# THE BREAKING WAVE

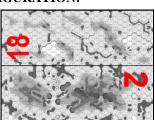
## **SQLA Scenario WG221**



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 ridge line forward of Dom Butgenbach, the GI's of the 2nd Battalion, 26th Infantry Regiment, most of them recent replacements, were squarely in the way of any German movement onto the Elsenborne Ridge. Thus, on December 19th, the full power of the 1st SS Panzer Corps was turned on this veteran American unit.

#### BOARD CONFIGURATION:





**VICTORY CONDITIONS:** To win, the German player must solely occupy five level threes hexes on board 2 at the games end. The American player wins by avoiding the German victory conditions.

### TURN RECORD CHART:

Simultaneous Sets Up
German Moves First

1 2 3 4 5 6 7 8 9 END

 $\Rightarrow$ 

Elements of 2nd Battalion, 26th Regiment - Setup anywhere on board 2:





**Elements of 741st Tank Battalion and 634th Tank Destroyer Battalion -** enter Turn 1 on any west edge hexes:



2 2



Elements of 15th SS Panzergrenadier Regiment - set up on board 18 anywhere east of row 5 inclusive:



Elements of 12th SS Panzer Regiment; enter Turn 1 on any east edge hexes having expended 7 MPs offboard:



#### SPECIAL SCENARIO RULES:

WG221.1: The COI ruleset applies; no GIA rules are in use. Use GIA American counters if you have them else SQL counter substitution is made as with the valued shown (847s to represent the 667s; Russian 50mm MTR for the US 60mm); Russian 57LL for the US 57L; SQL vehicle counters).

WG221.2: Treat all brush hexes (18N2) as woods hexes; all hill hexes on board 18 are ground level woods (other terrain in these hexes does not exist, i.e. K3). Owing to soft ground conditions the cost of all off-road vehicular movement is increased by 1 MP per hex. The Environmental Conditions are Moist with No Wind at start.

WG221.3: German SS vehicle crews have a morale of 9 and U.S. crew morale is 7.

WG221 4: Both sides set up simultaneously. Place a screen between the two forces by using two sets of boards.

WG221.5: Each squad may attempt to place smoke during the start of Prep fire phase by rolling equal to or less than their smoke exponent (US 667s and 666s have a smoke exponent of 3; 658ss of 2). Should a 6 be rolled, that squad is out of smoke for the balance of the scenario. Attempting to place smoke does not limit fire or movement capabilities

WG221.6: The Sherman M4A3(75w) has a 75 main gun; 2/2/4 mgs; 14 MP; large target; 2 front armor (1 in turret); 1 side/rear armor; S8 ammo; CS7. The M10 has a 76L fun; -/-/4 mg; 15 MPs; normal size target; 1 frontal, -2 side/rear armor; S8 ammo, CS7, ROF of 2. The 57L ATG has no HE ammo.

WG221.7: The American player has one module of 105mm consisting of three fire missions.

WG221.8: SIDE SELECTION PROCEDURE: Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the number of dominate AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that bid. Please report the bid, winning side and comments (i.e. uneven die rolls at key moments) as this data will be used for balance modification the scenario prior to its published form.

**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.

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