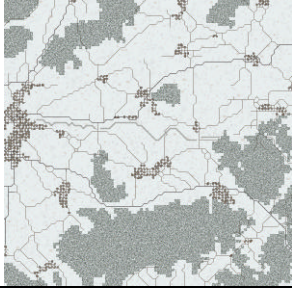













<p style="text-align: center;"><i>Talacosi</i></p> <h2 style="text-align: center;">Mini-game No. 20 Neffe Crossroads</h2>	<p>December 19, 1944. An Airborne company with tank support contests a vital road junction with a German assault group backed by a recon element.</p>	<p><u>Map</u> Centered 5km east of Bastogne, Belgium.</p> <p>Map dimensions: 10km x 10km; 100 sq. km.</p>	
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AVAILABLE FORCES

<div data-bbox="184 548 478 618">  <h3>U.S. Forces</h3> </div> <p>Detachments from the 101st Airborne Division and CCB, 9th Armored Division.</p> <p>101st Airborne Division.</p> <div data-bbox="184 727 432 829">    <p>4X 1X 1X</p> </div> <p>CCB, 9th Armored Division.</p> <div data-bbox="184 878 264 980">  <p>1X</p> </div> <p><u>Victory Conditions:</u> U.S. Player wins by controlling Neffe crossroads at the end of the game.</p>	<div data-bbox="1066 548 1388 618">  <h3>German Forces</h3> </div> <p>Reconnaissance and infantry elements of Panzer Lehr Division.</p> <p>Infantry Assault Group.</p> <div data-bbox="1066 727 1304 829">    <p>3X 1X 1X</p> </div> <p>Recon Detachment.</p> <div data-bbox="1066 878 1226 980">   <p>1X 1X</p> </div> <p><u>Victory Conditions:</u> German player wins by controlling Neffe crossroads at any time during the game.</p>
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Scenario Start: 08:00 December 19, 1944.	Scenario Duration: 1 Hour.	Scenario End: 9:00 December 19, 1945.
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Note: Scenarios vary in their CPU and 3D display required memory and performance speeds. Recommended for this scenario: 512MB (motherboard) RAM and 128MB (display) VRAM. 3D display card required; 1280x1024 min. res.