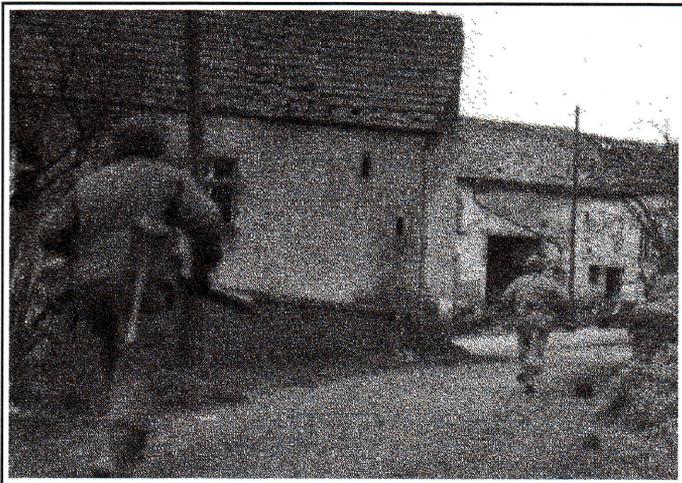


FOR A FEW ROUNDS MORE



ASL SCENARIO J100

Scenario Design: Scott Holst



Near MENDEN, GERMANY 30 March 1945: As March 30th—Good Friday—dawned, the U.S. 5th Infantry Division and the 3rd Armored Division advanced on the village of Menden in an effort to seal the encirclement of the Ruhr pocket. In front of the village, the 737th Tank Battalion found itself engaged by concentrated small arms and panzerfaust fire. Two large German tanks also opened fire, their bomb-like shells leaving holes in the ground as big as a car. Lt. Zipple's 1002nd SturmMörser Company was well placed atop the low rolling hills leading into Menden. The 737th would need to engage the German armor while the infantry worked their way into the village.

BOARD CONFIGURATION:



VICTORY CONDITIONS: Provided the Germans do not amass ≥ 40 CVP, the Americans win at game end if they Control ≥ 3 multi-hex buildings. Building N1 counts as two buildings for VC purposes.

BALANCE:

☛ Add 1 PSK to the German OB.

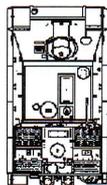
☆ Replace the American 9-1 with an American 9-2.

TURN RECORD CHART

| | | | | | | | | | |
|------------------------------|---|---|---|---|---|---|---|---|-----|
| ☛ GERMAN Sets Up First [76] | ☆ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | END |
| ☆ AMERICAN Moves First [169] | | | | | | | | | |



Elements of the 1002nd Sturm Mörser Company and remnants of the Fifth Panzer Army [ELR: 2] set up on board 3 east of hexrow G: {SAN: 4}



| | | | | | | | | | | | |
|------------|------------|-----|-----|-----|-----------|-----------|----------|-------------|---|------------------------|------------------------|
| 2 4-4-7 | C 4-3-6 | 8-1 | 8-0 | 7-0 | 3 7-16 | 2 5-12 | 1 3-8 | x10 12-4 | ? | 11 18 8 380* 3/- | 16 1 1 *20L (12) |
| 8 | 4 | | | | | | 2 | | 6 | 2 | 2 |



6



Elements of the 737th Tank Battalion and the 5th Infantry Division [ELR: 4] enter along the west edge: {SAN: 3}



| | | | | | | | | | | | |
|--------------------------|--------------------------|------|-----|-----|-----|-----------|-----------|----------------|--------|-------------------------|-----------------------|
| E 6 ³ -6-7 | 1 6 ³ -6-6 | 10-2 | 9-1 | 8-1 | 8-0 | 3 7-16 | 2 7-16 | x11 WP6 8-5 | 1st LI | 12 18 8 76L 2/4/4 | 15 1 4 75 2/4/4 |
| 5 | 9 | | | | | | 3 | 3 | | 2 | 2 |

SPECIAL RULES:

1. EC are moderate, with no wind at start.
2. The American may designate 2 Shermans as gyrostabilized (D11.1). Americans are elite (C8.2).
3. The Germans may use HIP for one squad equivalent and any SMC/SW that set up with it.
4. Boresighting is NA.

AFTERMATH: As Lt. Harry Haines led Company C's "Easy Eights" into battle against the Sturmigers, a furious infantry battle took place amongst the small houses and streets of Menden. The Sturmigers fired off a few more rounds at the approaching Shermans, but with their infantry support melting away and with not enough time to load another shell, the German tankers soon abandoned their behemoths and surrendered. Their "Tigers" gone, the German infantry soon followed suit. The Americans were surprised to discover that in the course of encircling the Ruhr they had just defeated another one of Adolf Hitler's wonder weapons.