

# ROAD TO RUIN

*Meijel, The Netherlands, 27-30  
October 1944*

*Initially surprised by the German 9th Panzer Division attacking out of the fog, the U.S. 7th Armored Division's Combat Command A launches a counterattack that stabilizes the front. The 7th suffers so many casualties that it is then moved to a quiet sector in the Ardennes to rest and refit.*

## OBJECTIVE:

The Germans immediately win if they exit four tanks from the board through the blue-shaded hexes on map 3A and 11A before the end of round 7.

The Americans immediately win if they destroy or heavily damage six German tanks, or if they prevent the

Germans from completing their objective by the end of round 7.

*"These dirty bastards can't hit you. Keep moving. I want to kill some of them."*

*– Colonel Vincent Boylan,  
commander, 87th Recon Squadron,  
7th Armored Division*

## AMERICAN SETUP

### DIVISION 1

- 3 Squad Bases
- 2 Regular Infantry
- 6 Elite Infantry
- 2 Officers
- 1 Mortar Crew
- 3 Sherman M4A1s



### DIVISION 2

- 3 Squad Bases
- 2 Regular Infantry
- 6 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 3 Sherman M4A1s



- **Starting Strategy Cards:** 2
- **Strategy Decks**
  - Morale I
- **Deployment Zone**
  - Division 1:
    - Any of the hexes on map 11A.
  - Division 2:
    - Any of the hexes on map 3A.
    - May also place up to 2 units in the green shaded hexes on map 5B.

## GERMAN SETUP

### DIVISION 1

- 3 Squad Bases
- 3 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 2 Mortar Crew
- 5 Panzer IVs
- 1 Opel Blitz Truck

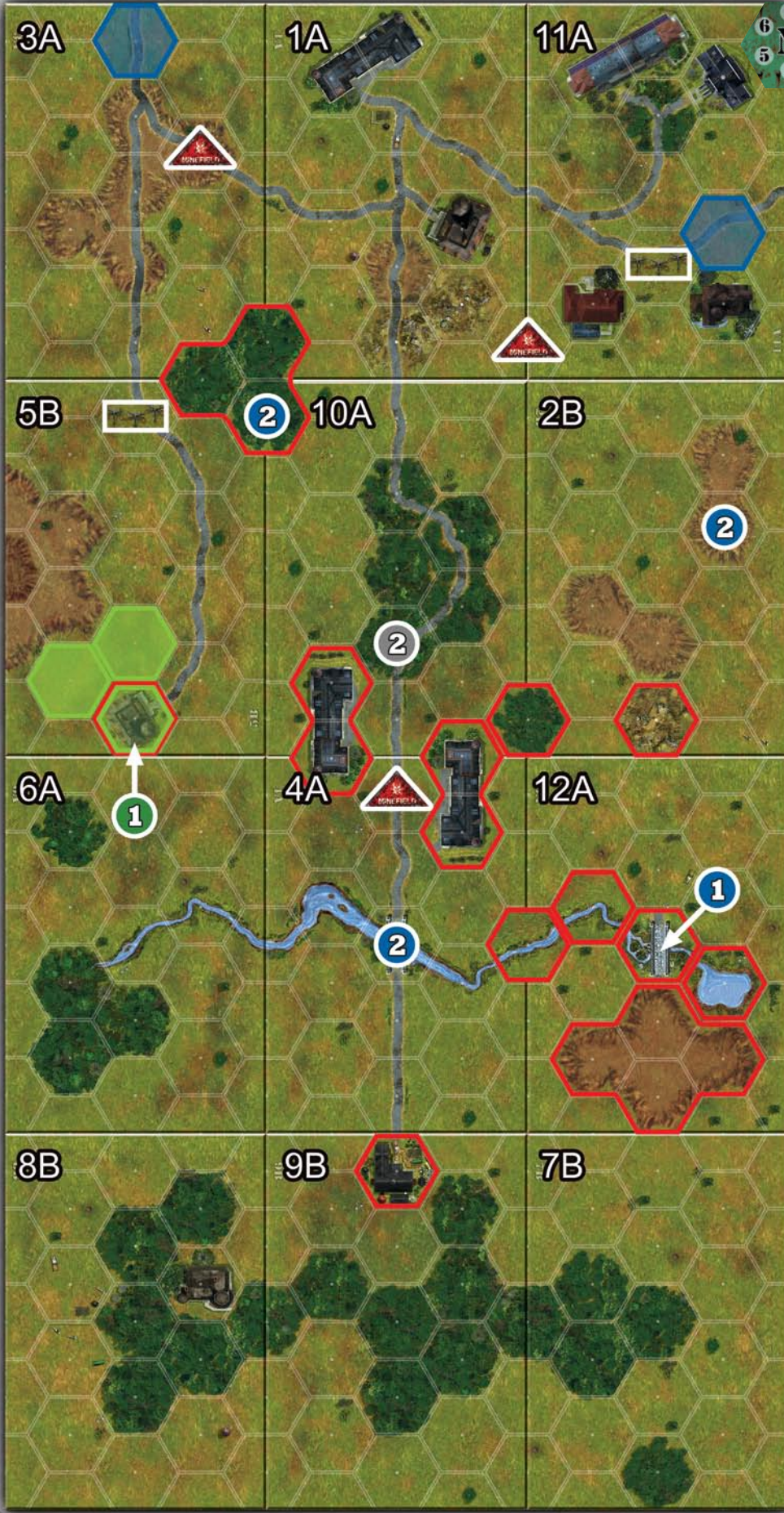


### DIVISION 2

- 3 Squad Bases
- 6 Regular Infantry
- 2 Elite Infantry
- 2 Officers
- 1 Mortar Crew
- 4 Tiger Is
- 1 Opel Blitz Truck



- **Starting Strategy Cards:** 2
- **Strategy Decks**
  - Artillery I
- **Operations Cards**
  - Clear Mines
  - Clear Tank Trap
- **Deployment zone**
  - Division 1:
    - Any of the hexes on maps 7B.
  - Division 2:
    - Any of the hexes on maps 8B.



## SCENARIO DETAILS

- **Rounds:** 7
- **Starting Initiative:** Americans
- **Actions per Turn:** 4 actions per nation

### SPECIAL RULES

- The Germans start with 2 available Command.
- The blue shaded hexes represent exit points for the German tanks. A vehicle on a blue shaded hex may spend 1 movement point to exit the board.

### TERRAIN FEATURES

- 3 Minefields
- 2 Tank Traps
- The stream is *Deep*.

