

ST. KILIAN'S BLOODY SWORD

ASL SCENARIO 301

Scenario Design: Bill Cirillo & Sean Deller



VICTORY CONDITIONS: The Germans win at game end if there are ≤ 1.5 Good Order American MMC squad-equivalents on/ADJACENT-to the 16aN14-O15-18aB15-1C15 road and/or by amassing more VP than the Allies, which are earned as follows:

- +1 VP for Control of each Factory on overlay X32.
- +4 VP for Control of building 16aK13.
- +1 VP for each enemy eliminated/Immobilized/Recalled/captured AFV.
- +1 VP for every 5 (FRD) enemy Personnel CVP [EXC: prisoners do not count double] earned.

BALANCE:

- ☆ Add one 3-4-6 HS, one wounded (1-3-8) hero, and one WFP Point to the American at-start Company B OB group.
- ✚ Add one 5-3-7 squad and two WFP Points to any one German OB group (German player's choice).

TURN RECORD CHART

☆ AMERICAN Sets Up First (see SSR 3) [0]	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First [188]									

HEILBRONN, GERMANY, 8 April 1945: Given their long period of formation stateside, the men of the Century Division had been saddled with the unwanted reputation as a parade unit. Once the unit came ashore at Marseilles in October 1944, they quickly rewrote this narrative by being part of the first army since the first century BCE to cross the High Vosges Mountains of northeastern France, breaching the Winter Line and gaining access to the Rhine River plain and the German border. Eventually, the 100th Infantry Division would acquire a new sobriquet, "Sons of Bitche," after capturing the heavily fortified town of Bitche, Germany in mid-March 1945. In April 1945, as a key element of Lt. General Jacob L. Devers' 6th Army Group, the soldiers of 100th Division would be tasked with capturing the 700-year-old Swabian city of Heilbronn, a key industrial and railroad center. Although much of the strategic value of the area had been reduced through a devastating Allied bombing campaign, a variety of retreating German formations now collected themselves in Heilbronn to make a last stand on home ground. Key among these survivors were units from the elite SS-Panzer Grenadier-Division 17 "Götz von Berlichingen," whom American forces had been battling since June. A hodgepodge of other defenders in the city included engineering battalions, training regiments, sailors, and veterans of the Afrika Korps. Under the command of Major General Withers A. Burrell, a Virginia Military Institute graduate with a reputation for achieving his assigned objectives without needlessly risking the lives of his men, the assault on the devastated city would not be an easy feat. One G.I. of 100th Division's 399th Regiment eventually characterized the nature of the combat for control of Heilbronn as one of "house-to-house, room-to-room, over dead Krauts, through rubbish, under barbed wire, over fences, in the windows, and out the doors, sweating, cussing, firing, throwing grenades, charging into blazing houses, shooting through floors and closet doors."

BOARD CONFIGURATION:











16a
18a
X32







Elements of Companies A and B, 1st Battalion, 397th Infantry Regiment, 100th Infantry Division [ELR: 4]
set up as noted: {SAN: 3}

Company A set up on board 16a on/between hexrows H and O
in hexes numbered ≥ 7 :











 6 ³ -6-7	 6 ³ -6-6	 3-4-7	 9-1	 8	 BAZ 45 X11 WFB 8-5	 ? 7 morale	 WFP Points
2	4	2				6	5

Company B set up on board 18a on/between hexrows F and P
in hexes numbered ≥ 6 :

 6 ³ -6-6	 7-0	 ? 7 morale	 WFP Points
2		6	3

American WFP Table (SSR TotR3; Purchase Point cost in RED)			
DC 1	BAZ 45 2	60 MTR 2.5	MMG 3
HMG 6	4 x ? 0.5	+1 SAN 2	

Elements of Company B, 1st Battalion, 397th Infantry Regiment, 100th Infantry Division, Company C, 781st Tank Battalion, and Company B, 824th Tank Destroyer Battalion
enter on Turn 3 along the west edge on/between 16aI20 and 18aQ20:

 6 ³ -6-7	 6 ³ -6-6	 8-1	 7-0	 dm MMG	 ? 7 morale	 15 76L 2/4/4	 24 76L -/-/4	 15 75 2/4/4	 WFP Points
3	6	2			6			2	7

(continued on the back of 302 p.1)