

BATTLE OF LUNEVILLE

September 17, 1944

SITUATION

The battle of Luneville started on 15th September when two troops of the 42nd Recon Squadron had attempted to take the town by coup de main, however it was strongly held by elements of the 15 Panzer grenadier Division. One the 16th their was fierce fighting in the town elements of the 4th Armored Division's reserve combat command together with elements of the 42nd Recon Squadron slowly pushed the Germans out of the town, though they still hung on tenaciously in the south east corner. On the 17th the German XLVII Panzer Korps launched a counter attack to re-take the town. Unfortunately this was badly coordinated and the new panzer brigades lacked in training and experience.

The scenario depicts the attack by elements of XLVII Panzer Korps to re-take Luneville.

WEATHER (OPTIONAL)

Historic weather was clear.

BATTLEFIELD

The table is 9ft x 5ft (5.4km x 3km). North is towards the top of the page.

Gray areas are towns, the buildings are stone built.

Green areas are open woods.

Red lines are roads, only main roads are indicated and these are tarmac.

The black dotted lines are railways. Within the town the width of the railway is considered open ground.

The blue lines are rivers. They are about 20m across, and for the most part have wooded banks, indicated by green dotted lines. the rivers are impassable. The black lines crossing the river are foot bridges which way only be used by personnel stands.

The blue areas are lakes and are impassible. They are surrounded by trees.

The green dotted lines are tree lines, these provide light cover an break LOS.

The brown dashed lines indicate the edges of escarpments. The terrain at the top of the table is much higher than that at the south. The escarpments break LOS with the exception that anything touching the northern escarpment can see over the southern escarpment. Stands touching the escarpments can see over intervening terrain other than woods that touch the escarpment. Stands touching the escarpment edge can see over intervening terrain to the edge of Luneville, the Meurthe river or the railway line, whichever is closer.

SPECIAL RULES

The game starts at 11:00 (the German attack has slowly pushed CCR back in to Luneville and US resistance is starting to stiffen) and ends at 20:00; 20 turns.

The bridges adjacent to the stands of B/166th are wired for demolition. They are class VI bridges so a 6+ damages and a 10 demolishes the bridges.

The 10th Infantry may not move south of the Vezouze river until Luneville has been cleared of all enemy stands.

To simplify the town fighting the following rules apply when fighting in Luneville, town block are not used for Luneville

TOWN FIGHTING RULES

The town is considered one homogenous built up area (note that the railway is open space).

Roads are considered part of the BUA and only aid movement, they do not count as open space.

LOS is 2" within the town, including down the roads.

Anywhere in the town personnel stands, excepting those manning towed guns, are considered in medium cover (-3). This includes troops on the roads. Vehicles and towed guns are not considered in cover (they have to remain on the streets).

Movement, except along the marked roads is halved for all stands.

All vehicle weapons have a ROF of 0 so may only fire in opportunity fire. The exception are H class weapons which may fire in prep fire with an HE factor of 0.

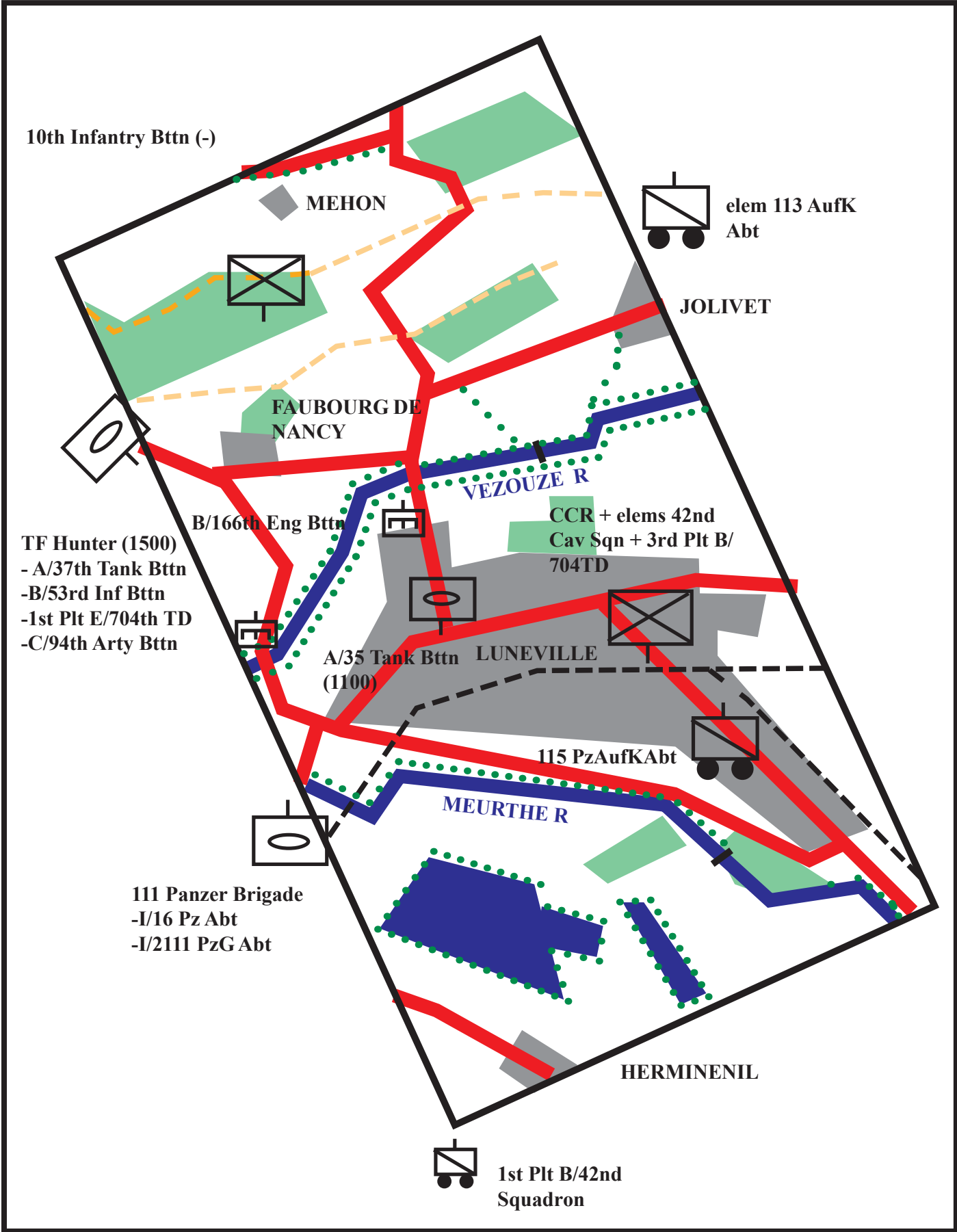
Only mortars may fire IDF out of the town.

When forced back personnel are only forced back until out of LOS of enemy forces. Vehicles are forced back a standard move.

VICTORY CONDITIONS

For a victory they each side must capture a road route from the south east corner of the map to either the exit next to Mehon or the exit west of Faubourg de Nancy. To count as captured there must be no enemy stands closer to the road than a friendly stand. The enemy stands must be within 6" of the route to count as blocking the road. In all cases shaken and demoralised stands do not count towards the victory conditions.

Damaged bridges do not block routes for victory purposes. Destroyed bridges do.



German Army Elements XLVII Panzer Korps

Troop Quality: 111 & 113 Panzer Brigades: Trained
All
 15 Panzer Grenadier Division: Experienced
Morale: 111 & 113 Panzer Brigades: 7
 15 Panzer Grenadier Division: 8

INITIAL TROOPS

Elements 15 Panzer Grenadier Div	
115 Panzer Aufklärungs Abteilung	
Stab	1 Command Stand
	1 Kfz-1 Car
1 Aufklärungs Kompanie	1 Command SdKfz-231
	1 SdKfz-222
3 Aufklärungs Kompanie	1 Command Infantry Stand (+)
	1 Infantry Stand (+)
1 Schwere Kompanie	1 RSO towed GrW-42 120mm Mortar
	1 Truck Towed PaK-40
1 Panzer Zug	1 PzKfw-IVJ (self order)

111 Panzer Brigade (-)	
Brigade Stab	1 Command Infantry Stand
	1 SdKfz-251/3
Brigade Begleit Kompanie (-)	1 Infantry Stand (+)
	1 Engineer Stand (attached)
	2 Light Trucks

I/16 Panzer Abteilung	
Stab	1 Command PzKfw-V
Stabs Kompanie	1 Wirblewind
2 Panzer Kompanie	1 Command PzKfw-V
	2 PzKfw-V

I/2111 Panzer Grenadier Abteilung	
Stab	1 Command Stand
	1 Kfz-1 Car
3 Grenadier Kompanie	1 Command Infantry Stand (+)
	2 Infantry Stands (+)
	1 Weapons Stand
1 Granatwerfer Batterie (attached)	1 RSO towed GrW-42 120mm Mortar [Call 1-7]

REINFORCEMENTS: random reinforcement, roll 11 or 12 on 2d6

Elements 113 Panzer Aufklärungs Abteilung (113 Panzer Brigade)	
	1 Command Infantry Stand (+)
	1 Infantry Stand (+)
	2 SdKfz-251/1
	1 Recce SdKfz-222

Off-Board Artillery

[1 Artillerie Batterie –DS Call (HQ & command infantry only) 1-7] (1 105mm Howitzer)

H & I only Call 1-3 (2 105mm Howitzer)

Notes

- Details of the composition of the German attack are scanty beyond the fact there were Panthers involved and there were about “40 tanks”. Its unclear which unit of the 15 Panzer Grenadiers was involved but the recce was reported in the area the day before the battle.
- The 113 Panzer Brigade was stationed to the northeast of Luneville. It didn't take part in the assault but the US forces had to keep its presence in mind. The randomly arriving recce unit is there to keep the US player “honest” and force him to secure his flanks.
- Stands marked with a “+” indicates a ROF 2.



US Forces Elements 4th Armored Division

Troop Quality: Experienced

FFI: Green

Morale: 9

FFI: 7

INITIAL TROOPS

Combat Command R	
HQ	1 Command Stand
	1 Jeep
HQ Company	1 Command Infantry Stand (Staff)
	1 M3A1

42nd Recce Squadron (-)	
B & C Recon Troops (each)	1 Command Infantry Stand (dismounted patrols)
	1 Infantry Stands (dismounted patrols)
	1 Recce M8
1 Light Tank Company	1 Command M5
	1 M5
	1 M8 (attached)
3rd Platoon B/704th Tank Destroyer Battalion	1 M18
FFI Elements (French)	2 Infantry Stands (self order)

Attached Troops	
A Company 35th Tank Battalion	1 Command Sherman 75mm
	1 Sherman 76mm
	1 Sherman 75mm
B Company 166th Engineer Battalion	1 Command Engineer Stand 2 Engineer Stands

Off-Board Artillery

696th Field Artillery Battalion – DS Call 1-7 (3 105mm Guns)

Notes

- US forces are better documented than the Germans. The major ambiguity is how many casualties the 42nd Recce took in the attack on the 16th.
- The 10th are a mechanised unit so have M3 halftracks, However as they are dug-in in defensive positions the tracks are assumed to be to the rear.
- M18's may start the game attached to any company in the battalion they are with.
- Stands marked with a "+" indicates a ROF 2.

REINFORCEMENTS: Enter Turn 10

TF Hunter	
HQ	1 Command Sherman 75
A Company 37th Tank Battalion	1 Command Sherman 75mm
	1 Sherman 76mm
	1 Sherman 75mm
B Company 53rd Infantry Battalion	1 Command Infantry (+)
	1 Infantry Stand (+)
	1 Weapons Stand
	3 M3A1 Halftracks
	1 M4 MMC 81mm - attached [Call 1-7]
1st Platoon E/704th Tank Destroyer Battalion	1 M18
C Battery 94th Field Artillery [DS Call 1-7]	1 M7 105mm HMC (self order)

10th Infantry Battalion (-)	
HQ	1 Command Stand
1 Company	1 Command Infantry (+)
	2 Infantry Stands (+)
	1 Weapons Stand
1 Company	As above plus
	1 M1 57mm AT Gun
	1 M3A1 Tractor

Reinforcing Off-Board Artillery

10th Infantry Battalion HQ Company Assets (1 81mm Mortar [Call 1-7]) (1 105mm Howitzer [Call 1-7])

REINFORCEMENTS: random reinforcement roll 11 or 12 each turn

1st Platoon B squadron 42nd Recon Squadron	2 Recce Jeep + MG
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