

Scenario 302

STAND FAST



Hamlet outside OBERGEICH, GERMANY, December 10, 1944: As the Americans advanced across the plains of Germany, the badly outnumbered Germans could not hope to hold a continuous line. Rather than expose themselves, the Wehrmacht troops turned each town or clump of buildings into a small strongpoint. Early attempts by the Americans to bypass these outposts caused supply troops, trying to follow the lead units, undue casualties. Therefore, after regrouping their forces, headquarters decided to change tactics and attack key points before advancing through the open plain.

Board Configuration ◀ N

Add Overlays. See 302.4.

VICTORY CONDITIONS

To win, the US player must kill, capture, or currently have broken all German MMC's at game's end OR have destroyed all the German supply points (see SSR 302.2). The German player wins by avoiding US Victory Conditions.

TURN RECORD CHART

✚ German sets up first	1	2	3	4	5	6	END
☆ U.S. moves first							

Elements of 3rd Parachute Division set up hidden within the village proper (inside area encircled by road at N4, S2, U3, and Q8):

 9-1 2	 8-3-8 2	 LMG 2-8 B12 4
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Engineers of 9th Infantry Division [ELR:4] enter on any one board edge:

 9-2 5	 8-1 5	 7-4-7 5	 MMG 4-12 B12 2	 30 A 2
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SPECIAL RULES

- 302.1** No boresighting is allowed.
- 302.2** Prior to the onset of play, the German designates two ground level building hexes within his setup area as supply points. The US player is informed that a particular building hex is a supply point as soon as he enters it with any unbroken unit. At the end of one *game* turn of US squad occupation, unbroken and not in melee, the supplies are destroyed. If the building is burned, this also destroys the supplies.
- 302.3** Germans may not move broken or unbroken units more than two hexes, inclusive, outside of their setup area due to *Stand Fast* orders. This equals one hex beyond the road.
- 302.4** Overlay A is placed normally. Overlay N is placed so that V2 is on N1 and V3 is on N2. Overlay G is placed so that E3 is on I3 and F3 is on H3. Overlay F is placed so that M6 is on W4 and L5 is on V4. Overlay C is placed so that J3 is

- on EE5 and J4 is on DD4. All level one hills that end abruptly on hexsides are played as normal level one hills with moderately steep hillsides (these hillsides require no special rules). LOS may be traced along such a hexside between two ground level hexes.
- 302.5** 7-4-7s are Engineers but lack any special smoke-making ability.
- 302.6** A two scout limit per side exists for this scenario.
- 302.7** The environment is wet.

AFTERMATH: The Germans were doubly trapped. Surrounded by a sea of Americans and under the most strict standfast orders, their freedom of action was sharply limited. An early morning attack by US troops cornered the German paratroopers, who gave themselves up after they had lost their supplies. The Americans were then able to attack out from this hamlet in relative safety and repeat the process as they advanced.