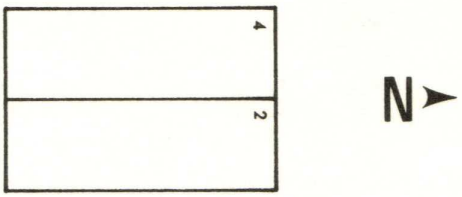
Scenario 8

THE BITCHE SALIENT

BITCHE, Southern Germany, January 14, 1945: Elements of the U.S. 175th Infantry Regiment have been ordered to continue closing the ring around German forces trapped near Bitche. However, due to poor radio security, the Germans are quite aware of this latest development and have planned a flank spoiling attack by elements of the 11th Mountain Reg't in an attempt to ambush the advancing Americans.

Board Configuration



Rules Introduced: Sections 53—54

VICTORY CONDITIONS

The side that eliminates the most enemy squads wins, thus reflecting the strategic objective of the Low Vosges campaign which was to simply wear down the enemy while maintaining a continuous front. Destruction of an AFV counts as a squad eliminated even if its crew survives. Destruction of an AFV *and crew* would count as two squads destroyed. Note that trucks and *un*armed halftracks have no inherent crew squad although destruction of the latter does count as *one* eliminated squad.

SPECIAL RULES

8.1 The Americans can delay or cancel the arrival of either/or both the 1st and 2nd Bn.

8.2 The 3rd Bn may elect to withdraw from the playing area anytime *prior* to the commitment of the 2nd Bn. If it is withdrawn, it may not reenter.

8.3 The American may not elect to bring on *part* of any force. He must commit all of them as designated or none at all.

8.4 The German may not withdraw units from the playing board.

8.5 The German player gets one module of random artillery support available from the start of the game. The American player gets a module on turn 4 and another on turn 7. The modules are drawn prior to the Rally Phase of the indicated turn. This is the only artillery support allowed regardless of number of radios in play.

TURN RECORD CHART

✚ German sets up first	1 ✚	2	3	☆ 4	☆ 5	6	☆ 7	☆ 8	9	10	END
☆ American moves first											

Holding force on ridge—Co E, 1st Jager Bn, 11th MTN Regiment; set up first on any whole hex of board 2:

Sgt Kelso 9-1	Cpl Pollack 8-0	4-6-7	LMG 2-8 B12	MMG 4-12 B12	3	7 △ B12	Entrench	WIRE
6	3	2	2				4	8

Elements, 2nd Bn, 11th MTN Regiment; enter on Turn 1 anywhere along *either* (not both) the South or North edge.

STUG 12 75 6/-	SdKfz 251 16 P5	Truck 24 P7	Cpl Weizenberger 9-2	Sgt Stites 9-1	Sgt Hamlen 8-1	4-6-7	LMG 2-8 B12	MMG 4-12 B12	3	Sgt Hansen 8-1	Cpl Uhl 8-0
3	2					15	6	2	3	HMG 6-16 B12	7 △ B12

Elements 3rd Bn, 175th Infantry Regiment; set up last on any whole hex of board 4 at least 5 whole hexes away (inclusive of placement) from the West edge of board 4. Because they are making a "dispersed advance" no squads may be stacked together or adjacent to another squad during initial placement. No such restriction is placed on leaders or weapons.

Cpl Shaw 9-2	Sgt Greenwood 9-1	Sgt Thornton 8-1	Cpl Medrow 8-1	Cpl Miller 8-0	6-6-6	MMG 4-12 B12	6 4 X11+	HMG 8-20 B12	9 △ B12
					14	4	3	2	

Elements, 2nd Bn, 175th Infantry Regiment: enter on Turn 5 anywhere along the East edge:

Priest 14 H6 105 4/2	M-3 16 P5 -/4	M-3 16 P5	Cpl Robinson 9-2	Sgt Greene 9-1	Cpl Blumberg 8-0	Cpl Jones 8-0	Lt Jackson 7-0	6-6-6	MMG 4-12 B12	6 4 X11+	9 △ B12
2	3							12	4	2	

Elements, 1st Bn, 175th Infantry Regiment; enter on Turn 8 anywhere along the East edge:

Truck 24 P7	Jeep 24	Sgt May 9-2	Lt Hill 9-1	Sgt Allen 8-1	6-6-6	MMG 4-12 B12	HMG 8-20 B12	9 △ B12
3	2				6	2		

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