

Tactical Combat Series:

Objective: Schmidt

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Tactical Combat Series, Game Number 2. Stock #2-02

Designer: David A. Powell
Series: Dean N. Essig
Editor: Dean N. Essig
Graphics and Management:
Dean N. Essig

Note about the game map:

The map was originally advertised as being our first computer generated map. This is not so, as we had many problems generating the needed output. In order to finish the project, a normal hand-done map was generated. Please accept this as the one and only game map ever done by a thumbless artist. DNE.

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Introduction

Objective: Schmidt is the second game in the **Tactical Combat Series**, and examines some of the most difficult infantry combat of World War II—the US 28th Division's unsuccessful attack into the Hürtgen Forest from November 2nd to the 6th, 1944. Specifically, it focuses on the US 112th Infantry Regiment's assault on the town of Schmidt, and the German counterattacks by the 89th Infantry and 116th Panzer Divisions. In poor weather, facing difficult terrain and determined resistance, the soldiers of the 28th Division made a gallant effort. At the cost of several thousand lives, they came close to succeeding. We hope this game imparts some small sense of the arduousness of their task, and the courage of the troops involved.

This booklet contains only the specific rules and scenario information pertaining to **Objective: Schmidt** itself. The **Tactical Combat Series** rules are also needed to play this game.

1.0 Terrain and Map Notes

1.1 Forest Hexes are those with even a small amount of green. The green spread of the hedge symbol into adjacent hexes does not create woods or forest hexes.

1.2 Building Hexes are those with one or more black building symbols. *Village/City Hexes* are those with red building symbols.

1.3 Map Edge Half Hexes are playable. Units forced off the map edge are destroyed. Off-map movement, of

any type, is not allowed.

1.4 Steep Slope Hexsides are marked with a grey border symbol. These hexsides are impassible to all vehicle, carrier, and Tow Only units. Other units may cross these hexsides at a cost of one (+1) extra movement point. Note that while similar to the Cliff hexsides in other **TCS** games, the steep slopes in this game are not cliffs, and there are no cliffs on this game's map.

1.5 The Kall Trail Hexes are marked on the map with a red number. These hexes are 27.15, 28.14, 29.14, 30.13, and 31.13. Initially, these hexes are considered impassible for all vehicle and carrier units. See the Kall Trail rules (section 2.1) for more explanation.

1.6 Slow Go Terrain Hexes are marked with a red "x," and, for this game, **all forest hexes and woods are also considered slow go terrain.**

1.7 The Kall River is considered a stream, except that it is impassible to all vehicle, carrier, and Tow-Only units. These units may only cross the Kall at bridges. Infantry and weapons units treat the Kall as a normal stream. All other blue hexsides are considered normal streams for movement of all unit types.

2.0 American Special Rules

2.1 The Kall Trail

In the initial battle plan for the 28th Division, the Kall Trail was designated the divisional main supply route, and as axis of advance for the operation.

In retrospect, it can be seen that the trail was totally unsuited for the amount of traffic required, and was ultimately one of the main reasons the American attack failed. These rules will detail the efforts the American player can make in trying to render the Kall Trail passable.

At any point in the game, the Kall Trail is defined in one of three conditions: impassable, semi-passable, or passable.

2.1a The Kall Trail Status Marker.

The Status marker (use the any marker not in use for the current game, or a blank with “passable” and “semi” written on either side) defines the exact state of the Kall Trail at any given point in the game. This marker determines the trail to be either passable, semi-passable, or impassable. Use of the marker is as follows:

On the turn after all five hexes of the Kall Trail have been occupied or passed through by US ground combat units, and no German units are on or adjacent to any Kall Trail hex, the US player places his status marker on the Turn Record Track twelve hours (note: not turns) ahead of the Turn Record Marker, semi-passable side showing. This placement simulates the commencement of the US engineer effort to improve the trail. Note: these engineer troops are not placed on the map.

The Kall Trail remains impassable until the Turn Record Marker reaches the space occupied by the Kall Trail Status Marker. At this time, the Kall Trail is considered semi-passable, and the marker is flipped to its passable side and is placed ahead 30 hours on the Turn Record Track. Since the Turn Record Track is only 24 hours, players must make a note on which day the Status Marker is on. On the correct turn of the correct day, the Kall Trail is considered passable.

Special Note: Since the Turn Record has 20 minute day and hour long night turns, some confusion may arise as to where to exactly place the Status Marker. If, for example, the US player occupies the Kall Trail on the 1120 turn of 2 November, the Status Marker should be placed on the 2340 turn 2 November. Since there is no 2340 turn at night, the Status Marker must be placed on the

next full hour turn, that of 2400 2 November. Note that a marker to be placed on the 2320 turn would *also* be placed on the 2400 turn. As a rule of thumb, always round up for night turns.

2.1b Effects of Kall Trail Status.

At all times, foot-mobile units may freely move along the Kall Trail, treating it as a normal trail, subject to all other series rules.

Impassable—No vehicles or carriers may enter or move through a Kall Trail hex.

Semi-Passable—No trucks may enter or move through any Kall Trail hex. Other vehicles and carriers may move along the trail subject to 2.1c below.

Passable—Vehicles and carriers of any type may move along the trail, subject to the following:

of Vehicles this turn—Effect

4 or less—Automatic passage at 1 mp per hex
5 to 10—Automatic passage at 3 mp’s per hex
11 or more—Roll one die for each vehicle/carrier attempting to cross. 1-4 allows passage

at 3 mp’s per hex. 5-6 means disabled, roll under rule 2.1c for placement of disabled unit.

Any truck counts against the total number of units using the trail normally, but always rolls for passage as per the 11 or more line.

2.1c Semi-Passable Crossing.

Only one vehicle/carrier may move along the Kall Trail (any hex) per turn. One die is rolled. On a roll of 1 or 2, the moving unit is automatically placed at the other end of the trail or in the last available non-blocked hex on the unit’s side of the block. For example, a unit enters at 27.15 makes a 1 on its die roll, the unit is then placed at 31.13, or vice versa. The unit so moving has completed its Action Phase and may move no further. On a roll of 3-6, the unit has broken down and blocks the trail. Roll a second die to determine the exact hex of breakdown. The numbers on the map correspond to the die roll, re-roll on a six. Place the disabled unit and a block marker in the above indicated hex. Re-roll until a decision is reached. See 2.1d for rules about a blocked Kall Trail.

2.1d Disabled Units and the Kall Trail. If a vehicle or carrier fails to

successfully move along the trail, it has blocked it. Once a hex is blocked, no vehicle/carrier may move through that hex. Units may still move along as far as the block, but units on the Kall Trail must make another roll on a later turn when again attempting to move.

Additionally, blocks can be cleared by either trying to repair the disabled unit, or by destroying it. At the beginning of any Action Phase, the owning player may decide to destroy or repair each disabled unit on the trail. If the unit is to be destroyed, it is automatically removed from play and that block is removed. A repair attempt is made by rolling one die. On 1-3, the unit is repaired and may again attempt to move along the trail (in the same turn.) On a 4-6, the unit remains disabled in its hex until the next turn, when another try may be made.

A unit that is repaired may then attempt to renegotiate the trail. In this case, as in any when the trail is attempted again, roll again as per the appropriate rule above for semi-passable or passable trail. If such a unit fails and becomes disabled, to determine which hex the block occurs follow the rules below. Count the number of hexes left along the trail and roll one die. A roll of one places the unit in the next hex, etc. Ignore and re-roll any rolls greater than the number of hexes remaining. Re-rolls are made until an acceptable number is rolled.

Players should note that a specific unit may only move in one direction along the trail in a given turn. A vehicle or carrier that ends its movement on the trail, may only continue to move in the same direction as already moving and not return the way it came. Once the trail is passable, units may move in both directions as desired, but all count toward the total for the turn. If players cannot remember the direction in which units are moving along the trail, it is best to mark the direction by the careful facing of units so moving toward the hexside in the direction of movement.

2.1e Engineers and the Kall Trail.

Two companies of US engineers, A and B Companies of the 20th Engineer Battalion, were responsible for improving

the trail. Normally, these units are not physically present on the map, and the “trail improvement mission” is assumed. The US player may also elect to place these troops on the map to participate in combat operations, if need be. However, this placement will interfere with work on the Kall Trail. Additionally, the presence of German units can also interrupt work on the trail. In any Command Planning Phase, the US player may decide to deploy his engineers onto the map. This is announced to the German player, and entry occurs on the next turn. The engineers may appear on the map in any hex or hexes within 4 hexes of any Kall Trail hex, but at least four hexes from any German unit. If these conditions cannot be met, the engineers may appear within 4 hexes of any US unit, but again at least 4 hexes away from a German unit.

To represent delays on improving the trail, the Kall Trail Status Marker must be moved along the Turn Record Track according to the following schedule: If one US engineer company has been deployed, advance the Status Marker one space along the Turn Record Track for every hour the Turn Record Marker is advanced. If both companies of engineers have been deployed on the map, or if any German unit occupies a hex on or adjacent to a Kall Trail hex, advance the Status Marker one space along the Turn Record Track for every time that marker is advanced.

2.1f Combat and the Kall Trail. Combat is possible for units on the trail. Disabled units on the trail may still fire. Furthermore, any vehicle/carrier unit destroyed by combat while on the trail (not just during overwatch) forms a block. Note that units voluntarily destroyed as above, in rule 2.1d, do not form blocks. Blocks can be removed according to the normal procedure, after the clearing vehicle makes a successful passage die roll. Disabled vehicles may still conduct overwatch fire. AT rolls against disabled units have an additional +2 modifier. Units that automatically transit the Kall Trail by successfully rolling on the semi-passible table, may still be fired on by overwatch

fire. Move the unit along the trail as it would normally after the roll, apply any overwatch fires as they occur normally.

2.2 Supplying American Units on the Southeast Side of the Kall River

Normally, these games make no provision for unit supply, since we felt that an extensive supply routine would greatly bog down play and add little to the game. However, the morale of US units was very greatly affected due to the very tenuous supply situation on the southeast side of the Kall River. The following rules try to present some of these affects in a relatively abstract manner.

2.2a Supply Periods. Each day is divided into three supply periods, 0600-1140, 1200-1740, and 1800-0500. Only American units on the southeast side of the Kall River are affected by these supply rules. Once US units cross the Kall River they need to be supplied once per supply period, beginning with the first turn of the next complete supply period. For instance, if units cross the Kall on the 0800 turn, on the 1200 turn they will be subject to these supply conditions.

2.2b Supply Convoys. The US player has 4 Weasel counters which serve as the supply convoy units. Weasels are not subject to any Kall Trail movement conditions, and may always move along the Kall Trail paying one movement point per hex. They do not count against the number of units which may use the Kall Trail per turn. In all other cases, they are considered carriers for movement purposes. They may never carry or tow other units.

On the first turn of every new supply period, the US player receives one supply convoy, consisting of the four Weasel units, at entry area A. The only function of these units is to move across the Kall River and stack with at least one US combat unit anywhere on the southeast side of the river. Once these units cross the river and successfully reach any US combat unit, their mission is considered finished and they are removed from play until the beginning of the next supply period. Only one of the Weasels must successfully cross the river to resupply all US troops, and

any Weasels that are eliminated due to combat reappear at the beginning of the next supply period.

The supply convoy does not need an implemented Op sheet to complete its mission. Each unit of the supply convoy must remain within two hexes of another unit in the convoy at the end of its own Action Phase. The US player may assign combat units to escort the supply convoy, but such units do need an Op sheet. Escorting units must have an implemented Op sheet that specifies that such units will accompany the supply convoy across the Kall, and when the convoy completes its mission, all escorting units must return to Germeter. Once there, consider the escorting mission terminated.

2.2c Mechanics of Supply. The only units affected by supply are US units on the southeast side of the Kall River; the same side of the river as Schmidt. The status of these units is either supplied or unsupplied, depending on the successful arrival of the latest supply convoy. The very first time any US unit crosses the Kall River, all US troops are considered in supply for that and the next complete supply period. Subsequent crossings do not trigger this automatic supply state.

As each supply convoy arrives across the Kall River, it affects the next supply period. For instance, a supply convoy that enters the map on the 0600 turn of 4 November, and reaches a US combat unit on the 0820 turn of 4 November, insures that all US units on the southeast side of the Kall River will be supplied for the supply period of 1200-1740, 4 November. If the same supply convoy does not successfully complete its mission until 1220 on 4 November, all US units southeast of the Kall River will be unsupplied for the period of 1200-1740, 4 November. Note that they will, however, become supplied again at 1800, 4 November until that supply period ends at 0500, 5 November.

Players should note that once the first US unit crosses the Kall River to the southeast, the American player must begin keeping track of supply periods and convoys. Furthermore, unsupplied status is a blanket condition that affects all US troops southeast of the Kall River,

and it does not matter to any particular unit status when that individual unit crossed. (Unless this is the first time that any US unit has crossed, as above.) In fact, a given US unit may cross back and forth across the river several times within a supply period, and its current supply status will change the instant it crosses, if the unsupplied state is currently in effect.

2.2d Effects of Supply. Units that are considered unsupplied may not reduce company morale. Once they are again supplied, they may start reducing company morale normally. This is the only effect of beginning unsupplied. There is no effect on movement or combat for being unsupplied. If **any** part of a company is out of supply, the **entire** company is considered out of supply for company morale purposes.

2.3 Sgt. Spooner

(The World's Greatest Tank Driver)

One platoon, the five tanks of 1/A/707th Medium Tank Battalion, is blessed with the driving abilities of Sgt. Spooner, who managed to maneuver his platoon's vehicles around obstacles on the Kall Trail which completely stymied the rest of the US armored force. In deference to Sgt. Spooner, any vehicle of the 1/A/707th which tries to use the Kall Trail may subtract two from the die roll to pass successfully. In addition, any tank of this platoon may ignore one and only one disabled vehicle on the trail.

2.4 US Command Prep Rating

The US Command Prep Rating is 3, and remains constant throughout the game.

2.5 US Artillery Availability

Not all US artillery batteries are available at the start of the game. Instead, battery availability is presented on the Reinforcement Schedule. No US artillery battery may fire before it is available.

The US player initially has only the artillery ammunition provided at start on the US Reinforcement Schedule. Starting on the 0500 turn of 3 No-

vember, and on the 0500 turn of every day thereafter, the ammunition listed as "Add" each day is added to the total US ammunition available. However, the US player has a limit to the total ammunition he may have available at any one time. At the start of each day, the US player adds his new ammunition to his existing totals, up to the maximum limit. Any ammunition which exceeds this maximum limit is lost and may not be used in any way.

2.6 US Variable Reinforcements

In addition to the regular reinforcements shown on the US Reinforcement Schedule, a number of variable reinforcements are available. **At the beginning of every hour turn**, the US player rolls one die, and consults the Variable Reinforcement Table. If the units called for have not already arrived, and if it is at least the turn indicated on the table, the US player may bring on the indicated units at entry area A.

2.7 The Greene Hornets

The unit designated GH/3/112 represents a special force detached from the 3/112, and was allowed to roam the battlefield almost at will. Accordingly, this unit, and this unit only, never needs to create or be listed on Op sheets. It can spot for artillery normally (for those batteries in general support, and those in direct support of 3/112), and can also spot for the M/3/112 mortar units. **This unit is not a platoon and it has only two steps.** If the player so desires, this unit can be part of an Op sheet, but is not bound by the sheet's restrictions.

2.8 M4 Tanks

For players who also own or have played the game *Bloody 110th* the following explanation about the Sherman tanks in this game is needed. In the earlier game, the M4's are an up-gunned 76mm/long version. In this game they are the standard short barrel 75mm type. Hence, you can see the difference in range and attack strengths was intentional.

2.9 D/86 Chemical Mortar Company

This unit is in support of the 28th Division's attack. Scenarios giving historical orders generally assign this company to the support of particular units. If the historical orders are being used, only the unit being supported may spot this company's fires. Fires may be spotted for this unit by any unit assigned to the same op sheet as D/86 Chem. Reassignment of this company to other op sheets, etc. is handled as with any other unit. **D/86 Chem does not add to the size of the op sheet it is listed on.** The company is never considered on "general support" and may always spot its own fires if the opportunity presents itself.

3.0 German Special Rules

3.1 German Artillery Status

The complete schedule of German batteries available and the daily artillery allotments is given on the German Reinforcement Schedule. Initially, the German player starts out with the artillery ammunition indicated on this table. Starting with the 0500 turn of 3 November, and at 0500 every day thereafter, the German adds the ammunition shown, up to the maximum allowable levels for each type of ammunition. Any daily additions which exceed the maximum are considered lost. They may not be saved and added at some later date.

3.2 The German Command Prep Rating

Initially, the German command prep rating is a 4. After 1800 3 November, it becomes a 3 for the rest of the game.

3.3 Observations from the Bergstein Ridge

Any US unit within the limits of hexes 15.27 to 22.27, via xx.27; and 15.17 to 22.17, via xx.17, may be fired upon by German artillery. These fires do not need an on-map observer, as long as a clear line of sight can be traced to the northern map edge between 15.xx

and 21.xx. Terrain never blocks this line of sight, only smoke and limited visibility can. German artillery firing these missions must be assigned to the Bergstein Ridge missions, and can be so assigned during any friendly Command Planning Phase (record on their op sheet, or other paper.) Change in status from Bergstein to otherwise or vice versa occurs instantly. Only those batteries assigned to the Bergstein ridge may use the off-map observer. If Bergstein Ridge batteries desire to fire using an on map observer, they do so with a called fire delay of one more than usual (as listed on the Reinforcement Schedule.) Bergstein Ridge batteries firing using the off map observer do so with their normal called fire delay.

3.4 Tow Only Mortar Units

German 120mm mortar units are considered tow only units. They can only be moved via a carrier. These mortars are actually considered passengers, and a carrier transporting such a unit can still tow up to two other weapons. No vehicle (tanks, etc.) may transport these units.

3.5 Germans and the Kall Trail

German units may move along the Kall Trail in exactly the same fashion as US units. Germans may never try to improve the status of the trail, nor may they degrade the status of the trail in any way. They may, however, take advantage of any status improvements made by the US player.

3.6 German 150mm Artillery

All German 150mm artillery rounds have the same fire power per round as US 155mm rounds.

4.0 Command and Control Special Rules

4.1 American Commander's Higher Intent

The US Divisional Commander, as directed by both Fifth Corps and First Army, was to take and hold Vossenack, Kommerscheidt, and Schmidt, as well as keeping the divisional main supply

route (MSR) over the Kall Trail free of German interference. Once these initial objectives were secure, further attacks would be launched to the south and west.

4.2 German Commander's Higher Intent

The German forces in the area were ordered halt the US attack, and then counterattack to isolate and destroy the American forces in both Schmidt and Vossenack.

5.0 General Special Rules

5.1 Company/Battalion Assigned Vehicles

Certain vehicles on both sides are assigned directly to company, battalion, or higher commands. These units may be assigned as desired just as any other unit. Such vehicles are counted as AT guns, etc., when calculating command size modifiers (see 6.6d in the Series rules.) Trucks never count for size modifiers.

5.2 Weather

Historically, the weather was poor. However, a few US aircraft, all P-47's, did appear on the field. At the beginning of every hour turn, during the Command Planning Phase, the US player rolls one die and consults the Weather Table on the game map.

The weather effects, also listed on the map, are as follows:

Type	Max Visibility
Rain	5 hexes
Heavy Fog	3 hexes
Light Fog	7 hexes
Mist	12 hexes
Clear	Unlimited

5.3 Trafficability

In all historical scenarios, trafficability is poor. For the sake of simplicity, trafficability is good for the teaching scenarios.

5.4 Air Sorties

In daylight turns, when the weather is mist or clear, the US player may use P-47 sorties. On any mist turn, one P-47 may be used, and on any clear

turn, two P-47's may be used.

Each P-47 may either:

A. bomb one target with a firepower of 16 or a hit roll of 6 or more and automatic kill if hit on point or both targets, or

B. fire three volleys of rockets with a firepower of 10 each or a hit roll of 8 or more and automatic kill if hit on point or both type targets.

Each aircraft may also strafe 4 targets with a firepower of 6 in addition to either of the above attacks.

The US player must identify the type of armament of the P-47's at the time their target zone is recorded. If more than one aircraft sortie is available, each may be different. Each capacity may be used the number of times given, which may be used against that number of separate targets or more than once (or in combination) against a single target.

Air sorties may not be applied against targets in forest hexes unless those targets are in move mode. No unit in fire mode and in a forest hex can be targeted, unless it is adjacent to an unsuppressed friendly unit. Should units of both modes be stacked in the same forest hex, they may be attacked normally. Airpower may attack units in fire mode in forest hexes if these units were spotted using the optional spotting rules.

5.5 AA Ratings

The ratings below are for both sides, based on particular unit types.

Infantry, MG, Pioneers, and Engineers

11—Range up to normal listed range.

All others (must have a weapon)

12—Range up to 4 hexes.

5.6 Battalion Weapons Companies

Both sides in the game have companies which are devoted to the support of the remainder of their battalion. US companies D, H, and M are the heavy weapons companies for each battalion. For the Germans, 4, 8 and 12 serve the same function. The units of these companies may be doled out to the line companies of their battalion as desired (with appropriate notes on op sheet task

organizations.) Mortars in these companies may have their fires observed by any unit of their battalion.

Weapons companies have their own company morales and these morales are separate from the units to which they might be assigned. The company morale of the controlling company is not used when making morale checks on a battalion weapon company unit, its own is used. Distance does not affect these morales.

6.0 Minor Variants

Minor variants exist to add different flavors to the game. They are only used with the mutual consent of both players. Each minor variant has a specific penalty defined as a number of losses incurred by the side using the variant. This number is added to that side's losses in the final victory determination.

6.1 US Minor Variant

Early Arrival of 1/112. Instead of arriving at 1200 3 November, as called for in the US Reinforcement Schedule, 1/112 may arrive at 1200 2 November. Its historical orders are to move along the Richel's Branch to Mestrenger Muhle, cross the Kall River, and capture all hexes of Kommerscheidt. Note that only A, C, & D/1/112 appear. B/1/112 will arrive at its regular time. This adds 5 units to the US total losses at the end of the scenario.

Historically, 1/112 was to move out shortly after 2/112 set out to capture Vossenack on 2 November. Unlike the 2nd Battalion, the 1st ran into stiff German resistance in the woods south of Vossenack, and never really entered the map on the first day. Regimental HQ decided since 2/112 captured Vossenack quite easily, 1st Battalion's axis of attack would be shifted to move through the town instead.

6.2 German Minor Variants

6.2a Tiger Tanks. When the German 1/16 Pz Rgt arrives at 0200, 4 November, allow the six Mk VIe tanks of 3/1/16/116 to arrive with it. **Note:** Only when this option is used are these tanks used in the game, all references to

1/16 Pz in set up or arrival are **without** the Tiger tanks. This adds 12 units to the German loss total.

US Intelligence officers initially reported that some Tiger tanks from the GrossDeutschland were absorbed into the 116th Panzer during the course of rebuilding the latter in the autumn of 1944. No such tanks were identified during the fighting, but this variant allows the German player to examine their impact and give free rein to US intelligence fears.

6.2b 2/1056/89. This battalion enters the game on 1200 5 November, at entry hex B. It has no historical orders when it arrives. This adds 8 units to the German loss total.

6.2c 3/1056/89. This battalion enters the game on 1700 5 November, at entry hex C. It also has no historical orders when it arrives. This adds 7 units to the German loss total. Note that these (6.2b, 6.2c) are two separate variants—to use both would add 15 units.

Rationale for the arrival of these two units is the same. By the 5th of November, the US 110th Infantry had lost the impetus in its attack to the south. Indeed, one battalion of the US force had been brought into the 112th's sector to retake Schmidt. However, this loss of momentum in the south freed up German reserves, including these units of the 1056th.

7.0 Set Up Notes

A. For set up purposes, “w/i X” means set up a given unit within X hexes of a given hex, inclusive.

B. The abbreviation CFD means Called Fire Delay, whenever used.

C. All units may set up in either mode, mounted or dismounted at the owning player's discretion. All units of a given organization are set up when that organization is called for, unless specifically excluded. **Note that 3/1/16/116 Pz never sets up with its organization, unless the Tiger tank variant is being used.**

D. American units set up first, and then the Germans, with no German unit setting up within five hexes of any American unit, if possible.

E. Minefields, when given, are

set up according to the usual mine placement rules. If none are given, none may be set up at start, but during the scenario up to the maximum allowed may be deployed in play. The maximum usable minefields are as follows: German—30 minefields, real or dummy, during any given scenario, with no more than five used per infantry battalion in play; US—up to five minefields per infantry battalion in play.

F. Losses are specified in number of steps for the affected units. All losses must be spread as equally as possible among the units specified. In some cases, only some of an organization's units are set up, others may not be used in play.

G. The balance rating given in the scenarios is a measure of how evenly the two sides are matched. A “+” rating means a tilt toward the US side, a “-” is the opposite effect toward the Germans. The larger the number tied to these symbols, the more easily that side might win.

H. The following abbreviations are used in the scenario set ups:

I—Infantry Platoon

M—Mortar Platoon

MG—Machine Gun Section.

I. Historical orders, when given, are to provide reference for the players. They need not be followed in any way, unless players wish to pursue a strictly historical game.

8.0 Victory Conditions

Victory is based primarily on territorial objectives. These victory conditions apply to all versions of the “campaign game,” as outlined in Scenario 9. Other scenarios have their own victory conditions, as listed in them. The following are organized into the “Levels of Victory” as mentioned here and later. They are in the order most-US to most-German with shades of grey between. **Occupy** or **Control** are defined as being the last player to occupy with a unit or pass through **all** of the contiguous hexes of the feature indicated.

US Massive Victory—Occupy Kommerscheidt, Schmidt, Vossenack, and all hexes of trail or Kall Trail connecting Vossenack to Schmidt. No Ger-

man unit may be within 3 hexes of the trail running from 17.15 to 61.15.

US Major Victory—Occupy Kommerscheidt, Vossenack, and all hexes of the Kall Trail (17.15 to 42.15.) No Germans within 3 hexes of this trail portion.

US Minor Victory—Occupy Vossenack and all hexes of the Kall Trail to the Meistrenger Muhle. No Germans within 3 hexes of this trail portion.

Draw—Any result other than these listed.

German Minor Victory—US troops occupy Kommerscheidt, Vossenack, and Schmidt; but German units occupy at least 3 hexes of the Kall Trail between Kommerscheidt and Vossenack.

German Major Victory—US troops fill their Major victory conditions above, except that the Germans control at least 3 hexes of the Kall Trail between Kommerscheidt and Vossenack.

German Massive Victory—German troops occupy Schmidt, Kommerscheidt, and at least 10 hexes of Vossenack, as well as the bridge over the Kall River at 33.13 (“occupy” both adjacent hexes.)

Adjustments to Victory Levels:

1. Shift one level in the US favor if at least 60 German units have been destroyed (unit=any counter.) Any unit from the 116th Panzer counts as two, any tank (assault gun, etc.) from the 116th counts as three.

2. Shift one level in the German favor if at least 35 US infantry type units (any size) have been destroyed.

For example, if the Germans won a minor victory, but the US player has destroyed 65 German units, the Victory Level is shifted one in the US favor, resulting in a draw.

Teaching Scenarios

The following are not historical actions, but rather represent simple combats in order to isolate and illustrate certain aspects of the rules. Each should take an hour or two to play, using few units and limited map areas in order to

facilitate the different aspects of the game system. Each scenario lists the rules sections it highlights. If a given rule section is mentioned, say 12.0, all of section 12 is in use, not just the introductory paragraph 12.0.

All teaching scenarios require the following sections: 1.0 to 1.3h, 3.0 to 3.6b, 4.0 to 4.2, 5.0 to 5.1d, 8.0 to 8.8e, 12.0 to 12.1f. None of them **require** the Command rules (6.0) and it is recommended that these rules not be used at first, but that players concentrate on the game’s mechanical aspects.

Weather is clear and trafficability good for each of these scenarios.

1. Armor Fight

Map Area: All, south of the Kall River.

Start: 0800

End: 1000 (7 turns)

Artillery: None

Set Up:

US: 1/A/707, 1/B/893 w/i 5

Kommerscheidt

German: 1/1/16, 2/1/16 w/i 5 Schmidt

Reinforcements: None

Rules Illustrated: 8.9, 14.0 (if desired)

Victory:

German: Exit 8 or more tanks via 33.14

US: Avoid the above and lose no more than 4 vehicles.

Draw: Other than the above.

2. An Infantry Fight

Map Area: All, south of the Kall River.

Start: 0800

End: 1000 (7 turns)

Artillery: None

Set Up:

US: C/1/112 any hex of Kommerscheidt

German: 2/1056/89 any hex of Schmidt

Reinforcements: None

Rules Illustrated: 9.0, 13.0 (if desired)

Victory:

German: Occupy all hexes of Kommerscheidt

US: No Germans in any hex of Kommerscheidt

Draw: Other than the above.

3. Armor Overrun

Assault

Map Area: All, south of the Kall River.

Start: 0800

End: 0900 (4 turns)

Artillery: None

Set Up:

US: GH/3/112 **46.08**

German: 2/1/1/16 Pz w/i 3 **48.05**

Reinforcements: None

Rules Illustrated: 8.9, 8.10, 9.0, 14.0

Victory:

German: Destroy the US unit

US: Avoid the above and kill at least 2 German tanks.

Draw: Other than the above.

4. Forward Observer

Map Area: All, north of the Kall River.

Start: 0800

End: 0900 (4 turns)

Artillery:

German: 1x 6 gun, 105mm battery, with 10:HE, 2:Smoke

US: None

Set Up:

US: F/2/112 w/i 2 **19.23**

German: None, an FO (forward observer) is located on the Bergstein Ridge. See the Bergstein Ridge rule (3.3) for limits of visibility.

Reinforcements: None

Rules Illustrated: 9.0, 10.0, and 11.0

Victory:

German: Destroy 6 or more US steps and/or make the US company morale exceed 10.

US: Avoid the above, and occupy all of Vossenack.

5. Minefield Assault

Map Area: All.

Start: 0800

End: 1200 (13 turns)

Artillery: None (As an option, use the

artillery given in 4 above.)

Set Up:

US: A/1/112 w/i 3 46.11; 5 minefields, real, in line from 48.09 to 48.13.

German: 2/1055/89 w/i 3 53.13

Reinforcements: None

Rules Illustrated: 9.0, 13.0, and 15.0

Victory:

German: Create at least one minefield breach and assault at least 2 US units

US: Avoid the above.

6. JABOS !!

Map Area: All.

Start: 0800

End: 0900 (4 turns)

Artillery: None

Set Up:

US: None, US gets 2x P-47's each turn armed as per the rules in 5.4

German: 1/16 Pz in any clear or town hex

Reinforcements: None

Rules Illustrated: 17.0

Victory:

German: Avoid US conditions

US: Destroy 50% or more of the German tanks.

Historical Scenarios

1. The First US Attack

Balance: +2 to +3

At 0900, 2 November, the lead elements left their positions in the town of Germeter, and advanced over open ground to the handful of German troops defending Vossenack. The initial US plan called for the 2/112 Infantry to seize Vossenack, and for the 1/112th to move by Vossenack to the south to capture the bridge over the Kall River. 2/112th took Vossenack with little loss, but the lead company of 1/112th was held up by strong resistance after jumping off at noon. The day ended with Vossenack firmly in US hands, but with 1/112th stuck close to its jump off position.

Start: 0900, 2 November

End: 1600, 2 November (22 turns)

US Information:

Set Up: 2/112, C/707, D/86 Chem in Germeter, on or west of route 399, inclusive.

Artillery: See US Reinforcement Schedule for 2 November

Reinforcements: None, but players may wish to use the US Minor Variant allowing arrival of 1/112 at 1200. Such use shifts the final victory one level in the favor of the Germans.

Historical Orders: 2/112, C/707—Attack and capture Vossenack. D/86 Chem—Support this attack.

Kall Trail Status: Impassible.

US Supply Status: Not applicable.

German Information:

Set Up: 1/983/275 any hex or hexes of Vossenack; 2/983/275 woods/forest hexes w/i 4 22.04; Fus/275 any hex or hexes of Schmidt.

Artillery: As per German Reinforcement Schedule, 2 November.

Reinforcements: None

Historical Orders: 1/983/275—Hasty defense of Vossenack. 2/983/275—Prepared defense in woods/forest with 5 minefields allowed. Fus/275—No orders.

Victory Conditions:

US Massive: Occupy all hexes of Vossenack, Kommerscheidt, and Schmidt and all hexes of the Kall Trail between Kommerscheidt and Vossenack.

US Major: Occupy all hexes of Vossenack, Kommerscheidt and Kall Trail between them.

US Minor: Occupy all hexes of Vossenack and hexes 33.13 & 33.14.

Draw: US occupies all hexes of Vossenack.

GE Minor: Neither side has complete control of Vossenack.

GE Major: As GE Minor, except more than 20 step losses inflicted on US.

GE Massive: As GE Major, except German player occupies all hexes of Vossenack.

2. The Attack on Schmidt

3 November

Balance: +3

While the successful capture of Vossenack the previous day earned praise from the 28th Division commander, Major General Cota, the failure of 1/112 to cross the Kall, or even advance much past Germeter, was disappointing. The next day, 3/112 was chosen to lead the next attempt. The new plan called for a movement through Vossenack, bypassing the defended woods, to cross the Kall at the Mestrenger Muhle and then move on Schmidt. 1/112, less B Company, would follow the 3rd Battalion, and A/707th Tank Battalion was to support the entire operation. This time, the attack was startlingly successful, with the German defenders in Schmidt caught by surprise and driven out handily.

Start: 0800, 3 November

End: 1600, 3 November (25 turns)

US Information:

Set Up: 2/112 (less AT guns, -5 steps of infantry) w/i 3 19.23 and/or 18.20; 3/112 (less AT guns), A/707 w/i 3 Vossenack any hex between 18.18 and 15.12; D/86 Chem in any hex of Germeter; C/707 on or west of Route 399, inclusive.

Artillery:

105mm: HE:50, Smoke:10, Illum:5

155mm: HE:50, Smoke:7, Illum:5

8 inch: HE:25, Smoke:3, Illum:2

Reinforcements: A, C, & D/1/112 1200, 3 November, Entry Area A.

Historical Orders: 2/112—Hasty defense of east end of Vossenack. 3/112—Move along the Kall Trail, through Kommerscheidt, to capture Schmidt. 1/112—Follow route of 3/112, to capture Kommerscheidt. A/707—Support attacks of 3/112 and 1/112. D/86 Chem, C/707—No orders.

Kall Trail Status: Impassible.

US Supply Status: Not Applicable.

German Information:

Set Up: 2/983/275, with 5 minefields woods/forest hexes w/i 4 22.04; Fus/275 any hex or hexes of Schmidt.

Artillery:

105mm: HE:25, Smoke:5, Illum:3

150mm: HE:15, Smoke:5, Illum:2
Reinforcements: 3/1055/89 1400, 3 November, Entry Area D
Historical Orders: 2/983/275—Prepared defense in place. Fus/275—No orders. 3/1055/89—Move to Harscheidt and set up a hasty defense.

Victory Conditions:

US Major: Occupy all hexes of Kommerscheidt, and Schmidt and all hexes of the Kall Trail between Kommerscheidt and Vossenack.

US Minor: Occupy all hexes of Kommerscheidt and the Kall Trail between Vossenack and Kommerscheidt, as well as have troops in Schmidt (even if German units are also in Schmidt.)

Draw: As US Minor, except Germans alone occupy Schmidt.

GE Minor: No US troops in Schmidt, both sides occupy Kommerscheidt.

GE Major: No US troops south of the Kall River.

3. Counterattack at Schmidt

Balance: -3

At dawn on 4 November, the German forces launched a powerful counterattack designed to recapture Schmidt. Three battalions of German infantry supported by 17 Panther tanks, assaulted the American positions from several directions, overwhelming the lone US battalion defender. By 1100, the remnants of 3/112 were regrouping in Kommerscheidt and the German 1055th consolidated in Schmidt.

Start: 0700, 4 November

End: 1100, 4 November (13 turns)

US Information:

Set Up: 3/112 (all, -AT Guns), 3 minefields may be placed **w/i 4 55.14.**

Artillery: Batteries available: A/108, A/229, B/229

105mm: HE:30, Smoke:5

155mm: HE:15, Smoke:3

Reinforcements: None.

Historical Orders: 3/112—Hasty defense of Schmidt.

Kall Trail Status: Not Applicable.

Supply Status: All units are unsupplied.

German Information:

Set Up: 1/1055/89, 3/1055, 1/16 Pz/116 (-Tiger Tanks) **anywhere north and east of 50.xx and xx.20;** 2/1055/89 **w/i 4 52.01.**

Artillery: Batteries available: 1/1/89, 2/1/89, 1/2/89

105mm: HE:35, Smoke:15

150mm: HE:20, Smoke:8

Reinforcements: None

Historical Orders: All German units are ordered to attack and capture Schmidt.

Special Rules:

Hex Boundaries—Only hexes south or east of 48.xx (inclusive) are in play.

US Unit Exit—US units may exit via the 48.xx hexrow. Such units do not count for German victory, and may not reenter the game later.

Victory Conditions:

GE Minor: Capture Schmidt and eliminate 24 or less US steps.

GE Major: Capture Schmidt and eliminate 25 or more US steps.

The above levels (including the other levels as listed earlier, except a draw which is not allowed and ignored) are shifted in the US favor according to the following:

Shift one level for 15 to 29 German steps eliminated.

Shift two levels for 30 or more German steps eliminated.

Note: Each German tank counts as three steps for this purpose.

The US player automatically wins a massive victory if he controls 8 or more hexes of Schmidt at the end of the game.

4. The First Counterattack at Kommerscheidt

Balance: 0

After their success at Schmidt, the German 1055th Infantry prepared to push on to take Kommerscheidt. By 1300, 4 November, the US defenders (1/112th) reported German armor and infantry approaching their positions.

Three Shermans, commanded by the ever-alert Lt. Flieg, and the remnants of 3/112 aided the defense of Kommerscheidt. The Germans were repulsed with some loss. As dusk fell, US troops across the Kall prepared for further German attacks which were expected at dawn.

Start: 1300, 4 November

End: 1620, 4 November (11 turns)

US Information:

Set Up: A & D/1/112, I/3/112 (2I, 1M, remaining), K/3/112 (1I), L/3/112 (1I), M/3/112 (1MG, 1M (less one step)), 1/A/707 (3x M4 remaining) **in any hex of Kommerscheidt;** C/1/112 **w/i 2 36.12.**

Company Morales: I/3/112 (4), K/3/112 (8), L/3/112 (8), M/3/112 (5), all others are 0.

Artillery: See scenario 3.

Reinforcements: None.

Historical Orders: All US troops (except C/1/112) are in a hasty defense of Kommerscheidt. C/1/112—Defend in place.

Kall Trail Status: Not Applicable.

Supply Status: Supplied.

German Information:

Set Up: 1/1055/89 (-6 steps, infantry), 3/1055/89 (-5 steps, infantry), 1/1/16 Pz/116 **in any hex of Schmidt.**

Company Morales: 1/1/1055 (2), 3/1/1055 (3), 9/3/1055 (1), 10/3/1055 (3), all others are 0.

Artillery: See scenario 3.

Reinforcements: None

Historical Orders: All troops are ordered to capture Kommerscheidt.

Special Rules:

Play is confined to the area whose corners are 36.20, 36.05, 54.20, and 54.05. Edges are the gridlines xx.05, xx.20, 36.xx, and 54.xx.

Victory Conditions:

The side which alone has units in any hex or hexes of Kommerscheidt wins a minor victory. If Kommerscheidt is unoccupied or occupied by both players, a draw results.

5. The Second Attack on Kommerscheidt

Balance: 0

After being repulsed at Kommerscheidt on the afternoon of the 4th, the 1055th Infantry made a second attempt to capture the town. Again supported by 116th Panzer tanks, the Germans stepped off from Schmidt for another try.

Start: 0700, 5 November

End: 1200, 5 November (16 turns)

US Information:

Set Up: I/3/112 (1I, 1M), K/3/112 (1I), M/3/112 (1MG, 1M(-1 step)), A/1/112 (-3 steps), D/1/112(-2 steps of MG), 1/A/707 (-2 M4 tanks) **in any hex of Kommerscheidt; C/1/112 w/i 2 36.12.**

Artillery: Batteries available: Cannon/112, A/229, B/229, B/108

105mm: HE:75, Smoke:5, Illum:5

155mm: HE:30, Smoke:3, Illum:2

Reinforcements: 1100, 5 November at hex 36.12: 5x M4 from any available platoon of A/707.

Historical Orders: All (-C/1/112)—Hasty defense of Kommerscheidt. C/1/112—Hasty defense in place.

Kall Trail Status: Not Applicable.

Supply: Supplied.

German Information:

Set Up: 1/1055/89 (-10 steps), 3/1055/89 (-12 steps), 1/16/116 (-5 tanks, no Tigers) **any hex of Schmidt; 2/1055/89 (-2 steps) w/i 5 54.05; 2/16/116 any hex of Harscheidt.**

Artillery: Batteries available: 1/1/89, 2/1/89, 1/2/89, 1/843

105mm: HE:40, Smoke:10, Illum:5

150mm: HE:20, Smoke:5, Illum:2

Reinforcements: None

Historical Orders: 2/1055/89—Attack and capture Kommerscheidt. Other units have no orders.

Special Rules:

Play is confined to the boundaries: 36.xx, 62.xx, xx.01, and xx.25, with corners of 36.01, 36.25, 62.01, 62.25.

Victory Conditions:

US Minor: Avoid the German conditions.

GE Minor: Capture all hexes of Kommerscheidt.

6. German Attack on Vossenack

Balance: -1

While the fighting raged on the other side of the Kall, the 2/112 held Vossenack. By the 6th of November, continuous pounding by artillery had worn down the endurance of the men of the 2/112, and they seemed prone to panic. That morning, German artillery fired a particularly heavy barrage in preparation for an assault. This shelling proved to be too much for the Americans to bear, and they routed back through the town. The 60th Panzergrenadiers quickly followed seizing half of Vossenack before a scratch US force of tanks and infantry put a halt to further advances.

Start: 0600, 6 November

End: 1200, 6 November (19 turns)

US Information:

Set Up: 2/112 (-10 steps, and AT guns) **in any clear or town hex w/i 3 19.23 or 18.20; 3x AT Guns, 2/112 w/i 2 17.15; 1/B/707 (4x M4) w/i 2 16.15; 1/C/707 (4x M4) w/i 2 19.15; 1/B/893 (4x M10) w/i 2 14.11.**

Company Morales: Each company of 2/112 has a morale of 8.

Artillery: Batteries available: Cannon/112, B/108, B/997

105mm: HE:25, Smoke:5

155mm: HE:20, Smoke:5

8 inch: HE:15

Reinforcements: None.

Historical Orders: All US units in a hasty defense of Vossenack.

Kall Trail and Supply Status: Not Applicable.

German Information:

Set Up: 60 PG (all) **anywhere east of xx.30, and north of 27.xx.**

Artillery: Batteries available: 1/1/146, 2/1/146, 3/1/146. 2/3/146, and 3/3/146

105mm: HE:75, Smoke:20

150mm: HE:125, Smoke:10

Reinforcements: None

Historical Orders: All units are to attack and capture Vossenack.

Special Rules:

Play is contained by the hex boundaries linking the corners: 10.27, 17.35, 28.35, 28.10, and 10.10.

Victory Conditions:

US Major: Control all hexes of Vossenack.

US Minor: Control all hexes of Vossenack west of 17.15, inclusive.

GE Minor: Capture all hexes of Vossenack east of 17.15, inclusive.

GE Major: Capture all hexes of Vossenack.

7. Return to Vossenack

Balance: -1

With the rout of 2/112, German troops were poised to completely isolate the rest of the 112th Regiment on the other side of the Kall. In desperation, the 28th Division HQ committed all remaining reserves to a counterattack aimed at retaking Vossenack. Unfortunately, only two companies of US engineers, A and C, 146 Eng Bn, were at hand. The counterattack was duly ordered for the engineers and the various armored elements which were still available. The American forces failed to recapture the town, but the engineers did manage to contain the Germans east of the Church, preserving the precarious supply line over the Kall.

Start: 1300, 6 November

End: 1640, 6 November (12 turns)

US Information:

Set Up: A & C/146 Eng **w/i 3 11.08; D/86 Chem in or west of Germeter; B/707 w/i 3 14.10; C/707 (-5 tanks) w/i 3 13.10; 1/B/893 (-1 vehicle) w/i 3 15.11.**

Artillery: Batteries available: Cannon/112, A/229, B/229, B/108, B/997

105mm: HE:80, Smoke:10

155mm: HE:30, Smoke:5

8 inch: HE:20, Smoke:2

US player has 8x P-47 airstrikes to use in this scenario. Each represents one aircraft and no more than two may be used in any given turn. The weather allows these flights.

Reinforcements: None.

Historical Orders: All are ordered to attack and capture Vossenack.

Kall Trail and Supply Status: Not Applicable.

German Information:

Set Up: 1/60PG/116 (-4 steps) on or adjacent to any hex of Vossenack east of 17.15.

Artillery: Batteries available: 1/1/146, 2/1/146, 3/1/146

105mm: HE:40, Smoke:5

150mm: HE:20, Smoke:3

Reinforcements: None

Historical Orders: All in a hasty defense of Vossenack.

Special Rules:

Play is contained in the boundaries defined by the corners: 1.05, 1.20, 12.30, 22.30, and 22.05.

Victory Conditions:

Whichever player holds all of Vossenack wins a major victory. Any other result is a draw.

8. Task Force Ripple

Balance: -4

Task Force Ripple, named for LTC Richard Ripple the battalion commander of the 707th, was created by General Cota to retake Schmidt. The 3/110th was moved to Kommerscheidt where it would launch its effort to retake the objective. Support was to be provided by two companies of the 707th, as well as elements of the 893rd TD. The attack was scheduled to begin at 1200, 6 November.

Unfortunately, various events interfered with Ripple's attack. Due to the fighting in Vossenack, no more tanks crossed to Kall, and instead of almost four armored companies, only eight M4's and seven M10's were available. Furthermore, the 3/110 had less than 300 men and was in no condition to attack. At the last minute, the operation was cancelled by the decision of LTC Ripple, and 3/110th joined the defense of Kommerscheidt.

This scenario deals with what might have happened had the assault gone forward as planned.

Start: 1200, 6 November

End: 1700, 6 November (14 turns)

US Information:

Set Up: 3/110 (-3 steps per infantry platoon), A/707 (-8 tanks), C/893 (-3 TD's) anywhere north of 44.xx and west of xx.18.

Artillery: Batteries available: A/229, B/229, A/108

105mm: HE:50, Smoke:5

155mm: HE:25, Smoke:2

Reinforcements: None.

Historical Orders: All are to attack and capture Schmidt.

Kall Trail Status: Not Applicable.

Supply: Supplied.

German Information:

Set Up: 1/1055 (-12 steps of infantry) north of 48.xx, east of xx.13, inclusive; 3/1055 (-14 steps of infantry) south of 50.xx, east of xx.12, inclusive; 1/16/116 (-10 tanks, no Tigers) south of 50.xx, inclusive.

Artillery: Batteries available: 1/1/89, 2/1/89

105mm: HE:35, Smoke:5

Reinforcements: None

Historical Orders: All are in a hasty defense in place.

Special Rules:

Play is contained by the boundaries created by the hexrows connecting the hexes 36.01, 36.20, 62.20, 62.01

Victory Conditions:

US Major: Control all hexes of Schmidt.

US Minor: Control at least five hexes of Schmidt.

Draw: Other than the above or below.

GE Minor: Control all of Schmidt.

GE Major: Control all of Schmidt, and destroy at least 50% of the remained of 3/110 and at least 7 tanks or TD's.

9. Objective: Schmidt, The Full Battle—2 to 6, November, 1944.

This scenario allows players to examine the entire action from 0900, 2 November until dark on 6 November.

Players undertaking this project should be forewarned that it will be quite lengthy and will take many hours to complete. For those interested in abbreviated versions of the campaign game, additional set up information is provided for the other scenarios in order use them as jump off points for the longer scenario.

The 112th Infantry's attack was the centerpiece of the 28th Division's operation. In the end, the 112th failed and so did the rest of the division. The 28th lost over 5600 men in November, with the 112th alone suffering 2093 casualties. The Hürtgen Forest fighting was considered some of the worst faced by American troops in WWII.

Start: 0900, 2 November

End: 1700, 6 November (202 turns)

Set Up: Both sides as per Scenario 1.

Kall Trail and Supply Status: Kall Trail impassible, supply not yet triggered.

Artillery: Both sides as per the Reinforcement Schedules for each side. Further batteries and rounds are added as given.

Reinforcements: As per each side's Reinforcement Schedule.

Variants: If wishing to play a strictly historical game, none are used. Otherwise, players may use any desired variants as given in the Variant rules for each side.

Victory Conditions: As given in the game specific rules earlier.

9a. Scenario 2 as start of Campaign Game.

Start: 0800, 3 November

End: 1700, 6 November (166 turns)

1. Set Up as per scenario 2.

2. Reinforcements as per Reinforcement Schedules.

3. Artillery starts as per scenario 2, follow Reinforcement Schedules starting on 4 November.

Kall Trail and Supply Status: Kall Trail impassible, supply not yet triggered.

9b. Scenario 3 as start of Campaign Game.

Start: 0700, 4 November

End: 1700, 6 November (123 turns)

1. Set Up as per scenario 3, plus the following:

US: A, D/1/112 **any hex of Kommerscheidt**; C/1/112 **w/i 5 36.14**; 2/112 (-5 steps of infantry) **w/i 3 19.23 or 18.20**; D/86 Chem **w/i 2 9.13**; A, C/707 **any hex of Vossenack**.

German: 2/983/89 **w/i 4 28.05**; 228PzJg/116 **any hex of Froitscheid**.

US Historical Orders: A, D/1/112—Hasty defense of Kommerscheidt. C/1/112—Hasty defense in place. 2/112, C/707—Hasty defense of Vossenack with D/86 Chem in support.

German Historical Orders: 2/983/89—Hasty defense in place. 228PzJg/116—No orders.

2. Reinforcements as per Reinforcement Schedules.

3. Artillery: Use the following instead of that given in scenario 3:

US: All batteries available.

105mm: HE:85, Smoke:15, Illum:5

155mm: HE:55, Smoke:10, Illum:5

8 inch: HE:25, Smoke:5, Illum:2

German: Batteries available as per the Reinforcement Schedule.

105mm: HE:75, Smoke:15, Illum:7

155mm: HE:40, Smoke:10, Illum:3

Additions to artillery and ammunition as per the respective Reinforcement Schedules.

Kall Trail and Supply Status: Kall Trail impassible, semi-passible marker placed at 1000 4 November. Supply status is unsupplied, Weasels enter on first turn.

9c. Scenario 5 as start of Campaign Game.

Start: 0700, 5 November

End: 1700, 6 November (77 turns)

1. Set Up as per scenario 5, plus the following:

US: C/1/112 **w/i 5 36.14**; C/893, B/630 **any hex of Vossenack**; B/893, 2/A/707 (-3 M4), 3/A/707 (-2 M4) **w/i 10 14.10**; 2/112 (-5 steps of infantry) **w/i 3 19.23 and/or 18.20**.

German: 228PzJg/116 **any hex of Froitscheid**; 2/983/275 (-3 steps of infantry) **w/i 4 28.05**; 1/1056/89 **w/i 5 32.05, south of the Kall River**; 1/60PG/116 **w/i 5 23.35**.

US Historical Orders: C/1/112—Hasty defense in place. C/893, 2,3/A/707—Move via the Kall Trail to Kommerscheidt. B/630, 2/112 Hasty defense of Vossenack. B/893—No orders.

German Historical Orders: 2/983/89—Hasty defense in place. 228PzJg/116, 1/60PG/116—No orders. 1/1056/89—Attack to capture the Kall Trail Bridge over the Kall River.

2. Reinforcements as per Reinforcement Schedules on and after 0700, 5 November, ignore those listed in scenario 5.

3. Artillery: Use the following instead of that given in scenario 5:

US: All batteries available.

105mm: HE:100, Smoke:20, Illum:10

155mm: HE:40, Smoke:7, Illum:3

8 inch: HE:20, Smoke:5, Illum:5

German: All batteries available.

105mm: HE:85, Smoke:20, Illum:5

155mm: HE:45, Smoke:8, Illum:3

Additions to artillery and ammunition as per the respective Reinforcement Schedules.

Kall Trail and Supply Status: Kall Trail semi-passible, passible marker placed at 1500 5 November. Supply status is supplied.

9d. Scenario 6 as start of Campaign Game.

Start: 0600, 6 November

End: 1700, 6 November (34 turns)

1. Set Up as per scenario 6, plus the following:

US: D/86 Chem **any hex of Germeter**; B/1/112, AT Guns/1/112, A/1/112 (-5 steps), D/1/112 (-3 steps MG), A/707 (-8 M4's), C/893 (-3 TD's) **any hex of Kommerscheidt**; 3/110 (-2 steps per infantry platoon) **w/i 5 28.12**; 2, 3/C/707 (-4 M4's), 2,3/B/707 **w/i 5 any hex of Germeter**; B/893 (-1/B/893) **w/i 5**

3.05; 3/112 **withdrawn, not set up**.

German: 1/1055/89 (-9 steps) **w/i 5 54.20**; 2/1055/89 (-10 steps) **w/i 5 54.05**; 3/1055/89 (-11 steps) **w/i 5 55.15**; 1/1056/89 (-1 step) **w/i 6 32.05**; 116R/116 **w/i 3 27.25**; 1/16/116 (-7 steps), 2/16/116 **any hex of Schmidt**; 228PzJg/116 **any hex of Froitscheid**.

US Historical Orders: D/86 Chem—Support 2/112. 1/112—Hasty defense in place. 3/110, A/707, C/893—Cross the Kall and attack Schmidt via Kommerscheidt. C, B/707, B/893—No orders.

German Historical Orders: 1/1056/89, 116R/116—Attack and capture Mestrenger Muhle. All other German Units—No orders.

2. US player may roll for variable reinforcements as called for, no other reinforcements are available to either side.

3. Artillery:

US: All batteries available.

105mm: HE:70, Smoke:7

155mm: HE:55, Smoke:4

8 inch: HE:30, Smoke:2

German: All batteries available.

105mm: HE:100, Smoke:20

155mm: HE:55, Smoke:10

Kall Trail and Supply Status: Kall Trail semi-passible, passible marker placed at 1200 6 November. Supply status is supplied.

Designer's Notes

Much more than its predecessor, *Bloody 110th, Objective: Schmidt* is an infantry dominated game. There are plenty of AFV's available on both sides, but the restrictive and channeling nature of the terrain is such that each player will have difficulty putting major armored elements on the enemy side of the Kall.

The centerpiece of the game, both physically and philosophically, is the Kall River gorge and the trail that crosses it. Possession of the trail is necessary for any American victory, and nearly guarantees a German success. Furthermore, the trail itself will keep opposing AFV's

divided since its so tough to negotiate. Even if the US player captures the trail early on, the time taken to make it passable will prohibit US armor from crossing over to Kommerscheidt side until late in the game. Of course, the US player can risk the trail in its semi-passable state, but this is at best a slow process, and at worst one that will cripple the US armored force.

It is my belief that one of the major reasons for the failure of the 28th Division's attack was the hopelessly inadequate main supply route and axis of advance. The Kall Trail itself was responsible for holding most of the 28th Division's striking power north of the Kall, thus allowing the Germans to mass against the exposed infantry around Kommerscheidt and Schmidt. Hence, in the game, much of what the US player attempts to accomplish will be hamstrung by the Kall Trail. Worst of all, the US player will be forced to confront large numbers of German tanks with a minimal armored strength.

In addition to this annoying trail, other problems confront any would-be Patton or Guderian. AFV's entering the forest will most likely breakdown. This is mainly due to the heavy fall rains which turned the forested hillsides into oceans of slippery detritus and mud. Even tracked vehicles couldn't maintain traction, sliding helplessly and throwing treads. After several unsuccessful experiences, vehicles on both sides stuck to the roads, towns, and cleared areas, where firmer footing and level terrain prevailed.

Accordingly, the game will be resolved by infantry well supported by artillery. Tanks can be useful as fire support on occasion, but often won't be where needed most. Given the length of the full battle scenario (should players choose to embark on that monstrosity) conservation of your infantry strength will be vital.

Having mentioned the subject, I should say something further about game length. While I have included numerous shorter scenarios, covering various critical smaller actions, the heart of *Objective: Schmidt* is the full battle campaign game. Played from start to finish, 2 till 6 November, this is a very

long game! In fact, I would enjoy hearing from players or teams that complete the full version in order to get a synopsis of play. For those with less time, I have devised a set of alternate starting points for the campaign game. Players can choose the historical starting point which most appeals to them, and take it from there.

The order of battle research provided some challenge, at least for the Germans. I had good data for all the American forces (the 28th Division had just been brought to almost full strength) and for the German 275th and 116th Pz Divisions. The German 89th was more difficult, however, and in the end I was forced to make some educated guesses based on standard TO&E information.

Historically, this battle was a miserable one, even as battles go. In addition to all the stresses of combat, the unending damp, drizzle, and mud made even rear area existence difficult. Constant artillery pounding added to the strain, producing a thoroughly horrible experience for the soldiers on both sides. While I wish none of these things on you, the gamers, I do hope that *Objective: Schmidt* brings some greater understanding to the Hürtgen Forest fighting. Additionally, I hope the game is fun and challenging mental contest for all parties involved.

Battle Notes

By the fall of 1944, the "dash across France" had come to a sudden end. Allied troops, at the extremity of their supply lines, ground to a halt along the German frontier. There, both sides girded for the final campaign, the battle for Germany itself.

From September to November of 1944, the two sides fought a series of bloody actions that resulted in little significant gain and excessive casualties. Market-Garden proved a costly failure, and the fighting around Metz traded several thousand Allied troops for one liberated French city. Axis soldiers in the Scheldt Estuary held on through October, denying the Allies use of the critical port of Antwerp.

Despite being stalled along the Siegfried Line, Eisenhower and the Allied command had no intention of relin-

quishing the offensive or the initiative to Hitler's forces. While debates raged within the Allied HQ regarding method, all parties agreed to maintain the attack.

By the end of October, the US First Army had punctured the West Wall in two places, at Aachen and in the Hürtgen Forest. Tantalized by this success, further attack plans were laid which called for the First Army to cross the small yet significant, Roer River, and drive east to the Rhine. Prior to this main drive, the V Corps was ordered to launch a limited attack to secure the First Army's flank.

The most important objectives on this flank were a series of connected dams, including the massive Schwammenauel Dam, which controlled the headwaters of the Roer River. If the main attack was launched while the Germans still controlled these dams, they could wait until the VII Corps was partially across the Roer, release the dammed water, and thus isolate all or part of the corps by river flood waters.

The V Corps commander, Lieutenant General Gerow, chose the 28th Infantry Division, under Major General Norman Cota, to launch the attack. The 28th was at full strength and was a veteran unit which had first entered combat in Normandy at the end of July, 1944. First Army intelligence determined that the Germans in the Rotgen sector, where the operation would take place, were the understrength, second line troops from the 275th Infantry Division.

The task the US troops faced was in no way an easy one. The 28th Division had to use all three of its regiments in initial attacks, with each drive heading in a separate direction. The 109th Regiment was to assault due north from the town of Germeter, while the 110th was ordered to drive to the south-east of the same town. The main attack, that of the 112th, was to start at Germeter, attack first east to Vossenack, and then turn south to capture Schmidt. Once these objectives were secured, the V Corps was supposed to continue the offensive towards the Roer Dams.

On the 2nd of November, 1944, the 28th Division began its three-pronged attack. After little more than a

week in line, the men of the three regiments began one of the most difficult operations of the war. Initially, the 112th was successful. The 2nd Battalion seized Vossenack easily after driving out the handful of German defenders. The 1st Battalion, however, which was to move directly overland to the second objective, Kommerscheidt, ran into Germans in the woods south of Vossenack and stalled. The 109th took most of its initial objectives, but thereafter spent the rest of the week stuck in place. The 110th fared even worse, and by the 6th was still halted having advanced no further than its line of departure.

With Vossenack having fallen so easily, the 112th's commander, Lt. Col. Carl L. Peterson, decided to renew his attack on 3 November with 3/112 moving through the town to bypass the resistance encountered by 1/112 the day before. 1/112, minus B Company, and A/707th Tank Battalion, was to follow 3/112 and support the attack.

Surprisingly, the Germans had made no move to cover the hole left in their lines by the loss of Vossenack, and the two US battalions crossed the Kall River without opposition. A/707th remained in Vossenack because it was discovered that the Kall Trail was completely impassible to armor. 3/112 continued to advance and took Schmidt with little loss after surprising the Germans there. 1/112 took up defensive positions in Kommerscheidt and was not engaged that day.

German attention was drawn to the hole punched in their line at Schmidt. Coincidentally, commanders and staff officers from the various German commands currently engaged in the Schmidt fighting were meeting at Field Marshall Model's HQ to conduct a map exercise to study a theoretical US attack in the Hürtgen-Schmidt area. [One of the great wargames of all time—Ed.] These commanders quickly turned their attention to the real assault. Plans were made to move elements of the then refitting 116th Panzer Division forward to counterattack the Americans. Since the US 110th Infantry had failed to take any of its objectives, the 112th at Schmidt and Vossenack formed an exposed salient. The German plan called for pincer at-

tacks to isolate the men across the Kall first, and then follow up by overwhelming those at Vossenack.

At dawn on November 4th, the German 1055th Regiment, 89th Division, along with tanks from the 116th Panzer Division, unleashed a powerful attack on the Americans in Schmidt. The US defense collapsed quickly in the face of large numbers of German infantry and tanks, and by 1100 hours, the survivors of 3/112 had fallen back to Kommerscheidt to regroup. The German pincer attack had failed to come off, but the direct assault proved successful enough.

Following up their initial success, 1055/89 tried to launch a follow-up attack on Kommerscheidt. It took the Germans a couple of hours to unscramble the confusion in Schmidt, but by 1300 two battalions, 1/1055 and 3/1055, and tank support moved directly on Kommerscheidt.

This attack, however, was repulsed. The timely arrival of Lieutenant Fleig's Sherman tank platoon from A/707 turned the tide. Three of Fleig's Shermans had negotiated the 700 yards of the Kall Trail in about five hours. Their success can only be attributed to the skill of Staff Sergeant Anthony Spooner, who drove the tanks of his platoon down the treacherous track and winched them successfully around the two tanks that did not make it. Unfortunately, none of the other tankers in the company had SSG Spooner's skill, and no other American armor would reach Kommerscheidt that day. US Engineers continued to try to improve the trail, mostly with pick and shovel, but the work was slow. It promised to be a long, tedious operation.

Still, Lt. Fleig's three tanks made the difference at Kommerscheidt, knocking out four German Panther tanks. A joint P-47 and bazooka attack stopped another German attempt. The Germans fell back to Schmidt, ending the fighting for the day.

The night remained fairly quiet, with only the omnipresent artillery fire to disturb the rest of both sides. At 0700, 5 November, the Germans started another attempt to take Kommerscheidt. Again, the 1055th moved forward, this

time ahead of its armored support. The tanks were late in getting their orders and missed the initial jump-off.

Fleig's three Shermans were still the backbone of the defense. A few anti-tank mines were laid during the night, but contributed little to the battle. The German infantry was repulsed first. Later, the tardy German armor arrived, suffered another Panther loss to Lt. Fleig's Shermans, and withdrew. The German attack fizzled out.

The Germans now reverted to their original plan, and avoided further frontal attacks in favor of a pincer movement. Elements of the 1056th Regiment worked their way along the Kall River in an attempt to link up with the 116th Panzer's Recon Battalion, which was advancing on a similar mission from the northeast. German patrols interfered with the US Engineers working on the Kall Trail slowing their efforts even more.

No more large scale fighting occurred on the 5th, as both sides concentrated on maneuver. MG Cota, frustrated by the lack of progress in the 110th's sector, halted the 110th's attack and moved 3/110 over to the 112th's sector to spearhead a drive to recapture Schmidt. 3/110th was paired with the 893rd Tank Destroyer Battalion, and this scratch force was dubbed Task Force Ripple, after the 893rd's commander.

Before this assault moved out, the Germans struck again. This time the 60th Panzergrenadier Regiment attacked Vossenack directly. 2/112 held Vossenack, and had been exposed to accurate German artillery fire for two days. At 0600, 6 November, the Germans fired a particularly heavy barrage on the 2/112th's positions, prompting the US troops to retreat. The Germans followed and soon 2/112 was virtually routed, exposing Vossenack to capture. Only a hastily assembled force of tanks and TD's from C/707 and 893rd halted the German attack.

Desperate, MG Cota committed his only remaining reserves, A and C companies of the 146th Engineer Battalion, to retake Vossenack before all the troops south of the Kall, (1 & 3/112, 3/110), were completely isolated. The Engineers managed to retake half the

town and keep open the vital road to the Kall Trail, but they could not dislodge the Germans completely.

Task Force Ripple, now consisting of only 3/110 and seven TD's which had crossed the Kall before the Vossenack disaster, was still preparing its attack on Schmidt. Originally planned for 1200, 6 November, Col. Ripple found most of his men not yet in place for the attack, and on his own authority cancelled the operation. Events proved this to be a wise decision, and on the next day the 28th Division began to withdraw its battered troops back across the Kall, admitting defeat.

The fighting around Vossenack and Kommerscheidt continued for another ten days, as other troops were brought in to try again. The 109th Regiment moved over to attempt to retake Vossenack with the 12th Regiment from the 4th Infantry Division. The further bloodletting proved futile, as the 89th Division defeated all attacks. The 116th Panzer was pulled out and finished re-fitting for the coming Ardennes offensive.

As for the 28th Division, its losses were horrendous, earning the division's nickname of the 'Bloody Bucket.' As a whole, the 28th Division reported 5684 casualties in November. The 112th alone recorded 2093 officers and men lost, almost two-thirds of its TO&E complement. Hardest hit, of course, were the infantrymen, and the 28th absorbed thousands of green replacements as it moved to a new sector for some much needed rest. It was transferred to a 28 mile stretch of Luxembourg and Belgium in the Ardennes Sector. In a month's time this quiet area would become the focus of the most American land battle of World War II—the Battle of the Bulge. For players interested in

following the 28th Division's valiant fight there, I refer you to the first *Tactical Combat Series* game, *Bloody 110th*.

Note on Sources

What follows is a brief annotated bibliography. Numerous sources were perused, but only a couple proved really invaluable in chronicling the struggle of the 112th Infantry.

Three Battles: Arnaville, Altuzzo, and Schmidt. US Army in World War II, Special Studies. Charles B. MacDonald. Center of Military History. GPO Washington DC, 1952.

This volume is part of the US Army's official history of WWII and examines three battles in great detail. It was the major source for the game, and MacDonald did an excellent job of presenting this complicated action with great clarity. It presents a relatively fair and measured judgement of the battle, but goes easy on the blame.

Follow Me and Die: The Destruction of an American Division in World War II. Cecil B. Currey. Stein and Day. New York, 1984.

Mr. Currey, as one can surmise by the subtitle, is much less charitable to the American commanders involved. He is much harsher in his critique of US planning and leadership in the Schmidt fighting. Despite its negative bias, this is also a good book and very helpful in identifying the sequence of events. Unfortunately, like the above volume, it provides little detailed information concerning the German forces.

Rules Questions or
Comments???

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German Reinforcement Schedule

<i>Time</i>	<i>Units</i>	<i>Entry Area</i>
1400, 3 November	3/1055	D
1800	1/1055	D
0200, 4 November	2/1055	C
	1/16Pz, 228 PzJg	D
1200	2/16Pz	D
1500	1/60Pg	F
0500, 5 November	1/1056	B
1300	116Recon Bn	E
0400, 6 November	2/60Pg	F
OPTIONAL TROOPS:		
0200, 4 November	3/1/16Pz (Tigers)	D
1200, 5 November	2/1056	B
1700	3/1056	C

German Artillery Availability

Available at start: 1/275 (6x105mm), CFD 0

Add at 1400, 3 November 1/1/89(6x105mm), CFD 0
 2/1/89(6x105mm), CFD 0
 1/2/89(6x105mm), CFD 0
 2/2/89(6x105mm), CFD 0
 1/4/89(6x150mm), CFD 0

Add at 0600, 4 November 1/1/146(6x105mm), CFD 1
 2/1/146(6x105mm), CFD 1
 3/1/146(5x150mm), CFD 1

Add at 1500, 4 November 2/3/146(4x150mm), CFD 0
 3/3/146(4x150mm), CFD 0

Ammunition:

German Maximum Limit:

105mm: HE:100, Smoke:20, Illum:10

150mm: HE:55, Smoke:10, Illum:5

At Start:

105mm: HE:15, Smoke:5, Illum:2

Add at 1400, 3 November:

105mm: HE:75, Smoke:10, Illum:5

150mm: HE:15, Smoke:5, Illum:2

Add at 0600, 4 November:

105mm: HE:45, Smoke:7, Illum:3

150mm: HE:20, Smoke:3, Illum:1

Add at 1500, 4 November:

150mm: HE:20, Smoke:5, Illum:2

Add at 0600, 5 November and again at 0600, 6 November:

105mm: HE:60, Smoke:7, Illum:4

150mm: HE:40, Smoke:4, Illum:2

German Organization Roster

275th Infantry Division

Fusilier Bn (Fus)

1/Fus (2xInf plt)

2/Fus (2xInf plt)

3/Fus (2xInf plt)

4/Fus (2x81 Mort plt)

983rd Infantry Regiment

1/983 (5xInf plt, 1x81 Mort plt)

1 Co (2xInf)

2 Co (1xInf)

3 Co (2xInf)

4 Co (1xMort)

2/983 (7xInf plt, 2x81 Mort plt)

5 Co (2xInf)

6 Co (2xInf)

7 Co (3xInf)

8 Co (2xMort)

89th Infantry Division

1055th Infantry Regiment

1/1055 (9xInf plt, 2x81 Mort,

1x120 Mort, 1xWagon)

1 Co (3xInf)

2 Co (3xInf)

3 Co (3xInf)

4 Co (3xMort, 1xWagon)

2/1055 (9xInf plt, 2x81 Mort)

5 Co (3xInf)

6 Co (3xInf)

7 Co (3xInf)

8 Co (2xMort)

3/1055 (9xInf plt, 2x81 Mort

1x120 Mort, 1xWagon)

9 Co (3xInf)

10 Co (3xInf)

11 Co (3xInf)

12 Co (3xMort, 1xWagon)

1056th Infantry Regiment

1/1056 (9xInf plt, 2x81 Mort)

1 Co (3xInf)

2 Co (3x Inf)

3 Co (3xInf)

4 Co (2xMort)

2/1056 (9xInf plt, 1x81 Mort,

1x120 Mort, 1xWagon)

5 Co (3xInf)

6 Co (3xInf)

7 Co (3xInf)

8 Co (2xMort, 1xWagon)

3/1056 (9xInf plt, 2x81 Mort)

9 Co (3xInf)

10 Co (3xInf)

11 Co (3xInf)

12 Co (2xMort)

116th Panzer Division

Recon Bn (116 Recon)

Bn Vehicles (2xSdfkz 2354/2,

14xHalftrack)

1 Co (7x Sdfkz 234/1)

2 Co (3xInf, 1xMort)

3 Co (3xInf, 1xMort)

4 Co (2xMort, 3xAT Gun, 2xMG,

1xEng Plt)

16th Panzer Regiment

1/16 (17x PzMkV)

2/16 (14x PzMkIV)

228 PanzerJaeger Bn (228 JgPz)

(2xStuGIII, 8xJgPzIV)

60 PanzerGrenadiers

1/60PG (9xInf, 2xMort)

2/60PG (9xInf, 2xMort)

American Reinforcement Schedule

<i>Time</i>	<i>Units</i>	<i>Entry Area</i>
0700, 3 November	3/112, A/707	A
1000	D/86 Chem	A
1200	A, C, & D/1/112	A
1700, 4 November	B/893 TD, B/630 TD	A
1200, 5 November	AT Guns of 2/112	A
1300	B/1/112, AT Guns of 1/112	A
0300, 6 November	3/110 (-18 Inf Steps)	A

Variable Reinforcement Table:

Die Roll	Units (all enter at area A)
1	AT Guns of 112th Regiment
2	One Platoon, C/893 TD (after 1140, 4 November)
3	AT Guns of 3/112 (after 0700, 3 November)
4	B/707 (on or after 0500, 6 November)
5	B, C/1340 Eng (on or after 0500, 6 November)
6	A, C/146 Eng (on or after 0500, 6 November)

American Artillery Availability

Available at start: Cannon/112(6x105mm), CFD 0
 A/108 FA(6x155mm), CFD 0
 B/229 FA(6x105mm), CFD 0

Add at 0100, 3 November A/229 FA(6x105mm), CFD 0
 B/108 FA(6x155mm), CFD 0
 A/187 FA(6x155mm), CFD 1
 B/997 FA(6x8 inch), CFD 1

Ammunition:

American Maximum Limit:
 105mm: HE:100, Smoke:20, Illum:10
 150mm: HE:75, Smoke:10, Illum:5
 8 inch: HE:30, Smoke:10, Illum:5

At Start:
 105mm: HE:65, Smoke:10, Illum:5
 155mm: HE:15, Smoke:5, Illum:2

Add at 0500, 3 November and each 0500 thereafter:
 105mm: HE:50, Smoke:10, Illum:5
 150mm: HE:50, Smoke:10, Illum:5
 8 inch: HE:15, Smoke:5, Illum:2

American Organization Roster

28th Infantry Division

Divisional Troops (4xWeasel)
 112th Infantry Regiment
 Rgt Troops (9xAT Gun)
 1/112 (9xInf plt, 2x81 Mort, 3x60 Mort
 4xMG Sec, 3xAT Gun)
 Bn Troops (3xAT Gun)
 A Co (3xInf, 1xMort)
 B Co (3xInf, 1xMort)
 C Co (3xInf, 1xMort)
 D Co (2xMort, 4xMG)
 2/112 (9xInf plt, 3x60 Mort, 2x81 Mort
 4xMG, 3xAT Gun)
 Bn Troops (3xAT Gun)
 E Co (3xInf, 1xMort)
 F Co (3xInf, 1xMort)
 G Co (3xInf, 1xMort)
 H Co (2xMort, 4xMG)
 3/112 (8xInf Plt, 1xInf Sec, 3x60 Mort
 2x81 Mort, 4xMG, 3xAT Gun)
 Bn Troops (3xAT Gun, 1xInf Sec)
 I Co (2xInf, 1xMort)
 K Co (3xInf, 1xMort)
 L Co (3xInf, 1xMort)
 M Co (2xMort, 4xMG)

110th Infantry Regiment
 3/110 (9xInf Plt, 3x60 Mort, 2x81 Mort
 4xMG)
 I Co (3xInf, 1xMort)
 K Co (3xInf, 1xMort)
 L Co (3xInf, 1xMort)
 M Co (2xMort, 4xMG)

707 Tank Battalion
 A Co (16xM4)
 B Co (15xM4)
 C Co (14xM4)

D/86 Chem Mortars (4xMort, 4xTruck)

B/630 Tank Destroyer (Towed) (2xInf Plt,
 8xAT Gun, 6xHalftrack)

893 Tank Destroyer (SP)
 B Co (2xInf Plt, 2xHalftrack, 12xM10)
 C Co (2xInf Plt, 2xHalftrack, 10xM10)

A,B,C/20 Engineer Battalion (9xInf Plt)
 A,C/146 Engineer Battalion (6xInf Plt)
 B,C/1340 Engineer Battalion (6xInf Plt)