

Approach to the Vosges - 9 November 1944

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B												
C												
D												
E												
F												
G												
H												

The weather is clear. All units start in supply. The terrain in F8 is a wooded mountain. No road movement is allowed through forested squares.

Starting Ops:

The allies start with 6 Ops and the Germans start with 3 Ops. Allied forces move first. [see below].

Description:

After some weeks of slow grinding fighting in wooded hills Operation Dogface had finally pushed the German defenders back to an area where clearer ground was in sight. A final push might get the 6th Corps to its objectives.

Victory:

The game is a standard single day of 16 moves. The Allies need to capture 4 objectives and be holding them at the end of the day to win.

Elements:

The Axis have 2 Elements. The 716th Infantry Division, and the 16th Volksgrenadier Division. The Allies have 3 Elements. The 15th, 30th and 7th Regimental Combat Teams from the 3rd Infantry Division supported by tank destroyer and armoured units.

Set Up:

The Germans can deploy in lines A through F. The US forces deploy anywhere in line H. The Germans have 8 prepared positions that they can place, but no more than 2 per square. If the Germans use the Igelstellungen Event in this scenario they cannot place new defences in squares with pre-existing ones if it means there will be more than 2 prepared positions per square.

ROMMEL SCENARIO

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
3rd Infantry Division			
15th RCT			
8 x United States Infantry	4-3-2		Motorised
30th RCT			
8 x United States Infantry	4-3-2		Motorised
7th RCT			
8 x United States Infantry	4-3-2		Motorised
Divisional Assets			
3 x Sherman	4-3-2	3	
2 x M10	4-3-2	3-2	
2 x 105mm	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
716th Infantry Division			
6 x Infantry	4-3-2		Motorised
1 x Stug	4-3-2	2-3	
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
16th VG Division			
12 x Infantry	3 [4] – 2[3] – 1[2]		Leg
2 x Stug	4-3-2	2-3	
1 x 105mm	12 / 3 / [0-1]		Towed Artillery

Allied	1	3	5	7	9	11	13	15
Axis	2	4	6	8	10	12	14	16