

Kleindorf – by Andy Boarer.

Background

It is the last week of April 1945. The war is almost over and everyone knows it. Almost everyone is trying hard to stay alive – that is if the fools who keep trying to get them killed lay off!

Somewhere deep in Bavaria, Southern Germany, the leading troops of French First Army are pushing forward along an Autobahn – those wondrous 2 lane highways built by Hitler a decade earlier.

Off to one side of the Autobahn, nestling in a little wooded valley, lies the small village of Kleindorf, so far undamaged by war – although too many of its sons have died on the Eastern front. Only old men and boys remain.

An hour ago the leading French recon unit lost a vehicle commander shot by a sniper, and dust was seen from a vehicle heading in to the village. Remembering the experiences of his own village to Gestapo reprisals two summers ago the French *Colonel* is out for blood.

At around the same time, a Kubelwagen containing 4 hardened SS fighters pulls up in the village square of Kleindorf. The men demand to see the Mayor – who also happens to be the part time commander of the local Volksturm platoon. The SS reveal that they have spotted an advancing enemy column and having fired off a few shots have come to him to demand he defends his village to the last drop of (villagers) blood!

The scene is set for one of the last tragedies of this long war...



The French infantry prepare to move out that morning...

Objectives:

French – the French player must arrest the Mayor and 4 other men from the village for questioning. Any opposition must be dealt with swiftly but own casualties must be kept to a minimum.

German – the enemy must be resisted (at least as long as the SS men hang around) but a hopeless waste of young and old lives must be avoided – these are the only men left in the village and they will be needed after the fighting is over.

Note each side receives one “penalty point” for each casualty suffered, with the exception of the 4 SS men about whom nobody cares!

The winner is the player with least penalty points. Achievement of his objective by the French player adds 5 points to the German penalty point total.



The French infantry move cautiously down the main street of Kleindorf behind one of the M4s.

Forces:

French:

(note – French units basically use American organisations and equipment)

An undermanned infantry platoon of an HQ and 2 rifle squads. Each rifle squad contains a sergeant (“*Sergent-chef*”) with a Thompson, 2 BAR men and 7 riflemen with Garands. These 10 figures must be divided in to 2 “units” composition as desired. Platoon HQ is one “unit” of 4 figures led by a *Sous-Lieutenant* with a Carbine, and 3 men with Garands.

Each *Sergent-chef* is guts 9, the men guts 7. The *Sous-Lt* is guts 10.

The HQ unit has it’s own Jeep, whilst the 2 squads each ride atop a M4A3 (75mm) Sherman. The 2 Shermans each count as separate units and the infantry must dismount as soon as firing starts anywhere on the table.

Also attached is a recon team with one jeep (with pintle 30 cal) containing 2 carbine armed men (guts 7) and a M8 Greyhound armoured car.

German:

The defence is motivated by the SS team of 4 figures each armed with a STG44 and riding in a Kubelwagen. All of these fanatics are guts 10. They also affect any Volksturm unit’s morale throws within 10” as if they were higher level command.

Otherwise the Volksturm platoon is only ACC 4 guts 5 as per the supplementary army list on the iron ivan yahoo group. It should contain around 20 figures in 2 groups of 10 each armed with up to 2 panzerfausts, otherwise rifles or SMGs only. (No MG42s for once Allied players! Hurrah!)

Backing this force up is a single 88mm flak gun – originally part of a Luftwaffe AA battery guarding a local factory, it and its crew were stranded here when their halftrack broke down last week. It may be deployed anywhere within 12” of the village. For extra “colour” feel free to give it a female crew if you are prepared to be that un-pc!! The crew’s guts should be low – I suggest 5 and their ACC 4 to reflect their lack of practice at engaging ground targets.

Notes on figures

In 28mm Bolt Action Miniatures make some excellent Volksturm and SS as well as a wonderful 88mm flak gun. Their greatcoated Germans also look the part - especially the ones with field caps.

The French vehicles and troops should be easily available in the US ranges from several manufacturers.

The adventurous could try a few head swaps with Crusader or Artizan French just to add a bit of “local colour” as many “*poilus*” retained their old Adrian helmets if they could.

As an option feel free to substitute alternate German force compositions (how about a broken down Jagdtiger anyone?) and / or any American or British attackers. Co E 506th PIR in their DUKWs approaching Berchtesgarden is a thought...

Map:

Kleindorf
Southern Germany April 1945.

