

# THE LAST STAND

St. Malo, France, 3-4 August 1944

During the breakout from Normandy, most of Patton's 3rd Army rushes east towards Paris. However, some units turn west to clear out the vital coastal ports in Brittany. The "siege" of St. Malo will require all three regiments of the 83rd Division and one from the 8th Division before the fanatical German resistance is overwhelmed.

## OBJECTIVE:

**The Americans win if they fulfill BOTH of the following conditions:**

- Exit one tank off the board from the blue shaded hex on map 9A.
- Control at least 4 buildings.

**The Germans win if they fulfill EITHER of the following conditions:**

- Destroy both Sherman M4A1 tanks.

- Prevent the Americans from fulfilling their objective by the end of round 5.

*"The infantryman's world is a very small world, say, five hundred yards or something around you. You don't know what the hell's going on . . . ."*

*Private Andre Beaumont, 83rd Infantry Division*

## AMERICAN SETUP

### DIVISION 1

- 4 Squad Bases
- 12 Regular Infantry
- 2 Elite Infantry
- 2 Officers
- 1 Sherman M4A1
- 2 GMC CCKW 353s



### DIVISION 2

- 4 Squad Bases
- 8 Regular Infantry
- 6 Elite Infantry
- 2 Officers
- 1 Sherman M4A1
- 1 M3A1 Half Track



- **Starting Strategy Cards:** 3
- **Strategy Decks**
  - Command I
  - American Air Support I
- **Deployment Zone**
  - Division 1:
    - Any of the green shaded hexes on map 10A.
  - Division 2:
    - Any of the green shaded hexes on map 6A.

## GERMAN SETUP

### DIVISION 1

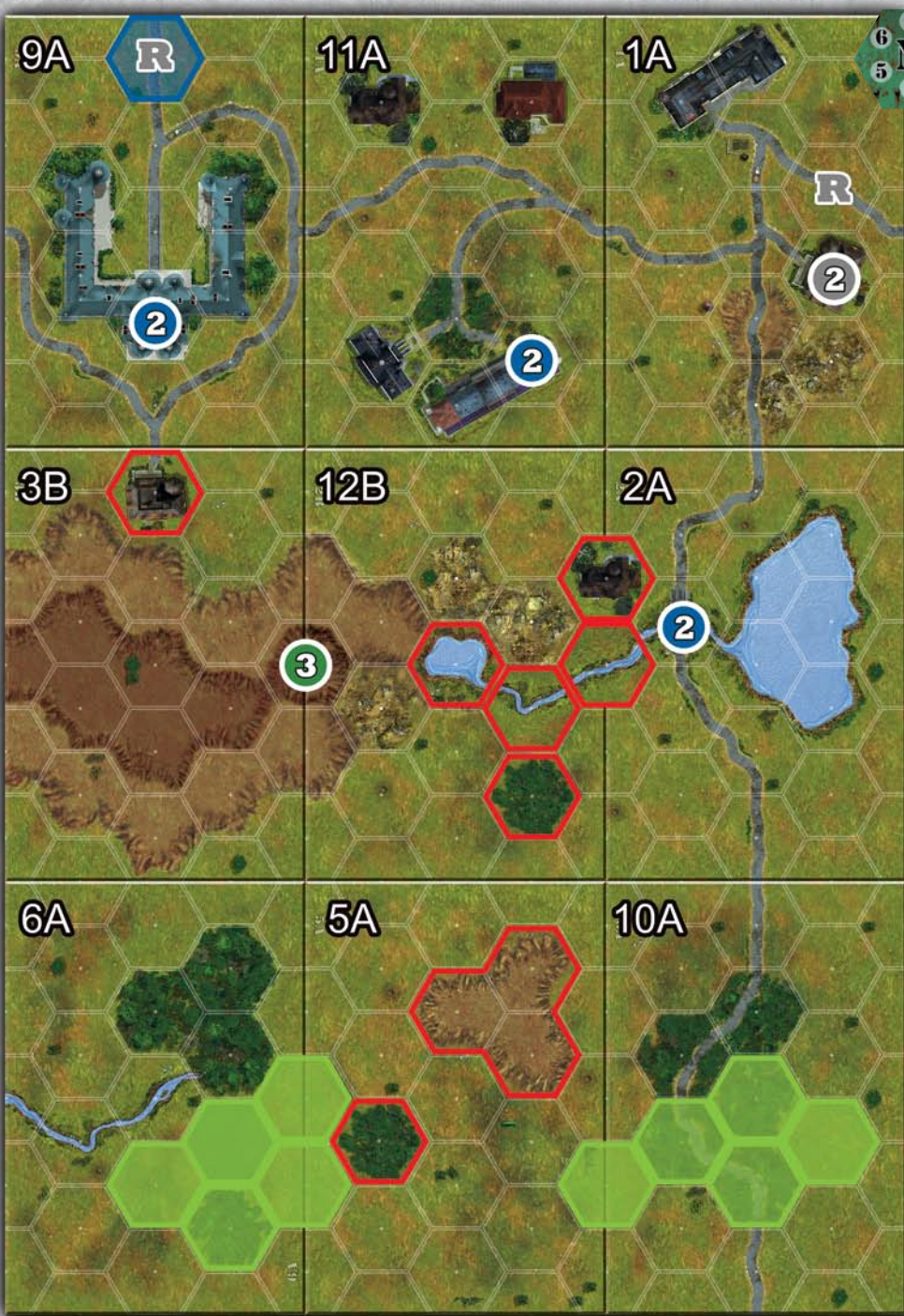
- 4 Squad Bases
- 6 Regular Infantry
- 4 Elite Infantry
- 2 Officers
- 2 Machine Gun Crews



### DIVISION 2

- 3 Squad Bases
- 7 Regular Infantry
- 2 Elite Infantry
- 1 Officers
- 1 Mortar Crew
- 1 Panzer IV

- **Starting Strategy Cards:** 3
- **Strategy Decks**
  - German Reinforcements I
  - Morale I
- **Operations Cards**
  - Desperate Defenders
- **Deployment zone**
  - Division 1:
    - Any of the hexes on map 1A.
  - Division 2:
    - Any of the hexes on map 9A.



## SCENARIO DETAILS

- **Rounds:** 5
- **Starting Initiative:** Americans
- **Actions per Turn:** 3 actions per nation

### SPECIAL RULES

- The blue shaded hex represent the exit point for the American tanks. A vehicle on a blue shaded hex may spend 1 movement point to exit the board.
- If a building consists of more than one hex and you occupy one of the hexes, you gain control of the building if there are no enemy squads in any of the adjoining building hexes. If squads from both nations are present in different hexes of the same building, neither nation controls the building.

### TERRAIN FEATURES

- The stream is *Shallow*.

