### Battle Command

**Mini-game No. 20**

**Neffe Crossroads**

**December 19, 1944.** An Airborne company with tank support contests a vital road junction with a German assault group backed by a recon element.

**Map**

- Centered 5km east of Bastogne, Belgium.
- Map dimensions: 10km x 10km; 100 sq. km.

### AVAILABLE FORCES

<table>
<thead>
<tr>
<th></th>
<th>U.S. Forces</th>
<th>German Forces</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Detachments from the 101st Airborne Division and CCB, 9th Armored Division.</td>
<td>Reconnaissance and infantry elements of Panzer Lehr Division.</td>
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<tr>
<td></td>
<td><img src="image" alt="101st Airborne Division" /> [4X] [1X] [1X]</td>
<td><img src="image" alt="Infantry Assault Group" /> [3X] [1X] [1X]</td>
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<td></td>
<td><img src="image" alt="CCB, 9th Armored Division" /> [1X]</td>
<td><img src="image" alt="Recon Detachment" /> [1X] [1X]</td>
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</tbody>
</table>

**Victory Conditions:**

- **U.S.** Player wins by controlling Neffe crossroads at the end of the game.
- **German** player wins by controlling Neffe crossroads at any time during the game.

### Scenario Information

- **Scenario Start:** 08:00 December 19, 1944.
- **Scenario Duration:** 1 Hour.
- **Scenario End:** 09:00 December 19, 1944.