

# “Kapitulieren...Nein!”

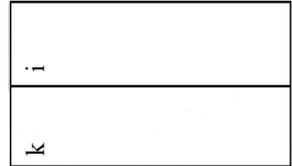


## Iserlohn, Germany — April 16th, 1945

Following service in the Remagen Bridge sector, the 512th Schwere Panzerjaeger Battalion had fought hard to stem the advance of American units into Germany. In April, the battalion had inflicted heavy losses on American Sherman Tanks and other lightly armored vehicles. On April 16th, the battalion, led by Hauptmann Albert Ernst was tasked with the defense of Iserlohn. Rather than subject the town to significant damage, Ernst famously surrendered his unit in the main square. But...what if...what if Ernst had decided to defend the city as elements of the US 99th Infantry Division and 3rd Armored Division approached the town. What if Ernst had decided to establish a roadblock into the center of the town, deployed his single company of Panzergrenadiers and positioned his remaining three Jagdtigers to hold the town at all costs....what if...

**VICTORY CONDITIONS:** The player with the most Victory Points at game end is the winner. The German Player earns a point each turn that he controls the Rathaus Building i4. This number is multiplied by the # of functional Jagdtigers in action each turn. The total possible VP for the German Player is 21. The American Player earns 1 point for each stone building controlled at game end. The total possible points for the American Player is 15.

### Board Configuration:

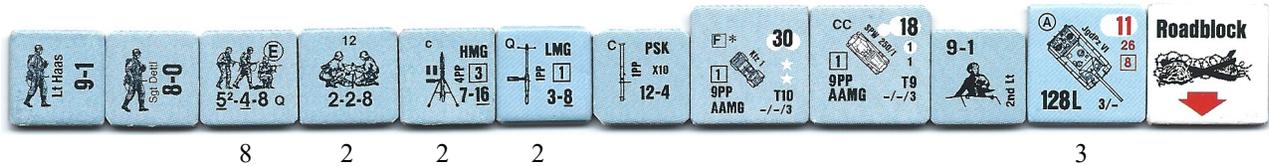


(DASL Boards i & k)

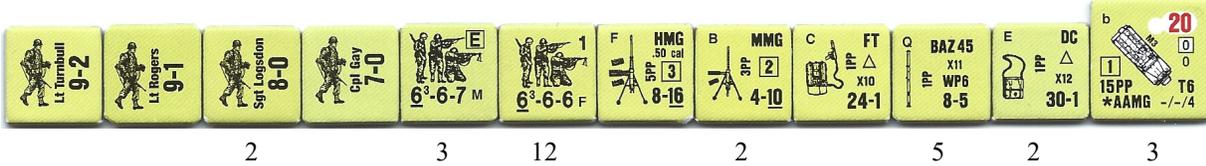
German Player sets up first	1	2	3	4	5	6	7
American Player moves first							



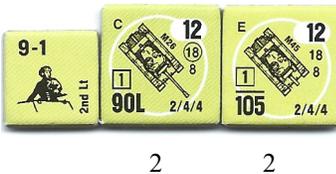
### Elements Schwere Panzjaeger Battalion- 512 (ELR 3) (SAN 4) (Set up: on Board i)



### Elements of 99th Infantry Division (ELR 5) (SAN 2) (Set up: enter Turn 1 on the South Board Edge)



### Elements of 3rd Armored Division (ELR 5) (Set up: enter Turn 2 on the South Board Edge)



### Special Rules/Notes:

1. EC are moderate with no wind.
2. No quarter is N.A.
3. Kindling is N.A.
4. German Player may set up one MMC equivalent with SMC and/or support weapon HIP.
5. The German 9-1 Armor Leader represents Hauptmann Albert Ernst. If Ernst is killed or captured, German ELR drops from 3 to 1 immediately.
6. Building i4 is the Rathaus (Town Hall). A level 3 Clock Tower exists in Hex J3—this is represented with a Steeple Counter. This location may be occupied by a single MMC with leader and/or support weapon.
7. Panzerfaust scrounging—upon securing a victory building, the American Player may attempt to scrounge in the Close Combat phase for a Panzerfaust. On a dr of 1-2, a Panzerfaust is found and possessed. Captured use penalties do apply.



**Aftermath:** Historically, Hauptmann Ernst surrendered his battalion in good order and in front of rolling American cameras. Many lives were spared along with Iserlohn itself. Of course had Ernst made a fight of it...the outcome would have been far different with a heavy loss of men and material as the Allies took control of yet another town of the Third Reich.