



Wallendorf, viewed from Reisdorf on the western side of the Sauer River

7th Army and the southern shoulder

The 7th Army's attack on elements of the 28th, 9th Armored and 4th US Infantry Divisions is depicted in this scenario. Due to the limited nature of its objectives and the paucity of units, the scenario is limited to only the first three days.

German 7th Army, under Lt. Gen. Erich Brandenburger, was the bastard child of the German offensive. Originally slated to command a mechanized division (probably the 3rd or 15th PzGren) plus five VG divisions, the army's actual starting order of battle had been pared down to just four divisions.

The objective of 7A was to establish a blocking position in the south in anticipation of the Allied riposte that was bound to materialize there in the form of US 3rd Army. Stretching from Echternach to Martelange, that line was to delay long enough for the panzers to cross the Meuse and drive for Antwerp.

The first day of the offensive delivered mixed results. The Germans crossed the Our and Sauer Rivers in force and drove in the US outpost positions. US artillery took a heavy toll on the attackers, however, and prevented medium bridging from being completed on the first and second days German engineer inexperience also led to lengthy delays. Eventually, as the US forces were driven back to better positions and more reinforcements arrived, the Germans stopped and began digging in after having reached their objectives, which were limited in regard to driving south.

VICTORY CONDITIONS [35.5.9]

Major German Victory if the "triangle" (South of Sauer River / East of Grousbous (hexrow 3500 / Hex 6234) is cleared of US units

End of Scenario conditions

- Count VP (stars or cross), each star or cross is worth 1 VP.

German wins: Diff >= 3 VP
 Draw : Diff = 2 or 1 VP
 US wins : Diff <= 0 VP

RESTRICTIONS

Scenario Length [35.5.1]

- First GT: DEC 16 Pre-dawn - Last GT: DEC 18 Night

Special Rules [35.5.8]

- All "Offensive Begins" Special Rules are in effect [DEC 16 SPECIAL RULES]
 EXCEPT: Activations as specified in [Special Dec 16 Surprise Rules] [35.5.4]
 - Rules 27.0, 30.4.0, 30.5.0 are also in effect.
 - The "under construction" Hvy Bridge begin rolling for completion on Dec 16 PM (as all other bridges)

Map Boundaries [35.5.2]

- The scenario is played entirely on the SE map.
 - The scenario's western boundary is the 40xx hex row.
 - North and South boundary see Dec 16 scenario map in Scenario Book.

Initial Deployment [35.5.2]

- 14Fsj/rgt. + 1 Pio Co are not in play (remove them from play)
 - [German Setup Manifest & OOB (Scenario group 4)]
 - [Allied Setup Manifest & Order Of Battle (Scenario group 4)]

Withdrawals

- None

SPECIAL DEC 16 SURPRISE RULES [35.5.4]

US Activations

- DEC 16 PM : US player may activate only one unit (instead of using a die-roll)
 - DEC 16 NIGHT : US player may activate only two units (instead of using a die-roll)

German Activations

- No special rules

4th US Infantry Division (30.4.0)

- HQ three hexes down road in 5234SE
 - All divisional and attached units trace supply to any SE edge between 4834SE and 6034SE
 - Supply path never be longer than 9 SPP
 - Units of division may never move out of area defined by 4700SE hex row and Sauer River
 - If retreated off that area, units must either be attached to another div or moved back into area or off map

LOGISTICS

Supply Sources

Allied [14.2.1c]

- Any primary road hexes along a friendly map edge (the northern, western, and southern edges of the game map that were not initially under German control on Dec 16th).

German [14.2.1c]

- Any primary road hex on SE map edge

- Prum (5902), Waxweiler (5611), Oberweiss (5820), Bitburg (6319), Trier (6933)

Truck Points [35.5.6]

Allied : 1 TP

German : 1 TP

- German : TP to moving artillery units and motorize other units.

- US : TP to motorize units.

Replacements

- No replacements available for this scenario and neither side may recycle losses

Ammo Points [35.5.7]

- GE: 7th Arme starts with 2 Ammo Points accumulated

Fuel [35.5.7]

- All German mechanized formations are at Normal fuel for the duration of the scenario

Air Points [35.5.5]

- On any game GT when Atmospheric conditions is Partial Overcast:

US player: 2 AP, GE player: 1 AP

Southern Map edge (27.0)

- 1) If no US units in area south of Sauer river and east of Grosbous (hex row 3500) all the way to 6234SE all US reinforcements due to enter in areas A through D are delay for 6 GT
- 2) If no US units in area between 2200SE hex row and 4000SE hex row and within 10 hexes of SE map edge the reinforcements due to enter in area A through D are 3 GT delayed.
- 3) If both conditions above is true US reinforcements due to enter in area A through D are 9 GT delayed
- 4) As soon as a US unit remains in area for more than 1 GT the restrictions are lifted

9th US Armored Division (30.5.0)

- Div HQ and CCA must remain in
 - a) Triangle formed by Alzette and Sauer Rivers
 - b) Within 6 hexes of Colmar (4130SE) (all hexes must be on SE map) That is if the Germans have any units South of Sauer river between Ettlebruck (4100 hex row) and Reisdorf (5100 hexrow)
 - c) When all Germans has been cleared south of Sauer river and Ettlebruck is in US control, this division may join VIII Corps further west

REINFORCEMENTS TABLE [35.5.3]

GERMAN REINFORCEMENTS

None [35.5.3]

ALLIED REINFORCEMENTS

Date	Unit	Chain of Command	Hex/Area	Mode	Loss	Condition/Restriction
DEC 16 PM	1xM4 Co	VIII	[A]	Tact.	-	-
- "	803 TD	4xx/VIII	[A]	Tact.	-1	-
DEC 17 AM	20 FA	4xx/VIII	[A]	Tact.	-	-
- "	2/8	4xx/VIII	[A]	Tact.	-	-
DEC 17 PM	10Axx	10thA/VIII	[A-B]	Tact.	-	Except CCB, 420AFA and 1/3 of div. assets
- "	2/22	4xx/VIII	[A]	Tact.	-	-
DEC 17 Night	4 CE	4xx/VIII	[A]	Tact.	-1	-
- "	802 AT	4xx/VIII	[A]	Tact.	-1	-
Dec 18 Night	3/22	4xx/VIII	[A]	Tact.	-1	Half MA