

Scenario V - "Breakout at Café Schinker"

Time: 16DEC44 PM

Location: Café Schinker (Zone 10)

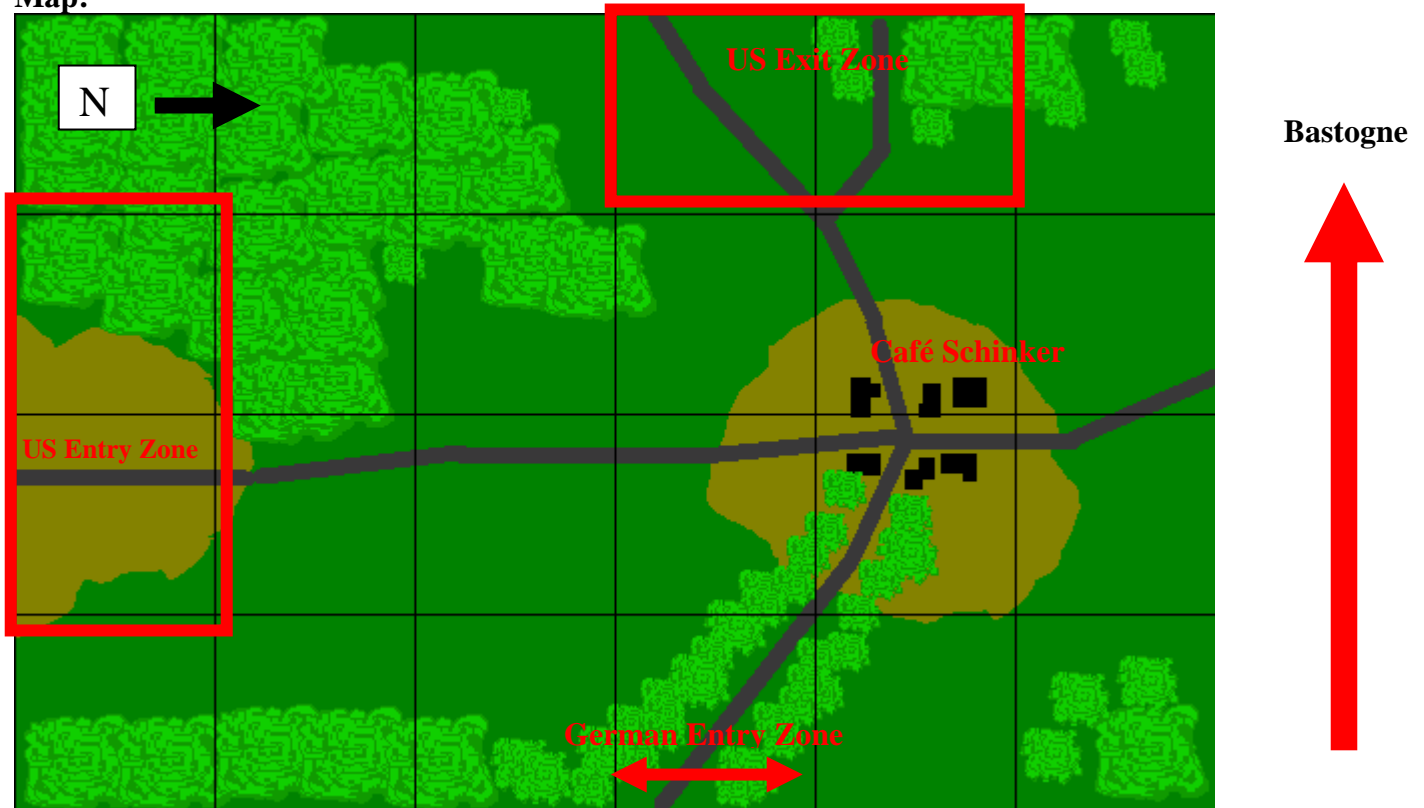
Situation:

The 28th Division's hastily assembled provisional battalion of newly arrived replacements; cooks, clerks and mechanics only tentatively tried to retain control of Hill 629 near Walhausen (Zone 4). As a result they ended up leaving themselves only one path of retreat toward Hoschied (Zone 9) when they fell back from the morning assault of the 39th Fusiliers. Now the Provisional Battalion finds in danger of being trapped behind enemy lines and is trying to break out of encirclement through roads leading west of Café Schinker. The 39th Fusilier Regiment, barely scratched in the morning engagement is driving hard to both trap the US Provisional Battalion and to clear an open path to the bridges that span the Clerf River further to the west.

Objective: The US Provisional Battalion must reach the US Exit zone and escape west before it is broken, otherwise its survivors will be forced to fall back on Hoschied (Zone 9). There it will be cut off from supplies and heavily fatigued from a day of fighting. This will make the Provisional Battalion highly susceptible to surrender if pushed again.

Game Length: Eight turns

Map:



US Forces – Defending



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

US Artillery Support

Direct Support (On-Call): None

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

39th Fusiler 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		

Notes:

I Bn, 39th Fusiler 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
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

II Bn, 39th Fusiler 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
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

III Bn, 39th Fusiler 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
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:

Direct Support (On-Call):



Division Artillery

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
3	Artillery Unit (105mm)	Artillery	0	3	4	0		III/26 Arty
1	FAO (CV 7)	Command	40	0	4	6		III/26 Arty
3	Artillery Unit (150mm)	Artillery	0	4	4	0		IV/26 Arty

Special Rules:

- 1) **First Move** – US
- 2) **"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+.
- 3) **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.
- 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.

Outcomes: The US Provisional Battalion must reach the US Exit zone and escape west before it is broken, otherwise its survivors outside of the Exit Zone will be forced to fall back on Hoschied (Zone 9). Any US unit that makes it to the exit zone may fall back on Zone 13 or Zone 14.

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.