

# BAPS introductory scenarios

## The Listening Post

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These ahistorical scenarios were designed to be played with 3 friendly players with the BAPS (Beer and Pretzels Skirmish) WW2 skirmish ruleset. They were originally created as a way to learn the BAPS rules. They don't require a dedicated game master. They start with as few rules and troops as is reasonable, and work up from there. Part 1 uses only infantry rules. Part 2 introduces vehicles. Part 3 introduces the optional spotting rules.

### Backstory:

The allies have located an inadequately defended German radio listening post, and have planned an airborne operation to capture code materials from the post. Although the radio shack is lightly defended, reinforcements are available nearby, and the allies will need to move through the enemy lines to escape.

(Disclaimer: Not only is this scenario not based on historical events, it's most likely not representative of anything that ever did happen or could have happened. So sue me: I still haven't fully recovered from fantasy wargaming, so "fun" is more important to me than "correct".)

### Map

The following map is used in the first and second parts of the 3-part scenario.



The grey grid marks 1' intervals. The radio shack is located on a hill centered on the West end of the map. The map was originally intended to be 4' square (leave off the Easternmost 2'), but action in the second game ended up overflowing a little bit East of the hedges, so we expanded.

The radio shack provides heavy cover to occupants. Sandbags provide medium cover, and don't block line of sight. The hedgerow provides medium cover and blocks line of sight to anyone not in base contact.

## Scenario Notes

We played with American, German, and British forces because they were convenient. Similar forces from other nationalities should work fine.

I made several adjustments to these scenarios since we first played them. The Germans have MMG's instead of LMG's in the first part, because they were pretty well crushed when we played. I removed some scenario- specific rules which didn't add much to gameplay.

We found that the lack of shoulder-fired AT weapons in the third game caused some problems. Once one vehicle was gone, it's likely that one side will keep at least one vehicle around to terrorize the hapless enemy infantry. We solved this by bringing on additional comparable vehicle reinforcements as necessary.

# Part 1: Capture the Code Books

## American forces:

To be played by two players, one squad each.

**Morale:** Veteran

- 2x airborne rifle squads of 12
  - 2x SMG: squad leader, asst. leader
  - 8x Garand bolt-action rifle
  - 1x M1919 MMG
  - 1x Bazooka with d4 ammo
  - d4 grenades

## German forces:

To be played by one player, the defacto game master.

**Morale:** Veteran

- 1 panzergrenadier rifle squad
  - 2x MP40: squad leader, asst. leader
  - 8x Bolt-action rifle
  - 2x MG34 MMG
  - d4 grenades

## Goals:

The Allied goal is to take the listening post and any code materials found there, while sustaining minimal casualties. In part 2, Allies will carry over any losses incurred in this game.

The Axis goal is to hold the listening post for as long as possible, and to destroy code materials as a last resort.

## Setup:

Axis forces deploy first, anywhere inside the barbed wire/sandbag defenses. All troops are "spotted."

Allies deploy on the north edge of the board, east of all trees and west of the 4' mark (where the board "really" ends). All troops are "spotted."

## For Axis Eyes Only (special rules):

In part 1, the Axis is intended to be played by the person who wants to let everyone else win so they'll want to try BAPS again, because the scenario is intended for them to lose. Either that, or I just played the part particularly poorly.

The Axis reinforcements will not arrive until after the Allies take the radio shack. The Axis will defend the shack until one fire team is pinned or breaks. Any team which has not yet broken will provide cover while the pinned/broken team spends all orders retreating to the radio shack to destroy code materials.

There are 5 points of code materials in the radio shack. One point of material is destroyed for each Special Order dedicated to the task. The Allies should not know how much material is left at any time. If all materials are destroyed, end the game and proceed to part 2.

If the building is hit by HE, each point of code material is attacked in the same way as an infantryman, and is destroyed on a result of Suppress or better. Axis should roll these attacks to hide results from the Allies.

## Game end:

The game ends when the Allies take the shack, or when the Axis completes its goals described in the section above.

At the end of the game, if the allies take the shack, the axis reveal the number of points of code materials which are left in the radio shack.

Allies should mark the location and wounds of all troops still on the board at game end. The troops available to the Allied player in the second scenario are those left after the first scenario is finished. It is intended for the Americans will be down to around half strength after this part.

# Part 2: Escape!

## American forces:

To be played by whichever allied player shot his bazooka at the most pointless targets in the previous game.

**Morale:** Veteran

The Americans start with the men they had left after the first game. All troops are rallied and unsuppressed, but carry over wounds from part 1. All troops start where they ended the first game.

## German forces:

**Morale:** Green

- 2x rifle squads of 12
  - 2x MP40 SMG: squad leader, asst. leader
  - 9x bolt-action rifle
  - 1x MG34 LMG

- d4 grenades
- 2x light tank or armored car (Panzer II F, Sdkfz 231, etc.)

The Axis is played by two players, with one squad and one tank each. Their forces may be adjusted by the game master to compensate for the number of Americans left.

## Setup

Allied troops start where they ended the previous game. All troops are "spotted."

Axis deploys their rifle squads on the South table edge, within 6" of the road. The tanks start rolling for orders on turn 3, and enter on the road at the South table edge. All troops are "spotted."

## Goals

The primary American goal is to leave the table via their first game's deployment zone with as much code material as possible. Their secondary goal is to minimize their losses. The primary Axis goal is to prevent any code materials from leaving the board. Their secondary goal is to maximize American losses.

## Allied special rules

Allied soldiers inside the radio shack may each pick up one point of code material as a free action with no orders necessary. American casualties are not removed from the board, and anyone (including enemies) in base-to-base contact with them may pick up any code material they carried. Obviously, don't tell the Germans who's holding the bag.

## Game Master Special Rules

In the event that the Americans are being completely crushed, the game master (playing on the German side) may provide reinforcements, who arrive in the first scenario's allied deployment zone. Total reinforcements available are one additional squad of 12 like those which started the first game. Reinforcements should be used only as needed, because losses will reduce the forces available in part 3.

## Game end

The game ends when all Americans have either left the board (record their wounds) or been killed. At the end of the game, keep track of all remaining Allied forces and their wounds. There was time for first aid after this battle, so before part 3, wounds may be adjusted to create fully healed and fully dead soldiers. Soldiers may be rearranged into fire teams of 5-6 as needed to improve morale before the third game.

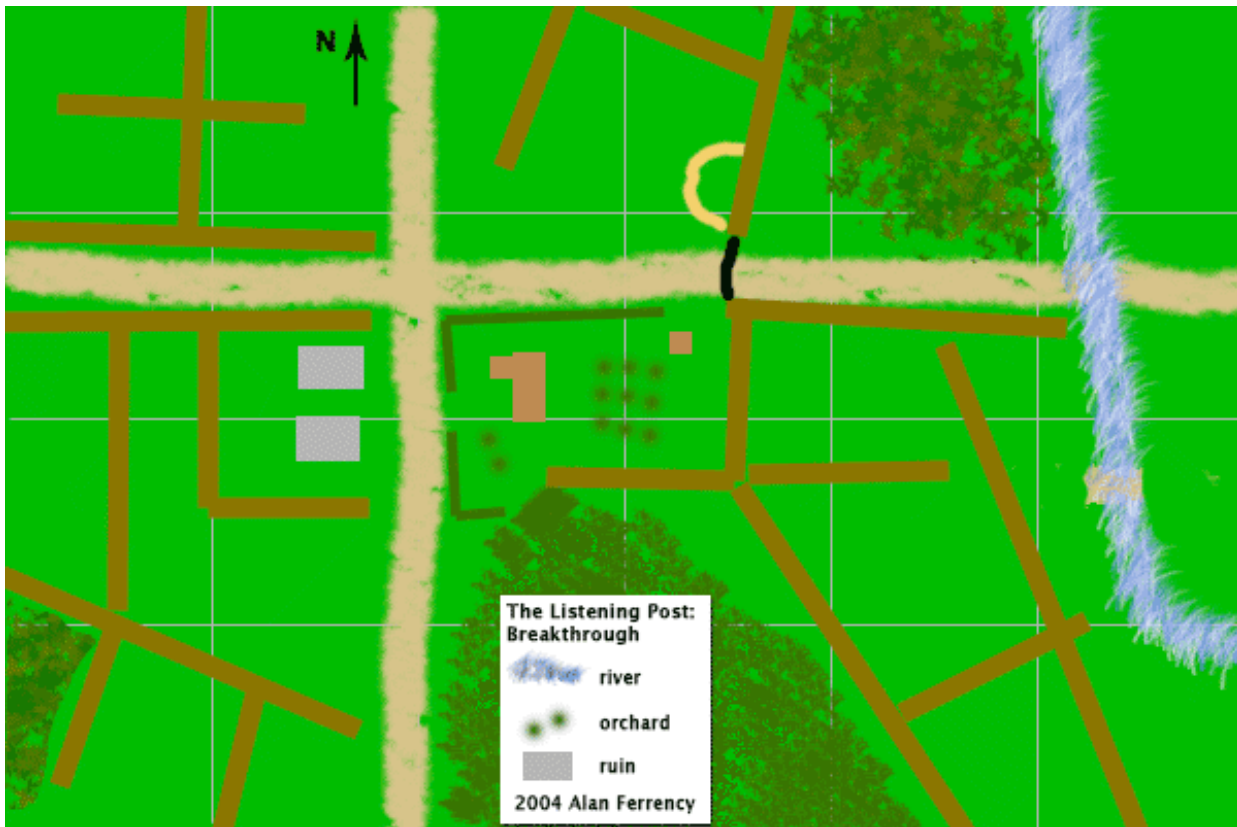
# Part 3: Breakthrough

The third scenario in this series uses the optional observation/spotting rules (in BAPS 3rd edition), and gives players control of more troops than in the first two parts.

## Background

The Americans meet the rest of their airborne platoon, and all have to sneak their way behind and through enemy lines, to meet up with the British troops which are engaging them. Although the Germans do not expect enemy to be moving behind their lines, the British anticipate the breakthrough and are ready to help the Americans with it.

## Terrain



The unlabeled terrain features are the same as on the first map. Woods are heavy, orchards are light woods. The river is impassible except at the road (a bridge) and the ford.

The two ruins and the large building (a stone house) have second story windows facing the road, and provide medium cover. The light hedges around the house don't block line of site, and provide light cover. The small outbuilding near the road provides light cover.

## American airborne forces:

**Morale:** Veteran

To be played by the American player in the previous game.

- All troops left after part 2, including any reinforcements whether they were deployed or not. (That's one additional squad of 12, if the reinforcements were not deployed)

## Allies, engaging the enemy

**Morale:** Green

To be played by a second Allied player. We used British troops because it was convenient. Comparable American squads are fine.

- 2x rifle section of 10
  - 2x SMG: squad leader, asst. leader
  - 7x SMLE bolt-action rifle
  - 1x BREN LMG
  - d4 grenades
- 2x light tank or armored car (Stuart Honey, Daimler Mk 1, etc.)

## Germans

**Morale:** Veteran

- 2x rifle squad of 12
  - 2x MP40 SMG: squad leader, asst. leader
  - 9x bolt-action rifle
  - 1x MG34 LMG
- 2x light tank or armored car (Panzer II, Sdkfz 231, etc).

**Setup**

British troops engaging the Germans deploy first, to the West of the North-South road and out of line of sight of the road. They are considered spotted.

Germans deploy second, East of the North-South road and no closer than 24" to the Eastern board edge. They are considered spotted.

The Allied Airborne forces deploy hidden (on-table) on the East table edge.

**Goals:**

The primary goal of the American airborne units is to carry any remaining code materials to the Western board edge. Code materials are carried as in the second scenario.

The primary goals of the British units are to hold their position and to work with the Airborne units to help them through the enemy line. Their secondary goal is to capture the stone house.

The Germans are engaged in defensive combat with the Allies in the West, and do not expect enemy behind them. Their primary goal is to hold their position, and to prevent any code materials from reaching the Western table edge.

**Special rules**

The Axis are not expecting enemy from the rear, and should act that way. They may not make fire orders against any Airborne troops until they are spotted by at least one Axis unit, or until they fire on the Germans.

**Game End**

The game ends when the American troops all reach the Western board edge, or are killed.

*These scenarios were designed by Alan Ferrency, 2004. Contact [alan-baps@hiddenfortress.org](mailto:alan-baps@hiddenfortress.org) with comments and questions. Thanks!*