

Schnee Eifel - Wallendorf – 19 September 1944



The weather commences overcast. No air operations are possible before turn 8. All units start in supply. The rivers can only be crossed at the ford or over bridges. There are hamlets at some of the objective points and two of these [E2 and D9] 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. The Germans have 2 supply points as the operation is a combined one from 2 different armies.

Starting Ops:

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

Description:

The Allied armies are approaching the German defensive line of the West Wall, unsure what level of resistance they will meet. The First Army commander, General Hodges has ordered V Corps under General Gerow to attempt to penetrate the shallow West Wall defences in the hilly Schnee Eifel area. The 5th Armored Division has initially met with success advancing on a narrow front some miles into Germany. The German commanders are determined to destroy the bridgehead.

Victory:

The game is a standard single day of 16 moves. The side holding the most objectives at the end of the 16th turn wins.

Elements:

The Axis have 3 Elements. A mixed kampffgruppe from the Panzer Lehr and 5th Parachute divisions, the 2nd Panzer Division reinforced with the newly formed 108th Panzer Brigade and the 19th Volksgrenadier Division.

The Allies have 3 Elements. CCR and CCB of the 5th Armored Division along with the 112th Regimental Combat Team from the 4th Infantry Division which is currently attached to the 5th Armored. The artillery can support any US unit without penalty.

ROMMEL SCENARIO

Set Up:

Allied: The Allies deploy from D2 to D10 down to F2 to F10. Units can also deploy to the West of Sauer River in column 1 from line C to H. They can have 3 units each on C4 and C8. The Allies deploy first.

Axis: The mixed KG deploys anywhere in columns 11 and 12. The 2nd Panzer Division deploys anywhere in line A6 to A12. Both these elements derive their supply from A12.

The 19th Volksgrenadier Division deploys in line H East of the Sauer River, these units derive their supply from H5. German forces move first.

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

ROMMEL SCENARIO

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
112th RCT			
9 x United States Infantry	4-3-2		Motorised
1 x M10	4-3-2	3-2	
5th Armd CCR			
1 x Light Tank	4-3-2	1	Recon
3 x Sherman	4-3-2	3	
3 x Armoured Infantry	4-3-2		Armored
1 x M10	4-3-2	3-2	
5th Armd CCB			
1 x Light Tank	4-3-2	1	Recon
3 x Sherman	4-3-2	3	
3 x Armoured Infantry	4-3-2		Armored
1 x M10	4-3-2	3-2	
Divisonal Support			
2 x Priest	12 / 3 / [0-2]		Self Propelled Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
19th VG Division			
9 x Infantry	3 [4] – 2[3] – 1[2]		Leg
1 x Stug	4-3-2	2-3	
1 x 105mm	12 / 3 / [0-1]		Motorised
Mixed KG			
1 x Panzer IV	4-3-2	3	
1 x Panzergrenadier Units	4-3-2		Armoured
1 x Panzergrenadier Units	4-3-2		Motorised
3 x Infantry	4-3-2		Motorised
1 x 75mm	8 / 2 / [0-1]		Towed Artillery
2nd Panzer Division			
3 x Panther	4-3-2	4	
1 x Panzerjager IV	4-3-2	3-4	
5 x Panzergrenadier Units	4-3-2		Armoured
2 x Panzergrenadier Units	4-3-2		Motorised
1 x Wespe	12 / 3 / [0-2]		Self Propelled Artillery