

BLOOD STAINED BOGAGE



CROSSROADS WEST OF LA CHARLEMENERIE, FRANCE; JULY 11TH, 1944:

As part of the effort to stop the Allied forces from capturing the city of Saint Lo, the Panzer Lehr Division had been rushed to the area. On one of the first days in the area, the Panzer-Lehr launched a counterattack against elements of the American 9th and 30th infantry divisions

around the village of Le Desert. The Panzer-Lehrs first attempt in the morning of July 11th had been pushed back with light casualties. A second attempt was made in the afternoon with the Panzer-Lehr vehicles moving against the important crossroads of la Charlemenerie. They would run into stiff defense from American M10 tank destroyers and infantry.

-Devin Heinle

ORDER OF BATTLE

AMERICANS

Elements of Company C, 899th Tank Destroyer Battalion and 1st Battalion, 47th Infantry Regiment, 30th Infantry Division: Set up first anywhere on Map 16.



- ✘ 6 x 1-6-4-5
- ✘ 2 x Bazooka
- ✘ Lt Lewis
- ✘ Cpt Steel
- ✘ Sgt Nicholas

- ✘ 1 x 76mm WT
- ✘ 3 x M10

GERMANS

Elements Panzer-Lehr-Regiment 130 and elements of Panzerjäger-Abteilung 130, 130th Panzer-Lehr-Division: Enter from the West map edge on turn 1.



- ✘ 4 x PzVG
- ✘ 3 x PzIV H

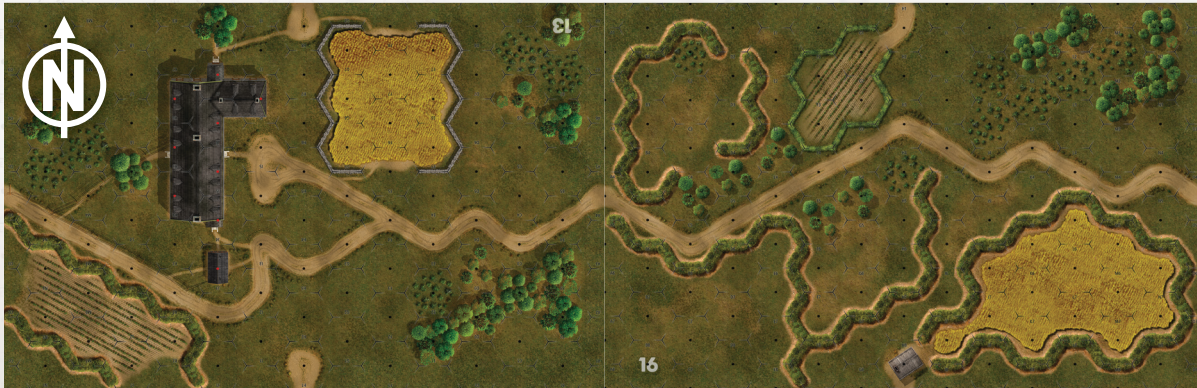
BATTLES TO THE RHINE: SCENARIOS

BLOOD STAINED BOGAGE

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Maps 13 and 16. Hex row 13xx8 and 16xx1 are the North edge.



SCENARIO LENGTH

7 turns. Germans have Initiative on turn 1

VICTORY CONDITIONS

To win, the Germans must clear all Good Order American units from within two hexes of the road that leads from hex 16A4 to 16O4.

SPECIAL SCENARIO RULES

- 1. Smoke out!:** Smoke Shells rules are in effect for this scenario. The Americans receive 5 Smoke Shells. The German player receive 4 Smoke Shells.
- 2. No Smoke Capable Vehicles:** The German PzVG may not fire any Smoke Shells.

AACHEN, BLOODY AACHEN



AACHEN, GERMANY; OCTOBER 18, 1944

The ancient, picturesque city of Aachen had been incorporated into the German defensive positions of the Siegfried Lines. It held little military value; it was, however, an important symbol as it was the first German city threatened by an enemy during World War II. The task of capturing the city fell to 2 Battalions of the 26th Infantry Regiment, 1st Infantry Division. Armed with machine guns and flamethrowers, the 2nd and 3rd Infantry Battalions would at first be aided only by a few tanks and a single 155-millimeter (6.1 in) howitzer. Success in Aachen was measured by the number of houses captured daily. On 18 October, the 3rd Battalion of the 26th Infantry Regiment prepared to assault the Palast-Hotel Quellenhof, which was one of the last major German defensive points. American tank destroyers

and other mobile guns were tasked with firing at point-blank range into this massive and imposing edifice.

-Devin Heinle

ORDER OF BATTLE

GERMANS

Elements of 404th Regiment, 246th Volksgrenadier Division:



Set up first in the Palast-Hotel Quellenhof (Building 85I2, 85I3, 85J3 and 85J4. See SSR 2).

✘ 6 x 1-6-4-5

✘ Lt Plassmann with Deadly Skill

✘ 1 x MG42

Set up first east of hex row 18xx5 and anywhere on Map 85 except the Palast-Hotel Quellenhof (building 85 I2, I3, J3, and J4)

✘ 7 x 1-6-4-5

✘ Sgt Baumann

✘ 1 x PzF30

✘ 2 x StuG III

✘ 1 x MG42

✘ 4 x Wire

✘ 1 x AA WT

✘ 4 x Rubble (See SSR 1)

✘ 1 x 50mm ATG

✘ Lt Koch

BATTLES TO THE RHINE: SCENARIOS

AACHEN, BLOODY AACHEN

AMERICANS

Elements of 3rd Battalion, 26th Infantry Regiment, 1st Infantry Division, and elements of 634th Tank Destroyer Battalion: Enter on the East edge of the map on turn 1.



- ✘ 14 x 1-6-4-5
- ✘ 2 x Bazooka
- ✘ 2 x BAR
- ✘ 2 x M1919 A4
- ✘ 1 x .50 WT
- ✘ Hero Kelly with Leader Hero Skill
- ✘ Medic
- ✘ Lt Lewis
- ✘ Cpt Steel
- ✘ Sgt Church
- ✘ 3x M10
- ✘ 1 x M7

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Maps 18 and 85. Hex rows 18OXX and 85AXX are the North map edge.

SCENARIO LENGTH

12 turns. The Americans have Initiative on turn 1.

VICTORY CONDITIONS

To win, the Americans must control all hexes of the Palast-Hotel Quellenhof by the end of the game to win.



SPECIAL SCENARIO RULES

- 1. Bombed out city:** Aachen took heavy air and artillery strikes in the lead-up to the assault on the city. Before the Germans set up, each player takes two rubble markers and, starting with the German player and alternating back and forth until all rubble markers are placed, places one rubble marker in any building hex in the German set up area, not including the Palast-Hotel Quellenhof.
- 2. Fanatical Defenders:** The Palast-Hotel Quellenhof was one of the major centers of defense in the city. It was well constructed and held important psychological meaning to the German defenders there. As such, any German unit that STARTS setup in the Palast-Hotel Quellenhof is considered Fanatical. (see 13.3.1 in HON even though these units are not SS) Any German unit that moves into the Palast-Hotel Quellenhof after initial setup does not receive this Fanatical status.
- 3. Smoke out!:** Smoke Shells are in effect for this scenario. The Americans receive 5 Smoke Shells. The German player receive 3 Smoke Shells.

CHRISTMAS DAY FLURRY



WEST OF FOY-NOTRE DAME NEAR SORINNE, FRANCE; DECEMBER 25, 1944:

The German operation of Wacht am Rhine, also known as the Battle of the Bulge, had not gone as Hitler had envisioned. The vanguard of the 2nd Panzer Division got to within 4 km from the Meuse, where on December 24th, they were stopped by the US 2nd Armored Division

and the British 3rd Royal Tank Regiment. The 2nd Panzer was then forced to retreat by fierce American counterattacks and the lack of petrol. The Germans would advance no further. On the 25th of December, the 3rd Royal Tank Regiment, supported by infantry of the 8th Battalion Rifle Brigade (The Prince Consort's Own) started its combat operations against the Germans to push them back and ran into resistance near Sorinne where a nasty tank duel erupted in near blizzard conditions.

-Devin Heinle

ORDER OF BATTLE

GERMANS

Elements 2nd Panzer Division: Set up first on Map 14s.



✘ 2 x 2-6-4-5

✘ 4 x 1-6-4-5

✘ MG42

✘ PzF30

✘ Lt Koch

✘ Lt Plassman

✘ 1 x 7.92mm WT

✘ 1 x AA WT

✘ 3 x PzVG

✘ 3 x Foxholes

BATTLES TO THE RHINE: SCENARIOS

CHRISTMAS DAY FLURRY

BRITISH

Elements of 3rd Royal Tank Regiment and 8th Battalion Rifle Brigade (The Prince Consort's Own), 29th Armored Brigade: Enter from the West map edge on turn 1.

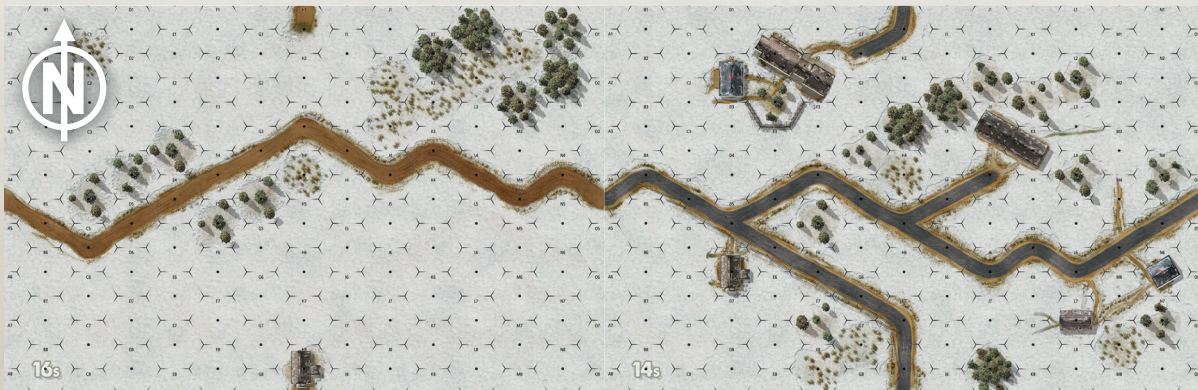


- ✘ 9 x 1-7-4-5
- ✘ 2 x Bren
- ✘ 1 x PIAT
- ✘ Lt Copley
- ✘ Sgt Radoslovich with Speedy Skill
- ✘ Major Hawkins
- ✘ Lt Hird
- ✘ 2 x Firefly (FFIIC)
- ✘ 3 x Cromwell (CIV)

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Maps 16s and 14s. Hex row 16sxx1 and 14sxx1 are the North map edge.



SCENARIO LENGTH

8 turns. The British have Initiative on turn 1.

VICTORY CONDITIONS

To win, the British must destroy all 3 PzVGs and eliminate 8 points worth of Infantry by the end of the game. Infantry is valued at the following rates:

- Full Squad-1 pt
- Half Squad-½ pt
- Hero-1 pt
- Leader-1 pt
- Weapon Team-2 pt

CHRISTMAS DAY FLURRY

SPECIAL SCENARIO RULES

- 1. Smoke out!:** Smoke and White Phosphorous (WP) Shells rules are in effect for this scenario. The British player receives 6 Smoke Shells and 3 WP Shells. The German player receives no Smoke Shells.
- 2. No Smoke Capable Vehicles:** The British Firefly and German PzVG may not fire any Smoke Shells.
- 3. Winter Wonderland:** Due to the heavy snowfall in the area, the only hexes you roll a Fire Check for are Wooden Buildings.
- 4. Blizzard wind storms:** Due to the heavy winds that were blowing in the area at the time, all Smoke markers are removed at the end of each turn regardless if they are Smoke 1 or Smoke 2. Smoke from Fires is not affected.
- 5. Let it Snow:** At the start of each turn, before rolling for Initiative, roll a D6. On the roll of 1-4, there are no effects. On a roll of a 5-6, then Snow Flurries start up, reducing the LoS of all units. Roll on the following table to determine maximum LoS for all units.
 - 1-2: 3 hexes
 - 3-4: 4 hexes
 - 5-6: 5 hexes
- 6. Poor Visibility:** Due to the poor visibility conditions of the fight, all Ordnance attack rolls are at +1 To Hit.