

**Scenario I - "Slaughter of the Innocents"**

**Time:** 16DEC44 AM

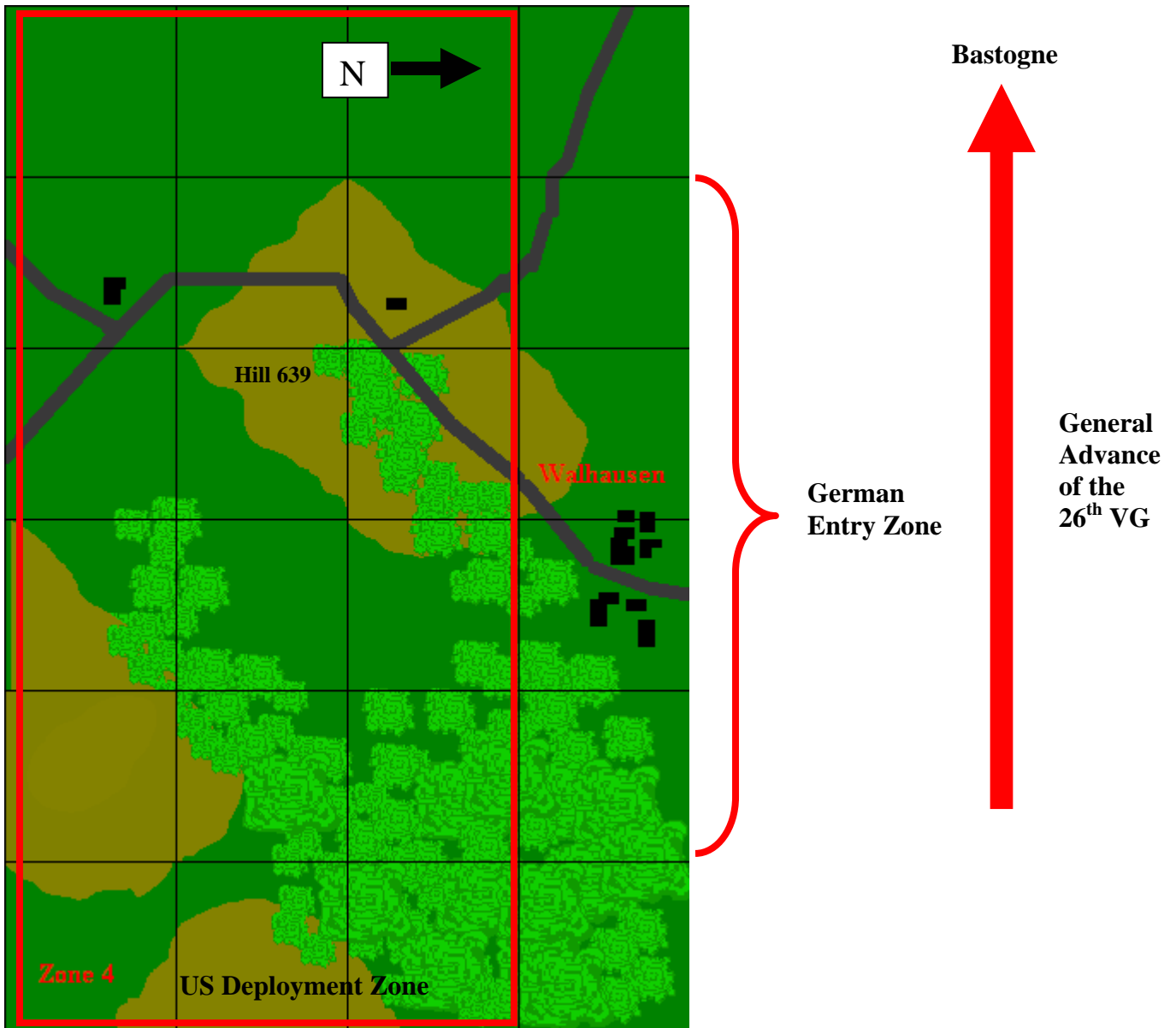
**Location:** Wahlausen (Zone 4)

**Situation:** Having just crossed the icy waters of the Our River, the 39<sup>th</sup> Fusilier Regiment is attacking the large hill just to the southwest of Walhausen in order to secure the left flank of the 26<sup>th</sup> Volksgrenadier Division as it advances west. Spread far too thin to meet the German onslaught in the Bastogne Sector, the 28<sup>th</sup> Division could only afford a hastily assembled provisional battalion of newly arrived replacements, cooks, clerks and mechanics to hold Hill 639 in a desperate attempt to stem the advance of the 39<sup>th</sup> Fusiliers.

**Objective:** Hold Hill 639 at the end of the battle. Break Points - US: Five Units, Germans: Twenty Units.

**Game Length:** Six turns

**Map:**



# US Forces - Defending



## Provisional Bn, 110th Infantry

| # | Troops        | Type     | Move | ATKs  | Hits | Save | Notes | Campaign Notes |
|---|---------------|----------|------|-------|------|------|-------|----------------|
| 1 | HQ (CV 7)     | Command  | 40   | 2     | 4    | 6    |       | Green          |
| 9 | Infantry Unit | Infantry | 10   | 4/30* | 6    | 0    |       | Green          |

Notes:

Green Units - Roll one additional dice on Fall Backs

## German Forces - Attacking



### 39th Fusilier Regiment Regiment HQ

| # | Troops                | Type      | Move | ATKs  | Hits | Save | Notes | Campaign Notes |
|---|-----------------------|-----------|------|-------|------|------|-------|----------------|
| 1 | CO (CV 9)             | Command   | 60   | 3     | 6    | 6    |       |                |
| 1 | Recce Unit (Infantry) | Recce     | 10   | 4/15* | 3    | 0    |       | Bicycle-SMG    |
| 1 | Engineer Unit         | Engineers | 10   | 4/30* | 6    | 0    |       | Wire 2, Mine 1 |

### I Bn, 39th Fusilier Regiment

| # | Troops                | Type     | Move | ATKs  | Hits | Save | Notes | Campaign Notes |
|---|-----------------------|----------|------|-------|------|------|-------|----------------|
| 1 | HQ (CV 7)             | Command  | 40   | 2     | 4    | 6    |       |                |
| 9 | Infantry Unit         | Infantry | 10   | 4/30* | 6    | 0    |       | Green          |
| 3 | Support Unit (MG)     | Infantry | 10   | 3/50* | 5    | 0    |       | Green          |
| 1 | Support Unit (Mortar) | Infantry | 10   | 3/120 | 5    | 0    |       | Green          |

### II Bn, 39th Fusilier Regiment

| # | Troops                | Type     | Move | ATKs  | Hits | Save | Notes | Campaign Notes |
|---|-----------------------|----------|------|-------|------|------|-------|----------------|
| 1 | HQ (CV 7)             | Command  | 40   | 2     | 4    | 6    |       |                |
| 9 | Infantry Unit         | Infantry | 10   | 4/30* | 6    | 0    |       | Green          |
| 3 | Support Unit (MG)     | Infantry | 10   | 3/50* | 5    | 0    |       | Green          |
| 1 | Support Unit (Mortar) | Infantry | 10   | 3/120 | 5    | 0    |       | Green          |

### III Bn, 39th Fusilier Regiment

| # | Troops                | Type     | Move | ATKs  | Hits | Save | Notes | Campaign Notes |
|---|-----------------------|----------|------|-------|------|------|-------|----------------|
| 1 | HQ (CV 7)             | Command  | 40   | 2     | 4    | 6    |       |                |
| 9 | Infantry Unit         | Infantry | 10   | 4/30* | 6    | 0    |       | Green          |
| 3 | Support Unit (MG)     | Infantry | 10   | 3/50* | 5    | 0    |       | Green          |
| 1 | Support Unit (Mortar) | Infantry | 10   | 3/120 | 5    | 0    |       | Green          |

Notes: Green Troops add one additional die to fall back moves

## German Artillery Support:

### Direct Support (On-Call):



### Division Artillery

| # | Troops                 | Type      | Move | ATKs | Hits | Save | Notes | Campaign Notes |
|---|------------------------|-----------|------|------|------|------|-------|----------------|
| 3 | Artillery Unit (105mm) | Artillery | 0    | 3    | 4    | 0    |       | I/26 Arty      |
| 1 | FAO (CV 7)             | Command   | 40   | 0    | 4    | 6    |       | I/26 Arty      |
| 3 | Artillery Unit (105mm) | Artillery | 0    | 3    | 4    | 0    |       | III/26 Arty    |
| 1 | FAO (CV 7)             | Command   | 40   | 0    | 4    | 6    |       | III/26 Arty    |

One Allocation of smoke per Bn may be used.

**Scheduled Artillery:**



| # | Troops                                 | Type      | Move | ATKs | Hits | Save | Notes | Campaign Notes |
|---|--|-----------|------|------|------|------|-------|----------------|
| 3 | Artillery Unit (RL, Nebelwerfer)       | Artillery | 0    | 6    | 4    | 0    |       | I/55           |
| 3 | Artillery Unit (RL, Nebelwerfer)       | Artillery | 0    | 6    | 4    | 0    |       | II/55          |
| 3 | Artillery Unit (RL, Heavy Nebelwerfer) | Artillery | 0    | 8    | 4    | 0    |       | III/55         |

**Allocations:**

I/55 - 6

II/55 - 6

III/55 - 3

## Special Rules:

- 1) **"Dug-In"** - US Forces are "Dug-In" at start of the game. Dug-in very difficult to locate until they move or open fire, so in these situations, the maximum distance at which troops can be seen is 20cm. This distance is reduced to 5cm for all troops on foot, small- to medium sized deployed guns, recon units and command units. These restrictions no longer apply once a unit has moved or opened fire. "Dug-In" Troops are hit on a 5+.
- 2) **Hidden** - US Troops may be hidden at the start of the game with their locations marked on the map. These units are revealed when they either move or shoot.
- 3) **Green Units** - Add on die to Fall Back rolls.
- 4) **Poor Weather** - Max visibility is **50cm** and **all commands suffer a -1 penalty**. Consult page 48 of BKC at the end of each turn for possible weather changes.

**Outcomes:** If the Germans lose, they will fall back on Zone 1. If the US loses and the Germans control Hill 639, US forces will retreat to Zone 9 (Hoschied) or to Zone 10 (Café Schniker) if the Germans do not control Hill 639.

**Losses:** Units that were removed from the battle by "Fall Back greater than 10cm" will return to their higher HQ after the game on a 4+ for the Winner and a 5+ for the Loser. Roll separately for each stand on this regroup attempt. "Fall Back" units that failed to regroup and other "Destroyed" units from the battle are eliminated from the Campaign. Report the losses and outcome for both sides back to the Campaign Coordinator following this battle.

**Battle Report:** Use this from here on out to provide a brief account of the action. You can copy and paste the map and use draw to show what happened. Be sure to include the players names and their formations. Digital photos will also greatly enhance the Battle report. All of these will be posted on the BattleVault.