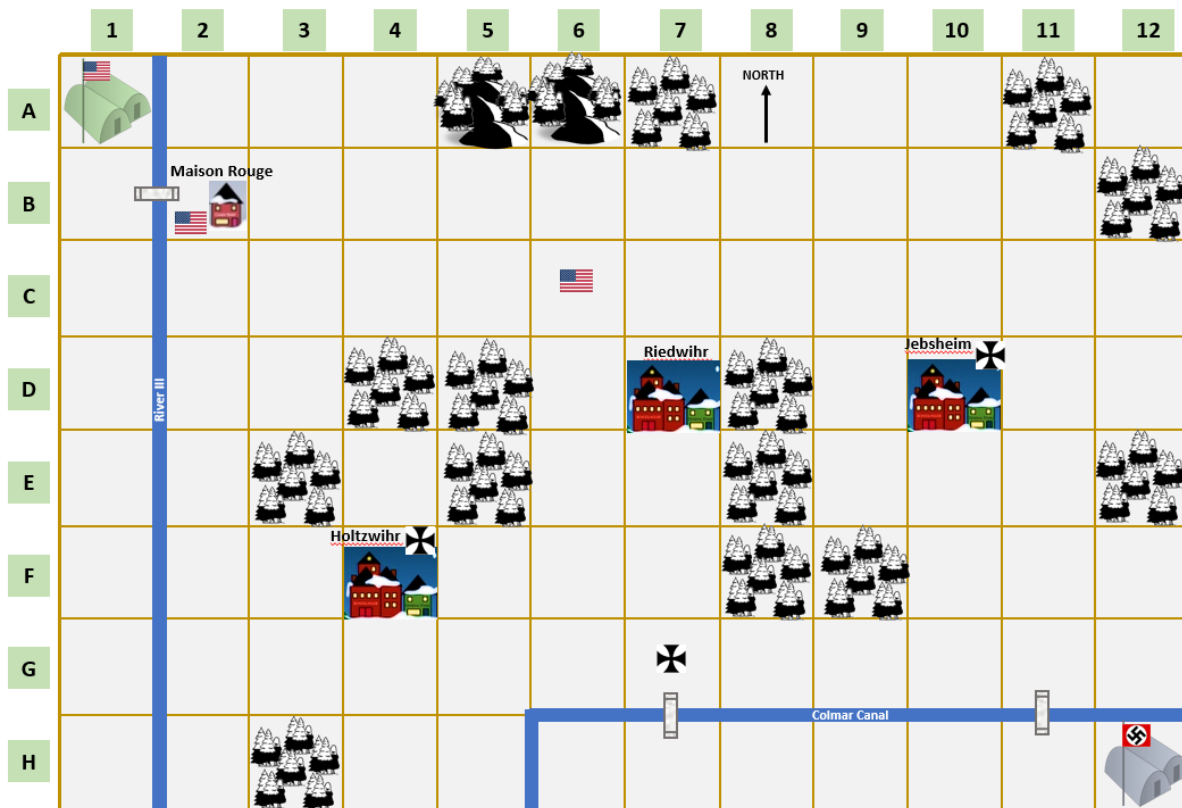


ROMMEL SCENARIO

Colmar Pocket – Maison Rouge 26 January



The weather is cloudy. All units start in supply. The river and the canal can only be crossed at the bridges. Holtzwihr [F4], Riedwihr [D7] and Jepsheim [D10] are all urban squares. Supply lines can only cross rivers and canals at bridges.

Starting Ops:

Both sides start with 6 Ops. Both sides use their Late War Ops. Due to high cloud, Jabos, Bombing/Interdiction and Carpet Bombing events cannot be used. Airstrikes are still possible.

Description:

The German 19th Army is holding a large pocket of ground on the West side of the Rhine around Colmar. The French 1st Army reinforced by a number of American Divisions has been ordered to eliminate this pocket. On the North Western side of the pocket the US 3rd Infantry Division has crossed the Ill River at the Maison Rouge bridge. Its orders are to consolidate this bridgehead and advance to capture the crossings on the Colmar Canal. Unknown to the Americans Kampfgruppe Schnepf had been sent to bolster the German attempts to crush the bridgehead. A number of battles took place around this area over several days.

Victory:

The game is a standard single day of 16 moves. The side holding four objectives at the end of the day is the victor. Any other result is a draw.

Elements:

The Axis have 2 Elements made up from the 708th Volksgrenadier Division reinforced with any number of fortress guards, police battalions and ancillary units who have been put into the front line. These are shown as being under the command of the 728th Volksgrenadier Regiment, and the 748th Volksgrenadier Regiment. They are supported by Kampfgruppe Schnepf which can support any unit in the division without penalty. The Divisional artillery can support any German unit. The Allies have 3 Elements from the 3rd Infantry Division, the 30th, 15th and 254th Regimental Combat Teams supported by armour and tank destroyers. The US Divisional support units can support any US unit.

Set Up:

The US 30th and 15th RCTs with 1 Sherman and 1 M10 Tank Destroyer deploy in the square A1 – A8, C1 – C8. US forces deploy first. The German 708th VGD deploys in lines F, G and H east of the Ill River. They must also place two units in each of Riedwihr [D7] and Jepsheim [D10]. Allied forces move first.

Reinforcements:

The 254th RCT with 1 Sherman and 1 M10 Tank Destroyer arrives in the marker phase of turn 5 anywhere in line A from A1 to A8. KG Schnepf arrives in the marker phase of turn 2 anywhere in column 12.

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ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
US 3rd Infantry Division			
30 RCT			
7 x US Infantry	4-3-2		Motorised
15th RCT			
8 x US Infantry	4-3-2		Motorised
254th RCT			
9 x US Infantry	4-3-2		Motorised
Divisional Support			
2 x M10 Tank Destroyer	4-3-2	3-2	
2 x Sherman	4-3-2	3	
2 x 105mm	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
708th Volksgrenadier Divison			
728th VG Regiment			
10 x Infantry	3 [4] – 2[3] – 1[2]		Leg
748th VG Regiment			
10 x Infantry	3 [4] – 2[3] – 1[2]		Leg
Kampfgruppe Schnepf			
4 x Alpine Infantry	4-3-2		Leg
1 x Stug	4-3-2	2-3	
1 x Jagdpanzer IV	4-3-2	3-4	
1 x Jagdpanther	4-3-2	3-5	
Divisional Artillery			
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
1 x 75mm	8 / 2 / [0-1]		Towed Artillery

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