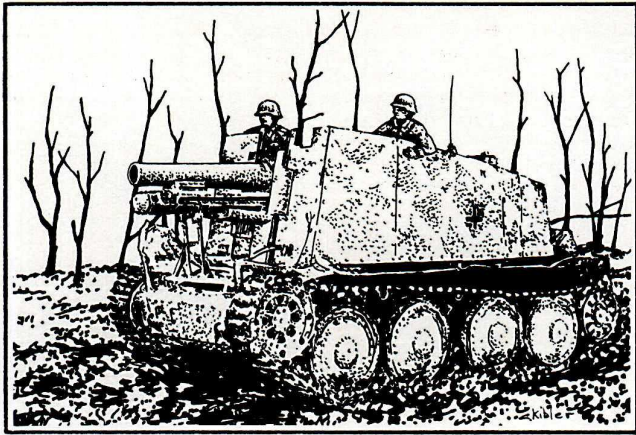


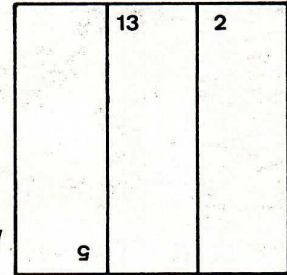
Scenario 36

WEISSENHOF CROSSROADS



SCHNEE EIFEL REGION, GERMANY, December 16, 1944: As the German Ardennes offensive got underway, the 62nd Volks Grenadier Division opened its attack by hurling two regiments against the 424th Infantry in an attempt to breakthrough at Winterspelt. The most serious threat developed at the Weissenhof crossroads where the 424th Cannon Company armed only with small arms had been reinforced in an effort to block any movement along the main road toward the town. By noon, the 190th Regiment had broken through north of the Cannon Company's position and occupied the high ground overlooking the road to Winterspelt. The Germans now ordered their "mobile" battalion with support from assault guns to force a breakthrough at the crossroads.

Board Configuration



Rules Introduced: 156-157

AFV with any functioning armament counts as two squads for victory purposes. The U.S. wins by avoiding the German victory conditions.

VICTORY CONDITIONS

The German must exit twelve squads (or their equivalent in HS's) off the west edge of board 5 via hexes 5A1-5J1, or exit ten squads (or their equivalent) via hexes 5W1-5AA1 inclusive. One squad is subtracted from these requirements for each game turn which ends in which no unbroken U.S. squad is on or adjacent to any road hex from 5Y9 to 13I9 inclusive. An

TURN RECORD CHART

☆ U.S. sets up first	1	2	3	4	5	6	7	8	9	END
♣ German moves first										

★ Elements of C Company and Cannon Company, 424th Infantry Regiment, 106th Division [ELR: 3] set up anywhere on board 5, and/or any hex on board 13 with a hex numerical co-ordinate of 7 or higher:

6 ³ -6-6	6 ⁶ -6-7	5 ² -5-6	9-1	8-1	8-0	7-0	HMG 8-20 B12	MMG 4-12 B12	4Aa 6 1PP 5 X11+	Mtr 60 42-48 SPP	41 1C or 5 PP -/-A	Entrench 5
9	3	5			2		2	3	6		2	3

⊕ Elements of 190th Regiment, 62nd Volks Grenadier Division [ELR: 3] set up anywhere on hill 621:

4-6-7	4-4-7	9-1	8-1	7-0	MMG 4-12 B12	LMG 2-8 B12
4	9	2			2	6

Elements Mobile Battalion, 164th Infantry Regiment, 62nd Volks Grenadier Division [ELR: 3] set up on any board 2 road hexes which have a hex numerical co-ordinate of 6 or less:

5 ² -4-8	4-6-7	4-4-7	9-1	8-0	LMG 2-8 B12	20Δ -1 2	14 -2 150*
2	3	6	2	2	6		2

SPECIAL RULES

- 36.1** Shellholes and wheatfields are treated as open ground. Marsh hexes are treated as level -1 open ground. Light snow is present but does not impair infantry movement. Only rules 111.83, .86, .87 and .88 apply.
- 36.2** The SIG38H's may not use on board indirect fire.
- 36.3** The German 5-4-8 squads represent engineer units and function as such in all respects. They also have special smoke making capabilities (141.73).
- 36.4** Fords exist in 13H5 and 13U5. The stream is unfrozen, but shallow, and the bridges are of stone construction.
- 36.5** The U.S. player need not set up his bazooka counters on the board until they fire or the unit possessing them is broken. Record the ID of those units with a bazooka on a separate sheet of paper.

36.6 Due to high proportion of untested, secondary troops the Germans are subject to green unit replacement (141.54).

AFTERMATH: Outnumbered and in danger of encirclement, the cannoners and their rifle support from Company C did well in their infantry role, holding the German assault back until finally being required to make a fighting withdrawal toward Winterspelt. By dark, the German mobile battalion and infantry from the 190th Regiment were closing in on Winterspelt. There the remnants of the Cannon Company and the remaining elements of the 1st Battalion stood to meet the Germans once again.