

ROADBLOCK AT STOUMONT

ASL News — Scenario 55 — PA 8

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VICTORY CONDITIONS: The German wins immediately if he controls all the building hexes north of the river and has exited at least 25 VPs through A3.
The German wins at the end of the game under the same conditions except that the VPs are gained only by inflicting casualties to the enemy (exited VPs do not count).

Stoumont's Station, Belgium, December 19, 1944, 3 PM: The survivors of the morning battle in Stoumont were fleeing west, covered by tank fire. Peiper wasted no time sending a probing force forward, on the heels of the retreating Americans. A few Panthers with Panzergrenadiere on halftracks rolled down the road toward the railway station, beyond the small Targnon hamlet. When the first Panther pointed its nose around a sharp bend in the road, it was immediately hit by a powerful 90mm shell fired by an AA gun from the 110 AAA. Artillery fire from the 197th FA bat soon added the power of its shells to the US defense forcing the German column to halt its progression. However when the crew of the US anti-aircraft gun finally withdrew after having destroyed the big weapon, the Panzergrenadiere advanced once again along the road.

Board Configuration:

Balance:

☆ Apply a -1 dr to the US reinforcement dr (SSR 3) *

✚ Apply a +1 dr to the US reinforcement dr (SSR 3)



☆ US Sets Up first	* 1	2	* 3	4	5	6	7	8	End
✚ German Moves first									



Elements of "C" Coy, 1st Bat, 119th Rgt, & "A" Coy, 823rd TD Bat & 143 AAA [ELR : 3] set up North of the river West of hexrow EE {SAN : 4}.

 1 6-6-6	 2 2-2-7	 3 6-0	 4 7-0	 5 4-10	 6 WPS 8-5	 7 60+ (1-4)	 8 7 MORALE	 9 20	 10 4	 11 15 8 3 76L J-4 90L
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Elements of "C" Coy, 1st Bat, 119th Rgt & "C" Coy, 740th Tank Bat enter on/after turn 4 on/adjacent to A3 according to SSR 3.

 1 6-6-6	 2 5-4-6	 3 8-1	 4 8-1	 5 7-0	 6 4-10	 7 6-12	 8 WPS 6-5	 9 6	 10 2	 11 13 8 4 75 2/4/4	 12 13 8 4 76L 2/4/4	 13 15 8 3 90L -1-14
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Elements of KG Peiper [ELR : 5] enter on turn 1 or later on/adjacent to GG3. {SAN : 5}.

 1 6-5-8	 2 9-2	 3 8-1	 4 12-4	 5 3-8	 6 9-1	 7 16 1 1 15PP AAMG J-3	 8 15 8 3 75LL 3/5/2
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Enter on/after turn 3 on/adjacent to GG3.

 1 6-5-8	 2 9-1	 3 3-8	 4 3-8	 5 16 1 1 15PP AAMG J-3	 6 15 8 3 75LL 3/5/2
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Scenario Special Rules :

- EC are wet with Moderate Mist at start. Time of the day is PM. The Mist Density change DR is modified by +1 instead of -1.
- KGP SSR 2, 3, 4, 5, 7, 8, 9, 11, 16, 17 & 18 are in effect.
- The US player must make a secret dr at start of his player turn 4. If the (modified) dr ≤ 3, his reinforcements may enter on turn 4, otherwise they enter on/after turn 5. All the US reinforcement tanks are Radioless.
- The US gets a 105mm OBA module (HE + SMOKE).
- The M10 TDs (and their crews) may exit the map through A3 without being counted as casualties.

Scenario design: P. Léonard

Aftermath: The US forces around the railway station held a naturally formidable roadblock: the narrow winding road passed between a steep wooded hill and the river bank. A second 90mm AA gun emplaced near the station immobilized the first Panther appearing on the road; a SPW immediately tried to bypass the clumsy wreck but exploded on a mine; a second halftrack rushed toward the station but was knocked out by a round from a M10 tank destroyer hidden among the brush near the railway. While the SS infantry slowly mopped up the surroundings, the four M10s and the anti-aircraft gun crew withdrew. At 15:30, the US counterattack gained momentum when one infantry company supported by the ebastard tanks of the 740th Tank bat arrived on the scene. These tanks recovered on the previous day from a nearby tank depot were an ad hoc force consisting of a weird collection of vehicles. In the fog swelling up from the river, the first sherman neared a curve in the road just short of Stoumont station when the huge silhouette of a Panther appeared. The sherman fired first and set the monster on fire by a lucky hit. Two more Panthers were destroyed in the same fashion, in less than 200 meters by the same sherman supported by a M36 TD. Enhanced by these quick results, the US infantry supported by artillery fire retook the terrain lost and 50 SS troopers fell among the smoking remains of the station. This action marked the farthest point west reached by the Kampfgruppe.