

SECOND EDITION

NUTS!

EUROPE 1944



THE BIG HURT

THE BIG HURT

THE BATTLE OF THE HÜRTGEN FOREST



By Darby Eckles

THE BIG HURT

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And Lil ☺

PROLOGUE

The advance had been a constant thing. The 3 months since the Normandy Landings have been a steady diet of marching and fighting. Some days the enemy fell back at break neck speed, while on others he stood and fought with almost reckless abandon. As the borders of Germany proper approached, days like the later have been the more common of the two. The Ruhr Valley, Germany's production hub, lay just ahead, with only a 50 square mile forest and some rivers in the way.

But the supplies just can't keep up with the pace. Forward momentum is being lost because of fuel and ammo shortages. Something has to be done. The rumor mill says that something big is in the works, maybe up north. But when?

Meanwhile, the frontline has begun to stabilize just short of the little Hürtgen Forest and the German's Siegfried Line. While the beans and bullets catch-up, and the Brass does whatever the Brass is going to do up north, it's back to scouting, patrolling, and preparing. It's just a little forest, and everyone likes walks in the woods, right?

INTRODUCTION

The Big Hurt (TBH) is a 2-part scenario book for *NUTS* that takes place from mid- September 1944 to February 1945, and a copy of that rules set is necessary to make full use of what follows.

The scenarios provided in this book are intended to be played solo from the American side, but can easily be modified to be played head-to-head with another player taking on the German side. The scenarios are also designed to be played in sequence, with the result of the previous mission affecting the next. However, they may also be played as standalone scenarios with little-to-no changes.

Though the scenarios in this book are designed to revolve around a single detailed squad of infantrymen, like any other game of *NUTS* there is always the chance that more units, both friendly and enemy, may be fed into the battle. Be prepared.

BACKGROUND

By late August 1944 the steady advance of the Allied forces in Western Europe had begun to slow significantly. Supply lines were stretched from the landing beaches of Normandy all the way across France to Low Countries and the very edge of Germany. The "Redball Express" could only move so much material so far each day, and full and timely resupply could no longer be guaranteed to forces on the frontline. Something had to be done to shorten the supply lines. The port of Antwerp needed to be captured and reopened.

This was mostly accomplished during the first week of September by General Montgomery's 21st Army Group. Some supplies moved inland, but the great Allied war machine was not fully fed and filled again as expected. Something was brewing, diverting the material necessary to get the port of Antwerp fully operational again.

The Siegfried Line/West Wall still loomed ahead, defending the borders of Germany proper, and it would need to be neutralized if any further gains were to be made. Operation Market Garden was executed by the Allies in mid-September with some success, but it was not the resounding victory expected. Another drive was planned; this time aimed at the fortress like gap between Aachen and the Rur River, in an attempt to out-flank the hard defenses of the German "Westwall", cross the Rur River, and capture the city of Düren.

To forestall the perceived threat of German forces from the Hürtgen area interfering in the Aachen Gap, as well as neutralizing the possibility that the water behind the Rursee dams might be released by the Germans to swamp Allied forces operating downstream, the Allied First Army decided to direct a thrust through the forest. It was the most direct route to the dams, and expected to meet little resistance.

However, there were severe errors made during the planning of the thrust. What little information was gained about the area was ignored. Important things, such as the nature of the terrain and the fact that though tanks would be needed to support the infantry, there were no roads in the forest; only muddy fire breaks sewn with mines and enfilading fire. In fact, the whole region had been planted and nurtured by the

Third Reich for over a decade, as well as fortified with blockhouses, bunkers, and other defenses. The pine forest itself was so dense that in most places visibility was a few yards, and impassable to armor. There were also very few clear areas that could be used for setting up artillery, and those that existed were well plotted by the German guns. All of this effectively neutralized the 5:1 numerical advantage the Allies had over the Germans, especially in supporting units.

German forces, at first numbering only 5,000, were also grossly underestimated, as this was one of the marshalling areas for the upcoming Ardennes offensive. This would be discovered the hard way.

The combat that would take place in the Hürtgen Forest from mid September until February 1945 would be the bloodiest of the war for the Allies, costing far more than any operation to date.

The first unit to be pushed into the meat grinder was the 60th Infantry Regiment (IR) of the 9th Infantry Division (ID), which was already at 40% under strength. A sister unit, the 47th IR had jumped off near Aachen 2 days prior, meeting very little resistance and gaining 6 miles and seizing Schevenhütte, as well as a German Colonel who was out wandering alone with his maps.

Hoping for the same results, the 60th IR blissfully walked into the forest on September 19th, and had their teeth kicked in. The 2nd Battalion alone took 2/3 casualties in just the first day. It was a nightmare of exploding trees, sudden ambushes, and fierce counterattacks.

After being beaten back with a severe hand, American forces set about regrouping and preparing for another thrust. The high casualties had shocked, though not deterred, the Allied First Army command, and a new "do or die" push would begin on October 5th, aimed at the town of Schmidt and the ever-so-important Rursee dams.

THE RULES

The following are special rules additions or alterations to be utilized while playing the scenarios presented as part of a linked mini-campaign.

THE SQUAD

Before playing any of the scenarios, create your 12-man squad from the American Infantry list on page 9 of *NUTS*. It is recommended that your Star should have 2 Attributes, while all other squad members should have 1.

PEFs AND REINFORCEMENTS

Anytime reinforcements are called for during the first part of this scenario book, or PEFs are identified, use the following tables for their make-up, rather than those found in *NUTS*.

1 AMERICAN REINFORCEMENTS PART 1 (Roll 1d6 and read the result)

#	Reinforcement
6	M5A1 Stuart Light Tank
5	M8 Armored Car
4 (1-3)	M-3 Half Track
4 (4-6)	Rest of Platoon
3 (1-3)	LMG team
3 (4-6)	Infantry squad with Bazooka & 1d6 rockets
2	Infantry squad
1	Half Infantry squad

1 GERMAN REINFORCEMENTS PART 1 (Roll 1d6 and read the result)

#	Reinforcement
6	234/2 Puma Armored Car
5	251/1 Half Track
4	Infantry squad with 1d6 Panzerfaust 60
3	LMG team
2 (1-3)	Panzerschreck team
2 (4-6)	Infantry Squad
1	Half Infantry Squad

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ARTILLERY

In *NUTS* artillery and mortars fire from off the table. The reason for this is simple: the ranges represented on the table are far too short in most cases to allow for the projectiles to reach their minimum arming distance. In most cases, artillery and mortars fire in concentrations from organized Batteries, with several weapons firing at roughly the same time at the same target location.

The number of rounds fired in the concentration varies, though for our purposes we use 3 rounds as the standard.

ARTILLERY TYPES

Artillery in *NUTS* is divided into three types. They are *mortars*, *artillery*, and *heavy artillery*.

Weapon Type	Base To Hit	Blast Circle Radius	Impact
Mortars	4	2.5"	2/ APR 2
Artillery (up to 122mm)	5	4"	2/ APR 3
Heavy Artillery (beyond 122mm *)	7	6"	3/ APR 4

* Examples - 155mm, 175mm, 8", etc.

WHO CAN CALL FOR FIRE

Any Leader or Forward Observer with access to a radio can call in artillery fire.

METHODS OF FIRE

There are two methods in which artillery indirect fire may be employed. These are *Registered Targets* and *On Demand*.

REGISTERED TARGET

Registered Targets use preplanned target locations called Registered Target Points (RTP). These specific points are coordinated with the supporting artillery unit prior to the battle. Here is how fire on RTPs is carried out.

DESIGNATING RTPs

Up to 6 target locations may be registered prior to the battle commencing. Assign them numbers

from 1 to 6. Scenarios in this book using RTPs already have the RTPs marked on the map.

HOW FIRE IS CALLED IN

Only one RTP per turn may be fired upon per friendly support level. If your force has a Forward Observer (FO) or Officer (considered equipped with a radio or Handy-Talky), you may select which RTP to fire on when he/they are active.

If there isn't a FO or Officer on the table, then roll 1d6 to randomly determine which RTP is fired upon.

If the result is a number not assigned to a registered target, then no artillery is fired for that turn/call.

WHERE THE ROUNDS LAND

Roll 1d6 for each of the three rounds that are being fired and consult the Artillery Deviation Table to see where each round lands.

1 ARTILLERY DEVIATION (Roll 1d6 and read the result)

#	Result
1	Round lands long.
2	Round lands off to the left of the RTP.
3	Round lands off to the right of the RTP.
4	Rounds lands short.
5	Round lands on target.
6	Round lands on target.

All deviation moves the center of the blast circle the indicated direction the width of the circle based upon a line from the owner to the target. Thus, a mortar round with a 2.5" blast radius would deviate 5" in the given direction.

WHEN FIRE ARRIVES

Fire on RTPs will arrive during the activation in which they are called.

ON DEMAND FIRING

On Demand Firing is artillery fire at an *unregistered spot*.

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DESIGNATING THE TARGET

Before firing the Leader or FO must designate the spot that the artillery is to fire on. *The caller does not have to have a clear LOS to the targeted spot.*

HOW FIRE IS CALLED IN

The Leader or FO calls in the fire and then rolls 1d6

WHEN FIRE ARRIVES

Fire on the target will arrive as determined by rolling 1d6 on the Fire Arrival Table prior to the activation roll for that turn.

1	FIRE ARRIVAL (Roll 1d6 and read the result)
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#	Result
1-2	Fire arrives this turn.
3-4	Fire arrives next turn.
5-6	Fire arrives in two turns.

WHERE THE ROUNDS LAND

As each round arrives roll 1d6 versus the Rep of the person that called in the fire. Subtract one from the Rep of the caller if he does not have an LOS to the designated target spot.

- If the die score is equal or less than the modified Rep of the caller then roll for deviation on the Artillery Deviation Table but reduce the distance that it deviates by half.
- If the die score is greater than the modified Rep of the caller then roll for deviation on the Artillery Deviation Table but double the distance that it deviates.

RESOLVING ARTILLERY HITS

Any figure within the blast circle has potential to be hit.

- Roll 1d6 and add the firing pieces' Base To-Hit number found on the Artillery Type Table (page ##).
- Check the total on the Ranged Combat Table found on page 24 of the NUTS rules book.

- Cover is only counted if it is between the figure and the center of the blast circle.
- Prone figures or figures in trenches or below the ground level count as being in cover.
- Be sure to review the section called HE Versus Personnel on page 50 of the NUTS rules book.

Example: a German 88mm canon has a Base To-Hit of 5, with an 8" blast circle. 1d6 is rolled scoring a 4, for a total of 9. 4 figures are within the blast circle; 1 is in the open, 1 is in concealment, another is behind a sandbagged position, and the last is behind a stone wall. The figures in the open and in concealment are hit. The figure behind the sandbags does not count as being in cover as the DV of a sandbag position (2) is lower than the APR of the 88mm shell (3). The figure behind the stone wall is not hit, as the DV of the stone wall (4) is higher than the APR of the 88mm shell (3).

TREE BURST

Artillery and heavy artillery rounds, but not mortar rounds, that land in wooded areas count as being 1 impact higher due to the added effect of splintering trees. Being prone, in open topped defensive positions (such as trenches or behind walls), in woods or below ground level does NOT count as cover.

VT ROUNDS

Available only when agreed upon by players, or allowed in set scenarios, Variable Time (VT) rounds are a special type of artillery (not mortar) fusing that allows the shell to detonate at a selected height above the ground, rather than on impact. The effect is a downward spray of shrapnel that devastates infantry, but has little effect on fully armored vehicles.

Being prone, in open topped defensive positions (such as trenches or behind walls), or below ground level does NOT count as cover. The APR of VT rounds is 2

HUG A TREE

Figures within wooded areas that have moved only ½ of their allowed distance (or not moved at all) may be considered to be *hugging a tree*.

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The figure will count as being in cover for any artillery, including tree bursts and VT, that strikes forwards of him (as long as it would not count as flanking fire). Should a figure claim the Hug A Tree cover advantage during the turn before he activates, he may only move ½ of his allowed move during his activation, and must end it within a wooded area, otherwise the cover benefit is lost.

SATCHEL CHARGES

Satchel charges will play a big part in The Big Hurt so we've included stats for them. Consult page 22 of NUTS for more info.

Misc. Anti-Tank Weapons	Range	Targets	Impact
Molotov Cocktail	6	3" Blast Circle	5/APR 5
Satchel Charge	1	1" Blast Circle	5/APR 5

PLAYING THE GAME

The Big Hurt is intended to be played solo or cooperatively, one after the other from the American side in a linked fashion. Feel free to play them singularly as stand-alone scenarios if you choose.

PLAYING HEAD-TO-HEAD

If you wish to play head-to-head, there are three ways to do this.

1. The German player can play the PEFs as they occur in the book, only actually determining their composition when spotted by American troops.
2. The German player may pre-determine each PEF, and record the list secretly while numbering each PEF, only revealing their content when spotted by American troops.
3. The German player may determine his troops before the game begins, and note their location on the table, revealing them in one of two ways.

- a. When they are discovered by American forces using the Terrain Scouting Table found on page 62 of the NUTS rules book. Count any result of roll on the Contact Table as the German force is revealed. If the American player scores a result of pass 0d6 the German force is placed on the table and considered to be hidden. This means they do not need to take an In Sight Test but may immediately fire instead.

TERRAIN

All terrain is considered to be open unless otherwise noted or graphically illustrated as something else.

Terrain presented in the scenario maps, including building sizes and shapes are considered *ideal* for the scenarios, and it is understood that players may not have terrain that allows them to exactly match the maps. Use what is on hand, as the intent is to have fun, not to sweat the details.

Divide the playing table into 3 sections length wise, then further divide each of these sections again, to form 6 sectors, as shown as black lines on the maps. *The center sectors will be larger than the end sectors.*

The light colored grid is spaced at 6".

All scenarios are designed to be played on a 3'x5' table. Other table sizes may be used, but may affect the scenarios in unexpected ways.

ENEMY ACTIVITY LEVEL

Each scenario has the Enemy Activity Level (EAL), if there is any, listed in the briefing. For maximum playability, this number may be randomly determined instead, should the player wish.

Divide the playing table into 3 sections length wise, and then divide each of these sections again, to form 6 sectors, as shown as black lines on the maps. *The center sectors will be larger than the end sectors.*

The light colored grid is spaced at 6".

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All scenarios are designed to be played on a 3'x5' table. Other table sizes may be used, but may affect the scenarios in unexpected ways.

DETACHMENTS

Do not forget that you can always split up your squads into smaller groups to cover more area. However, this may come at a loss in how often a sub-unit may activate, as Leaders are limited.

THE NP ENEMY

Like NUTS, The Big Hurt makes extensive use of PEFs and Non-Player forces. To help you in their use we've reproduced applicable parts from NUTS to help as you play.

MOVING THE ENEMY

Use this anytime you have Non-Player or NP forces on the table regardless of the Mission you choose to play.

The enemy will take two forms. It will either be a PEF or it will actually be a group of figures. Let's see how each type moves.

PEF MOVEMENT

When a PEF activates, using the Rep that you generated in the Deployment Section, it is handled just like it were actually a group of enemy figures. When it activates it will move using the PEF Movement Table. Roll 2d6 for each PEF starting with the highest Rep and moving to the lowest Rep.

2

PEF MOVEMENT

(Taken versus the PEF Rep)

# Dice Passed	Result
Pass 2d6	(1-4) PEF will move 16" towards nearest PEF if other PEF on the table or split into two PEFS if not. The new PEF will generate its own Rep as you did in the Deployment section on page 62. The new PEF will behave individually starting with the next Activation. (5-6) PEF will move 16" towards nearest enemy.
Pass 1d6	(1-2) PEF will move 8" towards nearest PEF if other PEFs are on the table or split into two PEFS if not. The new PEF will generate its own Rep as you did in the Deployment section on page 62. The new PEF will behave individually starting with the next Activation. (3-6) PEF will move 8" towards nearest enemy (3-6).
Pass 0d6	PEF doesn't move.

PEFs that move do not suffer any movement penalties.

HOW THE ENEMY MOVES

When PEFs are first deployed they will move according to the PEF Movement Table.

When the PEFs are resolved and actual figures are placed on the table they will now use the NP Force Movement Tables. NP means Non-Player and are groups that are not being controlled by another player such as when you play solo or same side. *Obviously if playing against another person this table is not used.*

When an enemy group activates, roll 2d6 versus the Rep of its Leader. Then compare the results on the appropriate NP Force Movement Table to see what that group will do.

Here are the three NP Movement Tables.

- **NP Tank Movement** - Used by NP tanks.
- **NP Infantry Movement w/ Tanks** - Used by NP infantry groups that start

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their activation within 8" of friendly NP tanks.

- **NP Infantry Movement w/o Tanks** - Used by NP infantry groups that start their activation outside of 8" of friendly NP tanks.

NP MOVEMENT SEQUENCE

When the NP side activates, roll 2d6 versus the Leader of each group that can activate and consult its appropriate *NP Movement Table*.

NP groups activate all their tanks first, and then all NP infantry within 8" of a NP tank, and finally all NP infantry that are outside of 8" of a NP tank.

2 NP INFANTRY MOVEMENT W/ TANKS

(Taken versus Rep of the infantry leader)

+1d6 if the NP side has twice as many figures on the board

# Dice Passed	Result
Pass 2d6	If they have double or more of your number- • One group will advance behind the tank. • The second group, if there is cover or concealment available, will move to encircle your left (1-3) or right (4-6) flank. Otherwise - • They will advance behind the tank.
Pass 1d6	If they have double or more of your number- • They will split up and cover the flanks of the tank. Otherwise - • They will advance behind the tank.
Pass 0d6	All - • They will remain in cover to fire at you. • If in open they will advance behind the tank.

2 NP INFANTRY MOVEMENT W/O TANKS

(Taken versus Rep of the infantry leader)

+1d6 if the group is in cover

+1d6 if the NP side has twice as many figures on the board

# Dice Passed	Result
Pass 2d6	If they have double or more of your number- • One group will move to cover* to fire at you. • The second group, if there is cover or concealment available, will move to encircle your left (1-3) or right (4-6) flank. Otherwise - • Will move to cover* to fire at you.
Pass 1d6	If they have double or more of your number- • Will move to cover * to fire at you. Otherwise - • Will remain in cover to fire at you. • If in open will move to nearest cover whether in weapon range or not.
Pass 0d6	All - • Will remain in cover to fire at you. • If in open will move to nearest cover whether in weapon range or not.

* If already in cover and in range, will fire at you instead.

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2

NP TANK MOVEMENT

(Taken versus Rep of the TC)

Tanks coming under APR fire will seek cover or go hull down

# Dice Passed	Result
Pass 2d6	If without friendly infantry within 8"- - Move at maximum speed down road or over open terrain. If with friendly infantry within 8"- - Move at infantry speed down road or over open terrain. Roll on NP Infantry Movement w/Tanks Table.
Pass 1d6	If without friendly infantry within 8"- - Move at maximum speed down road or over open terrain. If with friendly infantry within 8"- - Move at infantry speed down road or over open terrain. Roll on NP Infantry Movement w/Tanks Table.
Pass 0d6	If without friendly infantry within 8"- - Chance (1-3) of moving at maximum speed down road or over open terrain. - If the objective is closer, by measuring from the tank, through vegetated terrain than if staying on the road or open terrain, there is a chance (4-6) that the tank will take it. If with friendly infantry within 8"- - Move at half infantry speed down road or over open terrain. Roll on NP Infantry Movement w/Tanks Table.

PURSuing THE OBJECTIVE

Anytime the attacking force is a Non-Player you must roll on this table whenever they are active and before rolling on the NP Movement Tables (page 64).

2

NP PURSUING THE OBJECTIVE

(Taken versus Rep of each group Leader)

# Dice Passed	Result
Pass 2d6	Group moves and behaves in accordance with its objective.
Pass 1d6	If enemy within 24" and on NP's flank or rear- - Armor units will engage nearest enemy target to flank or rear. - Infantry units will engage nearest enemy target within 24". Otherwise - - Group moves and behaves in line with its objective.
Pass 0d6	Engage - All NP units will engage nearest enemy target.

PART ONE

1 - BRING 'EM BACK ALIVE

September 17th, 1944 - Near Rotgen, Germany

SITUATION

The German main line of resistance is a few miles away, deep in the Hürtgen Forest. However, they still seem to have outposts and patrols far forwards of their fortified positions. While the Brits dally up north in the Low Countries, we Americans face the Hun on his own turf, the soil of Germany! You can bet he'll be putting up a stiff fight for every inch of it too...

Earlier today we sent out several small patrols into the forest's edge to the east of us. One of them was ambushed, and 4 out of the 6 men were killed. A wounded survivor returned a few minutes ago, and said that the Lieutenant leading the patrol was hit badly. As the survivor is a little guy, he had to hide the LT in a hollow tree at the bend of a creek. He then distracted the Jerry's away from the spot. We've got to get the LT back, alive! Hopefully he's still there.

OBJECTIVE

- Your objective is to recover the wounded Lieutenant.
- To be successful you must locate the wounded man and return with him to the US Deployment Zone.

FORCES

- You may begin with up to your full squad.

TERRAIN

- Set up terrain as shown on the map. The area is heavily wooded with a single shallow creek.
- The creek is 3" wide on the tabletop and not deep enough to necessitate fording, though it does count as rough terrain.

DEPLOYMENT

- Your patrol will enter the board anywhere along the short edge bordering sections 1 and 2.
- Enemy PEFs begin the game as shown on the map.

SPECIAL INSTRUCTIONS

- The US Support Level is 2.
- The German EAL is 3.
- There are 2 PEFs at the start of the game, located as shown on the map.
- German reinforcements enter AT(1-3) G1 or (4-6) G2.
- Rolls on the German Reinforcement Table are made at -2 for this scenario, with (1) being the lowest possible score.
- It will take 1 full turn of Activation for a figure to remove the wounded Lieutenant from the hollow tree. During this time the figure may do nothing else. Should he be forced into duck back or to return fire, he must begin anew on the next activation.
- Pay close attention to the Retrieving Wounded rules on page 27 of *NUTS*.

2 - WESTERN UNION

September 18th, 1944 - Between Roetgen and Lammersdorf, Germany

SITUATION

Earlier this morning we lost communication with several outposts. Fearing the worst, a patrol was sent out to check on the situation, and contact was reestablished. Everything was fine, but the landline to the positions has been damaged or cut. Night is fast approaching, and we need to have a good line to them in case they are probed or need support, so we're sending out a repair team.

The patrol thinks that there might be German patrols probing the area too, so we're sending you along to protect the repair team. Keep them alive, and get the job done.

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OBJECTIVE

- Your objective is to protect a 2-man repair crew while they fix a military telephone line.
- To be successful you must search out the break(s) in the wire, have the specialists repair them, and exit the table at the indicated location.

FORCES

- You begin with 2 Repair Specialists, and up to your full squad.
- German forces consist of 3 PEFs.

TERRAIN

- Set up terrain as shown on the map. The tall grass counts as concealment, but not cover.

DEPLOYMENT

- American forces deploy as shown on the map, in sector 1.
- Roll 1d6 for each PEF to determine what sector it begins in, rerolling results of (1). Place all PEFs in the center of their sector

SPECIAL INSTRUCTIONS

- The US Support Level is 1.
- The German EAL is 2.
- The specialists count as Infantry and are armed with only SA Medium Caliber Carbines. Each carries the necessary equipment and supplies to repair the wire.
- If the LT was successfully rescued in *Bring 'Em Back Alive*, setup the game with 1 fewer PEF at deployment.
- Only the Specialists may attempt to repair the wire, though any figure may *search* for broken segments when they enter a sector. To search for the break when a figure enters a sector roll 2d6 versus its Rep.
 - o Passing 2 dice results in finding a break in that sector.
 - o Any other result does not count.

- o Each sector may only be searched once, initially.
- There may be multiple breaks in the wire so the player must search each sector that contains part of the wire. If the entire wire is searched and no break is found, then it was missed and the wire must be searched again until a break is discovered and fixed.
- To fix a break, a Specialist must spend an entire activation on the break. Doing anything else, such as moving or firing, even due to reaction, nullifies the attempt.
 - o At the start of the next Activation roll 1d6 vs. the Specialist's REP.
 - o If the roll passes, the break is fixed.
 - o If the roll is failed, he must spend another Activation working and roll again at the end of the next Activation. As above, if the Specialist is disturbed during his work at any point, he must begin over.
- When all breaks have been fixed, the American forces must exit at the designated point, or via the deployment area.
- If the Specialists are both rendered unable to complete their repair task, the game ends as an American loss.

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3 - ALL COME FREE

September 20th, 1944, morning - East of Roetgen, Germany

SITUATION

Did you hear about the beating the 60th Infantry took in the forest yesterday? We've had to send some guys to shore them up. That, coupled with the losses suffered by several patrols over the last few days has left our lines a little thin. The Krauts have taken advantage of this, and a couple of small enemy patrols have infiltrated behind our lines to carry out recon and harassment. They've cut several landlines, and even ambushed a Staff car this morning, wounding the passengers.

Find this patrol, and eliminate it!

OBJECTIVE

- Your objective is to destroy an enemy patrol behind your own lines
- All PEFs must be investigated and revealed.
- To be successful you must locate the enemy patrol and destroy it, without causing casualties to other friendly forces.

FORCES

- You may begin with up to your full squad.
- German forces consist of at least one half-squad of Panzer Grenadiers. See Special Instructions for their deployment.
- There are 2 + (1d6/2) PEFs at the start of the game, placed in cover in random sections of the table. All PEFs count as REP 3.

TERRAIN

- Set up terrain as shown on the map.
- The tall grass counts as concealment, but not cover.

DEPLOYMENT

- Roll 1d6 to determine the sector your squad will deploy in.

- Your squad may enter from any table edge in the determined sector.
- PEFs begin the game in the best cover in their determined sectors, at least 12" away from each other.

SPECIAL INSTRUCTIONS

- No reinforcements are available to either side for this scenario.
- Weather is very foggy. LOS in clear and tall grass areas is limited to 18". LOS within forested areas is limited to 8".
- When LOS is established to a PEF, the appropriate side rolls an In Sight test.
 - o If 2d6 is passed, the PEF is revealed.
 - o If 1d6 is passed, the PEF is revealed but also Snap Fires.
 - o If 0d6 is passed, then nothing occurs and another test must be made by either side at the next opportunity, or the player may snap fire at the PEF, but it might be friendly...
- When a PEF is revealed, roll 1d6.
 - o On a score of (1-4), the PEF is an American Infantry Half Squad. If 2d6 were passed on the In Sight test, no combat ensues, and the revealed American unit remains in place. This is due to both the Player unit and the NPC unit recognizing each other as friendly.
 - o On a score of (5-6) the PEF is the German Infiltrators, and the In Sight test results and combat is carried out as normal.
- NPC American units will only enter combat if German forces come within LOS.
- NPC American units will only move if forced to by Reaction tests.
- If no enemy patrol has been found by the time the final PEF is investigated, then that PEF will be the German Infiltrators.

THE BIG HURT

- If the wire was successfully repaired in *Western Union*, setup the game with 1 fewer PEF at deployment.
- It is possible that more than one group of German Infiltrators is discovered. If so, then each of them must be destroyed.

4 - POKE, POKE

September 20th, 1944, night - North of Lammersdorf, Germany

SITUATION

What was that? Did you hear it? It sounds like someone is out there. Maybe more than just one someone!

There it is again! Was that a whistle? Who just shot?

I think we're under attack!

OBJECTIVE

- This is a Perimeter Defense mission, as on p.66 of *NUTS*, with some changes.
- Your objective is to keep the enemy from breaking through the defensive line and reaching the 1-3-5 table edge for 8+1d6 turns.
- Do not roll the additional 1d6 for game length until the end of Turn 8.

FORCES

- You may begin with your full squad and another squad from your platoon
- There are 3 + (1d6/2) German PEFs at the start of the game.

TERRAIN

- Set up terrain as shown on the map. The tall grass counts as concealment, but not cover.

DEPLOYMENT

- American forces are spread among the defensive positions shown. Outposts (OPs) may only contain 2 men. Foxholes may only contain up to 4 men.
- Roll 1d6 for each PEF, including reinforcements.
 - o (1-2) Deploy at location G.
 - o (3-4) Deploy at location G2.
 - o (5) Deploy at location G3.
 - o (6) Deploy at location G4.
 - o Vehicles may not begin in forest and must be placed outside of them.

SPECIAL INSTRUCTIONS

- The US Support Level is 2.
- The German EAL is 3.
- The battle takes place at night.
- For the purpose of Pursuing The Objective rolls (page ##), the German objective is to move their units off of the 1-3-5 table edge, destroying targets of opportunity that stand in their way.
- Any German Reinforcement roll result of "Panzerschreck Team" is instead a half squad of Panzer Grenadiers.
- For each German Infiltrator patrol destroyed in *All Come Free*, reduce the starting number of PEFs by -1, to a minimum of 2.
- If no German units exit the table by the end of the final game turn, then the Americans win.
- If more than 4 German figures or 1 German vehicle exit the table before the end of the game, then the German side wins.

THE BIG HURT

5 - HYDTE AND PLINK

September 24th, 1944 - Northeast of Lammersdorf, Germany

SITUATION

We've been using a local, a young Belgian farm girl, to spy on German positions. She was wounded by an enemy sniper while returning to our lines. She has critical information, and must be retrieved at all costs!

But be careful, the sniper is still out there...

OBJECTIVE

- Your objective is retrieve the wounded girl and return to friendly lines before she bleeds to death in 7+1d6 turns. Do not roll the additional 1d6 for game length until the end of Turn 7.

FORCES

- You may begin with up to your full squad.
- The Germans begin with one sniper - Oberfeldwebel Hydte.

TERRAIN

- Set up terrain as shown on the map.

DEPLOYMENT

- The American squad must deploy in the designated area, which is 12" x 12".
- The German sniper's location is unknown. No enemy is placed on the table, only the PEF markers in the locations shown on the map. The PEF markers are possible locations for the enemy sniper.

SPECIAL INSTRUCTIONS

- There are no reinforcements for either side.
- Your objective is retrieve the wounded girl and return to friendly lines before she bleeds to death in 7+1d6 turns.
- Oberfeldwebel Hydte is REP 5, uses a BA Rifle with scope, and also has a Medium Caliber Pistol and bayonet.

- He is extremely well camouflaged and counts as having an Outgunned Ranking of 4.
- Until the PEF is revealed the sniper always counts as being in cover.
- The sniper could be anywhere and the Americans cannot discern where the fire is coming from until the PEF is revealed.
- When firing upon a group, the sniper will target the figure closest to the wounded girl first, then the easiest figure to hit, or the closest figure if all are in equal cover/concealment, in that order of preference.
- Americans may fire at PEF markers or return fire due to Reaction. The first fire result that equals or exceeds a score of 10 reveals that PEF as the sniper's location. Place a figure for the sniper on the table.
- Once the sniper is revealed, all remaining PEFs are removed from the table, and the game continues as normal.
- If forced out of cover and into the open, the sniper still counts as in concealment.

THE BIG HURT

6 - FLY TRAP

September 25th, 1944 - North of Rollesbroich, Germany

SITUATION

Intel has been somewhat sketchy on the true disposition of German forces in the area and our patrols have been having little luck scouting out the Kraut lines.

But, we do have one forward position nailed down. Go grab us a prisoner to question!

OBJECTIVE

- Your objective is snatch a prisoner and return with him for interrogation.
- To be successful, you must capture an enemy and exit table edge 1-3-5.

FORCES

- You may begin with up to your full squad.
- The Germans begin with 4 PEFs.

TERRAIN

- Set up terrain as shown on the map.
- The main German position is atop a hill.
- The Bunker is DV2, with a single entrance in the rear. It has a 90° forward fire arc and can hold up to 5 men.
- The tall grass counts as concealment, but not cover.

DEPLOYMENT

- The American squad may deploy anywhere within 6" of the 1-3-5 table edge.
- Reinforcements arrive at US1.
- Place PEFs initially in foxholes or the bunker as shown on the map.
- German reinforcements arrive only at G1 or G2.

SPECIAL INSTRUCTIONS

- The US Support Level is 2.

- The German EAL is 2.
- All rolls on the Reinforcement table are made at -1.
- No vehicles will take part in this mission. Reroll any reinforcement rolls indicating that one should arrive
- If the wounded girl was successfully retrieved in *Hydte And Plink*, then only the first 3 PEFs are placed. In addition, the PEF closest to the American deployment edge is determined and placed at the beginning of game.
- To capture a prisoner, the enemy must be defeated in melee. If an American wins by 2 or more successes, the enemy is subdued rather than killed. If the American wins by 1 success, the enemy is OOF as normal.
- Only uninjured Germans are eligible for capture and interrogation.
- An American must be within 4" of the prisoner at all times. As long as this holds true, the German will move as the American moves.
- If there are no Americans within 4" of the prisoner, he will activate during the German Activation as normal, and attempt to reach the nearest German unit or PEF as fast as possible. He will be unarmed until he reaches friendly forces.
- If the 2-4-6 table edge is closer than a German unit or PEF, the prisoner will instead attempt to flee off of the table as quickly as possible.
- If no prisoners are captured, and all enemy are eliminated or removed, then the game is counted as an American loss.

THE BIG HURT

7 - WILL O' THE WISPS

September 28th, 1944, after a light rain -
Northeast of Rollesbroich, Germany

SITUATION

Ok, it's come down that the first big objective of the upcoming push will be the dams at Schmidt. But not for us. Our first big objective is the town of Germeter, but we have to take Simmonsall first. It's in this valley and has a barracks and... well, anyways, that's where we're heading in a few days.

But not before we do some recon. The problem is, the Germans have a position just north of Rollesbroich overlooking the area, and they have a heavy machinegun that's been doing a number on anyone and anything that gets within sight.

I think we've found a way to sneak up on it though, so we're setting up a raid. Get out there and take that position out!

OBJECTIVE

- Your objective is to destroy a German position.
- To be successful you must set at least 4 satchel charges within the farm house, detonate them, and escape. The barn does not need to be destroyed.

FORCES

- You may begin with up to your full squad. Your squad carries 6 satchel charges, but only 1 may be carried per man.
- The Germans begin with an Infantry squad split into two parts, with one half manning an MG42 HMG.

TERRAIN

- Set up terrain as shown on the map.
- Despite the area being hilly, there is a marshy area fed by a spring.
- Marsh counts as rough terrain (bad going), but clear. Some parts have trees, which act as forest.

- The path through the marsh is 1 figure wide and counts as clear terrain for movement.

DEPLOYMENT

- The American squad must deploy in the designated area, which is 6" x 12".
- The Germans deploy 1 half squad in the house with the MG42 HMG, and the other in the barn. Each half squad has 1 man on guard duty outside at the location marked "S".

SPECIAL INSTRUCTIONS

- The Americans receive no reinforcements.
- The German EAL is 3.
- If a prisoner was taken during *Flytrap*, the scenario takes place at night.
- If no prisoner was taken during *Flytrap*, the scenario takes place during the day.
- German soldiers and sentries will be unaware of the Americans and will not act until the Americans are either within LOS, or are heard approaching.
- Due to the recent rain, the distance the Americans can be heard moving across the soggy ground depends upon how fast they are moving: Fast movers can be heard up to 18" away, normal moving figures can be heard up to 12", moving at half normal speed can be heard up to 6" away.
- German reinforcements arrive at the locations marked G1 and G2. Vehicles may only arrive from G2.
- The farmhouse is a single story made of stone, and has a DV of 3. It has only 1 area, with the German Heavy Machinegun mounted in a window facing table edge 1-2.
- The barn is made of wood, and has a DV of 1, and has 2 areas; the main area downstairs, and a full length hayloft upstairs.
- The perimeter wall is DV2, and as tall as a man. Climbing over the wall costs 6"

THE BIG HURT

of normal movement, and counts as fast moving for firing purposes.

- If the HMG is dealt with, then the Americans may roll twice for replacements after the scenario is over.

8 - INCOMING!

October 1st, 1944, early morning - Rollesbroich, Germany

SITUATION

The Lammersdorf area still isn't fully secure, and neither is our sector. Though we've managed to push into the forests edge here, there are some strong Kraut defenses up ahead and we need to mass enough forces to be able to knock them over so we can have the high ground above Rollesbroich before moving on that village.

The problem is, the Germans have moved up some artillery, and they have the approaches to the forest well covered. We have about half a battalion in the forest, and they think they hear a counter-attack building up. We can't wait until nightfall to reinforce them, and if we can't get across the open fields to help out, they'll be annihilated.

Move fast, stay low, and just keep moving! It's our only chance.

OBJECTIVE

- Your objective is to move as many troops as possible across the table to exit the other side along the 5-6 table edge.

FORCES

- You begin with a platoon consisting of your squad, 2 additional squads, and a 3-man HQ element consisting of an Officer, Medic, and Sergeant (who also counts as a Leader)
- No German ground forces are used in this battle, aside from off-table 88mm artillery batteries.

TERRAIN

- Set up terrain as shown on the map.
- The marked area near the cliffs count as cover from any artillery landing in the indicated area.

DEPLOYMENT

- The American squads may deploy anywhere along the 1-2 table edge, in as many groups as desired. They may even arrive on table during follow on turns during the American activation if desired.
- The German Registered Target Points are to be located as shown on the map.

SPECIAL INSTRUCTIONS

- Neither side will receive any reinforcements.
- German 88mm artillery rounds will impact on table during the German activation, using the RTPs as their aim point. See Registered Target Points for governing rules.
- Each time the activation dice are rolled add them together and compare the results to the Incoming Table.

2

INCOMING!

(Activation dice added together)

Total	Result
5 or less	Two concentrations of 3 rounds arrive with each concentration aimed at a random RTP (page ##).
6 to 10	Four concentrations of 3 rounds arrive with each concentration aimed at a random RTP (page ##).
11 or 12	Six concentrations of 3 rounds arrive with each concentration aimed at a random RTP (page ##).

- The Americans have 10 turns to exit as many troops as possible off of the 5-6 table edge.
- Any troops still on the table after 10 turns cannot be used in the next scenario.

THE BIG HURT

9 - TO THE RESCUE

October 1st, 1944 - North of Rollesbroich, Germany

SITUATION

We made it through that curtain of steel, but we might be too late! The German attack is on.

Let's get in there and stop 'em!

OBJECTIVE

- Your objective is to recapture several lot positions, and help drive off the enemy attack.
- To be successful, you must capture at least 2 trenches from the enemy, and halt their attack.

FORCES

- You begin with only the American troops that exited the table during scenario 8. **"Incoming!"**
- NP American half-squads occupy the 2 foxholes labeled as US1 and US2.
- The Germans begin with 4 PEFs.

TERRAIN

- Set up terrain as shown on the map.
- The grass counts as concealment, but not cover.
- The trail counts as clear/open terrain along its length for LOS and movement.

DEPLOYMENT

- The player units may deploy anywhere within the indicated 12"x6" deployment zone.
- NP American units deploy within foxholes as labeled.
- Roll 1d6 for each unlabeled foxhole. On a result of (1-2) it is occupied by an American Half-squad, (3-4) by one of the German PEFs, and (5-6) by both an American and German Half-squad, who are engaged in melee combat.
- Remaining German PEFs are placed 12" North of US1 and US2.

- German reinforcements arrive from G1

SPECIAL INSTRUCTIONS

- US forces do not receive reinforcements.
- German EAL is 2. All rolls on the Reinforcement table are made at -2 (minimum of result of 1).
- 1 battery of US artillery is on call for fire a total of 3 artillery concentrations of 3 rounds each, but only if the players' platoon Officer takes part in this battle.
- Only 1 concentration may be fired per turn.
- The German objective is to capture all trenches and foxholes. If they do so at any point, the scenario ends as an American loss, and the player may not check for replacements after the battle.
- German forces will begin to withdraw after suffering 50% casualties.

THE BIG HURT

10 - THE BEAST

October 6th, 1944 - North of Weidenbroich, Germany

SITUATION

Rollesbroich is still a thorn in our side, but the word is that there'll be a sweep by the 78th ID to take the whole area down to Kesternich.

Meanwhile, we're still aimed at Germeter, and are on the wrong side of the Kall river valley. So, we've got to cross over.

But... there's this line of concrete bunkers in the way. If we can break one, we can pass to the gorge and ford the river on foot. If not...

Fighter bombers have been pounding away on this thing, when the weather has been clear, so some of the surrounding defenses have been beaten down some. Let's hope it's been enough.

OBJECTIVE

- Your objective is to capture or destroy a heavy German bunker.
- To be successful, you must eliminate all enemy inside the bunker as well as all trenches within 12" of the bunker, and hold them for 3 turns.

FORCES

- You begin with a platoon consisting of your squad, 2 additional squads, and a 3-man HQ element consisting of an Officer, Medic, and Sergeant (who also counts as a Leader). Also attached are two 3-man LMG teams, and a bazooka team. Six (6) satchel charges are available for the attack as well.
- The Germans begin with 4 PEFs, a 3 man LMG team, and a full squad within the bunker with 2 LMGs.

TERRAIN

- Set up terrain as shown on the map.
- The trail counts as clear/open terrain along its length for LOS and movement.
- All barbed wire strands are 2" deep.

- o Barbed wire may be crossed at 2" per turn, but only if the figure passes 2d6 on a Fast Move Test. Passing 1d6 means the figure moved 1" while passing 0d6 the figure remains in place. Crossing the wire in this manner takes the figures full movement for the turn, regardless of how much it had left when it contacted the wire.
- o A 4"x4" hole may be blown in barbed wire with a satchel charge or bazooka round. Grenades are not strong enough.

- The mine field fills areas noted.
- Bomb craters are 5" circles and act as cover for figures within them, and are not mined.

DEPLOYMENT

- The player units may deploy anywhere along the 1-3-5 table edge. Reinforcements also arrive from this edge.
- Roll 2d6 for each German PEF and place them at the indicated location.
- German reinforcements arrive from G1.

SPECIAL INSTRUCTIONS

- US Support Level is 2.
- German EAL is 2. All rolls on the Reinforcement table are made at -2 (minimum of result of 1).
- The bunker counts as DV6. It is 12"x6", has 4 areas, and 2 LMG, as located on the map. 2-man firing ports are shown with arrows.
- There are 2 entrances to the bunker, marked as 'E' on the map, each covered from the inside by a firing port opposite it.
- For each activation that a figure is within or passing through the mine field, roll 1d6. On a result of (5-6), he has stepped on an anti-personnel mine, which acts as a grenade, and must test for damage (as well as those caught within the blast circle).

THE BIG HURT

- For those interested in a little more realism for the interior battle of the bunker, it is a Type-11 (similar to Bunker 139/40).

11 - MISSION: MISSION

October 13th, 1944, night - Hürtgen Forest, Germany

SITUATION

Listen, there's this church, mission, whatever. Anyway it's in a pretty good spot to be used as an observation post. We know it and the Jerrys know it. It has some sort of historical significance, and Higher doesn't want it hurt. Problem is, the Germans don't know that we won't hurt it, and if they did, who'd think they'd be crazy enough to not use it themselves? Am I right?

So anyways, it's full of these orphan kids and old people. Higher is afraid they'll get blasted, so you've got to go remove them and escort them out.

Hey don't look at me like that. I hate kids too!

OBJECTIVE

- Your objective is to evacuate civilians from the church and escort them out.
- To be successful, you must convince the people to leave, and exit them from the marked location either on foot, or via a halftrack that will arrive for the purpose, while defending them from the German forces.

FORCES

- You begin with your squad. A Halftrack arrives at the deployment zone on turn 4.
- The Germans begin with 2 PEFs.
- There are 1d6 groups of 1d6 people each.

TERRAIN

- Set up terrain as shown on the map.

- The number of areas and DV for each structure is shown on the map as #DV#.
- The road counts as clear/open terrain along its length for LOS and movement.

DEPLOYMENT

- The player squad deploys in the marked area.
- A German PEF appears at either (1-2) G1, (3-4) G2, or (5-6) G3 on turn 2 and turn 3.
- Roll separately for each civilian group, with each deploying at (1-2) C1 in the house, (3-4) C2 around the fire, or (5-6) within the church.

SPECIAL INSTRUCTIONS

- US Support Level is 3.
- German EAL is 2.
- This scenario takes place at night.
- The German objective is to occupy the church and eliminate anyone within 18" of the building.
- The church has 3 areas, and is DV4.
- Civilians will only move at 6" per turn, and count as REP 3 for all tests.
- Civilians must be convinced to move each turn by the closest US soldier passing his REP on 1d6. If the roll fails, the civilians do not move.
- Civilians always stay in their group, and do not split off as individuals.
- The Halftrack can carry up to 12 civilians, and will only make 1 trip.
- Any civilians not in the halftrack must be walked out.
- For each civilian killed, American forces lose 2 soldiers from the starting units for scenario 12 "Are We There Yet?"
- If more than 6 civilians are killed, a tank is also lost from the starting forces for scenario 12 "Are We There Yet?"

THE BIG HURT

12 - ARE WE THERE YET?

October 16th, 1944 - Germeter, Germany

SITUATION

Boys, we've taken a beating getting here, but here we are. Germeter is close, just beyond these trees. Our objective. Finally.

We're all tired. We're all a bit shell shocked, but we've got to take that stinking town from the Krauts, or we've gone through all this for nothing.

...if it's the last thing we do.

OBJECTIVE

- Your objective is to push through the German defense line and gain a toe-hold in Germeter.
- To be successful, you must capture and occupy all buildings on the map within 12 turns.

FORCES

- You begin with a platoon consisting of your squad, 2 additional squads, and a 3-man HQ element consisting of an Officer, Medic, and Sergeant (who also counts as a Leader), as well as an M4A2 Sherman (75mm). Two bazookas with 1d6 rockets to share between them are also available for use.
- The Germans begin with a pair of 2 man OP positions and 5 PEFs as well as a LMG team.

TERRAIN

- Set up terrain as shown on the map.
- The trail is wide enough to accommodate armor, but it is muddy and may only be moved along at 6" speed. It does not hamper infantry movement.
- Hedges are taller than men, but not taller than tanks, and count as Hull Down cover for tanks touching them.
- The number of areas and DV for each structure is shown on the map as #DV#.

DEPLOYMENT

- The Americans may deploy anywhere along the 1-2 table edge.
- 2 German soldiers armed with rifles man the pair of OP positions. Roll 1d6 for each position, giving that position (1-2) an SMG, (3-4) an MP-44, or (5-6) a Panzerfaust 60.
- German LMG team deploys in the building as shown.
- Roll 1d6 separately for each PEF and place it at the position indicated.

SPECIAL INSTRUCTIONS

- The US does not receive any reinforcements for this attack.
- Germans receive no reinforcements until turn 8, and PEFs may only be Infantry types. Reroll any other results. After turn 8 the German EAL is 2.
- German reinforcements arrive at G1
- If all buildings are not captured by turn 12, then the game ends. It is assumed that the Germans are able to rush reinforcements to the area of attack and hold Germeter, rather than withdrawing once the Americans have gained ground.

INTERLUDE

The 9th ID captured most of Germeter on October 16th, after 8 days of incredibly bitter fighting. Around 3,000 yards had been gained, at the cost of around 4,500 casualties. An incredible number lost for so little territory.

The 28th ID was brought in the same day to relieve the exhausted 9th ID. A Pennsylvania National Guard unit, the 28th ID was reinforced with tanks of the 707th Tank battalion, and took the rest of Germeter. However, coordination between the Infantry and Armor was very poor and results would not be as impressive as hoped. It did not help that this was *not* tank country. Losses would be heavy.

Despite the beating the 9th ID had taken, the First Army headquarters was still confident, and the 28th ID was in fine spirits and raring to go. The next drive kicked off on November 2nd. A feint to the north was supposed to draw off a large amount of the German forces, while everything was actually thrown at Schmidt.

As the 109th, 110th, and 112th Infantry Regiments passed through a butchered forest, and the debris of the attackers and defenders alike, the weather changed. Cold Autumn rains pelted down, visibility dropped, and German artillery began to boom.

It was an ominous beginning.

4 days later, losses would be so bad that the 12th IR would be detached from the 4th Division and sent to the area to reinforce the 28th ID.

Though Schmidt would be captured on November 3rd, American forces were pushed out soon after by the German 116th Panzer Division and 89th Division infantry, forcing the 112th IR to take positions just outside the town and fight off thrusts from several directions. Supplies were almost impossible to move, as the Kall trail was blocked, despite the 110th IR securing both sides. 2 days later, the 112th fell back, bad weather having prevented air power from helping them stand firm. The so called *Allerseeenschlacht* (All Souls Battle) had ended, though fighting would continue on the area until the 10th. In the aftermath from the 7th to the 12th an unofficial ceasefire was negotiated by Captain Guenther Stuetgen, German regimental doctor, at the Kall bridge. Many lives on both

sides would be saved by the work of his paramedics.

After November 12th, more battles would develop over the area, including a near disaster for the Americans at Vossenack. After this flurry, things would settle briefly in the area, though much fighting was still in store to the north and south.

NEW RULES PART 2

PEFS AND REINFORCEMENTS

Anytime reinforcements are called for during the 2nd part of this scenario book, or PEFs are identified, use the following tables for their make-up, rather than those found in *NUTS*!

1 AMERICAN REINFORCEMENTS PART 2 (Roll 1d6 and read the result)

#	Reinforcement
6	M4 Sherman Tank, armed with (1-3) 75mm or (4-6) 76mm gun
5	M8 Armored Car
4 (1-3)	M-3 Half Track
4 (4-6)	Rest of Platoon
3 (1-3)	LMG team
3 (4-6)	Infantry squad w/Bazooka
2	Infantry squad
1	Half Infantry squad

1 GERMAN REINFORCEMENTS PART 2 (Roll 1d6 and read the result)

#	Reinforcement
6	PNZ IVJ Tank
5	251/1 Half Track
4	Infantry squad with 1d6 Panzerfaust 60
3	LMG team
2 (1-3)	Panzerschreck team
2 (4-6)	Infantry Squad
1	Half Infantry Squad

PART TWO

13 - ON THE ROAD

November 2nd, 1944 - Vossenack, Germany

SITUATION

With Germeter now taken, we've got to keep pressing for Schmidt. It's only 3 miles away, with a little village, a bridge, and another little village in our way. We've taken a huge beating, and...well... we're exhausted. But one more push, just one, and we've got it all. We'll push this salient right up to the dams.

Some tanks have finally caught up with us foot sloggers. They might be of use.

Now, move down that road and take Vossenack. We need a warm place to rest our heads.

OBJECTIVE

- Your objective is to take the village of Vossenack.
- To be successful, you must eliminate all enemy forces from within all structures shown on the map.

FORCES

- You begin with your squad, an additional squad, and 2 M4A2 Sherman tanks.
- The Germans begin with 5 PEFs and 3 RTPs.

TERRAIN

- Set up terrain as shown on the map.
- The number of areas and DV for each structure is shown on the map as #DV#.
- The road is paved and well maintained.

DEPLOYMENT

- The player squad and tanks deploys in the marked area.
- German PEFs are placed where indicated.

SPECIAL INSTRUCTIONS

- US Support Level is 3.
- German EAL is 2.
- German reinforcements arrive at G1.
- American reinforcements arrive in the US Deployment area.
- Each turn, roll 1d6 for German artillery concentrations. On a result of (1-3) a 3 round 88mm concentration arrives on the indicated RTP. On a result of (4-6) no artillery arrives this turn.
- The church has 2 areas within, all other structures only have a single area.
- If victory has not been occurred by turn 12, a pair of Pz IVJ tanks will arrive on the east end of the road at G1.
- If victory has still not occurred by turn 16, a Panther tank arrives at the east end of the road at G1.

THE BIG HURT

14 - THE TRAIL

November 3rd, 1944, morning - The Kall trail,
West of Kommerscheidt, Germany

SITUATION

I thought this area was clear! There has to be a spotter or someone nearby talking to their artillery. Find him, take him out, and get these tanks up this rinky-dink trail ASAP.

Move it dogface!

OBJECTIVE

- Your objective is to clear the road block and get as push the tanks forwards for an attack on the next town.
- To be successful, you must clear the enemy from near the trail and exit as many tanks as possible.

FORCES

- You begin with your squad, an additional squad, 4 M4 Sherman tanks and 2 M5A1 Stuart light tanks.
- The Germans begin with 1 spotter, 4 PEFs and 4 RTPs. Any infantry rolled for will have 1/2d6 Panzerfaust 60s.
- All PEFs may only be Infantry types. Reroll any other results

TERRAIN

- Set up terrain as shown on the map.
- The hill is too steep for any vehicles to climb, even if they could reach it. It has a view of the trail, but cannot be seen or fired on from the trail itself.
- The trail is wide enough to accommodate armor, but it is muddy and may only be moved along at 6" speed. It does not hamper infantry movement.

DEPLOYMENT

- The player squad, 2nd squad and tanks arrive in the marked area. They need not all deploy at game start or at the same time, and may enter the table at the start of any US activation.

- The German spotter is located where marked on the top of the hill. He has LOS to the entire trail.
- German PEFs are placed where indicated.

SPECIAL INSTRUCTIONS

- US receive no reinforcements.
- Germans receive no reinforcements.
- The German objective is to keep as many US tanks as possible from exiting the table.
- Each turn the spotter is active, the Germans receive a pair of 3 round 155mm artillery concentrations. Roll to determine which RTPs each fires upon.
- If the spotter is taken out, roll 1d6 for German artillery concentrations each turn.
 - o (1-3) a single 3 round 155mm concentration arrives on the indicated RTP.
 - o (4) a pair of 3 round 155mm concentrations arrive on the indicated RTPs
 - o (5-6) no artillery arrives this turn.

THE BIG HURT

15 - CAN'T STICK TO SCHMIDT

November 3rd, 1944, afternoon - Schmidt, Germany

SITUATION

Listen up! The trail is blocked, and we're not getting any help. We took this town, and I intend to hold it for as long as we can. I know, I know, we're pretty thin on the ground here, but if we spread out we can cover more ground. 1st platoon says that they think some Jerrys have infiltrated behind them, so keep your eyes and ears open.

Oh, and this ain't no Alamo, so if your position gets untenable, get out!

OBJECTIVE

- Your objective is to hold off the German attack as long as possible, then commit a fighting withdrawal.
- To be successful, you must preserve and escape with as much of your force as possible, while inflicting maximum casualties on the enemy.

FORCES

- You begin with your squad, an additional Infantry squad, a 4-man MMG squad, and 2 M4 Sherman tanks. Roll 1d6 for each tank with a result of (5-6) indicating that tank is a 76mm version. Two Bazookas with 1d6 rockets to share are also available for use.
- The Germans begin with 4 Panzer Grenadier half squads and 1 Pz IVJ tank.
- Rifle armed German Infantry are armed with SA Rifles, rather than with BA Rifles.

TERRAIN

- Set up terrain as shown on the map.
- The number of areas and DV for each structure is shown on the map as #DV#.

DEPLOYMENT

- The US player may setup anywhere within their designated zones.

- German forces deploy where marked on the map as PG for Infantry half squads and PNZ for the tank.
- Roll 1d6 to determine where German reinforcements arrive, (1-2) G1, (3-6) G2.

SPECIAL INSTRUCTIONS

- US receive no reinforcements this battle.
- German EAL is 4.
- The German objective is to take over the town, forcing out US forces. For solo-play movement of NP units, German forces should move towards the 1-2 table edge, attempting to occupy the buildings in sectors 1 and 2.
- On turn 8, a German Panther tank will arrive at G2.
- Retreating US forces may exit anywhere along the 1-2 table edge.
- The scenario continues until all US forces either exit, or are destroyed.

THE BIG HURT

16 - BANGING AWAY

November 6th, 1944 - Kommerscheidt, Germany

SITUATION

Yeah, I know there're tanks over that ridge, that's why I'm headed there! We've got to keep them from sweeping around Kommerscheidt and cutting off everyone that's falling back, so you just get your squad out there and keep their infantry and anti-armor squads off of us while the big boys play for keeps!

OBJECTIVE

- Your objective is to keep the trail open for at least 10 turns.
- To be successful, you must destroy as many enemy tanks as possible and keep them from reaching the Objective Point for at least 10 turns.

FORCES

- You may begin with up to your full squad, and the remaining tanks from scenario 14. "The Trail". If all tanks were destroyed, then 3 M4 Sherman tanks are available. Also, a single Bazooka with 1d6 rockets is available.
- The Germans begin with 1 Pz V Panther tank, 3 Pz IVJ tanks, and 2 PEFs. All rolls on the Reinforcement table are made at +1.

TERRAIN

- Set up terrain as shown on the map.
- The ridges are taller than the tanks, and any tank behind both levels is out of LOS. However, being behind just one level of hill allows for Hull Down cover.
- Hedges are taller than men, but not taller than tanks, and count as Hull Down cover for tanks touching them.
- The number of areas and DV for each structure is shown on the map as #DV#.

DEPLOYMENT

- American forces may deploy within their designated area, or may arrive from off table at US1.

- German forces deploy at their marked locations, with PNZ denoting Panzer IVJ tanks, and PAN denoting the Panzer V Panther tank.
- American reinforcements arrive at US1.
- German reinforcements arrive at G1.

SPECIAL INSTRUCTIONS

- US Support Level is 2.
- German EAL is 3.
- The German objective is to destroy the American tanks and have a tank occupy the objective point. Each turn they should move towards that goal, within reason.
- If the Germans do not win by turn 10, then an extra M-10 is available for scenario 18. "The Stand".

THE BIG HURT

17 - WOULD YA HURRY!

November 7th, 1944 - West of Kommerscheidt, Germany

SITUATION

You don't know how much we appreciate this. "Iron Angel" has been good to us, ever since Cherbourg. Not a single break down or penetration. So you see, we just can't leave her to the Krauts. They'd just desecrate her, and I can't blow her up, not after all she's done for us. It shouldn't take too long to put the track back on. You keep them Krauts off our backs, and we'll give you a safe ride back to Vossenack.

Shouldn't take long at all...

OBJECTIVE

- Your objective is to guard a friendly tank while it is repaired then escort it to the rally point.
- To be successful, you must keep the enemy from taking out any of the vehicles crew, give them time to effect repairs, and then escape off of the table with the tank.

FORCES

- You may begin with up to your full squad, plus another half squad and a de-tracked tank with 4-man crew.
- The Germans begin with 3 PEFs.

TERRAIN

- Set up terrain as shown on the map.
- The trail is wide enough to accommodate armor, but it is muddy and may only be moved along at 6" speed. It does not hamper infantry movement.
- The wrecked tanks that litter the trail count as cover for figures behind them.

DEPLOYMENT

- The American squads may deploy anywhere within the designated area.
- The US tank deploys where indicated on the map.

- Place PEFs where indicated on the map.
- German reinforcements arrive only at G1.

SPECIAL INSTRUCTIONS

- US receive no reinforcements this battle.
- German EAL is 2. All rolls on the Reinforcement table are made at -1.
- The German objective is to destroy or capture the tank, and reach the US end of the trail. If they do so, the US forces must fight their way out.
- The M4 tank has 4 crewmen, all of whom begin the game adjacent to the tank.
- At the end of 2 full turns that the crew has not been interrupted by the enemy, roll 2d6 VS REP of the Tank Commander. (Pass 2) the Driver may enter the tank and continue the repair, (Pass1) the crew may roll again next turn, (Pass 0) the crew must start all over.
- After the Driver is in the tank and another 2 full turns has passed with the crew not been interrupted by the enemy, roll 2d6 VS REP of the Tank Commander. (Pass 2) the track is repaired and ready to go, (Pass1) the crew may roll again next turn, (Pass 0) the crew must start this phase all over.
- During the repair, crewmen may re-man the tank at any time, such as to defend themselves with the main gun, but all progress for that repair phase is lost.
- Once the tank is repaired, US forces must exit the table either via the trail (for the tank), or at any point along the 1-2 table edge.

THE BIG HURT

18 - THE STAND

November 12th, 1944 - Vossenack, Germany

SITUATION

Hey, we just got here ourselves, looks like we've all just been rushed in. All I know is that the 112th has been pounded with artillery for the last 2 days straight, and they just up and ran when German tanks were spotted southeast of town.

We're Engineers, and we got some tank destroyers with us. I don't think anyone else is coming, at least not for a while.

Our orders are to not let them have the town, no matter what. I know, it sounds so dramatic, but if they get through, they'll butcher our field hospitals and grab all our food.

I just can't abide a German eating my pound cake...

OBJECTIVE

- Your objective is to Vossenack out of German hands until help arrives.
- To be successful, you must keep enemy forces from occupying the Objective Points and exiting any of their forces off of the table for 15 turns.

FORCES

- You begin with your squad, a second Infantry squad, 2 squads of Engineers, and a pair of M10 Tank destroyers.
- The Engineers bring with them 4 Anti-tank mines, a bazooka with 1d6 rockets, 4 Anti-tank grenades, 4 Satchel Charges, and a pair of Molotov Cocktails (page ##) , all of which can be shared amongst friendly forces.
- Mines (see Special Instructions) may only be deployed during the game, not before.
- The Germans begin with 4 Pz IVJ and 4 Panzer Grenadier squads, as well as 1d6 Panzerfaust 60s to distribute amongst their squads as evenly as possible.

TERRAIN

- Set up terrain as shown on the map.
- Hedges are taller than men, but not taller than tanks, and count as Hull Down cover for tanks touching them.
- The number of areas and DV for each structure is shown on the map as #DV#.

DEPLOYMENT

- The Americans deploy anywhere within the designated area.
- US reinforcements arrive at US1.
- German forces deploy where shown on the map as PG for Infantry half squads and PNZ for the tanks.
- German reinforcements arrive at G1.

SPECIAL INSTRUCTIONS

- US Support Level is 1.
- German EAL is 3.
- The German objective is to occupy the 2 marked houses in Sectors 1 and 2, and exit their forces off the table at US 1.
- If any German forces exit the table after the 2 houses have been captured, the game, and campaign automatically ends, with a German Victory.
- On turns 8, 10, and 13, Panther tanks arrive on the German Activation at G1.
- If US forces won scenario 16. "Banging Away", then an additional M10 is available at deployment.
- If the tank escaped in scenario 17. "Would Ya Hurry!" it is available at deployment.
- Anti-tank mines must be readied as grenades, but no to-hit roll is made to place them, as they are just dropped at the figured feet.
- Anti-tank mines are activated when **any** vehicle come within 2" of the mine. They have a 5" Blast Circle, Impact 3, and APR of 7. Only 1 may be carried per person.

THE BIG HURT

19 - DRIVE BY SMILING

December 10th, 1944 - Northern Germeter, Germany

SITUATION

It's been quiet in this sector lately, eh? Everyone's licking their wounds and staying out of the snow, I guess. Except up north and down south of us, they say they're still fighting pretty hard. I'm just happy to have a semi-warm and dry place to put my head!

Hey! Did you see that? That was a German car that just came in, with a bunch of Krauts in it! Why the hell did you just wave to them as they went by? Man, they must be really lost!

Someone's shooting at them! Hear that crash? Let's get a move on, maybe we can get there first and get some good souvenirs!

OBJECTIVE

- Your objective is to capture or kill the enemy Officers, and grab any documents you find.
- To be successful, you must capture an enemy officer, and/or search the living and dead and the car for documents.

FORCES

- You may begin with up to your full squad.
- The Germans begin with 4 numbered special PEFs.

TERRAIN

- Set up terrain as shown on the map.
- The number of areas and DV for each structure is shown on the map as #DV#.

DEPLOYMENT

- The American squad may be slit up and deploy anywhere within the designated area.
- US reinforcements arrive at US1.
- Place German PEFs where shown on the map.

SPECIAL INSTRUCTIONS

- The US Support Level is 1.
- Germans receive no reinforcements.
- This mission takes place during a light snow, with LOS as if at night.
- The German objective is to exit the table where indicated on table edge 6. Each turn the revealed Germans and PEFs must move in that direction, within reason.
- The German Kubelwagen that mistakenly drove into town and crashed contained 3 Officers and a Driver, represented by the PEFs, until spotted.
- Roll 1d6 for each PEF when first In-sight. (1-3) Nothing, (4) lone Officer, (5) pair of officers, (6) rest of/entire group.
- Roll 1d6 for each Germans armament when discovered. (1-2) SMG, (3) MP44, (4) grenades and roll again, (5-6) Pistol.
- Discovering PEFs is subject to the process of elimination, as there are only 4 Germans. If 3 PEFs have been discovered to be dummies, then obviously the last one will be the entire group, etc.
- To capture a prisoner, the enemy must be defeated in melee. If an American wins by 2 or more successes, the enemy is subdued and disarmed rather than killed. If the American wins by 1 success, the enemy is OOF as normal.
- Only uninjured Germans are eligible for capture and interrogation.
- An American must be within 4" of the prisoner at all times. As long as this holds true, the German will move as the American moves.
- If there are no Americans within 4" of the prisoner, he will activate during the German Activation as normal, and attempt to reach the escape point or nearest PEF as fast as possible.
- To search a German, or the car, roll 1d6 VS REP of searcher. If the roll passes, documents have been discovered.

THE BIG HURT

20 - FACE TO FACE

December 18th, 1944 - Kall trail, Germany

SITUATION

No, I don't know where the hell we are. That little barrage we had to run from got us all turned around. I tell you, these last few days since the Germans started that surprise attack have really loused things up. No one knows where the enemy even is now, and we keep going on these wandering patrols to see if we can even find the front lines, let alone harass them

Did you hear about some place called Elsenborn Ridge? Sounds like a damn hard fight.

Anyways, I think the German lines are over that way.

Hey, do you know those guys walking next to us? They ours?

OBJECTIVE

- Your objective is to eliminate the enemy patrol and attack an enemy position.
- To be successful, you must eliminate the enemy patrol and neutralize one enemy trench position.

FORCES

- You may begin with up to your full squad
- The Germans begin with a half squad and 3 PEFs.

TERRAIN

- Set up terrain as shown on the map.
- All barbed wire strands are 2" deep.
- Barbed wire may be crossed at 2" per turn, but only if the figure passes a Fast Move test. Crossing the wire in this manner takes the figures full movement for the turn, regardless of how much it had left when it contacted the wire.
- A 4"x4" hole may be blown in barbed wire with a satchel charge or bazooka round. Grenades are not strong enough.

- The trail counts as clear/open terrain along its length for LOS and movement.

DEPLOYMENT

- The American squad deploys where shown on the map.
- The German patrol deploys where marked on the map, 8" from and parallel to the American squad.
- German reinforcements arrive at G1.

SPECIAL INSTRUCTIONS

- US receive no reinforcements.
- German EAL is 1. All rolls on the Reinforcement table are made at -2.
- If an Officer was captured alive and unharmed in scenario 19. "Drive-by Smiling", the Germans receive no reinforcements this battle.
- No vehicles will take part in this mission. Reroll any reinforcement rolls indicating that one should arrive
- After eliminating the German patrol and a German position, the Americans must move to be out of LOS and at least 16" away from any enemy forces in order to end the game, or escape off of the 1 and 3 table edges.

THE BIG HURT

21 - DAM IT

February 9th, 1945 - Southwest of Schmidt, Germany

SITUATION

We're attacking Schmidt, again. This time though, the Germans are exhausted. They took a beating at The Bulge, and now we're all stocked up, rested, and ready to go. Our sister units have been beating on the door from the south, down around Kesternich. They lost about 220 guys taking that place.

Now it's up to us. We need to take this place, take the dam, and make sure the whole place is secure so our boys up north can cross the Rhine.

Work around the defenses, and take this town!

OBJECTIVE

- Your objective is to capture Schmidt and the dam.
- To be successful, you must occupy the Objective Points (OBJ#) by turn 12.

FORCES

- You begin with a platoon consisting of your squad, 2 additional squads, and a 3-man HQ element consisting of an Officer, Medic, and Sergeant (who also counts as a Leader). In addition there are 3 M4A2 Shermans, 2 M5A1 Stuarts, and an artillery spotter.
- The Germans begin with 5 PEFs, an LMG team, and 2 Pz IVJ tanks.

TERRAIN

- Set up terrain as shown on the map.
- All barbed wire strands are 2" deep.
- All barbed wire strands are 2" deep.
 - o Barbed wire may be crossed at 2" per turn, but only if the figure passes 2d6 on a Fast Move Test. Passing 1d6 means the figure moved 1" while passing 0d6 the figure remains in place. Crossing the wire in this manner takes the figures full movement

for the turn, regardless of how much it had left when it contacted the wire.

- o A 4"x4" hole may be blown in barbed wire with a satchel charge or bazooka round. Grenades are not strong enough.

- The number of areas and DV for each structure is shown on the map as #DV#.

DEPLOYMENT

- American units deploy within their designated area, or may arrive as automatic reinforcements during alter turns if the player wishes.
- Reinforcements arrive at US1.
- Place the LMG team and PEFs initially where marked on the map, and the German tanks where marked as PNZ.
- German reinforcements arrive at G1.

SPECIAL INSTRUCTIONS

- US Support Level is 3.
- German EAL is 2.
- The boulder field on the west side counts as cover, as well as rough terrain
- The American spotter may call in 2 on-demand 105mm artillery concentrations of 3 rounds each per turn, as long as he is functional. If eliminated, no further artillery is available for the Americans.
- If all objective points are occupied by American forces on or by turn 12, the Germans are driven from the forest and most of the dams are captured closed and intact, resulting in an American **Win** for the campaign.
- If all objective points are not occupied by American forces by turn 12, German reserves arrive and halt further advance, resulting in a **Draw** for the campaign.
- If Objective Point #4 at the dam outflow shack is not taken by US forces by game end, then the Germans are able to open the gates, flooding the valley beyond, resulting in an American **Loss** for the Campaign.

THE BIG HURT

AFTERWARDS

There is no way to describe the misery that anyone who fought in the Hürtgen experienced. Both sides lost extreme amounts of troops and material, as well as laying waste to several towns and villages. Hitler's West Wall truly was a difficult nut to crack, almost fiendish in its design and employ.

On Feb 10 the Schwammenauel dam was finally captured, but the gates had been opened, flooding the valley and halting the drive Allied to the Rhine. It would be a further 2 weeks before the waters would recede enough for the Rur to be crossed.

The quick thrust through the forest envisioned by Major General J. Lawton Collins, commander of the First Army's VII Corps, turned into a bloody slogging match during which over 120,000 soldiers and replacements were committed to the operation. 13 US Divisions were involved in the fighting, including the 1st, 4th, 8th, 9th, 28th, and 78th Infantry Divisions, among others, and the 3rd, 5th and 7th Armored Divisions. The 2nd Ranger Battalion and elements of the 17th Airborne Division also participated at key junctures.

Losses from these units were heavy, in some cases entire Battalions were destroyed, with Companies wiped out to the man. Estimates on US combat losses vary from 33,000 to 54,000, just up to December 15th. Schmidt alone cost 6,184 American casualties, compared to 2 Divisions taking 4,000 casualties at Omaha Beach during the landings. German losses are estimated at around 16,000, but no one knows for sure, other than that they were less than their opponents. Around 95,000 Germans were documented as captured.

Despite the horror there was gallantry on both sides, as shown at the Kall Bridge by the Germans and their medical personnel. At the Hürtgen Military Cemetery there is also a monument unlike any other in the world, dedicated by the U.S. 4th Infantry Division to the memory of German Lieutenant Friedrich Lengfeld, who died from wounds sustained while attempting to help an American soldier out of the *Wilde Sau* minefield on November 12th, 1944. A pair of Medals Of Honor were awarded for heroic actions by American soldiers in the forest, one of them posthumously.

All in all, the fight for the Hürtgen was a very costly mistake, and was admitted as such by the man who planned it. Future battles would utilize lessons learned in the Big Hurt, including more detailed evaluation of terrain and of the enemies order of battle, which the US Army almost specializes in to this day.

THE FINAL WORD

The fighting in the Hürtgen was characterized by constant and devastating German artillery bombardments of anything that moved, blowing both trees and soldiers to smithereens. Lots of them. A single scenario of this sort has been included, as a book full of that type probably wouldn't be much fun.

So, rather than trying to characterize every scenario with that element, I looked for things that could show small actions that occurred, but still had the flavor and told the story of the operation. Research found a lot of anecdotes, random things that most people would never encounter in casual reading. They were gems that I fell for and felt I had to bring them to the light of day. I can't help it. I like the small little dramas that play out on the fringes of the big moments. The early scenarios are supposed to fill in the blanks on some of the day to day small-unit actions that took place leading up to the big brawl in the Hürtgen, which really started that October. But the small actions can equally take place just about anywhere else.

A big thank you goes out to Ed, for once again setting the bar higher with NUTS and letting the rest of us help to hold it up or push it higher.

-Darby,

Texas, October 2009

THE REAL FINAL WORD

Many thanks to Darby for doing the hard work required to research and put into game terms the scenarios used in this book. I hope you all enjoy it and if you see Darby give him a thank you.

Just play the game!

-Ed

Texas, December 2009

THE BIG HURT

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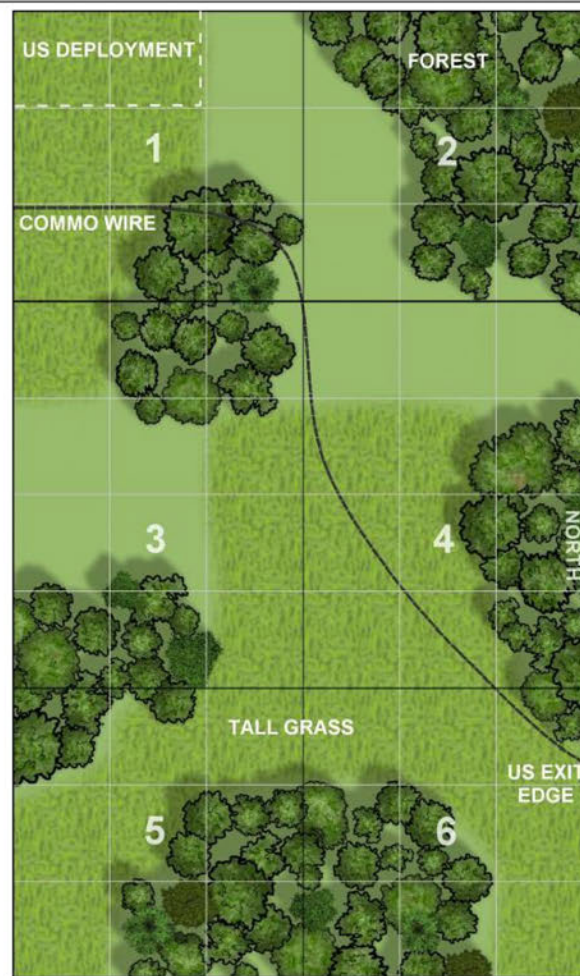
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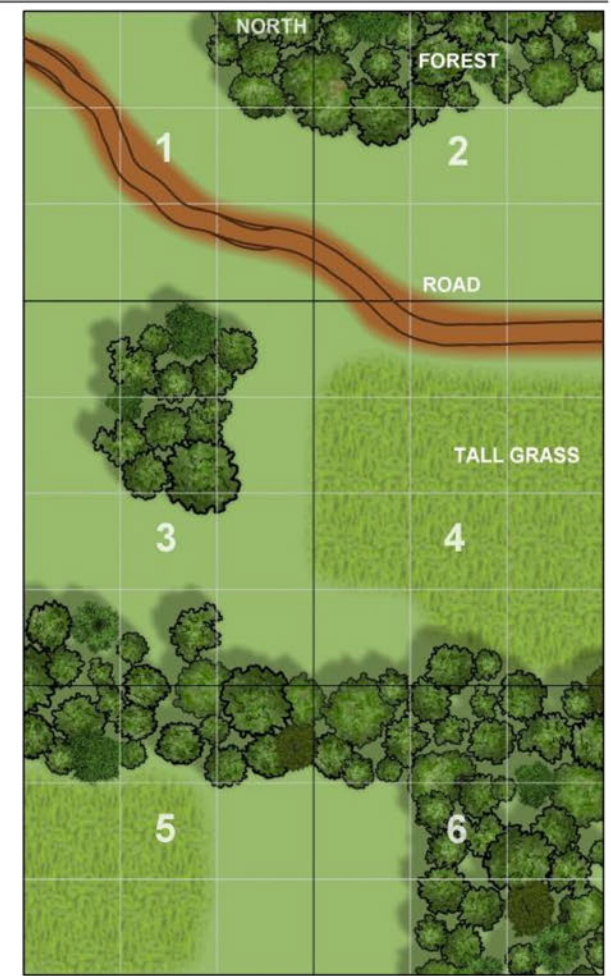
THE BIG HURT



1 - BRING 'EM BACK ALIVE

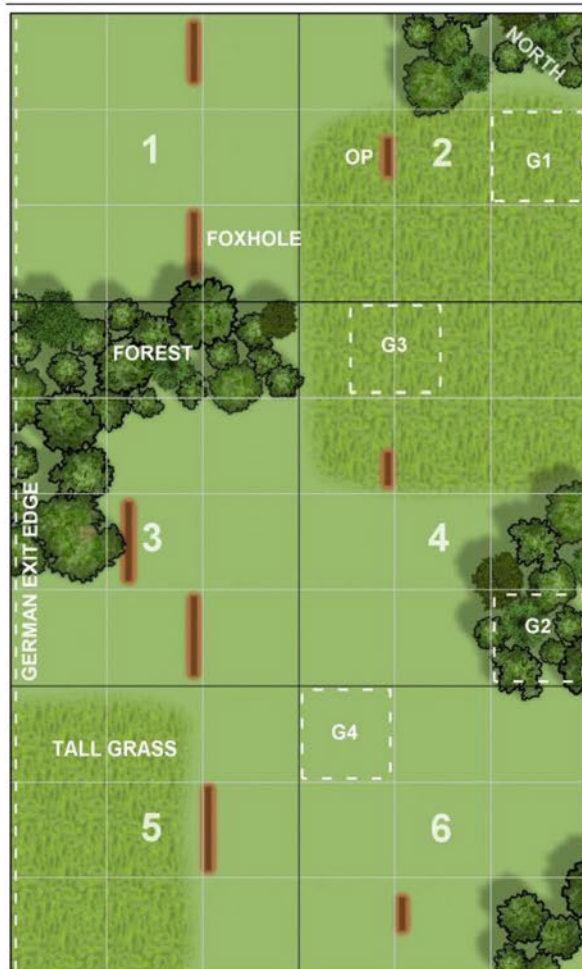


2 - WESTERN UNION

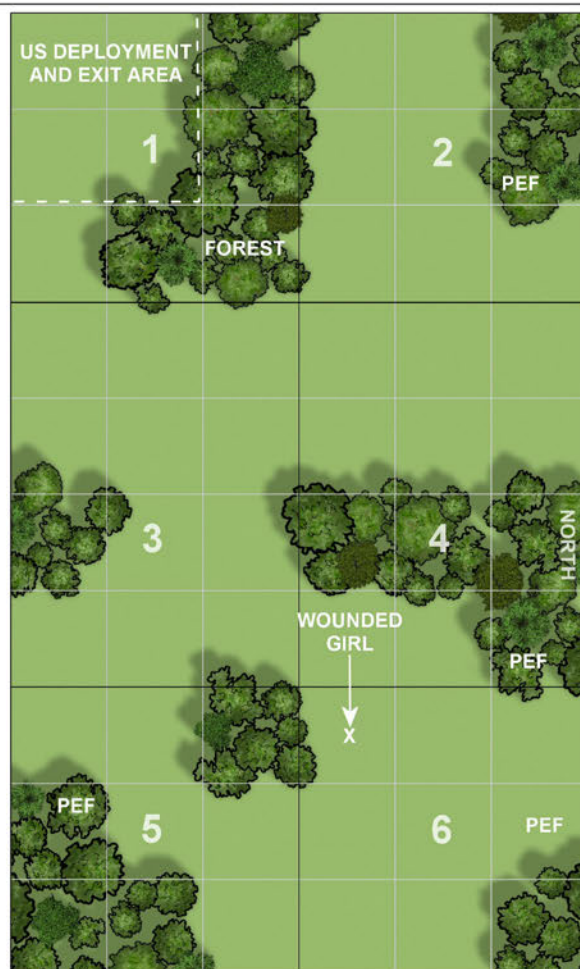


3 - ALL COME FREE

THE BIG HURT



4 - POKE, POKE



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6 - FLY TRAP

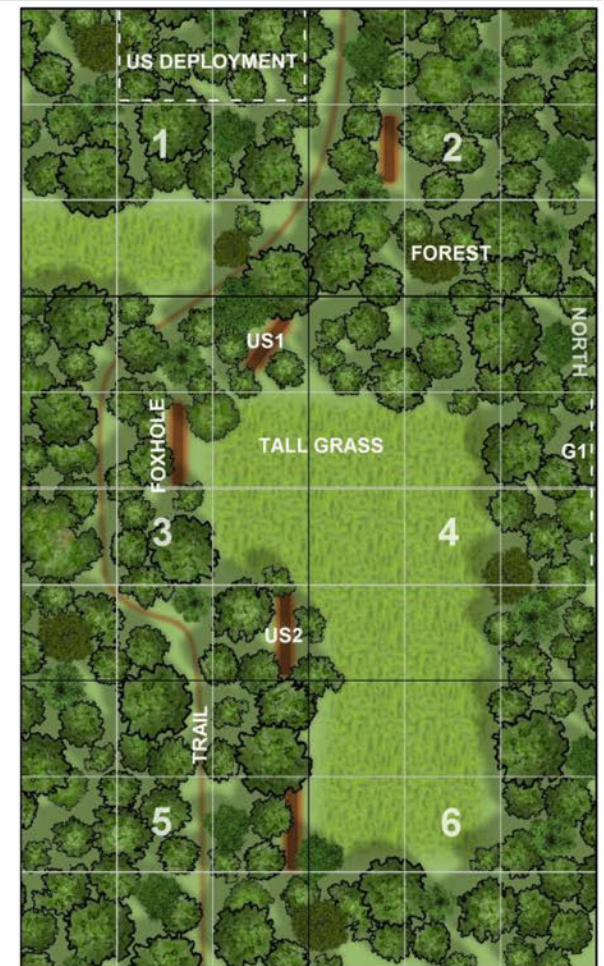
THE BIG HURT



7 - WILL O' THE WISPS



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9 - TO THE RESCUE

THE BIG HURT



10 - THE BEAST



11 - MISSION: MISSION



12 - ARE WE THERE YET?

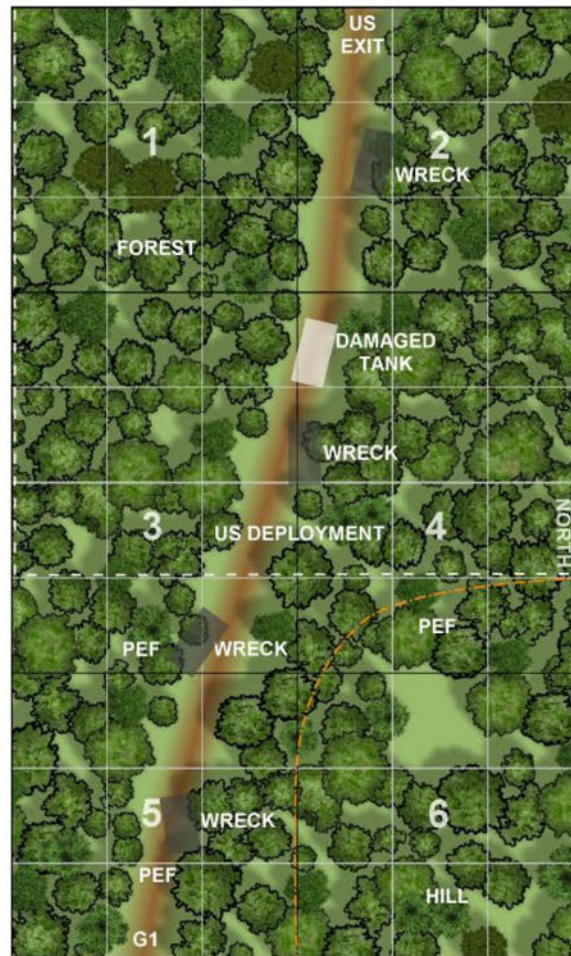
The map shows a simulated environment with various terrain types and numbered regions. The regions are labeled 1 through 6. The terrain types are labeled: FOREST, US DEPLOYMENT, US EXIT, SPOTTER, HILL, and NORTH. Four Red Team Positions (RTP1, RTP2, RTP3, RTP4) are marked with black dots. A dashed line indicates the US Deployment area, and a solid line indicates the US Exit area. A red dashed line shows the path of the search and rescue team.

5

THE BIG HURT



16 - BANGING AWAY

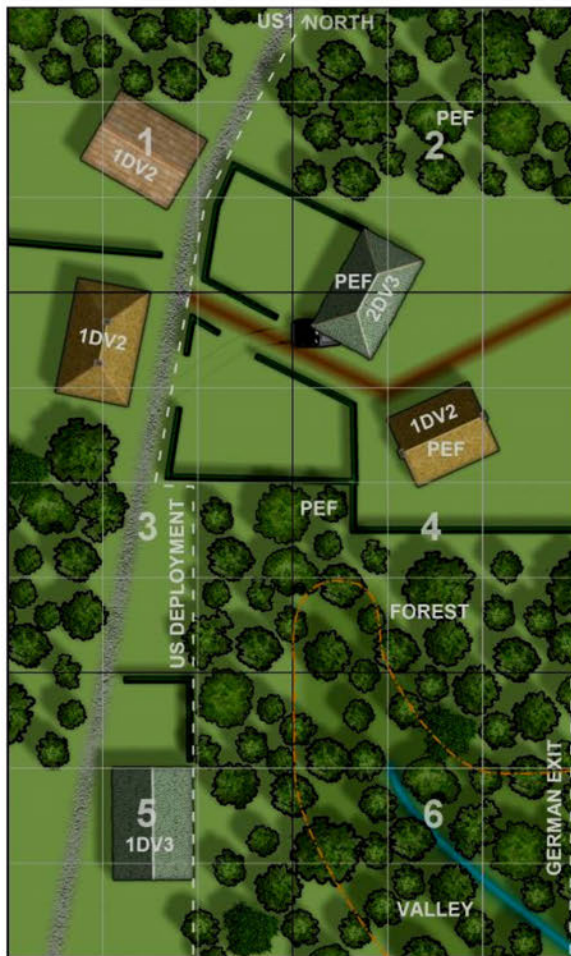


17 - WOULD YA HURRY!



18 - THE STAND

THE BIG HURT



19 - DRIVE BY SMILING



20 - FACE TO FACE



21 - DAM IT

SECOND EDITION

NUTS!

General Anthony McAuliffe – US Army Bastogne, Belgium December 22nd, 1944

Before “The Bulge”, there was “The Big Hurt”!

The Hürtgen Forest was the site of America's most costly European battle of World War II. Within its fifty square miles the U.S. suffered more casualties than anywhere else. The Hürtgen Forest was a densely packed hell of tree-bursting artillery and machinegun fire. It was a trap that the infantrymen of the Allied First Army foolhardily walked into. Virtually unsupported by armor and artillery, the numerically superior American forces would dash themselves against the hardened defenses of Hitler's West Wall.

The Big Hurt is a supplement for *NUTS! 2nd Edition*. Although intended to be played from the American side, *The Big Hurt* plays just as well from the German side. *The Big Hurt* can be played solo, cooperatively with all players on the same side, or head to head.

Packed with 21 linked scenarios, this book covers a variety of small-unit and medium-sized actions through the four months of the Hürtgen meat grinder.

Track down German infiltrators. Raid an enemy outpost.
Capture a dam. It's all up to you.

What will you do when you reach the edge of the Hurt?

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