

"VICTORY AT A HIGH PRICE"



RochelINVAL, Belgium — January 7th, 1945

As the dark days of the Battle of the Bulge began to wane, the men of the 82nd Airborne were still in the field and working hard to reclaim Belgian territory from the retreating Germans. In small engagements, the men of the 551st Parachute Battalion had suffered high casualties as they pushed the Germans inexorably back. Replacements would arrive as the ranks of the veterans from North Africa, Sicily and Normandy were slowly whittled away. The Germans, despite retreating still managed to put up stiff resistance and exacted a terrible toll on the men of the 551st. On January 7th, the 551st would send three companies against the Volksgrenadiers of the 62nd Volksgrenadier Division at RochelINVAL. The under strength A, B, and C companies would attack the dug in German defenders and force them back to the Salm River.

VICTORY CONDITIONS: The Americans win at game end if there are no good order German MMC's in or adjacent to Hex O5.



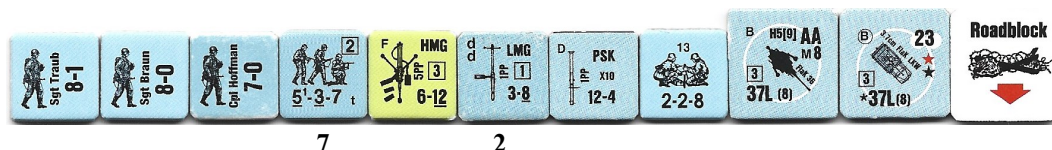
Board 56

Only Rows A-P are in play.

American Player moves First		1	2	3	4	5
German Player sets up First						



Elements of 183rd Volksgrenadier Regiment, 62nd Volksgrenadier Division (ELR 3/2) (SAN 3) (Set up: On east of Row I)

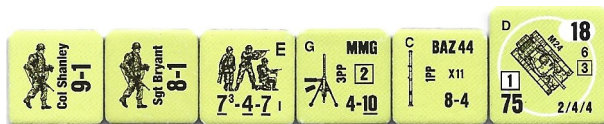


7

2



Co. A 551st PIB (ELR 5) (SAN 2) (Set up: Enter Turn 1 between A1 and A4)



5

Co. C 551st PIB & Co. D 740th Tank Battalion (Setup: Enter Turn 1 between A6 and A10)



5

2

Special Rules/Notes:

- EC are Wet, with no wind at start. Ground Snow (E.72) is in effect. Place overlays as follows: WD4 on B3-C4 and WD5 on D8-C9.
- All Brush is Open Ground.
- Bore Sighting (C6.4) is N.A. Kindling (B25.11) is N.A.
- Captured Use (A21) do not apply to German use of the captured American Heavy Machine Gun.
- German ELR is 3 until the Americans take Prisoners. Once Prisoners are taken, German ELR immediately reduces to 2. German Units will also surrender automatically rather than rout if they are adjacent to an American Unit at the beginning of Rout Phase. Should No Quarter be invoked later by the Americans, German ELR remains at 2, but German units no longer automatically surrender.
- The American M24 was a less than willing participant in the fight. If the M24 moves within 4 hexes of any German Unit, the tank must make a TC (one time during the game). Failure of the TC results in the M24 being Recalled.

Aftermath: The paratroopers of Co. A emerged from the woods and followed a foot path into RochelINVAL. Using a captured American heavy machine gun, the Germans put down devastating fire as the paratroopers assaulted across the snow covered ground. Lt. Dahl would fall to a sniper's bullet and only Lt. Durkee and 9 men would remain in Co. A at the end of the day. Let by Lt. Sano and Lt. Hallock, Co. C would attack with the support of two M5 Tanks. This attack was successful and the paratroopers would kill over 150 Germans and capture 300. But Co. A had been destroyed and the beloved battalion commander Lt. Colonel Joerg had been killed. With all objectives taken, the men of the 551st would be left to contemplate the high cost of victory.

