

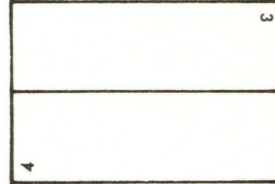
# Scenario 10

# HITDORF ON THE RHINE



**HITDORF, Germany, April 6, 1945:** As the Third Reich collapsed, many American leaders became bold to the point of recklessness. Often, a daring stroke by a small group of soldiers yielded a vast gaggle of demoralized German prisoners. But sometimes the Americans pushed their luck too far and the Germans, like a wounded animal, would lash back with stinging effect. At early dawn, Co. A of the 1st Bn, 504th Parachute Reg't crossed the Rhine and advanced toward the town of Hitdorf. Unfortunately, elements of the 62nd Volksgrenadier Division had just linked up with lingering remnants of the 11th Pz. Division, and the Germans were not yet willing to lay down their arms. The landings went easy enough but as the paratroopers entered the town, they were met by an enemy company that had been rushed to the sector.

## Board Configuration



## Rules Introduced: Sections 57—59

### VICTORY CONDITIONS

To win, the Americans must have at least nine squads remaining on the two board area *and* have undisputed control of two of the stone buildings on the village board. The Germans win by avoiding the American victory conditions.

## SPECIAL RULES

- 10.1 German artillery support consists of one module of 81mm Mortars.
- 10.2 American artillery support consists of one module of 105mm Howitzers. American player may not request artillery prior to Turn 4.
- 10.3 American paratroop squads may make a total of two smoke counters in the course of the game. The smoke limit is per scenario, not per squad.

## TURN RECORD CHART

⊕ German sets up first	1 <sup>⊕</sup>	2	3 <sup>☆</sup>	4 <sup>☆</sup>	5	6 <sup>⊕</sup>	7	8	9	END
☆ American moves first										

**Hitdorf Garrison Platoon; set up on any whole hex of board 3 using Hidden Initial Placement (42):**

8-0  
 4-6-7  
 2-4-7  
 LMG 2-8 B12  
**36** factors

**Elements 62nd Volksgrenadier Division; enter Turn 1 on East edge:**

16  
P5

24  
P7

10-2  
Cpl. Team

8-1  
Cpl. Team

8-0  
Cpl. Team

4-6-7

2-4-7

LMG 2-8 B12

HMG 6-16 B12

3

7 B12

12  
75 4/2

8
2
4
5

Armored elements, 11th Panzer Division; enter on Turn 6 on any East edge hex:

 4

**Co A, 1st Bn, 504th Parachute Regiment; set up on any whole hex on board 4:**

9-2  
Cpl. Team

9-2  
Cpl. Team

9-1  
Cpl. Team

8-4-7

MMG 4-12 B12

30 A

9 B12

6 X11+

9
2

**Co I; enter on Turn 3 on west edge:**

9-1  
Cpl. Team

9-1  
Cpl. Team

8-1  
Cpl. Team

8-4-7

6 X11+

MMG 4-12 B12

6
2

## AFTERMATH

The Germans quickly brought down a heavy mortar barrage. Reeling back, the paratroopers blundered into a minefield and were taking the worst of it until requested artillery and reinforcements arrived. A 105 battery, despite initial confusion, succeeded in quieting the German fire until the arrival of German armor provoked a major withdrawal. The paratroopers fell back to the river, piled into their boats, and staged a "mini-Dunkirk." The Americans had suffered heavy casualties but were now wiser in approaching the Germans at bay.

## VARIATIONS

- 10A: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.
- 10B: Optional upon agreement of both players.