

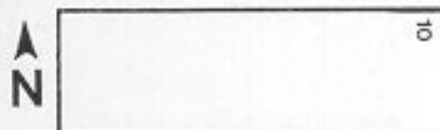
# TEMPORARY VICTORY



**VICTORY CONDITIONS:** The Germans win if they have ≥ one Mobile halftrack with functioning MA in a road/Open Ground hex on/within the area bounded by 10Y3-AA6-W6 at game end.

**BARDENBURG, GERMANY, 9 October 1944:** The offensive against Aachen consisted of thrusts both north and south of the city to encircle it. The American 119th Infantry Regiment—part of the XIX Corps attack in the northern pincer—secured the town of Bardenburg on the afternoon of 9 October and pushed on towards North Wuerselen, leaving only a depleted company in Bardenburg to defend their flank and rear. Unbeknownst to the Americans, Panzer Brigade 108 was moving towards Bardenburg in a counterattack to halt the American advance. The Germans had not yet learned of Bardenburg's fall, and ran into the defensive positions of Captain Ross Simmons' company on the outskirts of the small town.

## BOARD CONFIGURATION:



## HANDICAP:

- A3: Use A2 and add a 4-6-7 squad and a LMG to the German OS.
- ☆ A2: Use A1 and replace the German 9-1 Armor Leader with a 9-2 Armor Leader.
- A1: The initial Base NVR is 3 hexes.
- .....
- G1: The initial Base NVR is 5 hexes.
- ⊕ G2: Use G1 and replace the American 7-0 Leader with a 9-1 Leader.
- G3: Use G2 and replace the American MMG with a .50 cal BMG.

## TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	END
⊕ GERMAN Moves First						

☆

Depleted company of 119th Infantry Regiment [ELR: 3] set up on/between hexrows L and X: [SAN: 3]

5

 2-6-6	 3-4-6	 8-1	 7-0	 MMG R [2] 4-10	 AAZ44 5 m 8-4	 NVR 5 [3] 80*(3-4)	 Foxhole 5 1S OVR. GRA: +4 COAT: +2	 Roadblock
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2

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Advanced elements of Panzer Brigade 108 [ELR: 3] enter on Turn 1 from the east board edge and/or from the north board edge on/between 10I10-A10 and/or from the south board edge on/between 10I1-A1: [SAN: 3]

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 4-6-7	 9-1	 8-0	 de MMG E [2] 3-8	 LMG E [2] 3-8	 9-1	 16 [2] [3] [4] +20L (M) [2] [4] M.A.A.A.
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4  
(See SSR 4)

Scenario Design: Rick Troha

## SPECIAL RULES:

1. EC are Moist, with no wind at start.
  2. Night rules (E1.) are in effect. The initial Base NVR is 4 hexes with no Cloud Cover and No Moon. The American is the Scenario Defender, and the German is the Scenario Attacker. The Majority Squad Type of both sides is Normal.
  3. Boresighting is NA.
  4. At the option of the German player, any/all of the SdKfz 7/1 AA halftracks may enter play towing their ammo trailer.
- AFTERMATH:** A group of 20mm FlaK halftracks led the attack, but the American roadblock successfully held out. This proved to be a temporary victory, however, when the Germans regrouped and attacked again with a much stronger force of some 300 infantry and 5 tanks. This force retook Bardenburg and held it for the rest of the night. The following day the Americans had to fight once more for Bardenburg.