

SCENARIO 12: BASTOGNE

The US 101st Airborne Division had hastily deployed to Bastogne in order to keep this vital crossroads town in Allied hands. They were not well equipped to deal with the harsh winter environment, and were low on ammunition.

OPPOSING FORCES

This scenario is played between a US force and a German force.

American platoons should be taken from the **1944 – Bastogne** selector in the *Armies of the United States* book, except that no vehicles can be fielded other than Jeeps.

German platoons should be taken from the **1944-45 – Operation Watch on the Rhine** selector in the *Armies of Germany* book.

SET-UP

The US defender must set up at least half of his force in his set up zone, up to 12" from his table edge. These units may use the hidden set up rules. Any units not set up at the start of the game are held back in reserve.

The German attacker does not set up any units at the start of the game. He must nominate at least half his force as his first wave. Units not included in the first wave are held in reserve.

SPECIAL RULES

THE BATTERED BASTARDS OF BASTOGNE

The US player's supply situation is critically low. Whenever a US unit fires, first roll a single die for the whole unit. On a 1, the unit doesn't fire. It has either decided to conserve its ammo, or is scrounging for bullets among its members.

PREPARATORY BOMBARDMENT

The German player rolls a die. On a 2+, a preparatory bombardment strikes the US positions. On a result of 1, no barrage materializes, but the German player presses on as planned.

OBJECTIVE

The German player is trying to push through the US lines, and the US player is trying to stop them!

FIRST TURN

The battle begins. During the first turn, the German player must bring his entire first wave on to the table. These units can enter the table from any point along the German player's table edge, and must be given either a Run or Advance order. Note that no order test is necessary to bring units on to the table as part of a first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3, the game ends; on a roll of 4, 5 or 6, play one further turn.

VICTORY!

At the end of the game, calculate which side has won by adding up victory points as follows. If one side scores at least 2 more points than the other, then that side has won a clear victory. Otherwise, the result is a draw!

The German player gets 1 victory point for every enemy unit destroyed. He also scores 2 victory points for each of his own units that are in the US player's set up zone (even if only partially,) and 3 victory points for each of his own units that have moved off the US player's table edge during the game.

The US player scores 2 victory points for each enemy unit destroyed.

LIMITED FUEL SUPPLY (OPTIONAL)

If the players agree, German vehicles in a scenario set in the Battle of the Bulge suffer from the following special rule. This represents the fact that the German armoured units during this offensive suffered from a desperate lack of fuel, and were often frantically trying to capture Allied supply depots intact before the Allies could destroy them. This strategy proved sometimes effective, but in some cases it just led the Germans to waste precious resources on a wild-goose chase.

- **No fuel!** The German player's fuel supply situation is critically low. Whenever a German vehicle wishes to move, roll a die. On a 1, the vehicle does not move and immediately counts as having suffered an immobilized damage result.