

FRENCH TOAST

HP #4

GERMANS Set Up First FRENCH Move First	1	2	3	4	5	6
---	---	---	---	---	---	---

Elements of Kampfgruppe von Lüttichau and the 654th Heavy Tank Destroyer Battalion set up in hexes numbered ≤ 2 on Board 44 and/or anywhere on Board 42 (see SR #2):

5-4-8 3	4-4-7 4	10-3	8-0	FP: 3 Rng: 8 ROF: 1 LMG 2	FP: 12 Rng: 4 PSK	? 7 morale 4	MP: 15 MA: 88LL MG: 3/- ROF: 1	MP: 13 MA: 88LL ROF: 1
-----------------------	-----------------------	-------------	------------	--	-------------------------------------	-----------------------------------	---	---------------------------------------

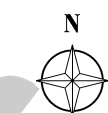
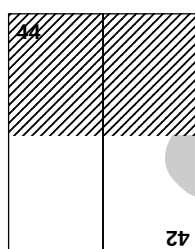
{SAN: 3}
{ELR: 3}

Elements of Combat Command 6, 5^{ème} Division Blindée set up in hexes numbered ≥ 5 on Board 44:

6-4-8 6	4-5-8 3	9-2	9-1	8-0	1-4-9	FP: 6 Rng: 12 ROF: 3 (a) HMG	FP: 4 Rng: 10 ROF: 2 (a) MMG 2	FP: 8 Rng: 4 (a) BAZ 44 2	MP: 14 MA: *75 MG: 2/4 3	MP: 13 MA: *75 MG: 2/4
-----------------------	-----------------------	------------	------------	------------	--------------	--	---	--	--	---------------------------------------

{SAN: 3}
{ELR: 4}

MAPLAYOUT:



(Only hexrows A-P on Board 44 and R-GG on Board 42 are playable)

VARIATIONS:

- GERMANS Set Up First

Add a 4-6-7 squad and an LMG to the German OB.
- FRENCH Move First

Add a 3-3-8 HS and a BAZ 44 to the French OB.

SPECIAL RULES:

- EC are Wet with no Wind at Start. Ground Snow (E3.72) is in effect.
- One German vehicle may set up utilizing HIP. All German units may set up Concealed in appropriate terrain (i.e., OB-provided “?” are dummies).
- The Allied units are Free French (F.8; A25.53-.55 in ASLRB 2nd Ed.). Use British counters noting that Free French MMC have Assault Fire (A7.36) capability in this scenario.

OBJECTIVES: The French must Control ≥ 5 buildings in the playing area at Game End.

ERSTEIN, ALSACE-LORRAINE, 9 January 1945: Three days after the launch of Operation ‘Nordwind,’ another attack jumped off south of Strasbourg under LXIV *Armee* corps. Codenamed ‘Sonnenwende,’ its aim was to move northward along the banks of the Rhine and take Strasbourg, forming a link with the troops in the Gambsheim bridgehead. The Germans also hoped to establish a link with units of XXXIX Panzerkorps, south of Wissembourg. A powerful force, consisting of elements of the 654th Heavy Tank Destroyer Battalion, the 198th Infantry Division and 106th Panzer Brigade, pushed its way out of the Colmar pocket and soon reached the outskirts of Erstein. There the attack ground to a halt. Stiff resistance by French units was followed by fierce counter-attacks. Throughout January, the German ‘schwerpunkt’ sought a soft spot in Allied lines, but failed to find one. By 25 January the offensive petered out. At the end of the month the French First Army began a series of attacks to clear the Colmar pocket and by 10 February the last Germans west of the Rhine withdrew over the sole remaining bridge at Neuenburg and dropped the span into the river.



THIS SCENARIO IS PART OF HERO PAX I: HURTGEN HELL TO BULGE NIGHT-
MARE - AVAILABLE FROM THE PUBLISHER CRITICAL HIT, INC. AT
WWW.CRITICALHIT.COM