the main route briefly: one large clearing in the table center (suitable for the Soviet ambush position), one smaller clearing 18 inches west of center (north side of road), one smaller clearing 18 inches east of center (south side of road). Each smaller clearing is 6 inches across, with rough ground that imposes the same movement penalties and bog risk as the main road. Vehicles can enter clearings from the road and exit further along the road, allowing them to bypass narrow kill zones at the cost of slower movement and bog risk.

The Soviet defender must distribute defensive positions across at least three of these areas; they cannot concentrate all forces in one location.

Soviet Defending Force

One Soviet rifle company, Trained quality (3 bases, Concealed trait at game start). One Guards rifle squad, Veteran (1 base, may Press). One 45mm AT gun (Concealed at game start). One 76mm regimental gun (firing in direct support, Pen 4 AP, 3 dice HE). One Maxim HMG. One 82mm mortar. 3 Gumption tokens per turn. Doctrine: Massed Fire.

German Attacking Force

One motorized infantry company, Veteran (3 bases, transported in Sd.Kfz 251 halftracks). Three Sd.Kfz 251 halftracks (Open-Topped, Light Armor 1/1/0). One Pz IV F2 (long 75mm gun). One PaK 36 antitank gun on motorized tow. One 81mm mortar. 5 Gumption tokens per turn. Doctrine: Schwerpunkt.

Victory Conditions

Germans win by exiting at least 2 vehicles AND 3 infantry bases off the east edge of the table by end of turn 8. Soviets win by preventing this AND keeping their AT gun operational through turn 6 (representing the ambush succeeding in its primary purpose, bloodying the German column).

Special Rules

Soviet ambush positions: Soviet units begin the game with Concealed trait. Until they fire or enemies come within 6 inches, they cannot be targeted. Once a Soviet unit fires, it loses Concealed for the rest of the game.

German infantry on foot in the forest: the Germans may dismount infantry from their halftracks at any point. Dismounted infantry can enter the forest at half movement speed (the dense pine slows them but doesn't stop them). This gives the German player the option to flank Soviet positions by sending infantry through the woods, although they will be slow and vulnerable. Vehicles cannot follow into the forest.

Mud: per the Severe Conditions weather rule. All movement halved on Open and Rough terrain. The road allows full movement but vehicles bog on a roll of 1 or 2 (not just 1). Forest is impassable to all vehicles.

Soviet anti-tank doctrine: the Soviet 45mm and 76mm guns were often used in ambush. While Concealed (meaning the first shot only), they may fire at any range with no Long range penalty (the first shot was carefully aimed).

Designer Notes

The October 1941 Rasputitsa gave the Russians ideal conditions for their surprise parties. Gooney, sticky, deep mud limited German mobility, while the dark, creepy forests held far more dangerous things than goblins. Soviet AT guns and infantry popped up out of nowhere and raked German columns, further slowing down the rather optimistically named "advance".

In the scenario, the German player must decide whether to push through quickly (risking the ambush) or proceed cautiously (running out of time). The Soviet player must decide when to reveal the AT gun, early to maximize damage, or late to preserve it. The AT gun surviving to turn 6 victory condition gives the Soviet player a fun dilemma.

4P Press
Models!

HMS Hood

Bristol Scout D

1916

Atlanta

The Battle of Pacocha 1877 Battle Pack

HMS Shah

HMS Amethyst

Huascar

Contested Seas

Fast Play Rules for Naval Warfare, 1880-1905

Naval Mania

Naval Warfare 1880-1905

The Battle of Iquique 1879 Battle Pack

Fast Paced Rules for Aerial Derring-do in the
Great War

**4P Press Creators of
Innovative Rules and
Gamer Friendly STL Files
Available exclusively on
wargamevault.com**

ien Shen
ndel Flat
gland for
nk by the
84.
y also be F
del may be

Battle of Foch French

STL Files from

4P Press
Models!

Originally part of the Peruvian navy, the Huascar also saw service as a rebel ship against Chilean masters before being captured by Chile in 1879. She can be visited as a museum ship in Valparaíso.

Wargame Rules
Written by Patricia Phillips and
Christopher Ferree