

SCRATCH FORCE

WWW SCENARIO 96

110417



VICTORY CONDITIONS: To win, the U.S. player must exit 4 trucks off the north edge of boards 13 or 3. The German player wins by avoiding the U.S. victory conditions.

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.

BRIEF, FRANCE, September 7, 1944: The Germans had counter-attacked in the night. Lacking aerial reconnaissance the Wehrmacht troops had, by chance, driven straight into the U.S. 90th Division Command Post, cutting off the advanced units of the division. In the hours that followed GI's of every rank and calling fought with whatever was available. By morning the situation had clarified to the extent that supplies had to be brought through to the cut-off American units. Although the bulk of the panzers had withdrawn, the German line was still too strong to be breached by unaided infantry. Commandeering every available AFV from HQ units and repair parks, General McClain sought to rupture the German stranglehold and push a supply convoy north.

BOARD CONFIGURATION:



TURN RECORD CHART:

Simultaneous set up (see SSR 96.7) ☆	1	2	3	4	5	6	7	8	9	10	END
☆ U.S. Moves First											

Elements 106th Panzer Brigade [ELR 3] - set up anywhere on boards 13 and 3:



8-1	8-1	8-0	4-6-7	6-16 B12	2-8 B12	3	4 X9+	13 0 -1 75L 41-14
2	13	2	4	4	2	2	2	2

Elements 90th Division [ELR:3] - set up anywhere on boards 4 and 12:



8-1	8-0	7-0	6-3-6-6	5-2-5-6	4-12 B12	6 1PP X11+	13 1 -1 75 -1/2/4	4* 1 -1 75 -1/2/4	12 4 1 75 2/2/4	20 -5 -5 B81 -1-16*	19 -5 -5 37L(8),/12*
2	2	8	8	5	5	13	4*	12	20	19	

Truck (2.5t)

 24
2S/
10PP
5

Convoy - enter Turn 2 (or later if the U.S. player desires) as per SSR 96.6 on any one outer edge of boards 4 or 12.

SPECIAL SCENARIO RULES:

- 96.1:** Because of heavy rains and local field conditions all vehicles may move only on roads. Normal road movement is allowed, but any vehicle that moves off-road, due to shock or by choice, is permanently bogged in the first hex entered.
- 96.2:** EC are 'mud', however 102.81 is not in effect. There is no wind.
- 96.3:** Stream is deep.
- 96.4:** No entrenchments may be dug by either side.
- 96.5:** All vehicles must set up on roads. Vehicles may pass a single vehicle/wreck on a road at a cost of 2MP+COT without bogging down. They may not pass manned enemy vehicles, nor a hex that contains two vehicles/wrecks.
- 96.6:** Despite there being only five U.S. trucks in all, they must move as a Convoy (84).
- 96.7:** Both sides set up simultaneously. This may be done by placing box covers between the two forces or by having one player write down his dispositions, allow the other player to place his forces, then laying out the first player's units.
- 96.8:** *OPTIONAL:* ELR (and HoB rules) applies to both sides (see SSR 91.7).

AFTERMATH: The lack of American coordination was in large part balanced by the veritable sea of mud that forced all traffic to stay on road. The ungainly procession of U.S. AFV's wallowed forward and brushed the Germans back into the town of Mairy. The American truckers, with their usual flagrant disregard for radio security, were able to pass close on the heels of the attacking troops and move northward to the previously isolated units of the 90th Division. By day's end most of the German 106th found itself cut off. Forty-eight hours later the Panzerbrigade had ceased to exist as a combat effective unit.

©2011 A Squad Leader Academy Scenario Card

This scenario is a slightly modified version of Scenario #96 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.