

A Fallen Rose



Paderborn, Germany — March 30th, 1945

On March 30, 1945, a few miles south of the city of Paderborn in a rural forested area, General Rose was riding at the front of the Task Force Welborn column. The front of this column consisted of his own jeep, a jeep in front of him, a tank at the head of the column, an armored car behind him, and a motorcycle messenger bringing up the rear. Suddenly they ran into German armored elements headed west. General Rose, along with the other men, jumped into a nearby ditch with his Thompson sub-machine gun as the lead tank took a direct hit and was destroyed. When they realized that they were being surrounded by German tanks they re-entered their jeeps and tried to escape.

Board Configuration:

q	37	
		62

VICTORY CONDITIONS: The US Player wins immediately if General Rose successfully exits the east-edge of Board 62 through the GG6 Road Hex. Any other result is a German victory.

German Sets up First		1	2	3	4
American Moves First					

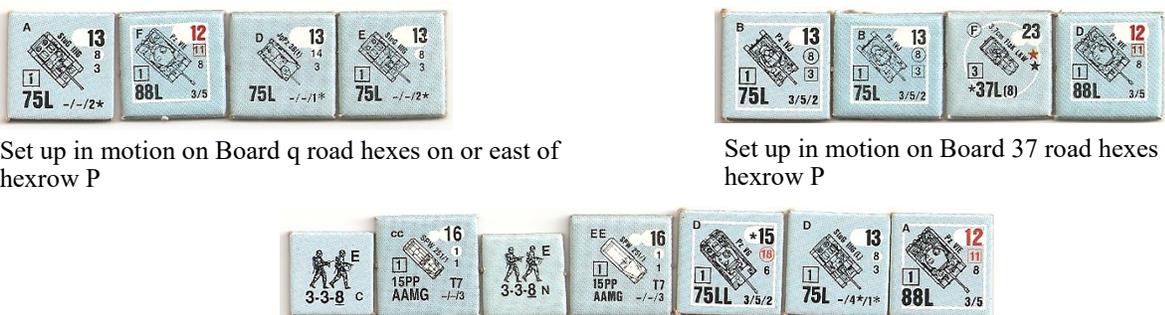


Elements of Taskforce Welborn, 3rd Armored Division (ELR 4) Enter Turn 1 on west edge of Board 37 Road Hex GG6



US Force enters the board in the order listed above from left to right in column and remaining on the road. The half-squads are mounted in both jeeps and on the M-24. The 7-0 is a motorcycle messenger.

Remnants 5th Panzer Army (ELR 2) Setup: HIP on Road Hexes as indicated.



Set up in motion on Board q road hexes on or east of hexrow P

Set up in motion on Board 37 road hexes on or east of hexrow P

Set up in motion on Board 62 road hexes on or east of hexrow R Half-squads are mounted.

Special Rules/Notes:

1. EC are moderate with no wind.
2. DUSK in effect Q7, CG18. A +1 LV Hindrance applies to all non-C attacks for the duration of the scenario.
3. There are no Snipers in play.
4. All German units are setup HIP. They are revealed in Turn 1 if in the LOS of a US Unit. At the end of Turn 1, all German units which are still not in LOS of a US unit are covered with a ?.
5. The US Jeeps may attempt to enter a hex occupied by a German AFV and pass through. The German player may attempt to disable the by passing vehicle by rolling 1d6. On a roll of 1 or 2, the US jeep is pinned by the German AFV and immobilized.
6. As the Germans are endeavoring to capture the Americans, German units may not fire at either US jeep until the US jeeps are on or east of Rows I on Boards q and 37 and Row Y on Board 62.

Aftermath: Once they were back on the road they realized it was occupied by numerous German tanks. The lead jeep gunned its engine and narrowly made it past the first tanks and escaped to the other side. The driver of General Rose's jeep attempted to do the same, but one of the German tanks turned to cut them off and as Rose's jeep was passing the tank wedged the jeep against a tree. The top hatch of the tank flung open and a German soldier appeared pointing a machine pistol at the group in the jeep. General Rose reached towards his pistol holster (either to throw it to the ground or in an attempt to fight back). The German soldier shot him several times with at least one round hitting Rose in the head.

