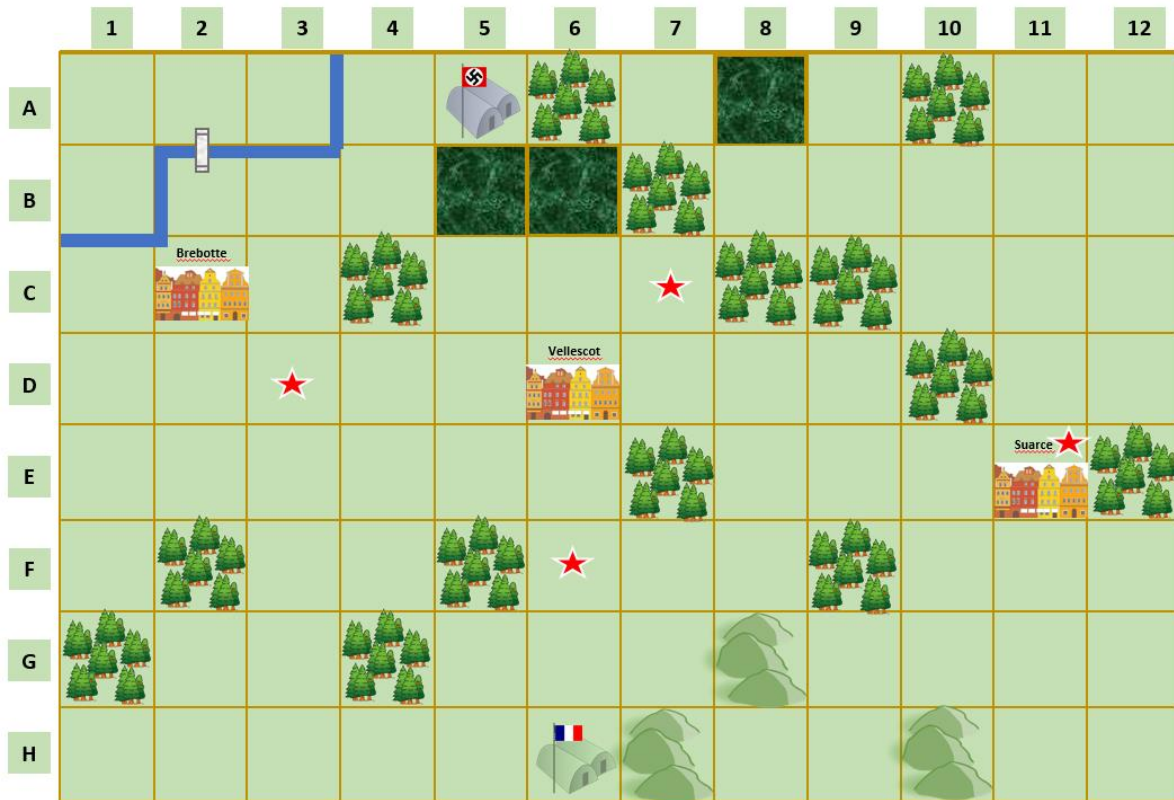


Belfort Gap 20 November 1944



There was thick high cloud over the battlefield. Allied airstrikes are possible, but the Carpet Bombing and Bombing/Interdiction Events are not available. All units start in supply. The canal can only be crossed at the bridge. The dark green squares are swamp/soft ground.

Starting Ops:

Both side start with 6 Ops. The French use the Allied late war ops and the Germans use the German late war ops. Neither side can use the Off Road op in this scenario as the ground was waterlogged and all long distance movement left units disorganised as they tried to use minor roads through woods and minor villages.

Description:

The Allied 6th Army Group has been struggling for weeks to get past the barrier formed by the Vosges mountain range. To the South of the range is the city of Belfort on a plain between the mountains and neutral Switzerland. The French 1st Army is tasked with breaking through this gap to the Rhine. After initial success the inevitable German counter attacks came.

Victory:

The game is a standard single day of 16 moves. The side holding the most objectives at the end of the day is the victor [objectives are shown as red stars on the map].

Elements:

The Axis have 3 Elements. The remains of the 490th Volksgrenadier Regiment, an ad hoc force of fortress guards, and the 198th Infantry Division beefed up by some tank hunter companies. The Allies have 3 Elements. Two regimental combat teams of the 9th Colonial Division and Combat Command 2 from the 5th French Armoured Division. The 9th Colonial Infantry divisional support artillery can support any unit in that division.

ROMMEL SCENARIO

Set Up:

The German 490th VGR deploys in line A column 1 to 5. The Fortress units deploy anywhere in lines A to C. The French 1st Regiment and CC2 deploy in line H. No units are concealed. The Germans deploy first, and move first.

Reinforcements:

The German 198th Infantry Division arrives in the marker phase of turn 1 in line A. The French 2nd Regiment arrives in the marker phase of turn 4 in line H.

Notes:

The French colonial troops had an aggressive doctrine of attack and had little patience for defensive warfare, hence their split track.

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
French 9th Colonial Division			
1st Regiment			
9 x French Infantry	4[3]-3[2]-2[1]		Motorised
2nd Regiment			
9 x French Infantry	4[3]-3[2]-2[1]		Motorised
Divisional Support			
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
5th French Armored CC2			
3 x Armored Infantry	4-3-2		Motorised, Armored
3 x Sherman	4-3-2	3	
2 x Light Tank	4-3-2	2	Recon
1 x M10	4-3-2	3-2	
1 x Priest	12 / 3 / [0-2]		Self Propelled Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
490th VG Regiment			
6 x Infantry	3[4]-2[3]-1[2]		Leg
1 x Stug	4-3-2	2-3	
1 x 75mm	8 / 2 / [0-1]		Towed Artillery
198th Division			
12 x Infantry	4-3-2		Motorised
1 x Stug	4-3-2	2-3	
2 x Tank Hunter	2-1-1	1-4	Armor
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
Fortress Infantry			
6 x Infantry	3-2-1		Leg

Axis	1R	3	5	7	9	11	13	15
Allied	2	4R	6	8	10	12	14	16