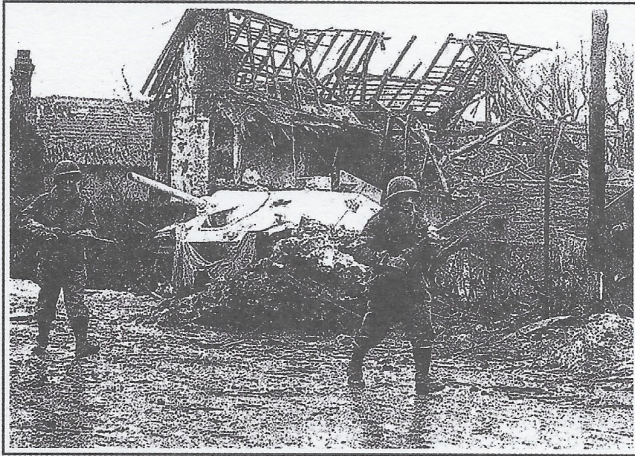


SILVER & BRONZE

ASL SCENARIO AP196

Scenario Design: Bill Sisler



VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 80 VP. CVP are earned normally, and each building Controlled is worth 1 VP per hex of that building. CVP amassed by the Americans are subtracted from the German total.

WILTZ, LUXEMBOURG, 19 December 1944: The outlook for the 28th Infantry Division was grim on the morning of 18 December. Intact bridges at both Clervaux and Drauffelt had fallen to the Germans, and most of the tanks that had been committed to the 110th Regiment in the center had been destroyed. On the flanks, the 109th and 112th Regiments were beginning to give way. A battalion of engineers had been assigned to the defense of Wiltz on 17 December, supported by tanks, assault guns, and tank destroyers, in addition to the bandsmen, clerks, and cooks of the 28th Infantry Division Headquarters.

BOARD CONFIGURATION:



		92
	Hi8	Hi12
64	X18 X14	
65		

BALANCE:

☆ Add one 3-4-7 HS and one BAZ 44 to the American OB.

✚ Exchange the German 9-1 leader with a 9-2 leader.

TURN RECORD CHART

☆ AMERICAN Sets Up First [159]	✚ 1	✚ 2	3	4	5	6	END
✚ GERMAN Moves First [130]							



Elements of 44th Engineer Combat Battalion, 707th Tank Battalion, and 28th Infantry Division Headquarters [ELR: 4/3; see SSR 2] set up ≥ 2 hexes from all board-edge hexes, with ≥ 4 MMC and ≥ 2 AFV per board; units in suitable terrain may set up Entrenched (B27.1): {SAN: 3}



E 7-4-7	E 6-6-7	2 5-4-6	G 5-3-6	9-1	8-1	7-0	6-1	1-4-9	HMG 6-12	MMG 4-10	BAZ 44 X11 8-4	DC X12 30-1
6	3	3	2			2				2	2	
13 105 2/4/4	15 76L -/-/4	13 75 2/4/4										
2	2	4										



Elements of Grenadier-Regiment 39, Volksgrenadier-Division 26 and Sturmgeschütz-Kompanie 1026 [ELR: 3] enter on Turn 1 along the north edge: {SAN: 2}

1 4-6-7	9-1	8-1	8-0	3-8	3-8	12-4	13 75L -/-/1*
13				3	3	2	4

Elements of Fallschirmjäger-Regiment 14 enter on Turn 2 along the south edge:

2 4-4-7	9-1	7-0	3-8	3-8	12-4	13 75L -/-/1*
12		2		2		3

SPECIAL RULES:

- EC are Snow, with no wind at start. Weather is Ground Snow (E3.72) and Overcast (E3.5), with Falling Snow (E3.71) at scenario start. Place overlays as follows: Hi8 on 64H2-I3; Hi12 on 64AA4-Z3; X14 on 64O10-N9; and X18 on 64L9-L10. Treat all multi-hex buildings as Two Story Houses (B23.22), with an inherent stairwell in each hex. All roads are paved. Bore Sighting (C6.4) is NA.
- 7-4-7s/3-3-7s and 6-6-7s/3-4-7s are Assault Engineers (H1.22) and have an ELR of 4; all other American Personnel have an ELR of 3. Despite their lowered ELR, 7-4-7s/3-3-7s are still Replaced per A19.13, not A19.132.

AFTERMATH: Bitter fighting took place throughout both the town and the village of Erpeldange on 19 December. The Americans were attacked by Grenadier-Regiment 39 from Volksgrenadier-Division 26. From the south, Fallschirmjäger-Regiment 14 had made its way northward and joined the attack on the town. Lt. Colonel Daniel Strickler—the garrison commander—ordered the remaining troops to pull out, as the town had become untenable with the Germans pushing on two sides. Darkness added to the confusion of the retreat. Three days and three nights later, one-third of the survivors were recommended for either Silver and Bronze Stars.