

Crossing the Moselle

by Malcolm "Brummbar" Green

In September of 1944, the American army found itself facing another major objective, crossing the Moselle river and capturing the major city of Nancy. A plan was devised to encircle the city due to it's well defended front. The 80th Infantry and 4th Armored divisions worked in conjunction with the

infantry first establishing the north bridgehead to be followed by the armor to push through. The Germans reacted quickly and threatened the shrinking bridgehead, the decision to send in the armor was risky but the alternative was complete failure.

OBJECTIVE:

The side that controls the objective marker at the end of the game wins.

*"That is the shortest way home."
- Lt. Col. Creighton W. Abrams
laconically replied pointing across the Moselle when asked his opinion on bringing the tanks across.*

Rounds: 6
Starting Initiative
Americans

Actions
2

Reinforcements
Americans 2nd Division Sherman tanks may enter from the R marked

hex during the Status Phase of round 2.

German 2nd Division PzkwIV tanks may enter from the 2 R marked hexes during the Status Phase of round 4

Terrain
The Stream is Deep

Side 1

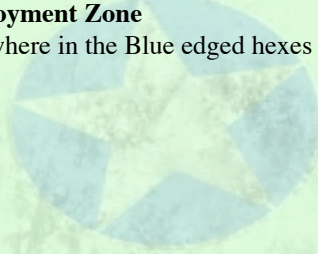
Division One

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

Division Two

- 0 Squad Bases
- 4 Sherman Tank

Starting Strategy Cards: 0
Deployment Zone
Anywhere in the Blue edged hexes



Side 2

Division One

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



x 2

Division Two

- 0 Squad Bases
- 2 Panzer IV Tank

Starting Strategy Cards: 0

Deployment Zone

Anywhere on boards 1A, 11A, 12B and 3A

