Longvilly Trap

EXIT
EXIT

Longvilly-Trap_full

EXIT

Longvilly-Trap_center

Longvilly-Trap_Bastogne

EXIT
TD
TD
EXIT

Longvilly-Trap_right

EXIT
TD
TD

Longvilly-Trap_right_Axis

Longvilly-Trap_left

Longvilly-Trap_left_Axis

December 19th, 1944: They sprang the Longvilly Trap because we were stretched thin and caught standing still—never a good idea in a shooting war. Near Longvilly, ahead of Bastogne, the enemy pushed armor hard through the Ardennes and found American units sitting exposed on narrow, jammed roads with broken communications. The Germans hit fast and coordinated tanks with infantry, rolled right over isolated formations, and smashed them before they could maneuver. It was a bloody setback, no question—but it bought the enemy only time, not victory. Longvilly opened the road to Bastogne, yes, but it also set the stage for us to dig in, turn, and hit back harder—because wars aren't won by trapping men, they're won by destroying the enemy, and that bill was coming due.

~~ General Howitzer

VP's: 6

Card Balance:

Allies – 4

Axis – 5

Complexity:

4

Conditions:

Winter

Location:

Belgium

Year:

1944

Theater:

Western

Campaign:

Battle of the Bulge

German Name:

Unternehmen Wacht Am Rhein

Summary:

This is a fun and exciting scenario as the Americans attempt to survive the seige of Bastogne and open up an escape route. The Axis are able to pummel the Americans from all directions with Artillery, Mortars, and Tanks, while the Americans force their powerful Armor across the countryside and toward the Exit hexes.

Objectives:

The Americans need to break through the German roadblock and open the way to Bastogne.

Six Medals. There are also two Exit Medal Objectives for the Americans to breakthrough.

Battlefield:

Winter conditions, with roads and rivers cutting through the battlefield.

Troops:

Allies – 5 Infantry, 6 Armor, 1 Artillery

Axis – 5 Infantry, including some SWA's (Mortars), 6 Armor including two Tank Destroyers (2,2,2,2), 3 Artillery

Special Rules:

1. Winter Combat rules – two hex armor movement

2. Reduced Visibility rules – only hit with Grenades unless in Close Assault

2. Special Weapon Asset rules for Mortars – 3,2,1,1

3. The river is frozen, but impassable.

4. Roadblock rule

5. Also play with Winter Combat cards in addition to regular Combat cards

Winning as Allies

1. Primary Objective is to break through and provide a passage to Bastogne so the troops can be rescued, as they were, historically. You may want to keep the roadblock in place, so that your Armor can exit to the east without worry about rearguard action.

2. Your forces are congested in the town of Bastogne. Retreat flags from the enemy will cause losses, so you will want to spread them out by moving your forces east along the road toward the Exit hex. Remember that with winter conditions, you will only be able to move your Armor three hexes at a time on the road (instead of the usual four).

3. If you have the cards for it, some gains can be had by removing the roadblock and heading west to attack the enemy directly. Otherwise, they will continue to pummel you from the woods in the north, and with their Artillery and Mortars to your southwest.

Winning as Axis

1. You have the enemy completely surrounded, except for that pesky escape route along the road. Move to block the Exit hexes ASAP. It will only take two turns for the Allies to begin evacuating along the road.

2. With three Artillery and two Mortar units, you can continuously attack the enemy and decimate their forces.

3. Remember that the Limited Visibility rules require that, unless you are in Close Combat, typically only Grenades will score a hit. But Retreat Flags can be a very effective way to reduce the enemy in their congested situation in Bastogne.

3. Move the two Armor on your right and center section into the two forest hexes

across the river from Bastogne. From there you will be able to safely pick off the enemy bit by bit throughout the battle.

4. Take the time to move the Artillery on your right flank forward at least one row forward. It will pay off every turn afterwards with increased firepower against the enemy hiding like cowards in Bastogne.

Author.

URL

General Howitzer / Battle Reports

Longvilly Trap

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**100.00%**
Average medals per side
Allies—Axis—
Submitted AARs
1Games reported
Allied victories**1 · 100.0%**
Axis victories**0 · 0.0%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Battle of the Bulge [Winter Wars]

1. Battle in the Schnee Eifel→ — Open Scenario
2. Longvilly Trap Current scenario
3. Wardin→ — Open Scenario
4. Peiper at Stoumont→ — Open Scenario
5. Resistance at Marvie→ — Open Scenario
6. Escape Along Salmchâteau→ — Open Scenario
7. The Final Counter-Attack→ — Open Scenario
8. The Relief of 'Peiper'→ — Open Scenario

9. Clervaux-The Road to Bastogne→ — Open Scenario
10. Baraque de Fraiture→ — Open Scenario