BLOCKS IN THE WEST

Scenario start

Production start

Infantry, Armor, Fighter and Bomber Tech Level

Special Scenario Rules

Infantry, Armor, Fighter and Bomber Next Tech Level Development Month

Production Points Available/Month (yellow=manpower red=armor blue=air black barrel=OIL)

Strategic Rail Movement Available/Month

LONG SCENARIOS

SBW4: Operation Husky

Sicily July – August 1943 (4)

The Axis has already completed his turn and the HG PzDiv is in Reserve.
The Allies have a special BONUS for this scenario:
1. The Allies may land unopposed (NO MineDieRoll) in any Italian island AND, if successful, the Allies may mark 3 Italian ports out of supply.
2. Mussolini will be dismissed as soon as in the Victory Phase the number of the Allied units in Italy (Sicily and Sardinia inc.) is >Surrender Die Roll. Mussolini will then moved (face up) to Gran Sasso, but Italy is still at war.
3. Italy surrenders if Mussolini has been dismissed and the Allies control Sicily or both Sardinia/Corsica. As a consequence, all the Mediterranean Ports cannot be used any longer as an Axis supply source.
The Repubblica Sociale Italiana may be created.

SBW5: The Battle of England

July – October 1940 (4)

After an astonishing victory in France, Germany may close the match.
The Doenitz Plan is in play and in the eventuality the Radar Chain goes down, the British will have no chance to repel the German landing forces.

SBW6: Victory in the West

May – October 1940 (7)

Both SBW3 and SBW5 scenario's notes are in play.

SBW7: TieBreak

July – November 1943 (6)

The same situation as in the SBW4, but the scenario last for 5 turns.

SBW8: Overlord

Normandie, June 1944 – July 1944 (6)

The setup is limited to the Blue Area. The Axis has 4 armor units in Reserve Mode and has completed his June '44 Turn.
The Allies must land and be prepared to face the Axis reaction.
Operation Maple is effective

SBW9: Short Downfal

Western Front June-November 1944 (7)

As SBW8, but the setup and game play are NOT limited to the Blue Area and the scenario lasts for 6 turns.
Also the Axis player has completed his turn, but not in Italy.
The Allies should try to get Berlin before the end of November.

CAMPAIGN

SBW10: Downfall

June 1944 – May 1945 (9)

As SBW9, but the scenario lasts for at least 12 turns.
Encircling Berlin, instead of capturing it, may have some unexpected consequences: if Berlin is in Capital Supply, Himmler and Goering try to take over the Reich. Roll a die in the next Victory Phase only:
1= Goering is now the Reichfuhrer and the capital is moved to Obersaltzberg.
6= the capital is moved to Munich.
Also the Allies should rush, in order to prevent the Nazi Gotterdammerung.

This campaign may be also played in combination with BITE Bagration '44. In this case the Soviets and the Allies, even if formally allied, must get Berlin and Peneemunde before each other. One each is a TIE.

SCENARIO SETUP JOURNAL

Each scenario has a different difficulty level, rated in brackets from 1 (Very Easy) to 10 (Very Hard).
Details, such as production points, SRM, victory conditions, etc. are printed directly on the setup sheet.
Counter Units must be read face-to-face.
Special scenario rules and Optional Rules are summarized on the cards *(those already effective have a green check icon)*, printed on the setup sheets, and also available in 3 decks.

SHORTS

The 3 short scenarios have been developed with the precise intent to be used as tutorials and they should be played with the BR, even if they can be further replayed with the AR too.

SBW1: La Gotica '45

April - May 1945 (1)

A very basic and short scenario.

SBW2: Ardennes '44

December 1944 – January 1945 (4)

In this scenario the Fuhrer has ordered an offensive to split the Allies in two and recapture the precious harbourof Antwerpen.
But, given the actual situation, this task is almost impossible.
But alternatively, they may try to get a GMV by destroying at least 5 US GUs, as they have a special scenario BONUS for December 1944 ONLY (attack without the snowy weather MALUS, while the Western Allies suffer an additional MALUS.

SBW3: Fall Gelb

May – June 1940 (5)

This is the most interesting short scenario.
At the beginning of the scenario, BEFORE the German player starts his own turn, the Allies must decide the Defensive Plan:

A. Dyle-Breda Plan

The BEF and the French 1st, 7th and 9th Army's mobile forces must immediately react and enter Belgium to form a strong line behind the Dyle river and link up with the Dutch at Breda.
Cash and Carry remains active.
Lend Lease starts in March 1941: 3 Blue; 2 Red PP.
Partisans available in Belgium and Holland.
For this plan move:
1. the 1st DLM to Breda
2. the 1st BEFCorps to Gembloux
3. the 2nd BEFCorps to Bruxelles
4. the 3rd BEF Corps to Gent
5. Prioux DLM to Gembloux
6. 2nd Mot Corps to Dinant
7. the ¼ DLC to St. Vith.
8. the 2/5 DLC to Bastogne.

B. Dyle Plan.

The BEF, must immediately react and enter Belgium to form a strong line behind Dyle river .
WARNING!
Cash and Carry cancelled.
Lend Lease starts in March 1941: 3 Blue; 2 Red PP.
Partisans available in Belgium, but NOT in Holland
Dyle Plan Details:
1. the 1st DLM to Antwerpen
2. the 1st BEFCorps to Gembloux
3. the 2nd BEFCorps to Bruxelles
4. the 3rd BEF Corps to Gent
5. Prioux DLM to Gembloux
6. 2nd Mot Corps to Dinant
7. the ¼ DLC to St. Vith.
8. the 2/5 DLC to Bastogne.

C. Escheldt Plan.

Just to secure the left wing, the 7th Army and the BEF will enter Belgium and setup defensive positions behind the Escheldt river.
WARNING!
Cash and Carry cancelled, Lend-Lease NEVER available
Partisans NOT available in Belgium or Holland.
Germany may build Dutch/Belgian Armies (Jan '42)
Escheldt Plan Details:
1. the 1st DLM to Gent
2. the 1st BEFCorps to Gent

The option may be freely OR randomly chosen.

Nederland and Belgium have special rules for surrender, depending on the Defensive Plan chosen.
French AA is always HALVED.
A soon as Paris is Axis controlled or in Capital supply (encircled), France must ask for an armistice and the Germans must (in BITW only) accept it. As a consequence:
1. France immediately surrenders: remove all units from play.
2. Allied AU cannot bomb French/Dutch/Belgian inland cities before 2 Mulberries/Major Ports in France/Nederland/Belgium are Allied controlled.
3.* Vichy France created
4.* SPAIN remains neutral (Exceptions: Germany has 4 GUs in UKOR Soviet Union declares war on the Axis)

** Vichy France and Spain are included when playing BLOCKS IN THE WEST in combination with BLOCKS IN AFRIKA*

VENTO NUOVO GAMES