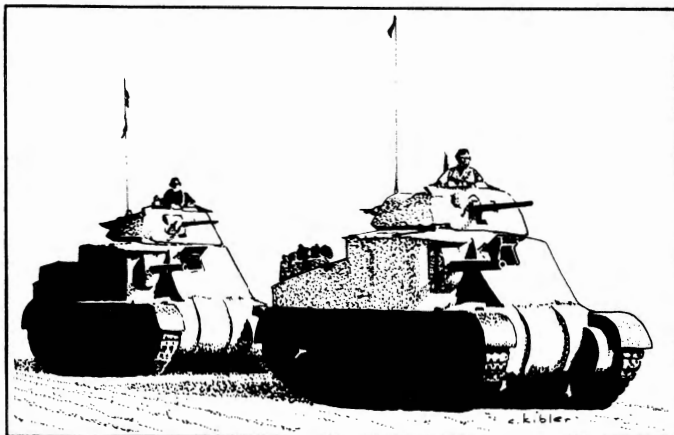


Scenario 39 SWEEP FOR BORDJ TOUM BRIDGE



BORDJ TOUM STATION, TUNISIA, December 10, 1942: As the Allies paused to gather their breath and resources for their attack on Tunis, the Germans struck first. The Fifth Panzer Army in an effort to expand its position around Tunis, sent the 86th Panzer Grenadier Regiment supported by armor from the 7th Panzer Regiment on a two-pronged attack along both sides of the Medjerda river. If the Germans were to gain control of the bridge near the Bordj Toum railroad station, Combat Command B would be in danger of being cut off on the eastern side of the river.

Board Configuration

6	7	15	2
---	---	----	---



VICTORY CONDITIONS

The German must have 10 victory points at game end. The German receives 1 victory point for each AFV with functioning ordnance and each unbroken squad (or two HS's, but not crews) within normal inherent range (the range of SW's is not considered) and having a clear LOS to any road

Rules Introduced: 162-163

hex from 6Y6 to 7Y1. The U.S. player wins by avoiding the German victory conditions.

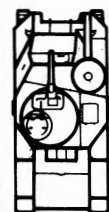
TURN RECORD CHART

☆ U.S. sets up first	1 ⁺	2	3	4	5	6	7	8	END
⊕ German moves first									



Elements of 2nd Battalion, 6th Armored Infantry Regiment [ELR:3] set up anywhere on board 15 in or south of row U:

6 ³ -6-7	6 ³ -6-6	2-3-6	8-0	7-0	MMG 4-12 B12	Mtr 60 12-48 SPP	42b 6 1PP (A) X10+	9 812	AT 37LL	Entrench 5
5						2	(105mm)			



Elements of 1st Battalion, 6th Armored Infantry Regiment [ELR:3] set up anywhere on board 15 in or north of row T:

6 ³ -6-7	6 ³ -6-6	2-3-6	8-1	8-0	MMG 4-12 B12	42b 6 1PP (A) X10+	105 -1/16"	20 1C/5PP -1/10"	AT 37LL	Entrench 5
2	6		2		2	2				

Elements of 16th Combat Engineers [ELR:4] set up anywhere on board 6 in or south of row G:

7 ³ -4-7	2-3-7	9-1	8-0	MMG 4-12 B12	30 A	20 1/2	MINES	AT 37LL	Roadblock
6		2			2		10 (factors)		3

Elements of 2nd Battalion, 13th Armor Regiment set up within two hexes of 7W2:

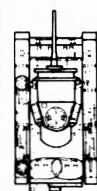
12 1 B11 B75 2/2/2"
4



Elements of 1st Battalion, 86th Panzer Grenadier Regiment and 2nd Battalion, 7th Panzer Regiment enter on any east edge hexes of board 2 on or north of row T and/or north edge on or east of 2A6:

4 ⁴ -6-8	4 ⁴ -6-7	9-2	9-1	8-1	8-0	CE 9-1 2nd LI	MMG 4-12 B12	LMG 2-8 B12	ATR 12 B11+	13 0 -1 50L 4/2	13 -1 0 50L 4/2
7	9				2		2	8	3	2	2

75 4/2	18 1S/5PP -1/14	24 1S/7PP	28 PO -1 p2
2	3	4	2



Elements of 2nd Battalion, 86th Panzer Grenadier Regiment and 2nd Battalion, 7th Panzer Regiment enter on any north edge hexes of board 6:

4 ⁴ -6-8	4 ⁴ -6-7	9-1	8-0	MMG 4-12 B12	LMG 2-8 B12	Mtr 50 12-13	ATR 12 B11+	7 812	13 0 -1 50L 4/2	13 -1 0 50L 4/2
3	4	2			3		2	(80mm)		

SCENARIO 34 ADDENDA

34.5 The British AFV's will enter on any Allied MPH after any player turn has ended in which the number of unbroken SS squads on the south side of the river \leq the number of the current player turn. AFV's, crews, and HS's do not enter into this calculation. If the entrance hex is blocked by German units, the British tanks will arrive anywhere along the south edge one game turn later.

34.6 All fire on turns 8 through 10 other than CC must add +1 to their TO HIT DR (ordnance) or IFT DR due to the gathering dusk. Starshells/IRs do not alter this in any way.

CLARIFICATIONS: U.S. troops being rallied by British leaders must roll DM in order to rally (74.1). Rule 83.2 is no longer valid; SS units subject to DM must roll four \leq their broken morale rating to rally. Light mortars (Re: 63.6) may not fire at more than one target per fire phase although they may use their full ROF at that target. Any leadership DRM would apply to the full rate of fire. The 51mm mortar cannot be fired up a stairwell, nor to an adjacent building hex of the same building through a building hexside. It does not gain acquisition, nor can it cause an airburst if fired at an adjacent target.

AFTERMATH: As the battle in Nijmegen grew more intense, the action centered around a medieval tower called the Valkhof, and the bridge itself. Continuously pounded by mortars, the German defenses finally gave way. This was the signal for a troop of British tanks to make a move for the bridge. By this time, the paratroopers had also arrived on the far side of the river and had begun to threaten the northern end of the span. As the British tanks rolled over the bridge, the local commander gave the order to detonate the charges which would drop the bridge and its occupants into the river—but it was too late. The wires had been cut. Once the British tanks linked up with the paratroopers at the north end, all German resistance ended. Arnhem now lay only 11 miles away.

SCENARIO 39 ADDENDA

39.1 Due to soft ground conditions the COT of all off-road vehicular movement is increased by 1 MP per hex (or hexside in the case of VBP).

39.2 A two lane, vehicular stone bridge exists from 7AA6 to 7AA8. The river is deep and flowing north with a moderate current. There is no wind. Wheatfields are considered open ground. The allowable LOS through an orchard is 3 hexes (118.8).

39.3 Units may ignore enemy units on opposite sides of the river in determining directions of rout or berserk charges.

39.4 The battery access DR for the U.S. 105mm artillery is subject to a +1 DRM due to ammunition shortage.

39.5 All U.S. 37LL and 75 AP TO KILL DR's must add +1 due to use of obsolete AP ammunition intended solely for training.

39.6 If four players are available, split command authority between separate commanders on each side of the river.

AFTERMATH: As the Germans approached a roadblock on the west bank of the Medjerda, they were met by anti-tank guns and mines. A heavy engagement soon broke out with U.S. tank support arriving from the east river bank along with artillery fire from positions across the river. On the east bank, the second prong of the German attack was held back by a combination of skillful ridge line defense and soft ground. By nightfall the German drive had been stopped, although the bridge was still subject to enemy fire and the threat of a renewed attack.

G.I.: ANVIL OF VICTORY

AVALON HILL'S TRADEMARK NAME FOR ITS WWII TACTICAL WARFARE GAMETTE

©1982 THE AVALON HILL GAME CO., BALTIMORE, MD. PRINTED IN USA.