

## Nor'easter Scenario Pack II - YASL26

**BATTLE ORDERS:**

- A. EC are Moist with no wind at start. Falling Snow (E3.71) of increased intensity (i.e. 'Heavy Snow') is in effect and can neither stop nor decrease in intensity.
- B. All level 2 and level 3 hill hexes also contain Woods, with the outline of the Woods conforming to the Crest Lines.
- C. Each player must arrange this OB group such that each vehicle with a PP capability contains a Passenger MMC and all Personnel are Passengers. Then place Drift counters lettered A-GG in an opaque cup. Starting with the Germans, each player alternates drawing a Drift counter for each vehicle, placing the vehicle in a road location [*EXC: hexes 311 and 3110 are ineligible*] in the corresponding lettered hex row of board 3, using Random Selection if >1 eligible road hex; re-roll any ties. The vehicle sets up in Motion and the VCA must face towards a road hexside. Then, each player draws Drift counters to place two burning wrecks each (4 total). Each Drift counter is discarded after being drawn.

D. German German 6<sup>2</sup>-5-8/3-4-8 MMC have an ELR: 2 and are subject to Unit Replacement (A19.132), becoming 4-4-7/2-3-7's if they ELR. Only 6-5-8/3-4-8 MMC are treated as SS (A25.11). German Personnel are Fanatic (A10.8) in building 3M2. Treat the OB-given German 6+1 SMC as a Commissar for Rally purposes (A25.222; this includes the Morale Level increase of A25.221).

E. Unarmed Trucks that do not have Passengers may not enter a new hex. Voluntary vehicle Abandonment (D5.4) is NA.

**BATTLE RESULTS:** With the sudden appearance of American units in the midst of a swirling snowstorm, many of the SS troops were hurriedly trying to make their escape, and they sped back and forth in vehicles with the Americans chasing them in what was termed a 'gangster-style shootout'. With other SS troops fanatically defending the hotel, a heavy battle ensued around the picturesque resort village. Finally, at 1800 hours, the regimental AAR noted that "...the position was carried."