

THE BREAKING WAVE

WWW SCENARIO 97

110708



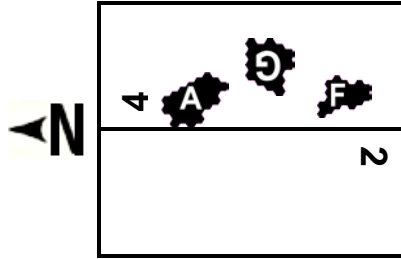
VICTORY CONDITIONS: To win, the German player must solely occupy five level three hill hexes on board 2 at the game's end. The U.S. player wins by avoiding the Germany victory conditions.

CREDITS: Scenarios 91-100

Original Design: Joe Suchar, Jon Mishcon, John Kenower, Steve Myberg, Simon Haines, Andy Bagley. **Original Development:** Jon Mishcon, Joe Suchar, Andy Bagley, Simon Haines. **Original Play testing:** Howard Sylvester, Burt Baker, Kevin Duke, Jim Vaughn, Mark Nixon, Val John Halford. **Original Graphics:** Richard Czapnic, Briony Doyle, Rodger MacGowan. **Original Production:** Andy Bagley, Keith Poulter.

DOM BUTGENBACH, BELGIUM, December 19, 1944: The German efforts to press their Wacht am Rhein offensive were falling behind schedule. After rapid deliberation German General Staff decided that the best way to speed the assault was to increase the maneuver area for the attacking elements. They hoped to do this by attacking North from the breakthrough area. Standing firmly on a ridgeline forward of Dom Butgenbach the GI's of 2nd Battalion, 26th Infantry Regiment, most of them recent replacements, were squarely in the way of any German movement onto the Elsenborn Ridge. Thus, on December 19th, the full power of 1st SS Panzer Corps was turned on this veteran American unit.

BOARD CONFIGURATION:



TURN RECORD CHART:

Simultaneous Set Up (see SSR 96.7)	☆ 1 †	2	3	4	5	6	7	8	9	10	END
‡ German Moves First											

2nd Btn., 26th Reg. [ELR: 3] - set up anywhere on board 2:



9-1	8-1	8-0	6 ³ -6-7	6 ³ -6-6	2-3-6	HMG .50 cal 8-20 B12	MMG 4-12 B12	'44a 6 1PP 4 X11+	MTR 2 ROF 5 PP 60* [3-45]	9 Δ B12	Entrench 5
2	2	2	7	9	2	2	2	4	4	2	3

Elements 741st Tank Btn and 634th Tank Destroyer Btn. [ELR: 3] - enter Turn 1 on any west edge hexes:

M4A3(75)w 15 1 75 2/2/4	M10 15 1 76L 1/14
2	2

Elements 25th SS Panzer Grenadier Regiment [ELR: 4] - set up on board 4 anywhere east of row 5 inclusive:



10-2	9-1	8-1	8-0	6 ² -5-8	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	'44a 3
2				15	2	9	6	

Elements 12th SS Panzer Regiment - enter Turn 1 on any east edge hexes having expended 7 MP's offboard:

PzKwVIB 12 4 88LL 4/2/4	PzKwVG 15 3 75LL 4/2/4
1	0
2	2

SPECIAL SCENARIO RULES:

- 97.1: TERRAIN:** Place overlay A so that M6 covers 4M7 and L5 covers 4L6. Place overlay G so that E3 covers 4R7 and F3 covers 4Q7. Place overlay F so that K8 covers 4X8 and J7 covers 4W8. [VSQI Note: This scenario has special customized boards for 4, 6, and 14 and are available for download on the WGA/SQLA website.]
- 97.2: WEATHER:** EC are 'Wet' with no wind.
- 97.2.1:** Due to the soft ground conditions the cost of all off-road vehicular movement is increased by 1 MP per hex (or hexside for VBM).
- 97.3:** The U.S. player has one module of 105mm OBA with plentiful ammunition.
- 97.4:** German AFV's have SS crews (morale 9).
- 97.5:** Both sides set up simultaneously. This may be done by placing boxcovers between the two forces or by having one player write down his dispositions, allow the other player to set up, then laying out the first player's forces.

97.6: OPTIONAL: ELR (and HoB rules) applies to both sides (see SSR 91.7).

AFTERMATH: The powerful German attackers were able to drive the Americans off the heights. In response, the GIs called on Corps artillery, which responded with repeated HE and WP strikes in such force that the SS troops were unable to hold the ridgeline. The muddy ground conditions and the reinforcing U.S. tank destroyers kept the heavy German armor at bay. In the end, the badly battered U.S. troops had been forced back, but the Germans had not secured the vital high ground. Time was running out for the German Bulge offensive.

©2011 A Squad Leader Academy Scenario Card
 This scenario is a slightly modified version of Scenario #97 from the World Wide Wargamers G.I.: Anvil of Victory Scenario Package. It has been re-edited since its original publication to correct typos and sentence structure plus added optional rules for my own enjoyment and for play using VSQI. These modifications are intended to enhance the play of the game while using G.I.: AoV rules. For all accounts the scenario still plays the same as the original publication. Feel free to use these modifications or use your own. Graphic Layout and Modifications by Bill Sosnicki; Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.