

Castle Wewelsburg

by Shane Meehan

March 13, 1945. Hitler's armies are on the run and the Allies advance into Germany on both fronts. The U.S. Third Infantry Division is ordered to liberate Wewelsburg Castle, a Waffen SS training ground and fortress established by Heinrich Himmler, the head of the SS. Wewelsburg is also the site of Himmler's research into the occult and paranormal. It is considered a

figurehead of Nazi leadership and as such the soldiers that guard it are expected to defend it zealously to the death.

OBJECTIVE:

The Americans must occupy the castle hex at the end of round 7 to achieve victory.

The Germans must occupy the castle hex at the end of round 7 to achieve victory.

"The best political weapon is the weapon of terror. Cruelty commands respect. Men may hate us. But we don't ask for their love, only their fear."

-Heinrich Himmler, Reichsfuhrer-SS

Rounds: 7

Starting Initiative

Americans

Actions

3

Reinforcements

The Americans receive the following reinforcements during the status phase of Round 3.

- 1 Sherman tank

- 2 squads of 4 regular infantry

- 1 special unit token of players choice

Terrain

- The stream is DEEP

U.S. 3rd Infantry

Division One

- 5 Squad Bases
- 13 Regular Infantry
- 3 Officer
- 2 Mortar Crew
- 1 Sherman Tank



x 1



x 1



x 1

Division Two

- 4 Squad Bases
- 14 Regular Infantry
- 2 Officer



x 2

Starting Strategy Cards: 2 Strategy Decks

- Artillery II
- Supply I

Operations Cards

- Clear Mines
- Double Time

Deployment Zone

Any green hex.

Waffen SS

Division One

- 3 Squad Bases
- 9 Regular Infantry
- 1 Officer
- 1 Machine Gun Crew

Division Two

- 4 Squad Bases
- 13 Regular Infantry
- 1 Officer
- 1 Mortar Crew
- 1 SdKfz 251 Half Track

Starting Strategy Cards: 2

Strategy Decks

- Ground Support I
- Morale I

Operations Cards

- No Surrender
- Desperate Defenders

Deployment Zone

The Germans can deploy on any forest hex surrounding the castle or any hill or barracks hex within 12A.

Special Rules

The Germans have access to the following special units at the start of the game.

- All regular German infantry squads are specialized Waffen SS. They are to be designated with one activation marker placed in their squad base. The Waffen SS have +1 attack and +1 move modifiers per squad whether it is at full capacity or not..

