

AICRO ARAQUR®: THE GAME

TAC NEWS Scenario - May/June 2004

"Deuces Wild" - 7 august, 1944

Deuces Wild is a hypothetical meeting engagement between the U.S. 2nd Armored Division and German 2nd Panzer Division along the banks of the See' River on the morning of August 7th, 1944. Historically, advance units of these formations only skirmished and exchanged artillery fire before the 2nd Armored division was directed west to skirt the battle area and reinforce the southern shoulder of the German penetration. If however, the 2nd Panzer had been more successful in the opening hours of Operation Luttich, the U.S First Army commander, General Courtney Hodges, would have probably been forced to commit the bulk of the 2nd Armored Division to stop the German advance before it posed a significant threat to the Avranches corridor. These two divisions would clash again during another German counteroffensive in January 1945, when the 2nd Panzer Division was stopped just miles from the Meuse River by the 2nd Armored Division during Operation "Wacht am Rhine" (Also known as the Battle of the Bulge). But that is another story, and another scenario...





axis forces

cohesion

15

Kampfgruppe Shacke

Deploy anywhere within 4 inches of the poor road running east to west south of the See' River, no further east than le Mesnil Adelee

Kampfgruppe Command

1 x HQ (+0 GHQ) (FO), 1 x SdKfz251/1, 1 x SdKfz251/16

1st Battalion, 24th Panzer Regiment, 116th Panzer Division

Battalion HQ: 1 x PzV Panther (HQ) (FO), 1 x SdKfz7/Quad20mm

1st Company: 3 x PzV Panther
2nd Company: 3 x PzV Panther
3rd Company: 2 x PzV Panther

1st Batt., 304th Panzergrenadier Regiment, 2nd Panzer Division

Battalion HQ: 1 x HQ (FO), 1 x SdKfz251/1, 1 x SdKfz10/20mm

1st Company: 3 x Infantry, 1 x SdKfz251/10, 2 x SdKfz251/1,

1 x SdKfz251/2(1),

2nd Company: 3 x Infantry, 1 x SdKfz251/10, 2 x SdKfz251/1,

1 x SdKfz251/9

3rd Company: 2 x Infantry, 2 x SdKfz251/1, 1 x SdKfz251/2(1),

1 x SdKfz251/9

Heavy Company: 1 x Engineer, 1 x 75mm ATG, 1 x 120 Mortar (2),

3 x SdKfz251/1

1 x Forward Observer (May be assigned to a stand of the player's choice)

38th Panzeriaeger Battalion (-), 2nd Panzer Division

Battalion HQ: 1 x JagdPzIVB (HQ) (FO)

1st Company: 2 x JagdPzIVB 2nd Company: 2 x JagdPzIVB

3rd Company: 2 x 88mmFlak36, 2 x Heavy Tractor

Armored Reconnaissance Battalion, 1st SS Panzer Division

Battalion HQ: 1 x HQ (FO), 1 x SdKfz251/1, 2 x SdKfz234/3

1st AC Co. (R): 4 x SdKfz234/2, 1 x SdKfz234/3 2nd AC Co. (R): 3 x SdKfz250/9, 1 x SdKfz250/1 1st Recon Co. (R): 3 x Recon Infantry, 3 x Kubelwagon 2nd Recon Co. (R): 2 x Recon Infantry, 2 x Kubelwagon

Support Co.: 1 x Engineer, 1 x 75mm ATG, 2 x SdKfz250/8

 $1 \times 75 \text{mm}$ Infantry Gun (1), $3 \times \text{SdKfz} 251/1$,

Armored Engineer Co., 304th Panzergrenadier Regiment

 $3\ x$ Engineer, $3\ x$ SdKfz251/7, $1\ x$ SdKfz251/16

Infantry Gun Battery, 304th Panzergrenadier Regiment

3 x 150mm sIG Bison (1)

Panzerjaeger Company, 116th Panzer Division

3 x StugIIIF

S/P Howitzer Battery (-)

2 x 105mm Wespe (1)

Southern Attack Group

Enter by road on south edge of the battlefield on game turn 3 as indicated on the sketch map

Kampfgruppe Command

1 x HQ (+0 GHQ) (FO), 1 x SdKfz251/1,

1st Battalion, 1st Panzer Regiment, 1st SS Panzer Division

Battalion HQ: 1 x PzV Panther (HQ) (FO),

1 x SdKfz7/Quad20mm

1st Company: 3 x PzV Panther 2nd Company: 2 x PzV Panther 3rd Company: 2 x PzV Panther

2nd Battalion, 3rd Panzer Regiment, 2nd Panzer Division

Battalion HQ: 1 x PzIVH (HQ) (FO)

1st Company: 3 x PzIVH 2nd Company: 2 x PzIVH 3rd Company: 2 x PzIVH

1st Battalion, 1st Panzergrenadier Regiment, 1st SS Panzer Division

Battalion HQ: 1 x HQ (FO), 1 x SdKfz251/1, 1 x SdKfz10/20mm

1st Company: 3 x Infantry, 1 x SdKfz251/10, 2 x SdKfz251/1,

1 x SdKfz251/2(1), 1 x SdKfz251/9

2nd Company: 2 x Infantry, 1 x SdKfz251/10, 1 x SdKfz251/1,

1 x SdKfz251/2(1)

3rd Company: 2 x Infantry, 2 x SdKfz251/1, 1 x SdKfz251/2(1),

1 x SdKfz251/9

Heavy Company: 1 x 75mm ATG, 1 x 120 Mortar (2),

2 x SdKfz251/1, 1 x SdKfz251/9

1 x Forward Observer (May be assigned to a stand of the player's choice)

SPECIAL RULES

12.1 The Hot Shot!

SCENARIO LENGTH

12 Turns

NEW WEAPON - RECON INFANTRY (GERMANY)

Firepower Range Defense Speed Cargo Cost 1/3 1/5 6** 4F 4F

This unit costs 9 points







allied forces

cohesion

16

Elements, 4th Infantry Division

3rd Battalion(-), 8th Infantry Regiment, 4th Infantry Division-

Deploy within 4 inches of le Mesnil Gilbert

Battalion HQ: 1 x HQ (FO), 2 x 57mm ATG, 1 x Light Truck

1st Company: 3 x Infantry, 1 x Infantry Support
2nd Company: 2 x Infantry, 1 x Infantry Support
Support Co.: 2 x Infantry Support, 1 x 81mm Mortar (2)

12 x Light Improved Positions

1st Battalion(-), 39th Infantry Regiment, 4th Infantry Division-

Deploy within 4 inches of Cherence le Roussel

Battalion HQ: 1 x HQ (FO), 1 x 57mm ATG
1st Company: 2 x Infantry, 1 x Infantry Support
2nd Company: 3 x Infantry, 1 x Infantry Support
Support Co.: 2 x Infantry Support, 1 x 81mm Mortar (2)

13 x Light Improved Positions

Elements, CCB 2nd Armored Division

Enter anywhere along north edge map on game turn 1

3rd Battalion, 67th Armored Regiment

HQ Company: 1 x M4 Sherman (HQ) (FO), 1 x M4-105mm,

1 x M16 MGMC, 1 x Jeep/.50 cal (R)

1st Company: 4 x M4 Sherman 2nd Company: 3 x M4 Sherman

3rd Company: 3 x M4(76mm) Sherman

4th Company: 3 x M5 Stuart

1st Battalion, 41st Arm. Inf. Regiment

HQ Company: 1 x HQ (+1 GHQ) (FO), 1 x M3 Halftrack,

1 x M16 MGMC, 1 x M8 HMC (1), 1 x M21 MMC (1), 1 x Jeep/.50 cal (R)

1st Company: 3 x Infantry, 1 x 57mm ATG, 4 x M3 Halftrack 2nd Company: 2 x Infantry, 1 x 57mm ATG, 3 x M3 Halftrack

3rd Company: 3 x Infantry, 3 x M3 Halftrack

82nd Reconnaissance Battalion

HQ Company: 1 x HQ (FO), 1 x M3 Halfback, 1 x M8 HMC (1) 1st Troop (R): 3 x M8 Greyhound, 2 x Jeep/.50 cal

st 1100p (K). 3 x 1418 Gle

2nd Troop (R): 2 x M8 Greyhound, 2 x Jeep/.50 cal 3rd Troop (R): 3 x M8 Greyhound, 1 x Jeep/.50 cal

Tank Company: 3 x M5 Stuart 702nd Tank Destroyer Battalion (-)

HQ Company: 1 x HQ (FO), 1 x M3 Halftrack

1st Company: 3 x M10 Wolverine, 1x M20 Armored Car 2nd Company: 2 x M10 Wolverine, 1x M20 Armored Car Recon Co. (R): 2 x M8 Greyhound, 2 x Jeep/.50 cal

78th Armored Artillery Battalion (-)

HQ Company: 1 x HQ (FO), 1 x M3 Halftrack,

1 x M16 MGMC

1st Battery: 3 x M7 Priest (1) 2nd Battery: 3 x M7 Priest (1)

Elements, CCB, 2nd Armored Division

Enter anywhere along north edge map on game turn 4

2nd Battalion, 67th Armored Regiment, 2nd Armored Division

HQ Company: 1 x M4 Sherman (HQ) (FO), 1 x M4-105mm,

1 x M16 MGMC, 1 x Jeep/.50 cal (R)

1st Company: 4 x M4 Sherman
2nd Company: 3 x M4 Sherman
3rd Company: 3 x M4 (76mm) Sherman

4th Company: 4 x M5 Stuart

2nd Battalion, 41st Armored Infantry Regiment,

HQ Company: 1 x HQ (+1 GHQ) (FO), 1 x M3 Halftrack,

1 x M16 MGMC, 1 x M8 HMC (1), 1 x M21 MMC (1), 1 x Jeep/.50 cal (R)

1st Company: 3 x Infantry, 1 x 57mm ATG, 4 x M3 Halftrack

2nd Company: 3 x Infantry, 3 x M3 Halftrack

3rd Company: 2 x Infantry, 1 x 57mm ATG, 3 x M3 Halftrack

Elements, 702nd Tank Destroyer Battalion, 2nd Armored Division

 $3 \ x \ M10$ Wolverine, $1x \ M20$ Armored Car

Elements, 78th Armored Artillery Battalion (-), 2nd Armored Division

3 x M7 Priest (1)

VICTORY CONDITIONS

German Victory:

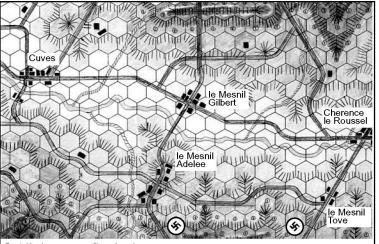
Exit at least thirty (30) or more armed stands (empty transport stands do not count!) off the western exit area edge of the map via the three exit roads indicated on the map (see sketch map) by the end of the scenario and occupy either Cuves or le Mesnil Gilbert at the end of the scenario. Exiting stands may be Suppressed and/or Disorganized.

American Victory:

Eliminate 1/3 or more of the armed German stands before the German player achieves his victory conditions. Once again, empty transport stands do not count towards this total.

TERRAIN SUGGESTIONS

- 1. The map should be approximately 72" (East to West) x 48" (N to S)
- 2. Terrain is open: Maximum sighting distance is 25 inches.
- 3. The See' River is fordable along its entire length. In order to enter its bed, a stand must make a successful cohesion die roll as for movement (modified for the presence of HQs). It may then proceed. The riverbed should be considered Rough Terrain 2.
- 4. All structures should be considered Light Buildings.



5. All slopes are Gentle slopes.

6. (**) - German Southern Attack Group enters on these two roads marked with swastikas on Turn #3.

Each hexagon on the map is four inches from side to side.