



## US Forces - Defending



HQ, 110th Infantry

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	CO (CV 10)	Command	60	3	6	6		
1	Recce Unit (Infantry)	Recce	10	3/30*	3	0		
1	Support Unit (ATG, 57mm)	Infantry	0	3/60	5	6		
1	Support Unit (IG, 105mm)	Infantry	0	3	3	6		
2	Transport Unit (Trucks)	Transport	20	0	3	0		
1	Recce Unit (Jeeps)	Recce	20	3/30*	2	0		A/630 TD BN
3	Anti-Tank Gun Unit (76mm)	Anti-Tank	0	4/70	4	6		A/630 TD BN
3	Transport Unit (M3 Half Tracks)	Transport	20	1/20*	3	6	[O]	A/630 TD BN



2nd 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		

## US Artillery Support

### Direct Support (On-Call):



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	FAO (CV 8) (687th Field Artillery)	Command	40	0	4	6		687th Arty Bn
3	Artillery Unit (105mm)	Artillery	0	3	3	0	[R]	687th Arty Bn
	One allocation of smoke.							

## Scheduled Only 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



### 2<sup>nd</sup> Panzer Grenadiers Regiment HQ

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	CO (CV 10)	Command	60	3	6	6		
1	Recce Unit (Infantry)	Recce	10	4/15*	3	0		SMG
3	Engineer Unit	Engineers	10	4/30*	6	0		EN CO - Wire 2, Mine 1
1	Support Unit (MG)	Infantry	10	3/50*	5	0		EN Co

### I Bn, 2nd Panzer Grenadier Regiment

#	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		

### II Bn, 2nd Panzer Grenadier Regiment

#	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		

### II Bn, 304th Panzer Grenadiers

#	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		

Notes:

## German Artillery Support:

### Direct Support (On-Call):



#### Division Artillery

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
2	Artillery Unit (Wespe, 105mm)	Artillery	20	3	3	6		I/74 Arty
1	Artillery Unit (Hummel, 150mm)	Artillery	20	4	4	6		I/74 Arty
1	FAO (CV 7)	Command	40	0	4	6		I/74 Arty
3	Artillery Unit (105mm)	Artillery	0	3	4	0		II/74 Arty
1	FAO (CV 7)	Command	40	0	4	6		II/74 Arty
3	Artillery Unit (150mm)	Artillery	0	4	4	0		III/74 Arty

Allocations: III/74 has 6  
Allocations available.  
Each Bn has one smoke  
allocation.

**Scheduled Only Artillery:** None

## 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 3. If the US they will retreat to Zone 12 (Clerveaux) or Zone 15 (Wilwerwiltz).

**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.