

NORDWIND-COLMAR

Main goals of the Norwind operation were quite impressive and ambitious indeed. German 1st Army had to defeat American 7th Army and made into the rear of the 3rd Army and French 1st Army. To make it possible. Germans gathered 3 corps along with strong reserve. Capturing Saverne (where the 7th Army HQ stationed) and northern Vosges was essential for this plan.

An attack started at 1 January, but, contrary to expectations, it was not a surprise for Americans. According to their plans, US forced withdrew on the previously prepared defen-

sive positions. If needed, they were even able to step back more, to lure Germans into open grounds. But that's where French government opposed, refusing to leave Strassburg. French were afraid that it might be given to Germans if peace treaty would be signed in such a moment. Because of that, Americans had to stretch their lines from the northern wing of the French 1st Army to the Saarbrücken.

The fights lasted until January 26 and although they were very bloody (mainly around Hagenau), there was no major threat of breaking the American positions.

INITIAL SET UP:

GERMANS (FORTIFIED)

1 Army	935/245 InfDiv	5904	338 InfDiv	3251, 3149, 2947	
HQ XIII Corps SS, Art.	3702	936/245 InfDiv	6104	159 InfDiv	3352, 3553, 3753
17 ArmGrenDiv.SS, II/21 AT	3703	937/245 InfDiv	6207	106 ArmBrig.	4536
36 VlgDiv	3603	526 InfDiv	4500	347 Flak	4833
19 VlgDiv	3302	21 ArmDiv.	5003	13 Oberrhein	4152
347 InfDiv	2800, 2900, 3002	25 ArmGrenDiv.	4604	2, 6, 7 Oberrhein	4945
HQ LXXXX Corps, Art.	4003	6 MntDiv. SS	4903	19 fort.	4539
559 VlgDiv	4104			5 Coss.	4253
257 VlgDiv	4305	19 Army		360 Coss.	4342
HQ LXXXII Corps, Art.	6113	405 InfDiv	4932, 4929, 5025	GO x 3	3542, 4144, 3951
553 VlgDiv	6210, 6013, 5816	99 battalion	5023	716 InfDiv	4053
416 InfDiv	5518, 5221	HQ LXIV Corps, Art.	3742	280 StuG	4039
HQ LXXXIX Corps, Art.	4605	Colmar, 653, 436 Flak	3742		
256 VlgDiv	4607	198 InfDiv	4333, 4634, 4833		
951/361 VlgDiv	5006	708 InfDiv	3837, 4037, 4235		
952/361 VlgDiv	5406	189 InfDiv	3638, 3339, 3242,		
953/361 VlgDiv	5605	16 InfDiv	2742, 2745, 2941		
		HQ LXIII Corps, Art.	3451		

ALLIES: (FORTIFIED)

42 InfDiv	Strasbourg	HQ, 1, 2 Art. VI Corps	5511
	(Division cannot leave the city	275/70 InfDiv (-1 SL)	5120
	at any moment of the game).	276/70 InfDiv	5516
95 InfDiv	2600, 2602, 2103	63 InfDiv	5912, 5715
7 Army		45 InfDiv (-1 SL)	5906, 5706
274/70 InfDiv	2917	180/45 InfDiv	6107
255/63 InfDiv	3818	79 InfDiv	5007, 5207, 5407
HQ XXI Corps	3516	14 ArmDiv.	3913
36 InfDiv (-2 PSB)	2127	1 Army (French)	
HQ, 1, 2 Art. XV Corps	3012	HQ I Corps (fr.), 1, 2 Art.	2951
409/103 InfDiv	2803	HQ II Corps (fr.), 1 Art.	4630
410/103 InfDiv	3004	AT/ I	2445
411/103 InfDiv	2806	2 InfDiv	2850, 3151, 3253
71/44 InfDiv (-1 SL)	3305	2 Art., AT/ II	4229
114/44 InfDiv	3607	3 InfDiv (USA)	3735, 4036, 4233
174/44 InfDiv	4006	3 InfDiv (fr.)	3437, 2939, 2531
397/100 InfDiv (-1 SL)	4207	2 ArmDiv. (fr.)	4829, 4832,
398/100 InfDiv	4408		4732, 4432
399/100 InfDiv	4708		

Footnotes:

- Initiative: Germans.
- Scenario starts at 31 December 1944 and ends at 5 February 1945 r.
- Players may decide for smaller and shorter version of the scenario that covers „Norwind” operation only. North map only is used and scenario ends at 19 January 1945.
- (-3 SL) – unit starts the game with 3 Strength Levels already lost.
- Supply:
 - Allies – W, S
 - Germans – E, N
- Allies ground attack air force:
 - 20-24 I: 10 SP
 - 24-28 I: 7 SP
 - 29-31 I: 5 SP
 - 1-5 II: 3 SP

Victory points:

- 2 VP: 4611, 4914, 5511, 4825
- 2 VP: 3451, 4152, 3741, 4144
- 1 VP: 5407, 3607, 4308, 4908
- 1 VP: 4036, 4631, 3553, 3348

COLMAR

For the French government, Colmar was the last big French city occupied by the Germans. This was very important from a military point of view, but also from a political point of view. Alsace and Lorraine have always been a bone of contention between France and Germany. Because of that, two reinforced corps of the French 1st Army, supported by the American divisions, were assigned to the attack. Strike was supposed to be quick, taking no more than a week. The ultimate goal was the west bank of the Rhine.

Meanwhile, the Germans prepared their positions and did not intend to leave the suburbs at Colmar without a fight. Two infantry corps entrenched in the densely forested hills and awaited the French attack.

INITIAL SET UP:

GERMANS (FORTIFIED)

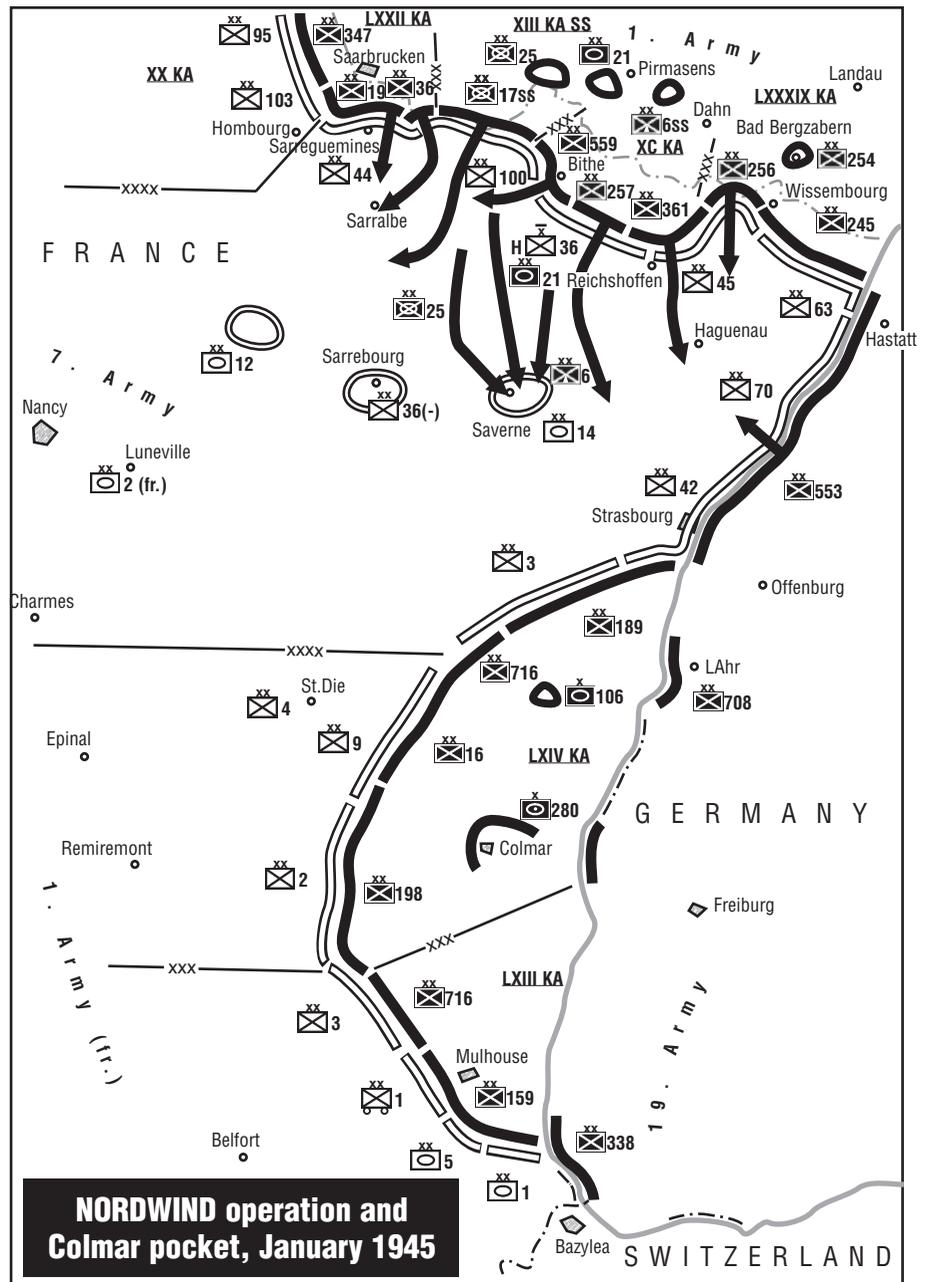
19 Army

405 InfDiv	4932, 4929
HQ LXIV Corps, Art.	3742
Colmar, 653, 436 Flak	3742
198 InfDiv	4333, 4634, 4833
708 InfDiv	3837, 4037, 4235
189 InfDiv	3638, 3339, 3242,
16 InfDiv	2742, 2745, 2941
HQ LXIII Corps, Art.	3451
338 InfDiv	3251, 3149, 2947
159 InfDiv	3352, 3553, 3753
106 AmrBrig	4536
653	3742
347 Flak	4833
13 oberrhein	4152
Colmar	3742
2, 6, 7 Oberrhein	4945
19 fort.	4539
5 Coss.	4253
360 Coss.	4342
GO x 3	3542, 4144, 3951
716 InfDiv	4053
200 StuG	4039

ALLIES: (FORTIFIED)

1 Army (French)

HQ I Corps (fr.), 1, 2 Art.	2951
AT/ I	2445
2 InfDiv	2850, 3151, 3253
HQ II Corps (fr.), 1 Art.	4630
2 Art., AT/ II Corps	4229
3 InfDiv (USA)	3735, 4036, 4233
3 InfDiv (fr.)	3437, 2939, 2531
2 ArmDiv. (fr.)	4829, 4832,
	4732, 4432
12 ArmDiv. (USA)	4229



Footnotes :

- Initiative: Allies.
- Scenario starts at 20 December 1944 and ends at 5 February 1945.
- Supply:
 - Allies - W, N, S
 - Germans - E
- Allied reinforcements are entering the game from the following zones: E, G, H, J, K.

- Allies ground attack air force:

- 20-24 I: 10 SP
- 24-28 I: 7 SP
- 29-31 I: 5 SP
- 1-5 II: 3 SP

Victory points:

- 2 VP: 3451, 4152, 3741, 4144
- 1 VP: 4036, 4631, 3553, 3348

7th ARMY

The result of Nordwind operation was no spectacular breakthrough or even a victorious battle, but only big losses among the attacking units and the loss of much needed supplies.

Meanwhile, the Americans quickly organized their forces and launched counter-attack. Although the word “counter-attack” may seem actually a bit exaggerated. The forces of two armored divisions, including the 2nd Armored Division, began to push the Germans back into the north.

Day after day, after arduous walks and heavy losses, the Allies forced the Germans to leave the Franks’ land.

However, it was difficult because the German 1st Army had a strong defensive position - Siegfried’s Line. The fact that Germans could keep this line and stop Allies attack for good was the worst nightmare of the American 7th Army commanders.

It was also impossible to count on the help of the French 1st Army, because it was still fighting on the Colmar bulge. So, all Americans could do was to slowly, methodically break every German defensive position and to await for the reinforcements from Ardennes.

INITIAL SET UP:

ALIES:

7 Army		253/ 63 InfDiv	3012	45 InfDiv (-3 SL)	4618
CCR/12	Strasbourg	44 InfDiv (-2 SL)	3313, 3516, 3818	HQ VI Corps, 1, 2 Art.	4821
14 ArmDiv.	4720	36 InfDiv	3317	42 InfDiv (-2 SL)	Strasbourg
HQ XV Corps, 1, 2 Art.	2813	HQ XXI Corps	4119	70 InfDiv (-2 SL)	5120, 4922, 4923
95 InfDiv	2600, 2602, 2103	100 InfDiv (-3 SL)	4117	63 InfDiv (-1 SL)	4819, 5019
103 InfDiv (-1 SL)	2803, 2806, 2908	79 InfDiv (-3 SL)	4317		

GERMANS:

1 Army		LXXXIX Corps	LXXXXII Corps
XIII Corps SS		HQ, Art.	4113
HQ	3511	257 VlgDiv (-3 SL)	4415
17 ArmGrenDiv.(-3 SL)	3511	256 VlgDiv (-3 SL)	4716
559 InfDiv (-3 SL)	3614	361 VlgDiv (-3 SL)	5017
25 ArmGrenDiv. (-3 SL)	3914	526 InfDiv (-3 SL)	4713
LXXXX Corps		21 ArmDiv. (-4 SL)	5315
HQ, Art.	3203	245 InfDiv (-3 SL)	5219
347 InfDiv (-1 SL)	2800, 2902, 3004		
19 VlgDiv (-3 SL)	3207		
36 InfDiv	3310		
		HQ, Art.	5421
		416 InfDiv (-2 SL)	5221, 5518
		99 battalion	5023
		B/405	5025
		553 VlgDiv (-3 SL)	5516,
			5816, 5912

Footnotes:

- Initiative: Allies (Allied units use half of their MP, rounded up, in the first turn),
- Scenario starts at 20 January and ends at 30 January 1945.
- Only north map is used
- (-3 SL) – unit starts the game with 3 Strength Levels already lost.
- Allies ground attack air force::
 - 20-22 I: **16 SP**
 - 23-24 I: **10 SP**
 - 25-26 I: **8 SP**
 - 27-30 I: **16 SP**

Victory points:

- 2 VP: 3607, 3911, 4413, 5615
- 1 VP: 3410, 3205, 5317, 4914



REINFORCEMENTS TRACK

ALIES:

GERMANS:



(B) (C)



(B) (C)



(G)



(Z)



(G)



(H)



(Z)



(E)



(E)



(E)



(B) (C)



(G)



(L)



(B) (C)



(Z)



(A) (B) (C)



(L)



(K)

Units are entering the game if any hex of zone **K** is free from German ZoC or at 22 January from the zone **J**.