

Hitdorf on the Rhine

by Maury Richards

Hitdorf, Germany, April 6, 1945: As the Third Reich collapsed, many American leaders became bold to the point of recklessness. Often, a daring stroke by a small group of soldiers yielded a vast gaggle of demoralized German prisoners. But, sometimes, the Americans pushed their luck too far and the Germans, like a wounded animal, would lash back with stinging effect.

At early dawn, Co. A of the 1st Bn, 504th Parachute Reg't crossed the Rhine and advanced toward the town of Hitdorf. Unfortunately, elements of the 62nd Volksgrenadier Division had just linked up with the lingering remnants of the 11th Pz. Division, and the Germans were not yet willing to lay down their arms. The landing went easy enough but as the paratroopers entered the town, they were met by an enemy company that

had been rushed to the sector.

This scenario is a modification of Squad Leader - Scenario 10.

OBJECTIVE:

The Americans win if they are able to control any two of the buildings on board 11A and have at least 6 squads remaining. The Germans win by preventing this objective.

Rounds: 8

Starting Initiative

German

Actions

3

Reinforcements

Turn 1: The German division 2 arrives during the status phase of Turn 2. They arrive on any hex along the east map edge.

Turn 3: The Americans receive the following reinforcements along the west map edge during the status phase of Turn 3.

6 squad bases

2 leaders

1 MG

3 elites

17 regulars

2 anti-tank specializations

2 engineer specializations

Turn 6: The Germans receive the following reinforcements along the east map edge during the status phase of Turn 6.

4 Panzers

Terrain

Streams are flooded.

Special Rules

The Germans set up their initial forces, followed by the Americans. After the Americans have set up their initial forces, the Germans may place their four mine counters anywhere

on the non-American deployment boards.

The Americans have parachuted in and have limited supplies. They may only deploy three smoke counters (total, not per squad) during the course of the scenario. Put a fatigue counter on the Lay Smoke card each time a smoke counter is created. Remove the Lay Smoke card after the third fatigue counter is placed.

Side 1

Division One

- 5 Squad Bases
- 14 Regular Infantry
- 2 Officer
- 1 Mortar Crew
- 1 Machine Gun Crew



x 2

Division Two

- 4 Squad Bases
- 7 Regular Infantry
- 6 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x 1



x 1

Starting Strategy Cards: 0

Strategy Decks

- Artillery II
- Command I

Operations Cards

- Clear Mines
- Lay Smoke

Deployment Zone

The Americans can deploy anywhere on the first two complete Western hex rows.



Side 2

Division One

- 2 Squad Bases
- 5 Regular Infantry
- 1 Officer
- 1 Machine Gun Crew



x 2

Division Two

- 9 Squad Bases
- 18 Regular Infantry
- 7 Elite Infantry
- 3 Officer
- 2 Mortar Crew
- 2 Machine Gun Crew



x 3

Starting Strategy Cards: 0

Strategy Decks

- Artillery I
- Ground Support I

Operations Cards

- No Surrender

Special Rules

The Germans receive 4 mine counters to deploy after the Americans have deployed their troops. See scenario special rules.



