

SCENARIO 5: COMBINED ARMS

11th July 1943, 1455 PM. north of Gela:
Company Z, 1st Btl. 1st Infantry Division. Capt. Mike Zilla.

Shortly after the landing of the first troops of the 1st Infantry Division, Capt. Mike Zilla's company encountered parts of the attacking spearheads of the 15th Panzergrenadier Division led by Oberleutnant Franz von Listow.

Apparently the enemy's objective was the farmstead on the important main road to Gela.

Whoever can claim this position for himself will be victorious.

SCENARIO SET UP:

- ▶ The blue faction sets up its vehicle formation in Zone A. All other units can be placed in Zone A or B or on the blue marked hex.
- ▶ The green faction sets up its vehicle formation in Zone D. All other units can be placed in Zone C or D or on the green marked hex.
- ▶ *Both factions get one additional medium ATG unit.

TROOP STATUS START VALUES:

Faction	Start	Withdraw	Routed	Surrender
Green	2	5	6	7
Blue	2	5	6	7


REINFORCMENTS:

None.

SPECIAL RULES:

At the end of turn 5 and before the die roll according to 5.1.4, the troop pressure of the faction that has not yet occupied the middle target field (farmstead) increases by 1.

- ▶ When playing **without** *command cards*, observe the following rules:
 - » Both sides can only play a maximum of one TA/OAS card per game turn.
 - » Before a TA/OAS card can be activated, the player must roll a d6. The TA/OAS card can only be activated if the result is less than or equal to the current number of the game turn. Otherwise, the player must take this card back to the hand.

 *When playing with command points (MR 12.3.1 or 12.4.1), if the result of the d6 is greater than the number of the game turn, the point is expended for the actual game turn.*

VICTORY CONDITIONS:

Victory is based on capturing objectives:

Victory Points Captured	Result
3	Total Victory
2	Victory
1	Draw
0	Defeat



July 43, Operation Husky

US Infantry prepare observing the tree line!



The game lasts for 9 turns.



Place Objective Markers on hexes shown in the map below

FORMATIONS

	1	1
	1	1
	*	*

TA/OAS

	2	2
	2	2

*see scenario set up, reinforcements and special rules

N ↑

Map Tiles: S7B, Z1B, S8B



Geheime Kommandosache

