

Calling It In

by Peter Cooper

OBJECTIVE:

If, at the end of any turn, the

Germans have 3 units in yellow hexes, they win.
The Americans win by preventing

this.

Rounds: 6

Starting Initiative

Germans

Actions

3

Reinforcements

At the end of turn 4 the Germans

receive another Panzer IV.

Special Rules

For two movement, a flamethrower squad may set an adjacent forest space on fire. Place a smoke marker on the hex, it is not treated as a minefield.

Americans

Officer Corps.

- 4 Squad Bases
- 12 Regular Infantry
- 4 Officer

Infantry

- 9 Squad Bases
- 22 Regular Infantry
- 6 Elite Infantry
- 4 Machine Gun Crew



x 2



x 2

Starting Strategy Cards: 5

Strategy Decks

- American Reinforcements I
- Artillery II
- Morale I

Operations Cards

- No Surrender
- Inspiring Leadership

Deployment Zone

One Officer squad starts in each of the buildings on map 8B and the one on map

11B. The Infantry deploy in the light green hexes.

Special Rules

You may fatigue an Officer to immediately gain 2 Command or to draw an extra card.

Germans

Division One

- 10 Squad Bases
- 28 Regular Infantry
- 4 Elite Infantry
- 2 Officer
- 2 Mortar Crew
- 1 Machine Gun Crew
- 1 Panzer IV Tank
- 2 SdKfz 251 Half Track



x 2

Snipers

- 2 Squad Bases
- 8 Regular Infantry



x 2



x 2

Starting Strategy Cards: 3 Strategy Decks

- Command I
- Ground Support I

Operations Cards

- Tank Ace
- Camouflage

Deployment Zone

Division One deploys in the dark gray hexes. The Snipers deploy in the light gray hexes.

Special Rules

The Engineer squads are snipers. They ignore cover, and may choose which unit is killed.

