

**VICTORY: THE BLOCKS OF WAR
SCENARIO BOOK**

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Angel Run

By Columbia Games
2 Players

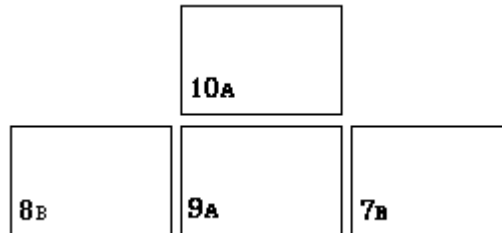
Maps 7, 8, 9, 10
Standard Blocksets 2 Required
Elite Blocksets 2 Optional
Logistics Set Optional

Situation

Player A is attempting to run convoys of resources through defended waters.

Map Setup

This scenario is for Maps 7, 8, 9, 10 arranged as shown. Player A controls Maps 7/8. Player B controls Map 10. Map 9 is neutral and all Coastal/Land hexes are unplayable (treat as Shoals). Resource Hexes are ignored on all maps.



Forces

Player A begins with 20 units at full strength or 80PP of customized forces. Player B begins with 15 units at full strength or 60PP of customized forces. Forces are deployed on friendly Cities as normal. Each Production turn, Player A receives one Resource unit (full strength) until six units have arrived in this way. Resource unit must be deployed in Troy or Bursa (Map 7) and may only be converted to PPs in a City on Map 8. See rules about converting Resources into PPs.

Production

Player B has triple production in the Cities on Map 10. Player A production is normal. Ignore Resource Hexes on all maps.

Victory

Player A earns 1VP for each PP spent which was converted from a Resource Unit arriving at a City on Map 8. Player A can earn a maximum of 48VPs, if all convoys make the run unscathed and are converted in 2PP Cities. Player B earns 2VPs for each Resource CV destroyed. First player to 25VPs wins.

Banana War

By Glenn Pruitt
2 Players

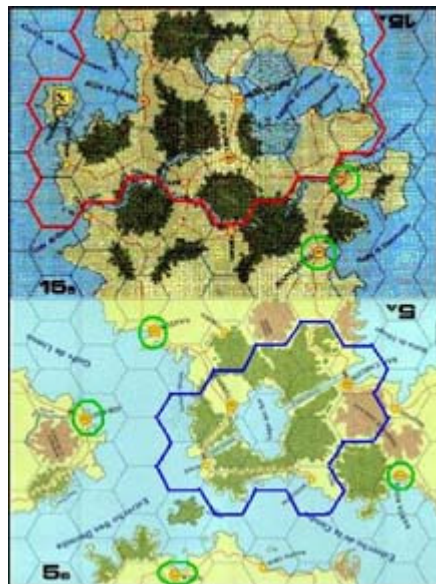
Maps 5, 15
Standard Blocksets 3 Required
Elite Blocksets 2 Required
Logistics Set Required

Situation

The Federation of Tuxpan (blue) has always relied on its naval superiority to guard the Antonio Canal. Recently, dramatic unrest in the small city-states surrounding the Federation has jeopardized the safety of the canal and even the nation itself. A new presidente has been elected and promises to consolidate the region under his military authority. To the north, Obanto (red) has recently suffered a coup. The old royalist regime has been supplanted by a triumvirate of aggressive communists. The People's Republic of Obanto vows to liberate its neighbors in a sweeping military campaign. Caught in between, the independent city states have little hope in their home guard units, but they will fight to the bitter end.

Map Setup

Arrange Maps 5 and 15 as shown. Home regions of Obanto (red), Tuxpan (blue) and the independent city-states (green) are shown.



Forces

Each player deploys 15 units from his force pool (see below) at full strength. Units may be placed in any friendly city or town. Each player also deploys one OPP Army factory, one OPP Navy factory, and one OPP Air factory in friendly cities.

Force Pool: Federation of Tuxpan (blue)						
Air	4xFA	1xDB	1xTB	1xMB	1xHB	
Naval	1xSS	3xBB	3xCA	1xDD		
Army	2xAY	1xAB	1xMT	2xMA	6xIN	2xAR

Force Pool: People's Republic of Obanto (red)					
Air	4xFA	1xDB	1xTB	1xMB	1xHB
Naval	1xSS	1xBB	2xCA	2xDD	
Army	2xAY	2xAB	4xMK	6xIN	2xAR

Special Rules

Deploy a full strength neutral Infantry in each neutral city. Also deploy a full strength Artillery in Jurado and Tervoli. Neutral units do not rebuild during the production phase. Players may only build units from their force pools. New units may only be built in controlled factories on your home map. Blue may only build new units on Map 5 and Red may only build on Map 15.

Force Pool Augmentation

Players may only build units in their Force Pools. New units may only be built in controlled factories on home map(s). Both sides begin with an empty Force Pool.

The Force Pool is made up of any eliminated units, plus units added as follows: at the end of each Production Phase, each player rolls 1d6:

- On a roll of 1, 2, or 3, do not add to the Force Pool
- On a roll of 4 or 5, add one regular (not black) block to the Force Pool
- On a roll of 6, add any one block to the Force Pool

Victory

Determine the number of factory PPs controlled by the **Red Player** at the end of turn 10. If the total is:

<u>Factories</u>	<u>Level of Victory</u>
13+	Decisive Red Victory
10-12	Strategic Red Victory
8-9	Draw
6-7	Strategic Blue Victory
5 or fewer	Decisive Blue Victory

Devil Run

By Steffan O'Sullivan
2 Players

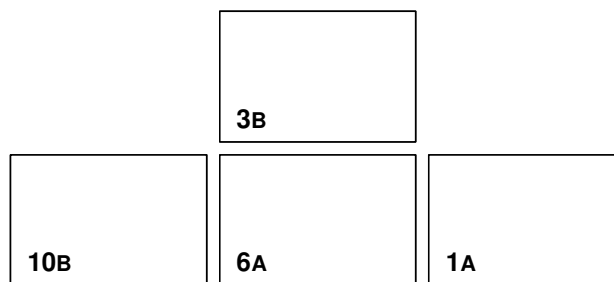
Maps 1, 3, 6, 10
Standard Blocksets 2 Required
Elite Blocksets 2 Optional
Logistics Set Optional

Situation

Player A is attempting to run convoys of resources through a desert bordering his enemy.

Map Setup

Maps should be arranged as below:



Player A starts with Maps 10 & 1; Player B starts with Map 3. Map 6 is neutral. The cities on Map 6 count as cities for defensive purposes, but produce no resources.

Forces

Player A begins with 80PP of customized forces. Player B begins with 60PP of customized forces (Engineers to build airfields highly recommended for a desert campaign!), plus 4 full strength Supply units. Forces are deployed on friendly cities as normal. Each production turn, Player A receives one Resource Unit (full strength) on either of the resource spaces on Map 10, until six units have arrived this way. These may only be converted to PPs in Auxerre, Donzy or Lorne on Map 1. Resources may not travel by sea - only by strategic movement along roads.

Production

Player B has triple production in the Cities on Map 3. Player A production is normal, except Resources converted at Auxerre only earn 2PP per CV, not 3. Ignore production on Map 6 entirely – no one may earn or spend PP on Map 6.

Special Rules

Desert Tracks on Map 6: if Player B captures Mersa Brega, natives reveal to Player A a secret desert track between Derna and Ben Musa. Strategic movement along this track is *very slow*: a unit must begin its turn in Derna, and may move one space directly toward Ben Musa as a strategic move. On a future move, it may then move into Ben

Musa, but no further on that turn. Strategic Movement from Ben Musa to Derna is similarly allowed. No supply is possible along this track, however.

Similarly, there is another desert track which will be revealed only if Zaltan falls to Player B: from Ben Mufta to the Zaltan-El Daba road, exactly along the words TENERE DESERT. The same movement rules apply. These tracks may not be used if Player B does not capture Mersa Brega or Zaltan, respectively. Once known, however, they may be used the rest of the game.

Victory

Player A earns 1VP for each PP spent which was converted from a Resource Unit arriving at Auxerre, Donzy or Lorne on Map 3 (max of 48VP). Player B earns 2VP for each Resource CV destroyed. First player to 25VP wins.

Invasion of the Home Island

By Charles F. Bryant II
2 Players

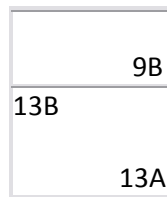
Maps 9, 13
Standard Blocksets 2 Required
Elite Blocksets 2 Optional
Logistics Set Optional

Situation

It is the Summer of 1945. The United Democratic Union has fought a long and brutal war against the Empire of the Rising Dragon and the UDU is now within striking distance of the Imperial Home Island of Tokumo and the capital Tokumo City. An invasion fleet has been assembled on Palikai and the UDU high command has determined that the invasion must begin immediately, before the Empire has a chance to gear up production and strengthen its forces.

Map Setup

Only half of Map 9 is used – fold over Map 9 so only side 9B is visible, and arrange maps as follows:



Forces

The United Democratic Union deploys anywhere on Palakai within stacking limits:

6xIN 4xMA 2xAB
2xCV 2xBB 4xFA

The forces of Imperial Tokumo deploy 1xIN in each city on Map 13 and 2 in Tokumo, as well as 2xFA in Setana.

Special Rules

The UDU has the initiative until they capture a port on the Home Island (not Daisen or Jizo). After a port is captured by the UDU the players roll for initiative per the standard rule except that ties are resolved in the favor of the Imperial forces.

Victory

At the end of Game Turn 10, subtract the UDU captured city production value total from the city production value total of the Imperial Player and compare it to the following chart:

<u>Imperial PP – UDU PP</u>	<u>Victory Level</u>
-4 or more	Decisive UDU
-2 to -3	Major UDU
-1	Minor UDU
0	Draw
+1	Minor Imperial
+2 to +3	Major Imperial
+4 or more	Decisive Imperial

Variant Rules

- Allow the Imperial Tokumo player to deploy freely on map 13 within stacking limits
- Allow each player to secretly select their own mix of units. The UDU gets 20 full strength units, the Imperial player gets 10 full strength units
- 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)
- Add one Elite blockset for each player
- Add the logistics set

Neutral in the Middle

By Columbia Games
2 Players

Maps Any 3
Standard Blocksets 3 Required
Elite Blocksets 2 Optional
Logistics Set Optional

Situation

Two aggressive powers seek to carve up a weakened neutral nation.

Map Setup

Each player selects a map. A neutral map is then randomly selected and placed between the players' maps as follows:



Place 1-3 (according to city size) random Ground and Air units from the neutral color on each city on the neutral map. Neutral block identity remains hidden.

Forces

Each player sets up 20 blocks or 80PP of customized forces per normal setup rules. Neutral units (see below) setup at 2CV.

Special Rules

The neutral pieces remain hidden (no building) until either player attacks a neutral unit or moves an air unit over a neutral city or town hex. All pieces are then controlled by the other (Allied) Player. The Allied Player can only use neutral cities to build or refit neutral units which can now be rebuilt to a strength of 3 or more (and which can now include Naval units).

The Hostile Player can use captured and garrisoned neutral cities to rebuild his own units as normal. If the Hostile Player captures the Neutral 3PP city and at least one Neutral 2PP city, the Neutral country surrenders and all Neutral units are removed. Following surrender, Neutral cities are treated as Captured Cities for both sides (ie. must be garrisoned to maintain control).

Victory

The first player to capture all 10 neutral PPs or capture 5 PPs on the enemy map is the winner.

Penninsula Drive

By Rick Mathews

2 Players

Maps 3, 4
Standard Blocksets 2 Required
Elite Blocksets Optional
Logistics Set Optional

Situation

This scenario is loosely based on the Allied campaign in Italy in 1943. Player A takes the part of the Allies, while Player B represents the Germans.

Map Setup

Join Map-edge 3B to 4B. Player B (Germans) controls Map 3. Player A (Allies) controls Map 4.

Forces

Each player begins with 12 units or 48PP of customized forces. Player B sets up all his units first. Players must set up in cities and towns, but may ignore the requirement of having at least 2 units in each city.

Player A may only set up units on land masses containing Lindai, Naxos, and Andissa. Player B may set up on all other land masses (note that Map 4 is still friendly to Player A).

Special Rules

Though Player B may begin the game in possession of cities and towns on the Korinos peninsula, since they belong to Player A, he must maintain a garrison in those cities and towns or they revert to Player A control (simulating the Italian defection).

In addition, to simulate demands on other fronts, Player B may only build cadres at Landstat. Player A may build cadres at the cities on the Korinos peninsula once he “liberates” those cities by capturing them (or if Player B vacates them). Player A need not garrison towns and cities on map 4 to retain control of them.

Victory

The game lasts 10 turns. Player A wins immediately if at any point he controls all cities on Map 4 and 5 points of cities on Map 3. Otherwise, player B wins.

Titanic Land Struggle

By Charles F. Bryant II
2 Players

Maps 11, 12
Standard Blocksets 2 Required
Elite Blocksets 2 Required
Logistics Set Optional

Situation

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.

Map Setup

Join Map-edge 12A to 11B.

Forces

Axis deploy the following at full CV unless otherwise noted:

1xAR Orlovka NW1	1xAR Malinsk NW1	1xAR Malinsk	4xIN Malinsk
2xDB Malinsk (2CV)	1xAR Malinsk SW1	1xIN Karask NW1	1xIN Karask

Allies deploy the following at full CV unless otherwise noted:

2xIN Orlovka	2xIN Orlovka SE1	2xIN Malinsk SE1
2xIN Karask NE1	2xFA Zaneya (2CV)	2xIN Zaneya (2CV)
2xFA Pena (2CV)	2xIN Pena (2CV)	2xFA Coufal (2CV)
2xIN Coufal (2CV)	2xIN Khutur	2xFA Kama (2CV)

[Editor's note: the number of IN blocks given above exceeds the blockset mix. To play with just one set of blocks (Regular + Elite), replace the 2xIN (2CV) with 1xIN (full strength)]

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, Kataw, Pitgard, Turek, Nysa or Gday is taken, Axis off map production drops to 5 for the remainder of the game.

Victory

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

Two if by Sea

By Columbia Games
2 Players

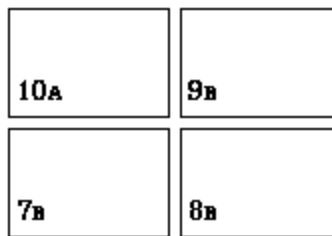
Maps 7, 8, 9, 10
Standard Blocksets 2 Required
Elite Blocksets 2 Optional
Logistics Set Optional

Situation

Opposing forces are divided by large sea area. The invaders must plan and execute a multi-wave invasion to be successful. The defender may choose to await the enemy on the beaches or aggressively engage the enemy with submarines.

Map Setup

Set up maps as shown below. Player A sets up on Maps 7/8; Player B sets up on maps 9/10.



Forces

Player A begins with 15 units at full strength or 60PP of customized forces. Forces are deployed on friendly Cities as normal. Player A may not build Naval Units other than Submarines. Player B begins with 30 units at full strength or 120PP of customized forces. Player B may build any unit type. Deploy in Cities and Towns as normal.

Production

Player A Home Cities produce +1 (e.g. a 2PP city is worth 3PP and so on). Player B production is normal. Player B gets the benefit of this extra production for all controlled Home Cities of Player A.

Victory

Play 10 Turns. Winner is the player with the most PPs on Maps 7 and 8.

Weserübung

By Glenn Pruitt
2 Players

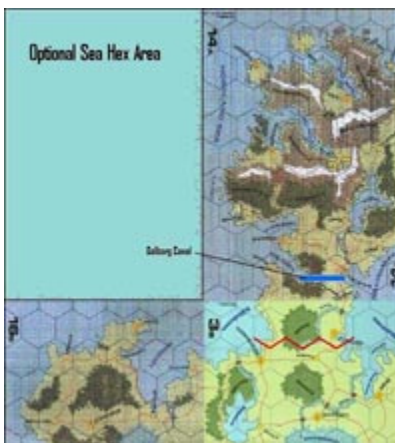
Maps 3, 14, 16
Standard Blocksets 2 Required
Elite Blocksets 2 Required
Logistics Set Required

Situation

Operation Weserübung was the code name for the Nazi conquest of Denmark and Norway in the spring of 1940. This scenario is an approximation of that operation using Victory. The German player begins on maps 3 and 16 and must occupy the extremely difficult terrain on map 14 by the end of the game.

Map Setup

Set up maps per the below diagram. There is a canal connecting Dalborg to the Kristian Sund. The Dalborg Canal is treated as a regular canal with regard to the rules in the Victory rulebook. The city of Asmarum on Map 16 is demoted to town status. It is recommended to use any 4th map for the “optional sea area”.



Forces

German starting forces

Janiec: 1PP Naval Factory; 1xCA; 1xDD; 2xMA; 1xIN; 1xSU
Haasvan: 2xHB; 1xSS; 1xBB; 2xMA; 1xIN; 1xSU
Rugenhaven: 2PP Air Factory; 1xFA; 1xDB; 1xSS; 1xBB; 2xMA; 2xAB
Baverne: 2xFA; 2xAR; 2xMK
Landstat: 3PP Army Factory; 2xMT
Bork: 1PP Naval Factory; 1xFA; 1xDB; 1xCA; 1xDD; 2xIN

Denmark/Norwegian starting forces

Gromitz: 1PP Naval Factory; 1xIN
Dalborg: 2PP Army Factory; 1xAI; 1xIN; 1xDD
Hamo: 1xFA
Vaxholm: 1PP Air Factory; 1xMB; 1xDD; 1xAI; 1xIN
Skara: 1xFA

Karlsvik: 1xMB; 1xDD; 1xIN
Jorvik: 1xCA; 1xIN; (2x Resource Production Hex)
Sogheim: 1PP Army Factory; 1xBB; 1xMT
Tynn: 1PP Army Factory; 1xCA; 1xMT
Stavern: 1PP Naval Factory; 1xBB; 1xIN
Gulen: 1xSS

Force Pool Augmentation

Players may only build units in their Force Pools. New units may only be built in controlled factories on your home map(s). Both sides begin with an empty force pool.

The Force Pool is made up of any eliminated units, plus units added as follows: at the end of each Production Phase, each player rolls 1d6:

- On a roll of 1, 2, or 3, do not add to the Force Pool
- On a roll of 4 or 5, add one regular (not black) block to the Force Pool
- On a roll of 6, add one block to the Force Pool

Special Rules

Norway & Denmark forces may receive Sea Supply from cities off the map. This represents supply from England. All supply rules, including blockades, apply.

Victory

German Victory: capture all cities on map 14 before the end of turn 10.

Decisive German Victory: capture all cities on map 14 before the end of turn 8.

Norwegian Victory: prevent a German victory.

Decisive Norwegian Victory: control 3 or more PPs worth of cities on map 14 at the end of turn ten.

Canal Zone

By Columbia Games
4 Players

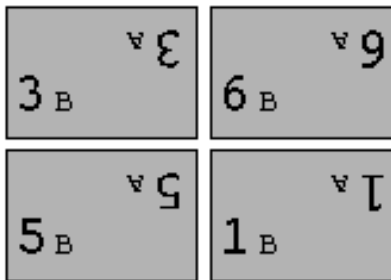
Maps 1, 3, 5, 6
Standard Blocksets 4 Required
Elite Blocksets Optional
Logistics Set Optional

Situation

The Antonio Canal, by international treaty, allowed access to the inland sea for all four powers. The canal has been closed "for repairs" by Map 5 player, who is allied with Map 6 player. Map 3 and Map 1 players are upset with these developments.

Map Setup

Arrange maps 1, 3, 5, 6 as shown. Note that Canal Antonio connects an outer sea with a landlocked sea. Naval units may operate on this inland sea. Choice of map also determines a player's ally for this scenario (Maps 1 & 3 are allied; maps 5 & 6 are allied).



Forces

Each player begins with 20 units at full strength or 80PP of customized forces. Forces are deployed on friendly Cities as normal. Each player must have at least two (2) naval units deployed in coastal Cities/Towns of the Inland Sea.

Victory

Map players 1 and 3 must simultaneously occupy all five Canal Antonio hexes by the end of Game Turn 10 (before the Bloc of Nations ends the war with a cease-fire resolution). Total VPs are ignored - possession of the Canal Zone is all that matters.

Centerpunch

By Columbia Games
4 Players (Optional 2 Players)

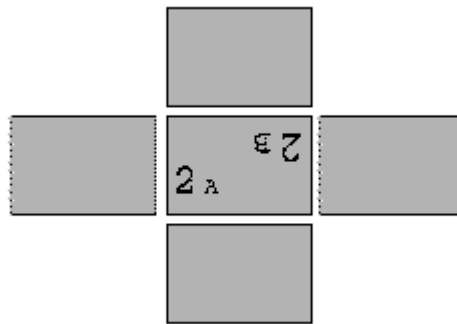
Maps 2 + any 4
Standard Blocksets 4 Required
Elite Blocksets 4 Optional
Logistics Set Optional

Situation

4 players race for VPs on a neutral central map.

Map Setup

This four player scenario uses 5 maps as shown, (or use the three vertical center maps with two players):



The center map should be #2 and it begins as neutral territory. Each player chooses their own map and attaches it to the center map as desired. Use a die roll to decide who gets the first map choice.

Forces

Each player begins with 20 units at full strength or 80pp of customized forces. Deploy in Cities and Towns on the friendly map as normal. Play begins with an initiative die roll.

Victory

Scenario ends after 10 Game Turns. The winner is the player with the highest Accumulated Victory Points at this time.

Invasion: Korinos

By Scott Muldoon
4 or 5 Players

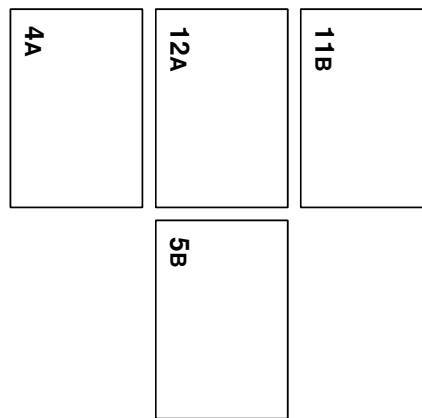
Maps 4, 5, 11, 12
Standard Blocksets 6 Required
Elite Blocksets 2 Required
Logistics Set Optional

Situation

The Korinos Federation and its ally, the Dominion of Bransk are invaded by the Auxerre Socialist Republics, Tuxpan Alliance, and Palikai League.

Map Setup

Set up Maps 4, 5, 11, and 12 per the below chart:



Korinos Federation (25PP)

- Map 11 from Pitagard-Luborz south (8PP)
- Map 12 from Korinov south (8PP)
- Map 4 mainland only (6PP)
- Map 5 mainland north of canal, inclusive (3PP)

Dominion of Bransk (7PP)

- Map 11 from Duklan north (2PP)
- Map 12 from Korinov north (3PP)
- Map 4 Andissa coast (2PP)

Auxerre Socialist Republics (17PP)

- Map 4 coasts of Naxos and Lindai (2PP)
- Map 5 Vaca coast (1PP)
- Offboard (14PP)

Tuxpan Alliance (14PP)

- Map 5 mainland south of canal exclusive, and Jurado coast (6PP)
- Offboard (8PP)

Palikai League (20PP)

- Offboard (20PP)

Forces

Defenders: Korinos (any 25 blocks) and Bransk (any 7 blocks) may set up anywhere in their own territory, minimum 1 block in each city. Korinos uses 1 standard and 1 elite blockset.

Attackers: Auxerre (17 blocks anywhere in own territory); Tuxpan (14 blocks anywhere in own territory); Palikai (20 blocks, any all-sea hex on west edge of Map 11). Auxerre uses 1 standard and 1 elite set. Palikai uses 2 standard sets. Any attacker unit may set up offboard.

Special Rules

Unprepared

After the defenders set up, roll 1d6 secretly for each unit to determine starting strength from the following table:

Regular Units		Elite Units	
1	1CV	1-4	1CV
2-3	2CV	5-6	2CV
4-5	3CV		
6	4CV		

Overseas Reinforcement

Invader units that are offboard, including units built with offboard PPs, cost 1 PP to enter play. Auxerre units may enter in any original Auxerre city. Tuxpan units may enter in any original Tuxpan city and San Carlos (if friendly). Palikai units may enter in any port on the west coast of map 11, subject to port capacity. Invader naval units may enter in all-sea hexes on the edge of their home map. New units may not be built in captured enemy cities, except for units built with offboard PPs. Captured onboard PPs can only be used to augment existing units.

Surrender

At the end of any turn in which one or more Bransk cities are controlled by the Invaders, roll one die. If the roll is less than the PP value of all Bransk cities held by the Invaders, Bransk surrenders -- permanently remove all Bransk units from play; no more may be built.

Victory

Play ends after 10 turns.

The nation which controls the highest total PP value of cities wins the game. Double the PP value of cities held by the defenders for this purpose.

Island Dodge

By Columbia Games
4 Players (Optional 2 Players)

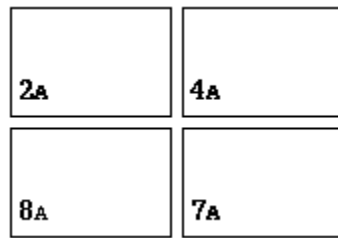
Maps 2, 4, 7, 8
Standard Blocksets 4 Required
Elite Blocksets 4 Optional
Logistics Set Optional

Situation

4 players struggle for control of large islands.

Map Setup

Choose maps as desired. In a 2-player game, Player A should have maps 2/7 and Player B, maps 4/8.



Forces

Each player begins with 20 units at full strength or 80pp of customized forces. Forces are deployed on friendly Cities as normal.

Victory

Control all Cities/Towns on 3 of the 4 center islands OR use the accumulated VPs system and play for 10 turns.

Nässbukten (Peenemünde)

By FKR Victory Scenarios

3 or 4 Players (Optional 2 Players)

Maps 2, 8, 11, 14

Standard Blocksets 4 Required

Elite Blocksets 2 Required

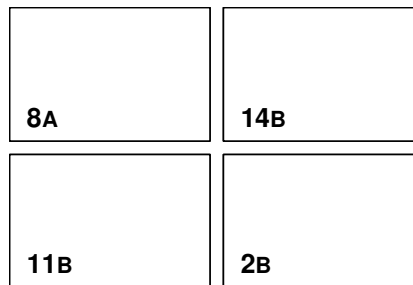
Logistics Set Optional

Situation

The Allies seek to destroy the Axis rocket-launching base of Jörvik.

Map Setup

Set up the maps per the below. German Gray blocks set up on Map 8; German Blue blocks set up on Map 14. Allied Green blocks set up on Map 11; Allied Red blocks set up on Map 2.



For 2 players, use maps 2 and 14 only (Optionally, use all 4 maps & colors with each player controlling 2 colors; use 3- and 4-player rules; determine turn order as if 4 were playing)

Forces

Starting forces for each player are given below. Set up per the normal rules:

Allied Red & Green Initial Forces

2xFA 2xDB 2xHB 2xSS 2xBB
2xCV 4xAR 2xAB 2xMA 8xIN

Axis Gray & Blue Initial Forces

2xFA 2xDB 2xSS 2xDD 2xAY
2xAR 2xeAR 2xMK 2xMT 8xIN

Axis players set up first.

Force Pools & Builds

Allied forces may rebuild any units which have been eliminated, plus the units given below:

2xFA 2xDB 2xHB 1xSS
1xBB 1xCV 2xMA 4xIN

Axis forces **may not be rebuilt** once eliminated and **no new units may be built!** Axis Elite Armor may not be augmented once damaged.

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 Axis rocket launching 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 on small pieces of paper in a cup:

Barcastle	Bransk	Clayton
Luborz	Newpool	Poznana

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

Turns 4, 6, 8, 9, 10

To launch a 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 is not allowed
- Treat the hex as if the city does not exist (road is still active and supply may be traced through it)
- Place a destruction marker (from the Logistics set) on the city

Two player scenario:

At the start of the game, place the names of the following cities on small pieces of paper in a cup:

Barcastle	Clayton	Newpool
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One rocket will be launched at the end of the Production Phase according to the following schedule:

Turns 4, 8, 10

To launch a 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 is not allowed

- Treat the hex as if the city does not exist (road is still active and supply may be traced through it)
- Place a destruction marker (from the Logistics set) on the city

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 may move through hexes containing only other Blue/Gray blocks. They may not end movement in the same hex and cannot be involved in joint combat of any type. The same is true for Red/Green blocks.

Victory

Three and Four player scenarios:

By the end of Turn 12, the following conditions must be met for the Allies to win:

- Must control five or more PPs on Map 14 along with capturing Jörvik
- Must control 5 or more PPs on Map 8. One of the 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 Map 14, the Axis must remove all Blue blocks from the board and is out of the game. If this occurs and Jörvik is not captured, the Axis may still launch rockets according to schedule.

At the end of the turn in which the Allies control five or more PPs on Map 8, including one of Yakut or Winter Harbor, the Axis must remove all Gray blocks from the board and is out of the game.

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

Two player scenario:

By the end of Turn 12, the Allies must control five or more PPs on Map 14 along with capturing Jörvik .

At the end of the turn in which the Allies control five or more PPs on Map 14, the Axis must remove all Blue blocks from the board and is out of the game. If this occurs and Jörvik is not captured, the Axis may still launch rockets according to schedule.

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

Two-Front War

By Columbia Games
3 Players (Optional 2 Players)

Maps	<i>any 3 maps</i>
Standard Blocksets	<i>3 Required</i>
Elite Blocksets	<i>3 Recommended</i>
Logistics Set	<i>Optional</i>

Situation

A strong central power must defeat its two rivals quickly before their combined production overwhelms the central power.

Map Setup

Choose any 3 maps laid side-by-side. The central map player is against the combined alliance of the two side map players.

Forces

The Central map player begins with 20 units. Each side player begins with 10 units. Units must be set up in cities with at least 1 unit in each city.

Victory

The central map player wins if he gets to 20PP. The side players win if they combine for 15PP. No turn limit.