

The Bunker on the Hill

By Freddie Yu

Introduction:

This map has been designed with the Buy Point Meeting Engagement Scenario in mind. It represents 2 roughly equal forces suddenly running into each other while in the midst of a patrol or mission in uncontrolled and unfamiliar territory.

The current forces represent 450 points using my buy point chart (as posted in the BGG forums). Players are free (and encouraged to) to modify and change these as they wish, with 450-600 points the suggested build size for the game, with a vehicle cap of 40%.

The Americans are numerically superior, but the Germans have better tanks and are better led (represented by having more officers as well as more Strategy Decks).

Objective (pick one):

Classic Meeting Engagement:

- Each destroyed enemy figure is worth a VP value equal to its buy point cost.
- Specialist markers also count as VPs, as they are worth 15 buy points each.
- Controlled Command Hexes of your own or neutral colors give a VP value of 10 x its numeric value
- Controlled Command hexes of the opposing color give a VP value of 10 x (4 minus the counter's value) Thus a 2 pt enemy counter is worth 20 VPs.
- At the end of the game, if 1 player scores more VPs >10% of the game pointage than the other player, then he wins. Otherwise, it is a draw.

Seek and Destroy:

- VPs are only calculated based on destroyed enemy figures.
- Each destroyed enemy figure is worth a VP value equal to its buy point cost.
- Specialist markers also count as VPs, as they are worth 15 buy points each.
- At the end of the game, if 1 player scores more VPs >10% of the game pointage than the other player, then he wins. Otherwise, it is a draw.

Seize Ground (Mandatory Objective for those without the Buy Point information):

- VPs are calculated based only on control of Command Hexes.
- Each Controlled Command Hex gives a VP value = to its numeric value.
- The player that has more VPs by the end of the game wins.

American setup

Division 1

- 8 Squad Bases
- 18 Regular Infantry
- 6 Elite Infantry
- 2 Officers
- 2 Mortar Crews
- 1 Machine Gun Crew

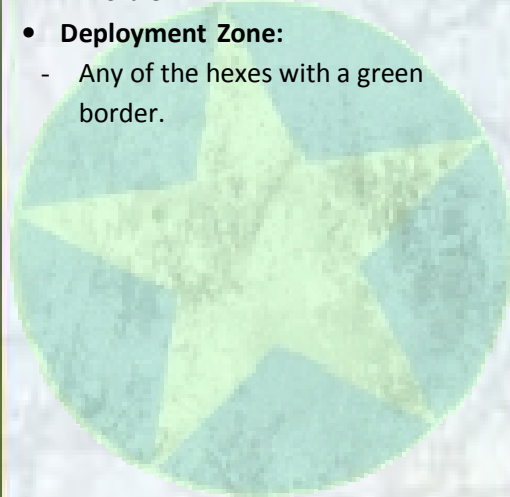


x2

Division 2

- 3 M4A1 Sherman Tanks

- **Starting Strategy Cards:** 2
- **Strategy Decks:**
 - Morale I
- **Deployment Zone:**
 - Any of the hexes with a green border.



German setup

Division 1

- 7 Squad Bases
- 15 Regular Infantry
- 3 Elite Infantry
- 4 Infantry Officers
- 1 Mortar Crews
- 2 Machine Gun Crews



x1

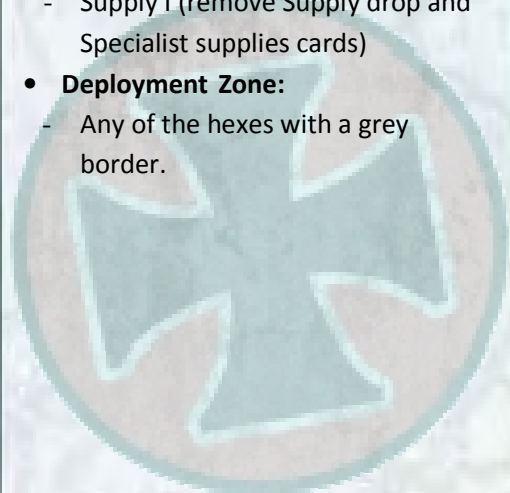


x1

Division 2

- 2 Tiger I Tanks

- **Starting Strategy Cards:** 3
- **Strategy Decks:**
 - Command I
 - Supply I (remove Supply drop and Specialist supplies cards)
- **Deployment Zone:**
 - Any of the hexes with a grey border.





Scenario details

- **Rounds:** 6
- **Starting Initiative:** Players roll off. The player with the higher roll decides which side gets the initiative first.
- **Actions Per Turn:** 3

REINFORCEMENTS

None (or can be defined by the players as they wish if they want to change forces)

Special rules

- The “bunker” is actually an old WW1 fortification complex. Treat this as a building hex which gives +4 cover.

Terrain features

- Stream hexes are **Shallow**.

Weather Deck

- None

Game requirements

- Base game

Designer's Notes

Players can easily switch deployment sides if they wish, adjusting the colors of the deployment hexes as well as command counters as necessary.

Scenario design:
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