RALLY POINT

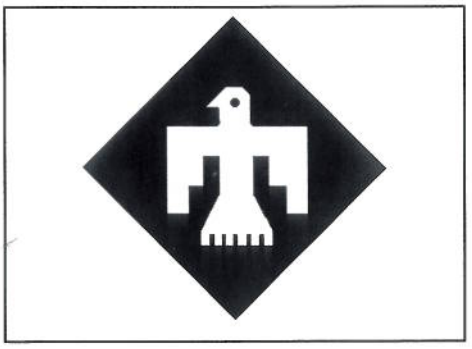
Volume 5 October 2010

THUNDERBIRD PACK

The 45th Infantry Division in Action

Featuring 10 New Scenarios from Bill Sisler

THE LINE OF DEPARTURE



The 45th Infantry Division was formed 19 October 1920, from units of the Arizona, Colorado, Oklahoma, and New Mexico National Guard. It was organized and received federal recognition on 3 August 1923 at Oklahoma City, Oklahoma. On 16 September 1940, the unit was federalized at Oklahoma City and subsequently re-designated on 23 February 1942, as Headquarters, 45th Infantry Division. The division was de-activated 7 December 1945 at Camp Bowie, Texas.[4]

The original patch for the division consisted of a yellow, right-facing, swastika on a red square. Some Native-American tribes of the southwest used this symbol and it was intended to be an acknowledgement of their traditions. Nazi Germany's use of the swastika and the subsequent negative connotations of the symbol necessitated a change to the unit patch in 1939. The Thunderbird was chosen for the new patch. It is a Native-American symbol meaning "Sacred bearer of happiness unlimited."[4] The colors gold and red symbolize the heritage of the Spanish who explored and settled the American southwest. The four sides of the patch represent the states of AZ, CO, OK, and NM.

45th Infantry Division Units[1]

157th Infantry Regiment: Colorado NG
158th Infantry Regiment: Detached, 1942
179th Infantry Regiment: Oklahoma NG
180th Infantry Regiment: Oklahoma NG

158th Field Artillery Battalion (105)t
160th Field Artillery Battalion (105)t
171st Field Artillery Battalion (105)t
189th Field Artillery Battalion (155)t

Combat Support/Service Support

45th Reconnaissance Troop
120th Engineer Battalion
45th Signal Company
120th Medical Battalion
45th Quartermaster Company

Attachments

191st Tank Battalion
753rd Tank Battalion
645th Tank Destroyer Battalion
(M-10 GMC/M-36 GMC)

45th Infantry Division[2]
World War II Medal of Honor Recipients

2LT Van Thurman Barfoot: Co. L, 157th Inf.
2LT Ernest Childers: Co. C, 180th Inf.
2LT Almond Edward Fisher: Co. E, 157th Inf.
PFC William J. Johnston: Co. G, 180th Inf.
2LT Jack C. Montgomery: Co. I, 180th Inf.
CPL James D. Slaton: Co. K, 157th Inf.
1LT Jack Treadwell: Co. F, 180th Inf.
*CPL Edward G. Wilkin: Co. C, 157th Inf.
*posthumous award

Combat Casualty Statistics[1]

KIA: 3,547
WIA: 14,441
POW: 2,527
MIA: 478

Sources

1. Sayen, John *U.S. Army Infantry Divisions 1944-45* (Oxford: Osprey, 2007).
2. Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the U.S. 45th Infantry Division* (Boulder: Westview Press, 1998).
3. Zaloga, Steven J., *U.S. Tank and Tank Destroyer Battalions in the ETO 1944-45* (Oxford: Osprey, 2005).
4. *http://www.carson.army.mil/UNITS/F7ID/45th/45theSB_Heraldry.htm*
5. *http://www.45thdivision.org/history.htm*
6. http:en.wikipedia.orgwiki/45th_Infantry_Division_(United_States)

In 2005, Bill Sisler approached me with his idea to produce a collection of scenarios based upon the operations of the 45th Infantry Division. He indicated that he had thirteen scenarios in various stages of development. I immediately jumped at the opportunity to feature the work of such a well-respected scenario designer.

This collection of scenarios was originally slated to appear in **RALLY POINT** Volume #1, but the release of *Armies of Oblivion* in 2006 demanded that we should shift the theme of that issue to Axis Minors. The *Thunderbird* project was again delayed when we decided to make **RALLY POINT** Volume #2 an ASL Starter Kit compatible theme. During this time, MMP released new mapboards that inspired Bill to revise some of his scenario designs. The advent of Mark Pitcavage's *Ruins of the Reich* scenarios, in their advanced state of development, coupled with the lengthy and daunting playtest required for the *Thunderbird* project, pushed it well into 2010. The Tampa ASL Group is proud to present Bill Sisler's *Thunderbird Pack: The 45th Infantry Division in Action.*

Evan E. Sherry
Editor

RALLY POINT is published by Sherry Enterprises for the Tampa ASL Group. It is intended as a medium through which designers may present unique scenario concepts and special studies while maintaining editorial and creative control of content.

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RPT41 Sicilian Debut

Average Playing Time: 4:52

The American must place the 37LL AT gun to achieve flank shots against the PzIIILs. Focus on holding the bridge, but be flexible enough to prevent the Germans from exiting the required VP.

The German should use the PzIIILs' superior MG firepower to neutralize bazooka positions from five or more hexes.

RPT42 Piccolo Peak

Average Playing Time: 3:46

Site 37LL AT guns to cover the areas of vI2, vP9, and vW1. Avoid placing the 105mm guns in obvious locations too close to the river crossing sites. Cover the wooden bridge with a squad.

Some PzIVF2s should fire Smoke to cover the crossings. Concentrate on crossing at only one or two points. German squads should immediately assault any nearby enemy gun positions that are revealed.

RPT43 Thunder in the Valley

Average Playing Time: 4:35

The Germans should initially defend the church at 12U5 and concentrate on holding the town. The defender must prevent building 15R8 from falling too soon, but cannot afford to garrison it with more than a squad. Fighter-bomber point attacks should be directed against those target that make for the best sighting task checks.

The Americans must concentrate on clearing 12U5, 12Q6, 12Q4 and 15R8. Suppress the Germans in 12U5 with massed fire. Use the 150mm OBA to prevent the Germans from reinforcing the village.

RPT44 Purple Heart Alley

Average Playing Time: 3:20

The Germans must resist the temptation to defend too far forward and avoid being trapped south of the 49R8-49X8 road. The HMG should start in building 15H5, so broken units do not abandon this key weapon if forced to rout. Fall back steadily ahead of the attackers and try to hold onto the Alamo at 15H5.

As the attacker, the Americans must push steadily forward. Do not let a dummy delay you. Use half squads to bump off concealment. Mass the American 9-2-directed MMGs against any stubborn Germans. Cover the lateral road 15I10-M8 to cut off routing Germans or those attempting to withdraw to 15H5.

RPT45 Operation Buffalo

Average Playing Time: 5:35

The German should place the mines at a choke point or on/near the objective and cover them with machine gun fire. Conceal the artillery observer where he can accurately place an AR to slow the American advance. Keep the Marder hulldown and support it with the Pak 40.

The Americans have plenty of time to coordinate their attack. Use half squads to infiltrate the German defense, cut their rout paths and locate the mines. Flush out the Pak 40 and suppress it and the Marder with the MMGs. Avoid imposing no quarter; American prisoners can help gain the VPs for victory.

RPT46 Ghosts at Meximieux

Average Playing Time: 5:07

The Americans have too few troops to defend the whole objective. Set up the bazooka squads using HIP to gain flank shots on the Germans as they approach buildings zR1, zW2, zW3, and zW4. The partisans should defend buildings 49J1, 49O9, 49S9, and 49W9, by dropping Molotov Cocktails on the panzers. German armor will have difficulty engaging partisans on the rooftops.

The Germans should avoid giving the defender Street Fighting opportunities. They should clear the perimeter buildings quickly so they can concentrate their AFVs' superior firepower against buildings 49J1, 49O9, 49S9, and 49W9.

RPT47 Black Edelweiss

Average Playing Time: 6:08

The American on board 52 must fall back to Hill 779. American Group #2 should establish a strongpoint around the cliffs at 39Q4, while holding positions all along the forth level to delay Germans. U.S. Group #3 will have the best chance of reaching Hill 779, if it crosses board 47 via hexrow Q.

The Germans must move up to level four on Hill 779 quickly, then methodically reduce each American fighting position. The flanking reinforcement groups must move down the 39F9-39DD9 road to establish a screen that prevents the Americans from reinforcing the Hill 779 garrison.

RPT48 Firestorm

Average Playing Time: 6:00

Initially, set up the Germans in a manner that prevents them from being subjected to massive American fire groups on turn 1. The Germans must maintain control of four buildings, one of which will almost certainly have to be 51P4. Place the roadblocks to slow the Americans, but more importantly so that they give Germans units the ability to safely cross roads in the later stages of the defense.

The Americans must inevitably assault the center sector of the German defense. The must take buildings 51M2, 51R2, and 51T2. The question is whether to concentrate more force on one flank. The American right flank is probably the best choice. This will void the most strongly defended area and in the process, yield buildings 51H8, 51J5 and 51L5, enough for victory.

RPT49 Spring Cleaning

Average Playing Time: 3:45

Since the Americans can choose to exit anywhere off the south edge, The Germans must cover the whole front. Do not allow the HMG to go out of action. Keep it back and make sure it is in position to cover the critical segment of the exit during the last turn. The 1-4-9 with a PSK is a good reserve unit that can move rapidly to close a gap.

The Americans should attack with overwhelming force on either the right or left flank. In doing this, the Americans will effectively reduce the number of Germans that they will fight by one third. Consider trading the 60mm mortars for OBA. Use white phosphorous liberally to screen your movements.

RPT20 Nazi Town

Average Playing Time: 6:15

The Germans should place rubble in T5 and U9, so that rubble can also be placed in adjacent road hexes to delay the Americans. A German screen established south of hexrow U will ensure that the defenders are not decisively engage too early. A 5-4-8 with the MMG must be part of the building J3 garrison. Note that orchards are shellholes.

The Americans must not let rubble excessively slow their attack. Employ the dozers to achieve a breakthrough. Fighter-bombers must blast the key German position with point attacks/bombs. Make maximum use of the M4A4(105)s' SMOKE capability.

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SICILIAN DEBUT

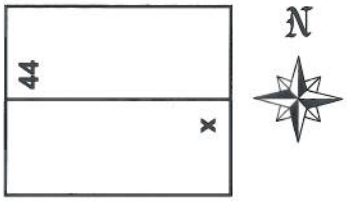
RALLY POINT SCENARIO RPT41

SITUATION: PONTE DIRILLO, Sicily, 11 July 1943: With the invasion of Sicily, the Thunderbirds would have their baptism of fire. As "Cent Force", the division came ashore at beaches left and right of Scoglitti. They pushed inland several miles and linked up with groups of paratroopers. Also on this day, paratroopers of the 505th Parachute Infantry captured the Ponte Dirillo, a causeway and bridge which was vital to connecting the 1st and 45th Infantry Division bridgeheads. The next day, the Germans launched a counterattack against the landings. At Ponte Dirillo, the Herman Göring Division hit the paratroops along with troops of the 180th Regimental Combat Team. While some of the green troops of the 180th were forced to withdraw, the paratroops held firm. The attack was stopped all along the 45th Infantry Division's front by a combination of Thunderbird's tanks, paratroops, and naval gunfire. After a rough start, the 180th Regimental Combat Team reorganized and then continued its advance on Biscari.

Sources: Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the U.S. 45th Infantry Division* (Boulder: Westview Press, 1998) p. 47. Margry, Karel, *After the Battle #17: The Invasion of Sicily* (Battle of Britain Prints, 1992) p. 15.

MISSION: The Germans win at game end if they control both bridge hexes and exit ≥ 25 VP off of the west edge.

MAP ORIENTATION:



OPTIONS:

☆ Delete the German 9-1 armor leader.

✠ Add a 4-6-7 to the Germans.

COORDINATING INSTRUCTIONS:

1. EC are Dry, with no wind at start. The river is deep (B21.122), with a moderate current flowing to the west.
2. Place overlays: **Rv1** on 44F4-E5; **Hi9** on 44X4-Y5; **Hi11** on 44J5-I6.
3. A two lane stone bridge exists in 44oL4 and 44oM4.
4. Orchards are Olive Groves (F13.5). All buildings are stone.
5. Set DC (A23.7) is NA.

Scenario Design: Bill Sisler 090410.9

MISSION LENGTH

☆ AMERICAN SETS UP FIRST / ✠ GERMAN MOVES FIRST	✠ 1	2	3	4	5	6	7	8

{ELR: 2&4}
{SAN: 3}

Elements of 2nd Battalion, 180th Regimental Combat Team, 45th Infantry Division [ELR: 2] set up on board x on/west of hexrow J.	6-6-6	2-2-7	8-0	7-0	MMG	BAZ 43	M2 60*MTR	M3A1 37LL AT
	7						2	
Elements of G Company, 505th Parachute Infantry Regiment, 82nd Airborne Division [ELR: 4] set up ≤ 6 hexes from 44oL4.	7-4-7	2-2-7	9-2	8-0	MMG	BAZ 43	DC	M1A1 75* ART
	6							
Elements of the 505th Parachute Infantry Regiment [ELR: 4] set up ≤ 3 hexes from 44X6.	7-4-7	8-1	MMG	BAZ 43				
	2							

{ELR: 3}
{SAN: 2}

Elements of the Hermann Göring Panzer Division enter turn 1 on the east edge, south of the river.	4-6-7	9-1	8-0	MMG	LMG	dm 50*MTR	9-1 Armor	Pz IIIL 3/5
	13		2		2			5

PICCOLO PEAK

RALLY POINT SCENARIO RPT42

SITUATION: CALORE RIVER, Italy, 13 September 1943: In an attempt to drive the Allies into the sea at Salerno, Field Marshall Kesselring launched an attack on September 13th with the 16th Panzer and the 29th Panzergrenadier Divisions. The German column divided at Persano, attacking northeast. The main effort headed due south toward the burned bridge on the Calore River. Late in the afternoon, the Germans had reached the north bank of the river. All that stood in their way was the men of the 189th and 158th Field Artillery Battalions. They stripped their gun crews to a minimum and sent the men with rifles and machine guns to dig in. They also posted 37mm guns in support. Every available man in the rear areas, including members of the regimental band, were armed and put into the line. When the Germans tried to cross at the ford, the adjacent bridge exploded in a cloud of smoke and dust. American fire pulverized the fields and roads where the Germans tried to take cover. After several unsuccessful thrusts, the Germans wavered and began to fall back from the burned bridge.

Source: Clark, General Mark, *After the Battle Magazine #95: Salerno* (Battle of Britain Prints, 1997) p. 22-23.

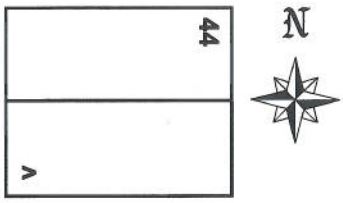
MISSION: The Germans win immediately upon exiting ≥ 29 VP (≥ 5 of which must be infantry/riders) off of the south edge.

COORDINATING INSTRUCTIONS

1. EC are Moderate, with no wind at start. The river is deep (B21.122), with a moderate current flowing to the west. Bore Sighting is NA.
2. Place overlays: **Rv1** on 44F4-E5. A ford exists in 44oK3 and 44oK4. A pontoon bridge (B6.41) exists in 44oT3 and 44oT4. A two lane wooden bridge exists in 44oM4 and 44oL4. Vehicles may not enter the wooden bridge hex.
3. Fully tracked vehicles may move into ford hexes by expending 1/4 of their MP (FRU), with no bog roll.
4. All American infantry may set up in foxholes, if in suitable terrain.

Scenario Design: Bill Sisler 090110.7

MAP ORIENTATION:



OPTIONS:

☆ Change mission to read (≥ 7 of which must be infantry/riders).

✠ Exchange the German 8-0 for an 8-1.

MISSION LENGTH

☆ AMERICAN SETS UP FIRST							
✠ GERMAN MOVES FIRST	✠ 1	2	3	4	5	6	7

☆

Elements of the 189th and 158th Field Artillery Battalions, 45th Infantry Division set up south of the river.

5-4-6	5-3-6	2-2-7	8-0	MMG	BAZ 43	M3A1 37LL AT
4	3	3	2	2	2	3

Elements of the 189th and 158th Field Artillery Battalions, 45th Infantry Division set up on board v.

2-2-7	M2A1 105 ART
2	2

{ELR: 3}
{SAN: 2}

✠

Elements of the 16th Panzer Division enter turn 1 on the north edge.

4-6-7	9-1	8-0	LMG	9-1 Armor	Pz IIIL 3/5	PzIVF2 3/5
8			2		4	6

{ELR: 4}
{SAN: 2}

THUNDER IN THE VALLEY

RALLY POINT SCENARIO RPT43

SITUATION: TELESET, Italy, 12 October 1943: On the 9th of October, General Middleton's 45th Infantry Division was in control of the Benevento area. Assigning a reinforced battalion of the 180th to guard his flank, and placing the 157th in reserve, Middleton sent the remainder of the division down the Calore Valley toward the confluence of the Calore and the Volturno Rivers. With a corridor of only four to five miles wide, including hills, ravines, and narrow roads, the terrain was more of a hindrance than the Germans. On the 12th, as the division approached Monte Acero, sudden resistance developed. The capture of Monte Acero and the nearby town of Faicchio was essential if the 3rd and 34th Divisions were to have their flank protected, while they crossed the river. The Germans also knew this and were determined to hold this sector. While the 179th Regiment made its move against the height, the 2nd Battalion of the 180th Regiment pushed its way into the village of Telese. "The air was alive with flying metal and the sounds of battle as the 180th Infantry came under fire and was hit by an infantry counter-attack. All four battalions of divisional artillery put a quick end to the German assault." Over the next several days, the town of Faicchio and Monte Acero would be taken. On the 21st, the 45th Division would be put in reserve for a well-deserved rest.

Scenario Design: Bill Sisler 090410.9

MISSION: The Germans win at game end if they control more multi-hex buildings than the Americans. (The Germans control all buildings at start).

MAP ORIENTATION:

12	15

N

OPTIONS:

✚ Americans receive their OBA on turn 3.

☆ Exchange the American 8-0 for an 8-1.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start.
2. All buildings are stone.
3. Beginning on turn 2, the Americans receive 150mm OBA (HE only), directed by an Offboard Observer (C1.63) at level 4 on the south edge. Harassing Fire (C1.72) is NA.
4. Beginning on turn 4, the Germans automatically receive Air Support (E7.2) in the form of two 1942 fighter-bombers with no bombs.

Source: Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the U.S. 45th Infantry Division* (Boulder: Westview Press, 1998) pp. 108-110.

MISSION LENGTH

✚ GERMAN SETS UP FIRST	1	2	3 ✚	4 ✚	5	6	7
☆ AMERICAN MOVES FIRST	☆	☆					

✚

Elements of the 26th Panzer Division set up north of hexrow W.

4-6-7	2-4-7	8-1	MMG	LMG	?

4 3

{ELR: 3}
{SAN: 3}

Reinforcements enter turn 3 on the north edge.

4-6-7	9-1	8-1	7-0	dm HMG	dm MMG	LMG

13 2

☆

Elements of 2nd Battalion, 180th Infantry Regiment, 45th Infantry Division enter turn 1 on the south edge.

6-6-6	3-4-6	9-1	8-1	8-0	dm MMG	BAZ 43	dm M2 60*MTR

12

{ELR: 3}
{SAN: 2}

PURPLE HEART ALLEY

RALLY POINT SCENARIO RPT44

SITUATION: VENAFRO, Italy, 4 November 1943: Moving the 34th and the 45th Infantry Divisions across the upper Volturno River was designed to help 3rd Infantry Division take the Mignano Gap and clear the way for an advance to Cassino and beyond. While the 3rd Division fought in the immediate vicinity of Mignano, the 34th was to cross the river and attack around Colli. The 45th Division was to push up Highway 85 for about eight miles to Venafro, then turn west to seize Monte Sammucro, blocking Highway 6 north of Mignano. The 45th sent the 3rd Battalion, 179th Infantry Regiment, across the Volturno on November 4th. Advancing toward Venafro through a valley of grain fields and vineyards, they made progress against light opposition. In the morning, the battalion was near Venafro, but there, machine gun fire halted the troops. Company K fought its way through the town to a small hill immediately to the north, but the rest of the battalion could not move across the open ground until evening. In the morning, the regiment attacked the high ground to eliminate the defenders who had delayed the capture of Venafro. Eventually the mountains, stiffening resistance, and weather combined to exhaust the Allied drive. The attack was halted on November 15th. The following stalemate led to the landings at Anzio.

Source: Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the U.S. 45th Infantry Division* (Boulder: Westview Press, 1998) pp. 110-121.

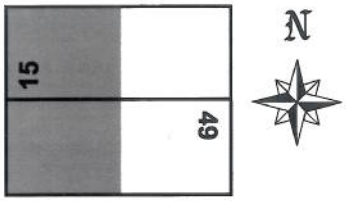
MISSION: The Americans win at game end if there are no Good Order German MMC(s) in any multi-hex buildings.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start.
2. All multi-hex buildings are stone.
3. All Orchards and Crags are Olive Groves (F13.5).
4. German units in suitable terrain may set up in Foxholes.

Scenario Design: Bill Sisler 090410.9

MAP ORIENTATION:



(Only hexrows A-P on board 15 and R-GG on board 49 are playable)

OPTIONS:

✚ Add a 5-4-8 to the Germans.

☆ Exchange the American 8-0 for a 9-1.

MISSION LENGTH

✚ GERMAN SETS UP FIRST	☆1	2	3	4	5	6
☆ AMERICAN MOVES FIRST						

Elements of Fallschirmjäger Regiment 6 set up north of the road: 49R5-49U4-49Y2-49EE5-49GG6.

5-4-8	2-2-8	9-1	8-1	HMG	LMG	?	LG40 75* RCL
7						4	

{ELR: 4}
{SAN: 3}

Elements of K Company, 3rd Battalion, 179th Infantry Regiment, 45th Infantry Division enter turn 1 on the south edge.

6-6-7	6-6-6	9-2	8-1	8-0	MMG	BAZ 43	dm M2 60*MTR
3	9				2		

{ELR: 4}
{SAN: 2}

OPERATION BUFFALO

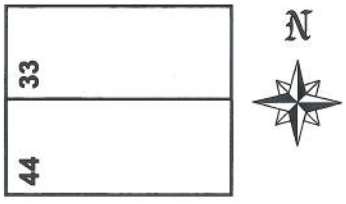
RALLY POINT SCENARIO RPT45

SITUATION: East of CAMPOLEONE STATION, Italy, 23 May 1944: May 23rd marked the beginning of the breakout from the Anzio beachhead, code-named Operation Buffalo. The 1st Armored and the 3rd Infantry Divisions, pushing towards Cisterna, would lead the attack. The 45th Division would play an important role, protecting the flank of 1st Armored driving between Aprilia and Carano, then turning left heading for Rome. On that morning, the 45th moved out. Company L crossed a landscape torn by American and British munitions. The Germans, recovering from the surprise and shock of the attack, began returning fire and shelling the Americans. The Thunderbirds kept advancing, gaining an appreciation for what the Germans had endured in suicidal charges against the Allies. Company L wandered into a minefield. Scores of men were wounded and had to lay unattended until nightfall. Up ahead, the Thunderbirds saw their first objective, the rise of a railroad embankment, covered in plumes of smoke and flame. Then in a rush, the Americans were there. Some Germans caked with dust, surrendered as the Thunderbirds moved in. In the evening, the Americans occupied many of the former German positions. By June 4th, the Thunderbirds would be on the outskirts of Rome.

Source: Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the U.S. 45th Infantry Division* (Boulder: Westview Press, 1998) pp. 284-296.

MISSION: The Americans win at game end if they have ≥ 17 Good Order VP (≥ 10 of which must be infantry) west of the railroad.

MAP ORIENTATION:



OPTIONS:

✚ Exchange the German 7-0 for an 8-1.

☆ Exchange the American 8-0 for an 8-1.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start. Despite (B15.6), Grain is in season (B15.6).

2. Place overlays: **OW1** on 44U6-V5; **RR1** on 44I6-I7; **RR2** on 33I5-I4. The railroad is an Embankment Railroad (B32.1).

3. American OBA is 80mm (HE and SMOKE), Battalion Mortars (C1.22), directed by an Offboard Observer (C1.63) at level 2 on the east edge. German OBA is 80mm (HE only). Harassing Fire (C1.72) is NA for both sides.

Scenario Design: Bill Sisler 090410.11

MISSION LENGTH

✚ GERMAN SETS UP FIRST	1	2	3	4	5	6	7
☆ AMERICAN MOVES FIRST							

Elements of Panzer Grenadier Division 3 set up anywhere on/west of hexrow X.

4-6-7	2-2-8	9-1	8-0	7-0	HMG	LMG	Radio	AP Mines	Marder III(T)m	PaK 40 75L AT	Trench
8						2		30 Factors			4

{ELR: 4}
{SAN: 4}

L Company, 2nd Battalion, 157th Infantry Regiment, and the 191st Tank Battalion, 45th Infantry Division set up on/east of hexrow DD.

6-6-7	6-6-6	9-1	8-1	8-0	MMG	BAZ 44	M4A1 2/4/4
3	9				2		4

{ELR: 4}
{SAN: 3}

GHOSTS AT MEXIMIEUX

RALLY POINT SCENARIO RPT46

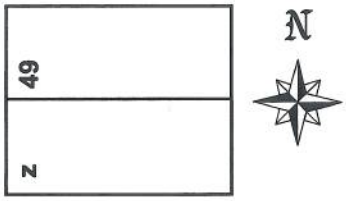
SITUATION: MEXIMIEUX, France, 1 September 1944: On the 27th of August, the 179th Regiment took Bourgoin in an effort to isolate five German divisions that were heading toward Lyon. The 36th Division and the French II Corps were attempting to take Lyon, when a German force moving up from Lyon, hit the Thunderbirds on September 1st. German armor was approaching from the east and west. A kampfgruppe of the 11th (Ghost) Panzer Division hit the 1st Battalion, 179th Regiment at Meximieux. The battalion commander, Lieutenant Colonel Michael Davidson, had only two M-10's with which to counter the German armor. Making a bold decision, he decided to put the two tank destroyers in the center of town, pointed in different directions. German tanks with riders penetrated into the town. Infantry took care of the riders while the tank destroyers knocked out three of the tanks. From the opposite side of town, tanks and self-propelled 150mm guns, approached the tank destroyers. This attack was also unsuccessful. The German vehicles were forced to veer off to the south, but were picked off by bazooka fire. After a two-day battle, the Thunderbirds, with the help of 150 French FFI troops, were able to repel the assault.

Sources: Whitlock, Flint, *A Short Sharp Engagement* (WW II History July 2003) pp. 58-65 and p. 81.

Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the U.S. 45th Infantry Division* (Boulder: Westview Press, 1998) pp. 320-321.

MISSION: The Germans win at game end if they control ≥ 9 multi-hex buildings within the area bounded by zI10-49I9-49Y9-zY10.

MAP ORIENTATION:



OPTIONS:

☆ Exchange the American 7-0 for an 8-1.

✠ Exchange the German 8-0 for an 8-1.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start.
2. Boresighting is NA.
3. The American AFVs may set up using HIP.
4. Partisans may not form multi-location fire groups. All Partisan units have MOL capability (A22.6).
5. Partisans only may use Rooftops (B23.8).
6. Germans may not voluntarily abandon their vehicles.

Scenario Design: Bill Sisler 090510.10

MISSION LENGTH

☆ AMERICAN SETS UP FIRST							
✠ GERMAN MOVES FIRST	✠ 1	✠ 2	✠ 3	4	5	6	7

☆

L Company, 2nd Battalion, 157th Infantry Regiment, and the 645th Tank Destroyer Battalion, 45th Infantry Division [ELR: 4] set up on/between zI and zY.

6-6-7	6-6-6	9-1	8-1	7-0	MMG	8-1 Armor	M10 GMC -/-/4	M20 SC -/-/6
3	6				2		2	

Elements of L Company [ELR: 4] set up HIP on boards z and 49.

6-6-7	9-1	BAZ 44
3		3

Meximieux Maquisards (Partisans) [ELR: 5] set up on board 49.

3-3-7	9-1
7	

{ELR: 4 & 5}
{SAN: 4}

✠

Elements of the 11th Panzer Division enter turn 1 on the east edge.

4-6-7	8-1	8-0	LMG	PzIVH 3/5
7			2	5

Reinforcements enter turn 2 on the north edge.

4-6-8	4-6-7	9-1	LMG	SPW 251/sMG	SPW 251/9
2	5	2	2		

Reinforcements enter turn 3 on the west edge.

4-6-8	8-1	LMG	PzIVJ 3/5/2	sIG 38(t)M
2				

{ELR: 4}
{SAN: 3}

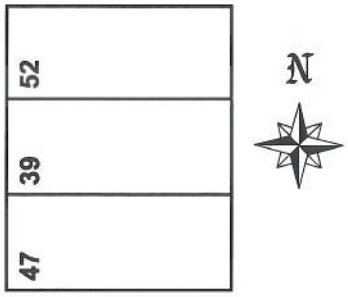
BLACK EDELWEISS

RALLY POINT SCENARIO RPT47

SITUATION: Near REIPERTSWILLER, France, 16 January 1945: On the morning of January 15th, the men of 3rd Battalion, 157th Regiment were ordered to move forward and take two hills north of the town of Reipertswiller. After moving forward, heavy fire suddenly hit them from three directions. The Thunderbirds managed to hold their positions on the hills. With the arrival of SS mountain troops, the pressure on 3rd Battalion increased. On the 16th, the Thunderbirds were continually hit with infantry assaults, rockets, mortars, and long-range tank fire. However, the Thunderbirds refused to yield. The Germans had orders to take the hills. The SS attacked both flanks, and through a valley in the American rear. One company each from the 1st and 2nd Battalions managed to reinforce the hilltops. However, by midnight on the 17th all communicaion with the battalion was cut. At the end of a week-long struggle, the hilltops still remained in American hands, three quarters of the 3rd Battalion was killed, wounded, or captured. The battle of Reipertswiller was the most devastating single loss in the history of the 157th Infantry Regiment.

Sources: Voss, Johann, *Black Edelwiess: A Memoir of Combat and Conscience by a Soldier of the Waffen-SS* (Redford: Aberjona Press, 2002) pp. 180-187.
Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the U.S. 45th Infantry Division* (Boulder: Westview Press, 1998) pp. 320-321.

MAP ORIENTATION:



OPTIONS:

☆ Delete an LMG from German Group #1.

✠ Delete a 6-6-7 from American Group #2.

MISSION: The Germans win at game end if there are no Good Order American MMC(s) in a foxhole on ≥ level 4 on board 39.

COORDINATING INSTRUCTIONS:

1. Weather is Falling Snow (E3.71), with Ground Snow (E3.72) and no wind at start. Treat all woods as Pine Woods (B13.8). Germans have Winter Camouflage (E3.712).

2. Prior to American set up, the German player may record a pre-registered hex (C1.73). At he beginning the German turn 1 PFPh, the pre-registered hex is resolved as a 150mm rocket OBA FFE2.

3. The German OBA is 80mm (HE/Smoke) Battalion Mortars (C1.22). The American OBA is 100mm (HE/Smoke).

Scenario Design: Bill Sisler 090510.10

MISSION LENGTH

☆ AMERICAN SETS UP FIRST	1	2	3	4	5	6	7	8	9
✠ GERMAN MOVES FIRST		✠	✠ ☆						

☆

Group #1: Elements of 3rd Battalion, 157th Infantry Regiment, 45th Infantry Division set up south of the road 52A6-52GG6.

6-6-6	8-1	MMG	BAZ 45
4			

Group #2: Elements of the 157th Infantry Regiment set up on board 39.

6-6-7	6-6-6	3-4-7	10-2	8-1	8-0	.50 cal. HMG	MMG	BAZ 45	M2 60*MTR	Foxhole 1S
6	6	2					2	2		12

{ELR: 4}
{SAN: 5}

Group #3: Elements of 1st Battalion enter turn 3 on the south edge.

6-6-7	6-6-6	8-1	8-0	dm HMG	MMG	BAZ 45	dm M2 60*MTR	Radio
2	5	2						

Group #1 Elements of Regiment 11, SS Mountain Division 6 "Nord" set up on board 52 north of the road.

6-5-8 SS	5-4-8 SS	9-2	9-1	8-0	dm HMG	dm MMG	LMG	DC	Radio
8	6		2			2	4		

Group #2 Reinforcements enter turn 2 on/between 39A5 and 47A6.

6-5-8 SS	8-1	8-0	dm MMG	LMG
8				2

{ELR: 5}
{SAN: 4}

Group #3 Reinforcements enter turn 3 on/between 39GG5 -47GG6.

6-5-8 SS	5-4-8 SS	9-1	7-0	dm HMG	LMG
2	4				2

FIRESTORM

RALLY POINT SCENARIO RPT48

SITUATION: ASCHAFFENBURG, Germany, 29 March 1945: After successfully crossing the Rhine, the Thunderbirds met little resistance on their final drive through Germany. However, it wasn't all "fräuleins, loot, and lemon soda pop" as March turned into April. Some German cities were determined to go down fighting. One such city was Aschaffenburg on the River Main, under the command of Major Von Lambert, a fanatical SS commander. He organized local SS, Heer, and civilians in defense of the city. Fellow countrymen gunned down anyone who tried to escape. One German lieutenant, who tried to surrender, was found hanging above a shop with a sign reading "cowards and traitors hang!" Captain Eddie Spears, now adjutant for the 157th, flew over the city dropping leaflets, that read surrender or else. "The ultimatum was ignored, and for the next nine days Aschaffenburg was reduced to rubble." The struggle for the town would see the first use of napalm against German civilians, indicating just how serious the situation was. Thunderbird veterans of the Italian campaign would soon call this "Cassino-on-the-Main".

Scenario Design: Bill Sisler 090510.8

Sources: Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the U.S. 45th Infantry Division* (Boulder: Westview Press, 1998) pp. 347-348. Whiting, Charles, *America's Forgotten Army* (New York: St. Martins Press, 2001) pp. 190-193.

MISSION: The Americans win at game end if they control ≥ 6 of the following buildings: 51H8; 51J5; 51L3; 51M2; 51P4; 51R2; 51T2; 51U9; 51Y7.

CORRDINATING INSTRUCTIONS:

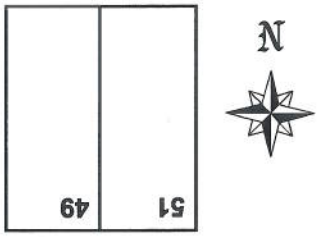
1. EC are Wet, with no wind at start.

2. A German sniper attack dr of 3 or 4 generates Partisan units (these represent German Civilians). The unit(s) generated is determined by a subsequent dr. A dr of 1-2 generates a 1-2-7 HS and a Partisan 1-4-9. A dr of 3-6 generates only a 1-2-7 HS. The closest eligible location (ground level building hex only) is determined by a random location DR (A14.2; however the sniper counter is not moved from its current hex). The location may not be occupied by an enemy unit. If it is occupied, the next closest ground level building location is selected (German player's choice if equidistant). Partisan units have MOL Capability (A22.6), and may not form fire groups with other German units.

3. The Finnish leader represents an SS an officer and is treated as a Commissar (A25.22). He affects all German units, including partisans. The Germans receive three fortified locations (B23.9). SS 4-4-7s are ELR: 5, all other German personnel are ELR: 2.

4. The Americans receive Air Support (E7) in the form of two 1944 fighter-bombers armed with napalm bombs (G17.4). The planes must exit at the end of the game turn they arrive.

MAP ORIENTATION:



OPTIONS:

✠ Delete an American 6-6-6.

☆ Exchange the German 8-0 for a 7-0.

MISSION LENGTH

✠ GERMAN SETS UP FIRST	1	2	3	4	5	6	7	8
☆ AMERICAN MOVES FIRST								

Elements of Volksgrenadier Division 36, SS Cadets, and German Civilians set up anywhere east of the road: 49GG6-49Y8-49Q8-49I8-49A6.

✠

4-4-7 SS	4-6-7	4-4-7	2-2-8	10-2	9-0 (Finnish)	8-1	8-0	1-4-9	HMG	MMG	LMG	PSK
5	3	7	3							2	3	

{ELR: 2 & 5}
{SAN: 5}

JgPz 38(t) -/-/1*	leFK 16nA (75 ART)	FlaK 36 (37L AA)	Roadblock
2	2		2

Elements of the 157th Infantry Regiment, and the 101st Tank Battalion, 45th Infantry Division set up anywhere west of the road: 49GG6-49Y8-49Q8-49I8-49A6.

☆

6-6-7	6-6-6	9-2	9-1	8-1	.50 cal. HMG	MMG	BAZ 45	DC	FT	M4A3(75)w 2/4/4	M4 (105) 2/4/4
2	14		2			3	3	2		4	2

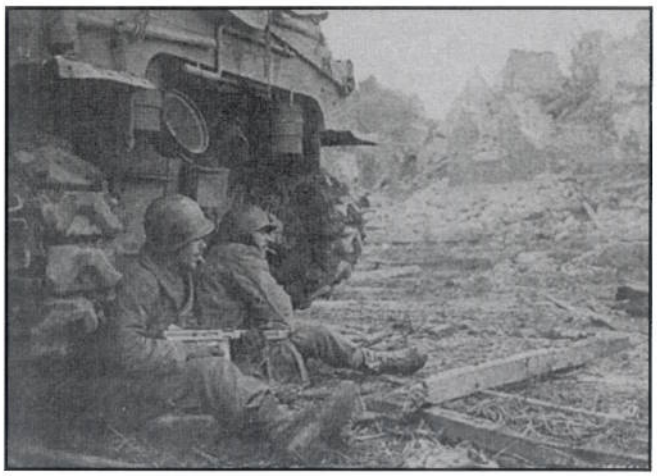
{ELR: 4}
{SAN: 3}

SPRING CLEANING

RALLY POINT SCENARIO RPT49

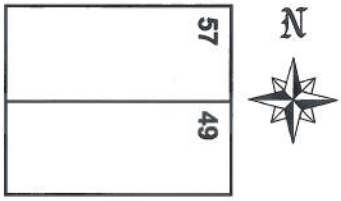
SITUATION: BAMBERG, Germany, 12 April 1945: After the fall of Aschaffenburg, the 45th Division's pursuit of the enemy continued. Very few German units were willing to stand in the way of the 45th, as it approached Fulda, and changed direction southeast toward Nürnberg. The next major city the Thunderbirds encountered was Bamberg, on the Main River, north of Nürnberg. Bamberg was one of the most important population centers in this part of Germany. It had become a point of refuge for thousands of wounded soldiers, displaced civilians, and conscripted laborers. There were vast food, ammunition, and supply dumps at Bamberg. Here, the Thunderbirds discovered 1,500 remote-controlled Goliaths in the marshaling yards. There were rumors of a fanatical defense to the last man. The 180th Regiment overcame stubborn resistance in the northern suburbs, and established a bridgehead over the Main River on April 12th, while the 3rd Infantry Division attacked from the south. Resistance stiffened and then faded; the fight to the last man never materialized. Bamberg was declared secure on April 14th.

Source: Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the U.S. 45th Infantry Division* (Bolder: Westview Press, 1998) pp. 348-349.



MISSION: The Americans win immediately when they exit ≥ 16 VP (≥ 10 VP must be infantry) off of the south edge. Riders and prisoners are worth 0 VP.

MAP ORIENTATION:



OPTIONS:

✚ Increase the Mission VP from 16 to 20 VP.

☆ Add a 6-6-6 to the Americans.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start.

2. The German player may use HIP for the Goliath and its controller. The 2-3-8 HS is the controller for the Goliath (German vehicle note 93).

Scenario Design: Bill Sisler 090510.5

MISSION LENGTH

✚ GERMAN SETS UP FIRST						
☆ AMERICAN MOVES FIRST	☆ 1	2	3	4	5	6

Elements of the Bamberg Garrison set up anywhere on board 49 and/or on board 57 in hexes numbered ≤ 5.

5-4-8	4-4-7	4-3-6	2-3-8	2-2-8	9-1	8-0	1-4-9	HMG	MMG	LMG	PSK	DC
2	5	2		3						2	2	

{ELR: 2}
{SAN: 5}

Goliath	FlaK 36 (37L AA)	Roadblock
	3	

Elements of the 180th Regiment, and the 191st Tank Battalion, 45th Infantry Division enter turn 1 on the north edge.

6-6-6	9-2	8-1	8-0	MMG	BAZ 45	M2 60*MTR	8-1 Armor	M4A3(75)w 2/4/4
12				3	3	3		3

{ELR: 4}
{SAN: 3}

NAZI TOWN

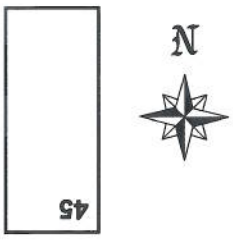
RALLY POINT SCENARIO RPT50

SITUATION: NÜRNBERG, Germany, 17 April 1945: While the 180th Regiment was mopping up Bamberg, the 157th and 179th Regiments, along with the 3rd Infantry Division, were preparing to swoop down on Nürnberg, Bavaria's second largest city, and home of the Nazi Party rallies. By the time the attack had begun, the city was already in shambles due to Allied air raids. With the city surrounded, the Americans began to enter on April 17th. The Germans fought back fiercely with mortars, 88s, machine guns, and, anti-aircraft weapons. The Americans answered with aircraft and artillery, as each street was turned into a shooting gallery. The parts of Nürnberg, which were not already demolished, were reduced to dust by intense street fighting and the big guns of both sides that hammered each other at point-blank range. The going was painfully slow, but progress was being made. After five days of fighting, the Americans had the upper hand. The Thunderbirds had bagged nearly 10,000 prisoners and liberated an Allied POW camp with nearly 13,000 American and British POWs. On the 19th, the 45th linked up with troops of the 3rd Infantry Division. The next day (Hitler's 56th birthday), organized resistance in Nürnberg came to an end.

Source: Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the US 45th Infantry Division* (Boulder: Westview Press, 1998) p. 349.
Munoz, Antonio J., *Iron Fist: A Combat History of the 17th SS Panzergrenadier Division "Gotz Von Berlichingen 1943-1945* (New York: Axis Europa Inc., 1999) p. 47 and pp. 59-60.
Scenario Design: Bill Sisler 090510.9

MISSION: The Americans win at game end if they control all of the ground level hexes of building 45J3.

MAP ORIENTATION:



OPTIONS:

✠ Change Coordinating Instruction #2 to read "two Fortified Building Locations."

☆ Add a 9-1 Armor Leader to the Americans.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start. Kindling is NA. All orchards are shellholes. Infantry road bonus (A4.11 & B3.4) is NA. AFVs must pay a minimum of one MP for each road hexside crossed.
2. The German player may place up to six rubble counters (EXC: not in any hex of building 45J3). A rubble counter may not be placed in a non-building hex unless it is adjacent to a rubbled building hex. Falling rubble is NA. Germans receive one Fortified Building Location (B23.9).
3. On turn 3, the American player receives Air Support in the form of two 1944 fighter-bombers w/bombs. They are recalled at the end of turn 5.
4. All German personnel are Fanatic. All German units may set up concealed in concealment terrain (EXC: guns may still use HIP).

MISSION LENGTH

	1	2	3	4	5	6	7
✠ GERMAN SETS UP FIRST							
☆ AMERICAN MOVES FIRST			☆				

Elements of SS Panzergrenadier Regiment 38, SS Panzergrenadier Division 17 "Gotz Von Berlichingen" set up south of the road Y10-Y7-Z5-DD2 and south of hexes DD1 and DD0.

5-4-8 SS	4-4-7 SS	2-2-8	8-1	7-0	1-4-9	MMG	LMG	PSK	?	PaK43 (88LL AT)	FlaK 36 (37L AA)
2	6	2							3		

{ELR: 3}
{SAN: 5}

Elements of the 179th Infantry Regiment, 45th Infantry Division set up north of the road Y10-Y7-Z5-DD2 and north of hexes DD1 and DD0.

6-6-7	6-6-6	10-2	9-1	8-1	MMG	BAZ 45	DC	M4A3(105) 2/4/4	M4 Tankdozer -/4/4
4	7				2	2	2	2	

{ELR: 4}
{SAN: 3}