

Team O'Hara

Umpire Briefing

Mission

This scenario is best played with an umpire controlling many of the dummy counters and hidden forces until contact is made. Your job is to sow confusion and paranoia, while having fun doing it. While the battle actually starts at approximately 1100, when the paratroops and initial German forces arrive, the nominal start time of the scenario reported to the U.S. player is 0930. Thus you may have several pre-battle turns in which you maneuver dummy counters, infiltrators, and U.S. stragglers. You are also in charge of when the battle begins. Each turn counts as 10 minutes, and the first turn of the game may start at any time from 1030 to 1130. Don't tell the American player when things actually start to happen, and maneuver dummy counters and stragglers to create maximum confusion.

Umpire Controlled Forces

- All umpire controlled forces, including those representing actual U.S. forces, maneuver during the German player turn. All forces revert to player control at the beginning of turn 4 or when fired on by the enemy.
- As a special rule for this scenario, use a new spotting status "identified". A unit is "identified" if it is spotted AND within 1/2 of the maximum visibility range of any friendly unit. A unit which has been identified remains identified until it is no longer spotted. Units which spot but do not identify units will be told the general unit type (Vehicle, troop, gun) but not the nationality or exact type. Represent all unidentified units with counters instead of miniatures. Unidentified units MAY be chosen as direct and indirect fire targets.
- Units which are not identified may be maneuvered using counters instead of miniatures.
- Only recce elements from Team O'Hara may enter Wardin unless the paras have either been defeated or have been prevented from entering the town - remember that O'Hara's orders specifically state that the town is not his responsibility. Note that the U.S. briefing does not mention the paratroopers, just the restriction against entering the town. When the paratroopers come under U.S. control, let the U.S. player know of the full order.

Pre-battle activities

- Randomly Generated stragglers (pre-battle only). At the beginning of each pre-battle turn, roll a d10 three times and generate random forces. Here are some suggestions, but feel free to modify them:
 - dr 1-3: 4 dummy markers
 - dr 4-6: A straggler force of 1 truck carrying 1 infantry.
 - dr 7-10: A straggler force of 1 jeep carrying 1 infantry.

- Dummy forces should arrive randomly from points A-D (dr 1 A, 2-4 B, 5-7 C, 8-10 D). Dummy markers arriving from Bastogne should head for Wardin under umpire control. Other dummy forces should maneuver as if they were Germans. You should consult with the German player about the movement of German dummies as well as the movement of the turn 1 units. German dummies entering from B and C may not move South of the stream. German Dummies entering from point D may not move within 20" of point X nor may they move West of point X.
- Spotted dummies are removed normally.
- For each straggler force generated, roll a d10. On a roll of 10 it is an German infiltrator instead of a straggler. Straggler forces and the infiltrators should arrive at point D and head down the road for Bastogne until halted and interrogated. Stragglers can be asked to join TF O'Hara, but they will always refuse (Roll a die and pretend to consider it).
- To interrogate a straggler, the U.S. player must reveal the position of one of his units within 2" of a straggler. This unit is considered moving in the open and loses its improved position. On a roll of 1-8 (keep the roll secret), the straggler is successfully interrogated. Successfully interrogated infiltrators are immediately removed. If the straggler is a U.S. unit AND when the interrogation of an infiltrator is unsuccessful, the straggler will be revealed as being a American unit fleeing for safety. At this point, the American player can either let the straggler continue down the road to Bastogne or interrogate it again. Note that there is potential for role-playing here, and you might force the American to ask typical WWII questions (Name a Brooklyn baseball team, etc.) to determine if the interrogation is successful.
- Stragglers who have been interrogated and released will move down the road toward Bastogne and exit the map.
- Stragglers and infiltrators alike will report vast German forces moving in from the East.
- Stragglers cannot spot or reveal dummy markers.
- When you decide to start the battle, roll in the same way as you have in the pre-battle turns. However, bring on the paratroop infantry at point A under your control and the German first turn forces under German direction. Note the restriction on the German Tanks entering at Point B. They may not enter Wardin itself until turn 5. You should not tell the German player that the battle is beginning. Just let him know that some of his forces are real.
- All forces revert to player control at the beginning of turn 4. If they are identified or fired upon, they immediately revert to player control.

Special American Forces

Maneuver Element: 'I' Company, 3rd Battalion, 501st Parachute Infantry Regiment, 101st Airborne Division [élite]. This force arrives on turn 1 of the battle on the Bastogne-Wiltz road (from Bastogne), and will move two impulses/turn along the main road to the left turn for Wardin and then two impulses/turn toward Wardin. They will revert to the U.S.

player's control when they are identified (see special scenario rules), come within identification distance of a German unit, are fired on by the German player, or at the beginning of U.S. turn 4. The German player may fire at them in his turn, at which point they will revert to U.S. command in the next player turn. Note that this may result in the paratroops moving twice in one turn, once under referee control and once under player control.

- 1x Commander (US-19)
- 9x Para Infantry (3 with bazooka) (US-27)
- 1x LMG (US-22)
- 1x 60mm mortar (US-24)

Playing without an Umpire

Start the game on battle turn 1 with all forces under player control and ignore all pre-battle rules above. Ignore VPs for infiltrators. Visibility restrictions still apply, but ignore the "identified" special spotting status. The U.S. player will given immediate control of the paratroops, and their mission will be to move to Wardin as quickly as possible to hold the town.