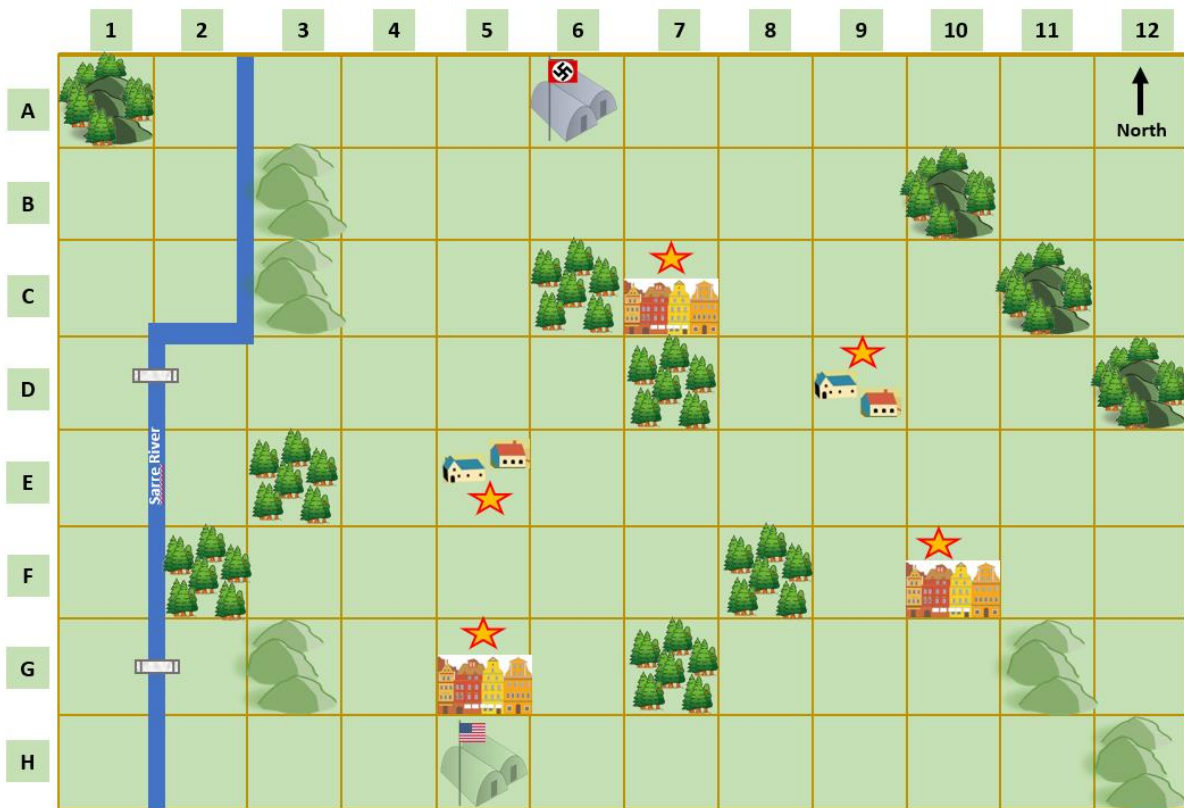


## ROMMEL SCENARIO

### Saverne Gap - Panzer Lehr Counter Attack - 24 November 1944



The weather commences overcast. Airstrikes are possible, but the Carpet Bombing and Bombing/Interdiction Events are not available until turn 10. All units start in supply. The Sarre River can only be crossed at bridges. There are hamlets at the various objective points and three of these [C7, F10 and G5] are significant enough to be classified as urban areas for combat purposes. However, a few buildings can be placed on the board at the other points for scenic purposes if desired. Objective squares are denoted by stars.

#### Starting Ops:

The allies start with 6 Ops and the Germans start with 6 Ops. Both sides use their late war ops. German forces move first.

#### Description:

The US XV Corps has finally broken through the Saverne Gap in the Vosges and advanced to recapture Strasbourg, cutting in half German Army Group G. German General Balck has responded by sending the Panzer Lehr division into the flank of the Allied breakthrough in an attempt to re-establish contact with the Southern part of his command.

#### Victory:

The game is a standard single day of 16 moves. The Germans need to be holding 3 or more objectives at the end of the 16<sup>th</sup> turn to win.

#### Elements:

The Axis have 3 Elements. Two kampfgруппes from the Panzer Lehr division and some remaining units of the scattered 315<sup>th</sup> Volksgrenadier Division.

The Allies have 4 Elements. The 71<sup>st</sup> and 114<sup>th</sup> Regimental Combat Teams from the 44<sup>th</sup> Infantry Division, the 106<sup>th</sup> Cavalry and CCB of the 4<sup>th</sup> Armored Division. Units of the 106<sup>th</sup> Cavalry and the Towed Artillery can support any units of the 44<sup>th</sup> Infantry without penalty.

## ROMMEL SCENARIO

### Set Up:

Allied: The US 71<sup>st</sup> RCT and the Corps Artillery deploy anywhere in lines D through H. The 106<sup>th</sup> Cavalry deploys anywhere in lines C through E. Three Units of the 114<sup>th</sup> RCT deploy anywhere on line H. The Allies deploy first.

Axis: The bulk of the German 315<sup>th</sup> Volksgrenadier Division can deploy in lines A through D with 2 infantry units able to deploy forward in line E if desired. The Panzer Lehr KG East deploys anywhere in line A.

Both sides must deploy to the east of Sarre River. The Germans cannot deploy in squares already occupied by allied units, but may deploy adjacent to them.

### Reinforcements:

#### Allied:

The remaining 6 Units of the 114<sup>th</sup> RCT arrive in the marker phase of turn 2 anywhere in line H. CCB arrives in the marker phase of turn 4 anywhere in column 1.

#### Axis:

Panzer Lehr KG arrives in the marker phase of turn 1 anywhere in line A

### Note:

For those who want to use a few different models the Light Tanks in the US 106<sup>th</sup> Cavalry could be shown as a mix of M5 Stuarts and M8 Greyhound armored cars.

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

ROMMEL SCENARIO

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>44<sup>th</sup> Infantry Division</b>			
<b>71<sup>st</sup> RCT</b>			
9 x United States Infantry	4-3-2		Motorised
<b>114<sup>th</sup> RCT</b>			
9 x United States Infantry	4-3-2		Motorised
<b>106<sup>th</sup> Cavalry</b>			
2 x Light Tank	4-3-2	1	Recon
1 x M18	4-3-2	4-3	
2 x Armoured Infantry	4-3-2		Motorised, Armored
<b>Artillery</b>			
2 x 105mm	12 / 3 / [0-1]		Towed Artillery
<b>4<sup>th</sup> Armd CCB</b>			
3 x Sherman	4-3-2	3	
3 x Armoured Infantry	4-3-2		Motorised, Armored
1 x M18	4-3-2	4-3	
1 x Priest	12 / 3 / [0-2]		Self Propelled Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>315<sup>th</sup> VG Division</b>			
6 x Infantry	3 [4] – 2[3] – 1[2]		Leg
1 x Stug	4-3-2	2-3	
<b>Panzer Lehr Division</b>			
<b>KG East</b>			
2 x Panther	4-3-2	4	
1 x Panzer IV	4-3-2	3	
1 x Stug	4-3-2	2-3	
3 x Panzergrenadier Units	4-3-2		Motorised, Armoured
3 x Panzergrenadier Units	4-3-2		Motorised
1 x Hummel	12 / 4 / [0-2]		Self Propelled Artillery
<b>KG West</b>			
1 x Panther	4-3-2	4	
2 x Panzer IV	4-3-2	3	
1 x Stug	4-3-2	2-3	
3 x Panzergrenadier Units	4-3-2		Motorised, Armoured
3 x Panzergrenadier Units	4-3-2		Motorised
1 x 105mm	12 / 3 / [0-1]		Towed Artillery