

New Mission

by 7times7is49

The Germans are caught off guard and must hold off the advancing American forces.

OBJECTIVE:

The Germans must hold a majority

of the victory objective markers as the Americans must take over a majority of them as well to gain control of the town. If, by the end of round 12 no one has secured the majority victory objective markers

and the adjacent hexes free of enemy troops, the play continues into sudden death.

"Dulce et decorum est pro patria mori," Horace.

Rounds: 12

Starting Initiative

Americans

Actions

3

Reinforcements

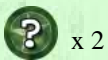
At the end of round 4, the Americans receive 4 infantry and a squad base for Division I, while Division II receives 4 infantry and a squad base. At the end of round 6, the Germans receive 1 machine gun, 6 infantry for Division I and 1 infantry, 2 elite

infantry and an officer in a half-track for Division II. At the end of round 8, the Americans receive 2 Sherman Tanks and 4 infantry for Division I, and 8 infantry in two halftracks for Division II. At the end of round 10, the Germans receive 6 infantry, 1 machine gun for Division I and 1 Tiger, 4 infantry for Division II. If a reinforcement hex becomes blocked, the corresponding division does not receive their reinforcements and must take it back to receive any further reinforcement for the remainder of the game.

Side 1

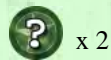
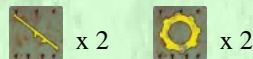
Division One

- 12 Squad Bases
- 27 Regular Infantry
- 6 Elite Infantry
- 3 Officer
- 3 Mortar Crew
- 3 Machine Gun Crew
- 6 Sherman Tank
- 3 M3A1 Half Track
- 3 GMC CCKW 353 Truck



Division Two

- 12 Squad Bases
- 27 Regular Infantry
- 6 Elite Infantry
- 3 Officer
- 3 Mortar Crew
- 3 Machine Gun Crew
- 6 Sherman Tank
- 3 M3A1 Half Track
- 3 GMC CCKW 353 Truck



Starting Strategy Cards: 3 Strategy Decks

- American Air Support Deck I
- American Reinforcements I
- Artillery I
- Command I

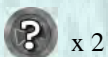
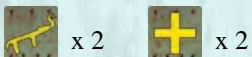
Deployment Zone

Division I deploys in dark green outlined hexes; Division II deploys in light green outlined hexes.

Side 2

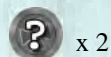
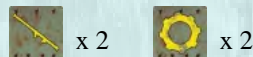
Division One

- 12 Squad Bases
- 27 Regular Infantry
- 6 Elite Infantry
- 3 Officer
- 3 Mortar Crew
- 3 Machine Gun Crew
- 3 Panzer IV Tank
- 1 Tiger I
- 2 SdKfz 251 Half Track
- 1 Opel Blitz Truck



Division Two

- 12 Squad Bases
- 27 Regular Infantry
- 6 Elite Infantry
- 3 Officer
- 3 Mortar Crew
- 3 Machine Gun Crew
- 3 Panzer IV Tank
- 1 Tiger I
- 2 SdKfz 251 Half Track
- 1 Opel Blitz Truck



Starting Strategy Cards: 3 Strategy Decks

- German Reinforcements I
- Ground Support I
- Supply I

Deployment Zone

Division I deploys in dark gray outlined hexes; Division II deploys in light gray outlined hexes.

