

Scenario XI - "City Fight - Clerveaux"

Time: 17DEC44 AM

Location: Clerveaux (Zone 12)

Situation:

In the morning of the December 17th 1944, the 2nd Panzer Division succeeded in pushing US forces off of the Clerf River's west bank on the edge of Clerveaux. Following this action II BN, 304th Panzer Grenadiers have crossed the Clerf into Clerveaux establish a bridgehead. They must defend this bridgehead as Pioneers prep the site behind them for emplacement of a pontoon bridge. If the II Bn, 304th PzGr can hold this bridgehead for the rest of the afternoon, Pioneers will set this bridge during the night allowing the tanks and other vehicles of the 2nd Panzer Division to cross in the morning of the 18th.

The 28th ID HQ is trying to scrape together a counter attack force to throw back the II Bn, 304th Panzer Grenadiers from their foothold on the west bank of the Clerf. The 110th US Infantry Regiment counterattack force with A & B Companies (C&D are detached and sent to Clerveaux). The 707th Tank bn is send a light and a medium tank company from Drauffelt to reinforce the US 110th.

Objective: Control German Zone I in Clerveaux at the end of the game.

Break Points:

US – 110th Infantry Regiment – BP 8

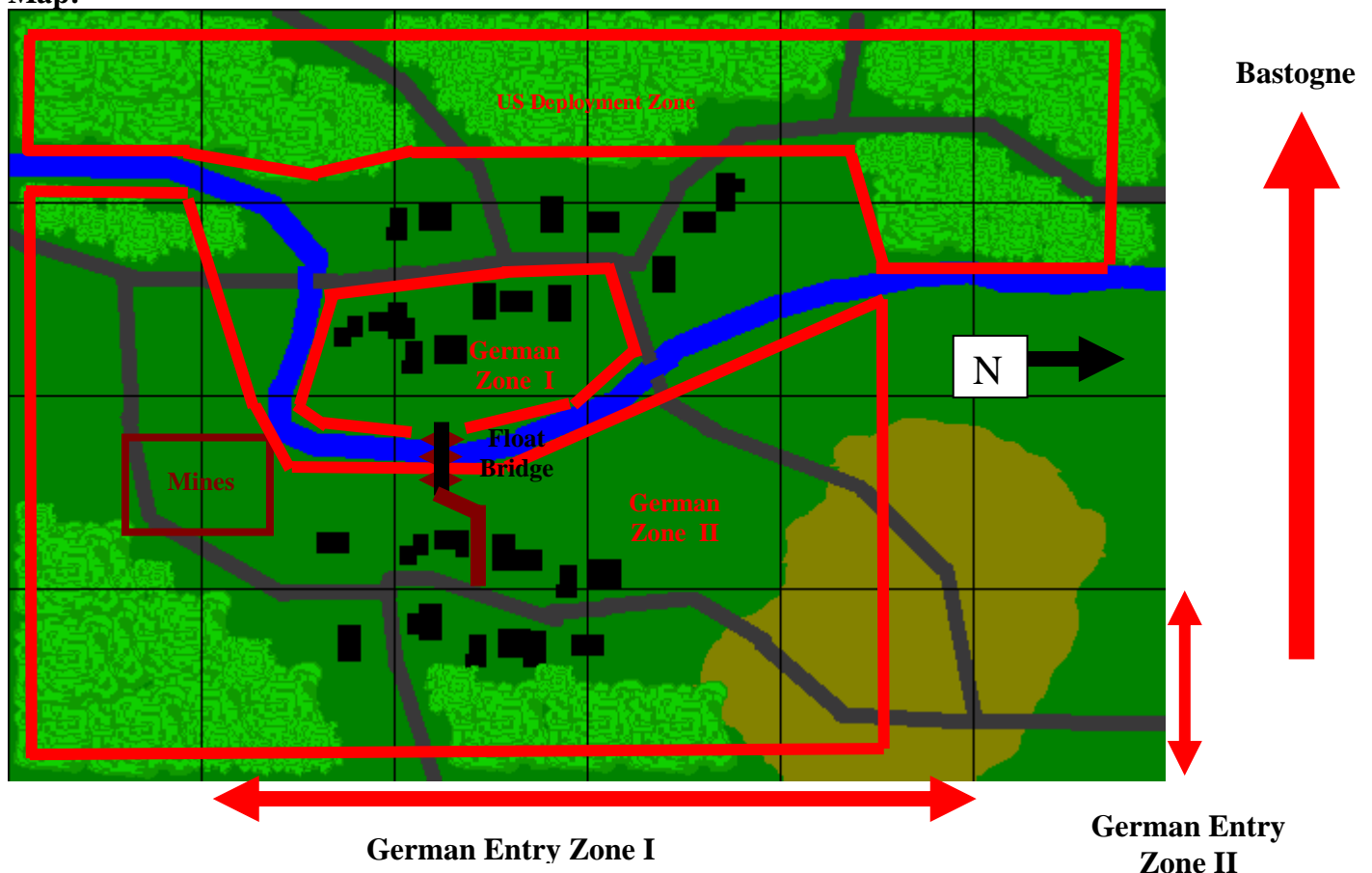
German – II Bn, 304th Panzergrenadiers – BP 6

German – 2nd Panzergrenadiers – BP 8

German – 304th (HQ & I Bn) Panzergrenadiers – BP 16

Game Length: Eight turns

Map:



US Forces - Defending



#	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
3	Light Tank Unit (Stuart)	Armour	30	2/40	3	5		Arrives turn 3+
2	Medium Tank Unit (Sherman 75)	Armour	20	4/60	3	5		Arrives turn 3+
1	Medium Tank Unit (Sherman 76)	Armour	20	4/70	4	5		Arrives turn 3+

2nd/3rd Bn, 110th Infantry

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

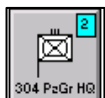
German Forces

German Zone I:



#	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, 1 in 10
2	Support Unit (MG)	Infantry	10	3/50*	5	0		1 lost in battle 7
1	Support Unit (Heavy Mortar)	Infantry	0	4	4	0	[R]	In Zone II
3	Engineer Unit	Engineers	10	4/30*	6	0		EN CO - Wire 2, Mine 1

German Zone II:



Regiment HQ

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	CO (CV 9)	Command	60	3	6	6		
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	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
1	Anti-Tank Gun Unit (75/76mm)	Anti-Tank	0	4/70	4	6		II/304th
2	Trans Unit (Trucks)	Transport	20	0	3	0		II/304th
3	Medium Panzer Unit (StuG-III)	Armor	20	4/70	4	5	[R]	II Co - 38th PzJg

German Zone II:



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		
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]	
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)	Armour	20	4/70	4	5	[R]	I Co - 38th PzJg

German 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	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

I Bn, 2nd Panzer Grenadier Regiment

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

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]	
6	Medium Panzer Unit (Panther)	Armor	30	5/80	6	4	[R]	2 Lost in Zone 12

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 II Bn, 304th PzGr 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 (40cm for Recon). This distance is reduced to 5cm (20cm for Recon) for all troops on foot, small- to medium sized deployed guns, recce 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:** As per OBs

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: The Germans will not be able to cross any more troops, except Recon Infantry, over the Clerf as Pioneers will need the few boats available to support preparations for the pontoon bridge emplacement. If I Bn, 304th PzGr breaks, all its elements will be eliminated as they routed and trapped on the west bank.

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. enhance the Battle report. All of these will be posted on the Battlevault.