

Scenario XV – “CCR, 9th Armored Division’s stand at Eschweiler”

Time: 18DEC44 AM

Location: Eschweiler (Zone 20)

Situation:

CCR had a fairly easy baptism of fire on the 17th. It has lost only few light tanks and scouts while much needed battle experience. Though they were not pressured by German forces on the afternoon/evening of the 17th at Wilwerwiltz, the commander of CCR wisely decide to withdraw his forces to Eschweiler as the rest of the 28th ID forces already falling back to the east. CCR was delighted to find the 35th Engineer Bn already preparing defenses in and around Eschweiler when it arrived.

Though it did not assault Wilwerwiltz and CCR on the 17th, the 26th Volksgrenadier Division is not about to let CCR off that easy. 26th VG has order the 39th Fusilier regiment to lead a Kampfgruppe that includes I Bn, 39th Fusilier, the 26th Recon Bn, and the elite 559th PanzerJager Bn. If this was not enough, I Bn, 77th Grenadiers will support right flank of this attack.

Objective: Control Eschweiler.

Break Points:

US –CCR, 9th AD– BP 18

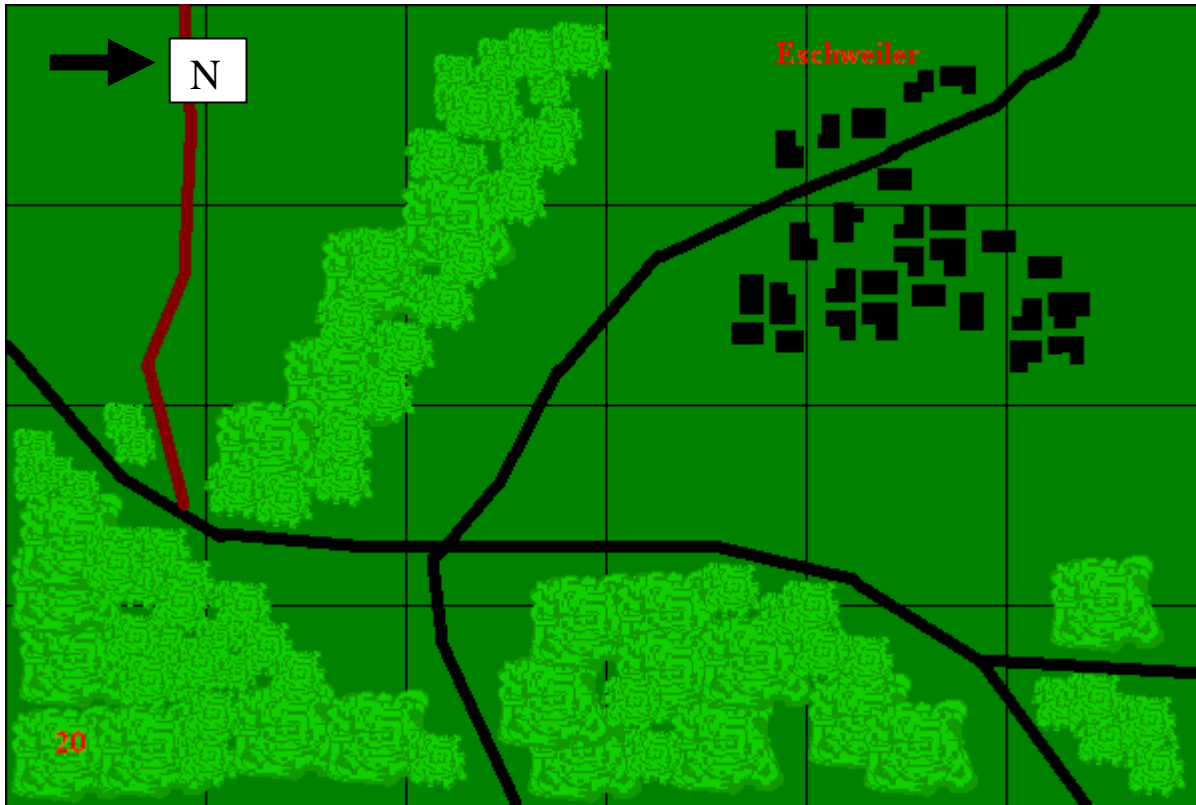
US –35th EN Bn – BP 4 (35th EN is **Fatigued**)

German – KG 39th Fusilier Regiment (39th RHQ, I Bn/39th Fus, 26th Recon, 559th PzJg) – BP 22

German – I Bn, 77th Grenadiers – BP 9

Game Length: Eight turns

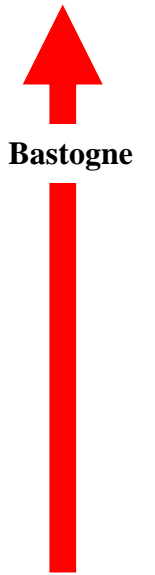
Map:



German
Zone I



German
Zone II



Bastogne



CCR, 9th US Armored Division

CCR-9AD HQ

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	CO (CV 9)	Command	60	3	6	6		
3	Tank Destroyer Unit (M18 Hellcat)	Anti-Tank	40	4/70	4	6	[O]	B/811 TD
1	Recce Unit (M20 A/C)	Recce	20	1/30*	3	6	[O]	B/811 TD
1	Recce Unit (Jeeps)	Recce	20	3/30*	2	0		B/811 TD
3	Engineer Unit	Engineers	10	4/30*	6	0		C/9 EN - Wire 2, Mine 1
1	Transport Unit (M3 Half Tracks)	Transport	20	1/30*	3	6	[O]	C/9 EN
2	Transport Unit (Trucks)	Transport	20	0	3	0		C/9 EN
2	Support Unit (AA, M16)	Infantry	20	4/30*	3	6	[O]	C/482 AAA
2	Support Unit (AA, M15)	Infantry	20	2/40	3	6	[O]	C/482 AAA

2nd Tank Battalion

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	Command	40	2	4	6		
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		
6	Medium Tank Unit (Sherman 75)	Armor	20	4/60	3	5		
3	Medium Tank Unit (Sherman 76)	Armor	20	4/70	4	5		
1	Light Tank Unit (Stuart)	Armor	30	2/40	3	5		

52nd Armored Infantry

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	Recce Unit (Jeeps)	Recce	20	3/30*	2	0		
1	HQ (CV 9)	Command	40	2	4	6		
1	Support Unit (Mortar, M4)	Infantry	20	3/120	3	6	[R/O]	
1	Support Tank Unit (M8 Scott)	Armor	30	3/50(h)	3	6	[O]	
1	Support Unit (ATG, 57mm)	Infantry	0	3/60	5	6		
1	Support Unit (MG)	Infantry	10	3/50*	5	0		
2	Transport Unit (M3 Half Tracks)	Transport	20	1/20*	3	6	[O]	
9	Infantry Unit	Infantry	10	4/30*	6	0		
9	Transport Unit (M3 Half Tracks)	Transport	20	1/30*	3	6	[O]	



35th Engineer Bn

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 8)	Command	40	2	4	6		
5	Engineer Unit	Engineers	10	4/30*	6	0		Wire 12, Mine 2, 4 lost in 8
3	Support Unit (MG)	Infantry	10	3/50*	5	0		
12	Transport Unit (Trucks)	Transport	20	0	3	0		

US Artillery:



73rd Armored Artillery

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	FAO (CV 8)	Command	40	0	4	6		
3	Artillery Unit (105mm, Priest)	Artillery	20	3	4	6	[R/O]	



VIII Corps Artillery

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
3	Artillery Unit (4.5")	Artillery	0	4	3	0	[R]	771st Arty Bn

German Forces (Zone I, Turn 1):



39th Fusilier Regiment

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	CO (CV 8)	Command	60	3	6	6		
1	Recce Unit (Infantry)	Recce	10	4/15*	3	0		Bicycle-SMG
1	Engineer Unit	Engineers	10	4/30*	6	0		Wire 2, Mine 1
2	Support Unit (IG, 75mm)	Infantry	0	2	4	0		
2	Transport Unit (Horses)	Transport	10	0	3	0		
2	Anti-Tank Gun Unit (75/76mm)	Anti-Tank	0	4/70	4	6		
2	Trans Unit (Trucks/Half-Tracks)	Transport	20	0	3	0		
1	Anti-Tank Gun Unit (75/76mm)	Anti-Tank	0	4/70	4	6		Attached from 26th PzJg
1	Trans Unit (Trucks/Half-Tracks)	Transport	20	0	3	0		Attached from 26th PzJg
3	Engineer Unit	Engineers	10	4/30*	6	0		III Co, 26th ENG - Wire 6, Mine 3

I Bn, 39th Fusilier Regiment

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 8)	Command	40	2	4	6		
9	Infantry Unit	Infantry	10	4/30*	6	0		Green
3	Support Unit (MG)	Infantry	10	3/50*	5	0		Green
1	Support Unit (Mortar)	Infantry	10	3/120	5	0		Green
1	Support Unit (Heavy Mortar)	Infantry	0	4	4	0	[R]	Green
1	Transport Unit (Horses)	Transport	10	0	3	0		Green

26th Recon Bn

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 9)	Command	40	2	4	6		
3	Recce Unit (Infantry)	Recce	10	3/30*	3	0		Bicycles
1	Support Unit (MG)	Infantry	10	3/50*	5	0		Bicycles
6	Infantry Unit	Infantry	10	4/30*	6	0		
3	Support Unit (MG)	Infantry	10	3/50*	5	0		
1	Support Unit (Mortar)	Infantry	10	3/120	5	0		
1	Support Unit (H. Mortar)	Infantry	0	4	4	0	[R]	
2	Transport Unit (Horses)	Transport	10	0	3	0		

German Forces (Zone I, Turn 3+):



559th Panzerjäger Bn

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 8)	Command	40	2	4	6		
3	SPAT Unit (Jagdpanther)	Anti-Tank	30	5/100	7	4	[R]	
6	SPAT Unit (Jagdpanzer IV)	Anti-Tank	10	5/80	5	4	[R]	

German Forces (Zone II, Turn 3+):



I Bn, 77th Grenadier Regiment

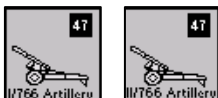
#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	HQ (CV 8)	Command	40	2	4	6		
9	Infantry Unit	Infantry	10	4/30*	6	0		Green
3	Support Unit (MG)	Infantry	10	3/50*	5	0		Green
1	Support Unit (Mortar)	Infantry	10	3/120	5	0		Green
1	Support Unit (Heavy Mortar)	Infantry	0	4	4	0	[R]	Green
1	Transport Unit (Horses)	Transport	10	0	3	0		Green
3	Medium Panzer Unit (StuG-III)	Armour	20	4/70	4	5	[R]	Attached from 26th PzJg

German Artillery Support:



Division Artillery

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
3	Artillery Unit (105mm)	Artillery	0	3	4	0		II/26 Arty
1	FAO (CV 7)	Command	40	0	4	6		II/26 Arty
3	Artillery Unit (105mm)	Artillery	0	3	4	0		III/26 Arty
1	FAO (CV 7)	Command	40	0	4	6		III/26 Arty
2	Artillery Unit (150mm)	Artillery	0	4	4	0		IV/26 Arty



766th VolksArtillerie Korps

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
3	Artillery Unit (75mm)	Artillery	0	2	4	0		I/766 - FK40
3	Artillery Unit (88mm)	Artillery	0	3	4	0		II/766 - FK 43

Special Rules:

- 1) **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.
- 2) **Reinforcements**: As per OBs
- 3) **Fatigue**: Fatigued units attack with one less die and add one die to fall back rolls.

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.