

Scenario VI - "March of the 77th Grenadiers"

Time: 16DEC44 PM

Location: Bockholz (Zone 11)

Situation:

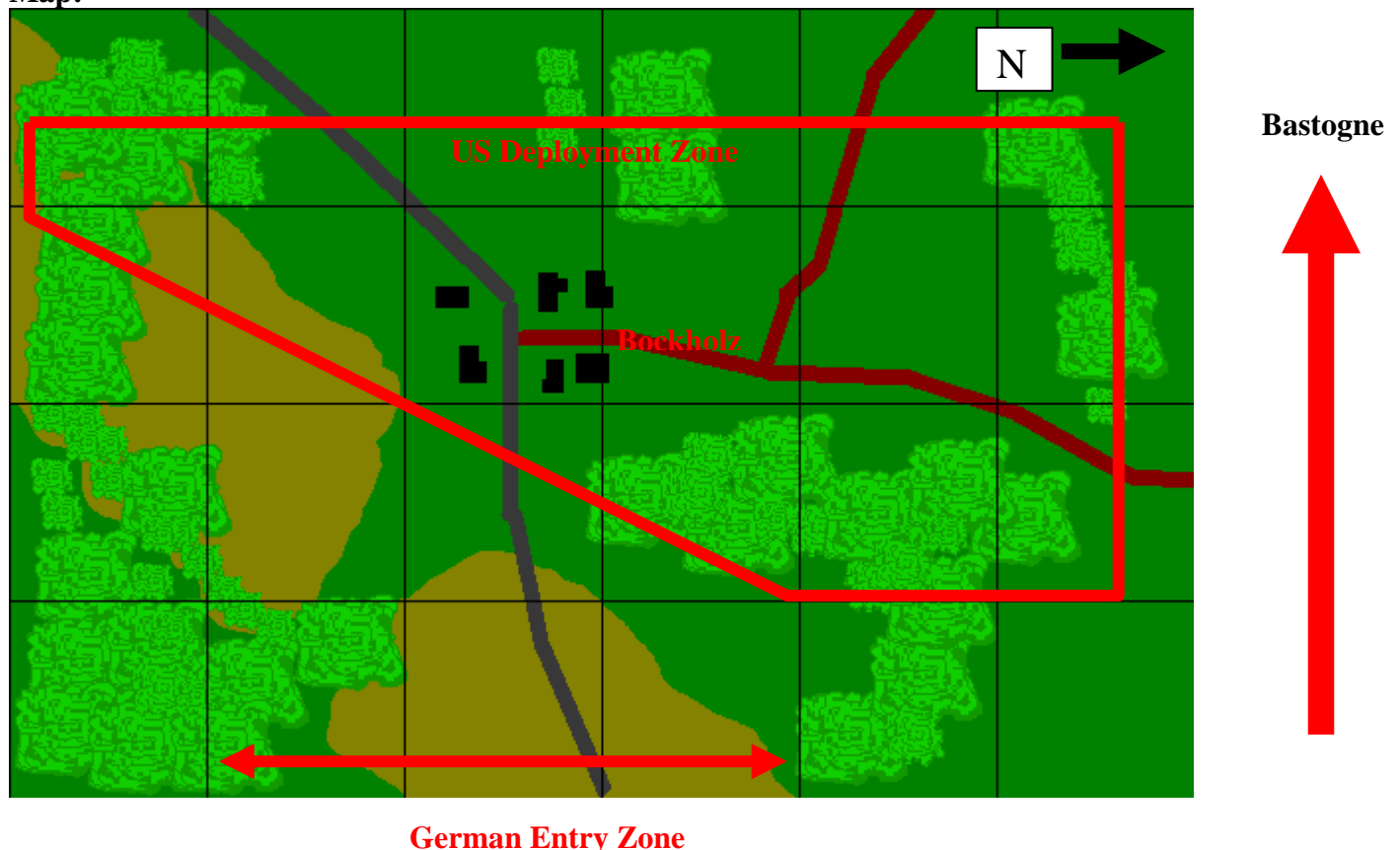
The 77th Grenadiers continue to spearhead the main effort of the 26th Volksgrenadier Division's attack toward Bastogne. In the morning they overran the US defenders in Hosingen (Zone 5) and are confident that they can finish off the 1st Bn, 110th US Infantry in their withdraw through Bockholz. Some units of the 77th have improved in quality as they gain confidence in their martial ability.

To defend Bockholz, the 28th Division will rely upon the remnants of the 1st Battalion, 110th Infantry Regiment reinforced with an AAA Battery and partially supported by a relocating battalion of 105mm Howitzers. The US forces are under orders to only put up a limited resistance and to try to preserve combat power while delaying the German onslaught to some extent.

Objective: Hold Bockholz at the end of the battle. Break Points - US: Two Units (Low Disengagement criteria), Germans: Sixteen Units.

Game Length: Eight turns

Map:



US Forces - Defending
1st Bn, 110th
Infantry



Fatigue Level - 1
 Supply Level - Green



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 8)	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

US Artillery Support

Direct Support (On-Call). Batteries are relocating.



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	FAO (CV 8) (109th Field Artillery)	Command	40	0	4	6		109th Arty Bn
2	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



#	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, 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
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, 77th Grenadier Regiment



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 8)	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

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

III Bn, 77th Grenadier Regiment



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 7)	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:

Direct Support (On-Call):



Division Artillery

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

Scheduled 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 6. If the US they will retreat to Zone 15 or 16.

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.