

HARPER'S WAR STORIES

WEST FRONT SCENARIO 45-1 Advance on Aalen

April 1945

SITUATION

The American Army is over the Rhine. Your Armored Division is through the Schwartzwald and speeding across Swabia enroute to Munich and the Austrian border. Yet, German opposition remains in the form of scraped-together battlegroups of various sizes and in the form of units of fanatical elite troops who can be expected to resist to the last man. Corps command has ordered your division to interdict the main north-south highway and railroad passing through the city of Aalen and the division commander has selected your combat command to lead the attack.

WEATHER (Optional Rule)

Weather is clear.

BATTLEFIELD

BUAs: All BUAs are Substantial (hard cover).

Vegetation: Forest.

Watercourses: Streams (fordable); except for the Kocher River.

Broken Ground: The broken ground at Aalen represents the smaller buildings and open areas within the city of Aalen. It provides Medium Cover from fire and counts as Dense terrain for spotting.

VICTORY CONDITIONS

US Major: Occupy all sectors of one of the four BUAs on the near (west) bank of the Kocher River. The target BUAs are noted with filled center sectors.

US Minor: Occupy a position from which US forces can bring direct fire by medium or heavy weapons ($\geq 75\text{mm}$) at any point on the north-south road and railroad between Untere Weifen and the northern map edge..

German: Avoid the US victory conditions.

ORDERS OF BATTLE

United States (Veteran, Morale:8)

Combat Command Headquarters

1 M4 Sherman Command Tank

1 Radio Halftrack

Headquarters and Service Company

1 Staff Radio Half-Track w/HMG

1 Recon Jeep w/MG

1 M5 Stuart Light Tank

1 Medium Supply Truck

Armored Battalion Headquarters

1 M4 Sherman Command Tank

Headquarters and Service Company

1 Staff Radio Half-Track w/HMG

- 1 M4(105) Sherman Support Tank
- 1 Recon Jeep w/MG
- 1 M4 HTMC
- 1 Medium Supply Truck w/HMG
- Armored Infantry Battalion Headquarters
 - 1 Command Stand
 - 1 Jeep
- Headquarters and Service Company
 - 1 Recon Jeep w/HMG
 - 1 M8 HMC
 - 1 M4 HTMC
 - 1 Bazooka Team
 - 1 57L52 AT Gun and Crew
 - 1 Half-Track w/HMG
 - 1 Half-Track w/MG
 - 1 Medium Supply Truck w/HMG
- Combat Teams Able, Baker, and Charlie (each)
 - 1 Command M4 Sherman Tank
 - 2 M4 Sherman Tank
 - 1 Command Stand
 - 3 Armored Infantry Stands w/bazookas
 - 1 Weapons Stand w/bazooka
 - 2 Half-Tracks w/HMG
 - 2 Half Tracks w/MG
- Light Tank Company, Armored Battalion
 - 1 Command M5 Stuart Light Tank
 - 2 M5 Stuart Light Tank
- Attached Reconnaissance Troop
 - 1 Command Stand
 - 1 Jeep
 - 3 Recon M8 Armored Cars
 - 2 Recon Jeeps w/MG
 - 2 Recon Jeeps w/HMG
 - 1 Weapons Stand
 - 1 Half-Track w/HMG
- Attached Tank Destroyer Battery
 - 1 Command M20 Armored Car
 - 1 Recon M8 Armored Car
 - 3 M10 Wolverine GMC
- Attached Armored Artillery Battalion (-)
 - Headquarters
 - 1 Command Observation M4 Sherman Tank
 - Headquarters and Service Battery
 - 1 Staff Radio Half-Track w/HMG
 - 1 Medium Supply Truck w/HMG
 - Able and Baker Firing Batteries (each)

- 1 Command Infantry Stand w/bazooka
- 1 Half Track w/HMG
- 1 M7 Priest HMC

Germany (Veteran, Morale 7/8/9/10/11*)

Kampfgruppe Headquarters

- 1 Command Stand
- 1 Car

Headquarters Company

- 1 Staff Radio Truck
- 2 Recon Motorcycle SMG Stands w/Panzerfaust
- 1 75L46 AT Gun and Crew (ds)
- 1 Sdkfz 10
- 1 Medium Supply Truck

Panzer Grenadier Battalion

Headquarters

- 1 Command Stand
- 1 Kubelwagen

1st Panzergrenadier Company

- 1 Command Panzergrenadier Stand w/Panzerfaust
- 2 Panzergrenadier Stands w/Panzerfaust
- 1 Weapons Stand
- 2 Medium Trucks

2nd Panzergrenadier Company

Same as 1st Company

3rd Panzergrenadier Company

Same as 1st Company

4th Panzergrenadier (Weapons) Company

- 1 Command Panzergrenadier Stand w/Panzerfaust
- 1 Light Truck
- 1 75L12 Infantry Gun and Crew
- 1 SdKfz 10
- 1 8cm or 120cm Mortar and Crew (ds)
- 1 Medium Truck
- 1 75L46 AT Gun and Crew (ds)
- 1 Maultier
- 1 Recon Motorcycle SMG Stand w/Panzerfaust

Attached Panzer Company (Morale 7/8/9/10/11*)

- 1 Command Mk IVH Panzer
- 2 Mk IVH Panzers

Attached Combat Engineer Company (Motorized) (Morale 7/8/9/10/11*)

- 1 Command Engineer Flamethrower Stand w/Panzerfaust
- 2 Engineer Flamethrower Stands w/Panzerfaust
- 1 Weapons Stand
- 2 Medium Trucks.

Attached Divisional Engineer Company (**Morale 7/8/9/10/11***)

- 1 Command Engineer Stand w/Panzerfaust
- 2 Engineer Stands w/Panzerfaust
- 1 Weapons Stand
- 2 Medium Trucks

Attached Panzer Artillery Battalion (**Morale 7/8/9/10/11***)

- 1 Command Observation PzBeoWg III
- 1 Staff Radio SdKfz 251/1
- 1 Medium Supply Truck
- 2 Light Batteries (each)
 - 1 Command Infantry Stand w/Panzerfaust
 - 1 Light Truck
 - 1 Wespe
- 1 Medium Battery
 - 1 Command Infantry Stand w/Panzerfaust
 - 1 Light Truck
 - 1 Hummel

* Determine German Morale at the start of the first German turn, after command cubes have been deployed. Roll a d10: 1 = Morale 7, 2-3 = Morale 8, 4-6 = Morale 9, 7-9 = Morale 10, 10 = Morale 11.

DESIGNER'S NOTES

This is a fictional scenario developed from a Battle Stations Problem which appeared in the magazine: *Wargamer's Digest* and published in May 1980 by McCoy Publishing Enterprises, Inc. In preparing this Battle Problem, Mr. McCoy may have been drawing on his own experiences as a member of the Fourth Armored Division during World War II to describe the general situation.

The original Battle Problem identifies the US force as a Combat Command from Third Armored Division and the approach route to Aalen as starting in Schwab Gmund. My research indicates that US forces occupied the city of Aalen in Wuttemberg during the third week of April 1945. At that time, Third Armored was located at Dessau, over 400 kilometers (250mi) away. In fact, it appears that there were no US armored divisions in Wuttemberg Stadt during that week.

In spite of the supposed time frame for the scenario, I elected to use full-strength units for both OOBs. The variable German Morale reflects the growing desperation of German forces fighting on the home soil. One might expect to encounter anything from war-weary Wehrmacht units to fanatical elements of the SS prepared to fight to the death. As an added complication, players may wish to roll separately to determine the Morale of attached German unit: panzers, engineers, and artillery.



- Level 1
- Level 2
- Level 3
- Level 4
- Level 5
- Level 6
- Broken Ground
- Built Up Area
- Forrest
- Road
- Railroad
- Creek

Scale: 1" = 50 yards
One grid square is 12" across.

