

RELIEF OF BASTOGNE

- SAVE THE SCREAMING EAGLES

12/22/44 - 12/26/44



Historical Background

Elements of Patton's 3rd Army head north to relieve the 101st Airborne in Bastogne - the Screaming Eagles. The 101st held on by their fingernails during a winter storm until relief arrived. When asked to surrender by the Germans, Brigadier General Anthony C. McAuliffe replied simply "Nuts."

Briefing

Axis: Take 5 command cards.

Allies: Take 5 command cards and move first. Their hand may increase to 6 during the scenario (see the special rules below).

Conditions of Victory

6 medals. The 2 Bastogne hexes each count as a victory point while occupied by the Germans.

Special Rules

The US artillery unit consists of three figures. Other than this, it functions normally.











The infantry of the 101st Airborne in Bastogne are Elite. They may move 1 or 2 hexes and still battle. Mark them as indicated.

Before starting, remove the Airpower card from the deck and set it aside. At the start of each Allied turn, the Allied player rolls a die. If a star is rolled, the weather clears and he adds the airpower card to his hand. He may play the Airpower card that turn or any later turn. From this point on, the Allied player holds 6 cards in his hand.

Town Hexes at road ends: If a unit starts in a town that is entered by a road, the unit may move along the road and still get the road movement bonus. Likewise, if a unit moves along a road and qualifies for the additional movement, it may use that bonus move to enter a town

hex at the end of that road. As always, movement ends upon entering the town hex.

Setup order

- 1  x2
- 2  x2
- 3  x25
- 4  x9
- 5  x7
- 6  x6
- 7  x11
- 8  x5
- 9  x4
- 10  x2