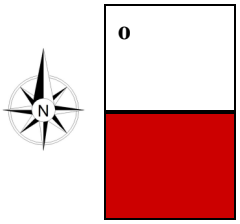
“The Choice”

Reipertswiller, France — January 18th, 1945

Snow covered the roads and mountains of the Voges region of France. Just north of Reipertswiller, the 3rd Battalion, 157th Infantry Regiment, 45th Infantry Division huddled in their foxholes. They were up in the high country and exposed. By January 18th, they had been cut off from their HQ by SS Grenadiers of the 11th SS Mountain Regiment, 6th SS “Nord” Mountain Division. A single supply road led to their positions. Battalion Commander, Felix Sparks would send a supply convoy up the treacherous roads to provide his isolated Battalion with badly needed supplies. The Germans laid in wait.

VICTORY CONDITIONS: The Americans win immediately if they exit 15 EVP off the north edge before Turn 4. Otherwise the Americans win if they exit one or more of the original 3 x 6-6-7’s off the south board edge after Turn 4. Any other result is a German victory.

Board Configuration: (Board o)



Only Rows A-P are playable.

German Player Sets up first	✪ **1**	**2**	✪ **3**	**4**	**5**	✪ **6**	**7**
American Player moves first							

11th SS Mountain Regiment, 6th SS Mountain Division (ELR 5) (SAN See SSR 3) (Set up: HIP on or north of Row J)

2

157th Infantry Regiment, 45th Infantry Division (ELR 4) (SAN 0) (Set up: enter as Passengers Turn 1 on the P1 Road and per SSR 6)

3 **3**

Enter Turn 3 on the P1 Road & SSR 7

2

Enter Turn 6 on the P1 Road with Felix Sparks as a Rider

Special Rules/Notes:

1. EC are Wet with Ground Snow (3.72) with no wind at start.
2. Germans are equipped with Winter Camouflage (3.712) and ATMM (13.7).
3. German 1-4-9 is an Heroic SNIPER with range of 6 hexes. This Sniper may select specific Targets within a Hex. May only move in Advance Phase and regains HIP at the end of Close Combat Phase unless adjacent to an enemy MMC.
4. German 9-2 represents Lt. Voss and the American 10-2 represents Felix Sparks.
5. American Trucks enter on Turn as a Convoy (E11). Americans may not leave the Convoy until fired upon by German units or suffer a Mine Field attack.
6. American squads which break on Turns 1 or 2 may not move again even if Rallied. They are pinned down until Felix Sparks moves adjacent to them.
7. The M8 Greyhounds must remain on the road and may not stop. They must continue moving until they exit the north edge through Hex A5. Crews may abandon an M8 if it becomes immobilized.
8. TURNS 4 & 5 are NIGHT TURNS. All units on both sides are marked with NO MOVE including any vehicles, AFV’s. The NVR is 1. Additionally, the American squads must pass a Normal Morale Check during each Close Combat Phase of Turns 4 & 5 due to exposure to extreme cold. Failing this TC results in ELR reduction for both broken and good order units.
9. Lt. Voss—German units stacked with Lt. Voss will not fire at the American 10-2 or any units stacked with him unless they fire at the Germans first. Other German units may fire at the American 10-2 after passing a +2 Task Check. Failure of this Task Check is treated as Cowering (A7.9)

Scenario GJ114

Aftermath: The Germans would wait patiently until the American relief convoy reached their selected ambush location. Panzerfausts and MG-42 fire would destroy the trucks and send the supporting infantry into the adjacent woods. American escape attempts were quickly stopped by a hidden German sniper. Two M8 Greyhounds would follow behind the supply trucks and be destroyed in turn by mines and Panzerfausts. As night fell, the pinned Americans would endure a freezing night. In the morning, Felix Sparks brought a Sherman tank up the trail and managed to rescue several of his men. The Germans led by Lt. Voss would hold their fire in admiration of Spark’s courage.