

thanks the tanks!

by Danick

this scenario was created in a moment of madness.

OBJECTIVE:

you score 1 pt for each squad you

have destroyed(number of bases removed from play, whatever the cause),you score 1pt for each half-track destroyed. you score 2 pts for each tank destroyed. the nation who have the most points at the end of

turn 6 wins.
a heavily damaged vehicle is worth half the points.

"You think this is bad, kid? Just wait till the big guns start!"

Rounds: 6

Starting Initiative

flip a coin

Actions

3

Reinforcements

status phase 2
american= 10regulars
4elites
1machine gun
1 half-track
german= 10regulars

4elites
1machine gun
1half-track
status phase 4
american= 4 shermans
german= 4 panzer IV

All reinforcement enter play in their respective deployment zone.

Terrain

the stream is shallow.

Special Rules

the heavy fog card is only in play for the first 2 rounds.

you cannot buy a truck transport for any reinforcement squads when using a strategy card.

american

Division One

- 4 Squad Bases
- 8 Regular Infantry
- 4 Elite Infantry
- 2 Officer
- 1 Machine Gun Crew



x 2



x 1

Division Two

- 4 Squad Bases
- 12 Regular Infantry
- 2 Elite Infantry
- 2 Officer
- 1 M3A1 Half Track



x 2

Starting Strategy Cards: 2 Strategy Decks

- American Reinforcements I
- Ground Support I

Operations Cards

- Heavy Fog

Deployment Zone

any green hexes.

Special Rules

the american start with 2 command pts.
THE GROUND SUPPORT STRATEGY DECK IS A SHARED DECK.(see

DOTF).



german

Division One

- 4 Squad Bases
- 10 Regular Infantry
- 2 Elite Infantry
- 2 Officer
- 1 Machine Gun Crew



x 2

Division Two

- 3 Squad Bases
- 9 Regular Infantry
- 2 Elite Infantry
- 1 Officer
- 1 SdKfz 251 Half Track



x 2

Starting Strategy Cards: 2 Strategy Decks

- German Reinforcements I

Deployment Zone

any grey hexes.

Special Rules

the german start with 2 command pts.

