

Date: 10.05.2019
Mission Maker: Dedos
Basic Information

Map: Montherme, Ardennes 1944

Playable Units: Wehrmacht

Enemy Forces: US army

Tasks;

1. **Main**

1. Recapture Montherme
2. Reclaim our equipment which we left during tactical retreat.
3. Push them back

Story

The operational situation may appear bleak; however, there's been several weeks of respite on the Western Front. Now that we are back on the Fatherland's soil, we fight for survival. Throughout the ranks, this is well understood, as our fighting spirit bolstered. Furthermore, recent successes in Holland, where we defeated the Market Garden attacks and the American repulse in the bloody Hürtgen Forest fighting has reduced the sense of shock from our routs last August. Coupled with Allied overextension and a pause at the border, the Wehrmacht's defensive activity has brought a quiet along the front. The Allies have settled in for a long, cold winter. Nevertheless, they view the Ardennes as a quiet, non-vital sector. Der Führer has obviously seen an inevitable military dilemma for Germany given its current situation.

His new strategic concept is bold: an unexpected armored offensive that includes an airborne and special operations that will split the advancing American and British Army groups on the ground, and also split a strained American-British political alliance. The goal of victory here is to delay the Allied advance and enable our engineers and scientists to apply the power of our Wunderwaffen against the enemies. Hitler has reasoned that this might result in a negotiated peace in the west, allowing the Wehrmacht to turn its full might back eastwards against the relentless Soviet Red Army.

Our first platoon has been beaten by US army in the forest. We are preparing second stronger attack to push them back!

Enemy Forces

Infantry: medium

Light Vehicles: medium

Medium and Heavy Vehicles: small

Airships: unknown

Friendly Forces

Zugkommando:

- 1. Leutnant: Murdock**
- 2. Sanitater**
- 3. Schutze**
- 4. Radioman**

Anton:

- 1. SL**
- 2. MG**
- 3. MG**
- 4. MG Hilfer**
- 5. MG Hilfer**
- 6. Sanitater**
- 7. Radioman**
- 8. Schutze**
- 9. Schutze**
- 10. Schutze**

Berta:

- 11. SL**
- 12. MG**
- 13. MG**
- 14. MG Hilfer**
- 15. MG Hilfer**
- 16. Sanitater**
- 17. Radioman**
- 18. Schutze**
- 19. Schutze**
- 20. Schutze**

Charlotte:

- 21. SL**
- 22. MG**
- 23. MG**
- 24. MG Hilfer**
- 25. MG Hilfer**
- 26. Sanitater**
- 27. Radioman**
- 28. Schutze**
- 29. Schutze**
- 30. Schutze**

Dora:

- 31. SL**
- 32. MG**
- 33. MG**
- 34. MG Hilfer**
- 35. MG Hilfer**
- 36. Sanitater**
- 37. Radioman**
- 38. Schutze**
- 39. Schutze**
- 40. Schutze**

Mat:

- 41. TL**
- 42. Panzerschreck schutze**
- 43. Panzerschreck Hilfer**

Gustav 1-1:

- 44. Tank Commander:**
- 45. Driver**
- 46. Gunner**

Gustav 1-2:

- 47. Tank Commander:**
- 48. Driver**
- 49. Gunner**

Additional Information

- Usage of bugs and glitches etc. might lead to removal from the operation
- After death an individual is moved to a spectator, people that died because of bug or glitch, after contacting the admin will be allowed to return to battle.
- You can respawn during first 30 minutes after the mission starts (unlimited respawns)
Then after equipment is captured, you can respawn once.

Map

