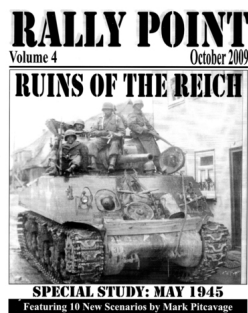


## Rally Point: ASL Scenario Pack - Ruins of the Reich



Rally Point Volume 4: Ruins of the Reich is a special study of May 1945, featuring new scenarios designed by Mark Pitcavage.

Rating: Not Rated Yet

**Price**

Price £22.95

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### Description

**Rally Point Volume 4: Ruins of the Reich** is a special study of May 1945, featuring new scenarios designed by Mark Pitcavage. These 10 scenarios are presented in the Schwerpunkt easy-to-read format on high-quality cardstock.

RPT31 Able Was I Ere I Saw Elba: Trieste, Italy, 1 May 1945: Desperate urban combat between a ragtag group of German, Italian, and Croatian defenders and angry Yugoslav attackers. Includes rules for a three-player game! The scenario uses half-boards 20, 51, and z. Game Length: 8.5 turns.

RPT32 Attack to Retreat: Basovizza, Istrian Peninsula, 1 May 1945: A retreating German mixed infantry/armor force must break through a cordon of Yugoslav partisans gunning for revenge. A tense gantlet-running scenario in which both sides will feel desperate. The action takes place on most (but not all) of boards 3 and 50. Game Length: 7.5 turns.

RPT33 The Kindness of Strangers: Fernstein, Austria, 3 May 1945: American infantry must cross a freezing river and capture a German headquarters defended by brittle German troops. Firelanes, fog, and ELR abound. This scenario uses half-boards 15, 32, 36, and 39. Game Length: 6.5 turns.

RPT34 Last Stand of the Besotten Jenny: Itter, Austria, 5 May 1945: One of the most unusual tactical situations in World War II, this action features a mixed American-German force holed up in a castle, hoping to hold off angry Waffen SS soldiers until the American cavalry comes to save them! This scenario uses boards 24 and 47. Game Length: 6.5 turns.

RPT35 Sword of Damocles: Olmütz, Czechoslovakia, 5 May 1945: Soviet attackers must use their heavy armor to help force a river crossing in this old-fashioned late war urban action that takes place on boards 23 and 51. The Germans have tank hunting units to help stop the Soviet onslaught, but their own vehicles are very low on gas. Game Length: 6.5 turns.

RPT36 The Kings are Dead: Halbe, Germany, 1 May 1945: The last King Tigers of the German Army must spearhead this desperate breakout attempt, but will they have enough fuel to get off the board? Meanwhile, the German infantry accompanying them has an irritating habit of deserting. This scenario uses boards 10, 13, and 42. Game Length: 6.5 turns.

RPT37 Fury at Zhuri: Zhuri, Czechoslovakia, 5 May 1945: American anger is unleashed after cadets from a German NCO school use a captured American armored car against them. This scenario uses half boards 17 and 46. Game Length: 6.5 turns.

RPT38 Wolves in the Forest: between Waldmünchen and Domažlice, Germany, 1 May 1945: Desperate Germans hope to defend a wooded roadblock long enough to slow the Americans down. The scenario uses portions of boards 5 and 52. Game Length: 7.5 turns.

RPT39 Czechs and Balances: Prague, Czechoslovakia, 9 May 1945: Trapped like rats, a company of Waffen SS soldiers struggles to escape a net of Czech partisan and Russian Army of Liberation troops. If the Germans take too long, they may run into the advance elements of the Red Army. This scenario uses boards 8, 20, and 22. Game Length: 6.5 turns.

RPT40 Most Barikádníku: Prague, Czechoslovakia, 7 May 1945: A heavily armed Waffen SS force must force a bridge crossing held by lightly armed but determined Czech partisans. Watch out for those Czech Panzerfausts! This scenario uses boards 1 and 51. Game Length: 5.5 turns.