

**ATTACK ON THE TWIN VILLAGES**  
**18th December, 1944**  
**Ardennes, Belgium**  
**V1.1**

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**Background**

At the opening of the Ardennes counteroffensive, 12<sup>th</sup> SS-Panzer Division (Hitlerjugend) was to secure the roads designated as Rollbahns A and B. Elements of the US 2<sup>nd</sup> Inf Div and supporting armour blocked the way at the “twin” villages of Krinkelt and Rocherath.

**US order of battle (regular)**

Coy A 712th Tank Bn  
1 Sherman 76mm, 2 x Sherman 75mm

1/38<sup>th</sup> Inf Bn (test @ 20)  
HQ – CO + 5 figs inc 1 x 60mm mortar, 1 x flamethrower, 1 x jeep with vmg  
Coy A – 10 figs inc 1 x Bazooka  
Coy B – as per Coy A  
Coy C – as per Coy A  
Spt Coy – 12 figs with 1 x HMG, 1 x MMG, 1x 81mm mortar, 1 x 57mm ATG, 1 x HT

2/38<sup>th</sup> Inf Bn – as per 1/38<sup>th</sup> Bn

2/9<sup>th</sup> Inf Bn – as per 1/38<sup>th</sup> Bn

644<sup>th</sup> TD Bn  
Coy A – 3 x M10 TD with 1 x M8 Greyhound (recon) attached  
Coy C – as per A Coy

Battery 801<sup>st</sup> TD Bn  
2 x 3” ATGs, 2 x hy truck + 12 crew

3 x field artillery batteries (off board) - 2 with 3 x 105mm and 1 with 3 x 155mm  
3 x specialist OP jeeps with observer and 1 x radio exchange vehicle

**German order of battle (elite for morale only)**

I/25<sup>th</sup> SS-Pzr Gren Bn (reg - test @ 20) – Turn 1  
HQ – CO + 5 figs inc 1 x Panzerschreck, 1 x 251/10\*  
Coy 1 – 8 figs inc 1 x Panzerfaust, 1 x 251/1  
Coy 2 – as per Coy 1  
Coy 3 – as per Coy 1  
MG Coy – 9 figs with 2 x MMG, 1 x 81mm mortar, 1 x 251/1  
Spt Coy – 1 x Marder\*, 1 x 251/9 short 75mm\*      \* denotes 3 nominal crew

II/25<sup>th</sup> SS-Pzr Gren Bn - as per I/25<sup>th</sup> but motorized with 250/1 in HQ, 75mm IG and 75mm PAK with trucks + 6 figs in the Spt Coy – Turn 2

III/25<sup>th</sup> SS-Pzr Gren Bn - as per II/25<sup>th</sup> – Turn 3

I/12 <sup>th</sup> SS-Pzr Regt	12 <sup>th</sup> SS-Pzr Jgr Bn
HQ – 2 x Panther - Turn 1	Coy 1 - 2 x Jgdpz IV – Turn 1
Coy 1 – 2 x Panther – Turn 2	Coy 2 - 1 x Jgdpther, 1 x Jgdpz IV – Turn 3
Coy 2 – 2 x Panther – Turn 3	KG Peiper
Coy 3 – 2 x Panther – Turn 4	Coy 5 – 3 x Mk IV – Turn 4

3 x Nebelwerfer (off board) - firing twice per every second German turn at pre-registered areas only

### **Scenario**

The game table is approx 10'x 6'. The game lasts 12 moves per side starting with German Turn 1. Woods are a continuous feature for movement, provide soft cover and restrict visibility. Orchards provide soft cover and restrict visibility. Elevations do not affect movement but block LOS. All built up areas start undamaged. The western edge of the table is US lines and the eastern edge is German lines.

All US forces start on board. 2/9<sup>th</sup> Bn is concealed in and around Lausdell with those elements not in the village in hasty defences (i.e.180deg hardcover from direct fire only). 1/38<sup>th</sup> Bn is similarly concealed in and around Rocherath with a 3" ATG. 2/38<sup>th</sup> Bn is similarly concealed in and around Krinkelt with a 3"ATG. Coy A 712<sup>th</sup> Tank Bn is at point C, Coy A 644<sup>th</sup> TD Bn is at point D and Coy C is at point E. Observers may be placed anywhere on table. German forces arrive embussed. I/25<sup>th</sup> Bn and I/12<sup>th</sup> SS-Pzr Regt enter at point F. II/25<sup>th</sup> Bn, III/25<sup>th</sup> Bn, 12<sup>th</sup> SS-Pzr Jgr Bn and KG Peiper enter at point G.

To simulate the pre-dawn timing of the German attack, visibility is restricted to 6" in Turn 1 and 12" in Turn 2. Built up areas are pre-registered by the Germans and no connection tests of any type are required to call down off table IDF on those areas. As the Americans have specialist OP vehicles, no connection tests are required. While the radio exchange vehicle is on table, any observer may control any and all batteries.

### **Victory conditions**

In addition to casualty points, the Germans receive 150 points if, at the end of the game, they have at least 3 tanks (or SPGs not in a battalion support coy) and 10 debussed infantry between points A1 and A2 and a further 150 points if they have the same between points B1 and B2.

In addition to casualty points, the Americans receive 25 points for each of the 12 built up areas they occupy at the end of the game.

To achieve a victory, a side must accumulate at least 400 points with a margin of not less than 100 points. Any other outcome is a draw.

### **Sources**

US Army in World War II – The Ardennes: Battle of the Bulge (HM Cole).  
Osprey Campaign No. 115 – Battle of the Ardennes 1944 (1) (SJ Zaloga).  
Men of Steel – I SS Panzer Corps (M Reynolds)

# Scenario map

