

Historical Overview

As Patton's 3rd Army moved North into the flank of the German Ardennes Offensive, Combat Command Reserve (CCR) of the 4th Armored division, led by Colonel Creighton Abrams (commander of 37th Tank battalion) and by Colonel George Jaques of the 53d Armored Infantry Battalion climbed the high ground overlooking Clochimont. Its orders were to assault toward the village of Sibret, and ultimately to break the siege of Bastogne and establish contact to the battered 101st Airborne, who had been holding out in Bastogne for about a week.

As it had been in constant combat for several days, the 37th was reduced to only 20 Shermans, and was low on AP and HE rounds. The attached 53d was short 230 men.

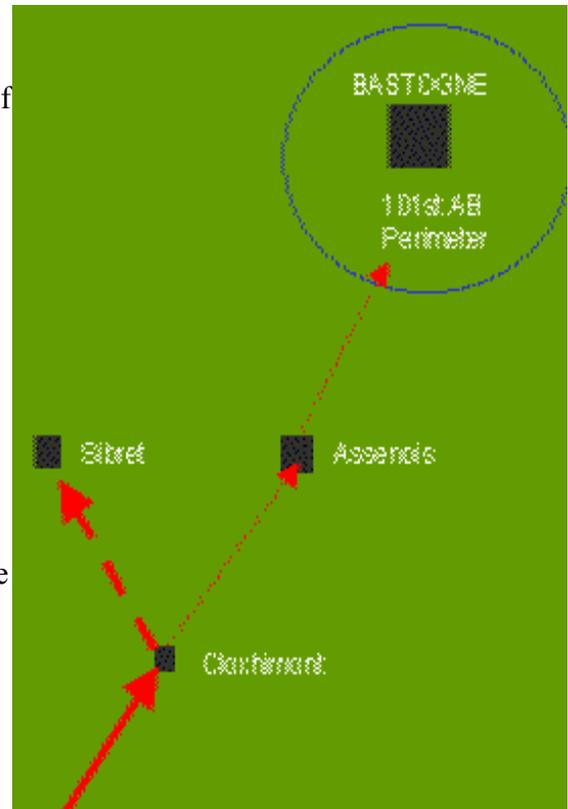
On 26DEC, the sight of hundreds of C47 flying overhead toward Bastogne give Col. Abrams and Col. Jacques the inspiration to leave the heavily defended village of Sibret alone and deviate the attack Northeast through the small village of Assenois.

Assenois was only 4 miles from Bastogne and was defended by a kampfguppe composed of German Fallschirmjäger and Volksgrenadiers. the two colonels entrusted Captain Dwight the command of a shock troop (company C of the 37th T.B and Company C of the 53d A.D.) with the order to push toward Bastogne at all cost, meanwhile the rest of the force was to clear the village of the German forces.

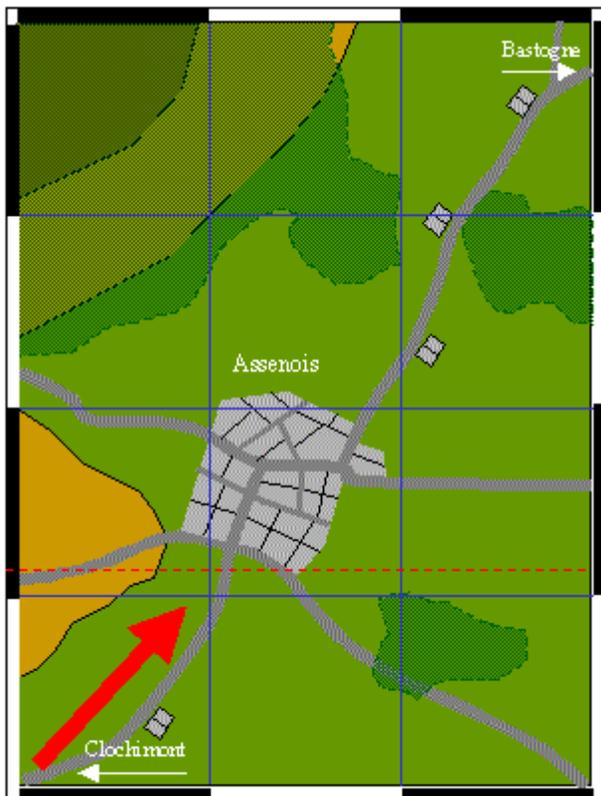
In addition to the 94th Armored Field Artillery Battalion, which was normally in support of CCR, 3 other field artillery battalions and a heavy battery of 155mm artillery were used to put in an intensive attack on the small village just ahead of the attack. The attack followed the artillery so closely that an M3A1 Halftrack entering the center of the town was hit by the last shells.

The race across Assenois was welcomed by 88mm and 75mm Anti tank fire, silenced by the assault of the Armored infantry and mg fire from the Shermans. They raced across the city toward Bastogne, stopping for nothing, they were assaulted by Falmshirmjäger with Teller Mines on the woods north of the city, losing some Halftrack and shermans, but the others passed by. At 1650 Lieutenant Boggess, leading the attack from his Sherman, named "Cobra King" encountered elements of the 326th Airborne Engineer Battalion (lead by Lt. Webster) , contact with the Bastogne Garrison has been made, twenty minutes later Colonel Abrams shook hands with General McAuliffe, come to the outpost line to welcome the relieving force.

The town of Assenois was freed of German troops by midnight, the 53d captured more than 350 prisoners, destroyed 8 Anti Tank Guns, a battery of 105mm howitzers, twelve Panzerschrecks, 5 Halftracks and two armored cars.



Map/Terrain Notes



- Level 1 Hill
- Level 2 Hill
- Built-up Sectors
- Woods with Underbrush
- Paved Road
- Street
- German setup line
- U.S. Entry

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Variants

Despite the extensive documentation of the battle, much of it is contradictory or not at the level of detail we need for exact scenario building. The German Order of Battle, especially, is open to question. Here are some variants you can use for play balance:

- Most of the sources say that the U.S. started the engagement with "20 Shermans", but the exact model of the Sherman is unknown. In the Concord book on the Battle of the Bulge, there is a picture of the "Cobra King", which was the name of the lead tank, which refers to it as a M4A3E2 "Jumbo", and we have taken our lead from that. However, feel free to substitute more US-02 tanks for the Jumbo and use a combination of 76mm and 75mm guns. Surprisingly, the 75mm gun tank was still popular because of its better HE capability. As the Germans don't have armor, the 75mm will be just as effective.
- The exact German Order of Battle is also open to question. We know that there were 88mm guns present (Medal of Honor winner James Hendrix captured two of them by himself), but whether these were Pak43 or AA guns (GE-42, GE-99) used in the AT role is not entirely clear. We made them PAK 43, but you could use the AA guns instead. Also, one reference refers to 37mm and 40mm AT guns, but either it was mistaken or the reference should have been to AA guns. Another source refers to 75mm guns. We gave the some powerful AT assets, but feel free to add or subtract a gun or two for play balance.
- According to one source, the 5th FJ was not well regarded by the German command. We made the Germans discipline rating "Experienced", but if you find them too strong, making them "trained" would not be out of line.

Bibliography

As this is one of the more famous actions that took place, there are lots of references. Here are some:

Battle of the Bulge: Then & Now- Jan Paul Pallud

Ardennes 1944: Hitler's Last Gamble In the West -James R Arnold (Osprey Campaign Series)

The Ardennes:Battle of the Bulge-Hugh M. Cole (U.S. Army Center for Military History) the relevant excerpt from this can be found at [here](#).

[Center of Research and Information on the Battle of the Bulge](#)

[the site of the 2nd Battalion, 37th Armored Regiment](#)

[A fantastic site of military history](#)

[A site of the military history of the 4th armored division](#)

Briefing for Lt. Colonel Creighton Abrams. **Commander, 37th Tank Battalion/CCR, 4th Armored Division**

Situation

The 101st Airborne is under siege in the city of Bastogne by the 116th Panzer Division, 15th Panzergrenadier Division and 39 Volksgrenadier Division, they are low on supplies, weapons and ammo but they resist with typical Airborne Stubbornness. General McAuliffe told the Command that they can expect to out only until tomorrow.

You know this and you have to give them some relief.

Only 20 Shermans are left in your Battalion and you are low on HE and AP rounds, Lt. Col. Jaques told you he has only two companies of Armored infantry available.

The battle plan of the 4th division was to take the towns of Clochimont and then move on toward Sibret to the Northwest of Clochimont, but you know the 101st cannot resist much longer, so you have requested the permission to make a gamble, deviating the thrust toward the village of Assenois, nearer Bastogne and, presumably, less defended than Sibret. The only answer you received from General Patton was "Do it!".

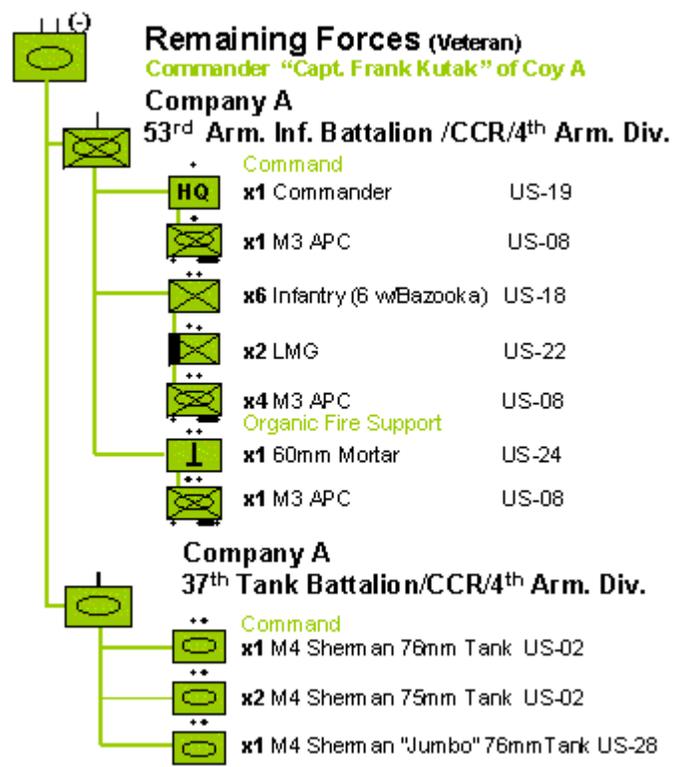
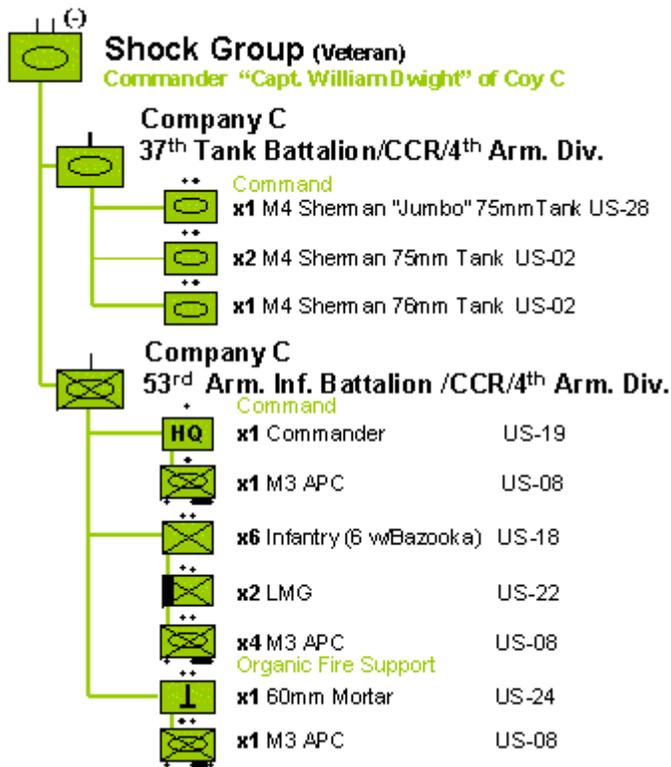
CCR is normally supported by the 94th Armored Field Battalion, but you have received the support of an additional 3 artillery battalions and an independent 155mm battery for an initial artillery strike to help you break through.

Mission

You are to clear the town of Assenois and breakthrough to the 101st in Bastogne.

Execution

You have talked with Lt. Col. George Jaques and decided to divide the forces into two groups:

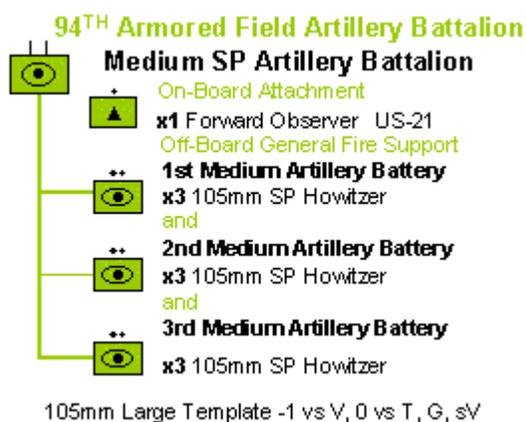


Shock Group: lead by Captain Dwight composed of Companies "C" of the 37th TB and Company "C" of the 53d AIB, with the order to push toward Bastogne at all cost, ignoring the Germans and trying not to stop to fight.

The Remaining Troops will attack Assenois, freeing it from German troops, led by Captain Frank Kutak of the 53d Armored infantry.

Artillery

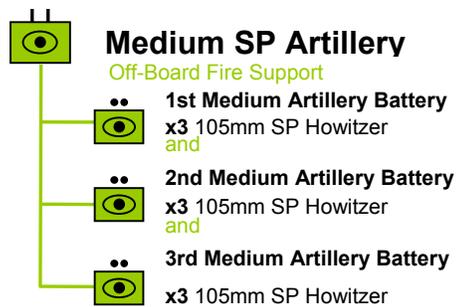
Continuous Support



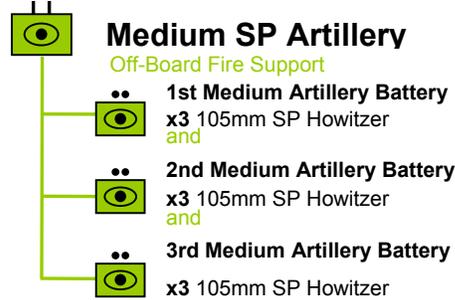
The 94th Armored Artillery Battalion is supporting your group, and its forward observer may be attached to either of the two groups (initially riding in the command halftrack). However, communications have been unreliable, so this battalion is considered in GENERAL support, and you must apply an additional -1 modifier to any call-for-fire rolls for missions from this battalion. On the first turn, the 94th will take part in the fire plan. The 94th does not have smoke missions available.

Fire Plan

253rd Armored Field Artillery



22nd Armored Field Artillery



1 battery/177th Field Artillery

Heavy Artillery Battery



105mm Large Template -1 vs V, 0 vs T, G, sV
155mm Large Template +1 vs V, +2 vs T, G, sV

776th Field Artillery Battalion

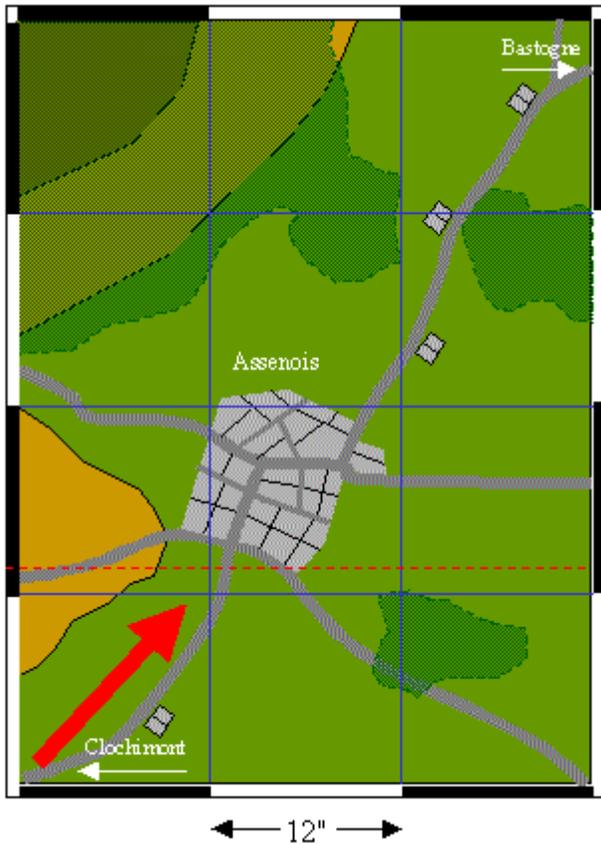
Heavy Artillery Battalion



To help you break through, you have been given the support of 3 additional Armored Artillery battalions and an independent battery of 155mm howitzers. These extra assets and the 94th can combine in a single pre-planned attack that will occur on turn 1. After turn 1, only the 94th is available. The fire plan is subject to the following rules:

- All missions in the fire plan must be plotted before the game begins and before the German setup is revealed. They may not be changed.
- All missions in the fire plan will automatically arrive. However, make call-for-fire rolls for each mission. If a "danger-close" situation results, do not follow the usual danger-close rules. Instead, the fire mission is considered to be active until the end of the U.S. player turn, and any U.S. forces which move into it will be attacked by it using the normal modifiers. Historically, the U.S. attack moved so quickly that it suffered some losses from its own artillery.
- The 94th may either fire as a battalion or as separate batteries. All other artillery must fire as complete units.
- The fire plan may use only concentration, thickened concentrations, and time-on-target attacks. No shelling or smoke can be used.
- You can combine fire from different artillery units into a single mission. However, if the 94th fires independent battery concentrations, it may not combine with other units.
- If the 155mm battery combines with another unit, use the 155mm howitzer base values (+1 vs V, +2 vs T,G,sV) when calculating the attack strength for the 1 large template covered by the 155mm beaten zone. For example, a TOT of one Armored FA battalion and the 155mm battery would have a modifier of +5/+6. (11 templates/3 round up = +4 added to the 155mm values).
- The extra artillery assets may center their missions anywhere within Assenois. The 94th may fire at Assenois, or may fire at the edge of any woodline or at any built-up sector in the row of squares to the North of Assenois.
- The fire plan is NOT subject to any random shelling modifiers, even though no German units are spotted at the start of the game.

Map and Setup



The scenario starts at 1500 and lasts for 12 turns. Each turn represents 15 minutes.

The U.S. moves first and enters the map from the road to Clochimont, as indicated by the red arrow.

German troops can be located anywhere North of the red line indicated on the map.

Map/Terrain Notes

- All woods are classed as 'Dense with Underbrush'.
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VICTORY CONDITIONS

- If at least 4 vehicles exit from the north road before or on the end of the 1630 turn (turn 7) you have a Partial Victory.
- If the Germans no longer hold of Assenois at the end of the scenario you have a Partial Victory. Holding Assenois is defined as having one non-disordered troop or gun unit in any Built-Up-Sector in the town.
- If you fulfill both your victory conditions, you achieve a total victory.

Briefing for OberstLeutenant Kaufmann
Commander, Kampfgruppe of the 39th Regiment/26th
Volksgrenadier Division

Situation

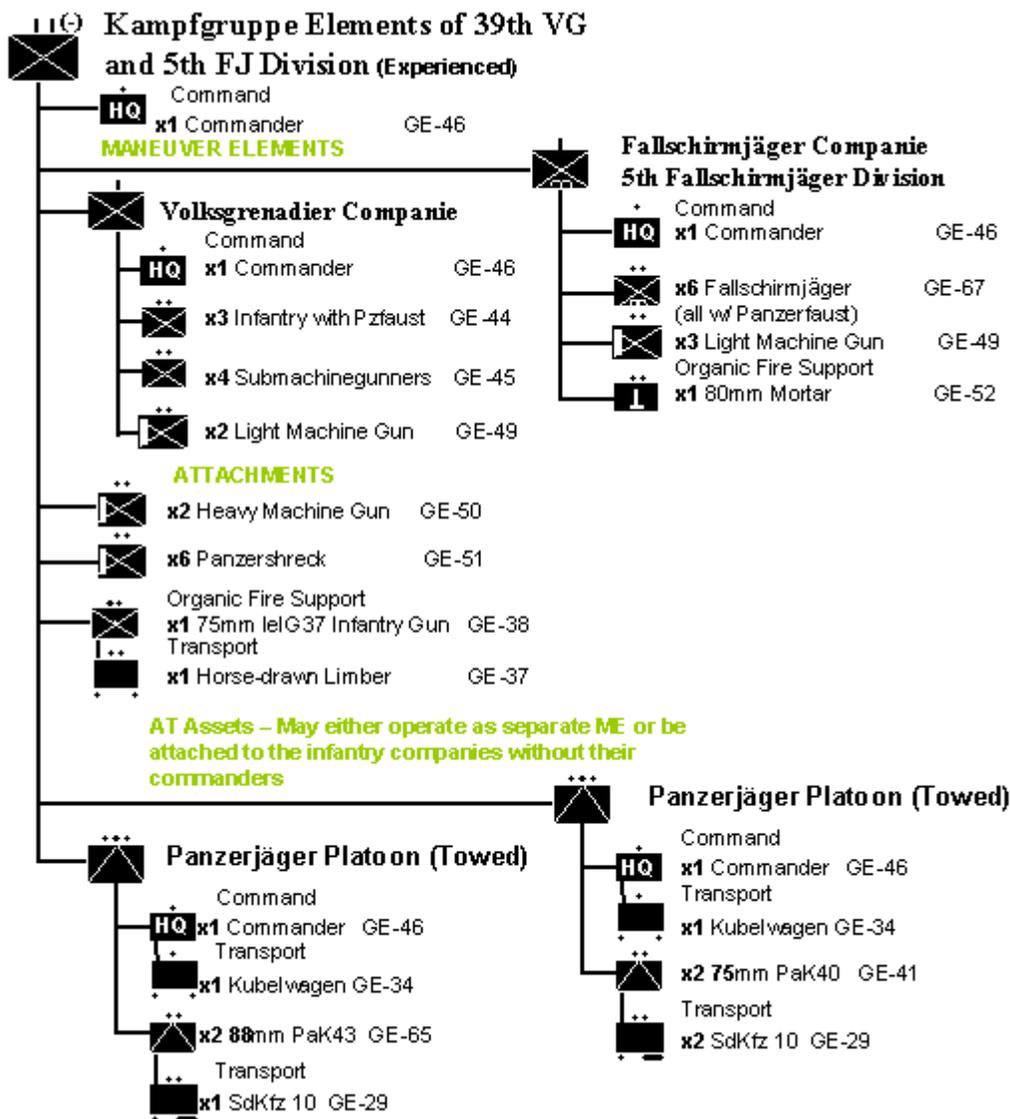
The offensive codenamed "Wacht am Rhein" has yet not been able to capture the strategic town of Bastogne, where the U.S. 101st Airborne Division has resisted stubbornly. You have received the order from GeneralMajor Kokotte to attack the town, break through, and smash the defenders, but you aren't too confident (but you will admit this with no one). You have informed Kokotte that there are some U.S. relief forces moving against you to free the besieged American Paratroops, but he ordered you to ignore them and continue the advance. However, you now see U.S. Shermans advancing toward Assenois you know that a decisive battle may very likely occur there. If they pass and reunite with the besieged 101st, all is lost. If your men can stop the relief column at Assenois, maybe you can give the time to the others divisions to take Bastogne and turn the tide.

Mission

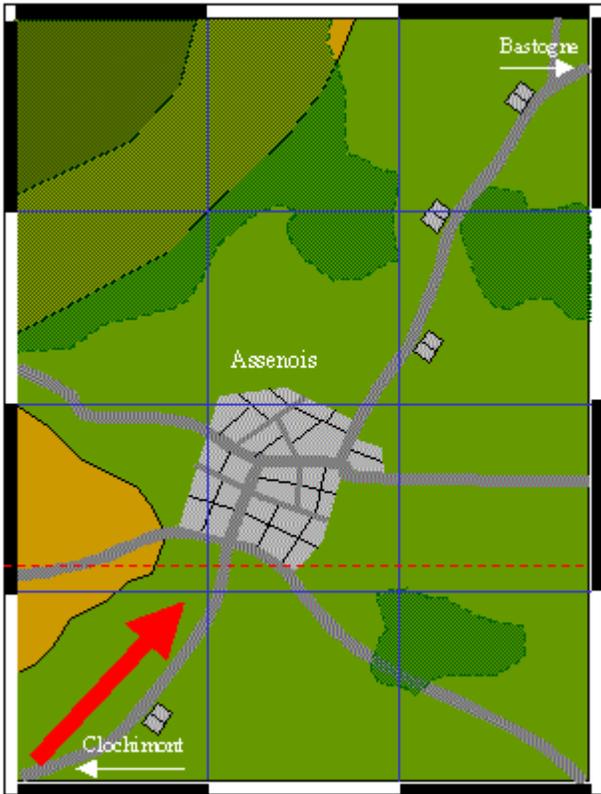
Defend Assenois, Stop the US advance, hold the line. The Americans must not reach Bastogne.

Execution

Friendly Forces are detailed in the TOE, there are no reinforcements.
You have no artillery support beyond organic assets.



Map/Terrain Notes and deployment



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- Built-up Sectors
- Woods with Underbrush
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You may start hidden and in improved positions anywhere to the North of the red line. You may deploy 6 dummy counters

← 12" →

GAME LENGTH AND VICTORY CONDITIONS

- The scenario starts at 1500 and lasts for 12 turns. Each turn represents 15 minutes.
- The Americans move first. They are coming from the direction indicated by the arrow.
- If no more than three American Vehicles exit on the North Road to Bastogne before the end of the 1630 turn (turn 7) you have a Partial Victory.
- If you continue to hold Assenois at the end of the day you achieve a Partial Victory. Holding Assenois is defined as having one non-disordered troop or gun unit in any Built-Up-Sector in the town.
- If you achieve both partial victory conditions, you have changed History and achieved a total victory.