

## Run-a-Mook

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**20 September 1944:** At 1100 hours in General Gavin's area, a heavy bombardment precedes a German advance out of the Reichswald into the 82<sup>nd</sup> Airborne's eastern flank. Within a few hours, a full-scale drive is in progress in the Mook area, threatening the Heumen bridge.<sup>1</sup>

### Setting

Rushing to the scene from Nijmegen, where his men are preparing to assault the Waal, Gavin sees that the only bridge the Allies control capable of supporting the weight of armored traffic is now in serious jeopardy. Because every available 82<sup>nd</sup> unit is already committed, he asks for help from the Coldstream Guards.<sup>2</sup>

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<sup>1</sup> Tim Saunders, Nijmegen: U.S. 82<sup>nd</sup> Airborne & Guards Armored Division, (Pen & Sword Books, South Yorkshire, 2001). pp. 61–64.

<sup>2</sup> Ibid.

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## Allied Forces

- 1x Division HQ: TQR 4 (CIR 37.5cm)
- 2x Platoon HQ: TQR 3 & 4 (CIR 16.5)
- 4x Rifle Squad: TQR 3–4
- 2x Tripod Mounted M1919A4 Team: TQR 3
- 2x M9 Bazooka Team: TQR 3
- 1x Sniper
- 2x 60mm Mortar Team: TQR 3 (each tube 12 HE; 4 smoke)
- 2x M1 (57mm) ATG: TQR 3 (each gun 8 APCBC; 4 HE)
- 2x Sherman V: TQR 2 & 4 (each tank adequate APCBC; 4 HE; 2 smoke); turn 2
- 2x Sherman VC: TQR 3 & 4 (each tank adequate APCBC; 4 HE; 2 smoke); turn 2
- 2x 6" x 4" Mixed Minefield (80% density)

## German Forces

- 1x Company HQ: TQR 4
- 3x Platoon HQ: TQR 3–4
- 9x Rifle Squad: TQR 2–4
- 2x Tripod Mounted MG42: TQR 2 & 3
- 4x Panzerkampfwagon V Ausf. G: TQR 2–4 (each tank adequate APCBC; 4 HE; 2 smoke)
- 4x Panzerkampfwagon IV Ausf. H: TQR 2–4 (each tank adequate APCBC; 4 HE; 2 smoke)
- 4x Nebelwerfer Battery: TQR 2; 100% availability (24 HE); pre-game bombardment

## Victory Conditions

The Germans must cross the river with 11 stands. The Allies must prevent this. There is no turn limit and play will continue until the German player wins, or there are too few units remaining to make victory possible.

## Aftermath

"With Gavin personally leading the counterattack, a bitter, unrelenting battle began that was to last all day. Shifting his forces back and forth like chess men, Gavin held out and eventually forced the Germans to withdraw. He had always feared an attack from the Reichswald. Now Gavin and the Corps commander, General Browning, knew that a new and more terrible phase of the fighting had begun. Among the prisoners taken were men from General Mendl's tough II Parachute Corps. Model's intention was now obvious: key bridges were to be grabbed, the corridor was to be squeezed and Horrocks' columns crushed."<sup>3</sup>

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<sup>3</sup> Ibid.

# Run-a-Mook



**Map 1. *Run-a-Mook***

**GM NOTES:** The Germans enter from the east edge of the map on turn 1. The U.S. will set-up west of the river, and should remain hidden. Placement of forces can be recorded by printing a copy of this map. The river is fordable for infantry, requiring 3-phases, but armor must use the bridge. The two minefields may be deployed anywhere on the U.S. side of the river, but will remain hidden, until detonation. The Germans were headed to Mook and ultimately the Heuman Bridge, which spanned the Waal River. Gavin was alarmed by this development and directed the defense himself. This accounts for the divisional headquarters element. The Coldstream Guards will arrive at the start of turn 2 and enter from the road on the west edge of the map. The sniper must be able to trace line-of-sight from either of three outcroppings (north of Chateau) on the west side of the river to the targeted unit.

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## Opposing Forces

The German infantry in this game is General Mendl's tough II Parachute Corps. The fire power is based upon late war Fallschirmjäger weaponry. This is an 8-man assault squad:

- 1x MP40 SMG=2
- 1x StG44=2/1
- 4x Gewehr 43=4
- 1x FG42=3
- 1x MG42=4
- Total=17 (point blank); 12 (short, medium); 11 (long, extreme)

The U.S. paratroopers are from the 82<sup>nd</sup> All-American Division, and although lightly armed, carry the maximum fire power per 12-man squad.

- 1x Thompson SMG=3
- 1x M1 Carbine=1
- 1x BAR=2
- 1x M1903 Springfield=1/.5
- 8x M1 Garand=8
- Total=17 (point blank); 12 (short, medium); 10 (long, extreme)

**NOTE:** The M1903 Springfield will contribute 1 FPF with its rifle grenade from point blank through medium range, once per phase. As a rifle, its FPF is .5. A limited supply of Four HEAT and twelve HE grenades are to be distributed among the four U.S. rifle squads.

# Run-a-Mook

## B Company/505 PIR

(Division HQ: 1x Thompson SMG, 1x M1 Carbine, 6x M1 Garand)

(Platoon HQ: 1x M3A1 SMG, 4x M1 Garand)

(Rifle Squad: 1x Thompson SMG, 1x M1 Carbine, 8x M1 Garand, 1x BAR, 1x M1903\*)

(Medium Machine Gun: 1x M1917 w/ tripod, 1x Thompson SMG, 4x M1 Garand)

(Bazooka Team: 1x M9 Bazooka, 1x M1 Carbine)

\*Rifle grenade adds one fire power factor from point blank through medium range, once per phase.

### Movement: 6mm

| Slow | Standard | Tactical | Double Time | Dash |
|------|----------|----------|-------------|------|
| 3cm  | 6cm      | 4.5cm    | 10.5cm      | 18cm |

### FPF

| Range        | Point Blank<br>0-15cm | Short<br>15.1-30cm | Medium<br>30.1-60cm | Long<br>60.1-120cm | Extreme<br>120.1-240cm |
|--------------|-----------------------|--------------------|---------------------|--------------------|------------------------|
| CO HQ        | 12                    | 7                  | 7                   | 7                  | 6                      |
| Platoon HQ   | 8                     | 4                  | 4                   | 4                  | 4                      |
| Rifle Squad  | 17                    | 12                 | 12                  | 10                 | 10                     |
| MMG          | 15                    | 10                 | 10                  | 10                 | 10                     |
| Bazooka Team | 3                     | 1                  | 1                   | NA                 | NA                     |

**HQ Division TQR: 4**

Damage Rating: 12

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**HQ Platoon 1 TQR: 3**

Damage Rating: 8

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**HQ Platoon 2 TQR: 4**

Damage Rating: 9

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**HQ Platoon 3 TQR: 3**

Damage Rating: 8

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**Squad 1/1 TQR: 3**

Damage Rating: 15

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**Squad 1/2 TQR: 3**

Damage Rating: 15

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**Squad 1/3 TQR: 4**

Damage Rating: 16

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**Squad 2/1 TQR: 4**

Damage Rating: 16

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**Squad 2/2 TQR: 3**

Damage Rating: 15

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**Squad 2/3 TQR: 3**

Damage Rating: 14

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**Squad 3/1 TQR: 3**

Damage Rating: 15

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**Squad 3/2 TQR: 4**

Damage Rating: 16

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**Squad 3/3 TQR: 3**

Damage Rating: 15

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**MMG 1 TQR: 3**

Damage Rating: 9

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**MMG 2 TQR: 3**

Damage Rating: 9

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**MMG 3 TQR: 4**

Damage Rating: 10

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**Bazooka 1 TQR: 3**

Damage Rating: 5

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**Bazooka 2 TQR: 3**

Damage Rating: 5

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**Bazooka 3 TQR: 4**

Damage Rating: 6

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# Run-a-Mook

## Ammo Consumption

60mm Mortar Team 2: HE ; smoke

Damage Rating: 5

Bazooka 2: HEAT

| SHERMAN VC (Firefly)           |              |                    |            |                                  |            |   |            |
|--------------------------------|--------------|--------------------|------------|----------------------------------|------------|---|------------|
| ER: 15/10                      |              | Speed: 20 mph      |            | Weight: 34.9 tons                |            | Crew: 4 (commander, gunner, loader, driver) |            |
| Main Gun: 17-pounder           |              | Ammo: 97/4,750/300 |            | Traverse: (hydraulic) 240°/phase |            | Elevation: -12° to +25°                     |            |
| Coaxial: M1919A4               |              | Bow: None          |            | AA: M2 HB .50 caliber            |            | Site: M55, M38                              |            |
| Hit Locations/Armor Resistance |              |                    |            |                                  |            |   |            |
| Turret Face                    | Turret Flank | Turret Rear        | Upper Hull | Lower Hull                       | Hull Flank | Hull Rear                                   | Top/Bottom |
| 8                              | 5            | 5                  | 13         | 9                                | 4          | 4   | 2          |
| Penetration Data               |              |                    |            |                                  |            |   |            |
| Projectile                     | Point Blank  | Short              | Medium     | Long                             | Extreme    |   |            |
| APCBC†                         | 19           | 18                 | 16         | 14                               | 12         |   |            |
| M2 HB (AP)                     | 2            | 2                  | 2          | 1                                | -          |   |            |
| Movement                       |              |                    |            |                                  |            |   |            |
| Terrain                        | Yards        | 6mm                | 10mm       | 12mm                             | 15mm       |   |            |
| Road                           | 98           | 29.4cm             | 49cm       | 58.8cm                           | 73.5cm     |   |            |
| Cross-Country                  | 73.5         | 22cm               | 36.8cm     | 44.1cm                           | 55.1cm     |   |            |
| Reverse                        | 24.5         | 7.4cm              | 12.3cm     | 14.7cm                           | 18.4cm     |   |            |

### Tank 1: TQR 4

### Tank 2: TQR 3

APCBC

APCBC

HE

HE

Smoke

Smoke

Run-a-Mook-Micro Melee Scenario

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# Run-a-Mook

## F Company/Fallschirmjäger II Corps

(Company HQ: 2x MP40, 6x Kar 98K)

(Platoon HQ: 1x MP40, 4x Kar 98K)

(Assault Squad: 1x MP40, 1x StG44, 1x MG42, 1x FG42, 4x Gw43)

(Rifle Squad: 1x MP40, 1x MG42, 8x Kar 98K)

(MMG: 1x MG42, 1x MP40, 4x Kar 98K)

### Movement: 6mm

| Slow | Standard | Tactical | Double Time | Dash |
|------|----------|----------|-------------|------|
| 3cm  | 6cm      | 4.5cm    | 10.5cm      | 18cm |

### FPF

| Range         | Point Blank<br>0-15cm | Short<br>15.1-30cm | Medium<br>30.1-60cm | Long<br>60.1-120cm | Extreme<br>120.1-240cm |
|---------------|-----------------------|--------------------|---------------------|--------------------|------------------------|
| CO HQ         | 9                     | 3                  | 3                   | 3                  | 3                      |
| Platoon HQ    | 6                     | 2                  | 2                   | 2                  | 2                      |
| Assault Squad | 17                    | 12                 | 12                  | 11                 | 11                     |
| Rifle Squad   | 12                    | 8                  | 8                   | 8                  | 8                      |
| MMG           | 18                    | 14                 | 14                  | 14                 | 14                     |

**HQ Company TQR: 4**

Damage Rating: 12

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**HQ Platoon 1 TQR: 3**

Damage Rating: 8

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**HQ Platoon 2 TQR: 4**

Damage Rating: 9

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**HQ Platoon 3 TQR: 3**

Damage Rating: 8

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**Rifle Squad 1/1 TQR: 3**

Damage Rating: 13

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**Rifle Squad 1/2 TQR: 2**

Damage Rating: 12

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**Assault Squad 1/3 TQR: 4**

Damage Rating: 12

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**Assault Squad 2/1 TQR: 4**

Damage Rating: 12

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**Rifle Squad 2/2 TQR: 3**

Damage Rating: 13

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**Rifle Squad 2/3 TQR: 2**

Damage Rating: 12

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**Rifle Squad 3/1 TQR: 2**

Damage Rating: 12

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**Assault Squad 3/2 TQR: 4**

Damage Rating: 12

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**Rifle Squad 3/3 TQR: 3**

Damage Rating: 13

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**MMG 1 TQR: 2**

Damage Rating: 8

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**MMG 2 TQR: 3**

Damage Rating: 9

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# Run-a-Mook

| PANZERKAMPFWAGEN V Ausf. G (Panther)         |              |                |            |                                    |            |                        |            |
|--|--------------|----------------|------------|------------------------------------|------------|------------------------|------------|
| 3,126 produced from March 1944 to April 1945 |              |                |            |                                    |            |                        |            |
| ER: 15/10                                    |              | Speed: 29 mph  |            | Weight: 45.5 tons/W-T              |            | Crew: 5                |            |
| Main Gun: 7.5cm KwK42 L/70                   |              | Ammo: 81/4,800 |            | Traverse: Hydraulic 360° 60°/phase |            | Elevation: -8° to +18° |            |
| Coaxial: MG34                                |              | Bow: MG34      |            | AA: None                           |            | Site: TZF12a           |            |
| Hit Locations/Armor Resistance               |              |                |            |                                    |            |                        |            |
| Turret Face                                  | Turret Flank | Turret Rear    | Upper Hull | Lower Hull                         | Hull Flank | Hull Rear              | Top/Bottom |
| 10*  | 5            | 5              | 27         | 17                                 | 6          | 4                      | 3          |
| Penetration Data                             |              |                |            |                                    |            |                        |            |
| Projectile                                   | Point Blank  | Short          | Medium     | Long                               | Extreme    |                        |            |
| APCBC  | 19           | 17             | 15         | 12                                 | 9          |                        |            |
| APCR   | 27           | 23             | 20         | 15                                 | 11         |                        |            |
| Movement                                     |              |                |            |                                    |            |                        |            |
| Terrain                                      | Yards        | 6mm            | 10mm       | 12mm                               | 15mm       |                        |            |
| Road   | 142          | 42.6cm         | 71cm       | 85.2cm                             | 106.5cm    |                        |            |
| Cross-Country                                | 106.5        | 32cm           | 53.3cm     | 63.9cm                             | 79.9cm     |                        |            |
| Reverse                                      | 35.5         | 10.7cm         | 17.8cm     | 21.3cm                             | 26.6cm     |                        |            |

### Tank 1: TQR 3

**APCBC**

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**HE**

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**Smoke**

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### Tank 3: TQR 3

**APCBC**

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**HE**

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**Smoke**

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### Tank 2: TQR 2

**APCBC**

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**HE**

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**Smoke**

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### Tank 4: TQR 4

**APCBC**

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**HE**

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**Smoke**

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# Run-a-Mook

| <b>PANZERKAMPFWAGEN IV Ausf. H</b>          |              |                       |            |  |            |                               |            |
|---|--------------|-----------------------|------------|--|------------|-------------------------------|------------|
| 3,774 produced from April 1943 to July 1944 |              |                       |            |  |            |                               |            |
| <b>ER:</b> 15/15                            |              | <b>Speed:</b> 24 mph  |            | <b>Weight:</b> 25 tons                   |            | <b>Crew:</b> 5                |            |
| <b>Main Gun:</b> 7.5cm KwK40 L/48           |              | <b>Ammo:</b> 87/3,150 |            | <b>Traverse:</b> Electric 360° 80°/phase |            | <b>Elevation:</b> -8° to +20° |            |
| <b>Coaxial:</b> MG34                        |              | <b>Bow:</b> MG34      |            | <b>AA:</b> None                          |            | <b>Site:</b> TZF5f/1          |            |
| Hit Locations/Armor Resistance              |              |                       |            |  |            |                               |            |
| Turret Face                                 | Turret Flank | Turret Rear           | Upper Hull | Lower Hull                               | Hull Flank | Hull Rear                     | Top/Bottom |
| 5   | 3            | 3                     | 8          | 8  | 3          | 2                             | 1          |
| Penetration Data                            |              |                       |            |  |            |                               |            |
| Projectile                                  | Point Blank  | Short                 | Medium     | Long                                     | Extreme    |                               |            |
| APCBC                                       | 14           | 12                    | 11         | 9  | 7          |                               |            |
| APCR  | 18           | 15                    | 13         | 9  | 7          |                               |            |
| Movement                                    |              |                       |            |  |            |                               |            |
| Terrain                                     | Yards        | 6mm                   | 10mm       | 12mm                                     | 15mm       |                               |            |
| Road  | 117          | 35.1cm                | 58.5cm     | 70.2cm                                   | 87.8cm     |                               |            |
| Cross-Country                               | 87.8         | 26.3cm                | 43.9cm     | 52.7                                     | 65.9cm     |                               |            |
| Reverse                                     | 29.3         | 8.8cm                 | 14.7cm     | 17.6cm                                   | 22cm       |                               |            |

**Tank 1: TQR 2**

APCPC

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HE

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Smoke

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**Tank 2: TQR 2**

APCBC

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HE

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Smoke

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**Tank 3: TQR 3**

APCPC

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HE

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Smoke

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**Tank 4: TQR 4**

APCBC

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HE

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Smoke

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# Run-a-Mook

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## Nebelwerfer Battery

Historically, the Germans announced their counterattack with an artillery barrage. To simulate this, the Nebelwerfer battery will fire just prior to the start of turn 1. The German player will plot the four Nebelwerfers bombardment coordinates by placing a TRP for each weapon. The entire battery will then fire simultaneously. To reflect the Nebelwerfer's inherent inaccuracy, roll a d12 for direction and a **d100** for distance. Each Nebelwerfer must use a point target. Once the rockets have landed, the German players should be excused, while the damage is assessed by the game master.

### Nebelwerfer 1

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### Nebelwerfer 2

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### Nebelwerfer 3

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### Nebelwerfer 4

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# Run-a-Mook

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