THE GUARDS COUNTERATTACK

Scenario 1

Rules Introduced: Sections 1—21

VICTORY CONDITIONS
To win the Soviets must completely occupy two more of the stone buildings initially occupied by the Germans than they lose of their own initial stone buildings to complete German occupation, OR have a favorable 3:1 ratio (Russian/German) of unbroken squads at game end. To be completely occupied in your favor, no enemy squad or officer can be in the building at game end and your forces must have been the last to have occupied any hex of the building with an unbroken unit. The German wins by avoiding the Soviet victory conditions.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>German sets up first</th>
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<tbody>
<tr>
<td>Russian moves first</td>
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STALINGRAD, October 6, 1942: After an extremely successful summer the Germans came upon the Volga fortress of Stalingrad. Here the Russians had dug in and were determined to make a stand. Sensing total victory, the Germans threw more and more troops into the fighting. But for the first time German infantry found the Russians their equal. Rebuffed by the stiff resistance, the Germans committed crack assault engineers. Gradually the Germans cleared one block and then another, only to lose them again to sudden Russian counterattacks. By October 5, the Germans had almost taken the key Dzerzhinsky Tractor Works. However, the fighting had been so heavy that the line troops occupying the surrounding area were exceptionally weak from the previous week's fighting. The Russians counterattacked with their crack 37th Guards to break the ring the Germans had thrown around the factory and reinforce the defenders.

BOARD CONFIGURATION

Only shaded half of board is used; rows A-P inclusive.

SPECIAL RULES
1. In all scenarios, units may deploy anywhere within the designated building, not just in the designated hex used to identify the building.

VARIATIONS
1A: Optional upon agreement of both players.
THE TRACTOR WORKS

Scenario 2

STALINGRAD, October 6, 1942: While pushing into the industrial area of the city, advancing elements of the 389th Infantry have isolated a contingent of the 308th Rifle Division in the key Dzerzhinsky Tractor Works. The Germans have decided to crush this island of resistance and to help, have brought up a crack team of assault engineers. However, the Russians have noted a critical weakness in the ring around the Tractor Works, and have decided to launch a major counterattack to relieve their garrison there.

Board Configuration

Only shaded portion of board is playable; hex rows O-GG inclusive.

Rules Introduced: Sections 22—26

VICTORY CONDITIONS

The side ending the game with undisputed control of at least six hexes of the Tractor Works (1X3) wins. A side is considered to control a hex if it was the last to occupy that hex with an unbroken unit. A hex containing units of both sides in Close Combat is controlled by neither side. If only one side has an unbroken unit in the Tractor Works at game end that side is the winner. If neither side ends the game in control of 6 hexes of the Tractor Works or in sole possession of the building the game is a draw.

TURN RECORD CHART

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<thead>
<tr>
<th>Sequential setup</th>
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Elements of the 389th Infantry Division; set up second after Russian 308th units

Kampfgruppe Stahler—deploy in buildings U3, T4, R7, T7:

Kampfgruppe Tienhau—deploy in buildings Y8, CC7, AA4:

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Co A, Assault Engineer Battalion 50—deploy in buildings AA4, CC3, Y8:

Smoke counters are removed from game after initial use.

Garrison of the 308th RIFLE Division—set up first in Tractor Works (building X3)

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Elements of two battalions of the 295th Infantry Division—deploy last in buildings P8, P5, Q4, R1

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SPECIAL RULES

2.1 German engineers’ smoke laying capacity is restricted to a total of 6 counters in this scenario.

2.2 All Russian units in Tractor Works get fanaticism benefit (26) while in Tractor Works.

VARIATIONS

2A: Optional upon agreement of both players.
THE STREETS OF STALINGRAD

Scenario 3

STALINGRAD, October 6, 1942: This scenario joins Scenario 1 and 2 together as one combined game. In addition to the normal two player game, this scenario makes for a good team game for four players.

Rules Introduced: Sections 27—41

VICTORY CONDITIONS
Winning is based upon satisfying the victory conditions of scenarios 1 and 2. If each side fulfills one victory condition, the game is a draw. If a player fulfills one victory condition and draws the other, it wins. A decisive or double victory is achieved when a player fulfills both victory conditions.

TURN RECORD CHART

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<tr>
<th>Sequential set up</th>
<th>Roll die to determine who moves first</th>
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Armor Support: Variant 3B only

Enter on Turn 3 during the German Movement Phase on road hex Y10 and/or GG5-GG6.

Enter on Turn 2 during the Russian Movement Phase on road hex I1.

AFTERMATH
Both the German and Soviet attacks jumped off at about the same time, and the entire area erupted in bloody street fighting. Utilizing overwhelming numbers, the Soviets overran the strungout German defenders, but at so high a cost that by the time they reached the Tractor Works, their reinforcement value was much abated. The assault engineers had done their work and another chunk of the factory was taken, but they too had taken heavy casualties and their attack soon petered out with a die hard group of Russians still hanging on to a corner of the Works. The overall result was that the Russians had recaptured a few city blocks, but were still being eroded in the factory. Neither side, despite desperate efforts with high casualties, was able to achieve a decisive result that day. In essence, it was a draw with both sides pouring fresh troops into those exact same blocks where many more men would die in the days ahead.
THE HEDGEHOG OF PIEPSK

Scenario 4

PIEPSK, Central Russia, Nov. 14, 1941: Despite a heavy beating, the Soviet army was still holding the field, and in some areas, giving better than they got. However, the German ranks were thinning out as their manpower resources were called upon time and again to fight just one more battle. Very often, an entire section of the line would be held by occupying the main village in that area with remnants of a battle weary company. With winter approaching, possession of these small towns became crucial as they were often the only shelter for miles around. Piepsk was one such village garrisoned by Co. A of the 3rd Bn, 72nd Infantry Regiment. Knowing that the German defenses were sparse, remnants of the Russian 169th Rifle Regiment were set to attack and overwhelm the hardpressed defenders at dawn.

Rules Introduced: Sections 42—46

VICTORY CONDITIONS
The Soviet player wins by being the last to occupy exclusively, with an unbroken unit all stone buildings on board 3. The German wins by avoiding Russian victory conditions.

TURN RECORD CHART

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<td>German sets up first</td>
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Board Configuration

Remnants of Co A, 3rd Bn, 72nd Infantry Regiment—Set up on any board at least 10 whole hexes (inclusive of placement hex) from East edge using Hidden Initial Placement (42). Regimental HQ will allow only 3 Fire Missions of 81mm Mortar Support. No other artillery module is available.

Remnants of the 169th RIFLE Regiment—Enter anywhere along the East edge paying normal MF costs for initial placement on both partial and full hexes.

VARIATIONS

4A: CPT Wetzelberge has been called away for a staff meeting at Regimental HQ. Remove Uhl, Wetzelberge, and a LMG counter.

4B: The 169th was forced to conscript men from the local populace to fill their depleted ranks. Many of their soldiers are inexperienced and have had little weapons training. Add +1 to all Russian infantry fire.

4C: Due to changing conditions caused by increasing enemy activity in the area, German artillery support is undetermined. Cancel predesignated 81mm support and substitute one random artillery support module.

4D: Change East-West alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to West.

4E: Optional upon agreement of both players.

AFTERMATH

The Russians, despite overwhelming numbers, were unable to gain surprise and the first Russian attack was cut down by accurate long range machinegun fire. Rather than regroup, the Russians committed troops piecemeal throughout the day against the town. The Russians were able to eventually gain a small foothold in the town, but were totally at a loss to support it, and after taking nearly 70% casualties, lost heart and faded back into the surrounding countryside.
**Scenario 5**

**Rules Introduced:** Sections 47—48

**VICTORY CONDITIONS**

The Soviet player wins by occupying (with unbroken squads or crewed AFVs) at least 5 of the level 3 elevation hexes that constitute the high crest line of Hill 621. The German wins by avoiding the Soviet victory conditions.

**SPECIAL RULES**

5.1 After "AT START" set up German must check morale of each unit—those failing a normal morale check must start as broken units but need not roll Desperation morale the next time they attempt to Rally (unless they are fired on since the preceding Rally Phase).

**TURN RECORD CHART**

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<td>Russian sets up first</td>
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**AT START:** Any whole hex completely on board 3:

- LMG 2-6 B10
- MMG 2-2 B10
- 6-2-8 B12
- HMG 6-16 B12

Turn 5: Elements of an Assault Brigade enter on any East edge hex of board 3. All must enter on the same road.

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<tr>
<th>122</th>
<th>152</th>
<th>P5</th>
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</table>

**AT START:** Retreating elements of the Letornovsk Garrison. Start anywhere on board 4:

- LMG 2-8 B12
- MMG 4-12 B12
- HMG 6-16 B12

Turn 2: Tank platoon enters on either northern or southern (not both) board 4 edge road hex:

- 12
- 75 4/2

Turn 5: Enter on any one board 2 edge road hex.

- 12
- 75 4/2
- 50 6/-

**Board Configuration**

![Board Configuration Diagram]

**HILL 621, Near Minsk, July 1, 1944:** In late June, 1944, the Soviets began what eventually would be known as the " Destruction of Army Group Center." The key to this offensive was the city of Minsk. Should it be captured, numerous German units would be hopelessly cut off. One of the key routes for the German retreat was via Stolitsky Highway which ran behind a series of ridges and then crossed the Berezina River south of Minsk. On July 1st, the much overworked and understrength German 170th Infantry Division, in reality a large battalion, was overwhelmed by elements of Rotmistrov’s Fifth Guards Army. The survivors took to their heels and attempted to patch together a defense along the last line of ridges overlooking the vital escape route to Minsk. This scenario portrays a typical struggle along one of those ridges. Russians, in probing for a weakness in the German line, have managed to overrun the German held village of Letornovski and are now boiling out towards a key series of ridges that overlook the German lines of communication in this sector. Hurriedly gathered German units converge in an attempt to patch up the line and hold Hill 621 which is the key to the German defense in this sector.

The Germans briefly crystallized and held the Russian onslaught. Field Marshall Model formed a regimental Kampgruppe from remnants of the 4th, 5th, and 12th Panzer Divisions to counterattack the Russian breakthroughs, but there were too many breakthroughs and not enough Germans. Desperately, he sent whatever armor remained to the last ditch fighting along the ridges that flanked the Stolitsky highway. Gradually one ridge after another was cleared by the Soviets. The remaining German mobile forces darted here and there in an attempt to stabilize one and then another of the ridges, but their efforts were too little, too late. By July 2nd, both the ridges and the highway were Russian, and on July 3rd, the Soviets entered Minsk, the former headquarters of Army Group Center.
Assembly

Rules Introduced: Section 49

VICTORY CONDITIONS
To win the Germans must exit three squads off the west edge of board 4. The Soviet player wins by preventing the German Victory Conditions.

SPECIAL RULES
6.1 Due to the boisterous nature of the Russian troops following the victory at Velikiye Luki, Russian units are not allowed to "grow" (25.3) concealment (?) counters.

6.2 Russian squads may move only if accompanied by a leader, or if they have "seen" an enemy unit. To see a unit, it must have a clear LOS to the enemy unit either within the Night Visibility Range or due to illumination by starshell. Observed gun flashes outside the Night Visibility Range do not free a Russian squad to move. Russian units never "see" a German unit while it is covered by a concealment counter, even though they may Area Fire against it.

TURN RECORD CHART

VELIKIYE LUKI, Central Russia, January 12, 1943: During the fatal winter of 1943, the German disaster was not confined to Stalingrad alone. All along the line, Russians were cutting off pockets of Germans. At Velikiye Luki, the entire 277th Infantry Regiment was in dire straits. Surrounded and with further relief efforts abandoned, it was over for the 277th. The Russians were tightening their vise. Elements of four Rifle Regiments with massive armor and artillery support had broken the perimeter and were now in the process of slaughtering what remained of the unit. As the headquarters fell, the commander gave the order for all who could save themselves to do so. As night fell, many isolated groups headed for the German lines some ten miles distant.

Board Configuration

<table>
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<tr>
<th>2</th>
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Remnants of Co A, 2nd Bn, 277th Infantry Regiment; set up last in any full hex on board 1.

Elements of the 3rd Bn, 129th RIFLE Regiment; set up first on any whole hex of board 2 or 3.

AFTERMATH
The weakest part of the Soviet corridor lay to the Southwest in the area of the 129th Rifle Reg't. There, a few groups were able to escape the ever tightening noose, although they came out in no way resembling a combat formation, but in one's and two's. Co. A of the 2nd Bn in their attempt, lost everyone save one squad and a few officers. Technically, it was a disaster of the first magnitude but the fact that somebody made it was a source, albeit a small one, of considerable hope for those who would face the same plight in the months ahead.

VARIATIONS
6A: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.
6B: Increase number of game turns to 12.
6C: Incorporate Snow rules (61) and increase number of turns to 15.
6D: Optional upon agreement of both players.
BUCHHOLZ STATION

Scenario 7

BUCHHOLZ, German border, December 16, 1944: The original German opening for the Battle of the Bulge was somewhat subdued. German infantry, with little armor was to seize key road junctions early so the armored formations could quickly pass through and exploit a breakthrough. One such key place was the town of Buchholz which sat alongside an abandoned railroad. It was held by a company of American infantry who were lined up for chow outside the town when a company of the German 27th Fusilier Regiment came down the road. Neither side had expected to find the other here, and there was a moment of mutual surprise as both sides scrambled to deploy. The fighting opened about 7 a.m. with neither side able to gain a decisive advantage. Losses were given and taken and the battle would probably go to the first side to receive reinforcements.

Rules Introduced: Sections 50—52

VICTORY CONDITIONS
The side that forces the other to "retreat" first is considered the winner. A side is forced to "retreat" the instant it has lost by KIA or removal (twice broken units) a total of ten squads, leaders or AFV's. If, by the end of the game, neither side has been forced to retreat, the game is considered an American victory providing the Germans haven't exited 7 squads off the southern edge of board 3, on either road. If the Germans do exit 7 squads off the southern roads they win.

TURN RECORD CHART

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Advance Company, 27th Fusilier Regiment; set up as indicated:

Co L, 3rd Bn, 394th Infantry Regiment; set up as indicated:

AFTERMATH
Surprisingly, it was the Americans who reinforced first, when both Co K and a section of M-10 TDs arrived to bolster the position. The Germans promptly withdrew. Tactically, it was a draw with moderate casualties taken by both sides. Strategically, it was another of the small American victories that would add up to German frustration in the early hours of the Battle of the Bulge.

VARIATIONS
7A: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.
7B: Optional upon agreement of both players.
The Bitche Salient

Scenario 8

Bitche, Southern Germany, January 14, 1945: Elements of the U.S. 175th Infantry Regiment have been ordered to continue closing the ring around German forces trapped near Bitche. However, due to poor radio security, the Germans are quite aware of this latest development and have planned a flank spoiling attack by elements of the 11th Mountain REG'T in an attempt to ambush the advancing Americans.

Board Configuration

Special Rules

8.1 The Americans can delay or cancel the arrival of either/or both the 1st and 2nd Bn.
8.2 The 3rd Bn may elect to withdraw from the playing area anytime prior to the commitment of the 2nd Bn. If it is withdrawn, it may not reenter.
8.3 The American may not elect to bring on part of any force. He must commit all of them as designated or none at all.
8.4 The German may not withdraw units from the playing board.
8.5 The German player gets one module of random artillery support available from the start of the game. The American player gets a module on turn 4 and another on turn 7. The modules are drawn prior to the Rally Phase of the indicated turn. This is the only artillery support allowed regardless of number of radios in play.

Turn Record Chart

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<th>German sets up first</th>
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Holding force on ridge—Co E, 1st Jager Bn, 11th MTN Regiment; set up first on any whole hex of board 2:

Elements, 2nd Bn, 11th MTN Regiment; enter on Turn 1 anywhere along either (not both) the South or North edge:

Elements, 3rd Bn, 175th Infantry Regiment; set up last on any whole hex of board 4 at least 5 whole hexes away (inclusive of placement) from the West edge of board 4. Because they are making a "dispersed advance" no squads may be stacked together or adjacent to another squad during initial placement. No such restriction is placed on leaders or weapons.

Elements, 2nd Bn, 175th Infantry Regiment: enter on Turn 5 anywhere along the East edge:

Elements, 1st Bn, 175th Infantry Regiment; enter on Turn 8 anywhere along the East edge:

The Americans were caught off balance and hit by accurate artillery fire in conjunction with a strong flanking effort by the Germans. To attempt to restore the situation, the Americans quickly committed the 2nd Bn and elements of the 1st Bn to support the hard pressed 3rd Bn. The American reaction forced the Germans to release their death grip on the 3rd Bn, but the Americans had been badly mauled nonetheless with five companies effectively put out of action. As a result, the Americans pulled back the entire 175th for a much needed rest.
THE CANNES STRONGPOINT

CANNES, France, August 23, 1944: Generally the American advance through Southern France was so swift that it was rare when the Germans stayed and fought. However, the swiftness of the advance often caused German elements to be cut off and faced with the decision either to fight on in an isolated pocket or surrender. Outside of Cannes on a small hill one such group set up a well dug in perimeter and seemed determined to hold out. To dig them out, the Americans committed elements of the 509th Parachute Battalion, supported by heavy weapons and the guns of the 463rd Parachute Field Artillery Bn.

Rules Introduced: Sections 55—56

VICTORY CONDITIONS
To win, the Americans must force the Germans to surrender in 5 turns without losing more than 5 American squads in the process. The Germans win by avoiding the American Victory Conditions.

SPECIAL RULES
9.1 Destruction of an AFV with crew constitutes two squads killed. Destruction of an AFV with no crew squad or the crew escapes constitutes one squad killed.
9.2 American player may not inspect the contents of a bunker. The German player must reveal only the counters which fire.

TURN RECORD CHART

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Board Configuration

9.3 Immediately upon the elimination of a German squad, the ranking German leader still present in play must undergo a normal Morale Check. If he fails the Morale Check, all German units surrender at once. If all German leaders are eliminated, the entire German force surrenders at once.

Elements 148th Reserve Division: set up first on any board 2 whole hex:

Co A & B, 509th Parachute Bn, supported; set up second on any whole hex of boards 4 and/or 3:

AFTERMATH
The attack was well coordinated by one company of the airborne battalion which used flamethrowers, demo charges, and tank support to systematically reduce the bunkers. Casualties were heavy but not excessive. Finally after half of the bunkers had been reduced, the remaining Germans surrendered en masse, disheartened by the futility of their stand.

VARIATIONS
9A: Increase game length to 6 turns.
9B: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.
9C: Optional upon agreement of both players.
HITDORF ON THE RHINE

HITDORF, Germany, April 6, 1945: As the Third Reich collapsed, many American leaders became bold to the point of recklessness. Often, a daring stroke by a small group of soldiers yielded a vast gaggle of demoralized German prisoners. But sometimes the Americans pushed their luck too far and the Germans, like a wounded animal, would lash back with stinging effect. At early dawn, Co. A of the 1st Bn, 504th Parachute Reg't crossed the Rhine and advanced toward the town of Hitdor. Unfortunately, elements of the 62nd Volksgrenadier Division had just linked up with lingering remnants of the 11th Pz. Division, and the Germans were not yet willing to lay down their arms. The landings went easy enough but as the paratroopers entered the town, they were met by an enemy company that had been rushed to the sector.

Board Configuration

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SPECIAL RULES

10.1 German artillery support consists of one module of 81mm Mortars.
10.2 American artillery support consists of one module of 105mm Howitzers. American player may not request artillery prior to Turn 4.
10.3 American paratroop squads may make a total of two smoke counters in the course of the game. The smoke limit is per scenario, not per squad.

Rules Introduced: Sections 57—59

VICTORY CONDITIONS

To win, the Americans must have at least nine squads remaining on the two board area and have undisputed control of two of the stone buildings on the village board. The Germans win by avoiding the American victory conditions.

TURN RECORD CHART

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<th>☭ German sets up first</th>
<th>☭ American moves first</th>
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Hitdorf Garrison Platoon; set up on any whole hex of board 3 using Hidden Initial Placement (42):

Elements 62nd Volksgrenadier Division; enter Turn 1 on East edge:

Armored elements, 11th Panzer Division; enter on Turn 6 on any East edge hex:

Co A, 1st Bn, 504th Parachute Regiment; set up on any whole hex on board 4:

Co I; enter on Turn 3 on west edge:

AFTERMATH

The Germans quickly brought down a heavy mortar barrage. Reeling back, the paratroopers blundered into a minefield and were taking the worst of it until requested artillery and reinforcements arrived. A 105 battery, despite initial confusion, succeeded in quieting the German fire until the arrival of German armor provoked a major withdrawal. The paratroopers fell back to the river, plied into their boats, and staged a "mini-Dunkirk." The Americans had suffered heavy casualties but were now wiser in approaching the Germans at bay.

VARIATIONS

10A: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.
10B: Optional upon agreement of both players.
**THE ST. GOAR ASSAULT**

**Scenario 11**

![Image](image18x28.png) to [594x773.png]

**Board Configuration**

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**VICTORY CONDITIONS**

To win, the Americans must completely clear any one game board of all non-broken German squads from any of that board's full hexes. The Germans win by avoiding the American Victory Conditions.

**SPECIAL RULES**

11.1 The Germans are critically short of fuel and ammunition. Any time a vehicle moves it must roll one die. A "6" die roll immobilizes the vehicle at the end of the current Movement Phase. The crew does not have to check morale after running out of gas.

**TURN RECORD CHART**

<table>
<thead>
<tr>
<th>+ German sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>7 END</th>
</tr>
</thead>
<tbody>
<tr>
<td>+ German moves first</td>
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11.2 Whenever the AFV throws an unmodified TO HIT dice roll of 11 or 12, it has used its last round of ammunition. Place "Gun Disabled" counter on the AFV for the duration of the game. MG's may still fire.

11.3 The German command structure at this point was very confused. The German player must roll one die at the beginning of each German player turn. The resulting number is the maximum number of stacks (all units in the same hex compose a stack) which the German can move in that Movement Phase. There is no limit to the number of units he can move during the Advance Phase.

11.4 Neither side may move into river hexes (60.1) once on the mapboard.

11.5 Place all units which are still hidden on the mapboard with concealment counts as soon as all American squads have landed.

---

**Headquarters unit—Wehrkreis XIII; set up on any whole hex using Hidden Initial Placement (42):**

- LMG 2-B
- MG 4-12
- HMG 6-16
- 12
- 9
- 12
- 6
- 4
- WIRE
- Entrench
- 6
- 4

**Battalion elements, 87th Infantry Division; start landing on Turn 1 on South edge as per 60.3:**

- IN 5
- IN 5
- 6
- 6
- HMG 6-16
- HMG 6-12
- 12
- 2
- 24
- 3
- 4
- 4

---

**AFTERMATH**

One battalion hit a German strongpoint and spent the next hour hugging the riverbank for bare survival. The other was more lucky and landed at a relatively undefended area. The German defense, unable to react to both landings, was defeated in detail. The Americans then linked up and one more bridgehead had been established. The attack had worked only due to poor initial deployment by the Germans which had allowed one battalion to land, and build up unopposed and a confused German command structure which was unable to react quickly.

**VARIATIONS**

11A: Give the American one module of 105's artillery support and the Germans six 4-6-7 squads, 2 trucks, and an unarmed halftrack.

11B: Optional upon agreement of both players.
THE ROAD TO WILTZ

THE ARDENNES, December 17, 1944: The German assault had surprised the Americans both in its size and intensity. Desperately, the Americans formed scratch defenses to buy time so the key road junction of Bastogne could be held. The Germans had to be delayed or stopped as they drove along the roads to Bastogne. In the early hours, elements of the American 44th Combat Engineers supported by fragments of the 707th Tank Battalion took over the responsibility for the road leading to Wiltz with orders to hold for at least one day.

Rules Introduced: Sections 61—63

VICTORY CONDITIONS

The Germans win if they are able to exit at least 16 squads of any type (AFV crews included) off the westernmost road of board 1. The Americans win by avoiding the German Victory Conditions.

SPECIAL RULES

12.1 Americans may not initially set up more than 6 squads (including AFV crews) per board.
12.2 Minefields must have a density of at least 8 factors per hex and may only be placed on boards 2 and 3.
12.3 There is no off-board artillery support and there can be no indirect fire (other than placement of initial Spotting Rounds) during the first turn of the game.
12.4 Units do not have to arrive on the stated turn, they can opt to remain off board until a later turn.
12.5 An 8-4-7 squad which neither moves or fires for five consecutive turns may place an additional roadblock or wire entanglement on one of its hexes.
12.6 No sewer movement is allowed.

TURN RECORD CHART

At Start—elements 39th Volksgrenadier Regiment; enter within two hexes of 4Y:

At Start—elements 902nd Panzer Grenadier Regiment; enter on 4Y:

Turn 2—Co A, 902nd Panzer Grenadier Regiment; enter within two hexes of 4Q:

Elements 44th Combat Engineers, 707th Tank Bn; set up on any whole hex of boards 1, 2, or 3:

Turn 7; arrive on West edge of city board: