

## Scenario II - "Fury of the 77<sup>th</sup> Grenadiers"

Time: 16DEC44 AM

Location: Hosingen (Zone 5)

### Situation:

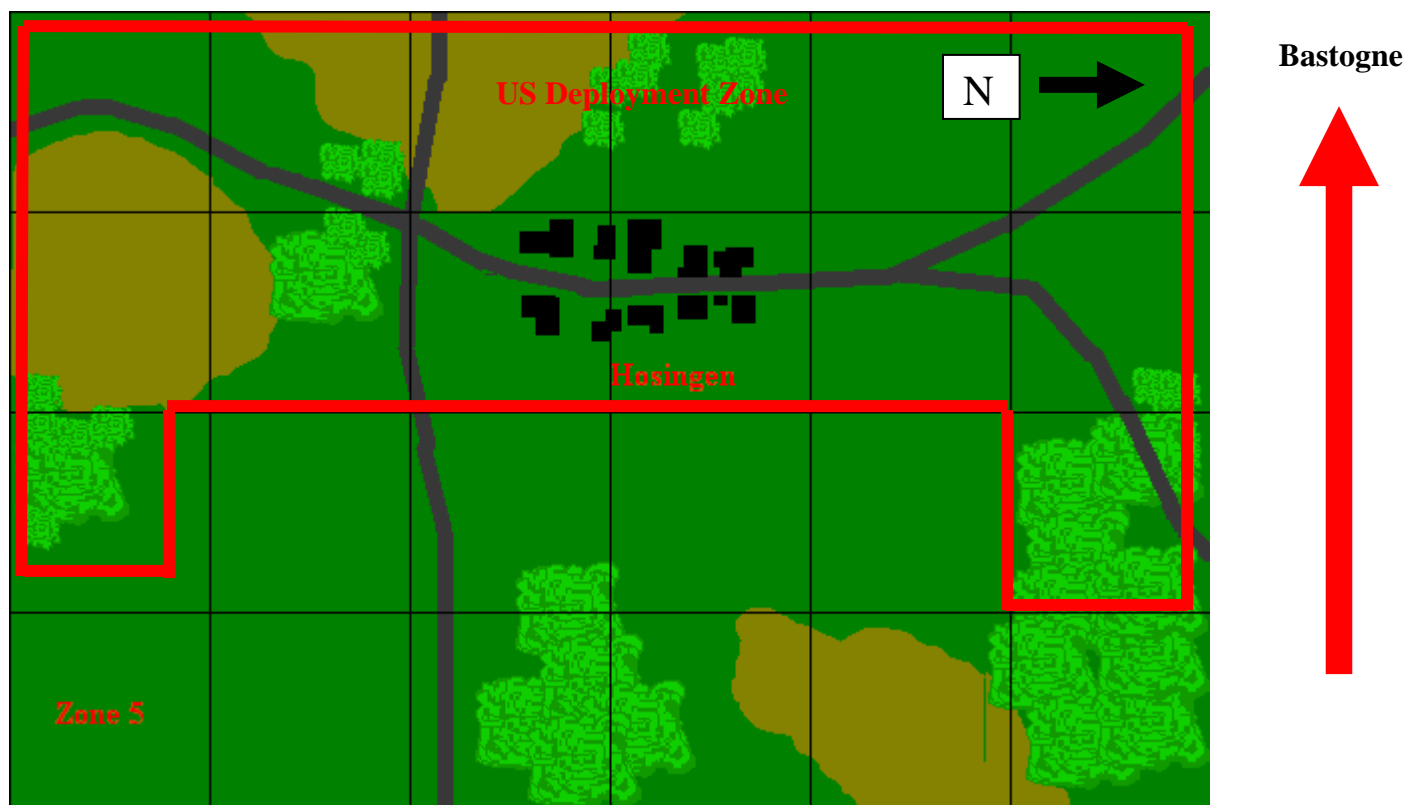
The 77<sup>th</sup> Grenadiers have been selected to spearhead the main effort of the 26<sup>th</sup> Volksgrenadier Division. Like the rest of the 29<sup>th</sup> VG Division, the 77<sup>th</sup> was formed a few months ago using remnants of the old 26<sup>th</sup> Infantry Division infused with replacement personnel from the Luftwaffe and Kriegsmarine. The 77<sup>th</sup> Grenadiers, though untrained as a unit, are eager to give the American defenders of Hosingen some payback for six months of German losses in battles across France.

To defend Hosingen, the 28<sup>th</sup> Division will rely upon the 1<sup>st</sup> Battalion, 110<sup>th</sup> Infantry Regiment reinforced with an AAA Battery and supported by a battalion of 105mm Howitzers.

**Objective:** Hold Hosingen at the end of the battle. Break Points - US: Nine Units, Germans: Twenty Units.

**Game Length:** Eight turns

### Map:



German Entry Zone

## US Forces - Defending



### 1st Bn, 110th Infantry

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 8)	Command	40	2	4	6		
9	Infantry Unit	Infantry	10	4/30*	6	0		
3	Support Unit (MG)	Infantry	10	3/50*	5	0		
1	Support Unit (Mortar)	Infantry	10	3/120	5	0		
2	Support Unit (AA, M16)	Infantry	20	4/30*	3	6	[O]	B/447th AAA
2	Support Unit (AA,40mm)	Infantry	0	1/40	4	0		B/447th AAA
2	Transport Unit (Truck)	Transport	20	0	3	0		B/447th AAA

Notes:

## US Artillery Support

### Direct Support (On-Call):



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	FAO (CV 8) (109th Field Artillery)	Command	40	0	4	6		109th Arty Bn
3	Artillery Unit (105mm)	Artillery	0	3	3	0	[R]	109th Arty Bn

### Scheduled Artillery:



### VIII Corps Artillery

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
3	Artillery Unit (155mm)	Artillery	0	4	3	0	[R]	755th Arty Bn
	2 Allocations per battery(stand)							

## German Forces - Attacking



### 77th Grenadier 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, 77th Grenadier 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, 77th Grenadier 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

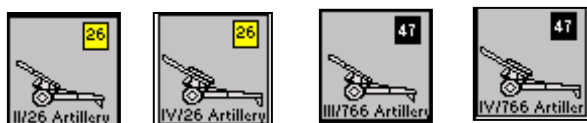
### III Bn, 77th Grenadier Regiment

#	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		II/26 Arty
1	FAO (CV 7)	Command	40	0	4	6		II/26 Arty
3	Artillery Unit (150mm)	Artillery	0	4	4	0		IV/26 Arty
3	Artillery Unit (105mm)	Artillery	0	3	4	0		III/766
3	Artillery Unit (150mm)	Artillery	0	4	4	0		IV/766

II/26, III/766 and IV/766

have up to six allocations per battery. Each Bn has one smoke allocation.

**Scheduled Artillery:**



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
3	Artillery Unit (RL, Nebelwerfer)	Artillery	0	6	4	0		I/85
3	Artillery Unit (RL, Nebelwerfer)	Artillery	0	6	4	0		II/85
3	Artillery Unit (RL, Heavy Nebelwerfer)	Artillery	0	8	4	0		III/85

**Allocations:**

- I/85 - 6
- II/85 - 6
- III/85 - 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 2. If the US they will retreat to Zone 11 (Bockholz).

**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.