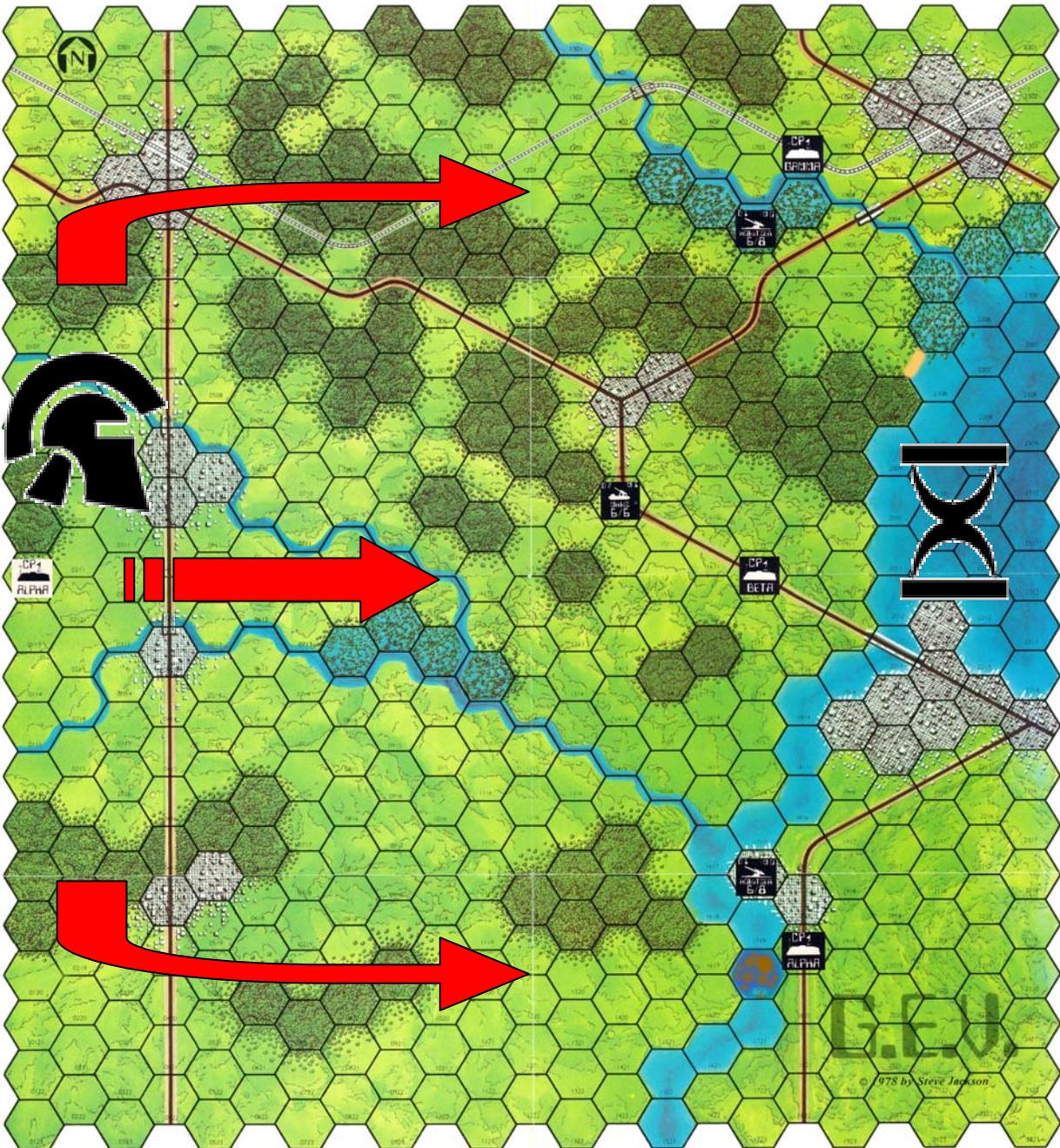


Counter Attack!

Introduction

After the surprise Combine attack depicted in the scenario *The Great Patriotic War*, the front stabilized with marginal Combine gains. The battle may well have been forgotten, except for a vengeful local Paneuropean commander. *Counter Attack* portrays a Paneuropean counter offensive one week after the original Combine assault.



Setup

Use the GEV map. All towns are intact. All bridges are up. River hex 1720 is rocky but fordable - treat the hex as forest not water. Lake coast hex 2007/2108 is a gentle beach, and does not slow GEV movement.

The attacking (Paneuropean) player gets **twenty armor and twelve infantry squads**, and sets up anywhere on the eastern most 4 rows of hexes (01xx to 04xx). Additionally he gets CP Alpha (D0 M0) which must be placed on the row of hexes between 0108 and 0115.

Also he chooses and sets aside his "2nd attack wave" - **seven more armor**, which enter at the beginning of his fourth turn.

There is a 10 km no-man's land between the forces (seven rows of hexes from 05xx to 11xx). No forces may set up in this area.

The defending (Combine) player gets **ten armor and twenty-one infantry squads**. These may be placed anywhere on and west of row 12. Additionally he gets **two heavy artillery drones** (use a howitzer mini, same stats as a howitzer) located at 1718 and at 1705 as well as **one mobile howitzer** at 1410. Also place CP Alpha in 1819 and CP Gamma in 1803 (both D0 M0). Place mobile CP Beta at 1712 (D1 M1).

Players choose and deploy their forces behind a screen.

The attacker moves first. Reinforcements start on the first turn.

Cruise missiles and lasers are not allowed. For that matter, Ogres are also a no-no, though allowing Mark Is and IIs could prove interesting. GEV-PC mounted heavy weapons infantry are too difficult to balance with the CPs so close to each other - don't allow them. However heavy weapons infantry on foot should be fine.

Victory

The game ends by mutual consent or when one side has been eliminated. The winner is the player with units still on the board.

If neither can dislodge the other, or if neither side takes any casualties for three turns, the game is a draw.

Reinforcements

In this game, command posts serve to coordinate reinforcements. At the start of the turn for each undisabled CP a player controls, roll a die and add the corresponding unit from the reinforcement table.

Combine Reinforcement entry:

CP Alpha road hex 1822

CP Beta road hex 2315

CP Gamma road hex 1801

Die Roll	Reinforcement
1	Heavy Tank
2	Two Light Tanks
3	Missile Tank
4	GEV
5	<i>Heads: GEV-PC and 3-Infantry Tails: Two LGEVs</i>
6	Superheavy Tank

Paneuropean Reinforcement entry: rolled reinforcements arrive at either road hex 0401 or 0422 – flip a coin to decide. For the 2nd attack wave, the Paneuropean player must choose either 0401 or 0422 before

the game begins. The entry hex for the 2nd wave should be written on a piece of paper and placed face down in full view of both players. All of the 2nd wave must enter together.

Special Rules

An infantry squad can take control of an enemy command post by overrunning it. No combat is required to commandeer a command post, but you must resolve overrun combat with all enemy units in the hex first. If a command post is controlling a heavy artillery drone, the drone automatically switches to the control of the overrunning player. Remove the minis for both the command post and the drone and replace with your own. The drone may fire after the player's movement phase.

Taking control of an enemy command post does not increase your reinforcements.

Destroying combine command posts Alpha or Gamma does not decrease the attack strength or range of the heavy artillery drones, treat them like howitzers.

Your forces will disobey orders to fire upon their own units. Once a CP or drone switches sides then they are fair game.

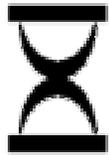
Strategy

Basic Advice for First-Timers:

The game will go to the player who manages to hold the most command posts.

Unless you have an overwhelming local advantage in numbers, don't let your enemy get the first shot on your formations.

Set up units in the terrain for which they're best suited. Use light tanks and GEVs in the southern and central regions. Heavy tanks and missile tanks make a good team for the more heavily wooded north.



Advice to the Defender:

You've got long range striking power with your artillery drones and mobile howitzer, and every turn that passes with all 3 CPs intact you are gaining 2 armor units on your opponent. Your biggest challenge is the broad front you need to defend.

In order to preserve the central mobile command post you'll need to move it closer to one of the other 2. Here you have to make a choice – the wooded north is better suited to the defense, but every turn you'll have 2 reinforcements arriving at the southeast island.

Watch for the opportunity to send in a suicide force to take out the attackers CP.

Placing an infantry squad at either 0401 or 0422 forces Paneuropean reinforcements into overrun combat the moment they appear.



Advice to the Attacker:

As the attacker, the clock is ticking. You must crush the defender's command posts before he gets armor equality.

Set up is critical – mass your forces and aim to take out at least 1 CP in the first 4 turns. If you capture a CP, so much the better, you just gained a howitzer. If your enemy stacks infantry with a CP to avoid overruns, blast them both.

Leave enough forces to defend your CP against attack.

Destroying the bridge at 2013 is a good way to slow down enemy reinforcements. Somehow getting infantry to 2315 forces Combine reinforcements into an overrun attack against triple defense!

Variants

Fencer Scenario

The front is strongly held by Combine forces, a Fencer is dispatched to destroy the local command and control centers. The attacker starts with **one standard Fencer cybertank, eight armor** and **twelve infantry**. The 2nd attack wave is **ten armor** units. The defenders forces are boosted to **eighteen armor** and **thirty infantry**.

Dopp Scenario

Combine forces are massing for an offensive. The Paneuropeans send in their ultimate cybertank for a spoiling attack. The attacker starts with **one Doppelsnolder, ten armor** and **fifteen infantry**. The Paneuropeean CP can be placed anywhere on the 1st row of hexes (01xx). The 2nd attack wave is **ten armor units**. The defender receives **one Ogre Mark III-B, twenty armor** and **thirty infantry**. All CPs are hardened to D2.

Playtesting

The Paneuropean player has a tougher job than you think. Time is of the essence. By turn seven the defender often has 18 reinforcements. The mobile command post definitely makes this a harder game. One tactic is a strike force of about 5 GEVs to going blindly after the central CP, mass everything else and pick your target north or south. The south looks seductively open, but you are much closer to the Combine reinforcements.

The defense has to decide what to defend; if you spread your forces evenly between the 3 CPs you will not be able to resist a concentrated thrust. I prefer defending the southern island, leaving the northern CP with a few infantry.

Lucky reinforcements like Superheavies can also make the difference between success and failure. They are like little ogres in this game!

Capturing the CP did not come into play as I had hoped; a howitzer is such a priority target it gets smoked before the CP goes down. Should the capture of a CP give you that CP's reinforcements each turn?

Fencer scenario played well. The Dopp variant is untested.

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