

# FOY-NOVILLE

January 14, 1945  
15mm "Crossfire" Scenario



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

**--Major Dick Winters, 101<sup>st</sup> Airborne**

## BACKGROUND

The 101<sup>st</sup> Airborne stubbornly refused to yield the critical road nexus of Bastogne during the German surprise offensive through the Ardennes known at the Battle of the Bulge. Fighting around the outskirts of the town continued through December and into January as various German divisions navigated their way around Bastogne, seeking to drive west.

The 506<sup>th</sup> Regiment—which famously included Easy Company—counter-attacked north of Bastogne in January 1945 to secure Foy, Noville, and a series of hamlets occupied by the Germans. Combat strength on both sides was precariously thin. I Company of the 506<sup>th</sup> was down to just 22 men by January 14<sup>th</sup>.

At 0900 hours, January 14, Easy Company launched an attack from Jack's Woods into Foy. The Germans defended from stone buildings with heavy machineguns and at least one Panzer IV. But the exact formation is unclear, as multiple German divisions (reduced now to understrength regiments) filtered through Foy in the preceding weeks.

## GAME LENGTH

Crossfire does not use "turns." This scenario lasts until the American player calls off his attack.

The Americans win a minor victory if no German units are within 6" of the Foy crossroads. It is a major victory if they also control at least 2 German exits (W, X, Y, Z). Any other outcome is a German tactical victory.

## TABLETOP

The scenario requires a 6'x4' tabletop. About 6-12" of fresh snow cover the fields and as you can see in the period photo, roads are "sunken" and considered cover. All fence and hedge lines are cover, as well.

## DEPLOYMENT

The Germans may begin hidden anywhere on the northern half of the table. They may secretly deploy a 6"x2" minefield within 12" of Foy.

The Americans begin with Initiative. Battalion HQ, E Company, and I Company enter within 6" of "Entry B". G & H companies may enter within 6" of "Entry A" after the Americans have lost 4 stands from their initial attack wave. Historically, these companies largely provided fire support, but were available to be called upon in an emergency.

## SCENARIO NOTES

We have good records of the American attack—one that will ultimately succeed after an initial repulse—but poor records of the German defenders. This scenario gives the Germans a random order of battle to account for the confusion. Before the game, the German player secretly rolls 1d6 on the table below and adds these elements to their force. On an ODD result, the Panzer IV begins the scenario immobilized!

### GERMAN RANDOM RESERVES

- |     |   |
|-----|---|
| 1-2 | Add x1 light mortar to HQ support               |
| 3   | Add x1 Sniper anywhere in Foy                   |
| 4   | Lower 9. SS Pz morale to GOOD                   |
| 5   | x1 Pz V Panther arrives from northern edge      |
| 6   | Add x2 Pz.Gren squads to 9. SS Panzer formation |

## GERMAN BRIEFING

Who is in charge here? You, apparently? The Americans have been aggressively patrolling from the woods and we expect them to try and make another push....

10. Kompanie will arrive from a random northern road point (1-2=Z, 3-4=Y, 5-6=X) at any time after an American unit first comes within 6" of the Foy crossroads.

<b>HQ</b>	<b>10. PZ.GREN. REGT.</b> x1 Kubelwagen, x1 HMG
<b>9. KOMPANIE</b> [GREEN]	x1 CO leader (+1) x3 Volksgrenadier squads w/ 1 ldr (+0) x2 Volksgrenadier squads w/ 1 ldr (+0) x1 HMG
<b>10. KOMPANIE</b> [GREEN]	x3 Volksgrenadier squads w/ 1 ldr (+0) x2 Volksgrenadier squads w/ 1 ldr (+0) x2 Volksgrenadier squads w/ 1 ldr (+0)
<b>9. SS PZ.</b> [VETERAN]	x1 Pz. IV x1 Halftrack x2 Pz.Gren. squads w/ 1 leader (+1)

## AMERICAN BRIEFING

3<sup>rd</sup> Battalion is a shell of its former self, but this attack must press forward. We can count on Captain Winters to throw in some support from 2<sup>nd</sup> Bn, but that's about it!

	<b>3<sup>rd</sup> BATTALION, 506<sup>th</sup> PIR</b>
<b>BN HQ</b>	x1 Jeep, x1 HMG, x1 Bazooka team x1 81mm mortar
<b>I COMPANY</b> [VETERAN]	x1 CO leader (+1) x2 paratrooper squads x1 60mm mortar
<b>E COMPANY</b> [VETERAN]	x2 paratrooper squads w/ 1 leader (+2) x2 paratrooper squads w/ 1 leader (+2) x2 paratrooper squads w/ 1 leader (+2)
Reinforcements	
<b>G COMPANY</b> [VETERAN]	x3 paratrooper squads w/ 1 leader (+1) x2 paratrooper squads w/ 1 leader (+1) x2 paratrooper squads w/ 1 leader (+1)
<b>H COMPANY</b> [VETERAN]	x2 paratrooper squads w/ 1 leader (+0) x2 paratrooper squads w/ 1 leader (+0)

## MAP

