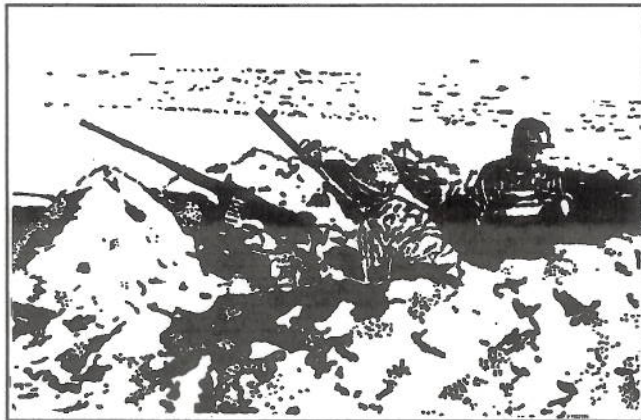


ELSENBORN RIDGE

SCENARIO OTT 1 (Version 6.4)



KRINKELT-ROCHERATH, BELGIUM, 17 December, 1944: The German offensive had opened on the 16th with an infantry assault against the green U.S. 99th Infantry Division. The inexperienced American division held its own against repeated assaults by the 277th Volksgrenadier Division and a regiment of SS panzergrenadiers. General Robertson, commander of the veteran 2nd Infantry Division, received word of the attack and initially thought it was a flank spoiling attack versus his own offensive against the Roer River dams nearby. When the facts became clear, the 2nd Division hurriedly pulled back to assist the hard pressed 99th Division. Overnight, elements of the 2nd Division set up a defense along the high ground overlooking the twin villages; Elsenborn Ridge. Meanwhile, the 99th Division hastily disengaged and scrambled for safety behind the high ground. At dawn on the 17th, the German attack resumed, and the 12th SS Panzer Division had joined the fray.

Board Configuration:

	2	3
5		4
		09

BALANCE:



- ✦ The German player may claim Control of an otherwise empty hex by Searching (A12.152).
- ☆ One American squad (and whatever leaders/SW stacked with it) may set up using HIP.

Victory Conditions: The German Player must completely Control all of the following hexes at game end: 2Y1, 2Q1, 2H1, 5Q10, and 5Y10. In order to completely Control such a hex, both it and all hexes adjacent to it must be Controlled.

TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	8	9	10	END
✦ GERMAN Moves First											

Elements of 2nd Infantry Division [ELR: 3] set up on any whole hex of board(s) 3/50/2/5. {SAN: 4}



5 ² -6-7	5 ² -6-6	2-2-7	5-2	5-1	5-1	5-0	5-15	5-10	5-4	30-1
8	10	8	2	3	2	3	3	3	6	



6	7	9-1	76L	75	37LL	20	28
2	6		3	2	3	2	6

57L	105	81*	5	2	6
3	2	3	9	2	6

Elements of 277th Volksgrenadier Division [ELR: 3] set up on any whole hex of board 4 with a hex coordinate of 6 or lower. {SAN: 3}



8 ² -3-8	5 ² -4-8	4 ¹ -6-7	4-4-7	2-2-8	5-2	5-1	5-1	5-0	7-0
2	6	8	4	4		2	2		

7-18	5-12	3-8	12-4	24-1	30-1	6
		8			2	

24	8	120*	81*	37L (8)
4	2			



Continued on next page

HOUSE OF CARDS

SCENARIO OTT 2 (Version 1.10)

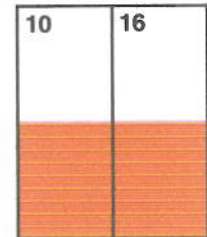


Grünwalde, Germany, 14 April 1945: As the American Army closed in on the Elbe River in the spring of 1945, the race to be the first division into Berlin was intense. At Barby, the 83rd Infantry Division had arrived to find the bridge blown but no opposition. Meanwhile, 15 miles northwest at the town of Westerhüsen, the 2nd Armored Division had also established a bridgehead. On the night of 13 April, 3 infantry battalions had quietly crossed the river on DUKWs and formed a perimeter around the bridging site. Bridging equipment was immediately brought up. But constant German shelling had so damaged and disrupted the site that no armor or artillery could be taken across until a bridge was built. Brigadier General Sidney R. Hinds, commander of Combat Command B, fretted that without heavy support, the bridgehead could easily be erased by a German armored counterattack. Around dawn on Saturday the 14th, German artillery obliterated what was left of the bridge site. Simultaneously, German tanks appeared all around the American perimeter.

BOARD CONFIGURATION:

BALANCE:

- ☆ American OBA is available on turn 3.
- ✚ Delete the American Air Support.



(Only hexrows R-GG are playable)

Victory Conditions: The Germans win if they amass ≥ 12 more CVP than they lose by game end.

TURN RECORD CHART

☆ AMERICAN Sets Up First	+	1	2	3	4	☆	5	6	7	END
✚ GERMAN Moves First										

Company I, 3rd Battalion, 119th Infantry Regiment [ELR: 4] set up on any hex of board 10, and hexes numbered ≥ 9 on board 16: {SAN: 3}

	12	2		2		2	3	2		6		4

Ad Hoc Mobile Elements of 12th Army [ELR: 2] enter on Turn 1 along east edge of board 16: {SAN: 4}

10				4		3

Scenario Design: Daniel M. Preston

Special Rules:

1. Weather is light mist (E3.32) with Moist EC and no wind at start. The mist clears on any wind change DR of 2 or 12 and may not increase in density. After the mist clears, the weather reverts to clear. Kindling is NA.
2. The Americans receive one module of 100+mm OBA (HE and Smoke), starting on American turn 4. The observer may set up HIP.
3. Starting on Turn 4, the Americans may roll for Air Support, which arrives in the form of one '44 FB with no bombs. At the end of the turn on which it attacks, the FB is automatically recalled. If the FB is eligible to attack, but fails its Sighting TC, it is recalled also.
4. Beginning on Turn 5, American units may exit the playing area along the west edge of board 10 without being counted as eliminated.
5. The Americans may use HIP for one squad-equivalent (and all SW/SMC that set up in the same Location with it).

6. Prisoners (A20) held by either side are worth double VP as normal at game end.

AFTERMATH: The forces which attacked the American bridgehead were not really units at all. General Walther Wenck, commander of the German 12th Army, formed a group of young but eager training cadets and the last of his armor into mobile assault teams and counterattacked. The combination of the eagerness for glory of his young troops and armor support proved too much for the isolated American infantry battalions. Gradually, the Germans cracked the perimeter and those GIs not killed or wounded began to fall back or were captured. Artillery support from the west bank and sporadic air strikes proved too little and too late. At noon, General Hinds grudgingly ordered the survivors of the bridgehead withdrawn. Meanwhile, 15 miles to the southeast, the 83rd Infantry Division had completed its bridge and forces were pouring across. But it would not matter. The next day, Eisenhower ordered all movement towards the German capital to cease. By a political decision, Berlin would be left to the Russians.

THE PIED PIPERS

SCENARIO OTT 3 (Version 2.3)



Hamelin, Germany, 5 April 1945: The breakout from the Rhine River had happened with blinding speed. All across the plains of Germany, town after town fell with such rapidity that no real defense could be mounted by the disorganized and often bewildered German defenders. Most of the captured towns were simply points on the map to the onrushing soldiers of the American Army. The soldiers of the 2nd Armored Division found it amazing that one small German town had a familiar name. Hamelin, of the Pied Piper storybook fame, really existed. The soldiers of the 2nd Armored had no time for sightseeing, however. The town was rapidly bypassed by the racing armored columns. But not all the Germans were ready to lay down their arms. Units of the U.S. 30th Infantry Division, moving in tandem with the 2nd Armored, were fired on from Hamelin hours later. Diehard SS troops were holed up in the town, determined to fight on. The infantrymen of the 117th Regiment were detailed to dig them out.

BOARD CONFIGURATION:

BALANCE:

- ♣ The Germans may freely deploy (A2.9) prior to setup.
- ☆ The Germans are subject to Ammunition Shortage (A19.131).



(Only hexrows Q-GG on boards 4 and 46, and hexrows A-Q on board 17 are playable)

Victory Conditions: The Americans win if all German MMCs are eliminated, captured, or broken at game end, and the American player loses ≤20 CVP. The Germans win by avoiding the American victory conditions.

TURN RECORD CHART

♣ GERMAN Sets Up First	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First									

+

Diehard SS Holdouts [ELR: 5] set up HIP on any whole hex of board 46 south of hexrow S: (inclusive) {SAN: 5}

 8	 2	 1	 1	 2	 2	 2
-------	-------	-------	-------	-------	-------	-------

☆

Elements of 117th Infantry Regiment [ELR: 4] enter along north edge of playing area on Turn 1: {SAN: 2}

 5	 15	 2	 1	 1	 1	 1	 2	 2	 3	 3	 2	 2	 2	 2
-------	--------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------

Scenario Design: Daniel M. Preston

Special Rules:

1. Weather is clear with Moist EC and no wind at start. Kindling is NA.
2. The Americans receive one module of 100+mm OBA (HE and Smoke). The American player may Deploy 20% (FRU) of his squads at start.
3. The German player may designate 2 building locations on board 46 as fortified (tunnels are NA). German units may move/advance/rout across the black bars of rowhouse hexes at a cost of 3 MP. The Germans have Booby Trap Level A on Board 46.
4. Either or both German DC may be Set (A23.7) at start.

5. Civilian Interrogation (E2.4) is in effect. The Americans are in a neutral, and the Germans in a friendly, country.

AFTERMATH: The SS troops were holed up in scattered strongpoints around the storybook village, and fought back with suicidal determination. But surrounded and cut off, the end result was never in question. Resistance only ended when American artillery pulverized the town, and the diehards were finally rounded up. Colonel Walter M. Johnson, commander of the 117th, was quoted as saying afterwards, "This time, we got the rats out with a slightly different kind of flute."

HELL FREEZES OVER

SCENARIO OTT 4 (Version 3.3)



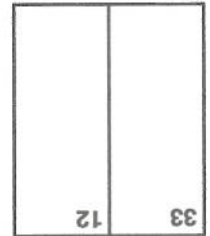
Victory Conditions: The Russians win if they exit ≥ 20 CVP between 12M1 and 12U1 (inclusive) by game end.

Panovo, Russia, 14 December 1941: As Operation Typhoon ground to a halt and the brutal Russian winter closed in, the German army was left in a position of extreme peril at the gates of Moscow. Strung out and suffering from heavy casualties, the Germans were in no position to deal with the cold and the Russian counteroffensive which was brewing. The German generals pleaded with Hitler to withdraw their frostbitten and exhausted troops to more defensible locations. Incredibly, and with rare good sense, Hitler sanctioned the retreat of his troops. Not a moment too soon. Even as the Germans were pulling back and digging in, Stalin was positioning tough and specially equipped Siberian troops and armor for the counteroffensive. Among the positions the Germans were determined to hold was the highway bridge near the town of Panovo. Partially destroyed during Operation Typhoon, the town still provided the Germans with cover. Grim and shivering infantry of the 3rd Motorized Rifle Regiment hunkered down in the frozen, burnt out rubble and waited for the Russians to appear.

BOARD CONFIGURATION:

BALANCE:

- ⊕ German reinforcements enter on Turn 3.
- ★ All Russian forces enter on Turn 1.



TURN RECORD CHART

⊕ GERMAN Sets Up First	★ 1	★ 2	3	4 ⁺	5	6	7	END
★ RUSSIAN Moves First								

Elements of 3rd Motorized Rifle Regiment [ELR: 3] set up on any hex of board 12 and hexes numbered 1 on board 33: {SAN: 4}

4 ⁺ 5-7	2-2-8	1	1	1	6 7-10	6 8-12	1 3-8	7 morale	50L 170	4	4
10	2				2	3		6	2	4	

Elements of 3rd Motorized Rifle Regiment and 6th Panzer Battalion enter on Turn 4 on hex 12I1:

4 ⁺ 5-7	3-2	3-8	9-2	13 3	14 3	16 1
2				2		2

Elements of 1322nd Rifle Regiment and 32nd Tank Battalion [ELR: 4] enter along east edge of board 33 on Turn 1 between hexes Q10-GG10 (inclusive): {SAN: 3}

4-5-8	1	1	4-10	1 2-8	1-12	17 2/4
10				2	2	3

Elements of 1322nd Rifle Regiment enter along east edge of board 33 on Turn 2 between hexes A10-Q10 (inclusive):

4-5-8	2-2-8	1	1	4-10	1 2-8	1-12
6	4				2	

Scenario Design: Daniel M. Preston

Special Rules:

1. Weather is Deep Snow (E3.72) with Falling Snow at start. A Mild Breeze is blowing from the northeast at start. Place Drifts normally. Extreme Winter (E3.74) is in effect.
2. The Germans receive one module of 80-mm Battalion MTR OBA (HE only). The observer may set up HIP.
3. All Russian infantry units (exc: AFV crews) are Ski Capable and Ski Equipped (E4). All Russian units (exc: AFV crews) have Winter Camouflage (E3.712).
4. All wooden buildings are considered ground level only. All stone buildings are considered ground level wooden rubble. All road hexes are considered unpaved and plowed.

5. Prisoners do not count for the purpose of Victory Conditions.

AFTERMATH: The Soviets were determined but lacked both leadership and a clearcut objective. Russian troops and armor swarmed across the frozen landscape time and again, but the Germans had entrenched and fortified the key positions into hedgehogs. The Russian attacks were broken up by German MG and artillery fire, and breakthroughs were headed off by the timely arrival of German armor and mechanized infantry. In the case of Panovo, the defenders were invested from several directions at once by Siberian ski troops and armor. Only the intervention of reinforcements from the 6th Panzer Battalion prevented a breakthrough. German flexibility and combined arms had driven off this attack. But it would not be the last.

ENEMY OF MY ENEMY

SCENARIO OTT 5 (Version 1.7)



Uzice, Yugoslavia, 29 November 1941: Since the Axis conquest of Yugoslavia in April of 1941, two rival partisan organizations had been resisting the occupation troops. Colonel Mihalovich's Chetniks had originally been supported by the western allies as the main resistance group in the occupied territory. Josip Tito's communist Proletarian Brigade had been the other contender for power in the region. Constant friction had finally erupted into warfare between the factions in the summer of 1941. But the drain in manpower and the encroachment of the greater enemy later in the year finally resulted in a shaky cease-fire and limited alliance in the autumn. The Germans, pulling reinforcements from France and the Eastern front, were determined to attack and destroy all partisans in the region, regardless of their affiliation. The offensive started on 20 November with the town of Uzice as its objective.

BOARD CONFIGURATION:

BALANCE:

- ★ Decrease game length to 7 turns.
- ♣ Increase game length to 9 turns.



41	37
----	----

Victory Conditions: The Germans win if they Control ≥ 30 building locations at game end. The Partisans win by avoiding the German Victory Conditions.

TURN RECORD CHART

★ PARTISAN Sets Up First	+1	2	+3	4	5	6	7	8	END
♣ GERMAN Moves First									

Elements of Tito's 1st Proletarian Brigade (NOPOJ) [ELR: 5] set up anywhere on the playing area not containing a Chetnik unit: {SAN: 4}

3-3-2				6-12	4-12	2-8	? 7 morale
10						2	8

Elements of Mihalovich's Chetniks [ELR: 5] set up anywhere on the playing area not containing a NOPOJ unit:

3-3-7			4-10	2-7	? 7 morale
8		2	2		6

Set up anywhere on playing area: (exc: SSR 8)

Roadblock

2

Elements of 342nd Infantry Division [ELR: 4] enter on Turn 1 between hexes 37A1 and 37I1 (inclusive): {SAN: 2}

8-3-8	4-6-7	2					3-8	3-8	3-8	24-1	30-1	8	8
6	12			2			2	6			2		2

Elements of 342nd Infantry Division enter on Turn 3 on hex 37I1:

2-2-8	28 T7 ZIPP	INF M10 75*
2	2	2

Scenario Design: Daniel M. Preston

Special Rules:

1. Weather is clear with Moist EC and no wind at start. Kindling is NA. The stream is deep.
2. The Germans receive one module of 80+mm Battalion MTR OBA (HE only).
3. NOPOJ and Chetniks are referred to as Partisans collectively. Use Chinese GMD units to represent Chetnik forces. Otherwise, Chetnik units are considered to be Partisans in all respects (including underlined morale for MMCs). German units may not use Path benefits. Partisan units enter woods at a cost of 1 MP. No Quarter (A20.3) is in effect for both sides.
4. NOPOJ and Chetnik units are considered Allied (A10.7). However, combined stacks of both suffer a +1 penalty when fire grouping. Support weapons of either side are considered captured when used by the other, and may not be recovered by the other unless abandoned/unpossessed.
5. German 8-3-8/3-3-8s have an ELR of 5.

6. Partisans may not Deploy, may not participate in multi-Location FG, and may not make Entrenching Attempts. Partisans are considered Stealthy (A11.17). Germans are Normal.

7. One each NOPOJ and Chetnik squad-equivalent (and all SW/SMC that set up in the same Location with it) may use HIP.

8. The partisans may fortify any 2 building locations (Tunnels are NA). Partisan units/fortifications may not set up on German entry hexes.

AFTERMATH: The Germans drove south from the Belgrade area and began to push the combined partisan forces back almost immediately. The partisan forces had the advantage of fighting on their home territory, but the Germans had all the other advantages, notably raw firepower and unlimited reinforcements. The partisans were also hampered by the fact that many of them would have preferred fighting each other. Uzice fell on the 29th of November, after heavy fighting. Having suffered heavy casualties, Mihalovich withdrew from active resistance pending a better tactical situation. This led to another rift with Tito, and enemies they became once again.

THE MIDDLE OF NOWHERE

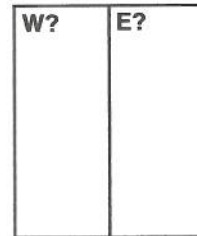
SCENARIO OTT 6 (Version 6.4)



Victory Conditions: The Russians win if they amass ≥ 40 VP by game end. German units eliminated earn CVP for the Russian player. The Russian player also earns VP for units exited off the north edge. Mounted cavalry units count double for exit VP. German units may exit the east, west, or north board edge without being considered eliminated. Prisoners are NA for the purpose of Victory Conditions.

NORTH OF LOSOVAYA, RUSSIA, 6 March 1943: Following the surrender of 6th Army at Stalingrad, the massive Russian armies poised on the Don River struck out across the steppe against the Italian 8th and Hungarian 2nd Armies. The unprepared defenders crumpled under the onslaught of wave after wave of tanks and infantry. The Germans were compelled to evacuate Kharkov, and the Russians, flushed with victory from their initial success, drove deep into the German rear, nearing the HQ of Field Marshal Manstein at Zaporozhe. Hitler had initially demanded the recapture of Kharkov, but Manstein had patiently explained his strategy to the führer. Holding firm north of the penetration, Army Group Kempf had been reinforced by the Grossdeutschland Panzergrenadier Division. South of the gap, 4th Panzer Army, consisting of two panzer corps, calmly allowed the Russian masses to stream past, and waited for the order to attack. On the 22nd of February, 4th Panzer Army struck out across the bleak, snowy steppe, and the trap was sprung.

BOARD CONFIGURATION:



BALANCE:

- ♣ In the VC, change ≥ 40 to ≥ 45 .
- ★ In the VC, change ≥ 40 to ≥ 35 .

Boards in play: See SSR #2

TURN RECORD CHART

♣ GERMAN Moves First [88]	★ 1	2	3	4	END
★ RUSSIAN Moves Second [128]					

Elements of 1st SS Panzergrenadier Division "Liebstandarte" [ELR: 5] enter on Turn 1 along east edge of board E? north of hexrow L (inclusive): {SAN: 2}

	7								3
	2	2	7						

Elements of 1st Guards Army and Armored Group Popov [ELR: 2] enter along south edge on turn 1: {SAN: 2}

	6	2	10				5	3
	3	6	3	6				

Scenario Design: Daniel M. Preston

Special Rules:

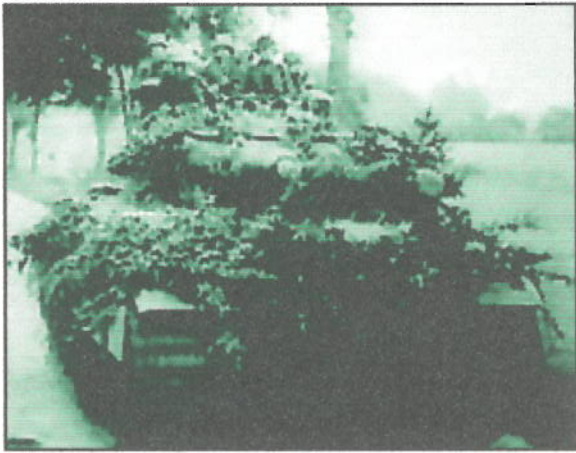
1. Weather is Overcast with Ground Snow (E3.72) and no wind at start. Falling Snow is possible. Due to the hard frozen ground conditions, entrenching is NA. Steppe Terrain (F13.2) is in effect.
2. The mapboards in play, board W? (West) and E? (East) are chosen randomly from boards 26-31. Each board is assigned a value corresponding to a dr of 1-6. Ties are rerolled. Align hexrow A towards the north on both boards.
3. All German infantry must initially enter the playing area as *passengers*. The German AT gun and crew must enter as passengers on the Sdkfz 11.
4. The Russian 458 squads must enter as mounted cavalry. Use a T-34 M40 for the extra T34 M41 required.

5. All units of both sides have Winter Camouflage (E3.712). Both sides are considered Elite (C8.2) for purposes of Ammunition Depletion. Recall (D5.341 and D3.7) is NA for Russian AFVs. Vehicles may not be voluntarily abandoned unless immobilized.

AFTERMATH: When it became apparent that German panzer units were swiftly cutting off their line of retreat, panic swept through the Russian formations like a brushfire. Far from the exultant conquerors of Stalingrad of just a few days before, 1st Guards Army had become a confused and frantic mob. On the 6th of March, 4th Panzer Army joined hands with Army Group Kempf, and the pocket was sealed. Individual groups fought bravely to escape, but only a few slipped through the net. In the end, over 200,000 Russians were captured or killed, and the Germans destroyed or captured thousands of tanks and guns. In slightly over a month, the fiasco on the Volga was avenged, and the balance of power on the eastern front was restored, at least for the time being.

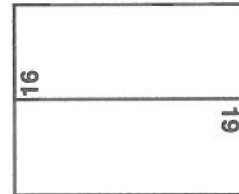
HIT AND RUN

SCENARIO OTT 7 (Version 1.4)



SOUTH OF BARANOV, POLAND, 6 August 1944: The 24th Panzer Division had been one of the ill-fated units trapped and destroyed in the Stalingrad debacle in 1943. But many of the commanders and veteran cadres had been flown out of the stricken city to rebuild the unit. By summer of 1944, the rebuilt division had gained a good reputation for action on both the eastern and western fronts. Deployed on the eastern front again, 24th Panzer was again witness to a looming military disaster. The annihilation of Army Group Center had left a gaping hole in the middle of the German line. As the German high command scrambled to find units to fill the hole, Koniev's 1st Ukrainian Front surged into eastern Poland unopposed. While the German 17th Army hastily detained in Cracow, the 24th Panzer Division moved into position to face the oncoming Russian giant alone.

BOARD CONFIGURATION:



BALANCE:

- ♣ In the VC, change ≥80 to ≥90.
- ★ In the VC, change ≥80 to ≥70.

Victory Conditions: The Russians win if they amass ≥80 VP by game end. German units eliminated earn CVP for the Russian player. The Russian player also earns VP for units exited off the west edge. German units remaining on board at game end are considered eliminated for the purposes of CVP. Prisoners are NA for the purpose of Victory Conditions.

TURN RECORD CHART

♣ GERMAN Sets Up First [83]	1	2	3	4	5	6	END
★ RUSSIAN Moves First [160]							

Elements of 24th Panzer Division [ELR: 3] set up west of hexrow O on board 16 and S on board 19 (inclusive) (see also SSR 2): {SAN: 3}

4	4					2	3	2			8

3	2	4

Advance Elements of Koniev's 1st Ukrainian Front [ELR: 3] enter along east edge (see SSR 3): {SAN: 2}

6	5	10						3	2	

3	6	6	6

Scenario Design: Daniel M. Preston

Special Rules:

1. Weather is Clear with Dry EC and no wind at start. Kindling is NA.
2. Of the German OB, all, some or none may set up on board at start (EXC: scenario OB-designated "?" must set up on board at start). German AFVs may not set up in woods or buildings. Of the remainder of units which do not set up onboard, all, some or none may enter on any German turn along any north, south or west board edge hex(es). German units may exit the north, south, or west board edge without being considered eliminated, but may not re-enter.
3. Of the Russian OB, all, some or none may enter on any Russian turn. Russian units entering on Turn 1 do so having already expended half of their movement allowance (FRU). Russian units may not use ESB or Infantry Double Time on Turn 1.

4. The Germans receive one module of 100+mm OBA (HE and Smoke).

AFTERMATH: 24th Panzer used its advantages in flexibility and communications to the fullest in the uneven fight. The Russian juggernaut was massively powerful but rigid and slow to react. In a brilliant series of actions, small groups of German tanks and infantry repeatedly stung the lead units and flanks of the Russian formation, then darted away before the Russians could counter. In this way, the Russian advance was delayed again and again. By the 9th of August, the German 17th Army had deployed to fill the gap between the Carpathian Mountains and the Vistula, and the worst of the crisis had passed.

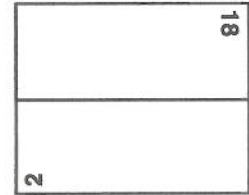
ALL THE KING'S HORSES

SCENARIO OTT 8 (Version 3.2)



ELTIGEN, UKRAINE, 18 December 1943: The disaster at Ozereyka Bay earlier in the year had been but a temporary setback to Russian plans for an amphibious landing on the Crimean Peninsula in 1943. Accordingly, more landings took place in October of that year. The largest, at Ganikale, was the stronger of the two, and proved to be a tough nut for the Axis forces to crack. The smaller landing at Eltigen was a different story. The Soviet naval units tasked with supporting the landing suffered a constant battering from the foul weather, the Luftwaffe, and a flotilla of German minesweepers transported overland from the Baltic. As a result, by mid December the beachhead had deteriorated to a point where the Axis forces were preparing to move in and mop up on the 18th. The Russian forces in what remained of the landing had other ideas. Rising as one out of their crumbling emplacements around Eltigen, the 318th Rifle Division attacked and overran the German artillery batteries on Mount Mithridates. The resulting lodgement was a very real threat to the Axis ring holding the Ganikale beachhead at bay.

BOARD CONFIGURATION:



BALANCE:

- ✚ In the VC, change ≥ 12 to ≥ 16 .
- ★ In the VC, change ≥ 12 to ≥ 8 .

Victory Conditions: The Russians win if they amass ≥ 12 VP by game end. Each 3rd level hex Controlled by the Russians at game end is worth 2 VP. Each 105 ART (functioning or not) possessed by a good order Russian crew at game end is worth 2 VP, 1 VP if possessed by a good order Russian non-crew. The Russian player also earns VP for units exited off the north edge. Casualties and Prisoners (A26.22 - .222) are NA for the purposes of Victory Conditions.

TURN RECORD CHART

★ RUSSIAN Sets Up First	✚	1	2	3	4	5	6	END
✚ ROMANIAN Moves First								

Remnants of 318th Rifle Division [ELR: 2] set up south of the (non existent) 2A5-2GG5 road (exclusive): {SAN: 3}

 5-2-7	 4-4-7	 4-2-6	 8-1	 7-0	 8-10	 2-8	 7 morale
5	10	5	2	3	8		

Set up on Hill 621:

 1-2-7	 105	Trench OVR. OBA: +4 Other: +2	Foxhole 5 OVR. OBA: +4 Other: +2
2	2	2	4

Elements of 9th Rosiori (Cavalry) Regiment [ELR: 3] enter on Turn 1 along any board edge or two adjacent edges: (see SSR 5) {SAN: 2}

 4-4-7	 8-1	 8-1	 8-0	 2-7	 12
14				3	14

Enter with either group:

10-3

Elements of 6th Mountain Division [ELR: 3] enter on Turn 1 along any board edge or two adjacent edges:(see SSR 5)

 4-4-7	 8-1	 8-0	 2-7	 8	 8
12			3		

Scenario Design: Daniel M. Preston

Special Rules:

1. Weather is Overcast with Ground Snow and no wind at start. Falling snow is possible. All woods hexes are considered brush. Road hexes are considered open ground (the bridge in 18R5 does not exist).
2. Russian units are subject to Ammunition Shortage (A19.131). Boresighting is NA.
3. The German 105 ARTs are considered captured and subject to captured use penalties. However, on a B#/X# DR, place a Gun Disabled marker on the counter. These units may not set up HIP.
4. The Romanians receive one module of 120+mm OBA (HE and Smoke) directed by an offboard observer in any board edge hex at Level 2. Remove one black chit from the draw pile for an automatic first mission.

5. The Romanian reinforcement groups may not enter along the same board edge or edges. A board edge is North, South, East or West. Adjacent edges might be North and East, etc. All units of the 9th Cavalry Regiment (including the 10-3, if applicable) *must* enter as mounted cavalry.

AFTERMATH: Romanian Brigadier General Leonardi Mociulschi took immediate personal command of the situation. Using the 9th Rosiori (Cavalry) Regiment and the 6th Mountain Division, he ordered the lodgement surrounded and contained. Hit from all sides, the Russians fought bravely but were inevitably overwhelmed. Some Russians, realizing the hopeless nature of their position, attempted to break out to join their comrades at Ganikale just a short distance away. A few bedraggled survivors did manage to reach friendly lines, but most were mopped up. General Mociulschi would later be awarded the Iron Cross for his brilliant leadership during the Eltigen operation.

THE CLEARING

SCENARIO OTT 9 (Version 1.1) (RE: SL 301)



HUERTGEN FOREST, GERMANY, 10 October 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:



BALANCE:

(Only hexrows A-P are playable)

- ✚ Add one LMG to the German OB.
- ☆ Delete one crew from the German OB.

Victory Conditions: To win, the US player must have an unbroken squad/equivalent 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 the US Victory Conditions.

TURN RECORD CHART

Simultaneous Set Up	1	2	3	4	5	6	END
☆ AMERICAN Moves First							

✚

Elements of 983rd Infantry Regiment [ELR: 3] set up on any first level or higher hex(es) on Hill 621: {SAN: 4} (see also SSR 3)

8-3-8

4-5-7

4-4-7

2-2-8

1-1-1

1-1-1

1-1-1

5-5-12

3-3

3-3

2

6 factors

AT
50L

Trench
1+3+5

Trench
1+2

Trench
1+1-1

2

4

☆

Elements of 60th Infantry Regiment [ELR: 3] set up in hexrow B: {SAN: 2}

7-4-7

5-5-8

1-1-1

1-1-1

1-1-1

4-4-10

0-4

30-1

4

2

2

2

Scenario Adaptation: Daniel M. Preston

Special Rules:

1. Weather is clear with Moist EC and no wind at start. Kindling is NA.
2. The 7-4-7 and 8-3-8 squads are considered Sappers with an ELR of 5.
3. Mines and Wire are not allowed on third level hexes.

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.