

CHAIN OF COMMAND

Cherbourg fell three weeks after the invasion of Normandy, but the destruction of the port meant that the Allies would have to find other ways to receive their much-needed supplies.

OBJECTIVE:

The nation with the most VPs at the end of Round 6 wins.

The Americans earn VPs under the following conditions:

- Each M3A1 Half-Track that exits the board from one of the blue shaded hexes on map 2A scores 2 VPs.
- During each Command Phase, score 1 VP if you have at least one unit on the Bridge hex on map 2A.

The Germans earn VPs under the following conditions:

- During each Command Phase, score 1 VP if you have at least one unit on the Bridge hex on map 2A.

"May God have mercy upon my enemies, because I won't."
—General George S. Patton

AMERICAN SETUP

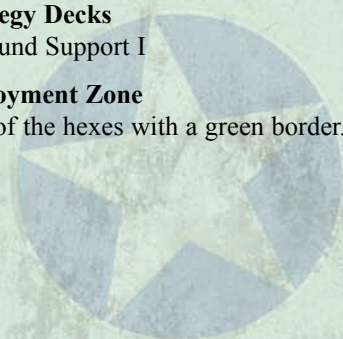
DIVISION 1

- 2 Squad Bases
- 4 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 3 M3A1 Half-Tracks

DIVISION 2

- 5 Squad Bases
- 14 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Mortar Crew

- **Starting Strategy Cards:** 2
- **Strategy Decks**
 - Ground Support I
- **Deployment Zone**
Any of the hexes with a green border.



GERMAN SETUP

DIVISION 1

- 3 Squad Bases
- 8 Regular Infantry
- 2 Elite Infantry
- 2 Officers

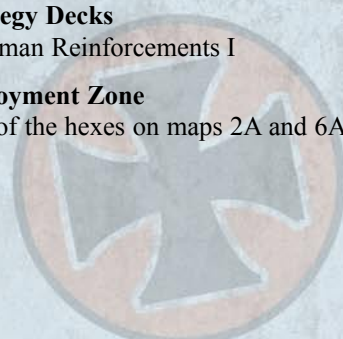


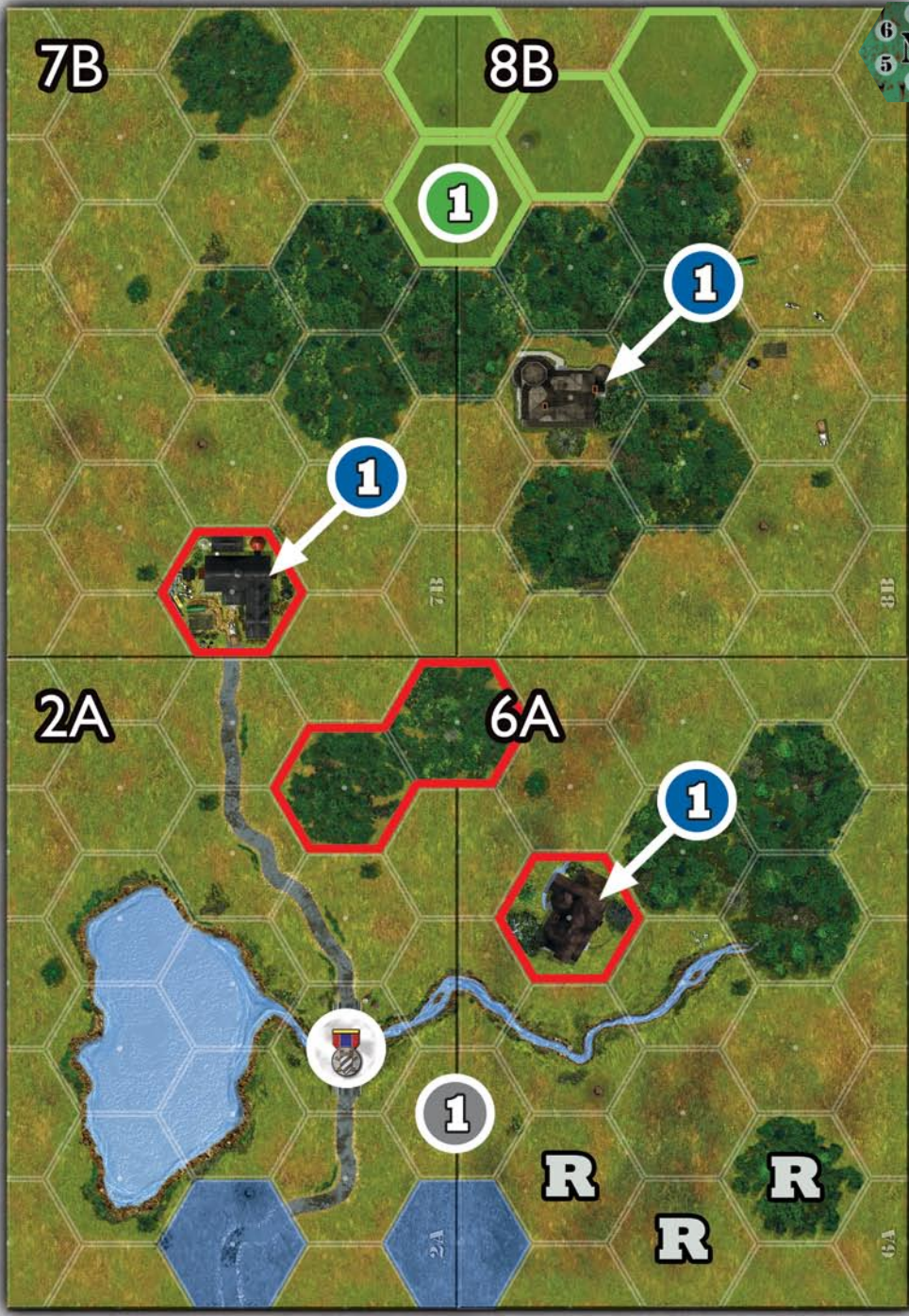
x2

DIVISION 2

- 3 Squad Bases
- 7 Regular Infantry
- 1 Officer
- 2 Machine Gun Crews

- **Starting Strategy Cards:** 2
- **Strategy Decks**
 - German Reinforcements I
- **Deployment Zone**
Any of the hexes on maps 2A and 6A.





SCENARIO DETAILS

- **Rounds:** 6
- **Starting Initiative:** Americans
- **Actions per Turn:** 3 actions per nation

REINFORCEMENTS

- None

SPECIAL RULES

- Remove both of the “Anti-Air Support” cards from the Ground Support I deck.
- M3A1 Half-Tracks have a movement value of 5 instead of 7.
- M3A1 Half-Tracks may not use their Transport ability.
- A vehicle on a blue shaded hex may spend 1 movement point to exit the board.

TERRAIN FEATURES

- The stream is *Shallow*.

