

CONFLICT OF HEROES[®]

Awakening the Bear
1941 - Operation Barbarossa



Firefight Generator

Designed by Gunter Eickert



Firefight Generator Overview

Welcome to the Firefight Generator Expansion for Awakening the Bear. If you are new to the game series, please first read Sections 1 and 2 in the standard Awakening the Bear rule book and play a few of the Firefights that come with the game. Afterwards, read these Firefight Generator Rules to learn how to create hundreds of unique and exciting new Firefights.

This generator is a game in itself, in which the Players have to use strategy and cunning to manipulate the battlefield and available forces in order to create an engagement set to their advantage.

G 1.0 Generator Cards

This expansion includes German and Soviet Firefight Generator Card decks. Each Generator Card includes top and bottom options.

The **Top Card Options** can include special rules, weapons, and how VPs are generated.

The **Bottom Card Options** include units that the Player will have at his disposal.

Players draw a hand of cards from their specific deck. They then alternate playing cards from their hand, choosing to use either the top or the bottom option specified on the card. The Card Options are resolved immediately, so the Players can bluff, outmaneuver, and thwart their opponents during the Firefight's generation.

Once all cards have been played, the Firefight battlefield, objectives, combat units, entry points, special rules, and VP conditions are set. Now the battle begins! (For new Players, Firefight Generator Guidelines are provided.)

Firefight Generator Card Name

Top Card Options

- Special Rules & Victory Points**: Victory Points: Attrition 03. Soviet +2 VP: Immediately, receive an additional 2 VP for each destroyed German vehicle or crewed Unit (Unit with a white box over its firepower). This is in addition to VP received for destroying a Unit.
- Victory Point Conditions**: A red star icon.

Bottom Card Options

- Available Units & CAP Bonuses**: Rifle 05, Rifle 06, MMG 18, NKVD 21.
- Card Number**: 03.

Additional Game Components

G 1.1 Card Record Boards

Each Player has his own Record Board. As Firefight Generator Cards are played, they are placed under this board. Cards played for their top option are placed halfway under the top edge of the board and cards played for their bottom option are placed halfway under the bottom edge of the board.

Soviet Card Record Board

Victory Points

Units

Special Rules & Events

G 1.2 Condition Card Deck

Condition Cards change the weather with effects such as fog, rain, or nightfall.

G 1.3 Awakening the Bear (AtB)

The AtB Action Cards, Maps, Units, Track Sheets, and other components are used when playing with the Firefight Generator Expansion.



Suggested Game Layout

German Player Track Sheet



Action Cards



Condition Cards

Soviet Player Track Sheet



German Firefight Generator Deck

German Card Record Board

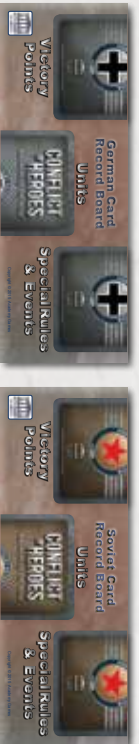


Defense Counter Supply

Soviet Card Record Board



Soviet Firefight Generator Deck



Generator Setup

G 2.0 Initiative Player

Each Player rolls 2d6 and the high roll gains initiative, becoming the **Initiative Player**. The Initiative Player always goes first throughout the Firefight generation.

G 2.1 Firefight Generator Guidelines

Choose one of the Firefight Generator Guidelines listed on pages 6-7. These Guidelines allow Players to choose different kinds of Firefight engagements. **Note: New Players should begin with Guideline 1.**

Players setup the Firefight as specified by their chosen Guideline:

1. The Initiative Player chooses if he commands the Soviets or Germans.
2. Each Player places his **Player Track Sheet** and **Card Record Board** in a convenient location where both Players can see them.
3. Shuffle the specified AtB **Action Cards** to form the Action Card Deck.
4. Shuffle all **Condition Cards** to form the Condition Card Deck.
5. The Initiative Player chooses which Map he wishes to play upon and then places it between the Players. If more than one Map is specified, then all of the Maps must have equal length edges touching.
6. The Guideline specifies from which edge each Player's Units will enter and if there are any other setup conditions.
7. Players decide if they will play with a specified variant. **It is suggested that Players do not use a variant the first time they use a Guideline.**
8. Each Player shuffles his side's specified Firefight Generator Cards to form his **Firefight Generator Deck** (hereafter: Generator Deck).

9. Players draw a hand of Generator Cards from their Generator Deck equal to the Guideline's specified Hand Size.
10. Each Player places a Command marker on the CAP Track space that correlates to the CAPs each Player receives at the beginning of the Firefight. This may increase or decrease as the Firefight is generated.
11. The Guideline also specifies how many **Action Cards** each Player draws at the beginning of each Round.
12. Place all Fortification and Obstacle counters (*AtB 18.0*) into an opaque cup or bag. Together, these are referred to as **Defense Counters** (*G 3.7.3*).
13. Players should note if any special rules are specified in the Guideline.

Command

1

The game components should now be set up similar to the layout shown on page 1.

The Players are now ready to begin generating the Firefight!

Experienced Players may **not** want to use a Guideline or may want to modify them. You can be as creative as you want with this system! We do suggest that each Player have a Hand Size of no more than 1 to 2 Generator Cards for each Round the Firefight will last.

Ex: The Players want to play a 5 Round Firefight, which means they each have a Hand Size of 5 to 10 Generator Cards. They agree on 7 each.

Note: The larger the Hand Size, the longer and more involved the Firefight will be. When generating a 3-4 Player game, we recommend 1 card per Round the Firefight will last.

Generator Setup Example

Firefight Generator Guideline 1: Intro Firefight

Number of Players: 1 German & 1 Soviet

Rounds: 4

Duration: 30 - 45 min.

Action Cards: All Action and Bonus cards 02-07.

Map Setup: The Initiative Player chooses any one map.

Unit Setup: The Initiative Player chooses from which **long** map edge his Units will enter. The Opponent's Units enter from the opposite edge.



German Guidelines

Draw Generator Cards: 01-04

Hand Size: 4 cards

CAPs: 4

Action Cards Drawn: 1



Soviet Guidelines

Draw Generator Cards: 01-04

Hand Size: 4 cards

CAPs: 4

Action Cards Drawn: 1

Phillip and Matthew choose to use 'Guideline 1: Intro Firefight' to generate a Firefight. Phillip wins the initiative roll and is the Initiative Player.

1. As the Initiative Player, Phillip chooses to command the Soviets, so Matthew commands the Germans.
2. The Guideline states there are 4 Rounds in the Firefight, so Phillip places a coin or marker (*G 3.6*) on space 4 of his Player Track Sheet's Game Round Track.
3. As the Initiative Player, Phillip chooses to play with Map 1 and places it between Matthew and himself.

4. Phillip chooses to enter his Units on the A02-A18 map edge. Matthew's Units will enter from the opposite map edge.
5. Both Players draw Generator Cards 01-04 from their respective decks. In a normal Firefight, each full deck would be shuffled and the Players would randomly draw cards equal to the specified Hand Size.
6. Both Players place their blue Command Marker on each of their CAPs Track's space 4.
7. Both Players draw one Action Card.

They now begin to generate the Firefight!

Firefight Generation

G 3.0 Playing Generator Cards

Starting with the Initiative Player, Players alternate playing one Generator Card at a time from their hand. When a Player plays a card, he chooses to play it for either the top or the bottom option. Some Options are resolved immediately and the card is discarded. Other Options have lasting effects and these cards are placed under their Player's Card Record Board, so that only the chosen Option shows.

Generator Card Options are categorized as Units (*G 3.1*), Victory Points (*G 3.2*), or Special Rules & Events (*G 3.3*). A Generator Card is placed under the Card Record Board section that matches its Option. More than one card may be placed in each section, with new cards placed under a previously placed one so that only the chosen Options of all cards show.

G 3.1 Units

The bottom option of a Generator Card always provides Units to the Player. The Player takes the pictured Units from the supply and places them next to the board edge they will be entering from.

Designer's Note: We suggest that you store your Units in the box in order of the number printed next to the Unit's name. The Unit's number is provided on the Generation Card after the Unit's name so that you can easily find it, though you can take any of the named Units if you want to ignore the numbers.

Each numbered Unit is only specified once on the Generator Cards, so it is not possible for a Unit to be used more than once.

When a Player plays a Generator Card for the bottom option, place it under the Units space of the Player's Card Record Board.

Ex: The Soviet Player plays Generator Card 2 (shown on page 1) and chooses the bottom Unit option. He immediately pulls Rifle 03, Rifle 04, and NKVD 20 from supply and places the counters in front of himself. He also increases his CAPs by +2 to 6 CAPs, which is his new CAP base for the Firefight. He then slides Generator Card 02 under the Units section of his Record Board, showing only the Bottom Card Option.



Ex: The Soviet Player plays Generator Card 03 for the bottom Units option and places the card under his Card Record Board's 'Units' space. The German Player plays a card.

Then the Soviet Player plays Generator Card 16 for the top option 'Victory Points: Survive' and places this card under his Card Record Board's 'Victory Points' space. The German Player plays a card.

The Soviet Player then plays Generator Card 07 for the top option titled 'Special Rule: Disrupt' and places it under his Card Record Board's 'Special Rules' Space. The German Player plays his next card.

The Soviet Player plays Generator Card 14 for the bottom Units option and +1 CAP per Round. He places Card 14 under previously placed card 03, so that both card Unit options are visible to all Players. The German plays his next card.

The Soviet Player plays Generator Card 02 for the top option titled 'Victory Points: Defend'. He places Card 02 under existing Card 16, so that both Victory Points Options are visible to all Players.

G 3.2 Victory Point (VP) Options

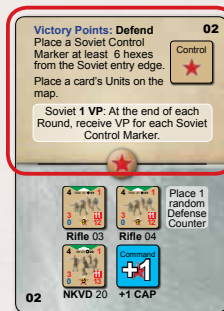
The top option of each Generator Card has a title. Titles beginning with **Victory Point:** provide additional VP Options to the game.

Ex: The Soviet Player plays Generator Card 02 for the top 'Victory Points: Defend' option. He places a Control Marker on the map. He then can place a previously played card's Units on the map (G 3.7). He decides on Card 14 Units and places these on the map, near the Control Marker that he just placed. He then notes the VP conditions in the white box. In this case, at the end of every Round, he receives 1 VP for each Soviet Control Marker on the map.

VP Conditions are active for the entire Firefight. When a Player plays a Generator Card for a top 'Victory Points' option, the card is placed under the Victory Points space of his Record Board.

G 3.2.1 Default Victory Points

In addition to Victory Points a Player gains from playing Victory Point Options, Players also immediately receive 1 VP for each destroyed enemy Unit.



G 3.3 Special Rules & Events

Some top options have titles beginning with **Special Rule:** or **Special Event:**.

Special Rule Options include Rules that are in effect for the entire Firefight.

Special Event Options include special setup Events.

A Player playing a Special Rule or Event Option card places it under the Special Rules & Events space of his Record Board.

G 3.4 Bonus CAPs

Any Generator Card Option played that includes a +/- CAP picture, changes the number of CAPs a Player begins the Firefight with. We suggest marking the CAP Track with a coin or marker on the CAP space correlating to the Guideline's beginning CAP number. A Player then moves his beginning CAP marker a number of spaces on the CAPs Track equal to the CAP change designated in the Option.

Ex: The Soviet Player plays Generator Card 07 for the top 'Special Rule: Disrupt' option, taking 3 CAPs away from the German Player's CAP pool. Each Player starts with 4 CAPs under the selected Guideline 1. The German Player counts his CAP marker down to space 1. If the German does not play an Option that gives him additional CAPs, he will start the Firefight with only 1 CAP per Round!



G 3.5 Extra Action Cards

Card Options may provide extra Action Cards to the Player at the beginning of each Round or only at the beginning of the Firefight.

G 3.6 Changing the Number of Rounds

Some Special Event Options change the length of the Firefight by adding one or more Rounds. We suggest placing a coin on the ending Game Round Track space to mark the end of the Firefight.

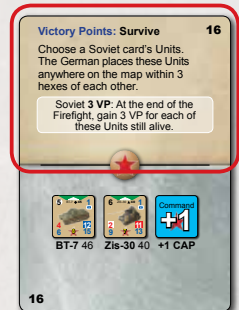
G 3.7 Placing Units on the Map

Top options often allow a Player to place Units from previously played cards (both his and his opponent's) on the map. If no required card Units have been played yet, then this part of the Option is ignored and no Units are placed.

Note: A Player must time when he plays a top option, so that he maximizes its results.

Ex: The Soviet plays Generator Card 16 for the top 'Victory Points: Survive' option. He previously played card 03 for its bottom Units option, so chooses these Units. The German Player now places Soviet Rifle 05, Rifle 06, MMG 18 and NKVD 21 on the map within 3 hexes of each other.

The placement of Units will often have restrictions on where and how they may be placed. In addition to the restrictions specified in a card's Option, a Player **may not place a Unit adjacent to or in the same hex** as an enemy Unit or enemy Control Marker.



G 3.7.1 Changing Unit Entry

When a card Option changes the Round a Unit enters, the Player places that Unit on his Track Sheet's Game Round space that correlates with the new entry round.

Some Generator Card Options allow some or all of a Player's Units to enter from an additional map edge. Sometimes the Option states the Player must declare the map edge immediately, at a later time, or can choose the map edge when the Units enter.

Ex: Card 04 is played for the top 'Special Event: Partisans' option. The Soviet Player pulls Rifles 07 and 08, and places them on space 2 of his Game Round Track. He also increases his CAPs by +1.



G 3.7.2 Placing Control Markers

Some Generator Card Options have the Player place one of his Control Markers onto the map. Like Units, Control Markers may not be placed adjacent to an enemy Unit or Control Marker. The Control Marker option may include additional placement restrictions. The Player will sometimes be able to place Units with the Control Marker.

G 3.7.3 Defense Counters

Defense Counters include Hasty Defense, Bunkers, Wire, Trenches, Road Blocks, and Mines. Players may add 4 Smoke counters if they wish. When a Generator Card Option or AI Tile specifies that the Player place a number of random Defense Counters, the Player randomly draws the specified number from the Defense Counter supply. The Player then chooses one side of each Defense Counter and places it in any hex that does not already contain a Defense Counter or is adjacent to an enemy Unit or Control Marker. When a Trench or Bunker is placed in a Hex with a Unit, the Unit may be placed in the Defense Counter if permitted by the standard AtB rules. **Ex: Vehicles may not be placed in a Bunker or Trench.**

G 3.8 Adding Maps

When a Generator Card Option has a Player add another map, he places any other map of his choice so that its edge length matches the edge length of the map he is placing it adjacent to. If a Player's Units were to enter from a map edge that is connected to a new map, these Units now enter from the new map's edge opposite from where the maps connect.

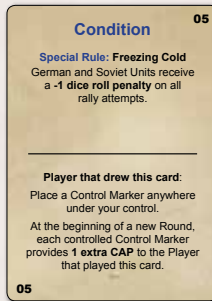
G 3.8.1 Switching Maps

When a Generator Card Option allows a Player to switch an existing map for another map not already in use, the new map is placed in the same place and connected to any other maps in the same way as the original map. Any Counters that were already placed on the old map are placed in the same numbered hex on the new map. If a hex does not allow the placement of a Counter (example - water), then that Counter is placed on the nearest eligible hex.

G 3.9 Condition Cards

Some Generator Cards direct Players to draw and play Condition Cards. A Condition Card's top option is a Special Rule that affects both Players. The bottom option is a benefit that only affects the Player that plays it.

When a Player plays a Generator Card top 'Special Event: Draw 2 Condition Cards' option, the Player draws two Condition Cards. He then chooses one Condition Card to play for the top option. This card is placed under the Special Rules space of his Card Record Board. The other Condition Card is played for its bottom option. If this bottom option provides a continuous effect during the Firefight, the Player places the Card under the bottom of his Card Record Board for reference.



G 4.0 Firefight Generation Completion

After both Players have played their last Generator Card, Players do the following to complete the Firefight's Generation:

1. Discard any unused Condition Cards, the Firefight Generator Decks, and all unplaced Defense Counters.
2. Players place their blue Command marker on their beginning CAP value (that was marked by a coin during setup), their AP Marker, and their VP Marker. The Initiative Player places the Round Marker on the 1st space of his Game Round track. The player who received the fewest number of units from the Generator cards that they played **gains 2 additional CAPs each turn.**
3. Beginning with the Initiative Player, each Player changes the facings of any or all of their Units that were placed on the map.

The Firefight is now ready to play!

Designer's Note: There are no restrictions on how many cards are played for their top option vs. their bottom option. Playing too many of one type of Option may result in a Player setting themselves up for defeat before the Firefight even begins. **Ex: A Player only plays his cards for bottom Unit options and ignores all top Victory Point options.**

G 4.1 Optional Rule

Both Players draw **one more** Generator Card than specified in the Guideline. When generating the Firefight, the last card each Player has remaining in their Hand is not played and is discarded. **Note:** Having to make the best decisions with limited Options is a key feature of the Firefight Generator, so we advise you use this Optional Rule sparingly.

G 4.2 Three & Four Player Firefights

Guidelines that call for 3 or 4 Players are prepared the same way as 2 Player Guidelines. When Players play Generator Cards, teammates alternate who plays a card when it is their team's turn. Teammates share a Card Record Board. All Victory conditions and Special Rules affect both Players of a team. However, Units are only placed and commanded by the Player that played the Generator Card.

G 4.3 Handicaps

A less experienced Player may need a handicap against a more experienced Player.

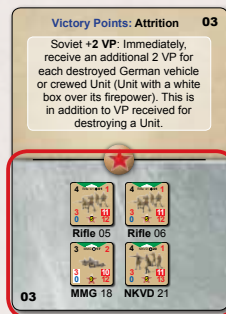
1. The Handicapped Player can receive 1 or 2 more CAPs than specified in the chosen Guideline, or
2. The Handicapped Player receives 1 more Generator Card in his Hand Size and **will play this extra card.**

Firefight Generation Example (continued from Page 2)

Phillip is the Initiative Player, so he will play a Generator Card first.

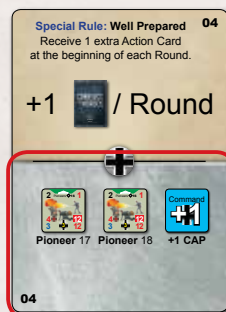
1. Phillip plays Soviet Generator Card 03 for the bottom Units option.

- He pulls Rifles 05 and 06, MMG 18 and NKVD 21, placing them next to his map entry edge.
- He places this card under the Units space of his Record Board.



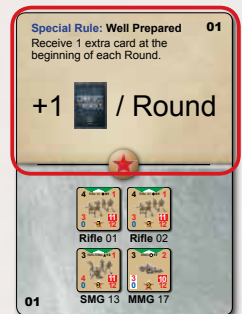
2. Matthew plays German Generator Card 04 for the bottom Units option.

- He pulls the two Pioneer Units and places them next to his map entry edge.
- He increases his CAPs level from 4 to 5.
- He places this card under the Units space of his Record Board.



3. Phillip plays Soviet Generator Card 01 for the top 'Special Rules: Well Prepared' option.

- He will pull 2 Action Cards at the beginning of each Round.
- He places this card under the Special Rules space of his Record Board.



4. Matthew plays German Generator Card 03 for the top 'Victory Points: Secure' option.

- Matthew places a Soviet Control Marker (CM) four hexes from his entry map edge on hex E09.
- Phillip may now place a Card's units on the map within 3 hexes of this Control Marker. He has only played Card 03 for units, so must use these Units. He decides to place NKVD 21 in heavy woods hex D11, Rifle 05 in hex F11 and MMG 18 in hex G07. He does not place Rifle 06, deciding to allow it to enter normally from his entry edge.
- Matthew places this card under the Victory Points space of his Record Board.





5. Phillip plays Soviet Generator Card 04 for the top 'Special Event: Partisans' option.

- Phillip places Rifles 07 and 08 on the Round 2 space on his Track Sheet.
- He increases his CAPs marker from 4 to 5.
- He places this card below card 01 in the Special Rules & Events section.

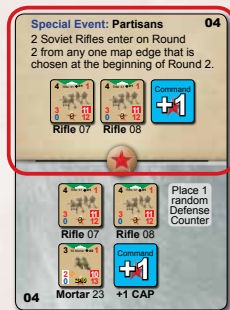
Matthew is now concerned, since Phillip played the Partisans Option. Matthew wanted to play Card 01 for more Units, but now feels that he may need more versatility setting up his units.

6. Matthew plays German Generator Card 01 for the top 'Special Event: Veteran' option.

- Matthew places Pioneer 17 in hex E13 and Pioneer 18 in hex D13. He could not set them adjacent to any enemy Units or the Control Marker (G 3.7). By placing them here, he hopes to be able to engage the Soviet NKVD 21 or Rifle 05 from their flank.
- He increases his CAPs from 5 to 6.
- He places this card under the 'Special Rules & Events' section of his Record Board.

7. Phillip plays Soviet Generator Card 02 for the bottom Units option.

- He pulls Rifles 03 and 04, and NKVD 20, placing them next to his map entry edge.
- He increases his Max Caps from 5 to 6.
- He places this card under Card 03, under the Units space of his Record Board.



8. Matthew plays German Generator Card 02 for the bottom Units option.

- He pulls Rifle 03, Pioneer 16, and LMG 11, placing them next to his map entry edge.
- He increases his Max Caps from 6 to 7.
- He places this card under Card 04, under the Units space of his Record Board.



All Cards have been played. Both Players place their CAP markers on their beginning CAP total. The Soviets begin with 6 CAPs and the Germans with 7 CAPs. This is the CAP level at the beginning of every Round, unless a Player loses Units (AtB 7.4).

Phillip, as the Initiative Player, may change the facings of any of his Units that are placed on the map (G 4.0). Then Matthew may change the facings of his Units.

Phillip draws 2 Action Cards (due to the Special Rule option he played) and Matthew draws 1 Action Card.

The Firefight begins.

The Players now each roll 2d6 to determine round Initiative (AtB 2.1). Matthew wins initiative and takes the first turn in Round 1. He group moves Rifle 03, Pioneer 16 and LMG 11 onto the map hexes L04 through L06 for 1 CAP.

And so on...

Guideline 1: Intro Firefight

Number of Players: 1 German & 1 Soviet

Rounds: 4

Duration: 30-45 min

Action Cards: All Action and Bonus Cards 02-07.

Map Setup: The Initiative Player chooses any one map.

Unit Setup: The Initiative Player chooses from which **long** map edge his Units will enter. The Opponent Units enter from the opposite edge.



German Guidelines

Generator Cards: 01-04

Hand Size: 4 cards

CAPs: 4

Action Cards: 1



Soviet Guidelines

Generator Cards: 01-04

Hand Size: 4 cards

CAPs: 4

Action Cards: 1

Guideline 2: Infantry Firefight

Number of Players: 1 German & 1 Soviet

Rounds: 5

Duration: 60 min

Action Cards: All Action and Bonus Cards 02-13.

Map Setup: The Initiative Player chooses any one map.

Unit Setup: The Initiative Player chooses which map edge his Units will enter from. The Opponent Units enter from the opposite edge.

Variant: Use a 3-8 card Hand Size for both Players. Both Players start with CAPs equal to their Hand Size.



German Guidelines

Generator Cards: 01-09

Hand Size: 5 cards

CAPs: 5

Action Cards: 1



Soviet Guidelines

Generator Cards: 01-09

Hand Size: 5 cards

CAPs: 5

Action Cards: 1

Guideline 3: Light Armor Firefight

Number of Players: 1 German & 1 Soviet

Rounds: 5

Duration: 45 min

Action Cards: All Action and Bonus Cards 02-13 and 20.

Map Setup: The Initiative Player chooses any one map.

Unit Setup: The Initiative Player chooses which map edge his Units will enter from. The Opponent Units enter from the opposite edge.

Variant: The non-Initiative Player chooses a second map to add to the first. Increase the Hand Size to 6.



German Guidelines

Generator Cards: 10-16

Hand Size: 5 cards

CAPs: 4

Action Cards: 1



Soviet Guidelines

Generator Cards: 10-16

Hand Size: 5 cards

CAPs: 4

Action Cards: 1

Guideline 4: Armor Firefight

Number of Players: 1 German & 1 Soviet

Rounds: 5

Duration: 60 min

Action Cards: All Action and Bonus Cards 02-13, 20, and 40.

Map Setup: The Initiative Player chooses any one map. The non-Initiative Player then chooses another map and places it next to the first.

Unit Setup: The Initiative Player chooses which map edge his Units will enter from. The Opponent Units enter from the opposite edge.

Variant: Only setup 1 map. Use a 4-10 card Hand Size for both Players. Both Players start with one CAP less than their Hand Size.



German Guidelines

Generator Cards: 10-25

Hand Size: 7 cards

CAPs: 6

Action Cards: 1



Soviet Guidelines

Generator Cards: 10-25

Hand Size: 7 cards

CAPs: 6

Action Cards: 1

Guideline 5: Full Deck Firefight

Number of Players: 1 German & 1 Soviet

Rounds: 5

Duration: 60 min

Action Cards: All Action and Bonus Cards 02-13 and 40.

Map Setup: The Initiative Player chooses any one map.

Unit Setup: The Initiative Player chooses which map edge his Units will enter from. The Opponent Units enter from the opposite edge.

Variant: Use a 3-10 card Hand Size for both Players. Both Players start with one CAP less than their Hand Size.



German Guidelines

Generator Cards: 01-25

Hand Size: 5 cards

CAPs: 4

Action Cards: 1



Soviet Guidelines

Generator Cards: 01-25

Hand Size: 5 cards

CAPs: 4

Action Cards: 1

Guideline 6: Light Armor & Infantry Firefight

Number of Players: 1 German & 1 Soviet **Rounds:** 5 **Duration:** 60 min
Action Cards: All Action and Bonus Cards 02-13, 20 and 40.
Map Setup: The Initiative Player chooses any one map.
Unit Setup: The Initiative Player chooses which map edge his Units will enter from. The Opponent Units enter from the opposite edge.
Variant: Use a 3-10 card Hand Size for both Players. Both Players start with one CAP less than their Hand Size.



German Guidelines

Generator Cards: 01-16 **Hand Size:** 5 cards
CAPs: 4 **Action Cards:** 1



Soviet Guidelines

Generator Cards: 01-16 **Hand Size:** 5 cards
CAPs: 4 **Action Cards:** 1

Guideline 7: Three Player Firefight

Number of Players: 2 German & 1 Soviet **Rounds:** 5 **Duration:** 90 min
Action Cards: All Action and Bonus Cards 02-13, 20 and 40.
Map Setup: The Initiative Player chooses any one map.
Unit Setup: The German 1 Player chooses which map edge his Units will enter from. The Soviet's Units enter from the opposite edge. The German 2 Player then chooses a map edge that none of the other Player's Units are entering from for his own Units to enter from.
Variant: Reverse the German and Soviet Guidelines so that there are 2 Soviet Players against 1 German Player.



German 1 Guidelines

Generator Cards: 01-16 **Hand Size:** 4 cards
CAPs: 3 **Action Cards:** 1



Soviet Guidelines

Generator Cards: 01-25 **Hand Size:** 8 cards
CAPs: 6 **Action Cards:** 2



German 2 Guidelines

Generator Cards: 01-16 **Hand Size:** 4 cards
CAPs: 3 **Action Cards:** 1

Turn order: German 1, Soviet, German 2, Soviet, German 1, ...

Guideline 8: Four Player Firefight

Number of Players: 2 German & 2 Soviet **Rounds:** 5 **Duration:** 120 min
Action Cards: All Action and Bonus Cards 02-13, 20 and 40.
Map Setup: The Initiative Player chooses any one map.
Unit Setup: The Initiative Player chooses which map edge his and his teammate's Units will enter from. The opponent team's Units enter from the opposite edge.
Variant: Each team has one Player's Generator Deck composed of cards 1-12 and the other Player's Deck composed of cards 13-25.



German 1 Guidelines

Generator Cards: 01-12 **Hand Size:** 4 cards
CAPs: 5 **Action Cards:** 1



Soviet 1 Guidelines

Generator Cards: 01-12 **Hand Size:** 4 cards
CAPs: 5 **Action Cards:** 1



German 2 Guidelines

Generator Cards: 13-25 **Hand Size:** 4 cards
CAPs: 5 **Action Cards:** 1



Soviet 2 Guidelines

Generator Cards: 13-25 **Hand Size:** 4 cards
CAPs: 5 **Action Cards:** 1

Generator Rules Index Table

Bonus CAPs	3.4	Rounds	3.6
Bottom Unit Option	3.1	Special Event Option	3.3
CAPs	3.4	Special Rules Option	3.3
Card Record Board	1.1	Units - Gaining	3.1
Condition Cards	1.2, 3.9	Units - Placing	3.7
Control Markers	3.7.2	Victory Points Option	3.2
Defense Counters	3.7.3		
Destroyed Units	3.2.1		
Generator Cards	1.0, 3.0		
Handicaps	4.3		
Initiative Player	2.0		
Maps	3.8		
Multiplayer Firefights	4.2		
Optional Rules	4.1		

Firefight Generator Design: **Gunter Eickert**

Rules Development: **Gunter Eickert, Uwe Eickert**

Rules Editing and Development: **Andrea and Dario Cantatore, Matthew Dedrick, Bruce Graumlich, Phillip Nolan James, James Palmer.**

The latest rules version, video rules, Q&A, additional free Missions, and much more can be found online at www.AcademyGames.com

Online forums for quick answers about the **AtB Firefight Generator:**
www.boardgamegeek.com/boardgameexpansion/174319
 or www.facebook.com/AcademyGames



Conflict of Heroes®: AtB Firefight Generator v27
 Copyright © 2015 - 2016 Academy Games Inc
 2201 Commerce Dr. Fremont, OH 43420 USA
www.AcademyGames.com

Solo Mission Generator

The Solo Mission Generator requires the Solo Expansion for Awakening the Bear. You should read the Solo Rules and play some of the included Missions before you generate a Solo Mission.

G 5.0 Solo Mission Generator Summary

The Player chooses any 2-Player Guideline and then sorts out which Generator Cards will be played for **both** sides. However, the Player does not know which side he will be playing until the Mission has been generated. Once the AI side is identified, a unique AI is automatically developed that is specific to the Generator Cards that were played for the AI.

G 5.1 Solo Guidelines

The Player chooses a 2-Player Guideline and prepares to generate the Firefight as normal, except he does not draw any Generator Cards into either side's hand. The Player takes on the role of both sides during the entire preparation.

G 5.2 Playing Generator Cards Solo

Randomly determine which side has the **Initiative** (this is side A). Starting with side A, the Player draws 2 Generator Cards from side A's Generator Card Deck. He resolves the top or bottom option from one of the cards and places that card in its proper space under side A's Record Board. The unplayed card is placed back **on top** of side A's Firefight Generator Deck.

The Player then draws 2 Generator Cards from the non-initiative side's (side B) Generator Card Deck. He resolves the top or bottom option from one of the cards and places that card in its proper space under side B's Record Board. The unplayed card is placed back on top of side B's Firefight Generator Card Deck.

The Player alternates pulling two Generator Cards and playing one of them for both sides, until each side has played the number of cards equal to the Hand Size stipulated in the Guideline. The Player then completes the Firefight Generation as outlined in section G 4.0.

G 5.3 Developing the AI

After the Mission has been Generated, the Player rolls 1d6 to determine which side he will play. Germans on 1-3, Soviets on 4-6.

There are 25 double sided AI Tiles that correspond to the Generator Cards. Each Tile has a German and a Soviet side.

The Player pulls the Tiles whose numbers correspond to the AI Generator Card numbers that were **played for top 'Victory Points' and 'Special Rules & Event' options**. The Tiles should be flipped to the side the AI is playing. These Tiles will be placed on the Solo Mission Board.

1 Mission Track
Execute the current Order Card as if it is a Command Order Card.

2 Mission Order
Highest FP AI closest to a Soviet Control Marker
► Fire at Unit closest to the Control Marker (+2 CAP)

3 Counteraction
If Player has less than 2 CAPs: AI closest to a Spent, Crewed Unit
► Move towards

G 5.3.2 The Solo Mission Sheet

Each AI Tile has a Defense Shield or Offense Burst symbol behind the Tile number that lets the Player know the aggression level of the orders.

- If more of the tiles have **Defense Shield Symbols**, then the **Defense** side of the Solo Mission Sheet is used.
- If more of the tiles have **Offense Burst Symbols**, then the **Offense** side of the Solo Mission Sheet is used.
- If there are an equal number of Defense Shield and Offense Burst Tiles, roll 1d6 to randomly determine which side to use.

The Solo Mission Board includes named and color-coded areas on which matching AI Tiles can be placed.

- Red colored **Counter Action** tile spaces
- Green colored **Mission Order** tile spaces
- Blue colored **Mission Track** tile spaces

The pulled AI Tiles (G 5.3), that match the played Generator Cards, are placed on the lowest numbered corresponding spaces on the Solo Mission Board. If there is more than one Tile of the same type, the lowest numbered Tile is placed first.

G 5.3.2 Counteractions

Counteractions are covered in the Solo Rules (Solo 7.0). They are often the last Priority Order on the Solo Order Cards.

Space 3 on the Counteractions Track has a default order listed that is active, unless a third Counteraction Tile is placed on this space. The third Counteraction Tile replaces the listed default order.

If more than one Counteraction is in play, the AI will attempt to execute one of them, beginning with the left most Counteraction.

G 5.3.3 Mission Orders

Mission Orders are covered in the Solo Rules (Solo 7.1). They are often the last Tactical Order on the Solo Order Cards.

Space 3 on the Mission Orders Track has a default order listed that is active, unless a third Counteraction Tile is placed on this space. The third Mission Order Tile replaces the listed default order.

If more than one Mission Order is in play, the AI will attempt to execute one of them, beginning with the left most Mission Order.

Solo Firefight Generation Example

continued from Generator Rules Page 5

The Player rolls 1d6 for a 3, which dictates that he will play the Germans. The AI will play the Soviets. Two Soviet Generator Cards were played for top options: cards 01 and 04. Matching tiles 01 and 04 are pulled, Soviet side up. Tile 1 has a Defense Shield and Tile 4 has an Offense Burst. The Player must randomly determine if the AI will play Offensively or Defensively. He rolls 1d6 and determines that the AI will play Offensively. The Solo Mission Sheet is flipped to its Offense side.

1 Mission Track
Execute the current Order Card as if it is a Command Order Card.

4 Counteraction
Hit AI from the chosen Generation Card closest to a Unit
► Rally
AI from the chosen card execute all move orders as **Low Risk**.

Tile 1 is placed on space 2 of the Mission Track, which is marked **Mission Tile 1a**. Tile 4 is placed on space 1 of the Counteractions Track.

Offense Generated Solo Mission Sheet

Counteractions

1 Counteraction
Hit AI from the chosen Generation Card closest to a Unit
► Rally
AI from the chosen card execute all move orders as **Low Risk**.

2 Tile 2

3 Tile 3
Default Counteraction
If an AI is in the Draw Cup:
► Draw an AI from Draw Cup
► Move onto the map hex closest to a Mission Objective or Unit.

Mission Orders

1 Tile 1

2 Tile 2

3 Tile 3
Default Mission Order
Unhit AI closest to a Unit
► Move towards and then Fire (+2 CAPs)

Mission Track

1 Mission Track Start

2 Mission Track
Execute the current Order Card as if it is a Command Order Card.

3 Advance
As AI Action:
Unhit fresh AI closest to a Unit
► Move 2 hexes towards (Do not make a spent check)
If no AI can Move, execute the Order Card.

4 Mission Tile 2a

5 Mission Tile 1b

6 CAP Surplus
While the Mission Marker is on this space, the AI adds +1 to all of its die rolls.

7 Mission Tile 2b

8 Battlefield Confusion
As AI Action:
Fresh, Highest FP Unit closest to an AI
► Mark as spent
If no Unit can be marked as spent, execute the Order Card.

9 Mission Tile 1c

10 Swift Action
The AI performs 2 Order Card actions in a row, drawing a new Order Card for the second action.
Only then is it the Player's turn.

11 Mission Tile 2c

12 3 Round Mission Ends

13 Careful Aim
As AI Action:
Highest FP AI closest to a Unit
► Fire (+4 CAPs)
If no AI can Fire, execute the Order Card.

14 Mission Tile 1d

15 Mission Tile 2d

16 4 Round Mission Ends

17 Mission Tile 1e

18 Command Experience
Shuffle 2 random Command Order Cards removed from the game, due to killed AI, back into the Order Card Deck.

19 Mission Tile 2e

20 5 or More Round Mission Ends

Copyright © 2015 Academy Games Fremont, Ohio 43420

G 5.4 Building the Order Card Deck

If the Solo Mission Board is on its **Defense** side, then a defense oriented **Order Card Deck** is built with **Solo Order Cards 05-43**.

If the Solo Mission Board is on its **Offense** side, then an offense oriented **Order Card Deck** is built with **Solo Order Cards 13-51**.

For each CAP the AI received from playing Top and Bottom Generator Card Options, add an unused Command Order Card to the Solo Order Deck.

If a Defense Order Card Deck was built, add the lowest numbered Order Card not already in the deck.

If an Offense Order Card Deck was built, add the highest numbered Order Card not already in the deck.

If the AI loses CAPs from played top and bottom Generator Card options, remove a Command Order Card from the Solo Order Deck.

If a Defense Order Card Deck was built, remove the lowest numbered Card from the deck.

If an Offense Order Card Deck was built, remove the highest numbered Order Card from the deck.

Shuffle the Order Card Deck and it is ready for play.

Ex: From the previous examples, the Solo Mission Board is on its Offense side. The player shuffles Order Cards 13-51, forming his Solo Order Card Deck.

The Soviet AI will receive two more Command Order Cards, because Generator Cards 04 and 02 each gave him an additional CAP. He pulls Order Cards 55 and 54, adding them to his Solo Order Cards Deck. He shuffles these and it is ready for play.

G 5.5 The Mission Track

If the AI pulls a Mission Track Tile, it is placed on space 2 labeled 'Mission Tile 1a'. As the Mission progresses, this tile will be advanced to successive 'Mission Tile 1' spaces. **Ex:** The tile is moved from space 2 (1a) to space 5 (1b), then to space 9 (1c), and so on.

If a second Mission Track Tile is pulled, it is placed on space 4 labeled 'Mission Tile 2a'. As the Mission progresses, this tile will be advanced to successive 'Mission Tile 2' spaces. **Ex:** The tile is moved from space 4 (2a) to space 7 (2b), then to space 11 (2c), and so on.

When the Mission Track Marker lands on or passes a Mission Tile, and any eligible Mission Tile Order is resolved, the Mission Tile is then advanced to the next space labeled with the same Mission Tile Number as the space it started from. **Ex:** The Mission Tile begins on space 2, which is labeled 'Mission Tile 1a'. After the Mission Track Marker lands on or passes this space, the Mission Tile is advanced to space 5, labeled 'Mission Tile 1b'.

If the Mission Track Marker passes over a Mission Tile whose text is not in a yellow box, the Mission Tile is not executed and the Tile is simply advanced to its next space.

G 5.5.1 The End Game Marker

A coin or other marker is placed on the space labeled with the Mission's Round length. The Mission ends immediately when the Mission Track Marker lands on or passes this space.

G 5.6 AI Draw Cup

The AI which will be entering from the map edge are placed into an AI Mission Entry Draw Cup. This is separate from the Rumored Enemy Draw Cup some AI may have been placed in during the Mission Generation. When no AI can execute a move order on the map, an AI counter is drawn from the AI Draw Cup. The drawn AI will move in from the entrance map edge. If the AI cannot complete the Move Order, the AI passes and the drawn AI counter is placed back into the AI Draw Cup.

G 6.0 AI Placement Advantage

If a Player needs to place counters during the game and he can place these counters in more than one hex, always place the counters to the AI's advantage.

Ex: Soviet Mission Track Tile 8 is in play. Maps 1 and 3 have been placed during the Mission generation. The Mission Track marker lands on Tile 8 and, as required, the Player draws Order Card 18. It specifies that a Rumored Enemy counter must be placed on hex D14. The Player will place the RE on hex D14 of either map 1 or 3, whichever is to the AI's best advantage.

G 6.1 AI Special Mission Parameters

Some AI Tiles list Special Mission Parameters that dictate how the AI or other units will execute orders. These Special Mission Parameters are listed in a lighter section on the bottom of the AI Tile and initiate Mission rules that have nothing to do with the Priority Counteractions.

These Special Mission Parameters are in effect for the entire Mission and affect all AI Order Card Actions and affected Units.

Ex: Soviet Generator Card 16 was played for its Top Victory Points 'Survive' Option. Soviet AI Tile 16 was placed on the Counteraction track.

Regardless of Counteractions, the Soviet Units chosen when the Top Victory Points 'Survive' Option was played may all only take **Low Risk** moves during the entire Mission. If an AI Order card calls for a Normal move, the chosen AI will execute it only as a Low Risk move.

16 Counteraction
Hit AI from the chosen Generation Card closest to a Unit
▶ **Rally**
The chosen AI execute all move orders as **Low Risk**.

16
Victory Points: Survive
Choose a Soviet card's Units. The German places these Units anywhere on the map within 3 hexes of each other.
Soviet 3 VP: At the end of the Firefight, gain 3 VP for each of these Units still alive.
BT-7 46 Zis-30 40 +1 CAP

G 6.2 Special Generator Card Solo Rules

Several Generator Cards must be played differently for them to work well with the solo AI. Change Generator Cards as follows:

• **German 14:** When this card is played, place 3 Rumored Enemy counters instead of a hidden Unit. Place 2 'No Enemy' counters and the Chosen Soviet Unit into the Rumored Enemy Draw Cup.

• **German 20:** The German AI does not plot an artillery strike at the beginning of each Round. The AI Tile will resolve the artillery strikes.

• **Soviet 08:** When this card is played, instead of placing hidden Units, place twice as many Rumored Enemy counters on the map as there are units on the chosen card. Place the chosen card's Units, along with an equal number of No Enemy counters, in the Rumored Enemy Cup. Place the mine hidden as normal. If the AI is playing the Soviets, replace the hidden mine with a Rumored Enemy counter and place a Mine counter in the Enemy Draw Cup.

• **Soviet 09:** If the AI receives the Molotov Cocktail, it is assigned to the Soviet SMG. The SMG will use the Molotov:
when it is **spent** in CC against infantry, or
when it is **fresh** or **spent** in CC against tanks.

• **Soviet 20:** The Soviet AI does not plot an artillery strike at the beginning of each Round. The AI Tile will resolve the artillery strikes.

• **Soviet 22:** If the AI is playing the Soviets, the Truck is not placed in the AI Draw Cup and will not perform any actions from an Order Card. Instead, the Truck moves its full movement for each space the Mission Track Marker advances. The Truck will enter on the road of the its entrance map edge and move along the road towards its exit map edge. During setup, the Player must choose the Truck's entrance and exit edges which must be connected by a road.

20 Mission Track
Draw 2 Order Cards. A German artillery strike lands on one of the hexes listed on one of the cards. The strike centers on the hex that will effect the fewest German AI and then the most Soviet Units.

20 Mission Track
Draw 2 Order Cards. A Soviet artillery strike lands on one of the hexes listed on one of the cards. The strike centers on the hex that will effect the most German Units and then the fewest Soviet AI.

G 6.3 Player Handicaps

If a Player finds the AI too easy to beat, start a Mission with 1 or 2 CAPs less than Generated. If a Player finds the AI too difficult to beat, randomly remove 1 or 2 AI Command Cards from the Order Card Deck.

G 6.4 Initiative

Player rolls 2d6. If ≥ 8 , the player has initiative. Player may add CAPs to die roll.

