

SILENCE THE GUNS

v. 2007

After sustaining horrible losses while crossing the Sauer River, the 76th Infantry Division adopts more cautious protocols in their attempts to push through the Siegfried Line. On the morning of February 11th, 1945, a 15-minute barrage from an entire artillery battalion is unleashed on a small German fortified position, and followed up by mortar bombardment in prelude to a full-scale attack.

OBJECTIVE:

The Americans immediately win if they control the pillbox at the end of any round.

The German player wins if the American player is unable to fulfill his objective by the end of round 6.

"A good plan, violently executed now, is better than a perfect plan next week."

—General George S. Patton

AMERICAN SETUP

DIVISION 1

- 9 Squad Bases
- 30 Regular Infantry
- 2 Officers
- 2 Machine Gun Crews
- 2 Sherman M4A1s



DIVISION 2

- 6 Squad Bases
- 8 Regular Infantry
- 11 Elite Infantry
- 1 Officer
- 2 Mortar Crews
- 2 M3A1 Half-Tracks



- Starting Strategy Cards: 3

Strategy Decks

- Command I
- Ground Support I

Operations Card

- Merciless Assault

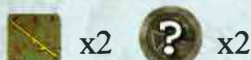
Deployment Zone

Any hex with a green border.

GERMAN SETUP

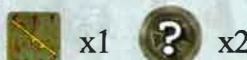
DIVISION 1

- 5 Squad Bases
- 15 Regular Infantry
- 1 Officer
- 2 Machine Gun Crews



DIVISION 2

- 5 Squad Bases
- 6 Elite Infantry
- 9 Regular Infantry
- 1 Officer
- 2 Mortar Crews



- Starting Strategy cards: 3

Strategy Decks

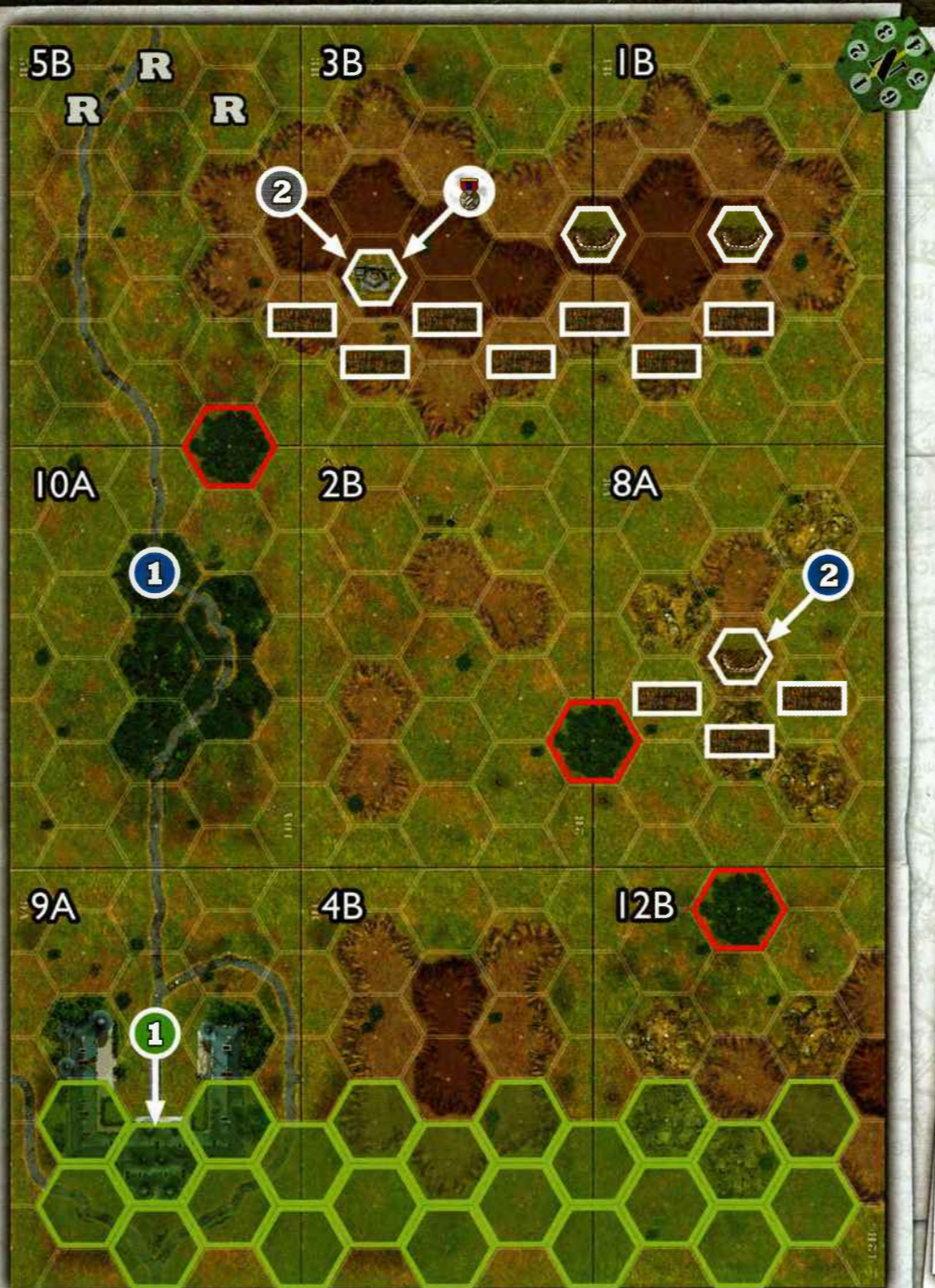
- German Reinforcements I
- Morale I

Operations Cards

- No Surrender

Deployment Zone

Any of the hexes on maps 5B, 3B, and 1B, as well as the hex containing an entrenchment marker on map 8A.



SCENARIO DETAILS

- Rounds: 6
- Starting Initiative
Germans
- Actions per Turn
3 actions per nation

REINFORCEMENTS

The Germans receive the following reinforcements during the Status Phase of round 4:

- 2 Squad Bases
- 7 Elite Infantry
- 1 Officer
- 2 SdKfz 251 Half-Tracks
- 1 Panzer IV

TERRAIN FEATURES

- 3 Entrenchments
- 10 Razor Wire
- 1 Pillbox

