

# **TRIUMPH & TRAGEDY**

## **CRISIS 07 SCENARIO PACK**



***FOUR TERRIFIC TALES OF ADVENTURE, HEROICS AND PLUNDER***

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***COPPLESTONE CASTINGS BRITISH SAILORS***

# ***TRIUMPH & TRAGEDY***

## ***TALES OF ADVENTURE AND FATE***

***SCENARIO PACK ONE  
CRISIS GIVEAWAY***

***FEATURING:***

***MIDNIGHT RAID***

***THE IVORY GAUNTLET***

***LAST STAND AT BURO FALLS***

***RED CATTLE RUSTLERS***

# MIDNIGHT RAID

The year: 1918. The place: war-torn, ravaged France. Unknown to the Allies, a small force of German Stormtroopers has breached the front lines and is now poised to strike at a local headquarters camp.

## TABLE LAYOUT:

For this scenario, the table should measure about 48" wide by 60" long. One half of the table (ie 24"x60") is the headquarters camp, and should include a number of buildings, for example barracks, shacks, factory buildings and hangars/sheds. The camp area is enclosed by a number of sand-bagged emplacements, some trenches, dugouts and fences, the latter being what you see fit – wood, barbed wire, etc. In addition, there are two entry “checkpoints” where models may enter the encampment – the exact placement of these gateways being left to the British player, but best placed evenly-spaced.

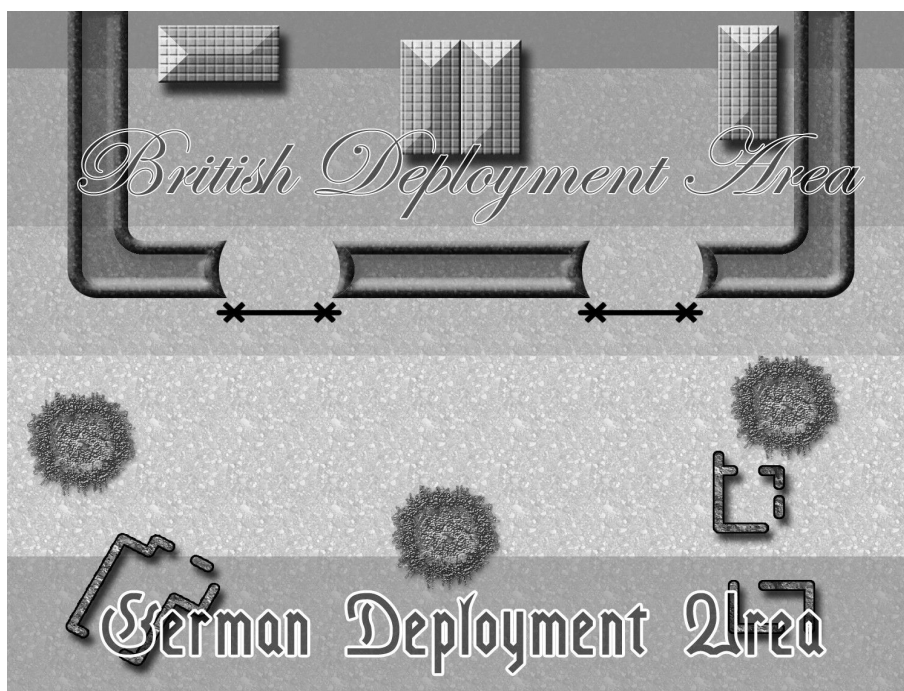
Apart from that, the table may be liberally covered with debris, ruins, woods, craters, etc., just what you’d expect from WW1 landscape architecture.

## DEPLOYMENT

At the start of the game, the British player deploys two of his units. He may place them anywhere within his encampment; one unit, however must be placed within 15 “ of his long table edge (shown “medium grey”). The two remaining units are reserves and must be placed within 4” of his table edge (shown “dark grey”). Once shots are fired, these units are free to act under the command of the British Player.

After the British Player has deployed his units, the German may deploy all his units within 10” of his long table edge (shown “medium grey” under “German Deployment Area”).

See the illustration below for a sample table layout.



## **GERMAN FORCE**

The German Force consists of the following four units:

### Gruppe 1:

Leutnant Schmidt, a *Veteran Leader* armed with a pistol.  
6 *veteran* soldiers armed with rifle and bayonet as well as two hand grenades each. 231 Pts

### Gruppe 2:

Leutnant Peters, a *Veteran Leader* armed with a pistol.  
6 *veteran* soldiers armed with rifle and bayonet as well as two hand grenades each. 231 Pts

### Gruppe 3:

Unteroffizier Renz, a *Trained Leader* armed with rifle and bayonet.  
4 *trained* soldiers armed with rifle and bayonet. 65 Pts

### Musketiergruppe:

5 *trained* soldiers, four with rifles, bayonets and one with a light machine gun 98 Pts

German Total Points Value: 625 Pts

## **BRITISH FORCE**

The British Force consists of the following four units:

### Section One:

Lt. Snell, a *Trained Leader* armed with a pistol.  
7 *trained* soldiers armed with rifle and bayonet as well as one hand grenade each. 192 Pts

### Section Two:

Sergeant Tozer, a *Trained Leader* armed with a rifle  
7 *trained* soldiers armed with rifle and bayonet as well as one hand grenade each. 192 Pts

### Section Three:

5 *trained* soldiers, four with rifles, bayonets and one with a light machine gun 98 Pts

### Section Four:

5 *trained* soldiers, armed with rifles and a Stokes mortar 135 Pts

Total Points Value of the British Force: 617 Pts

## **OBJECTIVES**

The German Player has three potential objectives, one of which he will be after during the course of the game. For each objective, the British player places one marker within his encampment, using common sense, of course. These objectives are: the downed German Fighter Ace Knut Königstein, British Major-General Smythe-Snobbington, and the latest prototype fighting vehicle which the British want to field-test in this area.

Unless you have a suitably large building (ie which may convincingly, or, even better, physically conceal the vehicle model), the vehicle will be placed visible to the German player. Rittmeister Königstein and the Major-General, however, are in undisclosed rooms, so the British player may secretly select where they are placed – best make a note on scrap paper unless you can place models within your building models.

Afterwards, the German Player rolls a D6, to see what he is after.

1-2 To score a propaganda coup, Rittmeister Königstein, darling of the public, must be rescued from the despicable Tommies' clutches. Locate his prison building (by spending a "Special Action" in contact with a building to search it) and move him to safety (off the German table edge) thereafter.

3-4 Since General Headquarters in Spa is convinced that Major-General Smythe-Snobbington is the mastermind behind the expected Allied offensive, he must be captured and brought back for interrogation. Locate his accommodation (by spending a "Special Action" in contact with a building to search it) and move him to captivity (off the German table edge) thereafter.

5-6 The "Tank, Heavy, MkXI" is the latest Allied wonder weapon. It combines excellent offensive power (field pieces and machine guns), the latest armour, and astonishing cross-country mobility of 7 miles per hour! Needless to say, it must be taken out before it can be used against the German front. The German player must move into contact and place a demolition charge by successfully playing a Special Action.

## **SPECIAL RULES AND SCENARIO OPTIONS**

The scenario takes place at night. The rules for night fighting, found in the T+T book on page 33 apply.

*Optionally*, have an umpire place the scenario objectives on the table, to add an extra element of uncertainty.

In the standard game, the Rittmeister and the Major General are simple, "inanimate" counters. *Optionally*, you may make them "Heroes" using the Hero creation rules, without extra points cost. Once one of the two is found, place his figure on the table, to be played by his respective player – of course, if captive of the respective enemy, none of the both may act freely; they, may, of course, attempt to escape by passing a Score Check at the start of any turn after the one in which they were found. If they succeed, they may immediately use a Fast Move to extricate themselves, then join their comrades' side. They are both unarmed, though.

# ***THE IVORY GAUNTLET***

The time: the late 19<sup>th</sup> century. The place: the mysterious continent affectionately known as “Darkest Africa”. An expedition of white adventurers and native bearers attempt to bring home their booty of ivory, valiantly gathered using vicious elephant guns on equally vicious elephants. Little do they know that their doom is hot on their heels...

## ***TABLE***

This scenario should be best played on a 48” x 48” board, covered with jungle of various density – keep any open spaces to a minimum. The table is divided into two halves by a river running down the middle of it.

## ***DEPLOYMENT***

The Ivory Hunters deploy within 6” of their table edge.

The natives must deploy one of their units within 10” of their table edge, which is the one opposite to the Ivory Hunters’. The other unit may be deployed “Hidden”, as detailed on page 26 of the T&T main rules.

## ***FORCE A***

The Ivory Hunters

1 Hero, 45 Pts + 13 Pts. for weapons of the players choice:	58 Pts
1 Unit of six white/native mercenaries, <i>trained</i> , 36 Pts + 36 Pts of weapons of the players choice:	72 Pts
1 Unit of eight <i>native</i> bearers, raw, 40 Pts + 12 Pts of weapons of the players choice:	52 Pts

182 Pts

Up to one model from EITHER the mercenary OR the bearers group may be upgraded to Leader Status for an extra 20 points.

## ***FORCE B***

Native War Party

1 Unit of 12 <i>trained</i> natives, armed with spears and shields	120 Pts
1 Unit of 10 <i>trained</i> natives, armed with blowpipes and bows	90 Pts
	210 Pts

Up to one model of the natives may be upgraded to Leader status for an extra 20 points.

## **OBJECTIVE**

If the Ivory Hunters manage to move off at least 50% of their figures off the opposite table edge (ie the natives home edge), they score 10 victory points.

The Hero does NOT count towards these 50%, but is worth 5 victory points of his own if he manages to move off the far edge.

The Natives are out to capture the Hero and massacre the rest of the intruders. If they manage to capture the Hero by reducing him to zero hitpoints or vanquishing him (and any unit he is with) in close combat, the losing side failing its morale check, they gain 10 victory points. In addition, if they manage to kill at least 50% of the enemy force (not including the Hero!), the natives score an extra 5 victory points.

## **SPECIAL**

The river may be shallow, but is dangerous, as is usual on the dark continent... any time a model moves across the river, roll a D10 – if you roll a 1, the model must immediately roll for damage – those rivers are full of slippery stones, crocodiles and other nastiness.

## ***LAST STAND AT BURO FALLS***

The following mission may be linked to “The Ivory Gauntlet” to form a small campaign. Following the increase of native unrest, the local governor/station chief/factor/whatsisname has decided to send a penal expedition to nip any revolt in the bud. However, crafty and clever as they are, the natives managed to separately attack parts of the force, besieging some of the invaders who have taken refuge in a makeshift fortification.

## **TABLE**

The table should at least measure 48” by 48”. Located in the table centre is a small outpost surrounded by some makeshift barricades, like mealie bags, crates, fencing etc., not extending beyond 10” from the table centre.

The defenders cleared some of the area to provide for an open field of fire – within 20” of the table centre, there are no trees, and only the sparsest scrub, i.e. nothing that could pass for cover. The rest of the table is covered in dense jungle, hills etc.

## **DEPLOYMENT**

First, the defending player deploys his hero and the Askaris.

Next, the attacker (natives and Arabs) deploys ALL his units except for the sniper and the shaman.

Finally, the defender places his field gun, after which the attacker may place first the shaman, then the sniper, using the sniper deployment rules on p. 27 of the T&T main rules.

The defender must place all his units within the barricades. The attacker may place his units within 4” of any two table edges, not necessarily adjacent or opposing – you are free to choose the two edges.

## **FORCE A**

### Government Punitive Expedition Force

One Hero; if you want to (and if he survived!), you may use the Hero from “The Ivory Gauntlet”.  
45 pts + 13 pts for weapons 58 pts

1 field gun with a trained crew of 5 figures, including 20 pts for personal weapons of the players choice.  
NOTE: The gun only has 5 shells. 150 pts

1 unit of 5 *trained* Askaris, armed with rifles 60 pts  
1 unit of 5 *trained* Askaris, armed with rifles 60 pts

The following unit is a relief force sent to reinforce the defenders. It enters play as detailed in the scenario special rules.

1 unit of 5 *veteran* Soldiers, armed with rifles and bayonet 103 pts  
and their Leader, armed with pistol and sabre, for a total of six figures.

431 points

## **FORCE B**

The “insurgents” are combined force of Arab slavers, natives and a native shaman, who will be explained in the scenario special rules.

1 unit of 6 *veteran* Arab slavers including a leader, including weapons worth 36 points 104 pts

1 *trained* Arab sniper, armed with a rifle for a total of 31 pts

1 mixed unit of 16 *raw* natives worth 80 points, armed with spears and shields, including a leader. Any model may be given a ranged weapon, the total cost of the weapons not exceeding 56 points. 156 pts

1 mixed unit of 16 *raw* natives worth 80 points, armed with spears and shields. Any model may be given a ranged weapon, the total cost of the weapons not exceeding 56 points. 136 pts

1 shaman hero, unarmed, with the “Stealthy” and “Preacher” skills 45 pts

472 points

## **SCENARIO SPECIAL RULES**

### **LOW ON AMMO**

The defenders’ field gun has only 5 shells left. Remember to keep track of its ammunition.

### **RELIEF FORCE**

To determine the arrival of the relief force, take an ordinary deck of cards. Pick 5 cards and a joker. Give the whole stack to the attacker and let him shuffle the 6 cards. At the end of any turn (ie after all units have been activated, turn over the top card. Once the joker comes up, the relief force arrives and is placed within 2” on any of the two table edges NOT used by the attacker. Due to the treacherous terrain and potential enemies lurking, they’ll approach cautiously and may NOT use “Fast Move” order cards as long as they are within Dense Jungle terrain.



### ***CUNNING ARABS***

Due to the unfamiliar terrain and potential enemies lurking, the Arabs will be careful as well and may NOT use “Fast Move” order cards as long as they are within Dense Jungle terrain.

### ***THE SHAMAN***

The shaman must always join a native and may NOT join an Arab unit. If all native units are destroyed, he’s immediately removed from play, leaving the battlefield, counting as captured by the defenders. If the shaman is the sole survivor of a native unit which is destroyed, he must immediately move to join a native unit and may not perform any other actions than moving until he joins up. **Note that the shaman is an ancient and venerable person and may only “Move Fast” a single time during the entire game!**

### ***OBJECTIVES***

#### Attacker

Capture the defenders’ hero	10 victory points
Move into contact with and destroy the gun with a successful score check	5 victory points
Destroy 50 % of the defenders’ force (not including the gun and leader)	5 victory points

#### Defender

Capture the shaman	10 victory points
Destroy 50 % of the attackers force	5 victory points
Suffer less than 50 % casualties to their own force	5 victory points

## ***RED CATTLE RUSTLERS***

Finally, a small scenario to finish off.

After the First World War, eastern Europe is tossed into turmoil, as new nations rise from the ashes of the fallen empires and the Red tide of Bolshevism threatens to engulf the old world.

More prosaically, the Red armies, although hard-pressed by counter-revolutionary armies, surge west in an attempt to re-conquer the Baltic States and Poland. To feed this advance, literally, a couple of Red Army troops have been sent to “commandeer” some livestock from local farms.

### ***TABLE LAYOUT:***

For this scenario, the table should measure at least 48” wide by 48” long, possibly longer, say, 60-72 inches overall length.

Scattered over this table are a number of farmsteads, at least 12” apart from each other and at least 12” from any table edge.

### ***DEPLOYMENT:***

The Bolshevik force starts at one of the short table edges (or any table edge if using a square table). Their opponents enter play from a randomly selected table edge later on in the game (see below)

## **FORCES:**

The Bolshevik Player has a section of 10 *raw* infantry including a Leader, **or** 6 *trained* cavalry, as he chooses. All are armed with appropriate weapons, rifles and bayonets for the infantry, carbines and sabres for the cavalry; the infantry leader may be armed as per the model, depending on the player's choice.

Opposing the Bolshevik livestock thieves is a number of opponents. From the time the Bolsheviks reach the first farmstead, roll a D6 at the start of each turn, before the cards are arranged:

- 1: An angry dog harasses the troupe. The unit counts as pinned until rrecovered.
- 2-3: A farmer's militia of D6+6 *raw* farmers armed equally with close combat weapons and muskets and rifles appears on a randomly determined table edge.
- 4-5: A German Freikorps or Baltic Nationalist patrol appears, consisting of D6+4 *trained* soldiers armed with rifles and bayonet. The German or Balt player may roll another D6, on a roll of 6 the unit also includes a light machine gun.  
Both the farmers and the military units enter play on one of the edges NOT chosen by the Bolshevik player (D6: 1-2, left of the Bolshevik edge, 3-4, opposite, 5-6 right of the Bolshevik edge).
- 6: Nothing happens this turn.

## **OBJECTIVES:**

At the start of the game, roll a D6 for every farmstead:

- 1: Nothing found.
- 2-3: D6 goats
- 4-5: D6 cattle
- 6: D6 horses

You may represent those either by markers or specific models (the latter option being more visually attractive, of course).

The objective is to take as many pieces of livestock off the table edge from which the Bolsheviks entered play. The unit may control as many animals as desired, however, if the number of animals exceeds the number of Bolsheviks in the unit, they must pass a Score test, or D3 animals will wander off by D6" and must be brought back. Animals move at the same pace as their herders, but the unit may only use a fast move in every THIRD move (not in every other move as is normally the case) to represent the generally slower pace involved in rounding up and trekking livestock.

The Bolsheviks score 1 point for every goat, 2 points for every cow, bull or oxen, and 5 points for every horse they exit over the table. However, they must leave the table with their animals, so you better collect as many animals as possible. They only score 1 point for any soldier they kill, but none for any farmers/peasants.

The Baltic/German player scores equal points for any animal which is still on the table after the Bolsheviks have left, plus 1 point for every Bolshevik they kill.