

Operation Nordwind

by Fredrik and Markus

On 1 January 1945, German Army Group G (Heeresgruppe G) commanded by Colonel General (Generaloberst) Johannes Blaskowitz and Army Group Upper Rhine (Heeresgruppe Oberrhein) commanded by Heinrich Himmler launched a major offensive against the thinly stretched Allied defenders in Alsace-Lorraine. However as the fighting dragged on, more and more divisions from both armies appeared, leading to a bloody and prolonged battle over the strategic mountain passes.

OBJECTIVE:

At the end of Round 11 the side with the most victory points wins, in the case of both sides having the same

amount of points, the side which controls the most objectives wins.

For the Germans:

1 Point per squad base wiped out (injured squad bases yield no points).
1 Point for each vehicle destroyed.
7 Points per objective controlled at the end of round 11.

For the Americans:

2 Points per squad base wiped out (injured squad bases yield no points).
2 Points for each light vehicle destroyed.
2.5 Points per Panzer IV
3 Points per Tiger I.

"This attack has a very clear

objective, namely the destruction of the enemy forces. There is not a matter of prestige involved here. It is a matter of destroying and exterminating the enemy forces wherever we find them. The question of liberating all of Alsace at this time is not involved either. That would be very nice, the impression on the German people would be immeasurable, the impression on the world decisive, terrific psychologically, the impression on the French people would be depressing. But that is not important. It is more important, as I said before, to destroy his manpower."-Adolf Hitler

Rounds: 11

Starting Initiative

Germans

Actions

3

Reinforcements

At the status phase of round 3 the American receive the following reinforcements:

- 5 Squad Bases.
- 15 Regular Infantry
- 1 Officer
- 2 Machine Gun Crews
- 1 Squad may be upgraded with anti-tank.

At the status phase of round 5 the Americans receive the following reinforcements:

- 2 Squad Bases

- 3 Sherman M4A1s
- 8 Regular Infantry
- 2 M3A1 Half-Tracks.

At the status phase of round 5 the Germans receive the following reinforcements:

- 1 Squad Base
- 3 SdKfz 251 Half-Tracks
- 2 Regular Infantry
- 1 Mortar Crew
- 2 Panzer IVs
- 1 Tiger I

At the status phase of round 7 the Americans receive the following reinforcements:

- 3 Squad-Bases
- 6 Sherman M4A1s
- 6 Regular Infantry
- 4 M3A1 Half-Tracks.
- 4 Elite Infantry

- 2 Officers

Special Rules

The Americans start with 3 cards from the American Reinforcements deck.

The Germans start with 4 command in their initiative pool.

The Germans start with 4 available command.

Side 1

Division One

- 5 Squad Bases
- 13 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x 2



x 1

Division Two

- 4 Squad Bases
- 9 Regular Infantry
- 1 Officer
- 1 Mortar Crew
- 2 Machine Gun Crew
- 1 Sherman Tank



x 1



x 2

Starting Strategy Cards: 3 Strategy Decks

- Artillery I
- Supply I

Operations Cards

- Seize The Initiative
- Desperate Defenders

Deployment Zone

The first American division may deploy in any of the hexes on maps 2B, 6A, 1B. The second American may deploy in any of the hexes on map 4B, 3A, 12B.

Side 2

Division One

- 9 Squad Bases
- 20 Regular Infantry
- 12 Elite Infantry
- 2 Officer
- 1 Machine Gun Crew



x 3



x 1



x 2

Division Two

- 2 Squad Bases
- 7 Regular Infantry
- 1 Officer
- 4 Panzer IV Tank
- 2 Tiger I
- 2 SdKfz 251 Half Track



x 2

Starting Strategy Cards: 4 Strategy Decks

- Command I
- Ground Support I

Operations Cards

- Clear Mines
- Clear Tank Traps

Deployment Zone

The first German division may deploy in any hex with a light gray border.

The second German division deploy in any hex with a dark gray border.

