

# The Seige

by Peter Cooper

## OBJECTIVE:

The Americans gain one victory point for every squad or vehicle they kill. If the German player empties a

squad base by transferring units, it counts as a point for the Americans. If they reach 12 victory points, the game immediately ends, and they win.

The Germans win by preventing the Americans from fulfilling these conditions.

## Rounds: 7

### Starting Initiative

Americans

### Actions

3

### Reinforcements

At the end of turn 5, the Americans gain two Shermans as reinforcements.

## Terrain

Buildings may only be entered or left by the road that leads into them. (Note: Buildings may be assaulted from any space, but the attacking units can't move in unless they are assaulting from the road space.)

## Special Rules

The green Command Objectives are supply dumps. After collecting Command, discard the counter.

The blue Command Objectives are awarded to the player who has the most units in the building.

## Americans

### Division One

- 8 Squad Bases
- 20 Regular Infantry
- 5 Elite Infantry
- 3 Officer
- 2 Machine Gun Crew



x 1



x 2

### Division Two

- 8 Squad Bases
- 20 Regular Infantry
- 5 Elite Infantry
- 3 Officer
- 2 Machine Gun Crew



x 1



x 2

### Starting Strategy Cards: 2

#### Strategy Decks

- Ground Support I
- Supply I

#### Operations Cards

- Desperate Defenders
- Lay Razor Wire
- Lay Smoke

#### Deployment Zone

Division One deploys in the dark green spaces, Division Two in the light green spaces.

### Special Rules

The American player may not chose to draw from the supply deck, but instead

draws one card each time they capture a supply dump. (two cards for the 5-value supply dump)

# Germans

## Division One

- 3 Squad Bases
- 10 Regular Infantry
- 1 Mortar Crew
- 3 SdKfz 251 Half Track

## Division Two

- 9 Squad Bases
- 20 Regular Infantry
- 10 Elite Infantry
- 2 Officer
- 2 Mortar Crew



x 2

## Starting Strategy Cards: 4 Strategy Decks

- Command I
- German Reinforcements I

## Operations Cards

- Massive Confusion
- Merciless Assault

## Deployment Zone

Division One deploys in the dark gray spaces, Division Two in the light gray spaces.

## Special Rules

The Massive Confusion card is changed to: 'Your units may not combine fire with units of another division.'

(All reinforcements must be on dark gray bases.)



