

# Tank Hunters

by Scott Roberts

American intelligence has learned that a detachment of Panzer IVs is en route to join with a German division to the east. The detachment is presently outfitting on the outskirts of a village. Americans have deployed an anti-tank team to

destroy the tanks.

## OBJECTIVE:

The Americans get one victory point for each German tank killed. The Germans receive 1 victory point for

each tank remaining (in whatever condition) at the close of round 4.

*"A good plan, violently executed now, is better than a perfect plan next week." - George Patton*

**Rounds:** 4

**Starting Initiative**

Americans

**Actions**

2

**Reinforcements**

There are no reinforcements.

**Special Rules**

There are no special rules.

## Americans

### Division One

- 5 Squad Bases
- 13 Regular Infantry
- 5 Elite Infantry
- 2 Officer



x 2



x 2

### Division Two

- 5 Squad Bases
- 13 Regular Infantry
- 5 Elite Infantry
- 2 Officer



x 2



x 2

**Starting Strategy Cards:** 2

**Strategy Decks**

- Morale I

**Operations Cards**

- Camouflage

**Deployment Zone**

The Americans may deploy on any of the shaded green hexes on 8A or 9B.

**Special Rules**

In lieu of drawing two random strategy

cards at the start, the Americans start with both "Take Down the Beast" cards from the Morale deck available in the American HQ area.

Don't forget to check the errata for the Camouflage operations card on page 47 of the rules manual.



# Germans

## Division One

- 0 Squad Bases
- 3 Panzer IV Tank

## Division Two

- 1 Squad Bases
- 2 Mortar Crew
- 2 Panzer IV Tank

## Starting Strategy Cards: 2 Strategy Decks

- Ground Support I

## Deployment Zone

The Germans may deploy anywhere on 11A or 7A.

## Special Rules

There are no special rules.



