

Crossfire Missions v3

Quick play missions for Crossfire rules

1. Captain A chooses and places 45-55 terrain pieces on a 4'x4' table. Captain B can move half.
2. Captain A chooses a base edge with Captain B opposite. Each player has a 1' deep rear area and a 1' deep forward area.
3. Captain A randomly chooses one of the six missions and Captain B a different mission. Keep missions secret until the end of the battle.
4. Captain B chooses Nationality
5. Players choose 80 points of troops plus National modifiers for a "small" game. Each stand deployed hidden costs +50%.
6. Alternate setting up platoons and equipment starting with Captain A. Visible troops deploy in their own rear area. Hidden troops can deploy in either the rear or forward area.
7. If one side deploys visible and the other hidden then the visible sides gets first initiative. Otherwise roll randomly.
8. Pre-game (Step 5), and at the start of any friendly initiative, a player can call for reinforcements. Select the reinforcements secretly and record the points. Reinforcements arrive in the next friendly initiative. Platoons arrive via group move action; others by normal move action.
9. 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.
10. 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. Subtract point value of reinforcements called.

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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 - reinforcements



Hold

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

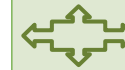
VP: 5 + the points value of all friendly troops in your forward area - reinforcements



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 - reinforcements



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 - reinforcements



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 - reinforcements



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 - reinforcements

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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: Poor i.e. Russian

87 AP (including 7 for National differences)

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: Good i.e. German

80.5 AP

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: Poor i.e. Russian

87 AP (including 7 for National differences)

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); 2 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); 3 x Rifle Squad; One has ATR
- 1 x FO for off-table 81mm Mortar (12FM)

Deploys: Visible

Morale: Regular

Command & Control: Good i.e. German

79.5 AP

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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: Poor i.e. Russian

87 AP (including 7 for National differences)

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: Good i.e. German

80 AP

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: Poor i.e. Russian

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

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)
 - 2 x Rifle Platoon:
 - 1 x PC (+2); 3 x Rifle Squad; One has ATR
 - 2 x Rifle Platoon:
 - 1 x PC (+1); 2 x Rifle Squad; One has ATR

Deploys Hidden

Morale: Regular

Command & Control: Good i.e. German

80 AP (53.5 AP + 26.75 for Hidden)

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Russian 0 Point Reinforcements

- Nothing. Nada. Nichts. ничего

German 0 Point Reinforcements

- Nothing. Nada. Nichts. ничего

Russian 2 Point Reinforcements

- 2 x Snipers

Deploys: Hidden on table.

Only allowed if selected pre-game

German 2 Point Reinforcements

- 2 x Snipers

Deploys: Hidden on table.

Only allowed if selected pre-game

Russian 5 Point Reinforcements

- 1 x 45mm ATG with optional tow

Deploys: Hidden on table

Morale: Regular

Command & Control: Poor i.e. Russian

Only allowed if selected pre-game

German 5 Point Reinforcements

- 1 x 5.0cm PaK 38 ATG with optional tow
- 1 x Anti-tank rifle (ATR) to assign to any squad

Deploys: Hidden on table

Morale: Regular

Command & Control: Good i.e. German

Only allowed if selected pre-game

Russian 5 Point Reinforcements

- 1 x Assault Engineer Rifle Squad with ATR

Deploys: Off table

Arrival: Stand moves on table as part of a Move action

Morale: Regular

Command & Control: Good, i.e. German i.e. not Russian

German 5 Point Reinforcements

- 1 x Assault Engineer Rifle Squad with ATR

Deploys: Off table

Arrival: Stand moves on table as part of a Move action

Morale: Regular

Command & Control: Good i.e. German

Crossfire Missions v3

Quick play missions for Crossfire rules

Russian 7 Point Reinforcements

- 1 x SMG Platoon: PC (+1/0); 3 x SMG Squad

Deploys: Off table

Arrival: Platoon moves on table as part of a Group Move action

Morale: Regular

Command & Control: Poor i.e. Russian

Russian 7 Point Reinforcements

- 1 x HMG
- 1 x FO for off-table 82 mm Mortar (3 FM)

Deploys: Off table

Arrival: Stands move on table as part of a Move action

Morale: Regular

Command & Control: Poor i.e. Russian

Russian 7 Point Reinforcements

- 1 x Assault Engineer Rifle Squad with ATR

Deploys: Off table

Arrival: Stand moves on table as part of a Move action

Morale: Veteran

Command & Control: Good, i.e. German i.e. not Russian

Russian 10 Point Reinforcements

- 1 x BT-7, T-26, SU-76M or SU-76i
- 1 x 47mm ATG with tow (Regular)

Deploys: Off table

Arrival: Stands move on table as part of a Move action

German 7 Point Reinforcements

- 1 x Weak SMG Platoon: PC (+1); 2 x SMG Squad

Deploys: Off table

Arrival: Platoon moves on table as part of a Group Move action

Morale: Regular

Command & Control: Good i.e. German

German 7 Point Reinforcements

- 1 x HMG
- 1 x FO for off-table 81 mm Mortar (3 FM)

Deploys: Off table

Arrival: Stands move on table as part of a Move action

Morale: Regular

Command & Control: Good i.e. German

German 7 Point Reinforcements

- 1 x Assault Engineer Rifle Squad with ATR

Deploys: Off table

Arrival: Stand moves on table as part of a Move action

Morale: Veteran

Command & Control: Good i.e. German

German 5 Point Reinforcements

- Replace all ATR with Early Panzerfaust

Only allowed if selected pre-game or in first German initiative

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Russian 10 Point Reinforcements

- 1 x Rifle Platoon: PC (+1/0); 3 x Rifle Squad

Deploys: Off table

Arrival: Platoon moves on table as part of a Group Move action

Morale: Regular

Command & Control: Poor i.e. Russian

Russian 20 Point Reinforcement – Option 1

- 2 x Rifle Platoon: PC (+1/0); 3 x Rifle Squad

Deploys: Off table

Arrival: Platoons move on table as part of a Group Move action

Morale: Regular

Command & Control: Poor i.e. Russian

Russian 20 Point Reinforcement – Option 2

- 1 x Storm Group 1st Assault Wave: PC (+2); 4 x SMG squads
- 1 x on-table 50 mm Mortar (6 FM)

Deploys: Off table

Arrival: Platoon moves on table as part of a Group Move action

Morale: Veteran

Command & Control: Good, i.e. German i.e. not Russian

Only allowed if the table has 15 or more building sectors

Russian 20 Point Reinforcement – Option 3

- 1 x Sapper Platoon: PC (+1/0); 3 x Engineer Rifle Squad
- 1 x SMG Platoon: PC (+1/0); 3 x SMG Squad
- 1 x FO for off-table 82 mm Mortar (3 FM)

Deploys: Off table

Arrival: Platoons move on table as part of a Group Move action

Morale: Regular

Command & Control: Poor i.e. Russian

German 10 Point Reinforcements

- 1 x Weak Rifle Platoon: PC (+1); 2 x Rifle Squad
- 1 x FO for off-table 81 mm Mortar (4 FM)

Deploys: Off table

Arrival: Platoon moves on table as part of a Group Move action

Morale: Regular

Command & Control: Good i.e. German

German 20 Point Reinforcement – Option 1

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

Deploys: Off table

Arrival: Platoons move on table as part of a Group Move action

Morale: Regular

Command & Control: Good i.e. German

German 20 Point Reinforcement – Option 2

- 1 x Assault Engineer Platoon: PC (+1); 3 x Assault Engineer Squad
- 1 x FO for off-table 75 mm Infantry Gun (2 FM)

Deploys: Off table

Arrival: Platoon moves on table as part of a Group Move action

Morale: Veteran

Command & Control: Good, i.e. German

German 20 Point Reinforcement – Option 3

- 1 x Engineer Platoon: PC (+1); 3 x Engineer Rifle Squad
- HMG
- 1 x FO for off-table 75 mm Infantry Gun (2 FM)

Deploys: Off table

Arrival: Platoons move on table as part of a Group Move action

Morale: Regular

Command & Control: Good i.e. German