

LT ELMO'S FIRE



SCENARIO KE11



On the SCHOENBERG-ST. VITH Road, BELGIUM, 17 December 1944: Time was running out for the elements of the 106th Infantry Division trapped on the Schnee Eifel. Captain Robert Fossland, commanding B Troop, 18th Cavalry Reconnaissance Squadron, sought permission from Colonel Cavender of the 423rd Infantry Regiment to reach St. Vith via the Our River town of Schoenberg. With the success of the cavalry troop meaning a possible escape route for his own men, Cavender allowed Fossland to go. Uncertain of the enemy situation in and around Schoenberg, B Troop headed out, taking with them the remnants of the 106th Division's Reconnaissance Troop. Along the way, the cavalrymen encountered a captured jeep that was loaded with Germans, which was quickly dispatched by one of the B Troop armored cars. With dusk falling, Fossland stopped short of Schoenberg and sent Lieutenant Elmo J. Johnston's 3rd Platoon ahead to reconnoiter. The platoon entered Schoenberg, passed unmolested over the Our River bridge, and turned left towards St. Vith. Ahead on the road, facing west, was a seemingly endless column of American 6X6 cargo trucks filled with what appeared to be German prisoners being taken to the rear. As his armored car approached the end of the column, Lt. Johnston realized that all of these German "prisoners" were armed!

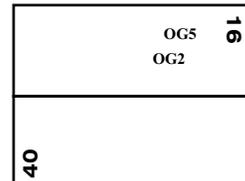
VICTORY CONDITIONS: The Americans win by accumulating ≥ 12 VP by game end. The Americans receive the Exit VP value of all American units [EXC: prisoners] Exited in Good Order off the west edge of the playing area by game end. The Americans also receive one VP for every *two* (FRD) Casualty VP [EXC: destroyed or captured trucks] inflicted on the Germans.

BALANCE:

♣ Remove the 8-I Armor Leader from the American OB.

☆ In the Victory Conditions, change " ≥ 12 " to " ≥ 10 ".

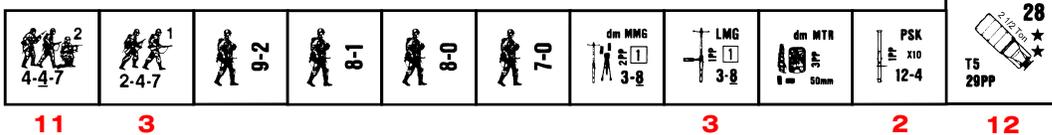
BOARD CONFIGURATION:



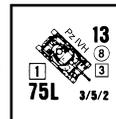
TURN RECORD CHART

♣ GERMAN Sets Up First [89]	☆ 1	2♣	3♣	4	5	6	END
☆ AMERICAN Moves First		③	⑥				

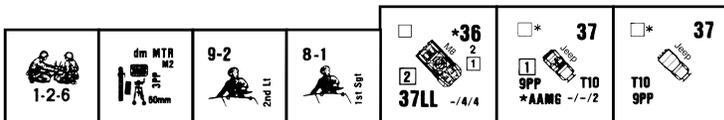
Elements of Volksgrenadier Division 18 [ELR: 2] set up with all vehicles in Motion - and with all VCA facing west - on the road on/between 16Q5-16F5, with one vehicle per hex; all Personnel must set up as Passengers (see SSR 4): {SAN: 2}



Reinforcing Armor enter from hex 16110 or 16Y10 as per SSR 5:



3rd Platoon, B Troop, 18th Cavalry Reconnaissance Squadron [ELR: 2] enter on Turn 1 from 16A5; all Personnel must enter as Passengers: {SAN: 2}



SPECIAL RULES:

1. EC are Mud, with no wind at start. Weather is Mud (D8.23; E3.6). A +1 LV Hindrance (E3. 1) is in effect (even in-hex) due to the gathering darkness. The river is deep, and is a frigid Water Obstacle.

2. Place Overlays as follows: **OG2** on 16O3-O4; **OG5** on 16M7-L7. The road running 16A5-16N4-16Y4-16GG5 is paved. All woods on/east of hexrow C on board 16 are brush.

3. The trucks in the German OB are captured; however, no special captured penalties apply to their use. Use American 1 1/2 Ton Trucks for the additional 2 1/2 Ton Trucks needed. A truck that does not have any Passengers or "?" (see SSR 4) on board does *not* have an inherent driver, and may not move.

4. During setup, each truck may be covered by a "?" with that vehicle's actual Passengers/SW (if any) placed out of view in the corresponding cloaking box. Such "?" does not bestow concealment status on the truck or its Passengers, but does prevent an opponent from inspecting the vehicle's contents, and is removed (and replaced with the vehicle's actual Passengers/SW, if any) as per the normal rules for "?" loss [EXC: not for movement of the truck solely]. If the Passengers/SW are eliminated outright (i.e., KIA/K/failed cs DR), their identity is not revealed until game end, when their corresponding VP cost is awarded to the American player.

5. In the RPh of every German Player Turn *after* Turn 1, the German player makes a dr for the arrival of the PzIVH. If this dr is \leq the circled number on the Turn Record Track for the current turn, the PzIVH will enter during the following MPH from either entrance hex.

6. All M8 AC have functioning Gyrostabilizers (D11.1). The 1-2-6 crews in the American OB are *in addition* to those inherent to the AAMG Jeeps. Any AAMG-equipped Jeep whose crew *voluntarily* abandons it retains an inherent driver (who may not fire any weapon). The mortars in the American OB may *not* be exchanged for OBA (U.S. Ordnance Note 1). Due to the desperate nature of the American mission, Recall (D5.341; D3.7) is NA; however, any vehicle marked with a "STUN/Recall+1" counter may not become CE for the remainder of the scenario.

7. In addition to the Desperation penalties (C13.81), a Passenger firing a LATW from a moving/Motion vehicle suffers the appropriate To Hit Case B/C To Hit penalties. The Desperation penalties affect not only the firing unit, but also any other Passengers and the vehicle itself.

AFTERMATH: Screaming a warning to the rest of his troop on his radio, Johnston sent his armored car careening down the left of the column, closely followed by the two other armored cars, blazing canister into the trucks as they raced by. The shocked Germans quickly recovered and joined the fight. Johnston's armored car was hit, and he was seriously wounded and captured. In the second armored car, Sergeant James Hartsock announced that he was struck, and his radio went dead. Sergeant D.L. Rubendall, in the third armored car, was halted when a German Panzer IV lumbered into his path from a side road. Rubendall fired 37mm armor piercing shells into the rear of the German tank, setting it ablaze, but the gun of the German vehicle continued to turn towards him. He threw grenades at the open hatch of the tank, and then legged it towards the jeeps which had been caught up in the swift German response to the American attack. Johnston's platoon was scattered, with most of the men killed or captured. Only one jeep managed to escape back to the rest of B Troop. Fossland, discouraged, ordered all remaining vehicles and heavy weapons to be destroyed. He then broke the remaining men of B Troop into small groups, ordering them to try to get through the German lines and reach St. Vith on foot.