

MORGAN'S STAND



Designed by Dave Sisler

ASL SCENARIO G30



BAR-LE-DUC, FRANCE, 11 September 1944: Lieutenant Allen Morgan's 2nd Platoon (as well as the rest of the 53rd Battalion) had orders to hold an important crossroads west of the Moselle River. On September 10th the Germans counterattacked the junction, but were repulsed in a furious fight, falling back to the village of Bar-le-Duc with Lt. Morgan's unit in close pursuit. Morgan's audacity captured the village, but only after suffering heavy casualties. With the prospects of reinforcement slim for at least two days, Morgan could muster only seventy-one men and two tanks—low on ammunition—for the defense of the village, and he knew that the Germans would be back.

VICTORY CONDITIONS: The Germans win if there are no unbroken American MMC on board 10 at game end, or if they control 7AA5 at game end.

BOARD CONFIGURATION:

BALANCE:

- ☛ Reduce US SAN to 3 and delete SSR#5.
- ☆ Exchange three US 6-6-6 for three 6-6-7 and add a 9-1 to the US OB.



Only hexrows R-GG are playable on both boards.

TURN RECORD CHART

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

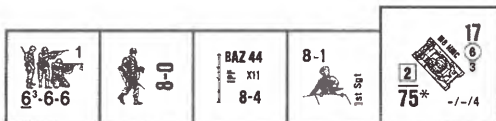
Elements of the U.S. 53rd Armored Infantry Battalion [ELR: 4] set up within 4 hexes of 10Z6: {SAN: 5}



6

2

Reinforcements enter from the east edge as per SSR 3:

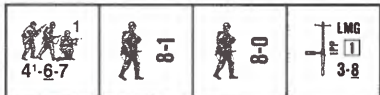


2

Elements of Fusilier Regiment 312 [ELR: 2] enter from the west edge as per SSR 4: {SAN: 2}

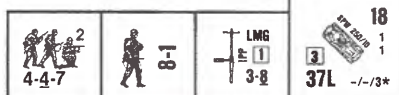


GROUP 1:



5

GROUP 3:



3

GROUP 2:



4

GROUP 4:



2

SPECIAL RULES:

1. EC are Wet, with no wind at start. All buildings are wooden. A One-Lane wooden bridge exists in hexes 7AA6-7AA8.
2. The American M4A1 and M10 GMC are subject to Ammunition Shortage (A19.131).
3. Beginning on Turn 2, the American player must make a dr at the start of each friendly RPh in an attempt to secure the reinforcements. If the dr is < the circled number on the current turn of the Turn Record Chart, all reinforcements must enter in the upcoming MPh/APh (as applicable).
4. The Germans must enter one Group per turn on Turns 1-4. The Group to be

entered on the current turn is determined by Random Selection during the RPh of the German Player Turn: each Group may be selected to enter only once (i.e. reroll all dr calling for a Group to enter that has already entered).

5. The Germans may fire only three PF (C13.3).

AFTERMATH: Luckily for the GI's the German attack was uncoordinated and was easily held at arm's length. To Morgan's distaste, however, the Germans committed armor to their assault, including a Brummoir that demolished the shop that he was in, leaving him trapped in the rubble. As the crisis approached, the German attack was beaten back by the timely appearance of Sgt. Harnshaw with an SP gun and some infantry that had managed to cross the western bridge under fire. The Germans withdrew, and did not attack again for three days.