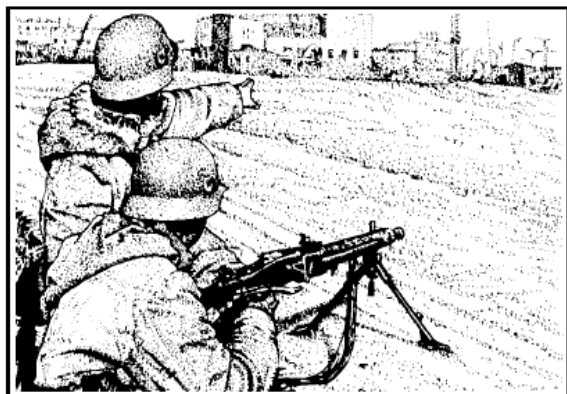


ASL SCENARIO KCO1 CHÂTEAU LEERODT



Geilenkirchen, Germany Nov. 21st, 1944 After taking part in the mopping up at Geilenkirchen, the 84th Infantry Regiment was to push further up the Salient towards the town of Würm. After a relatively easy time, the new Rifle Company, Company K 84th Infantry Regiment, was about to find out what determined resistance meant. Dug in against the Americans were the 9th SS and 10th SS Panzer divisions, battle-hardened and not willing to give up without a fight, along with elements of the 183rd Volksgrenadier Division. Using the Chateau as the company CP, the Company moved out into the surrounding woods and countryside, only to find incredibly stiff resistance. Backed up by the British Sherwood Yeomanry Regiment, using American Sherman tanks, K Company found themselves finally in the war in a real way.

BALANCE: Board configuration N ↑

★ Add one game turn

⚡ Replace pillboxes with 1+5+7 pillboxes.

6	5	
		23

VICTORY CONDITIONS: The Americans win at game end if they control one of the three pillboxes.

TURN RECORD CHART

⚡ GERMAN Sets Up First	1	2	3 [⚡]	4 [★]	5	6	7	8	END
★ AMERICAN Moves First									

Elements of the 183rd Volksgrenadier Division and 9th SS and the 10th SS Panzer Divisions [ELR: 5]

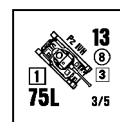
Set up on board 32. {SAN: 4}



 6 ² -5-8	 4-4-7 ²	 2-2-8	 6-1	 6-1	 7-0	 7-16	 5-12	 3-8	 50 ⁺ 12-13	 12-4	 8	 1+3+5
3	8	2				3		3	2	3		3

Elements of the 9th SS Panzer Division

Enter on east edge of board 32 on turn three.



2



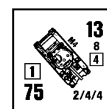
Elements of the 84th Infantry Regiment, Company K [ELR: 3]

Set up on board 6. {SAN: 2}

 6 ³ -6-6	 5 ² -4-6	 2-2-7	 9-2	 8-1	 8-0	 7-0	 6-12	 4-10	 8-4	 60 ⁺ 13-45	 8
9	10	3						2	3	3	

Elements of the British Sherwood Yeomanry Regiment

Enter on turn four, on west edge of board 6.



3

SSR:

- EC are Wet, with no Wind at start. Weather is Ground Snow (E3.71). All buildings are wooden [EXC: building 6N4].
- The three Pillboxes *must* set up ≤ 6 hexes from the east edge in a woods hex, one on/between rows E-K, one on/between rows N-R and one on/between rows X-DD.
- The Germans receive one module of 150+mm OBA (HE and Smoke) with Plentiful Ammunition.
- The US receives one module of 100+mm OBA (HE and SMOKE).

Aftermath: The inexperienced K Company walked into a veritable killing field, with bore-sighted machine-gun fire, snow, and confusion. The British Sherman tanks helped provide cover, but the effort was ineffectual. The Americans were forced to withdraw after suffering excessive losses. It was two days later that they finally broke through.

Scenario Design: Rudy Marmaro