

NORMANDY FARM

Scenario Design: Willem Boersma

BACKGROUND:

Normandy, June 1944. A group of Americans approaches a farmhouse and its surrounding buildings. As dusk is fast approaching they are looking for shelter for the night. They are in for a nasty surprise. Apparently a group of German soldiers had the same idea and see the Americans approaching. Although the Americans have superior numbers, the Germans have the benefit

of cover and of an MG '42. Who will spend the night sleeping at the farm and who will sleep the eternal sleep?

OBJECTIVE:

As soon as the Americans control the VP objective, they win the game. If they don't control it by the end of game round 4, the Germans win.

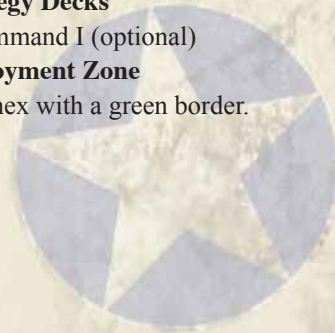
AMERICAN SETUP

DIVISION 1

- 5 Squad Bases:
 - 13 Regular Infantry
 - 3 Elite Infantry
 - 2 Officers
 - 1 Mortar Crew

DIVISION 2

- Starting Strategy Cards: 0
- Strategy Decks
 - Command I (optional)
- Deployment Zone
 - Any hex with a green border.



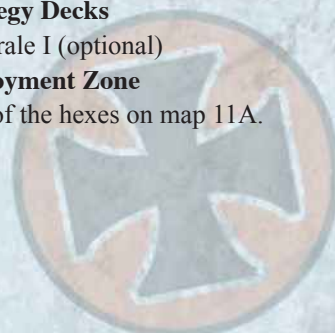
GERMAN SETUP

DIVISION 1

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

DIVISION 2

- Starting Strategy Cards: 0
- Strategy Decks
 - Morale I (optional)
- Deployment Zone
 - Any of the hexes on map 11A.





SCENARIO DETAILS

- Rounds: 4
- Starting Initiative:
Americans
- Actions per Turn:
1 action per nation

REINFORCEMENTS

- None

SPECIAL RULES

- None

TERRAIN FEATURES

- None

