



## FICTITIOUS BATTLE FOR GERMANTOWN



### Historical Background

Battle for fun version 1.

I have not had time to playtest this but wanted to post my first scenario.

### Briefing

Americans have captured 2 small bridges across the Armada River. Germans have dug in on their side of the river and sent armor for counterattack. Rangers have made it across river to occupy an adjacent forest and cleared it but have sustained casualties.

1 medal for each city hex Germantown, Northville, and Lansing. American unit must remain in city for medal to count toward victory conditions.

Americans 4 cards You go first  
Germans 4 cards

### Conditions of Victory

6 medals to win.

### Special Rules










Panzer unit near German town is elite and consists of 4 tanks.

Rangers move 2 hexes and can battle.

At the beginning of every American turn, roll 1 die. If a Star is rolled American paratroopers have landed. Roll a second die. If flag rolled place 3 infantry units on 3 corner hexes at dropzone 1. If grenade rolled place 3 infantry units on 3 corner hexes at dropzone 2. If tank rolled place 3 infantry units on 3 corner hexes at dropzone 3. These units are understrength with 3 figures per unit. They may battle the turn they are placed but may not move.

Use elite infantry rules for paratroopers. Use Ranger badge for these 3 units.

### Setup order

- 1  x11
- 2  x9
- 3  x5
- 4  x4
- 5  x3
- 6  x2
- 7  x3
- 8  x3
- 9  x3