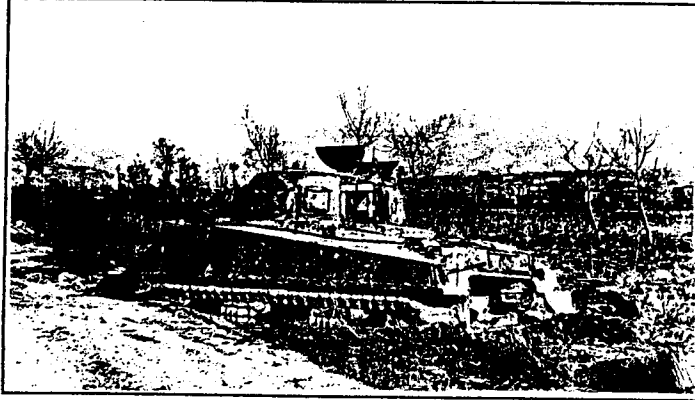


MARCH OF THE MASTODONS

JW SCENARIO 2



VICTORY CONDITIONS: To win the U.S. player must control 2 stone locations on board 24 at game end.

TURN RECORD CHART

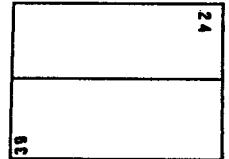
✚ GERMAN sets up first	1	2	3	4	5	6	7	8	9	END
☆ AMERICAN moves first										

CHAUMONT, 4 MILES SOUTH OF BASTOGNE: 23 December, 1944: In the attempt to relieve Bastogne, Patton had charged the 4th Armoured Division to "Drive like hell", but it wasn't working out that way. While Combat Command A struggled against stiffening opposition, demolished bridges and poor terrain, CCB encountered only token resistance on the 22nd and got to within 7 miles from Bastogne at Burnon. Before daylight on the 23rd, CCB resumed its advance only to find the next village of Chaumont defended by a company of the 5th Parachute Division. In a combined arms assault, CCB's tanks bogged down on the slopes turned soft by the sun, but the armoured infantrymen rooted out the *fallschirmjaegers* alone. That morning at the headquarters of the 26th *volksgrénadier* near Bastogne, five *Ferdinand* tank destroyers had arrived. Part of the 653rd heavy *panzerjaeger* Battalion which had recently come from Italy, they were scheduled for commitment in Alsace; but somehow had been diverted to the Ardennes. The division commander cared not where they came from or how, for they seemed heaven sent to prevent the American drive from cutting into the rear of his division at Bastogne.

BOARD CONFIGURATION:

BALANCE:

- ✚ German reinforcements enter turn 4
- ☆ Game length reduced to 8 turns



Advance elements, CCB: - elements of 51st Armoured Infantry Battalion and 35th Tank Battalion [ELR 4] set up on level 4 hexes, the road on board 39 (see SSR 2) and/or enter via 39 Q10 {SAN 3}

5-6-7	3-4-7	5-6-6	3-4-6	9-2	9-1	8-1	8-0	7-0	MTR 3 60* (3-45)	BAZ 44 8-4
8	3	4							3	4
75 12 10 1/4	76L 15 10 2/4	75 15 10 2/4	15PP 20 10 1/4	28 20 10 1/4	10PP 20 10 1/4	10PP 20 10 1/4	10PP 20 10 1/4	81* 20 10 1/4		
5	5	12	2	3						

Elements of *fallschirmjaeger* Regiment 14 [ELR 3] set up concealed anywhere North of hexes numbered 2 on board 39 {SAN 4}

5-4-8	8-0	8-0	8-0	HMG 3 7-10	HMG 3 5-12	LMG 3 3-8	PSK 12-4	MTR 50 12-13	2-2-8	? 7 words
9						3	2		2	8

Elements of *fallschirmjaeger* Regiment 14, 180th Assault Gun Brigade and 653rd Heavy *Panzerjaeger* Battalion: enter North edge on turn 5.

5-4-8	9-2	8-0	8-0	HMG 3 3-8	HMG 3 3-8	LMG 3 3-8
12		2				5
88LL 8 10 1/4	75L 13 10 1/4	75L 13 10 1/4	75* 14 10 1/4			
4	4	3				

SPECIAL RULES:

- EC are Mud with no wind at start. Levels 1 and 2 on board 39 are bog hexes for tanks only with a +4 DRM (in addition to D8.23).
- Path 39R8-U4 is a forest-road. Only other road hexes on board 39 are Q10 and R9 (defined as open ground in Mud).
- For each U.S. Squad (FRU) not set up as PRC an M3/M3A1 is forfeit from the U.S. OB. The crew and any scrounged SW from such halftracks may be set up on board (dm or assembled).
- Inherent MMC in HMG/MMG M3's are 6-6-7's/3-4-7's.
- One German squad/equivalent may set up HIP.

AFTERMATH: Kokott promptly sent the Ferdinands Southward along with 10 of his assault guns. They arrived just in time to enable the paratroopers to retake the village, and the German guns extracted a heavy toll of the American tanks mired on the hillside outside the village. That night General McAuliffe sent an obviously concerned message from Bastogne to the 4th armoured; "sorry I did not get to shake hands today. I was disappointed." A short time later somebody on his staff sent another; "There is only one more shopping day before Christmas".