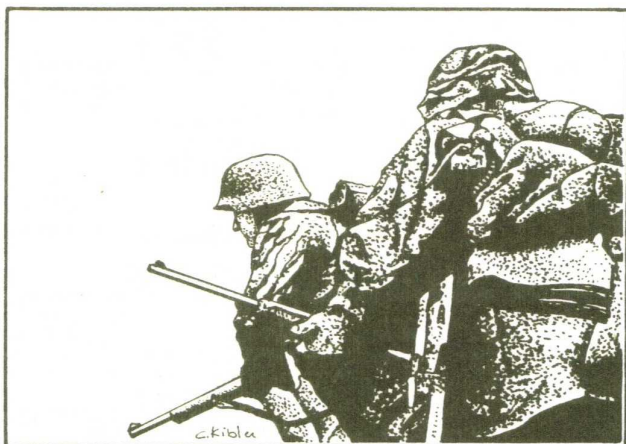


# AULD LANG SYNE

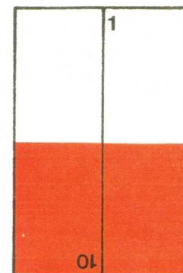
## Scenario R211



**GERIMONT, FRANCE, January 1, 1945:** In the Ardennes sector the U.S. 87th division was given the assignment of taking Gerimont as the VIII Corps continued its advance to the east. The opening of the assault went well as the lead companies drove the Germans from the outskirts of the town. While pausing to regroup before continuing, the Americans were hit by a strong local counter-attack. The Germans hoped to disorganize the GIs thus giving the 15th Panzer Grenadier Division time for an orderly retreat.

### Board Configuration

Only playable rows are (inclusive):  
10 R-GG  
1 A-P



### VICTORY CONDITIONS

To win the Germans must be the last to solely occupy FOUR of seven stone buildings on board 10. The Americans win by avoiding the German victory conditions.

### TURN RECORD CHART

☆ USA sets up first.	1	2	3	4	5	END				
⚡ German moves first.										

**Elements of the 15th Panzer Grenadier Division;**

 	9-1 In Bldg. 1F5	4-6-7 3	2-8 B12 2	8-0 In Bldg. 1K5	4-6-7 3	2-8 B12 2	9-2 In Bldg. 1I7	4-6-7 3	2-8 B12 3
	8-1 In Bldg. 1M7	4-6-7 3	2-8 B12	4-12 B12	8-1 In Bldg. 1M9	4-6-7	6-16 B12		

**Elements 345th Regiment of the 87th Division setup anywhere between rows R and FF on Board 10 inclusive:**

 	8-1 2	8-0	6-6-6 12	4-12 B12

### SPECIAL RULES

- R211.1** All buildings are level one on both boards.
- R211.2** Any building on either board with a stairwell in any hex of that building is stone. All other buildings are wood.
- R211.3** Prior to the American setup, the German player may select and record any four hexes regardless of LOS as the initial targets for his pregame artillery preparation. After setup has been completed but prior to the normal start of play, two turns will be played in which the only action is the resolution of four separate 100mm Harassing Fire (107.7) FFEs—two in each 'turn'. Each FFE must be placed after normal resolution of accuracy then direction and extent of

error die rolls utilizing the preselected target hex as an Artillery Request counter. Such fire may not be corrected nor held for later use. Any American units broken during the pregame turns may not rout nor attempt to rally until the German Rally Phase of Turn 1.

**AFTERMATH:** The hastily laid German artillery barrage was only marginally effective. The GIs, although taken unaware, initially were able to stand their ground. Despite heavy casualties the Americans fell back slowly, moving in and out of buildings, generally tying up the point of the Panzer Grenadiers' attack. The impetus of the German effort broken, the surviving Panzer Grenadiers beat a hasty retreat eastwards. The following day the Allied advance ground forward into Gerimont.