



## Scenario AFl: Airfield

### Background

HQ has recently discovered an airfield that is key to the German supply line near the western front. A reconnaissance flight over the area was shot down by enemy fighter aircraft that defend the airstrip. It has been determined that because of the location and small size of the airstrip that an air strike would be impractical, even ineffective, and command does not want to risk killing their downed pilot. Due to these factors, nearby divisions have been called upon to rescue the pilot and secure the airfield. It can be assumed that the recent activities near the airfield have caused the German command to send reinforcements to the area to defend the airfield and patrol the immediate area. They may also be searching for the pilot. Your forces should first search for and rescue the downed airman then attempt to secure the airfield for use by allied aircraft.

### Victory Conditions

Rescue the downed pilot - 25 pts.  
Capture the airfield (control tower) - 25 pts.  
Destroy all enemy units - Assigned point value

Points are awarded for the successful rescue of the airman and capture of the enemy airfield. Each unit destroyed by the opposing army is worth its point value. This scenario is played for 10 turns or all enemy units are destroyed.

### Special Scenario Rules

- 1) All Allied vehicles and armor have the "Transport" SA
- 2) All Allied vehicles and armor have the "Search & Rescue" SA
- 3) The Allied vehicle that succeeds in the "Search & Rescue" is considered "rescuer"
- 4) The "rescuer" must survive the battle to gain victory points
- 5) Axis army must contain 1 tank destroyer

**Search & Rescue:** During your assault phase, declare that you are making a "search & rescue" attempt. This unit may not move or attack during the next turn. At the end of that turn, roll a die. On a 4 or higher you have found the downed airman. If you fail you may re-roll at the end of each movement and assault phase until successful. This action fails if the unit is destroyed.

## Army Construction

### Axis Army

Jagpanther  
SS-Panzer Ausf. F2 (2)  
SD KFZ 234/2 "Puma"

Remaining points:  
German units only

Each side 200-500 pts.  
No year restriction  
1 - 4 players

### Ally Army

Greyhound or Humber Scout Car  
Churchill Crocodile

Remaining points:  
U.S., U.K. and French units  
only

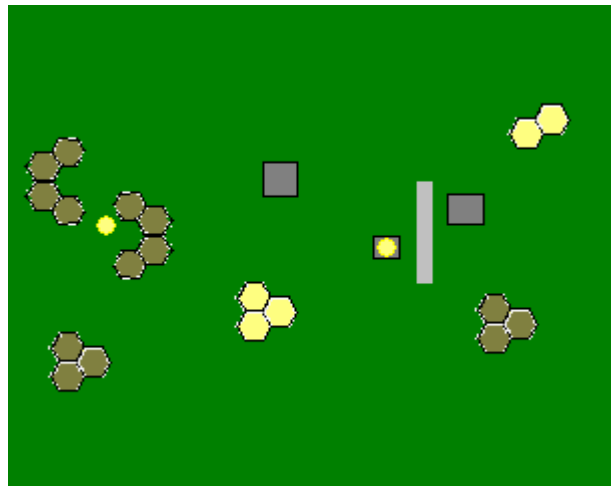
### Deployment

Axis deploy anywhere on the south edge of the map up to 5 hexes in.

Allied units may deploy 5 hexes from the north end of the map

### Suggested Terrain Setup

4 opposite forest groups in a crescent with a group of three to the south. # hex hill and outbuilding in the center. Control tower airfield and hangar with a forest group of 3 to the south and a 2 hex hill to the north.



**TURN  
TRACK**

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