

# THE GUNS OF NARO

Battleground: 11 July 1943,  
1 mile north of Naro, Sicily

The attack on Sicily was underway. U.S. forces had broken out from the Gela Beachhead. The armored forces advanced rapidly against weak opposition—mostly delaying units who would fire a few shots and fall back to new positions. After capturing Naro on 11 July, recon elements were ordered to move toward Canicatti.



Use rows A–P.

**VC:** Provided all guns are destroyed or not possessed by an unbroken crew, the U.S. wins at game end if the Italians cannot place 10 total IFT factors (disregard TPBF, ROF, Gun IFT; however, PBF counts) on the road running from A5/6 to P3. The Italians win immediately by amassing  $\geq 32$  CVP. (Prisoners/captured equipment do not count double.)

**Balance:** ★ The Italians win immediately by amassing  $\geq 34$  CVP  
 ††† The Italians win immediately by amassing  $\geq 30$  CVP

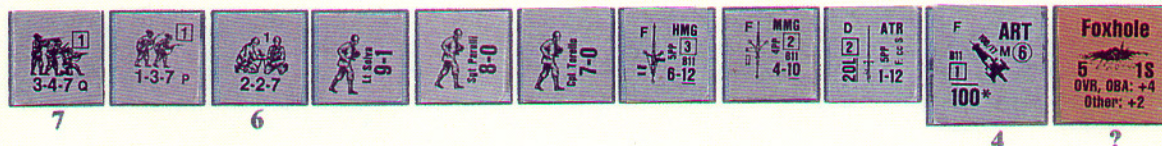
Italian sets up first	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>END</b>
U.S. moves first	★	★					

**Elements of 207th Coastal Division**

Set up in any hill hexes on/north of hexrow C (see SBR #5).

**ELR: 3      SAN: 3**

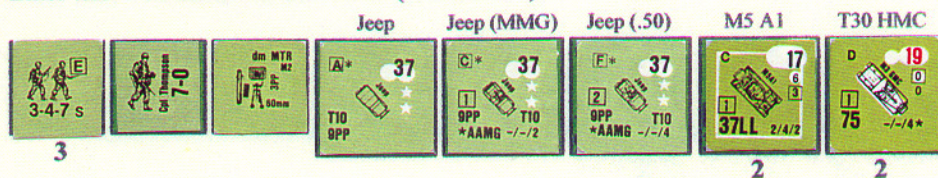
(SBR #6)



**Elements of 82nd Recon Bn**

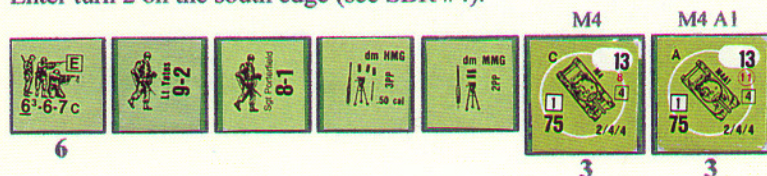
Enter turn 1 on hexes A5 and/or A6 (see SBR #4).

**ELR: 3      SAN: 2**



**Elements of G/41 Inf., D/66 Arm.**

Enter turn 2 on the south edge (see SBR #4).



**After Action Report:**

Two light tanks started for the narrow pass and halted before a curve defended by four large caliber guns. The entire recon force was under machine gun fire, and two assault guns were called forward. Amazingly, they fought out of the trap and called for infantry help. The tanks of Company D and infantry of Company G moved forward to provide assistance and were strafed by German aircraft. After fighting off the planes, they made slow progress against the well dug-in Italians. Under the cover of darkness, the enemy pulled out giving the Americans the pass four miles short of their objective, Canicatti.

**Special Battle Rules:**

1. EC are moderate with no wind at start.
2. Boresighting is NA.
3. The Italians receive German air support automatically on turn 3 in the form of two '42FB with bombs. The FBs are removed at the end of turn 4.
4. All U.S. infantry must enter as passengers/riders. The 82nd Recon units may use the road rate in either entry hex, regardless of which offboard hex is used. Jeeps are considered half-tracks for SW removal (U.S. vehicle note O) and forming firegroups.
5. Italian units may set up in foxholes unless manning a gun. Leaders need not set up with a MMC to set up in a foxhole.
6. Malfunctioned Italian guns repair on a dr of 1 or 2.  
Note: 100 HEAT TK# is 14.

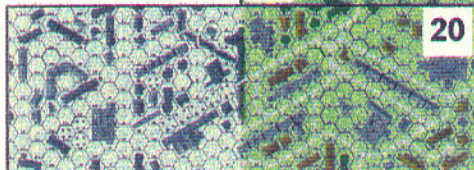
# CANICATTI

Battleground: 12 July 1943,  
Canicatti, Sicily

The attack on the "soft underbelly" was rolling North at full steam. On 11 July, CCA captured the city of Naro and was ordered to secure Canicatti and the high ground to the north. A small Italian contingent remained in Canicatti and part of Panzergrenadier Division 15 was digging in on the high ground to the north.



Use rows A-Q  
on both boards.



**VC:** The U.S. wins if at game end there are no good order German MMC in any hill hexes at or above level 2, provided that there are at least 3 U.S. tanks remaining. (The tanks must be mobile, non-shock/UK/Abandoned, and not under recall.)

Balance: ★ Exchange the 9-1 armor leader for a 9-2 AL.  
‡ Delete the 9-1 armor leader from the U.S. OB

German sets up first U.S. moves first	★	1	2	3	4	5	6	7	END
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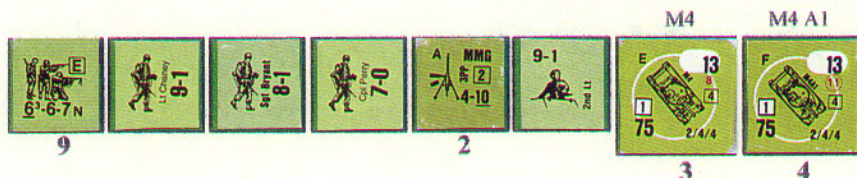
Elements of Group Fullriede, 15th Panzergrenadier Division  
Set up on board 15.

**ELR: 3      SAN: 4**



Elements of H/66 Arm. and G & H/41 Arm. Inf.  
Enter turn 1 on the south edge of board 20, as per SBR #4.

**ELR: 3      SAN: 2**



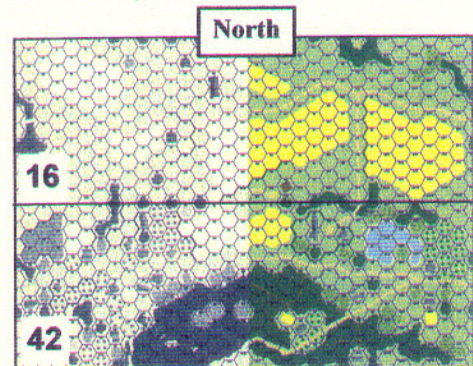
**After Action Report:**  
Although subjected to some artillery fire, the town itself was manned by only a few snipers and mopped up with little difficulty. Afterwards, the infantrymen remounted the tanks and advanced to the northern end of town where they ran into anti-tank fire. Captain Perkins' tank took a shot to the muzzle, breaking his arm in two places and wounding the crew. Refusing to leave the battlefield, he mounted another tank. The tanks and infantry did not effectively support each other and heavy machine gun fire slowed the infantry advance. Only the initial ridge was cleared on 12 July. The Americans reorganized for an attack the next day, when they drove the enemy out of positions overlooking the town.

- Special Battle Rules:**
1. EC are moderate with no wind at start.
  2. Boresighting is not allowed.
  3. All buildings are single story and stone.
  4. The U.S. infantry must enter as riders. Armored assault is NA. The ½ MP road movement rate is NA. U.S. squads may deploy freely during set up. The Shermans have a PP capacity of 15.
  5. German crews are fanatic.

# REDLEGS AS INFANTRY

Battleground: 26 July 1944,  
near Pont Brocard, France

Operation Cobra had begun with the 2nd Armored Division committed into the exploitation phase. The division moved rapidly and Corps artillery attached to and supporting the division did their best to occupy positions forward enough to provide support. The 183rd Artillery Battalion, part of the 188th Artillery Group, ran into enemy positions defended by elements of the 353rd Infantry Division. The 183rd was unable to move forward, and Colonel Thomas A. Roberts, the 2nd Armored Division Artillery Commander, called for 50 volunteers from each artillery battalion in the division to act as infantry to assist them.



VC: The Americans win at game end by earning  $\geq 32$  CVP, provided they have not lost  $\geq 20$  CVP.

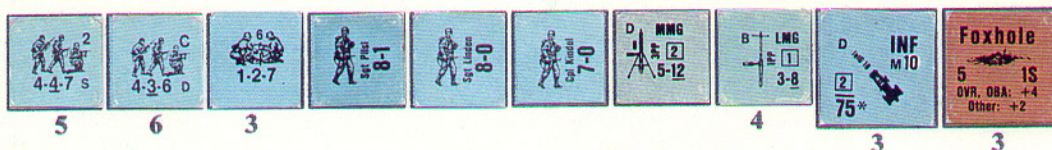
Balance: ★ Change the German ELR to 2  
‡ Change the U.S. ELR to 3

Use rows R–GG on both boards.

German sets up first	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>END</b>
U.S. moves first	★								

Elements of 353rd Infantry Division  
Set up on board 42.

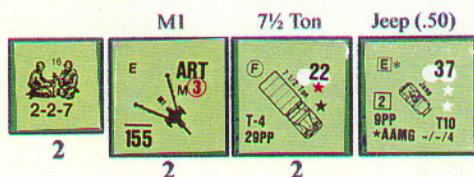
**ELR: 3      SAN: 3**



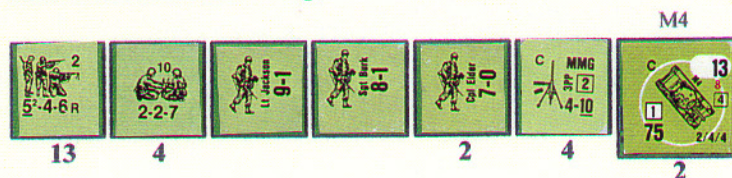
Elements of 183rd Artillery Battalion

**ELR: 4      SAN: 3**

Set up on board 16, > 6 hexes from a German unit (may start ready to fire or in tow).



Volunteers of 2nd Armored Division Artillery with attached tanks  
Enter turn 1 on the north edge.



**After Action Report:**

The "infantry" received support from the tanks assigned to DivArty and launched their attack. They blasted the German defenders and in the struggle captured 175 prisoners, a large ammunition/supply dump, and a 75mm pack howitzer battery. Sadly, Colonel Roberts was killed one week later while acting as a forward observer.

**Special Battle Rules:**

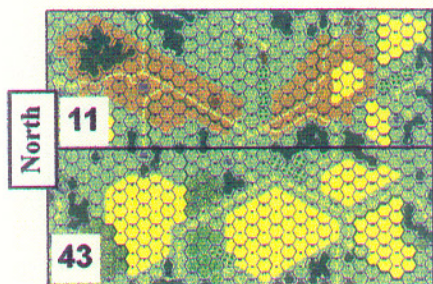
1. EC are moderate with no wind at start. Treat the pond on board 42 as level 0 open ground. Kindling is NA.
2. The guns of both sides may not set up concealed, HIP, or emplaced. The U.S. player may opt to set up his guns in tow.
3. The U.S. MMGs must initially be possessed by 2-2-7s.
4. German units may not voluntarily exit the playing area for any reason.

**INCH BY INCH**

Battleground: 4 October 1944,  
east of Ubach, Germany



In the assault on the Siegfried Line, 2nd Armored Division's CCB secured positions just northeast of Ubach on 3 October. Meanwhile, the 183rd Volksgrenadier Division prepared to launch a three-pronged counterattack on 4 October. One prong would hit 2nd Armored Division positions and farther south the main effort would hit the 30th Infantry Division. The German assault in the north never materialized. Task Force 1 of CCB attacked early in the morning of 4 October, with elements of G Company supported by infantry ordered to secure high ground east of Ubach and cut the Geilenkirchen-Aachen highway.



**VC:** The U.S. wins at game end by having  $\geq 30$  CVP, calculated as exit VP, of tanks and unbroken infantry (prisoners/captured equipment is NA) on board 11 hill hexes at game end. (Tanks under a shock/UK/abandoned counter do not count. Immobilized tanks are worth 2 less CVP.)

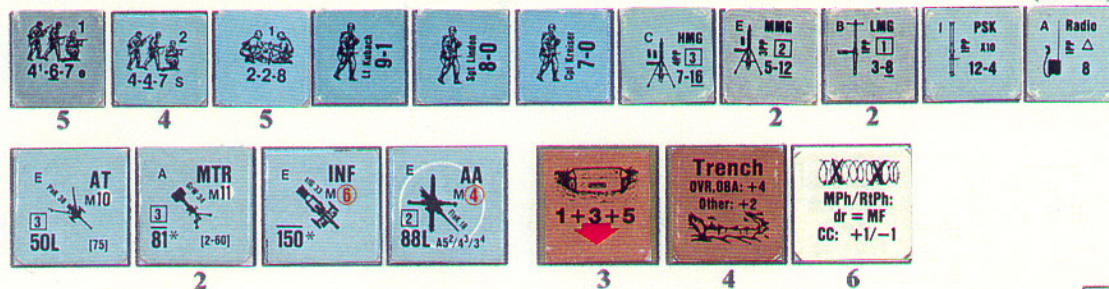
- Balance:** ★ Change the CVP requirement to  $\geq 27$   
 † Change the CVP requirement to  $\geq 33$

German sets up first	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>END</b>
U.S. moves first	★			†			

**Elements of 183rd Volksgrenadier Division**

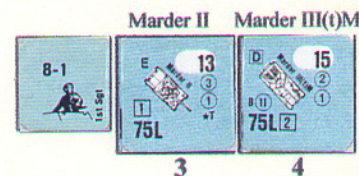
Set up anywhere on board 11, and/or in hexes numbered < 4 on board 43.

**ELR: 3 SAN: 3**



(SBR #2)

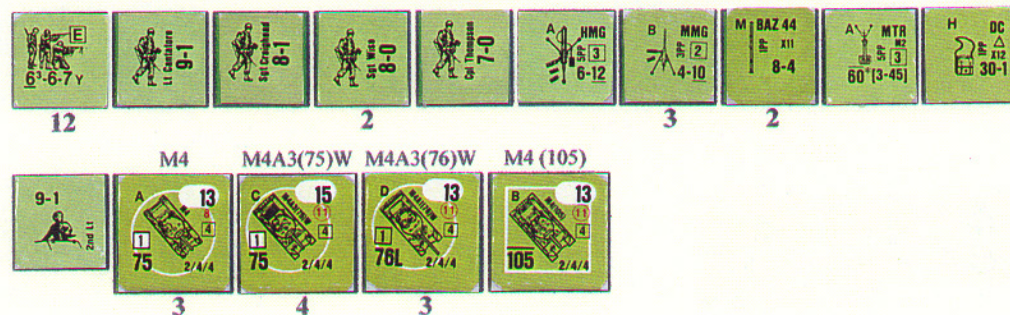
Enter turn 4 on the east edge of board 11 with 2/3 of MP remaining, fractions rounded up. (No Marders are equipped with MGs.)



**Elements of G/3-67 Armor and 41st Armored Infantry**

Enter turn 1 or later on the west edge of board 43. All/some/none may enter on each turn.

**ELR: 4 SAN: 2**



**After Action Report:**

Soon after the Task Force moved out it hit the main defensive belt and concentrations of artillery, mortar, and machine gun fire stripped the tankers of their infantry support. Heavy caliber and anti-tank guns fired at the tanks. The murderous fire was the heaviest the battalion had yet encountered. The tanks met seven German self-propelled AT guns and destroyed them all while losing only two Shermans. In the end, the Americans paid dearly, gaining only 800 meters while suffering heavy personnel losses and losing 11 tanks. The highway would not be cut until the next day.

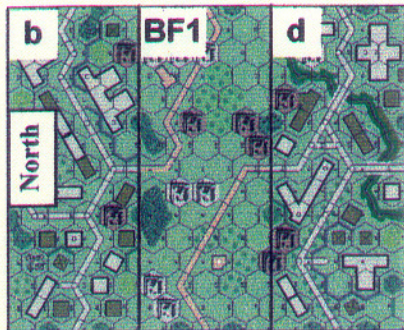
**Special Battle Rules:**

1. EC are wet with soft ground and no wind at start. Vehicles pay an extra 1/2 MP per hexside traversed. Road Rate/Road Bonus is NA, but a vehicle going uphill on a road pays 3 MP total (2 1/2 MP + 1/2 MP for soft ground).
2. The Germans receive one module of 105 mm OBA (HE, Smoke).
3. Three US vehicles may be recorded as having a gyrostabilizer. The U.S. is considered ELITE for special ammo.
4. Place overlays as follows: B4 (43 O9-N9), B5 (43 N6-O7), O2 (43 P8-O8), and B1 (43 O10).
5. All fortifications set up non-HIP.

# THE NARROW FRONT

Battleground: 13 October 1944,  
Wuerselen, Germany

XIX Corps had penetrated the West Wall and was attempting to close the circle around Aachen. The 30th Infantry Division had attacked south toward Wuerselen and beaten off numerous counterattacks, suffering over 2,000 casualties. General Corlett, the XIX Corps Commander, could get no additional outside help and was forced to use troops internal to the Corps to get the attack resumed. The 1st and 2nd Battalions of the 116th Infantry Regiment along with Companies B and H of the 3rd Battalion, 66th Armored Regiment would make the attack south to Wuerselen.



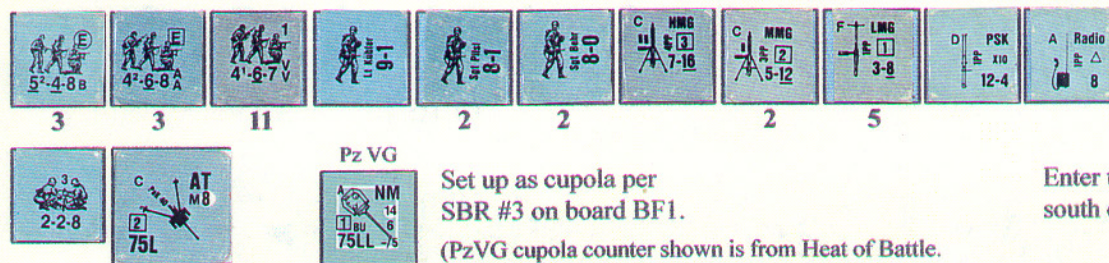
**VC:** The U.S. wins by accumulating  $\geq 20$  VP at game end. VP are earned by controlling buildings/rubble in the German set-up area. Each building in the German setup area has a VP equal to the number of ground level locations it contains. Rubble hexes are counted as one hex buildings.

Balance: ★ Change the VP requirement to  $\geq 18$   
‡ Change the VP requirement to  $\geq 22$

German sets up first	1	2	3	4	5	6	7	END
U.S. moves first	★				‡			

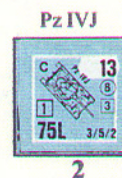
Elements of 60th Panzergrenadier Regiment, 116th Panzer Division  
Set up concealed south of the board b A3-O3 road.

ELR: 3      SAN: 4



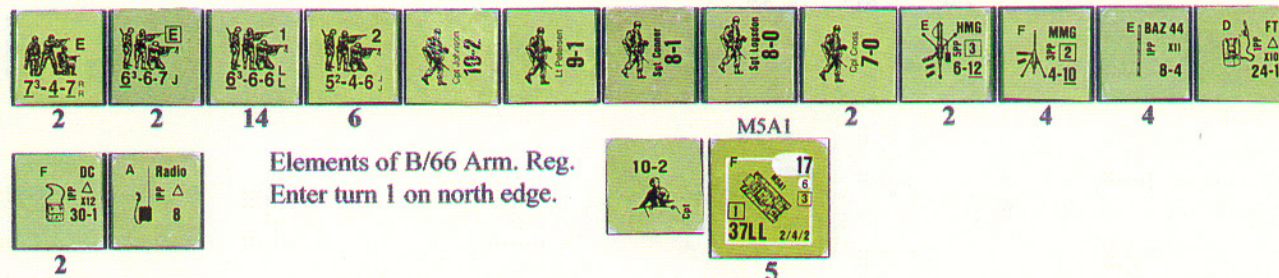
Set up as cupola per SBR #3 on board BF1.  
(PzVG cupola counter shown is from Heat of Battle. Use standard PzVG if cupola is not available.)

Enter turn 4 on south edge.



Elements of 1-116 Inf. Reg./29th Inf. Div.  
Set up north of board b A3-O3 road.

ELR: 4      SAN: 3



Elements of B/66 Arm. Reg.  
Enter turn 1 on north edge.

### After Action Report:

B/66 supported the attack by 1-116, which was launched along a narrow front at a German strongpoint. German mortar and anti-tank fire slowed the attack, but the infantry fought through the town in savage house-to-house fighting. Cpt. Burton, the B/66 Commander, dismounted and led his tanks to good firing positions. The attack progressed until dug-in German tanks hidden in gardens and rubble opened fire. Other German tanks roamed the streets. Cpt. Burton, who would be awarded the Medal of Honor, and had 2 tanks destroyed underneath him, called in artillery on the dug-in tanks. Overall, the attack made little progress, and the Germans counterattacked the next day.

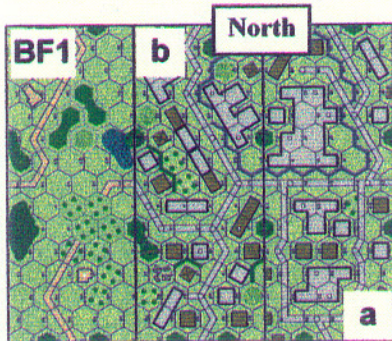
### Special Battle Rules:

1. EC are wet with no wind at start. No quarter is in effect. Kindling is NA.
2. Place overlay D7 on BF1:E2-F2. Place stone rubble overlays in the following locations: dB4, dC4, BF1:B3, BF1:C3, BF1:C4, BF1:C5, BF1:I3, BF1:I4, BF1:M5, and BF1:N4. Place wood rubble overlays in dE5, dK5, dL5, BF1:F1, BF1:F3, BF1:G1, bC1, and bJ1.
3. The armored cupola (D9.5 & O.7) represents a dug-in PzVG that may use HIP if set up in a rubble or orchard location. Firing any weapon or changing CA is considered a concealment loss activity. Treat as an immobilized PzVG, with functioning 2fp AAMG and sN7.
4. Rubble locations are rally terrain and treated as one-hex buildings for rout purposes.
5. The 10-2 armor leader may disembark (unload, D6.5) from his tank in the form of a hero with a radio and act as a forward observer (C1.6) normally. No other unit may use this radio. The OB radio is also for the same OBA module, but only one may have radio contact. The Americans receive one module of 105mm OBA (HE and smoke). The hero may board (load, D6.4) any tank as a 10-2 armor leader. While in a tank, the 10-2 armor leader may not act as a forward observer.
6. Germans receive 1 module of 81mm battalion mortar OBA (HE and smoke). The German forward observer may use HIP.
7. The Americans are considered ELITE for special ammo. Three US vehicles may be recorded as having gyrostabilizers.
8. Crews may not voluntarily abandon AFVs.

Battleground: 15 October 1944,

outskirts of Wuerselen, Germany

The fighting in the city of Wuerselen had raged for three days, with the U.S. gaining barely 1 km of ground. The attack needed to continue to make the linkup with VII Corps, which was attacking from the south, and close the ring around Aachen. On the morning of the 15th, elements of the 116th Infantry Regiment continued the attack, supported by the 2nd Armored tankers. The attack ran into 156th Panzer Aufklaerungs Abteilung and the Americans successfully pushed them back, with both sides suffering casualties. The Germans then committed their reserve battalion to meet the advance.



**VC:** The Germans win by accumulating  $\geq 95$  VP at game end. VP = CVP earned + Exit VP (excluding prisoners/captured equipment) off the north edge + building control points. Each building in the U.S. setup area is worth points based on its maximum level, as follows: level 2 = 3 points, level 1 = 2 points, ground level = 1 point. There are 35 possible building control VP.

Balance: ★ Change the VP requirement to  $\geq 100$ .

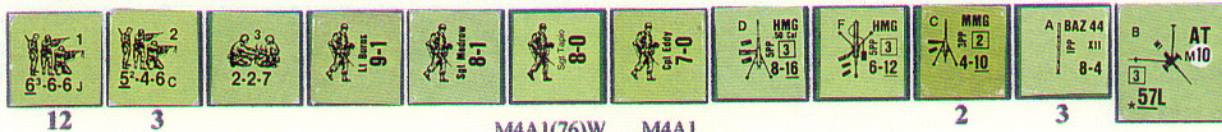
‡ Change the VP requirement to  $\geq 90$ .

U.S. sets up first	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>END</b>
German moves first	‡								

Elements of 116th Infantry Regiment, 29th Infantry Division

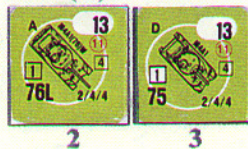
ELR: 4      SAN: 3

Set up on boards BF1 and b/north of hexrow J and on board a on/north of hexrow F.



Elements of H/66 Arm.

Set up on board BF1 on/north of hexrow J.



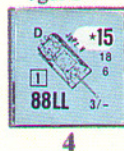
Elements of Battalion I, 156th Panzergrenadier Regiment, 116th Panzer Division

ELR: 4      SAN: 3

Set up on boards BF1 and b on/south of hexrow K and on board a on/south of hexrow E.



Elements of 519th Panzerjaegerabteilung  
Enter turn 1 on the south edge.



**After Action Report:**

The German grenadiers of Battalion I, 156th Panzergrenadier Regiment were very fresh and rested. They were committed and rapidly took the initiative. Supported by 6 Jagdpanthers of the 519th Panzerjaegerabteilung, they pushed the U.S. forces back, retaking lost ground and inflicting heavy casualties in the process. Unfortunately for the Germans, their counterattacks were piecemeal and uncoordinated. Although these counterattacks were locally successful, the city would soon be captured by the Americans and the Aachen circle closed.

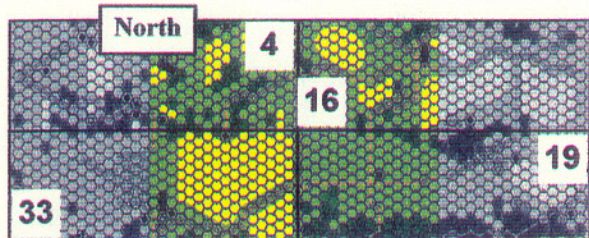
**Special Battle Rules:**

1. EC are wet with no wind at start. Place the following overlays on board BF1: dx7(I2-J1), dx6(F2-F3), dx4(D2-E2). Consider a continuous road to go through dx7 for movement purposes only, i.e. it is not an orchard road.
2. No Quarter is in effect. Kindling is NA.
3. All onboard units for both sides may set up concealed.
4. Prior to all setup make two random direction/distance rolls from each hex BF1 J3 and E3 (4 total rolls). Place a wreck at ground level in each selected hex. Roll another die for each wreck. 1-3: it is burning, 4-6: it is a burnt-out wreck. If any selected hex would place a wreck offboard, instead place it in the edge hex where it went off. If such a scatter roll would place two or more wrecks in the same location, disregard the result and reroll.

# TRENCH WARFARE

Battleground: 19 November 1944,  
east of Puffendorf, Germany

XIX Corps' initial push to the Roer began on 16 November with the 2nd Armored Division providing the main effort. In their path the Germans turned the villages into strongpoints that could provide supporting fire to each other. The villages of Setterich and Apwieler were especially strong, and fire from each inflicted heavy casualties each time any unit of the division attempted to attack. Additionally, the 9th Panzer Division had conducted spoiling attacks for two days and by the morning of 19 November, 2AD had traveled barely 4 km, securing Puffendorf. Other corps units could not overtake the network of villages until 2AD finally cleared them. An offensive operation to penetrate an AT ditch located between Puffendorf and Ederen was planned for the morning of 19 November; however, a counterattack from elements of the 15th Panzergrenadier Division delayed the attack until the afternoon.



**VC:** The US wins by having  $\geq 46$  VP of Good Order units east of the AT trench (or exited off east edge) at game end or by accumulating  $\geq 43$  CVP. (Prisoners/captured equipment do not count double.)

**Balance:** ★ Replace German 9-2 leader with a 9-1 leader.  
‡ Replace U.S. 9-2 leader with a 9-1 leader.

Board 4, rows Q-A	Board 16, rows A-P	German sets up first	1	2	3	4	5	6	END
Board 33, rows Q-GG	Board 19, rows GG-R	U.S. moves first	★	‡	★	‡	‡		

Elements of 9th Panzer Division: Set up east of the AT Trench (SBR #2).

ELR: 3      SAN: 3

5	3				2	2		2	2	5	4	
Flanking Force: Enter turns 1, 2, and/or 3 on/between 4G10-P10. All/some/none may enter each allowed turn.												
9				4			2	2				

Elements of Task Force A (CCA): Enter turn 1 or later on the west edge of board 33. All/some/none may enter each allowed turn.

ELR: 4      SAN: 2

5				2	2	2	2	4	2	2		
Elements of CCB: Enter turn 2 or later on the west edge of board 4. All/some/none may enter each allowed turn.												
5						2	2	2				

**After Action Report:**

CCA finally attacked toward a gap in the AT Ditch. Elements of the 9th Panzer Division responded by attacking what they thought was an exposed flank of CCA with four tanks and about 100 grenadiers. Apparently they forgot about the presence of CCB in Puffendorf, who in turn caught the Germans in the flank. One Panther was hit broadside by a TD and another tank was eliminated by the 76 of a Sherman. The remaining enemy tanks fired repeatedly at a tank dozer until it burned. These tanks were dealt with and small arms fire stopped the grenadiers. Despite the assistance of CCB, CCA was subjected to round after round of accurate shellfire and could not penetrate the obstacle.

**Special Battle Rules:**

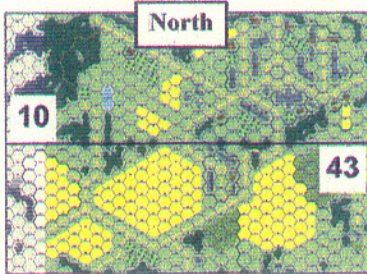
- EC are wet with no wind at start.
- Treat hexes 4A1-A10 and 33GG1-GG10 as open ground, and place an AT ditch in each hex. (EXC: cleared hexes, as follows.) An AT ditch hex may not be crossed/entered by vehicles until a lane is created (SBR #3). The German player must non-secretly declare during set up 2 adjacent hexes of the board 33 trench line that are cleared and treated as open ground. The German OB trenches and bunker may not set up adjacent to an AT ditch hex, cleared or not.
- The M4 dozers may enter the AT ditch (at a cost of 1 MP) and attempt to make a lane through the ditch using the rubble clearance procedures (B24.7-B24.71 & G15). A successful attempt places a trailbreak on one hexside on each side of the ditch. No other units may attempt or combine with the dozers in clearing the ditch. When entering the AT ditch, the dozers do not roll for bog, but if a 12 is rolled during a clearance attempt a bog has occurred. The dozers receive no trench benefit.
- The U.S. receives one module of 81 mm battalion mortar OBA (HE and WP) directed by an offboard observer on a west edge hex of board 33 at level 4, recorded during U.S. set-up. The U.S. automatically has battery access on turn 1. Remove 1 black chit from the battery access draw pile.
- The U.S. is considered ELITE for special ammo. The M3(MMG) inherent squad is a 6-6-7. Two eligible vehicles may be pre-recorded as having a gyrostabilizer. The 7-4-7 is an assault engineer and a sapper.

Battleground: 22 November 1944,  
Merzenhausen, Germany

# MERZENHAUSEN ZOO



After six days of fighting, XIX Corps believed they were ready for a quick push to the Roer. Intel showed some units withdrawing, but Merzenhausen would be the most strongly defended town the division would face west of the Roer. Merzenhausen was the key to the enemy's defenses west of the Roer River, protecting the north-south communications link, and they would try to hold every inch of ground in preparation for the Ardennes offensive. The 246th Volksgrenadier Division had been beaten up and was undergoing a relief in place by the 340th Volksgrenadier Division. TF 1/66, with an attached battalion of 30 ID soldiers and British tanks, attacked before the relief occurred and in their zone ran into elements of the 246th Volksgrenadier Division and LXXXI Corps.



Use rows E-GG

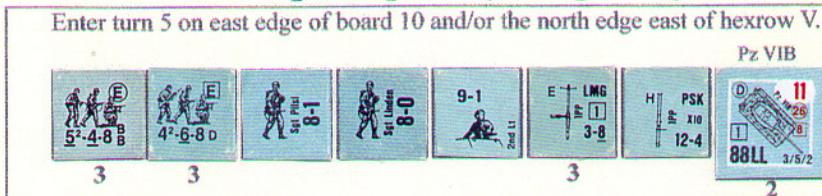
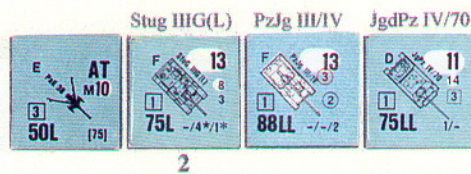
Use rows A-CC

**VC:** The U.S. wins at game end by controlling  $\geq 37$  stone locations within the German setup area. For purposes of this scenario, when a side gains control of a building, it automatically gains control of all its locations.

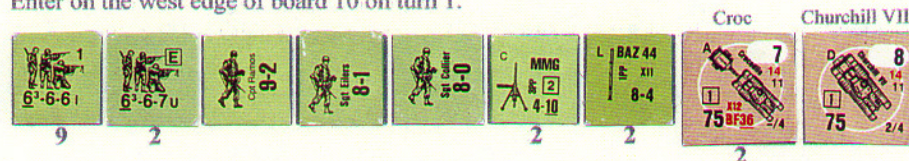
**Balance:** ★ Change the location requirement to  $\geq 34$ .  
‡ Change the location requirement to  $\geq 40$ .

German sets up first	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>END</b>
U.S. moves first	★					‡			

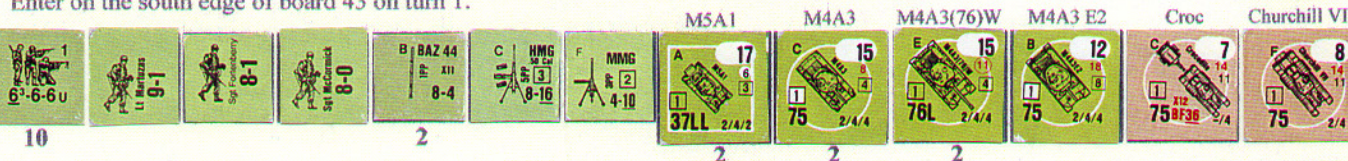
Elements of 246th Volksgrenadier Division, 506th schwere Panzerabteilung, and LXXXI Corps  
Set up on board 10 on/east of hexrow P and on board 43 in hexes numbered > 5 on/east of row R. **ELR: 3** **SAN: 4**



Elements of 1/66 Arm, 2/119 IN 30 ID, B Squadron Fife and Forfar Yeomanry  
Enter on the west edge of board 10 on turn 1. **ELR: 4** **SAN: 3**



Enter on the south edge of board 43 on turn 1.



**After Action Report:**

Upon seeing Crocodiles, many Germans stood up and raised their hands, ready to surrender. Suddenly, one of the Crocs exploded into flames when hit by an AP round. This gave new spirit to the defenders, who remanned their positions and got down to the business of fighting. Both sides took heavy casualties, and the infantry fought their way into town. Before they could exploit any gains, two Tigers with supporting infantry counterattacked, pushing the Americans back to the western edge of Merzenhausen. The Americans maintained a toehold, and would launch an attack the next day with fresh troops from the 41st Armored Infantry Regiment.

**Special Battle Rules:**

1. EC are wet with no wind at start. Kindling is NA. Place overlays OG1(10G8), O1(10H6).
2. The path on board 10 is a woods-road, including orchard-road in 10H6, and makes one continuous road through 10H7.
3. Consider the black bar on the rowhouses to be part of the building, but do not treat the buildings as rowhouses.
4. German infantry (exception: HIP) must take a NTC immediately after U.S. set up, prior to start of turn 1. Failure causes loss of concealment (1/2" dummy stacks are removed) and loss of boresighting. Those units that fail are also immediately pinned for the first U.S. Player Turn. Additionally, even though units are not broken by this, Heat of Battle and ELR failure apply to this check. None of these checks activate the U.S. sniper.
5. Two eligible U.S. vehicles may be recorded as having gyrostabilizers. U.S. forces are considered ELITE for special ammo (not British).
6. Germans may use HIP for 1 squad equivalent and all SMC/SW set up with it.

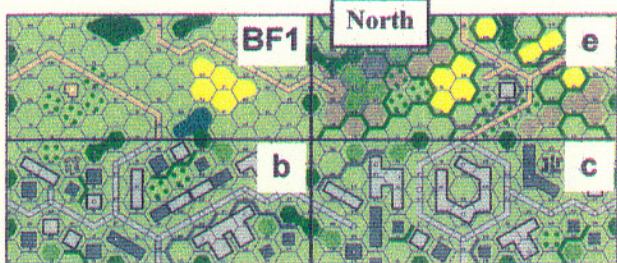
\*German Setup Corrected 2/19/99



Battleground: 25 December 1944,  
Foy-Notre Dame, Belgium



The 2nd Panzer Division had made the most progress during the Ardennes offensive and stood within 6 km of the Meuse River. The entire division was low on fuel and getting fatigued from continuous fighting. General Collins, the VII Corps Commander, disregarded orders and decided the recently rested 2nd Armored Division would attack. The 82nd Recon Battalion was sent to the western flank of the attack, and was to screen toward the west as far forward as the Lesse River, south of Celles. On 25 December, the 2nd Panzer Division Recon Battalion and part of the Division's artillery had bivouacked near the quiet farming village of Foy-Notre Dame.



**VC:** The U.S. wins at game end by accumulating  $\geq 23$  CVP more than the Germans, provided the U.S. gets a minimum of 40 CVP. Prisoners count double, but captured equipment does not count double.

**Balance:** ★ Change the CVP requirement to  $\geq 20$ .  
‡ Change the CVP requirement to  $\geq 26$

German sets up first	1	2	3	4	5	END
U.S. moves first	★					

Elements of 2nd Panzer Aufklarungs Battalion, 2nd Panzer Division  
Set up on boards b and c.

ELR: 2      SAN: 3

12	250/1	250/sMG	250/8	250/10	234/2	2	PzA II	4
50L (75)	15PP AAMG -/-/3	7PP* CMG -/1*/3*	75*	37L -/-/3*	50L -/5	105 -/1/2	37L(8) MA:AA	
	5				4			

Elements of 82nd Recon Battalion  
Set up concealed in any terrain type on hill 108. (SBR #4)

ELR: 4      SAN: 2

5	8-1	8-5	60*(3-45)	37	37	20	+36
				T10 GPP	T10 GPP	T8 GPP	37LL -/4/4
				2	2	2	2

Enter turn 1 on the north edge with only 1/3 of MP allotment available, fractions rounded up. (SBR #2)

12	9-1	8-1	7-0	8-5	60*(3-45)	37	37	37	20	36	17	17
						T10 GPP	T10 GPP	T10 GPP	T6 GPP	37LL -/4/4	37LL 2/4/2	75* -/1/4
						2	4	2	4	4	3	2

**After Action Report:**

The scouts located the 2nd Panzer Division's Recon Battalion and swiftly moved on the village. The Germans let loose with a hail of machine gun and anti-tank fire. A single anti-tank gun located in the center of the village was attacked and destroyed by an assault gun. Although suffering some casualties, the U.S. troopers captured over 150 troops and 20 vehicles during the engagement. The booty included the battalion commander and a self-propelled artillery piece. In the perfect match of recon units, 2nd Panzer Division's Recon Battalion was decimated and ceased to exist as a functioning combat unit.

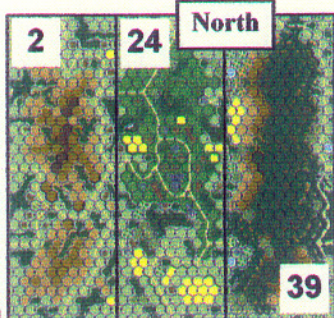
**Special Battle Rules:**

1. EC are moist with no wind at start. All buildings are wood and single story. All hedges on board e do not exist.
2. U.S. infantry entering on turn 1 must do so as PRC.
3. One eligible U.S. vehicle may be recorded as having a Gyrostabilizer.
4. The U.S. crews and half-squads setting up on board are not required to set up as PRC, and may also possess the Jeep/M2 machine guns already assembled.
5. The scenario is considered to take place in 1945 for all purposes.

# IN THE BAG

Battleground: 25 December 1944, Celles, Belgium

The 2nd Panzer Division had made the most progress during the Ardennes offensive and was positioned within 6 km of the Muese River. General Harmon, the 2nd Armored Division Commander, contacted Corps for permission to attack. General Palmer, the Corps Artillery Commander, could not give that authority and told Harmon to wait until the Corps Commander reached his CP. Meanwhile, Palmer got a message from the 1st Army Chief of Staff that implied the Division had the go for the attack. A message was sent immediately to General Collins, the Corps Commander, indicating that the attack was a go. The Chief of Staff was unsure that Palmer interpreted him correctly and called him back, this time letting Palmer know that they were to fall back. Collins decided to interpret the order as he was authorized, not ordered, to fall back. Collins convinced higher brass that it would be a limited attack, and told Harmon to proceed. Harmon approved, responding that "The bastards are in the bag."



**VC:** The U.S. must control all multihex buildings on board 24 at game end, and exit  $\geq 75$  VP (excluding prisoners) off the South edge on/ between 2GG6 and 39A5. Halftracks must have either a MA (whether functioning or not) and/or a passenger to count as Exit VP.

**Balance:**

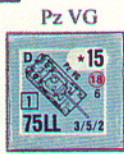
- ★ Change exit VP to  $\geq 70$ .
- ✚ Change exit VP to  $\geq 80$ .

German sets up first	1	2	3	4	5	6	7	8	END
	★					✚			

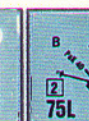
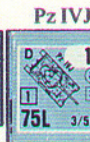
Elements of Kampfgruppe

ELR: 2 SAN: 3

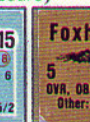
Set up on board 2, on/south of hexrow J. Only 2 PzVG can set up on Hill 621.



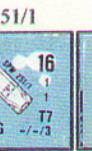
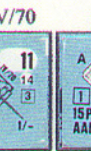
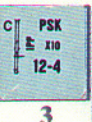
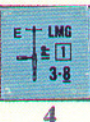
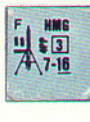
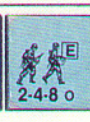
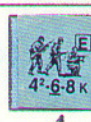
Set up on board 39, on/south of hexrow X.



Set up on boards 2/24 on/south of hexrow J, and board 39 on/south of hexrow X.



Enter turn 5 on the south edge.

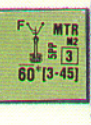


Elements of Task Force A. Enter as PRC on/after turn 1 on the north edge of board 2. All/some/none may enter on each turn.

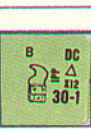
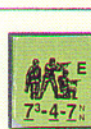
ELR: 4 SAN: 3



Elements of Task Force B. Enter as PRC on/after turn 1 on the north edge of board 39. All/some/none may enter on each turn.



Enter with either Task Force A or B, according to SBR #5.



## After Action Report:

TFA attacked along the high ground to the west of Celles and TFB to the east. TFA made good progress until it came under fire from four Panthers which knocked out at least three half-tracks. The Panthers were chased away by aircraft of the 370th Fighter Group. TFB was opposed by isolated guns, tanks, roadblocks, and mortar fire. Both Task Forces closed the pincer, fighting off a mounted counterattack from the main body of the 2nd Panzer Division. The town was not defended with much determination, and the Kampfgruppe was caught in the bag.

## Special Battle Rules:

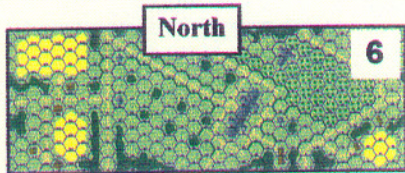
- EC are moist with no wind at start. Kindling is NA. Place overlay OG1 on 39A4.
- No German AFVs may start the game hull down on a crest line.
- The U.S. receives one module of 105mm OBA with HE and SMOKE. The 60mm mortars cannot be exchanged for an OBA module.
- The Germans receive one module of 81mm Battalion mortar OBA (HE and smoke); the observer may use HIP. The PzIVs and JdPzIVs are equipped with Schuerzen.
- This group may enter with either/both forces, but each unit must be secretly assigned to a Task Force after the German setup.
- The U.S. receives air support in the form of 3 '44 FB with bombs on turn 1. They must be removed at the end of turn 2.
- The scenario is considered to take place in 1945 for all purposes. Two eligible U.S. vehicles may be recorded as having gyrostabilizers. The inherent squad of each M3 MG half-track is a 6-6-7. The 7-4-7 squads are assault engineers.
- The Germans suffer from fuel shortage. Any time a German vehicle expends a start MP, use the hidden DR method of D8.23 to determine if the vehicle runs out of fuel, which happens on a DR of 11 or 12, thereby immobilizing it; disregard the paved road exception. The immobile Panther must set up on board 24 adjacent to a building hex.

# INHUMAINE

Battleground: 27 December 1944,  
Humaine, Belgium



Throughout the night of 26 December and at 0700 on 27 December, American artillery pounded Humaine. CCR was assigned the task of capturing the town and launched its attack following the artillery. Through careful planning, they successfully surrounded the town. The defenders fought hard, but most were forced to surrender, having had enough. A chateau on the Northeastern end of the village was manned by a group of Germans who refused to surrender, even after numerous attacks.



**VC:** The U.S. must control building 6M6 (the Chateau) at game end to win.

Balance: ★ Add a 7-4-7 to the U.S. OB.  
‡ Add a 2-4-8 to the German OB.

German sets up first	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>END</b>
U.S. moves first	★				★			

**Elements of 9th Panzer Division**

**ELR: 3      SAN: 4**

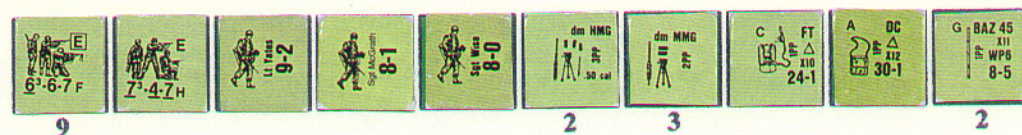
Set up on board 6 with a maximum of 6 OB counters outside of the Chateau.



**Elements of CCR**

**ELR: 4      SAN: 3**

Enter turn 1 on the north edge.



Enter turn 1 on the east edge.



Enter turn 5 on the north edge.



**After Action Report:**

The U.S. infantry continued to assault the chateau, but its thick walls afforded the defenders too much protection. In a display of joint cooperation, CCR requested the assistance of some British flame-thrower tanks. Two Crocodiles gave support, and a display of their firepower encouraged the defenders to give up.

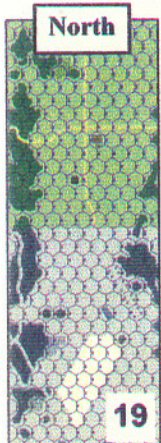
**Special Battle Rules:**

1. EC are wet with no wind at start. Kindling is NA.
2. During setup, the Germans may place 4 rubble counters in any building hexes except the Chateau. Do not roll for spreading rubble.
3. All buildings are wooden except the Chateau, which is stone and has its ground level fortified.
4. All German units in the Chateau are considered fanatic until the start of the American turn 6 Prep Fire Phase, when all German units lose their fanatic status and have their ELR lowered to 0. Units that become fanatic through HOB retain that status.
5. The scenario is considered to take place in 1945 for all purposes.
6. The Germans may use HIP for one MMC and all SMC/SW that stack with it.
7. Crews may not voluntarily abandon vehicles. The Croc's crew survival number is 0. A Croc crew that is forced to bail out does so broken.

**LEE'S CHARGE**

Battleground: 3 January 1945,  
Coroie, Belgium

On 3 January, VII Corps launched its attack to reduce the Bulge salient. The drive, with the 2nd Armored Division as a key element, oriented toward Houffalize. Over a foot of snow covered the ground; the armored columns were forced to follow passable roads. TF 1-67's attack began inauspiciously when one tank was knocked out by artillery fire, and D Company was slowed when it ran into an unmarked friendly minefield.



Use rows R-GG.

**VC:** The U.S. wins by exiting  $\geq 24$  VP (excluding prisoners) off the south edge.

**Balance:** ★ Change the VP requirements to  $\geq 22$ .  
‡ Change the VP requirements to  $\geq 26$ .

German sets up first	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>END</b>
U.S. moves first	★						

Elements of 560th Volksgrenadier Division  
Set up on/south of hexrow AA.

**ELR: 2      SAN: 3**

(SBR #4)

4	5							2		3

Elements of D/1-67 Arm. and C/1-41 Arm. Inf.  
Enter turn 1 along the north edge.

**ELR: 4      SAN: 2**

7			2		2	2	2

(see SBR #3)

**After Action Report:**

Cpt. Robert E. Lee, D Company's commander, found a path through the minefield and the lead tanks followed, joined by two infantry platoons emerging from the woods on the right. Lt. Pendleton observed two houses to his front as he rode forward, when suddenly a panzerfaust struck his tank but expended itself in sandbags. Enemy MG fire ripped into the attackers and forced the infantry to take cover. The tanks backed up and blasted the houses until the fire ceased. The advance resumed, only to be stopped by panzerfaust fire again. When Headquarters learned the attack was being held up waiting for the infantry to clear the defenders, Cpt. Lee was informed that the attack must proceed regardless of enemy fire. Cpt. Lee moved forward to personally lead the attack. Lt. Logan, the forward observer, riding in an M4 directly behind Lee, was momentarily blinded by a sheet of flames. The turret of Lee's tank was blown off, killing the entire crew. Logan immediately directed his Sherman to fire at the houses. Lt. Pendleton took command of the company and continued the attack. The houses were finally cleared, but the attack could go no farther, so roadblocks were established south of the houses.

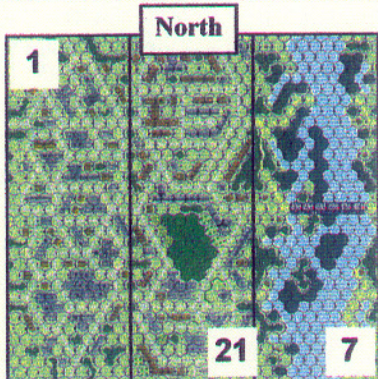
**Special Battle Rules:**

- Weather is Deep Snow (D8.23 & E3.73) with wet EC. Snow drifts are NA. The road running from GG5-6 to R6 is plowed. Place overlay X9 on U5. Both buildings are fortified.
- All, some, or none of the U.S. tanks may be recorded as having type F or F-S soft armor (TOT 2.2).
- One M4A1 is an OP tank (H1.46), with one module of 105mm (HE only).
- The Germans receive 1 module of 75mm OBA (HE only).

**Notes:** The Sherman OP is capable of directing an OBA module and firing all of its armaments during the same fire phase. For those without the TOT rules, the scenario is playable and balanced without using any F or F-S armor.

Battleground: 3 March 1945,  
Uerdingen, Germany

XIX Corps was moving rapidly to the Rhine River with the 2nd Armored Division rolling but running out of space for offensive operations. Colonel Mead, the Ninth Army G3, believed it would be wrong to stop the division's momentum and effected corps boundary changes, allowing 2AD to stay on the offensive. The changes placed the Adolf Hitler Bridge at Uerdingen in 2AD's zone. There was little in the way of defense at Uerdingen until Germany's battered 2nd Parachute Division with its three or four understrength battalions arrived on 2 March, just ahead of Hell on Wheels.



**VC:** The Americans earn VP for control of board 21 buildings east of the 21Y10-S7-P9-L7-I9-I10 road and buildings 7P2 and 7R1. Each building has a victory point total equal to the number of its ground level locations (16 total possible victory points). The U.S. wins at game end by accumulating  $\geq 11$  VP provided they have not suffered  $\geq 57$  CVP. (Prisoners/captured equipment do not count double.)

Balance: ★ Change the U.S. CVP cap to  $\geq 61$   
 † Change the U.S. CVP cap to  $\geq 53$

German sets up first	1	2	3	4	5	6	7	8	9	END
U.S. moves first	★			★						

Elements of 2nd Parachute Division: Set up on boards 21 and 7.

**ELR: 2**      **SAN: 4**      (SBR #3)

9	5	2	3			2		2	8				4

3	2

Elements of CCB: Enter turn 1 on the west edge of board 1, as per SBR #2.

**ELR: 4**      **SAN: 3**

16	3	2		2	3		2	3	2		3

3	3	3	2	3

Enter turn 4 on the west edge of board 1.

**After Action Report:**

Throughout the night of 2 March, the 92nd Armored Field Art. Bn. positioned both sides of the bridge to prevent the Germans from placing demolitions. The attack was opened on 3 March and ran into trouble immediately. Four tanks were quickly knocked out, which blocked and slowed the advance of following elements. A high concentration of mortar fire hit the attackers and was interrupted by the sharp sounds of anti-tank guns and panzerfausts. The assault gun platoon was summoned forward to provide direct support. The command bludgeoned its way close to the bridge, but the armor was blocked by a 13-foot hole and could go no farther. The paratroopers put up a brave fight, and in spite of numerous attacks, Uerdingen was not cleared until 5 March.

**Special Battle Rules:**

- EC are moderate with no wind at start. Place an AT Trench in 7Q3. 7P2 is a 3-level building with an inherent stairwell. A stone bridge exists from 7Q4-Q9. Islands do not exist. Kindling is NA.
- The Americans must enter at least 9 squad-equivalents and 5 AFVs on or north of 1Q10 and the same on or south of 1Q10.
- The Germans receive one module of 81mm battalion mortar OBA (HE and smoke). The observer may use HIP.
- The 7-4-7s are assault engineers. Three eligible vehicles may be recorded as having gyrostabilizers.
- German 4-4-7s and 2-3-7s battle harden to 5-4-8s and 2-3-8s respectively. 4-4-7s have assault fire capability. 8-3-8s and 3-3-8s have a non-underlined ELR of 2.