

The Forest of Hell



THE FACE OF BATTLE

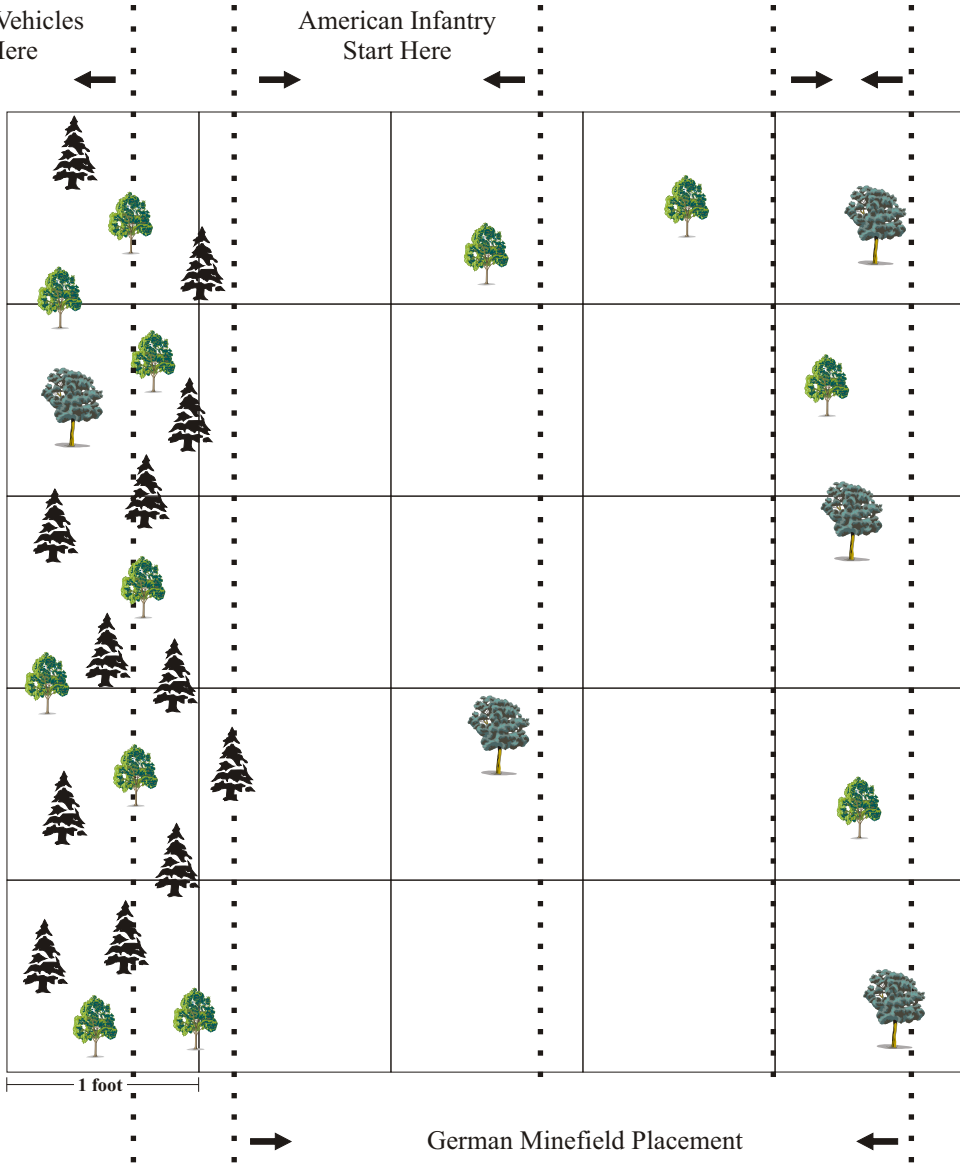


None

American Vehicles
Start Here

American Infantry
Start Here

German Forces
Start Here



Notes

1. The ground is covered with medium mud. All movement restrictions apply. **Errata:** Medium mud is a mire check with a +1 modifier. +10 skill check modifier to become unmired.
2. Place two log bunkers for the German player. Hard-Good Cover. Roofed. The bunkers can hold one anti-tank gun and crew or 10 soldiers.
3. Place 6 two-man foxholes for the German player.