Scenarios 91-100

G.I.
Anvil
of
Victory

Ten superb new scenarios for use with
the Avalon Hill 'Squad Leader' game series
c W.W.W.

# ASSAULT AT WADELINCOURT

WADELINCOURT, BELGIUM, May 13, 1940: The northernmost of the three crossing attempts of the Meuse took place late in the day as advance elements of the German 2nd Panzer Division approached the river in the face of fierce crossfire from the western bank. As a preliminary to gaining a bridgehead, assault engineers would have to cross the river and silence the well-prepared French positions on the far side.

BOARD CONFIGURATION:
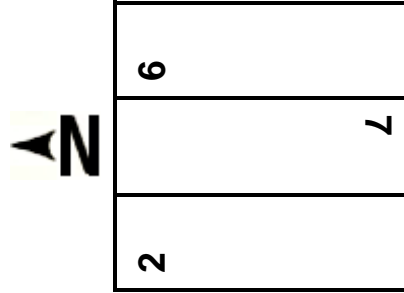
VICTORY CONDITIONS: The German player wins by capturing (being the last to exclusively occupy) three of the four French bunkers. The French player wins by avoiding the German victory conditions.

TURN RECORD CHART:

		1	2	3	4 END	5	6	7	8	9	10	Restart on Turn 11 (1)
⊙ French Sets up First	✚											
✚ German Moves First												

Elements 55th Infantry Division [ELR 3] - set up anywhere on board 2. Bunkers must set up on board 2 east of hexrow 5 inclusive:

Elements 2nd Panzer Division [ELR 4] - enter Turn 1 or later (at the German player's option) on any east edge hexes of board six:

SPECIAL SCENARIO RULES:

SSR 91.1 The river is deep, running high with a moderate current flowing north. There are no island hexes; consider all such hexes open river instead.

SSR 91.2 The weather is clear; EC are moist and there is no wind.

SSR 91.3 French OBA consists of one module of 70mm. Mtr/SW's may enter/start the scenario either disassembled or assembled at the owner's option *(142.8-.84)*.

SSR 91.4 Only German assault engineer (8-3-8) squads may make smoke.

SSR 91.5 French units in bunkers are not concealed, but the German player may not inspect the contents of any bunker until some unit from that particular bunker fires.

SSR 91.6 All buildings on board 6 are considered single-story and of wooden construction.

SSR 91.7 *OPTIONAL:* **ELR** and **Heat of Battle (HoB)** is in effect for both sides. ELR rules *(141.51-.54)* are used but with one exception: any MMC which fails its ELR is not replaced by an inexperienced unit but is instead reduced to the next lower quality unit. [*Ex: a German 468 is reduced to a 467 > 447 > 436, a British 458 is reduced to a 457 > 447 > 436, a French 458 is reduced to a 457 > 357 > 136. EXC: Specialized units of all nationalities are reduced to their Inexperienced Infantry (94) unit type as per their nationality and rules pertaining to them (i.e. German Volksgrenadiers, Russian Conscripts, British Home Guard, U.S. Green units, etc).*] HoB is occasionally the reverse of ELR but also has some additional effects which can occur and are shown in the following table:

Heat of Battle		
follows any Original MC or Rally (not Self-Rally) DR of 2		
DR	**Result**	**DRM's**
≤6	Hero Creation (159.)	Elite . . . . -1
5-8	Battle Hardening ◊ *	Broken, Inexperienced (each) . . . . . +1
9-11	Berserk †	Note: A unit can become Battle Hardened
12	Surrender † *	*and* generate a Hero at the same time.

◊ A units quality level is increased. An elite unit becomes Fanatic.
* Treat as Berserk if unit is already Fanatic.
† Treat as Battle Hardening if in a Bunker/Fortified Building *(161.)*.

AFTERMATH: After a bitter and costly struggle the Germans succeeded in scrambling a few men onto the west bank. These men managed to knock out one bunker, and the tide then began to turn in the Germans' favor. By the end of the day they had a firm foothold on the west bank, and would eventually succeed in establishing a bridgehead.

PATTON'S END RUN

BROLO, SICILY, August 111943: Patton was determined to beat "Monty" to Messina. The American advance along the north coast was being held up by the German 71st Panzergrenadier Regiment. To eliminate this unit, and possibly initiate a breakthrough, Patton planned to trap the Germans. "Blood and Guts" hoped to catch them between a single reinforced battalion of the 30th Regiment, 3rd Division, landed behind German lines astride the coast road, and a west-to-east ground assault by the reinforced 3rd Infantry Division.

BOARD CONFIGURATION:

VICTORY CONDITIONS: To win, the German player must exit seventeen squads (or their equivalent) of the Reinforcement Group off the east edge by game end. A tank with a functioning main armament counts as two squads exited. An armored halftrack and a tank without a functioning main armament counts only as one squad exited. The U.S. player wins by avoiding the German 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.

TURN RECORD CHART:

✚ German Sets Up First	☆	1	2	3	4	5	6	7	8	9	10	END

☆ U.S. Moves First

Elements 29th Panzergrenadier Div.
[ELR 3] - set up on any ground level hex of board 3 using Hidden Initial Placement (42) (PzkwIVF1 sets up concealed): *

Reinforcement Group: Elements 29th Panzergrenadier Regiment [ELR 3] - enter turn 3 or later (at German player's option) on any west edge hexes:

SPECIAL SCENARIO RULES:

92.1 *Terrain:* Place Overlay F normally on board 14. All buildings higher than level one are treated as level one. *[VSQL Note: A special customized board 14 for this scenario is available for download on the WGA/SQLA website.]*

92.2 Roll one die for each individual hill hex entered by a vehicle. On a roll of 1, 2, or 3 the vehicle is permanently immobilized in that hex.

92.3 Roll one die for each wall crossed or gully hex entered by a vehicle. On a roll of 1 or 2 the vehicle is permanently immobilized in the gully hex or the hex before the wall. No passage by other vehicles changes this roll.

92.4 Bore sighting *(78)* is not allowed.

92.5 All non-bazooka U.S. weapons break down on a DR of 11+ and repair only on a DR of 1.

92.6 The Germans have one 105mm OBA module with plentiful ammunition.

92.7 The U.S. have two modules of 155mm OBA available, however, due to the extreme range to land based guns and radio problems with their naval support, all U.S. radios have a contact number of 6 and maintain contact only with a DR ≤ 8.

92.8 The U.S. 7-4-7 squads are engineers but lack smoke-making capabilities.

92.9 German PzkwIVFl may not move or fire until German player turn 3.

92.10 One German reinforcement squad may enter as half-squads.

92.11 Infantry may not ride any fully-tracked AFV.

92.12 If played as a three-player game, the German onboard player always moves before any German reinforcement ground troops move, and may not communicate with the Reinforcement Group commander.

92.13 *OPTIONAL:* see SSR 91.7 for ELR and HoB rules. Note: U.S. 7-4-7 squads are reduced to 536 squads.

AFTERMATH: Overriding General Truscott's objections that the operation was taking place before linkup could be assured. Patton personally gave the go-ahead. Colonel Bernard's troops lost all their accompanying tanks as they tried to cross the thick stone walls or climb very steep hillsides, but otherwise landed safely. Reserve German troops in Brolo quickly reported the assault and began to harass the attackers. As time wore on, the isolated GI's found that radio contact with their own land based 'Long Toms' and the 6-inch naval guns of the Philadelphia began to fail and their small arms ammunition was beginning to run low. Finally, Colonel Bernard was forced to order all troops onto the hill for a last-ditch defense. This, fortunately, was not required as the Germans, pressed from the rear, simply bypassed the remaining GI's. Little was gained, save experience, from this over ambitious operation.

CASSINO STATION

CASSINO, ITALY, February 17, 1944: The Allies, desperate to relieve the pressure on their beachhead at Anzio, launched Operation Avenger, the second major attempt to break the German position at Cassino. The essential task of capturing the railway station just south of the town was entrusted to the Maori troops of the 28th Btn, 2nd New Zealand Division, in a night attack.

BOARD CONFIGURATION:
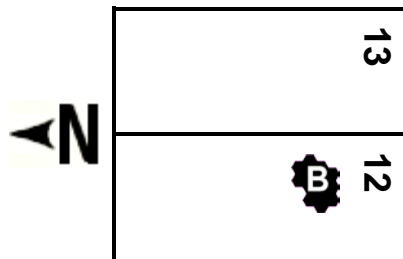
VICTORY CONDITIONS: The Allied player wins by being the last to solely occupy with an unbroken MMC hilltop 498, building 12R6, and any other six stone building hexes on board 12. Different levels of a stone building hex do not count as separate hexes. but must be clear of unbroken German units. The German player wins by avoiding the Allied victory conditions.

TURN RECORD CHART:

✚ **German Sets Up First**

◉ **Allies Move First**

1	2	3	4	5	6	7	8	9	10	END

Elements 3rd Btn, 361st Panzergrenadier Regiment [ELR 4] - set up anywhere on board 12. Mines may be placed anywhere on board 12 and/or any non-stream, non-marsh hex of board 13 west of hexrow 5 inclusive:

9-1	8-1	4¹6-7	MMG 4-12 B12	LMG 2-8 B12	2+3+5	WIRE	Entrench 5
2		10	2	4		9	3

A and B Company's, 28th/5th New Zealand Brigade [ELR 4] - enter Turn 1 on any east edge hexes of board 13 between A10 and K10 inclusive:

9-2	9-1	8-1	8-0	4²5-8	HMG 6-14 B12	MMG 4-11 B12	LMG 2-7 B11+	4/43 6 1PP 3 X10+	30 △A
2		2		16			4	4	2

SPECIAL SCENARIO RULES:

93.1: *Terrain:* Place overlay B on board 12 so that CC1 covers 12K8 and BB1 covers 12L7. *[VSQL Note: A special customized board for this scenario is available for download on the WGA/SQLA website.]*

93.2: Night rules *(49)* are in effect.

93.3: Environmental conditions are wet; there is no wind.

93.4: Ground level hexes of building 12R6 are fortified *(161)*, the Marketplace rule *(155.5)* is still in effect.

93.5: Any New Zealand unit may use a demo charge without penalty.

93.6: New Zealand units may enter the board concealed *(117.1)*.

93.7: *OPTIONAL:* see SSR 91.7 for ELR and HoB rules.

AFTERMATH: Despite a delayed start the New Zealanders made good ground and fought their way into the German fortified positions. They captured the station, but failed to clear the surrounding buildings or take the small hillock to the south, and daylight brought very heavy German shelling which prevented any reinforcements crossing the Rapido River to reach them. After a series of German counterattacks, the New Zealanders were finally forced to fall back, and another round in the Cassino battle had gone to the Germans.
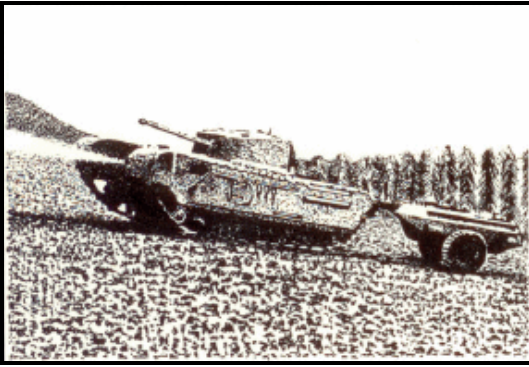
# HILL 112

CAEN, FRANCE, June 27, 1944: As part of the bitter Normandy battles following D-Day, the British 11th Armored and 15th Divisions spearheaded the 'Epsom' offensive, designed to tie down the German Panzer Divisions to the East of the beachhead and pry the defenders out of Caen. Vital to the attack was control of Hill 112 to the south-west of the town. The Germans realized the importance of this position and were determined to keep it out of enemy hands.

BOARD CONFIGURATION:
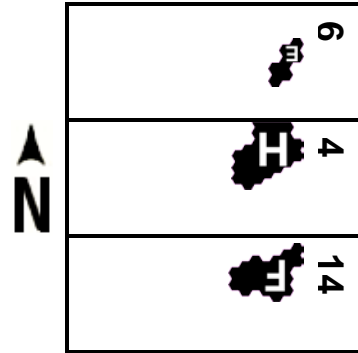
VICTORY CONDITIONS: To win, the British player must occupy any level 2 hill hexes with at least five squads (or their equivalent in half squads) at the game's end. The units must be unbroken but may be engaged in melee. AFVs do not count. The German player wins by avoiding the British victory conditions.

TURN RECORD CHART:

		1	2	3	4	5	6	7	8	9	10	END
✚	**German Sets Up First**											
◉	**British Move First**											

Elements 25th and 26th SS Panzergrenadier Regiments, 12th SS Panzer Division [ELR 4] - set up anywhere east of row Z inclusive or any or all boards:

9-1	8-1	6-5-8	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	'44a 3	8 4 X9+	1-8-8 -4	1-8-8 -3	1-8-8 -2	AT 75L ②	Rct 150★ ⑥	Roadblock
2	10		2	6	8	2							2

Elements 501st SS Heavy Tank Battalion - enter Turn 1 on any east edge hexes:

PzKwVIE

13 2 1 88L 4/2
2

Elements 227th Bde., 15th (Scottish) Div., supported by elements of 29th and 31st Tank Bde., 11th Armored Div. [ELR 4] - enter Turn 1 or later (at the British player's option) on any west edge hexes:

10-2	9-2	9-1	8-1	8-0	4-5-7	MMG 4-11 B12	LMG 2-7 B11+	4/43 6 1PP X10+	A22-Croc	A22-AVRE	A22-IV	Firefly-VC	M5
2	2	2	2	2	20	2	7	6	2	2	2	2	5

SPECIAL SCENARIO RULES:

94.1 *Terrain:* Place Overlay 'E' normally on Board 6, Overlay 'H' normally on board 4, and Overlay 'F' normally on board 14. *[VSQL Note: This scenario has special customized boards for 4, 6, and 14 are available for download on the WGA/SQLA website.]*

94.2 EC are moist; there is no wind.

94.3 Bore-sighting *(78)* is not allowed.

94.4 British player has one module of 150mm OBA with plentiful ammunition.

94.5 Treat all wall and hedge hexsides as hedgerows *(173)*.

94.6 *OPTIONAL:* See SSR 91.7 for ELR and HoB rules.

AFTERMATH: Using the 'Crocodile' flame-throwing tanks to good effect against the snipers and other defenses the British succeeded in capturing the hill. However, the Germans soon counter-attacked and retook the position. So it went on until the hill was eventually abandoned by both sides, leaving it saturated by fire and too dangerous for anyone, it earned the nickname "Calvary".

THE ATTEMPT TO EXPLOIT

MARIGNY, FRANCE, July 26 1944: Combat Command of the U.S. 3rd Armored Division, in support of the U.S. 1st Infantry Division, attempted an envelopment of the German forces in Marigny. Initially slowed by bomb craters and defended hedgerows the American armored forces tried to crash through the final resistance before daylight ran out. The Germans were desperately trying to both slow the U.S. advance and to lose a minimum of the few combat troops they still had available.

BOARD CONFIGURATION:
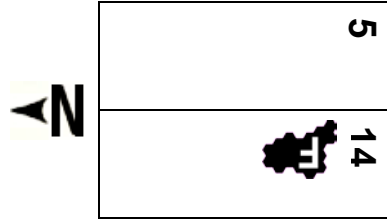
VICTORY CONDITIONS: To win, the U.S. player must exit 5 tanks with functioning main armament off the south edge *or* eliminate 4 German squads (or its equivalent). The German tank counts as two squads eliminated if it is either destroyed or if it lacks a functioning MA at game's end. For each turn prior to turn 5 that the Typhoon arrives, increase the number of tanks the U.S. player must exit/number of squads he must eliminate for victory by one (e.g. Typhoon arrives turn 3—he must exit 7 tanks or eliminate 6 squads). The U.S. player always wins if he exits all seven tanks. The German player wins by avoiding the U.S. victory conditions.

Balance:

☆ Add one additional M4A3 tank to the U.S. OB.

✚ German AFV counts as one squad lost if destroyed or lacks functioning MA.

TURN RECORD CHART:

✚ German Sets Up First ☆	1	2	3	4	5	END
☆ U.S. Moves First						

Mixed elements of 353rd Division and 2nd SS Panzer Division [ELR 3] - set up anywhere south of row Y inclusive:

Elements Combat Command B of 3rd Armored Division - enter Turn 1 on any north edge hexes:

SPECIAL SCENARIO RULES:

95.1 *TERRAIN:* Place overlay 'F' normally on board 14. All hedges are hedgerows.
[VSQL Note: A special customized board 14 for this scenario is available for download on the WGA/SQLA website.]

95.1.1 All woods are impassable to vehicles, however, VBM is allowed in woods hexes.

95.1.2 Roadblocks represent felled trees and may only be placed in forest-road hexes.

95.2 All M4 Shermans are equipped with hedgerow cutters.

95.3 The U.S. player may receive random fighter-bomber support consisting of a single Typhoon. The U.S. player *must* roll each turn and may not withhold such air support if it arrives in order to alter his victory conditions.

95.4 The German tank crew is SS (morale 9).

95.5 *OPTIONAL:* See SSR 91.7 for ELR and HoB rules.

AFTERMATH: The Germans caught the American Shermans at a narrowing of the small field path. The tremendous American numerical tank advantage was countered by their lack of close infantry support. In the ensuing firefight the GI's lost heavily but bled the Germans equally. In the end it was a tactical airstrike that permitted the U.S. tanks to advance. Although the Germans had delayed the 3rd's advance it was at far too high a cost.

SCRATCH FORCE

BRIEY, 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.

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.

BOARD CONFIGURATION:

13	3
14	5
4	12

N

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.

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:

STGIIIG

4-6-7	HMG 6-16 B12	LMG 2-8 B12	'44a 3	8 4 X9+	STGIIIG 13 0 -1 75L 4¹-14
1-6 (2) 1-8 (13) 0-8	4¹6-7 (2)	(4)	(4)		(2)

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

					MMG 4-12 B12	44a 6 1PP 4 X11+	M4A3-Crab 13 1 75 -1 -/2/4	T1E3 4* 1 75 -1 -/2/4	M4A3E2 12 4 1 75 2/2/4	M21(ht) 20 -5 ② B81 -/-/6*	M15-GMC(ht) 19 -5 ② 37L (8) -/12*
1-8 (2)	0-8 (2)	7-0	6³-6-6 (8)	5²-5-6 (8)	(5)	(5)					

Truck (2.5t)

Truck 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.

THE BREAKING WAVE

DOM BUTGENBACH, BELGIUM, December 19, 1944: The German efforts to press their Wacht am Rhein offensive were falling behind schedule. After rapid deliberation German General Staff decided that the best way to speed the assault was to increase the maneuver area for the attacking elements. They hoped to do this by attacking North from the breakthrough area. Standing firmly on a ridgeline forward of Dom Butgenbach the GI's of 2nd Battalion, 26th Infantry Regiment, most of them recent replacements, were squarely in the way of any German movement onto the Elsenborn Ridge. Thus, on December 19th, the full power of 1st SS Panzer Corps was turned on this veteran American unit.

BOARD CONFIGURATION:

VICTORY CONDITIONS: To win, the German player must solely occupy five level three hill hexes on board 2 at the game's end. The U.S. player wins by avoiding the Germany 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.

TURN RECORD CHART:

Simultaneous Set Up (see SSR 96.7) ☆ ✙	1	2	3	4	5	6	7	8	9	10	END
✙ German Moves First											

2nd Btn., 26th Reg. [ELR: 3] - set up anywhere on board 2:

2	2	7	9	2		2	4			3
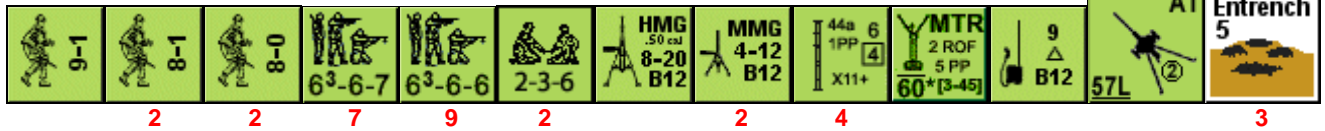
Elements 741st Tank Btn and 634th Tank Destroyer Btn. [ELR: 3] - enter Turn 1 on any west edge hexes:

M4A3(75)w — 2
M10 — 2

Elements 25th SS Panzer Grenadier Regiment [ELR: 4] - set up on board 4 anywhere east of row 5 inclusive:

2				15		2	9	6

Elements 12th SS Panzer Regiment - enter Turn 1 on any east edge hexes having expended 7 MP's offboard:

PzKwVIB — PzKwVG — 2
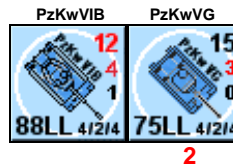
SPECIAL SCENARIO RULES:

97.1: *TERRAIN:* Place overlay **A** so that M6 covers 4M7 and L5 covers 4L6. Place overlay **G** so that E3 covers 4R7 and F3 covers 4Q7. Place overlay **F** so that K8 covers 4X8 and J7 covers 4W8. *[VSQL Note: This scenario has special customized boards for 4, 6, and 14 and are available for download on the WGA/SQLA website.]*

97.2: *WEATHER:* EC are 'Wet' with no wind.

97.2.1: Due to the soft ground conditions the cost of all off-road vehicular movement is increased by 1 MP per hex (or hexside for VBM).

97.3: The U.S. player has one module of 105mm OBA with plentiful ammunition.

97.4: German AFV's have SS crews (morale 9).

97.5: Both sides set up simultaneously. This may be done by placing boxcovers between the two forces or by having one player write down his dispositions, allow the other player to set up, then laying out the first player's forces.

97.6: *OPTIONAL:* ELR *(and HoB rules)* applies to both sides (see SSR 91.7).

AFTERMATH: The powerful German attackers were able to drive the Americans off the heights. In response, the GIs called on Corps artillery, which responded with repeated HE and WP strikes in such force that the SS troops were unable to hold the ridgeline. The muddy ground conditions and the reinforcing U.S. tank destroyers kept the heavy German armor at bay. In the end, the badly battered U.S. troops had been forced back, but the Germans had not secured the vital high ground. Time was running out for the German Bulge offensive.
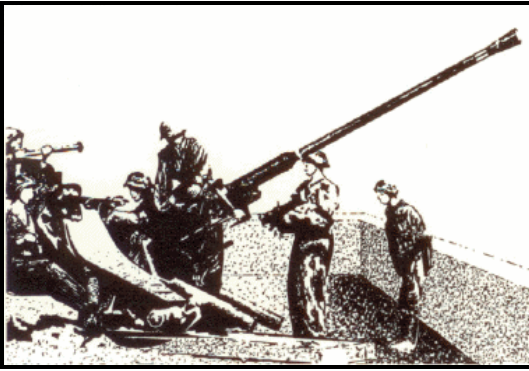
NIGHT ASSAULT

KIRCHHELLEN, GERMANY, March 26, 1945: After dispersing an attack by the Wehrmacht 116th Panzer Division, the American infantrymen of 120th Regiment were able to advance to positions near Kirchhellen Airfield. The GI's watched helplessly as the airfield's powerful flak guns, mounted high on open concrete towers, drove back the men of 117th Regiment. Knowing that any daylight assault would meet the same fate they waited until darkness fell before beginning their attack.

BOARD CONFIGURATION:

```
 N        ┌─────────────────┐
 ↑        │              14 │
          └─────────────────┘
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VICTORY CONDITIONS: To win, the U.S. player must destroy both AA guns (see Special Rules). The German player wins by avoiding the U.S. victory conditions.

TURN RECORD CHART:

✚ German Sets Up First	☆	1	2	3	4	5	6	7	8	END
☆ U.S. Moves First										

Elements 180th Division supporting Luftwaffe flak gunners [ELR: 3] - set up anywhere east of row CC inclusive. One AA gun and its crews must set up on each Flak Tower at level two:

8-0	7-0	4-4-7	4-3-6	2-3-7	LMG 2-8 B12	128L B11+ Art	88LL AA V B11+
		2	2	4	2		2

Elements 120th Infantry Regiment [ELR: 4] - enter Turn 1 on any west edge hexes:

8-1	8-0	7-0	6³-6-6	HMG .50 cal 8-20 B12	MMG 4-12 B12	MTR 2 ROF 5 PP 60* [3-45]
			11			

SPECIAL SCENARIO RULES:

98.1 Bore-sighting *(78)* is not allowed.

98.2 Treat the 128L Art as AA with a 360 degree mount. Its Breakdown number is still 11+. This gun requires two crew, as does the 88LL AA.

98.3 Flak Towers are represented by Trenches† in hexes O7 and F5. These Flak Towers have all the protective advantages of normal trenches but are at level two. These trenches have a one squad, one SMC, and 3PP capacity beyond their AA gun and crews. Movement up and down is considered as stairwells but there is always a 0 DRM to all incoming Infantry fire and To Hit numbers in the stairwells. Stairwells have a one squad, one SMC, and 3PP capacity, and units may rout up and down stairwells as if in cover.

98.4 The AA guns may fire at ground level targets, but their LOF is limited as per 161.4.

98.5 Night rules *(49)* are in effect. *(To discover why a night assault was deemed necessary, players are encouraged to try this same scenario as a day scenario).*

98.6 The AA guns may be destroyed as per 143.6. The Flak Towers are indestructible.

98.7: *OPTIONAL:* ELR *(and HoB rules)* applies to both sides (see SSR 91.7).

AFTERMATH: Advancing in the darkness the GI's were able to rout the few defenders and destroy the flak guns without losing a man. The advance moved forward from the airfield on the following morning.
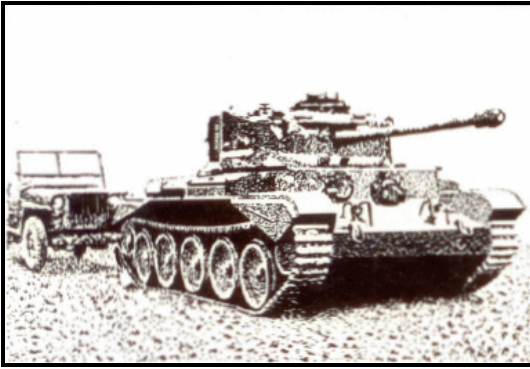
†*VSQL Note: In place of Trench counters players may opt to use 360˚ Pillboxes from the DTO Italian expansion module (VSQL4-Italians.vmdx) to represent the concrete flak towers.*

COOPERATIVE VENTURE

DORSTEN, GERMANY, March 28, 1945: In an attempt to speed the Allied advance General Simpson's U.S. Ninth Army HQ appealed to the British Second Army commander, General Dempsey, for armored reinforcement of XVIII Airborne Corps. General Depsey was able to assign the crack Sixth Guards Armored Brigade to spearhead the attack. The combination of British armor and U.S. paratroops was to prove particularly effective.

BOARD CONFIGURATION:

VICTORY CONDITIONS: To win, the Allied player must be the sole occupant (no unbroken German units) of building J8 at the game's end. The German player wins by avoiding the Allied victory conditions.

TURN RECORD CHART:

✚ German Sets Up First	☆	1	2	3	4	5	6	7	END
☆ Allies Move First									

Elements 116th Panzer Division - set up anywhere east of row Z inclusive:

Elements U.S. 513th Parachute Infantry Regiment [ELR: 4] and British 6th Guards Armored Brigade - enter Turn 1 on any west edge hexes:

SPECIAL SCENARIO RULES:

99.1 Overlay E is placed normally. *[VSQL Note: This scenario has special customized boards for 4, 6, and 14 are available for download on the WGA/SQLA website.]*

99.2 British AFV crews are Guards (morale 8).

97.6: OPTIONAL: ELR *(and HoB rules)* applies to both sides (see SSR 91.7).

AFTERMATH: The combined Allied force was able to drive over 17 miles in one day. This one assault outflanked the entire German XL VII Panzer Corps. Following this dramatic advance Field Marshal Montgomery released his directive for operations on the north German plain. The door to Berlin was open.

A DAY AT THE RACES
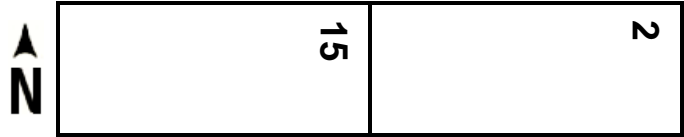
DOM BUTGENBACH, BELGIUM, December 19, 1944: The German efforts to press their Wacht am Rhein offensive were falling behind schedule. After rapid deliberation German General Staff decided that the best way to speed the assault was to increase the maneuver area for the attacking elements. They hoped to do this by attacking North from the breakthrough area. Standing firmly on a ridgeline forward of Dom Butgenbach the GI's of 2nd Battalion, 26th Infantry Regiment, most of them recent replacements, were squarely in the way of any German movement onto the Elsenborn Ridge. Thus, on December 19th, the full power of 1st SS Panzer Corps was turned on this veteran American unit.

BOARD CONFIGURATION:

N	15	2

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.)*:

9-1	8-0	4¹6-7	4-3-6	2-4-7	3-4-8	MMG 4-12 B12	LMG 2-8 B12	'44a 3	8 4 X9+	Roadblock 2

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

							M8	M16GMC(ht)	M3(ht)	Jeep	Jeep
1-8	8-0	1-4-9	Scout 6	6³-6-6	3-3-6	45a 6 WP6 5 1PP X11+	*37 -3 -4 (4) 37LL -/2/4	19 -5 -5 -/-/24*	20 -5 -5 1S/ 7PP -/-/4	41 1C or 5PP -/-/4	41 1C or 5PP
		3		2		3	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.