

## Scenario VIII - "2<sup>nd</sup> Panzer Assaults Clerveaux"

Time: 17DEC44 AM

Location: Clerveaux (Zone 12)

### Situation:

At long last the 2<sup>nd</sup> Panzer Battalion has managed to bring its tanks across the Our River. Nearly all US resistance has been pushed back to or across the Clerf River which is the last major natural obstacle before the 2<sup>nd</sup> Panzer and Bastogne. The 2<sup>nd</sup> Panzer Division is assaulting the Clerveaux Zone with both battalions of the 304<sup>th</sup> Panzergrenadiers from the east, and the remnants of 2<sup>nd</sup> Panzergrenadiers (I/3<sup>rd</sup> Panzer Regt attached) from the northeast.

The 110<sup>th</sup> Infantry Regiment is attempting to keep the Germans from establishing a bridgehead at Clerveaux with its 2<sup>nd</sup> and 3<sup>rd</sup> Battalions along with the 44<sup>th</sup> Engineer Battalion which has just finished destroying both bridges into Clerveaux.

**Objective:** Control Clerveaux at the end of the game.

### Break Points:

US – 110<sup>th</sup> Infantry Regiment – BP 10

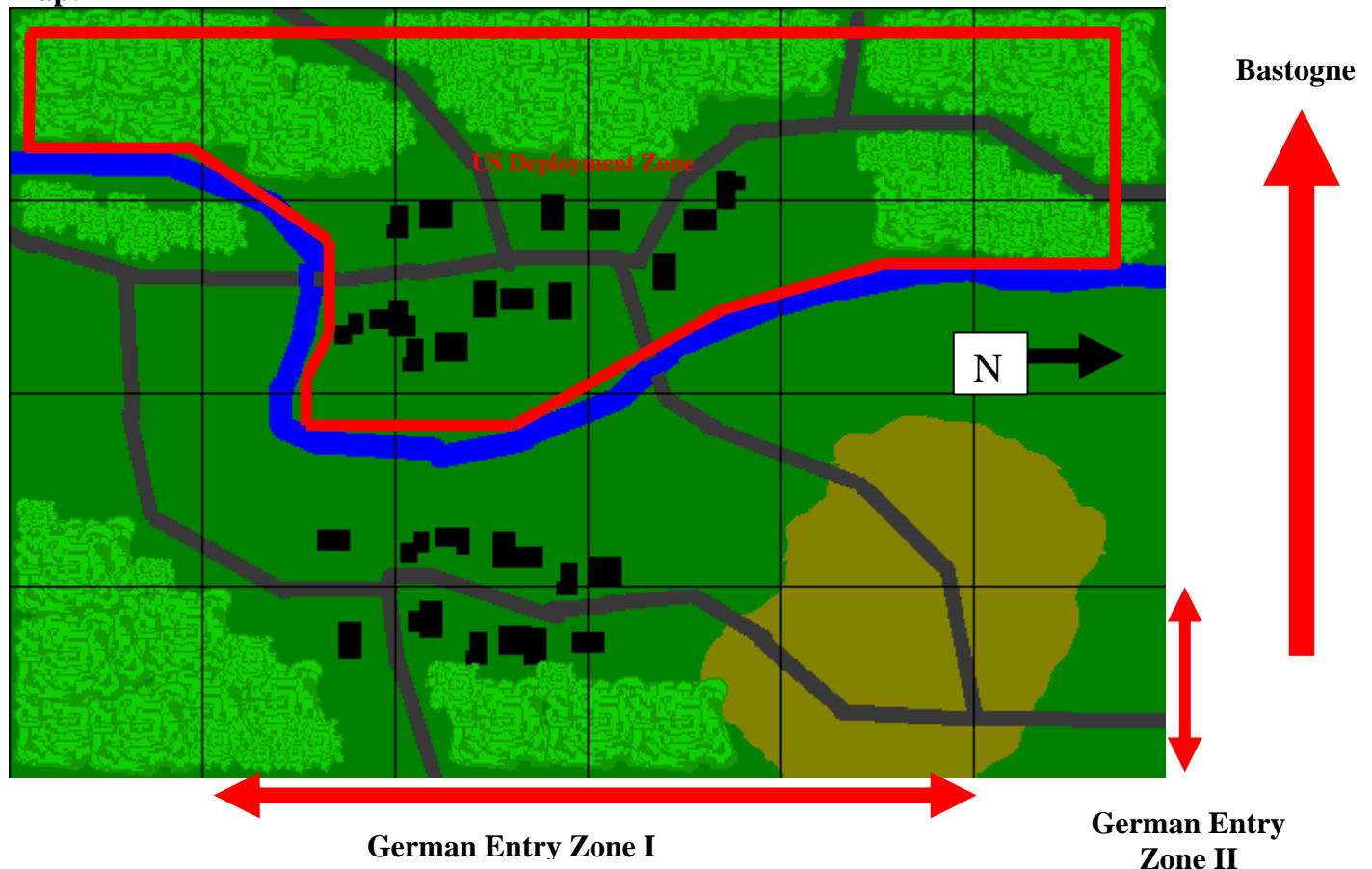
US – 44<sup>th</sup> Engineers – BP 7

German – 304<sup>th</sup> Panzergrenadiers – BP 16

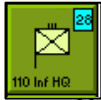
German – 2<sup>nd</sup> Panzergrenadiers – BP 10

**Game Length:** Eight turns

### Map:



## US Forces - Defending



### HQ, 110th Infantry

Fatigue Level - 0  
Supply Level - Green



### HQ, 110th Infantry

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	CO (CV 9)	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	Transport Unit (M3 Half Tracks)	Transport	20	1/30*	3	6	[O]	A/630 TD BN - 1 lost in battle 3, 1 lost in battle 7



### 2nd Bn, 110th Infantry

Fatigue Level - 1  
Supply Level - Green

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	Command	40	2	4	6		
6	Infantry Unit	Infantry	10	4/30*	6	0		3 Lost in Battle 3
0	Support Unit (MG)	Infantry	10	3/50*	5	0		3 Lost in Battle 3
1	Support Unit (Mortar)	Infantry	10	3/120	5	0		



### 3rd Bn, 110th Infantry

Fatigue Level - 0  
Supply Level - Green

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	Command	40	2	4	6		
6	Infantry Unit	Infantry	10	4/30*	6	0		Lost 3 in Scenario 4
3	Support Unit (MG)	Infantry	10	3/50*	5	0		
1	Support Unit (Mortar)	Infantry	10	3/120	5	0		

## US Forces - Defending (Continued)



### 44th 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 7
3	Support Unit (MG)	Infantry	10	3/50*	5	0		
12	Transport Unit (Trucks)	Transport	20	0	3	0		

## Artillery:



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	FAO (CV 8) (109th Field Artillery)	Command	40	0	4	6		109th Arty Bn
3	Artillery Unit (105mm)	Artillery	0	3	3	0	[R]	109th Arty Bn



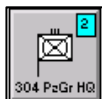
### VIII Corps Artillery

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
3	Artillery Unit (155mm)	Artillery	0	4	3	0	[R]	755th Arty Bn

## German Forces - Attacking

### German Entry Zone I (Turn 1):

**304th Panzer Grenadier  
Regiment**



#### Regiment HQ

#	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		Motorcycle, Lost in battle 7
1	Anti-Tank Gun Unit (75/76mm)	Anti-Tank	0	4/70	4	6		
1	Trans Unit (Trucks)	Transport	20	0	3	0		
1	Assault Gun Unit (StuH-42)	Armor	20	5/60(h)	4	5	[R]	
3	Engineer Unit	Engineers	10	4/30*	6	0		EN CO - Wire 2, Mine 1
3	Transport Unit (Sdkfz 251/1)	Transport	20	1/30*	3	6	[O]	EN Co
1	Flak Unit (Opel 4x20mm)	Armor	20	4/30*	3	0	[O]	IV Co - 38 PzJg

Notes:



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

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	Command	40	2	4	6		
6	Infantry Unit	Infantry	10	4/30*	6	0		Lost 3 in Fight 4
6	Transport Unit (Sdkfz 251/1)	Transport	20	1/20*	3	6	[O]	
3	Transport Unit (Sdkfz 251/10)	Transport	20	1/20	3	6	[O]	
0	Support Unit (Mortar)	Infantry	10	3/120	5	0		Lost 1 in Fight 4
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	Medium Panzer Unit (StuG-III)	Amour	20	4/70	4	5	[R]	I Co - 38th PzJg

Notes:



**II Bn, 304th Panzer  
Grenadiers**

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	Command	40	2	4	6		
6	Infantry Unit	Infantry	10	4/30*	6	0		2 lost in battle 7
2	Support Unit (MG)	Infantry	10	3/50*	5	0		1 lost in battle 7
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		
3	Medium Panzer Unit (StuG-III)	Armor	20	4/70	4	5	[R]	II Co - 38th PzJg

Notes:

## German Forces (Entry Zone II):

### 2nd Panzer Grenadier Regiment



#### Regiment HQ

#	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		Motorcycle, lost in battle 7
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	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
4	Trans Unit (Trucks)	Transport	20	0	3	0		EN Co
1	Flak Unit (Opel 4x20mm)	Armor	20	4/30*	3	0	[O]	IV Co - 38 PzJg

Notes: Rolls to arrive on Turn 3



### I Bn, 2nd Panzer Grenadier Regiment

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	Command	40	2	4	6		
6	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
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

Notes: Rolls to arrive on Turn 3

### I Bn, 3rd Panzer Regt

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	Command	40	2	4	6		
1	Flak Unit (Wirbelwind)	Armor	20	4/30*	4	6	[O]	Green
8	Medium Panzer Unit (Panther)	Armor	30	5/80	6	4	[R]	Green

Notes:

## German Artillery Support:



### 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



### 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

## 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 German Turn 3+ reinforcements enter the board at Entry Zone II on 4+ roll on turn 3, 3+ roll on turn 4, 2+ Roll on turn 5 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. By the unit after it crosses.

**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.