CHAIN OF COMMAND

Scenario Design: Corey Konieczka

BACKGROUND:

Cherbourg fell three weeks after the invasion of Normandy, but the destruction of the port meant the Allies would have to find other ways to receive their much-needed supplies.

OBJECTIVE:

The nation with the most VPs at the end of Round 6 wins.

The Americans earn VPs under the following conditions:

• Each M3A1 Half-Track that exits the board from one of the blue shaded hexes on map 2A scores 2 VPs.

• During each Command Phase, the Americans score 1 VP if they have at least one unit on the Bridge hex on map 2A.

The Germans earn VPs under the following conditions:

• During each Command Phase, the Germans score 1 VP if they have at least one unit on the Bridge hex on map 2A.

"May God have mercy upon my enemies, because I won't."

—*General George S. Patton*

AMERICAN SETUP

DIVISION 1

• 2 Squad Bases
  - 4 Regular Infantry
  - 3 Elite Infantry
  - 1 Officer
• 3 M3A1 Half-Tracks

DIVISION 2

• 5 Squad Bases
  - 14 Regular Infantry
  - 3 Elite Infantry
  - 1 Officer
  - 1 Mortar Crew

• **Starting Strategy Cards:** 2
• **Strategy Decks**
  - Ground Support I (remove both of the "Anti-Air Support" cards)
• **Deployment Zone**
  Any of the hexes with a green border.
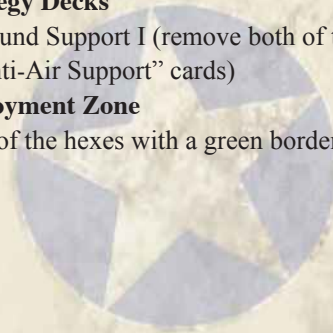
GERMAN SETUP

DIVISION 1

• 3 Squad Bases
  - 8 Regular Infantry
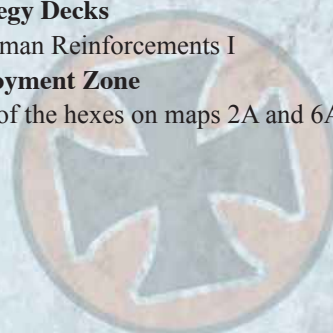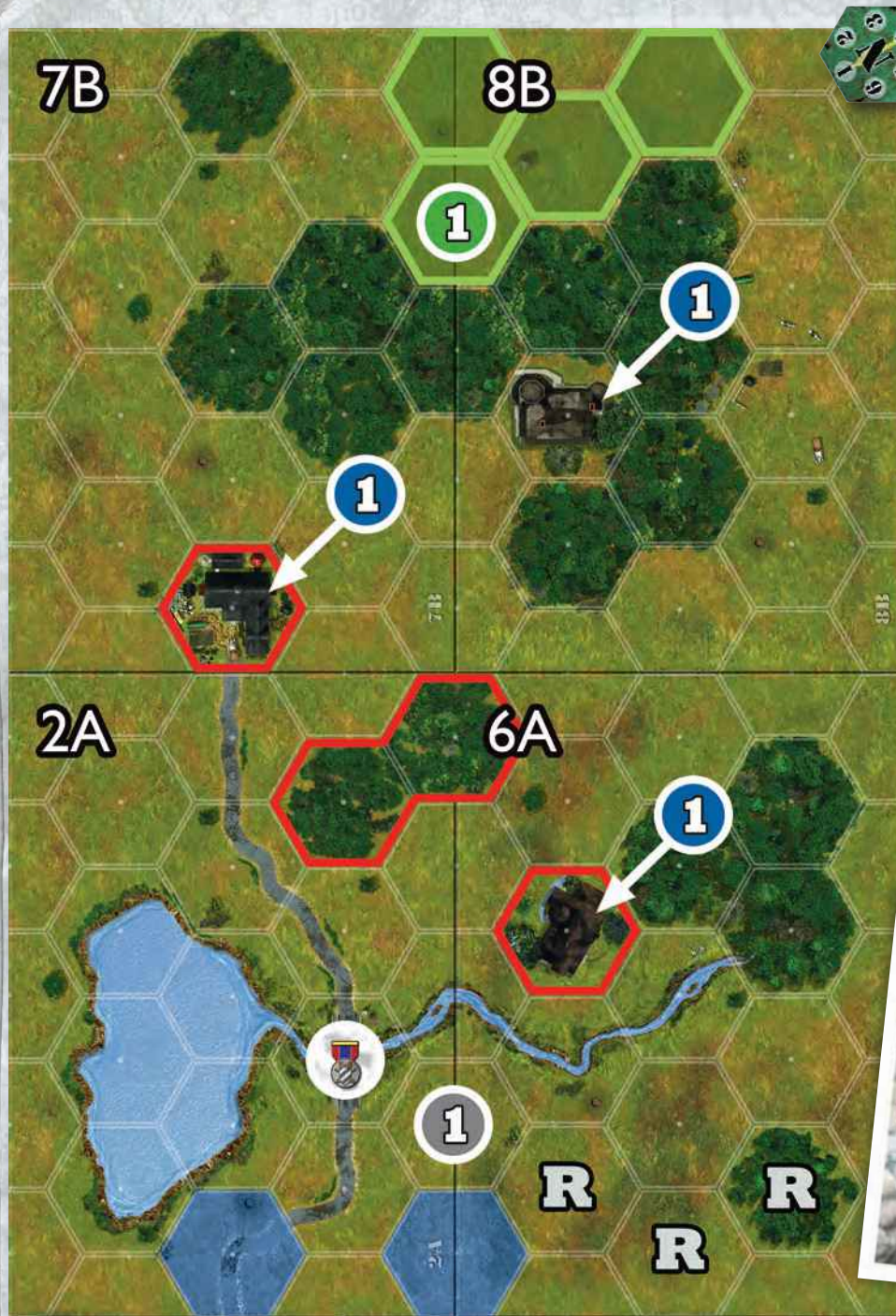 - 2 Elite Infantry
  - 2 Officers

 x2

DIVISION 2

• 3 Squad Bases
  - 7 Regular Infantry
  - 1 Officer
  - 2 Machine Gun Crews

• **Starting Strategy Cards:** 2
• **Strategy Decks**
  - German Reinforcements I
• **Deployment Zone**
  Any of the hexes on maps 2A and 6A.

7B

8B

2A

6A

R R

R

SCENARIO DETAILS

- **Rounds:** 6

- **Starting Initiative:** Americans

- **Actions per Turn:**
  3 actions per nation

REINFORCEMENTS

- None

SPECIAL RULES

- M3A1 half-tracks have a movement value of 5 instead of 7.

- M3A1 half-tracks may not use their Transport ability.

- A vehicle on a blue shaded hex may spend 1 movement point to exit the board.

TERRAIN FEATURES

- The stream is *Shallow*.