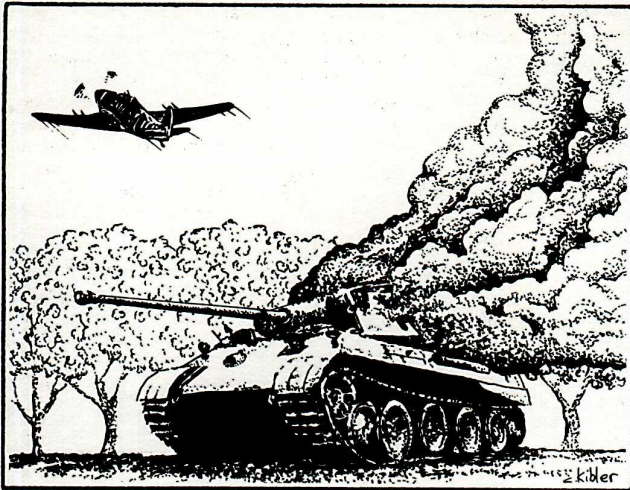
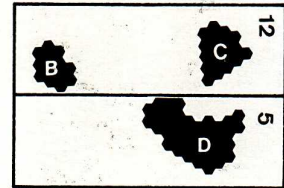


ACTION AT KOMMERSCHIEDT



KOMMERSCHIEDT, GERMANY, November 4, 1944: By October, 1944 the American Army had ripped two large holes in the Siegfried Line at Aachen and Roetgen. The next step called for a limited flanking operation in the Huertgen Forest. The 28th Division was ordered to carry out this attack with the initial objective being the town of Schmidt. Although the town fell easily to the division's attack, a strong German counterattack soon followed and routed the Schmidt defenders. Moreover, the German attack continued and threatened to overrun the next defense line located in the small village of Kommerscheidt.

Board Configuration



Rules Introduced: 171

VICTORY CONDITIONS

The German player wins by forcing the U.S. player to retreat. The U.S. forces must withdraw if the German currently has more victory points at the end of any game turn. Each player receives one victory point for each

building hex currently controlled within five hexes of 12O5 (maximum of 23), and each unbroken *squad* (*HS's don't count*) currently entirely on board 12. Mobile AFV's with functioning main armament count as two squads. The U.S. player wins by avoiding the German victory conditions.

TURN RECORD CHART

☆ U.S. sets up first	1	2	3	4	5	6	7	8	9	END
♣ German moves first										

Elements of Company A and D, 1st Battalion, 112th Infantry Regiment with armor support from Company A, 707th Tank Battalion [ELR: 4] set up anywhere on board 12 and/or anywhere on board 5 in or north of row 8:

6 ³ -6-7	6 ³ -6-6	2-3-6	9-1	8-1	8-0	CE 9-2 <small>HE 11</small>	MMG 4-12 <small>B12</small>	Mtr <small>60 22-15 3PP</small>	44a 6 <small>1PP 4 X11+</small>	9 <small>Δ B12</small>
4	8	2		2			3		6	(105mm)

Mtr <small>81 23-38</small>	76L <small>2/4</small>
2	3

Elements of 3rd Battalion, 1055th Infantry Regiment, 89th Division with armor support from the 16th Panzer Battalion, 116th Panzer Division enter on turn 1 on the south edge of board 5:

5 ² -4-8	4 ¹ -6-7	4-4-7	9-2	9-1	8-0	7-0	MMG 4-12 <small>B12</small>	LMG 2-8 <small>B12</small>	44a <small>3</small>	7 <small>Δ B12</small>
2	8	8		2	2		2	8	6	(80mm)

75LL <small>15 0 4/2</small>	75 <small>13 13 -1 -1 4/2</small>	75L <small>13 13 -1 -1 4/2/4</small>
2	2	

SPECIAL RULES

43.1 The U.S. player can receive random fighter-bomber support from the 39th squadron, 368th Group. If air cover is received, it will consist of Typhoons—not fighters. The U.S. player is awarded permanent possession of 1 VP for each game turn which is completed without at least one Typhoon having yet appeared on the board. On the turn his air support arrives, the U.S. player receives an additional victory point for every plane less than 3 which he receives.

43.2 The radios may only be used for off-board artillery requests.

43.3 The German 5-4-8s function in all respects as engineers, including special smoke-making capability (141.73).

43.4 Insert overlays B and C on map 12, and overlay D on map 5.

AFTERMATH: As the German attack formed up in a wooded draw to the south, two Shermans pulled up on a slight rise west of the village and fired on the oncoming panzers, scoring two quick kills. Meanwhile, a Panther took up position in an orchard to the east of the village but was met by a third Sherman which set it ablaze after scaring the crew into abandoning the vehicle with several HE direct hits. This stalled the attack on the left and the Germans began to fall back. On the opposite side of the village two more German tanks had pinned down the defenders when P-47s suddenly appeared. They succeeded in immobilizing one tank while scaring off the other. A bazooka team finished off the immobile tank as the remainder of the German column retreated to Schmidt under heavy artillery fire.