

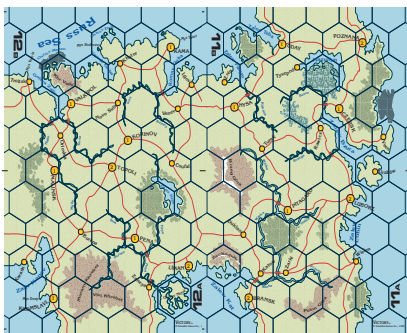
VICTORY: TITANIC LAND STRUGGLE BY CHARLES F. BRYANT II

OVERVIEW

Landsreich (Axis) invades the Koronov Collective (Allies) in a titanic land struggle. In June of 1941 Landsreich launched a massive surprise invasion of the Koronov homeland in order to gain the rich productive land of Koronov and add it to the Reich. This scenario simulates the initial invasion, code-named Operation Redbeard, through the high water mark of the initial invasion in November of 1941.

GAME TURN LIMIT: 10

MAPS USED: 11,12





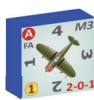









SETUP

AXIS (Deploy at full strength unless noted)

- 1 X  ORLOVKA NW1
- 1 X  MALINSK NW1
- 1 X  MALINSK SW1
- 1 X  MALINSK
- 4 X  MALINSK
- 2 X  MALINSK (2CV)
- 1 X  KARASK NW1
- 1 X  KARASK

**Imperial Tokumo Forces
(Deploy at full strength unless noted)**

- 2 X  ORLOVKA
- 2 X  ORLOVKA SE1
- 2 X  MALINSK SE1
- 2 X  KARASK NE1
- 2 X  ZANEYA (2CV)
- 2 X  ZANEYA (2CV)
- 2 X  PENA (2CV)
- 2 X  PENA (2CV)
- 2 X  COUFAL (2CV)
- 2 X  COUFAL (2CV)
- 2 X  KHUTUR
- 2 X  KAMA (2CV)

SPECIAL RULES

1. To simulate the effects of the surprise attack, on Game Turn 1, the Koronov player may not retreat from battle in the first round of combat.
2. Axis has 15 off board PPs. Units produced (at any strength) enter the following turn via strategic or regular movement.
3. Allies can trace supply off the East and South edges of the map.
4. Axis can trace supply off the West edge of the map.
5. There is no Axis production on game turn 1.
6. The Axis has the initiative until Pena, Liman, Zaneya, Coufal, Venev or Lgov is taken. Then initiative shifts to the allies for the remainder of the game. Also, the Axis off board production drops to 10 pp/turn for the rest of the game (except see 7 below.)
7. If Bransk, Katav, Pitgard, Turek, Nysa or Gday is taken, Axis off map production drops to 5 for the remainder of the game.

VICTORY CONDITIONS

At the end of 10 game turns, add up the total number of city production values that the Landsreich player controls and compare that number to the chart below:

PPs Controlled	Victory Level
0-1	Decisive Allied
2-3	Major Allied
4-6	Minor Allied
7	Draw
8-9	Minor Axis
10-11	Major Axis
12+	Decisive Axis

VARIANTS

- If you find one side or the other consistently winning, play the scenario again, but give the losing side one extra full strength unit of the player's choice (keep it secret until it is revealed in combat)
- If you find Landsreich having a consistent problem winning, then allow Axis production on Game Turn 1
- Add the logistics set