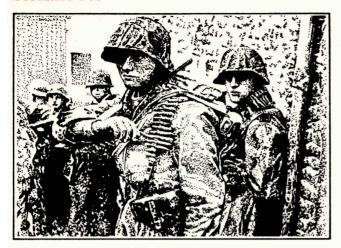
THRUST AND PARRY

Scenario 303



PFAFFENHECK, GERMANY, March 15, 1945: Between the Moselle and Rhine rivers, the US Army ground forward on a broad front. The Germans struggled desperately to hold open escape routes to the Rhine. After unsuccessful attempts to slow the American advance, General Hoehne launched two simultaneous counterattacks. The first, by newly arrived SS troops, was to hold open the entrance to the forest road leading to the Rhine.

Board Configuration

Add Overlays. See 303.4.

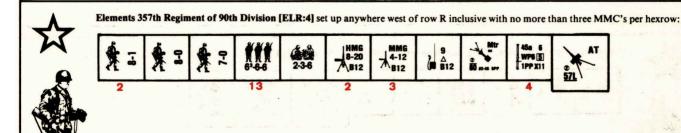
VICTORY CONDITIONS

To win, the US player must have a squad within six hexes and with a LOS to any one of hexes Q2 or Q3 or R2 at game's end. The German player wins by avoiding US Victory Conditions.

TURN RECORD CHART

Simultaneous setup 6 END Germans move first





SPECIAL RULES

303.1 Smoke doesn't block LOS for Victory Conditions.

303.2 US has one 80mm mortar OBA module.

303.3 German tank crew is SS and the tank has 2 FP AAMG.
303.4 Overlays: Overlay G: D6 is on F5 and E3 is on C3. Place Overlay A normally. Overlay E: O3 is on K2 and N3 is on L2. Overlay F: M6 is on W4 and L5 is on V4. Overlay C: J3 is on AA1 and F5 is on AA5. All level one hills that end abruptly on hexsides are played as normal level one hills with moderately steep hillsides (these hillsides require no special rules). LOS may be traced along such

a hexside between two ground level hexes.

303.5 US ATG may set up hidden even if, after German setup is revealed, its position would have been in German LOS.

AFTERMATH: The SS attack, supported by a single tank, quickly cracked the unprepared Americans' resistance. The road to the Rhine stayed open till the SS troopers were outflanked and forced to fall back.