

# Blitz

by Zarion of Arabel

A German Mechanized Company is tasked with clearing a village of US troops.

## OBJECTIVE:

The US player gains 1 VP for each

German half-track, truck, or Panzer IV they destroy; they gain 2 VP for each Tiger they destroy. The German player gains 6 VP if they control the Victory Objective Marker at endgame. Highest VP wins, in the

case of a tie the US player wins. (Hint: If the German player "sacrifices" all of their trucks, they WILL lose).

*Go Forward!!! Keep Moving!!!*

**Rounds:** 12

**Starting Initiative**

Germany

**Actions**

3

**Reinforcements**

Cards only. The US player CANNOT spend extra CP to purchase a truck with reinforcements.

**Terrain**

The stream is DEEP.

**Special Rules**

A player may capture a Command Objective Marker or a Victory Objective Marker if they have at least one friendly unit in the hex AND all ADJACENT hexes are free of enemy units.  
OPTIONAL(Recommended): Allow the German player to exit trucks "off-

map" using the reinforcement hex. A new truck may then be purchased with reinforcements.

## US

### Forces

- 13 Squad Bases
- 30 Regular Infantry
- 9 Elite Infantry
- 3 Officer
- 2 Mortar Crew
- 3 Machine Gun Crew
- 6 Sherman Tank



x 4

### N/A

- 0 Squad Bases

**Starting Strategy Cards:** 2

**Strategy Decks**

- American Reinforcements I

**Deployment Zone**

US Squads may deploy to any hex on maps 4A, 11A, 9A and 1A. US Vehicles may deploy to any reinforcement hex.

**Special Rules**

The US player gains control of ALL Objective Markers on maps 4A, 11A, 9A and 1A at the beginning of Round 1, even if no friendly units are deployed to the appropriate hex.



# Germany

## Forces

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



x 4

## N/A

- 0 Squad Bases

## Starting Strategy Cards: 3 Strategy Decks

- Artillery I
- German Reinforcements I

## Operations Cards

- Clear Mines
- Clear Tank Traps

## Deployment Zone

All German units begin the scenario "off-map". At the beginning of each Action Turn during Round 1 the German player MAY deploy up to 3 units to the reinforcement hex, then activate said units. All initial forces MUST be deployed to the map during Round 1.

## Special Rules

The player may only draw initial Strategy Cards from the Artillery I deck.



