

Scenario VIII - "Grenadiers at Wilwerwiltz"

Time: 17DEC44 AM

Location: Wilwerwiltz (Zone 15)

Situation:

The 77th Grenadiers have spearheaded the 26th Volksgrenadier attack for the past 24 hours. They have been able to push every stopping force the US has thrown in their path. Now the 77th Grenadiers are closing on the Clerf River at the town of Wilwerwiltz. Short of infantry, the US has had to throw engineers into the fray to stem the German advance on Bastogne. Fortunately the 158th Engineers have been in the town overnight. Under the control of the 1128th Engineer Group HQ, the 158th Engineers are joined by the remnants of 1/110th US Infantry. This combined force must keep the 77th Grenadiers from establishing a bridgehead on the Clerf. Fortunately for them, the VIII Corps has directed that Combat Command R 9 Reserve, 9th US Armored Division rush to the front to reinforce the Clerf river line.

Objective: Control Wilwerwiltz at the end of the game.

Break Points:

Germans – BP 25

US – 158th Engineers – BP 7, 1/110th US Inf – BP 4,

CCR 9th, US Armor Division - BP 26

Game Length: Eight turns. If both the 158th Engineers and 1/110th US infantry break then the battle is over and CCR, 9AD will end its move in Zone 20.

Map:

US
Reinforcements
Entry Zone



Bastogne



German Entry Zone I

US Forces - Defending

HQ, 1128th Engineer Group



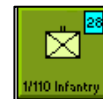
Group HQ

| # | Troops | Type | Move | ATKs | Hits | Save | Notes | Campaign Notes |
|---|-----------|---------|------|------|------|------|-------|----------------|
| 1 | CO (CV 9) | Command | 60 | 3 | 6 | 6 | | |



158th Engineer Bn

| # | Troops | Type | Move | ATKs | Hits | Save | Notes | Campaign Notes |
|----|-------------------------|-----------|------|-------|------|------|-------|-----------------|
| 1 | HQ (CV 8) | Command | 40 | 2 | 4 | 6 | | |
| 9 | Engineer Unit | Engineers | 10 | 4/30* | 6 | 0 | | Wire 16, Mine 9 |
| 3 | Support Unit (MG) | Infantry | 10 | 3/50* | 5 | 0 | | |
| 12 | Transport Unit (Trucks) | Transport | 20 | 0 | 3 | 0 | | |



1st Bn, 110th Infantry

Fatigue Level - 0

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

Artillery:



| # | 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 |

US Forces – Reinforcements (Turn 5+)

**CCR, 9th US
Armored Division**



CCR-9AD HQ

| # | Troops | Type | Move | ATKs | Hits | Save | Notes | Campaign Notes |
|---|-----------------------------------|-----------|------|-------|------|------|-------|--------------------------------|
| 1 | CO (CV 9) | Command | 60 | 3 | 6 | 6 | | |
| 3 | Tank Destroyer Unit (M18 Hellcat) | Anti-Tank | 40 | 4/70 | 4 | 6 | [O] | B/811 TD - Green |
| 1 | Recce Unit (M20 A/C) | Recce | 20 | 1/30* | 3 | 6 | [O] | B/811 TD - Green |
| 1 | Recce Unit (Jeeps) | Recce | 20 | 3/30* | 2 | 0 | | B/811 TD - Green |
| 3 | Engineer Unit | Engineers | 10 | 4/30* | 6 | 0 | | C/9 EN - Wire 2, Mine 1- Green |
| 1 | Transport Unit (M3 Half Tracks) | Transport | 20 | 1/30* | 3 | 6 | [O] | C/9 EN - Green |
| 2 | Transport Unit (Trucks) | Transport | 20 | 0 | 3 | 0 | | C/9 EN - Green |
| 2 | Support Unit (AA, M16) | Infantry | 20 | 4/30* | 3 | 6 | [O] | C/482 AAA - Green |
| 2 | Support Unit (AA, M15) | Infantry | 20 | 2/40 | 3 | 6 | [O] | C/482 AAA - Green |

Notes: Green Units add one more dice to Fall Back moves.



2nd Tank Battalion

| # | Troops | Type | Move | ATKs | Hits | Save | Notes | Campaign Notes |
|---|---------------------------------|----------|------|---------|------|------|-------|----------------|
| 1 | HQ (CV 8) | Command | 40 | 2 | 4 | 6 | | |
| 1 | Recce Unit (Jeeps) | Recce | 20 | 3/30* | 2 | 0 | | |
| 1 | Support Unit (Mortar, M4) | Infantry | 20 | 3/120 | 3 | 6 | [R/O] | Green |
| 1 | Support Tank Unit (Sherman 105) | Armor | 20 | 5/60(h) | 4 | 5 | | Green |
| 6 | Medium Tank Unit (Sherman 75) | Armor | 20 | 4/60 | 3 | 5 | | Green |
| 3 | Medium Tank Unit (Sherman 76) | Armor | 20 | 4/70 | 4 | 5 | | Green |
| 3 | Light Tank Unit (Stuart) | Armor | 30 | 2/40 | 3 | 5 | | Green |

Notes: Green Units add one more dice to Fall Back moves.

**52nd Armored
Infantry**



| # | Troops | Type | Move | ATKs | Hits | Save | Notes | Campaign Notes |
|---|---------------------------------|-----------|------|---------|------|------|-------|----------------|
| 1 | Recce Unit (Jeeps) | Recce | 20 | 3/30* | 2 | 0 | | |
| 1 | HQ (CV 8) | Command | 40 | 2 | 4 | 6 | | |
| 1 | Support Unit (Mortar, M4) | Infantry | 20 | 3/120 | 3 | 6 | [R/O] | Green |
| 1 | Support Tank Unit (M8 Scott) | Armor | 30 | 3/50(h) | 3 | 6 | [O] | Green |
| 1 | Support Unit (MG) | Infantry | 10 | 3/50* | 5 | 0 | | Green |
| 2 | Transport Unit (M3 Half Tracks) | Transport | 20 | 1/20* | 3 | 6 | [O] | Green |
| 9 | Infantry Unit | Infantry | 10 | 4/30* | 6 | 0 | | Green |
| 9 | Transport Unit (M3 Half Tracks) | Transport | 20 | 1/30* | 3 | 6 | [O] | Green |

Notes: Green Units add one more dice to Fall Back moves.



**73rd Armored
Artillery**

| # | Troops | Type | Move | ATKs | Hits | Save | Notes | Campaign Notes |
|---|--------------------------------|-----------|------|------|------|------|-------|----------------|
| 1 | FAO (CV 8) | Command | 40 | 0 | 4 | 6 | | |
| 3 | Artillery Unit (105mm, Priest) | Artillery | 20 | 3 | 4 | 6 | [R/O] | Green |

**German Forces - Attacking
German Entry Zone I (Turn 1):**



**77th Grenadier
Regiment**

| # | 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 |
| 2 | Support Unit (IG, 75mm) | Infantry | 0 | 2 | 4 | 0 | | |
| 2 | Transport Unit (Horses) | Transport | 10 | 0 | 3 | 0 | | |
| 2 | Anti-Tank Gun Unit (75/76mm) | Anti-Tank | 0 | 4/70 | 4 | 6 | | |
| 2 | Trans Unit (Trucks/Half-Tracks) | Transport | 20 | 0 | 3 | 0 | | |

**I Bn, 77th 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 | | Green |
| 3 | Support Unit (MG) | Infantry | 10 | 3/50* | 5 | 0 | | Green |
| 1 | Support Unit (Mortar) | Infantry | 10 | 3/120 | 5 | 0 | | Green |
| 1 | Support Unit (Heavy Mortar) | Infantry | 0 | 4 | 4 | 0 | [R] | Green |
| 1 | Transport Unit (Horses) | Transport | 10 | 0 | 3 | 0 | | Green |

**II Bn, 77th Grenadier
Regiment**

| # | Troops | Type | Move | ATKs | Hits | Save | Notes | Campaign Notes |
|---|-------------------------------|-----------|------|-------|------|------|-------|--------------------------|
| 1 | HQ (CV 9) | Command | 40 | 2 | 4 | 6 | | |
| 3 | Infantry Unit | Infantry | 10 | 4/30* | 6 | 0 | | |
| 5 | Infantry Unit | Infantry | 10 | 4/30* | 6 | 0 | | Green -1 Lost in Fight 2 |
| 1 | Support Unit (MG) | Infantry | 10 | 3/50* | 5 | 0 | | |
| 2 | Support Unit (MG) | Infantry | 10 | 3/50* | 5 | 0 | | Green |
| 1 | Support Unit (Mortar) | Infantry | 10 | 3/120 | 5 | 0 | | Green |
| 1 | Support Unit (Heavy Mortar) | Infantry | 0 | 4 | 4 | 0 | [R] | Green |
| 1 | Transport Unit (Horses) | Transport | 10 | 0 | 3 | 0 | | Green |
| 3 | Medium Panzer Unit (StuG-III) | Armor | 20 | 4/70 | 4 | 5 | [R] | Attached from 26th PzJg |

**III Bn, 77th Grenadier
Regiment**

| # | Troops | Type | Move | ATKs | Hits | Save | Notes | Campaign Notes |
|---|-----------------------------|-----------|------|-------|------|------|-------|--------------------------|
| 1 | HQ (CV 8) | Command | 40 | 2 | 4 | 6 | | |
| 8 | Infantry Unit | Infantry | 10 | 4/30* | 6 | 0 | | Green -1 Lost in Fight 2 |
| 3 | Support Unit (MG) | Infantry | 10 | 3/50* | 5 | 0 | | Green |
| 1 | Support Unit (Mortar) | Infantry | 10 | 3/120 | 5 | 0 | | Green |
| 1 | Support Unit (Heavy Mortar) | Infantry | 0 | 4 | 4 | 0 | [R] | Green |
| 1 | Transport Unit (Horses) | Transport | 10 | 0 | 3 | 0 | | Green |

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

German Artillery Support:



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 (105mm) | Artillery | 0 | 3 | 4 | 0 | | III/26 Arty |
| 1 | FAO (CV 7) | Command | 40 | 0 | 4 | 6 | | III/26 Arty |
| 2 | Artillery Unit (150mm) | Artillery | 0 | 4 | 4 | 0 | | IV/26 Arty |



766th VolksArtillerie Korps

| # | Troops | Type | Move | ATKs | Hits | Save | Notes | Campaign Notes |
|---|-----------------------|-----------|------|------|------|------|-------|----------------|
| 3 | Artillery Unit (75mm) | Artillery | 0 | 2 | 4 | 0 | | I/766 - FK40 |
| 3 | Artillery Unit (88mm) | Artillery | 0 | 3 | 4 | 0 | | II/766 - FK 43 |

Special Rules:

- 1) **Allocations** – Each battery assigned to support the zone has two allocations (mission) that may be planned. One of these missions may be a smoke mission.
- 2) **"Dug-In"**- US Forces and German Initial 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+.
- 3) **Hidden** - US Troops and German Initial forces 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.
- 4) **Green Units** - Add on die to Fall Back rolls.
- 5) **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.
- 6) **Reinforcements:**

The US Turn 5+ reinforcements enter the board at Entry Zone II on 4+ roll on turn 5, 3+ roll on turn 6, 2+ Roll on turn 7 and beyond. Roll separately for each "group."

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.

The Clerf River: It's December in Northwest Europe the Clerf is cold, fast moving, and deep. Vehicles may only cross on bridges. Infantry may cross on bridges or assault boats. The Germans have 12 assault boats brought forward from the Division Engineer Trains. These are carried on six trucks (two each). Each boat may ferry across one infantry stand per turn. The infantry must begin the turn on the friendly side of the river in contact with an assault boat. On a successful order activation, the infantry is transferred to the other side of the river. The boat automatically returns to the friendly side of the river and the infantry may be given further orders as normal.

Assault boats have 3 hits and a save of 6. Any infantry being transported when a boat is lost are Routed (They met recovered when the battle ends).

Recon infantry units are equipped with their own inflatable assault boats, but these are lost after use.

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.