

Scenario VII - "Back to the Skyline Drive "

Time: 16DEC44 PM

Location: Marnach (Zone 6)

Situation:

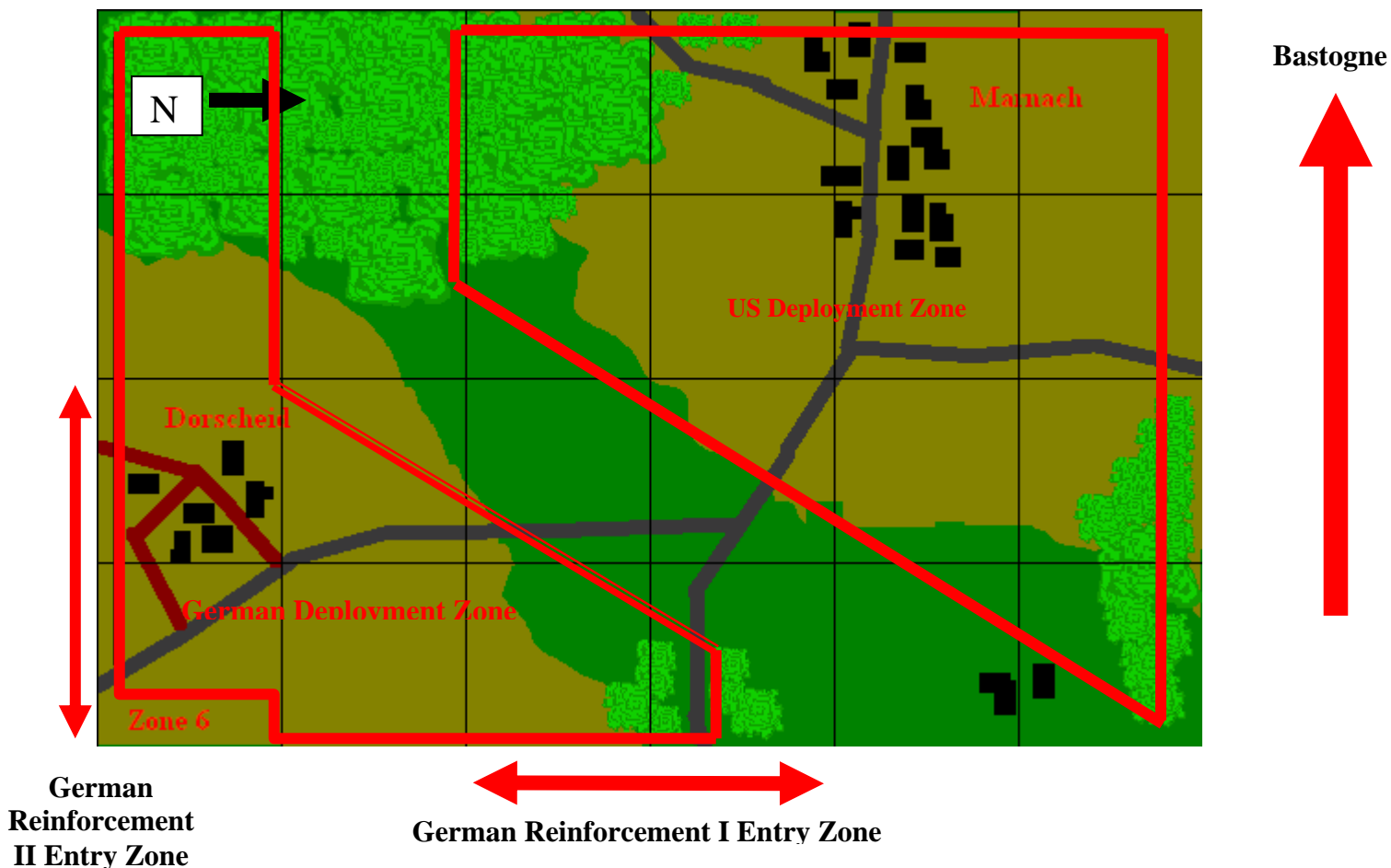
After a bloody repulse from the US defenders in the morning, the 2nd Panzer Division is determined to seize Marnach and clear the Skyline Drive. The 304th Panzer Grenadier Regiment will lead off this second attack, while the remaining battalion of the 2nd Panzer Grenadier Regiment will support. Knowing that time is precious, the 2nd Panzer Division Commander has ordered that this assault commence immediately without waiting for the lead German armor, the I Bn/304th PzGr's Half-Tracks, or vehicle towed support to come up. The elements are in rout but will likely only join the battle as dusk falls, if they make it at all. Give the key nature of the Marnach position and the delay of expected German vehicle support; the XLVII Panzer Korps has allocated all available corps artillery to support this attack.

To defend the Marnach sector, the 28th Division has left the remnants 110th regiment HQ, the 2nd Battalion, a TD Battery. They are supported by two battalions of 105mm Howitzers and a few fire missions from 155mm guns. The US orders are to inflict as many casualties as possible with indirect fires and break contact to fall back on subsequent defensive zones while retaining as much combat power as possible.

Objective: Germans - seize Marnach at the end of the battle. US – Cause maximum German Casualties and disengage. Break Points - US: Three Units, Germans: Initially Sixteen Units, after Turn 5 the Break Point will be increased as reinforcements enter the board.

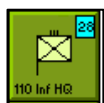
Game Length: Eight turns

Map:



US Forces - Defending

HQ, 110th Infantry



Fatigue Level - 1
Supply Level - Green



HQ, 110th Infantry

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



Fatigue Level - 1
Supply Level - Green



2nd Bn, 110th Infantry

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 8)	Command	40	2	4	6		
6	Infantry Unit	Infantry	10	4/30*	6	0		3 Lost in Battle 3
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.							

VIII Corps Artillery

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
3	Artillery Unit (105mm, Priest)	Artillery	20	3	4	6	[R/O]	58th Armored FA Bn
1	FAO	Command	40	0	4	6		58th Armored FA Bn

Scheduled Only Artillery:



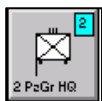
VIII Corps Artillery

#	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

Initial On-Board Forces:

2nd 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		Motorcycle
1	Engineer Unit	Engineers	10	4/30*	6	0		EN CO - Wire 2, Mine 1- 2 Lost Battle 3
1	Support Unit (MG)	Infantry	10	3/50*	5	0		EN Co

Notes:

I Bn, 2nd Panzer Grenadier Regiment



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 8)	Command	40	2	4	6		
7	Infantry Unit	Infantry	10	4/30*	6	0		2 Lost Battle 3
1	Support Unit (MG)	Infantry	10	3/50*	5	0		2 Lost Battle 3

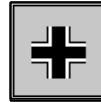
II Bn, 304th Panzer Grenadiers



#	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		

Turn 1 Reinforcements (Entry Zone I):

**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		Motorcycle
3	Engineer Unit	Engineers	10	4/30*	6	0		EN CO - Wire 2, Mine 1

Notes:

**I Bn, 304th Panzer
Grenadier Regiment**



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 8)	Command	40	2	4	6		
6	Infantry Unit	Infantry	10	4/30*	6	0		

Notes:

Turn 5+ Reinforcements (Entry Zone II):

I Bn, 304th Panzer Grenadier Regiment

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
6	Transport Unit (Sdkfz 251/1)	Transport	20	1/20*	3	6	[O]	Lost 3 in Fight 4
3	Transport Unit (Sdkfz 251/10)	Transport	20	1/20	3	6	[O]	
1	Support Unit (Heavy Mortar)	Infantry	0	4	4	0	[R]	
1	Anti-Tank Gun Unit (75/76mm)	Anti-Tank	0	4/70	4	6		
2	Transport Unit (Sdkfz 251/1)	Transport	20	1/30*	3	6	[O]	
1	Support Unit (IG, 251/9)	Infantry	20	2	3	6	[R/O]	
3	Transport Unit (Sdkfz 251/1)	Transport	20	1/30*	3	6	[O]	EN Co
1	Anti-Tank Gun Unit (75/76mm)	Anti-Tank	0	4/70	4	6		Regt AT Co
1	Trans Unit (Trucks)	Transport	20	0	3	0		Regt AT Co
1	Assault Gun Unit (StuH-42)	Armour	20	5/60(h)	4	5	[R]	Regt Assault Gun
3	Medium Panzer Unit (StuG-III)	Armour	20	4/70	4	5	[R]	1 Co, 38PzJg

Turn 5+ Reinforcements Continued (Entry Zone II):

2nd Panzer Grenadier Regiment

Regiment HQ

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	Anti-Tank Gun Unit (75/76mm)	Anti-Tank	0	4/70	4	6		
1	Trans Unit (Trucks)	Transport	20	0	3	0		
1	Support Unit (IG, Grille/Bison)	Infantry	20	4	3	6	[R/O]	SP - 150mm IG Gun
1	Support Unit (MG)	Infantry	10	3/50*	5	0		EN Co
4	Trans Unit (Trucks)	Transport	20	0	3	0		EN Co
3	Anti-Tank Gun Unit (75/76mm)	Anti-Tank	0	4/70	4	6		3 Co, 38 PzJg
3	Trans Unit (Trucks/Half-Tracks)	Transport	20	0	3	0		3 Co, 38 PzJg
2	Flak Unit (Opel 4x20mm)	Armour	20	4/30*	3	0	[O]	4 Co, 38 PzJg

I Bn, 2nd Panzer Grenadier Regiment

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
12	Trans Unit (Trucks)	Transport	20	0	3	0		
2	Support Unit (Heavy Mortar)	Infantry	0	4	4	0	[R]	1 Transferred from 1st Bn
2	Anti-Tank Gun Unit (75/76mm)	Anti-Tank	0	4/70	4	6		1 Transferred from 1st Bn
4	Trans Unit (Trucks)	Transport	20	0	3	0		1 Transferred from 1st Bn
3	Medium Panzer Unit (StuG-III)	Armour	20	4/70	4	5	[R]	2 Co, 38PzJg

Notes:

II Bn, 304th Panzer Grenadiers

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
12	Trans Unit (Trucks)	Transport	20	0	3	0		
1	Support Unit (Heavy Mortar)	Infantry	0	4	4	0	[R]	
1	Anti-Tank Gun Unit (75/76mm)	Anti-Tank	0	4/70	4	6		
2	Trans Unit (Trucks)	Transport	20	0	3	0		

German Artillery Support:

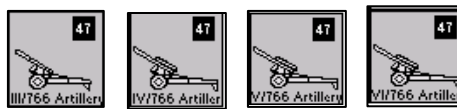
Direct Support (On-Call):



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.



766th VolksArtillerie Korps

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
3	Artillery Unit (105mm)	Artillery	0	3	4	0		III/766
3	Artillery Unit (150mm)	Artillery	0	4	4	0		IV/766
3	Artillery Unit (122mm)	Artillery	0	4	4	0		V/766 - Russian
3	Artillery Unit (170mm)	Artillery	0	5	4	0		VI/766

Two allocations per battery.

Special Rules:

- 1) **"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+.
- 2) **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.
- 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.
- 5) **Reinforcements:**

The German Turn 1 reinforcements enter the board at Entry Zone 1 on the 1st turn.

The German 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 or turn 8. Roll separately for each "group."

Outcomes: If the Germans lose, they will fall back on Zone 3 (Dasburg – West Side of the Our River). If the US they will retreat to Zone 12 (Clerveaux) or Zone 16 (Drauffelt).

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.