

Scenario IV - "Recon in Force"

Time: 16DEC44 AM

Location: Fishbach & Heinersheid (Zone 7)

Situation:

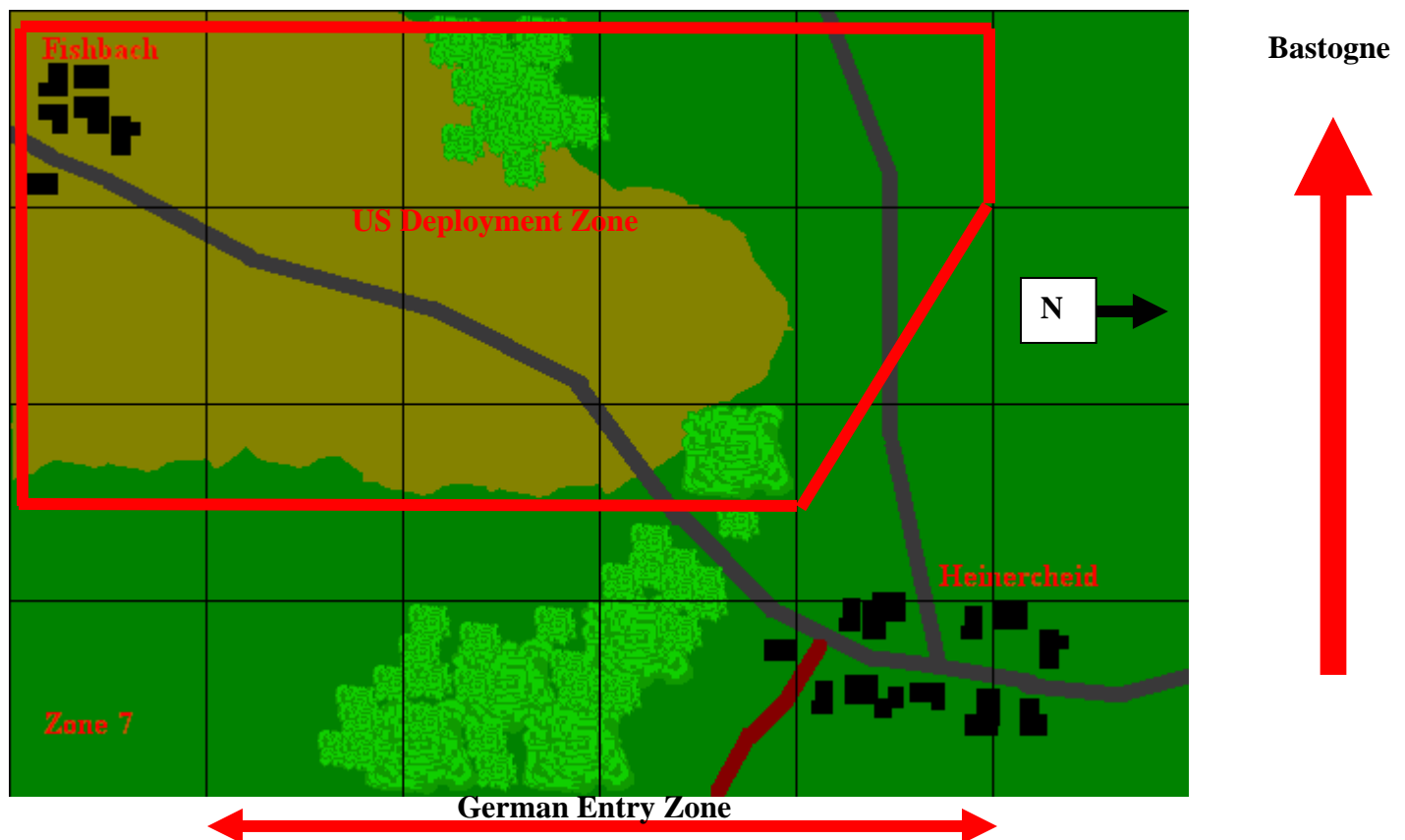
Anticipating only light resistance on his right flank, the commander of the 2nd Panzer Division has sent in a small Kampfgruppe ("Heinz") consisting of the Headquarters and I Bn of the 304th Panzer Grenadiers to test the US resolve to hold Fishbach. If US forces are light as believed, KG Heinz is to take Fishbach, but if resistance from the US is stout, then KG Heinz is to only probe defense for a following attack in the afternoon.

Defending the far left of the line, the 28th Division deployed the 3rd Bn of the 110th Infantry with only limited support.

Objective: Break the opposing force. Break Points - US: Seven Units, Germans: Four Units. (This is only 25%, rather than 50%, due to the orders KG Heinz has from 2nd Panzer division).

Game Length: Six turns

Map:



US Forces - Defending



3rd 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		

Notes:

US Artillery Support

Direct Support (On-Call): None

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



304th Panzer Grenadier Regiment

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

I Bn, 304th 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		
1	Support Unit (Mortar)	Infantry	10	3/120	5	0		

German Artillery Support:

Direct Support (On-Call): None

Scheduled Only Artillery:



766th VolksArtillerie Korps

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
3	Artillery Unit (122mm)	Artillery	0	4	4	0		V/766 - Russian
3	Artillery Unit (170mm)	Artillery	0	5	4	0		VI/766

Notes: Six allocations per battery/stand. One smoke allocation per battalion

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 6 (Marnach) if Fishbach has not fallen to the Germans,

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.