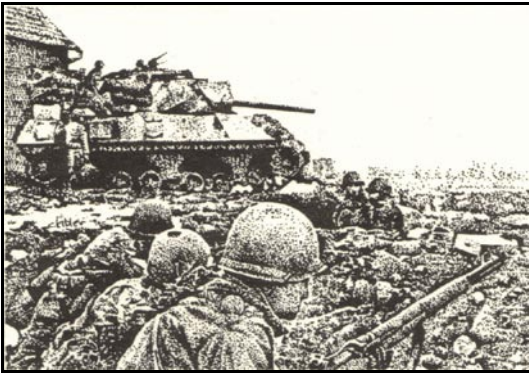


# THE MAD MINUTE

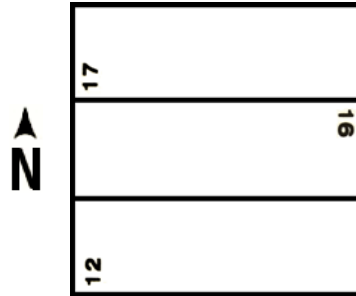
## SL SCENARIO A24

101013



**LONGCHAMPS, BELGIUM, 3 January 1945:** The Germans were growing increasingly desperate to crack Bastogne. At Longchamps, a scratch force of paratroopers and anti-tank guns supported by a few tank destroyers had been assaulted sporadically since 19 December. Dug into the snow along the edge of the village, the weary Americans now watched as an armored force deployed off the road from Compogne in the fields to the north of Longchamps. Orders went to the gun crews to engage the armor as soon as it was in range. Within minutes a fierce firefight developed as the armored force drove into the American positions—including those of Company D which was defending an impromptu roadblock. The “mad minute at Longchamps” had begun.

### BOARD CONFIGURATION:



### BALANCE:

- ✦ Increase game length to 9 Game Turns.
- ☆ Add eight “?” to the American OB.

**VICTORY CONDITIONS:** To win the German must completely Control 18 of the 27 stone buildings on board 12 at game end. To be completely Controlled, no enemy unit can be in the building at game end and your forces must have been the last to have occupied any hex of the building with an unbroken unit. The American wins by avoiding the German victory conditions.

### TURN RECORD CHART:

☆ AMERICAN Sets Up First [189]	1	2	3	4	5	6	7	8	END
✦ GERMAN Moves First [240]									

☆ Elements of Company D, 2nd Battalion, 502nd Parachute Infantry Regiment and Battery C, 81st Airborne AA Battalion [ELR: 5] - set up on and/or south of any hexes numbered 4 on board 16 and/or on board 12 as per SSR 2:

✦ Elements of SS Panzergrenadier Regiment 19 and SS Panzer Regiment 19, of 9th SS Panzer Division “Hohenstaufen” [ELR: 4] - set up on Board 17:

### SPECIAL SCENARIO RULES:

**SSR A24.1:** Weather is Ground Snow (61) with Wet EC and no wind at start. All buildings (including Rowhouses) are ground-level only. Hex 12R7 is not subject to VBM nor do vehicles therein receive building TEM unless they actually enter the building. Vehicles may enter 12R7 normally provided they do not pass through a building hexside.

**SSR A24.2:** The ATG may be Bore Sighted. All American MMC and any SMC stacked with them in suitable terrain may set up in entrenchments. The American player may set up two squads and any SW/SMC that stack with them using HIP.

**SSR A24.3:** All PzKwIVH have Schuerzen (see SSR A22.3 regarding the use and effects of Schuerzen).

**SSR A23.4:** ELR (141.51-54) is in effect, however, any American 7-4-7 failing its ELR is *Casualty Reduced* to a broken HS for failing both its MC and its ELR. SS units failing their ELR are first replaced by a broken 4-4-7 then by a broken 4-3-6 unit, however these units still retain all the aspects normally associated with SS units including the higher broken morale level. Any unit lower than a squad that rolls an original 12 is eliminated.

**SSR A23.5:** Optional: *Heat of Battle* is in effect. (These Optional rules (labeled A15.) in their entirety can be downloaded off of the SQA website.) Battle Hardening has the opposite effects of ELR, however, any unit Battle Hardened but is already at the highest quality level becomes Fanatic (26) instead. A unit already Fanatic becomes Berserk (opt. A15 or 110.-2, 110.5, 142.313, 143.94, & 172.5).

Heat of Battle		
follows any Original MC or Rally (not Self-Rally) DR of 2		
DR	Result	DRM's
≤6	Hero Creation (159.)	Elite, British, Finnish (each) -1
5-8	Battle Hardening (15.3)	Broken, Inexperienced (each) +1
9-11	Berserk (15.4, 15.44)†	French, Partisan +1
12	Surrender (15.5)††	Russian, Allied Minor +2
		Axis Minor, Italian, Japanese +3

† Non-elite Italian/Axis Minors Surrender on a Final HoB DR ≥ 10. Treat as Berserk if: Japanese, Gurkhas, Partisans, Fanatics, Commissars, SS vs Russians.  
 †† Treat as Battle Hardening if: in a Pillbox/Bunker

**AFTERMATH:** The firefight raged nearly 20 minutes, but the battle turned during the “mad minute”—that moment when all the weapons on the line were in action simultaneously. Within seconds, four of five AT guns along the frontage of D and F Companies were knocked out, along with an American tank destroyer and eight German tanks. Dozens of infantrymen were downed. Incoming shells were so numerous that several survivors reported the ground trembling. Buildings in Longchamps were set aflame. After some fifteen minutes of this, American artillery found the range and heavy shellfire tore into the ranks of the German infantry. The attackers withdrew, their retreat covered by halftracks. January 3rd would go down as one of the bloodiest days in the annals of the 101st Airborne, for Companies D and F lost 95 men.

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 This scenario is an adaptation of ASL Scenario #24 from the ASL Module “Yanks” and has been modified with the intention of using the G.I.: Anvil Of Victory rules set, however, with some additional modifications players may utilize the Cross of Iron/Crescendo of Doom rules set. As of now no playtest has been conducted nor are there any planned using these modifications. Play it at your own risk. Updated 101013, rev A; Graphic Layout by Bill Sosnicki; Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.