

The Fog of Huertgenwald

by CIPHERON

The Battle of Huertgenwald (September 19, 1944 to February 10, 1945) has become the longest single battle the U.S. Army has fought in its history.

Extended supply lines slowed down the unexpected fast progress of the U.S. Army from the beaches of the Normandy towards central Germany.

The dense Huertgenwald (better known as "Hurtgenwald") northeast of the German-Belgium border became place of some of the most brutal and intense battles between the advancing U.S. Army and the shattered defending troops of the German Wehrmacht.

This scenario depicts the U.S. 9th

Division and 28th Division trying to secure an area leading to the strategic important village Schmidt in Huertgenwald.

During the foggy night of November 1st, 1944 an engineer unit of the 9th Division was captured by the German defenders. The U.S. Army sends more troops from the 9th and 28th Divisions to free the POW and gain control of the important area.

The fortified German defenders of the 89th Infantry Division request help from the 116th Greyhound Panzer Division to repel the American attack.

OBJECTIVE:

The Americans score one victory

point if they control a hex containing a victory marker on the boards 8B or 6A during the command phase.

The Americans also immediately gain one victory point if they manage to destroy the German Panzer IV tank during the action phase.

The Americans win if they score two of the three possible victory points during the command phase before the end of round 6.

The Germans win if the Americans are unable to fulfill their objective by the end of round 6.

*"Paschendale with tree bursts."
(Ernest Hemingway, eyewitness of the battle of Huertgenwald)*

Rounds: 6

Starting Initiative

Germans

Actions

2

Reinforcements

None.

Terrain

2 Entrenchments

2 Minefields

3 Victory tokens

9 Map Overlay Pieces

Special Rules

During setup, place a disrupted token next to the 9th US Division engineer squad in the white shaded hex containing a house in the middle of the board. This disrupted token cannot be removed by any circumstances (you don't flip it to its pinned side during the status phases), unless an American officer of one of the two Infantry Divisions is in that hex during a status phase.

The Germans are not allowed to fire at the engineer squad as long as they are disrupted for the first time.

This squad represents unlucky POW (prisoners of war) of the 9th US Division, who were captured by the Germans before they reached their destination, the vital bridge leading to the village Schmidt in the northeast of the board.

Americans

9th US Division

- 3 Squad Bases
- 9 Regular Infantry
- 2 Elite Infantry
- 1 Officer
- 1 M3A1 Half Track



x 1



x 1

28th US Division

- 4 Squad Bases
- 9 Regular Infantry
- 2 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 1 Machine Gun Crew



x 1



x 1

Starting Strategy Cards: 2 Strategy Decks

- Ground Support I

Operations Cards

- Clear Mines

Deployment Zone

Any hex with a green border.

The 9th US Division must place a squad containing four regular infantry and the engineer specialisation token in the house next to the hill containing entrenchments in the central of the board.

Then place a disrupted token next to this squad (see special rules of the mission details).

Germans

89th Infantry Division

- 3 Squad Bases
- 6 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x 1

116th Panzer Division

- 2 Squad Bases
- 4 Regular Infantry
- 1 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 1 Panzer IV Tank

Starting Strategy Cards: 2 Strategy Decks

- Morale I

Operations Cards

- Heavy Fog

Deployment Zone

Any hex with a grey border.

The 89th Infantry Division may place up to two units on the central three-hex-hill in the middle of the board (white shaded hexes).

Special Rules

Remove the two "Take down the beast"-strategy cards from the Morale I - deck at the start of the game.

During setup, place one of the three victory counters next to the german

Panzer IV tank.

Whenever the Panzer IV moves, also move the victory counter with the Panzer IV to represent that this german tank is one of the three "victory objectives" for the Americans.

