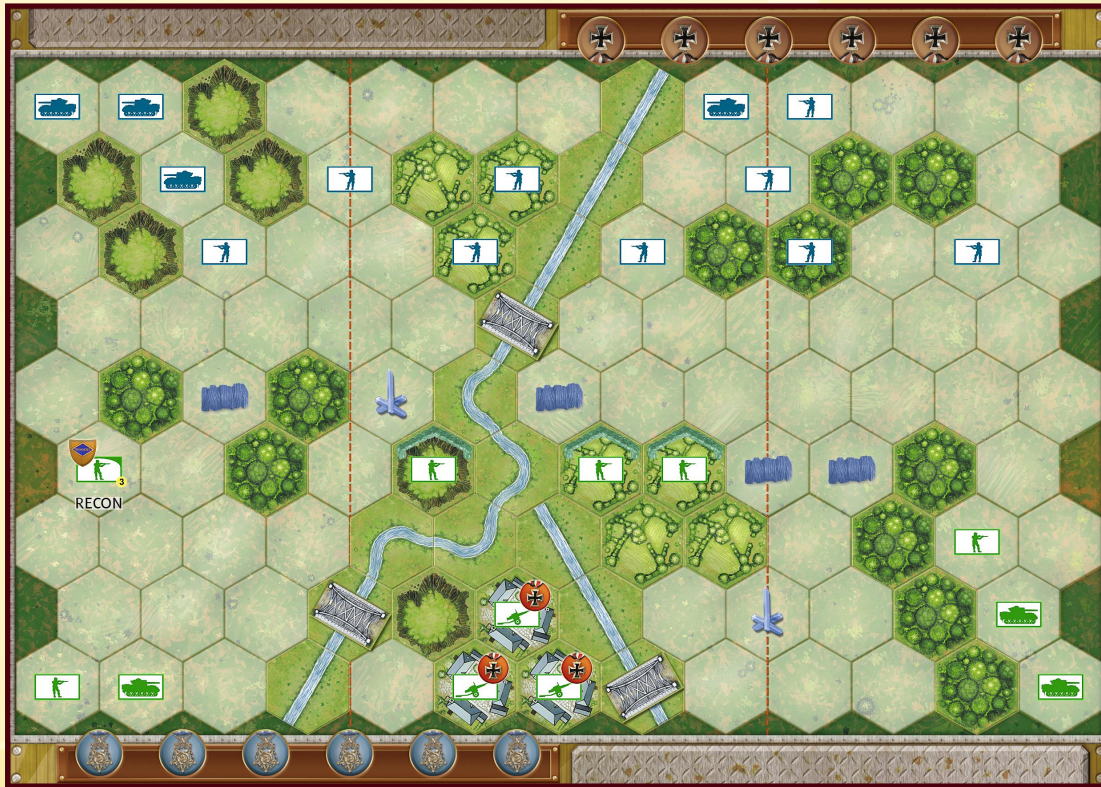













HOWITZER HELL

NA



Setup order

- 1  x11
- 2  x9
- 3  x7
- 4  x6
- 5  x4
- 6  x3
- 7  x3
- 8  x4
- 9  x2
- 10  x3
- 11  x3

Historical Background

No Historical Reference

Briefing

The main focus for Germany is to overrun the Allied artillery in the town along the delta point. The Americans in anticipation of this attack have fortified their positions and called in tank support.

Germany takes 5 cards

*Germany goes first

Americans take 5 cards

Conditions of Victory

-7 medals-

-If the Germans takes the town (all 3 hexes), Germany wins.-

Special Rules

*The artillery are LONG range howitzers. The range is one additional hex meaning the battle dice is as follows: 3-3-2-2-1-1-1

The Recon team (3 figures) may move 2 hexes and still battle