Crossfire Missions v2

Quick play missions for Crossfire rules

1. 4'x4' table

2. Captain A chooses and places 45-55 terrain pieces. Captain B can move half the pieces.

3. Captain A chooses his base edge with Captain B opposite. The table is divided into a 1' deep rear area and a 1' deep forward area for each player.

4. Captain A randomly chooses one of the six missions and Captain B a different mission. These are kept secret until the end of the battle.

5. Forces are for a "Small" Crossfire game so both sides choose 80 points of troops plus National modifiers. Each stand deployed hidden costs +50%.

6. Players alternate setting up platoons and equipment. Visible troops deploy in their own rear area. Hidden troops can deploy in either their rear or their forward area.

7. If one side deploys visible and the other hidden then the visible sides gets first initiative. If both are hidden or both visible then roll a die.

8. Each player rolls a dice at the end of each initiative. The battle ends immediately when the cumulative total of these dice rolls equals or exceeds 70.

9. At the end of the game each side is awarded victory points for the value of troops (including hidden modifier) that meet the victory conditions of their mission. A victory point adjustment is added to the total reflecting the mission difficulty.

© 2016 Mac Walker & Steven Thomas

Base edge B	
Rear Area B	
Forward Area B	
Forward Area A	
Rear Area A	
Base edge A	

Breakthru **Advance** **Probe** **Hold** **Dig In** **Withdraw**

⚡ Breakthrough

Our army is attacking and your company is the spearhead. Your must break through the enemy's defensive line.

VP: 20 + the points value of all friendly troops who have moved off the enemy base edge

↔ Hold

We need your company to hold this position with a flexible defence.

VP: 5 + the points value of all friendly troops in your forward area

⇒ Advance

Your company is to advance aggressively and seize enemy positions to your front.

VP: 10 + the points value of all friendly troops in the enemy rear area

⬌ Dig in

Your company must hold this defensive line at all costs.

VP: 2 + the points value of all friendly troops in your rear area

⫸ Probe

Your company is to advance cautiously and seize the ground in front of your position.

VP: 7 + the points value of all friendly troops in the enemy forward area

↩ Withdraw

Our army is being overwhelmed, the army is withdrawing. Your company will cover the withdrawal.

VP: The points value of all friendly troops who have moved off your base edge

Crossfire Missions v2

Quick play missions for Crossfire rules

Russian Order of Battle 1 – Attack

- 1 x Rifle Company
  - 1 x CC (+1)
  - 1 x HMG
  - 1 x On-table 50mm Mortar (12 FM)
  - 3 x Rifle Platoon:
    - PC (+1/0); 3 x Rifle Squad; One has ATR
- 1 x Engineer Platoon: 1 x PC (+1/0); 3 x Rifle Squad
- 1 x FO for off-table 82mm Mortar (12FM)
- 1 x FO for off-table 120mm Mortar (12FM)
- 1 x SU-152

Deploys: Visible

Morale: Regular

Command & Control: Russian

87 AP (including 7 for National differences)

Russian Order of Battle 2 – Attack/Defence

- 1 x Rifle Company
  - 1 x CC (+1)
  - 1 x HMG
  - 1 x On-table 50mm Mortar (12 FM)
  - 3 x Rifle Platoon:
    - 1 x PC (+1/0); 3 x Rifle Squad; One has ATR
- 1 x SMG Platoon:
  - 1 x PC (+1/0); 3 x SMG Squad; One has ATR
- 1 x HMG
- 1 x FO for off-table 82mm Mortar (12FM)
- 1 x FO for off-table Heavy Artillery (4FM)

Deploys: Visible

Morale: Regular

Command & Control: Russian

87 AP (including 7 for National differences)

Russian Order of Battle 3 – Defence

- 1 x Rifle Company
  - 1 x CC (+1)
  - 1 x HMG
  - 1 x On-table 50mm Mortar (12 FM)
  - 3 x Rifle Platoon:
    - 1 x PC (+1/0); 3 x Rifle Squad; One has ATR
- 2 x HMG
- 1 x FO for off-table 120mm Mortar (12FM)
- 1 x FO for off-table Heavy Artillery (4FM)
- 3 x Sniper
- 1 x Minefield
- 1 x Bunker (2 SQ)

Deploys: Visible

Morale: Regular

Command & Control: Russian

87 AP (including 7 for National differences)

Russian Order of Battle 4 – Hidden

- 1 x Rifle Company
  - 1 x CC (+1)
  - 1 x HMG
  - 1 x On-table 50mm Mortar (12 FM)
  - 3 x Rifle Platoon:
    - 1 x PC (+1/0); 3 x Rifle Squad; One has ATR
- 1 x FO for off-table 82mm Mortar (12FM)
- 1 x FO for off-table 120mm Mortar (12FM)
- 1 x Minefield or 2 x Sniper

Deploys Hidden

Morale: Regular

Command & Control: Russian

87 AP (58 AP + 29 for Hidden, including 7 for National differences)

Crossfire Missions v2

Quick play missions for Crossfire rules

German Order of Battle 1 – Attack

- 1 x Grenadier Company
  - 1 x CC (+2)
  - 2 x HMG
  - 1 x FO for off-table 81mm Mortar (12FM)
  - 1 x Rifle Platoon:
    - 1 x PC (+2); 3 x Rifle Squad; One has ATR
  - 2 x Rifle Platoon:
    - 1 x PC (+1); 3 x Rifle Squad; One has ATR
- 1 x FO for off-table 120mm Mortar (12FM)
- 1 x Stug III F-G

Deploys: Visible
Morale: Regular
Command & Control: German
80.5 AP

German Order of Battle 2 – Attack/Defence

- 1 x Grenadier Company
  - 1 x CC (+2)
  - 2 x HMG
  - 1 x FO for off-table 81mm Mortar (12FM)
  - 1 x Rifle Platoon:
    - 1 x PC (+2); 3 x Rifle Squad; One has ATR
  - 2 x Rifle Platoon:
    - 1 x PC (+1); 3 x Rifle Squad; One has ATR
- 1 x Assault Engineer Platoon: 1 x PC (+1/0); 3 x Rifle Squad
- 1 x FO for off-table 81mm Mortar (12FM)

Deploys: Visible
Morale: Regular
Command & Control: German
80.5 AP

German Order of Battle 3 – Defence

- 1 x Grenadier Company
  - 1 x CC (+2)
  - 2 x HMG
  - 1 x FO for off-table 81mm Mortar (12FM)
  - 1 x Rifle Platoon:
    - 1 x PC (+2); 3 x Rifle Squad; One has ATR
  - 2 x Rifle Platoon:
    - 1 x PC (+1); 3 x Rifle Squad; One has ATR
- 1 x FO for off-table 120mm Mortar (12FM)
- 1 x FO for off-table 75mm Infantry Gun (12FM)
- 2 x Sniper
- 1 x Minefield
- 1 x Bunker (2SQ)

Deploys: Visible
Morale: Regular
Command & Control: German   80 AP

German Order of Battle 4 – Hidden

- 1 x Grenadier Company
  - 1 x CC (+2)
  - 1 x HMG
  - 1 x FO for off-table 81mm Mortar (12FM)
  - 1 x Rifle Platoon:
    - 1 x PC (+2); 3 x Rifle Squad
  - 2 x Rifle Platoon:
    - 1 x PC (+1); 3 x Rifle Squad

Deploys Hidden
Morale: Regular
Command & Control: German
80 AP (53.5 AP + 26.75 for Hidden)