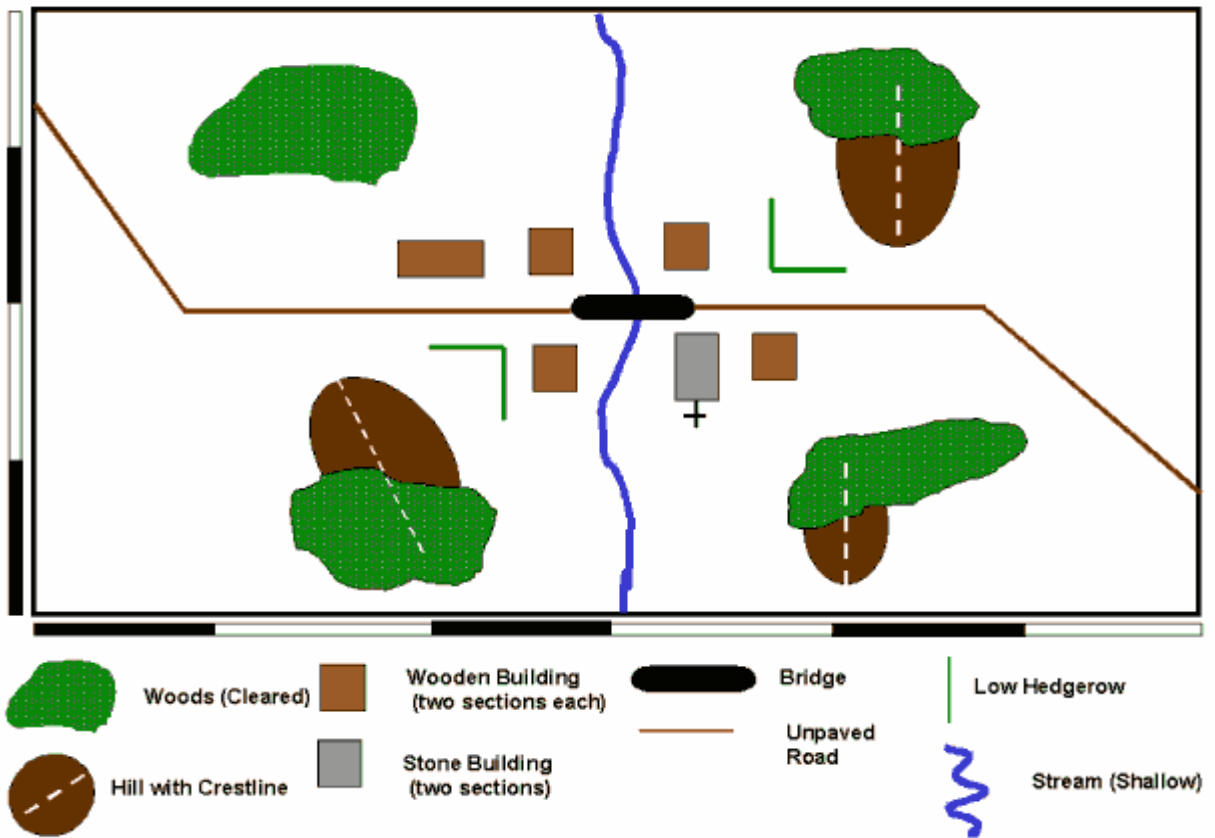


Somewhere in France, 1944

This scenario is a training scenario representing a meeting engagement between American and German reconnaissance elements. It was specifically designed with a minimum of heavy armor.






The Map



Size: 6' x 4'. Each mark on the side of the map represents 12"

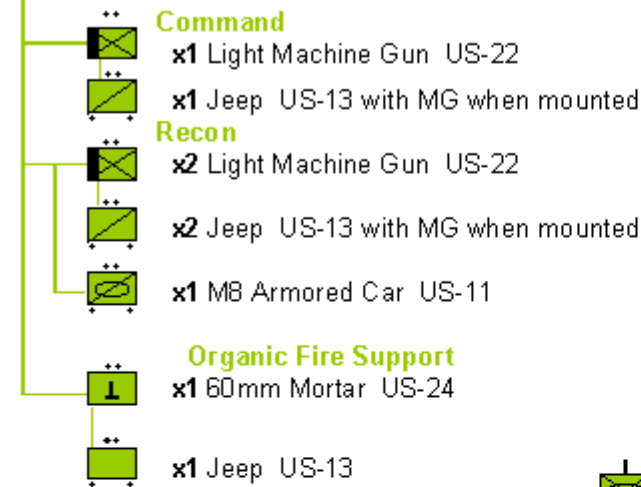
US Order of Battle

Armored Cavalry Squadron

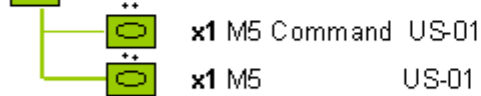
-  **Headquarters Element [Veteran]**
x1 M20 Commander US-12
-  **x2 Mech Recon Armored Cav Platoon [Veteran]**
-  **x2 Light Tank Platoon [Veteran]**
-  **x1 Engineer Company [Veteran]**
-  **x1 Armored Infantry Company [Veteran]**

Maneuver Element Details

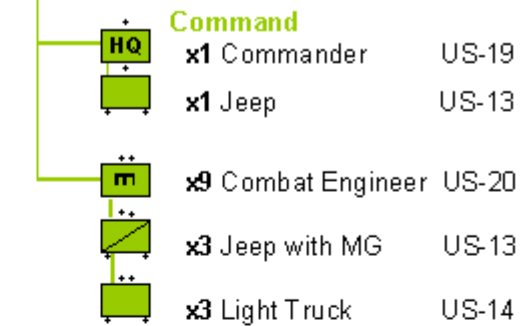
Mech Recon Armored Cav Platoon



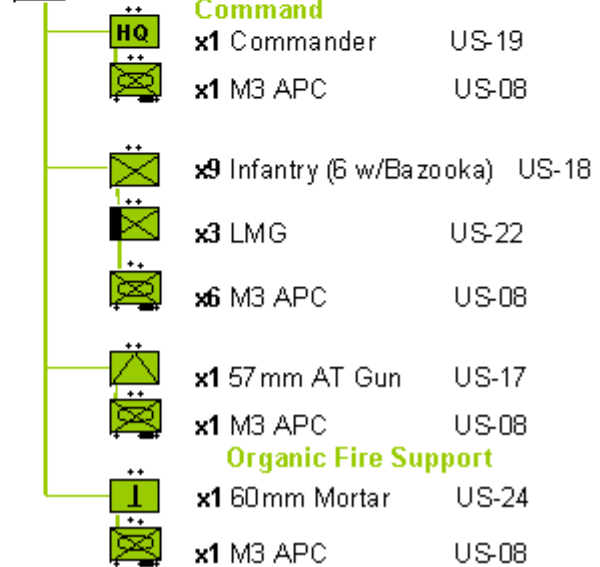
Light Tank Platoon



Engineer Company









Armored Infantry Company



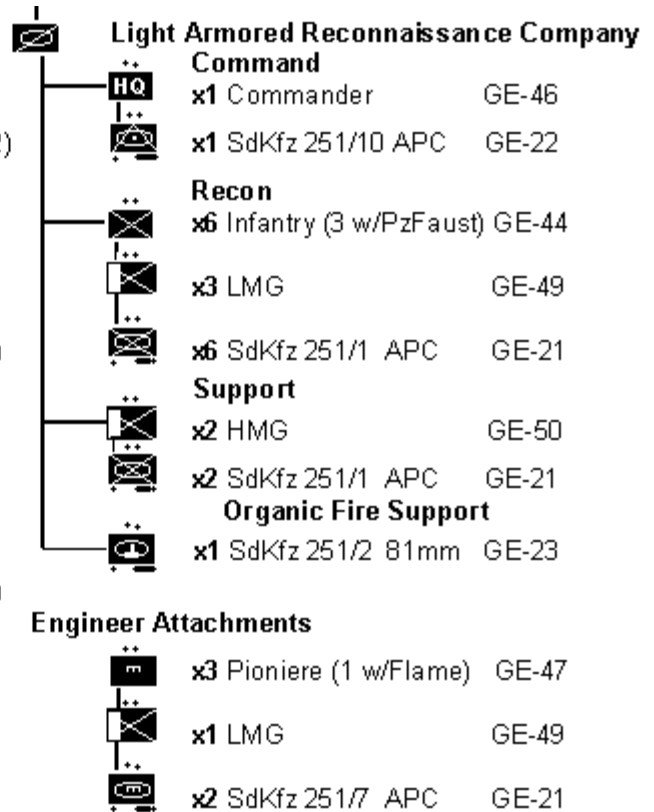
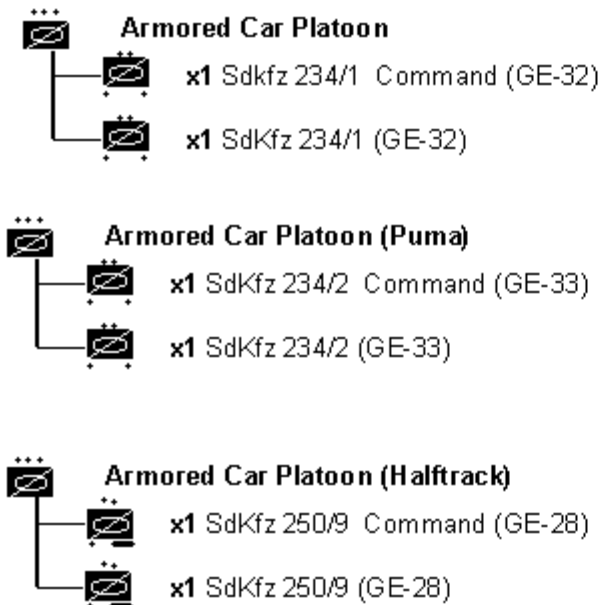
German Order of Battle



Armored Reconnaissance Battalion

-  **Headquarters [Elite]**
x1 Sdkfz 234/1 (GE-32)
-  **x2 Armored Car Platoon [Elite]**
-  **x1 Armored Car Platoon (Puma) [Elite]**
-  **x2 Armored Car Platoon (Halftrack) [Elite]**
-  **x1 Light Armored Reconnaissance Company [Veteran]**
-  **Armored Engineer Attachments**

Maneuver Element Details



Two of the engineer units can fit in each halftrack and the halftracks can be attached individually to other MEs

Attached Engineer inherit the discipline rating of the unit to which they are attached.

Starting Positions

- No forces start on the map.
- U.S. and Germans each enter on turn 1 anywhere on the narrow ends of the map. U.S. forces enter from the West (left edge of the Map), Germans from the East.
- The high speed of recon units would allow the first player an unfair advantage. On the first turn, neither side may use road movement.

Off-board Fire Support Units.

None. Only the organic mortars may perform indirect fire.

Game Length

The scenario is played in twelve game turns.

Each game turn represents ten minutes of the battle.

The game ends after completing the U.S. player turn of the twelfth game turn.

Victory Conditions

Calculate victory points as per the victory point table (page 12 of the rules). In addition, award 3 victory points for control of the bridge, which consists of no enemy units on or adjacent (within 5") of the bridge and no enemy units in the 4 buildings closest to the bridge. The side with the most victory points wins.