

Rimling
9th January, 1945
(Eastern France)

A Rapid Fire 2 scenario V1.0 (26/4/08)
By Brad Smith

Background

As part of the German "Norwind" offensive, the Germans launched a final push to evict dug-in US forces around the town of Rimling. American forces fought desperately to prevent a German breakthrough.



US P47 flies over German forces

(vehicles painted by Ian Fainges from the collection of Tim O'Connor, pre-painted P47 from the collection of Brad Smith)

The Wargame Scenario

The game is played on a 9' x 5' table. *Buildings* start intact. *Woods* are open. The terrain is covered in *light snow* not affecting movement. Elevations are a continuous obstacle to movement. The game is 8 moves long.

Points are awarded for eliminating enemy forces (destruction, rout or surrender) as follows:

Type	Points
Jagdtiger, P47	10
M36, Sherman, Stug, Hetzer	8
Pz II	6
Truck, HT, ATG, other gun	4
Car, jeep	2
Infantry	1

To win the Germans must obtain AT LEAST 75 casualty points and ensure there are no US forces above the line A-B at the end of the game. To win, the Americans must obtain 75 points and ensure that there is not more than 20 "casualty points" worth of German forces below the line C-D at the end of the game. If both sides achieve their objectives, or neither side does it is a draw.

Sources

Battle of Rimling scenario - Bob McKenzie

http://homepage.ntworld.com/bob_mckenzie

The Last Offensive - Charles McDonald (US Army in WW2 series)

Rapid Fire - Battle of the Bulge - Richard Marsh

Rapid Fire American Vehicle Gun chart <http://www.rapid-fire.uk.com/americanvgchart.pdf>

Rapid Fire German Vehicle Gun chart <http://www.rapid-fire.uk.com/germanvgchart.pdf>

US Order of Battle - all regular elements of 100th Infantry Division

B Company, 749th Tank Battalion

M4 Sherman (75mm), M4 Sherman (76mm)

2nd Battalion, 397th Infantry Regiment

test @ 20 casualties

HQ

CO + 5 figures, 60mm mortar, jeep

3 x companies

each 10 figures, Bazooka

HW Company

12 figures, HMG, Bazooka, 81mm mortar, 57mm ATG, medium truck

3rd Battalion, 397th Infantry Regiment

as per 2nd Battalion

composite company, 776th Tank Destroyer Battalion

2 x M36 (90mm)

^AT ranges are: short 0-12", medium 12-36", long 36-60". HE bands are: 6x 10".

[on board artillery]

battery, 374th Artillery Battalion

8 figures, 2 x 105mm, 2 x heavy trucks, OP team in jeep

[air-support] P47 (see scenario rules)



US M36 Tank Destroyers deployed to the south of Rimling
(models painted by Ian Fainges from the collection of Brad Smith)

US scenario rules

US forces start dug-in or in hard cover but do not count as in prepared defences. US air cover can only operate in sufficiently clear weather. To test if clear, a D6 is rolled each turn and on a 4, 5 or 6 it is clear enough for an aircraft to be available that turn (even if one has been shot down in a previous turn). An aircraft can attempt to target any forces not in woods or intact buildings.

The US player moves first.

German Order of Battle - all regular elements 17th SS Panzer Grenadier Division

1st Battalion, 37th SS Panzer Grenadier Regiment test @ 18 casualties
HQ CO + 3 figures, P/Schrecke
3 x companies each 8 figures, P/Faust
HW Company 9 figures, 2 x MMG, 81mm mortar

2nd Battalion, 37th SS Panzer Grenadier Regiment
as per 1st Battalion

3rd Battalion, 37th SS Panzer Grenadier Regiment
as per 1st Battalion

17th SS Pioneer Battalion test @ 15 casualties
HQ CO + 3 figures, F/thrower
3 x companies each 8 figures, P/Schrecke
HW Company 6 figures, 2 x MMG

17th SS Reconnaissance Battalion test @ 13 casualties
HQ CO + 3 figures, Sdkfz 251/10*
2 x companies each 8 figures, Sdkfz 251/1
Recon Platoon Pz II "Luchs" (20mm)*
* 3 nominal crew for morale purposes

653rd Schwere Panzerjager Battalion
Jagdtiger (128mm)^

17th SS Panzer Battalion
2 x Stug III (long 75mm)
Wirbelwind (quad 20mm)

17th SS Panzerjager Battalion
2 x Stug IV (long 75mm), Hetzer Flammpanzer (F/thrower)

^AT ranges are: short 0-12", medium 12-36", long 36-60". HE bands are: 6x 10".



German Jagdtiger supported by infantry advances slowly through the woods to the east of Rimling
(pre-painted Easymodel and figures from the collection of Tim O'Connor)

German scenario rules

German forces that have transport start embussed. Reconnaissance battalion elements test observation at reconnaissance ranges. The German player moves second.

Battle Map: Rimling

