

# DAWN ATTACK

#1

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



Elements of the 179th Regiment, 45th Infantry Division set up south of the P8-II18-JJ20 railroad and north of the Moder River with ≤ 1 MMC per hex (see SR #2):

1 6-6-6	2 5-4-6	1-2-6	9-1	8-0	6+1	3PP 2 4-10	1PP WP5 X11 8-5	?	37 9PP T10 AAMG -1/-4	17 2 75* -1/-4	15 2 76L -1/-4
3	7	3				3	2	8	2	2	

(see SR #2)



Elements of Company A, 1st Battalion, 276th Regiment, 70th Infantry Division enter on Turn 2 along the south edge on/west-of hexrow AA:

E 6-6-7	1 6-6-6	2 5-4-6	G 5-3-6	9-2	8-1	8-0	7-0	3PP 88	2PP	1PP WP5 X11 8-5	M2 60mm 3PP	28 T5 29PP
2	4	2	3							2	2	3

{ELR: 3}  
{SAN: 2}



Elements of 1st and 2nd Companies, 3rd Battalion, 12th SS Gebirgsjäger Regiment, 6th SS Gebirgsjäger Division set up in Level 2 or higher hexes numbered ≤ 10:

6-5-8	5-4-8	3-4-8	9-2	9-1	8-0	1PP 1 3-8	1PP X10 12-4
6	5	2				4	

Reinforcing elements of the 6th Combat Engineer Battalion enter on/after Turn 1 along the east edge in hexes numbered ≤ 15:

8-3-8	8-1	1PP 1 3-8	1PP X12 30-1
3			2

{ELR: 3}  
{SAN: 4}

Elements of 2nd Company, 3rd Battalion enter on/after Turn 2 along the west edge in hexes numbered ≤ 13:

6-5-8	4-4-7	9-1	1PP 1 3-8	1PP X10 12-4
2	2			

## MAP LAYOUT:



(only hexrows P-JJ are playable)

**OBJECTIVES:** The Germans win at game end if they Control ≥ 11 stone buildings south of the P8-JJ19/U12-Z14 railroad (including building AA15).

## SPECIAL RULES:

1. All WSR are in effect. EC are Wet with a Mild Breeze from the southwest at start. Weather is Overcast (E3.5) [EXC: Falling Snow (E3.71) occurs instead of rain]. Ground Snow (E3.72) is in effect.

**WINGEN-SUR-MODER, FRANCE, 4 January 1945:** Shortly before the crack of dawn on 4 January sleeping American soldiers were suddenly awakened by what some on the scene described as “the most intensive machine-gun and automatic weapon fire that any had ever heard.” Disoriented GIs awoke to the sudden outburst of fire but there was no panic. German forces pushed out of the Low Vosges forests to capture Wingen, situated along the road net needed for Operation Nordwind. The attacking enemy forces struck Wingen at the first light of day and rapidly moved through the village. In the confusion that followed, Company A lost communications with Companies B and C, and for a time the Company was without radio contact with the Battalion CP in the Kirchberg. Within the company perimeter confusion made it difficult for the platoon leaders and platoon sergeants to get their men organized. Nearly every squad was on its own. Their reaction to the sudden attack was left to the judgment of the individual squad leaders. By 0900 hours the Germans had captured and occupied the town, the high ground to the northeast of town, and established a bridgehead on the south bank of the Moder River. They immediately went about establishing a perimeter defense around the village then prepared to continue their attack southward toward Saverne.

Designed by Larry Winslow

## VARIATIONS:

- ☆ Add a 9-1 Armor Leader to the American 45th Infantry OOB.
- ✚ American Company A reinforcements enter on Turn 3.

2. All American AFVs set up Abandoned (D5.4). Each vehicular crew must set up in a ground level building Location ≤ 2 hexes from a different AFV. Each American leader must set up ≥ 4 hexes from all other leaders and ≥ 2 squad-equivalents must set up ≤ 2 hexes from each leader. The Americans may use HIP for ≤ 1 squad-equivalents and any SMC/SW stacked with them. All American Personnel are Pinned during Game Turn 1.

3. The Americans receive one module of 60+mm company mortar (WSR #4.10) OBA (HE only) called in via handi-talkie (WSR #4.15). The Americans may not attempt Radio Contact before Turn 3.

4. German 8-3-8 squads and their HS are Assault Engineers (H1.22; A11.5).



# KRAUTS IN THE HOLES

#2

+ GERMAN Sets Up First ☆ AMERICAN Moves First	1	2	3	4	5	6
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Elements of Company A, 1st Battalion, 276th Regiment, 70th Infantry Division enter on/after Turn 1 along the west edge:

E 6-6-7 3	1 6-6-6 3	2 5-4-6 2	G 5-3-6	9-1	8-1	7-0	1-4-9	MMG 3PP 2 4-10	BAZ 45 1PP WP5 X11 8-5	Radio 1PP △ 8
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[ELR: 3]  
{SAN: 4}



Elements of 3rd Battalion, 12th SS Gebirgsjäger Regiment, 6th SS Gebirgsjäger Division set up ≤ 3 hexes from hex T21 and/or anywhere north of the Moder River:

@ 6-5-8 3	@ 5-4-8 2	@ 3-4-8 2	9-1	8-0	1-4-9	HMG SPP 3 6-12	dm MMG 1 2PP 1 3-8	LMG 1PP 1 3-8	? 7 morale
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[ELR: 3]  
{SAN: 5}

Foxholes set up as per SR #2:

5 1S
OVR, OBA: +4
Other: +2
4

## MAPLAYOUT:



(only hexes numbered ≥ 13 in hexrows J-AA are playable)

## VARIATIONS:

- ☆ Game length is 6 ½ turns.
- + Replace the 9-1 leader in the German OB with a 9-2.

**OBJECTIVES:** The Americans win at game end if they Control ≥ 3 foxhole hexes.

## SPECIAL RULES:

1. All WSR are in effect. EC are Wet with a Mild Breeze from the southwest at start. Weather is Overcast (E3.5) [EXC: Falling Snow (E3.71) occurs instead of rain]. Ground Snow (E3.72) is in effect.

- Place a 1S foxhole counter in each of the following hexes: N18, P20, Q23, and T19.
- The Americans receive one module of 60+mm company mortar (WSR #4.10) OBA (HE only). The first chit draw for this module is automatically black (remove one black chit from the Draw Pile).

**WINGEN-SUR-MODER, FRANCE, 4 January 1945:** In order for the Germans to reach the high ground in the wooded area south of Wingen, it was necessary that they go through or around A Company. The Regimental S-2 (Intelligence) reported that there were no more than 30-50 German soldiers in the attack and that they were likely short of ammunition and food. Even more farcical, S-2 reported that the Germans were presumably willing to surrender if given the opportunity. The CO ordered his rifle platoons to move up to the positions that they started to dig the previous day and halt the enemy attack from there. The First and Fourth Platoons encountered very little difficulty in reoccupying their positions since they were at the fringe of the woods near the unit's bivouac area. It was a much different story for the Second and Third Platoons. Attempts to reoccupy their foxholes were thwarted by enemy machine-gun and rifle fire from the village and cemetery. Two of the Second Platoon's forward foxholes had been taken and were occupied by the Germans. When enemy fire became too intense for the men to remain on their feet, they continued forward on their bellies in the snow. Using his handi-talkie, Lt. Schollander called for mortar support which was responded to as three mortar squads promptly commenced lobbing 60mm mortar shells over the Second Platoon men and at the enemy positions. While Causey's squad leaders, Sgts. Maguire, Bower and Micherdzinski were zeroing in on their targets, Lt. Schollander ordered S/Sgt. Cook and S/Sgt. "Red" Shelander to move their squads out to their respective positions. Cook sent his two scouts, Frank Lowry and Gene Bambrick, and two riflemen, Don Dubose who was armed with a grenade-launcher and Eugene Davis, to retake the two enemy held foxholes. The four men ran, crept, and crawled through the snow to within thirty yards of the nearest enemy. Meanwhile, Causey's mortar shells passed overhead and burst very close to the Second Platoon's objective. When the mortar bursts got closer to their target they were joined by rifle-grenade fire and the Germans abandoned both foxholes and made a hasty retreat to join their comrades near the cemetery.



# A COMPANY ALONE

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



Elements of Company A, 1st Battalion, 276th Regiment, 70th Infantry Division set up anywhere south of the Moder River:

E 6-6-7	1 6-6-6	G 5-3-6	8-1	8-0	1-4-9	3PP 2 4-10	1PP WP5 X11 8-5	? 7 morale
3			2		2			5

Reinforcing elements enter on/after Turn 2 along the south edge:

E 7-4-7	1 6-6-6	2 5-4-6	1 3-4-6	8-0	2PP	1PP WP5 X11 8-5	1PP X12 30-1
2		2		3		2	

{ELR: 3}  
{SAN: 4}



Elements of 2nd Company, 3rd Battalion, 12th SS Gebirgsjäger Regiment, 6th SS Gebirgsjäger Division set up north of the Moder River:

6-5-8	5-4-8	2-2-8	9-1	8-0	3PP 2 4-10	1PP 1 3-8	1PP X10 12-4	M10 6 3 20L AA	M10 15 8 3 76L -/-/4	M10 17 3 75* -/-/4
5		3		4		2		3		

Reinforcing elements of 2nd Company, 1st Battalion enter on/after Turn 1 along the north and/or east edges:

8-3-8	6-5-8	3-4-8	9-1	7-0	2PP 1 3-8	1PP X10 12-4	1PP X12 30-1
3				3			

{ELR: 3}  
{SAN: 5}

## MAPLAYOUT:



(only hexes numbered ≥ 13 in hexrows S-CC are playable)

**OBJECTIVES:** The Germans win immediately upon amassing ≥ 20 VP, which must include ≥ 8 EVP. In addition to CVP, the Germans receive EVP for units exited off the south edge.

## SPECIAL RULES:

1. All WSR are in effect. EC are Wet with a Mild Breeze from the southwest at start. Weather is Overcast (E3.5) [EXC: Falling Snow (E3.71) occurs instead of rain]. Ground Snow (E3.72) is in effect. Place a Blaze counter in hex Y14 to represent burning rail cars.

**WINGEN-SUR-MODER, FRANCE, 4 JANUARY 1945:** Word came down again from Regimental S-2 (Intelligence) reiterating their earlier information that the enemy strength was not more than fifty hungry German infantrymen. They were nearly out of ammunition and food and would probably be willing to surrender. Company A was ordered to continue putting pressure on the enemy and under no circumstances give an inch from their present positions. The men had no way of knowing how many Germans were holding Wingen nor did they know how much food and ammunition they had. They did have first-hand knowledge that the enemy was expending ammunition like there was no end to the supply, and they definitely showed no indications of being willing to surrender. One would have expected that Captain Hendrickson must have been aware of the fact that S-2's appraisal of the enemy strength was woefully underestimated, yet he apparently chose to accept it at face value and acted accordingly. On the other hand, Hendrickson may have known that there were far more enemy troops in Wingen than was reported by S-2, but was acting under orders from Battalion Headquarters. The bottom line was simple: German intentions for a push south out of the newly-captured Wingen would have to be halted at all costs. With the decimated B Company out of the line, that job would fall to A Company.

## VARIATIONS:

- ☆ American reinforcements enter on/after Turn 1.
- ✚ Replace the 9-1 leader in the German OB with a 9-2.

- American 7-4-7 and German 8-3-8 squads and their HS are Assault Engineers (H1.22; A11.5).
- The Americans may use HIP for ≤ 1 squad-equivalent and any SMC/SW stacked with them.
- The Americans receive one module of 60+mm company mortar (WSR #4.10) OBA (HE only) called in via handi-talkie (WSR #4.15). The first chit draw for this module is automatically black (remove one black chit from the Draw Pile).
- The Germans do not suffer Captured Use penalties (A21.11-.12) for SW/vehicles. The M8 and M10 have German crews.



# JUMBO TIME

#4

GERMAN Sets Up First AMERICAN Moves First	1	2	3	4	5	6	7	8
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Elements of 1st Battalion, 276th Regiment 70th Infantry Division enter on Turn 1 along the south edge on/west-of hexrow L and/or along the west edge:

E 6-6-7 3	1 6-6-6 7	2 5-4-6 3	9-2	9-1	8-0	7-0	1-4-9	3PP 88	2PP	1PP WPS X11 8-5	3PP	1PP 8
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Reinforcing elements of Company B, 781st Tank Battalion enter on/after Turn 1 along the south edge on/west-of hexrow L:

1 6-6-6 2	8-1	2PP	1 75 2/4/4	1 76L 2/4/4	9-1
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[ELR: 3]  
{SAN: 2}



Elements of 1st and 2nd Companies, 1st Battalion, 12th SS Gebirgsjäger Regiment, 6th SS Gebirgsjäger Division set up in hexes numbered ≤ 5 on/east-of-hexrow J and/or in hexes numbered ≤ 12 on/east-of-hexrow O:

8-3-8 5	6-5-8 2	5-4-8 2	3-4-8	10-2	9-1	8-0	3PP 6-12	3PP 2 4-10	1PP 1 3-8	7 morale
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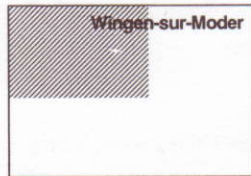


Advance A-T elements set up using HIP in hexes numbered ≥ 7 on/west-of-hexrow J:

2-3-8 2	1-4-9	1PP X10 12-4
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[ELR: 3]  
{SAN: 5}

## MAPLAYOUT:



(only hexes numbered ≤ 14 in hexrows A-S are playable)

## VARIATIONS:

- Replace the 9-1 Armor Leader in the American OB with a 9-2.
- Add a MMG to the German 1st Battalion OB.

**OBJECTIVES:** The Americans win at game end if they Control ≥ 5 of the following buildings/hexes: J6, L3, O3, O4, P1, P7, and/or R3.

## SPECIAL RULES:

1. All WSR are in effect. EC are Wet with a Mild Breeze from the southwest at start. Weather is Overcast (E3.5) [EXC: Falling Snow (E3.71) occurs instead of rain]. Ground Snow (E3.72) is in effect.

- During Turns 1-3, American AFVs may only fire their MA at Locations/hexes containing Known German units. AFV MG fire is not restricted in any way.
- The Americans receive one module of 100+mm battalion artillery (WSR #4.10) OBA (HE and SMOKE) with one Pre-Registered hex (C1.73). The first chit draw for this module is automatically black (remove one black chit from the Draw Pile).
- The Germans may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with them.

**WINGEN-SUR-MODER, FRANCE, 4 January 1945:** The 3rd Platoon of B Company, 781st Tank Battalion was attached to 1st Battalion, 276th Infantry Regiment and given the mission of advancing with infantry elements through the underpass and west on the main road into Wingen. Infantry elements joined the platoon at the road junction and the advance pushed forward to the overpass. As American infantrymen moved under the overpass they were pinned down by a large volume of small-arms fire and two leading tanks were hit by Panzerschreck fire from the high ground north of the road which was supposed to be held by friendly infantry. By order of higher headquarters the firing of 75mm and 76mm guns was restricted due to insufficient information to which houses were occupied by enemy or friendly troops. Enemy fire and the disabled tanks blocked further progress and the infantry survivors and remainder of the platoon withdrew. At 1630 hours 1st Platoon of B Company, 781st Tank Battalion supported elements of a provisional platoon composed of Battalion Headquarters personnel in a second attack down the same route as 3rd Platoon. This attack got no further, also blocked by the same disabled tanks of the 3rd Platoon. 1st Platoon withdrew to Zittersheim at dark.





Designed by Larry Winslow and Ray Tapio

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




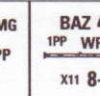

# LOVE HURTS

#5



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







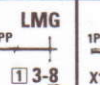


**Elements of Companies L and M, 3rd Battalion, 276th Regiment, 70th Infantry Division set up on/west-of hexrow T and/or enter on Turn 1 along the west edge and/or enter on/after Turn 3 along the south edge on/west-of hexrow AA:**

											
3	5	2	3					2	2	2	2







[ELR: 3]  
{SAN: 4}

**Elements of 3rd Company, 3rd Battalion, 12th SS Gebirgsjäger Regiment, 6th SS Gebirgsjäger Division set up ≤ 4 hexes from hex BB14:**

								
4	3					2		6

**Elements of 2nd Company, 3rd Battalion enter on/after Turn 2 along the east edge:**

					
3				2	

[ELR: 3]  
{SAN: 4}

**MAPLAYOUT:**



(only hexes numbered ≥ 5 and ≤ 20 in hexrows Q-HH are playable)

**VARIATIONS:**

- ☆ Replace the 9-2 leader in the American OB with a Heroic 10-3.
- ✚ Add a 3-4-8 HS + dm HMG + unarmed Jeep to the German 3rd Company OB.

**OBJECTIVES:** After all setup the American player secretly selects one of three possible Victory Conditions:

- 1) The Americans win at game end if they Control ≥ 4 of the following buildings: X14, Y15, Y17, Z16, and/or AA15. The scenario ends at the end of Game Turn 5.
- 2) The Americans win at game end by accumulating ≥ 14 CVP (excludes Prisoners). The scenario ends at the end of Game Turn 6.
- 3) The Americans win immediately upon exiting ≥ 8 EVP off the east edge on/adjacent-to hex HH16. The scenario ends at the end of Game Turn 7.

**SPECIAL RULES:**

1. All WSR are in effect. EC are Wet with a Mild Breeze from the southwest at start. Weather is Overcast (E3.5) [EXC: Falling Snow (E3.71) occurs instead of rain]. Ground Snow (E3.72) is in effect.
2. The American 9-2 leader begins play Heroic (A15.21).
3. The Germans do not suffer Captured Use penalties (A21.11-.12) for SW/vehicles. The AAMG Jeeps have German crews.
4. German HMG/MMG must remain dismantled for the duration of the scenario.

**WINGEN-SUR-MODER, FRANCE, 4 January 1945:** Early in the morning of 4 January Love Company was ordered to move from the wooded heights above Rosteig to Wingen, and tasked to deal with an enemy of unknown size and composition there. By dusk Love Company had singularly penetrated deep into Wingen, had sent a force around the left flank of the village and in a costly attack, drove the Germans back from any further gains. The American attack included a successful bayonet attack on the right flank of the village. As darkness closed in, contact was lost with the platoon in Wingen proper. That platoon held out all night in the center of town and regained contact the following day. The remnants of Love Company, and a unit of heavy machine-guns from Mike Company, were forced to consolidate and set up a perimeter defense to protect their gains.



# COMPANY G

#6

GERMAN Sets Up First	1	2	3	4	5	6
AMERICAN Moves First						

Elements of Company G, 274th Regiment, 70th Infantry Division enter on Turn 1 along the west edge:

E 6-6-7 2	1 6-6-6 4	2 5-4-6 4	8-1	8-0	7-0	3PP 2 4-10 3	1PP WP5 X11 8-5	20 M3A1 0 T6 15PP 2 •AAMG-/-/6•
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[ELR: 3]  
{SAN: 2}

Elements of 1st Company, 3rd Battalion, 12th SS Gebirgsjäger Regiment, 6th SS Gebirgsjäger Division set up in/adjacent to hex P10:

4-4-7	3-4-8	9-1	SPP 3 6-12 2	7 morale 8
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Enter on/after Turn 1 along the east edge:

6-5-8	5-4-8	4-4-7	10-2	8-1	1PP 1 3-8 2	1PP X10 12-4	1PP X12 30-1
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[ELR: 3]  
{SAN: 5}

**MAPLAYOUT:**



(only hexes numbered ≥ 8 and ≤ 14 in hexrows E-R are playable)

**VARIATIONS:**

- Replace 2 × 5-4-6 squads with 2 × 6-6-7 squads.
- Remove the M3A1 halftrack from the American OB.

**SPECIAL RULES:**

1. All WSR are in effect. EC are Wet with a Mild Breeze from the southwest at start. Weather is Overcast (E3.5) [EXC: Falling Snow (E3.71) occurs instead of rain]. Ground Snow (E3.72) is in effect.
2. The Germans do not suffer Captured Use penalties (A21.11-12) for SW.

**OBJECTIVES:** The Americans win at game end if there are no Good Order German MMC(s) in/adjacent to hex K11.

**WINGEN-SUR-MODER, FRANCE, 5 January 1945:** On 5 January "Easy" Company was selected to secure and clear the wooded area overlooking Wingen. Fox Company was to clear the town. Soldiers from "George" Company were given the objective of securing the two houses on the left flank of the main attack where enemy machine-guns were observed to be commanding the approach into Wingen. Intelligence reports were disseminated that stated German pilots were flying captured American P-47 planes and that German soldiers in American uniforms were moving about the area riding captured Jeeps. The disconcerting reports had little to no effect on the green American dogfaces facing their first action. The men just wanted to get on with it and grimly accepted their orders. The outlying houses were cleared and Fox Company moved in to fulfill their orders: capture Wingen at all costs.



# BACK TO WINGEN

#7

GERMAN Sets Up First AMERICAN Moves First	1	2	3	4	5	6	7	8	9
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Elements of Companies L and I, 3rd Battalion, 276th Regiment, 70th Infantry Division set up anywhere south of the Moder River:

E 6-6-7 2	1 6-6-6 5	2 5-4-6 2	8-1	7-0	MMG 3PP 2 4-10	BAZ 45 1PP WP5 X11 8-5	M2 MTR 5PP [3-45] 3 60*	Radio 1PP Δ 8	? 7 morale
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Reinforcing elements enter on/after Turn 1 along the west edge:

E 6-6-7 2	1 6-6-6 4	2 5-4-6 2	G 5-3-6	9-2	8-1	8-0	1-4-9	dm MMG 2PP	BAZ 45 1PP WP5 X11 8-5
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[ELR: 3]  
{SAN: 4}

Elements of 1st and 2nd Companies, 3rd Battalion, 12th SS Gebirgsjäger Regiment, 6th SS Gebirgsjäger Division set up anywhere north of the Moder River:

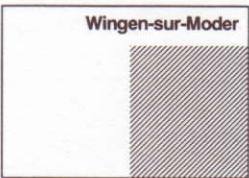
@ 6-5-8 4	@ 5-4-8 2	@ 4-4-7 2	@ 2-3-8 2	@ 2-2-8	9-1	8-0	1-4-9	MMG 3PP 2 4-10	LMG 1PP 1 3-8	PSK 1PP X10 12-4	DC 1PP Δ X12 30-1	? 10
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Elements 2nd Company, 3rd Battalion and Engineer Platoon, 6th Combat Engineer Battalion set up north of the U11-III18-MM24 railroad:

@ 8-3-8 2	@ 6-5-8 2	10-2	8-1	LMG 1PP 1 3-8	PSK 1PP X10 12-4	DC 1PP Δ X12 30-1	? 5
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[ELR: 3]  
{SAN: 5}

**MAPLAYOUT:**



(only hexes numbered ≥ 5 on/east of hexrow U are playable)

**VARIATIONS:**

- Replace the 9-2 leader in the American reinforcements with a 10-3.
- American OBA has Scarce Ammunition (C1.211).

**SPECIAL RULES:**

- All WSR are in effect. EC are Wet with a Mild Breeze from the southwest at start. Weather is Overcast (E3.5) [EXC: Falling Snow (E3.71) occurs instead of rain]. Ground Snow (E3.72) is in effect.
- The Americans receive one module of 80+mm battalion mortar OBA (HE and SMOKE).
- The Germans may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with them.
- The Germans do not suffer Captured Use penalties (A21.11-.12) for SW/Guns.

**WINGEN-SUR-MODER, FRANCE, 5 January 1945:** The one thing Americans soldiers knew for sure was that the village of Wingen was in German hands and that it was held by a much larger force than fifty enemy troops. A patrol sent out during the night of 4-5 January revealed more bad news: a German attack had driven B Company from its place in the line, creating a gap in 1st Battalion's defense. German forces of at least company strength had captured Wingen and the high ground north and northwest of the town. Meanwhile, at the 276th Infantry CP in Zittersheim, Colonel Al Morgan and his Executive Officer, Lt. Colonel Dan Russell, were stunned by the nerve-wracking reports. It was a bewildering situation. It was deemed urgent that a counter-attack be launched at once to eliminate the Germans and rescue American prisoners. There were no troops available from the 45th Division (to which Task Force Herren was attached). Its regiments were already involved in defending against enemy attacks to the north of Wingen. That left only the 3rd Battalion (with Company L and part of Company I) available for the counter-attack. 1330 hours on 5 January was the time set for the attack. The Trailblazers found themselves locked in an intense battle with more than a handful of American soldiers experiencing combat for the first time. Wingen was not recaptured on 5 January but the fighting left a considerable number of dead and wounded SS Mountain troops in the buildings and on the snow covered cobblestone streets.



# THE 781ST TRIES AGAIN

#8

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	8
✚ GERMAN Moves First								



HQ elements, 276th Regiment, 70th Infantry Division set up ≤ 3 hexes from hex E6:

E 6-6-7 2	1 6-6-6 4	2 5-4-6 3	E 3-4-7 E 9-2	8-1	8-0	HMG 5PP 3 6-12	MMG 3PP 2 4-10	BAZ 45 1PP WP5 X11 8-5	M2 MTR 5PP [3-45] 3 60*
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Elements of Company B, 781st Tank Battalion enter on Turn 1 along the west edge:

E 6-6-7 2	1 6-6-6 2	9-1	7-0	dm MMG 2PP	BAZ 45 1PP WP5 X11 8-5	Radio 1PP Δ 8	CH 20 0 T6 15PP *AAMG-/-/6*	CH 12 18 75 2/4/4	CH 12 18 76L 2/4/4	9-1
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[ELR: 3]  
{SAN: 2}



Elements of 1st and 2nd Companies, 1st Battalion, 12th SS Gebirgsjäger Regiment, 6th SS Gebirgsjäger Division set up on/southeast of hexgrain A14-I10-I1:

8-3-8 2	6-5-8 4	5-4-8 3	4-4-7 3	10-2	9-1	8-1	8-0	HMG 5PP 3 6-12	MMG 3PP 2 4-10	LMG 1PP 1 3-8	PSK 1PP X10 12-4	DC 1PP X12 30-1	FT 1PP X10 24-1
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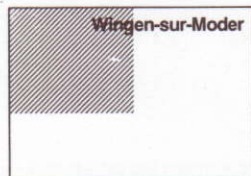
?  
7 morale  
10

Artillery Company elements enter on/after Turn 1 along the east edge:

2-3-8 2	1-4-9	PSK 1PP X10 12-4	CH 15 8 76L -/14
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[ELR: 3]  
{SAN: 5}

## MAPLAYOUT:



(only hexes north of the Moder river in hexrows A-W are playable)

## VARIATIONS:

- ☆ Remove one 5-4-8 and one 4-4-7 squad from the German OB.
- ✚ Add one more M10 GMC to the German reinforcements.

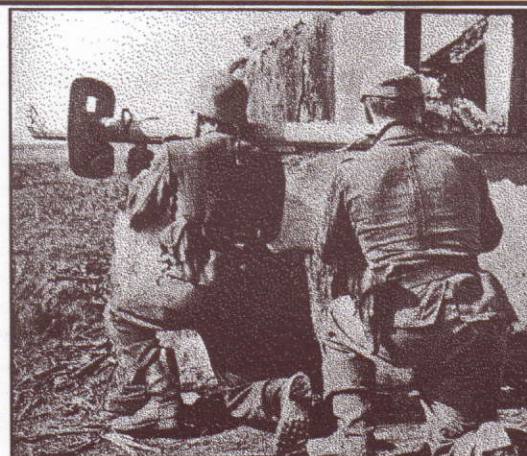
**OBJECTIVES:** The Americans win at game end if they Control all stone Locations west of the Schusselbach stream (J0-O14) and ≥ 3 stone Locations east of the stream. The Germans win immediately upon amassing ≥ 30 CVP. Any other result is a German victory.

## SPECIAL RULES:

1. All WSR are in effect. EC are Wet with a Mild Breeze from the southwest at start. Weather is Overcast (E3.5) [EXC: Falling Snow (E3.71) occurs instead of rain]. Ground Snow (E3.72) is in effect.

- The Germans may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with them.
- The German 8-3-8 squad-equivalents are Assault Engineers (H1.22). The Germans do not suffer Captured Use penalties (A21.11-.12) for vehicles. The M10 GMC has a German crew.
- The Americans receive one module of 100+mm battalion artillery OBA (HE and SMOKE) with one Pre-Registered hex (C1.73). The first Chit Draw is automatically black.

**WINGEN-SUR-MODER, FRANCE, 4 January 1945:** At 1630 hours on 4 January 1st Platoon of B Company, 781st Tank Battalion supported elements of a provisional platoon composed of Battalion Headquarters personnel in a second attack down the same route taken earlier by 3rd Platoon. This attack got no further, and only led to more losses. The advance was blocked by hulks of disabled tanks from the 3rd Platoon. After breaking off the action, 1st Platoon withdrew to Zittersheim at dark.





# WINGEN-SUR-MODER



Elements of 1st and 3rd Battalions, 12th SS Gebirgsjäger Regiment, 6th SS Gebirgsjäger Division set up anywhere north of the railroad, and east of Schusselbach stream, in any hex with a coordinate of ≤ 15, and not adjacent to any American unit (Known or Unknown):

6-5-8	5-4-8	4-4-7	10-2	9-1	8-1	8-0	dm HMG 1 2PP 1 3-8	dm MMG 1 2PP 1 3-8	1PP LMG 1 3-8	1PP PSK X10 12-4	? 7 morale
8	3	3						2	5	3	10



Elements of 6th Artillery Battalion and 6th Panzerjäger Company, 12th Gebirgsjäger Regiment set up using HIP on/east of hexrow P in hexes numbered ≤ 13 [choose two groups]:

{ELR: 3}  
{SAN: 5}

Group 1:			Group 2:			Group 3:		
2-3-8	1-4-9	1PP PSK X10 12-4	2-2-8	CH M10 20L AA	CH M10 75* INF	2-2-8	CH M10 150* INF	CH M10 75* INF
5	5		6	3	3	4		3

Elements of 6th Pioneer Battalion, and 2nd Company, 3rd Battalion enter on/after Turn 2 along the north edge on/east of hexrow P:

8-3-8	6-5-8	5-4-8	4-4-7	9-1	8-1	8-0	dm MMG 1 2PP 1 3-8	1PP LMG 1 3-8	1PP PSK X10 12-4	1PP DC X12 30-1	1PP FT X10 24-1	CH M10 28 9PP+ *AAMG -/16*	CH M10 28 T5 29PP
3	4	4						4	2	4			

Elements of 3rd and 1st Battalions enter on Turn 6 along the north map edge on/east of hexrow P, and/or along the east edge:

6-5-8	5-4-8	4-4-7	4-4-7	9-2	9-1	8-1	8-0	dm HMG 1 2PP 1 3-8	dm MMG 1 2PP 1 3-8	1PP LMG 1 3-8	1PP PSK X10 12-4	CH M10 28 9PP+ *AAMG -/16*	CH M10 28 T5 29PP
7	5	3	6 WW					2	2	2	3	7	3

Elements of 6th Jäger Panzer company, and 2nd Company, 3rd Battalion enter on Turn 10 along the north edge on/east of hexrow Z:

6-5-8	5-4-8	4-4-7	2-3-8	9-1	7-0	1-4-9	dm MMG 1 2PP 1 3-8	1PP LMG 1 3-8	1PP PSK X10 12-4	CH M10 37 9PP T10 *AAMG -/14
2	2	2 WW	3					3	4	2

**SPECIAL RULES:**

- All WSR are in effect. EC are Wet with a Mild Breeze from the southwest at start. Weather is Overcast (E3.5) [EXC: Falling Snow (E3.71) occurs instead of rain]. Ground Snow (E3.72) is in effect. Place a Blaze counter in hex Y14.
- Beginning on Turn 3 (or later as noted) the American player receives one module of 60+mm Mortar OBA (HE and WP), controlled by a Handi-Talkie (4.15). The American player's Company A receives one module of 100+mm Artillery OBA, (HE and SMOKE) on Turn 3 and Company B receives one module of 80+mm Battalion Mortar OBA (HE and SMOKE) on Turn 7. Company L (Turn 8) receives one module of 150+mm OBA (HE/Harrassing Fire only; C1.72). For all modules the first Chit Draw is automatically black; remove one black chit from the Draw Pile. The SR/FFE may not be used from one module to start a subsequent module.
- The American player must set up this part of the OB infantry units in a ground floor building Location, a maximum of one squad-equivalent per hex within seven hexes of hex AA15 (but they may not set up south of the Moder River.) Vehicles must be set up in a road hex [EXC: Not in Bypass] and are marked with an Abandoned counter [EXC: unarmed vehicles]; place any applicable 1-2-6 crew counter in the nearest building Location to each vehicle. Each unit is marked with a No Move counter prior to the start of play. Remove No Move counters normally (E1.1), and all are removed at the end of the first game turn.
- The German player may use HIP for ≤ 3 squad-equivalents of his on-map OB (and any SMC/SW set up with them).

- German 8-3-8 squads/HS are Assault Engineers (A 11.5). American 7-4-7 squads/HS are Assault Engineers (A11.5).
- The German player reinforcements entering play after Turn 5 have some units designated as walking wounded (WW). WW have 3 MF which cannot be increased for any reason, IPC reduced to 2, and receive a +1 DRM for all CC attacks (while all CC attacks made against it receive a -1 DRM). Under no circumstances can a WW become unwounded.
- Beginning on Turn 4 the Germans suffer from Ammunition Shortage (A19.131). Beginning on Turn 9 German infantry suffer a 'hand grenade shortage' resulting in squads/HS losing the ability to use Point Blank Fire (A7.213; i.e., their FP is not doubled) and TPBF is treated as PBF (i.e., double FP instead of tripling it.) Squad/HS CCV is one less (Squad: 4; Crew: 3; HS: 2).
- At the end of Turn 13 and at the end of each game turn thereafter the American player makes a dr to determine if the scenario ends. If the dr is ≤ the # listed on the game turn track the scenario ends immediately.
- If the Germans Capture any armed American AFV the following German player turn add as reinforcements a number of 1-2-7 crews equal to the number of enemy AFV Captured. These units enter along the north edge, on/east of hexrow P. This reinforcement group can be repeated as necessary as often as the above circumstance allows.

**WINGEN-SUR-MODER, FRANCE, 6th January 1945:** The battle at Wingen dragged on as SS-men refused to be dislodged from their grip on the town. On 6 January 1st Battalion, 276th Infantry Regiment and elements of 3rd Battalion, were attached to 2nd Battalion, 274th Infantry Regiment for further operations against Wingen. The American attack continued at daylight with 2nd Platoon, B Company, 781st Tank Battalion supporting with direct fire from the high ground south of Wingen. 1st Platoon supported assault teams by moving in close as part of the push into Wingen from the southeast end of the town. German troops were pushed to the extreme western end of Wingen but the SS-men launched a counter-attack as soon as tanks of 1st Platoon left and the enemy was successful in re-occupying the west end of the town. That night the Germans made repeated attempts to break through Company A's positions, but as weary as they were, the GIs held their lines. The vicious fighting continued, both inside and around Wingen, for the next thirty-six hours. Sometime during the early hours of 7 January, the beaten SS troops retreated into the mountains north of Wingen. About 100 wounded enemy surrendered to the 274th Infantry by mid-day. The Trailblazers liberated 300 GIs of 179th Infantry, 45th Division who were held prisoner in the cellar of the Catholic Church for over three days.



The Trailblazers liberated 300 GIs of 179th Infantry, 45th Division who were held prisoner in the cellar of the Catholic Church for over three days.

# WINGEN-SUR-MODER

☆ AMERICAN Sets Up First

✚ GERMAN Moves First

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16



Elements of 179th Regiment 45th American Infantry Division set up as per SR #3:

1 6-6-6	2 5-4-6	G 5-3-6	7-0	6+1	MMG 3PP 2 4-10	?	CH 37 9PP T10	CH 37 9PP T10 *AAMG -/-/4	CH 32 10PP T9	CH 17 75* -/-/4	CH 15 76L -/-/4
2	5	5	2		3	6	2		2		2

Elements of Company A, 1st Battalion, 276th Regiment, 70th Infantry Division set up in hexes numbered ≥ 20 on/between hexrows A-P:

1 6-6-6	2 5-4-6	G 5-3-6	8-1	7-0	HMG 3PP 3 6-12	MMG 3PP 2 4-10	BAZ 45 1PP WP5 X11 8-5	Radio 1PP 8	?
5	2						2		5

{ELR: 3}  
{SAN: 4}

Elements of Company B, 1st Battalion, 276th Regiment 70th Infantry Division set up ≤ 3 hexes from hex D5:

E 6-6-7	1 6-6-6	2 5-4-6	G 5-3-6	9-1	7-0	1-4-9	MMG 3PP 2 4-10	BAZ 45 1PP WP5 X11 8-5	Radio 1PP 8	?
2	5						2			6

Elements of Company F, 2nd Battalion, 276th Regiment enter on/after Turn 3 along the north edge on/west of hexrow K and/or on/after Turn 4 along the west edge:

E 6-6-7	1 6-6-6	2 5-4-6	10-2	9-2	9-1	8-0	dm MMG 2PP	BAZ 45 1PP WP5 X11 8-5	CH 37 9PP T10 *AAMG -/-/4	CH 37 9PP T10 *AAMG -/-/4	CH 28 T5 29PP	CH 28 T5 29PP *AAMG -/-/6
3	6	5					4	5			3	

Elements of 1st Battalion, 276th Regiment and Company B, 781st Tank Battalion, 70th Infantry Division enter on/after Turn 5 along the west edge in hexes numbered ≥ 11:

E 6-6-7	1 6-6-6	2 5-4-6	9-1	8-1	6+1	dm HMG 50 cal 3P 888	dm HMG 3PP 88	dm MMG 2PP	BAZ 45 1PP WP5 X11 8-5	CH 37 9PP T10 *AAMG -/-/4	CH 37 9PP T10 *AAMG -/-/4	CH 28 T5 29PP
3	5	5							2	3	2	2

Elements of the 270th Combat Engineer Battalion, 70th Infantry Division enter on/after Turn 6 along the west edge and/or south edge west of the Moder River:

E 7-4-7	9-1	1PP FT X10 24-1	DC 1PP X12 30-1	CH 37 9PP T10 *AAMG -/-/4	CH 28 T5 29PP	CH 28 T5 29PP *AAMG -/-/6
3			3		2	2

Elements of Company L, 3rd Battalion, 276th Regiment, and Company B, 781st Tank Battalion enter on/after Turn 8 along the south edge west of the Moder River:

E 6-6-7	1 6-6-6	2 5-4-6	9-2	8-0	7-0	dm HMG 3PP 88	dm MMG 2PP	BAZ 45 1PP WP5 X11 8-5	Radio 1PP 8	CH 37 9PP T10 *AAMG -/-/4	CH 28 T5 29PP	CH 20 T6 15PP *AAMG -/-/6
6	3	3						2	4		2	3

CH 28 T6 15PP *AAMG -/-/6	CH 15 T5 2/4/4	9-1
3	2	

Elements of Company B, 781st Tank Battalion, 70th Infantry Division enter on/after Turn 4 along the north edge on/between hexrows E-K:

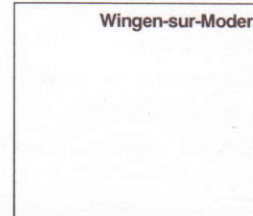
CH 12 T5 2/4/4	10-2	8-1
4		

**OBJECTIVES:** The Americans win at game end if they amass ≥ 11 VP from the following table:

Hex	VP
K11, J6, U21	1
BB15, GG16, MM20	2
U8, O3	3
Z16	4

The Germans win immediately upon destroying ≥ 10 American AFVs.

**MAPLAYOUT:**



**VARIATIONS:**

☆ Apply a +2 drm to SR #8.

✚ Apply a -2 drm to SR #8.



# THE DAY AFTER

#10

☒ GERMAN Sets Up First

☆ AMERICAN Moves First

1 2 3 4 5



[ELR: 3]  
{SAN: 3}

Elements of the 274th Regiment and 781st Tank Battalion, 70th Infantry Division enter on Turn 1 along the west and/or south edges:

E 6-6-7 3	1 6-6-6 2	2 5-4-6 2	E 3-4-7 2	9-2 3	8-1 3	8-0 3	1-4-9 3	MMG 3PP 2 4-10	BAZ 45 1PP WP5 X11 8-5	CH 12 18 75 2/4/4	CH 12 18 76L 2/4/4
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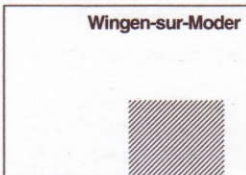


[ELR: 3]  
{SAN: 5}

Remnants of the 12th SS Gebirgsjäger Regiment, 6th SS Gebirgsjäger Division and American POWs set up in buildings on/east of hexrow DD:

6-5-8 2	5-4-8 2	3-4-8 3	2-3-8 3	9-1 2	8-1 2	1-4-9 2	HMG SPP 3 6-12	LMG 1PP 1 3-8	PSK 1PP X10 12-4	? 7 morale 10	[1]-0-6 2 (see SR #4)
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## MAPLAYOUT:



(only hexes numbered  $\geq 15$  in hexrows AA-GG are playable)

**OBJECTIVES:** The Americans win immediately if there are no Good Order German units in play *OR* at Game End if all Prisoners in the at-start German OB are no longer Guarded by German units *and* the Americans Control all stone buildings in the German setup area.

## SPECIAL RULES:

1. All WSR are in effect. EC are Wet with a Mild Breeze from the southwest at start. Weather is Overcast (E3.5) [EXC: Falling Snow (E3.71) occurs instead of rain]. Ground Snow (E3.72) is in effect.

**WINGEN-SUR-MODER, FRANCE, 7 January 1945:** During the early morning of 7 January 2nd Platoon of Fox Company was ordered to mop up Wingen. Die-hard SS troopers continued to hold out, dug into buildings and basements of some of the houses. With less than twenty men left in the platoon four or five men were assigned to each of the four tanks attached to the platoon to help them clear the last remnants of enemy resistance from the town. Two tanks were assigned as the base of fire while the other two were used as maneuver elements. Along the approach elements of George and Easy joined the attack. Directions of fire were relayed to the tank gunners effectively but artillery, landing too close for comfort but fortunately in the form of duds, was quickly lifted. Wingen was finally cleared and more captured American soldiers were liberated.

## NORDIC TWILIGHT CREDITS

Original Design: Larry Winslow

Development and Proofing: Dave Lamb, Andy Daniels, Raymond J. Tapio, Bob Davis, P. J. Norton, Fred Schwarz, Eli Schwarz, Ross Tweten, Jan Rychetnik, Team Michigan, Brian Martuzas, Mike Fetty, Rich Domovic, Scott Holst, and Bob Miller and the Original Bunker Gang

Minister of Cartography: Larry Winslow

Map Painter: Raymond J. Tapio

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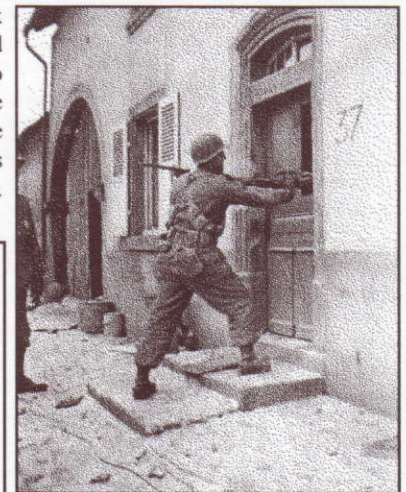
## VARIATIONS:

- ☆ Add a 9-2 armor leader to the American OB.
- ☒ In the Objectives, change "Good Order" to "Unbroken".

2. American leaders may use their leadership DRM (as if they were Armor Leaders) to modify the TH DR of any friendly AFV in the same Location. Mark the leader with an appropriate fire counter. This action marks a leader with the appropriate fire counter.

3. The Germans may Deploy freely during setup and may Fortify (B23.9)  $\leq 1$  building Location. One German HS begins play Fanatic (A10.8).

4. Prisoners (A20.) in the German OB must set up possessed by Guards (A20.5) and may not be voluntarily moved/abandoned by their captor. Mas-sacre (A20.4) is NA. No German unit in the same Location as an American Prisoner unit may fire at any enemy unit outside of that Location.



# SIMMONS REBUFF NORDIC TWILIGHT BONUS SCENARIO CH #50(a)

☆ AMERICAN Sets Up First

✚ GERMAN Moves First

1 2 3 4 5



Elements of the 108th Panzer Brigade set up on/west of hexrow M on board 16:

1 4-6-7 4	1 2-4-7 4	9-2 2	8-1 2	LMG 1PP 1 3-8 2	CH 16 1 T7 15PP AAMG -/-/3 4	CH 18 1 20L(4) -/5/+ 2
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[ELR: 3]  
{SAN: 2}



Elements of the 119th Infantry Regiment set up anywhere in the playable portion of board 17 (including half hexes):

1 6-6-6 6	1 3-4-6 6	9-1 6	8-0 6	HMG 5PP 3 6-12 6	MMG 3PP 2 4-10 6	BAZ 44 1PP X11 8-4 6	Foxhole 5 1S OVR, OBA: +4 Other: +2 6
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[ELR: 3]  
{SAN: 5}

ver. 1.2



(only hexrows A-P on board 16 and Y-GG on board 17 are playable)



**VARIATIONS:**

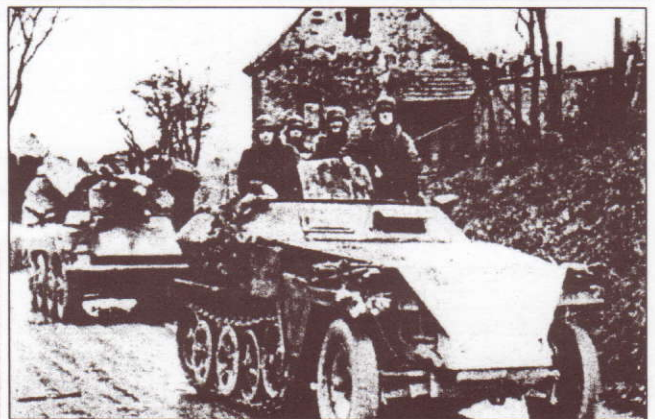
- ☆ Replace the American 9-1 leader with a 9-2.
- ✚ Add a HMG to the German OB.

**SCENARIO RULES:**

1. EC are Wet, with no wind at start.
2. Prior to all set up, place a Roadblock in hex 17AA2 along the 17AA2-BB2 hexside.
3. All German infantry must begin play as Passengers (D6.1) and may be kept offboard on a Cloaking display until they conduct any Concealment Loss activity or they exit the vehicle. All German vehicles must set up in Motion (D2.4).

**OBJECTIVES:** The Germans win at game end if there are no Good Order American MMC in any whole hex of board 17. The Americans win immediately upon amassing  $\geq 25$  CVP.

**Near BARDENBURG, GERMANY 9 October 1944:** As the 119th Regiment advanced further into North Wuerseles, they left behind a company of infantry to hold their line of communication. The company commander, Captain Simmons, deployed his troops around a roadblock that was blocking the road to Bardenburg, and dug in. As dusk fell, the sounds of approaching German halftracks became louder. The halftracks began assaulting the G.I.'s position, but the Americans fought hard and refused to give ground. The Germans withdrew from the outpost after taking heavy casualties. The next morning they attacked again, only this time with tank support.



**NORDIC TWILIGHT COMPONENTS**

Each copy of NORDIC TWILIGHT contains the following items:

- 1 × Historical Map
- 10 × Scenarios on six cards, plus one FREE BONUS SCENARIO
- 3 × Sheets of die-cut counters (two copies of each for a total of six sheets)
- 1 × Special Rules booklet (28 pages) with historical material and notes

If any of the above items are missing please contact [MaureenCH@criticalhit.com](mailto:MaureenCH@criticalhit.com) for assistance.