WAR STORIES
SCENARIO BOOK

NEW BATTLE MAP ATTRIBUTES

Command Post   In war, armies need to create command posts to better organize their attack. When you see this symbol in a Sector, it means that the first Unit to visit it will automatically "establish a Command Post" in the Sector. Some Command Posts are mandatory (they must be visited by at least 1 Unit) and others are optional.
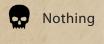
In game terms, visiting a Sector with a Command Post for the first time activates other Map features, like additional Items or access to a locked Bunker. Once a Unit enters a Command Post, these features become activated and available for all Units (see each Battle Map description for the specific features activated).

Also, a Command Post cannot be "deactivated".

Air Drop When moving into an Air Drop Sector, each Unit rolls a single Supply Die to see what it obtains from the Air Drop (see Supply Dice, below). Add the result on the Supply Die to the Unit's Resource card. Each Unit rolls separately – and only once – upon arrival in the Sector.

If more than 1 Air Drop symbol is present in a Sector, roll 1 Supply Die for each symbol and add the results together.

💀 Nothing	✬✬ 2 Stars	✬👤 1 Star + 1 Soldier
👤👤👤 3 Soldiers	⑦ 7 Item Points	🎖👤 1 Courage + 1 Soldier

"Fight Once" Sector This Sector has 2 different DEF values the first (and highest) is the one used in the very first combat by the first Unit to enter. Once this combat is resolved, the Sector takes the grayed 2nd value (0). If 2 or more Units enter the Sector at the same time, they decide among themselves who fights first. The other Units will benefit from the reduced DEF.

MAP N-25 MISSION ALBANY
JUNE 6TH, 1944, 0139
STE-MARIE-DU-MONT

Dedicated to Chaplain Francis L. Sampson, who bravely jumped into enemy territory armed only with his faith and his chaplain kit, and to the paratroopers of the US 101st Airborne Division.

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ FLAK VEST   ✓ POCKET BIBLE   ✓ RANGEFINDER   ✓ SIGNALLING LAMP

⊕ 🎲 **Special Damage** for this Battle Map: **-1 Specialist**

1 ▶ = **Starting Sector 4** Start with 4 Soldiers.

2 ▶ = **Starting Sector 1** Start with 3 Soldiers and the Corporal.

3-4 ▶ = **Starting Sector 2** Start with 5 Soldiers.

5 ▶ = **Starting Sector 3** Start with 4 Soldiers.

---

6 ▶ = **Starting Sector 6** Start with 3 Soldiers and the Scout.

½ **Items cost half here** All Items (including Legendary) can be found here for half their normal cost in Item Points, rounded down, when standing in this Sector. Cost modifiers like the Armored Car or the Quartermaster Specialist (from *Way to Hell*) are calculated before the cost of the Item is halved.

⌃⌃ ▶▶ ⌃⌃ Must stay 3 turns here: Units cannot leave this Sector until their Unit Marker indicates ⌃⌃.

MAP N-26 MISSION BOSTON
JUNE 6TH, 1944, 0205
STE-MÈRE-ÉGLISE

This Map is dedicated to Private Charles DeGlopper, who sacrificed his life for the safety of his comrades on D-Day, earning a posthumous Medal of Honor, and to the troops of the US 82nd Airborne Division ("All-Americans").

◆ **A Few Good Men** This rule affects the entire Battle Map. See p. 17 of the *War Stories* rulebook, and **Command Post** (below).

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ BAZOOKA   ✓ FLAK VEST   ✓ LUCKY CHARM   ✓ SIGNALLING LAMP

1 ▶ = **Starting Sector 1** Start with 4 Soldiers and 5 Item Points.

2 ▶ = **Starting Sector 2** Start with 3 Soldiers and 1 Courage.

3 ▶ = **Starting Sector 3** Start with 4 Soldiers.

4 ▶ = **Starting Sector 4** Start with 1 Soldier and the resources from an Air Drop (roll 1 Supply Die; see **Air Drop** on p. 2).

5 ▶ = **Starting Sector 5** Start with 3 Soldiers.

6 ▶ = **Starting Sector 6** Start with 1 Soldier and the resources from an Air Drop (roll 1 Supply Die; see **Air Drop** on p. 2).

🚩 **Command Post: Landing Zone (optional)** Once a Unit enters this Sector, the "A Few Good Men" rule is lifted. Units on this Map now gain Soldiers normally.

If counting Victory Points: Units gain 40 VP if they conquer the Bunker while "A Few Good Men" is still active.

Requirement: Lose any 2 Specialists to move here Any type will suffice (Regular, Reserve, Unique, Ranking, or Legendary).

MAP N·27 — MISSION CHICAGO
JUNE 6TH, 1944, 0400
HIESVILLE

This Map is dedicated to Flight Officer Charles Stephens of the 87th Troop Carrier Squadron and the men of the 438th Troop Carrier Group, who risked their lives bringing soldiers and supplies to the front lines aboard their fragile Waco gliders.

A Few Good Men This rule affects the entire Battle Map. See p. 17 of the *War Stories* rulebook for details.

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ AMPHETAMINES ✓ COMMAND JACKET ✓ POCKET BIBLE ✓ WIRECUTTERS

1 = **Starting Sector 4** Start with 4 Soldiers.

2-3 = **Starting Sector 1** Start with 2 Soldiers.

4-5 = **Starting Sector 3** Start with 1 Soldier.

6 = **Starting Sector 6** Start with 3 Soldiers and 1 Star.

Command Post: Scouting Area (mandatory) The first Unit to enter this Sector rolls 1d6 and looks at the result: this will determine which of the 2 Bunkers is considered the Final Bunker that must be conquered (if the roll is 3 or less, your target is Bunker 1; if 4 or more, target Bunker 2). The other Bunker does not need to be entered, but it may be.

Can stay here indefinitely When in this Sector, never adjust your Unit Marker. It stays on the face it was when you arrived here (⌃).

MAP N·28 — MISSION DETROIT
JUNE 6TH, 1944, 0407
STE-MÈRE-ÉGLISE

This Map is dedicated to Staff-Sergeant Geoffrey Thompson and to the brave men of the UK Glider Pilot Regiment who landed their wood-and-fabric Horsa gliders with pinpoint accuracy during the nighttime operations of D-Day.

A Few Good Men This rule affects the entire Battle Map. See p. 17 of the *War Stories* rulebook for details.

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ GAMMON BOMB ✓ GRAPPLING HOOK ✓ RANGEFINDER ✓ ROPE LADDER

1-3 = **Starting Sector 1** Start with 3 Soldiers and 1 Star.

4-6 = **Starting Sector 2** Start with 2 Soldiers and 2 Stars.

Command Post: Lost Gear (optional) At game start, randomly pick 3 Regular Items per player and place them in a pile beside the Battle Map: they are considered unavailable. These Items become available if a Unit enters this Sector.

Requirement: Lose 1 Explosive to move here You must discard any card that has at least 1 Explosive icon.

MAP N·29 — OPERATION TONGA
JUNE 6TH, 1944, 0342
RANVILLE

Dedicated to Lieutenant Denholm Brotheridge who died during the first minutes of Operation Tonga, making him the first Allied soldier killed in combat in D-Day, and to the men of the British 6th Airborne Division.

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ BAZOOKA ✓ COMMAND JACKET * ✓ GAMMON BOMB ✓ GRAPPLING HOOK

Special Damage for this Battle Map: **-3 Soldiers** (this means you lose 9 Soldiers total when rolling a 6).

1-2 ▶ = **Starting Sector 1** Start with 1 Soldier and the resources from an Air Drop (roll 1 Supply Die; see **Air Drop** on p. 2).

3-4 ▶ = **Starting Sector 2** Start with 5 Soldiers.

5-6 ▶ = **Starting Sector 3** Start with 6 Soldiers and 1 Star.

No "Fresh Troops" RWB here Units cannot gain a Fresh Troops RWB in this Sector, either by rolling dice or any other game effect. However, all 👥 results obtained during PHASE 1 still give 2 Soldiers to their Unit.

Free Item: Command Jacket The first Unit to enter this Sector automatically finds the Command Jacket for free. The Command Jacket cannot be found otherwise, even by game effects that allow players to find an unavailable Item.

* Solitaire play The Command Jacket is not available. Replace it with the Signalling Lamp, which is only available in this Sector.

Requirement: Leadership RWB To enter the Bunker, a Unit must obtain a Leadership RWB, or find a way to ignore Sector requirements. The Leadership RWB can either be gained normally in the Final Tally or through a game effect like the Command Jacket.

MAP N-30

MERVILLE BATTERY
JUNE 6TH, 1944, 0433, MERVILLE

This Map is dedicated to Lieutenant-Colonel Terence Otway, the men of the Parachute Regiment, 9th Battalion, and the men of the 1st Canadian Parachute Battalion, who defied the odds by conquering the Merville Battery with a fraction of their force.

AVAILABLE SPECIAL ITEMS FOR THIS BATTLE MAP

✓ AMPHETAMINES * ✓ FLAK VEST ✓ GAMMON BOMB ✓ WIRECUTTERS

1-3 ▶ = **Starting Sector 1** Start with 4 Soldiers.

4-6 ▶ = **Starting Sector 2** Start with 1 Soldier and 2 Stars.

Free Item: Amphetamines The first Unit to enter this Sector automatically finds the Amphetamines for free. The Amphetamines cannot be found otherwise, even by game effects that allow players to find an unavailable Item.

* Solitaire play Amphetamines are not available. Replace them with the Signalling Lamp, which is only available in this Sector.

Cannot reduce DEF here No game effect can reduce the DEF in this Sector (including Items, Awards or Specialists). MGF can be reduced or ignored normally.

Can stay here indefinitely When in this Sector, never adjust your Unit Marker. It stays on the face it was when you arrived here (⌃).

Requirement: Battle Cry RWB To enter the Bunker, a Unit must obtain a Battle Cry RWB, or find a way to ignore Sector requirements. The Battle Cry RWB can either be gained normally in the Final Tally or through a game effect like the Amphetamines.

SILENCE THE GUNS FOR 2 MAPS + 2-5 PLAYERS

FROM: SHAEF REF. MAP N-30: MERVILLE BATTERY
SECURITY LEVEL: SECRET REF. MAP N-04: SWORD BEACH
URGENT: Intelligence reports Merville Battery targeting Sword Beach. Stop these guns and protect the landing forces!

Place the Merville Battery and the Sword Beach Maps (N-30 and N-04) "head to head" so that the Bunker edges align with one another to create one large Map. Players choose which end of this Map to start from (at least 1 player per Map). Place the Bazooka plus all available Special Items from both Maps in the pool.

In this scenario, Sword Beach is under artillery fire: all its Sectors are at DEF +1 until a Unit occupies Merville Battery Sector 11 to take out the artillery (place a token on that Sector as a reminder). Sword's Bunker cannot be entered until someone has conquered Merville's Bunker.

To win this scenario, both Bunkers need to be conquered.

Maps and Adjacency

- Where the Maps touch, their top rows are considered adjacent. Movement between Maps is possible using the target Sector's cost if you move into that Sector from the Sector below it (for example: moving from Merville's Sector 14 to Sword's Sector 15 would cost 5 Courage). Units that move from Merville to Sword <u>cannot</u> go back to Merville, or vice-versa (there is no retreating).

- The Bunkers are adjacent: once a Unit has conquered a Bunker, it can remain in play or remove itself (using standard winning rules: placing its Specialists beside the conquered Bunker to help other Units). If it remains in play, it must stay until the last Unit has conquered its Bunker. If it is wiped out during that time, the game is lost for everyone.

- When on the opposing Map, a Unit may continue to Advance from its higher numbered sectors "forward" into the lower-numbered ones, since that Map is upside-down for the Unit.

- You can play the Mortar on the top row of one Map to affect the other Map.

- To keep track of Map effects being activated/deactivated, use the double-sided green/red tokens from the base game to place on Sectors.

Cards and Game Effects

- Cards or effects that affect "all Units" affect Units on both Maps.

- The Carrier Pigeon allows Units to trade resources between Maps

- The Lieutenant allows dice trading as normal, but can only be rallied in Sector 5 of Sword Beach.

- Amphetamines can only be found in Merville Battery's Sector 6.

- If only 1 Unit starts on Merville, replace Amphetamines with the Signalling Lamp per Merville's solitaire rules.