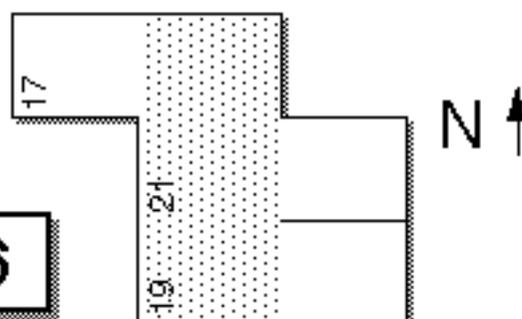


France. November, 1944.

As the Allies approached German borders, resistance increased. In one town near Strasburg, the Americans captured one of the last remaining supply paths for the retreating Wehrmacht army. The German counterattacked and the fight lasted through the night. Hearing of an heavily armed, but hastily organized, relief force, the Americans, too, prepared a hasty attack. Neither side was ready for the attack and it was to mark what fighting inside the Reich would be like.

### Board Configuration



Only rows east of 17Q/19A and west of 17GG - 19Q are in play

(Special Rule 1)

Americans move first

1	2	3	4	5	6
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**American**

#### Force Nixon on Board 21 (See Special rule 1).

3 x 5-3-6

#### Given Forces

**The Relief Force: Setup on Board 19, not in**

**LOS of a German Unit:**

1 x 9-2	2 x MMG
1 x 8-1	2 x BAZ 44
1 x 8-0	2 x BAZ 45

#### Bid Forces (Playtest range: 130 - 150)

(8)	7-4-7
(5)	6-6-6
(17)	M4A3E2 (Jumbo) 75
(14)	M4A1 76(W)
(11)	M4A1 75
(7)	9-2 Armor
(4)	9-1 Armor

**Germans**

#### Kampfgruppe Hassler on Board 21 (See Special rule 1).

4 x 4-4-7 7-0 1 x HMG

**Enter on the north edge road hex of Board 17 on Turn 1.**

12 x 4-6-7	1 x 8-1	2 x Pzkw VI E(L)
1 x 9-1	1 x 7-0	2 x Stug H 42(L)
2 x MMG	4 x LMG	
2 x PSK		

### Special Rules

- 1) Setup. On Board 21: A) Of Kampfgruppe Hassler, Germans place two MMC units, one each in different stone buildings. These two buildings are the Victory Buildings. The leader and the SW may also be placed with any unit at this time; B) The Americans then place the three units of Force Nixon in non-open locations  $\geq 3$  hexes away from the nearest German unit; C) The Germans place the remaining two MMC units along with any unplaced leader and/or SW in non-open, non-occupied locations  $\geq 4$  hexes away from the nearest American unit. Units from neither force may start Deployed. These two cadres represent remnants of the previous night's fighting.
- 2) Each unit of Force Nixon may not move until the MPH following their first LOS contact of any Relief Force unit.
- 3) No building is a Rowhouse.
- 4) All other forces setup in the normal fashion.
- 5) EC is wet. For ambiance, it is cold, the ground is snow covered and light mist is present, but none of these last three conditions have any effect on the game.
- 6) ELR: American = 3, German = 2.
- 7) SAN: American = 4, German = 4.