

# Takin' Eibertingen

**Eibertingen, Belgium, January 19th, 1945:**  
 With two attached tanks but low on ammunition, Captain John M. Stephens' Company G is tasked with taking one more village to clear the road back to St. Vith. Surprise was achieved when a wind causing blowing snow suddenly ceases...



**Historical Result:** The village of Eibertingen was cleared with little loss, despite an ammunition shortage that kept the Company's 60mm mortars out of action and had infantry resupplying machineguns with rounds scrounged from the tanks. The road to St. Vith was now open, with the Ondeval defile and its southern exit cleared of the enemy. Although the German defenders bought time for their comrades (including tanks) to retreat from the town, they were hit by artillery on their way out, as the company's radio suddenly started working. Captain Stephens was awarded the Distinguished Service Cross for gallantry in action.

## BOARD CONFIGURATION:



Only hexrows A-T are playable.

## VICTORY CONDITIONS:

The Germans win immediately by amassing  $\geq 20$  CVP or at Game End if they can place 5 FP factors (TPBF/PBF/Area Fire/SMOKE hindrances are NA) from Good Order infantry MMC and manned, functioning MGs (only) on hex O5.

## BALANCE:



**German:** Germans have ELR:3.



**American:** Replace a 6-6-6 MMC with a 6-6-7.



**GERMAN Sets Up First**



**AMERICAN Moves First**



1

2

3

4

5

END



**Elements of Fallschirmjäger Division 3. [ELR:2]** set up anywhere on/east of hexrow M, with a max of one MMC (and any SMC/SW stacked with it) per building; units in Concealment Terrain may set up concealed {SAN:4}:

1	2	C			
5 <sup>2</sup> -4-8	4-4-7	4-3-6	8-1	7-0	MMG 3PP 5-12
2	2	2			

LMG 1PP 3-8	?
2	6

Attached Sturmgeschütz set up in hexrows L or M using HIP (see SSR#2):



13
StuG IIG Assault Gun
1 8 3
75L -/2*



**Elements of Company G, 23rd Infantry Regiment, 2nd Infantry Division [ELR:4]** set up concealed (regardless of terrain) on/west of hexrow G {SAN:2}:

E	1	2			
6 <sup>3</sup> -6-7	6 <sup>3</sup> -6-6	5 <sup>2</sup> -4-6	9-2	9-1	8-0
2	5	2	Hero		

MMG 3PP 4-10	BAZ '45 WP6 8-5
2	3

**Elements of C Company, 741st Tank Battalion** enter on Turn 1 along the west edge:



9-1	15
Armor Leader	M4A3(75)W Medium Tank
	1 75 2/4/4
	2

## Special Rules:

#1 - Weather is Overcast with the possibility of Falling Snow (E3.71). EC are Ground Snow (E3.72) with no wind at start. Place overlays-01 on I5 and O2 on L4-K4.

#2 - The Germans may not Deploy during setup. Germans use 1944 Panzerfausts and availability. The StuG IIG is immobilized and loses HIP/Concealment as if an Emplaced Gun when firing its MA/AAMG.

#3 - All American personnel start the game marked CX. Americans [EXC: AFVs] suffer from Ammunition Shortages (A19.131). The 9-2 leader is Heroic (A15.2).