

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

CANTIGNY '48

"When the sun rose on that third day and we were relieved I thanked the good Lord for being alive and prayed that I would never again see that God #\$\$%& village."

- PFC William "Billy" Jackson Jr, 28th Infantry Reg.,
1st Infantry Division, Cantigny France, 1918.

The US 1st Infantry Division the "Big Red One" is leading the 7th Corps in a drive across France. Elements of the 16th Regiment lead by Colonel William "Billy" Jackson Jr. have pushed through a gap in the German lines and are now racing to close the encirclement of the German 116th Panzer Division by seizing the small town of Cantigny.

The 116th Panzer's Commander, Count G. von Schwerin-Krosigk, has ordered a counterattack by elements of the 38th Panzer Regiment to prevent the encirclement by destroying the American spearhead.

The two forces are now on a collision course, both racing towards the French town of Cantigny, made famous in 1918 by another desperate fight between the United States' "Big Red One" and veteran German soldiers.

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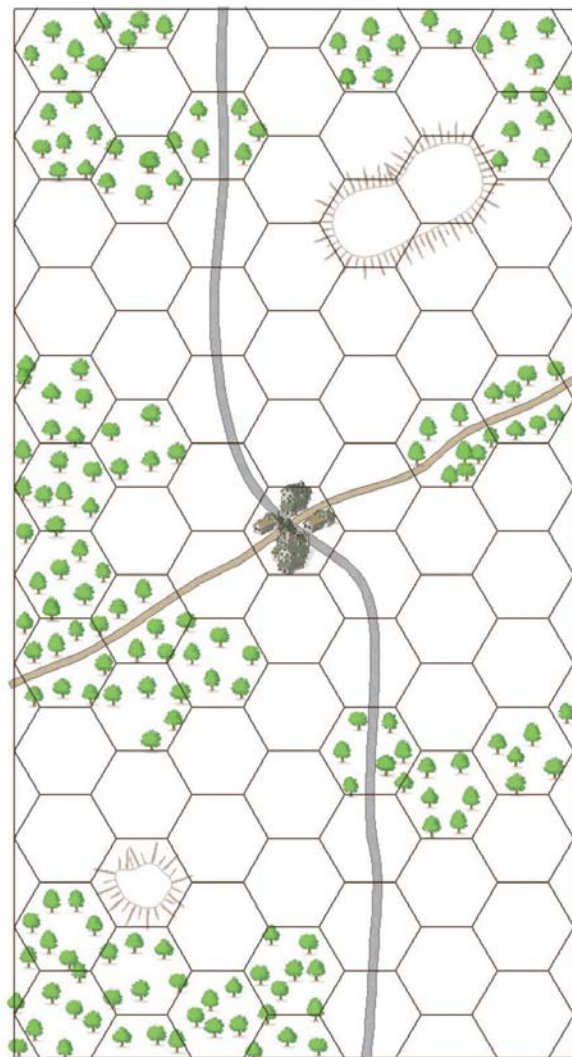

Hill
(Gentle Slope)


Good Road


Poor Road



*Scenario by
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Map by Sven Luger
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CANTIGNY '48

GERMANS

Base Cohesion Level - 15
Break Point - 35

16th Pz. Regiment HQ: GHQ(+1) SdKfz 350/17

1st Company

2nd Panzer Battalion: 3x Panther 3

2nd Company

2nd Panzer Battalion: 3x Panther 3

60th Panzer

Grenadier Reg., 1st Bn: 3x Infantry (A),
1x Infantry Support,
4x SdKfz 351/1

Battery A, 146th

Panzer Artillery Reg.: 1x 'Wespe' (3),

3rd Company

228th Tank Destroyer Bn: 2x E-25 'Improved Panzer
Jaeger',

116th Panzer Recon: 2x SdKfc 350/9,
SdKfz 351/1 (FO)

DEPLOYMENT

a. All German forces may enter anywhere along the North edge of the map beginning on turn one

b. Any number of stands may be held off board as reserves and enter on any turn after turn 1 along the northern edge.

c. Artillery stands may not be deployed 'off board'.

AMERICANS

Base Cohesion Level - 14
Break Point - 49

2nd Brigade/
1st Infantry Division:

GHQ (+1)/M-26 Pershing

B Company

745th Tank Battalion: 4x M-26 Pershing

C Company

745th Tank Battalion: 4x M-26 Pershing

C Company

2/16 Infantry: 3x Infantry (A),
1x Infantry Support,
4x M-3 Halftrack,
1x Jeep/75mm RcR,

1st Recon Troop:

3x M8 'Greyhound'
3x Jeep/50cal.[R]

A/2nd Platoon,

703rd TD Bn: 1x M-36 "Jackson"

13th Armored

Field Artillery Bn: 1x 105mm M.7 'Priest' (3)
1x Jeep/50cal.[R] FO

DEPLOYMENT

a. All American forces may enter anywhere along the south edge of the map beginning on turn one.

b. Any number of stands may be held off board as reserves and enter on any turn after turn 1 along the southern edge.

c. Artillery stands may not be deployed 'off board'.

SCENARIO LENGTH ~ This scenario ends after the completion of turn 10.

VICTORY CONDITIONS

a. The winner is determined by the number of non-disrupted or suppressed stands within the town of Cantigny.

b. If the number of stands is equal then the game is considered a draw.