

# RESCUE MISSION

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*On November 8, 1942, 556 American paratroopers landed in Oran, Algeria. Most landed off-course and were subsequently captured. Deep behind enemy lines, a British force attempts a daring rescue.*

## OBJECTIVE:

If the British control the hex containing the victory objective marker at the end of any game round, it is removed from the board.

Once the victory objective marker is removed from the board, the British player may control the American squad as if it were a unit belonging to Division 1.

The British immediately win if they

exit the American squad off the board from the blue shaded hex.

The Germans immediately win if the American officer is killed or if the British player is unable to fulfill his objective by the end of game round 5.

*A leader is a man who can adapt principles to circumstances.*

*—General George S. Patton*

## BRITISH SETUP

### DIVISION 1

- 4 Squad Bases
- 10 Regular Infantry
- 4 Elite Infantry
- 1 Mortar Crew



x1

### DIVISION 2

- 3 Squad Bases
- 8 Regular Infantry
- 2 Elite Infantry
- 2 Officers
- 1 Crusader Mk. II Tank

- Starting Strategy Cards: 3

#### Strategy Decks

- Supply I
- Desert Tactics I (Shared, remove the "Sniper Attack" card from the deck)

#### Operations Card

- 021 Fuel Shortages

#### Deployment Zone

- Any hex with an orange border.

## GERMAN SETUP

### DIVISION 1

- 4 Squad Bases
- 4 Regular Infantry
- 8 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Flak 36 AT Gun

### DIVISION 2

- 3 Squad Bases
- 6 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Mortar Crews
- 1 SdKfz 251 Half-Track

- Starting Strategy cards: 3

#### Strategy Decks

- Disruption I
- Desert Tactics I (Shared, remove the "Sniper Attack" card from the deck)

#### Deployment Zone

- Any hex with a gray border.





## SCENARIO DETAILS

- **Rounds:** 7
- **Starting Initiative:** Germans
- **Actions per Turn:** - 2 actions per nation

### SPECIAL RULES

- At the start of the game, place a squad consisting of 1 American officer and 3 American elite infantry in the hex containing the victory objective marker. This squad may not be activated while the victory objective marker is present.
- German units may not move into or assault the hex containing the victory objective marker.
- The blue shaded hex represents the exit point for the American squad. An American squad on the blue shaded hex may spend 1 movement point to exit the board.

### REINFORCEMENTS

None

### TERRAIN FEATURES

- None

