

WESTWALL

Hürtgen Forest

Approach to the Roer, November 1944

EXCLUSIVE RULES

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[10.0] INTRODUCTION

Hürtgen Forest is a simulation, on the battalion/regiment level, of combat between U.S. and German forces near the Belgian-German border in November of 1944.

[11.0] SPECIAL ARTILLERY RULES

GENERAL RULE:

Both Players are restricted in their use of Artillery units for both Barrage and FPF during each individual combat.

CASES:

[11.1] GENERAL USE

[11.11] During every Combat Phase, both Players are limited in the number of Artillery units that may engage in each single, individual combat.

[11.12] Both adjacent and non-adjacent Artillery units count toward the maximum allowed usage per individual combat.

[11.13] Ground Support Points do **not** count toward the Artillery unit restrictions.

[11.2] U.S. ARTILLERY UNIT RESTRICTIONS

[11.21] The U.S. Player, as the Phasing Player, may use a maximum of **four** Artillery units when attacking per individual combat.

[11.22] The U.S. Player, as the non-Phasing Player, may use a maximum of **three** Artillery units for FPF per individual combat.

[11.3] GERMAN ARTILLERY UNIT RESTRICTIONS

[11.31] The German Player, as the Phasing Player, may use a maximum of **two** Artillery units per individual combat when attacking.

[11.32] The German Player, as the non-Phasing Player, may use **only one** Artillery unit for FPF per individual combat.

[11.4] GROUND SUPPORT POINTS

[11.41] The U.S. Player receives a maximum of 20 Ground Support Barrage Strength Points per Game-Turn to help supplement his attacks.

[11.42] The U.S. Player can only use up to five Ground Support Barrage Strength Points per individual combat.

[11.43] The U.S. Player may **not** use his Ground Support Points for FPF.

[11.44] Ground Support Points are not restricted in range. They may be used in any hex on the map.

[12.0] THE 116TH PANZER DIVISION

GENERAL RULE:

In order to refit in time for the Ardennes Offensive the 116th Panzer Division had to break off and pull out of the line. All units of the 116th Panzer Division must exit the map by the specified Game-Turn. These units' divisional designation appears to the right of their unit type symbol. All units with 116th Divisional designations must exit the map.

PROCEDURE:

All units of the 116th Panzer Division must exit either the east or south edge of the map by Game-Turn Four (see Section 14.0). Otherwise, the German Player is subject to penalties.

CASES:

[12.1] PENALTIES

[12.11] For each German unit of the 116th Panzer Division that does not exit the map by Game-Turn Four, the U.S. Player receives **five** Victory Points for each succeeding Game-Turn that the unit begins on the map.

[12.12] U.S. Player does not receive this Victory Point bonus for destroyed units of the 116th Panzer Division. (Of course, the destroyed units count as destroyed units for Victory Point purposes).

[12.13] **Example:** Four units of the 116th Panzer Division exit on Game-Turn Four, two units of the 116th exit on Game-Turn Five, and one unit of the 116th exits on Game-Turn Six; the U.S. Player would receive twenty Victory Points.

[13.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive Reinforcements. These appear during the Owing Player's Movement Phase on the Game-Turn indicated on the Reinforcement Schedule. The Reinforcement Schedule states the Game-Turn of appearance, the number of units, the Strength and Movement Allowance and the specified hex on which they enter.

PROCEDURE:

During his Movement Phase, the Owing Player places a Reinforcing unit in the scheduled hex. The Owing Player may place them at any time during his Movement Phase.

CASES:

[13.1] MOVEMENT OF REINFORCEMENTS

[13.11] Reinforcements are presumed to be poised adjacent to the map. When placed on the map a Reinforcing unit expends Movement Points to enter the entry hex according to the Terrain Key. In almost all cases, the Reinforcements are entered onto a hex which has a road leading off the map; these units expend Movement Points at the road movement rate to enter the map.

[13.12] In several cases, more than one unit is scheduled to appear in the same Game-Turn. These units are deployed off map, one behind the other, with the lead unit poised adjacent to the map entry hex itself. If the entry hex is a road hex, a hypothetical road may be presumed to stretch off the map, away from the entry hex.

[13.13] As each unit enters the map, it will pay the cost for entering the entry hex, plus any additional cost for any hypothetical clear terrain hexes that it would have to traverse to reach the entry hex. If units are entering on a road hex, they are considered to be moving through hypothetical road hexes until they reach the map. Example: The lead unit in a column would pay ½ Movement Point to enter the map, the second unit would pay 1 Movement Point to enter the map, the third 1½ Movement Points, etc.

[13.14] Once on the map, Reinforcements may be moved normally. The Owing Player may begin the arrival of his Reinforcements at any time during his Movement Phase.

[13.2] RESTRICTIONS

[13.21] Reinforcements may not enter a hex which is, at that point, occupied by an Enemy unit. A Reinforcing unit may enter an Enemy-controlled hex (but it must cease movement therein).

[13.22] If, and only if, a scheduled entry hex is occupied by an Enemy unit, or a Friendly unit in an Enemy Zone of Control, the Reinforcing unit may enter the nearest unblocked map edge hex to the scheduled hex, in the direction of the nearest Friendly unit.

[13.23] A Player may deliberately withhold Reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Turn.

[13.24] Regardless of whether a Reinforcement unit is brought into play on its scheduled Turn, it must appear in its scheduled hex or alternate (see Case 13.22).

[13.25] Until they enter the map, Reinforcements have **no** effect on play; they do not cast a Zone of Control onto the map, nor may they attack Enemy units until they enter the map.

[14.0] EXITING THE MAP

GENERAL RULE:

Only the German units of the 116th Panzer Division may exit from the map. An exiting unit must expend Movement Points to enter an imaginary hex presumed to be adjacent to the map edge. The terrain in this imaginary hex is presumed to be similar to the terrain in the hex from which the unit exited.

CASES:

[14.1] RESTRICTIONS

[14.11] Once a unit exits the map it may not return.

[14.12] Exited units are not considered eliminated (but see Case 14.13) and are kept separated from eliminated units.

[14.13] A unit may not exit the map as a result of combat. If it does so, then it is eliminated. Units may only exit the map during the Owing Player's Movement Phase.

[15.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is judged at the end of a Scenario on the basis of Victory Points scored by the Players. Victory Points are awarded to Players for eliminating Enemy units and for seizing territorial objectives.

PROCEDURE:

There is no Victory Point record track. Players must keep track of Victory Points on a piece of scratch paper.

CASES:

[15.1] VALUE OF UNITS IN VICTORY POINTS

[15.11] Each unit has a numerical Victory Point Value equivalent to its total Combat Strengths (Attack plus Defense Strengths for non-Artillery units; Barrage, FPF and Defense Strengths for Artillery units). Thus, a 3-2-12 armored battalion is worth five Victory Points.

[15.12] Victory Points are awarded to the Player when he eliminates Enemy units. If the U.S. Player eliminates a German 3-2-12, the U.S. Player would receive five Victory Points.

[15.2] TERRITORIAL OBJECTIVES

[15.21] Only the U.S. Player receives Victory Points for territorial objectives. These objective towns need not be physically occupied by the U.S. Player's units; but every hex in the town (not just the identifying hex listed below) must be free of German units and their Zones of Control and there must be a complete Line of Communication from the hexes in the town to the western mapedge. If these conditions are not met for any specific town, the U.S. Player receives no Victory Points for that town. Victory Points for towns are awarded at the end of the game if the conditions are met.

[15.22] VICTORY POINT VALUES FOR TERRITORIAL OBJECTIVES

Objective	Identifying Hex Nr.	Points
Kommerscheidt	1524 -	5
Vosenack	1120 -	5
Germeter	0819 -	5
Hurtgen	1214 ~	5
Kleinhau	1410 -	5
Grosshau	1408 -	5
Brandenburg	1717 ~	5
Gey	1805 ~	25
Bergstein	2118 ~	25
Untermaubach	2410 ~	25
Nideggen	2919 ~	25
Schmidt	1726 -	25

[15.3] LINE OF COMMUNICATIONS

[15.31] In order to receive Victory Points for towns on the map, the U.S. Player must be able to trace a Line of Communications from the hexes in the town back to the west edge of the map.

[15.32] A Line of Communications is defined as a series of contiguous hexes not blocked by Enemy units or their Zones of Control.

[15.33] A Line of Communications may not be traced through more than two rough terrain hexes.

[15.34] A Line of Communications may only be traced across a stream via a bridge hexside. It may not enter or cross prohibited terrain.

[15.35] U.S. and German units are not subject to the Line of Communications rule.

[15.4] LEVELS OF VICTORY

Victory is determined by comparing the total Victory Points won by each Player, stating the comparison as a ratio (U.S. Player to German Player) and evaluating this ratio against the schedule below.

Ratio	Victory Level
4.0 or more to 1	U.S. Decisive
between 3.0 and 3.99 to 1	U.S. Substantive
between 2.0 and 2.99 to 1	U.S. Marginal
between 1.5 and 1.99 to 1	German Marginal
between 1.0 and 1.49 to 1	German Substantive
1.0 or less to 1	German Decisive

[16.0] THE SCENARIOS

GENERAL RULE:

Each Scenario specifies each Player's Initial Deployment and Reinforcements. Units must be deployed on the map in the specific hexes listed.

PROCEDURE:

Place a unit of the specified type on each of the hexes listed for that type. Hex numbers are shown in parentheses following each unit's designation. Unit designations are provided for historical reference only; Players may ignore them.

CASES:

[16.1] HISTORICAL SCENARIO

[16.11] HISTORICAL NOTES

The Scenario covers the U.S. Offensive through the Hurtgen Forest in an effort to breakout into the Roer Plain to the east. The U.S. 1st Army's offensive, which began on November 15, 1944, runs into stiff resistance from patchwork German units from various understrength divisions and almost impossible terrain. The Germans must hold while units are stripped all along the front to refit and prepare for the Ardennes Offensive.

[16.12] U.S. INITIAL DEPLOYMENT

Unit Type: 2-3-7. **Hexes:** 1/8 (0402), 2/8 (0505), 3/8 (0606), 1/22 (0508), 2/22 (0510), 3/22 (0512), 1/12 (0514), 2/12 (0515), 3/12 (0516), 1/121 (0617), 2/121 (0718), 3/121 (0818), 1/28 (0819), 2/28 (1019), 3/28 (1120), 1/13 (1121), 2/13 (0922), 3/13 (0723).

Unit Type: 1-2-16/2-7. **Hexes:** 20 (0203), 29 (0310), 42 (0315), 45 (0720), 43 (0721), 28 (1020).

Unit Type: 3-1-20/1-7. **Hexes:** 44 (0322), 56 (0108).

[16.13] GERMAN INITIAL DEPLOYMENT

Unit Type: 1-2-7. **Hexes:** 1/983 (0702), 2/983 (0803), 1/984 (0805), 2/984 (0807), 1/985 (0709), 2/985 (0712), 275F (0714), 253(-) (0716), 31MG (0917).

Unit Type: 2-3-7. **Hexes:** 1/1055 (1118), 2/1055 (1317), 3/1055 (1520), 1/1056 (1522), 2/1056 (1423), 3/1056 (1224), 89F (1025).

Unit Type: 2-2-12. **Hexes:** 60 (0914), 156 (1518).

Unit Type: 3-2-12. **Hex:** 16 (1014).

Unit Type: 1-3-12. **Hex:** 116 (1718).

Unit Type: 2-3-16/1-7. **Hexes:** 275 (1002), 89 (1623).

Unit Type: 2-3-16/2-12. **Hex:** 116 (1213).

Unit Type: 2-1-18/1-7. **Hexes:** 116 (1411), 275 (2117), 89 (1725).

Unit Type: 1-2-12/2-7. **Hex:** 116 (1716).

[16.14] U.S. REINFORCEMENT SCHEDULE On Game-Turn Four:

Unit Type: 3-2-12. **Hex:** 10 (0123).

Unit Type: 2-3-12. **Hex:** 47 (0123).

Unit Type: 1-2-16/2-12. **Hex:** 56 (0123).

[16.15] GERMAN REINFORCEMENT SCHEDULE

On Game-Turn Two:

Unit Type: 1-2-7. **Hexes:** 1/854 (2907), 2/854 (2907), 1/855 (2907), 2/855 (2907), 1/856 (2918), 2/856 (2918).

Unit Type: 2-3-16/1-7. **Hex:** 344 (2907).

Unit Type: 2-1-18/1-7. **Hex:** 344 (2918).

On Game-Turn Nine:

Unit Type: 1-2-7. **Hexes:** 1/941 (2907), 2/941 (2907), 1/942 (2907), 2/942 (2907), 1/943 (2907), 2/943 (2918), 344F (2918).

Unit Type: 2-3-16/1-7. **Hex:** 353 (2907).

Unit Type: 2-1-18/1-7. **Hex:** 353 (2918).

On Game-Turn Eleven:

Unit Type: 2-3-7. **Hexes:** 1/980 (2918), 2/980 (2918), 1/29 (2918).

Unit Type: 1-2-16/1-7. **Hex:** 272 (2918).

[16.16] SPECIAL RULES

1. The U.S. Player is the First Player. His Player-Turn is first in every Game-Turn.

2. The Scenario Length is **fourteen** Game-Turns.

[16.2] FREE DEPLOYMENT SCENARIO

Quantity of units is shown first, followed by unit strengths in parentheses; unit designations may be ignored.

[16.21] U.S. INITIAL DEPLOYMENT

The following units may be deployed anywhere west of, but not adjacent to the Front Line: 18 (2-3-7), 6 (1-2-16/2-7), 2 (3-1-20/1-7).

[16.22] GERMAN INITIAL DEPLOYMENT

The following units may be deployed anywhere east of, but not adjacent to the Front Line: 9 (1-2-7), 7 (2-3-7), 1 (3-2-12), 2 (2-2-12), 1 (1-3-12), 1 (1-2-12/2-7), 3 (2-1-18/1-7), 1 (2-3-16/2-12), 2 (2-3-16/1-7).

Note: All units of the 116th Panzer Division must be included in the German Initial Deployment.

[16.23] U.S. REINFORCEMENT SCHEDULE

Same as in Case 16.14.

[16.24] GERMAN REINFORCEMENT SCHEDULE

Same as in Case 16.15.

[16.25] SPECIAL RULES

1. The German Player deploys first; the U.S. Player is the First Player; his Player-Turn is first in every Game-Turn.

2. The Scenario Length is **fourteen** Game-Turns.

[17.0] GAME NOTES

[17.1] DESIGNER'S NOTES

The battle for Hurtgen Forest got under way in September and didn't conclude until December. Because of the need for all the games in the Westwall QuadriGame to fit into the same system, the full battle could not be successfully simulated. So, the game only covers the major aspect of the long engagement, and this one best typifies the type of battle it was.

In order to show the operational radius in the dense forest, the scale used was 500 meters per hex. This meant that only certain areas of the Forest could be encompassed. A decision was made to omit the areas of operation of the 1st U.S. Infantry Division. The inclusion of this unit would create other problems, in that those and the German units opposing them would have to be included. Obviously, the limited counter mix was a factor. Also, it would force a change in scale of the unit sizes and this would directly have an effect on the "feel" of the simulation.

An interesting aspect of the battle was the withdrawal of the 116th Panzer Division. This unit was recalled from the battle so that it could refit and reequip for the impending German Ardennes Offensive.

The Germans, though already pushed east of the Siegfried Line, were able to utilize the dense forest and rugged terrain well. They used log emplacements, mines and barbed wire extensively, and, when forced to retreat, began to dig in again quickly. Though greatly understrength and full of over- and under-age troops, the handful of veteran NCO's held the German units together defensively. Also, fortunately for the Germans, their generals were always able to find a division to throw into the fight when things were getting rough.

On the other side of the ledger, the Americans found that the Forest almost totally neutralized their firepower advantage. The tanks that were

distributed among the infantry battalions were almost useless. In addition, the heavy fog that blanketed the area put an end to any possible ground support. It was a true infantryman's slugfest.

There are a few good reference sources that were consulted in doing the game. The best of these was **The Siegfried Line**, which is part of the U.S. Army in World War II Series, put out by the Office of Military History. The information is fairly detailed and there are good maps. Another excellent source is **Hurtgen Forest**, written by MacDonald, who contributed to the Office of Military History's book. There are also the histories of the individual units that took part in the fighting. Available from Ft. Knox was a privately-done study on armor in the Hurtgen Forest, with emphasis on the 5th Armored Division's CCR.

Nothing was discovered on the Germans, but the German Army Handbook, put out by the U.S. Army, was consulted to reveal information on German doctrine and tactics.

[17.2] PLAYERS' NOTES

The U.S. Player

At the outset, the U.S. Player must study the terrain and his objectives carefully to decide where he should put his offensive emphasis. The U.S. cannot afford to make too many wide-spread attacks. They must concentrate their efforts on two or three areas only. The off-board artillery is a great asset and must be used to its maximum to guarantee a successful offensive.

The major areas to concentrate on should be the southern and possibly western approaches to Hurtgen. From there, the U.S. Player should drive northward along the main road and adjoining open plain towards the other towns. The CCR armored units should combine in this thrust.

The other area of assault should be in the northern area, 4th Divisional sector, where the effort should be made to drive towards Grosshau and the open

plain. The going here was and most likely will be slow.

Secondary efforts could be made from Vossenack eastward. But this is dangerous and would drain resources from the major move against Hurtgen. Otherwise, Schmidt may be considered. Though it looks relatively close, it is a tough nut to crack. In most cases, its not worth the effort.

The U.S. Player should also pay close attention in trying to engage units of the 116th Panzer Division. If the U.S. can delay their withdrawal, it will mean Victory Points.

The German Player

The overall mode of the Germans is a defensive one, though they must keep an eye towards local counterattacks. The terrain should be used to its utmost, both as a benefit to defense and as a hindrance to U.S. mobility.

An attack on Vossenack can be contemplated as it is a most vulnerable position. Success here could force the U.S. to divert reinforcements to the area placing a drain on the U.S. offense elsewhere.

The German Player must make an important decision in the game and that is to what extent should the 116th be committed. It is the most powerful German force in the game. If the German Player sees a good opportunity to eliminate a few U.S. units or make a key counterattack, then by all means use the units, though it will delay their departure. The German Player must also proceed with caution, since he cannot afford to delay these units too long.

DESIGN CREDITS

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