

SAD BAPTISM

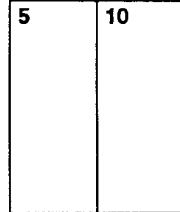
SCENARIO ASL TAC 20 Translated by Coastal Fortress Gaming Group



Gambshheim, North Alsace, January 6, 1945:

To give a new momentum to the battle for the Ardennes, Hitler ordered operation "Nordwind" to take Strasbourg. On December 31st, the German forces joined north of Alsace and simultaneously crossed the Rhine to the north of Strasbourg. On the 5th they seized Gambshheim, located to the south of the bridgehead, against a weak opposition. The American units in the sector had not fought before. Hurriedly equipped, the US 24th Infantry Regiment was assigned to counterattack toward the north of the city while a joint attack was carried out to the south. Starting from Weyersheim, the units encountered the first German advanced positions. Artillery fire caused many losses and the regiment entrenched for the night within one kilometer of the objective. The communication between the companies and the rear was defective, and the German fire continued. As the night went on, stiff with cold, the young Americans were terrified. Some soldiers cried or bled all night. By the morning of the 6th, morale was low as the advance began again without any preliminary reconnaissance.

BOARD PLACEMENT:



BALANCE:

- ♣ German reinforcements enter on turn 4
- ☆ Add an 8-1 Armor Leader to the US AFVs

VICTORY CONDITIONS: The Americans win if they have 1.5 times as many Good Order squads (or their equivalent) as the Germans on board 10 on/south of hexrow Q at the end of the scenario.

☆ AMERICAN moves first [168]	☆	1	2	☆	3	4	5*	6	7	8	END
♣ GERMAN sets up first [98]											

Elements of the 2nd Battalion of the 242nd Regiment, (Linden Task force) [ELR:4] {SAN:2}
F Company enter on turn 1 on/between 5I10 and 5M10:

2 5-2-4-6	8-1	8-0	7-0	2	2	2
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12

E Company enter on turn 1 between on/between 5W10 and 5AA10:

2 5-2-4-6	8-1	8-0	7-0	2	2
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12

Tanks from A Coy, 781st Tank Battalion
enter on turn 3 along the western edge:

15 76L 2/4/4

2

Observer of G Coy
enter on turn 3 along the western edge:

7-0	
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Elements of the 553rd Volksgrenadier Division [ELR:2]
set up on board 10 and board 5 in hexes numbered 4 {SAN:4}:

2 4-4-7	5-1	5-0	8-0	2	2	3	2
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14

Armoured support of Stürmggeschützkompanie 1553
enter on turn 5 along the east edge:

13 75L -/-/1*

2

Scenario Design: François Bourcier '92

SSR:

1. EC are Ground Snow (E3.72) with no wind at start.
2. On board 5, no Good Order American unit (EXC: AFVs, leader possessing a radio) may move/advance from a hex of hexrow P to a hex of hexrow Q and from a hex of hexrow Q to a hex of hexrow P. No American unit can voluntary break on board 5.
3. The bazookas suffer from Ammunition Shortage. Only one Sherman has a gyrostabilizer (D11.1).
4. The gullies are non-frozen shallow streams (B20.42) but the bridges remain.
5. No German SW may Bore Sight a hex on board 5 numbered 9.
6. 4 squads German (or their equivalents) and the SMC/SW stacked with them can set up HIP.
7. The Americans receive one module of 80+mm Battalion Mortar OBA with Normal Ammunition

AFTERMATH: The two companies were quickly engaged by the machine guns hidden in the forest adjacent to Gambshheim. Only the intervention of tanks made it possible for the progression to continue, but the deadly fire intensified as the first houses were reached. In spite of mortar support, it proved impossible to gain a foothold in the city. Worse, German tanks appeared and bazooka ammunition was lightly distributed before the attack. The attack lost momentum, and when the radio operator lost contact with the artillery, the retreat was sounded. It quickly turned to a rout as the Germans infiltrated on the flanks. Heartbroken, the GIs had to leave their wounded comrades. The initial American attack to reduce the bridgehead ended in a complete disaster (the two companies lost 183 men, killed, wounded or captured) and south of the city the attack similarly failed. The following day, it would be the 3rd Algerian Infantry Division's chance.