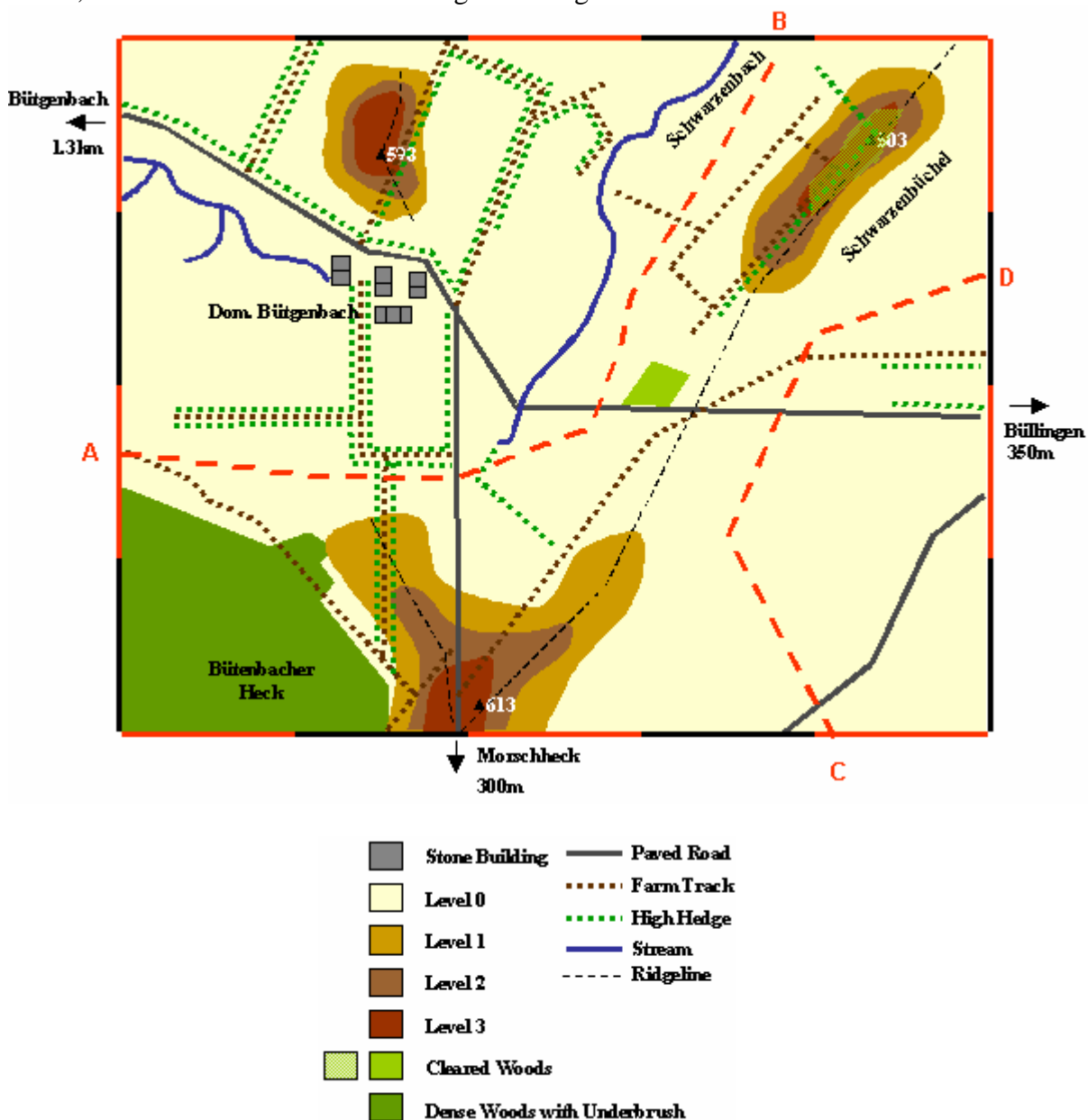


# Dom Bütgenbach

## Overview

This is a generic scenario of the Dom Bütgenbach battle set roughly on 20DEC44. Kampfgruppe Kühlmann, consisting of a battalion of veteran Panzergrenadiers and heavy armor, must clear the road from Büllingen to Bütgenbach.



## Map/Terrain Notes

- The table is 5'x4'. North is to the top of the map.
- The Bütgenbach Heck is 'Dense with Underbrush'.
- The top of the Schwarzenbüchel is lightly wooded, as is the small copse of woods to its Southwest. Both are considered 'Cleared Woods'.
- The hedgerows are considered tall.
- All roads are classed as 'Paved'.
- All buildings are stone. The 3 sector building is 2 stories high (the manor house)
- The Schwarzenbach is considered a Wide or Deep Stream except where it is crossed by the main road. There is a bridge there which cannot be destroyed (While the U.S. player probably could destroy it, they did not, probably because it was needed to keep open a line of communications to U.S. troops on the East bank).
- The Stream leading off the West edge is a Shallow Stream.
- The farm tracks negate any other terrain but otherwise have no effect on movement. However, see the night/fog rules.
- The orientation of the building sectors are approximate and may be adjusted by the U.S. player before the game. When playing the campaign, their orientation remains constant once adjusted.
- The ridgeline on the Eastern side of the map represents the fact that the Schwarzbach was in a slight depression and the terrain rose toward Büllingent. To see units on level 0 terrain across this line, either the spotter or target must be within 5" of it. Note that hills and the two-story building can be seen normally across this ridgeline. Where the ridgeline continues onto a hill, it functions normally.
- The U.S. player has had time to thoroughly prepare their defenses:
  - All troops and guns units start hidden and "dug-in" (-2 to direct fire/-1 to indirect fire).
  - All U.S. vehicles may start hull-down.
  - Also, in each scenario, the U.S. player may designate 2 pre-registered artillery points. Fire against targets within 5" of these points receives a +1 bonus in the call-for-fire roll.
- U.S. artillery originates from the North edge of the board.
- 57mm Discarding Sabot "V" attack strengths

5	10	20	40	60
+6	+5	+4	+3	+2

## Scenario and Victory Conditions

- The scenario is 12 turns long, the U.S. player deploys first, with hidden deployment. The Germans move first.
- At the end of turn 12, there must be no undisordered U.S. unit (jeeps and trucks without passengers do not count) within 10" of the East-West Road. If this condition is met, the Germans win.
- If the road has not been cleared (see above), but the U.S. force has suffered 11 or more VP of casualties (see the rulebook p.12), the game is a draw.
- If the road has not been cleared, and the U.S. has suffered 10 or less VP of casualties, the U.S. wins.

# Briefing for Commander, SS Kampfgruppe Kuhlmann, 12th SS Panzerdivision

## Situation

The initial attempt to breakthrough to the Meuse via Elsenborn ridge was blocked, and you have been ordered to clear a path way further South. The way lies through the small hamlet of Dom Butgenbach, which is occupied by an American blocking force of infantry, armor, and tank destroyers, backed up with the usual plentiful artillery. Initial probing attacks were repulsed by an American blocking force at the small hamlet of Dom Butgenbach, but you have now brought up a powerful Kampfgruppe to force your way through. You have assembled a force comprising a Panzergrenadier battalion backed up by Panthers and Jagdpanthers to make short work of the US armour. This is the last chance to get the offensive back on schedule by clearing all defending units from the road with your veteran troops. Do not fail.

This time the defenders will be crushed!

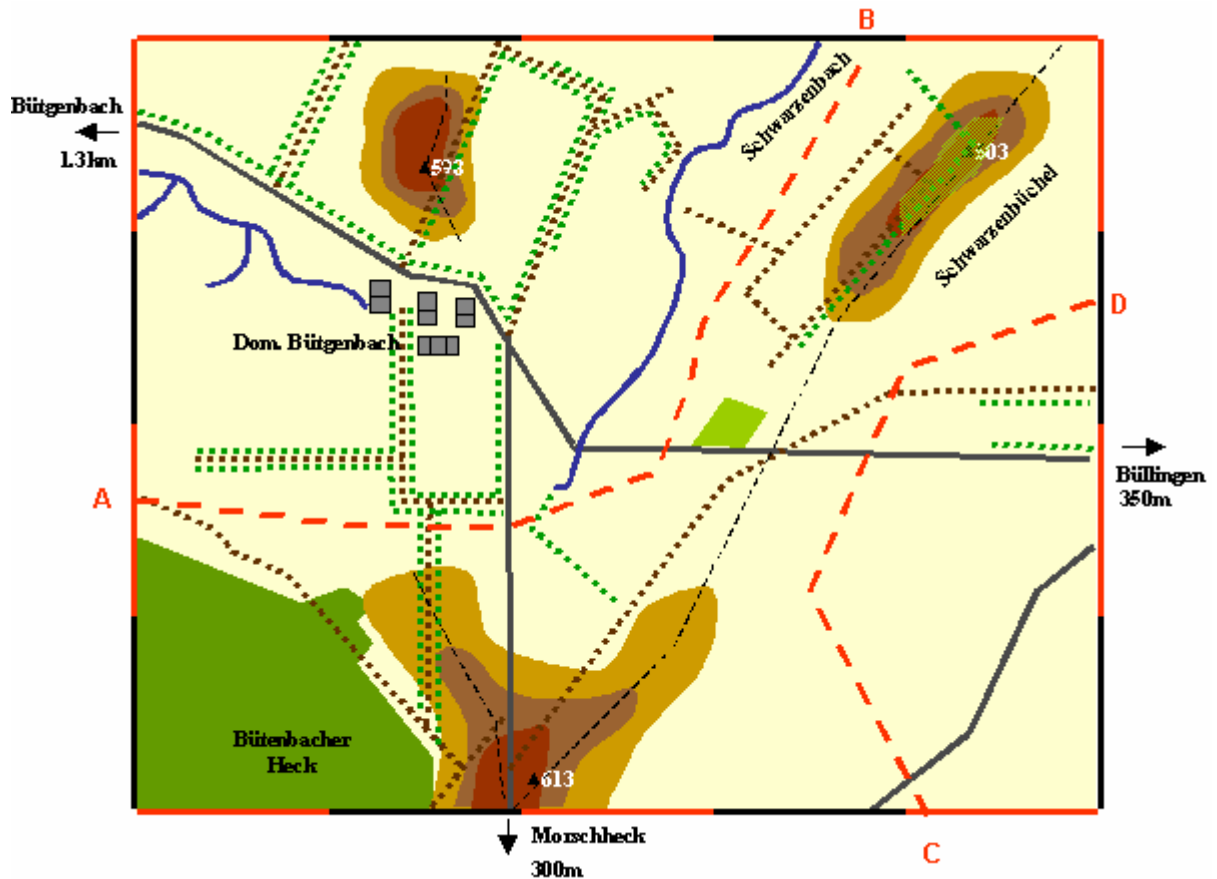
## Mission

You are to clear the E-W road to the Meuse through Dom Butgenbach.

## Execution

Your Kampfgruppe consists of a battalion (3 companies+support) of Panzergrenadiers backed up by powerful assault guns and tanks. They are listed below.





## Deployment

See the Scenario Overview for scenario notes and victory conditions.

- All German Forces Start to the East (North is to the top of the map) of line C-D.
- The Germans do not use hidden deployment.
- All of the maneuver elements have been in combat for several days and have suffered losses. They do not receive the "No Casualties" modifier when doing their maneuver check.

# **Lieutenant-Colonel Derrill Daniel Commanding** **2nd Battalion 26th Infantry Regiment**

## **Situation**

A week ago, your forces were resting from the terrible Hürtgen battle and absorbing replacements into the unit. On December 16th 1944 the peace was shattered when the 26th were rushed into place to block a powerful series of German armoured attacks to the south of the Elsenborn ridge. The 2nd Battalion has been put in the lead position to defend a mile long curve on the ridge in front of the village of Dom Butgenbach, a key road junction.

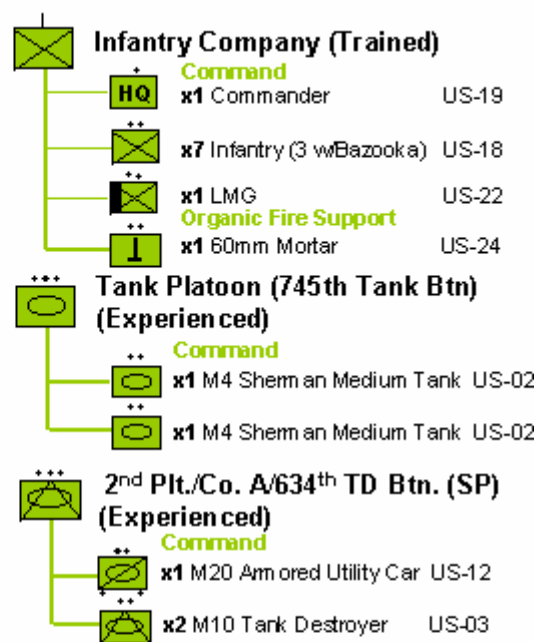
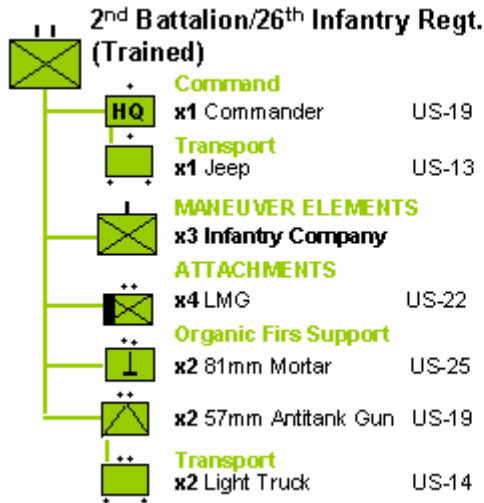
The 2nd Battalion is backed by two battalions of the regimental artillery and has had time to dig in. The enemy tried several weak probing attacks on the 19th that have easily been beaten off. It is now the morning of the 20th December and the rumble of armour heralds a more serious attack.

## **Mission**

You must try to repel this attack as well while avoiding unnecessary sacrifice of your men.

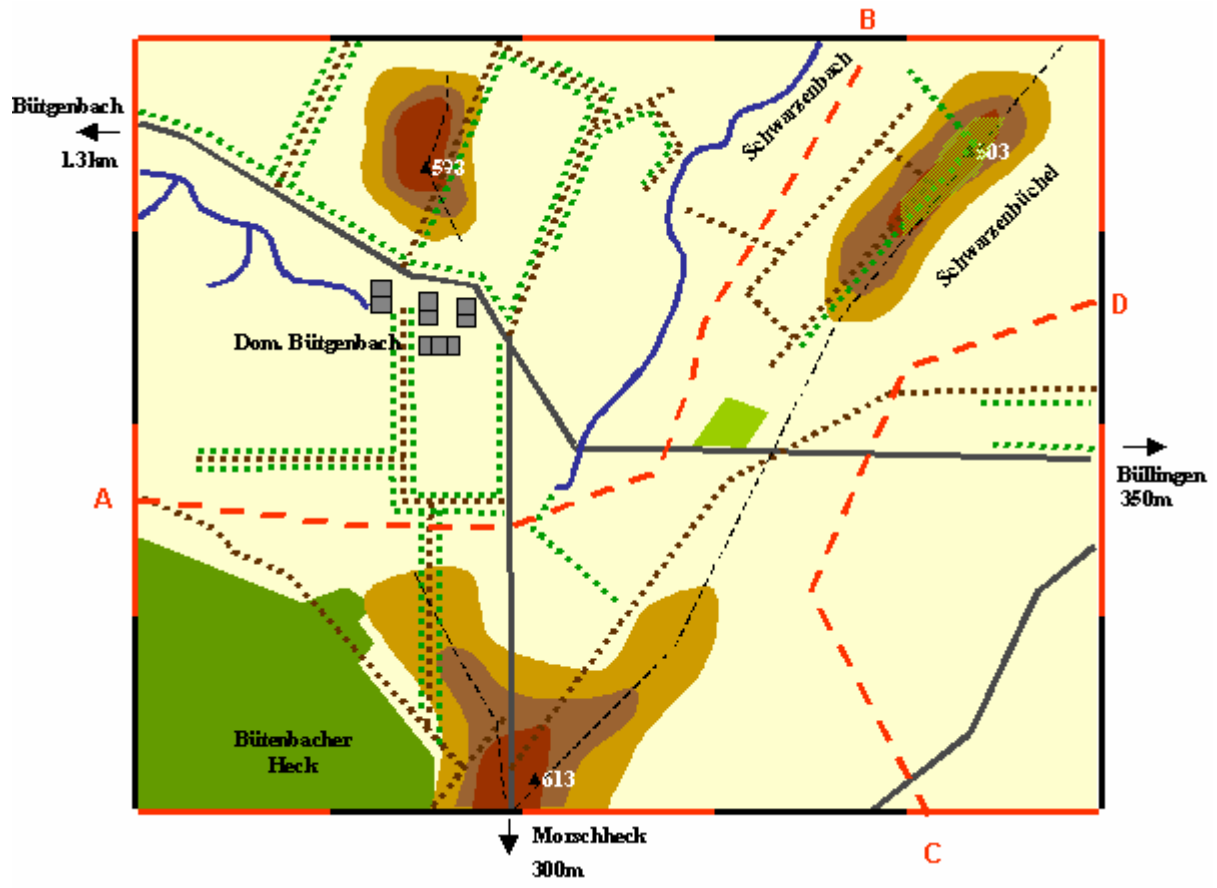
## **Execution**

Friendly Forces are detailed in the order of battle below.



**FIRE SUPPORT**







## Deployment

See the Scenario Overview for scenario notes and victory conditions.  
The US forces may use hidden unit markers.

- The US forces may be deployed anywhere to the west of the line A->B
- All troops and guns units start hidden. You may deploy up to 10 dummies.
- All vehicles may start hull-down.
- U.S. player may designate 2 pre-registered artillery points. Fire against targets within 5" of these points receives a +1 bonus in the call-for-fire roll.
- The U.S. player has had time to thoroughly prepare their defenses. All troops and guns are "dug-in" (-2 to direct fire/-1 to indirect fire).
- Each U.S. AT gun has 1 round of discarding sabot ammunition (keep track of this manually).

Discarding Sabot V attack strengths

5	10	20	40	60
+6	+5	+4	+3	+2

- All of the maneuver elements have been in combat for several days and have suffered losses. They do not receive the "No Casualties" modifier when doing their maneuver check.