









# SUPPRESS THAT ARTILLERY



## Setup order

- 1  x25
- 2  x8
- 3  x4
- 4  x3
- 5  x1
- 6  x3

## Historical Background

### Briefing

Germans get four Command Cards, Americans get five Command Cards. Americans move first.

### Conditions of Victory

The Allies win by destroying the Artillery unit. The Axis wins by preventing the Allies from destroying the Artillery unit.

### Special Rules

- 1) The Artillery unit consists of a single figure, rather than two. It still fires with the same number of dice when it fires. The Artillery unit may not move.
- 2) To destroy the Artillery unit, an Infantry unit must occupy the same hex as the Artillery, then, in a special Close Assault attack, must roll an artillery symbol on either of two dice to destroy the gun. Only a matching artillery symbol will do the job.