

# KGP – Stoumont Third Playing

KGP-ST-20PM CG Date Commentary

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## Pre-Game Planning: German Player

### German Situation

I managed to keep myself in the game by holding on to the Sanitorium and preventing the Americans from taking the Chateau. Keeping the Sanitorium prevented the loss of game by victory buildings, since capture of the Sanitorium, St. Albert's and St. Anne's result in an automatic win for the Americans. My Reserve at the Chateau prevented the Americans from capturing it and accumulating a large Location Victory Point (LVP) advantage. However, I didn't have enough forces to prevent Eric's "Mosby-style" raid from capturing St. Anne's and now I cannot start my purchases on the board in Reserve or otherwise. While this is a problem, the larger problem is I can't let the Sanitorium fall or I'll lose the game at the end of this CG date, period. Therefore this CG date I have two imperatives: 1) Keep the Sanitorium and 2) Retake St. Anne's chapel. While I can get by another CG date by fulfilling only one of those two objectives, for maximum flexibility in the rest of the game, I need to do both.

The only question is: how? I don't have enough forces to defend the Sanitorium, ROUA, "the ridge" (that is, the ridge east of the Sanitorium which overlooks the 20AM entry area, AND retake St. Anne's. The only 'good' news is, as the scenario defender, I get to choose what to defend, or not to defend. I want to keep all those locations but my mounting losses mean I no longer have the force to do so. If I have to, I'll give up ROUA, the "ridge" and the Chateau to keep the Sanitorium and retake St. Anne's.

### Purchases

The next question becomes: how can I resource my objectives? Thanks to a mediocre roll I have only 18 Purchase Points. Usually I spend a lot of time going through different purchase combinations to get the right units with maximum efficiency of Purchase Point use. This time it was clear to me what I needed to buy: the best assault troops in the game. My SS Assault Engineers cost 14 points. A decent roll on the Leadership table gave me a 9-1 leader (I had expected better considering these are elite guys) but that's enough to work with. I used the remaining four points to buy the only thing I could immediately put to use around the Sanitorium – fortifications. I placed three 6FP minefields around the building (two near the highway and one near the American setup area immediately to the south). I spent the remainder of my Fortification Purchase Points on Concealment and HIP for my men in the Sanitorium. I debated with myself the value of hiding them at start, since an empty Sanitorium didn't seem like a believable ruse. Nonetheless I reasoned that if I use the concealment to buy even just a turn or two of time, it would be worth it.

## To Attack or Not to Attack Chit

Eric and I debated the use of an attack chit by either side. An American on-the-ground Commander could make a case to Idle (that is, not to attack). The argument would be based on the need to build up a more substantial force and then strike decisively at the Sanitorium or other key point. Overwhelming force would compel the Germans to retreat or die, and thereby likely minimize friendly casualties. At the same time, American possession of St Anne's prevents the Germans from setting up reinforcements on board, so the Americans can get stronger while German strength remains unchanged. On the other hand, the Americans have only until 21PM to seize their objectives and have four CG dates (including this one) and three attack chits remaining to do so.

The German decision-making is much simpler. If I 'idle', I get to keep the Sanitorium and its LVP for another CG date. If I use my only attack chit, I bring on less than 20 Purchase Points of units to try to accomplish my goals. This seems not worth the chit, so the obvious choice for me was to Idle. I felt like Eric had to attack, since every CG date I have the Sanitorium is another date he does not. Eric chose to attack, and we set up the fight for the 20PM CG date.

## Plan of the Defense

In this CG date I must both defend the Sanitorium and attack to seize St. Anne's. I plan to hang on to the Sanitorium by keeping some of the key exterior buildings, such as X18, EE17 (Belleville) and the neighboring MMG position, which I entrenched during the Refit phase. To the east, in ROUA, I don't have enough infantry to hold, so I am using my three remaining Panthers to back up the squad and a half I'll use to try to keep the Americans south of the paved road running through the hamlet (S25 west to W20). I'll be surprised if this works, but it's all I can do. To the north (right) of the map, Eric's Americans have pushed their way onto the "ridge" and I am going to be hard pressed to try to keep it. I still suspect he's going to use the 21AM entry area, and have assigned a Mk4 and a halftrack to try to slow down any entering Americans. Speaking of which, two lucky rolls got my 'bent' Mk4s back in action. The immobilized Mk4 is now up and running and I repaired the MA on the other. Both of these tanks are going to get some hard use!

In the east, by the Chateau and St. Anne's, I have prepared my Fallschirmjager platoon of 447s for movement by starting them with the halftracks I assembled there. My plan is to have them assist the Assault Engineers in retaking St. Anne's. I am prepared to give up the Chateau to allow me to mass enough combat power to retake St. Anne's. The main effort is going to be the Assault Engineers I'll bring on board in the woods to the immediate south of the chapel. The Assault Engineers can tie in with the Fallschirmjager and push the Americans north, away from the objective.

## Pre-Game Planning: American Player

Campaign Score – US 45 LVP Total

## Situation

I am running out of time and attack chits. My goal for the 20AM was to make a Mosby Raid on the Chateau. [Note: this was an illegal move but we were not aware at the time. In KGP reinforcements may only come on one CG Scenario early, not 24 hours early as I understood it. Andy's defense would have prevented the loss of St Anne's and the scenario would have played differently.] He had reserves there so I had to divert to St Anne's Chapel. My supporting effort was to take ROUA and surround his forces in the Sanitarium. Once he moved his reserves that became impractical. So, I transitioned to pounding the Sanitarium and then taking it with the reserve troops. After one fire mission, my plentiful ammo 105 OBA radio malfed. I was stalemated there. So, I have four scenarios but only three attack chits. I currently control 14 LVP (7 in Stoumont, 1 in ROUA, 1 behind the Sanitarium and 5 for St Anne's Chapel).

A quick tour of remaining LVP;

- 22 LVP / Sanitarium = 20 LVP + 1 for buildings behind the Sanitarium
- 14 LVP / Chateau = 13 LVP + 1 for Pieper HQ nearby
- 2 LVP / Adjoining the Red Entry Hexes
- 1 LVP / ROUA

Analysis of what I need to do to win. I have 4 scenarios to get to 130 LVP. I currently have 45 LVP in the campaign. (According to Delwood / see [An American in Stoumont: KGP I CG \(delwood.org\)](http://delwood.org) I am currently winning a smashing victory – 26 LVP 19AM, 0 LVP 19PM, 5 LVP 19N, 14 LVP 20AM). I currently hold 14 LVP of locations. With the remaining 4 scenarios (20PM, 20N, 21AM and 21PM that will add 56 LVP to my total whereas I need 85. So, to win, I need to either go for an automatic victory (hold St Anne's, the Sanitarium and St Hubert's) or pick up 29 LVP in 4 scenarios. There are only 5 LVP left aside from the Sanitarium or Chateau. At best that is 20 LVP. My best shot is to take the Sanitarium and either get an automatic victory by holding St Anne's and St Hubert's or the LVP from holding and taking it.

So the next question is do I idle now or later. In an ideal world I would like to get four scenarios to get my objectives. The worst case is that we idle and I lose a turn to attack. Andy has two attack chits. The advantage for him in attacking is that I may have to set up first. Last time he defended at night and took simply horrendous losses because he could not maneuver. So, I believe he will keep an attack chit for the night. I think he will save the second chit for a last turn counter attack. So, I am pretty sure that he will idle 20PM. Therefore, I need to attack simply to get another scenario of attacks. The risk of losing the ability to attack is simply too much risk.

So, to achieve the goal of automatic victory, I need to ensure that I hang on to both St. Anne's and St Hubert's. Also, I need to either outright take the sanitarium or completely encircle it and drive off German forces.

## Enemy Forces

The German forces are now limited to 4 panther tanks, 2 MkIV tanks (one of which is immobilized), 7 HT, 1 light Flak and 20.5 squads. His onboard forces are equal to 105

CPP. My American force is worth 69 CPP. With his 19CPP and my 46 CPP we are essentially at parity. His measly 17-19 CPP who can't start on board. He has tough strategic challenges. He gets 50 CPP next scenario but has to survive this scenario. To avoid an automatic American victory he has to either retake St Anne's (reopening supply), hold the Sanitarium (Alamo) or take St Hubert's (attack). Note, holding the Chateau is not required to avoid automatic American victory. Let's talk about each in turn.

### **Reopening supply.**

His forces are in the wrong part of the map. At best he can buy either the SS Eng Plt and 2<sup>nd</sup> Line Plt or he can buy a PzGr Plt and 2<sup>nd</sup> Line Plt. He can then sortie his reserve platoon on HT from the Chateau. At best he can field 9 squads of which 6 are second line. The Eng will get a FT and 2 DC. The PzGr will get three dismounted crews and 3 additional LMG. With my planned purchase of 2 plts for St Anne's I will have 8.5 squads there. At best he is one to one. He could improve this by mounting squads on tanks and driving south but it would take 2-3 turns to get there and simply unhinge the battle in the North. He would need a lot of luck to retake St Anne's.

### **Alamo.**

This will also be hard but makes the most sense. Put extra troops in the Sanitarium, buy a 120mm OBA and obstacles (e.g. mines) and wait for the Amis to come and collect their "Purple Hearts" (*Editor's note: this is the badge awarded to soldiers who have been injured or killed in the line of duty*). With a +3 building modifier and +1 against OBA on the ground floor, they are going to be hard to dislodge. At the end of the scenario they will be isolated but so what, that is what the night is for. However, this would preclude opening up St Anne's and if the Americans were able to take the Sanitarium ... game over.

### **Attack.**

St Hubert's is weakly defended. Yes, it is a stone building and Andy only has a weak platoon available but with Panthers it is possible. With the M-36 around he is going to lose a tank or two but it is only one SPAT. It would not require any buy.

So, I think Andy's most probable course of action is to move more troops into the Sanitarium, use all of his reinforcements and the Chateau force to retake St Annes and launch a small counter attack at St Hubert's.

### **Weather:**

It is afternoon with heavy mist. LOS is going to continue to suck. Instead of +1 per hex it is +1 per two hexes. It will be a LOS Hindrance at range of 3 hexes. But it will work both ways. I need to think about how I avoid dying in my attacks.

### **Friendly Forces and Deployment:**

My forces consist of 2 Tanks, 0 HT, 1 captured PAK, 2 x 81 mortar and 37.5 squads including 1.5 assault engineers, 2 DC and a FT. I have 81 OBA and 60 OBA. I have a simply staggering amount of support weapons including 17 MMG, 9 Bzk and 9 60mm

mortars. I also have captured German gear. I get 45 CPP less  $\frac{1}{2}$  a dr or 44. I also have 2 CPP I did not spend last scenario for a total of 46.

I plan to buy the following;

- 2 Infantry platoons – 14 points (1 x 6-6-6 1 x 5-4-6, 9-2 and 8-0)
- 2 platoons on board – 6 points
- 81 Mortars with 1 reg points – 8 points
- Lt Tanks – 11 points (9-1 armor leader 4 of 5 have G)
- 2 x Jeep Section – 4 points / 2 with .50cal 4fp / 1 with mmg 2fp / 1 with none
- Fortification – 3 points (45 fort points – 30 for mines / 2 HIP for OBA observers / 6 foxholes / 7?)

The 2 platoons and Fortifications are to hold St Anne's Chapel. If I can hold this I will constrain what he does at night and I might win an automatic victory. I will mine them in, dig them in, and hold.

I plan to use both OBA on the Sanitarium. I plan to have one platoon watch St Hubert's and focus the other 8 platoons against the 1 inf and 1 tank Plt in ROUA, the plt in the valley, 2 plts in the Sanitarium and 1 plt on the ridge. One Jeep section is to come in through the 20AM entry area and see if there are mines and clear the way for the light tanks. The Light Tank Platoon will either move around the hill to go after the HT plt from the Chateau or alternately go for the Chateau. The second is hopefully to have MGs so that I can abandon them and get crews for my German ATGs. I plan to use HIP for the observers. Again, I have to break or smoke him to take the Sanitarium. I am not sure that I will get it this scenario.





## What Happened: Turn-by-Turn Highlights

### Turns 1&2: American

Ok, Andy's defense is mostly what I expected. One surprise, he has forces in the 20AM entry area. It looks like he is focusing on retaking St Anne's and holding the Sanitarium with forces in ROUA and the Ridge. My guess is that he bought the SS Engineers, Para Plt and a lot of fortifications. So, no change to my basic strategy. We pound and take the Sanitarium and simultaneously hold St Anne's for the win.

#### Turn 1

My OBA both failed to connect on the first prep fire phase. So, I fired a lot of mortars and moved slow to remain concealed. I killed nothing but he rolled poorly and I found out a bit of his deployment. In ROUA I broke a squad and made a minor advance. At the Valley I unmasked a leader and HMG. By firing artillery into the Sanitarium I found a HIP force. It looked too easy. I also got a HS with PSK to uncloak. On the ridge my light mortars found a squad and a HS with a MMG and uncloaked both. I also found on the ridge that he has a Panther and at least one other squad. I ran my jeep around the 20AM entry area to learn that there are no AT mines. He did not shoot it up and I found a MkIV and also a dummy stack. It may be that the 20AM entry area is dummies. I moved two trucks and a Jeep to Stoumont on a panic run so I can now move a platoon toward the Chateau if he pulls out toward St Anne's. Now I wait to see if he is going to advance the pzgr force at the Chateau toward St Hubert's or St Anne's. During the German turn he has reacted by moving his Panthers toward the ridge and covering between ROUA and the Sanitarium. I also learned that he only bought one engineer platoon and moved the rest of the infantry force from the Chateau to St Anne's. The only defense at the Chateau is four HT crews and LMGs. I have to make a lunge at the Chateau. Even if I don't take the Sanitarium the LVP there would turn the balance of the game. On the plus side the 60 OBA came in. [This was another mistake in the rules. The 60 OBA is good for one scenario use only. So, the American player may trade 3HS and 60mm mortars for one OBA for one scenario. I should not have had this OBA.]

#### Turn 2

Andy's decision to move the Panthers to the ridge and valley while simultaneously pulling all of the infantry out of the Chateau left me with a quandary. The Chateau is now guarded by 5 HT. Even if Andy dismounts them, 5 x crew with 5 x LMG. If I can take the Chateau the LVP total will move whether I take the Sanitarium or not. Therefore, I identified a platoon to mount my two trucks and jeep and moved the vehicles so that we can move in turn 3. The remaining force advanced to clear the flank in ROUA and I moved the Jackson to keep the Panthers boxed in and protect my trucks. As a result I was able to advance and kill another HS in CC and best yet, block a full squad in melee. In the valley, Andy fired and turned a HS berserk. This is actually useful for me because if Andy pulls back I can put his forces in the Sanitarium in melee

or draw their fire for my follow on elements. On the ridge Andy pulled back and I have started my encirclement. In the 20AM entry area I got two light tanks across the ford but need to count squads. With the six near St Anne's, 2.5 in ROUA (less one I have killed), 1 in the valley, 6 in or near the Sanitarium and 2 on the ridge I have identified 17.5 of 20 squads. There are a further 5 concealed unit stacks which must be the missing 2.5 squads. Or are they dummies and there are still HIP units. In his turn, Andy recovered from his PMC failure and elected to counterattack along the line. He advanced a Panther toward the melee and brought forward reinforcements. We are still locked in melee. At the Sanitarium he elected to assault me with two Panthers and Hall with a DC was unable to kill a tank. I found one of the missing squads that was HIP. He is also advancing on the ridge. Lastly, down south he has skirted the open area and his engineers are advancing toward St Anne.

## Turns 1&2: German

I can see that Eric is somewhat taken aback by an apparently empty Sanitorium. He decides to to some recon-by-fire and a resulting NMC compels me to reveal my 9-1/658/HMG stack on the upper level of the building. His recon team is repulsed by my machine-gun fire from outside the building and his probe from the north is stopped by heavy fire. I get to keep the Sanitorium this turn.

That said, the situation is not looking good around ROUA and the ridge. It looks like Eric has favorable odds and I will not be able to hold against a determined attack in either area. This will force me to give ground, which will isolate the Sanitorium. The long term situation is not looking good for these men but they will do what they must.

Meanwhile I can see that Eric is defending St. Anne's with probably two platoons, likely the same platoons I saw in the area at the end of the previous CG date. I'm going to have to spend some time doing reconnaissance so I can figure out where to hit with my Assault Engineers. My Assault Engineers pack a wallop – two Demo Charges, a Flamethrower, and a platoon of 838s. That said I don't want to fritter them away on unimportant secondary tasks, I must keep them focused on their objective.

Sadly by the end of German Turn 2 my Assault Engineers are huddling in the woods, only two hexes away from a strongly held line which itself is two hexes away from St. Anne's. My elite 8-morale troops were unable to pass NMCs resulting from huge firepower attacks but bad IFT rolls on Eric's part. For what I'm paying these guys, I expect better. I've figured out where his main line is, along with two minefield locations, so that's at least something for the effort.

Looking to the north west, I see Eric has chosen to buy a platoon of light tanks, which he is entering in the 20AM entry area. The sting of his defeat there in the 19N turn still lingers, and he is approaching my dummies there with caution. I've positioned my Mk4 by the 21AM entry area to take potshots at any tank which attempts to move south along the hardball road or at the stream crossing in OO21. Considering the mist, it's unlikely I'll score a hit, but there's not much more I can do.





### Turn 3

With little thought I elected to counter attack his tanks. Right now, the only thing keeping me at bay are the tanks. So, in Stoumont I loaded my infantry up in trucks and headed for the Chateau. In ROUA I moved the Jackson to a hill and simultaneously moved Church (8-0) with a Psk to do a hammer and anvil tactic. Lastly I threw another 1.5 squads into melee and in spite of 2:1 odds we are locked in melee. My berserk HS duly advanced into triple point blank fire and died. At the sanitarium I took a chance and called in my 81mm OBA with no SR and hit paydirt. I managed to break most of his troops but it was meaningless because he broke any forces that were going to attack with his tanks. I brought mine up for a "blazing chariots" attack that was largely countered but it did get a half squad to surrender to me and declared no quarter and was able to kill his Panther in CC that had his 9-2 armor leader in it. So, 1 of 4 panthers killed ... 3 to go. But another turn of no meaningful assault on the Sanitarium and, I will need next turn to rally broken squads. His turn consisted of extricating his tanks and a series of missed shots by me. Plus we have the never ending melee in ROUA. Of note, down at St Anne's he mostly broke my entire force. I hope I can rally them before his next assault. I did kill another HT in the process.

### Turn 4

Andy's dice turned from ice cold to red hot and I felt the sting with two light tanks knocked out and the death of two squads. End result was not great but I can take the losses more than he can. In ROUA he is now out of infantry. I should be able to complete the encirclement. Of note, I have captured PSKs which have a TK that can punch through the front armor of his Panthers. I have also advanced in the valley. My OBA has mostly pinned his folks in the Sanitarium and we started a flame this turn but I am no closer to taking the Sanitarium. On the ridge I am holding my own while I rally troops and I have finally cleared the 20AM entry area where I learned it was all dummy counters. My Stoumont force is now positioned to move into either the Chateau or Peiper's HQ. Assuming Andy sees the danger he will either have to pull the HQ force to hold the Chateau or draw forces from St Anne's. Some of my St Anne's force has moved north to hold his force at the HQ in a pincer. With my routed troops it does not look like I can keep him from retaking St Anne's but again, he will have to decide about the Chateau.

### Turns 3&4: German

Significantly the mist has now decreased from "Very Heavy" to "Heavy", which means there's only a +1 LV Hindrance for every three hexes (as opposed to the two hexes previously). This makes maneuver somewhat more risky and I'm hoping my tank gunnery will become more effective.

The fighting is hot and heavy in ROUA. Eric has advanced a stack into CC against my 9-1,658, LMG/PSK stack (which is to say, my only remaining infantry there of any significance) in T24. Due to unfavorable odds for both of us, the Melee goes on for some time. I bring up a Panther to fire point-blank into the Melee but instead have to



face off against his M36 Jackson which has come out to play. He has set up an anti-tank trap with the advance of a BAZ-toting HS and I opt to pull the Panther out instead. My smoke roll (using my sN) is successful and I manage to back away without getting shot. Unfortunately this leaves my infantry to their fate. I am hoping for some good CC rolls but success is unlikely.

By Turn 3, the Americans have determined my strength at the Sanitorium thanks to plentiful use of OBA and mortar-delivered WP. I can see that Eric is massing his infantry for an assault on the Sanitorium. Since my units in the Sanitorium are well smoked they are entirely dependent on the men in the exterior buildings to help them keep the Americans out. In response I have decided to commit a Panther and a Mk4 to its defense. My plan is to overrun the massed Americans in a spoiling attack and buy more time. In any event, it's better than remaining idle and waiting for a BAZ to find the side of one of my tanks.

The action heats up further the next turn, when Eric decides to sortie his light tanks, some of which are Gyrostabilized. I do not relish the thought of a flank or rear shot by a 37LL and the ability of a Gyrostabilized light tank to hit and run should not be underestimated. Unfortunately for him and luckily for me, the ever-present mist makes it tough for even his high tech light tanks to score a hit and I will get plenty of return fire opportunities with German steel.

Along the ridge, Eric has decided to send infantry after the Mk4 I have shooting into his tanks as they cross the stream. I send infantry to assist, which promptly get tied up in CC. My Mk4 is moving to assist.

Having now determined the disposition of my defense, Eric decides to realize one of my 'worst-case' scenarios – a quick drive east along the N33 to the Chateau. I don't want to give it up without a fight and hastily set up a 'roadblock' at Peiper's headquarters using whatever halftracks that still have gas. I abandon both the out-of-gas halftracks at the Chateau and the crews bring their LMGs along as well. While these units won't be able to stop a determined infantry attack, it will at least prevent him from capturing the Chateau with a simple motor movement.

At St. Anne's I have decided to try to get around the flank of the forces defending the chapel. To get things started I decide to use a halftrack to overrun the concealed infantry in the road at N51. While it's quite possible I may lose the HT, I decide it's necessary to see if I can break up the line before committing my infantry. The overrun is successful at breaking the American infantry and driving them away but I lose the HT to a lucky BAZ shot from down the woods road (a '2' to be exact). Nonetheless the action accomplished its larger purpose and my Fallschirmjager are successful at turning the American flank. By the end of Turn 3 the Fallschirmjager, with the benefit of *Leutnant* Reidel's excellent leadership (he is a 9-2), have overperformed while a third of my 'elite fighting unit' Assault Engineers huddle broken behind a line of 838s. Based on the small stacks of counters I see adjacent to me, I think I may have the advantage and

will press on immediately. By Turn 4 I have pushed the Americans defending St. Anne's to a tight perimeter around the chapel itself.

At the Sanitorium, two American light tanks have met their fate in the German DPh – one by PSK, the other by a Mk4 75L. In a reprise of an action Eric and I fought in Singling, the Stuart and the Mk4 traded shots. The 37LL bounced off the Mk4's armor while the 75L found its mark on its second shot. American shelling of the Sanitorium breaks my defenders and the continued shelling keeps them DM. While HMG fire keeps the *Amis* out of the building for the time being, I now have the opportunity to press the spoiling attack with my tanks on my next Player Turn.

Unfortunately the US Turn 4 ends with the loss of both CCs. In ROUA I'm now out of infantry and along the ridge I have only a leader and 348 remaining in the CC. Since keeping my infantry alive is becoming more important I decide to send my *last* whole squad on the ridge to assist.

On German Turn 4, I effectively no infantry remaining around ROUA and decide it's time to move my Panthers to support the Sanitorium directly. This means the Sanitorium will soon be encircled but there's little I can do about it. The majority of my units in the Sanitorium itself are broken and DM thanks to unending American artillery barrages but my spoiling attack by my tanks is successful at keeping US infantry out of the building for the time being. In a fairly desperate move, I send the Mk4 which had dispatched the Stuart light tank to overrun the 60mm mortar section which had been an annoyance. It is also a gambit to keep the road blocked and prevent further action by his remaining light tanks as my Panthers attack his infantry and his supporting arms firing on the Sanitorium. At the time it seemed like a reasonable risk to take, since I had broken the one BAZ in position to fire. The overrun is ineffective and I keep the tank in motion to improve its survivability in Close Combat.







## Turns 5&6 American

### Turn 5

Andy's turn 4 was pivotal in our campaign. He had several choices to make and he elected to pull everything west into the collapsing Sanitarium pocket and everything east to take St Anne's. I should be able to isolate him in the Sanitarium by the end of this scenario. With that said, I am not going to be able to take the Sanitarium. On the ridge he is down to two squads. I should be able to take out the MG HS (pretty sure the concealed unit is a dummy) and then rush more troops to the CC. In the South, Andy stayed focused on St Anne's and barring a miracle he is going to take it but at the cost of me getting a foothold in the Chateau. I closed the circle on the Sanitarium and killed off more troops. He is now ringed in the Sanitarium. On the down side I malfed my M-36 gun. Ughhhh. But the divine comedy that is this game ... he ran out of gas and came to a stop. He then fired his MA on the Panther and missed. I took a shot and missed. We then both elected to fire. I had rate and he did not. We both rolled 12s. I malfed the MA on the M-36 and he permanently broke his gun. I will count it as a killed AFV. I then got his MkIV in CC on the ridge. Meanwhile, at Peipers HQ, I managed to malf two Bzks at the most inopportune time but got a HS into the Chateau. Andy advanced, losing no one and finally got St Anne's. I mostly ELRed my troops. So at the end of the turn we are both hoping the campaign ends. Andy holds the Sanitarium and has two tanks going on a rampage but it is isolated. I cleaned out the ridge and he has no strategic location areas if the battle ends.

### Turn 6

This turn is once again an opportunity for Faustian choices. At the Sanitarium I have the opportunity to go after his Panthers with gyro equipped Light Tanks (one with a 9-2 leader) and get a side/rear shot at them. But I may be in a bad position after I do it. I also have squads in all the wrong places but will I get a turn 7. Do I move for a turn 7 or do I guess the scenario ends now. Similarly, down at St Anne's, do I try to retake the Chapel. If, 18% chance, the game ends with my turn, I get 5LVP and handicap Andy's reinforcements. If there is a German turn 7 I am probably going to lose troops for no real gain. So, I went after St Anne's to no effect except broken units. In the Chateau I gained two additional LVP. I was not able to take the Sanitarium but I did kill some more units (Andy casualty reduced them through rally attempts). The game went on. In Andy's turn 6 he had his tanks go on a wild ride. He over ran Dan Angel with a DC and once again my DC was placed poorly to no effect. He pulled his troops back to the Sanitarium. There are now but five squads left. On the hill he pulled back and down at the Chateau he moved troops toward the LVP. Lastly, at St Anne's he elected to not pursue. And then the turn ended. Andy had some more losses due to escape but the most significant was the loss of a Mk IV.

## Turns 5&6: German

Eric spends most of his Turn 5 re-setting and re-arranging his forces.

The CC on the ridge is on-going, despite unfavorable odds for me. Neither of us roll well enough to put the other away. Meanwhile my other Mk4 is moving at high speed to join the action.

Eric has been forming an attack on my roadblock at Peiper's HQ and it hits on his Turn 5. We shoot at each other ineffectively. I can see he has detailed a couple squads from the defense of St Anne's to approach my roadblock from the east, which suggests to me he has prioritized the capture of the Chateau. I personally think St. Anne's is more important since it, along with the Sanitorium, can win him the game.

In the vicinity of St. Anne's I have taken one of the Foxholes in his second line of defense, having driven away the stack of his 'best' defending Americans. It turns out that the American defenders are second-rate but well led by a 9-2, Lieutenant Ortnier. (As an aside, Eric likes to name his leaders after men he served with the National Guard. I worked for "Lieutenant" Ortnier when he was a Major and again when he was a Major General, and can attest to his -2 leadership). Even with Ortnier, the Americans don't stand up well and my recapture of St. Anne's is looking pretty good at the moment.

That said, US Turn 5 ends with another bad round of CC for me. Eric rolls another "snake eyes" in CC against my Mk4, destroying it. As expected, my 348 and leader lose their CC in the woods on the ridge. In what soon turned out to be a mistake, I shot up a HS Eric sent after me there as a gambit in the MPh and my reduced FP Dfire against the CC was ineffective.

In my Turn 5, I move aggressively against St. Anne's. My assault moves against his infantry in Foxholes are met with largely ineffective fire and, with most of his units already marked with DFF or Final Fire counters, I use my Fanatic Assault Engineer HS (who became Fanatic in response to American fire a turn or two previously) to place a DC against the US squad and HS in the Chapel. The defenders fire generates a Task Check to which now 9-morale supermen are immune and they successfully place the DC. This is maybe the second time in my ASL career I've placed a DC effectively. The detonation in the Advancing Fire Phase successfully breaks both American units.

Also on my Turn 5 I can see that the Sanitorium is now effectively surrounded. With the recapture of St. Anne's imminent, I decide it's time to evacuate my remaining Panthers from the area around the Sanitorium. They will be of little use in the defense of the Sanitorium at night and the forces I enter on the board are going to need them. Since the road to the south, through STOUMONT, is well protected by BAZ-toting infantry, I decide the only way out is to strike south of the Sanitorium along the paved road, bypass STOUMONT through the low ground to the west, and then get on the N33 at the very southernmost point of the town and drive east. Breaking out of encirclement is one of the hardest things anyone can do in real life but I'm thinking (or hoping) that I can pull it off by attacking what I think is his weakest point. We'll see.

In effort to support the breakout of the Panthers, I sortie a HS out of the Sanitorium to try to capture the stone building at BB11, which appears to be weakly held. If successful I'll secure the flank of the Panthers and have a larger perimeter for the coming Night turn. Unfortunately the HS breaks from fire by a CX crew. How embarrassing.

While my Panthers try to break contact by ROUA, Eric brings up his M36 which trades shots with my trail Panther. In “typical” ASL, both of us malf our MA on low-odds shots! The good news is the HT I sent to Kamakazie into the Sanitorium manages to get through a hail of American fire to its objective. My plan is to abandon the vehicle, fire a PF at it to light it a Blaze. This will reduce the Sanitorium to rubble in the Refit phase and cut the LVP value of the building in half without destroying my defenders (hat tip to John Knowles for this dirty trick). We figure out later that wasn’t necessary, as the fire created by an OBA KIA will turn the building into rubble during the refit phase.

At the last minute I decide to rush an LMG-toting crew into the Chateau, since it appears the Americans are attempting to bypass my roadblock. Again, a single crew with an LMG won’t do much but I can’t give it to him for free.

German Turn 5 ends with my DC yielding good results on the defenders in the Chapel, breaking them and forcing them to rout into the woods. I manage to occupy the Chapel and all but one of the Foxholes defending it.

In US Turn 6, Eric completes the encirclement of the Sanitorium and sorties two of his remaining light tanks to take gyrostabilized Bounding First Fire (BFF) shots on one of my retreating Panthers, and miss. Meanwhile Eric is positioning his infantry to make another attempt at entering the Sanitorium. The squad and a half, and Mk4 on the ‘ridge’ are getting to be in a tough spot and I decide they need to escape & evade to the east.

At the Chateau it appears the LMG-armed crew and couple of HTs have dissuaded Eric from making more moves on the building. Meanwhile, heavy fire from my assault engineers and *Leutnant* Reidel’s Fallschirmjager have repelled the expected American counter-attack on St. Anne’s.

The Advance Phase is ‘sporty’, as Eric decides to attempt to CC two of my Panthers. Both of us are unsuccessful at drawing blood.

In German Turn 6 I decide I need to have my infantry in the Sanitorium support the Panther’s escape and they put up a wall of fire with their HMGs. I really want to strip the concealed unit in X15 since my Panthers will have to move through or adjacent to that hex to do their break-out but am unsuccessful. One important shot did get good effects, however, as the perennial lead/er/squad/MMG outside my window from the Sanitorium at EE14 breaks on an NMC.

Panther E is in the lead to make the breakout and, I decide, must overrun the concealed unit in X15, immediately outside the Sanitorium. This is a tactically dangerous move but I felt I had little choice. My overrun generates a 2MC, which I feel good about until Eric reveals the unit is an 8-0 with a DC. His leader passes his MC and... botches the DC attack. The tankers remain in motion in attempt to escape the encirclement. His wingman in tank R takes a BFF shot with his MGs at the Americans in EE14. While the

shot had little effect, it did make them DM, thereby likely buying me another turn possession the Sanitorium.

My survivors from the fighting along the ridge manage to make their way to the woods road leading them to the east while I consolidate my positions around St Annes and the Chateau.

The bad news is, the last Panther to escape from ROUA is now OUT OF GAS and a sitting duck for the adjacent BAZ team. Not letting an opportunity like this go to waste, Eric nearly scores a CH and the Panther is a Blazing Wreck.

I plan to continue making my escape with my Panthers from the Sanitorium and the rag-tag group from the ridge on the next turn. Much to my surprise, I roll a '1' on the 'game end die roll' and the scenario is over.



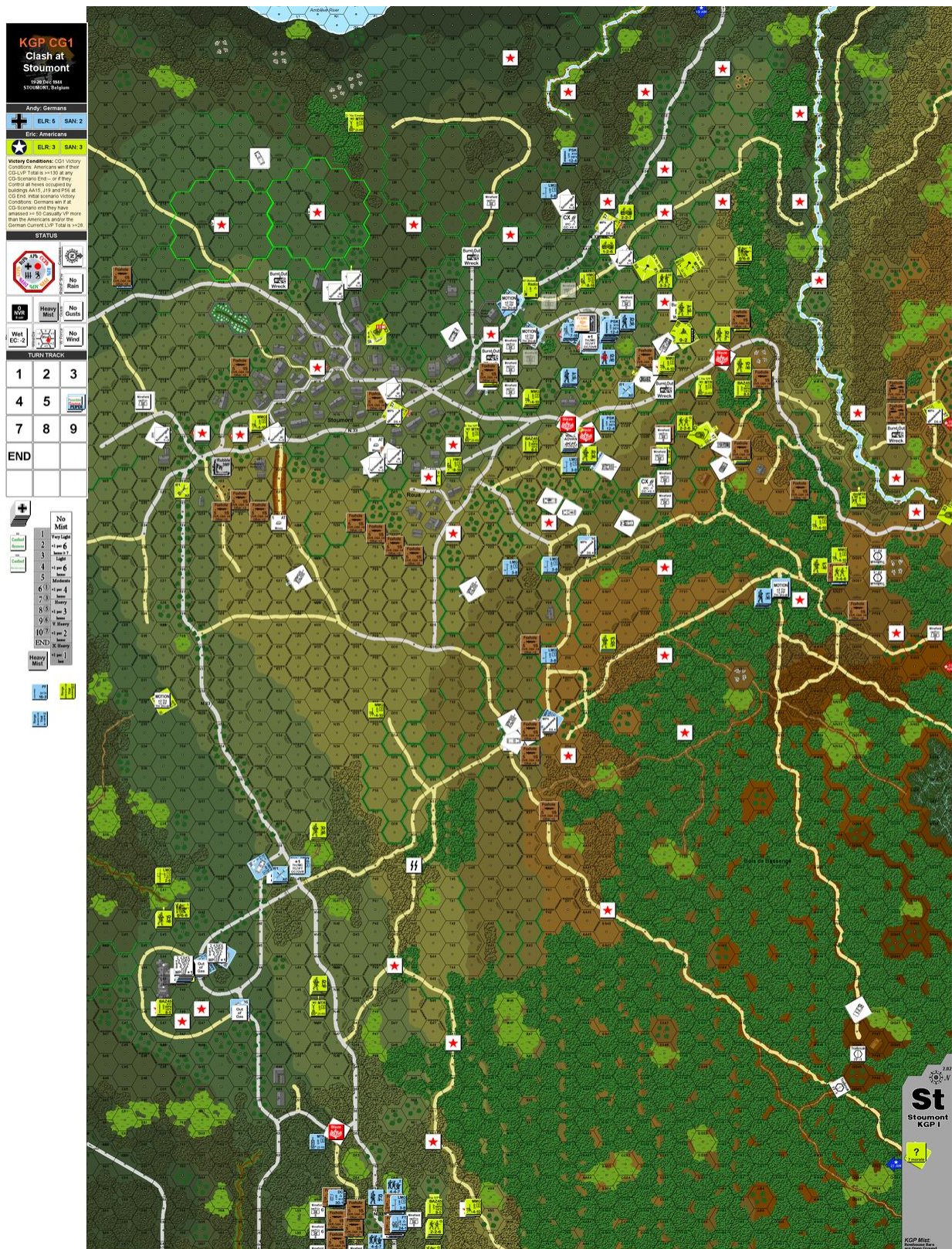


Figure 4: End Game



## Refit Phase

The Refit phase did not go well for me. The Mk4 attempting to escape from the ridge was lost as was a half squad and a leader. I thought a lot about what to do with the two Panthers at the Sanitorium. Since vehicles are easily hunted at night I felt they'd be of little use in a nighttime defense of the Sanitorium and decided to try my dice on an escape attempt. CT AFVs get a -2 on the dice but it wasn't good enough, as only one managed to get out of the encirclement and the other had to be abandoned.

My "personal leader", CPL Meier, who replaced the CPL Meier who was killed around the Sanitorium earlier that day, rallied three squads and earned himself three Elan points.

## German Player Post-Game Analysis

The good news is I didn't lose the game this CG date. Tactically I 'won' where I decided I had to – I kept the Sanitorium and I managed to retake St. Anne's chapel, thereby preventing a loss by locations and a loss by LVP this turn. Even so, the price was high. I lost three Panthers, two Mk4s, and 8 squad equivalents, mostly my precious SS 658s. Among the dead was Panther D and my 9-2 armor leader, Donitz. I managed to destroy 6 American squad equivalents and two light tanks but the CVP count is 63 American, 30 Axis. Losses like that are not sustainable.

As far as LVP go, the Sanitorium is now half of what it used to be. Eric's artillery scored a KIA on an upper level building hex, leaving a Flame in its place. During the refit phase, a SSR reduces the Sanatorium to rubble with an according reduction in half of LVPs. Curiously, the Germans I have defending the building are not penalized for the upper level collapsing on them.

Looking ahead, I have to decide how much of a fight I want to keep the Sanitorium. But first, I must decide if I want to 'idle' or use an Attack chit. More on that decision-making in the next write-up!

## American Player Post-Game Analysis

This was tactically a major victory (I lost 27 CVP to his 53 CVP) including the destruction of two Panthers and two Mark IV tanks leaving him with just two Panthers. Operationally it was a major victory with the isolation of the Sanitarium and destruction of 8 squads. Strategically it was a draw and possibly a minor loss. I picked up 16 LVP for a total of 61 LVP. Delwood would rate this performance somewhere between average of 3 LVP and promising 24 LVP. I am now down to two Attack chits and at my current LVP (3 scenarios to go) I would pick up an additional 48 LVP for a 109 LVP: 21 LVP short.

My plan simply did not anticipate the realities of the American 6 morale. The artillery duly smoked and broke the forces in the Sanitarium but I was never able to completely subdue them or supporting positions outside of the sanitarium. As a result, I only got

one real chance to enter the building and he over ran me with Panthers. While I was successful in achieving attrition to his force and isolating the position, I failed to take it yet again. I also caused a flame with my FFEs and therefore reduced the LVP value of the building to 10 LVP per scenario hereafter.

Similarly, my plan to hold St Anne's failed completely. Concentrated firepower broke but did not kill any of his assault engineers or second line paras. Yes, we both had a string of abnormally high rolls but at the end of the day we did not get the job done and I was so late in moving on the Chateau that I did not get that done either. Three HT and two crews defeated 3.5 squads with 3 Bzk. We are running out of time.

#### Orders of Battle

Unit	At Start	Bought	Max	CPP
I1 – Para Inf	0	3	3	
I2 – SS Plt	0	5	5	
I3 – SS PzGr Plt	4	2	4	
I4 – SS Eng Plt	0	1	1	14 CPP
V1 – MkIV section	4	0	1	
V2 – MkV section	4	0	4	
V3 – MkVI section	0	0	1	
V5 – Flam HT	0	1	1	
V7 – Fk Pz	0	1	1	
V8 + 9 – Staff Car	0	1	2	
G1 – 75 inf	0	0	1	
G2 – 75 AT	0	1	1	
G4 – 20L AA	0	1	1	
HW1 – SS MG Plt	0	2	2	
HW2 – SPW Plt	1	0	2	
O1 – BN 120 Mtr	0	0	2	
O2 – 150 FA	0	2	2	
M1 Fortifications	0	2	15	? CPP 2?, HIP Squad and Leader = 6pp
M2 Sniper	0	0	4	
Recon	0	2	No Max	
Unit	At Start	Bought	Max	
F1 – Fighter Bombers	0	0	2	

I1 – Inf Plt	6	14	16	14 CPP + 6 for onboard
I3 – Eng Plt	0	1	1	
I4 – HMG Plt	0	0	3	
I5- Med Mtr	0	1	2	
I6 – Arm Inf / 20AM	0	0	3	
I7- Arm Mtr / 20AM	0	0	1	
I8 – Arm MG Plt / 20AM	0	0	1	
V1 – Lt Tank Plt / 20 AM	0	0	2	
V2 – Lt Tank Plt	0	1	1	11 points
V3 – Med Tk Plt / 20 AM	0	0	3	
V4 – Med Tk Plt	2	0	2	
V5 – Aslt Gun / 20 AM	0	0	1	
V6 – TD 1	0	0	2	
V7 – TD 2	0	1	1	
V8 – Jeep	0	2	2	4 points
V9 – Trk 1	0	2	3	
V10 – Trk 2	0	0	3	
V11 – Trk 3	0	0	1	
G1 – AT 1	1	1	1	
G2 – AT 2 / 20AM	0	0	1	
G3 – 76L	2	1	2	
G4 – 105	0	0	2	
G5 – 3”	1	1	1	
O1 – BN 81	0	1	3	7 points + 1 Reg Point
O2 – Med 105	0	1	2	
O3 – 150 OBA	0	0	1	
B1 – Bombardment	0	1	3	
M1 – Fortification	1	11	18	3 CPP
M2 – Sniper	0	0	7	