

# A DAY AT THE RACES

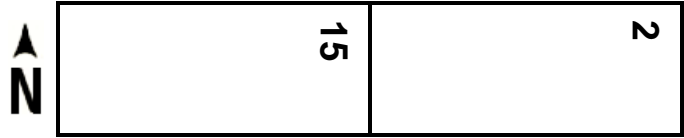
WWW SCENARIO 100

110708



**BERCHTESGADEN, GERMANY, May 4, 1945:** The final Nazi holdout was thought to be centered in the Alps of Southern Germany. Allied fears that the Nazis might fall back to some form of National Redoubt sent U.S. columns speeding towards Austria. These armored fingers lost most of their punch in the rapid advance. As resistance lessened, fully-tracked AFV's could not keep up with the rapid pace of lighter vehicles. The Nazis were, however, only scattered, not destroyed.

## BOARD CONFIGURATION:



CREDITS: Scenarios 91-100

**Original Design:** Joe Suchar, Jon Mishcon, John Kenower, Steve Myberg, Simon Haines, Andy Bagley. **Original Development:** Jon Mishcon, Joe Suchar, Andy Bagley, Simon Haines. **Original Play testing:** Howard Sylvester, Burt Baker, Kevin Duke, Jim Vaughn, Mark Nixon, Val John Halford. **Original Graphics:** Richard Czapnic, Briony Doyle, Rodger MacGowan. **Original Production:** Andy Bagley, Keith Poulter.

**VICTORY CONDITIONS:** To win, the U.S. player must exit seven squads off the west edge of board 15. Armored cars and the M16GMC with functioning main armament count as two squads, other half tracks count as one. The German wins by avoiding the U.S. victory conditions.

## TURN RECORD CHART:

⊕ German Sets Up First	☆	1	2	3	4	5	6	7	END
☆ U.S. Moves First									



**Mixed units of Army Group G** - set up using Hidden Initial Placement (42) on any whole hex of either board, west of row L inclusive on board 2, no more than six counters (including roadblocks) on either board. (*The 9-1 Leader and 3-4-8 HS (only) are SS units.*):



2



**Motorized troops of U.S. 3rd Infantry Division [ELR: 3]** - enter Turn 1 on any east edge hexes:



3

2

3

2

## SPECIAL SCENARIO RULES:

- 100.1 Bore-sighting (78) is not allowed.
- 100.2 No scouts may be *generated* (116.2) by either side.
- 100.3 All non-SS German units are subject to surrender (153) once their location is revealed.
- 100.4 *OPTIONAL:* ELR (*and HoB rules*) applies to both sides (see SSR 91.7).

**AFTERMATH:** The disorganized Germans did cause some American casualties in the tight defiles of mountainous South Germany. For the most part the GI's were able to simply "floor it" and bypass the isolated pockets of resistance. Follow-up troops often found small well-ordered groups of Wehrmacht troops waiting to surrender now that they had been "surrounded". Berchtesgaden fell in the late afternoon of May 4th 1945, and as it did so the last fears of a German National Redoubt began to vanish.

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This scenario is a slightly modified version of Scenario #100 from the World Wide Wargamers G.I.: Anvil of Victory Scenario Package. It has been re-edited since its original publication to correct typos and sentence structure plus added optional rules for my own enjoyment and for play using VSQ. These modifications are intended to enhance the play of the game while using G.I.: AoV rules. For all accounts the scenario still plays the same as the original publication. Feel free to use these modifications or use your own. Graphic Layout and Modifications by Bill Sosnicki; Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.