

New Mission

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OBJECTIVE:

The nation with the most VPs at the end of round 6 wins. The nation who controls Victory Point in the middle of the map gain 1VP in status phase (in every round in which the nation controls this point). Victory points located on maps 12A and 5A are representing german supply boxes (unfortunate air-drop). Their value is 3VP each.

- Americans gain 3VPs for each

supply box transported off-map trough the hex containing the bridge (green hex).

- Germans gain 3VPs for each supply box transported into hex marked with black ring on map 11A.

- If one of sides will destroy enemy vehicle with supply box on board automatically lose one VP, and supply box is destroyed with vehicle.

Supply box can only be transported

by vehicle with transport ability. To transport a supply box vehicle must enter on a hex containing supply box and end his action on this hex. In next round this vehicle may now make his move with the supply box. Transporting supply boxes is similar to transporting normal units.

- If germans will destroy all of enemy units they win automatically.

Rounds: 7

Starting Initiative

Americans

Actions

3

Reinforcements

In status phase of round 2, Americans call for reinforcements. The reinforcements are as follows: 1x M3A1 HALF-TRACK, 1x GMC CCKW 353, 1x squad base containing 1x MACHINE GUN

CREW, 1x REGULAR INFANTRY, 1x OFFICER. Deployment zone of reinforcements is marked by R letter.

Terrain

None.

Special Rules

- In status phase engineers may fix heavy damaged vehicle by flipping a heavy damage token into light damage side. When lightly damaged - token is removed. Engineers may fix every damaged vehicle only when

damaged vehicle is on the same hex. Pinned or disrupted engineers can not fix damaged vehicles (fresh or fatiguated engineers can do this).

- Units can not participate in combined fire.

Side 1

Division One

- 2 Squad Bases
- 4 Regular Infantry
- 3 Elite Infantry
- 1 Officer



x 1



x 1

Division Two

- 2 Squad Bases
- 4 Regular Infantry
- 4 Elite Infantry



x 1



x 1

Starting Strategy Cards: 1 Strategy Decks

- Command I

Operations Cards

- No Surrender
- Seize The Initiative

Deployment Zone

Any of the hexes with forest on map 7B.

Side 2

Division One

- 2 Squad Bases
- 7 Regular Infantry
- 1 Officer
- 1 Panzer IV Tank



x 1

Division Two

- 2 Squad Bases
- 4 Regular Infantry
- 2 Elite Infantry
- 1 Machine Gun Crew
- 1 Opel Blitz Truck



x 1

Starting Strategy Cards: 1 Strategy Decks

- Ground Support I

Operations Cards

- Desperate Defenders

Deployment Zone

Any of the hexes on map 11A.

