

Scenario XIX – “Screaming Eagles”

Time: 18DEC44 Night

Location: West Bastogne (Zone 45)

Situation:

Having slipped around the flank of the US forces, the 2nd Panzer Recon is trying to head off US reinforcements from the 101st Airborne Division before they can reach Bastogne and set up a defensive perimeter. Just as the lead scouts from the 2nd Panzer Recon sight the lights of Bastogne, they also spot the headlights from US truck convoys heading west along the N12 highway towards Bastogne. Now it's a race to see who can get to Bastogne first? The US forces have 3:1 odds, but the 2nd Panzer has surprise and light armor units on its side.

Deployment:

The 2nd Panzer Recon Bn elements begin off board and enter from the north board edge.

The US 501st and 463rd Airborne FA Bn begin off board and enter from the west board edge. They must stay in road column until they are attacked by direct or indirect fire from German forces.

Objective: Control 2 out of the 3 Victory Objectives at the game's end or break the enemy force.

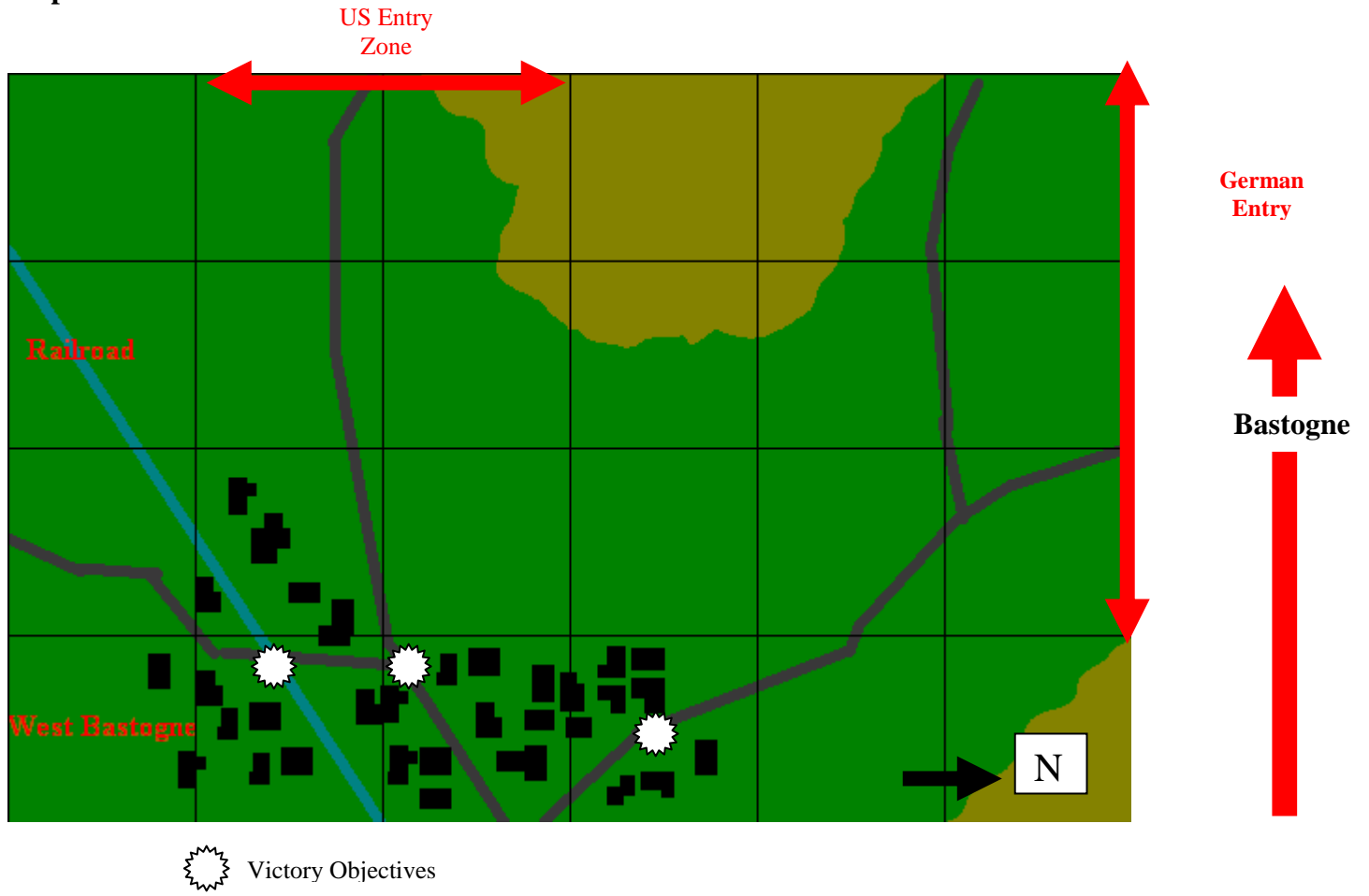
Break Points:

US – BP 20

German – BP 14

Game Length: Eight turns

Map:



US Forces – Defending

**"Screaming
Eagles"
HQ, 28th Infantry
Division**



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	CO (CV 11)	Command	60	3	6	6		Elite
2	Recce Unit (Jeeps)	Recce	20	3/30*	2	0		Elite

**501st Parachute
Infantry**



501st PIR 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	3/30*	3	0		
2	Support Unit (ATG, 57mm)	Infantry	0	3/60	5	6		A/81st AAA
2	Transport Unit (Jeep)	Transport	20	0	3	0		A/81st AAA
2	Support Unit (MG)	Infantry	10	3/50*	5	0		D/81st AAA
2	Transport Unit (Jeep)	Transport	20	0	3	0		D/81st AAA

Notes:



1st Bn/501st PIR

#	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		
2	Support Unit (MG)	Infantry	10	3/50*	5	0		
1	Support Unit (Mortar)	Infantry	10	3/120	5	0		

Notes:



2nd Bn/501st PIR

#	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		
2	Support Unit (MG)	Infantry	10	3/50*	5	0		
1	Support Unit (Mortar)	Infantry	10	3/120	5	0		

Notes:



3rd Bn/501st PIR

#	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		
2	Support Unit (MG)	Infantry	10	3/50*	5	0		
1	Support Unit (Mortar)	Infantry	10	3/120	5	0		

US Artillery: On Board!



#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	FAO (CV 8)	Command	40	0	4	6		463rd Artillery
3	Artillery Unit (75mm)	Artillery	0	2	4	0		463rd Artillery

German Forces (Turn 1):



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)	AFV	30	3/60	3	6		Elite
1	Recce Unit (Sdkfz 234/3)	AFV	30	3/50(h)	3	6	[O]	Elite
6	Recce Unit (Infantry)	Recce	10	3/30*	6	0		Elite
4	Recce Unit (Sdkfz 250/1)	Recce/Trns	20	1/20*	3	6	[O]	Elite
2	Recce Unit (Sdkfz 250/10)	Recce/Trns	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: None

Special Rules:

1) **Night Battle:**

- **Max visibility is 30cm**
- **Initiative range is 15cm**
- **All attacks beyond 15cm are made with ½ dice rounded down 1 minimum.**
- **Half range bonus does not apply. AFVs still get +1 vs. Infantry in the open at 20cm or less.**

2) **Reinforcements:** None

3) **Railroad:** The Railroad is slightly elevated and counts as a hedge/wall.

4) **“Keep on Trucking”:** The all US elements enter the board truck mounted and remain so long as they stay on roads or until they choose to dismount. Once dismounted the transports. The transportation units are not well trained and are incapable of night movement off-road.

5) **Panzer Recon:** The Armored Car Company and two Recon Companies are self-ordering but must move/act as a company off a single roll. All other Recon Rules apply.

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.