

RIPPLES ON THE POND



ASL SCENARIO S30

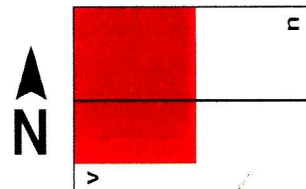
Scenario Design: Ken Dunn



APWEILER, GERMANY, November 16, 1944: Operation *Queen* was the code-name for the assault into the Roer River plain. The American XIX Corps was to cross the Roer River and drive towards the Rhine. Most of the terrain in the XIX Corps sector was flat and dotted with villages and cultivated fields. Seemingly fine terrain for armored mobility, the tankers of the 2nd Armored Division were concerned with the soggy soil conditions. Additionally, the entire Corps had a front of only ten miles thus compressing three divisions into a narrow area. For their part, the Germans had established a defensive pattern with the villages as integral parts of concentric arcs fanning outward from the major towns like ripples in a pond. The 2nd Armored Division had divided their attack into three Task Forces each with a different objective and avenue of approach.

VICTORY CONDITIONS: The Americans win immediately upon exiting 10 Victory Points, at least 6 VP of which must be from exited armor, off the east edge of board u on between Q3 and Q9. Each American squad exited is worth 2 VPs, each half squad is worth 1 VP, each "-1" SMC is worth 2 VPs, each "-0" and "+1" leader is worth 1 VP, and each AFV is worth 3 VPs.

BOARD CONFIGURATION:



BALANCE:

✦ In the Victory Conditions change "10" to "13".

☆ Remove the 2-3-8 from the German OB.

(Only hexes Q-GG on board u and hexes A-Q numbered ≤ 6 on board v are playable)

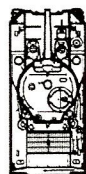
TURN RECORD CHART

✦ GERMAN Sets Up First	☆	1	2	3	4	5	END
☆ AMERICAN Moves First							



Elements of 176th Infantry Division [ELR: 2] set up at least 2 hexes away from any south/west edge of the playing area:

1 4'-6-7	2 4-4-7	(E) 2-3-8	2-2-8	9-1	8-0	2 5-12	1 3-8	2 75L
3		2		2				



Elements of CCB 2nd Armored Division [ELR: 3] enter on Turn 1 along the south/west edges on/between hexes A2/I6 on board v:

1 6'-6-6	9-1	8-1	11 8-4	14 75 2/4/4	15 75 2/4/4	12 75 2/4/4
6			3			

SPECIAL RULES:

1. Due to the soggy ground, the Americans tanks may only use a maximum of half of their printed MP per MPh. An AFV expending half of its printed MP when entering woods is considered to have expended "all" for Bog purposes.

AFTERMATH: Task Force 2 attacked in the center of the 2nd Armored Division's zone. Moving slowly in second gear because of the soggy ground, the tanks were unopposed until they reached a point about 300 yards from Apweiler. Then, undetected Anti-Tank guns opened up having been hidden in the orchards and fringe woods around the village. In less than two minutes German gunners had knocked out multiple American vehicles. Task Force 2 tried to silence the German fire, but even concentrated rushes of infantry were stopped in the fact of fire from automatic weapons. In the end Task Force 2 was forced to withdraw. The Americans would have another crack at Apweiler the next day.