

Round 1, Friday 13:00 – 18:00

FrF23 – ELEPHANTS UNLEASHED

- R1:** Replace one German 467 squad with a 468.
R2: R1+ Replace one German 467 squad with a 468.
R3: R2+ Replace one German 467 squad with a 468.
- G1:** Replace one German 468 squad with a 467.
G2: G1+ Replace one German 468 squad with a 467.
G3: G2+ Replace one German 468 squad with a 467.

FrF – BLOOD RED SNOW

- G1:** Replace one Russian 447 squad with a 458.
G2: G1+ Replace one Russian 447 squad with a 458.
G3: G2+ Replace one Russian 447 squad with a 458.
- R1:** Replace one Russian 458 squad with a 447.
R2: R1+ Replace one Russian 458 squad with a 447.
R3: R2+ Replace one Russian 628 squad with a 527.

Round 2, Friday 18:30 – 00:00

FrF – BOY SOLDIERS

- R1:** Replace one German 436 squad with a 447.
R2: R1+ Replace one German 436 squad with a 447.
R3: R2+ Replace one German 436 squad with a 447.
- G1:** Replace one German 447 squad with a 436.
G2: G1+ Replace one German 447 squad with a 436.
G3: G2+ Replace one German 447 squad with a 436.

FrF88 – PANZER SHIELD

- G1:** Replace one Russian 447 squad with a 458.
G2: G1+ Replace one Russian 447 squad with a 458.
G3: G2+ Replace one Russian 447 squad with a 458.
- R1:** Replace one Russian 447 squad with a 426.
R2: R1+ Replace one Russian 447 squad with a 426.
R3: R2+ Replace one Russian 447 squad with a 426.

Round 3, Saturday 09:00 – 15:00

FrF – WRECKING THE RENTALS

- G1:** Replace one Russian 447 squad with a 458.
G2: G1+ Replace one Russian 447 squad with a 458.
G3: G2+ Replace one Russian 447 squad with a 458.
- R1:** Replace one German 467 squad with a 468.
R2: R1+ Replace one German 467 squad with a 468.
R3: R2+ Replace one German 467 squad with a 468.

ATF2 – ONE EYE TO THE WEST

- G1:** Replace one Russian 527 squad with a 628.
G2: G1+ Replace one Russian 527 squad with a 628.
G3: G2+ Replace one Russian 527 squad with a 628.
- R1:** Replace one Russian 628 squad with a 527.
R2: R1+ Replace one Russian 628 squad with a 527.
R3: R2+ Replace one Russian 628 squad with a 527.

Round 4, Saturday 16:00 – 00:00

FrF – AMERIKANSKAYA SUKA

- G1:** Replace one Russian 447 squad with a 458.
G2: G1+ Replace one Russian 447 squad with a 458.
G3: G2+ Replace one Russian 447 squad with a 458.
- R1:** Replace one Russian 458 squad with a 447.
R2: R1+ Replace one Russian 458 squad with a 447.
R3: R2+ Replace one Russian 458 squad with a 447.

J157 – RAGE AGAINST THE MACHINE

- G1:** Replace one Russian 447 squad with a 458.
G2: G1+ Replace one Russian 447 squad with a 458.
G3: G2+ Replace one Russian 447 squad with a 458.
- R1:** Replace one Russian 458 squad with a 447.
R2: R1+ Replace one Russian 458 squad with a 447.
R3: R2+ Replace one Russian 458 squad with a 447.

Round 5, Sunday 08:00 – 14:00

ON1 – AT THE VERY BEGINNING

- R1:** Increase the German SAN by one.
R2: R1+ Increase the German SAN by one.
R3: R2+ Increase the German SAN by one.
- G1:** Increase the Russian SAN by one.
G2: G1+ Increase the Russian SAN by one.
G3: G2+ Increase the Russian SAN by one.

FrF – DEATH FROM ABOVE

- G1:** Replace one Russian 447 squad with a 458.
G2: G1+ Replace one Russian 447 squad with a 458.
G3: G2+ Replace one Russian 447 squad with a 458.
- R1:** Replace one Russian 447 squad with a 426.
R2: R1+ Replace one Russian 447 squad with a 426.
R3: R2+ Replace one Russian 447 squad with a 426.

Scenario Reserve Pool – any round

BoF12 – FORGING SPETSNAZ

- J1:** Replace one Russian 527 squad with a 628.
J2: J1+ Replace one Russian 527 squad with a 628.
J3: J2+ Replace one Russian 527 squad with a 628.
- R1:** Replace one Russian 527 squad with a 426.
R2: R1+ Replace one Russian 527 squad with a 426.
R3: R2+ Replace one Russian 527 squad with a 426.

FrF60 – A WAR OF THEIR OWN

- R1:** Replace one Japanese 347 squad with a 447.
R2: R1+ Replace one Japanese 347 squad with a 447.
R3: R2+ Decrease the Russian SAN by one.
- J1:** Replace one Japanese 447 squad with a 347.
J2: J1+ Replace one Japanese 447 squad with a 347.
J3: J2+ Increase the Russian SAN by one.

FrF – BLOOD RED SNOW

Notes: Winter Camouflage units may Assault-Move/Advance into Open Ground without loss of “?” that it would otherwise do, receives a -1 dr to its Concealment growth dr. Infantry receives a +1 LV Hindrance if fired upon beyond 8 hexes [EXC: Fire Lane and Residual FP] unless it already qualifies for a positive TEM other than SMOKE.

FlaK 88L, **A5²** Hill Hex: CA >

Flak 20L(20), Hill Hex: CA >

AT Mines (7):

GrW 34 (81mm), **s8** Hex: CA >

PaK 40 (75mm), **A5²**, **s7**

FrF23 – ELEPHANTS UNLEASHED

Minefields (18):

AT Mines (B28.5):

WIRE: WIRE: id: T-34 M43, **A5³**

id: T-34 M43, **A5³** id: T-34 M43, **A5³**

id: T-34 M43, **A5³** id: T-34 M43, **A5³**

Pz Leaders 9-2 in AFV type: with id:

id: Pz IIIN, **s9**, **H9** id: Pz IIIN, **s9**, **H9**

Pz IVH, **s8**, **A4³** **Note:** None of the PzJg Tigers have a BMG.

FrF – BOY SOLDIERS

AT 45LL, Hex: CA >

ART 76L, **s8** (NA in buikdings) Hex: CA >

INF 75mm, Hex: CA >

Notes: Panzerfaust range 3 hexes. A Conscript suffer casualty reduction on a TH DR of 11 when firing a Panzerfaust (not only on a DR of 12 like a non-Conscript unit).

FrF88 – PANZER SHIELD

FlaK 88L, (NA in building) Hex: CA >

id: Pz IIIG (50mm), **A4¹** id: Pz IIIG (50mm), **A4¹**

id: Pz IIIF (37L), **A4¹** id: Pz IIIF (37L), **A4¹**

Pz IVE (75*), **AP7**, **s9**, ~~H6 (HEAT NA)~~

FrF – WRECKING THE RENTALS

Notes: Panzerfaust range one hex. ATMM available.

GrW 34 (81mm), **s8** HIP in Open Ground NA, Hex: CA >

HIP either the Marder II (75L) or One squad-equivalent (SMC/SW).

Marder II (75L), **s7**, **HE7**, **A4⁴** Hex: CA >

One squad-equivalent (SMC/SW):

id: Sherman III(a), **s8** id: Sherman III(a), **s8**

id: Sherman III(a), **s8** id: Sherman III(a), **s8**

BoF12 – FORGING SPETNAZ

Note: A Japanese Conscript squad that fails a MC and ELR is Replaced with a broken HS.

INF 75mm, **H6⁴⁺**, **WP7** Hex: CA >

FrF – DEATH FROM ABOVE

Trenches (3):

Flak 20L(6), Hex: CA >

Flak 20L(6), Hex: CA >

id: INF 76mm, **s8** id: INF 76mm, **s8**

ATF2 – ONE EYE TO THE WEST

Notes: Panzerfaust range 3 hexes, ATMM available.

Flak 20L(20), (NA in buildings and may neither use HIP in a paved road hex nor in a paved Orchard-road hex), Hex: CA >

[Russian Guards] id: M4/76(a), **A5⁵**, **s9**

id: M4/76(a), **A5⁵**, **s9** id: M4/76(a), **A5⁵**, **s9**

FrF – AMERIKANSKAYA SUKA

Notes: Panzerfaust range 2 hexes, ATMM available.

id: JgPz IV, **s7**, **HE7**, **A4⁴**, **BU** or **CE**

id: JgPz IV, **s7**, **HE7**, **A4⁴**, **BU** or **CE**

id: T-34/85, **A5⁴**, **sD6*** id: T-34/85, **A5⁴**, **sD6***

id: T-34/85, **A5⁴**, **sD6*** id: T-34/85, **A5⁴**, **sD6***

id: T-34/85, **A5⁴**, **sD6***

Note: A T-34/85 may attempt to use the sD6* until it has placed out its first and only dispersed SMOKE.

J157 – RAGE AGAINST THE MACHINE

Notes: Panzerfaust range 2 hexes, ATMM available.

PaK 40 (75L), **A3⁴**, **s7** Hex: CA >

HIP two MMC (SMC/SW):

StuG IIIG (L), **A4⁴**, **s8**

id: JgPz IV (L), **A4⁴**, **s8**, **HE7**

id: JgPz IV (L), **A4⁴**, **s8**, **HE7**

German Leader with Panzerfaust at start:

9-1 (Wounded), Name: Panzerfaust:

9-1, Name: Panzerfaust:

8-1, Name: Panzerfaust:

8-0, Name: Panzerfaust:

id: ISU-122, **s8** id: ISU-122, **s8**

id: T-34/85, **A5⁴**, **sD6*** id: T-34/85, **A5⁴**, **sD6***

id: T-34/85, **A5⁴**, **sD6***

Note: A T-34/85 may attempt to use the sD6* until it has placed out its first and only dispersed SMOKE.

ON1 – AT THE VERY BEGINNING No Footnotes

FrF60 – A WAR OF THEIR OWN

Notes: HIP is NA in the scenario. Each Japanese AFV have a Radio. Russians use ATMM as if Germans. Russian Guns are not emplaced.

AT 45LL, **A7⁵** INF 76mm, **s8**, **H6**

ART 75mm, **WP6** ART 150mm, **WP5**, **AP5**