

# TANK ON TANK WEST FRONT - TANKSGIVING SCENARIO



## THE THIN GREEN LINE

**Belgium; December 17th, 1944**

*The US troops dug-in around Bastogne knew the Germans weren't finished with them. The day before, the Germans launched an armored onslaught but were repelled by the stubborn US forces. Now the Germans renewed the offensive, desperate to capture a road that could establish a breakthrough into the heart of the American rear area. - Sean Druelinger*

### Order of Battle

#### Americans

Deploy between hexes A7 -I7, inclusive, and A5 - I5, inclusive.

- 2 AT Guns
- 2 Armored Infantry
- 2 Infantry
- 1 Improved Position
- 1 105mm; deploy anywhere within two hexes of the North edge of the Map.

Beginning on Turn 3: enter via hexrow A1 - I1.

- 2 Sherman
- 1 Sherman HQ;

#### Germans

Deploy between hexes A9 - A11 and I9 - I11, inclusive.

- 6 Panzer IV
- 2 Panzer IV HQ
- 2 Armored Infantry
- 1 Wespe
- 1 Tiger
- 1 Ace (place on any armored unit)

Beginning on Turn 3: Enter via hexrow A11 - I11.

- 2 Panther
- 1 Panther HQ

### Scenario Essentials

Use Map A (snow side). The Americans set up first; the Germans move first. 9 Turns

### Action Points

Remove a 4-AP marker from the game.

### Victory Conditions

The Germans win if they capture hex D1 OR G1 by the end of Turn 9. Any other result is an American victory

### Special Rules

**Snow:** Units can only move one hex regardless of terrain in any non-Road hex. Road hexes are treated as Clear terrain. Units cannot travel on a Road hex from a Road hex and make their second move into a non-Road hex. Subsequently, a unit cannot move an additional Road hex if they started their turn in a non-Road hex.

