

# GENEVA CONVENTION

April 29, 1945. While pushing through Nazi Germany, the 14th Armor Division sent forward Combat Command A to capture the bridges around Moosburg (crossing the Amper and Isar rivers). As CCA neared their objectives, they learned of a massive POW camp in Moosburg, Stalag VIIA. Orders came down to liberate the camp while securing the bridges.

## OBJECTIVE:

At the end of Turn 6, each side gains 5 Victory Points for each bridge that they control. The Germans may also score VPs when the Americans use Artillery (see special rules).

The side with the most victory points at the end of round 6 wins.

Times reported "The 14th Armor Division liberated 110,000 Allied prisoners of war instead of the 27,000 prisoners previously reported. This was Germany's largest prisoner of war camp."

-<http://www.moosburg.org/info/stalag/14theng.html>

## AMERICAN SETUP

### DIVISION 1

- 3 Squad Bases
- 10 Regular Infantry
- 2 Officers
- 3 M4A1 Sherman Tanks
- 3 M3A1 Half Tracks

### DIVISION 2

- 3 Squad Bases
- 10 Regular Infantry
- 2 Officers
- 3 M4A1 Sherman Tanks
- 3 M3A1 Half Tracks

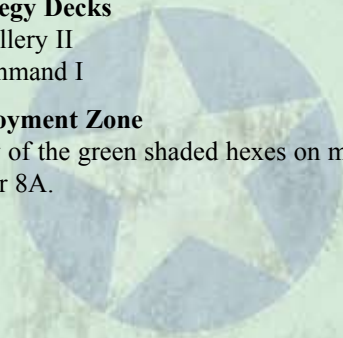
- **Starting Strategy Cards:** 3

- **Strategy Decks**

- Artillery II
- Command I

- **Deployment Zone**

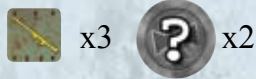
- Any of the green shaded hexes on map 2A, 7B, or 8A.



## GERMAN SETUP

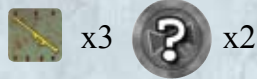
### DIVISION 1

- 8 Squad Bases
- 14 Regular Infantry
- 8 Elite Infantry
- 2 Officers
- 2 Mortar Crews
- 2 Machine Gun Crews



### DIVISION 2

- 8 Squad Bases
- 18 Regular Infantry
- 4 Elite Infantry
- 2 Officers
- 2 Mortar Crews
- 2 Machine Gun Crews



- **Starting Strategy Cards:** 3

- **Strategy Decks**

- Ground Support I
- Morale I

- **Operations Cards**

- Desperate Defenders

- **Deployment zone**

- Any hex on maps 1A, 3A, 4A, 6A, or 7B.





## SCENARIO DETAILS

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

### SETUP

- The yellow shaded hexes represent the POW camp. The German player deploys two bases, each containing one regular American infantry, in each clear hex of the POW camp. These represent the POWs and are not part of either force.

### SPECIAL RULES

- Each time the Americans use an Artillery strategy card, the Germans score 2 VPs. The German player scores only for Artillery cards which successfully “make contact”.
- When an Artillery Attack hits, kill all POW units in that hex. The German player scores 2 VPs for each POW killed in this manner. If the final target hex is a building hex inside the POW camp, the Germans score an additional VP (in addition to any POWs killed).
- Any direct fire attack (i.e. not mortars or artillery) against a German unit whose line of sight must be traced through the POW camp gains +2 cover.
- Neither side may enter the POW camp.
- Heavy vehicles cannot end their movement on a bridge. If they are forced to end their movement on a bridge, instead move them back to the last legal hex that they were in or moved through.

### TERRAIN FEATURES

- The streams are shallow.

