

“Ein Ritterkreuz und Kühe”



Zondereigen, Holland – October 1st, 1944

The Polish 1st Armored Division had been advancing towards the Dutch-Belgian border and moved to occupy Zondereigen. The village was well defended by Fallschirmjaegers under the command of Hauptmann Rolf Mager. After a severe fight that resulted in many Shermans being knocked out, the Polish took control of the village. The next morning...the defending Polish Infantry of 9th Battalion...saw an odd sight as cows were walking down the road towards the village.

VICTORY CONDITIONS: The German Player wins immediately upon controlling any two of these three hexes: L14, I15, H15, or G18. Any other result is a Polish victory.



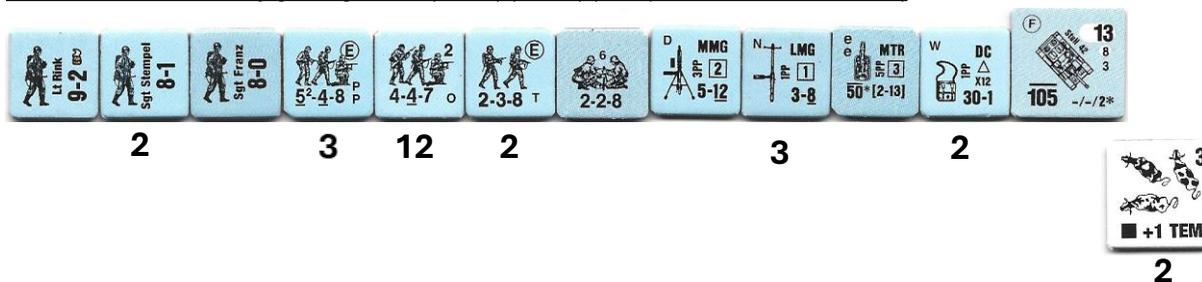
Board Configuration:
Boards 10a



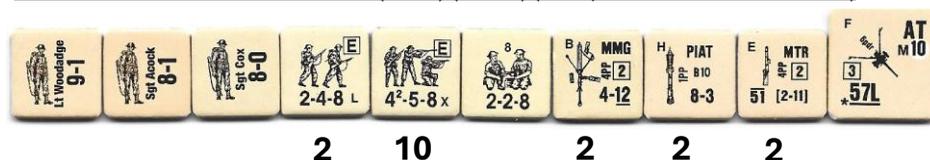
German Player Moves First	1	2	3	4	5	6
Polish Player Sets up First						



2nd Battalion of Fallschirmjäger-Regiment 6 (ELR 4) (SAN 3) (Set up: in Hexes numbered <11)



Elements Polish 1st Armored Division (ELR4) (SAN 3) (Set up: in Hexes numbered >11)



Special Rules/Notes:

- EC are Moderate with no Wind at start. Bore Sighting (C6.4) and Kindling (B25.11) are N.A.
- Place wrecks in the following hexes: G12, I15, L12, & L13.
- Place rubble in the following hexes: F12, H16, J12, K12, and M14.
- Cows (SM 3.0) the Germans may use Cows as a ruse to conceal the entry of some of their men into Cornuda. Only a half-squad may attempt to move HIP with the Cows (May not use Double Time (A4.5)) & may not Advance with the Cows in Advance Phase. The German Player may only attempt the Cow Ruse on Turn 1 and the units sneaking in with the Cows must move first. The Defending Player may attempt to reveal the ruse by rolling one die resulting in a 1-3, and must add +1 for each hex away the Cows are...example: German 2-3-8 moves down a road with the Cows. A Polish 4-5-8 attempts to reveal them at 2 hexes away dr is a 2 and +2 for two hexes away fails to reveal the Germans. The 4-5-8 is marked with a First Fire and may attempt again on the next MP expenditure. The German 2-3-8 and Cows move adjacent to the 4-5-8. The 4-5-8 rolls again and rolls a 2 with no additional pluses thus revealing the Germans, but the Polish 4-5-8 in this instance would be marked Final Fire. NOTE: The Defending Player may not shoot the cows until a real German Unit is revealed. Additional NOTE: Cow movement is limited to 3 MP. German units which are still HIP with the Cows in Advance Phase, may move to another hex in Advance Phase concealed.

Aftermath: As the small herd of cows approached...the more astute Polish troopers saw that Fallschirmjaegers were hiding amongst the cows. A fierce engagement began as Mager's paratroopers attempted to recapture the village. The German attacks were finally repulsed and the Polish held the village. After the fight, the Poles uncharacteristically praised the German troops. Hauptmann Rolf Mager would win the Knight's Cross for his actions in this fight that helped stall the Polish advance.



Scenario GJ161