

Scenario X - "Armor Clash at Drauffelt"

Time: 17DEC44 AM

Location: Drauffelt (Zone 16)

Situation:

The vaunted Panzer Lehr makes its debut on the Bastogne Front. Rushing up from Dasburg the Germans find the Drauffelt Bridge already blown by US Engineers. In its haste, the Panzer Lehr has advanced with both Panzer Grenadier Regiments leaving the bulk of its armor behind. Fortunately the regiments have been reinforced by Stug-III's from the 130th Panzer Jagers and the 243rd Stug Brigade. They will need this armor support as the German are for the first time in this campaign facing a concentration of American armor.

The 28th ID HQ has ordered the well rested 707th Tank Battalion to protect the 35th Engineers at Drauffelt while the Engineers who finished their demolition of the Drauffelt bridges just hours ago.

Objective: Control Drauffelt at the end of the game.

Break Points:

US – 28th ID HQ and 707th Tank Bn – BP 10

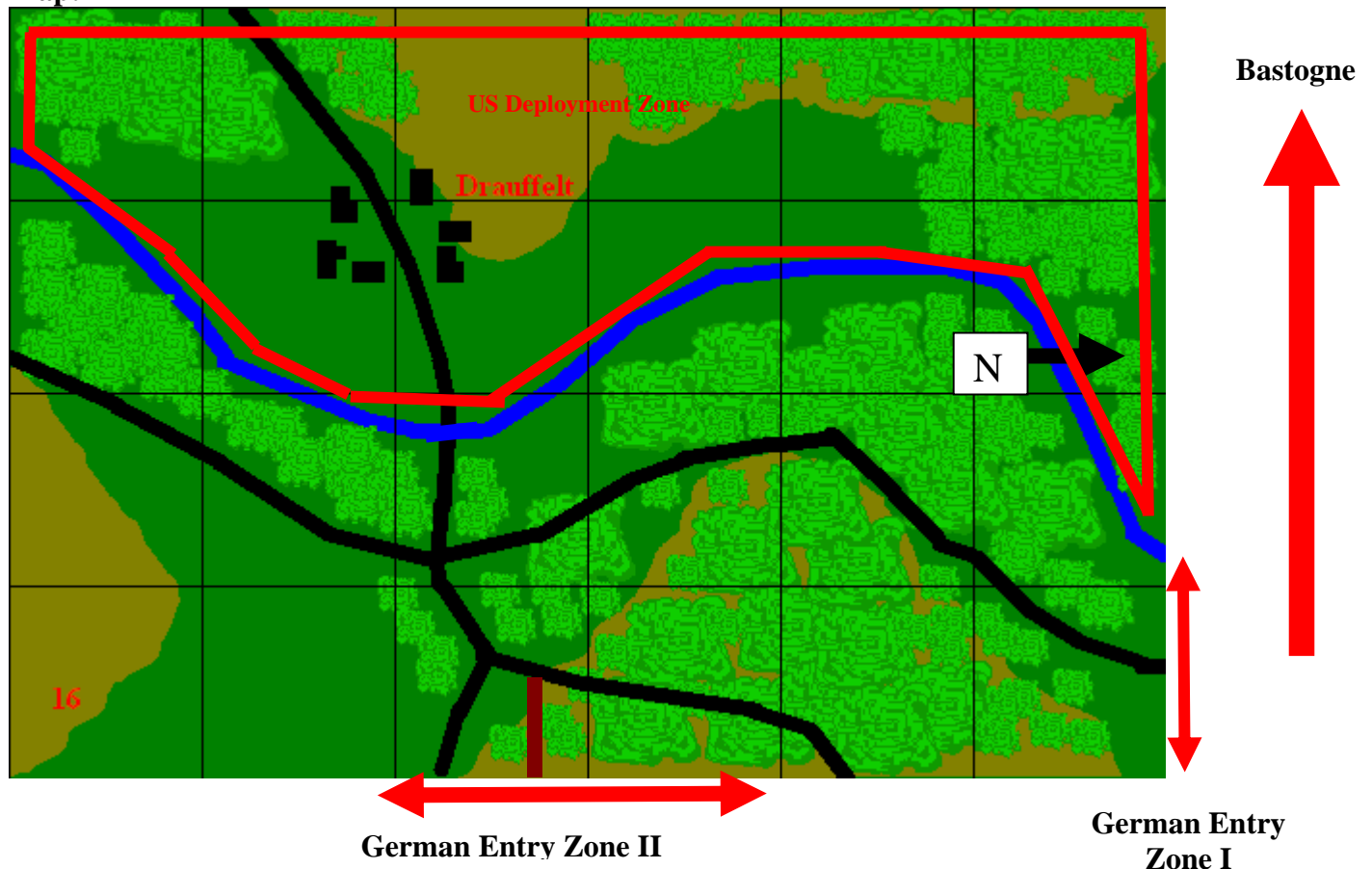
US – 35th Engineers – BP 7

German – 901st Panzergrenadiers – BP 24

German – 902nd Panzergrenadiers – BP 20

Game Length: Four turns

Map:



US Forces - Defending



HQ, 28th Infantry Division "Bloody Bucket"

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	CO (CV 10)	Command	60	3	6	6		
1	Recce Unit (Jeeps)	Recce	20	3/30*	2	0		
1	Support Unit (ATG, 57mm)	Infantry	0	3/60	5	6		
1	Transport Unit (Trucks)	Transport	20	0	3	0		

707th Tank Bn

Fatigue Level - 0

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	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]	
1	Support Tank Unit (Sherman 105)	Armor	20	5/60(h)	4	5		
3	Light Tank Unit (Stuart)	Armor	30	2/40	3	5		
4	Medium Tank Unit (Sherman 75)	Armor	20	4/60	3	5		
2	Medium Tank Unit (Sherman 76)	Armor	20	4/70	4	5		

35th 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 14, Mine 7
3	Support Unit (MG)	Infantry	10	3/50*	5	0		
12	Transport Unit (Trucks)	Transport	20	0	3	0		

Artillery:



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

German Forces - Attacking



German Entry Zone I (Turn 1):
902nd Panzer Grenadier Regiment

KG902
902nd PzGr 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
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
3	Engineer Unit	Engineers	10	4/30*	6	0		EN CO - Wire 2, Mine 1
1	Support Unit (MG)	Infantry	10	3/50*	5	0		EN Co
4	Trans Unit (Trucks)	Transport	20	0	3	0		EN Co
3	Medium Panzer Unit (StuG-III)	Armor	20	4/70	4	5	[R]	2nd Co 130th PzJgr
3	Medium Panzer Unit (StuG-III)	Armor	20	4/70	4	5	[R]	3rd "Bn", 243rd BDE

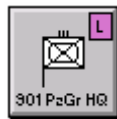
I Bn, 902 Panzer Grenadier Regiment

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

II Bn, 902nd Panzer Grenadier Regiment

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	Command	40	2	4	6		
9	Infantry Unit	Infantry	10	4/30*	6	0		
3	Support Unit (MG)	Infantry	10	3/50*	5	0		
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 Forces (Entry Zone II):



901st Panzer Grenadier Regiment

KG901

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
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	1/20*	3	6	[O]	EN Co
3	Medium Panzer Unit (StuG-III)	Armor	20	4/70	4	5	[R]	1st Co 130th PzJgr
3	Medium Panzer Unit (StuG-III)	Armor	20	4/70	4	5	[R]	1 "Bn", 243rd Bg

I Bn, 901st Panzer Grenadier Regiment

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	Command	40	2	4	6		
9	Infantry Unit	Infantry	10	4/30*	6	0		
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]	
1	Support Unit (Mortar)	Infantry	10	3/120	5	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	Transport Unit (Sdkfz 251/1)	Transport	20	1/20*	3	6	[O]	
1	Support Unit (IG, 251/9)	Infantry	20	2	3	6	[R/O]	

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/130 Arty
1	Artillery Unit (Hummel, 150mm)	Artillery	20	4	4	6		I/130 Arty
1	FAO (CV 7)	Command	40	0	4	6		I/130 Arty
3	Artillery Unit (105mm)	Artillery	0	3	4	0		II/130 Arty
1	FAO (CV 7)	Command	40	0	4	6		II/130 Arty
3	Artillery Unit (150mm)	Artillery	0	4	4	0		III/130 Arty



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

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**: None.

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 may be 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.