

VE-DAY SCENARIOS

FOREWORD

On May 8, 1945, after 6 years of war, the German Wehrmacht surrendered to the Allies in Berlin. War in Europe was finally over. 1945, however, saw the final throes of a powerful military; as the American and British forces pushed forward on the western front, Soviet forces advanced tirelessly from the east, closing in on Berlin. Struggling to defend the fatherland, German soldiers proved to be fierce warriors, even when outnumbered or encircled. The war would not end as easily as expected.

Today, 70 years after the end of the war in Europe, we offer you the following four scenarios to commemorate the battles of 1945. The standard scenarios require several Memoir '44 expansions and the Seelow Heights Overlord scenario requires at least one additional copy of Memoir '44 and two Eastern Front expansions, as well as other items from various expansions. Gather your friends, and relive the last fierce battles of WWII in Europe...

And above all, have fun and enjoy!

Richard Borg and the NCOs at Days of Wonder

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Warning: Choking Hazard. Contains small parts that can be swallowed. Not for children under 3 years old. Retain package for future reference.



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**DAYS OF
WONDER**



WESTERN FRONT

1

16303

UNTERNEHMEN NORDWIND

HATTEN & RITTERSHOFEN

JANUARY 16, 1945



Setup order

1 x7

2 6x

3 x12

4 11x

5 x2

6 3x



German Elite Units



Combat Engineers



Half-Tracks



Mobile Artillery



AT-Gun

• Historical Background •

Unternehmen Nordwind (Northwind), the drive to Strasbourg, was the last major German offensive on the Western Front. Launched on January 1, 1945, it was initially successful as the Axis forces broke through the thinly stretched U.S. 7th Army line and drove toward Strasbourg.

Elements of the 79th Infantry Division, however, were able to stall the German 1st Army and 39th Panzer Corps at the villages of Hatten and Rittershoffen, two small Alsatian towns just north of the Haguenau forest and a mile or so apart. Surrounded by German forces on three sides, the 42nd US Infantry Division was rushed forward to relieve them. The battle raged for almost a month, resulting in heavy casualties on both sides.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• Briefing •

**Axis Player**
[Germany]

- ◆ Take 5 Command cards.

**Allied Player**
[United States]

- ◆ Take 5 Command cards.
- ◆ You move first.

Conditions of Victory

- ◆ 7 Medals.

The towns of Hatten and Rittershoffen are each a Permanent Medal Objective worth 1 Medal for the Allied player if he manages to relieve their garrison. To relieve a garrison, a friendly unit must begin their turn in a hex that is adjacent to a town hex occupied by a garrison. There are three garrison units in this scenario: the infantry unit in Hatten and the infantry and artillery units in Rittershoffen. Place a Battle Star on these units to identify them as garrisons.

Special Rules

Re-Supply rules (*Action 24 - Resupply*) are in effect for Half-Tracks (*Troops 18 - Half-Tracks*).

Place a badge on Axis elite infantry and armor units (*Troops 2 - Specialized Units*), and on Axis Engineer units (*Troops 4 - Combat Engineers*).

Place a badge (or use the proper figures) on the Allied Mobile Artillery unit (*Troops 14 - Mobile Artillery*).

Special Weapon Assets late war rules (*SWAs 4 - Special Weapon Assets, Late War*) are in effect for units equipped with Anti-Tank Guns (*SWAs 5 - Anti-Tank Gun*).

The Allied player may conduct Air Strikes (*Actions 3 - Air Strikes*).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

2

Setup order

- 1 x5
- 2 21x
- 3 x4
- 4 3x
- 5 x6
- 6 6x
- 7 x1
- 8 2x
- 9 x4
- 10 2x
- 11 x4
- 12 3x



• Historical Background •

Operation Veritable was intended to eliminate all German forces west of the Rhine river and set the stage for Allied forces to eventually cross that great barrier. However, General Schlemm, the German commander of the First Parachute Army defending the region, anticipated the attack and flooded the Maas and Rhine rivers to narrow the Allied assault to a 6 mile corridor. Early morning on February 8, 1945 the 1st Canadian Army and the British XXX Corps launched their attack after a five hour artillery barrage. The Anglo-Canadian advantage in manpower was nullified by the narrow front and thawing ground bogged down most of the armor. The attack rolled forward, however, up the Nijmegen-Cleve road in one sector and into the Reichswald Forest in another. The 44th Brigade, a strike force of Grenadier Guards, flame-throwing tanks and mobile artillery, reached Nutterden early the next day. The frontal assault into the Reichswald Forest by the 53rd Welsh Division and 51st Highland Division, made slow progress, but the advance came to a halt when it encountered the German 2nd Parachute Regiment and heavy artillery fire. Despite slow progress and stiff resistance, the first day of the operation was promising. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• Briefing •

Axis Player
[Germany]

- ◆ Take 5 Command cards.

Allied Player
[Canada / Great Britain]

- ◆ Take 5 Command cards.
- ◆ You move first.

Conditions of Victory

- ◆ 7 Medals.
- Exit rules are in effect across the entire Axis player's baseline, for the Allied player.
- Each town hex is a Temporary Medal Objective (Turn Start) worth 1 Medal for the Allied player.

Special Rules

British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*). Place a badge on Axis and Allied elite infantry units (*Troops 2 - Specialized Units*), on the Allied Engineer unit (*Troops 4 - Combat Engineers*), and on the Allied Flame Thrower Tanks unit (*Troops 13 - Flame Thrower Tanks*).

Place a badge (or use the proper figures) on the Allied Mobile Artillery unit (*Troops 14 - Mobile Artillery*) and Axis Tank Destroyer units (*Troops 24 - Tank Destroyers*).

Special Weapon Assets late war rules (*SWAs 4 - Special Weapon Assets Late War*) are in effect for units equipped with Anti-Tank Guns (*SWAs 5 - Anti-Tank Gun*) or Machine Guns (*SWAs 7 - Machine Gun*).

The Axis player lays out the Minefields (*Terrain 29 - Minefields*). Draw 4 mines from a set of the following strength: four (0), two (1) and one (2).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

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3

WESTERN FRONT

HITDORF

16300

APRIL 06, 1945



Setup order

6x



1



x19

2

• Historical Background •

On 6 April 1945, the first wave of the 82nd Airborne Division crossed the Rhine in boats and immediately made contact with the enemy. Under heavy fire and faced with a minefield, the troopers fought toward their assigned objectives and managed to reach Hitdorf. As the paratroopers were fortifying their position, the 330th Grenadier Regiment and elements of the 3rd Fallschirmjäger Division launched a counterattack. The first attack was broken less than fifty yards from the perimeter but the second attack started with an artillery barrage. As the Axis tanks and infantry closed in, the paratroopers were forced to withdraw to the beach and back across the Rhine.

The paratroopers had only lost nine men compared with the enemy's 150, but the American troopers felt like it was a mini Dunkirk because they were forced to retreat before they could divert enemy forces from the more important sector upstream.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.



• Briefing •



Axis Player

[Germany]

- ◆ Take 5 Command cards.
- ◆ You move first.



Allied Player

[United States]

- ◆ Take 5 Command cards.

Conditions of Victory

◆ 6 Medals.

The six town hexes of Hitdorf form a Temporary Majority Medal Objective (Turn Start) worth 1 Medal for the Allied player and 2 Medals for the Axis player. The Allied player controls the city at game start and thus has 1-medal head start.

Special Rules

The Allied player rolls 1 die for each Allied paratrooper unit in a town hex at game start. When an Infantry or Star symbol is rolled, place a sandbag in the occupied town hex.

All Allied infantry units are elite units (*Troops 2 - Specialized Units*). Badges are not required. Place a Battle Star (or use the proper figure) on the Allied Sniper Unit (*Troops 10 - Sniper*).

Special Weapon Assets late war rules (*SWAs 4 - Special Weapon Assets Late War*) are in effect for units equipped with Anti-Tank Guns (*SWAs 5 - Anti-Tank Gun*) or Machine Guns (*SWAs 7 - Machine Gun*).

The Axis player lays out the Minefields (*Terrain 29 - Minefields*). Draw 3 mines from a set of the following strength: four (0), two (1) and one (2).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.





4

EASTERN FRONT

SEELOW HEIGHTS

16295

APRIL 16-18, 1945



Setup order

1 x1

2 1x

3 x10

4 7x

5 x7

6 2x

7 x10

8 27x

9 x13

10 1x

11 x2

12 15x



Conditions of Victory

◆ 18 Medals.

The Axis side gains 1 Medal for each Recon 1 Command card that their side plays.

Exit rules are in effect on the portion of the Axis baseline in between the 2 Exit markers for the Allied player.

The 8 town hexes form a Temporary Majority Medal Objective (Turn Start) worth 2 Medals to the side that occupies the absolute majority. The Axis player controls the towns at game start and thus has 2-medal head start.

Seelow Heights is made up of three groups of hill hexes (6 on the left, 10 in the center, 12 on the right). Each hill group is a Temporary Medal Objective (Turn Start) worth 1 Medal for the Allied player if one of their units occupies it AND no Axis unit occupies it.

Special Rules

Re-Supply rules (*Action 24 - Resupply*) are in effect for Supply Trucks (*Troops 17 - Supply Trucks*).

Place a badge on the Axis and Allied elite infantry and armor units (*Troops 2 - Specialized Units*) and on the Axis Engineer unit (*Troops 4 - Combat Engineers*). If you run out of Soviet infantry units, use US standard figures as elite infantry.

Place a badge (or use the proper figures) for the Mobile Artillery units (*Troops 14 - Mobile Artillery*), the Axis Tiger Tank (*Troops 16 - Tigers*) and the Axis Heavy Anti-Tank Gun unit (*Troops 23 - Heavy Anti-Tank Guns*).

Special Weapon Assets late war rules (*SWAs 4 - Special Weapon Assets, Late War*) are in effect for units equipped with Anti-Tank Guns (*SWAs 5 - Anti-Tank Gun*) and Machine Guns (*SWAs - 7 Machine Gun*).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

• Briefing •



Axis Player

[Germany]

- ◆ Take 10 Command cards.



Allied Player

[Soviet Union]

- ◆ Take 10 Command cards.
- ◆ You move first.



• Historical Background •

On 16 April, the battle of Berlin started with a massive Soviet artillery barrage against General Theodor Busse's 9th German Army, which numbered around 200,000 men and equipment. Zhukov's Red Army, on the other hand, was a juggernaut of over 750,000 men and equipment. Busse, realizing that the Germans could not hold onto their forward positions once the Soviet forces had crossed the River Oder, had already evacuated most of his front line units back to Seelow Heights when the Soviet barrage started.

The Soviet troops quickly cleared the remaining German front line but their advance ground to a halt when they reached Seelow Heights, the last major line of defense before Berlin. North of Seelow, the Soviet 47th Army and 3rd Shock Army struggled to make progress against the Germans toward Letschin. In the south, between Seelow and Lebus, the Soviets almost gained a breakthrough but were contained by a fierce counterattack from the Kurmark Panzer Grenadier Division. Meanwhile the 28th Guards, while attacking the village of Dolgelin, were driven back by Tiger tanks.

Zhukov, frustrated by the slow advance, threw in his reserves and ordered his tank formations forward even though his original plan had called for them to wait for the breakthrough. Late in the day on April 17th, the German defenders started to give way and Seelow finally fell the morning of the 18th. By the next day the road to Berlin finally lay open but Soviet losses were staggering.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.