

TAC NEWS

GHQ, 28100 Woodside Road, Shorewood, MN 55331 USA • (612) 374-2693 • www.ghqmodels.com

September - October 2009

Modeling Excellence Since 1967

YOU ONLY LIVE TWICE

The Death of the Second Panzer Division

A Scenario for GHQ's Micro Armour®: The Game - WWII



In the last issue of Tacnews, (Tacnews #75 - July August) we provided a history of the destruction of the 2nd Panzer Division, for the second time! They went down

hard in the Falaise Pocket, were rebuilt, and then crushed again in the Battle of the Bulge. Have fun gaming it!

SOME NEW GHQ MODELS



M-39 APC
N530 \$9.95 5/pk



GWB27
CB
Courageous
\$13.50
1/pk



A11 "Matilda I"
UK95 \$9.95 5/pk

Check out www.ghqonline.com for updates, get modeling tips, join fellow gamers & collectors on the forums, find gaming clubs and more!

MICRO ARMOUR®: THE GAME - WWII

TAC NEWS SCENARIO

YOU ONLY LIVE TWICE

This scenario depicts the encirclement of Kampfgruppe Cochenhausen /2nd Panzer Division near the village of Celles on December 25th, 1944. Having advanced to within a few mile of the Meuse River, the spearheads of the 2nd Panzer Division, Kampfgruppenes Bohm and Cochenhausen were out of fuel and unable to advance further. CCB/2nd U.S Armored Division was unleashed to surround and destroy these formations. Historical license is used in this scenario by allowing German units a limited ability to move (see the Special Rules below).

GERMAN VICTORY CONDITIONS

Exit at least forty (40) or more armed stands (empty truck stands do not count!) off the German exit area of the map via the three exit roads indicated on the map (see sketch map) by the end of the scenario. Exiting stands may be Suppressed and/or Disorganized.

AMERICAN VICTORY CONDITIONS

Eliminate 40 or more of the armed German stands before the German player achieves his victory conditions. Once again, empty truck stands do not count towards this total.

Mapboard is approx. 48" square

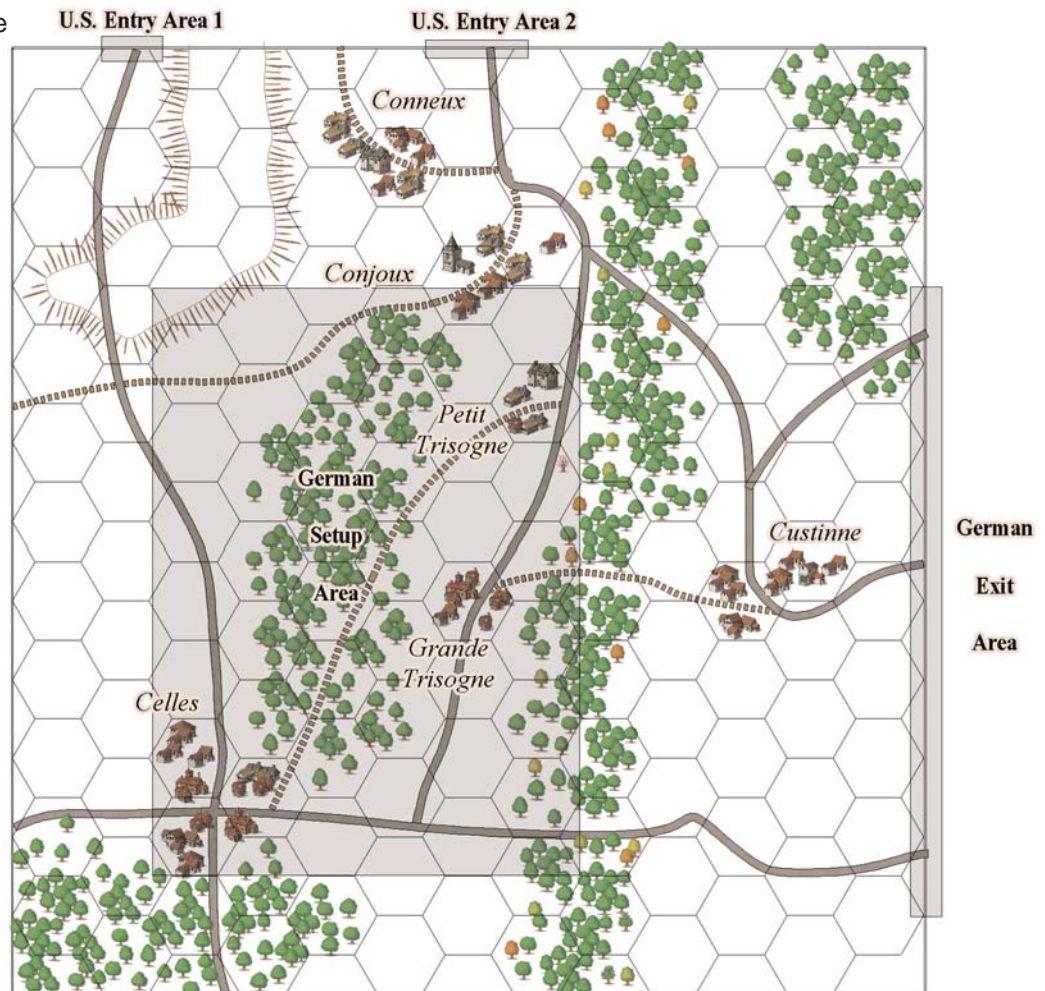
Y
O
U

O
N
L
Y

L
I
V
E

T
W
I
C
E

December
25th,
1944



Terrain is mixed:
Maximum sighting distance is 20 inches

..... Poor Road
———— Good Road

All structures should be considered Light Buildings.
All slopes are Gentle slopes.

AMERICAN FORCES

2nd Armored Division

TASK FORCE A - CCB

Enter in U.S Entry Area 1 on game turn 1

Base
Cohesion
17

1st Battalion, 67th Armored Regiment

HQ Company: 1 x M4 Sherman (HQ) (FO)
1 x M4-105mm
1 x Jeep/.50 cal (R)
1st Company: 4 x M4 Sherman
2nd Company: 3 x M4 Sherman
3rd Company: 4 x M4(76mm) Sherman
4th Company: 3 x M5 Stuart

1st Battalion, 41st Armored Infantry Regiment

HQ Company: 1 x HQ (+1 GHQ) (FO)
1 x M3 Halftrack
1 x M8 HMC (1)
1 x M21 MMC (1)
1 x Jeep/.50 cal (R)
1st Company: 3 x Infantry 43-45
1 x 57mm ATG
4 x M3 Halftrack
2nd Company: 2 x Infantry 43-45
1 x 57mm ATG
3 x M3 Halftrack
3rd Company: 3 x Infantry 43-45
3 x M3 Halftrack

Elements, 702nd Tank Destroyer Battalion

3 x M10 Wolverine
1x M20 Armored Car

14th Armored Artillery Battalion

(off-map or on-map: player's choice)

3 x M7 Priest (3)

Elements, 195th Anti-Aircraft Battalion

1 x M16 MGMC
1 x M15 MGMC

TASK FORCE B - CCB

Enter in U.S Entry Area 2 on game turn 1

2nd Battalion, 67th Armored Regiment

HQ Company: 1 x M4 Sherman (HQ) (FO)
1 x M4-105mm
1 x Jeep/.50 cal (R)
1st Company: 4 x M4 Sherman
2nd Company: 4 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 M8 HMC (1)
1 x M21 MMC (1)
1 x Jeep/.50 cal (R)
1st Company: 3 x Infantry 43-45
1 x 57mm ATG
4 x M3 Halftrack
2nd Company: 3 x Infantry 43-45
3 x M3 Halftrack
3rd Company: 3 x Infantry 43-45
1 x 57mm ATG
4 x M3 Halftrack

Elements, 702nd Tank Destroyer Battalion

3 x M10 Wolverine
1x M20 Armored Car

78th Armored Artillery Battalion

(off-map or on-map: player's choice)

3 x M7 Priest (3)

Elements, 195th Anti-Aircraft Battalion

1 x M16 MGMC
1 x M15 MGMC

U.S Airstrikes

(maximum of 4 missions per turn)
10 x P-38

SCENARIO LENGTH: 15 TURNS

SELECT BIBLIOGRAPHY

This is a short list of materials available on the Battle of the Bulge. Each source listed below will help in understanding the German drive to the Meuse in December, 1944.

Cole, Hugh M.. *U.S. Army in World War II - European Theatre of Operations - The Ardennes: Battle of the Bulge.* Center of Military History - United States Army, 1965.

McDonald, Charles B.. *A Time for Trumpets.* Charles B. William Morrow & Company, 1985

Zaloga, Steven J. *Battle of the Bulge 1944.* Osprey, 2004.

GERMAN FORCES

2nd Panzer Division (Elements) Kampfgruppe Cochenhausen

Base
Cohesion
14

Kampfgruppe Command

1 x HQ (+0 GHQ) (FO)
1 x SdKfz251/1
2 x Infantry 44
2 x Medium Truck
1 x Motorcycle Infantry

1st Battalion, 3rd Panzer Regiment

Battalion HQ: 1 x PzV Panther (HQ) (FO),
1 x SdKfz7/Flak37 (quad)
1st Company: 3 x PzV Panther
2nd Company: 3 x PzV Panther
3rd Company: 2 x PzV Panther

1st Battalion, 304th Panzergrenadier Regiment

Battalion HQ: 1 x HQ (FO)
1 x 20mm AAG
2 x Medium Truck
1st Company: 3 x Infantry 44
1 x Infantry Support
1 x SdKfz 251/9 Halftrack (1)
4 x Medium Truck
2nd Company: 2 x Infantry 44
1 x Infantry Support
1 x SdKfz 251/9 Halftrack (1)
3 x Medium Truck
3rd Company: 2 x Infantry 44
1 x Infantry Support
1 x SdKfz 251/9 Halftrack (1)
3 x Medium Truck
Heavy Company: 2 x 20mm AAG
1 x 8cm Mortar (3)
3 x Medium Truck

2nd Battalion, 304th Panzergrenadier Regiment

Battalion HQ: 1 x HQ (FO)
1 x 20mm AAG
2 x Medium Truck
1st Company: 3 x Infantry 44
1 x Infantry Support
1 x SdKfz 251/9 Halftrack (1)
4 x Medium Truck
2nd Company: 3 x Infantry 44
1 x Infantry Support
1 x SdKfz 251/9 Halftrack (1)
4 x Medium Truck
3rd Company: 2 x Infantry 44
1 x Infantry Support
1 x SdKfz 251/9 Halftrack (1)
3 x Medium Truck
Heavy Company: 2 x 20mm AAG
1 x 75mm Infantry Gun (2)
3 x Medium Truck

Armored Engineer Company, 304th Panzergrenadier Regiment

3 x Engineer
1 x SdKfz251/1
2 x SdKfz251/16
2 x Medium Truck

Infantry Gun Battery 304th Panzergrenadier Regiment

3 x 150mm Infantry Gun (1)
3 x Heavy Tractor

Elements, 38th Pioneer Battalion

Battalion HQ: 1 x HQ (FO)
1 x SdKfz251/1
1st Company: 3 x Engineer
3 x SdKfz251/1
1 x SdKfz251/16
2nd Company: 3 x Engineer
3 x Medium Truck

Elements, 2nd Armored Reconnaissance Battalion

Armored Car
Company (R): 1 x SdKfz234/1
2 x SdKfz234/2
1 x SdKfz234/3
Armored Recon
Company (R): 2 x Infantry 44
2 x SdKfz251/1

Elements, 74th Panzer Artillery Regiment

2 x 105mm Wespe (3)
1 x 150mm Hummel (3)
1 x 20mm AAG
1 x Medium Truck

Elements, 273rd Flak Battalion

2 x 88mm Flak36
2 x Heavy Tractor
1 x SdKfz7/Flak37 (quad)

SPECIAL RULES

A. Optional rules to be used:

- 12.1 The Hot Shot!
- 12.2 The Communications Breakdown!
- 12.4 Tank Marines!
- 12.8 Battlefield Air Strikes

B. German fuel shortage

At this stage of the campaign, the fuel situation had become critical for the Fifth Panzer Army spearheads. To reflect this, all Cohesion Rolls for the German player are modified by +6. In addition, there is no Cohesion Die Roll modifier for any movement group containing an HQ or GHQ stand.