

Stolberg Corridor – 18 September 1944

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B											 Schevenhutte	
C					 Stolburg				 Gressenich			
D			 		 Stolburg							
E								 Mausbach				
F		 Eilendorf										
G						 Busbach				 Vicht		
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 three of these [F2, D5 and C5] 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. E6 is a swamp square which is treated as soft ground.

Starting Ops:

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

Description:

The US VII Corps has made some progress in its attempt to break through the German West Wall defensive line near Aachen. The Germans have brought up reinforcements and are determined to regain lost ground.

Victory:

The game is 18 moves. The side holding the most objectives at the end of the 18th turn wins.

Elements:

The Axis have 2 Elements. The remains of the 9th Panzer Division combined with the newly arrived 27th Fusilier Regiment, and the 12th Infantry Division.

The Allies have 2 Elements. CCA and CCB of the 3rd Armored Division reinforced with attached infantry from the 1st Infantry Division. The US artillery can support any US unit without penalty.

ROMMEL SCENARIO

Set Up:

Allied: The Allies deploy in lines F to H. They can also deploy in D7 to D11, and E7 to E 11. The Allies deploy first and move first.

Axis: The Germans deploy anywhere in lines A to C. Additionally, they can deploy in D1 to D6, and E1 to E 6.

Allied	1	3	5	7	9	11	13	15	17
Axis	2	4	6	8	10	12	14	16	18

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