



## Operation Lumberjack 1945

### Micro Melee Practice Scenario

With this scenario, players will have a small, manageable game in which to familiarize themselves with the infantry rules. The scale of the game board is irrelevant. Use whatever space you have available. A 4x6 foot board should be more than enough. The rules translate ground scales for 6–15mm miniatures.

### Historical Background

Operation Lumberjack was a military operation conducted in the last stages of the war in Europe during World War II. It was launched by the First United States Army in March 1945 to capture strategic cities in Germany such as Cologne and to give the Allies a foothold along the Rhine River.

### Situation

This game represents action from *Lumberjack* and is designed to present the infantry portion of the Micro Melee rules system in a logical and progressive fashion.

Near the latter stages of the war, U.S. forces are rapidly advancing in the face of crumbling German resistance. The road to Köln is defended by small bands of Panzerfaust wielding Soldaten with a few anti-tank guns. The U.S. infantry must clear a path for their armor to roll

unimpeded. The enemy troops in the woods, which run parallel to the road, still present a serious threat and must be reduced before the advance can continue safely.

## U.S. Forces

### 1<sup>st</sup> Platoon

1x Company HQ (TQR 3)  
1x Platoon HQ (TQR 3)  
3x Squads (TQR 2, 2, 3)  
1x Machine Gun Unit (TQR 2)  
1x Bazooka Team (TQR 2)

### 2<sup>nd</sup> Platoon

1x Platoon HQ (TQR 4)  
3x Squads (TQR 1, 2, 2)  
1x Machine Gun Unit (TQR 2)  
1x Bazooka Team (TQR 3)

## German Forces

### 1<sup>st</sup> Platoon

1x Company HQ (TQR 3)  
1x Platoon HQ (TQR 4)  
3x Squads (TQR 1, 2, 2)  
2x Machine Gun Unit MG42 w/ tripod (TQR 2, 2)  
2x Panzerjäger Team (TQR 2, 3)  
2x PaK 40 ATG (TQR 2, 2)

## Setting

The ground is snow-covered and movement is limited to *standard*. The German forces begin hidden in foxholes anywhere on the board. The U.S. enters from the west edge of the board.

## Victory Conditions

The U.S. forces must secure forest copses totaling 3 points. The Germans must prevent this.

Map

