



# THE SAWMILL

## SCHWERPUNKT SCENARIO SP107

**SITUATION: WITTSCHIED, Germany, 10 October 1944:** Sitting astride one of the few north-south roads in the Hürtgen Forest, the small town of Wittscheid became vital for both the Germans and the Americans. By the morning of the 10<sup>th</sup>, the town had already changed hands twice, with the fighting centered around the administration building of a large sawmill. German engineers, reinforced by policemen from Dueren, had wrested control away from the Americans and prepared to meet another attack. The American attack came late in the afternoon. Now backed by three medium tanks, the men of the 3<sup>rd</sup> Battalion, 39<sup>th</sup> Infantry stormed the town. The tanks set some of the lumber on fire and in the mayhem the police panicked and were routed. The German engineers, having lost their support and facing superior firepower, had to relinquish control of the sawmill. The Americans had won a half-victory, for although they held Wittscheid, the engineers withdrew in good order.

**Source:** Miller, Edward G., *A Dark and Bloody Ground* (College Station: Texas A & M University Press, 1995) pp. 40-41.

**Scenario Design:** Mike Licari 072803.3



**MISSION:** The Americans win immediately if they control building R4 at the end of game turn 6. Otherwise, the side scoring the most VP by game end wins. CVP are awarded normally [EXC: prisoners/captured equipment are not doubled]. In addition, both sides may score exit VP for personnel/inherent crews exited off the north edge.

### MAP ORIENTATION:

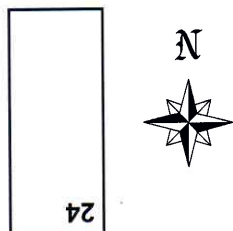
### OPTIONS:

✚ Add three concealment counters to Pioneer Bataillon 275.

☆ Exchange one M4A1 for an M4A3(75)W.

### COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA. The valley and cliffs do not exist.
2. Place overlays: **O5** on K3-J3; **OG1** on J8; **OG2** on U4-V3.
3. No AFV may be voluntarily abandoned. Crew survival is NA. Award full CVP for any destroyed AFV. Any Recalled AFV (whether due to STUN or disabled MA) is worth full CVP. Malfunctioned MA must attempt Repair.
4. German Police units, including SMC, have ELR: 1, suffer captured weapon penalties when firing any MG, and may not use PF, PSK, FT, DC, ATMM, or Spray Fire. German 8-3-8/3-3-8s are Assault Engineers (H1.22). All units of Pioneer Battalion 275 have ELR: 5.
5. The Germans may set up one HS and any SW/SMC with it HIP.
6. Voluntary breaking is NA. German units may not exit the map prior to turn 4.



### MISSION LENGTH

✚ GERMAN SETS UP FIRST	1	2	3	4	5	6	7	8	9
☆ AMERICAN MOVES FIRST	☆								

Elements of Pioneer Bataillon 275, Infanterie Division 275 [ELR: 5] set up on/between hexrows S and J.



8-3-8	2-2-8	9-2	8-1	LMG	PSK	FT	DC	?	GrW 34 81* MTR
6	2			2			3	3	

{ELR: 5&1}  
{SAN: 5}

Elements of the Dueren Polizei Battalion  
[ELR: 1] set up on/between hexrows M  
and J.

4-3-6	6+1
4	

Elements of the 3<sup>rd</sup> Battalion, 39<sup>th</sup> Infantry Regiment, 9<sup>th</sup> Infantry Division enter on/after turn 1 on the south edge.



6-6-6	3-4-6	9-1	8-1	7-0	dm MMG	dm M2 60* MTR	M4A1 2/4/4
10	2				3	2	3

{ELR: 4}  
{SAN: 2}