

VALLEY OF DEATH

Scenario Design: Corey Konieczka

After the success of Operation Torch in November of 1942, Allied forces energetically pursued the Axis forces that had begun retreating into Tunisia. Although progress was extremely slow, the Allies slowly gained vital ground in their advance towards victory in Africa.

OBJECTIVE:

At the end of each game round, if a British or American unit is in a hex containing a victory objective marker, remove the marker from the board.

The Allies win if all three victory objective markers are removed from the board by the end of game round 6.

The Germans win if the Allies are unable to fulfill their objective by the end of game round 6.

Note: This scenario makes for a great 3-player game, with each player taking the forces of a different nation.

Anyone who has to fight, even with the most modern weapons, against an enemy in complete command of the air, fights like a savage against modern European troops, under the same handicaps and with the same chances of success.

—General Erwin Rommel

ALLIED SETUP

BRITISH DIVISION

- 6 Squad Bases
 - 12 Regular Infantry
 - 8 Elite Infantry
 - 2 Officers
 - 1 Mortar Crew
- 1 Bren Gun Carrier
- 1 Matilda II Tank



x2



x1

AMERICAN DIVISION

- 6 Squad Bases
 - 14 Regular Infantry
 - 6 Elite Infantry
 - 2 Officers
 - 1 Mortar Crew
- 1 M3A1 Half-Track
- 1 Sherman M4A1 Tank



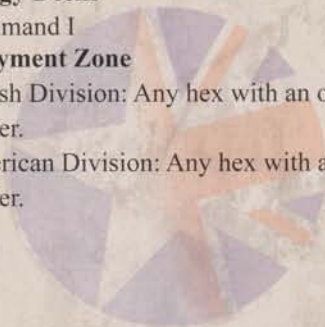
x3

- Starting Strategy Cards: 2

- Strategy Decks
 - Command I

- Deployment Zone

- British Division: Any hex with an orange border.
- American Division: Any hex with a green border.



GERMAN SETUP

DIVISION 1

- 4 Squad Bases
 - 6 Regular Infantry
 - 6 Elite Infantry
 - 1 Machine Gun Crew
 - 1 Mortar Crews
- 1 Flak 36 AT Gun

DIVISION 2

- 4 Squad Bases
 - 8 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 1 Machine Gun Crew
- 1 Panzer III Tank

- Starting Strategy Cards: 2

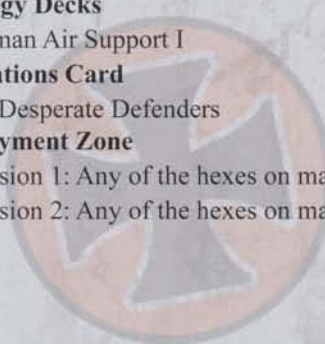
- Strategy Decks
 - German Air Support I

- Operations Card

- 013 Desperate Defenders

- Deployment Zone

- Division 1: Any of the hexes on map 19A.
- Division 2: Any of the hexes on map 18B.





SCENARIO DETAILS

- Rounds: 6
- Starting Initiative: Germans
- Actions per Turn: - 3 actions per side

SPECIAL RULES

- The Germans must set up their forces and fortification markers first. If the Flak 36 AT Gun is placed in a hex with an entrenchment marker during set up, it receives +2 cover dice instead of +1.

TERRAIN FEATURES

- 3 Entrenchments
- 3 Razor Wire
- 2 Pillboxes
- Fortification markers may be placed in any non-building hex in the German deployment area.

