

Scenario XIII – North Shoulder - Donnage

Time: 18DEC44 AM

Location: Donnage (Zone 17)

Situation:

Now that the Clerf River has been overcome, German forces are now looking to break out through US forces and drive on to Bastogne. The North Shoulder of the US defensive line rests on the town of Donnage. At this point the 2nd Panzer Division has committed the 2nd Panzer Grenadiers, and is reinforcing it with both battalions of the 3rd Panzer regiment. This frontal attack will be supplemented later in the morning by a flank attack conducted by the 2nd Panzer Recon Bn from the North. If Donnage falls, the 2nd Panzer can threaten a sweep of the US line or drive on to Bastogne.

The US 110th Regimental HQ will conduct the defense of Donnage with the remnants of 2nd/3rd BN, 110th Infantry. This force has been further bolstered by addition of a light and medium tank company from the 707th Tank Battalion. Furthermore, the 44th Engineer Bn will also contribute to the defense, although they are fatigued following their all night work on emplacing minefields and preparing defenses.

Objective: Break the enemy opposing force and retain control of Donnage.

Break Points:

US – 110th Infantry Regiment – BP 6

US – 44th Engineers – BP 6 (Note: 44th EN Bn is **Fatigued**)

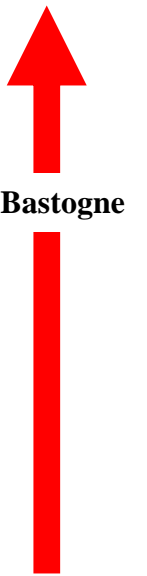
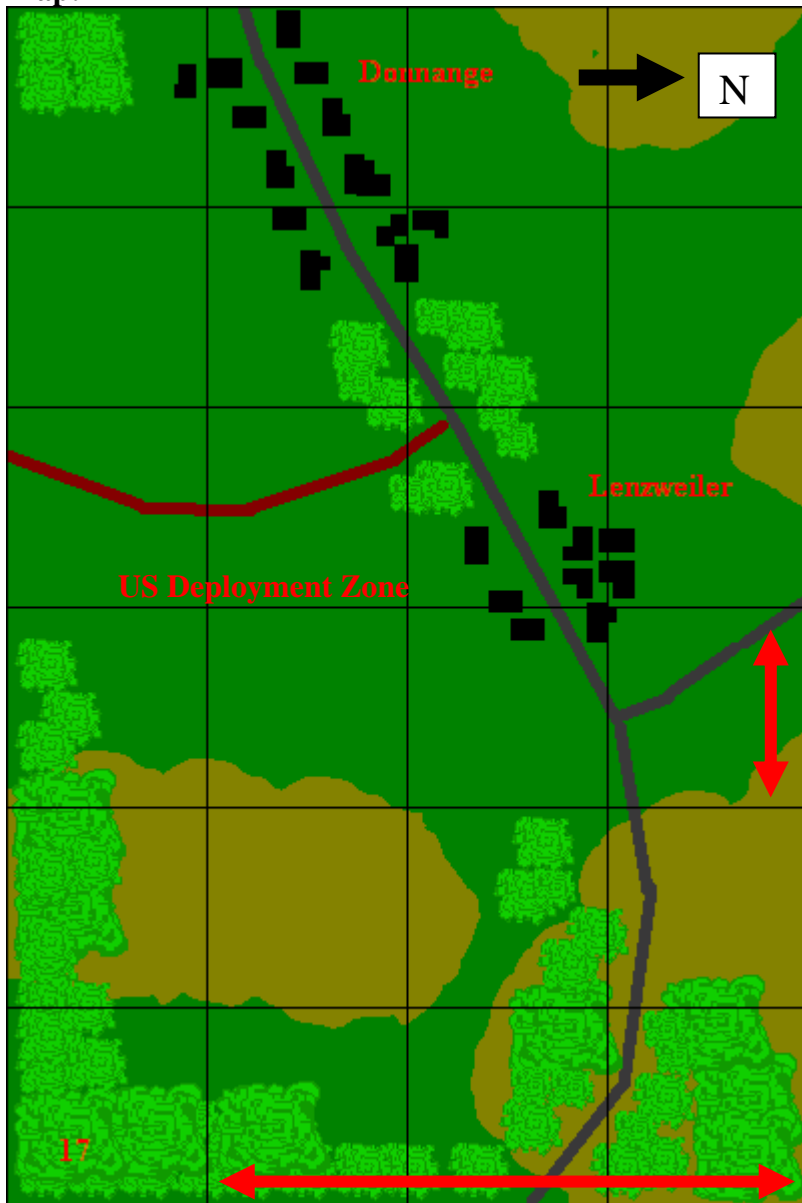
German – KG 2nd Panzergrenadiers – BP 9

German – KG 2nd Panzergrenadiers – BP 14 After II Bn/3rd Panzer arrives

German – 2nd Panzer Recon Bn – BP 9

Game Length: Eight turns

Map:



German
Zone I

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	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/3rd Bn, 110th Infantry

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	Command	40	2	4	6		
4	Infantry Unit	Infantry	10	4/30*	6	0		
1	Support Unit (Mortar)	Infantry	10	3/120	5	0		
3	Light Tank Unit (Stuart)	Armour	30	2/40	3	5		
2	Medium Tank Unit (Sherman 75)	Armour	20	4/60	3	5		1 Lost in 12
1	Medium Tank Unit (Sherman 76)	Armour	20	4/70	4	5		



44th Engineer Bn

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 8)	Command	40	2	4	6		
8	Engineer Unit	Engineers	10	4/30*	6	0		Wire 16, Mine 0, 1 lost in 10
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



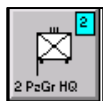
VIII Corps Artillery

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

German Forces

Entry Zone I:

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
4	Trans Unit (Trucks)	Transport	20	0	3	0		EN Co

Notes:

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)	Armour	20	4/30*	4	6	[O]	
6	Medium Panzer Unit (Panther)	Armour	30	5/80	6	4	[R]	2 Lost in Zone 12

Entry Zone I (Turn 5+):

II 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)	Armour	20	4/30*	4	6	[O]	Green
4	Medium Panzer Unit (Pz-IVH)	Armour	20	4/70	4	5		Green
4	SPAT Unit (Jagdpanzer IV)	Anti-Tank	20	4/70	5	4	[R]	Green

Entry Zone II (Turn 5+):



2nd Panzer Recon

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 10)	Command	40	2	4	6		Elite
3	Recce Unit (234/2 Puma)	Recce	30	3/60	3	6		Elite
1	Recce Unit (Sdkfz 234/3)	Recce	30	3/50(h)	3	6	[O]	Elite
6	Recce Unit (Infantry)	Recce	10	3/30*	3	0		Elite
4	Recce Unit (Sdkfz 250/1)	Transport	20	1/20*	3	6	[O]	Elite
2	Recce Unit (Sdkfz 250/10)	Transport	20	1/20	3	6	[O]	Elite
1	Support Unit (MG)	Infantry	10	3/50*	5	0		Elite
1	Engineer Unit	Engineers	10	4/30*	6	0		Elite, Wire 1, Mine 0
2	Transport Unit (Sdkfz 251/1)	Transport	20	1/20*	3	6	[O]	Elite
1	Support Unit (Mortar, 251/2)	Infantry	20	3/120	3	6	[R/O]	Elite
1	Support Unit (IG, 251/9)	Infantry	20	2	3	6	[R/O]	Elite
3	Anti-Tank Gun Unit (75/76mm)	Anti-Tank	0	4/70	4	6		3 Co -38th PzJg
3	Trans Unit (Trucks/Half-Tracks)	Transport	20	0	3	0		3 Co -38th PzJg

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) **Poor Weather** - Max visibility is **50cm**. Consult page 48 of BKC at the end of each turn for possible weather changes.
- 2) **Reinforcements:** As per OBs
- 3) **Fatigue** – Fatigued units attack with one less die and add one die to fall backs.

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.