

## St. Leonard Situation 0: Best Job in the World

30 April 1945, 2300. Not St. Leonard, but in an identical-looking village somewhere in Bavaria. A solitary, immobilized M4a3E8 stands in the way of Germany's certain, final victory.



### Mission



**US: We are in the Nazi killing business...**

Kill them all.


**German: Was ist los?!**

Avoid defeat.

### Troops

 <p>Set up first, hex S10 any facing. Tank may not move but has initiative.</p> <p>Operations Range: 3-3 Command Points: 2</p> <ul style="list-style-type: none"><li>• 1 M4A3 Sherman (on road, in/adj. to friendly unit)</li></ul>	 <p>Move first. Inhuman robots. Unit singing marching song (may not enter concealed). All units must set up in G4, G5, G6, and G8. Any units not setting up in these hexes are eliminated.</p> <p>Operations Range: 1-5 Command Points: 3</p> <ul style="list-style-type: none"><li>• 6 x elite squads</li><li>• 3 x elite squads with PzShk</li><li>• 3 x elite MG42 HMGs</li></ul>
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## Time

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
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## Special Rules

Pay special attention to rules for light anti tank weapons, close assault, turreted vehicles, and wide roads. Scenario takes place at night. Night Vision Range is 2 hexes. Instead of determining initiative normally, at the start of the turn each player rolls 1d6, high roller has initiative.

## Terrain

Big wide road. Building at R11 is on fire and may not be entered. Place a starshell there and do not remove it for the entire game.



*Yaaaaaah!*