

H1: Prelude to Doomsday (Two-Player Scenario)

1949 was not the first time the Fallschirmjäger visited Gibraltar. They came once before to take the island away from its British defenders. Their plan then: to attach a cylinder of deadly V4 gas to a duct feeding into the facility's air circulation system. The defenders didn't know what the gas would do, but they understood they needed to stop the Germans from carrying out their plan.

Forces

Fallschirmjäger: The FJ player receives 24 RP of units. Hilde Becker did not participate in this attack and may not be chosen. One of his units must be selected to carry the Doomsday Device.

MI-13: The MI-13 player receives the Corporal, two PIAT gunners and two Commandos. He also receives reinforcements (see below). The MI-13 player receives 8 CP and four battle cards each turn.

Victory Conditions

The FJ player wins if he activates the Doomsday Device in the objective square. The Allied player wins by eliminating all FJ units or by carrying the Doomsday Device off the board.

Special Rules

- Desperate Reinforcements:** beginning with turn 2, two British commandos enter the map each turn. As a reminder to the players, the reinforcement commandos will not be able to take advantage of the infiltration rule.
- The Doomsday Device:** the device requires a unit to spend 4AP in one activation to switch it on. If the model carrying the Doomsday Device is killed, it may be picked up by other models using the rules on page 6 of the Incursion rulebook. An Allied model carrying the Doomsday Device may exit the board from any MI-13 entry point.
- Not Yet 1949:** the Booby Trap and Rackley Hated His Mask cards have no effect in this scenario.
- Clear Terrain:** there is one clear terrain marker which converts a wall into a clear space.
- GCPs:** The GCPs are impassable to movement and block line of sight. Figures may not cross them using Leap.



H2: Patrol 17 (Two-Player Scenario)

Recon Patrol 17 was indeed lost in action, but that did not prevent them from making it home...

Forces

Lucky Seventh: The Allied player receives 18 RP of units.

SWD: The SWD player receives four armored zombies (see below) and an additional 10 RP of units. He receives 8 CP and 4 battle cards each turn.

Victory Conditions

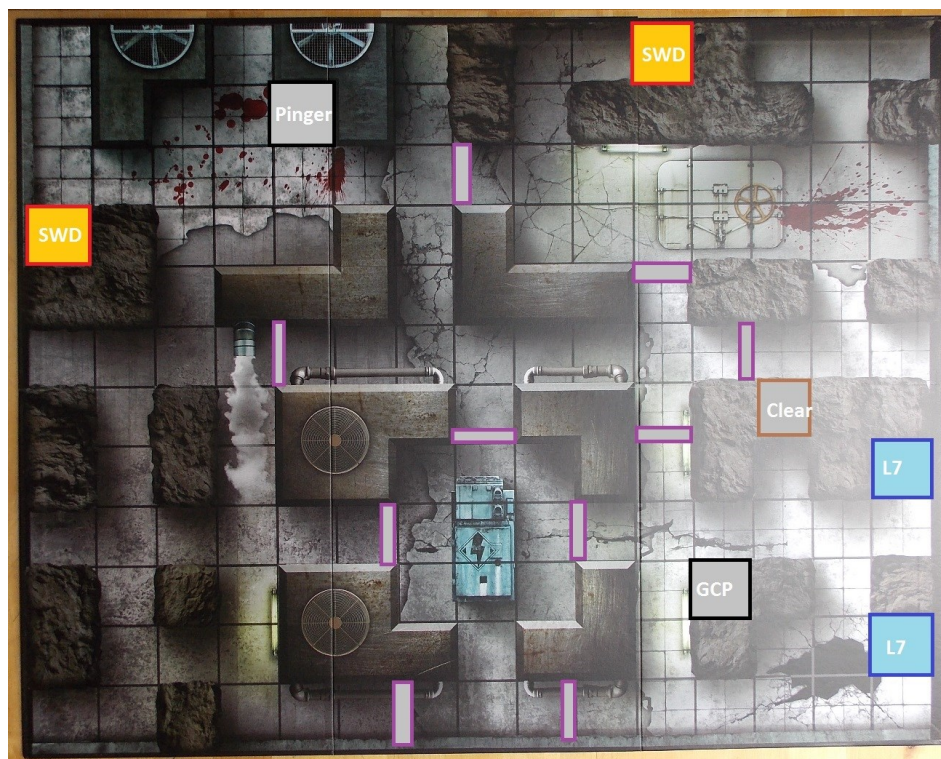
The scenario ends when the Allies disable the Pinger (Allied victory) or the Germans disable the GCP (SWD victory).

Special Rules

1. **Shut it down:** Disabling the Pinger or GCP requires a model to move adjacent, face the item and spend 2 AP.
2. **Armored Zombies:** The unfortunate men of Recon Patrol 17 have returned, but they are no longer friends! Use APE grunts for the armored zombies and place markers on their bases to show they belong to the SWD player.

| AP | F | DP |
|----|---|----|
| 3 | 6 | 2 |

Armored Zombies have the **Strength in Numbers** and **Infiltration** rules.



H3: Red Wire, Green Wire (Solo Cinematic Scenario)

Ilsa is not content to let the Allies get the better of her and if that means smashing her toys with dynamite then so be it. And just to make sure the bombs will go off, she has sent a very special present to visit the Lucky Seventh.

Forces

Lucky Seventh: The Allied player receives three APE grunts and one special weapon (Bazooka, Flamethrower or HMG). He receives six command points each turn.

SWD: Deploy 6 Sturmzombies on the board, facing as shown by the arrows. Deploy two Drones on the board with Reaction Fire counters.

Beginning with turn one, enter one Sturmzombie at each SWD entry point each turn. On turn 2, roll one die and enter a Panzeraffe through the indicated entry point.

Victory Conditions

The Allied player wins if he can disable two of the three explosives before the end of turn eight. He loses if all of his models are killed or if the clock runs out.

Special Rules

1. **Boobytraps:** Before play begins, mix the eight victory markers and, without looking, place them with the number face down on the map in the indicated positions [B].

If an Allied model enters a square occupied by a Boobytrap, flip it over. If the victory marker is a 1-4, the Boobytrap explodes – roll 1DD against the model and place a fire counter in the square, then remove the marker. If the victory marker is a 5-8, the Boobytrap is a dud and is removed without effect.

An Allied model can try to defuse a booby trap by moving adjacent, facing the victory marker, and spending 2 AP. Roll 1d6. On a 1-3, the Allied model fails – flip the victory marker over and apply any effect (place the fire marker in the victory marker's square). On a 4-6, remove the victory marker without looking at it.

2. **Clear Terrain:** note that several entry areas and clear terrain markers occupy wall squares. Treat these squares as clear terrain for purposes of movement and line of sight.

3. **The Bombs:** To disable a bomb, an Allied model must move adjacent, face the token and spend 2 AP.

4. **No Cards:** This scenario does not use Battle Cards.

Playing this scenario solitaire

The Allied player automatically has initiative on the first turn. At the start of each turn that follows, the Allied player should decide how many command points he wishes to commit to winning initiative. He can spend anywhere from zero to three. He then rolls one die and modifies it as follows:

- Subtract one if any SWD unit has LOS to an APE or is within 2 squares of one
- Subtract one more if any SWD unit is adjacent to an APE

| Command Points Bid | Allies Win Initiative On |
|--------------------|--------------------------|
| 0 | 4-6 |
| 1 | 3-6 |

| | |
|---|-----|
| 2 | 2-6 |
| 3 | 1-6 |

So if the Allied player bids 3 CPs, but has an Allied unit next to a Sturmzombie, he would roll one die and subtract two. If rolled a two on the die, he would end up with a zero and lose initiative.

The Allied initiative rule is not used in this scenario.

Moving German Units

Sturmzombies

Sturmzombies always move along the shortest route possibly to attack the closest APE. They use as many AP as possible to advance until they are adjacent and walk blithely into Allied line of sight - they do not try to lurk. If a corridor becomes choked off by German units, others will divert along other corridors. Once adjacent to an Allied model, they will attack with their remaining APs.

Where Sturmzombies will enter the LOS of an Allied model from multiple angles, always begin with the Sturmzombies which are farthest away. This will give the closer models a better chance to avoid reaction fire and eat some poor APE's face. Sturmzombies should always be used to draw reaction fire first before moving any other German model into LOS.

Sturmzombies will not open a door unless [a] it is the shortest route to the closest Allied model and [b] after doing so it would either have enough APs to move adjacent to an Allied model.

A German model which moves adjacent to an Allied model during the German action phase receives one extra AP to make a hand-to-hand attack with.

Drohnes

Drohnes will normally wait on reaction fire. If they could spend 3 or fewer APs and place an Allied model in line of sight, they do so. They then spend their bonus CP (see below) to fire.

Bonus CP for Drohnes

Drohnes which have an Allied model in their line of sight after they have expended their normal allotment of action points receive CPs to conduct fire attacks with until all Allied models are dead or they tweak. Assign them one CP at a time and, each time you give them a CP, roll to see if their activation ends due to signal overload. The first CP assigned in a turn ends the Drohnes' activation on a die roll of 1, the second on a 1-2, the third 1-3, etc.

The Panzeraffe

The Panzeraffe will spend its APs to move along the shortest route possible to obtain LOS to an Allied model whereupon it will fire upon the model until it is dead. The Panzeraffe will open doors which are in its path without hesitation.

Bonus CP for Panzeraffe

If the Panzeraffe has an Allied model in its line of sight after expended its normal allotment of action points, it receives CP to make additional attacks with its HMG. Make the HMG attacks and then roll to see if the activation ends. The first extra attack action ends the Panzeraffe's activation on a die roll of 1-2, the second on a 1-4 and the third on a 1-6.

