

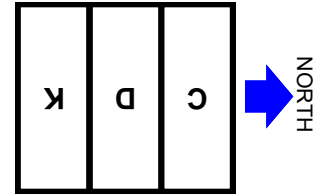
Situation BB-1

Losheim Gap

Scenario created by Greg Moore and posted for free at gregpanzerblitz.com. Counters and maps may be found at imaginative-strategist.layfigures.com.

December 16, 1944 : German infantry units attempt to seize road routes through the Losheim Gap in the western edge of the Schnee Eifel on the first day of the Ardennes offensive against a small force of armored cavalry.

MAPBOARD ORIENTATION



AVAILABLE FORCES

American

18th Cavalry Recon Squadron reinforced by one company of the 820th Tank Destroyer Battalion

1 I 2 3 SCOUT 1 x 9	3 A 5 3 M-4 15 x 6	5 A 5 5 M-3 11 x 3	5 H 8 5 M-8 HMC 11 x 1	2 C(I) 2* 1 M-8 Jeep 18 x 9	12 A 10 2 75 mm x 3	2 C(I) 2 3 M-3 10 x 3
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Off Board Artillery : 40(H) x 3 - may be used anywhere on the map

SET-UP

AMERICANS : Set up first west of row Y. All town hexes west of the river must contain at least one unit.

GERMANS : Set up second. Group A sets up east of row Y on Boards D and K. Group B sets up east of row Y on Board C.

SPECIAL RULES

Snow and Mud conditions : all vehicles (including wagons) pay double the normal terrain cost for all off-road movement.

German Infiltrators : up to 6 Rifle and/or SMG units in Group A may set up anywhere on Boards D and K but no further west than row Q and not adjacent to any American unit.

Clearing a Road : a road is considered cleared at the end of the game if there are no American units occupying any town, bridge, or road intersection hex on a road stretching from the eastern edge to the western edge of the board. Cleared roads may not overlap each other.

German

Elements of the 18th Volks Grenadier Division and the 244th Assault Gun Battalion

Group A	3 I 2* 8 RIFLE 1 x 15	6 I 1 6 SMG 1 x 12	3 I 2 10 1 x 3	3 M 12 3 81 mm 1 x 3	15 M 20 2 120 mm 0 x 1	2 H 12 2 70 mm 0 x 4	20 H 12 2 150 mm 0 x 1	13 A 6 2 75 mm 0 x 3
	0 C 0 1 Wagon 3 x 20	0 C 0 1 Truck 12 x 3	12 A 8 9 Stug III G 8 x 2					

Elements of the 3rd Fallschirmjager Division

Group B	3 I 2 8 PARA 1 x 12	3 M 12 3 81 mm 1 x 2	2 H 12 2 75 mm 0 x 1	15 M 20 2 120 mm 0 x 1	8 A 5 3 50 mm 0 x 1	0 C 0 1 Wagon 3 x 2	0 C 0 1 Truck 12 x 1
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Off Board Artillery : 60(H) x 1, 40(H) x 3, 20(H) x 2 - may be used anywhere on the map

VICTORY CONDITIONS

GERMANS: Major Victory : clear any two roads.
Minor Victory : clear any one road.

AMERICANS: prevent the Germans from winning.

Germans move first

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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