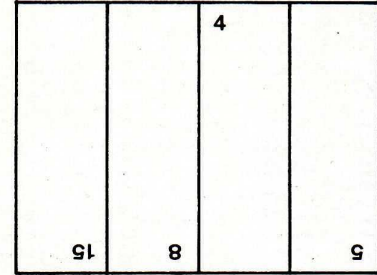


# THE DORNOT WATERMARK



**DORNOT, GERMANY, September 10, 1944:** With its series of forts and prepared positions, the area around the historic Lorraine city of Metz was to become known as "Fortress Metz" to the U.S. forces fighting in Europe. The first test in the long campaign which was to earn the city its name came in early September with the crossing of the Moselle River just south of the city. With few reinforcements available, the Americans were unable to expand their position and were under almost constant enemy attack. When elements of the 5th Division crossed the Moselle south of Dornot near Arnville, it was decided that the Dornot bridgehead could be withdrawn without undue hazard to the new crossing.

## Board Configuration



## Rules Introduced: 164-165

### VICTORY CONDITIONS

The U.S. player must have any 18 *squads* (two HS's count as one squad) and/or leaders on any hexes west of the river by game end. Broken units do

count toward the victory conditions. The German wins by preventing a U.S. victory.

### TURN RECORD CHART

☆ U.S. sets up first	☆ 1#	2	3	4	5	6	7	8#	9	10	11	12	END
☆ U.S. moves first													

**☆** Elements of 2nd Battalion, 11th Infantry Regiment and 23rd Armored Infantry Battalion [ELR: 4] enter on turn 1 on any east edge hexes of board 5:

6-6-6	5-5-6	9-1	8-0	7-0	MMG 4-12 B12	44a 6 IPP X11+	?
5	10	2	2	2	2	5	14

Company I, 3rd Battalion, 11th Infantry Regiment [ELR: 4] set up anywhere on boards 15 and 8 west of the river:

6-6-6	2-3-6	8-0	MMG 4-12 B12	AT 57L
5	2	2	2	2

Elements of 204th and 7th Engineer Battalions set up anywhere on board 8:

7ML 1S/2PP	2	8ML 1S/3PP	4
4		3	

**+** Elements of 1st Battalion, 37th SS Panzer Grenadier Regiment enter on Turn 1 on any east edge hexes of board 5:

6-5-8	9-1	8-1	8-0	MMG 4-12 B12	LMG 2-8 B12	?
9	2			5		6

Enter on any east edge hex on the second German player turn *after* any artillery FFE is resolved, or automatically on turn 8—whichever occurs first:

75L 4/2/4	13
2	

### SPECIAL RULES

**40.1** The river current is heavy and in a southerly direction. The water is cold (165.5). Any four hex rows of the river may be secretly prerecorded by the U.S. player as fordable hexes (126.5). However, because these fordable hex rows represent tow lines rather than shallow spots in the river, no dr is necessary for APh movement (126.53). Units in these hexes are eligible for a -1 DRM to their swimming DR and are not subject to drift. Tow lines do not affect boats. Units may not portage weapons nor fire while fording or afterwards.

**40.2** Neither side may use double time (73) movement.

**40.3** Before the start of the scenario the U.S. player must secretly select and record six target hexes for pre-registered HE harassing fire (163.11-.12). Each recorded hex must be given an order of resolution from 1st through 6th. No radio contact or battery access DR's need be made, nor is a spotter necessary. Neither SR's or corrected fire are allowed. One 105mm artillery FFE barrage is resolved during each friendly PFP and DFP until the FFE's aimed at all six pre-registered target hexes have been resolved. This FFE chain reaction may be started at the discretion of either unbroken U.S. 9-1 leader, but never before turn 4. It must start in the next U.S. PFP or DFP regardless of the turn if a German leader places a starshell counter and is then able to roll a 12 with two dice.

**40.4** All boats are assumed to have crews at all times whether there is a unit aboard or not. The sturmboats are propelled by paddle and have only 2 MP's. A boat in a water hex adjacent to a bank hex may be boarded in that water hex by an infantry unit already in that hex expending all of its MF's.

**40.5** Night rules (49) are in effect, and rules 72.4-.5 apply regardless of terrain.

**40.6** Broken U.S. units may rout every RtPh whether fired on or not. Routing units must still stop in the closest woods or building hex (EXC: 142.5), but they may ignore woods and building hexes which are located further from the river than their present location. Broken units may rout to a boat in a hex on or adjacent to the bank as if it were a woods hex. The boat may then transport the broken unit across the river as if it had an unbroken crew.

**AFTERMATH:** The American engineers used what few boats were available largely to evacuate the wounded. The main evacuation was to be carried out via ropes strung across the river. Equipment was to be thrown into the river and those who could were urged to swim for the far shore, but the cold water and swift current combined to drown many weakened by days of continuous fighting. Unaware of the American withdrawal, the Germans had scheduled an attack for the same evening. As the American troops started their withdrawal to the river, prearranged artillery intended to mask their withdrawal was accidentally called down by German flares into the heart of the German advance. Nevertheless, German tanks reached the riverbank and began firing point blank into the river. Morning dawned on an evacuated shore, but casualties to both sides had been extremely heavy.