

# ATS SL8 The Bitche Salient – ATS Conversion 10/08/2009



**BITCHE, GERMANY, 14 January 1945:** Elements of the 29th Infantry Division had been ordered to continue closing the ring around German forces trapped near Bitche. However, due to poor radio security, the Germans were quite aware of this latest development and had planned a flanking attack by elements of the 11th Mountain Regiment in an attempt to ambush the advancing Americans. The GIs were caught off-balance, and were hit by accurate artillery fire in conjunction with the flanking attack. To attempt to restore the situation, the Americans quickly committed the 2nd Battalion and elements of the 1st Battalion to support the hard-pressed 3rd Battalion. This American reaction forced the Germans to release their death-grip on the 3rd, but the American force had been badly mauled nonetheless; five companies had been effectively put out of action. As a result, the Americans pulled back the entire 175th for a much needed rest. Ownership of Advanced Tobruk, Darkest December and Squad Leader boards 2 & 4 are required for play.



Elements of 3<sup>rd</sup> Battalion, 175<sup>th</sup> Infantry Regiment set up first on Board 4 in hexes numbered 5 or less in hexrows C-DD.

656	259	118	117	MMG .50 cal	MMG 1917	LMG 1919	LAT Baz	118 FO
14	3	1	4	1	1	3	3	1

Elements of the 2<sup>nd</sup> Battalion, 175<sup>th</sup> Infantry Regiment enter on turn 5 along the east edge

656	259	117	LMG 1919	LAT Baz	118 FO	M7 HMC	M3 MMG	M3
11	2	5	3	4	1	2	1	3

Elements of 1<sup>st</sup> Battalion, 175<sup>th</sup> Infantry Regiment enter on Turn 8 along the east edge

767	259	118	117	LMG 1919	LAT Baz	Heavy Truck	Jeep
5	1	1	1	2	2	2	1



Company 5, Jager Battalion I, Gebirgsjager Regiment II set up on any whole hexes of board 2.

657	117	MMG MG34	LMG MG34	LAT PF	FO 118	Foxhole	Wire
6	3	1	1	1	2	1	8

Elements of Jager Battalion II, Gebirgsjager Regiment II enter on turn 2 along either the north or south edge.

657	118	117	MMG MG42	MMG MG34	LAT Pf	Stug IIIG L	Sd251	Heavy Truck
15	1	3	1	2	5	1	3	3

## VICTORY CONDITIONS

The Americans win at game end by clearing a path of contiguous road hexes from the east edge of Board 2 to the west edge of Board 4 free of non broken/surrendered German squads on/ADJACENT to any hex of the road, and/or amassing at least 27 Victory Points more than the Germans.

## SPECIAL SCENARIO RULES

1. Spotting conditions are hazy.
2. No American squad may set up adjacent to any other squad.
3. The STUG III is equipped with Schuerzen, apply a +2 AF to all turret and hull flank aspect hits.
4. The Americans have one battery of 81m off board artillery with Normal Ammunition, no contact attempts until turn 4 and one battery of 105mmOBA, no contact attempts until turn 7.
5. The Germans receive one 81m Battalion Mortar with one Registration hex secretly recorded prior to American setup.

## BALANCE

In the initial German OB, replace the 117 with a 118; in SSR 5, change 81m to 105m.

In the American Turn 5 reinforcements, replace a 117 with a 118; in SSR 4, change Normal to High.

## TURN RECORD MARKER

1	2
3	4
5	6
7	8
9	10

## MAP LAYOUT

