

IF YOU GO DOWN TO THE WOODS TODAY

A Scenario for Blitzkrieg Commander
Steve Jones, August 2007

This is intended as a quick little scenario set during the 1944-45 Ardennes campaign, the “Battle of the Bulge”, although it is fictionalised, fairly generic and easily adapted to other campaigns and theatres. It would make a good introduction to the game for those who are beginning to build up their forces and it gives the infantry of each side a chance to play a major role in determining the outcome. The slightly unpredictable nature of the reinforcement arrival for each side means that the scenario can be replayed many times and still present each side with a fresh challenge each time.

Background

On the 16th December 1944 the German Army launched an offensive against the Allied armies. The area chosen for the attack was the forested region of the Ardennes in Belgium. This was the area where Allied defences were at their thinnest.

The scenario concerns a small village lying just south-east of St Vith which is garrisoned by two under strength companies of the US 106th Infantry Division. Advanced patrols have already skirmished with advancing German infantry in the woods east of the village and the battalion commander has pulled his forces back to defensive positions and asked for support from his superiors. He has been advised that help is en-route but may be delayed as the situation is very confused.

The Germans are attacking with a reinforced battalion of infantry, while the bulk of their forces concentrate on St Vith itself. It is vital that the village is captured as it will then secure the left flank of the main attack.

Forces (use unit stats from the respective North West Europe army lists)

The initial US forces are as follows (set up first):

- 1 x CO (Command value 9)
- 4 x Infantry units
- 1 x Support unit (MG)
- 1 x Support unit (mortar)

US reinforcements are:

- 1 x HQ (Command value 8)
- 5 x Infantry units
- 1 x Support unit (MG)
- 1 x Medium tank unit (Sherman 75)
- 1 x Tank destroyer unit (M10 or M18)

Initial German forces consist of (set up second):

- 1 x CO (Command value 9)
- 1 x HQ (Command value 8)
- 1 x FAO (Command value 8)
- 8 x Infantry units
- 2 x Support units (MG)
- 2 x 75mm Artillery (off-board) – no assets

German reinforcements are:

- 1 x HQ (Command value 8)
- 3 x Infantry units
- 2 x Medium Panzer units (Panzer IV long)
- 1 x Assault Gun unit (StuG III long)

Both sides' reinforcements are due on turn 5. They arrive using the rules for mobile deployment, so the HQ in each force is deployed on the board edge on turn 5 and may attempt to pass a successful command roll on that turn to bring on the remaining forces. If the roll is failed then they must wait until the next turn to try again.

American reinforcements will arrive within 15cm of the centre of the West table edge. German reinforcements must dice for their arrival point at the start of turn 5, all reinforcement units must arrive within 15cm of this point:

Die roll	Entry point
1,2	Centre of the South edge
3,4	Centre of the East edge
5,6	Centre of the North edge

Game Length

The game lasts for 9 turns, the German player moves first

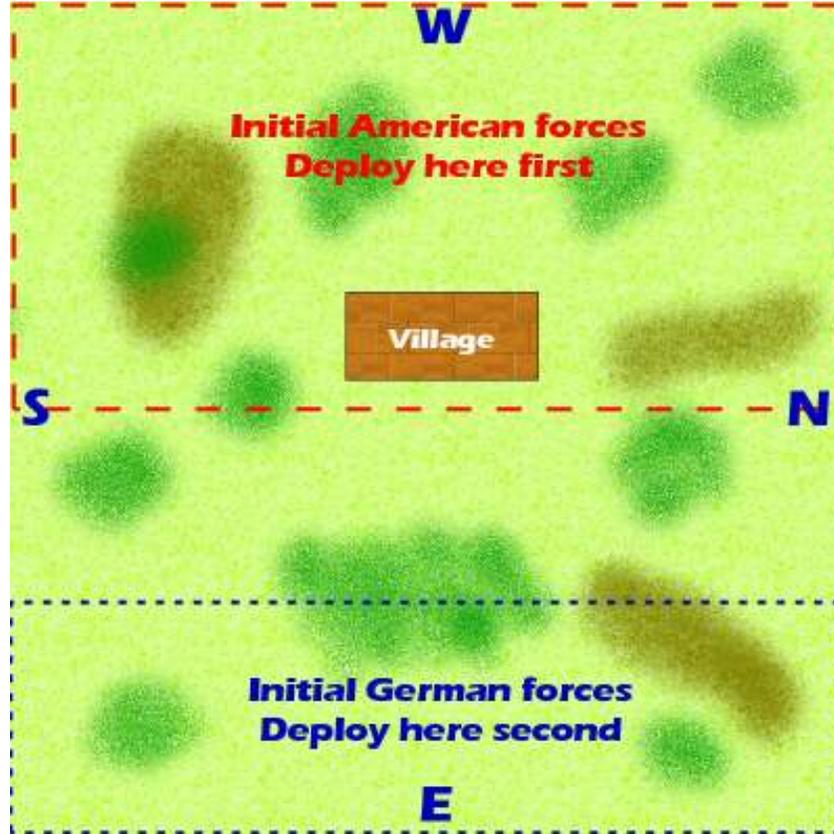
Breakpoints

Americans: breakpoint of 3 until reinforcements arrive, 7 thereafter.
Germans: breakpoint of 6 until reinforcements arrive, 9 thereafter

Victory

The Germans win a major victory by establishing uncontested control of the village at the end of the game. The Americans win by preventing this. Control requires a side to have at least one infantry unit (not support) in the village and the other side to have none.

Map



Play on a 120cm x 120cm table. The terrain should consist of a few low hills and lots of woods. The village should be set a few cm inside the American half of the table. The woods count as partial cover and the village as full cover.

Optional Rules

1. Winter camouflage: all German units count as being in partial cover against long-range fire
2. Dug-in: allow American units to set up “dug-in” as described on p114 of the BKC rulebook

Design Notes

I have amended the command values for some units from those given in the army lists in the BKC rulebook. This is deliberate and reflects the respective qualities of the forces engaged. Players are free to change these values, however this may unbalance the scenario. American forces total 615 points and Germans 890.