



Crossfire Freebie 1

Mini-Scenarios

Introductory scenarios for Arty Conliffe's Crossfire

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Assisted by Arty Conliffe

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Maps inspired by Dick Bryant and drawn by Steven Thomas.

Photos from the collections of Steven Thomas and Dick Bryant.

Steven's figures are 15mm from Battlefront Miniatures and Peter Pig Miniatures.

Steven's figures painted by Roland Davies and Steven Thomas.

Thanks to Richard (doctorphalanx) and Vincent Tsao for proof reading.

Thanks to Arty Conliffe for his assistance.

The cover photo is from Steven's collection and is a platoon of Spanish "Guripas" from the 250th (Blue) Infantry Division of the Wehrmacht. Look closely and you'll see the Spanish flag on the right shoulder of their German uniforms.

Introduction

This booklet contains six mini-scenarios for Crossfire. These are “mini” because they are played on a table only 2' by 2' (60cm x 60cm) and with a minimum of figures. All of the scenarios use the same forces and take about an hour.

Crossfire is a fast-play WW2 wargame for Company commanders. What makes Crossfire unique is the lack of fixed game turns and lack of rulers. The effect, for the players, is an intensely immersive wargaming experience.

Each of the mini-scenarios is a perfect introduction for new players to the concepts within Crossfire. Each poses a tactical challenge that requires some thought to crack so the games will also appeal to more experienced players. The booklet also contains additional advice on how to use these mini-scenarios for a campaign, club event, or participation game at a convention.

This booklet is the first of a series of free supplements for Crossfire. Other supplements are planned including guides on collecting forces for Crossfire, making terrain, and tactical advice.

Wargaming figures

The mini-scenarios are generic so you can use any figures, of any nationality, that you may already have. A later section describes what figures you will need, along with the terrain necessary.

Depending on nationality the small mortar can be a 50-60mm or a 2". The medium mortar (M.MTR) can be 80-82mm or 3".

If you have no figures or terrain, you can still play these scenarios in a very low technology way. Just use card counters and paper terrain to start you off. This approach is explained later on.

How to use

You can use the mini-scenarios as standalone games. But you can also use them for a two player campaign, 12 player club event, or as the basis for participation games at a wargaming convention.

Balancing player experience with force morale

All troops are rated as Regular morale to ensure scenario balance. When you have players of different experience levels, you can adjust force morale to retain game balance. It is up to you what you define as “balanced” player experience, “slight difference”, and “significant difference”. One of the authors playing a complete novice would have a “significant” advantage. On the other hand, if the authors played each other this would be pretty “balanced”.

Balanced experience of players:

- Both sides are Regular

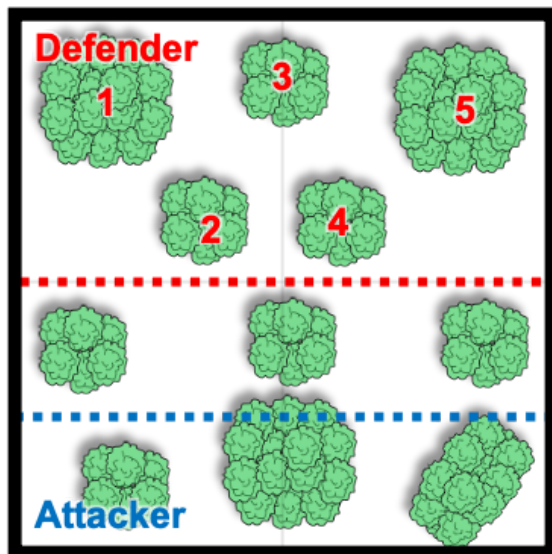
Slight difference in player experience:

- Stronger is Regular Defender
- Weaker is Veteran Attacker

Significant difference in player experience:

- Stronger is Green Defender
- Weaker is Veteran Attacker

Mini 1: The Woods



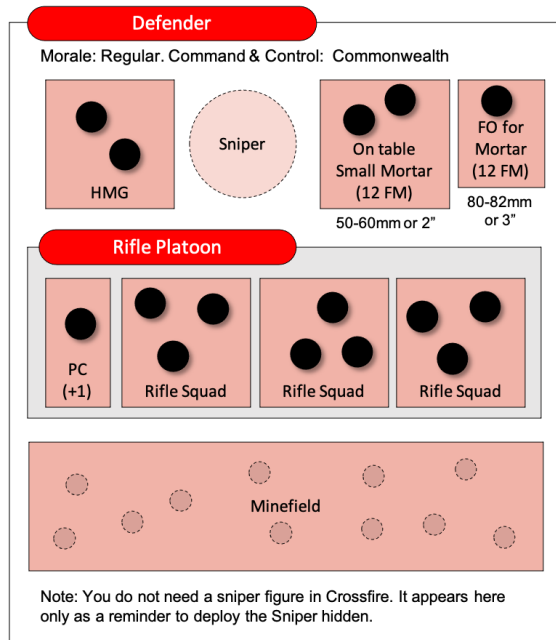
Pre-game Preparation

Defender plots hidden deployment. Both leave HMG separate or attach to a rifle Platoon.

Defending Player

Forces Available

The defender has a reinforced Platoon.



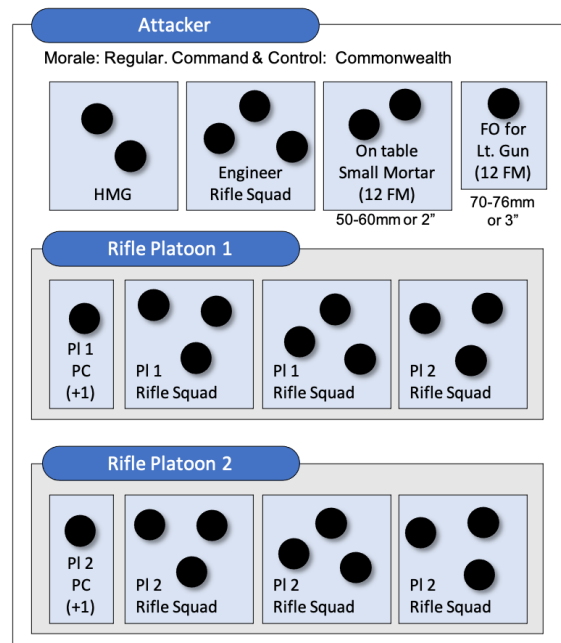
Deployment

Deploys first, hidden in the defender deployment zone.

Attacking Player

Forces Available

The attacker has two reinforced Platoons.



Deployment

Deploys second, visible in the attacker deployment zone. Takes the first Initiative.

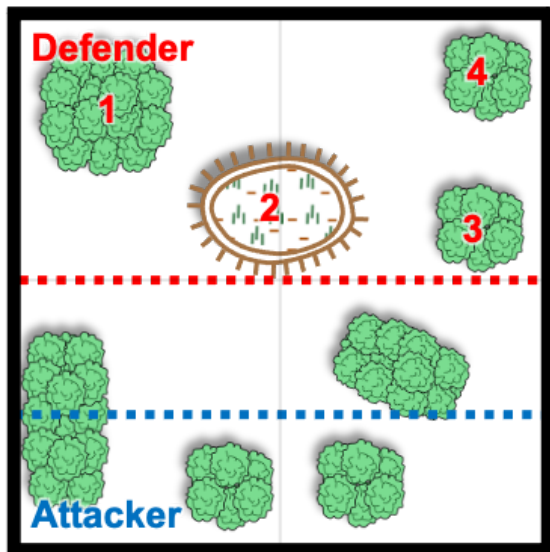
Victory Conditions

Inflict casualties on the enemy. A side loses the game when it suffers 4 stands killed. Otherwise the attacker loses when the game reaches the time limit.

Time limit

1 hour real time.

Mini 2: The Hill



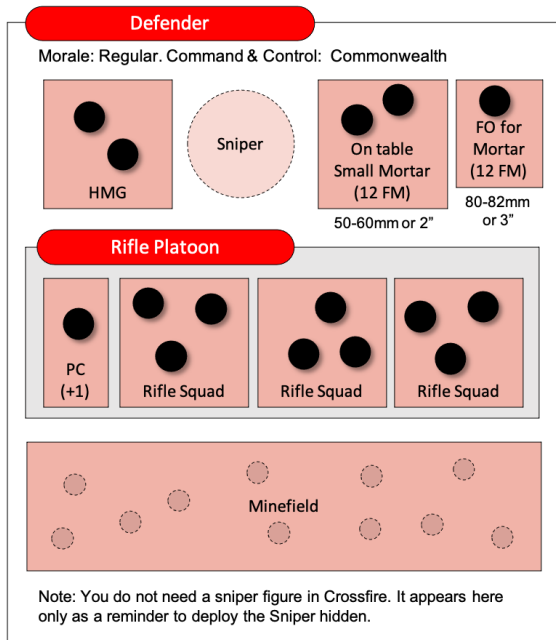
Pre-game Preparation

Defender plots hidden deployment. Both leave HMG separate or attach to a rifle Platoon.

Defending Player

Forces Available

The defender has a reinforced Platoon.



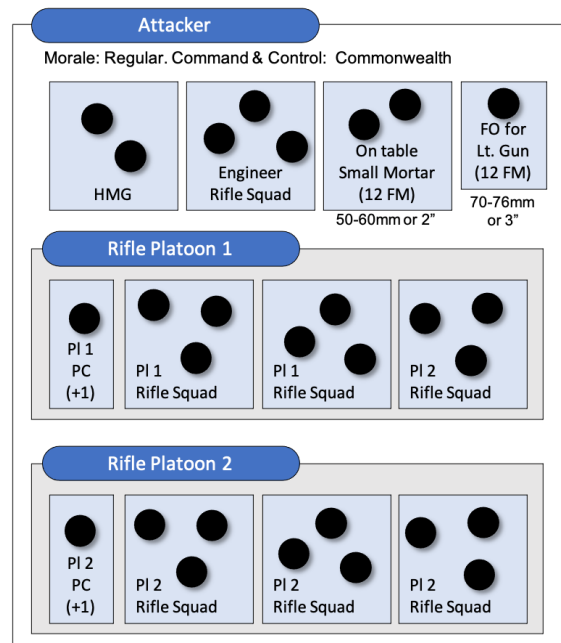
Deployment

Deploys first, hidden in the defender deployment zone.

Attacking Player

Forces Available

The attacker has two reinforced Platoons.



Deployment

Deploys second, visible in the attacker deployment zone. Takes the first Initiative.



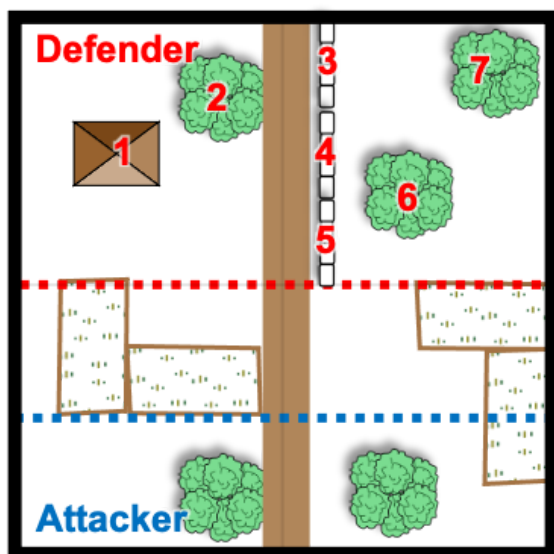
Victory Conditions

Attacker occupies the hill (2) and holds for two complete Initiatives. Otherwise the attacker loses when the game reaches the time limit.

Time limit

1 hour real time.

Mini 3: The Farm



Fields are in season so block LOS.

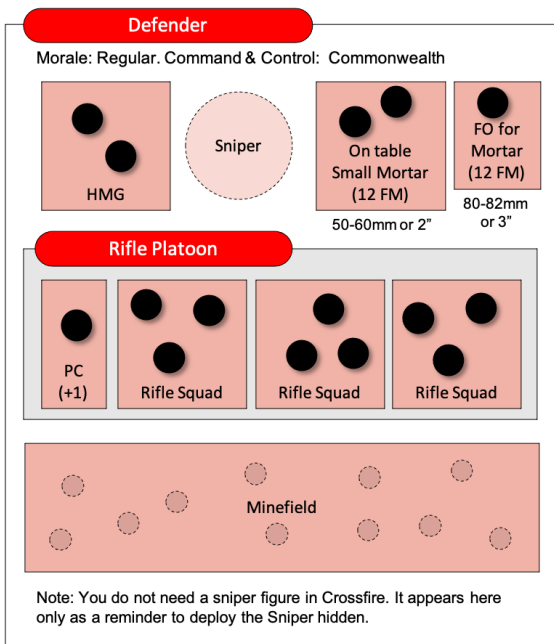
Pre-game Preparation

Defender plots hidden deployment. Both leave HMG separate or attach to a rifle Platoon.

Defending Player

Forces Available

The defender has a reinforced Platoon.



Deployment

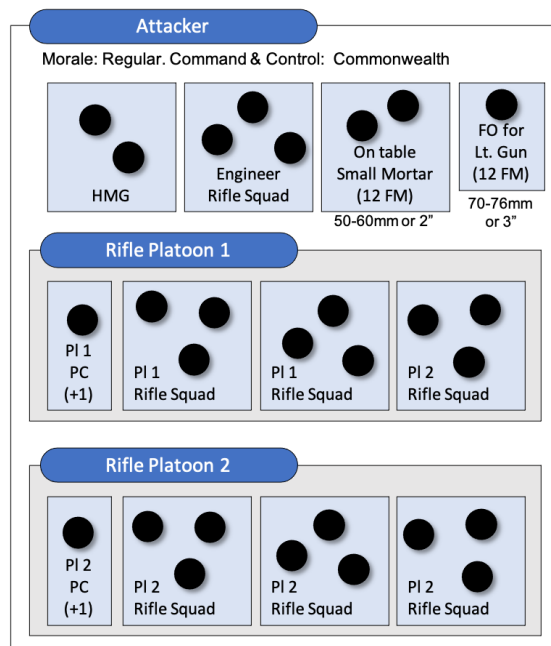
Deploys first, hidden in the defender deployment zone.



Attacking Player

Forces Available

The attacker has two reinforced Platoons.



Deployment

Deploys second, visible in the attacker deployment zone. Takes the first Initiative.

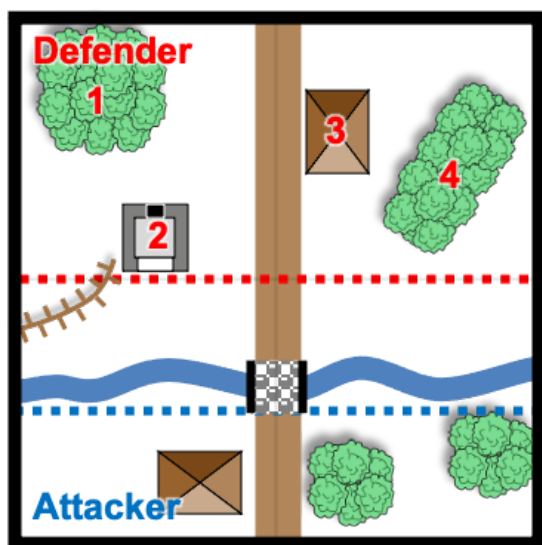
Victory Conditions

Attacker occupies the farm house (1) and holds for two complete Initiatives. Otherwise the attacker loses when the game reaches the time limit.

Time limit

1 hour real time.

Mini 4: The River



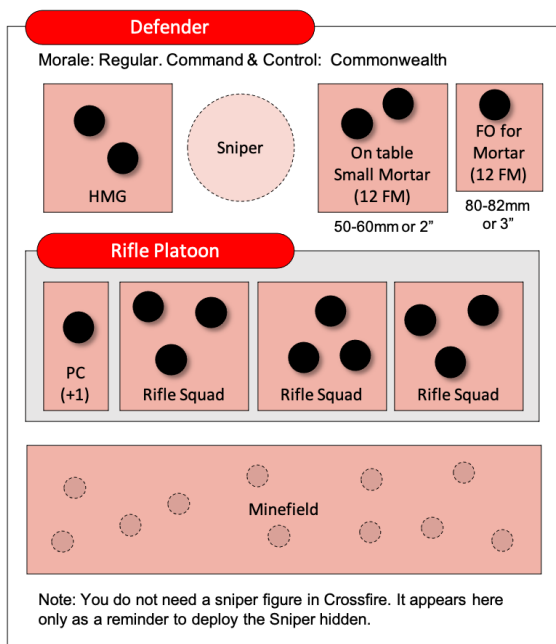
Pre-game Preparation

Defender plots hidden deployment. Both leave HMG separate or attach to a rifle Platoon.

Defending Player

Forces Available

The defender has a reinforced Platoon. They also have a two Squad capacity bunker (2 on the map).



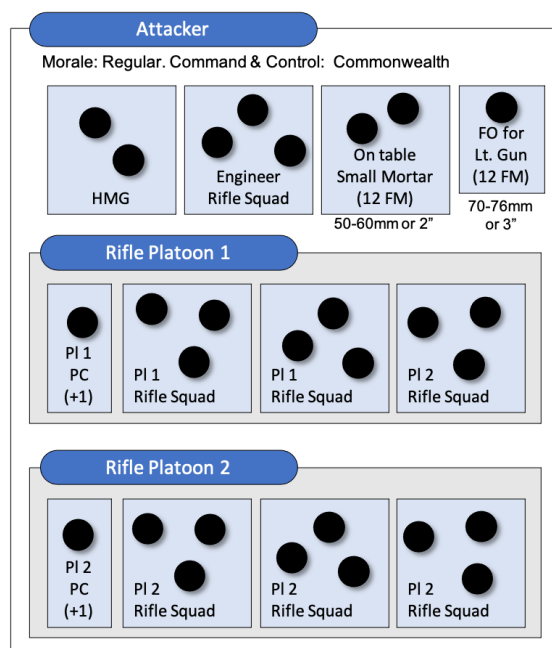
Deployment

Deploys first, hidden in the defender deployment zone.

Attacking Player

Forces Available

The attacker has two reinforced Platoons.



Deployment

Deploys second, visible in the attacker deployment zone. Takes the first Initiative.

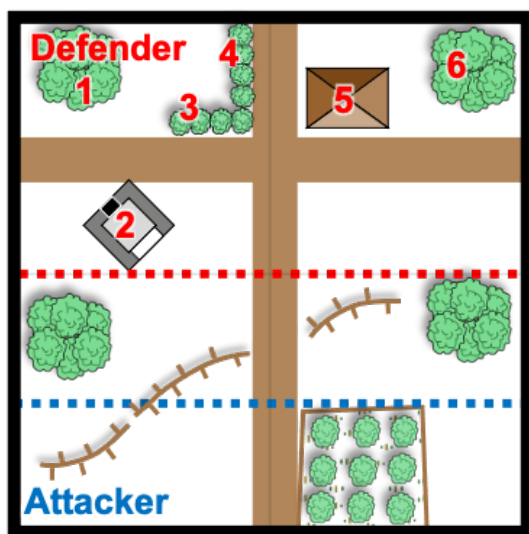
Victory Conditions

Attacker gets the majority of his force into the building (3) and right-hand woods (4). Then hold for two complete Initiatives. Otherwise the attacker loses when the game reaches the time limit.

Time limit

1 hour real time.

Mini 5: The Crossroads



The orchard is in season.

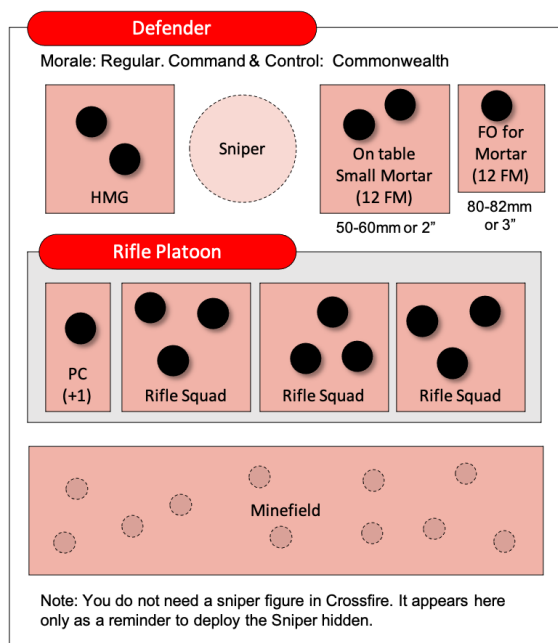
Pre-game Preparation

Defender plots hidden deployment. Both leave HMG separate or attach to a rifle Platoon.

Defending Player

Forces Available

The defender has a reinforced Platoon. They also have a two Squad capacity bunker (2 on the map).



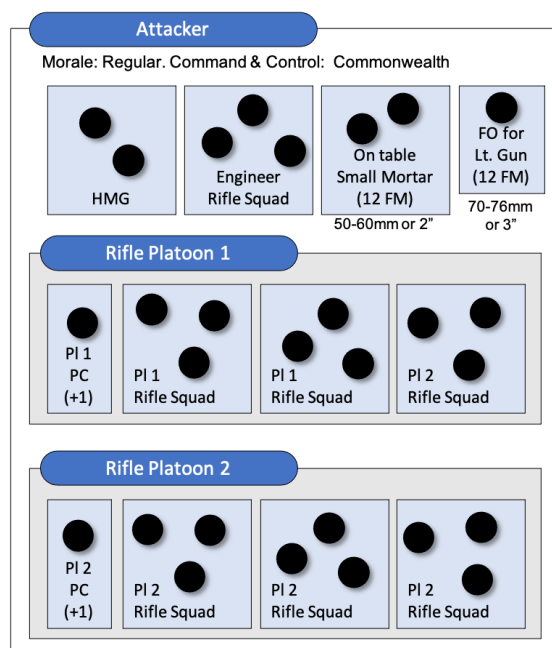
Deployment

Deploys first, hidden in the defender deployment zone.

Attacking Player

Forces Available

The attacker has two reinforced Platoons.



Deployment

Deploys second, visible in the attacker deployment zone. Takes the first Initiative.

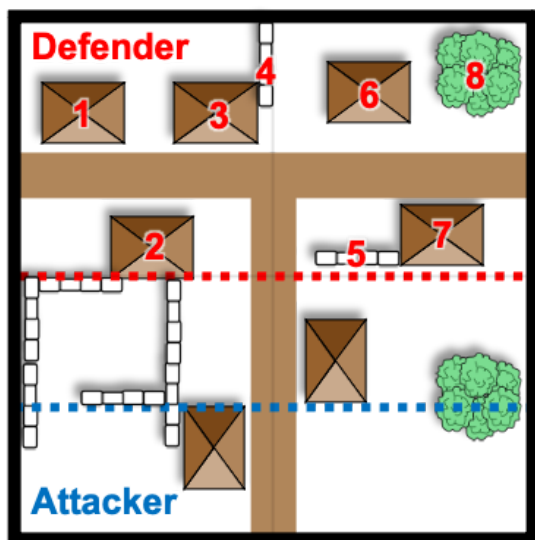
Victory Conditions

The attacker must occupy both the house (5) and hedge area (3,4), and then hold for two complete Initiatives. Otherwise the attacker loses when the game reaches the time limit.

Time limit

1 hour real time.

Mini 6: The Town



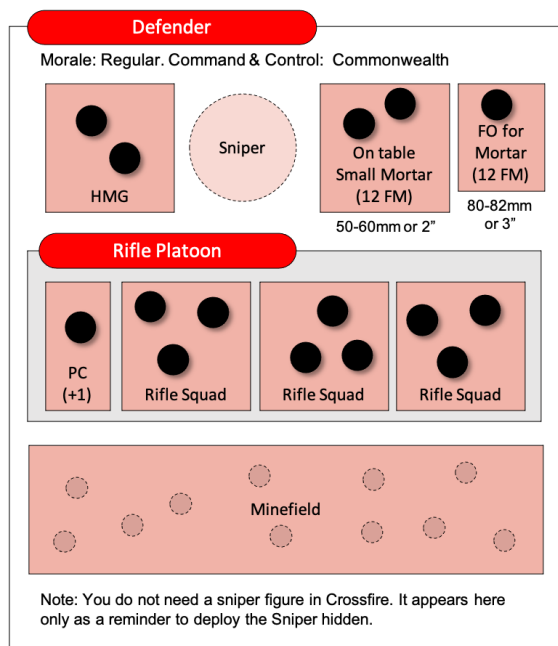
Pre-game Preparation

Defender plots hidden deployment. Both leave HMG separate or attach to a rifle Platoon.

Defending Player

Forces Available

The defender has a reinforced Platoon.



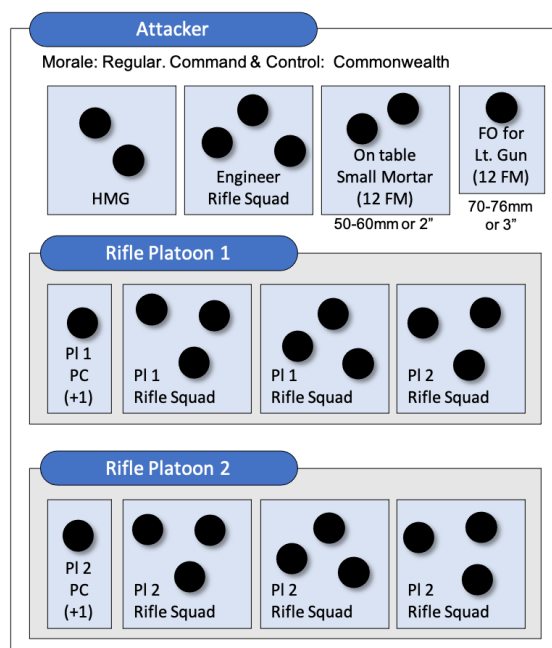
Deployment

Deploys first, hidden in the defender deployment zone.

Attacking Player

Forces Available

The attacker has two reinforced Platoons.



Deployment

Deploys second, visible in the attacker deployment zone. Takes the first Initiative.

Victory Conditions

Attacker clears or occupies three of the buildings in the defender deployment zone and holds for two complete Initiatives. Otherwise the attacker loses when the game reaches the time limit.

Time limit

1 hour real time.

Mini-Volkov Pocket

Steven likes to add a bit of historical context to the mini-scenarios. He uses an incident featuring the Spanish Volunteer Division. Officially the division was the 250th Infantry Division of the Wehrmacht, but unofficially it was always the “Blue Division” (*Division Azul*).

Historical Situation

On 31 May 1942 the Germans closed the Volkov pocket trapping the Soviet 2nd Shock under General Vlasov. From 21 to 25 June 1942 a battle group under the German Colonel Burke attacked through thickly wooded and marshy terrain into the southern flank of the pocket. The Spaniards of III/262 Battalion and 250 Reconnaissance Group, 250th (Blue) Division, led the way, making their German and Flemish companions look rather unenthusiastic. At midday on 25 June the Spaniards put in the final, and successful, assault on Maloye Samoshie.

Historical Context for the Scenarios

Each of the mini-scenarios gains a bit of historical context.

Volkov 1: The Woods - 21 June 1942

Axis forces attacked the reduced Volkhov Pocket from north, west and south. At dawn on 21 June a battle group under the German Colonel Burke attacked the southern flank through thickly wooded and marshy terrain. III/262 Battalion, 250th (Blue) Division, lead the advance.

Volkov 2: The Hill - 21 June 1942

III/262 Battalion thrust forward 3.5 km then, after bringing up reserves, pushed forward again against fierce opposition.

Volkov 3: The Farm - 22 June 1942

1st and 2nd Squadrons of the 250 Reconnaissance Group put in attacks against Russian positions near Maloye Samoshie.

Volkov 4: The River - 23 June 1942

Three companies (9th, 10th, 12th) of III/262 Battalion flushed out scattered Russian units on the east bank of the River Keresti.

Volkov 5: The Crossroads - 23 June 1942

250 Reconnaissance Group advanced south of Maloye Samoshie.

Volkov 6: The Town - 25 June 1942

At midday the III/262 Battalion and 250 Reconnaissance Group put the final assault on Maloye Samoshie.

Forces Available

Although two Spanish Battalions advanced into the Volkhov Pocket, each mini-scenario focuses on the activity of only two Platoons with a Soviet Platoon opposing. This scale of forces reflects the introductory nature of the scenarios. As every mini-scenario features a different set of Spanish and Soviet forces, do not carry over casualties to the next game.

Wargaming Figures

Any German and Soviet figures will do. The Spanish dressed in German uniforms.

Balancing experience with Morale

Historically, the Spanish would probably count as Veteran compared to their rather lacklustre Axis peers. Their demoralised Soviet opponent would be rated Green. To make this a balanced game would require a novice Spanish attacker and an experienced Soviet defender.

Participation Game at a Convention

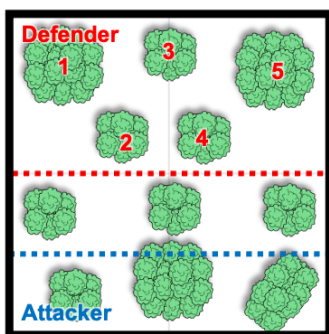
We have both organised larger Crossfire participation games at wargaming conventions but found we had to run impromptu training sessions every now and then for complete newcomers. The mini-scenarios offer a more structured way of providing that introduction. This gives a complete novice a taste for how Crossfire is different. And it is very different.

The mini-scenarios work well in parallel with larger participation games. If somebody wanders up in the middle of one of the larger games then we can run a short game for the newcomer to fill in time and to give them a practice run with the rules.

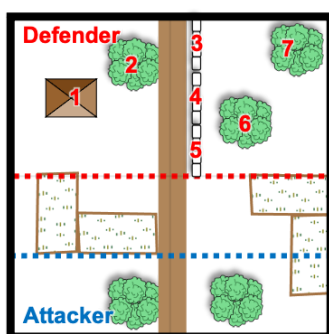
You can use anywhere from 1 to 6 of these scenarios for a particular event. Steven finds two tables with two facilitators optimal. But Dick, a braver soul, runs three tables simultaneously with only himself as facilitator. To run all six would definitely need two facilitators given the players are generally novices.

For two participation tables, we recommend starting with scenarios 1 and 2. When you either run out of brochures or the players want a change, move onto scenarios 3 and 4. If that happens again, move to scenarios 5 and 6. For three participation tables in parallel, you could start with mini-scenarios 1, 3 and 5, then move on to 2, 4 and 6.

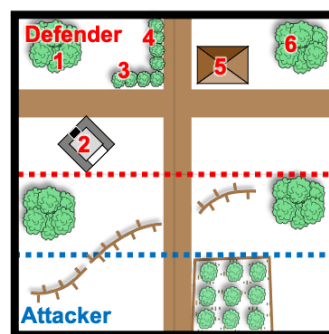
1. The Woods



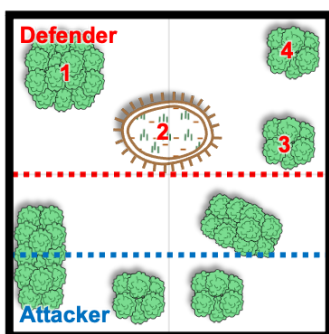
3. The Farm



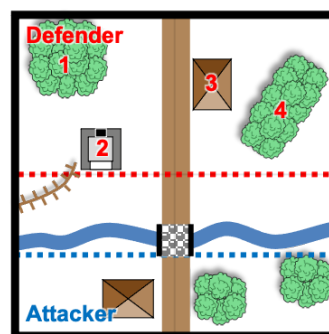
5. The Crossroads



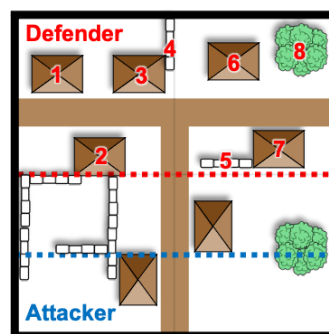
2. The Hill



4. The River



6. The Town



Two Player Campaign

You can run the mini-scenarios as a very simple campaign for two players. Choose sides (attacker, defender) then play all six scenarios in order. The player who wins most games wins the campaign.

1. The Woods
2. The Hill
3. The Farm
4. The River
5. The Crossroads
6. The Town

Next time, you can swap sides (e.g. attacker becomes defender) and play the

campaign again. Which player does better? Which nationality does better?



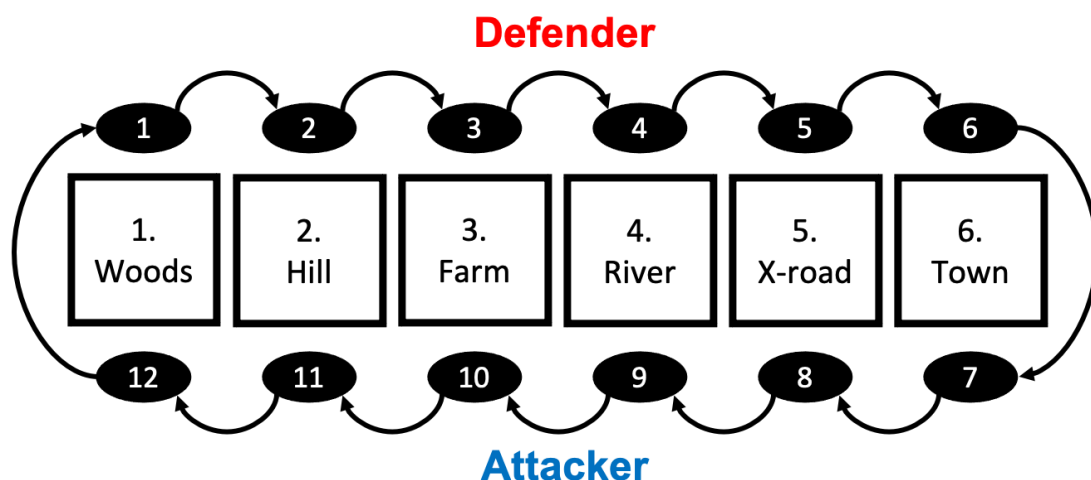
12 Player Club Event

To provide his club with an evening's entertainment, Dick Bryant runs all six mini-scenarios in parallel. This needs 12 players, two per scenario.

Set up the six tables in a row from 1 to 6. Players take their seats, and that determines which scenario and side they are playing. Play the first round, then all players move one table clockwise. This ensures that players will be on a different

table facing a different opponent. Then play the second round. Repeat this until you've run out of time. The player who won the most games is declared the victor.

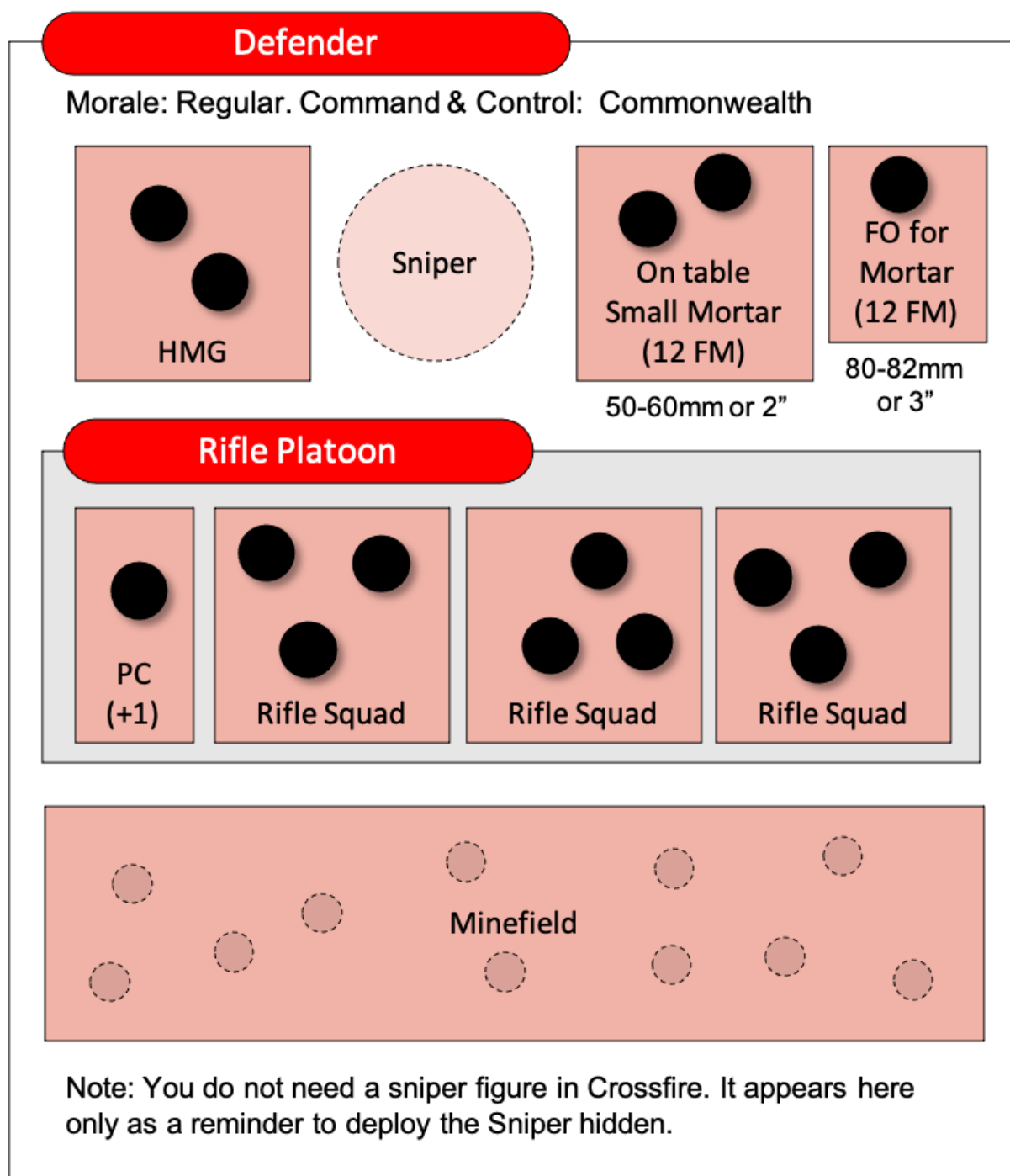
Obviously you can play this event with less players. If for example you have only four players, you would only run two games at a time.

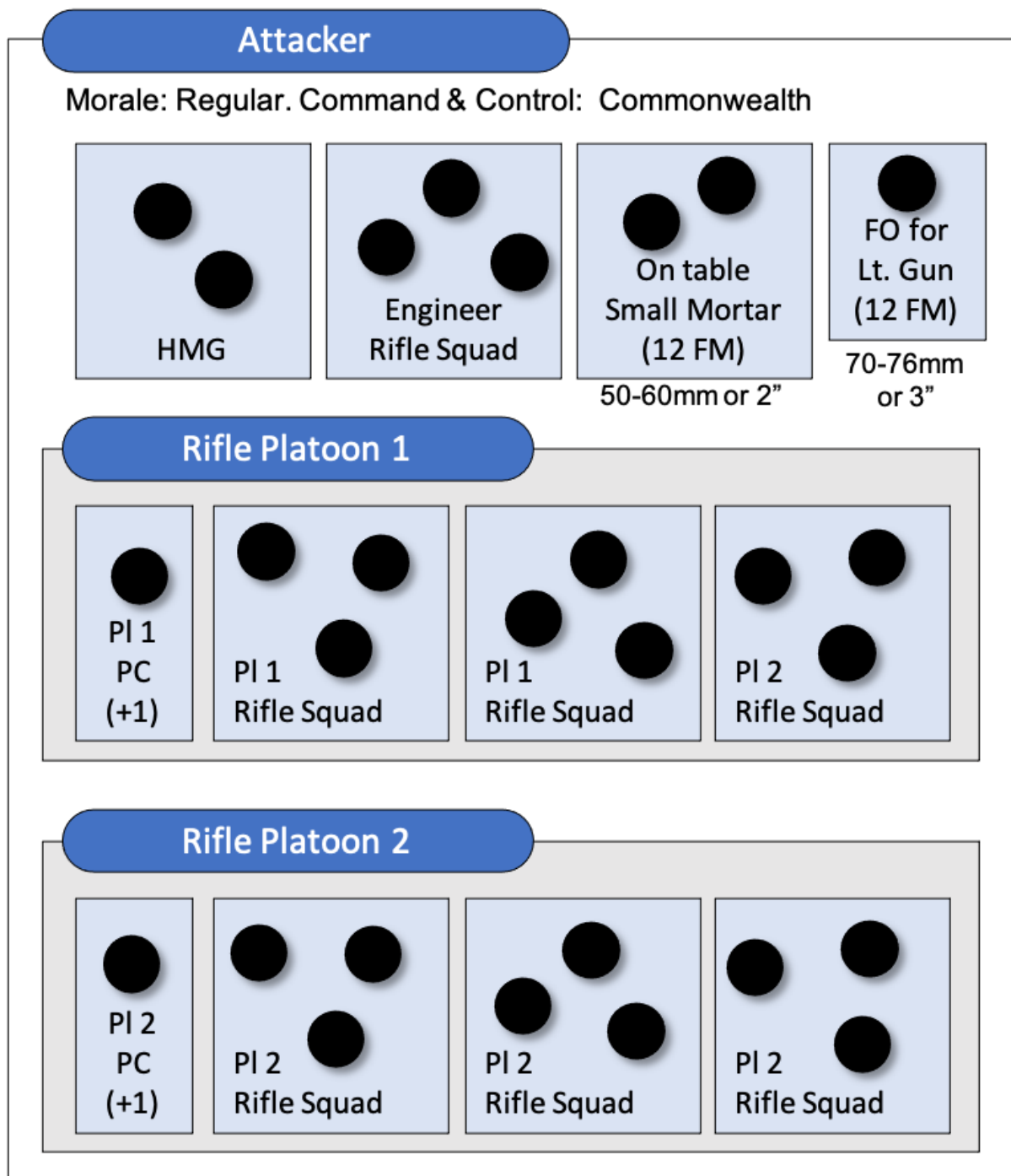


Collecting the figures

All of the mini-scenarios use the same orders of battle. So you only have to collect one set of figures but get to use them multiple times. These forces form a good basis for two full-size Crossfire forces. The Crossfire rules include specific organisations for each nationality.

If you want a quick start to try out the rules, the simplest approach is to print the diagrams in this section, glue on card, and cut out the stands.





If you choose to collect the figures the Soviet force needs only 15 figures on seven stands with another minefield stand. The Spanish force needs only 28 figures on 12 stands. The Spanish wore German uniforms and any German figures will do.

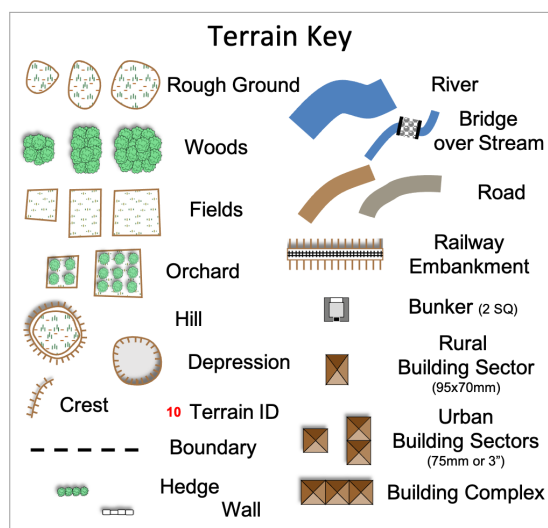
Standard Crossfire has an FO stand the same size as a PC stand but this is sometimes confusing in a game. So alternatives are shown here e.g. the FOs are on 2x3cm stands and the on-table mortar is on a stand the same size as the rifles. They both count as normal FOs in Crossfire.

Terrain and Map Notes

All of the maps in this book were created using MS PowerPoint. Yes, we know, that is a bit odd but we like the idea of mapping tools accessible for all scenario designers.



The maps are drawn with 30 cm (1 foot) grid lines. Though Crossfire specifies no ground scale, Steven tends to design assuming a 1:1,000 ground scale, i.e. a 60 cm (2 foot) table edge is approximately 600 m (1/3 mile). All terrain features are drawn with this scale in mind. This does mean building sectors typically represent clusters of real buildings.



We draw buildings in rural setting, like this, as a rectangular shape (95mm x 70mm). This is only because this is the approximate size and shape of commercial models. You can use other

shapes e.g. a 75mm (3") square. Either way, this is the minimum space necessary to contain two Squads and a Platoon commander.

Hit The Dirt introduced orchards, crests, roads and bridges. HTD also lets both orchards and fields be either in season or out of season. In season orchards are treated as woods; out of season orchards as rough. In season fields block LOS, but out of season fields do not; fields never provide cover from indirect fire. Crests block LOS unless either the spotter or the target are touching the crest. Crests provide cover to direct fire only. Roads are just for aesthetic appeal except where they cross rivers or streams at a bridge. Bridges block LOS in all directions and the crown of the bridge is a crest.



Collecting the Terrain

For a start you will need a table. The mini-scenarios use a 2 foot x 2 foot (60cm x 60cm) table. The table can be a piece of cloth, a board, or you can just use some masking tape to mark out the wargaming table on your dining room table.

Crossfire tables are terrain rich. You will need quite a lot of terrain even for these mini-scenarios. Terrain can be simple or elaborate. The easiest approach is just to cut out paper in the shapes required. A slight upgrade is using coloured felt for the terrain templates.



Of course you can go further and get commercial models for trees, houses, hills, etc. Both of us use card terrain templates for the woods, with commercial trees on top. We use both commercial and scratch-built buildings. Our roads, rivers and bridges are commercial. The fields are chopped up carpet/mats. Dick goes for door-mats to give an in-season field look but Steven goes for floor tiles which give an out-of-season look. Both use the same fields for all seasons; just declare what it is for a game. Steven scratch built his bunkers, but Dick has a commercial bunker. Steven has low, banana-shaped crests that he got custom made but his

first version was just chopped up half-round dowels.

The following series of photos shows Dick's set up for the mini-scenarios. The perspective (attacker, defender) differs from photo to photo.

Mini 1: The Wood (attacker)



Mini 2: The Hill (attacker)



Mini 3: The Farm (attacker)



Mini 4: The River (attacker)



Mini 5: The Crossroads (defender)



Mini 6: The Town (defender)



Each mini-scenario uses different terrain, but some terrain can be used across more than one mini-scenario. The table below shows the terrain features required for each mini-scenario, the total (should you want to play all mini-scenarios in parallel), and the maximum number used in any scenario. The sizes are given in imperial measures (inches) but as a reminder $2\frac{3}{4}$ " = 7cm, 3" = 7.5cm, $3\frac{3}{4}$ " = 9.5cm, 4" = 10cm, 6" = 15cm, and 8" = 20cm. The maps all use buildings of 7cm x 9.5cm ($2\frac{3}{4}$ " x $3\frac{3}{4}$ ") but feel free to use other shapes e.g. 3"x3".

Feature	1 Woods	2 Hill	3 Farm	4 River	5 X-road	6 Town	Total	Max
Woods 4" circle	7	4	5	2	4	2	24	7
Woods 4"x6"	1	1	—	—	—	—	2	1
Woods 4"x8"	—	1	—	1	—	—	2	1
Woods 6" circle	3	1	—	1	—	—	5	3
Orchard 6"x6"	—	—	—	—	1	—	1	1
Hill 8"x6"	—	1	—	—	—	—	1	1
Fields 4"x6"	—	—	4	—	—	—	4	4
Wall 4"	—	—	3	—	—	8	11	8
Hedge 4"	—	—	—	—	2	—	2	2
Crest 6"	—	—	—	—	2	—	2	2
Crest 8"	—	—	—	1	1	—	2	1
Building $2\frac{3}{4}$ "x $3\frac{3}{4}$ "	—	—	1	2	1	7	11	2
Bunker 3"x3"	—	—	—	1	1	—	2	1
Road 6"	—	—	4	4	8	7	23	8
River 6"	—	—	—	4	—	—	4	4
Bridge	—	—	—	1	—	—	1	1
Total	11	8	17	17	20	24	97	47

Where to buy Crossfire

On Military Matters is the current publisher of Arty Conliffe's Crossfire. The rules and the Hit the Dirt supplement are available in both the USA and the UK.

In the USA, you get them directly from On Military Matters (<https://onmilitarymatters.com>). They stock both the paper and PDF formats.

In the UK, you can get the paper versions from Caliver Books.



Both suppliers have Crossfire and Hit the Dirt scenario book. Just Search for "Crossfire" and you also get Hit the Dirt in the search results.

Other places to look for Crossfire

Conliffe, A. (1996). *CrossFire: Rules and Organizations for Company-Level WW-II Gaming*. Quantum Printing.

Rutherford, B., & Lewis, J. (1999). *Hit the Dirt: WWII Scenarios for Crossfire*.

Official Crossfire material endorsed by Arty Conliffe
<https://balagan.info/official-crossfire>

Steven's blog, "Steven's Balagan" on the topic of Crossfire
<https://balagan.info/crossfire>

Dick's blog, "Wargaming with Maximus Gluteus"
<http://mgluteus.blogspot.com/p/table-top-stuff.html>

Crossfire WWII (groups.io)
<https://groups.io/g/Crossfire-WWII>

Crossfire Miniatures Game (Facebook group)
<https://www.facebook.com/groups/crossfireminiaturesgame>