

Scenario XVIII – “Night Assault”

Time: 18DEC44 Night

Location: East Bastogne (Zone 40)

Situation:

The lead elements of the 2nd Panzer Division have flanked the US line on its north shoulder and now have turned directly south. The 304th Panzer Grenadier Regiment is speeding on its way to seize Bastogne’s eastside while the 2nd Panzer Recon Bn does the same on the Westside. Fortunately, the US forces detached the 54th Armored Infantry Battalion from CCB, 10th Armor Division to counter just such a thrust.

Deployment:

The 304th PzGr Regt elements begin off board and enter from the north board edge.

The 54th US Armored Infantry deploys on board in Zone I & II, dividing its AFVs half in each zone. Its Infantry and Support w/ transports also set up half in each zone. The BN HQ and FAO may set up in either zone. US forces may be dug in initially and may be hidden where allowed by terrain.

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

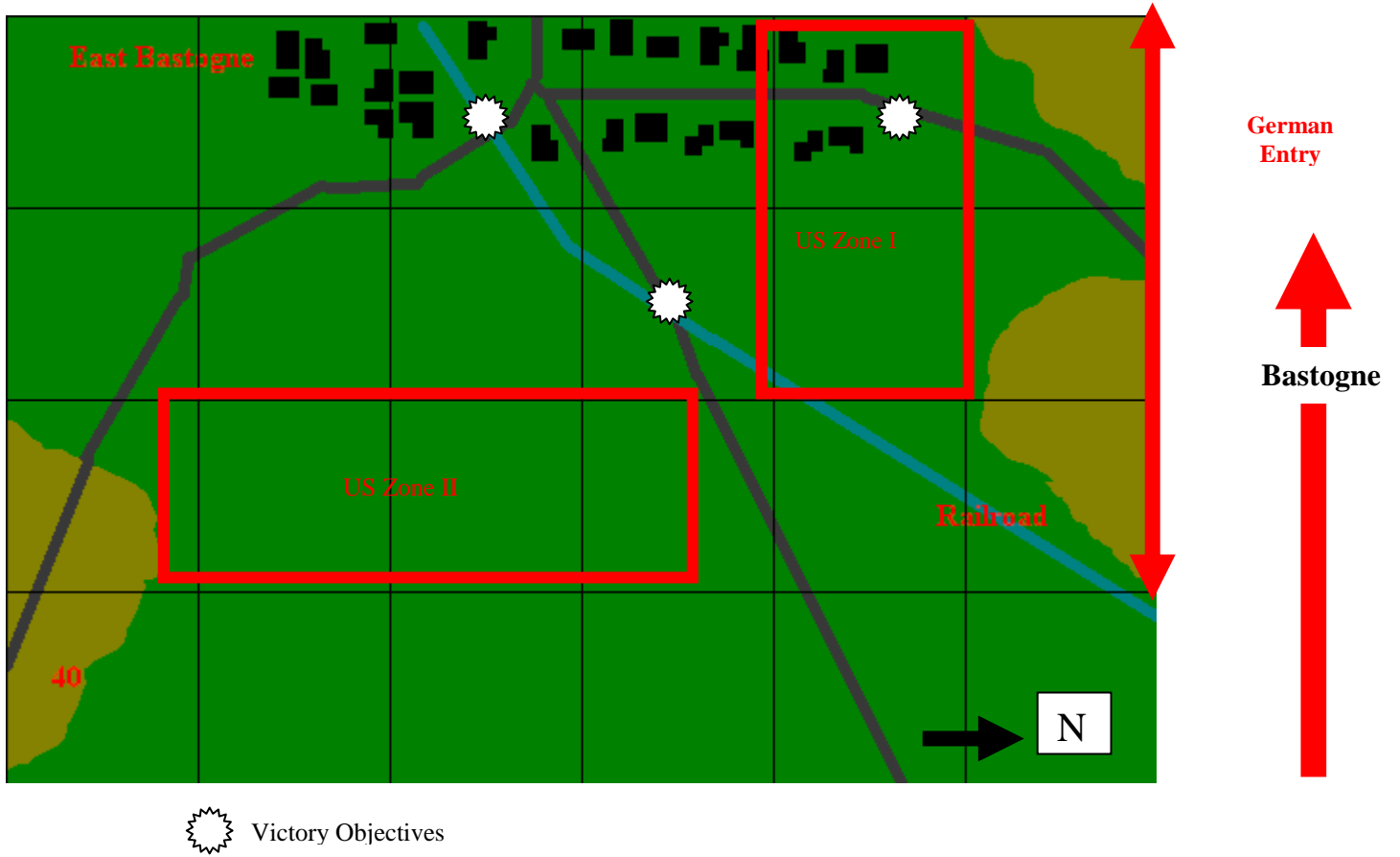
Break Points:

US – BP 12

German – BP 16

Game Length: Eight turns

Map:



US Forces – Defending



54th Armored Infantry TF Loki

#	Troops	Type	Move	ATKs	Hits	Save	Notes	Campaign Notes
1	Recce Unit (Jeeps)	Recce	20	3/30*	2	0		
1	HQ (CV 7)	Command	40	2	4	6		
1	Support Unit (Mortar, M4)	Infantry	20	3/120	3	6	[R/O]	Green
1	Support Tank Unit (M8 Scott)	Armor	30	3/50(h)	3	6	[O]	Green
1	Support Unit (MG)	Infantry	10	3/50*	5	0		Green
2	Transport Unit (M3 Half Tracks)	Transport	20	1/30*	3	6	[O]	Green
6	Infantry Unit	Infantry	10	4/30*	6	0		Green
6	Transport Unit (M3 Half Tracks)	Transport	20	1/30*	3	6	[O]	Green
2	Medium Tank Unit (Sherman 75)	Armor	20	4/60	3	5		52nd Armor
1	Medium Tank Unit (Sherman 76)	Armor	20	4/70	4	5		52nd Armor
3	Light Tank Unit (Stuart)	Armor	30	2/40	3	5		52nd Armor

US Artillery:



420th 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]	Green



On board

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):



304th Panzer Grenadier Regiment

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		
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	1/30*	3	6	[O]	EN Co
1	Flak Unit (Opel 4x20mm)	Amour	20	4/30*	3	0	[O]	IV Co - 38 PzJg



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]	
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)	Armor	20	4/70	4	5	[R]	I 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.

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.