

# CROSSROADS VERSION 2

## BACKGROUND:

This version is different than the scenario found in the original *Tide of Iron*. It has been updated to reflect new information about the battle.

September 14, 1944. The American 4th Infantry Division's 8th and 22nd Regiments, plus supporting armor and engineers, attempt to take the village of Brandschied, Germany. Opposing

them is the 2nd SS Panzer, which has few tanks but a good supply of infantry.

## OBJECTIVE:

The three Crossroads are the objectives. The side that controls two victory objective markers at the end of game round 8 achieves a minor victory. The side that controls three victory objective markers at the end

of game round 8 achieves a major victory.

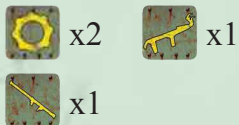
*"Don't fight a battle if you don't gain anything by winning."*

—Field Marshal Erwin Rommel

## AMERICAN SETUP

### DIVISION 1

- 7 Squad Bases
- 22 Regular Infantry
- 2 Officers
- 1 Mortar Crew
- 1 Machine Gun Crew
- 3 M3A1 Half-track



### DIVISION 2

- 5 Squad Bases
- 9 Regular Infantry
- 6 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 1 Machine Gun Crew
- 3 Sherman M4A1s
- 1 M3A1 Half-track



- Starting Strategy Cards: 4
- Strategy Decks
  - American Reinforcements I
  - Artillery Deck I with one "Increased Priority" Card removed
- Operations Cards
  - Seize the Initiative
  - Clear Tank Trap
  - Lay Smoke
- Deployment Zone
  - Any hex with a green border

## GERMAN SETUP

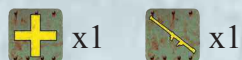
### DIVISION 1

- 5 Squad Bases
- 8 Regular Infantry
- 5 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew
- 2 Mortar Crews
- 1 Sdkfz 251 Half-track
- 1 Opel Blitz Truck

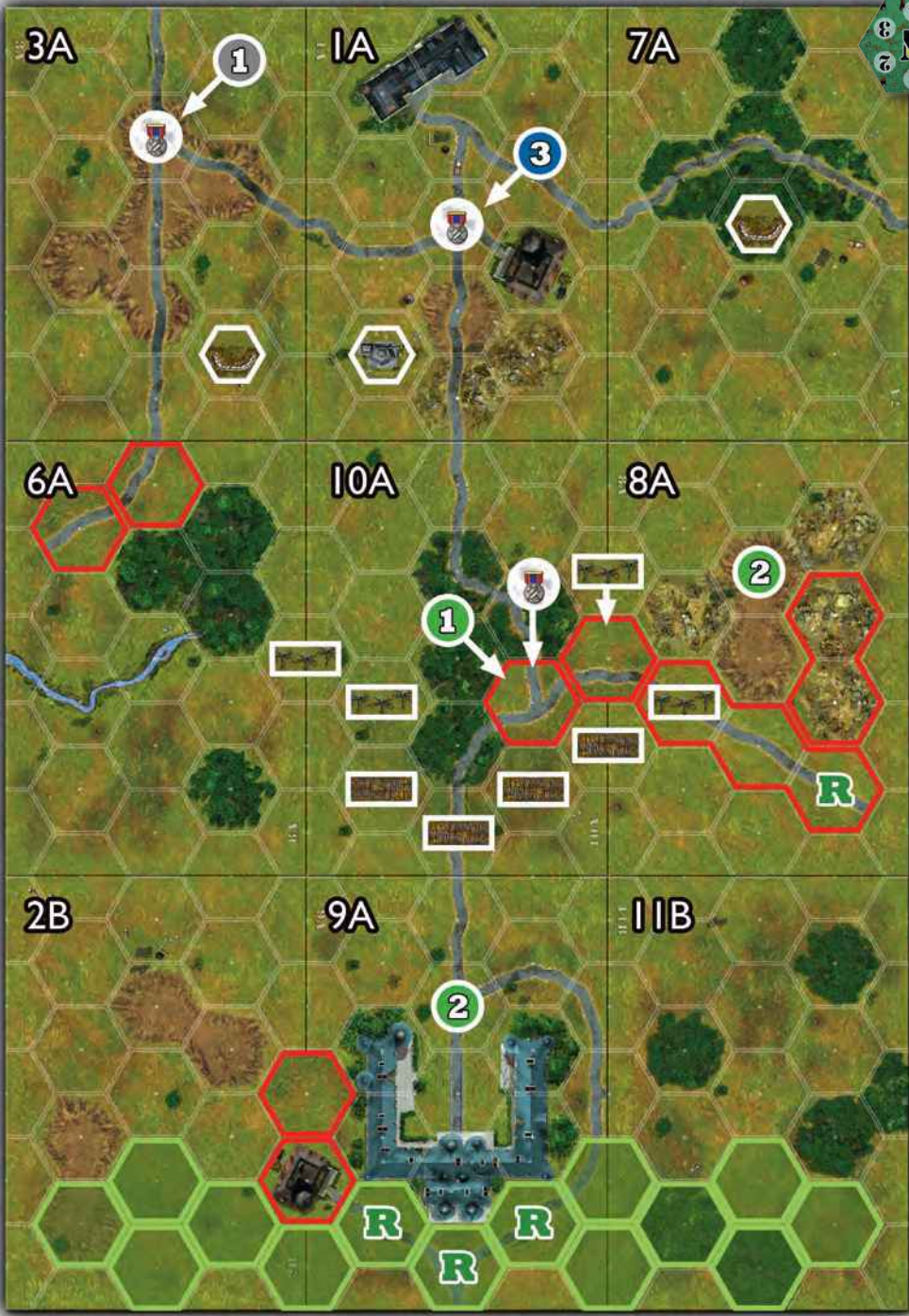


### DIVISION 2

- 5 Squad Bases
- 12 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 2 Machine Gun Crews
- 2 Panzer IVs
- 1 Sdkfz 251 Half-track
- 1 Opel Blitz Truck



- Starting Strategy Cards: 3
- Strategy Decks
  - Supply I
  - Ground Support I
- Operations Cards
  - Elite Tank Crew
- Deployment Zone
  - Any of the hexes on Maps 3A, 1A, and 7A.



## SCENARIO DETAILS

- **Rounds:** 9
- **Starting Initiative:** American
- **Actions per Turn:** 3 actions per nation

### REINFORCEMENTS

- None

### TERRAIN FEATURES

- 4 Razor Wire
- 4 Tank Traps
- 2 Entrenchments
- 1 Pillbox

