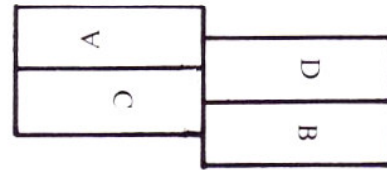


SITUATION 27:
The Red Ball Express;

tactical resupply along
"Hell's Highway" (8/44)



AVAILABLE FORCES

ALLIED:



British:

1 I 1 6 1111 1	2 I 2 6 1518 1	2 CI 2 2 2307 10	3 A 5 3 3401 16	11 A 8 9 7525 8	9 A 8 8 7402 7	16 A 10 6 6302 9	35(H) 35 7 4103 8
2	6	8	4	4	4		

American

2 CI 2 3 2419 10	0 C 0 1 2209 14
3	9



GERMAN:
Group A

3 I 2 10 1121 1	13 A 6 2 0222 0	6 H 12 1 0330 0	3 M 12 3 0521 1	3 I 2 8 1517 1	6 I 1 6 1543 1	0 C 0 1 2106 3
				4	2	2
0 C 0 1 2206 12	2 CI 2 4 2406 10	12 A 8 12 6102 6	14 H 10 6 5300 8			

Off-board

3 I 2 10 1121 1	15 M 20 2 0542 0	0 C 0 1 2205 12	2 CI 2 4 2411 10	6 A 5 3 3200 14	15 A 12 12 7911 8	11 A 8 7 7712 8	6 I 1 6 1541 1
						2	3

Recon Elements

2 H 4 3 3501 16	2 I 2 5 1300 1
3	

GAME LENGTH: 15 turns Allies move first

SETUP: British on Board C between rows R & V inclusive; all units except Daimlers on road. Americans on Board D, on roads south of Artain. German Group A in Grancelles north of river. German Recon Elements in Merden on Board D.

VICTORY CONDITIONS: Allied player wins by controlling *any* five bridge hexes on the river flowing through Grancelles at the end of the *Allied* player segment of turn 15. Otherwise German player wins.

German Order of Appearance *(loaded in vehicles)

German Turn	Units Appearing
1	2 x PzkwIV (W) units 2 x SMG platoons*
2	1 x Puma armored car unit
3	1 x Halftrack unit 1 x Engineer platoon*
4	1 x Truck unit 1 x 120mm mortar unit*
12	1 x PzkwVIa unit 1 x SMG platoon*

Exhaustion Table (effects felt at *beginning* of turns)

Turn of Exhaustion	Movement Lost	Offensive Fire Lost
A	Daimlers	
B	other AFV's	Bren Carriers
C	Bren Carriers	all AFV's
D		all infantry