THE BATTLE FOR HARDT

ASL SCENARIO KCO 2



VICTORY CONDITIONS: Providing the US player does not lose >= 30 CVP of Infantry/crews, the US player wins immediately upon Controlling >= 17 buildings on board 3 WEST OF HARDT, GERMANY, February 28th, 1945 Company K, of the 84th Infantry Regiment, nicknamed the Railsplitters, along with Company L, was tasked with securing several towns along the way through Germany in the push after the Battle of the Bulge. One of those towns was Hardt. Unknown to the company, dug in against them was the 8th Fallschrimjaeger Division. Heavily armed and well placed, they gave quite the surprise to the Americans as they prepared to take the town.

Board configuration N 1

BALANCE:

Add another M4A4 to the U.S. OB

Change VC to >= 20 buildings

19		

TURN RECORD CHART

GERMAN Sets Up First

1 2 3 4 5 6 7 8 END



Elements of the 8th Fallschrimjaeger Division [ELR: 4]

Set up on board 3 and/or on board 19 in hexes >= 8. {SAN: 4}



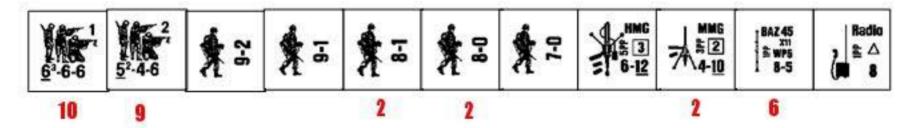


Elements of the 9th SS Panzer Division Enter on turn 2 along the south edge. FSX | PSX |



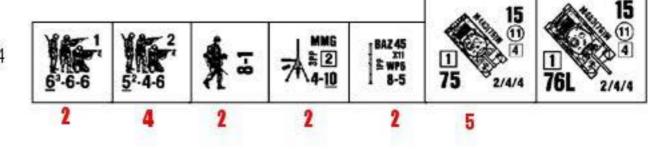
Elements of Companies K and L, 84th Infantry Regiment [ELR: 3]

Enter on Turn 1 along the North edge of board 19. {SAN: 3}





Elements of Company L, 84th
Infantry Regiment Enter on Turn 4
from the east or west edge of board
19.



SPECIAL RULES:

- 1. EC are Wet, with no Wind at start. Weather is Ground Snow (E3.71).
- The Germans may set up <= three squad equivalents HIP.
- German 4-4-7/2-3-7 MMC will Battle Harden to a 5-4-8/2-3-8 MMC
- 4. The US receives one module of 100+mm OBA (HE and SMOKE).

AFTERMATH: The Americans came across 400 meters of open ground on the approach to the village. The Germans were lying in wait. At first the fire was fierce and the Americans were hard pressed. However, due to a brave assault, the Americans broke several strongpoints and the German's will was defeated. The Americans soon took control of the village.