

# L'ABBAYE BLANCHE



## ASL SCENARIO AP4

Scenario Design: *Bill Sisler*



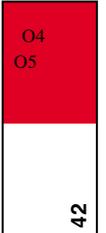
**L'ABBAYE BLANCHE, FRANCE, 7 August 1944:** As part of Operation *Lut-tich*, the German drive through Mortain towards Avranches, the 2nd SS-Panzer Division's Der Führer Regiment moved out of its assembly area at 0430 hours. Once it reached the outskirts of Mortain, Der Führer's spearhead turned right to follow the highway north, over the Cance river at Pont de la Vacherie, to where the highway merged with Route 177 out of l'Abbaye Blanche. The column planned to sweep into St. Barthelmy from the south, turn left, and support the 1st SS-Panzer Division's drive along Route 177 towards Avranches. While trying to cross the river at Pont de la Vacherie, the Germans were ambushed by elements of the 823rd Tank Destroyer Battalion and the 120th Infantry Regiment. This roadblock forced the Germans to attack from another direction. At 0600 hours, two German halftracks mounting 75mm guns and escorted by a company of infantry moved south down Route 177 in an attempt to outflank the American position. Here they met two more guns of the 823rd.

### BOARD CONFIGURATION:

### BALANCE:

☆ Increase the number of mine factors to 30 in the U.S. OB.

⚡ In the German OB, replace the 9-1 with one 9-2.



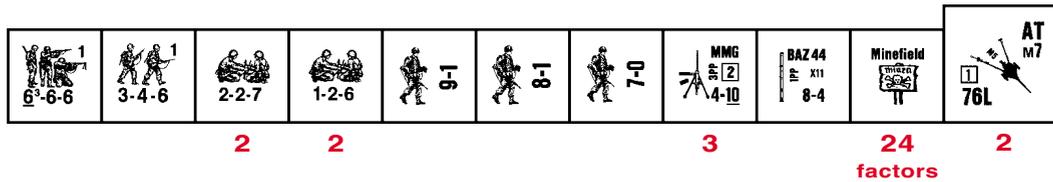
(Only hexrows R-GG are playable)

**VICTORY CONDITIONS:** The Germans win at game end if they have Exited  $\geq 16$  Victory Points (excluding prisoners and AFV/their crews) off the south edge. This total is increased by one for each CVP (excluding AFV/their crews; prisoner CVP are not doubled) amassed by the U.S.

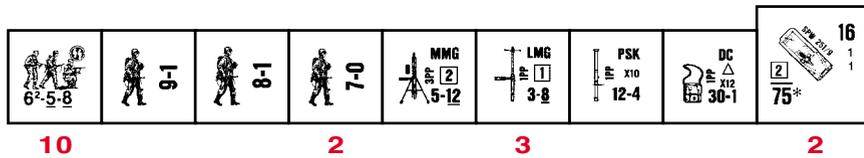
### TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	END
⚡ GERMAN Moves First [150]							

Elements of First Platoon, Company F, 120th Infantry Regiment, and elements of the 823rd Tank Destroyer Battalion [ELR: 4] set up on/south-of hexrow Z using HIP if desired (see SSR 3): {SAN: 3}



Elements of Der Führer Regiment, SS-Panzer Division 2 "Das Reich" [ELR: 5] enter on Turn 1 along the north edge: {SAN: 2}



### SPECIAL RULES:

- EC are Moderate, with no wind at start. All walls and hedges are Bocage (B9.5).
- Place overlays O4 on BB2-CC3, and O5 on Z2-AA2.
- A-P mines may not be exchanged for A-T mines and must be set up on/between hexrows Z and T.
- All U.S. leaders have an inherent FP of "1", a normal range of "4", and a CC(V) of "2". This firepower may not be combined in a FG with any other FP source [EXC: other SMC and in CC/Melee], nor may it be used in the same phase in which the leader directs an attack.
- The German force is Elite (C8.2).

**AFTERMATH:** The men of the 823rd were ready when the Germans rounded a bend in the road and emerged from behind an orchard. The two 3" guns fired from a range of 30 meters, quickly destroying the halftracks. The panzer grenadiers, advancing along both sides of the highway, found themselves trapped in a minefield that had been laid the night before. Raked by machine gun fire, the Germans tried to break through but were thrown back by the amazing amount of firepower the GIs possessed. During their journey through France, the tank destroyers had acquired an inordinate amount of automatic weapons—.30- and .50-caliber machine guns, as well as enough BARs for the majority of the platoon's squad leaders to carry their own. After a fifteen minute firefight, the few surviving panzer grenadiers pulled back, having failed to inflict a single American casualty. It would be another four hours before the Germans would make another attempt on l'Abbaye Blanche. Until then, the only two north-south roads connecting the German offensive would remain in American hands.