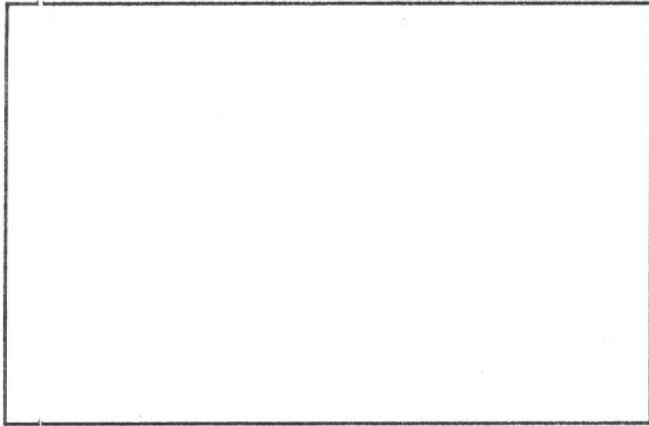


TARGET PRACTICE



ASL SCENARIO UT2



BISMARCKHÖHE, RUHR POCKET, 10 April, 1945: The German resistance on the western front during spring 1945 was mostly light and symbolic - nobody wanted to be the last casualty of a lost war. However, now and then seasoned veterans could still deliver severe blows to an overconfident enemy. One such instance was during the advance on Dortmund where the Americans collided with elements of Army Group B's "Fire Brigade".

BOARD CONFIGURATION:



| | |
|----|----|
| 19 | |
| | 16 |
| | 2 |

VICTORY CONDITIONS: The U.S. player wins by exiting one AFV with functioning MA off the south edge of the mapboard or by knocking out both JgdPz VI.

TURN RECORD CHART:

| | | | | | | | | | | | |
|----------------------------|---|---|---|---|----|----|---|---|---|----|-----|
| GERMAN Sets Up First | 1 | 2 | 3 | 4 | ★5 | ★6 | 7 | 8 | 9 | 10 | END |
| AMERICAN Moves First [180] | | | | | | | | | | | |



Kampfgruppe Ernst (sPzJabt 1/512 and elements of Freikorps Sauderland) [ELR:1] sets up on board 2: {SAN: 3}

| | | | | | | | |
|-------|-----|-----|------------------|---------------------|-------------------------------|-----------------------|--------------------------------------|
| C | 7-0 | 6+1 | MMG 2 5-12 | JgdPz VI 26 8 | StuG IING (L) 13 8 3 | Pz IV 13 8 3 | SdKfz 62 13 ★ CS 5 MA:AA |
| 4-3-6 | | | | 128L 3/- | 75L -1/4 1/1 | 75L 3/5 | 37L (8) |
| 9 | | 2 | | 2 | 2 | | 3 |



Task force from 8th Armored Division [ELR:3] enter on turn 1 on road hex 19Y1: {SAN: 2}

| | | | | | | | | |
|-------|-------|-----|-----|-----|--------------|------------------------------|----------------------|-----------------------|
| E | 1 | 9-1 | 8-0 | 7-0 | dm MMG 2P | BAZ 45 X11 WP 6 8-5 | dm MTR M2 60mm | Radio 1P Δ 8 |
| 6-6-7 | 6-6-6 | | | | | | | |
| 4 | 10 | 2 | | 3 | 3 | 3 | | |

| | | | | | | | | | |
|---------------------------------|--------------------------------|-------------------------------|---------------------------------|-------------------------------------|---|------------------------------------|-------------------------------------|---------------------------------|----------------------------|
| MAA375W 13 ① 76L 2/4/4 | MAA375W 15 ① 75 2/4/4 | MAA3E2 13 ① 75 2/4/4 | M24 18 6 3 75 2/4/4 | M36 GMC 18 8 3 90L -1/4 | M3(MMG) 20 ① 10PP *AAMG -1/12 | M3A1 18 4 3 37LL 2/4/2 | M3 20 ① 15PP *AAMG -1/4 | 2 1/2 Ton 28 ★ T5 29PP | Jeep 37 ★ T10 9PP |
| 3 | 3 | 2 | 2 | 2 | | 3 | 3 | 5 | |

SPECIAL RULES:

1. BC are Wet, with no wind at start. Kindling is NA.
2. Bore Sighting is NA.
3. All StuG III and Pz IV are equipped with Shürzen (D11.2).
4. Americans receive one module of 105 mm OBA, but may not roll for contact until turn 5.
5. Starting with turn 6, the American player may receive Air Support (E7).
6. All American units must enter in Convoy (E11).
7. Any four American tanks may be prerecorded as having functioning Gyrostabilizers (D11).
8. The inherent squad of the M3(MMG) is a 6-6-7.

AFTERMATH: The German forces deployed on the hill and their ambush caught the Americans totally unprepared. Within minutes about 50 vehicles of all kinds, including 11 Shermans, were blazing. The Americans withdrew and cried for help, which arrived in the form of artillery and rocket-armed aircraft. After 30 minutes the Germans found discretion the better part of valor and disengaged, but not unscathed: one JagdTiger had received a hit from a rocket and blown up, killing the entire crew, and another was damaged. The German infantry was nowhere to be seen. When the first salvo was fired they believed that their tanks had been hit because of the large smoke clouds that had evaporated from them, and had therefore immediately fled the battle, never to be heard from again. The ambush had however left the Americans in such a bad shape that they were not able to pursue their advance until the following day.