

Convoy Ambush

by Degamer

Durring the night, a unit of crack Falschmijager paratroops landed at a critical choke point behind enemy lines. With a mission to intercept a convoy of fresh troops and supplies critical to the allied offensive, the German troops must stall or prevent the convoy from reaching the front lines.

OBJECTIVE:

The Americans win if they all surviving trucks have reached the top end of the map board (past the river), or if all German forces are destroyed.

The German forces win if at the end of any round, they controll the

crossroad on Tile 3A, or all American trucks have been destroyed.

"Don't fire until you can see the whites of their eyes."

- Major Devereux (the battle of Wake Island, 1941)

Rounds: N/A
Starting Initiative
German

Actions
3

Reinforcements

None available.

Terrain
The river is deep.

Special Rules
Each side has communal access to the Command I, Morale I, and

Ground Support I Command decks.

American Reserves

Division One

- 4 Squad Bases
- 8 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 2 Machine Gun Crew
- 1 Sherman Tank
- 2 GMC CCKW 353 Truck



x 1

Division Two

- 5 Squad Bases
- 11 Regular Infantry
- 3 Elite Infantry
- 2 Officer
- 1 Mortar Crew
- 1 Machine Gun Crew
- 1 M3A1 Half Track
- 2 GMC CCKW 353 Truck



x 2

Starting Strategy Cards: 3

Operations Cards

- Desperate Defenders

Deployment Zone

The Americans may deploy anywhere on Tile A3.

German Falschimjager

Division One

- 6 Squad Bases
- 10 Regular Infantry
- 6 Elite Infantry
- 2 Officer
- 1 Mortar Crew
- 2 Machine Gun Crew



x 1



x 1

Division Two

- 6 Squad Bases
- 10 Regular Infantry
- 6 Elite Infantry
- 2 Officer
- 1 Mortar Crew
- 2 Machine Gun Crew



x 1



x 1

Starting Strategy Cards: 0

Operations Cards

- Camouflage

Deployment Zone

The Germans may deploy anywhere on Tiles 6A, 4A, and 11B.

Special Rules

The Germans start with Sniper X2, Preparations, and Reconnaissance Command cards face up in their command area.

