HUBBA HUBBA ONE MORE TIME

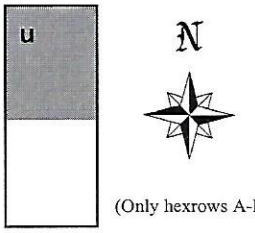
RALLY POINT SCENARIO RPT128

SITUATION: NOVILLE, Belgium, January 15, 1945: In combat for over a month, Easy Company of the 506th Parachute Infantry Regiment had lost many veterans. To top it off, the cold January in Belgium was also taking its toll, as even proper shelter was in short supply after the battle of Bastogne. With the counterattack gaining momentum, Easy was ordered to retake the towns of Foy and Noville. The unit received replacements of all types and quality to fill in the ranks of the paratroopers. Burned-out hulls of Sherman tanks from earlier combat greeted Easy Company as it entered the town. First a few German snipers, then a full-fledged counterattack by the 9th Panzer Division dogged the weary GIs. To secure the gains of the day, Captain Dick Winters (now executive officer of 2nd Battalion) would have to lead his men into the cauldron one last time. At midday, Noville was cleared of the enemy; 2nd Battalion had established a secure perimeter.

Source: Ambrose, Stephen, *Band of Brothers* (New York: Simon and Schuster, 1992) pp. 218-228.

MISSION: Provided the American does not score ≥ 20 CVP, the German player wins if he controls four multi-location stone buildings at game end (building I4 counts as two buildings).

MAP ORIENTATION:



(Only hexrows A-P are playable)

OPTIONS:

- Exchange the American 9-2 for a 9-1.
- ☆ Delete a German 4-6-7.

COORDINATING INSTRUCTIONS:

1. Weather is Ground Snow (E3.72) with no wind at start. Kindling is NA.
2. Place burnt out wrecks in G8, J5 and K9.
3. The German SAN is increased by two if they currently control building I4.
4. AFV crews may not voluntarily abandon AFV. All German AFVs have Sz (D11.2).

Scenario Design: Pete Shelling 091216.6

MISSION LENGTH

☆ AMERICAN SETS UP FIRST ✠ GERMAN MOVES FIRST	✠ 1	2	3 ☆	4	5	6

☆ AMERICAN SETS UP FIRST

Elements of E Company, 506th Parachute Infantry Regiment, 101st Airborne Division set up on/south of hexrow F.

7-4-7	2-3-6	9-1	8-0	MMG	BAZ 45	?
3	2					6

{ELR: 3}
{SAN: 3}

Choose one group to set up on/south of hexrow F.

2-3-6	7-0	BAZ 45	or	3-3-7	1-4-9	DC

Enter turn 3 on the south edge.

7-4-7	5-4-6	9-2	8-1	MMG	BAZ 45
3	2				

✠ GERMAN MOVES FIRST

Elements of Panzer Division 9 enter turn 1 on the north edge.

4-6-8	4-6-7	9-1	7-0	MMG	LMG	PSK	StuG IIIG -/-/2*
5	4				2		

{ELR: 3}
{SAN: 3}

Choose one group to enter turn 1 on the north edge.

8-0	4-6-8	DC	PzIVJ 3/5/2	or	8-1	4-4-7	LMG	PzIVH 3/5