SPOILED AFTERNOON

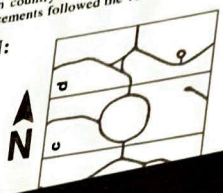
IT DON'T COME EASY

Scenario Design: Pete Shelling

ASL SCENARIO J158

NOVILLE, BELGIUM, 15 January 1945: The troopers from Easy Company of the 506th Parachute Infantry Regiment had been through a lot in the past month with little rest. In addition, many replacements had come into the ranks, some of whom were not even paratroop-qualified. By the middle of January, "Easy" was on the attack again. Major Dick Winters entrusted them with one more assault to retake ground east of Bastogne lost a month earlier. The "Screamin' Eagles" griped and moaned in the freezing Belgian countryside, but Easy Company's vets followed Winters' orders–and the replacements followed the vets.

BOARD CONFIGURATION:



BALANCE:

☆ One 3-3-7 HS and one BAZ 45 from the American Turn 2 reinforcements may enter on Turn 1 instead.

VICTORY CONDITIONS: The Germans win immediately upon ... 4 Exit VP (including ...) ... prisoners do not c... American MMC in ...

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AMERICAN S...

GERMAN M...

RULES

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Requirements

Product

Scenarios
overlays
maps
your publisher

each will have rotating fields
rotate find item get requirements

product
scenarios
maps
overlays

screen leads to four main components

scenarios

desc.
source
publisher
~~maps~~

maps

desc.
source
publi

overlays

maps
overlays
sides
name
location
time
source
start
turns
your publisher

find what scenarios represented by map

click on scenarios
enter #
see requirement

product
what sc. can be played w/ ?

maps
what scenario require it?

overlays
what

could prefer
~~that~~ user database
could put in
what you have
+ what you can
play