

Scenario 12

THE ROAD TO WILTZ



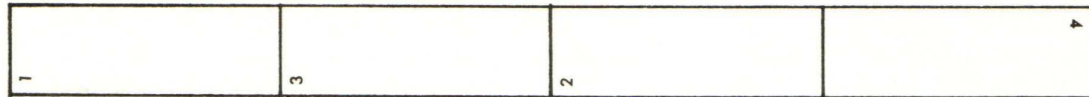
THE ARDENNES, December 17, 1944: The German assault had surprised the Americans both in its size and intensity. Desperately, the Americans formed scratch defenses to buy time so the key road junction of Bastogne could be held. The Germans had to be delayed or stopped as they drove along the roads to Bastogne. In the early hours, elements of the American 44th Combat Engineers supported by fragments of the 707th Tank Battalion took over the responsibility for the road leading to Wiltz with orders to hold for at least one day.

Rules Introduced: Sections 61—63

VICTORY CONDITIONS

The Germans win if they are able to exit at least 16 squads of any type (AFV crews included) off the westernmost road of board 1. The Americans win by avoiding the German Victory Conditions.

Board Configuration



SPECIAL RULES

- 12.1 Americans may not initially set up more than 6 squads (including AFV crews) per board.
- 12.2 Minefields must have a density of at least 8 factors per hex and may only be placed on boards 2 and 3.
- 12.3 There is no off-board artillery support and there can be no indirect fire (other than placement of initial Spotting Rounds) during the first turn of the game.

- 12.4 Units do not have to arrive on the stated turn, they can opt to remain off board until a later turn.
- 12.5 An 8-4-7 squad which neither moves or fires for five consecutive turns may place an additional roadblock or wire entanglement on *one* of its hexsides.
- 12.6 No sewer movement is allowed.

TURN RECORD CHART

American sets up first ★	1	2 [‡]	3 [‡]	4	5	6	7 [★]	8	9	10	11	12	END
German moves first ‡													

At Start—elements 39th Volksgrenadier Regiment; enter within two hexes of 4Y1:

75 6/-	75 4/2	P7							
3	2	16	4	2	8				

At Start—elements 902nd Panzer Grenadier Regiment; enter on 4Y10:

75 4/2					150 4/-	105 6/-
4	4	2	2	2	2	2

Turn 3—Assault Gun section; enter on 4Q1:

P5 -/4	P7									
6	4	12	3	3	5	2				

Turn 2—Co A, 902nd Panzer Grenadier Regiment; enter within two hexes of 4Q10:

Elements 44th Combat Engineers, 707th Tank Bn; set up on any whole hex of boards 1, 2, or 3:

			?									
3	2	2	5	3	4	3	7	3	2	3		

Turn 7; arrive on West edge of city board:

75 -/6	75 4/6	105 4/6	75 -/6	H6 105 4/2	P5 -/4	P7		
3	5	2	6					

40 factors