

# UPHILL BATTLE

*After sustaining horrible losses while crossing the Sauer River, the 76th Infantry Division adopts more cautious protocols in their attempts to push through the Siegfried Line. On the morning of February 11th, 1945, a 15-minute barrage from an entire artillery battalion is unleashed on a small German fortified position, and followed up by mortar bombardment in prelude to a full-scale attack.*

## OBJECTIVE:

The Americans immediately win if they control the pillbox at the end of any game round.

The German player wins if the American player is unable to fulfill his objective by the end of game round 6.

*"A good plan, violently executed now, is better than a perfect plan next week."*

—General George S. Patton

## AMERICAN SETUP

### DIVISION 1

- 9 Squad Bases
  - 28 Regular Infantry
  - 2 Elite Infantry
  - 2 Officers
  - 2 Machine Gun Crews
- 2 Sherman M4A1s



x1



x2

### DIVISION 2

- 6 Squad Bases
  - 13 Regular Infantry
  - 6 Elite Infantry
  - 1 Officer
  - 2 Mortar Crews
- 2 M3A1 Half-Tracks



x2



x1

- Starting Strategy Cards: 3

#### Strategy Decks

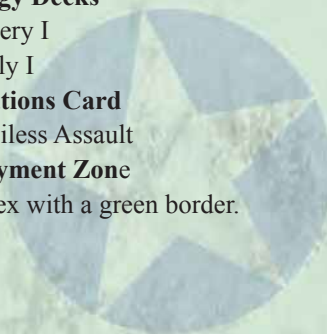
- Artillery I
- Supply I

#### Operations Card

- Merciless Assault

#### Deployment Zone

Any hex with a green border.



## GERMAN SETUP

### DIVISION 1

- 5 Squad Bases
  - 15 Regular Infantry
  - 1 Officer
  - 2 Machine Gun Crews



x2



x2

### DIVISION 2

- 5 Squad Bases
  - 6 Elite Infantry
  - 9 Regular Infantry
  - 1 Officer
  - 2 Mortar Crews



x1



x2

- Starting Strategy cards: 3

#### Strategy Decks

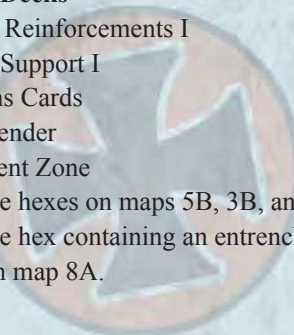
- German Reinforcements I
- Ground Support I

#### Operations Cards

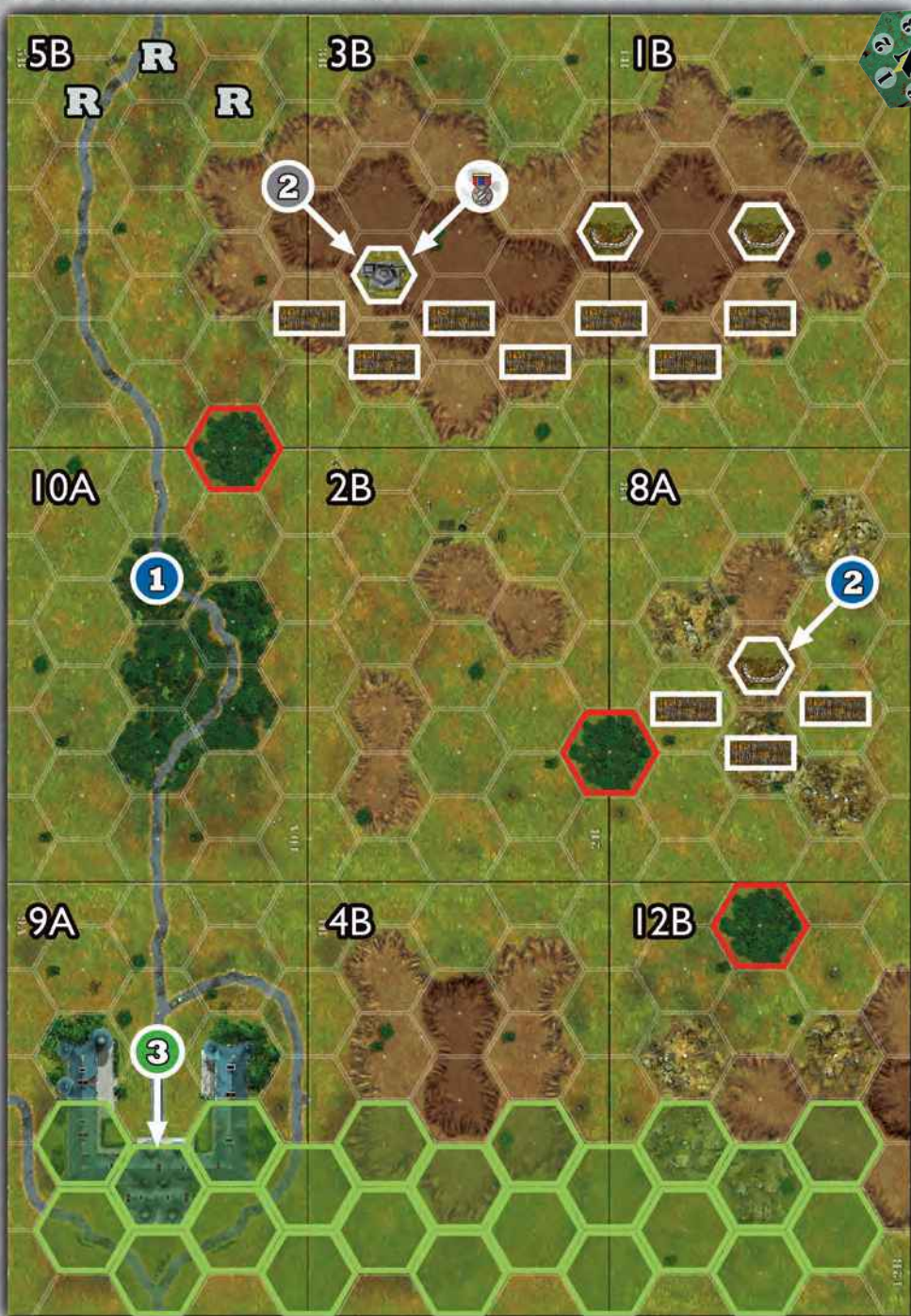
- No Surrender

#### Deployment Zone

Any of the hexes on maps 5B, 3B, and 1B, as well as the hex containing an entrenchment marker on map 8A.







## SCENARIO DETAILS

- **Rounds:** 6
- **Starting Initiative**  
Americans
- **Actions per Turn**  
3 actions per nation

## REINFORCEMENTS

The Germans receive the following reinforcements during the Status Phase of round 4:

- 2 Squad Bases
- 4 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Panzer IV

## TERRAIN FEATURES

- 3 Entrenchments
- 10 Razor Wire
- 1 Pillbox

Siegfried Line pillboxes are stronger than Normal. Tanks firing at them still get +3 Range, but do not receive the +3 Concussive Firepower bonus.

