

# SCENARIO 15: GERMANY'S LAST STAND AT ~~THE RUHR~~ *IRGENDW*

While most German units eventually surrendered in the face of certain death, some fanatical soldiers refused to admit defeat and fought to the last.

## OPPOSING FORCES

This scenario is played between an attacking British or American force and a defending German force.

## SET-UP

An area of roughly two square feet centred in the middle of the table should be covered with large buildings, obstacles and areas of rubble. This represents a large factory with its subsidiary buildings, a refinery or other industrial complex. It

Fanatic Germans have chosen to make their last stand here. The German player sets up his entire force within this area. These units may use the hidden set up rules. The Allied player must nominate at least half his force as his first wave. Units not in the first wave are held back in reserve.

## SPECIAL RULES

### FANATICS

All German units are Fanatics. They are also unaffected by FUBAR (a roll of two 6s), which only counts as a failed order test; no separate FUBAR test is triggered.

### LOW AMMO

On the other hand, they are critically low on supplies. Whenever a German unit fires, first roll a single die for the whole unit. On a 1 or 2, the unit doesn't fire. It has either decided to conserve its ammo, or is scrounging for bullets among its members.

## OBJECTIVE

The German player is trying to hold the complex for as long as possible. The Allied player is trying to secure it.

## FIRST TURN

The battle begins. During turn 1, the Allied player must bring his entire first wave on to the table. These units may enter the table from any table edge, and must be given either a Run or Advance order. Note that no order test is needed when bringing units on to the table as part of a first wave.

Likewise, in the following turns, the Allied player's reserves may enter the table from any table edge.

## GAME DURATION

The game lasts until the last German unit is destroyed. Keep track of how many turns that takes.

## VICTORY!

At the end of the game, calculate which side has won by adding up victory points as follows. If one side scores at least 2 more points than the other, then that side has won a clear victory. Otherwise, the result is a draw!

The German player gets 1 victory point for each enemy unit destroyed. It also gets 1 victory point for each turn the game lasts.

The Allied player gets 2 points for each enemy unit destroyed.