

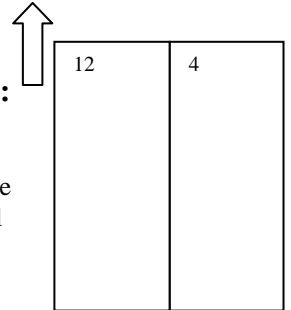
SCRATCH FORCE

ASL Southern Cross Scenario SX 8



Irsch, Germany, 24 February 1945: The 5th Ranger Battalion was tasked with penetrating the front and operating behind enemy lines. They were to soften up the defenses in anticipation of a later breakthrough attempt. During the raid, one of the platoons under Lt. Gambosi became separated. They then linked up with Task Force Riley, an armored unit with no infantry support. Gambosi's Rangers were put on half-tracks and the advanced continued. Ahead of them was the important crossroads village of Irsch. It had to be taken to prevent any German flank attack on the main force.

BOARD CONFIGURATION:





BALANCE:










German: Add one 467 to at start force
 American: PzIVE(L) delays entry till
 Turn 3

VICTORY CONDITIONS: The U.S. Player wins if there are no good order German units within 4 hexes of 12Q5 AND loose fewer then 35 CVP.

| | | | | | | | |
|-------------------------|---|---|---|---|---|---|---|
| ⚔ German Set up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ☆ American's Move First | | | | | | | |

Elements of the 416th Infantry Division (ELR 2) with Armor Support: Set up on or within 4 hexes of 12Q5 {SAN: 2}
















| | | | | | | | | |
|---|---|---|--|---|--|--|--|---|
|  4-4-7 |  9-1 |  8-0 |  5-12 |  3-8 |  12-4 |  7 morale |  12 88L 3/5/2 |  3 |
|---|---|---|--|---|--|--|--|---|

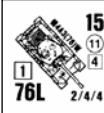

Armor Reinforcements enter on Turn 2 on/between 12Y1 and 12I1

Scenario Design: Jeff Harris

Second Platoon, Co. B and elements of 21st Tank Battalion, CCB/10th Armored Division [ELR:5] Enter on turn 1 anywhere along the North and/or South edge {SAN: 3}

| | | | | | | | | | |
|--|--|--|--|---|--|---|--|---|---|
|  6 ^E -6-7 |  3-4-7 |  9-2 |  8-1 |  4-10 |  60*[3-45] |  8-5 |  12 76L 2/4/4 |  20 10PP* *AAMG -/-/12* |  20 15PP *AAMG -/-/8* |
|--|--|--|--|---|--|---|--|---|---|

| | |
|--|--|
|  15 76L 2/4/4 |  20 15PP *AAMG -/-/4 |
|--|--|

SPECIAL RULES:

1. EC are wet with no wind at start.
2. There are no Level 2 building locations. All buildings are either ground or ground and first level buildings.

AFTERMATH: Lt. Colonel Riley sent his lead company of Sherman's into town, and they were quickly knocked out by tank supported infantry armed with Panzerfausts. He turned to the Rangers and asked them to go in and salvage the situation. Lt. Gambosi and his tiny force then entered the town going house to house to clear them and the three road blocks. Deprived of it's infantry support, The Tiger tank withdrew and the Rangers reported a second Tiger on the edge of town which did not enter the conflict. Gambosi's Rangers took sixty prisoners and together with TF Riley, held the town until additional companies of the 10th Armored arrived.