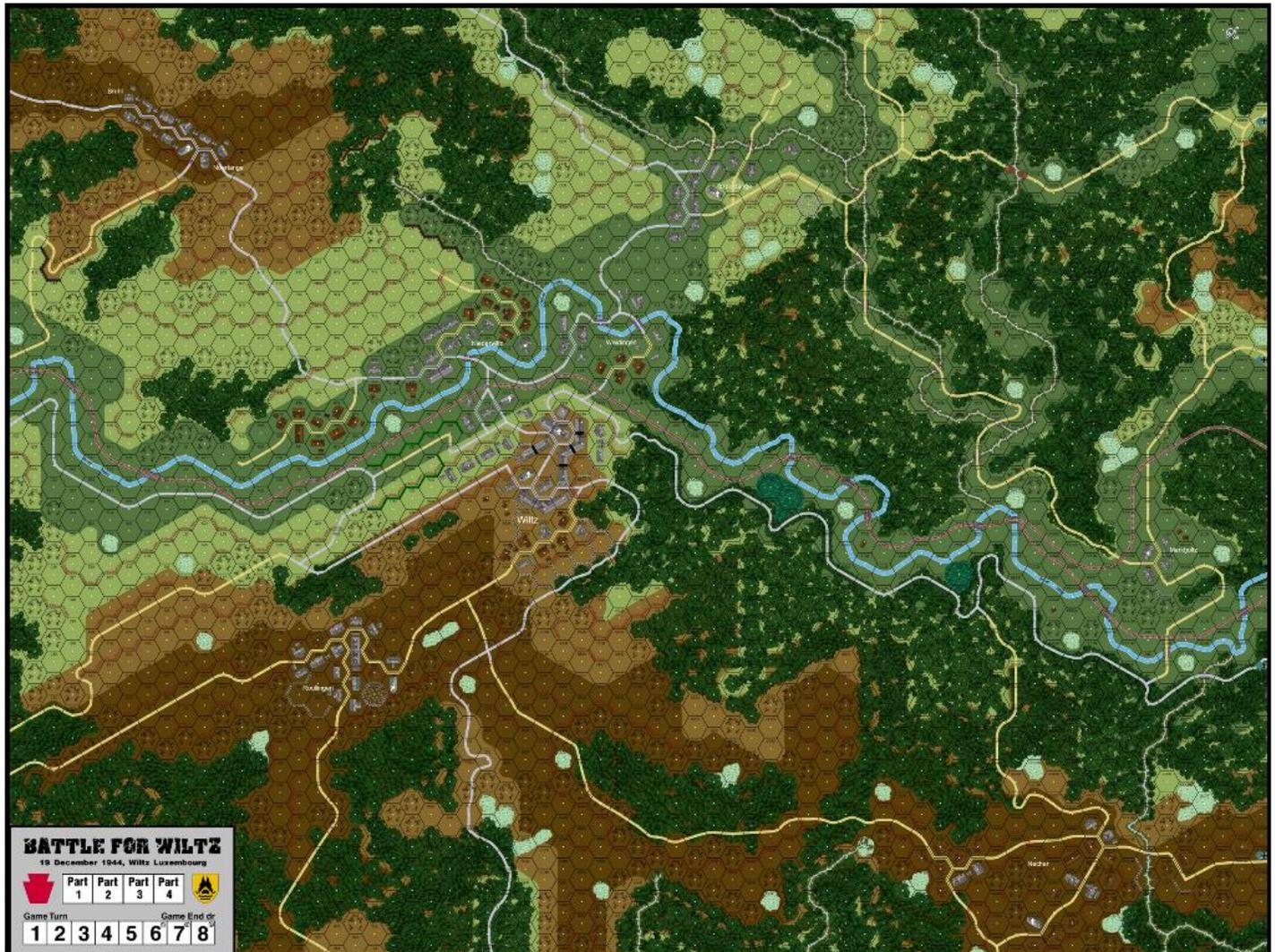# BATTLE FOR WILTZ

## JAVA 15

**WILTZ, LUXEMBOURG, 19 December 1944:** As the American 110th Infantry Regiment gave way along the Our River, the Germans were under orders to bypass Wiltz, in order to rush Bastogne and capture it as quickly as possible. However, one regiment of the *5.Fallschirmjägerdivision* ignored the order and attacked Wiltz. Soon other German units were sucked into the vortex of battle. The rest of *5.Fallschirmjägerdivision* and the following *26.Volksgrenadierdivision* had to be committed to deal with Major-General Norman Cota's stubborn Keystone troops of the 28th Infantry Division; who reinforced by Lieutenant-Colonel Kjeldseth's 44th Engineer Combat Battalion and an ad hoc force of clerks, cooks, & orderlies of the 28th's Headquarters prepared them to meet the advancing Germans. Under command of the 110th Infantry Regiment's Executive Officer, Lieutenant-Colonel Daniel Strickler, the Americans held the German divisions at Wiltz for 24 hours, before they were forced to withdraw towards Bastogne. As the Americans withdrew, they made life difficult for the pursuing Germans. In the end the battle had cost the Germans nearly two days, urgently needed to reach the Meuse before American reinforcements arrived.

**VICTORY CONDITIONS:** The Germans win immediately by exiting ≥ 100 VP off the west map edge over the course of all four Parts; or at the end of any Part by controlling ≥ one Rollbahn(s). The Germans control a Rollbahn by ensuring that they can trace a single line of contiguous road/railroad/ford hexes from the east map edge to the west map edge provided the Americans do not have ≥ two squad-equivalent on/adjacent to it (a crew manning a functioning SW counts as a HS, a mobile AFV with functioning MA counts as one squad).

## TURN RECORD

| ☆ AMERICAN Sets Up First / ✚ GERMAN Moves First | Part I | Part II | Part II | Part IV | ✚ 1 ☆ | 2 | 3 | 4 | 5 | 6 ① | 7 ③ | 8 ⑥ |
|---|---|---|---|---|---|---|---|---|---|---|---|---|



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# BATTLE FOR WILTZ

## TACTICAL MISSION–SCENARIO:

**1.** The Battle for Wiltz is a Tactical Mission–Scenario (TM–S) that is played in four separate, but related Parts, with each Part being 6 to 8 turns long. At the end turn 6, 7, or 8, the German side make a dr; if the dr ≤ to circled number on the Turn Record Chart, the Part ends immediately and Victory Conditions are determined.

**2.** Americans set up first in each Part. In Parts II, III, & IV, the American forces available for set up consists of all American non-eliminated units in play at the end of the previous Part.

**3.** Any American reinforcements for the current Part must set up as per SSR 8b.

**4.** Germans set up second in each Part. In Part I, all German units enter from offboard in designated entry areas; in Parts II, III, & IV, the German forces available for set up consists of all German non-eliminated units in play at the end of the previous Part.

**5.** Any German reinforcements for the current Part must either set up on map ≥ 8 hexes from Set up Index Hexrow (SIH) and/or enter from the unit's designated entry area on/after Turn 1; all, some, or none may enter each/any turn.

**6.** The allowable set up areas for both sides in Parts II, III, and IV are determined by German gains in the previous Part.

**7.** Use the SIH to determine the allowable set up areas for both the Americans and the Germans in Parts II-IV.

**8.** The SIH for the current Part is the hexrow of the most western German Control Bridge (after any Melee withdrawals) from the previous Part.

**9.** The Americans must set up in any hex ≥ 2 hexrows west of the SIH [*EXC: TM-S 11–13*]; regardless of LOS, each Infantry unit and possessed equipment may set up Concealed in Concealment Terrain. Each vehicle ≥ 6 hexes from the SIH may begin concealed if it sets up in Concealment Terrain.

**10.** The Germans must set up in any hex ≥ 2 hexrows east the SIH [*EXC: not in/adjacent to a hex containing an American Good Order unit*] regardless of LOS, each Infantry unit and possessed equipment may set up Concealed in Concealment Terrain. Each vehicle ≥ 6 hexes from the SIH may begin concealed if it sets up in Concealment Terrain.

**11.** In Parts II-IV, any/all American units may set up east of their allowable set up area. The location of each American unit should be (secretly) recorded at the end of Parts I-III (after any Melee Withdrawals, see TM-S 23).

**12.** When setting up for the next Part, the American player has the option of setting up any/all American units in/adjacent to their respective recorded locations in lieu of setting up as per TM-S 9. HIP units may remain HIP in their present hex, but if they moved to an adjacent hex, must set up concealed. If a German unit sets up in the location of an HIP American unit then CC will occur at the beginning of the play for the next Part (American units placed on map concealed, mark hex with CC counter).

**13.** All locations occupied by American units that set up east of their allowable set up area (SIH) for the current Part are marked by an Encirclement counter at the start of play. Such Encirclement is treated as per **A7.7**.[1]

**14.** Units that exit the playing area along a friendly map edge (FME) are retained for future Parts. Broken units that exit off a FME must make a MC or are eliminated. The FME for the Americans is the West map edge and that for the Germans is the East map edge.

**15.** The crew of a Bogged/Mired/Immobilized vehicle must abandon its vehicle and withdrawn back to its side's set up area for the next Part. Unpossessed SW/Guns and Abandoned/Bogged/Mired/Immobilized/Wrecked vehicles present at the end of a Part must remain in their location (and must be unpossessed/Abandoned if they were that way) for the beginning of the next Part.

**16.** Units retain all results of Battle Hardening/ELR Replacement/ SMC creation in later Parts.

**17.** Hero/Berserk/Fanatic/Acquired/Labor status held by units at the conclusion of any Part is lost prior to the commencement of the next Part.

**18.** All broken units and AFVs under the effects of Shock/UK status (**C7.4**) at the conclusion of Parts I-III are returned to Good Order prior to commencement of the next Part. (Stun counters are not removed).

**19.** All OBA Modules' chits are replenished to their "At Start" allotment and Pre-Registered hexes may be selected prior to commencement of the next Part. Any Eliminated AOTs are automatically replaced and malfunctioned radios/phones repaired prior to set up for the next Part.

**20.** Units under the effects Low Ammo status/Special Ammunition Depletion are replenished on a dr ≤ 4 all Ammo types (remove the Low Ammo counter).

**21.** All Weapons that were malfunctioned at the end of Parts I-III are automatically considered repaired prior to set up for the next Part [*EXC: unless they are unpossessed during set up, in which case they must roll for repair normally once possessed; captured weapons may not be repaired*].

**22.** Any AFV's MA that had suffered a permanent Breakdown (**C2.28**) has its MA repaired on a dr ≤ 3. If MA is not repaired, the AFV must remain off map (held in a makeshift repair depot just off the FME) and may not participate in next Part.

**23.** All units held in Melee at the conclusion of Parts I-III must immediately withdraw with no Withdrawal CC attacks taking place and with the German withdrawing first [*EXC: American units may stay in their locations*]. Units unable to Withdraw to a legal location as per (**A11.21**) are eliminated.

**24.** Units may Recombine freely before the beginning of the next Part, but may not further Deploy.

**25.** Provided that a side does not have > one leader per four squad-equivalents of its currently retained units, it may automatically create one 7-0 leader.

**26.** Any entrenchment/rubble/shellholes created during play is retained in place throughout subsequent Parts.

**27.** At the conclusion of each Part, a dr is made for each Flame/Blaze/Burning Wreck on the board; on a dr ≤ 4 that Flame/Blaze is removed:

 **a.** if a flame remains it may turn into a Blaze during play of the next Part;

 **b.** if the terrain in an extinguished Blaze hex is a building, cover it with the appropriate Rubble counter;

 **c.** cover any non-building extinguished Blaze hex (eliminating any Fortifications in the hex) with a Shellhole counter and treat as Open Ground; and

 **d.** if a Burning Wreck, replace with a Burnt-Out Wreck counter.

**28.** Both SAN are returned to their original number for the next Part; and

**29.** The invocation of No Quarter for either side remains in effect only for the Part it was invoked.

## SPECIAL RULES:

**1.** EC are Wet with No Wind at the Start. Mist (**E3.32**) is in effect. The Ground is Soft and each vehicle must pay an additional ½ MP per non-road hexside (as per **E3.9**) unless entering a Building/Woods/Rubble obstacle. Woods hexes are Pine Woods hexes (**B13.8-.82**).The Wiltz River (EX. BB17) is Non-Frigid and is Fordable by infantry (**B21.122, B21.41**); all Streams are Deep (**B20.43**); and all Bridges are one-lane stone (**B6.431**). All Railroads (EX. CCC24) are GLRR (**B32.11**). Hexes with a white cross (EX. AA18) contain a Steeple (**B31.2**); Slopes (EX. K11) are in effect (**P2, Q3**); Graveyards (EX. T32) are in effect (**B18.**). Kindling (**B25.11**) is NA.

**2.** Each side may make two Self-Rally attempts (**A10.6**).

**3.** Each side is to use two sniper counters with initial set up or if repositioned (**A14.2**) ≥ 20 hexes apart. When a side's SAN is rolled, randomly determine which sniper is activated. Each side's SAN may never be < 2; any action which would reduce a side's SAN to < 2, instead Pins that side's sniper.

**4.** Battery Access for all OBA modules is never lost permanently due to drawing two red chits (**C1.21**). If a red chit is drawn, when attempting Battery Access, the red chit is returned to the Draw Pile and an additional Red Chit is added.

**5.** Prime Mover [2]: The vehicle/wagon accompanying a Gun primary purpose is to move the gun and to supply it with ammunition (**C10.13**). If the vehicle/wagon is destroyed or captured, its gun is immediately under Ammunition Shortage (**A19.131**) and cannot have its special ammunition replenished (TM-S 20); this state will continue for the remainder of the TM-S [*EXC: if another gun is destroyed, then its gun-less vehicle/wagon can be reallocated to any vehicle/wagon-less gun*].

**6.** A vehicle of a sides' OB (including a captured vehicle) does not suffer Recall due to MA disablement. If a vehicle suffers a result that causes it to be marked with a "+1 Recall" counter or would be subject to the recall provisions of (**D3.7**), it is not recalled but is instead subject to the following penalties:

 **a.** The vehicle must always take a NTC in order to move as if it were Radioless and attempting to move without its Platoon.

 **b.** The crew must take an Immobilization TC whenever hit by Enemy fire as per the first sentence of (**D5.5**); and

 **c.** The "+1 Recall" counter will remain on the vehicle (if MA Disabled) or on the crew (if it suffered a STUN result) for the remainder of the TS.

# BATTLE FOR WILTZ

## 7. AMERICAN FORCES [3]:

**a)** Engineer: 6-6-7/3-4-7 MMC with a DC in upper left corner of the counter have underline Morale (**A1.23**), ELR of 5, and are Assault Engineers (**H1.22**) with Sapper capabilities (**B28.8**);

**b)** Artillery [4]: Each American 2-2-7 Artillery Observer Team (AOT) is used to call for and direct one-module of 105mm OBA (HE & Smoke) with one Pre-Registered hex (see TM-S 19). An AOT has all normal infantry-crew and Observer qualities except as stated otherwise. An AOT may possess no SW/Gun [*EXC: its Inherent Phone*], nor may it become an Inherent vehicle crew. An AOT is considered Inexperienced Personnel [*EXC: it does not lower the B# of its Inherent Phone*].An AOT may set up using HIP as per (**C1.23**). In lieu of an inherent Radio, the AOT possess a one PP Inherent Phone (Radio exchange is NA) (thus equalling six PP for Passenger PP purposes). An AOT may move from its location, but in do so eliminates its OBA module for the remainder of that Part. The AOT may neither Transfer nor drop/share possession of that Phone. If an AOT is Captured/Eliminated, its Inherent Phone is immediately eliminated. An AOT's Inherent Phone has a Contact and Maintenance DRs are passed by a DR of ≤ 11. If the Phone Contact Maintenance Original DR is a 12, it Breakdowns and may not be repaired. No Unarmed unit may be re-armed as an AOT;

**c)** Mortars: Contrary to US Ordnance Note 1, 60mm Mortars exchange is NA;

**d)** Armour[5,6]: Each M4A1/A3 Sherman tank is considered to have Red Movement Numbers (**D2.51**) and uses Red To Hit Numbers (**C3.3**);

– MG Scrounge dr ≤ 3, only one (dm) MMG is Scrounged (**D10.5**) from a M4A1/M4A3 Sherman tank, a M18 Hellcat GMC, or a M8 Scott HMC – mark the vehicle/Wreck with Scrounged counter.

**8.** The Americans set up for each Part as follows:

**a)** In Part I, each Engineer/Rifle Company sets up within its designated area; in Parts II-IV, the Americans set up as per TM-S 11.

– To reflect the hastiness of the defence: after all American set up, each MMC (and any SW/SMC stacked with it) may (in suitable terrain) make an Entrenching Attempt (**B27.11**);

– Bore-Sighting is NA;

– Each gun may set up using HIP (**A12.34**) [*EXC. each gun does not automatically set up Emplaced; the crew must make an Entrenching Attempt to emplace their gun (**C11.2–.3**). Place a Non-Emplaced Gun counter (from CdG) on a gun that fails the emplacement attempt*];

– For every 24 Known Minefield factors (**B28.45**) the American sets up he receives one Dummy Minefield counter and makes a Secret dr (halved, FRD), receiving an additional number of Dummy Mine counters equal to the result (*these minefields set up on map, representing previously scouted and located minefields*);

– Daisy Chain Mines (**B28.531**) may not be exchanged, but may be recovered for use in a later Part; a MMC in possession of a Daisy Chain may set up using HIP; and

– All Roadblocks are improvised. An improvised roadblock receives a -2 DRM to any Clearance attempts (**B24.76**) or HE/DC attacks on it; and

**b)** Each American Division Support (DS) Platoon (as a whole) must set up/enter as follows:

– **Part I**: 3x DS Platoons are to set up on/west of hexrow HH or enter on Turn 1 along the west map edge;

– **Part II**: 3x DS Platoons are to set up on/west of hexrow AA or enter on Turn 1 along the west map edge;

– **Part III**: 3x DS Platoons are to set up on/west of hexrow T or enter on Turn 1 along the west map edge; and

– **Part IV**: 3x DS Platoons are to set up on/west of hexrow M or enter on Turn 1 along the west map edge.

## 9. GERMAN FORCES:

**a)** Volksgrenadier (VG) Infantry [7]: All (non-crew) infantry belong to a Volksgrenadier unit is equipped with PF capability (**C13.3**) as if it is 1945;

**b)** Volksgrenadier Sturmtroop [7]: A 5-4-7/2-3-7 MMC is a VG Sturmtroop and is 1st Line unit. If a 5-4-7 VG Sturmtroop Squad fails a MC by > its ELR, it is replaced by two 2-3-7 VG Sturmtroop HS; if a 2-3-7 VG Sturmtroop HS fails a MC by > its ELR, it is Disrupted (**A19.12**);

**c)** Volksgrenadier Engineer [8]: 8-3-8/3-3-8 MMC with a DC in the upper left corner if the counter have an ELR of 3 and are Assault Engineers (**H1.22**) with Sappers capabilities (**B28.8**); if an 8-3-8/3-3-8 fails a MC by > its ELR, it is Replaced by a 4-3-6/2-3-6 MMC and is no longer considered an Assault Engineer/Sapper for any purpose, including Battle-Hardening;

– Bangalore Torpedo (BT): Any Unbroken, Non-Pinned Infantry unit with a BT ADJACENT to a Wire/Minefield Location may attempt to Breach the Wire/Minefield Location during its MPh by declaring it is "***Breaching***" the Wire/Minefield location it is attacking. A Non-Assault Engineer MMC uses a BT as Non-Qualified (**A21.13**),

– A SMC uses a BT by adding +1 to its attack DR, and a Hero forfeits his inherent FP in the following AFPh;

– The MF cost of placing a BT in a Wire/Minefield Location is double the COT of the location the Wire/Minefield is in (there is no additional cost due the Wire or attack from the mines). A BT cannot be thrown (**A23.6**);

– If successfully placed the (16FP) BT attack is resolved vs. the Wire/Minefield location (only with normal TEM applying to attack) during the AFPh. If the BT detonates, it will Breach the Wire/Minefield location with a NMC or better, and eliminates the Wire/Minefield on a KIA on the IFT, and uses the same Original IFT DR, the BT will attack any units in the same hex with full TEM [*EXC: to both, if the BT Malfunctions*];

– If the Wire/Minefield location is "*Breached*" place a Trail Break (TB) across any two hexside of the Attacker's choice. Units may enter a Wire/Minefield location via a TB at twice their normal MF/MP cost without suffering the effect of the Wire/Minefield, but are subject to the TB Defensive First Fire -1 DRM (**B13.4212**);

– BT vs. AFV (**A23.5**); a BT has To Kill value of 8 (**C7.34, C7.7346**);

**d)** Volksgrenadier Gun Crews [7]: Are represented by 1-2-7 Crews (**A1.123**);

**e)** Fallschirmjäger [8,9]: 5-4-8/2-3-8 and 4-4-7/2-3-7 MMC with diving eagle in upper right corner of counter is Fallschirmjägers (FJ). A FJ 4-4-7 Squad has Assault Fire (**A7.36**). A FJ 4-4-7/ 2-3-7 Battle-Hardens to a FJ 5-4-8 /2-3-8 MMC. If a 4-4-7 FJ Squad fails a MC by > its ELR, it is replaced by two 2-3-7 FJ HS; if a 2-3-7 FJ HS fails a MC by > its ELR, it is Disrupted (**A19.12**);

**f)** Panzers [7,9]: StuG IIIs are equipped with Schürzen (**D11.2**); and Hetzers' have an HE Depletion # is 8. German AFV inherent crews have a Morale of 7 (**D5.1**); and

**g)** Artillery: A German 2-2-8 Artillery Observer Team (AOT) is used to call for and direct OBA. The AOT is assumed to possess a three-PP Inherent Radio (R) (thus equalling eight PP for Passenger PP purposes). An AOT has all normal infantry-crew and Observer qualities except as stated otherwise. An AOT may possess no SW/Gun [*EXC: its Inherent Radio*], nor may it become an Inherent vehicle crew. An AOT is considered Inexperienced Personnel [*EXC: it does not lower the B# of its Inherent Radio*].The AOT may neither Transfer nor drop/ share possession of that Radio. If an AOT is Captured/ Eliminated, its Inherent Radio is immediately eliminated. An AOT's Inherent radio (referred to hereafter as an AOT Radio) has a Contact value of "8" and a breakdown value of "B12". If the Radio Contact Maintenance Original DR for an AOT Radio is a 12, it Breakdowns (make a side note); however, a Repair dr of 6 (**A9.72**) does not eliminates the AOT Radio. An AOT Radio cannot be used while the AOT is a Passenger/Rider. No Unarmed unit may be re-armed as an AOT;

– The AOTs represent one-module of 75mm OBA (HE & Smoke), 120mm Battalion Mortar OBA (HE & Smoke), and one-module 150mm Rocket Artillery (HE Only) (see TM-S 19); and

– For each Part, the Germans receive one Pre-Registered hex that must allotted to one his OBA Modules – the hex must be selected prior American set up for the Part.

**10.** The Germans set up/enter for each Part as follows:

**a)** Volksgrenadier Division Support Platoons (22-36) are to be divided with five platoons allotted to each (1-3) Volksgrenadierkompanie only;

**b) Part I**: Each VG/FJ Kompanie enters 5x platoons from its designated entry area on/after Turn1; all, some, or none may enter each/any turn;

**c) Part II**: Each Kompanie sets up 2x platoons as per TM-S 5;

**d) Part III**: Each Kompanie sets up 1x platoons as per TM-S 5; and

**e) Part IV**: Each Kompanie sets up 1x platoon as per TM-S 5.

# BATTLE FOR WILTZ

**Elements of 3d Battalion, 110th Infantry Regiment and the Headquarters & Quartermaster Companies 28th Infantry Division, reinforced by 707th Tank Battalion, 630th Tank Destroyer Battalion, 447th Anti-Aircraft Battalion, 687th Field Artillery Battalion, and 44th Engineer Combat Battalion** sets up as follows:

**Engineer Company A** must set up on any hex ≤ 15 hexes from hex LL9:

**Platoon 1:**



6⁵6-7 — 2 | 3-4-7 — 2 | 9-1 2nd Lieutenant | MMG 4-10 2 3PP | Baz44 8-4 X11 1PP | DC 30-1 X12

**Platoon 2:**

6⁵6-7 — 2 | 3-4-7 — 2 | Sergeant 8-0 | MMG 4-10 2 3PP | Baz44 8-4 X11 1PP | DC 30-1 X12

**Roadblock Strongpoint 3** sets up on any hex ≤ 8 hexes from hex TT9:

3-4-7 — 3 | 2-2-7 — 2 | HMG 6-12 3 5PP | Baz44 8-4 X11 1PP | Minefield **24 factors** | Daisy Chain AT MINE **8 factors** | 7 Morale **?** **dr+3** | AT *57L M1 3 M10 | 37 Jeep T10 9PP | WIRE MPh/RtPh dr = MF CC: +1/-1 **8** | TRENCH OVR/OBA +4 OTHER +2 **4** | ROADBLOCK

**Roadblock Strongpoint 4** sets up on any hex ≤ 8 hexes from hex DD13:

3-4-7 — 3 | 2-2-7 — 2 | HMG 6-12 3 5PP | .50-cal HMG 8-16 3 5PP | Baz44 8-4 X11 1PP | Minefield **24 factors** | Daisy Chain AT MINE **8 factors** | 7 Morale **?** **dr+3** | WIRE MPh/RtPh dr = MF CC: +1/-1 **8** | TRENCH OVR/OBA +4 OTHER +2 **4** | ROADBLOCK

**[ELR: 5/4]**

**(SAN: 4)**

**Remnants 3d Battalion, 110th Infantry Regiment**

**Rifle Company A** must set up any hex ≤ 8 hexes from BBB24:

**Platoon 5:** 5²4-6 2 — 2 | 9-1 2nd Lieutenant | Baz44 8-4 X11 1PP — 2

**Platoon 6:** 5²4-6 2 — 2 | 1st Sergeant 8-1

**Platoon 7:** 5²4-6 2 — 3 | Corporal 7-0 | Baz44 8-4 X11 1PP

**Platoon 8:** 2-3-6 2 — 7 | MMG 4-10 2 3PP — 4 | MTR M2 60* 3 5PP [3-45] — 3 | 7 Morale **?** **dr+3**

**Rifle Company B** must set up any hex ≤ 8 hexes from ZZ40:

**Platoon 9:** 5²4-6 2 — 3 | 9-1 2nd Lieutenant | Baz44 8-4 X11 1PP

**Platoon 10:** 5²4-6 2 — 3 | Sergeant 8-0

**Platoon 11:** 5²4-6 2 — 2 | Corporal 7-0 | Baz44 8-4 X11 1PP

**Platoon 12:** 2-3-6 2 — 5 | MMG 4-10 2 3PP — 2 | MTR M2 60* 3 5PP [3-45] — 3 | 7 Morale **?** **dr+3**

**DIVISION SUPPORT** must set up as per SSR 8b:

**Platoon 13:** AOT 2-2-7 **105mm**

**Platoon 14:** 5-3-6 G — 3 | Baz44 8-4 X11 1PP

**Platoon 15:** 5-3-6 G — 3 | Sergeant 8-0

**Platoon 16:** 5-3-6 G — 3 | MMG 4-10 2 3PP

**Platoon 17:** 2-2-7 — 4 | HMG 6-12 3 5PP — 4

**Platoon 18:** AOT 2-2-7 **105mm**

**Platoon 19:** 13 M4A1 75 1 2/4/4 11 4 — 3

**Platoon 20:** 15 M4A3 75 1 2/4/4 8 3 — 3

**Platoon 21:** 24 M18 GMC 76L 2 -/-/4 3 — 3

**Platoon 22:** 18 M15A1 MGMC *37L[8] 3 -/-/12* [0] *T — 3 | 19 M16MGMC *12.7[24] [16]TH 0 0 — 3

**Platoon 23:** 17 M8 HMC 75* 2 -/-/4 6 3 — 4

**Platoon 24:** 2-2-7 — 3 | AT M5 76L 1 M7 — 3 | 20 *AAMG 15PP 1 -/-/4 M3 T6 0 3 — 3

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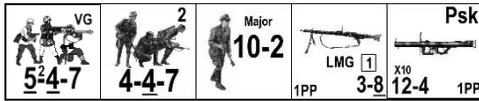
# BATTLE FOR WILTZ

**Elements of the II/78.Volksgrenadierregiment, 26.Volksgrenadierdivision and the II/14.Fallschirmjägerregiment, 5.Fallschirmjägerdivision** enter **TURN 1**:

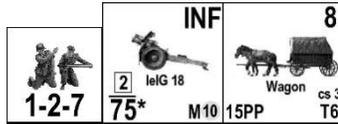**Volksgrenadierkompanie 1** enters on any hex ≤ 4 hexes from OOO5:

**Platoon 1:**



**Platoon 2:**



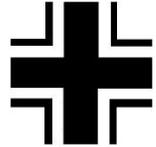**Platoon 3:**



**Platoon 4:**



[ELR: 3]

(SAN: 3)

**Volksgrenadierkompanie 2** enters on any hex ≤ 4 hexes from OOO16

**Platoon 5:**



**Platoon 6:**



**Platoon 7:**



**Platoon 8:**



**Volksgrenadierkompanie 3** enters on any hex ≤ 4 hexes from hex OOO30:

**Platoon 9:**



**Platoon 10:**



**Platoon 11:**



**Platoon 12:**



**Fallschirmjägerkompanie 4** enters on any hex ≤ 4 hexes from hex OOO39:

**Platoon 13:**



**Platoon 14:**



**Platoon 15:**



**Platoon 16:**



120mm

**Platoon 17:**



**Platoon 18:**



**Platoon 19:**



**Platoon 20:**



**Platoon 21:**

# BATTLE FOR WILTZ

## VOLKSGRENADIER DIVISION SUPPORT

**Platoon 22:**
Panzer Leutnant 9-1 | JgdPz 38(t) 13 75L 14 3 -/-/1*
**3**

**Platoon 23:**
Panzer Feldwebel 8-1 | JgdPz 38(t) 13 75L 14 3 -/-/1*
**3**

**Platoon 24:**
JgdPz 38(t) 13 75L 14 3 -/-/1*
**3**

**Platoon 25:**
JgdPz 38(t) 13 75L 14 3 -/-/1*
**3**

**Platoon 26:**
1-2-7 | HMG (dm) 2PP 3-8 1
**4**          **4**

**Platoon 27:**
E 8⁵3-8 | Feldwebel 8-1 | FT X10 24-1 1PP | DC X12 30-1 1PP | BT 1PP X12 16-1
**2**                                                          **2**

**Platoon 28:**
E 8⁵3-8 | Unteroffizer 8-0 | FT X10 24-1 1PP | DC X12 30-1 1PP | BT 1PP X12 16-1
**2**                                                          **2**

**Platoon 29:**
AOT 2-2-8
**75mm**

**Platoon 30:**
AOT 2-2-8
**150mm**

**Platoon 31:**
VG 5⁴4-7 | 2 4-4-7 | Feldwebel 8-1 | LMG 1 3-8 1PP | Psk X10 12-4 1PP
**2**

**Platoon 32:**
1 4-6-7 | Unteroffizer 8-0 | MMG (dm) 2PP 3-8 1
**3**

**Platoon 33:**
1-2-7 | AT Pak 40 2 75L M 8 | Opel 6700 28 21PP ★ ★ T7
**3**       **3**       **3**

**Platoon 34:**
VG 5⁴4-7 | 2 4-4-7 | Unteroffizer 8-0 | LMG 1 3-8 1PP | Psk X10 12-4 1PP
**2**

**Platoon 35:**
1 4-6-7 | Obergefreiter 7-0 | MMG (dm) 2PP 3-8 1
**3**

**Platoon 36:**
1-2-7 | MTR GrW 34 3 81* [2-60] M11
**3**       **3**

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**Footnotes:**

1) Operation *Stösser* (commanded *Oberst* Friedrich von der Heydte) and Operation *Greif* (commanded by *SS-Obersturmbannführer* Otto Skorzeny) were a part of the Wacht a Rhein plan. The plan called for von der Heydte *Fallschirmjägers* to parachute behind American lines, seizing important bridges and crossroads, while Skorzeny's commandoes disguised as Americans would infiltrate behind the Americans' lines to sow the seeds of panic and confusion among the ranks of the American defenders during the opening stages of the Ardennes Offensive, allowing for the hard-hitting panzer spearheads to smash their way through the disorganized American lines. Furthermore, because the American units were understrength (some units at less than 60% of full-strength), and their lines were stretched thin, German units were able to infiltrated through the gaps (some as wide as 2,000 metres), popping up unexpectedly several miles in the rear. Together, the rumours of German paratroopers and commandoes in their rear, the sudden sounds of gunfire behind them, and the unexpected appearance of Germans behind the lines, caused the frontline American soldier to believe he was surrounded.

2) The instituting of Prime Movers (vehicles allotted to tow and to haul ammunition for the guns) is to prevent players from misusing them as battlefield taxis, shuttling their infantry back and forth across the map.

3) The bloody battles of the Hürtgen Forest sapped the strength of the veteran US 28th Infantry Division until finally on 19 November; the division was pulled out of the line to rest. The exhausted 28th Infantry Division was moved to a quiet sector in the Ardennes area, suitable for the division to rest and refit after the mauling it took the previous month in the Hürtgen Forest. This exhausted state is reflected by the Americans being represented by second line troops, but with high ELR.

4) During this rest and refit period, all American radios were withdrawn for maintenance and field phones issued in their place.

5) The American M4A1/A3 Sherman tanks were at maintenance yards near Wiltz, undergoing repairs when the Germans attacked. Hurriedly, the tanks were put back together and then sent into battle. The Red Movement and To Hit numbers are meant to reflect the rushed repairs in getting tanks operational.

6) The American tanks were purposely equipped with a tripod and a traverse and elevation mechanism located at bottom of the turret basket that converted the bow machine-gun into a Medium Machine-Gun when it was removed from the tank.

7) The *Volksgrenadier* divisions were formed in August 1944 from the shatter remains of the *Heeresgruppe Mitte (*Army Group Centre*)* in the east, and the escaped remnants of *Fifth Panzer Army* in France. These new infantry divisions were designed to economize on personnel and to be primarily focused on defence. These new formations combined the names *Volks* (People), to inspire a sense of nationalism and fighting spirit, and *grenadier*, to invoke the traditions of the German military. In attempt to optimize their fighting power, while economising on man-power, each *Volksgrenadierdivision* had three regiments of two battalions (unlike an *Infanteriedivision*, which three battalions in each regiment). To compensate for the shortage of personnel, the *Volksgrenadier* units were armed with a high proportion of automatic weapons to create a higher volume of firepower. The *Sturmgeweher* 44 (StG 44) assault rifle was used to arm two of the platoons in each *Volksgrenadierkompanie*, giving them devastating firepower, but only at short ranges. They were also issued with very large amounts of *Panzerfaust* and *Panzerschrek* anti-tank weapons, once again short-ranged, but still a powerful asset against Allied tanks. The highly efficient MG-42 machine-gun played an important role with the assault rifle armed *Sturm* (assault) platoons issued with two in the third squad and three issued to the third *Schützen* (rifle) platoon to provide their main firepower. To offset the lack of panzers support, a *kompanie* of *Hetzers* was attached to each *Volksgrenadier division* to fill the roles of anti-tank and assault gun.

8) During the fit up for *Wacht am Rhein*, the Germans' engineer companies were organized around a core of veterans from divisions destroyed on the east or the west fronts and filled with new conscripts or excess personnel from the *Luftwaffe* (air force) and *Kriegsmarine* (navy). The mix of recruits, size of veteran cadre, and the time the new divisions had to form meant the performance of the divisions varied considerably.

9) The 5.*Fallschirmjägerdivision* had been formed October 1944 in Den Haag-Amsterdam area by conscripting teenage boys, men over 50, men previously rejected as physically unfit for service, wounded soldiers newly released hospitals, and men transferred from the "jobless" personnel of the shrinking *Kriegsmarine* and *Luftwaffe* formed around a cadre of seasoned veterans. The division was heavily equipped with automatic weapons, including the StG 44 Assault Rifle and MG-42 machine-guns, and a brigade of *Sturmgeschütze III* assault guns. The troops were described as "young and fresh" who despite inadequate military training displayed "generally high combat spirits"; however, the division's officers, the majority came straight from flying units – were unwilling to their new role as infantry. The division performed well with many of the officers surpass their commander's expectations.

***This Scenario is compliments of Lone Canuck Publishing; please enjoy it, and remember to Roll Low and have Fun!***