

Overgrown

by potelli

OBJECTIVE:

The Americans win if they control the hex with the victory objective

marker at the end of any round.

The Germans win if the Americans can't fulfill their objective at the end

of round 6.

Rounds: 6

Starting Initiative

Americans

1 razor wire.

Actions

3

Terrain

Americans

Division One

- 6 Squad Bases
- 17 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x 1



x 2

Division Two

- 4 Squad Bases
- 11 Regular Infantry
- 2 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 1 M3A1 Half Track



x 1



x 1

Starting Strategy Cards: 2

Strategy Decks

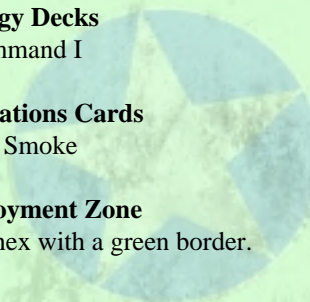
- Command I

Operations Cards

- Lay Smoke

Deployment Zone

Any hex with a green border.



Germans

Division One

- 4 Squad Bases
- 7 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 1 Machine Gun Crew



Division Two

- 4 Squad Bases
- 15 Regular Infantry
- 1 Officer



Starting Strategy Cards: 2

Strategy Decks

- Morale I

Deployment Zone

Any hex with a grey border.

