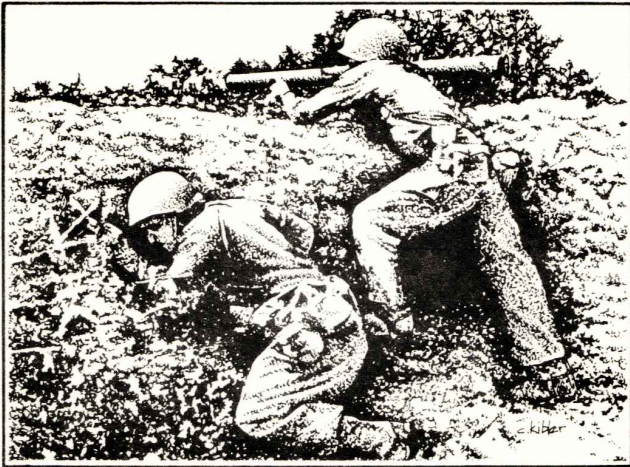


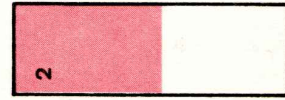
THE CLEARING

Scenario 301



HUERTGEN FOREST, GERMANY, October 10, 1944: Day after day of seemingly endless forest. Constant shelling had turned most of the trees to shattered hulks. Advances were truly measured in yards as each step forward increased the threat of yet another sniper or hidden Spandau. Then, near the road from Richelskaul to Raffelsbrand, the GIs saw treeless sky. Without any command given, the US forces surged forward to take the high ground.

Board Configuration



Only Rows A-P inclusive are playable.

VICTORY CONDITIONS

To win, the US player must have an unbroken squad and leader together on any one of hexes M5, N5, O5 or P5 at game's end. They may not be locked in melee. The German player wins by avoiding US Victory Conditions.

TURN RECORD CHART

Set up simultaneously	1	2	3	4	5	6	END
☆ U.S. moves first							

Elements 983rd Infantry Regiment set up on any first level or higher hill hex of Hill 621. No mines or wire are allowed on third level hexes:

9-1	8-1	8-0	8-3-8	4-6-7	4-4-7	2-3-7	MMG 4-12 B12	LMG 2-8 B12	MINES 5	AT 50L	WIRE
						2		2	6		4

Entrench
2

1+3+5
↓

Elements 60th Infantry Regiment [ELR:3] set up on any whole hex in row B:

9-2	8-1	7-0	7-4-7	6-6-6	MMG 4-12 B12	30 A	44a 6 1PP X11+
			4		2	2	2

SPECIAL RULES

301.1 The German may boresight his ATG and MMG.

301.2 The 7-4-7 and 8-3-8 are Engineers but lack any special smoke-making abilities.

AFTERMATH: The drive up the lightly wooded hill gathered spontaneous momentum. The Germans fought bravely until they could see that the Americans were firmly ensconced on the heights. Then, with the GIs looking down on them, the Wehrmacht conscripts surrendered en masse. Although the forest lay as a great gray-green carpet all around them, the US troops were able to pause and regroup in this small clearing.