

# LAST ROUNDUP



**ERFURT, GERMANY, 11 April 1945 :** The US 12th Army Group was using the Erfurt-Leipzig axis as their main line of advance into the heart of Germany. The industrial city of Erfurt was at the edge of the area which the Wehrmacht's 11th Armee was attempting to hold with its few remaining units. Despite their desperate situation, ad hoc German forces remained disciplined and with experienced leaders proved hard to finish off. Their US opponents were roaming relentlessly through the Reich expecting to overrun as much of it as possible in the 'last days' of the war. On 10th April, the 80th Infantry Division launched its attack into the centre of Erfurt, while the 4th Armored Division drove around the southern part of the city on their way further east.

## BOARD CONFIGURATION:



10

17

## BALANCE (ABS) :

G3 : As for G2 and replace the JgPzIV/70 with a JgPzIV(L).

G2 : As for G1 and delete 6 x ? counters.

G1 : Replace 1 x German 4-4-7 MMC with a 4-3-6 MMC.

A1 : Delete 1 x US RCL (owner's choice) and 1 x 2-2-7 Crew.

A2 : As for A1 and replace the US M4A3(76)W with an M4A3.

A3 : As for A2 and replace the US 9-1 SMC with a 7-0 SMC.

**VICTORY CONDITIONS:** To Win, the American player must Control at least 4 of the multi-hex Stone Buildings on Board 10 at Game End. (Draw: US Control of 3 multi-hex Stone Buildings).

## TURN RECORD CHART

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



Elements of XI Armee [ELR: 2] set up at least five hexes from the US entry hex/es, with a minimum of seven MMC and one Roadblock set up on Board 10 : {SAN: 4}

5-4-8	4-1-6-7	4-4-7	4-3-6	4-3-6	7-0	5-12	3-8	12-4	Roadblock	5 TS OVR. USA: +4 Other: +2	? 7 morale
2	2	3	3	2			3		2	2	8

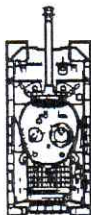


75L	2-2-8	11 14 3 75LL 1/-	8-1
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Elements of 4 (US) Armored Division [ELR: 4] enter on Turn 1 between 17GG1 and 17GG6 (inclusive) : {SAN: 3}

6-6-7	9-2	9-1	8-0	4-10	8-5	75	57	2-2-7	20 0 0 15PP *AAMG -/-/4	12 11 4 75	12 18 8 76L 2/4/4
7				2	2			2	4		



15 11 4 76L 2/4/4	14 11 4 90L 2/-/4	15 11 4 105 2/4/4	9-1
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## SPECIAL RULES:

- EC are Moist, Weather is Clear with no wind at start.
- There are no Row-Houses on board, treat as normal multi-hex Buildings.
- One German squad (equivalent) and any SMC/SW stacked with them may be set up HIP. The JgPzIV/70 is fitted with Schuerzen.
- One eligible US tank may be noted as having a Stabilized Gun. The US 9-1 A/L has none of its morale or leadership benefits if on board the M36B1 GMC.

**AFTERMATH:** By the night of the 11th, the mobile elements of 4th Armored Division had forced their way past the defenders and were 13 km beyond Erfurt, on the autobahn east of the city. By the following night the Americans had achieved their objective of mopping up Erfurt, however the rising columns of smoke scattered about the battlefield marked the wrecks of their vehicles and bore mute testimony to the effectiveness of German anti-tank weaponry. Plentiful panzerfausts and a few anti-tank guns were never going to be enough to hold off the mechanized Allied armies advancing from east and west. By 12th April, US units were on the Elbe, only 85 km from Berlin.