

ROMMEL SCENARIO

Bulge 30/12/1944 German Counter Attack

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

The weather is overcast. All units start in supply. Axis forces move first. No road movement is allowed through forested squares. The terrain in E7, F1, G4 and H4 represents wooded mountains. Objective squares are denoted by stars. G3 and D9 are urban squares.

Starting Ops:

Both side start with 6 Ops and use their late war ops chart. Due to low cloud Airstrike, Jabos, Bombing/Interdiction and Carpet Bombing ops and events cannot be used. To represent the additional artillery that had been massed in support of the breakthrough the Americans can have an extra Reserve Artillery op. Only one of these can be used at a time in support of a combat.

Description:

The leading elements of Patton's 3rd Army had managed to open a narrow corridor into besieged Bastogne. The 35th Infantry Division formed the Eastern flank of this corridor. The German's were keen to close the corridor and launched a number of attacks over several days attempting to do so.

Victory:

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

Elements:

The Axis have 3 Elements; a Kampfgruppe from the 1st SS Panzer Division, part of the 5th Parachute Regiment and the 167th Volksgrenadier Division.

The Allies have 4 Elements. The 134th, 137th and part of the 320th Regimental Combat Teams of the 35th Infantry Division and an advanced party from Combat Command A of the 4th Armored Division. The US divisional assets can support any US unit including CCA.

Set Up:

Allied: The US 134th RCT deploys anywhere from row C1 to C7 back to row H1 to H7. The US 137th RCT deploys anywhere from row D8 to D 12 to row H8 to H12. The divisional assets can be placed anywhere that the RCTs can be placed. The Allies have 4 prepared defences that they can place, but no more than 2 per square.

Axis: The German Panzer Kampfgruppe and the Paras deploy anywhere in row A.

The Allies deploy all of their units first and then the Axis deploy theirs. No units are concealed. The Axis move first.

Reinforcements:

Allied: 4th Armoured CCA arrives in the marker phase of turn 2 anywhere in row H. The 320th RCT arrives in the marker phase of turn 8 anywhere in column 12.

Axis: Three infantry units and the Stug of the 167th Volksgrenadier Division arrive in the marker phase of turn 3 anywhere along row A. The rest of the 167th arrive in the marker phase of turn 7 5 also anywhere in Row A.

Notes: I have only depicted the towns at D9 [Liverchamps] and G3 [Assinois] as urban areas. The German armour seemed to be able to blast the American infantry out of Lutrebois without suffering any great urban fighting difficulties. The other towns are marked and named as you might want to place a few buildings for scenic effect.

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ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
35th Infantry Division RCT			
134th RCT			
9 x United States Infantry	4-3-2		Motorised
137th RCT			
9x United States Infantry	4-3-2		Motorised
320th RCT			
6 x United States Infantry	4-3-2		Motorised
Divisional Assets			
2 x 105mm	12 / 3 / [0-1]		Towed Artillery
2 x M18	4-3-2	4-2	
4th Armored CCA			
1 x Light Tank	4-3-2	1	Recon
2 x Armoured Infantry	4-3-2		Armored
1 x Armoured Infantry	4-3-2		Armored, Anti Tank
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
KG 1st SS Panzer Division			
1 x Light Tank	4-3-2	1	Recon
2 x Panther	4-3-2	4	
3 x Panzer IV	4-3-2	3	
1 x Stug	4-3-2	2-3	
3 x Panzergrenadier Units	4-3-2		Armoured
3 x Panzergrenadier Units	4-3-2		Motorised
1 x Wespe	12 / 3 / [0-2]		Self Propelled Artillery
1 x Maultier Nebelwerfer	3 / 5 / [0-2],		Rockets, Mobile Artillery.
167th VGD			
12 x Volksgrenadier	3 [4] – 2[3] – 1[2]		Motorised
1 x Stug	4-3-2	2-3	
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
5th Parachute Regiment			
4 x Paras	4-3-2		Motorised

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