

Team O'Hara

U.S. Briefing

Situation

East of Bastogne, 19th December 1944

The war seems to have suddenly turned against the Allies- the enemy's new offensive has smashed the American front line units in the Ardennes to pieces and seems unstoppable. Already, significant portions of 10th Armoured Division have been routed by the enemy, and CCB has been committed to hold the line east of Bastogne to allow the fugitives time to rally, and for the newly-arrived 101st Airborne Division to form a defensive line around the town.

Team O'Hara (a combined-arms battalion battlegroup made up largely of armoured infantry and tanks) was last night ordered to take up a roadblock position east of Bastogne; on a position where the Bastogne-Wiltz highway crosses high ground just to the south of the small town of Wardin.

Mission

Team O'Hara is to take up a defensive position straddling the Bastogne-Wiltz highway to the south of Wardin. There, you are to make contact with friendly units, which should be moving into position in Wardin on your left. You are to halt any attempt by the enemy to advance down the highway to Bastogne.

Additionally, you are to check the identity of units and individuals retreating west along the highway - the threat of infiltrators is very real.

Execution

Having taken up position last night, your men have begun to prepare their positions. It is now 0930, and there is still no sign of the unit from the 101st. Although you have had patrols out all morning in the direction of Wardin and up the highway, they haven't come across any friendly units other than retreating ones - nor any Germans, which is definitely a good thing, as your boys aren't anywhere near ready for them yet.

The morning has seen constant streams of stragglers passing through the position from the east; heading for the perceived safety of Bastogne - they've all checked out and no infiltrators have been discovered - probably just someone at HQ being paranoid. However, the number of stragglers has decreased and it would seem that the Germans are not very far away. Indeed, a jeep patrol has just come racing back up the highway with the news that an enemy armoured battlegroup is heading straight for you.

One of your men shouts - there is a column of unidentified troops coming up the road

from Bastogne. Are they the 101st boys, or are they Germans? The uniforms don't look familiar...

U.S. Forces

Elements, Combat Command B, US 10th Armoured Division

Team O'Hara - Lt Col O'Hara

HQ Company (of 54th Armoured Infantry Battalion) [experienced]

- 1x Commander (US-19)

- 1x M3 half-track (US-08)

Manoeuvre Element: 'B' Company, 54th Armoured Infantry Battalion [experienced]

- 1x Commander (US-19)

- 9x Infantry sections (6 armed with bazooka) (US-18)

- 3x LMG section (US-22)

- 1x 60mm mortar section (US-24)

- 1x 57mm anti-tank gun (US-17)

- 9x M3 half-tracks (US-08)

Attachments: Weapons Company, 54th Armoured Infantry Battalion [experienced]

Must be assigned to the HQ company or B company above

- Attachment: MG Platoon

- 1x MMG section (US-23)

- 1x M3 half-track (US-08)

- Organic Fire Support Element: Assault Gun Platoon

- 1x M4 Sherman HTMC 105mm howitzer tank (US-07)

- Organic Fire Support Element: SP Mortar Platoon

- 1x M4 81mm mortar carrier (US-09)

Manoeuvre Element: 'C' Company, 21st Tank Battalion [experienced]

- 1x Command M4 Sherman 75mm medium tank (US-02)

- 3x M4 Sherman 75mm medium tank (US-02)

- 3x M4 Sherman 76mm medium tank (US-02)

Manoeuvre Element: Platoon, 'D' Company, 3rd Tank Battalion [experienced]

- 1x Command M4 Sherman 75mm medium tank (US-02)

- 1x M4 Sherman 75mm medium tank (US-02)

Manoeuvre Element: Platoon, 'C' Company, 55th Armoured Engineer Battalion [experienced]

- 1x Commander (US-19)

- 1x Jeep (US-13)

- 2x Engineer sections (US-20)

- (1 armed with bazooka & 1 armed with flamethrower)

- 1x M3 half-track (US-08)

- 1x LMG section (US-22)

- 1x Jeep (MG when mounted) (US-13)

Manoeuvre Element: Platoon, 'D' Troop, 90th Cavalry Squadron [experienced]

- 1x Command LMG (US-22)

- 1x LMG (US-22)

- 2x Jeeps (MG when mounted) (US-13)

1x M8 Greyhound armoured car (US-11)
1 x 60mm mortar section (US-24)
1 x Jeep (US-13)

Fire support

420th Armoured Artillery Battalion, Combat Command B - Lt Col Browne

On board forward observer

1x M4 Sherman OP tank [experienced]

Dummy gun-Use US-02 armor and movement

Attack vs V of CC+1 DF 0/-1/-3

Attack vs T,G,sV of CC+2 DF +2/0/-2

Attack vs A +1

May direct artillery attacks from 420th Attack vs A +1

The 420th Armoured Artillery Battalion was kept busy throughout the day supporting the division's position at Neffe. As a result, O'Hara was repeatedly refused artillery support. Fire Support rolls for missions from the 420th are subject to a -2 on the call for fire table.

Off-Board Direct Fire Support: 'A' Battery

3x sections of M7 Priest SP 105mm howitzer (US-06)

Off-Board General Fire Support: 'B' Battery

3x sections M7 Priest SP 105mm howitzer (US-06)

Off-Board General Fire Support: 'C' Battery

3x sections M7 Priest SP 105mm howitzer (US-06)

From the 420th, The U.S. may call for the following different kinds of patterns:

- A random shelling (3 templates) from Battery A, firing by battery.
Modifier -2 vs V/-1 vs T,G,sV.
When Battery A fires random shelling, batteries B and C may not fire.
- Up to 3x1 template shelling missions from battery A, firing by section.
Modifier -1 vs V/0 vs T,G,sV.
Each will require a separate spotter and call for fire roll. When Battery A fires by section, batteries B and C may not fire.
- A 3 template wide shelling mission from Battery A firing by battery.
Modifier -1 vs V/0 vs T,G,sV
If the Call for Fire roll is successful for General support, this pattern will be converted to a 3 template wide concentration pattern. Modifier 0 vs V/+1 vs T,G,sV.
- A 1 template wide concentration mission from battery A firing by battery.
Modifier 0 vs V/-1 vs T,G,sV.
If the Call for Fire roll is successful for General support, this pattern will be converted to a 1 template thickened concentration pattern. Modifier +1 vs V/+2 vs T,G,sV.
- To simulate the overall lack of artillery support, Time-on-Target attacks may not be used.
- U.S. off-board fire originates from the West map edge.

Notes

- At the beginning of any game turn, the American player may activate a "daisy-chain" minefield at the position indicated on the map. This minefield will affect only vehicle targets. It may be removed by any undisordered troop unit (from either side) which spends an entire maneuver phase adjacent (within 1") to the minefield and spends two maneuver actions to remove the mines. Units which clear the mines may not engage in offensive fire or call for fire during the turn in which they clear mines. The minefield is visible to all players with units within 5".
- Team O'Hara has not been in position sufficiently long to effectively dig in, but all units may start the game in improved positions/hull down. Represent all units by markers until spotted and identified. The U.S. player also receives 3 dummy markers which can be placed as desired within Team O'Hara's deployment area. Any units which move from their initial positions lose their hull-down/improved status.
- Only recce elements from Team O'Hara may enter Wardin - remember that O'Hara's orders specifically state that the town is not his responsibility.