

# DEADEYE SMOYER



## SCHWERPUNKT SCENARIO SP43



**COLOGNE, Germany, 6 March 1945:** The 3<sup>rd</sup> Armored Division was rapidly clearing the city of Cologne. For two days Combat Commands A and B fought house by house to force the Germans from their fifth largest city. Fighting was nearly at an end but a small group of Germans were holding out near the Cathedral of Cologne. A group of infantry and Sherman tanks was nearing the cathedral when a Panther tank opened fire and destroyed one Sherman, killing three crewmen. More help was needed to get the Panther out of the main square.

### BOARD CONFIGURATION:

#### BALANCE:

☆ Delete the PSK from the German OB.

⊕ Delete the American armor leader.



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**VICTORY CONDITIONS:** Americans win at game end if they control building 45P4 *and* the PzVG is either eliminated or (disregarding Smoke hindrances) has no LOS to either K4 or M5.

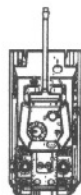
### TURN RECORD CHART

⊕ GERMAN Sets Up First	☆ 1	☆ 2	3	4	5	END
☆ AMERICAN Moves First						



Remnants of Battalion 2, Panzer Regiment 33, Panzer Division 9 [ELR: 2] set up on/north of hexrow U {SAN: 4}

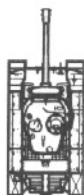
2 4-4-7	C 4-3-6	8-1	7-0	2 5-12	1 3-8	12-4	?	+15 75LL 3/5/2
3	3						6	



Elements of CCB, 3<sup>rd</sup> Armored Division [ELR: 4] enter turn 1 on/south of hexrow R on any board edge {SAN: 3}

E 6-6-7	E 3-4-7	5-1	8-1	2 4-10	15 76L 2/4/4	20 15PP 76 *AAMG -/0*

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Sergeant Early's Tank enters turn 2 on the west edge.

12 90L 2/4/4	9-1
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### SPECIAL RULES:

1. EC are wet with no wind at start.
2. The PzVG may not set up in a building. The PzVG may use HIP if it sets up in any (including Open Ground) non-building terrain and if  $\geq 1$  hexside of its VCA is a Wall hexside. The PzVG loses HIP/Concealment normally as per the concealment gain/loss table.
3. The M26 is gyrostabilizer-equipped (D11).

**AFTERMATH:** Shortly after the Sherman was knocked out, Sergeant Bob Early brought one of the division's new Pershing tanks around the corner to engage the German. Finding the Panther in the main square in front of the Cathedral, Early headed straight for the enemy's flank. The Panther commander, thinking the Americans would stop before firing, confidently maintained his position and traversed his gun to fire. Early's gunner, Corporal Clarence Smoyer switched on the gyrostabilizer and fired while moving full speed toward the enemy tank. The first round deflected off the Panther's gun mantlet and penetrated the roof to sever the enemy gunner's leg. With a deadeye aim, Smoyer fired two more rounds to set the Panther ablaze. The enemy was cleared from the area of the cathedral. Cologne was nearly secure.

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Source: Cooper, Belton, Y., *Death Traps*. (Novato: Presidio Press, 1998) pp. 238-239.