

"Sturmgewehr at Schevenhuette"



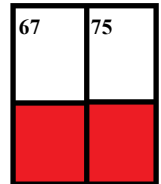
Schevenhuette, Germany — September 22nd, 1944

As Operation Market Garden commenced in mid-September, German and American forces were colliding in the Hurtgen Forest at the German frontier. One of the German units entering the fray was the 12th Infantry Division soon to be renamed the 12th Volksgrenadier. Commanded by Oberst Gerhard Engel, the 12th was a badly needed reinforcement tasked with contesting the American 9th Infantry Division for control of Schevenhuette. Thrown into the fight as soon as they arrived, two companies of the 2nd Battalion, 48th Grenadier Regiment were tasked with taking the village away from an isolated American force consisting of K Company, 47th Infantry Regiment, 9th Infantry Division. The GI's of K Company were positioned to threaten the flank of Engel's division and Engel gave orders for his grenadiers to take the village at all hazards.

VICTORY CONDITIONS: The Germans win immediately upon controlling Building 67J4 or at game end by controlling six or more of the 10 buildings within 2 hexes of the Board 67 stream. Any other result is an American victory.

Boards

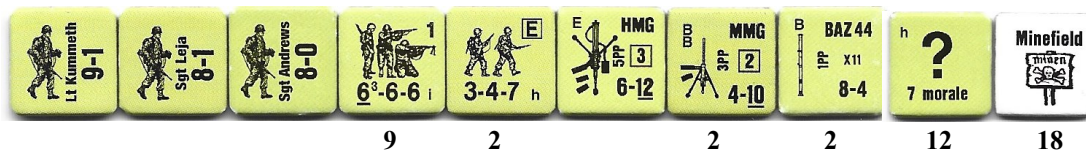
(Only Rows C-P are playable.)
Place Overlay St3 on 67 H4-I5.



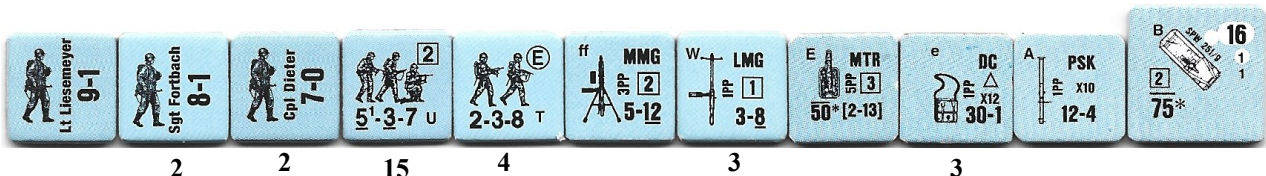
German Player moves First	1	2	3	4	5	6
America Player sets up First						



Elements of K Co., 47th Infantry Regiment, 9th Infantry Division (ELR 4) (SAN 4) (Set up: within 5 hexes of 67J4)



Elements of Grenadier-Regiment 48, 12. Infanterie Division (ELR 3) (SAN 3) (Set up: on Board 75 in hexes numbered 4 or less)



Special Rules/Notes:

- EC are Moderate with no Wind at start.
- Grain (B15) is out of season.
- Bore Sighting (C6.4) is N.A. Kindling (B25.11) is N.A.
- Stream is Deep (B20.43).
- Place overlay St3 on Board 67 hexes H4-I5.
- Place a two-lane Stone Bridge on 67K6.
- Stone Building on 67J4 is a two level Mill. Ground Level of this building is Fortified (B23.9).
- German 5-3-7's are prone to going Berserk (A15.4) and therefore have an additional +2 modifier applied to Heat of Battle (A15.1) DR's. Rolls 12 or greater also result in Berserk status.
- No Quarter (A20.3) is in effect.
- All Close Combats (A11) occurring in a Building location are conducted as Hand to Hand (J2.31) for both combatants.

Aftermath: On the morning of September 22nd, the Germans launched their assault. Things went wrong from the onset as the commander of the leading company was killed while inspecting the American dispositions. With the command structure degraded, the German units disregarded orders for flanking attacks and drove directly into the village and the waiting Americans. The Germans, armed with newly issued Sturmgewehr 44's made a desperate effort, but despite limited successes were driven back with heavy loss. 230 Germans would fall in the effort against only 50 on the American side. Despite the defeat, this strong attack would convince the advancing Americans to consolidate their gains, rather than exploit them. And thus indirectly, the sacrifice of the 12th's grenadiers would contribute to the coming hell of the Hurtgen Forest for the Americans.

