

SHOOTOUT AT SINGLING



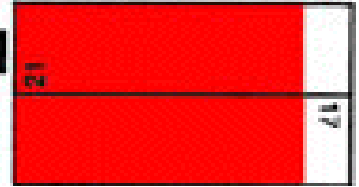
ASL SCENARIO ASLUG5



SINGLING, FRANCE, 6 December 1944: After the failure at Arnheim, the main Allied effort in the west was concentrated upon improving logistics and gaining control of the approaches to the port of Antwerp and jumping-off points along the German frontier. The operations undertaken to achieve these goals often incited tank versus tank skirmishes. On the evening of 5 December, C Company of the 37th Tank Battalion approached the village of Singling and was struck by a fusillade of fire from tanks and anti-tank guns hidden in the town. Within a few minutes five Shermans were knocked out and nine more were crippled by artillery fire after bogging in the soft ground. On the morning of the 6th, the Americans tried again. As the sun climbed into the sky, Captain Leach's B Company of the 37th and Lieutenant Belden's B Company of the 51st Armored Infantry Battalion charged towards Singling across the same sodden ground as the ill-fated C Company.

BOARD CONFIGURATION:

AN



HANDICAP:

- + G3: Use G2 and exchange an American 8-1 leader for an American 9-2 leader.
- + G2: Use G1 and add a 6-6-7 squad and M3 Halftrack to the American OB.
- G1: All American M4A3(76)W tanks have an APCR Deletion Number of 5 (6 counting Elite Status, SSR 5).

Only hexrows A-BB (inclusive) on board 21 and hexrows F-GG on board 17 are playable.

- ☆ A1: Add a PSK to the initial German OB.
- ☆ A2: Use A1 and delete the 9-2 Armor Leader from the American OB.
- ☆ A3: Use A2 and add a 9-1 Armor leader to the initial German OB.

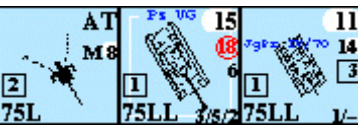
VICTORY CONDITIONS: The Americans win if they accumulate *more* VP than the Germans. Casualty VP are awarded normally to each side [EXC: prisoners do not count as double Casualty VP]. The Germans also receive the Casualty VP equivalent of all *unbroken* German units onboard 21 at game end. The American receives VPs for the control of multi-hex buildings on board 21 at game end: each multi-hex building is worth VPs equal to the number of ground level Locations it contains [EXC: building 2114 is worth 10 VP to the Americans].

TURN RECORD CHART

+	GERMAN Sets Up First	☆	1	2	3	4	5 ⁺	6	7	8	END
☆	AMERICAN Moves First										



Elements of Battalion I, Panzergrenadier Regiment 111, Panzer division 11 [ELR: 3 set up on board 21 (see SSR 4): {SAN: 4}



Armor Reinforcements enter on Turn 5 anywhere along the north edge:



Elements of Company B, 51st Armored Infantry Battalion and Company B, 37th Tank Battalion [ELR: 4] enter along the south edge of board 17 on Turn 1 (see SSR 5): {SAN: 2}



Scenario Design: Guy Chaney & Mike McGrath Conversion to PDF: LLMC Studios

Special Rules:

1. EC are Moderate, with no wind at start. None of the roads are paved. Kindling fires is NA.
2. Each graveyard hex on board 21 is treated as an orchard hex. All rowhouses are one hex single story buildings; the black bars are treated as open ground with VBM being allowed along black bar hexsides; VPs are not awarded for their control. All buildings that would normally contain a ground, 1st and 2nd level have only a ground and 1st level, as well as having an inherent stairwell in each hex [EXC: hex 2114 does contain a 2nd level]. The Y9/Y10 hex side on board 21 is considered Open Ground for all purposes (i.e., the wall does not exist on that one hexside), and the road also connects hexes 21Y9 and 21Y10.
3. Prior to German set-up the American must secretly record two pre-registered red hexes, both of which must be visible to an Offboard Observer at Level 3 in any one hex along the south edge of board 17. One WP fire mission (which must be used during the PFP of turn 1) is available for each pre-registered hex (Barrage is NA). No radio contact/battery access is necessary; place the AR counters, roll for accuracy/error, and place the WP FFEs (which are lost if their entire Blast Area lands offboard). Once the FFEs have been resolved, remove them from the board; no further artillery actions possible.

4. The Germans may use HIP for one squad/equivalent and any SMC/SW that stacks with it.
5. The American force is considered elite. All American Infantry must enter as Passengers/Riders. The M3(MMG) halftrack inherent squad (see American Vehicle Note 30) is a 6-6-7. Any two American tanks may be pre-recorded as having functioning Gyrostabilizers (D11.1).
6. AFV crews may not voluntarily abandon their vehicles.

AFTERMATH: Leach and Belden made a run for the houses under the cover of a dense White Phosphorus barrage. As the leading Shermans reached the outskirts of town, the German infantry ducked into the cover of the houses. A game of hide and seek between the opposing vehicles began. The Germans drew first blood, but were distracted enough to allow the American infantry to reach the center and east edge of the village. A two-tiered battle ensued: tanks battled in the streets while the American infantry tried to round up the Germans as well as do a little tank hunting of their own (they managed to cripple one Jagdpanzer and forced its crew to bail out). At a crucial point in the battle, Sgt. Fitzgerald craftily maneuvered his Sherman around a corner and used 76mm HVAP rounds to destroy two Panthers which had been ripping apart houses with point blank fire. As the battle progressed, tank gunfire from covered positions produced a stalemate. With nightfall approaching, the Americans withdrew leaving 20 knocked out tanks behind. The Germans had lost three AFVs.