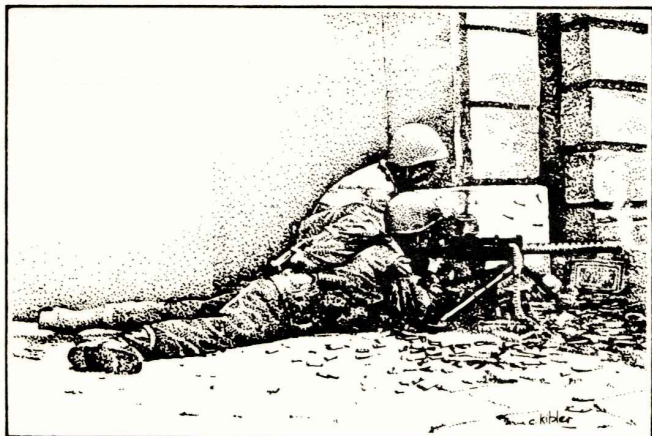


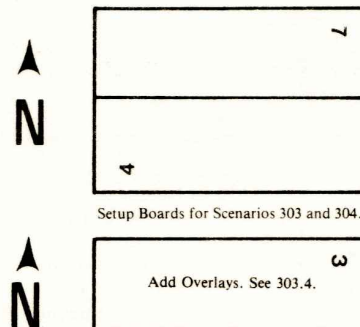
Scenario 305

THE DUEL



In and around PFAFFENHECK, GERMANY, March 15, 1945: German General Hoehne, LXXXIX Corps commander, had to buy time. Every day the way was clear allowed additional isolated units to filter back towards the Rhine. At a time of frightful manpower shortages, he decided to commit two of his remaining combat effective units to press the Americans back just far enough to ensure another few days for his "lost" troops to wend their way back.

Board Configuration



VICTORY CONDITIONS

To win, the US player must win both scenarios, this would be considered a grand tactical victory. The German player wins a marginal victory by winning one scenario. The German player wins a tactical victory by winning both scenarios.

TURN RECORD CHART

Simultaneous setup	1	2	3	4	5	6	7	END
♣ Germans move first								

Elements of 6th SS Mountain Division set up anywhere east of hexrow L inclusive:

9-2	9-1	8-1	6 ² -5-8	LMG 2-8 B12	'44a 3	15 0 75LL
			9	8	4	

Elements of 159th Division set up anywhere east of T inclusive on board 4:

9-1	8-0	4-6-7	4-4-7	MMG 4-12 B12	LMG 2-8 B12	13 -1 75L 4/2/4
		2	8	6	4	2

The US setup locations are as per Scenarios 303 and 304. The US forces are taken, prior to setup of either scenario, and divided into three units. The first unit must set up and play Scenario 303. The second unit must set up and play Scenario 304. The third unit is the reserve unit, and portions of it may be called into play in either or both scenarios after a one turn delay. (Thus, if called in on US Player Rally Phase Turn 2 — arrives US Movement Phase Turn 3). The US player may decide on the turn of entry what forces will come on and where they will enter. The division of US forces is done secretly. The setup of all German and US forces is done simultaneously.

9-1	8-1	8-0	7-0	6 ² -6-6	2-3-6	HMG 8-20 B12	MMG 4-12 B12	9 B12	Mtr 80 22-45 SPP	45a 6 WPG 5 1PPX11	AT 57L	
		2	3	2	25	2	3	5	2	2	8	2

SPECIAL RULES

- 305.1** The US player has one 80mm mortar OBA module with normal ammunition for each radio.
- 305.2** Reinforcement groups arriving may be as few or as many counters as the player desires but must contain at least one leader, and must enter on the west edge.
- 305.3** Once onboard, units may not move offboard.
- 305.4** Play two turns of Scenario 303. Then play two turns of Scenario 304. Alternate play, one player turn at a time thereafter until scenarios are finished.

- 305.5** All reinforcements need not be called into play.
- 305.6** A radio is not required to call for reserves.

AFTERMATH: The Germans simply were not strong enough to contain the American advance. Twenty-four hours after the German counterattack had begun, the Wehrmacht units were again falling back, fighting as they retreated, towards the Rhine.