# THE DIEULOUARD BRIDGEHEAD

## ASL SCENARIO





DIEULOUARD, BELGIUM, 13 September 1944. The American Army was pushing the Germans back towards the Siegfried line, and the Germans were getting much practice at defense along rivers. In Dieulouard, Belgium the Allies pushed across the Moselle River to establish a bridgehead. But the Germans were more fanatic defending near their home and the fight was tough. They fought to a standstill until Col. Creighton Abrams brought his Shermans over to engage the enemy. The Germans needed to push the Allies back, and the Allies needed to consolidate their hold on the Eastern Shore.

## BALANCE:

#### BOARD CONFIGURATION:

Add another .50 Cal to the American OB

Remove one Sherman from the American OB 2.7

15PP +4AMG -/-

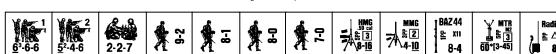
**VICTORY CONDITIONS:** Americans win by controlling hexes P2, R1, R2, Q2 and Q3 by games end.

## TURN RECORD CHART

🏠 U.S. Sets Up First END 6 GERMAN Moves First [140]



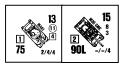
Elements of 80th Infantry Division [ELR: 5] enter on the west edge of board 7 on turn one. [SAN: 4]





8 2

> Elements of the 37th Tank Battalion enter on turn three on the west edge of board 7.



2



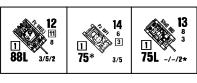
Elements of the 3<sup>rd</sup> Panzer Grenadier Division [ELR: 3] setup on board 27 within 8 hexes of the East Edge. {SAN: 3}





2

Elements of the 2<sup>nd</sup> Panzer Division enter on turn four from the East edge of Board 27.



2

2

### **SPECIAL RULES:**

- EC are dry, no wind at start.
- The Germans get one module of 80+mm OBA. 2.
- 3. The Americans get one module of 150+mm OBA.
- There is a pontoon bridge between 7Q3 and 7Q8

AFTERMATH: The fighting was hard and the Germans got within 100 meters of the landing zone when the engineers dropped their tools and picked up M1s to protect their bridge. After several days of attacks and counter-attacks, it was still a stalemate. Scenario design: Rudy Marmaro