

FOY

January 14, 1945
28mm "Chain of Command" Scenario



"When word came down for this attack, it pissed me off."

--Major Dick Winters, 101st Airborne



BACKGROUND

In mid-December 1944 the German army launched a surprise offensive through the Ardennes in Belgium, aiming to split the British and American armies. The small town of Bastogne offered a critical road nexus that dominated the southern half of the German advance. Here, the American 101st Airborne Division became one of the most famous units of the war by refusing to retreat or surrender, even after being surrounded and cut off by the 5th Panzer Army.

Following Patton's relief of the town, the 101st took part in a broad counter-offensive to drive back the German lines. For Easy Company of the 101st Airborne, the first objective was to clear the woods northwest of Bastogne—"Jack's Woods." Heavy shelling by the Germans caused notable casualties, marking a low point for the company and prompting Major Winters to write: "Easy Company was at the breaking point."

In the days that followed, Fox Company attacked Foy but was repulsed. At 0900 on January 14, it was Easy's turn to kick off a frontal attack on the village. Covering fire from mortars and a smoke barrage paved the way for the paratroopers to advance across 250 yards of open fields. A company of the 10th Panzergrenadier Regiment, backed by armor and mortars, was ready for them.

GAME LENGTH

This is a 4 turn scenario, or until one side's Force Morale has collapsed.

TABLETOP

The scenario requires a 6'x8' tabletop, representing the southern approach to the outskirts of Foy. Buildings represent Hard Cover, while haystacks and patches of shrubs/trees in the farm fields are Light Cover. Due to the deep, fresh snow, Rapid Movement (3d6) is not allowed by either side. The tabletop should be set up according to the map below, with deployment areas noted for both sides.

DEPLOYMENT

The Patrol Phase is skipped in this scenario, with the American player assuming historical Jump Off locations noted on the map. The German player may place four Jump Off locations anywhere on his side of the village road. The American player will take the first Phase to begin play.

SCENARIO NOTES

Both forces were severely under-strength at Foy, operating at no more than 50% effective manpower. There is some debate among contemporary sources and modern historians about the nature of the German armor at Foy—Tigers, Panthers, and Pz.IVs have all been noted. Surviving photographs of the town do at least confirm the presence of Pz.IVs, so that's what this scenario calls for. In any case, the German armor was known to be in the act of withdrawing from the area.

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GERMAN BRIEFING

The 10. PzGren. Regt. is redeploying to Noville, a task made more difficult by over a hundred wounded men in Foy requiring medical evacuation. Fight a delaying action while preserving our armored units.

Force Rating: Regular

Command Dice: 5

Platoon HQ: 1 Senior leader (Leutnant), Senior leader (Feldwebel)

Panzergranadier Squad: Junior leader (Obergefreiter), one 5-man LMG team, one 4-man LMG team

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Aufklärung Squad: Junior leader (Obergefreiter), 5-man LMG team in Sdkfz250 halftrack

Sniper Team

FlaK88: 5-man crew

Panzer IV: Junior leader (Unteroffizier), 4 man crew

AMERICAN BRIEFING

With the woods clear, Major Winters has ordered a frontal attack against Foy. The town should be softened up by our mortar barrage and we have ample support. Good luck, Lieutenant!

Force Rating: Elite

Command Dice: 5

Platoon HQ: Senior leader (Lt.), Senior leader (Sgt.), 2-man Bazooka team, Forward Observer

Rifle squad: 1 Junior leader (Sgt.), 3-man LMG team, 8-man rifle team

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Mortar squad: 1 Junior leader (Sgt.), 3-man 60mm mortar team, 8-man rifle team

Heavy Machine Gun: Tripod .30cal, 5-man crew

Offboard 81mm mortar & Offboard .30cal HMG

MAP

