VICTORY CONDITIONS

To win, the US player must solely occupy six of the seven buildings on the east river bank of board 8, rows B through O inclusive. The German player wins by avoiding US Victory Conditions.

TURN RECORD CHART

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Elements 9th Panzer Division set up east of river on boards 8 and 4, north of row Q:

CCB of 3rd Armored Division with elements of 13th Infantry Regiment [ELR:3] set up east of river on boards 8 and 4, south of row Y:

SPECIAL RULES

300.1 Both players set up simultaneously. This may be done by placing a box cover between the two forces.  
300.2 The US has one 80mm mortar OBA module.  
300.3 Place Overlay F normally on Board 4.  
300.4 The M26 has an elite crew. The M26 has no gyrostabilizer. All other US tanks have normal crews who must roll normally for gyrostabilizer training.  
300.5 Treat half orchard hexes as full orchard.

AFTERMATH: The very first combat between Tiger and Pershing actually occurred the night before the attack began. The Americans lost the Pershing "Fireball" to a Tiger concealed in the dark. (The Tiger that ambushed "Fireball" was immobilized on rubble as it tried to back away from its prey.) The following day the GIs were able to rush into Elsdorf and capture it in half a day. Pershing #40, accompanying Co. E of the 33rd Armored Reg. CCB, destroyed two M10AVH's and a Tiger I in the assault. The trial was considered so successful that Ordnance "heisted" a 90mm gun tube from an M36 tank destroyer to permit "Fireball" to return to service on March 7th.