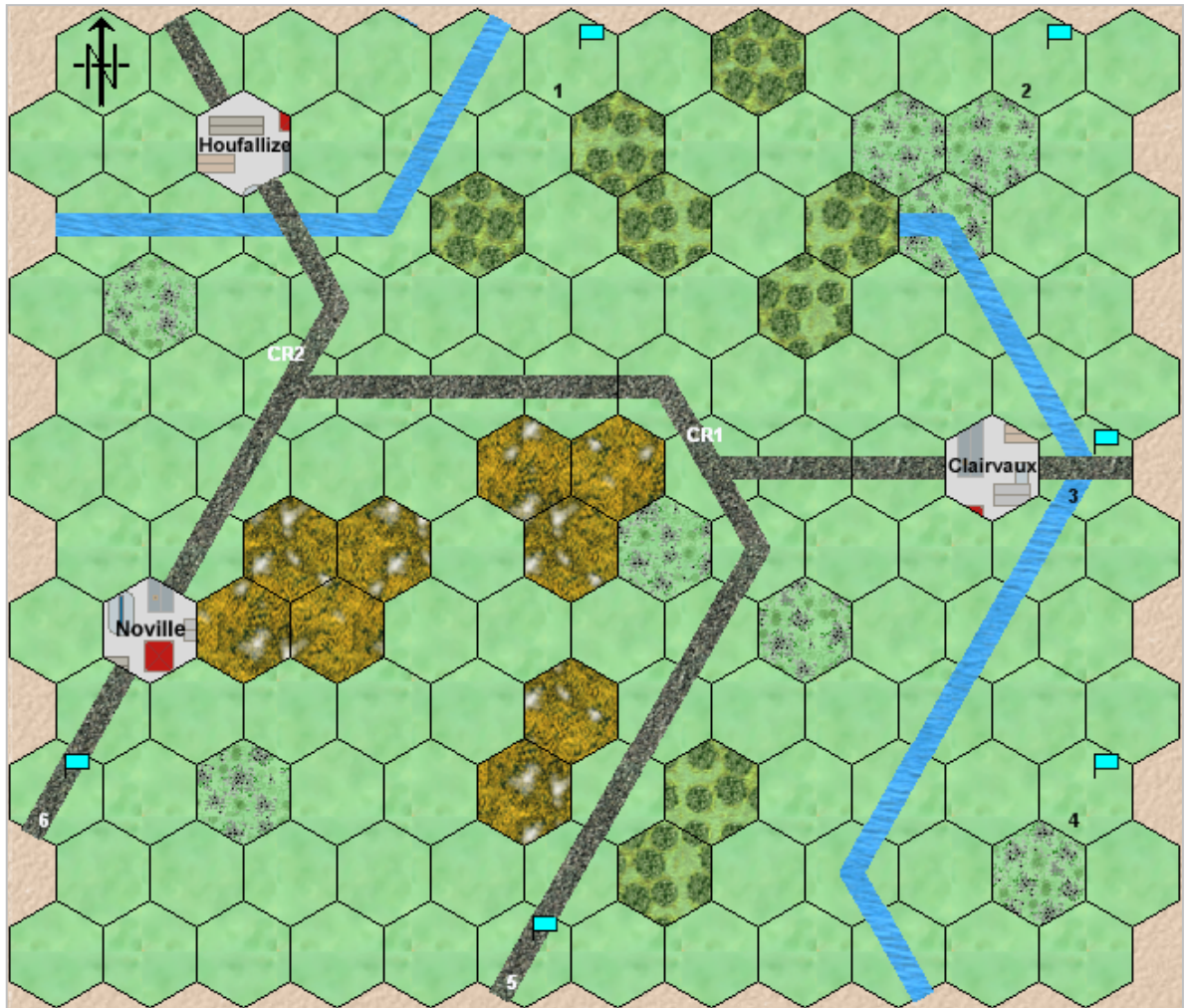


## Winter's Rose



Board Size: 12x12; Hex orientation: vertical; Date: 1944/11/18; Max. length: 12 turns

## Description

In the morning of the 3<sup>rd</sup> day of the Ardennes battle, armoured elements of the 2<sup>nd</sup> Panzer Division started to probe the first roadblock on their way to Bastogne. This was held by task force Rose, named after its commander.

There were plenty Panthers committed in the sector, so the defenders better watch out: on the initial clash most of the infantry and the artillery simply fled.

Rose, with a handful of Shermans and M10 tank destroyers decided to stay and fight.

## Equipment List

 Rose battle group: 1x HQ (fine) + 1x HQ (poor).

Two units of 3x Sherman 75mm (M4, M4A1 or M4A3w); one 3x 76mm Sherman unit; one 3x M10 TD; one FIF Coy (of 3 platoons).

All Sherman units are 'elite'; all other units are 'green'.

 2<sup>nd</sup> Panzer spearhead: GHQ; 2x HQ.

Two units of 3x Panther G; one unit of 3x Panzer IV H/J; two AIF Coys with one MMG attached; one Engineer Amphibious platoon (3 stands); one SPG unit of 3x Hetzer or 2x Jagdpanzer IV L/70; one unit of any 3x 20mm gun armed Reece A/C (234/1 suggested); one 2x Hummel or 3x Wespe SPA unit.

### Preparation

**USA:** One A/T road block (1 hex edge) may be set anywhere between Clairvaux and Houfallize (the road block will work both ways!).

All units are set in planned *ambush*. One Sherman unit must be adjacent to the road block hex, the other Sherman and M10 units may be on any road hex within CR1 and CR2 or on adjacent hexes (they may start hull down on the hill). The INF platoons deploy within 2 hexes of CR2.

The Ally HQ may deploy anywhere on the map, hidden.

**GER:** One Panther unit is placed on f3; the Hummel/Wespes on f4; the Reece cars and the GHQ are placed in any of the first two easternmost hexes.

Other 2<sup>nd</sup> Panzer units will enter through blue flag hexes (f1 to f6).

The Clairvaux river is fordable, but it takes one full move to move in or out one hex; only the amphibious platoon can march in or out. Default rules apply to the Houfallize river.

### Reinforcements

**From Turn 1:** 2<sup>nd</sup> Panzer chooses any two units to enter through a random hex (d6); if the same hex is rolled for then the second unit is delayed; entry is automatic.

The remainder HQ may enter along any unit, one per turn.

### Special Rules

**USA:** Replace each removed Sherman or M10 with a special ‘crew’ stand (use any US stand) which works as an INF ‘rank’ squad but without bazookas (PN 0); a maximum of 3 stands may freely join in the same hex or split latter, but while remaining on the same hex they should be treated as a single FIF platoon. Crews may not move or fire in the turn in which they are created.

The US ARM units may not stack with the regular infantry, but may stack with ‘crews’.

**GER:** The reece unit may take a special action: take a DR to disclose the contents of one hex, within 3 hexes, instead of firing.

The SPA unit may fire on regular HQ activation or by own initiative by taking a special DR; yet on failing such a roll the unit will be out of ammo and removed from play.

### Objectives



Rose’s forces have two timed objectives:

1. Prevent the 2<sup>nd</sup> Panzer from taking CR1; lose the game immediately if the objective is taken before Turn 6;
2. Exit 6 Shermans, M10 or crew stands through Houfallize from turn 6 to 12.



2<sup>nd</sup> Panzer sequential objectives:

1. Capture CR1 by placing there one platoon by Turn 5;
2. Capture CR1 by placing there one platoon; and prevent 6 enemy stands from exiting through Houfallize until Turn 12.

Historical aftermath:

Under the pressure of the 2<sup>nd</sup> Panzer’s thrust most of the US infantry and artillery retreated early. Rose’s units were thoroughly surrounded and crushed. By dusk the Panthers – allegedly using infra-red sights\* – made piecemeal of the second roadblock. From Rose Task Force only a handful of vehicles and men ever reached Bastogne.

\* on Hitler’s orders some infra-red Panthers were sent to the Western front but their use on this battle has never been confirmed.

