

BoF11 Second Thoughts

Second Thoughts (BoF11 / FrF8)
Wingen-sur-Moder, France, 4 January 1945

ROAR (11/2014) German 4 / US 4 / Ext.Rt. 7.00
 created with VASL v6.1

1 2 3 4 5 6 7 E8D Wet EC: -2 No Wind No Gusts

German PF Tally (14 max)
 PF: TK31 1 PF used BAZ, TK16

Info 15 Info 17 Info 17

G CS 6 sM8 s5⁵ A4⁴ J6⁵ G CS 5 sM4⁴⁺ Wp7⁴⁺ s5⁴⁺ CS 5 H9 Wp9 C4⁴⁺

Map grid: S1-T10, U1-U10, V1-V10, W1-W10, X1-X10, Y1-Y10, Z1-Z10, AA1-AA10, BB1-BB10, CC1-CC10, EE1-EE10, GG1-GG10

Special Abilities: K/3 (2-3-8), Detonated (DC 7, XP 30-1), Sniper (Linde 8-1), Fate (3-3-8), CR (2-3-8)

I played this as the Germans. The Germans have a hard hitting infantry force that has the option to give the US at start force a tough beating, especially during the first two turns in which US ELR is 0 (to be changed to 4 afterwards). But the Germans have to make decisions: As the US will receive substantial reinforcements in the form of three tanks and a lot of infantry, the Germans will soon be on the defensive. This is one of the attractions of the scenario.

As the US can win by either exiting two tanks or securing all victory buildings, the German had better guard against both conditions. This means, that he will have to rush and grab some buildings (or at least get close to them to be able to enter later unimpeded) and take precautions against the US tanks rushing off for an immediate victory. The tanks can either take the route along the road crossing a bridge and then passing under a railroad bridge of an Elevated Railroad. They can also try to cross a Deep stream and the ELRR, chancing on Bog Check for each.

My plan was to rush towards the AA and DD victory buildings with significant forces that would be tough to root out. The area around the roadblock would be taken by some part of the German OoB and a small force would guard the bridges. I was able to shove away the US from around the roadblock and establish myself in the buildings and close to the bridges as planned.

All three US tanks moved towards the Roadblock area. A German Sniper took out one who was CE. All the US infantry reinforcement moved towards the roadblock as well. The US plan to lure me towards the building without attacking them in turn seemed to have worked. My holding force at the roadblock was now facing overwhelming US firepower. With a combination of skulking, selected shots, throwing a DC, some flanking fire support and - last but not least - some good die rolls, I managed to repulse the first wave of US attackers breaking 4 to 5 squads.

But it was obvious, that I would not be able to hold on much longer. To deny the US an easy crossing of the stream (which is not frigid by SSR but still a PITA to cross or to move into/within), I placed two squads and the captured US vehicle within it to ensure PB shots on any enemy approaching, having already lost CX when this could happen. From the AA victory building and the CC buildings, I tried to impede the US stampede as good as possible. I learned the hard way, that Infantry fire from a stream is only Area Fire (A20.6) which blunted my defence considerably.

During US Turn 7, all his infantry tried to place Smoke around the bridges. I managed to foil most attempts and the rest did not find any grenades. But one of his tanks rolled a 4 to successfully pop his sM to the vital EE hex next to the three bridges. When his tanks began to move, I had the chance to try for 4 PFs and fire with my M8 GMC from within the stream on a tank crossing the bridge. One PF shot had range 2 and a hedge to cross, the next two would have to cope with the firer being CX, and taking backblast or not, the last would need to be found by a concealed SMC yet out of LOS. So a number of chances but none really good individually.

The squad wanting to fire at range 2 never found a PF. After the first tank had crossed the bridge across the stream, I decided to fire ADJACENT, found one, missed but survived the Backblast unscathed. Stupid mistake, as I should have fired when the Sherman was beneath the railroad bridge not shrouded in Smoke! Well, tried for the second PF to do so, but did not have one for being CX. At this time, I realized that in all the excitement I had forgotten to fire my M8 at the Sherman crossing the bridge over the stream (though actual chances of hitting and killing it were mediocre at best). His Sherman was now next to my concealed Leader who had seen the tank for only 1 MF. So I decided to risk his bounding fire by his CMG to improve my TH chances. He rolled a 3, breaking my leader and was now ready to waltz off with the way cleared for his buddy...

But 3 was my Sniper number. Rolled a 1. The Sniper selected (rather good chance for the selection) the second CE tank which had not moved yet but was required to exit.

Sweet!

Nice little scenario which I can recommend. My opponent agrees though cursing my Sniper that took out two of his tanks who had their crews - as it turned out - oh so carelessly exposed.

von Marwitz