

Son with the Wind

Introductory Scenario #2

101st AB Set Up



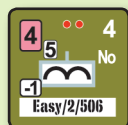
67.157
68.157
67.158



66.157



66.156



77.165



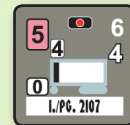
German Set Up



87.155
(piggyback)



87.156
(piggyback)



87.156

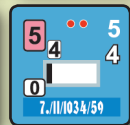
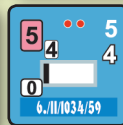
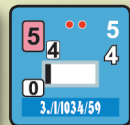
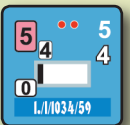
Events



x3 66.157



66.156



67.162

Command Values

101st AB Command Rating: 4
101st AB Command Points: 2
German Command Rating: 4
German Command Points: 6

Special Rules

All Units are considered In Command throughout the scenario.

The German Panther Unit (1./Pz 2107) may not leave Column or exit a road hex throughout the scenario.

The Allied Units in hex 77.165 may not move throughout the scenario and will rout and be taken off the board if either Unit takes one Step Loss.

Hex 67.162 is treated as a reinforcement hex.

If KG Klemm arrives as a reinforcement, immediately add the 59th Infantry Division Division Activation Chit into the cup. KG Klemm can spend the Command Points of KG Walther.