

1D6	YEARS ALLOWED FOR UNITS	Note
1	1939-41	No US units
2	1939-42	
3	1939-43	
4	1939-44	
5-6	All years	
1D6	SCENARIO OBJECTIVE	
1	Defend 1D3 hex(es). 1-2: town, 3-4: forest, 5-6: hills; Defender/Attacker ratio 7:10; 7+1D3 turns	
2	Assault - most points of destroyed units wins after 5+1D3 turns	
3	Take control of one central objective; 5+1D3 turns; up to 8 turns if objective contested	
4	Destroy 1D3 enemy units and exit far side edge with 1D3 units after 5+1D3 turns	
5	Destroy bridge (i.e. spend two full turns on it - or one if Engineer present). 6+1D3 turns	
6	Control a large town or a large hill. 6+1D3 turns	
1D6	SCENARIO SPECIAL CONDITIONS	
1	Heavy Fog - visibility is "1D3+1" hexes	
2	Light Fog - visibility is "1D6+2" hexes	
3	No Aircraft	
4	Soldiers (+Motorcycle) and Vehicles (+Cars, Halftracks) ONLY; no tanks, artillery, or aircrafts	
5	Darkness - cover rolls +1	
6	Pitch black - attack dice -1; cover rolls +2	
1D6	MAX PROPORTION OF ARMOR IN ARMY BUILD	Note
1	20%	Armor = tank, t.destroyer, assault gun, armored car
2	40%	
3	50%	
4	60%	
5	70%	
6	80%	