

New Mission

by Vedantin

The Americans have pinned down sizeable German forces some 30 miles to the east. The Americans are due to enforce their advantage within the next few days, but a window is open briefly for the Germans to receive much needed supplies and reinforcements to help withstand the American assault.

To this end the Germans are sending a convoy to the main defence position in readiness for the attack. The Americans are aware of this and have prepared an attack on the convoy to prevent the supplies from reaching their destination.

OBJECTIVE:

The German objective: To exit as many vehicles as possible off the eastern edge of tile 2A via the road using one movement point to exit off the board. For each truck so escaping the Germans score 2 VPs, for each Half-Track, they score 1 VP.

The American objective: To destroy as many vehicles as possible. VPs are 2 VPs per Truck and 1 VP per Half-Track.

At the end of Round 7 (or earlier if there are no more German vehicles to move), calculate which side has scored the most VPs. Vehicles that are still active (ie not destroyed) on

the board at the end count towards victory for the Germans if they can still move, but they count towards victory for the Americans if immobile. In either case, victory points are halved for vehicles still on the board.

Minor victory: for the side scoring most points.

Major victory: for a side if they score at least 5 points more than the opponent.

Tie: Honours even - draw.

Rounds: 7

Starting Initiative
Americans

Actions
2

Reinforcements
No reinforcements.

Terrain

The streams are shallow. The rough terrain hex on the road on tile 3A represents existing damage to the road - it has not been repaired - as such, the hex does not count as a road hex.

Side 1

Division One

- 4 Squad Bases
- 7 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 2 Machine Gun Crew
- 1 M3A1 Half Track
- 1 GMC CCKW 353 Truck



x 1

Division Two

- 4 Squad Bases
- 9 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 2 M3A1 Half Track
- 1 GMC CCKW 353 Truck



x 1



x 1

Starting Strategy Cards: 2 Strategy Decks

- Command I

Operations Cards

- Seize The Initiative

Deployment Zone

Division One: any of the green shaded hexes on tile 6A.

Division Two: any of the green shaded hexes on tile 8A.

Side 2

Division One

- 4 Squad Bases
- 8 Regular Infantry
- 4 Elite Infantry
- 2 Officer
- 1 Machine Gun Crew
- 2 SdKfz 251 Half Track
- 3 Opel Blitz Truck



x 1

Division Two

- 4 Squad Bases
- 8 Regular Infantry
- 4 Elite Infantry
- 2 Officer
- 1 Machine Gun Crew
- 2 SdKfz 251 Half Track
- 3 Opel Blitz Truck



x 1

Starting Strategy Cards: 2 Strategy Decks

- Supply I

Operations Cards

- Lay Smoke

Deployment Zone

Both divisions start in the grey hexes on tile 4A. The German player/s may start any units off the board west of the road hex. Their movement starts with moving on to the road.

Special Rules

The German trucks are carrying supplies and may not carry infantry. Remove the 'supply drop' card from the Supply

strategy deck.

