

**FKR
VICTORY SCENARIOS
(FKR VS001 – Nässbukten v1.0)**

**Nässbukten
aka
Peenemünde**

Maps

Map designators are on the lower left

German	
Gray	Blue
8A	14B
11B	2B

Green	Red
Allies	

Players:

2, 3 or 4

2 Players: Use maps 14B and 2B only

Axis player controls Blue
Allied player controls Red

3 Players: Use all four maps

Axis player controls Blue and Gray

Allied player 1 controls Red
Allied player 2 controls Green

4 Players: Use all four maps

Axis player 1 controls Blue
Axis player 2 controls Gray

Allied player 1 controls Red
Allied player 2 controls Green

Estimated Playing Time

(12 turns) 4 – 6 hours

Initial forces: Allied Red and Green

Type	Designator	Quantity	Strength
Fighter	FA	2	4
Dive Bomber	DB	2	4
Heavy Bomber	HB	2	4
Submarine	SS	2	4
Battleship	BB	2	4
Carrier	CV	2	4
Armor	AR	4	4
Paratroop	AB	2	4
Marine	MA	2	4
Infantry	IN	8	4

Allowable Builds (Force Pool): Allied Red and Green, respectively

All initial forces that have been eliminated plus

Type	Designator	Quantity	Strength
Fighter	FA	2	4
Dive Bomber	DB	2	4
Heavy Bomber	HB	2	4
Submarine	SS	1	4
Battleship	BB	1	4
Carrier	CV	1	4
Marine	MA	2	4
Infantry	IN	4	4

Initial forces: Axis Blue and Gray

Type	Designator	Quantity	Strength
Fighter	FA	2	4
Dive Bomber	DB	2	4
Submarine	SS	2	4
Destroyer	DD	2	6
Artillery	AY	2	4
Elite Armor*	AR	2	4
Armor	AR	2	4
Mechanized	MK	2	4
Mountain	MT	2	4
Infantry	IN	8	4

* Elite Armor cannot be rebuilt.

Allowable Builds (Force Pool): Axis Blue and Gray, respectively

None. No eliminated units may be rebuilt and no new units can be built.

Setup

Axis set up first.

Special rules

The Jörvik hex is considered clear terrain.

Jörvik is always in supply. It does not need to be linked to another city to be in supply.

Jörvik is the rocket launch complex. The Axis will launch rockets from that site until it is captured by the Allies. Once the Allies capture the complex, it can no longer be used as a rocket launching site even if the Axis regain control.

The procedure to launch a rocket is as follows:

Three and four player scenarios:

At the start of the game, place the names of the following cities each on a small piece of paper:

Barcastle	Bransk
Clayton	Luborz
Newpool	Poznana

Place the six pieces of paper in an opaque cup.

One rocket will be launched at the end of the Production Step according to the following schedule:

Turn
4
6
8
9
10

To launch the rocket, randomly draw a piece of paper from the cup. That city is destroyed for the rest of the game with the following consequences:

- All units in it are destroyed.
- City cannot be used as an airbase or port
- Production Points are destroyed and builds are not allowed
- Treat hex as if the city does not exist (road is still active and supply can be traced through it)
- Place a destruction marker (from the logistics marker set) on the city.

Two player scenario:

At the start of the game, place the names of the following cities each on a small piece of paper:

Barcastle
Clayton
Newpool

Place the three pieces of paper in an opaque cup.

One rocket will be launched at the end of the Production Step according to the following schedule:

Turn

4

8

10

To launch the rocket, randomly draw a piece of paper from the cup. That city is destroyed for the rest of the game with the following consequences:

All units in it are destroyed.

City cannot be used as an airbase or port

Production Points are destroyed and builds are not allowed

Treat hex as if the city does not exist (road is still active and supply can be traced through it)

Place a destruction marker (from the logistics marker set) on the city.

Three and Four Player Cooperation:

The Axis and Allied operations are not limited to any specific maps. They are free to move about and attack on all boards. Blue and Gray blocks cannot, however, share the same hex at the end of the Movement Step and cannot be involved in joint combat of any type. The same is true for the Red and Green blocks.

Victory Conditions:

Three and four player scenarios:

The following two conditions must be met by the end of turn 12 for the Allies to win:

The Allies must control five or more PPs on map 14B along with capturing Jorvik.

and

The Allies must control five or more PPs on map 8A. One of cities contributing to this total must be Yakut or Winter Harbor.

At the end of the turn in which the Allies control five or more PPs on 14B, the Axis must remove all the Blue blocks from that board and is out of the game. If Jorvik is not captured, even if the Axis has removed all of the Blue blocks from 14B, it can still launch rockets with the procedure described above. The Red block player is still in the game and assist the Green block player.

At the end of the turn in which the Allies control five or more PPs on 8A with one of the cities contributing to this total being Yakut or Winter Harbor, the Axis must remove all the Gray blocks from that board and is out of the game. The Green block player is still in the game and assist the Red block player.

The Axis win if the Allies do not meet the above conditions.

Two player scenario:

The following two conditions must be met by the end of turn 12 for the Allies to win:

The Allies must control five or more PPs on map 14B along with capturing Jorvik.

At the end of the turn in which the Allies control five or more PPs on 14B, the Axis must remove all the Blue blocks from that board and is out of the game. If Jorvik is not captured, even if the Axis has removed all of the Blue blocks from 14B, it can still launch rockets with the procedure described above.

The Axis win if the Allies do not meet the above conditions.

Comments

This is a very balanced scenario for experienced players. Most games played should go to the 11th or 12th turn. One we played went down to the 12th turn, second last die roll to determine the winner. Can't ask for much more.

The Axis use units from the Elite Block Set. There should be no substitutions back to the Basic Block Set since these units are needed for play balance and play interest.

The four player scenario can also be played by two players: one Axis and one Allied. If this is done, still determine the turn order as if four were playing.

FKR

FKR Victory Scenarios are developed by Frank Novak, Kevin McCarthy and Roger Knowles. The philosophy of FKR Victory Scenarios is to develop diverse, interesting and playable scenarios for two to four players with minimal changes to the original rules and blocks. It is our belief that Columbia Games, Inc. has developed a superb system for WWII type games. We are not interested in changing it.

The problems that many people allude to on the Internet concerning the Columbia Victory System, in our opinion, have nothing to do with the rules and block design and everything to do with scenario construction, force mix and production. Accordingly, we are committed to developing scenarios that complement and showcase the Columbia Victory System as it currently exists. Changes that we make to the this system for our scenarios will only involve alterations to the Production Step along with a touch of the unexpected, like the Rocket Launching procedure used in this scenario. This ensures players with a consistent "game interface" whereby they can spend their time on determining the best strategy for winning and playing the game without worrying about the effects of someone's house rules.