The Last Patrol

by Deano C. Ware

February 19, 1945: In the movie Band of Brothers depicting the actions of the 502nd Infantry Parachute Regiment, Easy Company arrives in the Alsacian town of Haguenau near the German border, and is ordered to send a patrol across the river to take enemy prisoners. Lt. Jones (Colin Hanks), fresh from West Point and eager for combat experience, volunteers to

lead. While successful, the mission costs another paratrooper's life, prompting Winters (Damian Lewis) to ignore the order to send a second patrol the next night.

OBJECTIVE:

The Americans win if they capture at least one German figure and return with it across the river.

The Germans win if they prevent the Americans from accomplishing their objective before the end of Turn 5.

East and west have met. This is the news for which the whole Allied world has been waiting. The forces of liberation have joined hands.

U.S. Radio Commentator, 1945

Rounds: 5
Starting Initative
American

Actions
3

Reinforcements
None.

Terrain
The River is Flooded and cannot be crossed by Infantry.

The American halftracks represent British LVT-4 Water Buffaloes and may enter a river hex at a cost of 4 movement points.

Special Rules
Night Mission - until the end of Turn 3 all ranges are halved (rounding down) to a minimum of 1.

Modified British Halftracks Water Buffalo - The movement rate of American halftracks is reduced to 6 instead of 7. American Halftracks may carry 2 squads instead of 1. The Water Buffalo halftracks may end their movement on the River however if a halftrack is heavily damaged while on a river hex it is

destroyed.

Captured - In order to capture a German squad it must be disrupted. Any non-disrupted American squad or non-heavily damaged vehicle that is adjacent to a disrupted German squad at the start of the Status Phase may capture the squad.

A vehicle adjacent to a disrupted German squad at the start of the Status Phase may capture the squad by simply placing the squad base off board on a numbered transport token and placing the corresponding numbered rectangle transport token under the vehicle. If a vehicle becomes heavily damaged while transporting a captured German squad the German squad immediately exits the vehicle and is placed in an adjacent hex (German player may choose). It remains disrupted however.
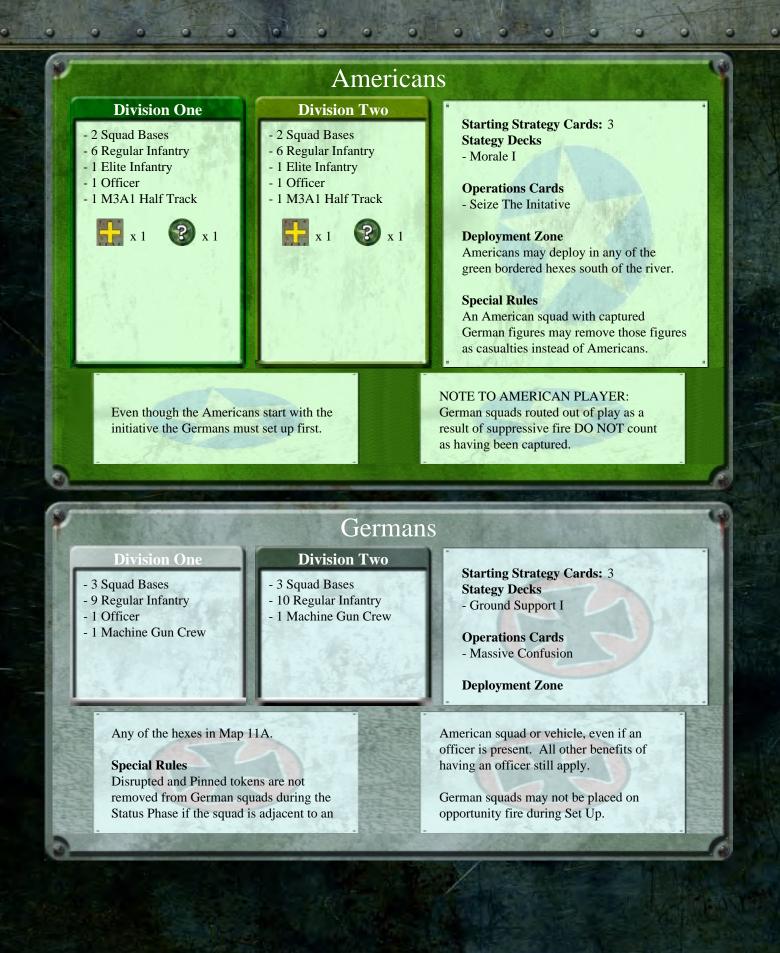
If captured by an American infantry squad the American squad may place any number of figures it wishes from the German squad base on any empty slot on its squad base. If there are not empty slots on its squad base or not enough empty slots for the

number of figures it wishes to capture the American squad must remove a number of figures equal to the number of figures it wishes to capture from the disrupted German base and replace those figures with the German figures. At least one American figure must remain on the squad base with the German figures.

Any removed American figures may be transferred to another eligible American squad as a squad transfer during the squad transfer stage of the Status Phase. If there are no eligible American squads to transfer the figures to they are removed from play.

Any German figures not removed from the disrupted base remain on their own base and remain in play but are still subject to capture by other American squads while they remain disrupted.

Americans

Division One
- 2 Squad Bases
- 6 Regular Infantry
- 1 Elite Infantry
- 1 Officer
- 1 M3A1 Half Track

➕ x 1   ❓ x 1

Division Two
- 2 Squad Bases
- 6 Regular Infantry
- 1 Elite Infantry
- 1 Officer
- 1 M3A1 Half Track

➕ x 1   ❓ x 1

Starting Strategy Cards: 3
Stategy Decks
- Morale I

Operations Cards
- Seize The Initative

Deployment Zone
Americans may deploy in any of the
green bordered hexes south of the river.

Special Rules
An American squad with captured
German figures may remove those figures
as casualties instead of Americans.

Even though the Americans start with the
initiative the Germans must set up first.

NOTE TO AMERICAN PLAYER:
German squads routed out of play as a
result of suppressive fire DO NOT count
as having been captured.

Germans

Division One
- 3 Squad Bases
- 9 Regular Infantry
- 1 Officer
- 1 Machine Gun Crew

Division Two
- 3 Squad Bases
- 10 Regular Infantry
- 1 Machine Gun Crew

Starting Strategy Cards: 3
Stategy Decks
- Ground Support I

Operations Cards
- Massive Confusion

Deployment Zone

Any of the hexes in Map 11A.

Special Rules
Disrupted and Pinned tokens are not
removed from German squads during the
Status Phase if the squad is adjacent to an

American squad or vehicle, even if an
officer is present. All other benefits of
having an officer still apply.

German squads may not be placed on
opportunity fire during Set Up.