

New Mission

by 7times7is49

Second beginners scenario which shouldn't be too lop-sided, concentrating on use of vehicles.

OBJECTIVE:

Whoever controls the victory

objective marker at the crossroads without enemy squads in the adjacent hexes by the end of round 12. If absolute control is not established over the victory objective marker and surrounding hexes by the

end of round 12, play continues into sudden death.

"Memoir '44 may have came first, but Tide of Iron is much better!"
7times7is49

Rounds: 12

Starting Initiative

Roll of the Die

Actions

3

Reinforcements

German reinforcements: Gray 'R'

hex. American reinforcements: Green 'R' hex.

Terrain

Single hex overlay: curved road.

Double hex overlay: building.

Triangle hex overlay: building with road.

Side 1

Division One

- 7 Squad Bases
- 13 Regular Infantry
- 6 Elite Infantry
- 3 Officer
- 1 Mortar Crew
- 2 Machine Gun Crew
- 6 Sherman Tank
- 3 M3A1 Half Track
- 2 GMC CCKW 353 Truck



x 1



x 2



x 1



x 1

Division Two

- 7 Squad Bases
- 13 Regular Infantry
- 6 Elite Infantry
- 3 Officer
- 1 Mortar Crew
- 2 Machine Gun Crew
- 6 Sherman Tank
- 3 M3A1 Half Track
- 2 GMC CCKW 353 Truck



x 1



x 2



x 1



x 1

Starting Strategy Cards: 0

Strategy Decks

- American Reinforcements I
- Artillery I

Deployment Zone

Division One: Dark Green Hexes.

Division Two: Light Green Hexes.

Squads may be deployed inside trucks and halftracks if desired.

Side 2

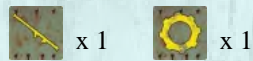
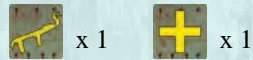
Division One

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



Division Two

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



Starting Strategy Cards: 0 Strategy Decks

- Artillery II
- German Reinforcements I

Deployment Zone

Division One: Dark Gray Hexes. Division Two: Light Gray Hexes. Squads may be depolyed inside trucks and halftracks if desired.

