

THE NEFFE CHATEAU

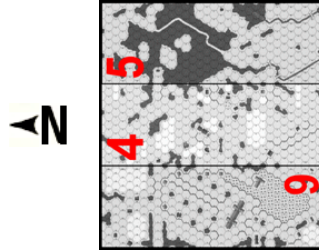
OAF Scenario 12.1

110405



Neffe, Belgium, December 19, 1944: As the Germans pressed to within 2 miles of Bastogne, the Command Post of Team Cherry (a battle group of the 18th Armored Division) found itself cut off. Based in the Chateau Neffe, a walled ancient stone structure, Colonel Cherry and his headquarters group gathered together all the weapons they could find and formed a defense. Not long afterwards a company of Germans approached, led by a lone armored car.

BOARD CONFIGURATION:



Only hexes A-P on board 4 and R-GG on 4 & 5 are playable (inclusive).

VICTORY CONDITIONS: At the game end, the German must be the sole occupant (no unbroken American units) of building 6J8. The American wins by preventing the victory conditions.

TURN RECORD CHART:

★ American Sets Up First	1	2	3	4	5	6	7	END
✚ German Moves First								

★ Headquarters, Team Cherry, 10th Armored Division [ELR 4] - set up on any whole or half hex on board 6:

9-2	8-1	8-0	6 ³ -6-6	5 ² -5-6	3-3-6	2-3-6	MMG 4-12 B12	44a 6 1PP 4 X11+	Mtr 81 #3-38	41 1C or 5PP -1/-4
			2	2	2			2	2	

✚ Elements of the 902nd Panzergrenadier Regiment, Panzer Lehr Division [ELR 4] - enter Turn 1 at hex 5R6:

9-1	8-1	7-0	4 ¹ -6-7	4 ² -4-7	MMG 4-12 B12	LMG 2-8 B12	8 4 X9+	PSW231 35 PSW 231-4 -5 20L(6) -1/2
			7	5	2	5	2	

SPECIAL SCENARIO RULES:

OAF 12.1.1: TERRIAN: Building 4J8 is stone and possesses a special +4 modifier. All other buildings are treated normally. Place overlay E on board 6 and overlay C on board 4 (with I4 on 4Y6 and J4 on 4Y7). There is initially no wind and the environmental conditions are wet. Customized boards for this scenario using VSQL are available for download from the WGA/SQLA website in the Scenario section.

OAF 12.1.2: Boresighting, Battlefield Integrity, Equipment Possession, Command Control, Sniper generation, or Treetop/Roof perches is not allowed or used.

OAF 12.1.3: The first American squad to pass a IMC on the IFT caused by German fire will immediately generate a hero counter in that location with the squad.

AFTERMATH: Colonel Cherry and his headquarters group beat off repeated attacks all day. In mid-afternoon they were reinforced by a platoon of the 3rd Battalion, 501st Parachute Infantry. By nightfall, the wooden roof of the Chateau was set afire by German shells. Before Cherry reluctantly pulled back he radioed to his headquarters one last message—"We are burned out. We're not withdrawing, we're moving." Cherry led his men and the paratroopers to Mont to join the right flank of the 501st.

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