

THE UNHOLY MISSION



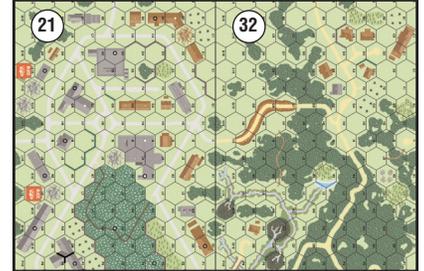
BB 25.1 CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: American wins by controlling 21J4 and 21I3 at game end. German wins by avoiding this.

VOSSENACK, GERMANY, 6 NOVEMBER 1944:

On November 5 the Americans had been easily routed from the town of Vossenack near the German/French border. The advancing German troops had orders to hold the town at all costs. The exhausted men of 2nd battalion 893rd Regiment who drew the assignment of re-taking the town were far too under strength to dig the Germans out. To help out, Captain Ball and Company A of the 146th Combat Engineers were moved up to the east side of the town with orders to take the large church which was the main point of the German's defense.



Only hexrows A-P are in play on both boards.

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

Elements of the 89th Infantry Division [ELR:3] Set up in any whole hex of board 21 {SAN:6}:

GERMAN

 4-6-7 6	 4-4-7 4	 2-2-8	 9-1	 8-1	 7-0	 ELR: 1 3-8 2	 ELR: 2 5-12 2	 AT M8 75L 2	 MPh/RtPh: dr=MF CC:+1/-1 3
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Company B, 2nd Battalion 893rd Regiment [ELR:2] Set up ≤3 hexes of 32E3 {SAN:2}:

AMERICAN

 6-6-6 7	 9-1	 8-0	 7-0	 ELR: 2 4-10	 X11 8-4	 37 9PP MA:MMG 2	 24 76L 2	 5 1S OUR, OBR: +4 Other: +2 3
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Company A, 146th Combat Engineers Battalion [ELR:3] Must Set up on road hexes 32k3-32p6 with no more than 2 MMC 2 SMC and 2 SW per hex {SAN:2}:

 6-6-7 12	 9-2	 9-1	 8-1	 8-0	 ELR: 2 4-10	 50 cal 8-16 3	 X11 8-4	 X10 24-1	 X12 30-1 2
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SSR:

- EC are moist and there is a light breeze blowing from the east at start.
- The Path in hex 32j1 is wide enough to support vehicle traffic. However, no turret traverse is allowed in this hex, and all vehicles must check for bog before exiting hex 32J1 (there is a -1DRM to the bog DR).
- Place rubble hexes in 21g10,21i8,21c2,21f9 and 21j5. Place blaze counters in hexes 21i9 and 21e10.
- Kindling is NA.
- Building 21K4 is a 3rd level building.
- Prior to the start of play the American 893rd infantry units must take a NMC. Those that fail are broken and DM at scenario start.
- No boresighting is allowed.
- German AT Gun, crew and any leader stacked with them may set up HIP on board 21.

AFTERMATH:

Harassed first by snipers then by small arms, mortars and machine guns, the engineers pressed their assault using "run and duck" methods. After a brief but costly firefight they succeeded in clearing the church and the building immediately behind which turned out to be the German Company Command post. However the engineers had take too many casualties and were too weak to advance any further.