

BERLIN

GERMAN

FORCES ON THE EASTERN FRONT, 1945

LINKED CAMPAIGN



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

GERMANY & BERLIN BATTLES

The Allies have begun their final push to defeat Germany, the Soviets are pushing across the Oder towards Berlin, and through Czechoslovakia and Austria, while the Americans and French push into southern and central Germany and the British and Canadians push northwards. Can Germany hold off this onslaught?

Blood on the Streets recreates the city fighting that occurred in Berlin, Vienna and many other German cities in the last months of the war.

Night Attack recreates the a German armoured night attack against a confident Allied force in a desperate attempt to hold back their advance.

LINKED CAMPAIGN

You can play these battles as a linked campaign, with each battle's outcome affecting the next.

The Allies are the attacking player in each game unless otherwise stated.

1. Play **Hammering the Line** first to reflect the initial attacks on the German mainline of defence at the start of an offensive operation.
 - If the Allies won a Stunning or Major Victory in the Hammering the Line mission, they have heavily reinforced their bridgehead, roll one extra dice each turn for Reserves.
 - If the Germans won a Stunning or Major Victory in the Hammering the Line mission, they have confined the bridgehead to a small area. The Allied player has one less dice each turn when rolling for reserves (so will only begin rolling from turn two).
2. Play **Bridgehead** as the Allied forces attempt to push out of their bridgeheads across a major river and the Germans counterattack. The German player is the Attacker.
 - If the Allies won a Stunning or Major Victory in the Bridgehead mission, the Germans are caught off balance and their attack is delayed. Play the mission with the Dawn rules instead of Darkness.
 - If the Germans won a Stunning or Major Victory in the Bridgehead mission, they further delayed the Allied advance, so the Allied Reserves become Deep.
3. Play **Night Attack** as the Germans take advantage of the night to blunt the Allied offensive. The German player is the Attacker.
 - If the Allies won a Stunning or Major Victory in the Night Attack mission, they have slowed the Allied advance, roll two dice for each Unit that arrives from reserve and pick one to determine where they will arrive.
4. Play **Encirclement** as the German counterattack overextends and they run the risk of encirclement.
 - If the Allies won a Stunning or Major Victory in the Encirclement mission, they have disrupted the German mobile reserves, Reserves are now Delayed.

5. Play **Blood on the Streets** last as the Allies attempt to seize the key objective city of their operation.
 - If the Allies won a Stunning or Major Victory in the Blood on the Streets mission, they have disrupted the German mobile reserves, Reserves are now Delayed.
- If the Allies won a Stunning or Major Victory in the Encirclement mission, the Germans are forced to retire and fight to defend an important city. With less time to organise their defence they are under extreme pressure, so the German player can only win the game on turn seven (rather than six) if they meet their victory conditions.
- If the Germans won a Stunning or Major Victory in the Encirclement mission, they have bought themselves more time, so the German player can win the game on turn five (rather than six) if they meet their victory conditions.

The outcome of the **Blood on the Streets** mission decides the ultimate outcome of the entire campaign.

FW273B

To add even more variety to your games get the Battle for Berlin Ace Campaign

This is a narrative-driven system where players get to create their own heroes and fight on the borders of Germany, holding the approaches to Berlin, or making a drive to the Reich's capital.



HAMMERING
THE LINE

BRIDGEHEAD

NIGHT
ATTACK

ENCIRCLEMENT

BLOOD ON
THE STREETS

HAMMERING THE LINE

The Soviet reconnaissance in force has discovered a weakness in the German lines through which heavy tanks, assault guns, and infantry will attempt a breakthrough into the rear areas of the German lines.

SPECIAL RULES

- Ambush (Defender)
- Immediate Deep Reserves (Defender)
- Flanking Delayed Reserves (Attacker)

SETTING UP

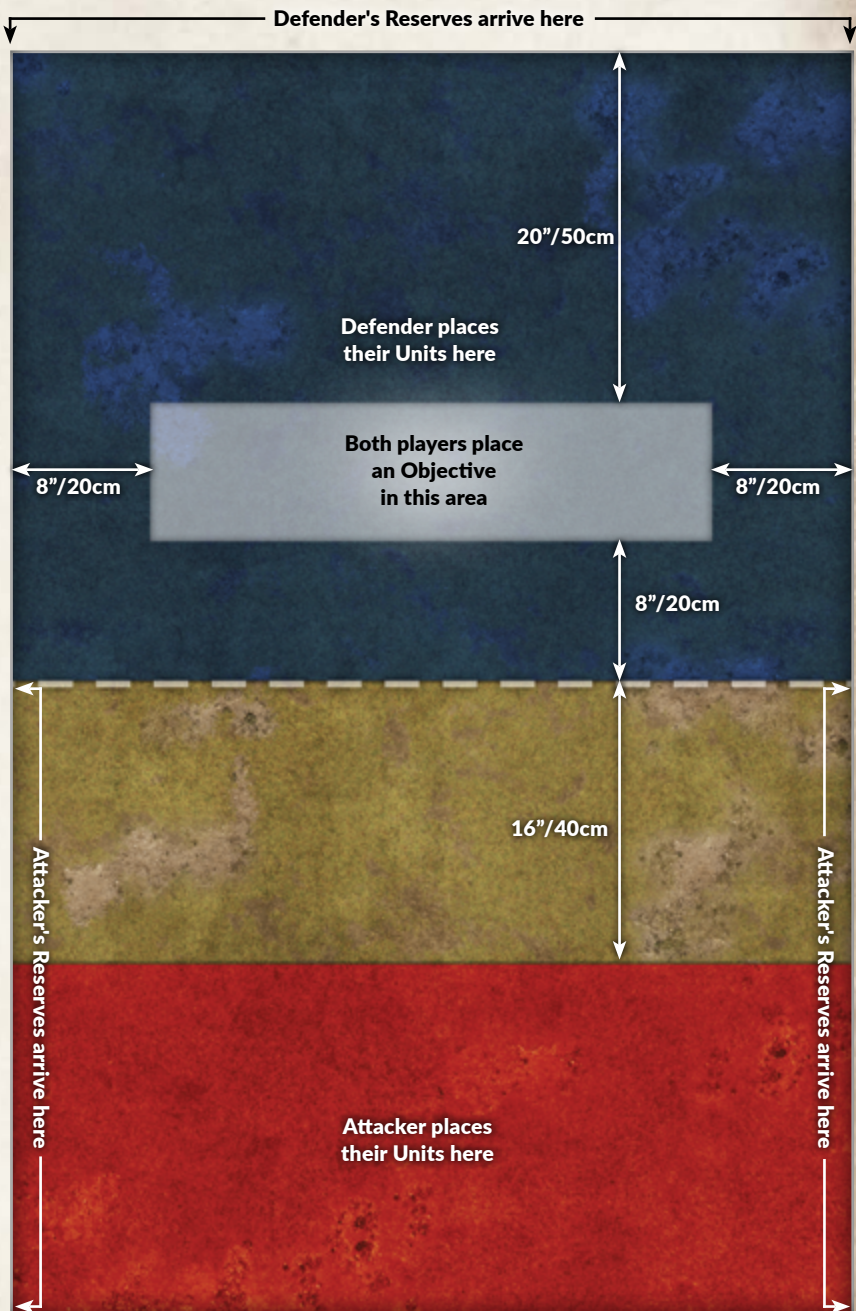
1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.
2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 8"/20cm from table centre line, 8"/20cm from side table edges, and 20"/50cm from the Defenders rear table edge.
3. The Defender may place one Minefield and two Barbed Wire Entanglements for each 25 points in their Force anywhere outside the Attacker's deployment area.

DEPLOYMENT

1. The Defender selects up to 60% of their Force to deploy and holds the rest in Immediate Deep Reserve. Reserves arrive from their short table edge.
2. The Attacker places at least one Unit in Delayed Reserve. These will arrive along either side edge in the Attacker's half of the table.
3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender may hold one of their Units in Ambush.
5. The Defender then places their remaining Units in their table half.
6. The Attacker places their remaining Units in their table half at least 16"/40cm from the table centre line.
7. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

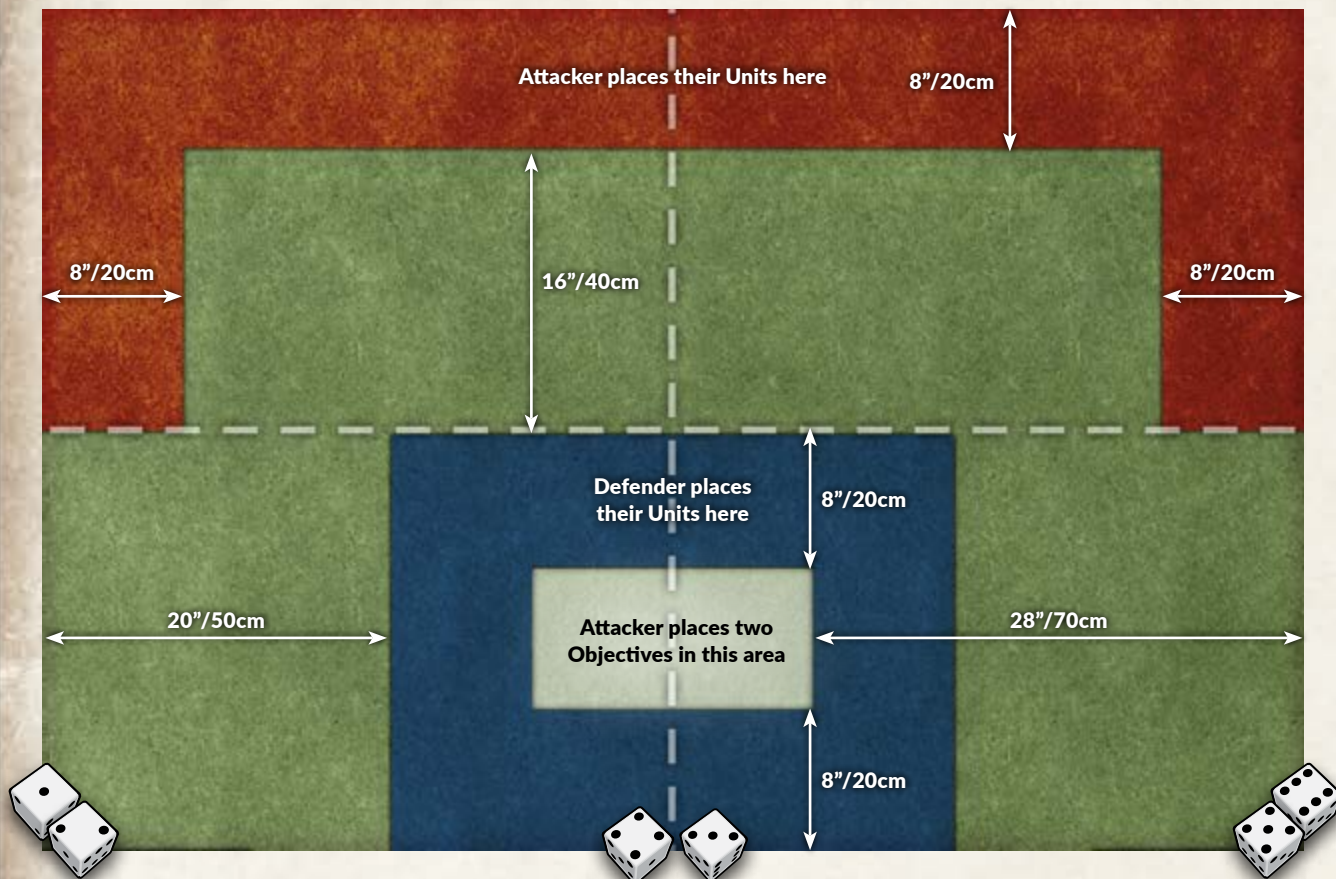
The Attacker has the first turn.



WINNING THE GAME

- The game cannot be won before the sixth turn.
- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

BRIDGEHEAD



Defender rolls to see where their Reserves Arrive

The enemy has forced a bridgehead across a river with light troops. Cut them off and destroy them.

SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Immediate Reserves (Defender)
- Minefields (Defender)

SETTING UP

1. The Defender picks a long table edge to defend from. The Attacker attacks from the opposite edge.
2. The Attacker places two Objectives at least 8"/20cm from the centre line, at least 8"/20cm from long table edge, and at least 28"/70cm from the short table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.

DEPLOYMENT

4. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Immediate Reserve. The Defender will dice to see where each Unit will arrive.
5. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.

6. The Defender may hold one of their deployed Units in Ambush.
7. They place their deployed Units in their table half at least 20"/50cm from the side edges.
8. The Attacker places all of their Units in their table half at least 16"/40cm from the long centre line or within 8"/20cm of the table side edge.
9. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

NIGHT ATTACK

When the enemy has been advancing continuously for days. The general has ordered you to make a counterattack to disrupt the enemy advance. You chose to attack under the cover of darkness to catch them by surprise and to take advantage of some new equipment that just may give you the upper hand.

SPECIAL RULES

- Delayed Reserves (Defender)
- Night Fighting (Both players)
- Darkness (Both players)

SETTING UP

1. The Defender picks two diagonally opposite table quarters to defend. The Attacker picks a quarter to attack from.
2. The Attacker places one Objective in one of the Defenders table quarters at least 8"/20cm from all table edges, and one Objective in the remaining table quarter at least 8"/20cm from all table edges.

DEPLOYMENT

1. The Defender selects up to 60% of their Force to deploy and holds the rest in Delayed Reserve. Reserves arrive within 16"/40cm of either of their table corners.
2. The Defender then places their remaining Units in either of their table quarters, divided as they wish.
3. The Attacker places their Units in their table quarter at least 8"/20cm from both table centre lines.
4. All Infantry and Gun Teams start the game in Foxholes.

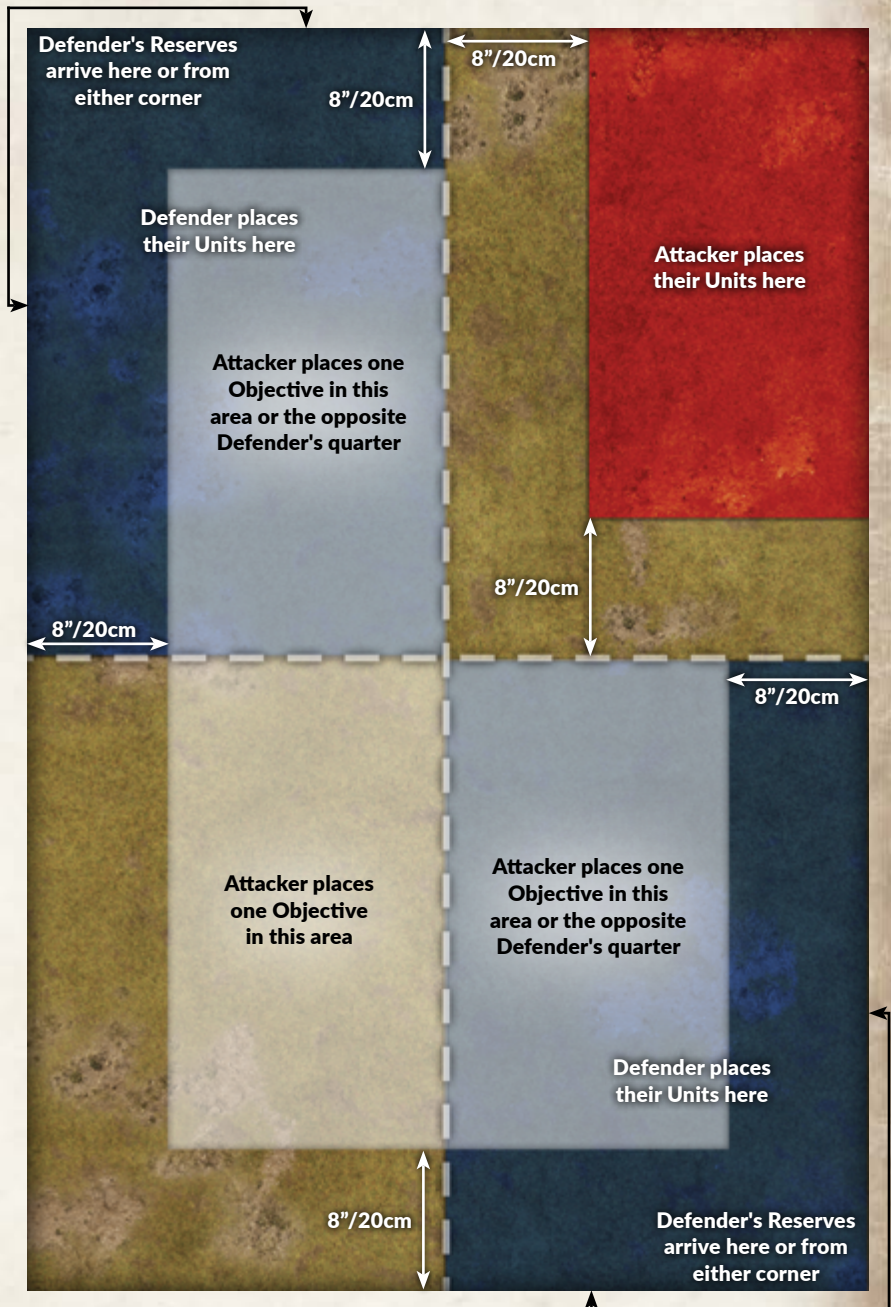
WHO GOES FIRST

The Attacker has the first turn.

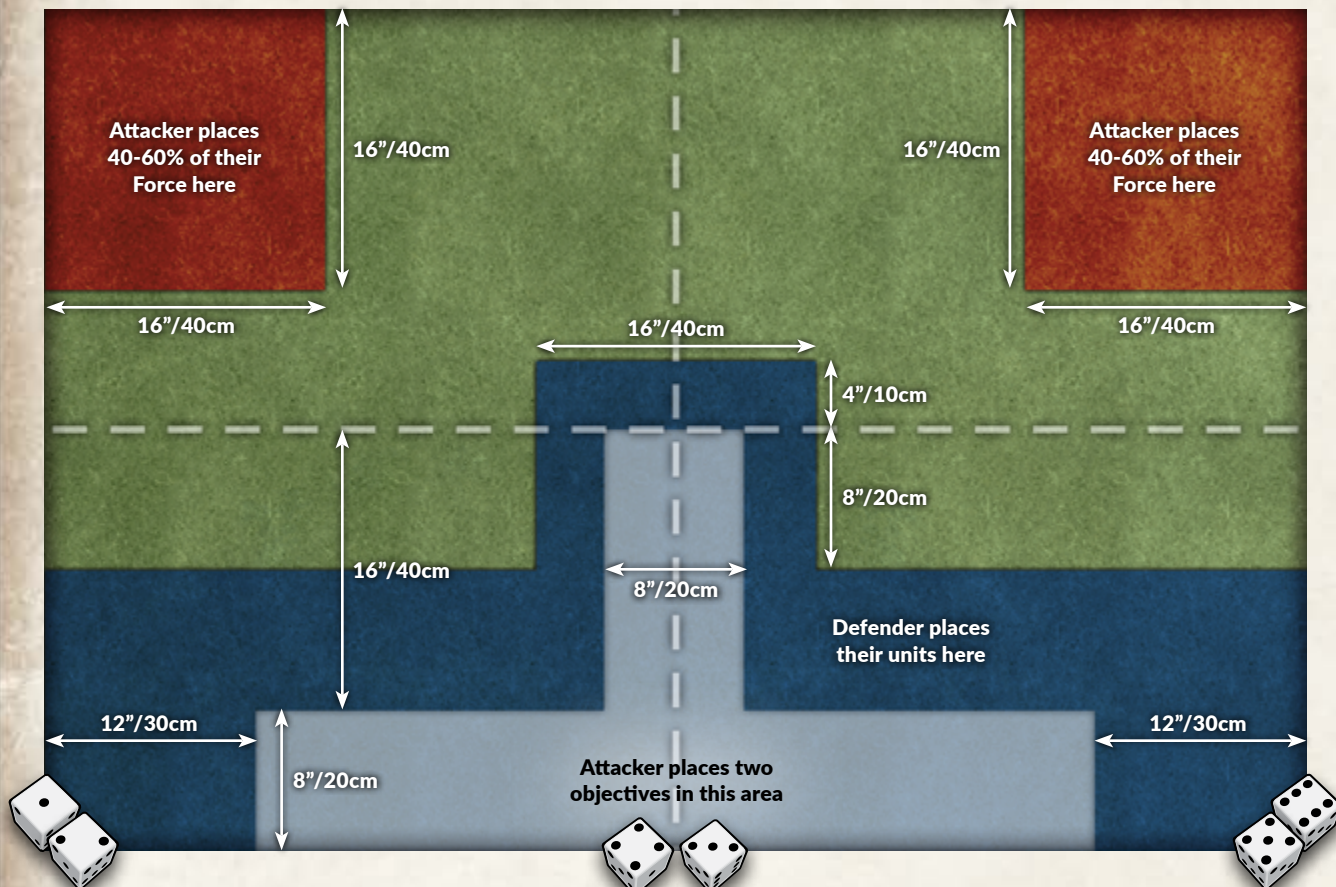
WINNING THE GAME

The game cannot be won before the sixth turn.

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.



ENCIRCLEMENT



Defender rolls to see where their Reserves Arrive

The enemy has pushed forward too fast, leaving their flanks unsecured. Your counterattack will encircle and destroy them.

SPECIAL RULES

- Ambush (Defender)
- Immediate Scattered Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend from. The Attacker attacks from the opposite side of the table.
2. The Attacking player places two Objectives in the Defender's table half. Objectives must be either at least 16"/40cm from the long table centre line and 12"/30cm from the short table edges, or within 4"/10cm of the short table centre line.
3. The Defender may place one Minefield for each 50 points in their force anywhere outside the Attacker's deployment area.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Scattered Reserve. The player will dice to see where each Unit arrives.
2. The Defender may hold one of their Units in Ambush

3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender then places their remaining Units in their table half at least 8"/20cm from the long table centre line, or within 8"/20cm of the short table centre line and no more than 4"/10cm into the Attacker's table half.
5. The Attacker selects between 40% and 60% of their force to deploy within 16"/40cm of both table edges at one corner of their table half.
6. The Attacker deploys the rest of their force within 16"/40cm of both table edges at the other corner of their table half.
7. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

BLOOD ON THE STREETS

When the enemy is determined to hold a city they attacker must ferret out each pocket of defenders, block by block, street by street until each sector is secured.

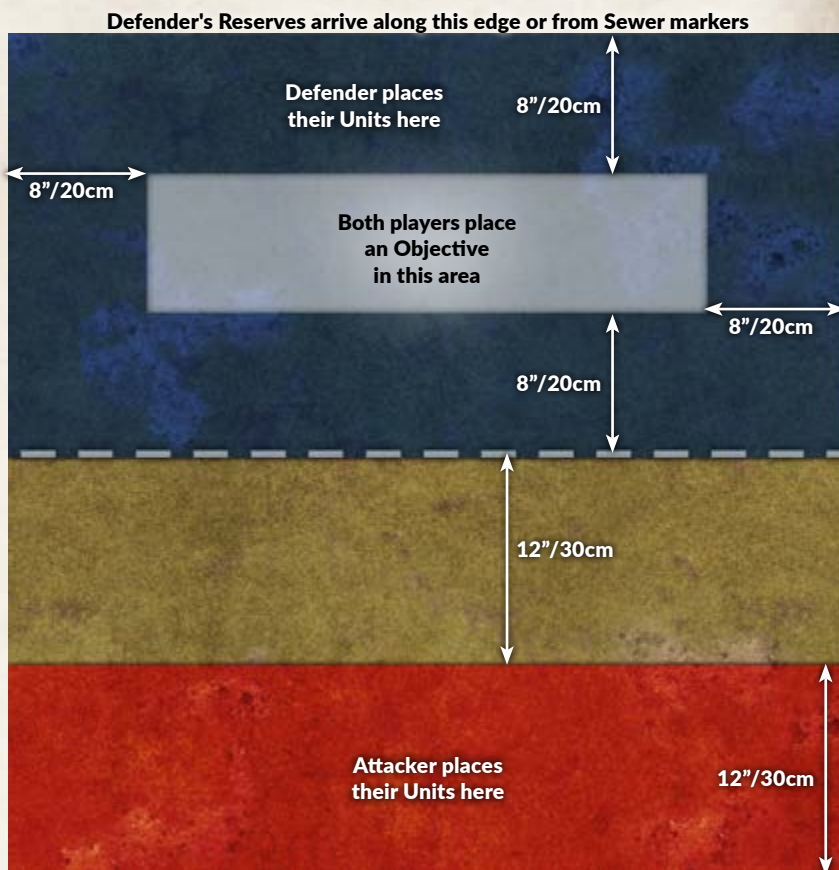
Note: This Mission is designed to be used with city terrain with buildings, rubble and streets making up the bulk of the terrain. For the full rules for using City Buildings on your urban table download the City Fighting rule booklet for free from www.FlamesOfWar.com.

SPECIAL RULES

- Ambush (Defender)
- Deep Immediate City Reserves (Defender)
- City Defence (Defender)
- Across the City (Both players)

SETTING UP

1. The Table Size is 4'/120cm x 4'/120cm.
2. The Defender picks a table edge to defend from. The Attacker attacks from the opposite edge of the table.



3. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 8"/20cm from table centre line and 8"/20cm from all table edges.
 4. The Defending player selects four points of Fortifications, one Minefield, one Street Barricades, and one Barbed Wire Entanglement for each 25 points in the Attacker's force.
 5. The Defender now places their selected Fortifications, Minefields, Street Barricades, and Barbed Wire Entanglements in their Deployment area. Fortifications must be placed at least 2"/5cm apart, at least 2"/5cm from Objectives, and may not be placed to block a road, railway line, or ford, nor in water.
 6. The Defender places one Sewer marker for each 25 points of their force anywhere outside the Attackers deployment.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush and those off table using the Across the City rule) Artillery Units.
 3. The Defender may hold one of their Units in Ambush.
 4. The Defender then places their remaining Units in their table half.
 5. The Attacker places their Units in their table half at least 12"/30cm from the table centre line.
 6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

DEPLOYMENT

1. The Defender selects up to 40% of their Force to deploy and holds the rest in Deep Immediate Reserve. Reserves arrive from their edge at the rear of the table or from one of the placed Sewer markers if a Unit entirely made up of Infantry teams.

BLOOD ON THE STREETS SPECIAL RULES

CITY DEFENCE (DEFENDER)

The Defender's Force has 50% of the points total of the Attacker's Force. For example if the Attacker has 100 points, the Defender will have 50 points.

The Defender's Force has an additional 4 points of Fortifications, a Minefield, a Street Barricade, and a Barbed Wire Entanglement for each 25 points in the Attacker's Force. The Fortifications and their rules are shown on pages 105 to 106.

CITY RESERVES (DEFENDER)

In a mission with City Reserves, the player may only have 40% of their Force on table at the start of the game (rather than the usual 60%).

The player with City Reserves gets one Sewer marker for each 25 points in their forces. These markers are placed anywhere outside the Attacker's deployment. Any of the player's Reserve Units coming from reserve, and are made up entirely of Infantry teams, may arrive from one of the Sewer markers instead of the designated table edge. Like any reserve they have to move on and the movement is measured from the Sewer marker as if a table edge.

A Sewer marker is removed from the table each time one of the player's Units arrived from reserve. If they arrive via a Sewer marker, then that marker is removed. If they arrive via the table edge the defending player selects a marker to remove.

ACROSS THE CITY (BOTH PLAYERS)

During Deployment, Artillery Units can be placed off the table and fire Artillery Bombardments from there. When they arrive from Reserves, they can either immediately start firing bombardments from off the table or be placed on table as normal.

Units with both artillery and other types of weapons can choose which teams will be left off table as an Artillery Attachment, and which will fight on the table. If the part of the Unit on table is Destroyed, the Artillery Attachment is also Destroyed.

Artillery can not be targeted while off the table.

Teams on the table cannot fire Artillery or Smoke Bombardments.

Ignore Artillery off the table when determining if your Unit or Formation is in Good Spirits.

When firing Bombardments from off the table, your Artillery batteries can Spot from any point along the table edges of your Deployment Area.

BLOOD ON THE STREETS FORCES

ATTACKER	DEFENDER			
FORCE POINTS	FORCE POINTS	ON-TABLE	FORTIFICATIONS	RESERVES
150	75	30	24 Fortification Points* + 6 Minefields + 6 Barbed Wire Entanglements	45
125	62	25	20 Fortification Points* + 5 Minefields + 5 Barbed Wire Entanglements	37
100	50	20	16 Fortification Points* + 4 Minefields + 4 Barbed Wire Entanglements	30
75	37	15	12 Fortification Points* + 3 Minefields + 3 Barbed Wire Entanglements	22

OBSTACLES RULES

MINEFIELDS

The location of a Minefield is shown by a Minefield marker. Any Team moving within 2"/5cm of a Minefield marker risks being knocked out.

A Team that then Moves into a Minefield must roll a die.

- If the score is at least equal to the Unit's Skill rating (or its Tactics rating if different), the Team crosses the Minefield safely.
- Otherwise, the Team was hit by a mine with Anti-tank 5 and Firepower AUTO and must take a Save to survive (using its Top armour if it is a Tank Team) (pages 59 to 62). If a Tank Team is Bailed Out or Destroyed, it halts in the middle of the Minefield. If it survives, it continues moving unharmed.

A Unit that took hits from a Minefield will be Pinned Down (page 64) when it finishes moving.

CLEARING A MINEFIELD

A Unit Leader that is not Pinned Down may issue a Mine Clearing Order as a Movement Order instead of Moving in the Movement Step.

If it does so, any Tank Team with a Mine Clearing Device (such as a plough, rollers, or flail) or any Infantry Team from the Unit within 6"/15cm of the Unit Leader may immediately remove a Minefield within 2"/5cm (having moved into the Minefield on a previous turn) instead of Moving. The Team is counted as Moving, but does not Move, and cannot Move further, Shoot or Assault.

BARBED WIRE ENTANGLEMENTS

The location of a Barbed Wire Entanglement is shown by a Wire marker.

An Infantry team moving within 2"/5cm of a Wire marker must pass a Skill test (or test to Cross a Minefield if better) or immediately stop moving.

Barbed Wire Entanglements are Difficult Terrain for all Tank teams moving within 2"/5cm of a Wire marker.

An Infantry Unit Leader that is not Pinned Down may issue a Wire Gapping Order as a Movement order instead of Moving in the Movement Step. If it does so, any Infantry team within 6"/15cm of the Unit Leader may immediately remove a Wire marker within 2"/5cm (having successfully moved into the Barbed Wire Entanglement in the previous turn) instead of Moving. The team is counted as Moving, but does not Move, and cannot Move further, Shoot, or Assault.

Barbed wire entanglements are designed to slow down infantry as they search for breaks made by the artillery or cut their way through. Even tanks need to be careful to avoid getting the wire wrapped in their tracks and being immobilised until the crew cut their vehicle free.

STREET BARRICADE

A Street Barricade is modelled as a barrier up to 2"/5cm deep and up to 8"/20cm wide to cover the width of a street, building to building. If your street on your table is wider use two or more Street Barricades to span the width.

An Infantry team moving across a Street Barricade must pass a Skill test (or test to Cross a Minefield if better) or immediately stop moving.

Street Barricades are Impassable for all Tank and Gun teams. Street Barricades are Short Terrain and Bulletproof Cover.

Street Barricades were prepared in Berlin well in advance of the Soviet assault. Sturdy metal rails were driven into the ground in many key locations at intersections and bridges. Around the firmly anchored rails barricades were built from concrete, masonry and other stonework. Even destroyed vehicles and trams were incorporated. Some side streets were completely blocked to vehicles, while main street barricades were built with gaps for traffic that could be blocked at the last minute.

FORTIFICATIONS RULES

BUNKER

Bunkers are Gun teams with the following rules.

A Bunker can only be Shot at or Assaulted from within its Field of Fire. It cannot be hit by an Artillery Bombardment.

A Bunker is always Concealed and in Bulletproof Cover. Teams Shooting or Assaulting a Bunker must re-roll successful Firepower tests to Destroy it.

Turret Bunkers with Armour ratings rather than a Save rating are treated as Tank teams when hit by Shooting or in Assaults.

Bunkers cannot be Assaulted by Tank teams nor can they Charge into Contact.

Each Bunker team is a separate Unit, even when taken as part of the same selection.

The thick concrete walls of bunkers are impenetrable, leaving the firing slit as their only weak spot.

NESTS

Nests are Gun teams with the following rules.

A Nest is always Concealed and in Bulletproof Cover. Teams Shooting or Assaulting a Nest must re-roll successful Firepower tests to Destroy it.

Nests cannot be Assaulted by tanks nor can they Charge into Contact.

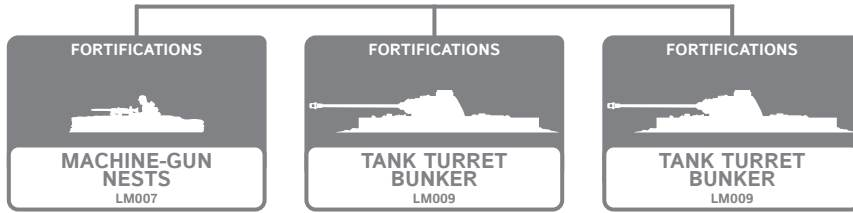
Each Nest team is a separate Unit, even when taken as part of the same selection.

Gun nests are hard to spot and even harder to knock out unless hit with the biggest available guns.


This section allows you to recreate a fortified strongpoint of the sort found around the *Festerplatz* (or fortress town) cities.

FORTIFICATIONS AND OBSTACLES

You may field one selection from each grey box.



TANK TURRET BUNKER

-  1x Panzer IV Turret (7.5cm) **6 POINTS**
- 1x Panther Turret (7.5cm) **12 POINTS**

MOTIVATION
CONFIDENT 4+

SKILL
GREEN 5+
Turret Bunker Assault 6


IS HIT ON
TURRET 3+

ARMOUR	PZ IV	PAN
FRONT	6	9
SIDE & REAR	3	5
TOP	2	2

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer IV Turret (7.5cm)	32"/80cm	2	2	2	11	3+	
Panther Turret (7.5cm)	40"/100cm	2	2	2	14	3+	
Tank Turret (MG)	16"/40cm	3	3	3	2	6	

Around Berlin a number of Panzerturm (tank turrets) were installed on key street corners and covering approaches to important locations. Some Panther and Panzer IV turrets were installed on purpose built underground concrete shelters, while others were simply whole tanks dug in to the ground.

MACHINE-GUN NESTS

-  4x Machine-gun Nest **8 POINTS**
- 3x Machine-gun Nest **6 POINTS**
- 2x Machine-gun Nest **4 POINTS**
- 1x Machine-gun Nest **2 POINTS**

MOTIVATION
CONFIDENT 4+

SKILL
GREEN 5+
Nest Assault 6

IS HIT ON
NEST 3+

SAVE
Nest 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Machine-gun	16"/40cm	4	2	2	6	

A well-placed machine-gun in a fortified nest is an ideal fortification to tie down the enemy and keep them off the open streets. They utilise interlocking fields of fire to force enemy infantry to find alternate routes to their objectives!

NIGHT FIGHTING RULES

Night fights occurred throughout the war from small-scale skirmishes or raids to full-scale night battles. Such operations were tricky to launch and difficult to control, so most forces tended to avoid them altogether. However, some, such as the British, adopted night fighting on a grand scale to help ensure

total surprise. Eventually, all nations adopted night-fighting tactics and even developed technology to help them on this relatively new type of battlefield.

The following pages are here as a guide to help create a night-time battlefield.

MOVING AT NIGHT

Teams may not move faster than their Terrain Dash speed at Night. In addition, Teams add +1 to their Cross number when moving through Difficult Terrain at night.

SHOOTING AT NIGHT

Teams Shooting at Night always suffer an additional +1 penalty on the score needed To Hit.

LINE OF SIGHT AT NIGHT

Units must roll on the Night Visibility Table to determine their maximum Line of Sight distance. Teams from a Unit do not have Line of Sight to Teams beyond the rolled distance. Roll immediately before checking Line of Sight.

TARGET SHOT LAST TURN

The maximum distance does not limit Line of Sight to enemy Teams that Shot in their previous Shooting step.

BOMBARDMENTS AT NIGHT

Spotting Teams do not need to roll on the Night Visibility Table. Their Line of Sight is not affected by Night. However, attempts to Range In at Night add +1 to the score needed.

NO AIRCRAFT AT NIGHT

Do not roll for Aircraft to arrive at Night.

NIGHT VISIBILITY TABLE

DIE ROLL	DISTANCE
1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

MARKING TEAMS THAT SHOOT AT NIGHT

The muzzle flash of a shooting weapon will momentarily betray the location of the shooter.

After a platoon has fired, use the tokens in the Muzzle Flash Token Set (TK905) to indicate which teams have fired and are therefore eligible targets for enemy return fire (see Shooting At Night rule).

Shooting at Night token



PLAYING NIGHT BATTLES

IT IS YOUR BATTLEFIELD

These rules are optional. Feel free to use all of them, but be aware that this can lead to slower and longer games.

TIME OF DAY

Other than regular Daylight, there are three types of night battles you can fight: Dusk, Darkness, and Dawn. Dusk and Dawn games are played during the transition between night and day, while Darkness is played entirely during the night.

The first step for setting up a night battle is to decide with your opponent what Time Of Day option to use. Alternatively, you can roll a die:

RANDOM TIME OF DAY	
DIE ROLL	TIME OF DAY
1-2	Dusk
3-4	Darkness
5-6	Dawn

DUSK

In a game being played at Dusk, the game starts in Daylight.

At the start of the Defender's third turn, roll a die:

- On a score of 5+, night has fallen. Once night falls, the Night Fighting rules come into effect and the rest of the battle is fought in Darkness.
- If the roll is unsuccessful, at the start of the Attacker's turn four, they roll two dice with night falling on any roll of 5+.
- If it is still light at the start of the Defender's next turn, they roll three dice, and so on with each player rolling one more die until night falls on any roll of 5+.

DARKNESS

In a game being played in Darkness, the entire game is played using the Night Fighting rules.

DAWN

In a game that starts at night, the Defender rolls a die at the start of their third turn:

- On a score of 5+, morning has broken. Once morning breaks, the Night Fighting rules are no longer used, and the rest of the battle is fought in Daylight.
- If the roll is unsuccessful, at the start of the Attacker's turn four, they roll two dice with morning breaking on any roll of 5+.
- If it is still dark at the start of the Defender's next turn, they roll three dice, and so on with each player rolling one more die until morning breaks on any roll of 5+.

If that isn't your style but you'd still like to add some flavour to your battle, go ahead and choose a few of the rules to use in your game and leave the others for another time and another battle.

RECREATING NIGHT BATTLES

The two most common sort of night battles were informal skirmishes and set-piece full-scale battles. Here's some suggestions for how to recreate these types of battles on your table top.

NIGHT SKIRMISHES OR RAIDS

Night skirmishes were relatively small, and usually accidentally triggered. This would occur when one side was caught out while manoeuvring and forced into a battle. Raids were launched to inflict damage on the enemy using night as a means of escape.

To simulate night skirmishes or raids, try using a mission that uses a blend of reserves with scattered deployment, such as Encounter (page 107 of the rulebook), Dust Up (page 106), or Bridgehead (page 111). A number of the missions from *D-Day: German* and *D-Day: Waffen-SS* as also suitable.

Such battles would usually take place at Dusk or in the Darkness.

FULL-SCALE NIGHT OPERATIONS

Some nations, such as the British, made extensive use of night-time operations, relying on stealth and surprise to achieve success.

To simulate a full-scale night operation, try using a mission where the attacker has a focused objective, such as No Retreat (page 110 of the rulebook), Hammering the Line (page 89 of *Bagration: German*), Outflanked (page 76 of *D-Day: German*), or Rearguard (page 109 of the rulebook).

Such battles would usually take place at Dawn to maximise the element of surprise and help speed reinforcements after sunrise.