

# BATTLE OF MALMÉDY

## ENGINEERS AND COMMANDOS



The Battle of Malmédy scenario uses **Ambush** (page 266 of the rulebook), **Dawn** (page 273), **Prepared Positions** (page 264), and **Reserves** (page 279) special rules.

## YOUR ORDERS

### GERMAN

Malmédy sits on a critical crossroads. Secure this objective so that our panzers can roll on to the Meuse!

### AMERICAN

This is it! There is nothing in front of you and very little behind you. You hold the key to the northern shoulder of this battle, so don't let Malmédy fall into enemy hands!

## PREPARING FOR BATTLE

1. Set up terrain using the map on the following page as your guide.
2. Place the objectives at **A** and **B**.
3. The American player nominates at least half of their platoons to be held off the table in Reserve at the start of the game. The troops held in Reserve will arrive along the designated table edge.
4. The American player may then nominate one of the remaining platoons to be held in Ambush.
5. Finally, they Deploy the remaining platoons.
6. The German player's Deployment area is their half of the table, excluding the area within 16"/40cm of the centre line. The German player now Deploys all of their platoons.
7. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the American player.

## BEGINNING THE BATTLE

1. Starting with the American player, both players make Reconnaissance Deployment moves for any Recce teams they have on the table.
2. The German player has the first turn.
3. As both sides are in Prepared Positions, all platoons may begin the game Dug In.

## ENDING THE GAME

The battle ends when either:

1. the German player has Taken any Objectives at the start of their turn, or
2. the American player starts any of their turns from turn six with no German teams in the American player's half of the table.

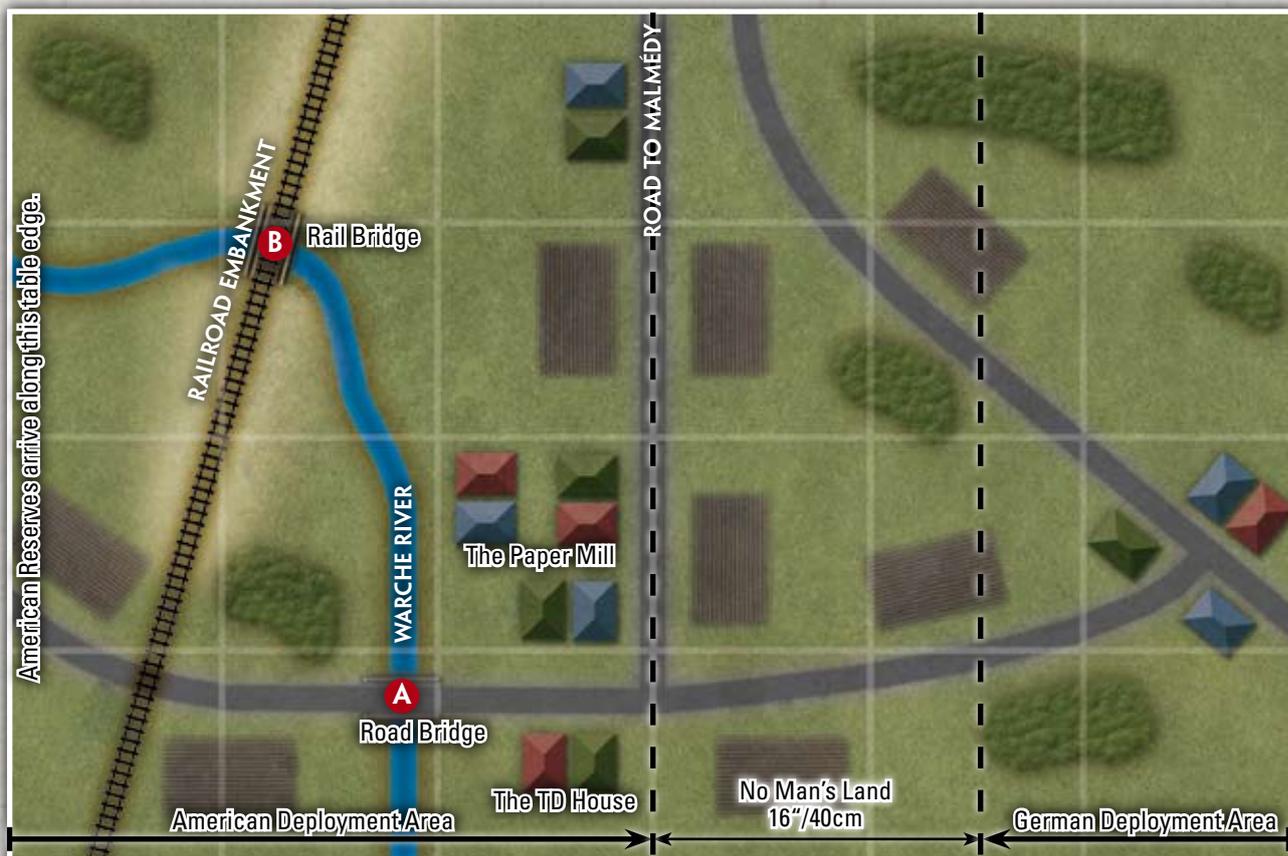
## DECIDING WHO WON

The German player wins the scenario if the game ended because they started one of their turns holding the Objective. They have successfully captured the critical Malmédy crossroads and opened the way to the Meuse!

Otherwise the American player wins. The German attack has been blunted to such an extent that they will need to seek a breakthrough elsewhere.

Calculate your Victory Points using the Victory Points Table on page 275 of the *Flames Of War* rulebook.

# BATTLE OF MALMEDY SCENARIO MAP



BATTLE OF MALMEDY SCENARIO

## THE BATTLEFIELD

### WEATHER

There was a slight dusting of snow on the ground during the Battle of Malmédy. As this had no impact on the battle, simply use normal weather for your battle (however feel free to change that if it suits).

Skorzeny launched his attack at dawn to utilise the morning fog and element of surprise. For this reason, the scenario uses the Dawn special rules found on page 273 of the rulebook.

### THE BRIDGES

The two bridges were the key to the battle, and thus they are the objectives of this scenario. The roadbridge over the Warche was essential as it provided the Germans the means to outflank the stubborn Elsenborn Ridge defenders. The railroad bridge was the alternate crossing, should the road bridge prove untenable. These bridges follow the standard rules for roads and railroads.

### RAILROAD EMBANKMENT

The railroad embankment formed the spine of the American defense in Malmédy. The 99<sup>th</sup> Infantry Battalion (Separate) used this embankment for cover during the course of the battle.

The embankment is tall and blocks Line of Sight to teams trying to look across it. It is rated Very Difficult Going for vehicles trying to reach the top from either side, but only Slow Going for vehicles travelling along the top or travelling up the gradually-sloped end near the road.

### THE FIELDS

The fields are lined with low hedges that offer Concealment to infantry and gun teams up against the hedge. However, they do not block Line of Sight.

The ground is frozen, so the fields do not slow down teams except to cross the hedges, which are rated Difficult Going.

### WOODS

The woods in this scenario use the normal Wood rules.

### THE WARCHE RIVER

The river is not frozen, so use the normal Shallow River rules (rated Very Difficult Going).

# SCENARIO FORCES

## AMERICAN FORCES

### 291<sup>ST</sup> COMBAT ENGINEER BATTALION

Unless otherwise noted, all platoons are rated *Confident Veteran*.

|  |   |
|--|---|
| <b>Engineer Combat Company HQ</b><br>( <i>Confident Veteran</i> )            | with Company and 2iC Command Carbine teams, and two M1 57mm guns.   |
| <b>Engineer Combat Platoon</b>   | with two Operating Squads, three Bazooka teams, and one Pioneer Supply truck                                |
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| <b>Improvised Reconnaissance Platoon</b>                                     | with three Jeep Patrols   |
| <b>Towed Tank Destroyer Platoon</b><br>( <i>Confident Trained</i> )          | with four M5 3" (late) guns, four M3 half-tracks, and four Bazooka teams                                    |
| <b>Rifle Platoon</b>   | with three Rifle Squads (replace one Rifle team in each squad with a Bazooka team) and two 2 1/2-ton trucks |
| <b>Field Artillery Battery</b>   | with four M2A1 105mm howitzers  |
| <b>Heavy Anti-aircraft Artillery Platoon</b><br>( <i>Confident Trained</i> ) | with two M1 90mm guns and extra crew  |

## GERMAN FORCES

### 150. PANZERBRIGADE

All platoons are rated *Confident Veteran*, except for the SS-Jäger platoon, which is rated *Fearless Veteran*.

|   |  |
|---|--|
| <b>150. Panzerbrigade Kampfgruppe HQ</b><br>( <i>Fearless Veteran</i> ) | with Company and 2iC Command SMG teams, one Captured Jeep, and one Sd Kfz 250 half-track.          |
| <b>Ersatz Panther Platoon</b>   | with three Ersatz Panther tanks  |
| <b>SS-Jäger Platoon</b>   | with three Jäger Squads  |
| <b>Skorzeny Commando Group</b>  | with two Skorzeny Commando teams   |
| <b>Gepanzerte Panzergrenadier Platoon</b>                               | with three Panzergrenadier Squads  |
| <b>Heavy Mortar Platoon</b>   | with four 12cm sGW43 heavy mortars   |
| <b>Ersatz Panzerspäh Platoon</b>  | with three Captured M8 Greyhound armoured cars   |
| <b>Pioneer Platoon</b>  | with three Pioneer Squads (replace one Pioneer Rifle team in each squad with a Flame-thrower team) |

### FIELDING ALTERNATIVE FORCES

Feel free to play this scenario with alternative forces. For example you may want to have US paras holding the bridge against an *SS-Panzerkompanie* assault or perhaps you'd like to reverse the roles and have the Americans launch an attack to reclaim a critical Belgian crossroad. Simply make sure the sides have roughly equal points and follow the scenario's instructions for setting up your game.