



Writer's Scenario Template

This document is intended to provide writers with an outline to follow when designing a scenario intended for use with **Axis & Allies Miniatures**. This document, when used in conjunction with any of the published scenarios as a working example, should provide authors with a consistent format usable by other writers and players.

- **Campaign name**
 - The name of the campaign in which this scenario takes place. This could be "Winter War," "North African Campaign," or anything similar.
- **Scenario Title**
 - Looking for a nice descriptive name, such as "Blood From Stones." Could also be as simple as the name of the battle, i.e. "Pegasus Bridge."
- **Location & Date**
 - Location of battle & date it occurred. Example: "Kursk, Russia, 12 July 1943"
- **Introductory paragraph**
 - No more than a few sentences that gives a brief overview of the battle. This is used for both the scenario card and the web site introductory blurb.
- **Victory Conditions**
 - This should include:
 - Allied victory conditions
 - Axis victory conditions
 - It can also include draw conditions, and partial victory conditions.
- **Turn Length**
 - This should be the total length of the game and can also include an additional play period if the objective(s) are contested.
- **Game Start**
 - Which side deploys their units first and/or which side wins first turn initiative. If the scenario has a standard start (players roll to see who sets up first and who has initiative), then please state so.
- **Map Set-Up**
 - Wherever possible, rotate your map layouts so that they are wider than they are tall. They are easier to read on the second page of the scenario card in this format.
 - If you are using the Combat Zone single tiles to modify your map, or otherwise need to notate where tiles or units should be placed on a map, use the renumbered map sheets available at the Axis and Allies miniatures web site.



- Format for denoting map/hexes:
Map abbreviation/hex number, Example: D2/c4 would represent map Dog – 2, hex C4.
- Use the following format to denote map layout:
Name of Map (location of map name when laid out), For example the Tiger Heaven map layout would be denoted as:
Able-1(LL), Dog-2(LL)
Baker-1(LL), Charlie-2(UR)
- For denoting map layout: LL=Lower left, UL=upper left, LR=lower right, and UR=upper right.
- Always note which direction is north. It is sufficient to say that north is top, bottom, left or right in conjunction with the map layout.
- Always denote objective hexes and whether control of the objective is determined by "occupying the objective hex," "sole control of objective hex and surrounding hexes," or some other means of determining victory.
- **Allied Units and Deployment.**
 - Note: We "deploy" units, but we "set-up" the map.
 - Provide point values and show math on your army builds.
 - Wherever possible give the most detailed description of the unit's organization as possible, but don't be too specific. "Elements of B. Co, 501st P.I.R." is okay, "2nd Squad, B. Co., 501st P.I.R." is probably too detailed. While we wish to be authentic, but being too detailed frequently introduces (debatable) error.
- **Axis Units and Deployment.**
 - Same as Allied version.
- **Special Rules and Options**
 - The first thing that should always be listed is point values for players to build their own armies for the scenario. If *necessary*, give any guidance that a player will need for army building to keep the scenario balanced. Ex. "Players should refrain from building an army with more than one tank of 30-50 points as it will unbalance the scenario."
 - Give any notes on changes to the map, such as "ignore all hill hexes."
 - Give any scenario specific rules that are needed for play balancing.
 - The last item should always be play balancing options for the player. This is not necessary, but is nice to have.
- **Background Story**
 - This should be approximately 600-750 words that provide a historical context to the scenario. See Appendix A for an example.
 - Providing an "aftermath" summary at the end of the background section is encouraged. This just recaps what the historical result of the battle was so players can judge their own performance versus the historical outcome.



Appendix A: Sample Scenario Background Material

Note: This is just an example to provide inspiration. The background material can take many possible forms but it is important to provide an *accurate* historical context for the scenario.

Background Material:

Nothing can help us any more, Paula. Prayers seem like vodka—they blunt the cold for a moment.

-Guy Sajer, *The Forgotten Soldier*

Final Days – 1945

Despite a fate that was signed, sealed, and in the process of delivery, Germany fought on.

In 1945, the nation essentially found itself squeezed between the planes of a cider press, with both the Western Allies and Soviets applying pressure across broad fronts. The Allied offensives of the summer prior completely re-drew the map of Nazi-occupied Europe. Great swaths of Western Europe were in Allied hands in the wake of the D-Day invasion, and a series of summer and fall Soviet operations reclaimed the Ukraine, Belorussia, and the better part of Eastern Europe. Unable to accept that the fall of Berlin was inevitable, Hitler simply lamented, "Nothing ever went right now." The reality of the situation was far grimmer—

The German military was merely a desiccated husk compared to the forces Hitler commanded in 1940-41. They were beaten, and a final defeat was but a matter of time.

In the east, the situation was particularly grim. By one German estimate, the Soviets brought to bear an eleven to one superiority in men, seven to one in tanks, and twenty to one in guns. Moreover, the Soviets also fielded equipment that was on par, or outright superior, to that of the Germans. The Soviet T-34/85 could penetrate 4 inches of armor at 1,000 meters, which was often enough to defeat Panthers and Tigers at closer ranges. The shells cast by the newer IS-2 tanks could blow German turrets of their mounts from long ranges, while hopes of defeating IS-2 tanks begged that lighter Panther tanks had to close within 400m.

It's in this environment that the German situation in the east became a masquerade of denial, where regiments were called divisions, and battalions were called brigades. Hitler continued to push these fantasy formations from his bunker in Berlin with the notion that victory was still one brilliant offensive away. He was certain that failure only came from a lack of will, rather than a lack of men, materiel, and motor fuel. An order came down that no divisional commander or above was to attack or retreat without contacting the German High Command through normal channels. Of course, at this point, "German High Command" meant Hitler. His word was absolute and final. World War Two had indeed become "Hitler's War."



Come January 1945, the Soviets launched a massive offensive that bore troops from the Vistula River in Poland to the western banks of the Oder River, roughly 100 kilometers west of Berlin. Using frozen rivers as bridgeheads, the Soviets struck a spectacular gain of 500 kilometers in the period of a month—but there the offensive froze to a halt. Fears of counterattacks from East Prussia, Pommern, and Silesia checked the advance, as did the coming springtime thaw.

Indeed, the Germans followed up the Soviet offensive with a series of strikes across the eastern front. All of them failed. Three attempts at relieving Budapest came up short, and that city fell on 13 February. The newly formed Army Group Vistula, under the personal command of Heinrich Himmler, winnowed down into ineffectiveness by 24 February. Undaunted, and utterly disconnected from the realities of the situation, Hitler ordered yet another counterattack with the Danube River as its objective. By 16 March, this attack fell victim to yet another counter on the part of the Soviets.

Use what you have, fight where you can ...

The push for Berlin was on. Clearly, hope for protecting the city was the dream-induced province of zealots. For more practical souls, the reality of the situation often distilled down to time. Delaying the Soviets meant providing others the chance to flee toward the more lenient Western Allies. Given the brutal and state-sanctioned treatment the Soviets received at the hands of the Germans, there were axes to grind and scores to settle.

Hammered by blow after blow, German units fought where they could with what they had at hand. This often meant that shattered formations pooled their resources together in *ad hoc* Kampfgruppen with the aim of turning Soviet thrusts at key locations. Likewise, the Soviets attempted to prevent these units from reconstituting in any form so they could ensure a clear road to Berlin. Sprung from their bridgeheads west of the Oder River, the Soviets sought to sweep these pockets of resistance aside and secure the heights around Berlin before making their push for the city proper.

Gozlow: More Fuel for the Pyre

On 22 March, the Soviets launched a massive push toward locations west of Berlin. Within the city of Kuestrin, a battle raged for control of the highway that lead to Berlin. The Germans flung nearly 30 Panthers and King Tigers into the fray and managed to beat back the attack with the help of stiff infantry resistance. Meanwhile, just north of this action, another Soviet formation made a beeline toward the town of Gozlow. Here, in what was little more than a village, elements of the Brandenburg Battalion and the Kurmark Panzergrenadier Division holed up and waited for what the Soviets would bring to bear.

Just as in Kuestrin, the Panzergrenadiers took up positions within the city. With Panther tanks bolstering their defense, they steadied themselves for any Soviet armor that would slip into the city. A call was put out for support, any support, that could be thrown onto the burning pyre that the small berg of Gozlow would become. Ahead, through a screen of smoke, the first T-34/85 tanks appeared ... and they were without any infantry at their side. Perhaps, this day, there would be hope.



Little did they know that another wave would soon follow up that initial assault—which featured a number of IS-2 tanks ... and escorting infantry.

Aftermath Paragraph:

Aftermath

Tanks roaming city streets make for easy prey, and such was the case in Gozlow. The Soviets advanced their T-34/85s with abandon, forgoing the eyes and ears that supporting infantry provide. The Brandenburgers and Panthers picked off the first wave of Soviet tanks in brutal city fighting, but at great cost. When additional Soviet tanks arrived, this time with infantry support, the Germans nearly broke. Enter the King Tigers of the 102nd SS Panzer Battalion, which bloodied the Soviet thrust yet again. The Soviets withdrew, but it was only a matter of weeks before they would kick down the doors of Berlin and claim their final prize.

Introductory Paragraph:

Scenario: *Blood from Stones*

Forming an *ad hoc* Kampfgruppe with SS forces, shattered elements of Panzergrenadiers and the once-formidable Brandenburg Division attempt to blunt the Soviet thrust on Berlin. They must defend the city from Soviet shock troops, while also keeping their losses low so that they may fight again another day.