



1. **Situation: Situation:** The 39<sup>th</sup> Fusilier Regiment is the southern prong of the 26<sup>th</sup> Volksgrenadier Division's push towards Bastogne. Fusiliers have crossed the Our River in the early morning hours of December 16<sup>th</sup>, 1944. Their immediate objective is the town of Café Schinker. The town is defended by "L" Company of the 110th Infantry Regiment of the 28<sup>th</sup> Infantry Division. The US must try to hold on to the town, while the German Grenadiers must quickly break this position to clear the way for the Panzers of the Panzer Lehr Division when they start crossing assault bridges being erected across the Our River.

a. **Attacker:** German Kampfgruppe

1500 points

Suggested Force: Volksgrenadier Kompanie (pg 158 The Ardennes Offensive). Confident Veteran. Infantry and Man-packed gun teams only! No air support.

**Firestorm Troops** (These units are in addition to the 1500pts above)  
39<sup>th</sup> Fusilier Regiment (See below)



766<sup>th</sup> Volksgrenadier Korps (Off-board - See Below)



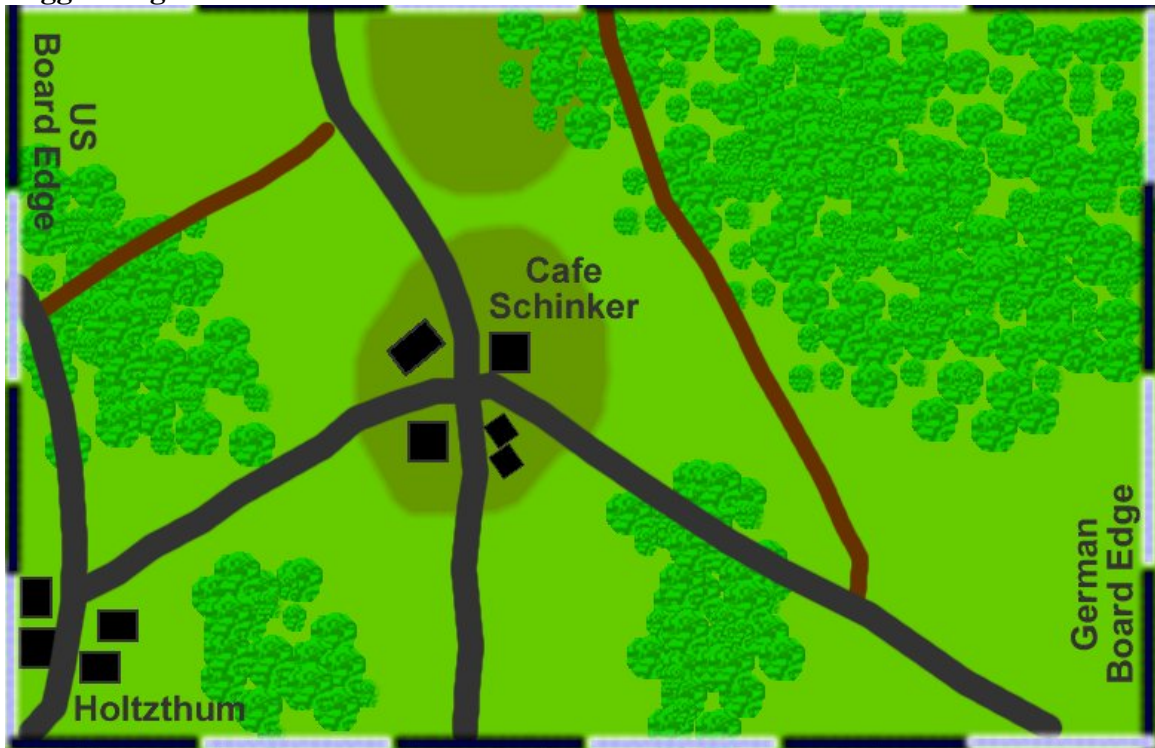
b. **Defender:** US Perimeter Outpost

1250 points

Suggested Force: (pg 68 The Battle of the Bulge). No tank teams. No air support or air Ops.

2. **Suggested Mission:** Hold the Line, No Retreat or Breakthrough

**Suggested game table:**



The town of Café Schinker is on a higher elevation.

### 3. Special Rules:

**Rockets Across the Our** – The Germans could not safely move the XLVII Panzer Korps supporting artillery and rocket battalions west of the Our River safely until the US positions of Skyline Drive had been cleared, however they did support the initial attacks from the east bank of the Our River.

*On Turn One (16DEC44) the Germans may assign artillery Firestorm Troops from the 766<sup>th</sup> Volkartillerie Korps or the 15<sup>th</sup> Volkswerfer Brigade to support the Turn One attacks. These additions count towards the limitations of having no more than two Firestorm Troops supporting an attack. These Firestorm Troops are not placed on the attack arrow, though they do add their modifiers in playing the General's Wargame, and do not move into the area if victories as they are providing this fire support from east of the Our River. When playing out a Turn One battle on the table top, these supporting Firestorm Troops are left off board with only their assigned observers being present on the table. These Firestorm Troops do count as "on the table" for purposes of company morale.*

**Preparatory Bombardment** – The German attack plan for 16DEC44 called for an initial preparatory bombardment of the US front line units at 0530, just ahead of Grenadiers ground assaults. However, the need for secrecy and surprise meant that they could not afford to reconnoiter the US positions beforehand. This meant that preparatory bombardment was not particularly accurate or deadly, however it greatly aided in inducing shock and confusion among US units as they tried to assess the situation and meet the initial German assaults.

*One Turn One, all US units start the game off pinned.*

**Mud** – The weather for Turns One to Five was very wet. Mud was a significant impediment for vehicles moving off road. The 2<sup>nd</sup> Panzer Division in particular suffered from vehicles become bogged down during attacks. The temperature dropped dramatically on the night of the 20<sup>th</sup> freezing the ground making vehicle movement manageable. If using this rule, be sure to include sufficient roads on your table to make games balanced for the attackers.

*During Turns One to Five, cross-country is considered slow going and incurs a bog check. Unimproved/Dirt roads are considered slow going and do not incur bog checks, Improved/Paved roads are considered normal cross-country. On Turn Six, ground conditions are considered "normal."*

**Fog** – The mornings from 16 to 20 December saw heavy fog cloaking the German attacks, however this fog could lift suddenly leaving these units exposed.

*Turns One to Five have fog rules in effect. These are the same as normal "Dawn Attack Rules" except for that teams that can be seen are not counted as concealed. Roll to spot teams as normal for Night Rules, however shooting does not automatically give away a team's position. Units moving in fog are treated as moving at night except that they move at their normal cross-country speed on roads and tracks. See page 229 in "The Ardennes Offensive."*

## 26<sup>th</sup> Volksgrenadier Division (39<sup>th</sup> Fusiliers)

300



Reinforce your company with a Volksgrenadier Sturm Platoon with a Command Panzerfaust Assault Rifle team, four Panzerfaust Assault Rifle Teams, two Panzerfaust MG teams, and one Tank-Hunter team. Rated as **Confident Veteran**.

Team	Range	ROF	Anti-tank	Firepower	Notes
Panzerfaust Assault Rifle	8"/20cm	3	1	6	Full when moving, Tank Assault 4
Panzerfaust MG	16"/40cm	3	2	6	ROF 2 when pinned, Tank Assault 4
Panzerfaust	4"/10cm	1	12	5+	Cannot move/shoot, Tank Assault 6
Tank-hunter Team	8"/20cm	2	11	5+	Tank Assault 5

## Volks Artillerie



200

### Variable Unit

Roll one die and reinforce your company with the appropriate unit shown below.

Die Roll	Reinforce your company with the following
1-4	Volks Artillery Battery
5-6	Volks Heavy Artillery Battery

Reinforce your company with Volks Artillery Battery, with a command SMG team, staff team, one observer rifle team, and **three** 10.5cm leFH18/40 Howitzers, one horse-drawn wagon, and three horse-drawn limbers. Rated as **Confident Veteran (26<sup>th</sup> VG)** or **Confident Trained (766<sup>th</sup> VA)**.

Command SMG Team	8"/20cm	3	1	6	
Staff Team	16"/40cm	1	2	6	Moves as heavy artillery team
Observer Rifle Team	16"/40cm	1	2	6	

Name	Mobility	Front	Side	Top	Equipment and notes
Weapon	Range	ROF	Anti-tank	Firepower	Notes
10.5cm leFH18/40	24"/60cm	1	10	2+	Breakthrough Gun, Smoke
Firing Bombardments	72"/180cm	-	4	4+	Smoke Bombardment
Horse-drawn limber	Wagon	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	

Reinforce your company with Armoured Artillery Battery, with a command SMG team, staff team, one observer rifle team, one Panzer IV OP, and **four** 15cm sFH18 Howitzer, one horse-drawn wagon, and three horse-drawn limbers. Rated as **Confident Veteran (26<sup>th</sup> VG)** or **Confident Trained (766<sup>th</sup> VA)**.

Command SMG Team	8"/20cm	3	1	6	
Staff Team	16"/40cm	1	2	6	Moves as heavy artillery team
Observer Rifle Team	16"/40cm	1	2	6	

Name	Mobility	Front	Side	Top	Equipment and notes
Weapon	Range	ROF	Anti-tank	Firepower	Notes
15cm sFH18	24"/60cm	1	13	1+	Hull Mounted, Bunker Buster, Smoke
Firing Bombardments	80"/200cm	-	5	2+	Smoke Bombardment
Horse-drawn limber	Wagon	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	