



# CUT OFF

N/A



## Historical Background

No historical reference. This is just for fun!!!

## Briefing

A group of British paratroopers have been cut off from the main allied advance and were spotted by a German recon element.

The Axis objective is to secure the town across the river and neutralize any combatants in the area.

The Allied objective is to relieve the paratroopers and repel the German assault.

Axis player takes 4 cards and goes first  
Allied player takes 5 cards

## Conditions of Victory

6 Medals  
-OR-

If the Germans secure the area north of the river, they win.

## Special Rules

The recon element (infantry) consists of 3 figures. They may move up to 2 hexes and battle.

The recon element (armour) represents half tracks. It consists of 2 figures. It may move up 4 hexes and battle. The battle dice for the halftracks (by range) is 2-2-2.

The German tanks in the north are Tigers and consist of 4 figures.

The British paratroopers may move up to 2 hexes and battle.

A unit which positions on Hill 13 ignores LOS restrictions.

### Setup order

- |    |  |     |
|----|--|-----|
| 1  |  | x12 |
| 2  |  | x10 |
| 3  |  | x9  |
| 4  |  | x7  |
| 5  |  | x4  |
| 6  |  | x2  |
| 7  |  | x1  |
| 8  |  | x2  |
| 9  |  | x2  |
| 10 |  | x2  |
| 11 |  | x2  |