

# The Siege of Bastogne

by Shane Meehan

November, 1944. The 101st Airborne division under Brigadier General McAuliffe is entrenched in the city of Bastogne but cut off from their supporting battallions. The Fifth Panzer Army is closing in from all directions attempting probing attacks to determine a weakness in the American defenses. The 101st is surrounded and under seige

reinforced only by the occassional supply drop. The 101st must hold the town until Patton's Third Army can arrive to assist in the defense.

## OBJECTIVE:

The German must break into the center of the Bastogne crossroads and hold the victory objective

marker for AT LEAST TWO ROUNDS before the end of Round 12.

The Americans win by preventing the German victory condition from occurring.

"Nuts!" - Brigadier General McAuliffe

**Rounds:** 12  
**Starting Initiative**  
Germans

**Actions**  
4

**Reinforcements**  
General George S. Patton and his Third Army arrive at the end of Round 8 and deploy on the reinforcement hexes on Tile 3A.

The following reinforcements are placed on the board:

20 infantry  
2 officers  
1 mortar crew  
4 Shermans  
2 bazookas  
2 medics

## Special Rules

Due to the Americans being heavily entrenched within the town the

Concussive Fire ability of all German tanks is not in play for this scenario.

## 101st Airborne

### Division One

- 7 Squad Bases
- 18 Regular Infantry
- 2 Officer
- 2 Mortar Crew
- 2 Machine Gun Crew
- 1 Sherman Tank
- 1 M3A1 Half Track



x 2



x 2

### Division Two

- 7 Squad Bases
- 19 Regular Infantry
- 1 Officer
- 1 Mortar Crew
- 3 Machine Gun Crew
- 1 Sherman Tank
- 1 M3A1 Half Track



x 1



x 2

### Starting Strategy Cards: 2 Strategy Decks

- American Air Support Deck I
- Supply I

### Operations Cards

- Shaken Defenders

### Deployment Zone

Any hex in tiles 9B, 1A, or 11A.

### Special Rules

The Americans receive 4 AT guns at the start of the game.



## 2nd Panzer Division

### Division One

- 4 Squad Bases
- 15 Regular Infantry
- 1 Officer
- 4 Panzer IV Tank
- 2 Tiger I
- 2 Opel Blitz Truck



x 1

### Division Two

- 7 Squad Bases
- 22 Regular Infantry
- 2 Officer
- 1 Mortar Crew
- 1 Machine Gun Crew
- 2 Opel Blitz Truck



x 2



x 2

### Starting Strategy Cards: 2 Strategy Decks

- Artillery I
- Morale I

### Operations Cards

- Tank Ace





