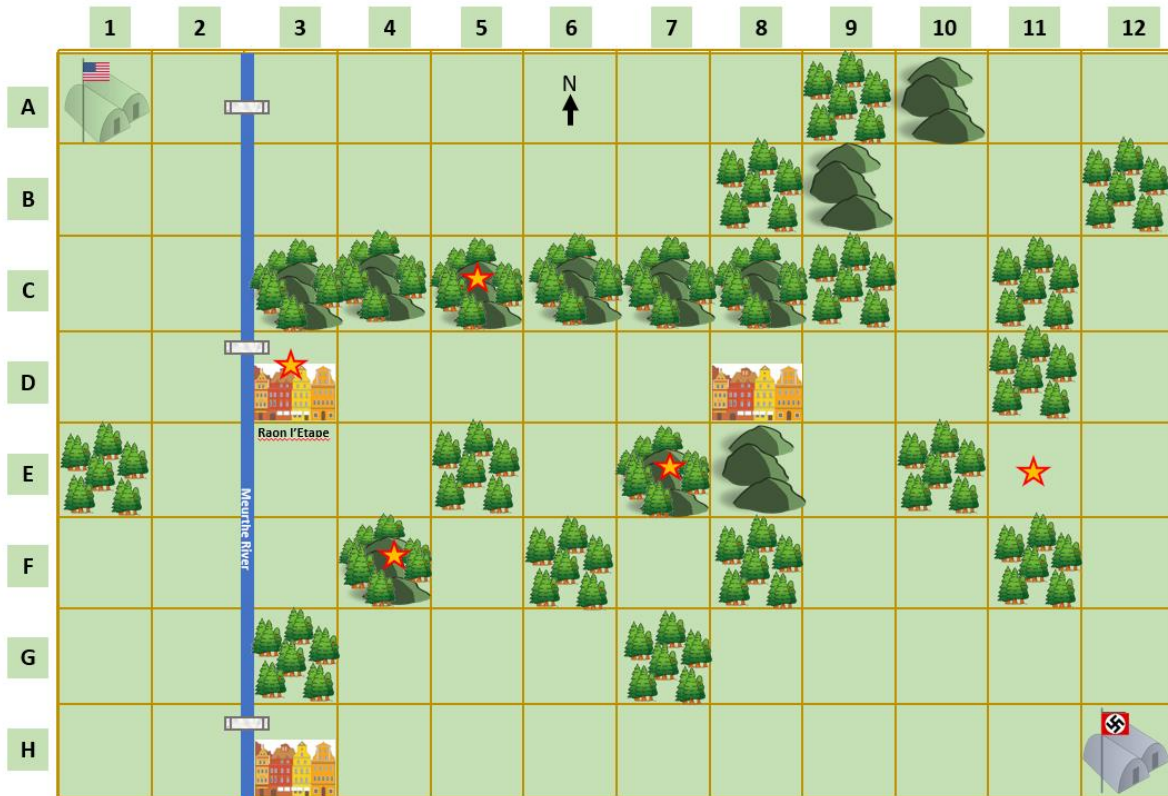


Raon l'Etape - 14 November 1944



The weather is clear. All units start in supply. No road movement is allowed through forested squares, including forests on hills. The river can only be crossed at the bridges and supply lines can only cross the river at bridges. D3, D8 and H3 are all urban squares.

**Starting Ops:**

The allies start with 6 Ops and the Germans start with 3 Ops. Allied forces move first.

**Description:**

Raon l'Etape and the wooded hills around it form a strong point in the German defences along the Meurthe River. Until this line is broken the US 7<sup>th</sup> Army can't advance to force a way through the Vosges Mountains to the Rhine. The newly arrived 100<sup>th</sup> US Infantry division has been ordered to capture the town as a preliminary move to a general assault across the Meurthe.

**Victory:**

The game is a standard single day of 16 moves. The Allies need to capture 3 objectives and be holding them at the end of the day to win.

**Elements:**

The Axis have 4 Elements. The 728<sup>th</sup>, 748<sup>th</sup> and 760<sup>th</sup> Regiments of the 708<sup>th</sup> Volksgrenadier Division and some reinforcing elements from the 716<sup>th</sup> Infantry Division.

The Allies have 3 Elements. The 397<sup>th</sup>, 398<sup>th</sup> and 399<sup>th</sup> Regimental Combat Teams from the 100<sup>th</sup> Infantry Division. The armor units [which include some from the 106<sup>th</sup> Cavalry] and artillery can support any unit in the 100<sup>th</sup> without penalty.

**Set Up:**

The Germans can deploy in from B3 to B12 through H3 to H12. 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. The Germans deploy first.

The US forces deploy anywhere in line A1 to A7 and columns 1 and 2. One regimental combat team must deploy West of the Meurthe River.

**Reinforcements:**

Two infantry units and the artillery unit of the German 716<sup>th</sup> Infantry Division arrive in the marker phase of turn 4 in line H anywhere from H3 to H12. The remaining 2 infantry and the Stug unit arrive in the marker phase of turn 8 anywhere in column 12.

ROMMEL SCENARIO

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>100<sup>th</sup> Infantry Division</b>			
<b>397<sup>th</sup> RCT</b>			
8 x United States Infantry	4-3-2		Motorised
1 x United States Infantry	4-3-2		Motorised, Pioneers
<b>398<sup>th</sup> RCT</b>			
8 x United States Infantry	4-3-2		Motorised
1 x United States Infantry	4-3-2		Motorised, Pioneers
<b>399<sup>th</sup> RCT</b>			
9x United States Infantry	4-3-2		Motorised
<b>Divisional Assets</b>			
2 x Lt Armor	4-3-2	1	Recon
1 x Sherman	4-3-2	3	
1 x M10	4-3-2	3-2	
2 x 105mm	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>708<sup>th</sup> Volksgrenadier Division</b>			
<b>728<sup>th</sup> VG Regiment</b>			
6 x VG Infantry	3[4] – 2[3] – 1[2]		Leg
<b>748<sup>th</sup> VG Regiment</b>			
6 x VG Infantry	3[4] – 2[3] – 1[2]		Leg
<b>760<sup>th</sup> VG Regiment</b>			
6 x VG Infantry	3[4] – 2[3] – 1[2]		Leg
<b>Divisional Support</b>			
1 x Stug	4-3-2	2-3	
2 x 105mm	12 / 3 / [0-1]		Towed Artillery
<b>716<sup>th</sup> Division</b>			
4 x Infantry	4-3-2		Leg
1 x Stug	4-3-2	2-3	
1 x 75mm	12 / 3 / [0-1]		Towed Artillery

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