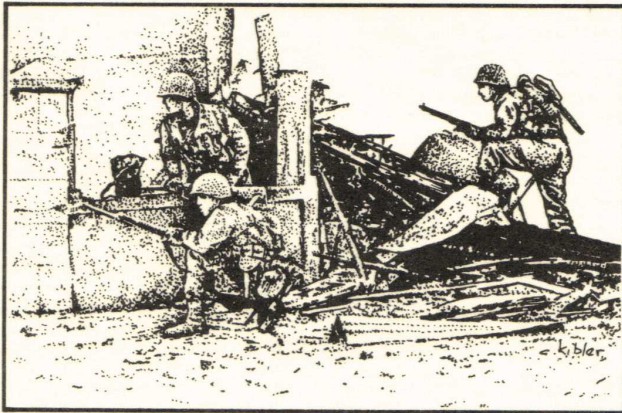


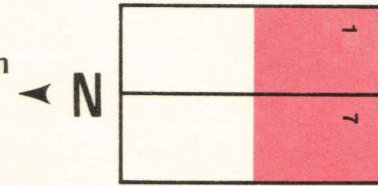
Scenario 308

HAN-SUR-NEID



HAN-SUR-NEID, FRANCE, November 11, 1944: It will never be known who ordered the charge. Perhaps it was Colonel Burnette, who was mortally wounded as his men neared the 100 foot bridge. Perhaps it was simply the sight of Lt. Edwards' tanks edging across the unblown span that drew the men forward. Amidst a shower of shot and shell, a small band of brave GIs, supported by three Shermans, burst across the bridge "faster than they knew how" and then hunkered down to defend the narrow approach.

Board Configuration



Only Rows A-Q inclusive are playable.

VICTORY CONDITIONS

To win, the German must kill, capture, or currently have broken at game's end all US squads, plus destroy or force abandonment of all US AFVs OR, instead of the previous conditions, enter 711 with one unbroken German squad and leader on foot. The US player wins by avoiding German Victory Conditions.

TURN RECORD CHART

☆ U.S. sets up first	1	2	3	4	5	6	7	END
☆ U.S. moves first								

Elements of the 11th Panzer Division enter by group as per 308.5:

Group 1: 13 (1-1), 75 (4/2) **2**

Group 2: 1 (5), 5²-4-8, LMG 2-8 B12, '44a (3), 13 (0-1), 75 **3 2 2 3**

Group 3: 1 (5), 4¹-6-7, LMG 2-8 B12, '44a (3) **2 6 3 4**

Group 4: No Arrival This Turn

Elements of the 317th Infantry Regiment with tanks of 68th Tank Battalion [ELR:4] set up within five hexes inclusive of 719:

9-2, 8-1, 1-9, 6²-6-7, 44a 6 1PP (4) X11 +, 9 (1) B12, 13 (1) 75, 13 (1) 75, 15 (2) 76L **4 2**

SPECIAL RULES

- 308.1 The river is deep and without current.
- 308.2 There is a wooden, one lane bridge from hex I2 to hex I8. No US unit of any kind may enter any bridge hex. No German vehicles may enter any bridge hex. The US player may not attempt to destroy the bridge.
- 308.3 No boresighting is allowed.
- 308.4 The US player has one 105mm OBA module.
- 308.5 At the beginning of each German RPh, the German player picks one chit from a set of four numbered from 1-4. After picking the chit it is discarded and a die is rolled. On a die roll of 1-2, the cited German force enters on any hex or hexes of the South edge of Board 1. On a die roll of 3-4, it enters the East edge;

- on a die roll of 5-6, it enters the North edge of Board 1.
- 308.6 All multihex buildings are level one.

AFTERMATH: The large number of wounded lying on the narrow bridge prevented any further crossing by US tanks. The continued battering of the far shore by German artillery limited infantry reinforcements to small handfuls of resolute men. Nonetheless, the GIs were able to beat back a series of uncoordinated German attacks. By nightfall, the process of clearing the bridge had been completed and American tanks and armored infantry streamed into the town. The next day the 6th Armored and 80th Infantry Divisions were ready to attack out of the precious bridgehead.