

"Marvie Melee"



Marvie, Belgium — December 20th, 1944

At 11:15 AM on the 20th of December, the commander of the Panzer Lehr Division, Fritz Bayerlein made a push to seize the Belgian town of Marvie, which formed part of the American defensive perimeter around Bastogne. The town was defended by elements of Team O'Hara. E and G Companies of the newly arrived 327th Glider Infantry were dug in around the town. Supporting the infantry were five light Stuart Tanks. Following a brief shelling, the Germans began their assault on Marvie. The outgunned Stuarts radioed for permission to withdraw. Lt. Colonel O'Hara granted this and the Stuarts fell back. Sensing an easy kill, the Germans closed in and began a fierce house to house battle with the American infantry.

VICTORY CONDITIONS: At game end, the player controlling the majority of the below listed road intersection hexes is declared the winner: on board 1a: J8, J15, M14, N6 and on board 2a: N14, L10. At scenario start, these are all American controlled.



Board Configuration:



American Player set up first	+	1	2	3	☆	4	5	6	7
German Player Moves First									

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Elements of Team O'Hara (ELR 5) (SAN: 4) (Setup: west of Row I on board 1a.)

Elements 327th Glider Infantry and Team O'Hara (ELR 5) (Setup: Enter on Turn 4 from the west edge of Board 2a)

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Elements Panzer Lehr Division (ELR 4) (SAN 3) (Setup: Enter Turn 1 on the east edge of board 1a)

Special Rules/Notes:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect.
2. Kindling is N.A.
3. Prior to set up the German player rolls 2D6. The number rolled is the number of hexes on either Boards 1a and 2a, which are hit by 30 factor OBA (in the selected hex only). The German player secretly records these hexes. In the German Prep Fire Phase of Turn 1, the German player resolves the 30 factor OBA attacks against the recorded hexes.
4. Each time an American Stuart Tank is destroyed, the remaining Stuart Tanks must take a Task Check. Any Stuart Tank failing this task check is immediately Recalled. The Task Check roll is modified by a +1 for each Stuart Tank destroyed and is cumulative. Example, if 2 Stuart Tanks are destroyed, then the Task Check is modified by a +2.



Scenario GJ048

Aftermath: Despite the stiff defense of the American infantry, the German armor was successful in overrunning the first line of defense. Inside the town, the Americans played cat and mouse with the Panzers and put their bazookas to work. For a moment the fall of Marvie seemed imminent. But O'Hara had set back a platoon of Shermans on the hills west of Marvie. O'Hara sent these forward and with their timely arrival, the Americans were able to hold on to Marvie.