

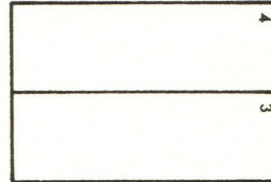
Scenario 7

BUCHHOLZ STATION



BUCHHOLZ, German border, December 16, 1944: The original German opening for the Battle of the Bulge was somewhat subdued. German infantry, with little armor was to seize key road junctions early so the armored formations could quickly pass through and exploit a breakthrough. One such key place was the town of Buchholz which sat alongside an abandoned railroad. It was held by a company of American infantry who were lined up for chow outside the town when a company of the German 27th Fusilier Regiment came down the road. Neither side had expected to find the other here, and there was a moment of mutual surprise as both sides scrambled to deploy. The fighting opened about 7 a.m. with neither side able to gain a decisive advantage. Losses were given and taken and the battle would probably go to the first side to receive reinforcements.

Board Configuration



Rules Introduced: Sections 50—52

VICTORY CONDITIONS

The side that forces the other to "retreat" first is considered the winner. A side is forced to "retreat" the instant it has lost by KIA or removal (twice broken units) a total of ten squads, leaders or AFV's. If, by the end of the game, neither side has been forced to retreat, the game is considered an American victory providing the Germans haven't exited 7 squads off the southern edge of board 3, on either road. If the Germans do exit 7 squads off the southern roads they win.


SPECIAL RULES

7.1 Destruction of the halftrack with crew counts as two units eliminated. Destruction of the halftrack if the crew escapes counts as one unit eliminated. Trucks and jeeps do not count as an eliminated unit.

TURN RECORD CHART


Simultaneous set up	1	2	3	4	5	6	7	8	9	10	END
+ German moves first											

Advance Company, 27th Fusilier Regiment; set up as indicated:



4Z9 Cpl Truhman 10-2	8-3-8	LMG 2-8 B12	3	4Z8 Cpl Stahly 8-1	8-3-8	LMG 2-8 B12	3	4AA8 Cpl Stahly 8-1	8-3-8	LMG 2-8 B12	3
4EE6 Cpl Pollock 8-0	4-6-7	LMG 2-8 B12	3	4EE7 Cpl Linn 8-0	4-6-7	LMG 2-8 B12	3	4FF5 Lt Schmitt 9-2	4-6-7	LMG 2-8 B12	3
4BB7	4-6-7	LMG 2-8 B12		4Y10	4-6-7		3	4DD5	4-6-7	LMG 2-8 B12	
				4FF4	4-6-7		3	4DD6	2-4-7	MMG 4-12 B12	
				4CC7	2-4-7				2-4-7	HMG 6-16 B12	

Co L, 3rd Bn, 394th Infantry Regiment; set up as indicated:



3Y9 Platoon Leader 8-0	6-6-6	MMG 4-12 B12	6 4 X11+	3Z6 Platoon Leader 8-0	6-6-6	MMG 4-12 B12	6 4 X11+	3W2 Platoon Leader 8-0	6-6-6	MMG 4-12 B12	6 4 X11+	3P7 Truck 24 P7
3R5 Platoon Leader 9-1	2-4-6			3R6 Platoon Leader 9-2	9-1			3S7 Truck 24	HMG 8-20 B12			3Q8 Truck 24 P7

AFTERMATH

Surprisingly, it was the Americans who reinforced first, when both Co K and a section of M-10 TDs arrived to bolster the position. The Germans promptly withdrew. Tactically, it was a draw with moderate casualties taken by both sides. Strategically, it was another of the small American victories that would add up to German frustration in the early hours of the Battle of the Bulge.

VARIATIONS

7A: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.

7B: Optional upon agreement of both players.