

Fireball



Elsdorf, Germany — February 26th, 1945

During the afternoon of February 26th, advance recon elements of the US 3rd Armored Division reached the center of Elsdorf. The city has been heavily damaged by earlier shelling which ignited a coal pile. As night fell, a single M26 Pershing Tank named Fireball arrived to add weight to a roadblock erected near the burning coal pile. The Germans launched a midnight counter-attack with Panzers, Grenadiers and local Volksturm. With the light of the burning coal pile illuminating the American positions, the Germans stormed forward.



Board Configuration:

53

VICTORY CONDITIONS: The German player wins immediately upon controlling Hex P6 or at game end the player with the most VP is declared the winner. The German player gains 1 VP for each non-rubble building hex controlled on or west of Row R. The US player gains 5 additional VP if in control of P6 at Game end.

German Moves First	1	2	3	4	5	6
American Sets Up First						

Elements of 3rd Armored Division (ELR 4) (SAN 2) Setup: on or west of Row P.

Set up in hex P6

4th Coy of schwere Panzer Abteilung 506 (ELR 2) (SAN 3) Setup: Cloaked on/east of Row V.

Special Rules/Notes:

1. EC are moderate with no wind.
2. Hex N6 represents a coal pile that is burning throughout the scenario. This hex cannot be entered by any units. The coal pile illuminates all hexes in a 2 hex radius to N6. Fire Spread from N6 is NA.
3. Night rules are in effect. The Base NVR is three hexes with no Cloud Cover and No Moon, so any NVR change will be limited to one hex per occurrence. The American is the scenario defender (E1.2); the German is the scenario attacker and may set up cloaked. The majority squad type of both sides is Normal.
4. Place rubble in the following hexes: M5, M7, N7, P2, P5, P7, Q4, R2, R4, S6, S9, T3, T7, U3, U5, W3, X4.
5. Place debris in the following hexes: S3, S4, T8, U4, W4
6. Place wrecks in the following hexes: S8, X3
7. Place US roadblock in hex P6 facing Q6.
8. The US may set up 1 MMC with SW and Leader HIP.
9. The US AT Gun sets up HIP regardless of terrain type.

Aftermath: FIREBALL was positioned to cover a roadblock and was backlit by a burning coal pile that silhouetted the turret to the enemy. FIREBALL was engaged and hit 3 times with 88mm AP from 100 yards range by a German Tiger 1. As the Tiger 1 tried to reposition it became bogged in debris. Despite losing Fireball, the US position held.

