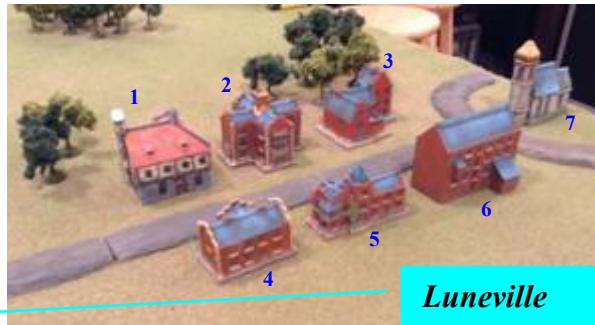
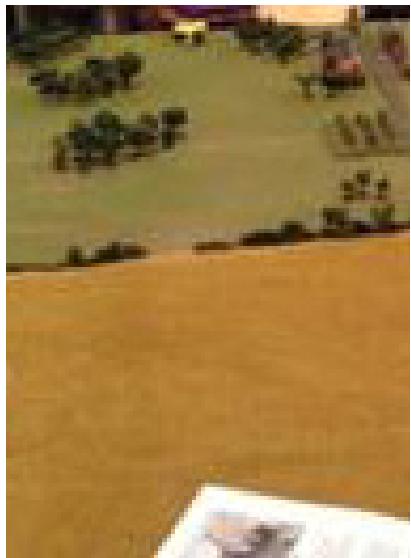


Attack at Luneville by Roger Burley

The objective for both the United States and the Germans is the control of Luneville – defined for US as 3 buildings for 10 phases and the Germans to prevent this.



Both forces enter the board on the first phase of turn 1. The Germans enter closest to the village along the entire side. The US enters from the side farthest from the village.



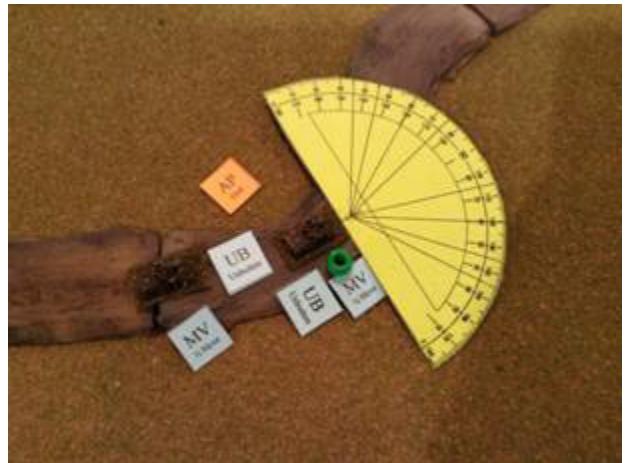
Hauptmann Sedov sent his two attached armored cars around the sides of the Luneville to observe and engage any approaching Allied forces. His mechanized platoon moved along the right side. He did not have enough troops to hold the entire village so he decided to hold a corner and restrict movement between buildings. His mission to set up a roadblock was dashed as his Puma reported an armored column on the road headed towards the village. His halftrack

stopped long enough to dismount the LMG team at the front door of the church (7). Their orders were to cover the road between the buildings. His greenest squad moved up to the first building (3) and prepared to dismount and hold that building. His other two squads moved to the next building (2). His headquarters would be in building (3).



Lt. Dutton's column with 2 M8 Greyhound scouts in the lead proceeded at full speed towards Luneville to secure the road and village against German probes.

As the scouts started into the turn, Dutton heard the crack of a tank cannon ahead to the right, "Shit tanks!" The first Greyhound burst into flames and rolled off the left side of the road. The second left the road and headed towards a small group of trees on the right.



Dutton commanded the halftracks to make for the village.



Feldwebel Seydlitz in the Puma waited for the lead elements of the Allied column to clear the trees, they would have to slow slightly and turn their flanks to his position as they moved from behind the intervening trees.

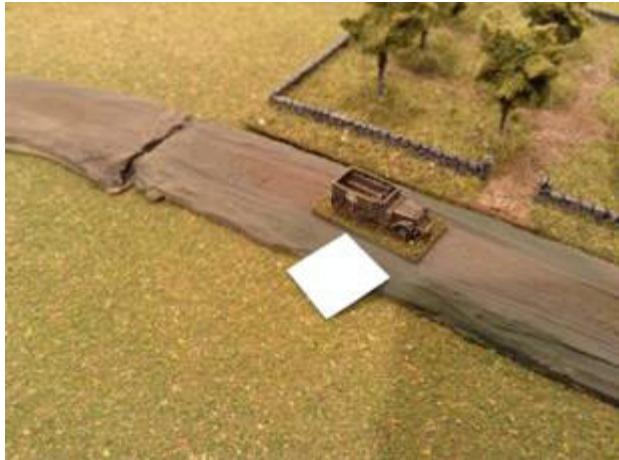
The scout car moved into the open and Seydlitz fired. Seydlitz prepared for additional armored cars to appear.



Both the M8 and Puma fired and hit each other. The remaining German armored car was still moving around the village and missed the battle and opportunity to attack the US halftracks that sped behind the building (4) across the road where the troops inside dismounted.



However, it did spot the second halftrack and was spotted by Lt Dutton as his halftrack slowed to dismount the LMG team near the orchard.



The German halftracks started to dismount their troopers at the assigned buildings and Hauptmann Sedov dismounted his vehicle after giving orders to the halftracks to cover the gaps between the buildings across the road.



The halftrack ahead of Lt Dutton headed right to follow the other the second M8 only to see it explode in front of him. The driver turned left and headed for the village.

Lt Dutton made sure the LMG team was on their way towards the orchard wall to cover the main street through the village.

The German halftracks maneuvered to put fire zones between the buildings while the LMG in the church had a fire zone on the road beyond the last two buildings. The German armored car rounded the end of the building (1) and spotted the mostly exposed US halftrack.





Just before the armored car fired, Lt Dutton's halftrack dashed behind two other halftracks.



One of the German squads in building 2 raced across the main village road to building 5.



Fire from the German armored car damaged the first US halftrack and caused the crew to bailout, seeking shelter in the lee of the building.



Both US squads in building 4 fired their rifle grenades at the German armored car, one missed, but the other landed squarely on the hull of the car with catastrophic results.

One of the German halftracks, firing on the move, charged at the LMG being set up in the orchard.



From building 4 one of the squads launched a rifle grenade at the German halftrack between buildings 1 & 2 causing it to catch fire.



The third US halftrack, after looping around the right of the village, slowed to a stop and dismounted its infantry squad into building 6. Lt Dutton's halftrack turned to face building 5.

Hauptmann Sedov ordered his halftrack to get behind the buildings across the main street, out where the Puma was burning and cover the backsides of the buildings. As the halftrack accelerated between buildings 5 & 6, it surprised the halftrack next to building 6. Before either could react the German halftrack was almost at the woods which it entered and prepared to suppress any infantry movement on that side of the village.



One of the US squads in building 4 raced across the street using the burning German armored car and its smoke to cover the move. Forming up they entered and cleared the unoccupied building 1.

This started a 10 phase countdown to a US win. (Hold 3 buildings for 10 phases or 2 turns.)

The Germans in building 5 fired a Panzerfaust at Lt Dutton's halftrack hitting the crew compartment, killing the crew, starting a fire and Lt Dutton and his HQ section elected to dismount.



To cover the dismount, Lt Dutton tossed a smoke grenade in front of the halftrack to hide his exposed position. The German squad in building 5 (center) partially hidden by the burning halftrack and the initial wisps of the smoke grenade, stepped out of the doorway and fired another Panzerfaust at the halftrack next to building 6 which was focused on the German halftrack that had just sped past its front bumper. The engine hit also killed the crew.

The German squad on the second floor of building 2 (red marker above) fired a Panzerfaust at the remaining US halftrack that was moving to pick up HQ section. And then Lt Dutton cursed, "Now we're fxxxxg leg infantry!"

One of the remaining 3 German halftracks moved to the edge of the village and fired on the US LMG setting up in the walled orchard. Meanwhile the first German halftrack gained the road and moved towards the orchard entrance.

The Professional TQR German squad having killed 2 halftracks, dashed towards building 6, intent on taking it before the US squad could organize its defense. It was not to be! The US squad, having heard the Panzerfaust explosions and smoke coming in the blown out windows from the halftrack they had just exited turned and pointed all their weapons at the door. The squad leader pulled the pin from his frag grenade and waited. They did not have long to wait, the soldier closest to the door signaled Danger and as the first form filled the doorway, the grenade rolled out, accompanied by a storm of lead. The German squad was decimated.

Hauptman Sedov, his Green squad and the LMG in the church poured fire into building 6 to no avail. The German squad in building 2 raced for the ground floor and the halftrack that just suppressed the US LMG turned to move adjacent to building 1.

In the orchard, the halftrack gained the entrance and the one outside the village was able to suppress the LMG team as they just finished setting up the LMG.

Sedov, LMG, and the squad continued to fire on building 6 to suppress the US squad inside, but it was a big building and the LMG had a poor angle. Even the halftrack in the woods would join in when it spotted movement (had an action.)

The German halftrack in the orchard crushed the US LMG and scattered the crew, the commander firing at individual men as they evaded through the trees.

Sedov and his squad rushed across the street and started firing into the broken windows to suppress the squad inside. At the other end of the village the halftrack and other German squad fired on building 1 to suppress the squad inside.

Neither building assault was successful. The clock ran out with the US the victors, but stuck in the village that still had Germans outside every door, 3 halftracks and a LMG that commanded the center of the village.

Lessons Learned:

- Suppress the occupants of buildings before entering.
- At point blank and even short range Panzerfausts and rifle grenades are deadly to light armor
- Fire Zones (lanes) inhibit movement in urban combat.

Another scenario that went down to the last phase.