

STRANGER THINGS

New Rules and Rule Changes for *Strange Victory*

by Steven Cunliffe

I've enjoyed reading comments from gamers about how much they've enjoyed playing my *Strange Victory* solitaire game (in the *Against the Odds* 2015 Annual). In fact, they've played it so much that they mention the game was becoming a bit predictable. Use these expansion rules and counters (found in the *Against the Odds* 2017 Annual) to bring back the fear and wonder of driving across France and not knowing what the next crossroads might bring!

NEW ROAD COUNTERS



This kit contains 36 new counters for the game. During the Game Setup Step, keep these new Road counters separate from the other normal Garrison counters. After all the normal Garrison counters are placed, then put one Road counter randomly face down in all of the areas labeled A, B, and C. **Exception:** do not place Road counters in any Coastal areas or in Avesnes.

When a German unit enters an area, reveal both the Garrison and Road counter. The reverse side of a Road counter may reveal new Helpful Assets for the player to use, Terrain Conditions, Misfortunes, or more Antagonistic enemy units. Road counters add to the effects of the base game's Garrison counters as follows:



Me-109 (Helpful Asset): The main Luftwaffe fighter helped sweep the skies of French fighters. When revealed, immediately place in the Campaign Asset box. The counter may be discarded to remove a Hurricane or MB 151 counter from play. Additionally, if used in combat, reduce the enemy's Strength in the area by 1.



Stuka (Helpful Asset): Striking ahead of German forces, the Stukas were relentless in pulverizing French forces. When revealed, immediately place it in the Campaign Asset box. It may be discarded during combat to reduce the enemy's Strength in the area by 2.



Ju-88 (Helpful Asset): The Luftwaffe's latest bomber is called in to obliterate large enemy forces. When revealed, immediately place it in the Campaign Asset box. It may be discarded during combat to reduce the enemy's Strength in the area by 3.



Mobile Artillery (Helpful Asset): Mobile Artillery can be devastating if a commander is willing to stall his offensive long enough to deploy it. When revealed, immediately place it in the Campaign Asset box. During combat it adds two dice to the player's Dice Pool and reduces the enemy's Strength in an area by 1. Discard after using. However, the German unit that used Mobile Artillery must halt its movement and may not move any farther this turn.



Repair Base (Helpful Asset): German engineers were sometimes able to establish forward resupply areas to keep pace with the advancing panzers. When revealed, immediately place this counter in the Campaign Asset box. It may be discarded during the Repairs segment to fix a Shocked or Disordered unit. No Audacity Points (AP) are expended to repair a unit if a Repair Base is used.



Prisoners (Helpful Asset): Mobs of confused French soldiers wandered the countryside. They were generally more of a concern for the existing French soldiers than the Germans who drove past them. When revealed, the German player must make a choice. He can either add 1 AP to the division which uncovered it or place the Prisoners counter in the Campaign Asset box. If placed in the Campaign Asset box, the counter will give 1 VP to the German Player at the end of the game, BUT the acting German unit must stop and cannot move any farther this turn.



Crossroads (Terrain): While many of the roads in northern France were narrow and difficult to travel, several areas had notable crossroads that provided expanded movement and additional combat advantages for the hard-charging panzers. When revealed, this counter stays on the area for the remainder of the game. Multiple German units may freely pass through this area, even if it is already occupied by a friendly unit, as long as only one German unit ends its turn in the area. Additionally, if any combat takes place here, the German units have an immediate advantage and add one die to their dice pool.



Muddy Roads (Terrain): Some areas just had terrible roads filled with mud, fleeing civilians and were jammed by destroyed bridges and other obstacles. When revealed, this counter stays on the area for the remainder of the game. German units must stop when entering this area and cannot score a result any higher than a Pitched Battle. Reduce any Breakthrough or Overrun scored to a Pitched Battle.



Accident (Misfortune): When this counter is revealed, the German unit may not move any farther during the turn. If the Garrison counter is revealed to be an enemy unit, then the German unit will also be Crippled (roll 1 less die in combat, but always a minimum of 1 die rolled). *Example: A German unit which normally rolls two dice instead only rolls 1 die when Crippled.* Players may use Campaign Assets to add additional dice as normal. The best combat result that can be achieved when an Accident occurs is a Pitched Battle. Devastating Overruns and Brutal Breakthroughs are reduced to a Pitched Battle result. If no combat occurs in the area, the German unit's movement is halted for the turn and a Disorder marker is placed on it.



MB 151 (Misfortune): The French *Armée de l'Air* (Air Force) is able to sortie some fighters to disrupt German operations in the area. When revealed, the German player is unable to use Stuka or Ju-88 counters for a battle in this area if the Garrison counter is also revealed to be an enemy combat unit. Additionally, the German unit is also Crippled (roll 1 less die in combat, but always a minimum of 1 die rolled). If no enemy units are revealed by the Garrison counter then the MB 151 will attempt a strafing run. Roll a die. If the result is a '6,' then the German unit is Disordered and may make no further movement this turn. *Note: Me-109 counters available in the Campaign Asset box may be used to dogfight and repel the MB 151. If used, discard both the MB 151 and the Me-109, and no strafing attack is made. Stuka or Ju-88 counters may then be used once the MB 151 has been chased off by the Me-109.*



Hurricane (Misfortune): The British did their very best to prop up the failing French Air Force and sent over squadrons of Hawker Hurricanes to help out their allies. When revealed, the German player is unable to use Stuka or Ju-88 counters for a battle in this area if the Garrison counter reveals an enemy unit. Additionally,

the German unit is also twice-Crippled (roll 2 less dice in combat, but always a minimum of 1 die rolled). If no enemy units are revealed by the Garrison counter, then the Hurricane will attempt a strafing run. Roll a die. If the result is a '5' or '6,' then the German unit is Disordered and may make no further movement this turn. *Note: Me-109 counters available in the Campaign Asset box may be used to dogfight and repel the Hurricane. If used, discard both the Hurricane and the Me-109, and no strafing attack is made. Stuka or Ju-88 counters may then be used once the Hurricane has been chased off by the Me-109.*



Roadblock (Antagonistic): The French have created a blockage forcing the Germans to fight at a disadvantage. The German unit is Crippled (roll 1 less die in combat, but always a minimum of 1 die rolled). If the Garrison counter is also revealed to be an enemy unit, then the two forces will add their strength together to create an Ambush (see Ambushes at right).



Reserve Infantry (Antagonistic): In the confusion of the German invasion, rear echelon troops were thrown into combat to slow down the panzers with terrible results. Reserve infantry will fight against the panzer regiments if revealed. They will be little threat in combat unless they are in a forested area, which doubles their strength, or paired with another enemy unit Garrison counter (see Ambushes at right).



Mobile Infantry (Antagonistic): Riding to battle on motorcycles or bicycles, these brave but under-equipped soldiers fought hard against the Germans. Mobile infantry are fairly weak against German units, but can be tough in forested areas, which doubles their Strength, and if paired with additional units (see Ambushes at right).



AA Guns (Antagonistic): Strategically placed to defend important roadways, these guns helped keep the Luftwaffe at bay and could also be a danger to ground units. The German player may not use any Luftwaffe (Me-109, Stuka, or Ju-88) counters in an area with revealed AA Guns. However, a German Recon counter may be discarded to outflank the AA guns. Remove both the Recon and AA Guns counters. Otherwise AA Guns are not too dangerous unless taking part in an Ambush.



AT Guns (Antagonistic): Usually well-hidden until it was too late to see them, AT Guns could be an unwelcome surprise on the battlefield. When fighting AT Guns, German units are Crippled (roll 1 less die but always a minimum of 1 die). AT Guns may also force Ambushes when present with enemy units revealed by Garrison counters.

AMBUSHES

When both revealed Garrison and Road counters are Antagonistic units, the two forces will team up against the German unit in an Ambush. Ambushes are resolved in the following manner:

- 1) Note the type of terrain fought in; if the battle is being waged in a Forested Area, then double the Strength of any enemy Infantry Units.
- 2) Combine the Strength of both enemy units. If the combined Strength exceeds 8 it is lowered to 8 before Asset counters are used.
- 3) Asset counters may be applied to the battle to reduce the Strength of the enemy units or add dice to the player's dice pool. If an enemy unit has a Crippling effect, remove one or more dice from the German dice pool.
- 4) Roll dice and apply the results.
- 5) On a result of Devastating Overrun or Brutal Breakthrough, both enemy units involved in the Ambush are instead destroyed.
- 6) If the result is a Pitched Battle or Desperate Victory, the weakest enemy unit is destroyed and the German unit is locked in combat. It cannot move out of the area and must fight the enemy unit in the next turn.

BASE GAME RULE EXPANSIONS

When playing the *Stranger Things* variant, make the following changes to the regular rules.

Audacity Points

The player may now use his Audacity Points (APs) to make Combat re-rolls, Repair damaged units and move an additional area. A division may use multiple APs during the course of a turn as long as it has remaining APs. Each use costs 1 AP.

- a) Combat Re-rolls: A player may re-roll (all the dice) the results of a Combat Roll by expending 1 AP. A Combat Roll may only be re-rolled once. The second roll stands.
- b) Repair: A division may expend 1 AP to repair a Disordered or Shocked armored division in the Repairs Segment. A division may spend an AP to make repairs even if it had used APs for Combat Re-Rolls.
- c) Movement: An AP can also be expended to move a unit a third area.

Each division gains back 1 of its expended APs in the Game End Check Segment

German Recon Assets



These very useful units may now be discarded to counter enemy AA or AT Guns. Additionally, a Recon counter may also be discarded in the Movement Phase to reveal any face down Road and Garrison counters in any two adjacent areas.

German Motorized Infantry Assets



Soldiers can be put to work clearing roads. If an Accident or a Muddy Roads counter is revealed, the player may discard a Motorized Infantry counter from the Campaign Asset box to remove the offending Accident or Muddy Road counter from the game.

Breakdown (Misfortune)



When revealed, the acting German unit may not move any farther during the turn. If the Road counter also reveals an enemy unit then the German unit will be twice-Crippled (roll 2 less dice from the base). *Example: A German unit which normally rolls three dice will only be able to roll one die when suffering from Breakdowns.* Players may use Campaign Assets to add additional dice as normal. The best combat result that can be achieved when a Breakdown occurs is a Pitched Battle.



Devastating Overrun and Brutal Breakthrough are reduced to Pitched Battle. If no combat occurs in the area, then the German unit's movement is halted for the turn; place a Shocked counter on it.

CREDITS

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