

Team O'Hara

German Briefing

Situation

The Winter offensive is going incredibly well. The war is finally going Germany's way for the first time since Normandy. The American defence line in the Ardennes has been utterly smashed and the survivors are either fleeing, or have been rounded up. The advance guard elements of Panzer Lehr are only a few miles from their strategic objective - the city of Bastogne, which is the main communications hub in the region, the capture of which is vital to the success of the operation.

Your reconnaissance elements have advised you that an enemy blocking line, consisting of tanks and infantry in weak battalion strength, has been established straddling the main Bastogne-Wiltz highway, on the heights just south of Wardin. You have sent your divisional reconnaissance units and Panthers to bypass this position to the South, your forces have been successful in suppressing enemy reconnaissance efforts, and the fog has certainly helped to mask your movements thus far. If your luck holds, you could maneuver your kampfguppe through Wardin (which appears to be unoccupied) and take the Americans in the flank.

Mission

You are to crush the enemy blocking line on the Bastogne-Wiltz highway and drive on through to Bastogne. The longer the enemy delays us, the longer they have to establish a fortified position at Bastogne itself.

Execution

One company of Panzer Grenadiers will attempt to attract the enemy's attention frontally and fix them in position. The remaining Panzers, assault guns and grenadiers of your kampfguppe will then maneuver around Wardin and assault the left flank and rear of the position.

The divisional artillery is moving forward at this time, and will not therefore be available to support you. However, your grenadiers have a platoon of heavy mortars, in addition to a number of light mortars and infantry support howitzers - these should be more than sufficient for your needs.

Enemy forces are reported to consist of an armoured kampfguppe, with a reinforced armoured infantry company, backed up by a company of tanks and the usual bevy of support weapons. There is a light reconnaissance element with the force, but this has been contained by your recce troops, and should not therefore, have yet spotted your flanking force. The weather is thoroughly unsuitable for flying, so for once the jabs should leave you alone.

German Forces

Elements, Panzer Lehr Division

Kampfgruppe 901st PanzerGrenadier Regiment

Maneuver Element: Detachment-Panzer Company, II Battalion, Panzer Regiment 130
[veteran] - Turn 1

- 1x Command Pzkw IV H (GE-03)

- 1x Pzkw IV H (GE-03)

Maneuver Element: Armoured Panzergrenadier Company [experienced] - Turn 1

- 1x Commander (GE-46)

- 1x Sdkfz 251/10 APC (37mm) (GE-22)

- 4x Infantry (3 with panzerfaust) (GE-44)

- 2x LMG (GE-49)

- 2x HMG (GE-50)

- 4x Sdkfz 251/1 APC (GE-21)

- 1x Sdkfz 251/2 81mm mortar carrier (GE-23)

- 1x Sdkfz 251/9 75mm howitzer carrier (GE-24)

Maneuver Element: Remainder of Panzer Company, II Battalion, Panzer Regiment 130
[veteran] - Turn 4 (see rules)

- 4x Pzkw IV H (GE-03)

Maneuver Element: Armoured Panzergrenadier Company [experienced] - Turn 4

- 1x Commander (GE-46)

- 1x Sdkfz 251/10 APC (37mm) (GE-22)

- 4x Infantry (3 with panzerfaust) (GE-44)

- 2x LMG (GE-49)

- 2x HMG (GE-50)

- 4x Sdkfz 251/1 APC (GE-21)

- 1x Sdkfz 251/2 81mm mortar carrier (GE-23)

- 1x Sdkfz 251/9 75mm howitzer carrier (GE-24)

Maneuver Element: Headquarters (901st Armoured Panzergrenadier Battalion)
[experienced] - Turn 8

- 1x Commander (GE-46)

- 1x Sdkfz 251/1 APC (GE-21)

- 3x Assault Pioneers (1 with flamethrower) (GE-47)

- 2x Sdkfz 251/7 pioneer APC (use card for Sdkfz 251/1 - GE-21)

- 1x PaK 40 75mm anti-tank gun (GE-41)

- 1x Sdkfz 251/1 APC (GE-21)

Maneuver Element: Reinforced Assault Gun Company [experienced] - Turn 8

- 1x Command Stug IIIg (GE-13)

- 4x Stug IIIg (GE-13)

- 2x StugH (GE-14)

- 1x Assault Pioneer (GE-47)

- 1x Sdkfz 251/1 APC (GE-21)

- 2x Lt AA Gun (GE-43)

- 2x Lt Prime Mover (GE-29)

Off-Table Organic Fire Support: Heavy Mortar Platoon

2x 120mm Mortar sections

The offboard mortars may fire the following missions.

- A 2 template random shelling (firing by platoon). Modifier -1 vs V/0 vs T,G,sV.
 - 2 shelling templates (firing by section). Modifier 0 vs V/+1 vs T,G,sV. Each template requires a separate spotter and call-for-fire roll.
 - A 2 template shelling mission (firing by platoon). Modifier 0 vs V/+1 vs T,G,sV.
 - A 1 template concentration mission (firing by platoon). Modifier +1 vs V/+2 vs T,G,sV.
 - 1 smoke mission is available.
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- There are no artillery assets available other than the 120mm mortars listed. German Off-board fire is considered to originate from the East map edge.
 - All forces are represented by markers until identified by the U.S. player. If playing without an umpire, the Germans may additionally deploy 12 dummy markers anywhere North of Wardin and East of point A. If playing with an umpire, the German player will receive control of dummy formations generated before the German force arrival.
 - One PzGr Company enters the table on the Bastogne-Wiltz road on turn 1 of the battle (from Wiltz) (Point D)
 - The First part of the Panzer Company enters the table on the northern road into Wardin on turn 1 (Point B). It may not enter the town of Wardin until turn 5, but may take up positions on the high ground to the North and Northwest of the town.
 - The two remaining PzKpfw IVH of the Panzer company and one of the panzer grenadier companies enter the table on the north-eastern road into Wardin on turn 4 (point C). The two tanks become part of the maneuver element of the original PzIV group that arrived on turn 1.
 - Remaining German forces enter the table on the north-eastern road into Wardin on turn 8 (Point C).
 - None of the fire support elements except for the 120mm mortar sections may fire off-board missions. Other units capable of IDF must come on the board and emplace to use IDF.
 - If playing with an umpire, the units entering on turn 1 will be under the control of the umpire for the first 3 turns or until they spot an American unit. Indicate to the umpire where you want these forces to deploy. Note that dummy forces generated before your deployment may also be under your command.