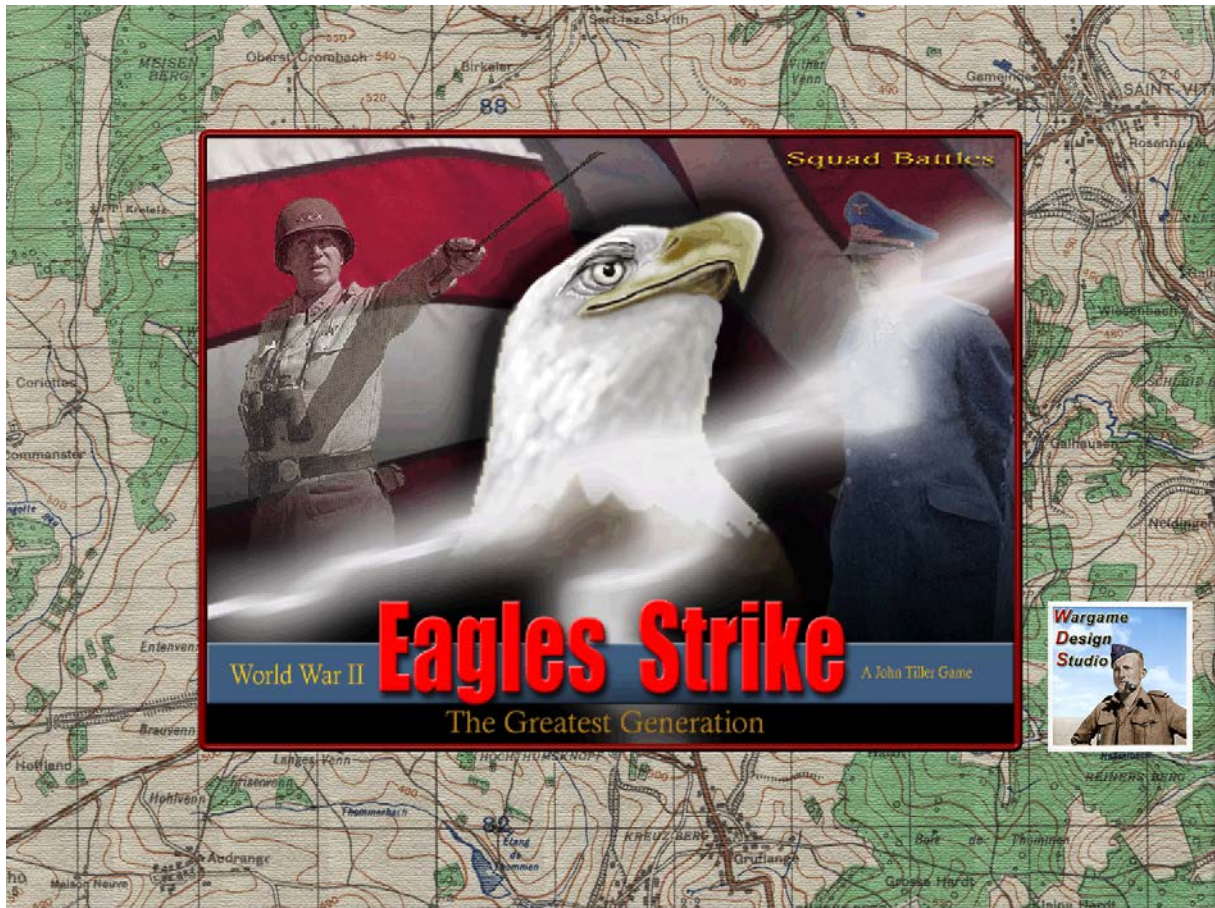


Eagles Strike

Scenario Descriptions

Last updated Wednesday, 07 February 2024



Scenario Descriptions

001.Getting Started.scn (12 Turns)

"A Ranger Challenge-Easy"

Scenarios Size: Small

Estimated Playing Time:

June 6th, 1944, Omaha Beach, Normandy, 0820 hours

Design Notes: This is a simple scenario and is good for learning the mechanics of the game. It should be played from the US side.

Historical Background:

Into the chaos known as Omaha Beach came the US Rangers. Company C, under the command of Captain Goranson, had a rough start. Of the five assault beaches on D-Day, this one would prove to be the toughest...and the bloodiest!

The 116th US infantry regiment was being cut to pieces from guns on the high ground. Captain Ralph Goranson and his Ranger Company to land west of Vierville, destroy the guns at Pointe de la Percee and proceed to Pointe du Hoc to reinforce the Rangers there.

But nothing went according to plan. Upon hitting the beaches, a little later than anticipated and not in the designated area, the men of Company C had to adjust to disaster. LCA 418 was bracketed by mortar and machine gun fire. The men of 1st platoon dove over the side as the landing craft burst into flames.

Cold, wet and seasick, they were still Rangers. Moving to the base of the cliffs overlooking the beach, they used their training to get above the beach. By this time nearly one-third of the company was either dead or wounded. Still, they continued the fight.

2nd Lt. Moody and the men of the 1st Platoon were confronted with a German strongpoint in a battered German house near Vierville. Moody and six of his men charged and took it.

The Germans reacted swiftly and attempted to retake the house. During the fighting, Moody was killed by a sniper. The Rangers held their position and beat off all German attempts to dislodge them.

Sergeants Belcher and Morrow in the meantime moved northward, attacking a German machine gun nest. The valour of the Rangers in a moment of crisis would help turn a potential disaster into a bloody victory for US forces at Omaha. - WBW

Sources:

The Longest Day, Ryan

Rangers in World War II, Black

The D-day Atlas, Man

The German Order of Battle, Infantry, Nafziger

Order of Battle, Operation Overlord, Arnold & Weiner

Spearheading D-Day, Gwane

002.Hitting Utah.scn (12 Turns)

"Hitting Utah"

June 6th, 1944, 06:30 AM

Utah Beach, Normandy France

Scenario Length: Medium - about 45 minutes to an hour to play.

Players Note: Play only from the U.S. side!

In the public mind the image of the invasion of France in 1944 has been fixed on the bloody battle for Omaha Beach. There was another America beach however, where young Americans fought, died, and won for their country and the freedom of the world.

Due to the smoke, tidal forces and confusion of that morning, the Utah forces landed at the wrong spot. Undeterred the decision was reached to begin the war right here.

This scenario is a simplified version of part of that invasion and is dedicated to the bravery of the young men who fought on that day. - LM

Sources:

John Tiller's excellent Utah scenario

003.Pointe-du Hoc-The Landing.scn (15 Turns)

D-Day June 6, 1944: The Climactic Battle of World War II, by Stephen E. Ambrose

"Pointe-du-Hoc-The Landing"

Scenario Size: Small

Estimated Playing Time: 45 Minutes

June 6th, 1944, Pointe-du-Hoc, 0630 hours

Design Notes:

This scenario should be played only from the American side.

Historical Background:

One of the primary targets during the invasion of France were some big German guns at Pointe-du-Hoc. They were supposedly located on a massive cliff overlooking the invasion beaches and could wreak havoc on the troops and ships of the Allied forces.

American Rangers stormed Pointe-du-Hoc in the first moments of the landings. With ropes, grapnels and ladders they began the arduous climb up the precipitous slopes under a rain of enemy fire. It was another bloody but glorious moment in American Ranger history! - WBW

Sources:

Rudder's Rangers, Lane

The Longest Day, Ryan

Overlord, Ambrose

Omaha Beachhead

004.Tanks in Trouble.scn (25 Turns)

"D-Day - Tanks in Trouble"

Scenario Size: Huge

Estimated Playing Time: 4-6 Hours

June 6th, 1944 Omaha Beach, Normandy, 0745 hours

Design Notes: This battle can be played from either side.

Two Player Game - Yes

Historical Background:

The book, "The View from the Turret," by William Folkestead gives enlightening insight into a part of the Allied invasion of Normandy not found in the better-known treatises on that subject. Most people are unaware of the vital role the 743rd Tank Battalion played in securing the beaches at Omaha.

The role of a tank battalion, in contrast to that of an armoured division, is the direct support of the infantry division to which it is assigned. The 743rd was assigned to the 29th "Blue and Grey" Infantry Division assault force destined to hit the eastern half of the landing area.

Like so many other units, the tanks were scattered, with many sinking before reaching shore. Others were blown out of the water while still tucked away on approaching LCTs. Some fell victims to the deadly enemy mines that peppered all the beaches.

Some of the tanks did make it ashore and quickly took on the enemy shore batteries that were mercilessly slaughtering the GIs. This scenario covers the ascent of a few tanks of the 743rd Tank Battalion, as they struggled to get above the shoreline and attack directly into the enemy's defences. - WBW

Sources:

The View from the Turret, Folkestead

Omaha Beachhead, Taylor

Beyond the Beachhead, Balkoski

Cross Channel Attack, Harrison

The D-Day Invasion, Time-Life Series

005.So this is Hell.scn (15 Turns)

"So this is Hell"

Scenario Size: Medium

Playing Time: 2 hours

Date: June 6, 1944, Fox Green Omaha Beach, 0800 hours

Design Notes: To quote George Patton, "They concentrate too much on terrain and not enough on killing the enemy..." As the commander you must climb the bluffs, remove the barbed wire, then suppress, and destroy the enemy.

Hints: Use your Bangalores and Satchels to blow the wire and then place your men on the grappling position below the bluff. Make sure they are standing.

Historical Background:

Landings commenced at Omaha Beach at 6:30am. They came up against strong ocean currents, which led to landing craft being in some cases a thousand yards from their objective.

Despite intense bombardment little damage was done to the enemy's defences. The landing craft came under heavy fire decimating a lot of companies. Company L of the 116th RCT landed intact and had its full complement of men. Lt Robert Cutler had taken command after the company commander was killed.

Company L's objective was Fox Green, and they were to assault and reduce the strongpoints. Company M, which had lost some men, was to assist. Fire support came from 2 Destroyers and a token bombardment by a cruiser. - NS

Sources: Longest Day, Cornelius Ryan

American Forces in Action Series, War Dept - Omaha Beach

006.A Ranger Challenge.scn (12 Turns)

"A Ranger Challenge"

Scenarios Size: Small

Estimated Playing Time:

June 6th, 1944, Omaha Beach, Normandy, 0820 hours

Design Notes: This is a simple scenario and is good for learning the mechanics of the game. It should be played from the US side.

Historical Background:

Into the chaos known as Omaha Beach came the US Rangers. Company C, under the command of Captain Goranson, had a rough start. Of the five assault beaches on D-Day, this one would prove to be the toughest...and the bloodiest!

The 116th US infantry regiment was being cut to pieces from guns on the high ground. Captain Ralph Goranson and his Ranger Company to land west of Vierville, destroy the guns at Pointe de la Percee and proceed to Pointe du Hoc to reinforce the Rangers there.

But nothing went according to plan. Upon hitting the beaches, a little later than anticipated and not in the designated area, the men of Company C had to adjust to disaster. LCA 418 was bracketed by mortar and machine gun fire. The men of 1st platoon dove over the side as the landing craft burst into flames.

Cold, wet and seasick, they were still Rangers. Moving to the base of the cliffs overlooking the beach, they used their training to get above the beach. By this time nearly one-third of the company was either dead or wounded. Still, they continued the fight.

2nd Lt. Moody and the men of the 1st Platoon were confronted with a German strongpoint in a battered German house near Vierville. Moody and six of his men charged and took it.

The Germans reacted swiftly and attempted to retake the house. During the fighting, Moody was killed by a sniper. The Rangers held their position and beat off all German attempts to dislodge them.

Sergeants Belcher and Morrow in the meantime moved northward, attacking a German machine gun nest. The valour of the Rangers in a moment of crisis would help turn a

potential disaster into a bloody victory for US forces at Omaha. - WBW

Sources:

The Longest Day, Ryan

Rangers in World War II, Black

The D-day Atlas, Man

The German Order of Battle, Infantry, Nafziger

Order of Battle, Operation Overlord, Arnold & Weiner

Spearheading D-Day, Gwane

007.Good Soldiers All.scn (15 Turns)

"Good Soldiers All"

Scenario Size: Small

Estimated Playing Time: 45 Minutes

June 6th, 1944, La Fiere, Normandy, France, 0900 hours

Design Notes: Play only from US side.

Historical Background:

The bridge across the Merderet River was to be secured so that the zones belonging to the 507th and 508th Parachute Infantry Regt. It was also essential to keep the bridge in one piece so that the 4th Division advancing from Utah Beach could use it.

Able company, 1/505th, commanded by Lt Dolan, was ordered to secure the bridge. At the eastern approaches to the bridge was Le Manoir a collection of stone buildings around a farmyard.

Germans of the 1057th Regt 91st Div held the position. Able Company came under machine gun fire, and they replied with 60mm mortar fire.

General Ridgeway arrived on the scene and ordered Colonel Lindquist to make Le Manoir his top priority. - NS

Source: 6 Armies in Normandy, John Keegan.

008.Busy Bosses.scn (14 Turns)

"Busy Bosses"

Scenario Size:

Estimated Play Time:

(June 6th, 1944, Pouppeville, Normandy, 1100 hours)

Design Notes:

Historical background: The airdrops of the 101st, "Screaming Eagles" Division had been another example of the confusion of D-Day. Very few units ended up where they were supposed to be when they hit the ground. But they adapted to their situation.

General Maxwell Taylor, the divisional commander found himself in a field of cows. His goal was the formation of a divisional headquarters in the town of Hiesville. From there ideally, he

would command his forces until relieved by the 4th Infantry Division coming down the causeways from Utah Beach.

Those causeways were of utmost importance. The mission of the 101st was two-fold. They were to stop any reinforcing enemy units headed for the beach and to eliminate any German forces guarding the causeways.

Taylor and several other high-ranking officers were not going to take the role of fighting men. There were so many officers in the force that Taylor later commented, "Never were so few led by so many."

Joining up with glider units that had landed nearby, Taylor and his small force headed for Causeway Number One. Their goal was the capture of Pouppeville. Lt. Colonel Julian Ewell, boss of the 3rd Battalion, 501st would lead the company-sized attack on the town. This was definitely "hand's on" experience for the brass!

When the attack force neared the area, the defending Germans opened on them. Major Legere, leading a rifle squad, was hit in the leg. A medic, T/5 Edwin Hohl, attempting to get to him was shot in the head and killed, though his helmet and his armbands clearly marked him as a non-combatant.

That made the paratroopers more than a little upset. In a wild attack, the Screaming Eagles took Pouppeville. As they finished the fight, the lead elements of the 4th Division appeared in the distance, heading straight for them. Causeway #1 was open. - WBW

Sources:

The Longest Day, Ryan

The Screaming Eagles, Shapiro

Order of Battle, Operation Overlord, Arnold and Weiner

The 101st Airborne in Normandy, Bando

Swords and Ploughshares, Taylor

Airborne Assault, Quarrie

009.Stuck!.scn (15 Turns)

"Stuck!"

Scenario Size: Medium

Estimated Playing Time: 45 Minutes

June 6th, 1944, Les Droueries, Normandy, 1200 hours

Design Notes: This battle should be fought with the human player taking the American side.

Historical Background: The 2nd Battalion, 501st Regiment of the 101st Airborne Division had suffered the same fate as others of the Screaming Eagles. They were scattered in every direction. Lt. Colonel Robert Ballard was fortunate. His stick of paratroopers was dropped less than a mile from his objective, Ste. Marie-du-Mont.

Getting there was the problem. Between him and his meagre forces was Droueries, a small farming hamlet. After spending the morning gathering men and equipment, Ballard prepared his forces.

By around noon he had around 100 men that he formed into three makeshift companies. A

few engineers of the 326th and two medics were also added to the force. He only had two machine guns, one bazooka and one 60mm mortar for support weapons. It would have to be enough.

The fight was a tough one. The Germans were part of the 2nd Battalion, 191st Artillery regiment and were not about to surrender. The fighting seesawed back and forth during the morning. Ballard was becoming increasingly concerned about his primary mission, the capture of highway bridges near Ste. Marie-du-Mont.

The arrival of Lt. Walter Wood with about 20 troopers of the 506th brought hope. Ballard gave Wood and his men the bazooka and order them to flank the defences. Even though under fire, they were able to find cover and rout the defenders from the farm buildings.

Suddenly Wood's force found itself under attack as a fresh group of enemy soldiers charged his position. The German attack failed but neither Ballard nor Woods would be able to extricate themselves from the firefight until after dark. - WBW

Sources:

The Screaming Eagles, Shapiro

Order of Battle, Operation Overlord, Arnold and Weiner

The 101st Airborne in Normandy, Bando

Swords and Ploughshares, Taylor

Airborne Assault, Quarrie

010.Hell to Pay.scn (10 Turns)

"Hell to Pay"

Scenario Size: Small

Estimated Playing Time: 30 minutes.

2 Player Game and solitaire - Yes

Date: June 6, 1944, Cauquigny, Normandy, 1600 Hours

Historical Background: The American Airborne drop over Normandy was chaotic. Men and their units were scattered all over Normandy and rarely did units land in their correct drop zones. By dawn, troops from the US 82nd Airborne Division's 505, 507, 508 regiments began to assemble themselves. The 505 and 507 were assigned to seize the key crossing points along the Merderet River west of St. Mere Eglise as well as establish a bridgehead across the Merderet. The bridge and causeway at La Fiere fell to the men of the 505 during the afternoon after being held up for 8 long hours by a handful of German defenders.

Crossing the Merderet, Captain Schwarwalder found Lt. Levy from the 2/507 in command of a small mixed group of Paratroopers from all three regiments defending the French Hamlet of Cauquigny. Unsure on what to do Schwarwalder decided to locate Lt. Col. Timmes north of Cauquigny in an orchard seeking his advice. He moved his Company on towards Timmes thinking that Lt. Levy had enough men to defend the vital causeway. Lt. Levy only had a handful of men.

As Schwarwalder disappeared into the hedgerows, the Germans began to move towards Cauquigny.

The German troops approaching Lt. Levy and his men were from the 1057 Grenadier

Regiment supported by the Panzer Ersatz Ausbildungs Abteilung 100 - a tank training unit armed with old French Armour and old Pz IV's. Levy's men deployed and prepared as best they could against the sound of encroaching armour and troops. Soon, there would be hell to pay for neglecting to reinforce Levy in time - BWM.

Melvin

Sources:

Utah Beach-St Mere Eglise, Shilleto

Night Drop, S.L.A. Marshall

US Army Historical Division

011.Omaha Layout.scn (145 Turns)

"Omaha Layout"

This layout was constructed as a start from which Designers can build their own scenarios covering portions of the battle for Omaha. It includes all American forces that landed prior to 0900 and all Germans could potentially have entered the area during the day (set at appropriate probabilities). It can be played "as is" but has not been tested as such.

012.Pointe-du-Hoe Layout.scn (145 Turns)

"Pointe-du-Hoe"

This layout was constructed as a start from which Designers can build their own scenarios covering portions of the battle for Pointe-du-Hoe. It includes all American forces that landed, and all Germans could potentially have entered the area during the day (set at appropriate probabilities). It can be played "as is" but has not been tested as such.

013.Utah Layout.scn (48 Turns)

"Utah Beach"

This layout was constructed as a start from which Designers can build their own scenarios covering portions of the battle for Utah. It includes all American forces that landed prior to 0900 and all Germans could potentially have entered the area during the day (set at appropriate probabilities). It can be played "as is" but has not been tested as such.

014.Bullets for Breakfast.scn (10 Turns)

"Bullets for Breakfast"

Scenario Size: Small

Estimated Playing Time: 30 Minutes

July 5th, 1944, Poterie Ridge, France, 0630 hours

Design Notes: This is a type of meeting engagement - a real melee. It can be played from either side but playing as the United States offers the greater challenge.

2 Player Battle - Yes

Historical Background: The Allied command had decided to get the ball rolling southward

from the Cotentin Peninsula to Caumont. Leading the way would be the US VIII Corps. The centre division of the advance was the 82nd Airborne. Even though down to half-strength due to continual fighting since D-Day, the sky warriors were still full of fight.

With the 79th and 90th Divisions on their flank, the "All-Americans" would take the hills just in front of la Haye-du Puits. The Second Battalion of the 507th moved against the centre hill of Poterie Ridge and encountered no resistance. The advance company moved to the southern slope and formed a defensive perimeter to hold the ground gained.

The paratroopers slept lightly, knowing that they were the tip of the spear of the advance. Rising at first light and looking to breakfast on cold C rations, Company B found that it had nested itself in the middle of a German bivouac area for Group Koenig. A sharp firefight erupted. The rest of the battalion, hearing the intense firing of weapons of both sides hurried to the area.

Pfc James Geach, part of the US reinforcements, found himself facing two German tanks advancing on his position. He grabbed a buddy and a bazooka. Though he had never fired a rocket launcher before, he had courage and he learned quickly. His firing on the tanks challenged the German armour, forcing it to retire. For his actions, Geach would receive the Distinguished Service Cross.

By the afternoon of the 5th, Poterie Ridge had been secured and the first steps toward Caumont had been taken. - WBW

Sources:

Breakout and Pursuit, Blumenson

Normandy, Essame

The Desert Fox in Normandy, Mitcham

Invasion, They're Coming, Carell

015.Towards St Lo.scn (24 Turns)

"La Mare - Le Carillon"

Scenario Size: Medium Estimated Time: 120 mins

July 13th, 1944, 0900 hours

Near le Carillon Normandy France, 2 miles from St Lo

Play only from US side.

Historical Background: The advance towards St Lo was a slow and bloody affair with solid German defences assisted by the bocage.

The 2nd Battalion of the 137th was attacking south split by a stream.

The Battalion had a section of 81mm mortars, and a platoon of heavy machine guns attached. With a platoon of medium tanks made available.

. - NS

Source: Center for Military History.

016.Barkmann's War.scn (10 Turns)

"Barkman's War"

Scenario Size: Small

Estimated Playing Time: 30 minutes.

2 Player Game and solitaire - Yes

Date: July 27, 1944, Near le Lorey, Normandy, 1300 Hours

Historical Background:

The American drive to take St. Lo ended on July 19 with its capture. The next phase was operation Cobra - the final push to breakout of Normandy. Operation Cobra was to begin on July 18 but due to bad weather, Cobra was delayed until July 24, 1944.

The US 35th Infantry Division's part in Cobra was to move south from St Lo providing flank coverage for the Main US assault to the west. The 35th Division made slow but steady progress as it pushed south along Route Nationale 174. The 137th Infantry Regiment cracked the Main Line of German resistance during 26-27 July and began advancing beyond the village of le Lorey.

The US attack routed the German defenders from the vaunted SS Das Reich Division. Men from mixed units were streaming to the rear panic stricken. Panzer Ace, Ernst Barkmann, saw that nothing stood in the way of the American advance to stop it. Upon his own initiative, Barkmann took his recently repaired Panzer to a key crossroads south of le Lorey where he formed an ad hoc infantry group supported by a commandeered antitank gun to stop the American advance. Thus began Barkmann's private war against all odds. - BM

Sources:

US Army Historical Division web site

017.Stopping the Panzers-Part 1.scn (14 Turns)

"The Battle at Mortain - Part 1"

Scenario Size: Medium Estimated Time: 60mins

August 7th, 1944, 0800 hours

St Barthelmey Normandy France

Play as either side.

Historical Background: The 30th Infantry Division has taken over the Mortain region from the 1st US ID. The 117 regiment was defending the St Barthelmey area. The 1st Battalion was in the town with the other 2 Battalions protecting its flanks.

Heading for the town were 2 crack German divisions, the 1st SS Panzer Division and the 2nd Panzer Division. Heading for the port of Avranches on the Breton coast. The main aim of the operation was to cut communications to Patton's Third Army.

US Orders: You are to hold and defend your position at all costs. Reinforcements are on the way. German Orders: Do not stop till you reach the coast.

The terrain consists of hedgerows and narrow roads.

Notes - When you start the scenario it is foggy but starting to clear. Air cover may be made

available in your sector. The Luftwaffe is being held back by the USAF. NS

Source: Battle for Mortain by Alwyn Featherston, Leibstandarte IV by Tiemann and Lehmann, Steel Inferno by Michael Reynolds

018.Stopping the Panzers-Part 2.scn (12 Turns)

"The Battle at Mortain - Part 2"

Scenario Size: Medium Estimated Time: 60mins

August 7th, 1944, 0600 hours

L'Abbay Blanche Normandy France

Play as either side.

Historical Background: The 30th Infantry Division has taken over the Mortain region from the 1st US ID. F Company 120th Regt and AT guns of 823rd were defending the L'Abbay Blanche area.

A recon force from Der Fuhrer Regiment had approached the positions at 0500 and had been destroyed along with German units that had started up the hill towards St Barthelemy.

American forces have been ordered to defend the roads and bridges and prevent any of the enemy from getting to St Barthelmey. The Germans must break through and destroy the roadblock. Due to the foggy conditions no air support is available for either side. Artillery may be available depending on visibility. NS

Source: Battle for Mortain by Alwyn Featherston, Leibstandarte IV by Tiemann and Lehmann, Steel Inferno by Michael Reynolds

019.A Deadly Squeeze Play.scn (18 Turns)

"A Deadly Squeeze Play"

Scenario Size: Medium

Estimated Playing Time: 1 Hour

August 9th, 1944, Ger-Mortain Road, France, 1000 hours

Design Notes:

Historical Background:

While the battle raged around Mortain, it was the task of the 2nd Armoured Division to take the key positions to the supply lines and escape routes of the German forces when they began to withdraw. Combat Command A was ordered southward to Barenton. While this was taking place, Combat Command B of the 2nd Armoured was slowing moving north from Barenton. It was a pincer move, designed to shut the door on the retreating panzers.

The Germans had a hard time concentrating on their offensive efforts towards Mortain, knowing that strong armoured forces were approaching from both the north and the south and would soon isolate them from any escape. It was quickly becoming clear that the German effort would come to naught, and the forces of the Wehrmacht were in danger of being cut off.

On the afternoon of the 9th, Combat Command B succeeded in capturing the tiny village of Le Gue Rochoux. This placed them within three miles of the German corridor. The Germans launched a strong counterattack along the Ger-Mortain road on August 9th, to slow the fast

moving tanks of the 2nd.

The first German attack ran into an infantry supported group of American tank destroyers and brought no results at all. Infantry Company B, 3rd Battalion, and 1st Platoon, Company C of the 702d TD Battalion fought them off. Five enemy tanks of the 116th Panzer Division, and several German infantry were left dead at the scene. There would be no breaking out here. The M-10s and the armoured infantry had done their job. - WBW

Sources:

Hell on Wheels, Houston

Breakout and Pursuit, CMH

The Duel for France. Blumenson

Six Armies in Normandy, Keegan

020.Midnight Express.scn (12 Turns)

"Midnight Express"

Scenario Size: Medium, Time to Play: 2 hours.

August 25, 0000 hours

Location: Montelimar-Suazet Area

Design Notes: 1) Playable from either side, 2) Use the View Visible Hexes, 3) Illumination supplied, 4) If German make sure your forces don't stack too much.

Historical Background: Following an unsuccessful daylight attack to remove the roadblock set up by 1st Btn. 141st Infantry and attached armour. Major General von Weitersheim decided to scrape together a strong armoured force plus any infantry units available and attack at midnight.

No heavy artillery was used as it was too hard to direct in the dark. The US forces consisted of a company and half of infantry plus a few Shermans and Jacksons- NS

Source: Riviera to the Rhine, US Army Center for Military History

021.Merli the Man.scn (12 Turns)

"Merli the Man"

Scenario Size: Small

Estimated Playing Time: 30 Minutes

September 3rd, 1944, Sal-de-Bruyeres, 0000 hours

Design Notes: Gino Merli, a lowly Private First Class recently passed away. He was one of the many who showed extraordinary courage in the most difficult of situations. Of the nearly 4,000 Medal of Honor recipients, only about 150 are still living. This scenario is offered as a tribute to the man. It should be played from the American side only.

Two Player Game: No

Historical Background:

The British general Montgomery was quick to take advantage of extra supplies and the

temporary reassignment of the American First Army to his 21st Army Group. Neither Patton nor Bradley was very pleased, but orders were orders.

General "Lightning Joe" Collins, commander of VII Corps moves his divisions into Belgium at the beginning of September 1944. They are at the vanguard of the 1st Army as usually is the case. Lawton and his troops can be relied upon to push and push hard.

The Big Red One (US 1st Infantry Division) has been ordered to cover the area around Sars-la-Bruyeres. Their task is to cut off retreating German troops as other of Montgomery's forces move up the French coast toward Dunkirk.

At around 11PM a German infantry group, covered by an armoured patrol, heads up the road being covered by Company H, 2d Battalion, 18th Infantry. One machine gunner, PFC Gino Merli is in a particularly foul mood. Weary and in need of sleep, he has instead been ordered to man his heavy machine gun that overlooks the road.

As the first Germans appear, he lights up the sky as the huge slugs from his machine gun rip into them. Other men in his MG team open up with their Garands and soon the Germans are scurrying in all directions into the blackness.

It is only a few moments when the bulk of the rest of the enemy force appears and makes a bayonet charge into American lines. Most of the GIs are thrown back under the onslaught. As the Germans overrun the lines, tossing grenades and firing, Merli suddenly slumps lifelessly into the gun pit.

The Germans sweep by his position, glance into the hole, see his inert body and move onward. In what seems to be less than a minute, the 50 Caliber gun opens up behind the Germans and cuts them to pieces. Merli has faked his death and pivoted the hundred-pound gun in the opposite direction. Then he opened fire on the unsuspecting enemy.

As the second wave of Germans charges forward, Merli, once again under a hail of enemy rifle fire and grenades, crumples in a heap. The second wave also passes by his position. Moments later the same machine gun thunders once more, knocking Germans in all directions.

At dawn, a reinforced Company H rallies and retakes the first positions. They check out the machine gun position and find PFC Merli, with numerous shrapnel wounds and still complaining about a lack of sleep, but otherwise unharmed.

Around his position there are 52 dead German soldiers. It is evident that most had been killed by rounds from a 50-calibre machine gun. Merli's heroism has kept the German force from exploiting the initial breakthrough. For his actions he will later be awarded the Congressional Medal of Honor.

Sources:

US Army in WW2, "The Siegfried Line," CMH

Heroes of World War II, Murphy

022.Fire on the Flank.scn (18 Turns)

"Fire on the Flank"

Scenario Size: Medium

Estimated Playing Time: 45 Minutes

September 10th, 1944, Near Arry, 0900 hours

Design Notes: This scenario should be played from the US side against the computer.

2 Player Game - NO

Your Orders: Major, you are to take Hill 386 and hold it against any possible enemy counterattacks. Keep your eyes peeled. Intelligence reports indicate German armour in the vicinity. No tanks are across the Moselle yet, so you are on your own.

Historical Background: With a tenuous bridgehead established across the Moselle River near Dornat, General Irwin, 5th Division commander, decided to hit the Germans from their left flank and relieve the troops in an area known as Horseshoe Wood.

Two battalions of the 10th Infantry Regiment were assigned the task of capturing two highpoints, Hills 386 and 370. The crossing caught the Germans unawares. Major Haughey led his battalion to the height with minimal resistance.

The same was true with the 2nd Battalion and Hill 370. While the major had his troops deploying along the ridge of Hill 386, the Germans launched a surprise counterattack from Arry, to the south. They hit the GIs square in their flank.

Things began to get very hot in the area. After receiving the initial shock of the attack, the other troops used bazookas, mortars, and small arms fire to push enemy tanks and troops back into the town. The Germans were not finished, however and within three days the bridgehead had been evacuated by US forces. - WBW

Sources:

The Lorraine Campaign, Cole

There's a War to be Won, Perrett

The Second World War: Europe and the Mediterranean, West Point Military Series

The Armies of George S. Patton

Forty

023.King Sugar to Anybody!.scn (15 Turns)

""King Sugar to Anybody!""

Scenario Size: Small

Estimated Playing Time: 45 Minutes

September 16, The Siegfried Line, 0230 hours

Design Notes: The human player should take the American side only vs the AI. The US artillery might or might not be available, depending on the radio operator.

2 Player Game - Yes

Historical Background:

The American 28th Division assaulted the Siegfried Line in force for the first time on September 15th. Earlier reconnaissance in force efforts had not gained much ground. By the 15th, all units were in place, and some tank support was available. Thus, a big push into the West Wall brought decent progress. The maze of defences, pillboxes, and antitank obstacles, however, made it difficult to keep a coherent line.

The task for the following day was the capture of the next highpoint, called Kemper Steimerich Hill (or Hill 560 to the Americans). This would involve two battalions of the 110th. To narrow the gap between them, Company F of the Second Battalion was sent to clear a nest of pillboxes and fill a gap in the line.

The weary men of Company F secured their position with little difficulty. As darkness settled in, Captain Robert H. Schulz placed his listening posts and front-line pickets. He then established his platoons into defensive positions around the captured enemy strongpoints. The exhausted GIs tried to get some much-needed rest and sought some shelter against the raw night wind in the pock-marked pillboxes around them.

During the night, a newly reconstituted German 304 Panzer Grenadier Regiment of the 2nd SS Panzer Division charged straight at Company F. Among their assets were two rigged up armoured cars with flamethrowers and a couple of assault guns.

Evidently the Americans had been overcome by fatigue and were not expecting an enemy reaction of this strength. The forward pickets and listening posts were swallowed up quickly. Then the radio communications were also cut.

Private Roy Fleming said later, "Suddenly everything grew quiet. I could hear the clank of these vehicles...I saw the flame thrower start and heard a helluva scrap up around Captain Schulz's position. Company F radioed urgently for help, but never gave any coordinates for artillery support.

A nearby company received a radio message from a young man whose voice was filled with terror. "King Sugar to anybody. King Sugar to anybody. Help! We are having a counterattack -tanks, infantry, flame throwers!" The men could hear automatic weapons and the screams of men in pain in the background. Lamentably, nothing could be done immediately.

The radio operator that received the message tried to respond, but either the radio was malfunctioning, or the young man did not change his set to receive. At any rate, no communication was possible.

Shortly after, the set went dead. Nearby flashes and the distant sound of gunfire indicated that a hot battle was taking place. The two battalions on either side sent in units to close on the penetration, and were able to stop it, but not before Company F had been practically annihilated.

What happened remained a mystery difficult to piece together. After two days, only one third (about 45 men) of Company F could be mustered. The others had been swallowed up in the inky blackness. Both the radio operator and his set were missing and never found. This setback brought the fact clearly to light that hard fighting lay ahead for the 28th in breaking through the West Wall. - WBW

Sources:

The Siegfried Line, MacDonald

The West Wall, Whiting

2004 Days of War, Salmaggi

German Order of Battle, Vol.2, Nafziger

024.Hot Action at Groesbeek.scn (15 Turns)

"Hot Action at Groesbeek"

Scenario Size: Small

Estimated Playing Time:

September 17th, 1944, Near Groesbeek, Holland, 2100 hours

Design Notes:

This is another small scenario designed to show what a high morale force can do in the face of overwhelming numbers. Intel has reported that the Germans may come from different directions, so use your discretion regarding troop placement.

Best Played Allied vs German AI

Historical Background:

On the 17th of September 1944, On 17 September 1944, as part of Operation Market Garden, the 505th Airborne Infantry Regiment of the 82nd Airborne Division, made its fourth jump at Groesbeek, Holland. Up until that time, it was the largest airborne assault in history.

During the fierce combat that ensued, two lightly armed platoons, at most 80 men, were surrounded by an entire German Infantry Battalion supported by tanks. The paratroopers fought back three savage German assaults and held their ground until relieved.

For this and other actions, the 505th received a second Presidential unit citation. - JR

025.The Second Omaha Beach.scn (24 Turns)

"The Second Omaha Beach"

Scenario Size: Large

Estimated Playing Time:

September 20th, 1944, Waal River, 1 Mile from Nijmegen, Holland, 1500 hours

Design Notes: This scenario depicts the crossing of the Waal River. As such expect to take a lot of casualties, but remember your mission is to preserve your troops so the town of Nijmegen can be taken. Best Played Human Allied vs German AI.

Historical Background:

During Operation Market Garden, the goal of the three airborne divisions was to secure the bridges at Eindhoven, Nijmegen, and Arnhem for the rapid advance of XXX Corps to the northern end of the Rhine River. In the 82nd Airborne's sector, the idea to cross the Waal River appeared when it became apparent that the 505th Regiment, was unable to seize the bridge that spanned the Waal River. The bridge needed to be taken to allow the beleaguered British forces to link up on the drive to Arnhem.

Early in the morning on 20th, the men of C Company, 307th Engineers, met with Colonel Tucker, CO of the 504th RCT, and Major Cook, the CO of the 3rd Battalion. It was Cook's force assigned to cross the river. The Place for the crossing was an abandoned factory that sat a mile downriver from the main span of the Nijmegen Bridge. From here, the approximately 600 men off the 3rd Battalion and C Company would cross the river on British supplied canvas assault boats.

Two Typhoons operating out of France strafed the far bank and came around for a second pass, only to have one of them shot down. At 1500 hrs, British artillery and Sherman tanks

sited closer to the bridges laid down a smoke barrage and cover fire for the assault. After German counterfire, only 6 of the 10 Shermans were operational.

"I don't think that any man that went across that river that day in a boat and were fortunate enough to make the other side will ever in his life forget it. There is no way you can visualize what the devil it was like."

At 1530 hrs the men that made it started their assault on the dug-in German forces, showing once more, in true heroic style, why the men of the 82nd Airborne were called "All American"
- JR

026.Bloody Black Forest.scn (13 Turns)

"Bloody Black Forest"

Scenario Size: Small

Estimated Playing Time: 30 Min.

Nov 16th, 1944, Hamich, Germany, 0800 hours

Design Notes: Best Played as the U.S. side.

Two Player Game - Yes

Your men are needed for later fights so don't waste them.

Historical Background:

Hamich, a small farming community, was the objective of 1st Battalion, 16th Infantry. Defending it was the 14th Company, 48th Grenadier Regt.

The German 5th Company protected the wooded approaches to the town. The U.S. Company C was to clear an area of the woods leading to Hamich.

Two platoons are ordered to clear a path while the balance of the company is in reserve.

This is representative of the problems that the whole battalion had in the woods around Hamich. - NS

Source: Dark and Bloody Ground, E.G. Miller

027.Ham Sandwich.scn (12 Turns)

"Ham Sandwich"

Scenario Size: Small

Estimated Playing Time: 1 Hour

Design Notes: Can be Played from Either Side

Two Player - Yes

November 18th, 1944, Hamich, Germany, 0925 hours

Historical Background:

The small farm community of Hamich was won after both sides sustained high casualties. Finally, after house to house fighting Colonel Horner (3rd Btn. 16th Infantry) advised the town was secure.

Then the Germans counterattacked with around 200 men plus several armoured vehicles. Vicious fighting took place with the bazookas firing hot and leaders becoming casualties at a

rapid rate - NS.

Source:

Dark and Bloody Ground, E. Miller

028.100 Men.scn (15 Turns)

"100 Men"

Scenario Size: Large

Estimated Playing Time: 45 Minutes

2 Player Game - Yes

November 30th, 1944, Lindern, Germany, 0600 hours

Design notes:

When playing solitaire, take the US side. The GIs will finally get a radio, but it will take a while.

Historical Background:

Progress into Germany was slow and painful. Inclement weather, limiting air support and turning the countryside into a quagmire, a lack of supplies and a resilient German opponent had converted the rapid advances of the previous summer into a distant past. Even so, the fighting continued. To relent would only mean worse weather and an enemy who would have time gather his wits about him and firm up his defences.

So it was that the orders came down from SHAEF to "Attack!" once again. On November 29th, units of XIX Corps of the 9th Army finally reached the Roer River. Its counterpart, the XIII Corps of Simpson's 9th Army was trying to do the same. On November 30th, they began their final push to get across the Roer.

The 84th Division would be in the lead. The 3rd Battalion, 335th Infantry would spearhead the assault. The initial attackers had been stripped to the essentials for quick movement. The riflemen carried their rifle belts, two bandoleers of ammunition and three bars of chocolate D ration per man. The only support weapons in the first wave would be light machine guns and bazookas.

There would be no preliminary bombardment to stir up the enemy. The one thought was to get these companies across the open area to the village of Lindern as quickly as possible, just before daylight. Once they were across, they would protect the bridgehead for the other units as they moved across the Roer.

Carefully moving through the dawn mists, the men could hear sporadic fire in the distance. A flare would go up, a burp gun would stutter, and a mortar shell or two fell. The two leading platoons of K Company and one of I Company rushed toward the town. They had been warned to, "Get into the village before the artillery gets you." These three platoons got across successfully. But only they made it.

Suddenly an intense German artillery barrage blocked the way across the river. Cannons, machine guns, and mortars laid down such a deadly fire that the rest of the battalion suffered severe casualties while trying to cross. They just could not get into Lindern under such heavy fire. Only one radio made it with the first platoons that were on the other side. Even it would not work. A random rifle round had severed its antenna. Thus, no communication with the other side of the river was possible.

Charging into the town, they quickly established defensive positions. The three platoons

numbered exactly 100 men. For some reason, 84th Division headquarters was not made aware of the situation. These men were suddenly cut off. 1st Lieutenant Carpenter, commander of K Company took charge and had hasty defences set up as soon as possible.

They waited for the rest of the battalion to join them, but there was no reinforcement. With no radio, there was no way to find out what was happening or notify someone of their predicament.

Meanwhile, German forces of the 230th VG Regiment, bolstered with mobile assault guns, made probes through Lindern. The three Tiger tanks appeared but were hesitant to attack initially. There was some fighting, but the Germans were somewhat disorganized and retreated. A few men worked frantically with the disabled radio.

Finally, they rigged an antenna with wire to a high fence and began sending out a cry for help with their location. Company A of the 40th Tank battalion was standing by, waiting to enter the battle. One of their radio operators picked up the weak signal, and Colonel J.C. Brown, commander of the group ordered the tanks to the rescue.

By now, the Germans were moving toward Lindern in force. As friendly artillery laid down a thick smoke screen, the Shermans entered the battle. One of the desperate GIs of the 100 men commented, "It must have been a little after two when these General Shermans came roaring up. What a sight! We figured the whole German army couldn't drive us out of there!"

As the Germans attacked with infantry and some armour, they came upon well-disciplined and well deployed American soldiers backed with serious firepower and tanks. The attack faltered, and by dusk, the Germans had moved back. The 100 men with some timely armoured backup had done their job! - WBW

Sources:

The Siegfried Line, MacDonald

Delivered from Evil, Leckie

There's a War to be Won, Perrett

029.A Race to the River.scn (18 Turns)

"A Race to the River"

Scenario Size:

Estimated Playing Time:

December 1st, 1944, Linnich, Germany, 1100 hours

Design Notes:

Historical Background:

The 102nd Division, though it entered the war in Europe in September 1944, did not see action until the middle of November. The need for replacements in Hodge's US 1st Army was such that it was fed piecemeal into battle. Each of the three regiments was assigned to bolster or "flesh out" other divisions.

Later in the month, two regiments, the 406th and 407th were brought together and given the assignment of attacking toward the Roer River on November 29th, 1944. With tanks from the 771st tank battalion and the 774th TD battalion, they assaulted various towns near the river's edge. The 406th assaulted Linnich. Enemy forces confronting them included units of the

recently reformed 10th SS Panzer Division, and a regiment of the 340th VG Division.

The fighting continued for days. Both the terrain and the weather were the same here as elsewhere. Winter had come to Europe in full force. Nothing could be put in the plus column for the attackers. Freezing rain and snow fell almost every day. There was an abundance of mud and bone chilling cold. To add to their misery, the gradual slopes, and open fields with little cover exposed attackers mercilessly.

The villages were encompassed with a labyrinth of interconnected trenches and other field fortifications. General Keating, leader of the 102nd Division, commented, "We are...doing a lot of plain and fancy mopping up and there are a lot of things to take out."

Both artillery and air support were extremely limited during this period. This, of course, was a great advantage for the Germans. The freedom of movement they enjoyed enabled them to get troops, armour and equipment into the line with relative ease. Stinson L-4 spotter planes still flew whenever possible, and at times when it wasn't, seeking any sign of the enemy. These brave pilots were exposed to all types of enemy fire. With no protection, their tiny, fragile aircraft were easily shot down.

On the night of November 30th, most of the 406th was in position on the outskirts of Linnich. On the next day, the regimental commander, Colonel Hurless, opted for a morning attack. The defenders within the city were battered units of the 340th Infantry Division. Helping them hold the town were some armoured units, including a platoon of Panthers and various assault and SP artillery. Intense fighting within the town went on for hours. By the early afternoon, most of the town was in American hands. The Germans, sensing that the end was near, quietly began to slip units across the Roer, by way of a partially damaged bridge through the northeast corner of the small town.

A spotter plane saw the enemy slipping away and radioed the information to regimental headquarters. Colonel Hurless had a company of tanks in reserve, yet uncommitted. He quickly dispatched them with orders to stop this withdrawal. He was determined that the Germans would not get away with killing his men, and then escaping unscathed. A motley assortment of tanks, AAA vehicles, and self-propelled artillery with a small force of mechanized infantry searched and found a way around.

They gained access at the rear of the town and set up positions to cut off the enemy. German tank crews became suicidal. The bridge had been so damaged by artillery fire that it would not support the weight of the heavier vehicles. By now surrounded, they would have to make a choice. They could continue to fight, or surrender. They opted to fight to the death. Leading the withdrawal, they went straight for the American armour. The idea was to take on American tanks and keep them from the columns crossing the bridge at the Roer. The battle, while not a large one, was ferocious and bloody. Although the Panzers paid the supreme price, they kept the way open for the "Kameraden" and many German VolksGrenadier troops got back across the Roer. - WBW

Sources:

The Siegfried Line Campaign, MacDonald

030.A Race to the River_PBEM.scn (18 Turns)

"A Race to the River"

Scenario Size:

Estimated Playing Time:

December 1st, 1944, Linnich, Germany, 1100 hours

Design Notes:

Historical Background:

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Sources:

The Siegfried Line Campaign, MacDonald

031.King of the Castle.scn (20 Turns)

"King of the Castle"

Scenario Size: Medium

Playing Time: 2 hours

December 7th, 1944, 0645 hours

Location: Burberg eastern side, Brandenburg Bergstein Ridge

Design Notes: Scenario compresses two days actions; speed is essential in taking the hill. Companies D, F and E (E is absorbed in the other 2) will initially attack with C as reserve.

Historical Background: General Gerow was asked by General Weaver to allow the 2nd Ranger Battalion to be deployed against Hill 400 - commonly called Castle Hill. The hill dominated the approaches to the Roer.

Major George S Williams Jr E.O. 2nd Rangers had just assumed command. Company's D and F were to make the initial attack with E as reserve. During the leadup the companies were caught in between an American and German artillery barrage. A section leader shouted, "Let's go get the bastards" and they charged. The losses were so great in the first 3 companies that C Company was then brought in after the hill was taken.

The Germans counterattacked fiercely after the top of the hill was taken with artillery support. - NS

Source: A Dark and Bloody Ground, Edward G. Miller

032.The Quarry.scn (15 Turns)

"The Quarry"

Scenario Size: Medium

Estimated Play Time: 90 minutes.

December 15th, 1944, Near Bergheim and Bilstein Germany, 0600 hours

Design Notes:

Several assumptions were made for this scenario: 1) the ground was near normal as it had frozen overnight; 2) no wet weather was indicated; 3) the Germans were as tired and worn out as the Americans, so minimum sentries on duty.

It should be played only from the US side as the human player. As the US commander of

this force, you must decide which narrow flank to attack on or be extremely courageous and take the centre. Artillery and some air have been supplied. When you take this position, we will have gained control of the northeastern reaches of the Hurtgen Forest.

Historical Background:

The Quarry had to be taken as it controlled the road to Strass. "The Quarry" was the key to the hills that surrounded the area around Bergheim and Bilstein.

On December 14th two companies of the 15th Armoured Infantry Btn attacked without armoured support and were severely dealt with by the well dug in enemy. Despite air and artillery support

When the armour arrived, it was decided to surprise the enemy by attacking early and without the initial artillery barrage.

The armour charged from the woods and gained valuable ground before the Germans awoke and manned their positions. - NS

Source: A Dark and Bloody Ground, Miller

033.Bouck's Brave Little Band.scn (24 Turns)

"Bouck's Brave Little Band"

Bouck's Brave Little Band

Scenario Size: Medium

Estimated Playing Time:

Best Played as the Germans - not the YANKS!

Two Player: Yes

December 16th, 1944, Lanzerath, Belgium, 0545 hours

Design Notes: Historically, the 14th Cavalry Group retreated, leaving Bouck and his men to fight on their own. For gameplays sake, that order has been rescinded, allowing us to see what might have happened. Your role is that of Oberst Hoffman as his units come across a fairly sleepy hamlet.

Historical Background:

In the little hamlet of Lanzerath, just south of Bucholz, the 394th's Intelligence and Reconnaissance (I&R) Platoon had been fighting all morning on December 16. Charged with maintaining contact with the 99th Division's southern neighbour, the 14th Cavalry Group, across the two-mile-wide Losheim Gap, Lieutenant Lyle Bouck and his handful of men had been battling paratroopers of the German 3rd Fallschirmjäger (Parachute) Division since before dawn. Shortly after the artillery barrage ended, strong thrusts against the 14th Cavalry Group led to its withdrawal and contact with the I&R platoon was broken.

Occupying good defensive positions atop a tree-covered hill overlooking Lanzerath, Bouck and his men had watched in the pre-dawn darkness as a long column of enemy infantry marched up the road toward Lanzerath. Just slightly behind the main column, Bouck noticed three men talking as they walked along. Thinking that they must be the 3rd Parachute Division commander and part of his staff, Bouck ordered his men to shoot the three. Taking careful aim, the GIs were about to fire when a little girl ran to the three men and pointed straight at the American positions. One of the men yelled a command and the paratroopers dropped into ditches alongside the road. At the end of the day, Bouck and most of his men were captured, soon to be the witness to Peiper's furious dressing down of Oberst von

Hoffman - JR

034.Those Green Devils.scn (12 Turns)

"Those Green Devils"

Those Green Devils

Scenario Size: Small

Estimated Playing Time: 45 minutes.

December 17th, 1944, Malmedy, 0340 hours

Design Notes:

This scenario is best played as the Germans. While not completely historical it still makes a good battle.

2 Player Game - Yes

Historical Background:

The Fallschirmjäger saw extensive action in the Ardennes in late 44, early 45. One of the most important operations to take place was Operation Stoesser. In this, a Kampfgruppe of Fallschirmjäger under Oberstleutnant Friedrich August Freiherr Von der Heydte would attempt to land behind the Allied positions and seize the crossroads at Malmedy, thereby restricting the flow of reinforcements to counter the about to begin Ardennes Offensive.

Soon after crossing the front line, Allied flak began to disperse the aircraft formations which threw some of the pilots miles off course. When it came to the drop many men landed miles from the planned drop zone, some made their way back to the German lines, some were dropped in Holland, many miles from the Ardennes. Only 35 aircraft made it to the drop area and when it came to jump the Paras were met with winds up to 36 miles per hour.

As they jumped the Paras became widely dispersed around the drop zone. Of the 800 or so Fallschirmjäger to drop, barely 125 rallied with von der Heydte near the objectives. The drop had scattered the heavy weapons, so the FJs were only left with their personal arms to stop any reinforcement convoys. Also, their radio was smashed. Von der Heydte sent out scouts to link up with the 6th Panzer Army, but none ever returned.

Cursing idiot Generals for their ridiculous plans, Von der Heydte nonetheless gathered up his troops and went forth to complete his mission - JR.

035.Kampfgruppe Tactics at Work.scn (36 Turns)

"Kampfgruppe Tactics at Work"

Scenario Size: Large

Estimated Playing Time: 3 Hours

2 Player Game - Yes

December 19th, 1944, Stoumont, Belgium, 0800 Hours

Design notes:

Best played as the Germans. Even though you see to have a lot of artillery, remember to use most of it as a smokescreen to cover your advance from La Glieze.

Historical Background:

When the 119th Infantry moved into the Stoumont area on the night of 18 December, the rifle companies of the 3d Battalion, (Lt. Col. Roy G. Fitzgerald) deployed in a hastily established line north, south, and east of the town. The 3d was backed up by light 3-inch towed tank destroyers belonging to the 823d Tank Destroyer Battalion, two 90-mm. antiaircraft guns detached from the 143d Antiaircraft Battalion, and three battalion 57-mm. antitank guns. For the rest of the night the troops around Stoumont dug foxholes, planted mines, and waited uneasily for day to break.

As the first light came on 19 December Peiper threw his infantry into the attack, supporting this advance from the east with tanks firing as assault guns. The grenadiers and paratroopers were checked by fire from the American lines as they crossed the open fields. But the gunners of the 823d, who could not see fifty yards from the muzzles of their guns and whose frantic calls for flares to be fired over the German tanks went unheeded, could not pick out the enemy armour. The panzers, formed in two columns, moved toward the foxhole line and the American company on the east edge of Stoumont fell back to the houses, uncovering the outnumbered and immobile towed tank destroyers, all eight of which were captured. At this moment the ten tanks from the 743d Tank Battalion arrived and went into action. The enemy thereupon reverted to tactics successfully employed in reducing village resistance on the march west, sending two or three of the heavy-armoured Panthers or Tigers in dashes straight along the road and into the town. At least six German tanks were crippled or destroyed in this phase of the action, two of them by antiaircraft crewmen, Private Seamon, and Pt. Albert A. Darago, who were handling bazookas for the first time and who were awarded the DSC for their bravery. (An infantry officer had showed the antiaircraft crew how to load and fire the bazooka just before the battle began.) One of the two 90-mm. antiaircraft guns also did yeoman service in the unfamiliar ground-laying role and destroyed two tanks from Peiper's heavy Mark VI battalion before the German infantry got in close enough to force its abandonment.

The Germans took some two hours to force their way inside Stoumont, but once the panzers ruled the streets the fight was ended. The rifle company on the south was cut off and the company in the town liquidated. The third company withdrew under a smoke screen laid down by white phosphorus grenades, reaching the reserve position manned by the 1st Battalion about noon. The tanks, commanded by 1st. Lt. Walter D. Macht, withdrew without loss, carrying survivors of the centre company on their decks. The 3d Battalion had lost most of its equipment, as well as 267 officers and men. - JR

036.Bloody Night.scn (12 Turns)

"One Bloody Night"

Scenario Size: Medium

Estimated Playing Time: 1 Hour

2 Player Game and solitaire - Yes

Date: December 20,1944, Cheneux, BE 0300 Hours

Historical Background: By December 20th, Kampfgruppe Peiper was trapped in a pocket around the areas of Stoumont, La Gleize, and Cheneux, Belgium. Peiper set up a bridgehead across the Ambleve River at Cheneux. The German units defending the bridgehead were from Abteilung Flak-Sturm 84 and Battalion 2, 2nd SS Panzer grenadiers. Early on December 20th, units from the 82nd Airborne Division attempted to take Cheneux but were driven back by heavy fire from German Flak units.

The American Paratroopers of B and C Companies of the 504th Parachute Infantry Regiment (PIR), failed to take Cheneux during daylight hours. Nevertheless, they were ordered by the

Regiment's Commanding officer, Reuben Tucker, to attack again after dark and eliminate the German's dangerous bridgehead across the Ambleve River.

Concealed by darkness, the paratroopers began their advance, but numerous barbed-wire fences across their axis of advance slowed them down. Then German Flak wagons opened up at close range. The American paratroopers went berserk and stormed the Flak position and the battle degenerated into it a meat grinder.

The battle raged all night with paratroopers engaging Flak wagons and counterattacking SS Panzer Grenadiers. Two M36 Jackson TDs made a fortuitous appearance and helped the US paratroopers in their deadly assault, but the timely arrival of two Panther tanks checked the Paratroopers attack.

By dawn of the 21st, the 504th Parachute Regiment held only a fragile toehold on the outskirts of Cheneux. By morning, Companies B and C were decimated as were the German defenders. It was one bloody night. - BM

037.Hassoumont Farm.scn (10 Turns)

"Midst Hassoumont Farm"

Hassoumont Farm

Scenario Size: Medium

Estimated Playing Time: 1 Hour

2 Player Game and solitaire - Yes

December 20, 1944, La Gleize, BE 2300 Hours

Historical Background: By December 20th, Kampfgruppe Peiper was trapped in a pocket around the areas of Stoumont, La Gleize, and Cheneux, Belgium. Just to the north of La Gleize, lay the farm of Hassoumont, which dominated the approach into La Gleize from the north. Taking Hassoumont was the priority of Task Force McGeorge. Early on December 20, 1944, TF McGeorge was sharply rebuffed at Hassoumont farm. It was decided to take the farm at night.

The US 117 Infantry Regiment's Company K supported by Company G moved through the open fields in hopes of encircling Hassoumont farm. Thick fog like mist combined with the blackness of night provided cover for the advancing Americans. As they approached the farm, Kampfgruppe Peiper's troops lit the scene with flares. In the ghostly light, the Americans pressed on. Some reached the area behind the farm, but the SS counter attacked and soon Company K found itself fighting for its life midst the Hassoumont farm. - BM

Sources:

Time for Trumpets by Charles McDonald and A Blood Dimmed Tide by Gerald Astor

038.Fear in the Fog.scn (10 Turns)

"Fear in the Fog"

Scenario Size: Small

Estimated Play Time: 30 Minutes

December 21st, 1944, Near Foy, Belgium, 0800 hours

Design Notes: the visibility is drastically reduced to simulate the thick morning fog that blanketed the area.

The human player can take either side, though the greater challenge is from the US side.

2 Player Game - Yes

Historical Background:

The arrival of the 101st Airborne Division, the "Screaming Eagles," was without a doubt what kept the principal road hub city of Bastogne in the Ardennes from falling to advancing troops and tanks of three German divisions.

The intervention of Combat Command B, 10th Armoured Division on December 18th and 19th certainly slowed down the enemy, but they were just not powerful enough to stop them.

By the end of the 20th of December, most of the 101st was in position and formed a ring around Bastogne. The 501st Regiment was stationed east and to the southeast. The 506th planted itself inside Bastogne and to the north. Their intervention in Noville put a crimp in German plans to assault Bastogne from that direction.

To the west of Bastogne was the 502nd. Inside Bastogne, remnants of the 28th Division and CCR, 9th Armoured Division formed Task Force SNAFU (US Army acronym for "Situation Normal, All Fouled Up").

Against this makeshift dike of tanks and humanity crashed the German tidal wave. The first bloody attacks failed. Then slowly, the German waters of attack swept around Bastogne and completely cut it off.

This move on the part of the German leaders did not mean that Bastogne was no longer to be taken. On the contrary, the Germans continued to make efforts to conquer the city.

On December 21st, troops of the 1st Battalion, 77th Regiment of General Kokott's 26th Volksgrenadier Division began an operation to sneak through the seam of defensive positions of the 501st and 506th US Parachute Regiments. Their goal was to flank American positions near Foy, then push on into Bastogne.

Using a heavy morning fog as cover, they began moving behind the lines of Colonel Sink's 501st Parachute Regiment. Warned of the danger by patrolling units on his left flank, Sink sent two companies of 2nd Battalion to stop the encroachment. The colonel did not know at the time that he was dealing with an entire battalion of German soldiers with armoured support.

With visibility near zero in icy cold conditions, the paratroopers began the hunt for the approaching infantry. It did not take long to find them. Eliminating the threat to Bastogne, however, would prove to be a hard fight. - WBW

Sources:

Battle of the Bulge, CMH

A Time for Trumpets, MacDonald

A Blood-Dimmed Tide, Astor

Battle of the Bulge, Parker

101st Airborne-From Holland to the Eagle's Nest, Bando

039.Glider Goodies.scn (15 Turns)

"Glider Goodies"

Scenario Size: Small

Estimated Playing Time: 45 Minutes

December 27th, 1944, Near Bastogne, 1400 hours

Design Notes: This scenario should be played either from the US side or as a 2 player PBEM game. This is a meeting engagement with both sides attempting to take the gliders and the supplies contained in them. The supplies are represented by the objective hexes. As the American player, you should fly each glider to an objective on the first turn.

Historical Background:

Even though some tanks of the 4th Armoured Division had broken through to the besieged troops of the 101st Airborne Division, the situation in Bastogne was still very precarious. Supplies were at a minimum. The Eagles were short on ammunition, food and medical supplies. They needed help immediately or Bastogne still might be overrun.

On December 27th, over 50 gliders packed with a much-needed resupply of material for the defenders descended in an open field near the city. On either end of the field American paratroopers and German Fallschirmjäger troops were holding each other at bay.

As the gliders skidded across the frozen field, troops from both sides sprinted out into the open.

While some American paratroopers unloaded the gliders, others engaged the onrushing Germans. Glider pilots joined in the fighting with what weapons they had on hand.

The fight was short but furious. In the end the Eagles salvaged over 50 tons of vitally needed supplies. It would be a big factor in their being able to hold Bastogne. - WBW

Sources:

Battle of the Bulge, CMH

A Time for Trumpets, MacDonald

A Blood-Dimmed Tide, Astor

Battle of the Bulge, Parker

101st Airborne-From Holland to the Eagle's Nest, Bando

040.Trapped!.scn (18 Turns)

"Trapped!"

Scenario Size: Medium

Estimated Playing Time: 1 Hour

January 20th, 1945, Lower Vosges Forest, Alsace, 2300 hours

Design Notes: This scenario should be played from the US side. You are to find your way back to friendly lines, which in the scenario are various exit hexes on the west and north sides of the map. German forces are all around you. It will not be easy.

Historical background: The German second big push in the winter of 1944-1945 took place in the Alsace Region to the south of the Ardennes. A series of hard attacks by German armour and infantry, even though expected, nevertheless gave the American and French troops plenty to think about.

One of the principal areas of attack were the flanks of the Allied VI Corps. An intense battle developed between the German 6th DD Mountain Division and the US "Fighting Forty-Fifth."

A counterattack was ordered on January 14th near Mouterhouse in the Vosges Forest. The 157th Regiment pushed through enemy lines but was then cut off as German troops seeped into the rear of the GIs. Suddenly they were trapped!

German forces of the 141st Regiment sealed any possible escape routes. Massive efforts the 45th and 103rd Divisions were in vain. The severe winter weather combined with a shortage of ammunition and other supplies kept the US rescue columns from breaking through to their buddies.

On January 20th, with ammo almost gone and no food, the surviving 125 men able to walk attempted a breakout. They had held their ground for nearly a week. The next day two enlisted men of the beleaguered regiment, PFC B. Melton, and Private W. Bruce made it to friendly lines. All the rest of the regiment, 818 men, were either killed, missing in action, or captured. It was another grim episode in the fight for the Vosges. - WBW

Sources:

Riviera to the Rhine, Clark and Smith

When the Odds were Even, Bonn

Ardennes-Alsace, CMH

The German Order of Battle: Infantry in WW2, Nafziger

041.Cust_440606_Omaha Dog.scn (18 Turns)

"Omaha -- Dog Beach"

Omaha: The right flank. Dog Beach and the Vierville exit.

042.Cust_440606_Omaha Easy.scn (18 Turns)

"Omaha - Easy Beach"

Omaha Beach -- Easy and Dog Red Beaches -- A subset of the Omaha Beach Layout. (CP 2/2011)

043.Cust_440606_Omaha Fox.scn (18 Turns)

"Omaha Layout"

Omaha Beach -- Fox Beaches -- The left flank. A subset of the Omaha Beach Layout.

044.Cust_ASL_A76 Night Drop.scn (12 Turns)

"ASL A76 Night Drop"

Near CAUQUIGNY, FRANCE, 6 June 1944:

Scattered in farms and villages along thirty miles of coast, the German 709th Infantry Division had been awaiting the invasion for a year. This unit had been formed 18 months before around a core of German veterans from the Russian Front and filled out with many conscripts from occupied countries. Shortly after midnight on June 6th, the U.S. 82nd Airborne Division dropped into the midst of the 709th. The mission of the 82nd was to hold open the causeways across the flooded terrain behind Utah Beach, thus allowing the invading units rapid exit while preventing the Germans from reinforcing the beach defenders. Although utterly disorganized by the night drop, the 82nd had begun to regroup and push aside the 709th when, as dawn broke, the 1057th Grenadier Regiment of the 91st Air Landing Division attempted to break through to the beaches.

VICTORY CONDITIONS: Use the conditions as set or use the requirement for the Germans to be able to trace a contiguous line of road hexes from the east to west edge (top to bottom) free from Good Order (not pinned or demoralized) squads (not leaders) on adjacent to it.

AFTERMATH: American paratrooper training stressed individual aggressiveness and initiative. ON the morning of D-Day, this training paid full dividends. Small knots of Americans, who would not surrender, seemingly blocked every road. The advancing grenadiers found themselves attacked from all sides. As the fight degenerated into dozens of small unit actions, the causeways remained in the GI's hands. By midnight of June 6th, the entire U.S. 4th Infantry Division was ashore and a secure beachhead was assured.

045.Cust_ASL_AP34 a.scn (15 Turns)

"ASL AP34 Bocage Blockage"

TREVIERES, FRANCE, 17 JUNE 1944:

Asset Option: 105mm Battery + Engineers

After ten days of heavy fighting in the close country, the Germans still held the Villiers-Fossard salient, the tip of which extended to within four miles of Omaha Beach. Time and time again American infantry assaulted the German lines, but somehow those lines held. And now German reinforcements were arriving, including fresh troops of the Infanterie-Division 353, whose Regiment 943 had bicycled all the way from Brittany. Some way of breaking through the bocage had to be found before American losses became intolerable.

This is one of a group of scenarios, each featuring a different mix of support for the Americans. These sets are designed for PBEM using variable ending or solo vs German AI.

046.Cust_ASL_AP34 b.scn (15 Turns)

"ASL AP34 Bocage Blockage"

TREVIÈRES, FRANCE, 17 JUNE 1944:

Asset Option: 105mm Battery + Shermans

After ten days of heavy fighting in the close country, the Germans still held the Villiers-Fossard salient, the tip of which extended to within four miles of Omaha Beach. Time and time again American infantry assaulted the German lines, but somehow those lines held. And now German reinforcements were arriving, including fresh troops of the Infantry Division 353, whose Regiment 943 had bicycled all the way from Brittany. Some way of breaking through the bocage had to be found before American losses became intolerable.

This is one of a group of scenarios, each featuring a different mix of support for the Americans. These sets are designed for PBEM using variable ending or solo vs German AI.

047.Cust_ASL_AP34 c.scn (15 Turns)

"ASL AP34 Bocage Blockage"

TREVIÈRES, FRANCE, 17 JUNE 1944:

Asset Option: 105mm Battery + HMG Platoon

After ten days of heavy fighting in the close country, the Germans still held the Villiers-Fossard salient, the tip of which extended to within four miles of Omaha Beach. Time and time again American infantry assaulted the German lines, but somehow those lines held. And now German reinforcements were arriving, including fresh troops of the Infantry Division 353, whose Regiment 943 had bicycled all the way from Brittany. Some way of breaking through the bocage had to be found before American losses became intolerable.

This is one of a group of scenarios, each featuring a different mix of support for the Americans. These sets are designed for PBEM using variable ending or solo vs German AI.

048.Cust_ASL_AP34 d.scn (15 Turns)

"ASL AP34 Bocage Blockage"

TREVIÈRES, FRANCE, 17 JUNE 1944:

Asset Option: Engineers + Shermans

After ten days of heavy fighting in the close country, the Germans still held the Villiers-Fossard salient, the tip of which extended to within four miles of Omaha Beach. Time and time again American infantry assaulted the German lines, but somehow those lines held. And now German reinforcements were arriving, including fresh troops of the Infantry Division 353, whose Regiment 943 had bicycled all the way from Brittany. Some way of breaking through the bocage had to be found before American losses became intolerable.

This is one of a group of scenarios, each featuring a different mix of support for the Americans. These sets are designed for PBEM using variable ending or solo vs German AI.

049.Cust_ASL_AP34 e.scn (15 Turns)

"ASL AP34 Bocage Blockage"

TREVIERES, FRANCE, 17 JUNE 1944:

Asset Option: Engineers + HMG Platoon

After ten days of heavy fighting in the close country, the Germans still held the Villiers-Fossard salient, the tip of which extended to within four miles of Omaha Beach. Time and time again American infantry assaulted the German lines, but somehow those lines held. And now German reinforcements were arriving, including fresh troops of the Infantrydivision 353, whose Regiment 943 had bicycled all the way from Brittany. Some way of breaking through the bocage had to be found before American losses became intolerable.

This is one of a group of scenarios, each featuring a different mix of support for the Americans. These sets are designed for PBEM using variable ending or solo vs German AI.

050.Cust_ASL_AP34 f.scn (15 Turns)

"ASL AP34 Bocage Blockage"

TREVIERES, FRANCE, 17 JUNE 1944:

Asset Option: Shermans + HMG Platoon

After ten days of heavy fighting in the close country, the Germans still held the Villiers-Fossard salient, the tip of which extended to within four miles of Omaha Beach. Time and time again American infantry assaulted the German lines, but somehow those lines held. And now German reinforcements were arriving, including fresh troops of the Infantrydivision 353, whose Regiment 943 had bicycled all the way from Brittany. Some way of breaking through the bocage had to be found before American losses became intolerable.

This is one of a group of scenarios, each featuring a different mix of support for the Americans. These sets are designed for PBEM using variable ending or solo vs German AI.

051.Cust_ASL_General- Aachen's Pall.scn (10 Turns)

"ASL General- Aachen's Pall"

15 OCTOBER 1944, AACHEN, GERMANY

The American hand had closed about Aachen. The city fell slowly. Street by street, then house by house the GI's squeezed out the Germans. Finally, the Wehrmacht headquarters in the Hotel Quillenhof was in sight. The massive hotel structure proved impervious to direct 75mm fire from supporting Shermans. As the GI's launched their first assault, Colonel Corley called on a self-propelled 155 for direct fire support.

052.Cust_ASL_Mortain#1.scn (9 Turns)

"Mortain1- Prelude"

ASL "Mortain Battle Pack"

PBEM: Yes

AI Script: Yes

Weather: Summer Conditions

La Fantay, France, 6 August 1944: First day of the German Mortain Offensive. 2nd Panzer Division Probes towards the lines guarded by the 30th US Infantry Division.

053.Cust_ASL_Mortain#2.scn (9 Turns)

"Mortain2- Everything was Quiet."

ASL "Mortain Pack" Scenario

PBEM: yes

AI script: yes

Weather: Summer, Heavy Mist

Mortain, France, 7 August 1944; while other elements of the 30th Infantry Division engaged in fierce fight against the 2nd Panzer Division to the north, Mortain sector stayed calm in the first day of the offensive. Lead elements of the 120th Infantry Regiment were deployed around hills surrounding the town of Mortain. Company commanders were expecting a calm day. This was to be broken by a sudden attack towards Mortain. Elements of the crack 2nd SS Panzer Division "Das Reich" launched a determined attack to capture the crossroads south of Mortain which was defended by the HQ Company of the 1st Battalion of the 120th Regiment.

054.Cust_ASL_Mortain#3.scn (15 Turns)

"Mortain3- Rescue Mission"

ASL "Mortain Battlepack" conversion

PBEM: Yes

AI script: Yes (for solo game play as American)

Weather: Heavy Mist

Mortain, France, 7 August 1944: The surprise SS attack from north of Mortain succeeded taking the town. Only an isolated pocket remained from the 1st Battalion Hq. The fall of Mortain was a serious threat to the American defences. It was not only a roadblock on the southern sector but at the same time an important crossroads linking Hill314 to the main defence line.

Since the 2nd Battalion had no reserve left, 120th Regiment committed its reserve, C Company to take Mortain and establish connection with the forces deployed in Hill314. C Company moved forward under a heavy morning mist.

055.Cust_ASL_Mortain#4.scn (15 Turns)

"Mortain4- Out of the Fog"

ASL "Mortain Battlepack" conversion

PBEM: Yes

AI Script: No (Pbem only)

Weather: Summer, Heavy Mist

Hill 314, East of Mortain, France, 7 August 1944: Fall of Mortain cut the defenders of Hill 314 off from the main forces. With no communication with the Battalion Hq, defenders formed several defence sectors.

Germans realized that Hill 314 was occupied by the US forces and used for artillery spotting. Elements of the 2nd SS Panzer Division "Das Reich" attacked the hill from West and Southwest. One of the important sectors was F Company's lines. Surrounded and dangerously low in ammo and K rations; only good news for the F company CO is some artillery support from the regiment.

056.Cust_ASL_Mortain#5.scn (14 Turns)

"Mortain5- Hill 285 Chateau"

ASL "Mortain Battlepack" Conversion

Pbem: yes

Solo Game: Play Germans

Weather: Summer, Moderate Mist

Hill 285, West of Mortain, France, 7 August 1944: While 120th Regiment was struggling against the SS attack towards Mortain a more successful attempt was made by the 2nd Panzer Division on the west side of the Cance River. Their drive was threatening the left flank of the American defences around Mortain. One important roadblock on the advance corridor was a French Chateau and its vicinity around Hill number 285.

057.Cust_ASL_Mortain#6.scn (20 Turns)

"Mortain6- Closing the Pincer"

ASL "Mortain Battlepack" Conversion

PBEM: Yes

Solo Game: Playable as Germans

Weather: Summer, Moderate Mist

Hill 285, West of Mortain, France, 7 August 1944: Dawn attack of panzer grenadiers to take the Chateau of Hill 285 was beaten off by the stiff American defence. However, Hill 285 was a too important sector to be left in GIs hands. It was a key terrain blocking the German advance towards L'Abbaye-Blanche, ultimately the flanking movement aiming Mortain from Northwest. The 2nd Panzer Division renewed its attack in force with Pioneers and Panzers.

058.Cust_ASL_Mortain#7.scn (7 Turns)

"Mortain7- Beginning of the End"

ASL "Mortain Battlepack" Conversion

Pbem: Yes

Play Germans for Solo play.

Weather: Summer, Moderate Mist

Saint-Barthélemy, North of Mortain, France, 7 August 1944: By the end of the day enemy pressure on the 30th Infantry Division has become overwhelming. Standing against two Panzer Divisions, American defences was creaking. A third Panzer Division, 1st SS "LSSAH" was making a right hook towards the American positions. Leibstandarte recon element supported by armour was advancing towards Saint-Barthélemy, a critical road junction defended by a Platoon from the 117th Regiment.

059.Cust_ASL_Mortain#8.scn (12 Turns)

"Mortain8- Death of a Company"

ASL "Mortain Battlepack" Conversion

PBEM: yes

Not suitable for Solo Play

Weather: Summer, Moderate Mist

****Victory Conditions:** German Player has to capture all heavy buildings (victory hexes) to have victory. There is no victory points

Saint-Barthélemy, North of Mortain, France, 7 August 1944: Involvement of the Leibstandarte was too much for the 117th. American defences around the road junction Saint-Barthélemy collapsed. The remnants of the A company, now surrounded by SS troops formed a perimeter in the vicinity of the town for a last stand.

060.Cust_ASL_Tac8- Stroll to Champfleurs.scn (10 Turns)

"ASL_Tac8- Stroll to Champfleurs"

CHAMPFLEUR, FRANCE, August 11, 1944:

The previous day, the 2nd DB left Le Mans for Alençon. They wanted to advance quickly to cut off the retreat of the 7th German Army. To the south of Alençon, on August 11, Tactical Group Dio was slowed down by elements of the 9th Panzer Division, which were cut off in Bourg-le-Roi. The artillery and airstrikes dislodged them quickly. Captain Noël continued to chase down stragglers. Lieutenant Krebs signalled him that three Panzers were moving toward Champfleur. Noël then ordered Krebs to head toward the village without waiting for him to join. It was 1630 hrs when Krebs saw the first houses.

061.Cust_ASL24- The Mad Minute.scn (18 Turns)

"ASL24- The Mad Minute"

LONGCHAMPS, BELGIUM, 3 JANUARY 1945

The Germans were growing increasingly desperate to crack Bastogne. At Longchamps, a

scratch force of paratroopers and anti-tank gunners supported by a few tank destroyers had been assaulted sporadically since 19 December. Dug into the snow along the edge of the village, the weary Americans now watched as an armoured force deployed off the road from Compogne in the fields to the north of Longchamps. Orders went to the gun crews to engage the armour as soon as it was in range. Within minutes a fierce firefight developed as the armoured force drove into the American positions.

062.Cust_AS307- Point D'Appui.scn (10 Turns)

"AS307- Point D'Appui"

9 OCTOBER 1944, BARDENBERG, GERMANY

As the majority of the 119th Regiment advanced into North Wuerselen, they left behind a reduced company, commanded by Captain R. Simmons, to protect their line of communication. Captain Simmons deployed the bulk of his troops around a roadblock outside of Bardenberg. There seemed little chance of significant action. Suddenly, as the light began to fail, German halftracks from the 108th Panzer Brigade struck at the small American force.

063.Cust_AS-ES#1.scn (14 Turns)

""Morgan's Stand""

Scenario Size: Medium

Estimated Playing Time: 30+ Minutes.

2 Player Game: Yes

September 11th, 1944, Bar Le Duc, France 0600 Hours

Designers Notes: Designed for PBEM play but has been A/I scripted for solo players.

Description:

On Sept. 10th, 1944 - elements of the US 253rd Infantry Battalion had repulsed an enemy thrust to the west of the Moselle River and forced a German retreat to the crossroads of Bar Le Duc.

Pursuing to refuse the loss of initiative, the Americans soon discovered elements of the 312th Fusilier Regiment had taken defensive positions in the village. Pressing on in the attack, bitter house to house fighting became the order of the day as the 253rd managed to secure Bar Le Duc at a heavy cost.

With the prospect of reinforcements slim for the next two days, 1st Lt. Allen Morgan assembled the remains of his command for the inevitable counterattack. Mustering 71 men and 2 AFV's (understrength and ill supplied), Morgan began setting his men into defensive positions.

Like clockwork, the German attack began on the morning of September 11th. To the horror of Morgan's GI's, the 312th had rounded up a few pieces of armour for the assault. One of these vehicles (a Brummbär StuPz IV) succeeded in demolishing the building Lt. Morgan inhabited, trapping him in the rubble.

As the battle came to a climax, an American NCO by the name of Sgt. Earnshaw arrived on the scene in a timely manner. Having rounded up a SP gun and a small detachment of infantry, Earnshaw had managed to lead this group across the bridge to the south under intense enemy fire. Shortly after arriving, the German assault group was forced to withdraw

and would not attack again for 3 days.

Source: "Morgan's Stand" ASL scenario ASLUG 14 - David Sisler

064.Cust_ASLE-ES#2.scn (8 Turns)

"Buchholz Station"

Scenario Size: Medium

Estimated Playing Time: 30 Minutes

2 Player Game? Yes

December 16th, 1944, Buchholz, Germany 0700 Hours

Notes: Best Played vs. A/I as German, M10's are not in the scenario due to the fact the Germans withdrew at the sight of their arrival.

Scenario Description:

The original German opening of the Battle of the Bulge was somewhat subdued. Germany infantry, with little armour support, was to seize key junctions early so the armoured formations could quickly pass through and exploit a breakthrough.

One such place was the town of Buchholz, which sat alongside an abandoned railroad. It was held by a company of American infantry who were lined up for chow outside the town when a company of the German 27th Fusilier Regiment came down the road. Neither side expected to find the other here, and there was a dramatic moment of mutual surprise at both sides scrambled to deploy.

The fighting opened at about 0700, but neither side was able to gain a decisive advantage. Losses were given and taken, and the battle would have probably gone to the first side to receive reinforcements. Surprisingly, it was the Americans who were reinforced first when K Company and a section of M-10 Tank Destroyers arrived to bolster the position and the Germans promptly withdrew.

Tactically, the battle was nothing more than a draw with a few losses taken by each side. Strategically, it was another one of the small American victories that would add to German frustration in the early hours of Wacht am Rhein.

Sources

ASL Scenario I

065.Cust_ASLE-ES#3.scn (9 Turns)

"Ranger Stronghold"

Scenario Size: Medium

Estimated Playing Time: 30 Minutes

2 Player Game? Yes

14 September 1943, Lattari Mountains., NW of Salerno, Italy 0800 Hours

Design Notes: If played solo, can be played either way, but is best played as German. Scenario will display 1944, due to the fact it is the farthest it can be set back. Impossible hexes represent treacherous terrain.

Scenario Description:

The 1st and 4th Ranger Battalions under command of Bill Darby, landed at Maiori, west of Salerno on 9 September 1943. Moving 10km inland to block the road to Naples, they became the major obstacle to German moves to retake Salerno from the west. The Germans, aware that the American troops lacked armour and only a few heavy weapons were ordered to dislodge the defenders from their positions.

Aftermath:

The Germans attacked repeatedly, slowly driving the Rangers back. However, by 15 September, the 16. Panzerdivision had lost 45 AFV's without clearing the area. Faced with growing supply problems and increasing Allied strength, the Germans withdrew on 22 September, allowing the Americans to advance. German reports at the time spoke highly of the combat prowess of the American Ranger "Division" unaware of the fact that no more than 3 battalions were ever involved in the fighting.

Source: ASL Scenario T3, Joe Suchar - John Mishcon

066.Cust_ASLE-ES#4vII.scn (9 Turns)

"Gavin Take II"

Scenario Size: Medium

Estimated Playing Time: 30 Minutes

2 Player Game? Yes

June 6th, 1944 Chef du Pont, France 0800 Hours

Designers Notes: This is a hypothetical PBEM version of Gavin Take (ASL-ES#4) with a few surprises. Hills are not playable in this version. Play solo as either side.

Scenario Description: One of the responsibilities of the 82nd Airborne Division was the seizure of several key bridges following the hectic airborne drop during the early morning hours of 6 June 1944.

The Divisional Executive Officer, Brigadier General Gavin, and his adjutant both survived the drop and managed to assemble a force of roughly 100 men from the 507th Parachute Regiment amidst the chaos. Organizing them into two groups, he soon marched them towards their objectives at Chef du Pont in two parallel but separate routes.

After taking sporadic machinegun fire from the outskirts of the village, General Gavin summed up the situation and attacked. The combined forces of both groups soon cleared the German resistance from Chef du Pont, but the Grenadiers managed to withdraw to defensive positions on the causeway where they set up their machineguns in very defensible positions. With the open ground covered by these heavy weapons, the Paratroopers were denied the bridge and were forced to retire to the defence after the Ostberg group's two Commanding Officers became casualties.

Sources: ASL Scenario T1 J. Suchar and J. Mishcon

067.Cust_ASLE-ES#5.scn (10 Turns)

"Thrust for a Bridgehead"

Scenario Size: Medium

Estimated Playing Time: 1 Hour

2 Player Game? Yes

22 December 1944, Martelange, Belgium 1100 Hours

Designers Notes:

*See special 2 Player Rules below. In the original scenario (and historically) the bridges were blown, but for a refreshing change of pace they are assumed intact. Impassible hexes on stream hexes represent a cold-water hazard (ASL rules) and the only crossable points are on the bridges themselves. If played solo, play as Yankees.

Special Rules for 2 Player Game:

Germans may not place additional units in or retreat units from industrial hex 22,17

Scenario Description:

The German 5th Fallschirmjäger division under General Ludwig Heilmann drew the undesirable task of blocking the American 4th Armoured Divisions' drive to relieve Bastogne. The first obstacle the Luftwaffe troops offered was the town of Martelange, its bridges crossing the Sure River blown and access to the crossing points shielded by the terrain.

Choosing a company from the 15th Regiment to defend Martelange, Heilmann bolstered their defensive power with a detachment of Assault Guns from the 11. Sturmgeschütz Brigade. This German Airborne force was entrusted in stopping Brigadier General Herbert Earnest's Combat Command A, 4th Armoured Division who had received his orders from General Patton to smash through the defences and make haste to Bastogne. Wishing not to disappoint "Old Blood and Guts", Earnest intended to do exactly that.

The attack began poorly for the G.I.'s as the terrain hindered a rapid advance towards the enemy. The situation worsened for CCA as the Fallschirmjäger held their fire until the last possible second and began to inflict significant casualties on the attacking Americans.

With US Armour unable to bring its guns to bare on troublesome defensive positions, the battle evolved into an infantry slugfest as the Americans started to suffer stiff casualties. Finally, as dusk began to fall, the Fallschirmjäger withdrew northward to continue the fight in Warnach. The Americans, intent on catching their prey, erected a Bailey Bridge across the Sure and pursued the withdrawing Germans with conviction.

Sources:

ASL Scenario ASLUG 22 Mark C. Nixon

068.Cust_ASLE-ES#6.scn (14 Turns)

"Patton's Prayers"

Scenario Size: Medium

Estimated Playing Time: 1 1/2 Hours

2 Player Game? Yes

23 December 1944 Warnach, Belgium 0700 Hours

Designers' Notes: Hills are impassible for reasons of playability, visibility 15 due to fires. Play solo only as Americans.

Scenario Description:

To open the attack on the morning of the 23rd, Gen. Patton had ordered his Chaplain (Father O'Neill) to pray for good weather. Seeming to have his prayer heard, the day dawned crisp and clear. Now the men of the 4th Armoured Division knew that the fighter-bombers would be in the air and they charged forward with a new vigour. Their immediate goal was the town of Warnach, where the embattled 5th Fallschirmjäger Division awaited them on frozen ground.

Aftermath:

Fire rang out as CCA approached, but the main German attack waited until the Americans were in proximity of their objectives and had ceased their initial artillery barrage. At this point, the Fallschirmjäger sprang forth from their positions and maniacally attacked the American armour at point blank range with their panzerfausts. Eventually the Germans were overcome by the overwhelming force of the American attack, but a high price was paid by CCA. As the battle ended, Father O'Neill focused his prayers in a more conventional role of an Army Chaplain during wartime. These were those that provide comfort for the wounded and last rites for the American and German soldiers who litter the battlefield.

Source:

ASL Scenario ASLUG 23

Mark C. Nixon

069.Cust_ASLE-ES#7.scn (20 Turns)

"Sons of the Reich"

Scenario Size: Large

Estimated Playing Time: 2 Hours

2 Player Game? Yes

17 December 1944 East of Krinkelt, Belgium

Designers' Notes:

Due to the size of this scenario and the focus of the ASL project, this scene has not been A/I scripted, but still makes for a good solo game with the Germans under human control and EFOW off.

Scenario Description:

Wacht am Rhein had started 16 December 1944 at dawn. After initial successes due to the element of surprise, the 1st SS Panzer Korps met increasingly strong opposition from the Americans, and soon certain regiments had become stalled.

To open up Rollbahn A for the rapid progression of German troops and equipment, the 277th Volksgrenadierdivision had been assigned the seizure of two key villages: Krinkelt and Rocherath.

Despite attempts by elements of the 277th, it was soon apparent to Oberkommando that this formation would not succeed alone and Kampf Gruppe Müller of the 12. SS Panzer Division "Hitlerjugend" was assigned to reinforce this effort. After a very difficult advance during the late evening hours, the German forces maneuvered into their staging areas for the attack on

the morning of the 17th.

Aftermath:

The 3/393rd Infantry Regt. (US 99th Div) "Battle Babes", engaging in its baptism of fire, absorbed the brunt of the initial attack. Buckling under the German pressure, the inexperienced troopers of 3/393 were forced to retreat, leaving behind many wounded they could not transport.

After traveling a few kilometres, the "Battle Babes" were elated to link with the flank of the 3/23rd Infantry (US 2nd Div.), but the celebration was short lived. As soon as the 3/393 settled into position, German Panzer became visible and started engaging their positions with MG and KwK fire.

Rushing to the rescue, tanks from the 741st Tank Battalion arrived and succeeded in knocking out several German tanks with the aid of infantry. Although this was a victorious moment, the pressure became too much too bare and the young Panzer grenadiers would claim their victory as they succeeded in overrunning the American positions. Dazed by the ferocity of the German advance, the survivors lay low and fell back to Krinkelt under the cover of that night's darkness.

PFC JM Lopes and Sgt. V. McGavarty of the 3/23rd would be awarded a Medal of Honor for this night's engagement.

Source:

ASL Scenario "Get Up Kids" Tactiques Mag ASL TAC 10

Jean-Luc Bechenec

Translated to English by Coastal Fortress Gaming Group

070.Cust_ASLE-ES#8.scn (12 Turns)

"Breezeless Day - Op Nordwind"

Scenario Size: Large

Estimated Playing Time: 1 1/2 Hours

2 Player Game? Yes

02 January 1945, Gros Rederching, France 0700 Hours

Designers' Notes: This scenario was a static line defence in the original ASL but has been made a meeting engagement for this project. The American player is outnumbered, and you will need to "fight smarter, not harder" as the US. JgdPz 38(t) has been converted to a JgPz 38(f) as in the original ASL scenario. This can be played as either side vs. A/I.

Original Scenario Description:

Operation Nordwind was launched to take advantage of the thin front offered by the American 7th Army. The 7th was covering the positions that had been occupied by Patton's US 3rd Army, now deployed in the Ardennes. Initial thrusts by the XIII SS Panzer Korps were poorly led and gained minimal ground even though they outnumbered the defending G.I.'s. Reinforced overnight by the 17th Volksgrenadierregiment and the 36th Volksgrenadierdivision, the XIII SS Panzerkorps continued its attacks the following morning.

The spearhead of the XIII SS Panzerkorps was the 17.SS Panzergrenadierdivision "Götz von Berlichingen". This unit had been refitted just prior to Operation Nordwind with a high concentration of quickly trained Volksdeutsche and the usual high-quality equipment lavished

on the SS Divisions. The men of Götz von Berlichingen, with their flanks now covered by Volksgrenadier, resumed their attacks on the 44th Infantry Divisions positions.

Despite several spirited counterattacks by American infantrymen, the armoured elements of the 17. SS managed to break through and capture Gros Rederching and Aachen. Further counterattacks by the Americans soon forced the SS Panzergrenadiers to retreat from their newly won territory. By Operation Nordwind's second nightfall, the offensive had lost all momentum.

Sources:

ASL Scenario AP3

Brian Youse

071.Cust_ASLE-ES#9.scn (6 Turns)

"L'Abbaye Blanche"

Scenario Size: Small

Estimated Playing Time: 30 Minutes

2 Player Game? Yes

07 August 1944, L'Abbaye Blanche, France 0530 Hours

Designers' Notes: This is short and vicious. A definite challenge for the Das Reich. In a 2-player game, how the sun is smiling on the Germans has quite a bit to do with the outcome. Optional Ending produces a varied result almost every time.

Scenario Description: As part of Operation Lutich (The German drive through Mortain towards Avranches) the 2nd SS Panzer division's "Der Fuhrer" Regiment moved out of its assembly area at 0430 hours. Once it reached the outskirts of Mortain, Der Fuhrer's spearhead turned to follow the highway north, over the Cance River at Point de la Vacherie, to where the highway merged with Route 177 out of l'Abbaye Blanche. The column planned to sweep into Saint-Barthélemy from the south, turn left, and support the flank of the SSLAH's drive towards Avranches.

While trying to cross the river at Point de la Vacherie, Aufkl/SS4 was ambushed by elements of the US 823rd Tank Destroyer Bn. and the 120th Infantry Regiment forcing the remainder of the main body to attack from a different direction. At 0600, two SPW supported by a company of panzergrenadiers moved south down Route 177 to outflank the American position. Here they met stiff opposition and more guns of the 823rd.

The Americans were ready when the Germans rounded a bend in the road and emerged from behind an orchard. The two 3" guns fired from very short range, quickly destroying the 2 SPW's. The panzergrenadiers, moving along both sides of the highway, found themselves trapped in a minefield laid the night before. Immediately American machineguns began to rake the SS troopers who tried to press forward but were thrown back by the amount of firepower the G.I.'s possessed. After a short but vicious firefight, the punch drunk panzergrenadiers were forced to fall back and would not attempt again for 4 hours.

Sources : ASL Scenario AP4 "L'Abbaye Blanche"

Bill Sisler

072.Cust_AS LV-ES#10.scn (14 Turns)

"Roses for Vandervoordt"

Scenario Size: Medium

Estimated Playing Time: 1 1/2 Hours

2 Player Game? Yes

15 June 1944, Lee Rosiers, France 0700 Hours

Designers Notes:

If played PBEM, do not play with optional ending. If played solo, play as Americans only. This scenario is hypothetical version of what is below and is heavily "up gunned".

Scenario Description: The encirclement of the of the Germans troops near Contentin had begun the previous day. The 507th Parachute and the 327th Glider Regiments were engaged along D15, a road that linked Point l'Abbe to St.Sauvuer le Vicomte. These two formations enjoyed good initial progress until a determined German counterattack stopped the Paratroopers cold.

On the 15th, it was the 505th's turn to attack forward of the 507th's positions. The 1/505 attacked north of D15 while the 2/505 attacked along the road itself. The forward German elements put up a half-hearted resistance as the determined paratroopers broke the first line. The 2/505 would advance 700m farther until they reached a strongpoint near the Hamlet of Les Rosiers.

As Dog Company 2/505 neared the Hamlet it was pinned down by hellish fire from 2 AA guns and a Pak40 antitank weapon. The strongpoint was occupied by over 50 troops from 1/1508 Luftlandedivision which was adequately supplied and equipped with HMG's and mortars.

As the firefight raged and Paratroopers weapons were brought to bear, accurate automatic rifle and mortar fire forced the Germans to retreat to their second line of defence. Despite this success, the positions still seemed unable to be breeched and more support was called to beef up the attack.

Soon another platoon of infantry, supported by 2 Shermans arrived to turn the battle in favour of the G.I.'s. These reinforcements would succeed in overpowering the German positions as well as over running the defences, killing and capturing most of the defenders. The road to St. Sauveur le Vicmote was open.

Sources: Tactiques magazine - ASL Scenario TAC47

Jean Luc Bechenec

073.Cust_AS LV-ES#11.scn (14 Turns)

"Everything We've Got!"

Scenario Size: Large

Estimated Playing Time: 2 Hours

2 Player Game? Yes

19 February 1944 Albano-Anzio Road, Italy 0830 Hours

Designers Notes:

This is a highly modified variant of the scenario mentioned in the description by assuming

that the Germans anticipated the American attack and moved to intercept it. (That would be Gen. Clarks' typical luck). So in other words this is a pure meeting engagement.

Historical Description:

By the evening of 18 February 1944 matters were reaching a critical point for the US 45th Infantry Division. The German commander, Von Mackensens' forces head nearly broke through as he gathered his reserves for a final push.

Calling a meeting of his commanders, Gen. Clarks' staff decided that elements of the 1st Armoured, 6th Armoured Infantry and the 30th Infantry Regiment would attack into the flank with "Everything We've Got".

The Task Force, under General Ernie Harmon, left their staging area at 0630 on the 19th, taking all of 2 hours to reach a point one mile from the original line of departure. TF Harmon soon ran into a large concentration of German troops along the Albano-Anzio Road and the flanking force, with the element of surprise, soon threw the Germans into a panic. Stone Farmhouses proved ineffective cover for the Germans as US artillery was brought to bear and the Heer was forced to withdraw.

By actions end, so many Wehrmacht prisoners would be taken that an extra US regiment would have to be called to the front to help escort these men to the POW cages.

The second German force, advancing along the road in the south, soon realized their flank had been compromised. Initially hesitating and then slowly grinding to a halt, the southern force realized to continue the offensive was pointless.

Sources

ASL Scenario Shin 7 "All We've Got"

This scenario is endorsed for PBEM by Task Force Echo-Four

Special Thanks to Laurence "Laza" Harden for his assistance.

074.Cust_ASLV-ES#12.scn (10 Turns)

"Escaping the Trap"

ASL-Tac48 Conversion

PBEM: Yes (contains ai script but designed for PBEM)

Weather: Summer conditions

La Pinetière, 4km East of Roncey, France 29 July 1944

Operation Cobra, which had started 5 days earlier, was very successful. The remnants of two infantry divisions (the 91st and the 243rd), paratrooper elements of Corps Meindl, and particularly a major part of 2nd SS Panzer Division "Das Reich" and of the 17th SS Panzergrenadier Division "Gotz von Berlichingen" were trapped in the so called Roncey Pocket. Their only hope was to break the American lines toward the south and the southwest to join the German frontline and several attempts had failed during the night of the 28th-29th.

On the morning of the 29th at 0900, a particularly strong attack started against La Pinetière, which was a hamlet that sat in a crossroads. Several hundred paratroopers and SS, supported by 15 Panzers, pushed back a company of the 4th Infantry Division, placed there in protection, 1km in front of the 78th Armoured Artillery Battalion of the 2nd Armoured Division.

Unable to retreat anymore, the GIs, now supported by 2 M7 batteries, 4 M10 and 2 M16,

blocked the German progression.

Aftermath: The fight was incredibly violent. The M16s fired on the German infantry, decimating it. All the M7 105mm guns fired direct hits and the losses quickly increased in the German troops. For 30 minutes, the fight outcome stayed uncertain, but the American resources were limited and the losses also increasing among them. The defence began to bend under the German's repeated assaults, that desperately wanted to break the encirclement.

When the conclusion seemed near, elements of the 41st Armoured Infantry regiment joined the fray and saved the American defence from collapsing. The bulk of the Germans were repelled in the pocket, leaving on the field 126 KIA and 9 tank wrecks and only a few groups succeeded in escaping.

For their part, the Americans did not communicate their losses on this action. But they had to have been at least as high as the Germans.

****House Rule:** American fixed units cannot fire until released

ASL Scenario Design: Jean-Luc Béchenec and Pascal Guet '93

075.Cust_ASLV-ES#13.scn (16 Turns)

"Let's Go!"

ASL-Tac58 conversion

designed for PBEM (no ai scripts)

weather: summer, wet ground conditions

Grandcamp, France, 8 June 1944: Two days after D-Day, the 352nd Infantry Division, now decimated, was forced to withdraw in the face of an American push from Omaha Beach. The small port of Grandcamp, because its importance for Allied supplies, was nevertheless defended against elements of the Rangers and of the 29th Division that come out of Pointe du Hoc.

The swampy terrain was an asset to the Germans, and so was a small stream protecting the eastern approaches to the village. Around midday, a group of Rangers were fought off. A more powerful American attack was then prepared.

After a one-hour naval bombardment, K and L companies of the 116th Infantry Regiment launched an assault with the support of Sherman tanks. The tanks crossed the untouched bridge, but one of them blew up on a mine. The GIs were taken to task by German MG's and mortars and returned the fire.

The Americans seemed to be marking time at the edge of the village. At this point, Sgt Peregory infiltrated the enemy positions and single handedly neutralized a MG nest with Garand fire and grenades. He pushed his prisoners in front of him, knocked out another MG nest and captured some more Germans.

This exceptional action allowed the main force of the battalion to mop up Grandcamp. Peregory would be the only man of the 116th and one of only two of the 29th Division ever to be awarded the Congressional Medal of Honor. He never learned about it; he was killed in action 6 days later.

Note: American player can call a naval gun support only in the first turn.

ASL Designer: Pascal Guet

076.Cust_AS LV-ES#14.scn (14 Turns)

"The Pouppeville Exit"

Pouppeville, France, 6 June 1944: With the invasion at Normandy underway, the first Allied troops to see fighting were the men of the airborne divisions. Most of these early encounters for the 101st Airborne Division occurred at the many German strongpoints and scattered villages located behind the invasion beaches. In helping to secure the southern beach exits for the troops on Utah Beach, a small combat group from the 3rd Battalion of the 501st Regiment set out to clear the village of Pouppeville at beach Exit #1. By 0800, Colonel Ewell and his men had reached the village and begun their attack.

077.Cust_AS LV-ES#15.scn (12 Turns)

"Jackson's Fire"

After the fall of Aachen on 21 October, the U.S 1st Army had attempted to reinforce its bridgehead in Germany. Before them was the Roer River with several dams which the Germans could use to flood the plain and halt the advance toward the Rhine. At the beginning of November, the 28th Infantry Division arrived in sight of the dams. But the division was counterattacked by the 116th Panzer Division. Meanwhile to the north of Aachen, the 2nd Armored Division had progressed without too many difficulties until it reached Puffendorf. Shortly after dawn, the U.S column in hilly land was attacked by a kampfguppe which held the heights. Enemy artillery fire pinned down the infantry and an armored struggle ensued. The Shermans were no match against the Panthers and Tigers. The U.S. commander called for reinforcement of tank destroyers from the 702nd Tank Destroyer Battalion.

078.Cust_AS LV-ES#16.scn (12 Turns)

"Distinguished Service"

La Houssiere, France, October 29, 1944: Attempts by units of the 141st Infantry to rescue their 1st Battalion, surrounded and cut off in the Vosges Mountains, had failed. The overworked 442nd Regimental Combat Team, made up of Japanese American troops and white officers, was called to take over. On October 27th, supported by armour and artillery, they began their attack against the dug-in Germans. But the wet weather, thick vegetation and extremely rugged terrain quickly made the rescue attempt an all- infantry show. And when air drops to the "lost battalion" proved to be an impossible task due to the dense forest, the 442nd was ordered to push through at all costs. Renewing the assault, the 3rd battalion moved against the Germans' right flank, attacking a steep and well-defended ridge.

Aftermath: Their first attempt was driven back with heavy losses. Finally, the Nisei then drove forward a short way, but were stopped cold well back from their objectives. Suddenly, despite continuing intense machine gun and mortar fire, the Nisei began to move back up the ridge. Pt. Hajiro led one rush, spraying German positions with a BAR. Despite a serious wound, Staff Sgt. Miyamoto led his men to the top of one rise where they took on the defenders in a hand-to-hand struggle in their entrenchments. Overall, the Nisei casualties were fearsome, but they took the high ground, and the next day broke through to the lost battalion. The attack shattered the German line, opening the way to the Rhine Valley. Three members of the 442nd, including Hajiro and Miyamoto were awarded the Distinguished Service Cross. For their part in the rescue, the 442nd earned a Distinguished Unit Citation. Yet by November 9th, when most of the 442nd was finally removed from the lines, there were few men left to celebrate - the 3rd's two lead companies totalled only 28 men.

Conversion from ASL Digest 6.7

079.Cust_ASLV-ES#17.scn (7 Turns)

"Last Gasp of the "Wacht an Rhein"!"

January 1st, 1945. 20 miles North of the Ardennes. The Americans have proven to be much tougher than expected in the Battle of the Bulge. Hitler's forces should be celebrating in Amsterdam by now. The American resilience has caused the German Panzers to waste much of their most precious and scarcest resource with little to show for it. Fuel is at a critical level; it must be obtained at all costs if the Germans are to continue to press on the attack. More men, armour, and ammo could be obtained, but on this front only the Americans have the precious fuel reserves. One such depot was within reach of several German armoured units. Under the cover of cloudy skies and low-level fog, an all or nothing thrust was made with barely enough fuel for to reach the depot... The Americans learned of the Germans plight and quickly sent a delaying action to thwart the Germans. (Conversion from PhoenixCon '91 ASL convention Scen#4)

080.Cust_ASLV-ES#18.scn (14 Turns)

"The Factory"

Aprilia Settlement, Central Italy, February 11, 1944: As the initial expansion of the Allied beachhead at Anzio drew to a halt, the inevitable German counterattacks began. The main attacks concentrated on the Albano-Anzio highway around the village of Carroceto and the Aprilia farm settlement known to the Allies as 'the factory'. The factory finally fell to the Germans on the 9th after repeated attacks. Realizing the importance of this position and the threat it presented to the defence of Carroceto, the Allied command ordered a counterattack by the US 45th Infantry Division. (Conversion of SL 38)

081.Cust_ASLV-ES#19.scn (9 Turns)

"Temporary Victory"

Bardenburg, Germany, 9 October 1944: The offensive against Aachen consisted of thrusts both north and south of the city to encircle it. The American 119th Infantry Regiment - part of the XIX Corps attack in the northern pincer - secured the town of Bardenburg on the afternoon on 9 October and pushed on towards Nord Würselen, leaving only a depleted company in Bardenburg to defend their flank and rear. Unbeknownst to the Americans, Panzer Brigade 108 was moving towards Bardenburg in a counterattack to halt the American advance. The Germans had not yet learned of Bardenburg's fall and ran into the defensive positions of Captain Ross Simmons' company on the outskirts of the small town.

Conversion of ASLUG 18

082.Cust_ASLV-ES#20.scn (18 Turns)

"A Helping Hand"

Near St. George-d'Elle, France, 13 June 1944: After the landing at St. Laurent-sur-Mer on D-Day+1, with enemy shells raining onto the thinly held beachhead, the 2nd Infantry Division was immediately pressed into the attack. Since it had not been anticipated that the Indian Head Division would be sent into action so soon, its support weapons and equipment were not scheduled to arrive for another three days. Almost a week later, the division was still fighting with rifles alone. On June 13th, the 1st Battalion crossed the river Elle in an attack

towards the town of St. George-d'Elle, situated southwest of the Cerisy Forest, and was pinned down by mortar and machine-gun fire from the high ground overlooking the river. Capt. Ernest B. Miller, D Company Commander, went over to Company C to help push their advance.

Conversion of ASL G32

083.Cust_ASLV-ES#21.scn (7 Turns)

"A Day at the Races"

BERCHTESGADEN, GERMANY, May 4, 1945: The final Nazi holdout was thought to be centred in the Alps of Southern Germany. Allied fears that the Nazis might fall back to some form of National Redoubt sent the U.S. columns speeding towards Austria. These armoured fingers lost most of their punch in the rapid advance. As resistance lessened, fully tracked AFVs could not keep up with the rapid pace of the lighter vehicles. The Nazis were, however, only scattered, not destroyed.

Originally published as AH scenario 100

Best vs German AI, balanced for PBEM.

084.Cust_ASLV-ES#22.scn (14 Turns)

"Breakthrough!"

Scenario Size: Medium

2 Player Game? Yes

Designer's Notes: The German player has to be crafty to manage a win in this scenario and wisely choose his route of attack. Practicing the ideology of Guderian is probably the best option. Also, this scenario is set in Tunisia in 1942 so you're just going to have to imagine the correct terrain. ;-).

06 DECEMBER 1942, JEBEL EL GUESA, TUNISIA

By late December 1942, extremely determined counterattacks by German forces in North Africa had not deterred Allied High Command from continuing to prepare a new assault on Tunis.

To complicate matters further, the Afrika Korps now held the advantage and was trying to breakthrough in the vicinity of Medjez-El-Bab. Rommel's troops planned to advance along the south bank of the Medjerda River, a sector defended by Combat Command B of the US 1st Armoured Division.

Rushing to assume a blocking position, Charlie Company, 6th Armoured Infantry Battalion held the south sector of the AOR and soon found themselves in threat of being cut off by enemy armour. As tanks and SP Arty from C/27th Armoured Artillery Bn. entered the fray, they were able to prohibit the German tanks from accomplishing their feat in entirety.

Although the Yankees did not give up without a fight the relatively inexperienced American troops suffered from poor coordination in their attack and would pay dearly losing most of their armoured vehicles and suffering heavy infantry losses (they did manage to knock-out 8 German AFV's).

Even though the main American force managed to make it back to a defensive position 6km in the rear, isolated pockets of infantry were cut off and forced to surrender giving the Germans the day and the field.

Source:

"The Fox's Offspring" ASL Scenario TAC 56, John-Paul Congalve.

085.Cust_ASLV-ES#23.scn (14 Turns)

"ASL#45 Hide and Seek"

Designed for PBEM (No AI)

Weather: Normal Conditions

Normandy, France, June 7, 1944: After their initial drop into the bocage behind the invasion beaches, the 2nd Battalion of the 501st Parachute Regiment discovered that their regimental objective of St Come-du-Mont would not fall as easily as expected. The village was defended by a surprisingly large enemy force, including a strong garrison occupying a large farm to the northeast at Les Droneries. There, the hedgerows proved a natural boon to the defender who exacted a fearful price for any advance. Requesting tank support from the beaches, the 2nd Battalion renewed the attack once again.

086.Cust_ASLV-ES#24.scn (18 Turns)

"ASL#T11 The Attempt to Relieve Peiper"

Designed for PBEM (take Germans for solo play)

Weather: Snow Conditions

South of Trois Ponts, Belgium, 21 December 1944: The key to the German Ardennes offensive lay with a quick breakthrough and deep penetration. In the North, the success of any breakthrough rested upon Colonel Peiper's Kampfgruppe from the 1st SS Panzer Division. But the quick victories which had taken Peiper so close to the Meuse River bridges also left his forces in a position of danger. The Kampfgruppe had outraced most of his follow-up units and had completely run out of fuel. The "back door" to Peiper had not been kept open. On the morning of the 21st, SS-Oberführer Wilhelm Mohnke, commander of the 1st SS Panzer Division, collected the remaining assault elements and launched an attack to reach Peiper's stalled Kampfgruppe. The main German thrust came at a point south of Trois Ponts on the Salm River. There, a company of the 82nd Airborne Division had established a small bridgehead on the cliffs across the river. In the morning hours, local civilians had informed the American patrols of German tanks and infantry assembling around Wanne. Just before noon, a company of grenadiers supported by self-propelled guns appeared along a road which ran past the rise held by the paratroopers.

087.Cust_Chef du Pont D Day.scn (20 Turns)

"The Bridge at Chef du Pont, 6 June 1944"

Scenario Size: Small

Estimated Playing Time: 45 Minutes

2 Player Game - Yes

1000 hours, June 6, 1944, Chef du Pont, France.

Design notes:

When playing solitaire, take the US side.

Historical Background: The bridge at Chef du Pont was a necessary objective for D Day. Lt. Col. Ostberg led 100 men south from La Fiere to make a try for the bridge. His ad hoc force of men from elements of the 507th & 508th moved along the railroad line, reaching the Chef du Pont train depot at 1000. As the men moved along the main road through town towards the bridge, minor resistance caused them to halt & begin to clear the houses along the route. Once they were secured, the first real attempt to take the bridges was launched. It met stiff resistance, and Lt Col Ostberg was wounded in the attack. However, reinforcements under Col Maloney, Regimental XO were on the way for a second push...

The Americans were only able to clear the east (left) bank but could not secure the far side. Yet another attempt would have to be mounted...

088.Cust_Clash for Hill 30.scn (12 Turns)

"The Defence of Hill 30"

Scenario Size: Medium

Estimated Playing Time: 45 Minutes

2 Player Game - Yes

0800 hours, June 8, 1944, Hill 30, France.

Design notes:

When playing solitaire, take the US side; this is a very tough fight for the German.

Historical Background: Lt Col Shanley's men were becoming a thorn in the side of the Germans - just by his being on the west bank of the Merderet, he was a threat to any German counterattacks at Chef du Pont. The German's threw everything they had at Hill 30 on 8 June, in an un-imaginative frontal attack.

Three men became hero's that day: Cpl Roberts & Pvt's Lockwood and Zwingman, for single handedly holding the German onslaught until Shanley could get his defence organized and call for fire support. The German's were slaughtered. All 3 men were either captured or killed.

089.Cust_Clash of Armor.scn (100 Turns)

"Clash of Armour"

Clash of Armour - December 28, 1944 - Hypothetical battle that is representative of the American 2nd Armoured Division's class with the German 2nd Panzer Division at the climax of the Battle of the Bulge. The Germans were still driving for the Meuse River when they

were intercepted by American armour. American forces consist essentially of two tank battalions, one tank destroyer battalion and a recon unit. There is additional support for the Americans in the form of Typhoons and artillery. German forces consist of a regular tank regiment containing Panzer IV's. This group is supplemented by two companies of Panthers from an SS Panzer division. There are also a few companies of panzer grenadiers, a StuG, tank destroyer company, along with off map artillery to assist the German effort. In addition to objectives on the map each side is rewarded for passing units through exit hexes.

090.Cust_Clash on The Skyline.scn (13 Turns)

"The Battle of Marnach"

Manarch Luxembourg

Size: Medium 90 minutes Playable from either side

Company B and a platoon of the 630th Tank Destroyer Btn were dug in for defence of Marnach. Manarch was located on the Dasbourg-Bastogne main highway and Skyline Drive intersection.

The 2nd Panzer Div aimed straight for Manarch and was aiming for a quick clearance of the road to Clerf.

1st Btn Lt Col Paul sent reinforcements from further down the road.

Design Note: As ammo is exhausted some units will be withdrawn. NS

Source: Center for Military History.

091.Cust_CM#1 Night at Cheneux.scn (25 Turns)

"CM#1 Night at Cheneux"

Name: Night at Cheneux (CM scenario conversion)

Type: US Airborne Attack vs Waffen SS

Date: December 20, 1944

Weather: Night, Mud

Length: 25 turns

PBEM: Yes

Solo play: best as US player

-Cheneux/Belgium; Operation Wacht am Rhein: By December 20th, Kampfgruppe Peiper was trapped in a pocket around the areas of Stoumont, La Gleize and Cheneux, Belgium. Peiper ordered a bridgehead across the Ambleve River at Cheneux. Units from Abteilung Flak-Sturm and 2nd Battalion from 2nd SS Panzergrenadier Regiment complied. Early on December 20th, units from the 82nd Airborne Division attempted to take Cheneux but were driven back by heavy fire from German flak units.

Nevertheless, The American paratroopers of B and C companies, of the 504th Parachute Infantry Regiment were ordered by the regiment's commanding officer, Reuben Tucker, to attack again after dark and eliminate Peiper's dangerous bridgehead over the Ambleve River.

note: Impassible hexes simulate cold water hazard in deep water.

Original Scenario done for Combat Mission by Bryan "Marauder"
Mel

092.Cust_CM#2 La Gleize.scn (40 Turns)

"La Gleize; The Last Stand of Kampfgruppe Peiper"

Date: Dec 22, 1944

Length: 40turns

Weather: Fog, Damp

Play: PBEM only (no AI script)

-La Gleize; Belgian Ardennes, Northern Shoulder of the Bulge: The position of KG Peiper at La Gleize has reached a stalemate. After dark, elements of the 105th Combat Engineer Battalion of the 30th Division blew up the bridge at the Ambleve. Peiper was now in a tricky position on the wrong side of the river and in badly need of fuel by this time. A small fuel supply enroute to Kampfgruppe Peiper from Petit-Spa was destroyed by the US Taskforce Lovelady (CCB, 3rd Armoured Div). Two other Taskforces under Maj. Kenneth T. McGeorge and Capt. John W. Jordan assaulted Peiper's main body. Peiper began to withdraw into a defensive semicircle close around the village of La Gleize. On the Morning of 22 Dec, US forces began heavy artillery fire on La Gleize.

To the north-east, TF Lovelady renewed its attempt to seize Marechal's Mill; and TF McGeorge tried to advance forward along the road from Bourgomont to La Gleize where they failed the previous days.

Meanwhile Peiper was granted permission over radio by Oberfuhrer Mohnke to breakout from La Gleize; Peiper and 800 soldiers of what remained his Kampfgruppe. His rearguard would make a last stand to allow him to prepare the retreat.

Original Scenario for CM by Eric Antonsen

Notes: Effectiveness of the two King Tigers were decreased to simulate the supply problems of Peiper.

Steams are impassible because of cold water and scenario accuracy.

093.Cust_Crossroad at Hill 30.scn (10 Turns)

"Battle for the Crossroads near Hill 30"

Scenario Size: Small

Estimated Playing Time: 45 Minutes

2 Player Game - Yes

1100 hours, June 6, 1944, Hill 30, France.

Design notes:

When playing solitaire, take the US side.

Historical Background: 2nd Battalion/508 P.I.R.'s original mission of capturing or destroying the bridge at Pont L' Abbe was quickly scrubbed when it was learned that an entire battalion of the 1057th Grenadier Regt was in the area. Facing a Battalion (+) of the 1057th Grenadier Regt, Lt Col Shanley decided to pull his men back into a defensive perimeter around Hill 30 to await reinforcements. It was the Germans who would make the first move. Probing forward from Pont L' Abbe, a Grenadier Company contacted one of Shanley's blocking elements. Hopefully Shanley could reinforce the defenders before they were overrun...

094.Cust_EXP06.scn (20 Turns)

"The road to Bastogne"

December 18, 1944

Wiltz, Belgium

To be played as German vs AI or PBEM

The German offensive in the Ardennes surprised the American forces, both in scale and intensity. Quickly Bastogne started to shape as a pivotal point in the operation, with the American forces trying to block or delay the German advance into it.

In the early hours of the 18th of Dec, combat engineers started to deploy on the road leading to Wiltz, to try and block the advancing forces. Hastily assembling a scratch defence, the engineers were ready when the 26th Volksgrenadier Division met them.

095.Cust_EXP07.scn (15 Turns)

"The Impossible Advance"

December 26, 1944

Custinne, Belgium

To be played as German vs AI or PBEM

After ten days of fighting, the German forces were facing the difficulties expected by Gen Model during the planning of the operation. At the tip of the bulge, near Hargimont, the 2nd Pz Div was severely depleted and low on all supplies.

With the weather clearing, and the Allies air power entering the battle, KG Holtmeyer was hastily formed and issued with orders to move forward, relieve the 2nd Pz's recon battalion near Custinne, and head for the Meuse.

096.Cust_EXP08.scn (20 Turns)

"Forward... Again"

December 31, 1944

Chenogne, Belgium

To be played as US vs AI or PBEM

As the American forces changed from a defensive to a counter-attack posture, newly arrived units started to enter the battle. Such was the case for the 11th Armoured Division. Quickly moved across the channel, the division was ordered to assist in the relief of Bastogne.

After a shaky start which saw the 11th attack and then retreat under pressure, the division's CCB was ordered to make an attack on a narrow front whose objective was the heavily defended village of Chenogne.

097.Cust_EXP09.scn (10 Turns)

"Merry Christmas"

December 25, 1944

Champs, Belgium

To be played as German vs AI or PBEM

Christmas found the Bastogne garrison surrounded. The Germans decided to mark the season with an attack on the perimeter of the garrison.

KG Maucke formed the spearhead of the attack. It quickly made gains piercing through the 327th Glider Reg. The KG then split and continued forward.

098.Cust_EXP10.scn (50 Turns)

"Peiper's End"

December 23, 1944

La Gleize, Belgium

To be played as US vs AI or PBEM

Note: This is a long scenario, 50 turns. The players **MUST** make use of the re-fit feature if they intend to fight till the bitter end.

The exhausted remains of KG Peiper's command stationed at La Gleize, with all stocks low, exhausted and after sleepless nights spent under bombardments were still without thoughts of surrender and fighting for a chance to escape. On the other side, the American forces were becoming anxious to eliminate it, as the forces required to contain KG Peiper were needed elsewhere in the Ardennes. On the 23rd, after yet another bombardment, a combined force of tanks and infantry moved forward to take La Gleize and erase KG Peiper.

099.Cust_F-S-VII-1.scn (8 Turns)

"Fire and Steel VII - CoA One"

Designed to play out the situations presented in the Fire & Steel articles from the Armchair General magazine.

100.Cust_F-S-VII-2.scn (8 Turns)

"Fire and Steel VII - CoA Two"

Designed to play out the situations presented in the Fire & Steel articles from the Armchair General magazine.

101.Cust_F-S-VII-3.scn (8 Turns)

"Fire and Steel VII - CoA Three"

Designed to play out the situations presented in the Fire & Steel articles from the Armchair General magazine.

102.Cust_Hedgerow Hell #1.scn (10 Turns)

"Hedgerow Hell #1"

Platoon level

Designed for pbem (solo play possible)

Conditions: Normal

This scenario is part of a set of scenarios designed to picture hedgerow fighting as seen in Normandy 1944

15 July 1944, near St. Lo: US Infantry platoon from the 35th Infantry Division attacks a road junction defended by the elements of the German 343rd Infantry Division.

Note: Inspired from the tactical situation depicted in the Armchair General magazine (July 2006)

103.Cust_Hedgerow Hell #2.scn (10 Turns)

"Hedgerow Hell #2"

Platoon level

Designed for pbem play (no AI)

Conditions: Normal

This scenario is part of a set of scenarios designed to picture hedgerow fighting as seen in Normandy 1944

19 June 1944, South of Valognes, Cotentin Peninsula: US platoon from the 79th Infantry Division launches a probing attack to capture the German held (91st Luftland Div) farm and road junction.

104.Cust_Screaming Eagles.scn (180 Turns)

"Screaming Eagles"

South of Bastogne - Screaming Eagles vs. Panzer Grenadiers - December 19, 1944. This is a hypothetical battle for those who want a large battle. It takes place south of Bastogne and pits a reinforced battalion of the 101st Airborne "Screaming Eagles" Division. The paratroopers of the 101st have augmented their strength by commandeering some retreating units during the Battle of the Bulge. They have added a hodgepodge platoon of armour along with a mixed bag of artillery. Additionally, a reinforced tank company has been detached to assist their defence of the town.

Opposing the Screaming Eagles will be the better part of an SS Panzer Grenadier Division. The paratroopers will be hard pressed to hold off the attack. They will be assisted somewhat by the staggered arrival of the elements of the SS division, some well-placed mines and the beginnings of a dug-in position.

In addition to snow on the ground there is some still falling, the sky is misty and visibility will be 30 hexes.

105.Cust_Sealing Peiper.scn (15 Turns)

"Sealing Peiper"

Date: 20 Dec 1944

Weather: mud, light fog

Pbem: yes

AI play: yes, best played as Germans.

-Petit-Spai, Northern Shoulder of the Bulge: One of the biggest demoralizing things for Kampfgruppe Peiper is the timely blowing up of the key bridges around Trois Ponts by US

engineers. This forced Peiper to choose the northern side of the Ambleve Valley as the route to Meuse. However, the northern side of the Ambleve river was exposed to US counterattack. To his fear, US 30th and 3rd Armoured divisions' concerted attacks on Stoumont, La Gleize and Stavelot threatened to encircle Peiper at the wrong side of the river.

Aware of the supply problems of Peiper US command sent patrols towards the most probable relief route of German forces; the road from south towards Petit-Spai and Petit-Coo. The patrolling task was given to the E company of the Taskforce Lovelady (CCB/3rd Arm Div) under Lt Hope. On the 20th of December, E company was moving down to the road junction at Petit-Spai which has a key bridge crossing the Ambleve River. There they encountered one of the relief forces heading towards La Gleize; 7th Kompanie of the Panzer Regiment LSSAH escorting a large supply column.

106.Cust_The Sharp End_ES1.scn (15 Turns)

"The Sharp End: Eagles Strike#1"

07 JULY 1944, NEAR ST. LO, NORMANDY:

Since 3 July, the 30th Infantry Division is fighting for favourable ground to be used in the upcoming attack on St. Lo perimeter. One GI company advances on a road junction located near a barn. An understrength paratrooper company from the 5. Fallschirmjäger Division defends the area.

107.Cust_The Sharp End_ES2.scn (16 Turns)

"The Sharp End: Eagles Strike#2"

19 AUGUST 1944, NEAR CHAMBOIS, FALAISE POCKET:

After the failed attempt to stop Operation Cobra by a counterattack at Mortain the German Army is in full retreat towards Seine. Allied troops try to cut enemy's withdrawal with a pincer move near Falaise. One combat group from the 90th Infantry Division forces its way towards the critical town of Chambois where a small detachment from the 17th SS Panzergrenadier Division blocks the road as rearguard.

108.Cust_The Sharp End_ES3.scn (16 Turns)

"The Sharp End: Eagles Strike#3"

22 DECEMBER 1944, BARAQUE DE FRAITURE, ARDENNES FOREST :

Caught off guard by the heavy German attack in the Ardennes region, the American 1st Army is struggling to avoid a complete rout. With dense forests and poor weather conditions possession of the available roads became crucial. Facing unexpected resistance at the road junction of St. Vith; the 6th SS Panzer Army seeks alternative roads to keep up the tempo of advance towards Meuse. At the small town of Baraque de Fraiture a detachment from the 7th Armoured Division blocks the German path. An armoured kampfguppe from the 2nd SS Panzer Division attacks the American outpost.

109.Cust_The Sharp End_ES4.scn (16 Turns)

"The Sharp End: Eagles Strike#4"

19 DECEMBER 1944, NEAR TROIS PONTS, ARDENNES FOREST:

The German counterattack in the Ardennes Forest shattered the thin American Front. After

defeating the American troops at Elsenborn, Kampfgruppe Peiper, the spearhead of the 6th SS Panzer Army races towards west for the bridges on the Meuse River. An American combat engineer company was deployed near a bridge between Malmedy and Trois Ponts to delay the German advance without the help of armour.

110.Cust_The Sharp End_ES5.scn (16 Turns)

"The Sharp End: Eagles Strike#5"

06 JUNE 1944, FOUVILLE, SOUTH OF ST MERE EGLISE, NORMANDY:

As part of the Operation Overlord, the 82nd Airborne Division dropped behind the Utah Beach on 06 June. Badly scattered by the mis drops, officers from the 82nd Airborne tried to gather as much as troops and attack their primary objective, St Mere Eglise. At 04:00, a paratrooper column saw their first clash against the elements of the 709th Infantry Division near the village of Fouville.

111.Cust_The Sharp End_ES6.scn (16 Turns)

"The Sharp End: Eagles Strike#6"

15 JULY 1944, NEAR ST. LO, NORMANDY:

A US Infantry company from the 35th Infantry Division attacks a road junction defended by the elements of the German 343rd Infantry Division.

112.Cust_The Sharp End_ES7.scn (16 Turns)

"The Sharp End: Eagles Strike#7"

19 JUNE 1944, SOUTH OF VALOGNES, COTENTIN PENINSULA:

A US platoon from the 79th Infantry Division launches a probing attack to capture the German held (91st Luftlande Div) farm and road junction.

113.Cust_The Sharp End_ES8.scn (16 Turns)

"The Sharp End: Eagles Strike#8"

13 JUNE 1944, DOUVILLE, 3KM SOUTHWEST OF CARENTAN, NORMANDY:

After capturing Carentan on 12 June, the 101st Airborne Division formed a perimeter south of the town. At the dawn of 13 June 17th SS Panzergrenadier Division and the 6th Fallschirmjäger Regiment counterattacked the paratrooper lines. Outgunned and outnumbered, the F and D companies (506th Para Regt) were routed which opened the left flank of the E company. Rather than retreating, the E company turned on its left flank and formed a barrier against the German attack until the tanks of the 2nd Armoured Division arrive.

114.Cust_The Sharp End_ES9.scn (12 Turns)

"The Sharp End: Eagles Strike#9"

12 JUNE 1944, CARENTAN, NORMANDY:

Carentan, located at the northeastern base of the Cotentin Peninsula was the only gateway for a linkup between Utah and Omaha beaches. Therefore, it was a key objective for both

sides in the first week of the Normandy landings. On 12 June, elements of the 101st Airborne Division attacked the town. Easy company of the 506th Regiment launched a supporting attack on the western outskirts of the town. On the other side, the German paratroopers from the 6. Fallschirmjäger Regiment were waiting them.

115.Cust_The Sharp End_ES10.scn (16 Turns)

"The Sharp End: Eagles Strike#10"

06 JUNE 1944, CAUQUIGNY, LA FIERE CAUSEWAY, COTENTIN PENINSULA:

After recovering from the mis drops of the night, elements of the 507th Parachute Regiment formed a defensive perimeter along the Merderet River to stop the German reinforcements advancing towards the Utah Beach. The German 1057th Grenadier Regiment supported by obsolete French tanks launched repeated attacks along the La Fiere Causeway to crash the paratrooper perimeter and help their comrades fighting at the beaches.

116.Cust_The Sharp End_ES11.scn (16 Turns)

"The Sharp End: Eagles Strike#11"

18 SEPTEMBER 1944, KALL VALLEY, NEAR KOMMERSCHIEDT:

One GI company from the US 9th Infantry Division assaults the German trenches overlooking the Kall Valley in order to open the way for the advance on Kommerscheidt. Dug-in infantry from the German 89th Infantry Division awaits them.

117.Cust_The Sharp End_ES12.scn (16 Turns)

"The Sharp End: Eagles Strike#12"

09 OCTOBER 1944, GIESENHECK - MAUSBACH ROAD, HÜRTGENWALD:

During the advance on Schmidt, US forces had to rely on narrow forest tracks scattered along the Kall Valley. Providing excellent opportunities for ambushes, German troops utilized the terrain for counterattacks. On 9 October, a column from the US 9th Infantry Division encountered a German blocking position near Mausbach. Both sides rushed reinforcements to control the narrow track.

118.Cust_The Sharp End_ES13.scn (16 Turns)

"The Sharp End: Eagles Strike#13"

07 NOVEMBER 1944, KOMMERSCHIEDT, 2 KM NORTH OF SCHMIDT:

With November the slow and costly American advance towards Schmidt was stopped by the strong German resistance. Isolated and low on supply, the leading 28th Infantry Division switched to defence. On 7 November, the 116th Panzer Division launched an armoured attack to capture the town of Kommerscheidt which was controlling the road between Schmidt and the Kall Valley.

119.Cust_The Sharp End_ES14.scn (16 Turns)

"The Sharp End: Eagles Strike#14"

12 SEPTEMBER 1944, AACHEN MUNICIPAL FOREST, SOUTH OF AACHEN:

On September 1944, the US forces started their attack on the west wall defences between

Aachen and Hurtgenwald. The approaches to the historic city of Aachen had been defended by a series of pillboxes scattered in the municipal forest. Without the armour support, a company of GIs from the 26th Infantry Regiment launched a night assault on a German strongpoint at the edge of the woods, south of Aachen.

120.Cust_The Sharp End_ES15.scn (16 Turns)

"The Sharp End: Eagles Strike#15"

28 DECEMBER 1944, SADZOT, EREZEE - MANHAY ROAD, ARDENNES:

As the year ended the Sixth Panzer Army made one last effort to breach the American defences between the Salm and the Ourthe. This battle took place in and around the hamlet of Sadzot which was located at Erezee - Manhay road. Elements of the Kampfgruppe Krag (2nd SS Panzer Division) overran most of the American positions with a night attack.

Surprised by the ferocity of the SS attack, the Company C of the 87th Chemical Battalion and a tank destroyer platoon at Sadzot rapidly recovered and established a hold on the north side of the village. While SS troops were preparing another attack that would drive the GIs out of the village, General Hickey sent the 509th Parachute Infantry Battalion near Erezée to make an envelopment of Sadzot from west and east, but no sooner had the paratroopers deployed than they ran into Major Krag's kampfguppe.