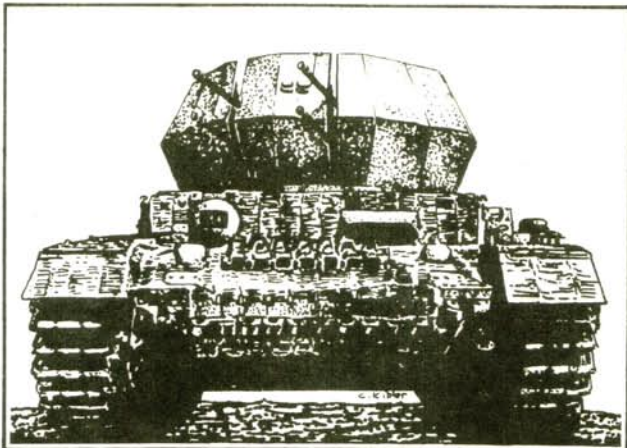


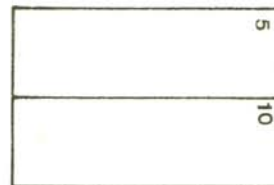
THE WHIRLWIND

Scenario R217



ASCHAFFENBURG, GERMANY, April 18, 1945: As the German defenses crumbled in front of the U.S. 3rd Army, the fighting became fluid. On the night of April 17th elements of a recon troop of the American 26th Division occupied a village on the outskirts of Aschaffenburg without opposition. Based on civilian reports of the GI's presence the divisional staff of the 471st Wehrmacht Division, the only unit in the vicinity, launched a hasty counterattack.

Board Configuration



VICTORY CONDITIONS

To win the Germans must have sole control of every building hex on Board 10 rows Q-EE inclusive at game's end. The Americans win by avoiding the German victory conditions.

TURN RECORD CHART

☆ US sets up first	1	2	3	4	5	6	7	END		
☆ US moves first										

471st Divisional Staff may set up anywhere on Board 5:

9-2	8-1	4-6-7	LMG 2-8 B12	14 -1 20L (24) 4/-
2	12	4		

Elements of the 26th Infantry Division set up hidden anywhere on Board 10:

8-1	7-0	6-6-6	6 4 X11
2	8	3	

SPECIAL RULES

- R217.1 AFV cannot setup in woods hex even in bypass mode.
- R217.2 Any infantry unit, including scouts, may establish control of an unoccupied building by moving through it.
- R217.3 All buildings are wooden and Level One.
- R217.4 Americans initially control all buildings.

AFTERMATH: The German HQ unit, with the aid of their remaining FlakPanzer, drove aggressively into the village. After a short, vicious firefight the Americans were dislodged. The shattering effect of the FlakPanzer as an infantry support weapon proved too much for the Americans. The next day the German 471st Division was cutoff as the U.S. 3rd Army flowed completely around and beyond it deeper into Germany.