

# TANK ON TANK

## EAST FRONT



**GAME MANUAL**



LOCK 'N LOAD  
PUBLISHING

# TABLE OF CONTENTS

<b>1.0</b>	<b>INTRODUCTION</b> .....	3
1.1.	Community and Support .....	3
<b>2.0</b>	<b>THE PIECES</b> .....	3
2.1.	Combat Units .....	3
2.2.	Markers .....	3
<b>3.0</b>	<b>THE MAP</b> .....	3
3.1.	Stacking .....	3
<b>4.0</b>	<b>FACING</b> .....	4
<b>5.0</b>	<b>TURNS</b> .....	4
<b>6.0</b>	<b>ACTION POINTS</b> .....	4
6.1.	Headquarters Bonus .....	4
6.2.	Field Promotion .....	5
6.3.	Massed Activation .....	5
<b>7.0</b>	<b>MOVEMENT</b> .....	5
7.1.	Entry of Reinforcements .....	5
7.2.	Exiting the Map .....	5
<b>8.0</b>	<b>COMBAT</b> .....	5
8.1.	Range .....	5
8.2.	Line of Sight .....	5
8.3.	Artillery Support .....	6
8.4.	Combat Resolution .....	6
8.5.	Aces .....	6
8.6.	Restrictions on Soviet Fire .....	6
<b>9.0</b>	<b>PERSONNEL UNITS</b> .....	6
9.1.	Cannot Move and Fire in Same Turn .....	6
9.2.	Infantry Range Limitation .....	6
9.3.	Infantry Bonuses on the Attack .....	6
9.4.	Infantry Advance .....	6
9.5.	Anti-Tank Gun Bonus .....	7
9.6.	Improved Positions .....	7
<b>10.0</b>	<b>SPECIAL UNITS</b> .....	7
10.1.	Truck Units .....	7
10.2.	Command Posts & Supply Dumps .....	7
10.3.	Airstrikes .....	7
<b>11.0</b>	<b>TANK ON TANK: DESIGN-YOUR-OWN SCENARIOS</b> .....	7
11.1.	Meeting Engagement .....	7
11.2.	Meeting Engagement with Objectives .....	8
<b>12.0</b>	<b>SCENARIOS</b> .....	8
1.	Cats on the Prowl .....	8
2.	Fire Brigade .....	8
3.	Breakthrough .....	9
4.	Cauldron .....	9
5.	The Red Tide .....	9
6.	Pakfront .....	9
7.	Cornered .....	9
8.	From All Sides .....	10
9.	At Dawn We Struck .....	10
10.	The Hammer .....	10
11.	Fighting Withdrawal .....	11
12.	The Duel .....	11
13.	Who Stands with Rome .....	11
14.	Hungarian Holiday .....	11

## 1.0 INTRODUCTION

*Tank on Tank: East Front* is a low-complexity game of armored combat in the Second World War. Players take either the Soviet or the German/Axis side and try to outmaneuver and outfight one another so they can enjoy a fleeting sensation of victory before advancing to the next scenario.

The package consists of these rules, 126 counters, three maps, players' aid, and dice. Players need to supply an opaque container (traditionally a coffee cup).

### 1.1 COMMUNITY AND SUPPORT

If you have any game questions, or if you are just looking for other gamers to chat with, you can find quick replies on our Forums at: <http://forums.lnlpublishing.com>.

If any parts of this game are damaged, or you have any other support needs, please open a support ticket on our Support Desk at: <http://support.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, special rules, and other community-design resources in our Resource Section at: <http://forums.lnlpublishing.com/resources>.

## 2.0 THE PIECES

### 2.1 COMBAT UNITS

The combat units in *Tank on Tank: East Front* represent main battle tanks, heavy tanks, assault guns, tank destroyers and self-propelled artillery. They are all capable of moving and firing at enemy units. The brown units belong to the Soviets, the gray units to the Germans, the light-gray units to the Hungarians, and the light-green units to the Italians. All vehicles, including self-propelled artillery and Katyusha rocket launchers, are hard targets.

Each hard-target unit has three numbers on it. From left to right, these are Range (RNG), Defense (DEF) and Movement Points (MPs). Range is how far the unit can shoot, defense is how hard it is to kill, and movement is how far it can move each turn.

The names of some units are underlined. These units are Headquarters (HQ). They make movement more efficient (see 6.1).



T-34 Tank



Mark IV Tank (HQ unit shown)



KV-85 Tank



Tiger Heavy Tank

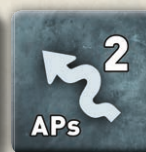


Katyusha Rocket Artillery



Wespe SP Artillery

### 2.2 MARKERS



There are four kinds of markers in *Tank on Tank: East Front*. The Turn marker is used to track the progress through the game by advancing it along the Turn Track.

The APs Spent marker is used to track a player's expenditure of Action Points. Players can advance it along the Turn Track as points are used.

The Command Chits are mixed and then placed in the opaque container. Players draw chits from the container over the course of the game.

The Ace marker is used in some scenarios to indicate an exceptional tank crew. Place it with the unit as a reminder of their higher quality. If the unit is eliminated, remove the Ace marker with it.

## 3.0 THE MAP

The map consists of hexes, each with its own distinctive alphanumeric identifier. For example, hex A1 is in the upper-left corner and is in hexrows "A" and "1". Hexes are one of five types of terrain: Clear, Hill, Town, Depression, or Woods. There are also Roads, which run through and between hexes.

### 3.1 STACKING

Only one combat unit can ever be in a hex at a time. There is no moving through hexes containing units, whether the

## TANK ON TANK: EASTFRONT

piece is friendly or enemy. Markers are not considered units.

### 4.0 FACING

A unit always faces a hexside and has a 180-degree front arc (see diagram). A unit can only shoot at enemy units located in its front arc. Hexes outside this arc are flank hexes and attacks by units located in them are considered **flank attacks**, which are more dangerous (see 8.4).



*The green hexes are the front arc. The red hexes are the flank arc.*

Units must be activated for movement to change their facing. Once activated, a unit can pivot or face in any direction.

### 5.0 TURNS

Each turn consists of a Soviet and a German (or Axis) player phase. The scenario instructs players as to which occurs first. During his player phase, a player has the opportunity to activate some or all of his units to move and/or shoot. However, the Action Point system may prevent him from doing everything he wants to do.

At the start of the opponent's player phase, a player blindly draws one of the six Command Chits from the opaque container. He keeps the number on it to himself, revealing it only when his opponent has finished expending Action Points (APs) equal to the chit. At that point, the player phase is over and the Command Chit is returned to the container.

If this finished the first player phase in the turn, the other player now goes. If it ended the second player phase, advance the Turn marker and check to see if the scenario is at an end.

Regardless of how many APs a player has to spend, each unit can only move once and fire once each turn.

**Note:** *You will have from 2 to 4 Action Points to spend each turn. The tension comes from not knowing when your store will run out—should you advance that tank and hope it can shoot before your player phase is at an end?*

**Solitaire Play:** If you are playing by yourself, you obviously lose the ability to use the other player as an umpire. Instead, roll one die after you spend 2 APs. On a 1–2, the phase is over. Otherwise, spend another AP and roll again. This time a 1–3 ends the phase. If you get past that, spend one more AP and then you're definitely finished. Also, please consider finding a friend to play with—expanding the hobby and all that.

### 6.0 ACTION POINTS

Action Points (APs) are the tool by which players turn their intentions into activity on the map. APs are expended to move, fire, and promote pieces. The player who uses his APs more efficiently deserves to win the game (though the dice can be fickle).

It costs one AP to:

- » Pivot and/or move **one** piece (7.0)
- » Fire any/all pieces at **one** target (8.0)
- » Promote **one** piece (6.2)

It costs two APs for the Soviets to do a Massed Activation (6.3).

APs can be spent for these tasks in any order—it is permissible to promote a unit to an HQ piece, move several pieces and then fire them at a target. However, you must complete all activity for one AP before spending the next AP.

**To repeat:** Regardless of the APs a player has to spend, each unit can only move once and fire once each turn.

#### 6.1 HEADQUARTERS BONUS

When an HQ unit is activated for movement, all adjacent units can also move freely (they need not remain with the HQ) at that time. This makes HQs a crucial part of a player's operations. The HQ bonus cannot be used when entering units onto the map.

An HQ can be activated for movement and remain in its original hex—in this case, it is still considered to have used its move for the turn.

An HQ can allow an adjacent HQ unit to move, but the second HQ unit does not, in turn, activate other adjacent units.

## 6.2 FIELD PROMOTION

Field Promotion allows a player to return one of his eliminated HQ pieces to play. He spends one AP and replaces a piece that is the same type as the eliminated HQ. The new HQ keeps the facing of the replaced unit.

A promoted HQ can still be activated to move and/or fight.

## 6.3 MASSED ACTIVATION

The Soviet player can spend two APs to activate three HQ units for movement (and any other units eligible for the HQ bonus described in 6.1). However, if the Soviet player attempts a Massed Activation and does not have enough APs remaining to pay for it, his turn immediately ends without activating any units.

**Note:** *The Massed Activation is powerful, but it is not free of risks.*

## 7.0 MOVEMENT

When a unit is activated to move, it can spend Movement Points (MPs) equal to its movement allowance—it's number of MPs. A unit moves by expending one MP for each hex entered. It can continue to move until its MPs are exhausted. MPs cannot be saved from one impulse to the next.

**Note:** *One AP buys you all of a counter's MPs.*

Once a unit's movement is complete, it can face in any direction (4.0).

- » Woods and Town hexes cost an extra MP to enter if a unit is not entering along a Road. Hills cost only the normal 1 MP per hex.
- » Road March: A unit can spend an extra MP if all of its movement occurs on/through Road hexes/hexsides.
- » Minimum Movement Rule: As long as a unit possesses at least one MP, it can always move one hex when activated.
- » Units can never enter hexes occupied by units or prohibited terrain. The Minimum Movement Rule does not override this prohibition.

## 7.1 ENTRY OF REINFORCEMENTS

Throughout the game, the players may receive reinforcements. Reinforcements must be activated to enter the map. They pay all normal MP costs to enter their entry hex, and then, if they have MPs remaining, they can continue moving. If they enter the map via a Road, they qualify for the Road March bonus.

## 7.2 EXITING THE MAP

Some scenarios allow units to exit the map. To exit, a unit must move to a designated exit hexrow and then spend a MP. If it followed a Road into the hex, it qualifies for the Road March bonus.

## 8.0 COMBAT

To shoot at an enemy unit, a player must satisfy three conditions. He must have a friendly piece with **(1)** the enemy unit in its front arc, **(2)** in range, and **(3)** have a line of sight (LOS) to the target. Any number of pieces can fire at the designated target, provided each firing piece satisfies these conditions and has not already fired this phase.

### 8.1 RANGE

To determine if an enemy unit is in range, count the hexes between them and add one for the target's hex. If the total is equal to or less than your unit's range, it can fire.

Add 1 to the range of a firing unit occupying a Hill hex.

### 8.2 LINE OF SIGHT

To determine if you can see your target, trace a line from the center of the firing unit's hex to the center of the target's hex. If the line does not cross blocking terrain, you have a valid LOS. Blocking obstacles are all units as well as Hill, Town, and Woods hexes.

Units on Hill hexes can see (and be seen) over units on Clear-terrain hexes.

Units in Depression hexes are below the level of the field. Units can only see into these hexes if they are adjacent to the Depression terrain, and units in the Depression can only see out to hexes adjacent to the Depression. The best way to understand this is the LOS can only cross Depression hexes between the origin and its destination. Units in Depression hexes do not block LOS for units that are not also in a Depression hex.

## TANK ON TANK: EASTFRONT

**LOS down a hex spine:** If the line travels exactly between two hexes, it is only blocked if there is blocking terrain on both sides (see diagram).



The T-34 has LOS to the Wespe (A) and the Panzer IV (B), but cannot see the Tiger (C) because it is in a flank hex. The KV/85 cannot see the Panzer IV (D) behind the Town or the Wespe (A) in the Depression, but can see the others (E, F, G). G is visible because the KV/85 is on a Hill.

### 8.3 ARTILLERY SUPPORT

An artillery unit does not require LOS to the target if at least one other firing piece has a valid LOS. It must still be within range (8.1) of the target. This also applies to the Soviet Katyusha rocket launchers.

### 8.4 COMBAT RESOLUTION

Roll two six-sided dice (2d6), sum them, and add the number of firing pieces. Apply any applicable combat modifiers and compare the final result to the target's defense. If the attack roll is equal to or greater, remove the target piece. If the attack roll is less than the target's defense, the attack misses and the target escapes harm.

Add 1 to the roll if any of the attacking pieces occupy a hex flanking the target.

Subtract 1 from the roll if the target occupies a Town or Woods hex.

Regardless of modifiers, an original die-roll result of 2 is always a miss and a result of 12 is always a kill.

### 8.5 ACES

If one of the firing units is marked with an Ace marker and the original attack roll is a miss, the firing player gets a second bite at the cherry. He can re-roll the dice, but must keep the new result—hit or miss.



### 8.6 RESTRICTIONS ON SOVIET FIRE

Soviet units can only combine to attack if each piece is adjacent to at least one other firing piece and all firing pieces are in a contiguous group of adjacent hexes.

Soviet artillery units (8.3) are exempt from 8.6.

## 9.0 PERSONNEL UNITS



Although personnel units (infantry, armored infantry, AT guns, and towed artillery) resemble hard units with range, defense, and movement values, they are considered **soft targets** and so possess two defense values separated by a slash (/). The top value is used when they occupy a Clear or Depression hex; the bottom value is used when they occupy a Hill, Woods, or Town hex.

**Note:** Firing at a soft target in a Town or Woods hex still incurs the -1 penalty from 8.4. Firing from a Hill hex to another Hill hex does not affect the ability of a soft target to claim its bottom defense value.

### 9.1 CANNOT MOVE AND FIRE IN SAME TURN

During a turn, soft targets can move **or** fire—not both.

### 9.2 INFANTRY RANGE LIMITATION

Infantry receive no range benefit for being on a Hill; its maximum range is always 1 hex.

### 9.3 INFANTRY BONUSES ON THE ATTACK

When an infantry unit is included in an attack, it cancels the -1 penalty (if applicable) for firing at a unit occupying a Town or Woods hex. Note that a personnel target still receives its bottom (higher) defense strength.

### 9.4 INFANTRY ADVANCE

When an infantry unit participates in an attack, is adjacent to the target, and the attack successfully destroys the enemy unit, the infantry can make a free move into the enemy unit's hex. They can change their facing normally after the advance.

**Note:** While infantry is less capable, it is the one unit that can attack and enter an enemy hex for the expenditure of a single AP.

**Note:** 9.1 – 9.4 apply to both leg and armored infantry. Armored infantry have the same defense value in both kinds of terrain.

## 9.5 ANTI-TANK GUN BONUS

If an anti-tank gun fires by itself at a hard target, the attack does not consume an Action Point. If an anti-tank gun has not fired by the time a player runs out of APs, it does not get its shot.

**Note:** *Anti-tank guns are less capable than tanks, but if you can get them in the right position to engage your opponent's armor, they start to pay off.*

## 9.6 IMPROVED POSITIONS



Improved Positions (IPs) allow an occupying personnel unit to use its higher defense factor (regardless of terrain) as well as supplying an additional -1 modifier to incoming attacks. Hard targets receive no benefit from an IP. The IP is removed

if the occupying personnel unit leaves the hex or is eliminated.

IPs are deployed during set-up and cannot be created during play.

## 10.0 SPECIAL UNITS

### 10.1 TRUCK UNITS

Truck units are hard targets that follow all normal rules for stacking, facing, movement, and combat except they cannot attack.



### 10.2 COMMAND POSTS & SUPPLY DUMPS

These units are hard targets that never move or attack. They are generally included in scenarios as objectives and count for stacking.



### 10.3 AIRSTRIKES

Some scenarios will allow a player to call in one or more airstrikes over the course of the game. To call in an airstrike, a player must select a hex within 4 hexes and LOS (8.2) of one of his units and spend 2 APs. If he does not have enough APs, the airstrike does not occur and his turn ends (the airstrike remains available for a future turn).



To resolve an airstrike, place one strike counter on the target hex and roll 1d6. Place a second strike counter in the hex adjacent to the number rolled on the first strike counter. Roll 1d6 again and place a third strike counter in the hex adjacent to the number rolled on the second strike counter. If the third strike counter ends up in the first strike counter's hex, it is discarded without effect.

Attack each unit (friendly or enemy) in a hex occupied by a strike counter by rolling 2d6 and adding 2 to the roll. Subtract 2 from the roll if the hex under attack is a Woods or Town hex.

If the final attack roll is equal to or greater than the target unit's defense, remove it; otherwise, the strike has no effect.

After all strike counters have been rolled for, remove them from the map.

## 11.0 TANK ON TANK: DESIGN-YOUR-OWN SCENARIOS

*Tank on Tank* design-your-own scenarios includes a point-value system assigned to each unit so that you can now design scenarios of your own. These guidelines allow scenarios to be set up based upon the following rules.

To design a scenario, each side will pick a nationality and a point-value total that will be used to purchase units for your side. A decent-sized battle should be between 250 and 350 points.

You can agree on more if you like but each side should have an even number of points for a standard meeting engagement.

Unit types and point values are on the player-aid card.

### 11.1 MEETING ENGAGEMENT

To conduct a meeting engagement, do the following:

1. Decide the number of points both sides will play.
2. Purchase your units according to the points decided upon. You cannot spend more points than what was agreed upon.
3. Roll 1d6 (re-roll ties); the winner (Player A) decides what Map to use, whether snow is used or not, and what long-edge side of the Map they will set up on.
4. Player B sets up second but moves first.
5. Both players set up on any hexrow bordering the Map edge.
6. If you pick a snow Map, see the optional Snow Rule for fighting in the snow.

## TANK ON TANK: EASTFRONT

7. The game lasts 10 turns.
8. To win the game, a player must destroy 50% of his opponent's units (use the point values to determine the percentage destroyed) by the end of Turn 10. If neither side destroys 50% of his opponent's units, it's a draw.

### 11.2 MEETING ENGAGEMENT WITH OBJECTIVES

To conduct a meeting engagement with objectives, do the following:

1. Decide the number of points both sides will play.
2. Purchase your units according to the points decided upon. You cannot spend more points than what was agreed upon.
3. Each player takes a Supply Truck (West Front) or a Supply Dump (East Front) counter from their side; this counter will act as their objective.
4. Roll 1d6 (re-roll ties); the winner (Player A) decides what Map to use, whether snow is used or not, and what long-edge side of the Map they will set up on.
5. Once the set-up edges are chosen, each player will place their objective counter anywhere within the three hexrows closest to their opponent's Map edge. Player A places first and then Player B.
6. Player A sets up first within three hexes of the long edge of their chosen Map edge; then Player B sets up anywhere within three hexes of the long edge of their Map edge.
7. Player B moves first.
8. If you pick a snow Map, see the optional Snow Rule for fighting in the snow.
9. The game lasts 10 turns.
10. The player who captures their objective counter first wins—as soon as the turn is over; if the capturing unit is destroyed in the objective hex during that same turn, the objective is not considered to have been captured. To capture the objective, move a unit into the hex. If neither side captures their objective by the end of Turn 10, the game is a draw.

**Optional Snow Rule:** At the beginning of a new turn, and before the first player of the turn has picked his AP chit, roll 1d6; if the result is 1-3, all units can only move one hex; if the result is 4-6, all units move normally.

## 12.0 SCENARIOS

For all scenarios, a player controls a hex if he was the last player to move a unit through it. Hexes are considered neutral at the start of play (unless the scenario indicates otherwise or a player sets up a unit in the hex).

In some scenarios, a player will be given a choice between two different units (unit choices are in parenthesis); select one.

### 1. CATS ON THE PROWL

Use Map D. The Soviets set up first; the Germans move first.

**Soviets:** 3 T-34 HQs, 3 T-34s, T-34/85, KV-85, Katyusha; deploy 3 units in or within one hex of each of these hexes: A4, J1, and/or Q4.

**Germans:** Panther HQ, Tiger, 2 Panthers, Puma, (Panther or Tiger), one Ace marker for any one unit; deploy in or within one hex of D9 and/or N9.

**Special Rules:** The German Ace can also activate friendly pieces for movement as if it were an HQ unit (6.1). It cannot be returned to play through promotion (6.2).

The German player receives one Airstrike (10.3) during play, any time beginning on Turn 3.

**Victory:** If either player destroys all enemy units he wins; otherwise, the player who controls two of these hexes (D3, J3, L5) at the end of Turn 10 wins. All Town hexes begin the game under Soviet control.

### 2. FIRE BRIGADE

Use Map D. The Soviets set up and move first.

**Soviets:** 3 T-34 HQs, 7 T-34s, 2 IS-2s; deploy 8 units in hexrows P – Q, the other 4 arrive as reinforcements via hexrow Q.

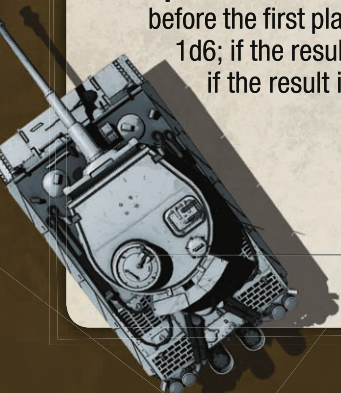
**Germans:** Panzer IV HQ, AT Gun, Infantry, 3 Panzer IVs, Improved Position; deploy in hexrows A – M.

Beginning on Turn 5: Panther HQ, (Panther Ace or Tiger Ace), Panther; enter via A4 and/or D9.

**Special Rule:** The Soviet player always receives 4 Action Points on Turn 1.

**Victory:** If either player destroys all enemy units, he wins; otherwise, the game ends after Turn 12.

The Soviets win if they earn more Victory Points (VPs) than the Germans; any other result is a German victory. A player earns 1 VP for each enemy unit destroyed. At the end of Turn 6, a player earns 1 VP for controlling J3 and another for controlling L5. At the end of Turn 12, a player earns 1 VP for controlling D3 and another for controlling E9.





## 11. FIGHTING WITHDRAWAL

Use Map E, only hexrows A – I are in play. The Germans set up first; the Soviets move first.

**Germans:** 2 Panzer IV HQs, 3 Panzer IVs, 2 AT Guns, Infantry; deploy in hexrows xx1 – xx6.

Beginning on Turn 3: Panther; enter via hexrow xx1.

**Soviets:** 3 T-34 HQs, 5 T-34s, T-34/85; deploy in hexrows xx9 – xx10 or hold off the map and enter via hex E10.

**Special Rules:** The German player can withdraw one unit each turn as his first Action Point expenditure of the turn. He spends one AP and removes any German unit from the map.

**Victory:** If one player destroys six enemy units, he wins; otherwise, the game ends after Turn 8.

The Soviets win if they earn more Victory Points than the Germans; any other result is a German victory. The Soviet player earns 1 VP for each of his units occupying a hex in hexrows xx1 – xx3 at the end of the game. The German player receives 1 VP for each unit withdrawn

## 12. THE DUEL

Use Map E; only hexrows H – Q are in play. The Soviets set up first; the Germans move first.

**Soviets:** 2 T-34 HQs, 5 T-34s, T-34/85, AT Gun; deploy in hexrows xx1 – xx5; deploy a Command Post in hex O3.

Beginning on Turn 4: KV/85 Ace; enter via hexrow xx1.

**Germans:** 2 Panzer IV HQs, 4 Panzer IVs, 2 Panthers; deploy in hexrows xx9 – xx10.

**Special Rules:** The KV/85 receives one extra MP (in addition to any bonus for a Road March) on the turn it enters the map.

**Victory Conditions:** If one player destroys all enemy units he wins; otherwise, the game ends after Turn 8.

The Germans win if they earn more Victory Points (VPs) than the Soviets (any other result is a Soviet victory). Both players earn 1 VP for each Town hex controlled at the end of the game. The Germans earn 1 VP if the Soviet Command Post is destroyed at the end of the game. The Soviets earn 1 VP if the Command Post is alive at the end of the game.

## 13. WHO STANDS WITH ROME

Use Map E. Set up the Italians first in the hexes indicated, then set up the Soviets; the Germans are Reinforcements. The Soviets move first.

**Italians:** Deploy as follows: G6 – Infantry, I5 – Infantry, I7 – AT Gun, M3 – Infantry, M4 – Infantry, O3 – Semovente, O4 – Semovente, O7 Semovente HQ, O8 – Semovente, P3 – Obice 105/14, P7 – Obice 105/14.

**Germans:** Receive one Airstrike (10.3) on Turn 5 only.

Beginning on Turn 8: Panther, Panther HQ; enter via hexrows I1 – Q1 or I11 – Q11, from one side or the other, not both.

Beginning on Turn 8: Tiger, Tiger HQ, 2 Panzer IVs, Panzer IV HQ; enter via hexrow Qxx.

**Soviets:** 6 T-34s, 3 T-34 HQ; deploy in hexrow C. 3 T-34/85s, 1 T-34/85 HQ, 2 KV-85s, 1 KV-85 HQ; deploy in hexrow C. 2 Katyusha, 2 Armored Infantry; deploy in hexrow B.

**Special Rules:** The Italian Obice 105/14 units do not consume an AP to fire (once per turn).

**Victory:** The Soviets win by exiting eight armor units via hexes Q3 – Q9, inclusive, by the end of Turn 15.

## 14. HUNGARIAN HOLIDAY

Use Map D (Winter Side). The Soviets set up first; the Hungarians move first.

**Hungarians:** 3 Infantry, 6 Turan II, 2 Turan II HQ, 2 Zrínyi; deploy in hexrows A8 – Q8 through A11 – Q11.

**Germans:** Receive one Airstrike (10.3) on Turn 5 only.

Beginning on Turn 8: Panther, Panther HQ; deploy via either hexrow I1 – Q1, inclusive, or hexrow I11 – Q11, inclusive (all units must enter from one side/edge or the other).

Beginning on Turn 8: Tiger, Tiger HQ, 2 Panzer IVs, Panzer IV HQ; deploy via hexrow Qxx.

**Soviets:** 6 Infantry, 3 Armored Infantry, 3 AT Guns, 2 M-30, 2 Improved Positions; deploy in hexrows A1 – Q1 through A3 – Q11.

**Special Rules:** Snow rules for this scenario are as follows. At the beginning of each turn roll 1d6: if the result is 1-3, all units can only move one hex; if the result is 4-6, all units can move normally.

The Hungarian units operate like Soviet units when firing (8.6).

**Victory:** To win, the Hungarians must secure the road by controlling (12.0) hexes D4, J3 and O4, and destroy at least one Soviet M-30 by the end of Turn 10.

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#### **WHY WE DO WHAT WE DO**

We love designing, developing and, most of all, playing games.  
We thank God for blessing us so we can follow our passions, and our family and friends for their support.