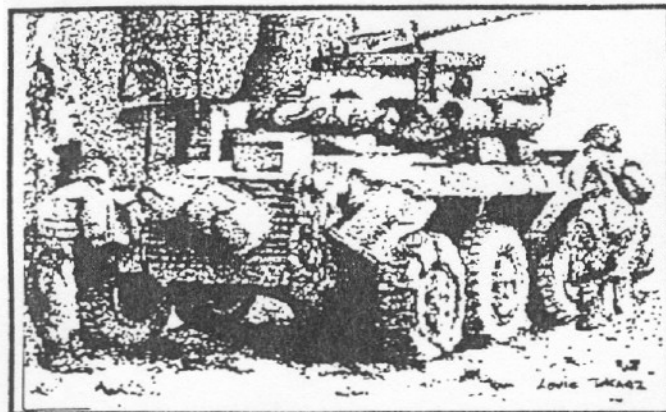


# DEBACLE AT MONTREVEL

## ASL SCENARIO ATP3



Montrevel, France - September 3, 1944: B Troop of the 117th Caval Reconnaissance Squadron was ordered by Lt. General Lucian Truscott to 'seize and hold' the small town of Montrevel. This seemingly routine order signed the death warrant of the 'Essex Troop', for it placed them directly in the path of the retreating 11th Panzer Division.

### BOARD CONFIGURATION:



13		
	22	1

### BALANCE:

- ☆ U.S. reinforcements must now enter on a dr only one less than the current turn number.

- ◆ Shorten Game length to 9.5 turns.










**VICTORY CONDITIONS:** To win, the German player must control all multi-hex stone buildings on board 22 at game end, but lose no more than 30 casualty points. Otherwise, the American player wins.

### TURN RECORD CHART

☆ AMERICAN sets up first	1	2	3	4	5	6	7	8	9	10	END
◆ GERMAN moves first		•	☆								

B Troop, 117th Cavalry Rcca. Sqrd. [ELR:14] set up at least 4 hexes from south mapedge (SAN:5)



 11	 2	 2	 4	 2	 8	 2	 3	 3
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




					
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





1st pltn, F Troop,  
enter on East edge  
per SSR 2:

 17	 5
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



Elements 11th Pz. Division [ELR:13] enter turn 1 on south edge, AFVs with 1/2MPs (SAN:3)



 15	 3	 2	 5	 3	 6
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Engr Pltn enter South  
edge on Turn 2:

			
3	2	7	3

### SPECIAL RULES:

1. EC are moderate with no wind at start. The stream on board 22 does not exist, treat all bridge hexes on Bd 22 as roads and ignore the bridge depictions. The bridge at 13Y8 has been destroyed, place a stone rubble counter there. Place overlays: M5 on 13B4-A4, M2 on 13FF4-GG4.
2. At the beginning of each friendly RPh, the US player must roll for reinforcements, which must enter during the Mph on a dr 2 less than the current turn number.
3. The US troops suffer ammunition shortage. M8 and M5A1 AFVs are equipped with Gyrostabilizers. The US player may use HIP for 2 squads/equivalents and any SMC/SW that setup with them.
4. The German player receives one module of 80mm + OBA.

5. German 8-3-8's are Assault Engineers. The AT mine factors that arrive with them as reinforcements are Daisy Chains.
6. Deliberate Kindling is NA.
7. German 251/1 halftracks without Passengers may leave play on the south edge any time and do not count as VP destroyed for the American player.

**Aftermath:** The Germans attacked the outnumbered Americans throughout the day. When it was over, 10 prisoners had been captured by the retreating Germans, who claimed that Essex Troop had put up the stiffest resistance they had encountered in over 3 years of fighting. Sadly, Lt. General Truscott merely reported: 'They went to sleep as were captured.' Nevertheless, Lt. Daniel W. Lee won the Med of Honor for his part in the battle.