

The Village

by Josue

OBJECTIVE:

La nacion que tenga mas PV gana la partida. Al final de la ronda 10 se otorgan PV a los jugadores tal como

se indica a continuacion:

-Cada nacion gana 1 PV por cada edificio que controle del pueblo (los edificios del pueblo son los situados

en los mapas 1A, 11A y 3A).

Rounds: 10

Starting Initiative
Estadounidenses

Actions
3

Terrain

Ambos rios están inundados.

Estadounidenses

1ª Division

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



x 1



x 3

2ª Division

- 8 Squad Bases
- 16 Regular Infantry
- 8 Elite Infantry
- 2 Officer
- 1 Mortar Crew
- 2 Machine Gun Crew
- 3 M3A1 Half Track
- 3 GMC CCKW 353 Truck



x 2



x 3

Starting Strategy Cards: 3

Strategy Decks

- American Reinforcements I
- Ground Support I

Operations Cards

- Lay Smoke

Deployment Zone

Cualquiera de los hexágonos verdes.

Alemanes

1ª Division

- 7 Squad Bases
- 16 Regular Infantry
- 4 Elite Infantry
- 2 Officer
- 1 Mortar Crew
- 2 Machine Gun Crew
- 1 Tiger I
- 2 SdKfz 251 Half Track
- 1 Opel Blitz Truck



x 1



x 1

2ª Division

- 8 Squad Bases
- 16 Regular Infantry
- 8 Elite Infantry
- 2 Officer
- 1 Mortar Crew
- 2 Machine Gun Crew
- 1 Panzer IV Tank
- 2 SdKfz 251 Half Track
- 1 Opel Blitz Truck



x 2



x 1

Starting Strategy Cards: 3

Strategy Decks

- German Reinforcements I
- Morale I

Operations Cards

- Desperate Defenders

Deployment Zone

Cualquiera de los hexágonos grises.



