

THE BITCHE SALIENT



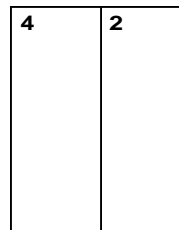
ASL SCENARIO J



VICTORY CONDITIONS: The Americans win at game end by clearing a path of contiguous road hexes from the east edge of Board 2 to the west edge of Board 4 free of Good Order German MMC on/ADJACENT-to any hex of the road, and/or amassing 20 CVP more than the Germans.

BITCHE, GERMANY, 14 January 1945: Elements of the 29th Infantry Division had been ordered to continue closing the ring around German forces trapped near Bitche. However, due to poor radio security, the Germans were quite aware of this latest development and had planned a flanking attack by elements of the 11th Mountain Regiment in an attempt to ambush the advancing Americans.

BOARD CONFIGURATION:



BALANCE:

- ☆ In the American Turn 5 reinforcements, replace a 9-1 with a 9-2; in SSR 4, change "Normal" to "Plentiful."
- ✚ In the initial German OB, replace the 9-1 with a 9-2; in SSR 5, change "80+mm" to "100+mm."

TURN RECORD CHART

☆ U.S. Sets Up First [154]	1	✚ 2	3	4 ☆	5 ☆	6	7 ☆	8 ☆	9	10	END
✚ GERMAN Moves First [220; see SSR 6]											



Elements of 3rd Battalion, 175th Infantry Regiment [ELR: 3] set up on Board 4 in hexes numbered 5 in hexrows C-DD: {SAN:2}

14	2						4	3		



Elements of 2nd Battalion, 175th Infantry Regiment enter on Turn 5 along east edge:

11	2	2			4	4	2	3		

Elements of 1st Battalion, 175th Infantry Regiment enter on Turn 8 along east edge:

5					2	2				



Company 5, Jäger Bataillon I, Gebirgsjäger Regiment II [ELR: 3] set up on any whole hexes of Board 2: {SAN: 4}

6	2	2	3			8	8			

Elements of Jäger Bataillon II, Gebirgsjäger Regiment II enter on Turn 2 along either the north or south edge:

15	2				2	6		3	2	

SPECIAL RULES:

- EC are Wet, with no wind at start.
- No American MMC may set up ADJACENT to any other MMC.
- The *StuG III* is equipped with Schuerzen (D11.2).
- The Americans receive one module of 80+mm OBA (HE and Smoke) with Normal Ammunition [EXC: radio contact may not be attempted prior to American Player Turn 4] and one module of 100+mm OBA (HE and Smoke) [EXC: radio contact may not be attempted prior to American Player Turn 7].
- The Germans receive one module of 80+mm Battalion Mortar OBA (HE and Smoke) with one Pre-Registered hex (secretly recorded prior to American

set-up).

- If Battlefield Integrity is being used, it does not apply for German losses until the American Player Turn of Turn 2.

AFTERMATH: The GIs were caught off-balance, and were hit by accurate artillery fire in conjunction with the flanking attack. To attempt to restore the situation, the Americans quickly committed the 2nd Battalion and elements of the 1st Battalion to support the hard-pressed 3rd Battalion. This American reaction forced the Germans to release their death-grip on the 3rd, but the American force had been badly mauled nonetheless; five companies had been effectively put out of action. As a result, the Americans pulled back the entire 175th for a much needed rest.