STONEWALLING THE FÜHRER



HEIDERSCHEID, LUXEMBOURG, December 23, 1944:

The 2nd Battalion, 319th Infantry Regiment with help from Company A, 610th Tank Destroyer Battalion attacked the town of Heiderscheid in the early morning hours of December 23. By 1110 the town was cleared but far from secure. The TD's and Battalion AT guns were rushed to the southwest of town to dispatch an enemy armored column leaving the infantry to prepare the town's defense. At 1215 they were struck by a counterattack of infantry and tanks from the north and east. The German infantry attacked from the wooded draws to the north while the German armor came in from the east, across open ground. After their CO was killed the German infantry attack faded back into the wooded draws. When the tanks, attacking without infantry support, came into the range of the bazooka men two were knocked out. Meanwhile, Major Samuel L. Williams ran to the southwest of town to alert the tank destroyers in time to knock out several more tanks. With the German counterattack broken up Heiderscheid was now secure.

American player sets up first	1	2	3	4	5	FND	
German player moves first	1	_	3	-	3	LIVE	

Elements of 2nd Battalion, 319th Regiment, 80th Infantry Division [SAN:3] [ELR: 4]: Set up on any hex of board 70 on or west of row N





Elements of Company A, 610th Tank Destroyer Battalion: Enter on turn 1 on or between 70A5 and 70I10 having expended half of their MP (FRU)



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Elements of 352nd Volksgrenadiers Division: Set up on any whole hex of board 32 [SAN:2] [ELR:3]





Elements of the Führer Grenadier Brigade: Enter on turn 1 along the east edge having expended half of their MP (FRU):

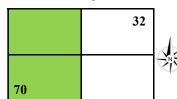


VICTORY CONDITIONS: The Germans win at game end by controlling all stone building locations on board 70.

SCENARIO SPECIAL RULES:

- 1. EC are ground snow and no wind at start.
- 2. Germans have winter camouflage.
- 3. American may use HIP for one squad equivalent and any SMC/possessed SW stacked with them.

Board Configuration:



Only hexrows Q-GG on board 32 and A-Q on board 70 are playable.



Scenario MAD1
Designed by Tony D'Andrea