

SITUATION NO. 28-4/3

JUVELIZE: THE FINALE

September 22, 1944: A large battlegroup consisting of remnants of the 111th and 113th Panzer Brigades attacks the northernmost elements of CCA 4th Armored Division, in a last-ditch effort to stop the American advance into the gap in the German lines.

MAPBOARD ORIENTATION

D	C
A	D



AVAILABLE FORCES

ALLIED

11 A 8 x6	14 A 10 x3	5 A 5 x3	14 H 10 x2	14 A 10 x2	40 (FF) 32 x3
3 A 5 x2	4 I 2 x9	9 A 5 x3	3 M 12 x1	2 (CI) 2 x13	 x10

P-47

GERMAN

13 A 12 x5	11 A 8 x6	3 I 2 x12	6 I 1 x1	3 M 12 x1	15 M 20 x2	20 (H) 28 x2
4 H 10 x2	6 H 12 x1	14 H 10 x8	20 A 20 x1	60 (H) 36 x2	0 C 0 x12	

SET-UP

ALLIED: Set up first anywhere on board A and northern board D.

GERMAN: Set up second anywhere on board C and southern board D.

SPECIAL RULES

1. Use Pzkw IV (SS) counters to fill out the Pzkw IV (W) units. Use lower values.
2. Use halftrack and wagon counters to fill out the German Truck units.
3. Use M-10 counters to fill out the M-18 units. Use M-18 values.
4. A maximum of three Fighter-Bomber units may be on the playing area in any one turn.

VICTORY CONDITIONS

Each player receives one point for each enemy unit destroyed. In addition, the German player receives two points for each of his units which exits the west edge of the playing area by the end of the game. The player with the highest point total at the end of the game is the winner.

TURN RECORD TRACK

GERMAN moves first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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