

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.