

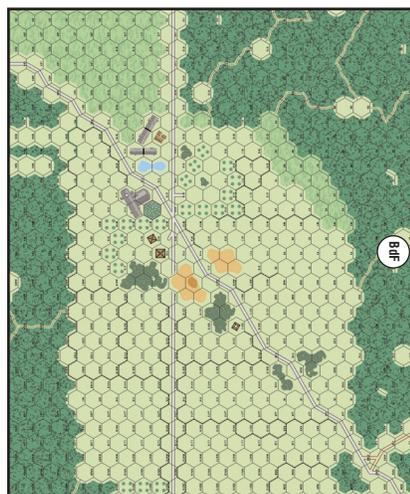
RECON AWRY

PN 2.0 CONCEPT: PJ NORTON DESIGN: DAVID LAMB



INTERNATIONAL HIGHWAY, ELSBORN RIDGE, 16 DECEMBER 1944:

The opening round of what was the Battle of the Bulge was marked by fierce and confused fighting. Following a heavy bombardment, the thinly spread, largely green forces were attacked by strong German infantry probes seeking paths through the dense forest in front of Elsenborn Ridge. For weeks the road along one such path had been used to send troops to attack West Wall positions within the German lines. Suddenly, on the first morning of the “Bulge” this area became contested. A routine jeep patrol on the International Highway discovered a large German force headed their way, and beat a hasty retreat toward friendly lines – the Germans hot on their tail.



VICTORY CONDITIONS: The Germans win immediately upon causing ≥ 3 CVP, while losing less than that number themselves. Otherwise, the Germans win at game end if they Control hex AA14 and building U18 (with no Good Order enemy units ADJACENT to the former.).

Balance:

American: Decrease the number of Turns to 7

German: Raise the German ELR to 3

☆ AMERICANS SET UP FIRST	1	2	3	4	5	6	7	8	
⊕ GERMANS MOVE FIRST									

Only hexes ≤ 24 , and between hexrows 1 & 00 are in play on the Baraque de Fraiture map.

SSR:

- EC is Wet with no wind at start. The Weather is Overcast. The Mist Rules from KGP SSR 3 is in effect. The Mist is currently Moderate; time of day is AM (SSR KGP 3). All water obstacles are Ice. Ground Snow is in effect. All Woods and Brush are Pine Forest. Pine Forest is the same as Woods except that it has a level 2 height and it costs $1\frac{1}{2}$ MF for Infantry units to move through. The only road that exists is the one that runs from L24 to OO15. This road is plowed.
- Place overlays as follows: **OW1** in T14-S14, **Wd2** in GG9-HH8, **Wd3** in FF6-GG7, **Wd4** in BB12-CC12, **Wd5** in Z16-AA16, **Hi4** in Y13-Y12, **Hi5** in AA15-Z14, **P2** in S16-S17, **X19** in U18-U17, **X18** in R16-R17.
- The Germans have one module of 80mm OBA (Smoke/HE). The US have a module of 80mm OBA (SMOKE/HE).
- The SMC and SW of the US I&R Platoon are HIP until they take a PTC, MC, or are fired/used.
- After setup all elements of the 1st Bn. *only* in the US OB, and all Fortifications and Buildings undergo a Special Bombardment. Each unit must take a 2MC (modified by +TEM/Fort. per standard bombardment [C1.8] rules), while each fortification must take an NMC. The defender makes any secret DR for HIP units/fortifications. Shellhole creation and Fire are NA for hexes unoccupied by units/buildings/fortifications. When conducting this Special Bombardment roll a third die. If this dr ≥ 5 – the hex is immune and spared from any ill effects.
- Eligible American AFV's have Gyrostabilizers.
- Purchase Point Chart. The US player may purchase up to 55 points from the chart at right.

US Purchase Table

Unit	Max Available	Cost per Unit/Fort.
.50cal HMG, 3-4-6	1	15
60mm MTR, 3-4-6	1	10
FT, 3-3-7	1	15
Wire	5	5
1S Foxhole	9	2
Trench	5	6
1+3+5 Pillbox	2	15
Roadblock	1	10
+1 SAN	1	6
HIP	3 units	Cost=US#
?	10	1
6 AP Mine Counter	4	6
1 AT Mine Counter	4	3

AFTERMATH:

Following closely on the heels of the barrage, a large force of Germans swept down on the surprised, shaken and inexperienced Americans. Fortunately, the GI's had deep, log-covered dugouts and foxholes for cover and casualties were notably light. They were able to recover quickly, and most of their foxholes were positioned on the very edge of the forest with clear fields of fire. As a result the Germans emerging from the morning mist suffered heavy casualties. One armored car was set alight by bazooka fire, and the first wave of grenadiers broke and fell back in disarray. Shortly afterward, a second assault – supported by several assault guns, achieved several penetrations forcing the American company to fall back 300 yards into the forest. After being reinforced in the afternoon, that company counterattacked and pushed the Germans back almost to the original line.

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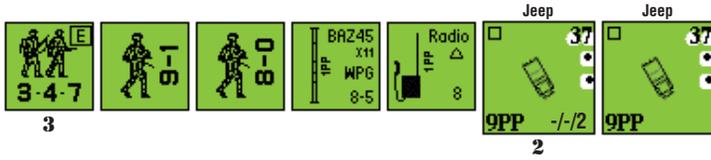


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AMERICAN

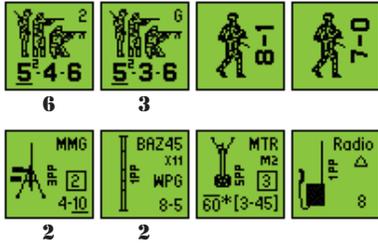
I&R Platoon of 393rd Inf. Regiment [ELR:4]

Set up in Motion in hexes BB11, CC11, and/or DD10 with a VCA facing north-west and all infantry units as Passengers: {SAN:3}



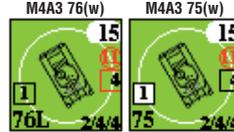
Elements of the 1st Bn., 393rd Inf. Regiment [ELR:2]

Set up within seven hexes of hex W15:



Elements of the 741st Tank Battalion

Enter Turn 5 on hex L24 with 7 MP already expended:



Additional Purchase Points

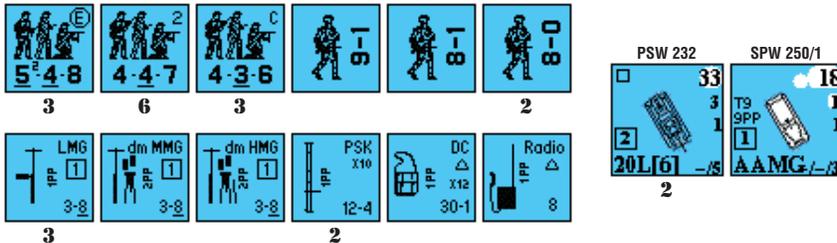
See US Purchase Table on Page 1 and SSR 7:

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GERMAN

Elements of the 12th Volksgrenadier Division & Recon. Elements of the 12th SS Panzer Division [ELR:2]

Enter between hexes KK1 and OO5 on Turn 1 [EXC: AFV's have 1/3 MP (FRD) already expended]: {SAN:3}



Enter Turn 3 on OO2 with all infantry as Riders and 6 MP already expended:

