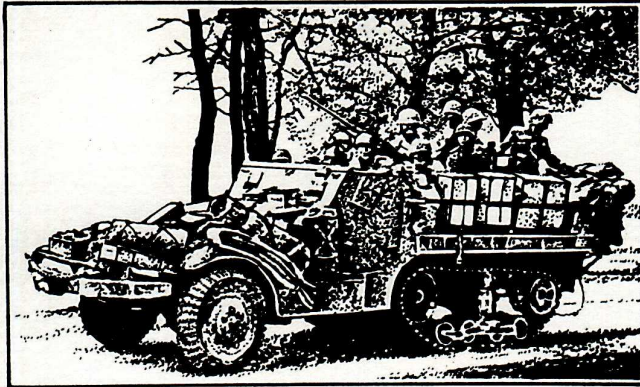


ENCIRCLING THE RUHR

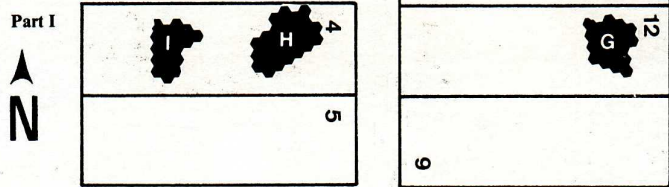


THE RUHR, GERMANY, March 30, 1945: As the 12th Army wheeled its way north under overcast skies to join the 9th Army in encircling the Ruhr, they drew upon the 3rd Armored Division to lead the way. A task force built around a medium tank battalion which included a few of the new Pershing tanks was to spearhead the advance. As Task Force Richardson moved toward its objective at Paderborn 60 miles away, it encountered little opposition more serious than an occasional roadblock and liberated champagne until it finally hit a defensive line drawn up by SS training units only six miles from their objective.

VICTORY CONDITIONS

To win, the U.S. player must exit at least 10 AFV's and/or squads off the north edge of board 4 from row N to BB inclusive in Part I, and control 8 points of building hexes at the end of Part II. Mix six chits numbered from 1 to 3 (two of each value) face down and randomly place one in each of the following buildings: 12R2, 12M3, 12U5, 12O6, 12O7, and 12S9. Each building is worth the number of points equal to the chit in the hex. The

Board Configuration



German may look at each chit before he sets up. The U.S. player may inspect each chit only when he is in sole control of that building. The German wins by avoiding either set of U.S. victory conditions.

TURN RECORD CHART

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

Part I: Elements of SS panzer reconnaissance training battalion "SS Ersatzbrigade Westfalen" set up on any whole hex of board 4:

Part II: Elements of SS Ersatzbrigade Westfalen set up on any hex which is not part of board 6:

Elements of SS tank replacement battalion of SS Ersatzbrigade Westfalen enter turn 2 on any north edge hex of board 4:

Part I: Elements of Task Force Richardson, 3rd Armored Division [ELR: 5] enter turn 1 on any south edge hex:

Part II: All units exited during Part I (see SSR 47.1) enter on any south edge hex of board 6 during Turn 1. Reinforcements (all unbroken units remaining on Part I playing area) enter on any south edge hexes of board 6 during Turn 3. Units which were broken and equipment which was malfunctioned or abandoned at the end of turn 1 enter on turn 4.

SPECIAL RULES

47.1 This scenario is played in two separate, but related parts. Part I is played first on boards 4 and 5 and is six turns long. Only the German units listed for Part I are used. At the conclusion of Part I, Part II is played on boards 6, 12, and 4 and lasts eight turns. As with Part I, only the German units listed for Part II are used with a fixed number of reinforcements entering on turn 2. The U.S. turn 1 units are all the units in Part I that successfully exited the northern board 4 edge. On turn 3 the U.S. receives all vehicles, SW's, and infantry units that were remaining on boards 5 and 4 at the end of Part I unless they were broken, stunned, shocked, malfunctioned, or abandoned. Broken units are assumed rallied, and malfunctioned weapons (even if previously abandoned) repaired (unless previously eliminated by a repair dr of 6) and may enter Part II on turn four. The U.S. unit may hold back any units from entry on turn 3 so as to enter

on turn 4, be it for transport or other reasons. Immobilized vehicles and captured weapons are not eligible to advance to part II. Stuns which occur in Part I are still in effect during Part II; shock results incurred in Part I are not in effect during Part II.

47.2 Insert overlays H and I on board 4 in Part I, and overlay G on board 12 in Part II.

AFTERMATH: The ad hoc German unit forced Task Force Richardson to an abrupt halt merely by showing more willingness to fight than the usual opposition encountered during recent days past. In stark contrast to the war weary defenders the Americans had recently encountered, these Germans fought with suicidal fury and bagged more than one tank with panzerfaust shots in the narrow streets of the little village outside Paderborn. The rare appearance of German heavy tanks outside the town cancelled all American thoughts of adhering to their time table. For today at least, the war was still very real for Task Force Richardson.