



WWII MICRO ARMOUR®: THE GAME

RANES, FRANCE: 1944

This date saw some of the heaviest fighting of the Normandy campaign around the towns of Argentan and Falaise. Colonel Richardson's Task Force "Y" of the Third Armored Division hit a stone wall of resistance around Joue Du Bois, bypassed that town, and were halfway to "Ranes" by nightfall. Task force "X" from the same division (incl. 33rd Armored Regiment), on the direct route to Ranes had all it could do to beat off continued counter blows by crack elements of the 1st and 9th SS Panzer Divisions. "Jerry" used heavy concentrations of assault guns to try to stem the American tide.

From: Third Armored Division (Spearhead in the West) edited by: Colonel John A. Smith (Chief of Staff)



Germans - 1xStuGIII G(GHQ+0)
9xStuGIII G

Cohesion
14

This force represents the contents of one G154 Combat Command, less the non StuG vehicles. Use of the other vehicle types is covered in the full rules set.



Americans - 1xM5A1 (GHQ+1)
15xM5A1 "Stuart"

Cohesion
14

This force represents the contents of one US151 Combat Command (tanks only). The use of the additional models included in the pack is covered in the full rules.

INITIAL DEPLOYMENT:

The Germans must deploy no more than 24" from the narrow edge closest to the German player.

The American enters from the opposite edge on turn one.

SPECIAL RULES:

The German weapons are "Assault Guns" and must obey facing restrictions. (See 7.3 Facing and Range.) See Firing Arc Template.

VICTORY CONDITIONS:

The American must eliminate 50% or more of the German force by the end of turn ten (10) while keeping their own losses under 50%.

The Germans must eliminate 50% or more of the American force by the end of turn ten (10).

SCENARIO LENGTH: 10 TURNS

TERRAIN SUGGESTIONS:

- The map should be approximately 24"x 48".
- Terrain is "Mixed": Maximum sighting distance - 20"
- 10 - 30% of the playing surface should be woods.
- There may be up to two towns of 7 sq. inches total area.
- A "Good" road should run from the American to German board edges.
- "Poor Roads" or "Tracks" may be added at your discretion.
- You may add other terrain as you wish. But under no circumstances may total terrain features equal more than 60% of the map.

NOTES ON PLAY BALANCE:

This scenario is inherently unbalanced in the interest of historical accuracy. To balance the scenario, change the American Force Cohesion Level to "15" and the German to "13". The use of a veteran American force and a comparatively green German force balances the scenario quite well.

RECOMMENDED FORCES: G154 & US151

WEAPONS STATISTICS:

Weapon	Points	Firepower AP / HE	Range AP / HE	Defense	Speed W/T/F	Cargo Capacity	Transport Requirement
StuG III G	82	9 / 5	20 / 20	[8]	10T	-	-
M5A1 "Stuart"	43	5 / 4	20 / 20	[5]	15T	-	-