

# INFANTRY TRAINING

This is a training scenario. The German Wehrmacht and the US Army fight each other to gain control of the objective hex in the centre of the game board. As this is a training scenario, some rule references from the main rulebook (MR) have been included to help get players started. There are no formation cards and command points to play with.

## SCENARIO SET UP:

- ▶ Both factions have the following units. The unit / faction setup is shown in the map below. There are no reinforcements in this scenario.
- ▶ German Wehrmacht sets up: 2x Rifles 43, 1x Heavy MG42
- ▶ US Army sets up: 2x Rifles 43, 1x Cal.50 HMG



The game lasts for 6 turns.



Place Objective Markers on hexes shown in the map below

## VICTORY CONDITIONS:

The player who controls the objective hex, (see MR 6.5), at the end of the last turn wins.

## SPECIAL RULES:

For this scenario, players should use only the basic and infantry specific rules, (see MR 3.2.1 and 3.2.2). Disregard any optional rules (see MR 4.9). Both factions place the units one after the other on the starting areas, (see MR 5.8). The starting player, (see MR 6.1), makes the first move.

The blue faction refers to the German Wehrmacht and the green faction refers to the US Army. If players wish to play the other way around see MR 5.3.



Map Tiles: S6

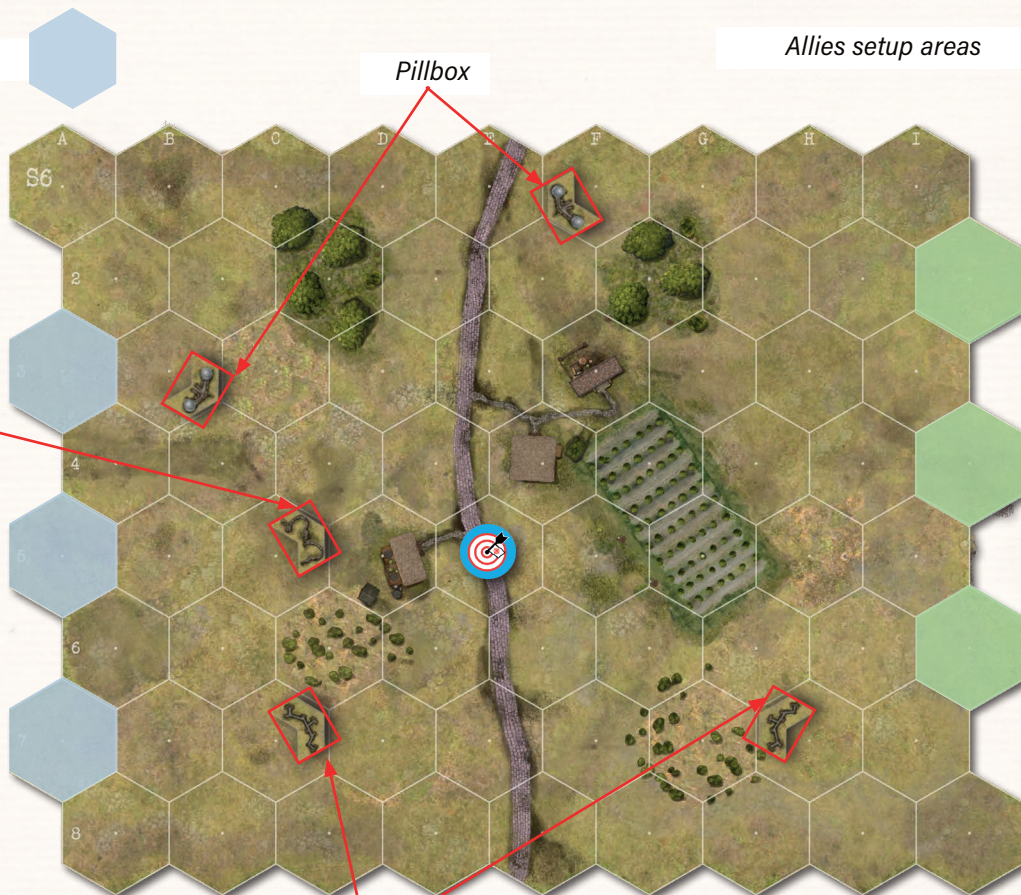
Axis setup areas

Allies setup areas

Sandbag Position

Pillbox

Trench



# VEHICLE TRAINING

German Panzers and the US Army fight each other to gain control of the objective hex in the centre of the game board. As this is a training scenario, some rule references from the main rulebook (MR) have been included to help get players started. There are no formation cards and command points to be played with.

## SCENARIO SET UP:

- ▶ Both factions have the following units. The unit / faction setup is shown in the map below. There are no reinforcements in this scenario.
- ▶ German Wehrmacht sets up: 1x Panzer IV G, 1x Panzer III J
- ▶ US Army sets up: 2x M4A1 Sherman



The game lasts for 8 turns.



Place Objective Markers on hexes shown in the map below

## VICTORY CONDITIONS:

The player who controls the objective hex, (see MR6.5), at the end of the last turn wins.



Map Tiles: S5, S6

## SPECIAL RULES:

For this scenario, players should use only the basic and infantry specific rules, (see 3.2.1 and 3.2.2 of the main rulebook [MR]). Disregard any optional rules (see MR 4.9). Both factions place the units one after the other on the starting areas, (see MR 5.8). The starting player, (see MR 6.1), makes the first move.

The blue faction refers to the German Wehrmacht and the green faction refers to the US Army. If players wish to play the other way around see MR 5.3.

Axis setup areas



Allies setup areas

