

Stolberg Corridor – 15 September 1944

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B												
C												
D												
E												
F												
G												
H												

The weather is overcast, the Carpet Bombing and Bombing/Interdiction events are unavailable. Airstrikes can still be used. All units start in supply. There are hamlets at the various objective points and four of these [A5, C2, F3 and G11] are significant enough to be classified as urban areas for combat purposes. However, a few buildings can be placed on the board at the other points for scenic purposes if desired. B5 and F6 are swamp squares which are treated as soft ground.

Starting Ops:

The allies start with 6 Ops and the Germans start with 3 Ops. Both sides use their late war ops.

Description:

General Collins US VII Corps has arrived at the German West Wall defensive line near Aachen. An obvious route through the German defences is along the Stolberg Corridor, an area of more open ground between Aachen and the Hurtgen Forest. After a couple of tentative raids the 3rd Armored Division with infantry support was launched in an offensive. This scenario covers one phase of this offensive which continued for over a week.

Victory:

The game is a standard day of 16 moves. The Allies need to capture and be holding 5 objectives at the end of the 16th turn.

ROMMEL SCENARIO

Elements:

The Axis have 2 Elements. The 9th Panzer Division reinforced with the 105th Panzer Brigade and the 353rd Infantry Division. Numerous units from shattered divisions and rear echelon formations are included in the German strength.

The Allies have 3 Elements. CCA and CCB of the 3rd Armored Division and the 16th Regimental Combat Team from the 1st Infantry Division. The US artillery can support any US unit without penalty.

Set Up:

Allied: The Allies deploy in lines G and H, they cannot deploy in a square occupied by enemy units. Allied forces move first.

Axis: The Germans deploy anywhere in lines A to G. The Germans have 2 prepared defences that they can place. If the Germans use the Iggelstellungen Event in this scenario they cannot place new defences in squares with pre-existing ones if it means there will be more than 2 defences per square. The Germans deploy first.

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

ROMMEL SCENARIO

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
16th RCT			
9 x United States Infantry	4-3-2		Motorised
3rd Armd CCA			
1 x Light Tank	4-3-2	1	Recon
3 x Sherman	4-3-2	3	
4 x Armoured Infantry	4-3-2		Armored
1 x M10	4-3-2	3-2	
3rd Armd CCB			
1 x Light Tank	4-3-2	1	Recon
3 x Sherman	4-3-2	3	
4 x Armoured Infantry	4-3-2		Armored
1 x M10	4-3-2	3-2	
Army Support			
1 x Priest	12 / 3 / [0-2]		Self Propelled Artillery
1 x 105mm	12 / 3 / [0-1]		
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
353rd Infantry Division			
11 x Infantry	3 [4] – 2[3] – 1[2]		Leg
1 x Infantry	3 [4] – 2[3] – 1[2]		Leg, Anti-tank
1 x Stug	4-3-2	2-3	
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
9th Panzer Division			
1 x Light Tank	4-3-2	1	Recon
1 x Panther	4-3-2	4	
1 x Panzer IV	4-3-2	3	
1 x Stug	4-3-2	2-3	
1 x Panzergrenadier Units	4-3-2		Armoured
1 x Panzergrenadier Units	4-3-2		Armoured, Anti-tank
2 x Panzergrenadier Units	4-3-2		Motorised
1 x Wespe	12 / 3 / [0-2]		Self Propelled Artillery
1 x Nebelwerfer	3 / 5 / [0-1]		Motorised, Rocket