

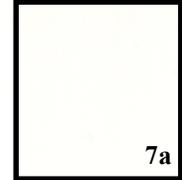
"Panthers under the Tree"



Troupe du Loup west of Grandmenil, Belgium — December 25th, 1944

In the early morning hours of Christmas Day 1944, a column of 8 tanks of the 2nd SS Panzer Division passed west through Grandmenil in the direction of Erezee. In a deceptive move, a captured Sherman tank led the German armor towards a US blocking position on the road to Erezee. Elements of the US 298th Infantry Regiment had only arrived in the combat zone the day before and as part of the green 75th Infantry Division had only been on the continent since December. Now, on this bitter cold Christmas Day, these inexperienced men were going to try and halt the veterans of the 2nd SS Panzer Division.

Board Configuration:



VICTORY CONDITIONS: The German player wins if there are no good order US MMC's adjacent to the road running M7 to H13. The US Player wins immediately if all German Panther tanks are eliminated or recalled.

US Player sets up first	+	1	2	3	4	5	6
German Player moves first							

Elements of 289th Inf. Reg., 75th Inf. Div. (ELR 3) (SAN: 2) (Setup: on Hexes numbered between 5 and 13)

8 2 4 2

Elements of 2nd SS Panzer Division "Das Reich" (ELR 5) (SAN: 2) (Setup: Enter Turn 1 on the south edge)

2 12 4 4 2

Special Rules/Notes:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect.
2. Orchards are not in season.
3. German Armor units enter on Turn 1 having already expended half of their movement factors. Infantry units have normal movement factors.
4. The US player must add +1 to all To Hit DR for Bazookas on Turns 1—3 to represent their initial inexperience with the weapons.
5. Kindling is N.A.
6. The German player has a captured Sherman tank which leads the German column. In order to fire at the Sherman American units must pass a normal Task Check. The task check is modified by range, at 5 or greater hexes a +2 is added to the Task Check, at 3-4 Hexes a +1 is added to the Task Check. The task check does not need to be performed after the German controlled Sherman conducts any attacks vs. US forces or if another US unit successfully fires on the German controlled Sherman tank.
7. All roads are paved.

Aftermath: The attacking German armor wrecked havoc on the infantry to either side of the road. The lead Panther ran over and destroyed several American vehicles. The GI's fired off several bazooka rounds, but in their haste, the inexperienced troops had failed to remove the safety pins permitting them to arm the projectiles. Without an effective anti-tank defense, the Americans were quickly overwhelmed by the Panthers and their supporting Grenadiers.

