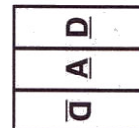


SITUATION NO. 28-4/1

LEZEY:
THE GERMANS ATTACK

September 19, 1944: Units of the German 113th Panzer Brigade engage scattered elements of CCA 4th Armored Division in and south of the town of Lezey as they drive on toward Arracourt only a few miles away.

MAPBOARD ORIENTATION



NORTH

AVAILABLE FORCES
ALLIED

Group A	11 ^A 8 9  8 x3	14 ^A 10 10  9 x3	14 ^H 10 9  8 x3	Group D	1 ^I 1 6  1 x2	14 ^A 10 4  12 x2	3 ^A 5 15  15 x2	0 ^C 0 1  14 x2			
Group B	1 ^I 1 6  1 x4	2 ^I 2 4  1 x2	14 ^A 10 4  12 x3	3 ^A 5 15  15 x6	0 ^C 0 1  14 x6	Group E	4 ^I 2 10  1 x6	9 ^A 5 2  0 x2	2 ^{C12} 2 3  10 x8	11 ^A 8 9  8 x3	14 ^A 10 10  9 x3
Group C	5 ^A 5 5  11 x3	40 ^(U) 32 7  8 x3	Group F	4 ^I 2 10  1 x3	9 ^A 5 2  0 x3	3 ^M 12 1  1 x3	2 ^{C12} 2 3  10 x5	11 ^A 8 9  8 x3	14 ^A 10 10  9 x3		

GERMAN

Group A	3 1 2' 8  1 x8	6 1 1 8  1	3 M 12 3  1	15 M 20 2  0	13 A 12 11  10	0 C 0 1  12
				x2	x10	x12
Group B	3 1 2' 8  1 x3	20 A 20 1  0 x2	11 A 8 7  8 x6	0 C 0 1  12 x5		

SET-UP

ALLIED: Group A sets up anywhere on the northern board D; Group B sets up anywhere on board A; Group C sets up anywhere on the southern board D. Group D enters anywhere along the west edge of the board on Turn 1; Group E enters anywhere along the west edge of the playing area on Turn 4; Group F enters anywhere along the west edge of the playing area on Turn 6.

GERMAN: Group A enters anywhere along the east edge of the playing area on Turn 1. Group B enters anywhere along the south edge of the playing area on Turn 6.

SPECIAL RULES

1. Use Pzkw V (SS) and Pzkw IV (SS) counters to fill out the Pzkw V (W) and Pzkw IV (W) units, respectively. Use lower values.
2. Use M-10 counters to fill out the M-18 units. Use M-18 values.
4. Use German Wagon and Halftrack counters to fill out the German Truck units.

VICTORY CONDITIONS

The German player wins by establishing and maintaining a road from the east edge of the playing board to the west edge of the playing board. The road may be as devious and as long as the German player desires. The road must not have Allied units on or adjacent to it at end of game. The Allied player wins by preventing the German player's victory conditions.

TURN RECORD TRACK

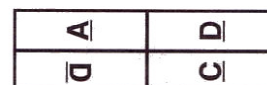
GERMAN moves first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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SITUATION NO. 28-4/2

OMMEREY:
DUEL OF COMMANDERS

September 20, 1944: Units of CCA 4th Armored Division, advancing southeast toward the town of Ommerey, clash with advance elements of the German 111th Panzer Brigade, set up in the hills west of the town.

MAPBOARD ORIENTATION



NORTH

AVAILABLE FORCES
ALLIED

11 A 8 9 M10 8 x6	14 A 10 10 M10 9 x3	14 H 10 9 M10 8 x3	5 A 5 5 M10 11 x3	40 (B) 32 7 M10 8 x3	4 I 2 10 M10 1 x6	9 A 5 2 M10 0 x2	2 C12 2 3 M10 10 x8
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GERMAN

13 A 12 11 M10 10 x6	11 A 8 7 M10 8 x6	3 I 2 8 M10 1 x8	6 I 1 6 M10 1 x8	20 A 20 2 M10 0 x2	3 M 12 3 M10 1 x3	15 M 20 2 M10 0 x2	0 C 0 1 TRUCK 12 x5
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SET-UP

GERMAN: Set up first anywhere on the playing area.

ALLIED: Enter anywhere along the northern edge of the playing area on Turn 1.

SPECIAL RULES

1. Use Pzkw IV (SS) counters to fill out the Pzkw IV (W) units. Use lower values.

VICTORY CONDITIONS

The Allied player wins by controlling the towns of St. Athan and Artain on the southern board D.

The German player wins by controlling both the town of Artain on the northern board D and the town of Artain on the southern board D.

Control of a town is determined at the end of the game. Any other result than those specified above is a draw.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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