

VOGT'S RITTERKREUZ

Gun Duel 2001 GD1



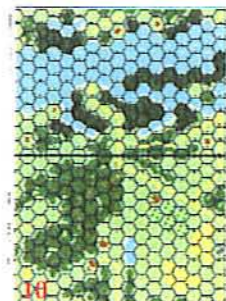
Hatert Holland, 10 May 1940,: As Operation Yellow opened, the recon battalion of the 3. Verfügbungs Truppen (or "V division") was detailed to Kampfgruppe Grave. This battle group was assigned the task of seizing bridges across the Waal river at Nijmegen, Neersbosch, Hatert, Malden and Heuman. Only the bridge at Heuman could be taken intact. At Hatert, every man in the assault detachment was either wounded or killed. A wounded Oberscharführer Franz Vogt led the remnants of his unit, 4 men, on to capture the damaged bridge against tenacious Dutch resistance. With it's first mission completed the recon battalion returned to the control of the "V" division on 11 May. Franz Vogt was awarded the Knight's Cross for his bravery and determination. Vogt was the first of many from the unit that was to become the 2nd SS Panzer Division "Das Reich" to be awarded the Ritterkreuz.

BOARD CONFIGURATION:

Board 10 only hexrows A-Q are playable.
Board 7 only hexrows Q-GG are playable.

BALANCE:

German: Replace the Dutch HMG with a MMG.
Dutch: Add on Dutch 4-5-7 to OB.



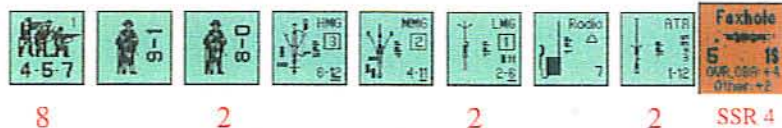
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Victory Conditions: The German player wins if at game end he controls all bridge hexes and all land hexes within 3 hexes of the bridge.

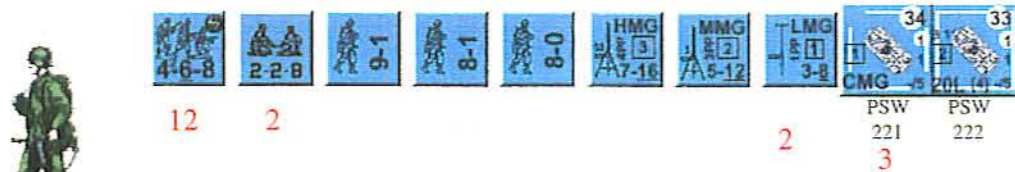
TURN RECORD CHART

| | | | | | | | | | |
|---------------------|---|---|---|---|---|---|---|---|-----|
| Dutch Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | END |
| German Moves First | | | | | | | | | |

Dutch Bridge Security Detachment: [ELR :2] Setup in any board 7 hex and on board 10 in hexes numbered <=6: { SAN: 4}



German Elements of Kampfgruppe Grave (see SSR2) [ELR: 5] Enter on turn 1 from the east edge: {SAN: 3}



SPECIAL RULES:

1. EC are moist with no wind. All marsh hexes are brush. The river is Deep with a moderate current flowing north. No island hexes exist and are considered river hexes for all purposes. A 2 lane Stone Bridge exists in 7AA6-7AA8. To reflect it's damaged status several exceptions to the normal bridge rules apply. Bridge hexes are a 0 level (inherent) +1 hindrance/TEM to all fire and is not considered open ground. Vehicles may not enter a bridge hex and infantry pays 2 MF to enter a bridge hex.

2. The Dutch radio represents 80+ Batt. Mtr. OBA (HE and smoke)

3. 4-6-8s are considered SS for all purposes. The 2-2-8s represent Wehrmacht MG troops with no SS capabilities. The 2-2-8s are immune to the effects of Covering and need no leader direction for long range fire with the MGs. Any other MMC firing a HMG/MMG suffer a decrease of 1 applied to the MGs B# and ROF. The inherent FP of any squad is halved when firing a HMG/MMG. Any SMC may fire HMG/MMG normally.

4. Dutch infantry may begin the game in foxholes if in eligible terrain.