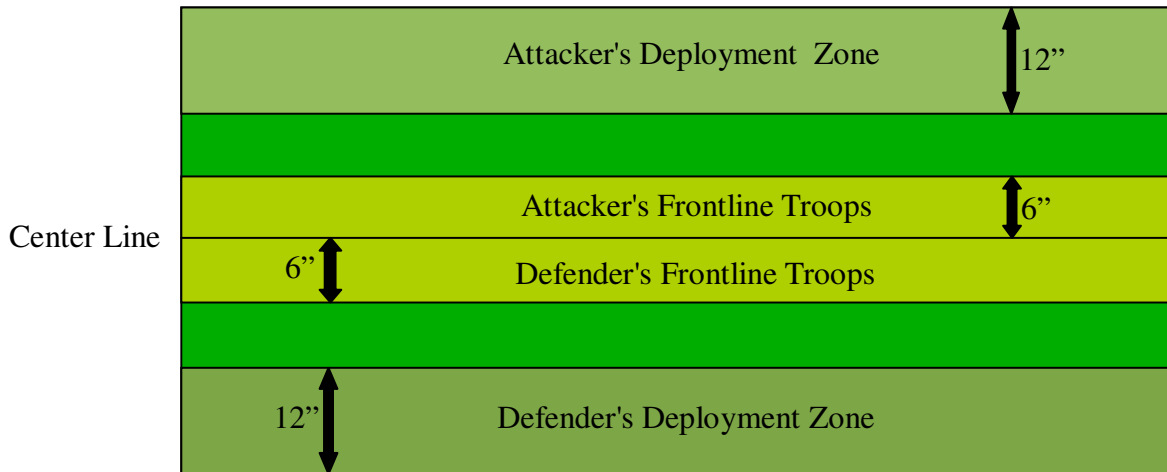


St. Valentine's Day Massacre



PREPARING FOR BATTLE

1. Each side must nominate an overall commander which will represent a higher command team. Any Company commander within 6" of the higher command team may re-roll its company morale check. Other than allowing company commanders to re-roll their company morale check, the higher command team acts exactly like a company commander team.
2. Add up the total amount of companies for each side and the side who has more companies becomes the attacker. The difference between the total amount of attacker companies and defender companies will determine how many Stratagems the defender receives. Consult the table below to determine which Stratagems are being used.
3. The table length of the game should be proportionate to the number of companies in the larger force. There should be at least 6' of table length for every 2 companies.
4. The attacking side chooses which table edge to attack from.
5. Nominate all of your combat attachments and Kampfgruppen. Each player must then nominate one combat platoon per company and set them aside. These platoons represent the **Frontline Platoons** which will have special rules located below.
6. If the defending players receive additional fortifications then all fortifications are placed at this time. Fortifications may be placed anywhere in the defenders half of their table.
7. Draw a line down the center of the table lengthwise. Both sides, starting with the attacking side, alternate deploying their **Frontline Platoons** within 6" of the center line on their own half of the table. All the **Frontline Platoons** start in **Hasty Defenses**.
 - **Hasty Defenses** count as trenches for all game play rules but if any teams in the hasty defenses are hit by a bombardment there is a chance that the trenches will be destroyed. The shooting player makes a separate firepower roll for the hasty defenses and if successful the portion of trenches underneath the template are destroyed and removed from the game.
6. Both sides, starting with the attacker, alternate placing platoons in their own half of the table. The platoons may not be placed within 12" of the center line of the table.
7. Both sides, starting with the attackers, now alternate placing their Independent Teams in their

deployment areas.

Difference of companies	Stratagem Defending players receive (Effects are cumulative)
1	Defender players receive 45 points of Fortifications for each 6' table being used.
2	Defender players receive 45 points of Fortifications for each 6' table being used.
3	Each Defending player may ambush one platoon
4	Each Defending player may ignore the first destroyed platoon for purposes of company morale checks.
5 or more	Each Attacking player must randomly place one platoon per company in reserve

BEGINNING THE BATTLE

1. This mission uses the **Mobile Battle** special rule
2. Starting with the attacking players, both sides make Reconnaissance Deployment moves for any Recce Platoons they have on the table.
3. The attacking players have the first turn.

ENDING THE BATTLE

The battle ends when either:

- When the game master calls time or assigned time limit ends, or
- when one side capitulates.

DECIDING WHO WON

The side who scores the most victory points will win the scenario. Calculate victory points by using the following chart:

- 1 Victory Point for each enemy platoon destroyed during the shooting phase
- 2 Victory Points for each enemy platoon destroyed during the assault phase
- 2 Victory Points for destroying the higher command team regardless of method.
- 3 Victory Points for each friendly combat platoon in which every remaining team in the platoon is within the enemies deployment zone.

ARMY BUILDING REQUIREMENTS

1. All players must bring a mechanized or infantry company worth no more than 1500 points. Players may build multiple companies but each company must be 1500 points.
2. Players may only have one tank platoon per company. A tank platoon is defined as such if the majority of a platoon's teams are rated as tank teams.
3. Each player should be prepared to use the **Fortifications** rules located in the hardback rulebook.