

BREAKOUT

Scenario Notes

v1.3

This scenario is still under development. These notes are provided to help those experimenting with the Breakout scenario.

British Set-Up:

Turn 1: Place into the cup, in addition to the British Direct Command chit, the Armor and Independent Regiment Action chits.

Turn 4: Add the Infantry Regiment Action chits to the British available chits.

Turn 6: Add the Artillery Regiment Action chits to the British available chits.

British Reinforcements

The minefield counters above columns of British units on the right-hand side of the map indicate the turn in which the units in that column arrive. The arrival turn is the number of minefield points above the column. For instance, hex F8 has two minefield counters totaling seven points. The units below these minefield markers enter as reinforcements on Turn Seven. British reinforcements units enter on hex CS-AA8. They may be placed along the road hexes to the right of AA8 within stacking limitations. Reinforcement arrivals may be delayed if desired.

British HQ Ratings

Division HQ in space O; Armor HQ in space U; Infantry HQ in space L; Artillery HQ in space Y.

British Supply

For this scenario, British non-Independent units must be in command with a "supplied" Regimental HQ to be able to perform any direct or indirect fire. If unsupplied, they may defend against close assault as though suppressed. For Regimental HQs to be supplied, they must be within one activation's movement range of the main north-south road connecting hexes D-GG3 and CS-GG8 or a road that itself connects with the main north-south road. The road hex to which they can reach with one activation's movement must be able to trace to the south end of the road, unbroken and unblocked by German units and not within two hexes of a German unit.

German Set-Up:

See Vassal set-up. German immobile mortar and artillery units have organic trucks and may mount them using the mount action.

German Reinforcements

There are no German reinforcements.

German HQ Ratings

Division HQ in space W; Artillery HQ in space T; Mechanized HQ in space R; Armor HQ in space L; Infantry HQ in space O. Artillery Regimental HQ in hex CNW-BB4; Mechanized Regimental HQ in hex K-O10; "Armor" Regimental HQ in hex C-C1; Infantry Regimental HQ in hex FW-Q6.

The armor symbol on the German units on the left-hand side of the bottom "F" map is a generic Regiment symbol to indicate a different Regiment command in this scenario. There are no armor units in the formation.

The German Independent Engineer and SPW must remain on map F East and remain East of the river on that board. Where the river ends or no longer runs generally north-south, the units must not move further west than the bottom of hex FW-EE8, extended along the north-south direction. The engineer may blow bridges to which it may move adjacent, independent of the Blowing Bridges rule for the Germans.

Victory Conditions

The victory conditions depend on the British taking the six Objective hexes (A-F) indicated with the OBJECTIVE markers placed on the mapboards and on German units killed.

The victory points for each objective hex are as follows:

Objectives:

A 10

B 20

C 10

D 10

E 10

F 10

The victory points for eliminating German units are supposed to be based on purchase point cost. However, no purchase point costs have yet been developed for the new units. So, for now, use 10 points per eliminated unit.

These are the victory point goals, though they will probably have to be rescaled, based on testing:

Allied:

Major defeat 125

minor Defeat 150

minor victory 175

major victory 200

Blowing Bridges

The German player may attempt to blow a bridge the instant any Allied unit enters a hex adjacent to the hex. No German units have to be adjacent to, or near, the bridge. The Allied player must announce that he will enter an adjacent hex to give the German player an opportunity to decide whether or not to blow the bridge. If the German player attempts to blow the bridge, it is blown on a die roll of 0-2. Place an intact bridge marker in the hex to indicate that the attempt failed. (German re-wiring of bridges: TBD)

Initially, there are six intact bridge markers on the map. (Initial markers on the main N-S road are doubled.) The German player cannot attempt to blow these bridges.

Module/Scenario Problems

Newer counters taken from the Pieces display allow marking units with Suppressed, Cohesion Hit, etc. properties, rather than having to place markers on top of the units. However, the units in the scenario do not have these properties, and markers must be used. On an as-needed basis, you may replace units in the scenario with equivalent units from the Pieces display, retaining the same attributes. You may also replace them all, before the scenario starts, if you want to go to the trouble. However, that is quite a bit of work. (This will be fixed before the final release.)