

Slugging Match

by Zarion of Arabel

Two, nearly balanced, groups of US and German forces slug it out over some place during the war.

OBJECTIVE:

Each Victory Objective Marker is worth 4 VP at endgame. Each player receives 1 VP for every enemy unit (squad or vehicle) that they destroy.

"This isn't dueling pistols! This is

WAR! You want to sneak up behind your enemy and bash him over the head!"

Rounds: 10 or 20
Starting Initiative
Roll 2 dice...

Actions
3

Reinforcements
Each player may deploy up to 6 additional units (squad or vehicle) to any green/grey hex during the Status Phase. And NO cheating with the "a loaded truck is only 1 unit" crap.

Terrain
Optional: MUD WRESTLING - Heavy rain has made the ground very soft. All vehicles must spend 1 extra Movement Point to enter EACH hex.
Optional: KNIFE FIGHT - Fighting at night was often very dangerous. LOS is limited to a maximum range

of 5 hexes. No unit can "see" farther than 5 hexes, after that consider LOS blocked (by darkness).
Note: Zarion suggests "Try using all of the Concealed Squad Markers with Knife Fight!"

Special Rules
A player may only capture a Victory Objective Marker or a Command Objective Marker if they have at least one friendly unit in the hex AND all ADJACENT hexes are free of enemy units.
Optional: STRATEGIZE ME - Each player may select one, two, or even three Strategy Decks (player's choice, take equal number of decks, do not use Reinforcement Decks). Starting with the player with initiative, each player should select one deck, repeat as needed.

Optional: OPERATIONAL MAYHEM: - Roll ONE die. Each player may select this number of Operations Cards to use or to be in effect. Starting with the player without initiative, each player should select one card, repeat as needed.
Optional: MIRROR WORLD - The US player should use GREY hexes when deploying units. The German player should use GREEN hexes when deploying units.
Note: Zarion suggests "Use Operational Mayhem and Strategize Me together!"

US

Order of Battle

- 24 Squad Bases
- 54 Regular Infantry
- 12 Elite Infantry
- 6 Officer
- 6 Mortar Crew
- 6 Machine Gun Crew
- 12 Sherman Tank
- 6 M3A1 Half Track
- 6 GMC CCKW 353 Truck



x 3



x 3



x 4



x 2

Division Two

- 0 Squad Bases

Starting Strategy Cards: 0

Deployment Zone

Deploy up to 12 units (squad or vehicle) to any green hex on the map.

Special Rules

Optional: REPLACEMENTS - Do not use any of your Squad Specialization Tokens. DO NOT give them to the German player.

Germany

Order of Battle

- 24 Squad Bases
- 54 Regular Infantry
- 12 Elite Infantry
- 6 Officer
- 6 Mortar Crew
- 6 Machine Gun Crew
- 6 Panzer IV Tank
- 6 Tiger I
- 6 SdKfz 251 Half Track
- 6 Opel Blitz Truck



x 3



x 3



x 2



x 4

Division Two

- 0 Squad Bases

Starting Strategy Cards: 0

Deployment Zone

Deploy up to 12 units (squad or vehicle) to any grey hex on the map.

Special Rules

Optional: SUPPLY PROBLEMS - Do not use any of your Squad Specialization Tokens. DO NOT give them to the US player.

