

NORDWIND 1945



INTRODUCTION

Nordwind 1945 accounts the last German offensive in the west. The Germans must enter Alsace from the north and reach Saverne by pushing back American forces. The Allies must first contain then repulse their enemy, in the midst of one of the most severe winter in the area.

Nordwind 1945 lasts 12 turns, each representing 2 days, between the 31st December 1944 and the 26 January 1945. One player controls the German forces of the Wehrmacht and SS, the other the Allied forces from the United States and France.

- The **German side** is operating under the cover of fog, and then will benefit of its technological advances such as the first military jet, the Me 262, to keep on progressing.
- The **Americans** hold their positions to contain the enemy advance, and later repulse them with the help of the French troops.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 2h00

Favored Side: None

Most Difficult Side to Play: None

The scenario lasts 12 turns (between the 31st December, 1944 and 26th January 1945), each turn being equivalent to 2 days.

The **German player** always plays first, followed by the **Allied player**.



FORCES

The **German player** controls the Wehrmacht (grey), Luftwaffe (light blue) and SS (black) units.

The **Allied player** controls the **American (khaki)** and **Free French (green)** units.

MAPBOARD

The map shows the plain of Alsace and the northern part of the Vosges, as well as the right bank of the Rhine in Germany.



VICTORY

IMMEDIATE VICTORY

- For the **German player** if at the end of a turn he occupies Strasbourg, once the card 'De Gaulle holds Strasbourg' has been played.
- For the **German player** if at the end of a turn he occupies Strasbourg, Saverne and Haguenau with supplied units.
- For any player that reaches or exceeds 20 VP at the end of a turn.

Otherwise the player with most VP at the end of the scenario wins the game.

VP BONUS:

- The **German player** earns 2 VP for the first time he captures the following locations: Haguenau, Saverne, Gamsheim, Phalsbourg, Strasbourg.
- The **German player** earns 1 VP for the first time he captures the following locations: Philippesbourg, Wissembourg.
- The **Allied player** earns 1 VP for the first time he captures the following locations: Bitche

VP LOSS:

- The **German player** loses 2 VP if he does NOT control the following locations at the end of the game: Haguenau, Saverne, Gamsheim, Phalsbourg, Strasbourg.
- The **German player** loses 1 VP if he does NOT control the following locations at the end of the game: Philippesbourg, Wissembourg.

The **Allied player** loses 2 VP if he does NOT control the following locations at the end of the game: Bitche

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase to receive income, pay maintenance and purchase units.

Cost of Units and Cards:

Armored Division: \$4

Other Division / Air Unit / Artillery / Armored Brigade / Extra Card: \$3

Logistics units: \$1.

All other: \$2



SUPPLY SOURCES

Germany: Vollmunster, Karlsruhe, Baden Baden.

Allies: Strasbourg, Nancy.

NANCY

The **German player units** may never enter the Nancy box.

KARLSRUHE

The **Allied player units** may never enter the Karlsruhe box.

AMERICAN REINFORCEMENTS

- Turn 1 / Sarre Union : 12th Armored

- Turn 3 / Sarreguemines : 103rd Infantry

GERMAN REINFORCEMENTS

- Turn 2 / Bad Bergzabern : 21 Pz divizion.

- Turn 3 / Bad Bergzabern : Feldjager Divizion.