

SIE KOMMEN II

U.S. CAMPAIGN

JULY 4, 1944 THRU AUGUST 4, 1944



SIE KOMMEN II

BATTLE LOCATIONS





SIE KOMMEN II



Table of Contents

<u>29th Infantry Order of Battle</u>	<u>4</u>
<u>352nd Infantry Order of Battle</u>	<u>5</u>
<u>Core Units</u>	<u>6</u>
<u>Battle Flow Chart</u>	<u>8</u>
<u>The Battles</u>	<u>9</u>
<u>Victory Point Priorities</u>	<u>12</u>
<u>The Sie Kommen II Team</u>	<u>13</u>



SIE KOMMEN II



The Day of Days has arrived, July 4, 1944 and the allied forces are about to launch the largest Invasion across water in history. This is the story of the 2nd Battalion of the 175th Infantry Regiment of the 29th Division (The Blue and Grey Division). This story will cover the first 30 days of the invasion campaign, from the landings at Waldam beach just east of Calais to the final assault to capture the town of Saint-Martin-au-Laet and all the fighting in between.

There is a chill in the air as Private Frederick Brandt stands at the rail of his transport ship (a large converted English cargo transport). Waiting for the LCA's that would carry him and his friends ashore Brandt fell into a deep trance.

Members from the command team on Brandt's transport consisted of Captain Rocky Miller commander of Fox Company and Captain William Maddox who is Brandt's Company Commander (Easy Company). Maddox is admired by his men, he has a no-nonsense attitude that has been instilled in him during his time at West Point. Maddox is from Cold Spring Harbor New York, about 8 miles from where private Brandt grew up. The rest of the company is from the Northern Virginia area as part of the National Guard there. Rocky Miller is the opposite of Captain Maddox, during his rise through the National Guard in Southern Pennsylvania Miller showed signs of being unstable during stressful situations, his men knew it and he knew it, but mums was the word.

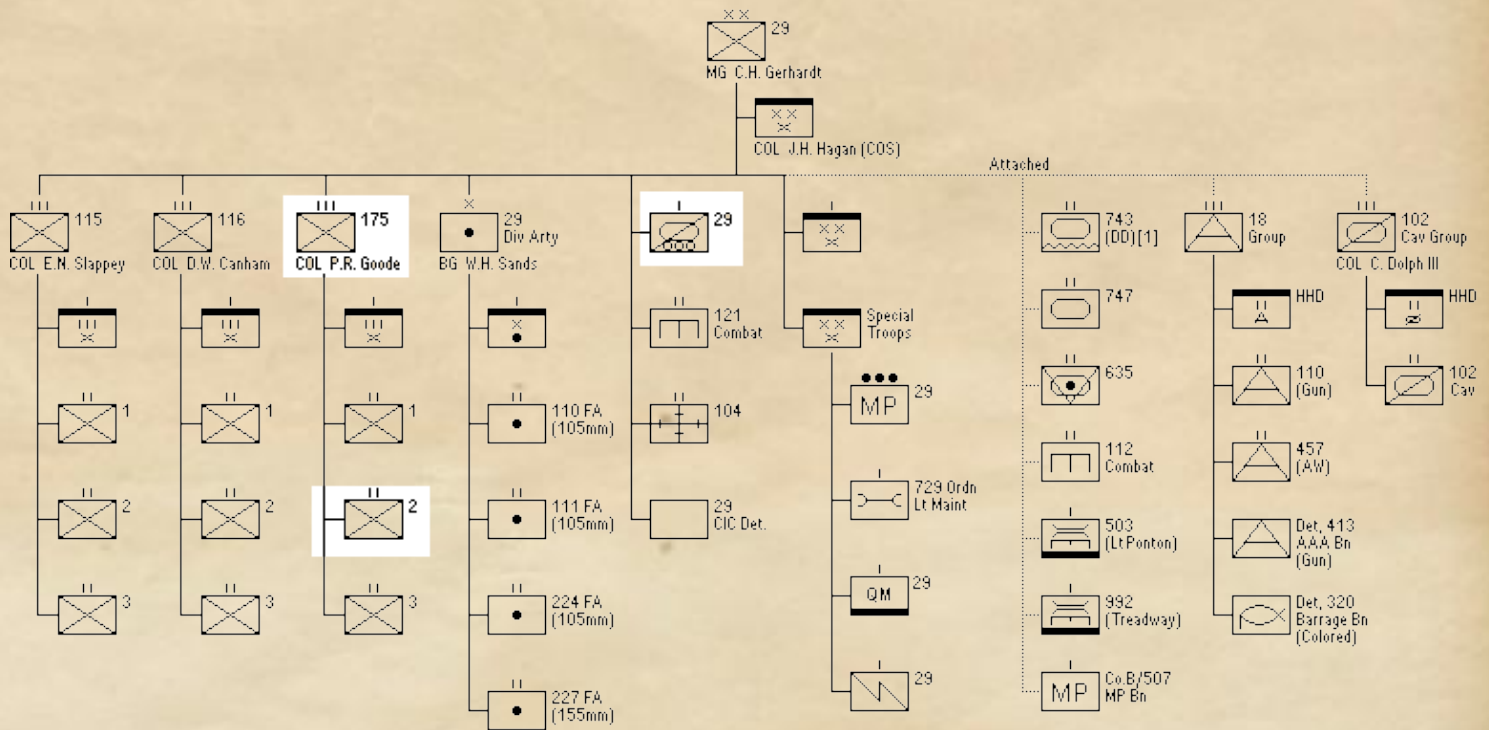
The 2nd Battalion is led by Lieutenant Colonel Frank Bowen, who is regular army. During the past 11 months stationed in England, Bowen tried to get his men to buy into the Army way, which was much different than the Guard way in his opinion. Leading up George Company was Captain Bert Slingoff another National Guard raised officer, but Slingoff was the best physical specimen in the Battalion and was looking to take years of pent up aggression out on the Nazi swine. 'How' Company or the 'Weapons Company' was led by Captain D.B. Wolff, Wolff was born to be a soldier, his father was in the Big War of 1918 leading a platoon in the 1st (Big Red One) Infantry Division. Captain Wolff had a lot to prove to his family and also to his hometown of Chantilly Virginia, where his family is known as heroes. A few others that are key players for the 2nd Battalion, Lieutenant Greg Humphreys in command of the 2/175th Engineering platoon and Lieutenant Mike Stevenson in command of the battalion's Anti-Tank Platoon.

Lt. Co. Bowen was informed by Major General Charles Gerhardt that A Company of the 29th's Recon Troop will be fighting hand in hand with his 2nd Battalion. The Recon Troop earned a reputation for being rowdy during their 11 month stay in England. Led by Captain Fredrik Puntenev the troop consists of three platoons of Armored Cars and Recon Jeeps. The 1st Platoon is commanded by Lieutenant George Jones of eastern Kentucky. 2nd Platoon has Lieutenant Ron Garvey at the helm, with 3rd Platoon led by the flamboyant Lieutenant 'Mad Jack' Pope from Summit NJ.

The time is 0345 and a loud whistle cuts through the night air jump starting Private Brandt from his trance 'GET GOING' screamed Captain Maddox, Brandt went over the side and started down the net to the LCA, halfway down he was wondering way Capt. Maddox screamed 'Sie Kommen' at him, guess it was in his dream he thought as his feet hit the bottom of the boat. The LCA pulled away and the Day of Days was about to begin.



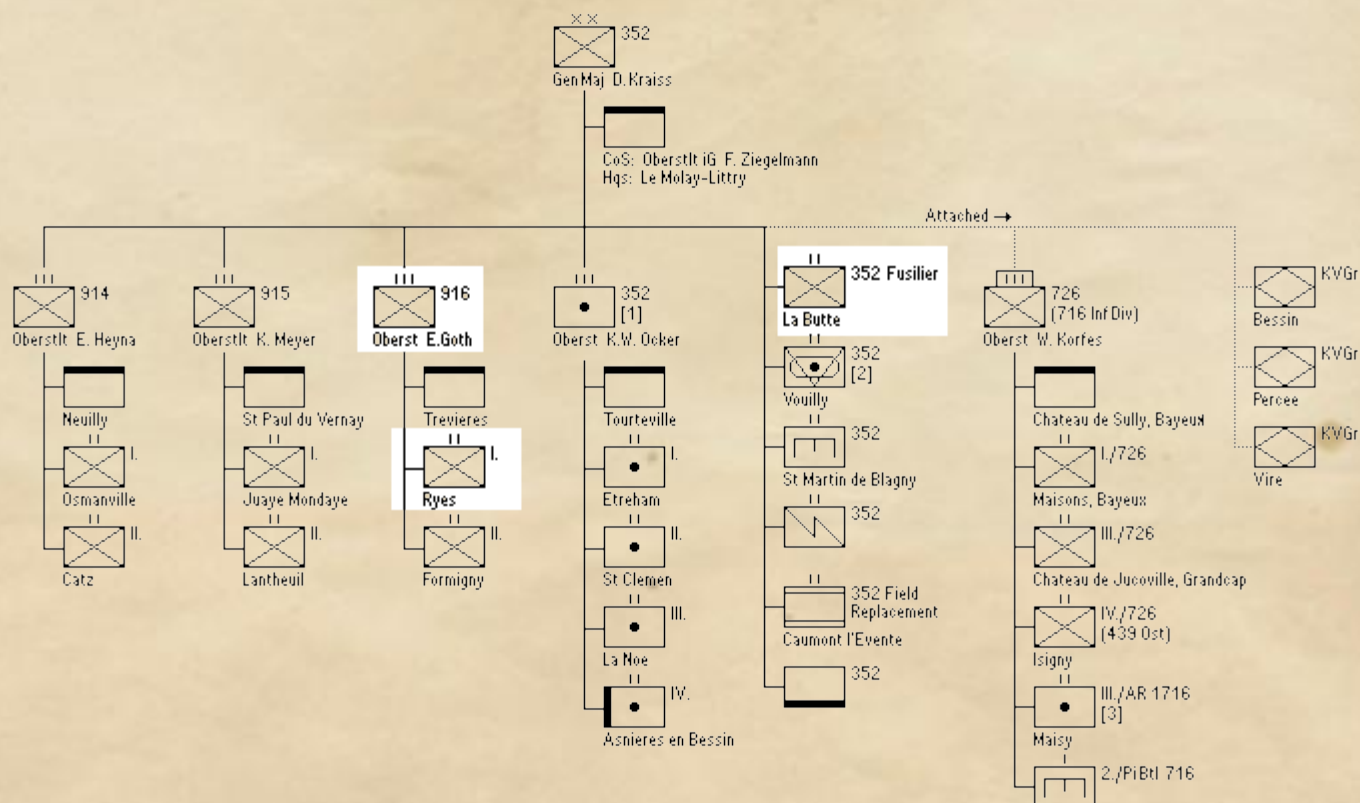
SIE KOMMEN II



29th Infantry Order of Battle



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352nd Infantry Order of Battle



SIE KOMMEN II



CORE UNITS



Lieutenant Colonel Frank Bowen
Headquarters 2nd Battalion 175th Regiment
Leadership—Strong
Experience—Veteran
Keeps overall morale at a decent level, strong tactical skills, leads by example.



Lieutenant Greg Humphreys
175th Regiment Engineering Platoon
Leadership—Average
Experience—Regular
Unit morale is high, preservation is important.



Captain Fredrik Punttenney
A Company HQ 29th Recon Troop
Leadership—Strong
Experience—Veteran
Overall Company has beatup and older equipment, morale fluctuates by platoon.



Lieutenant George Jones
1st Platoon A Company HQ 29th Recon Troop
Leadership—Average
Experience—Regular
Dependable unit with excellent recon skills.



Lieutenant Ron Garvey
2nd Platoon A Company HQ 29th Recon Troop
Leadership—Below Average
Experience—Regular
Weakest unit in the Battalion, morale is below normal, lack of motivation.



Lieutenant 'Mad Jack' Pope
3rd Platoon A Company HQ 29th Recon Troop
Leadership—Strong
Experience—Veteran
Excellent unit that gets the job done, good morale and leadership.



SIE KOMMEN II



Lieutenant Mike Stevenson
2nd Battalion Anti-tank Platoon
Leadership—Strong
Experience—Regular
Excellent leadership and good equipment, morale is above average, this unit is highly motivated.



Captain William Maddox
E Company 175th Infantry (Easy)
Leadership—Strong
Experience—Regular
You basic infantry company, average morale and motivation.



Captain Rocky Miller
F Company 175th Infantry (Fox)
Leadership—Average
Experience—Regular
Unit has some bight spots but sometimes lacks motivation, morale is boarder line on poor.



Captain Bert Slingoff
G Company 175th Infantry (George)
Leadership—Strong
Experience—Crack
Best infantry company in the regiment, highly motivated, good morale and strong combat sense.

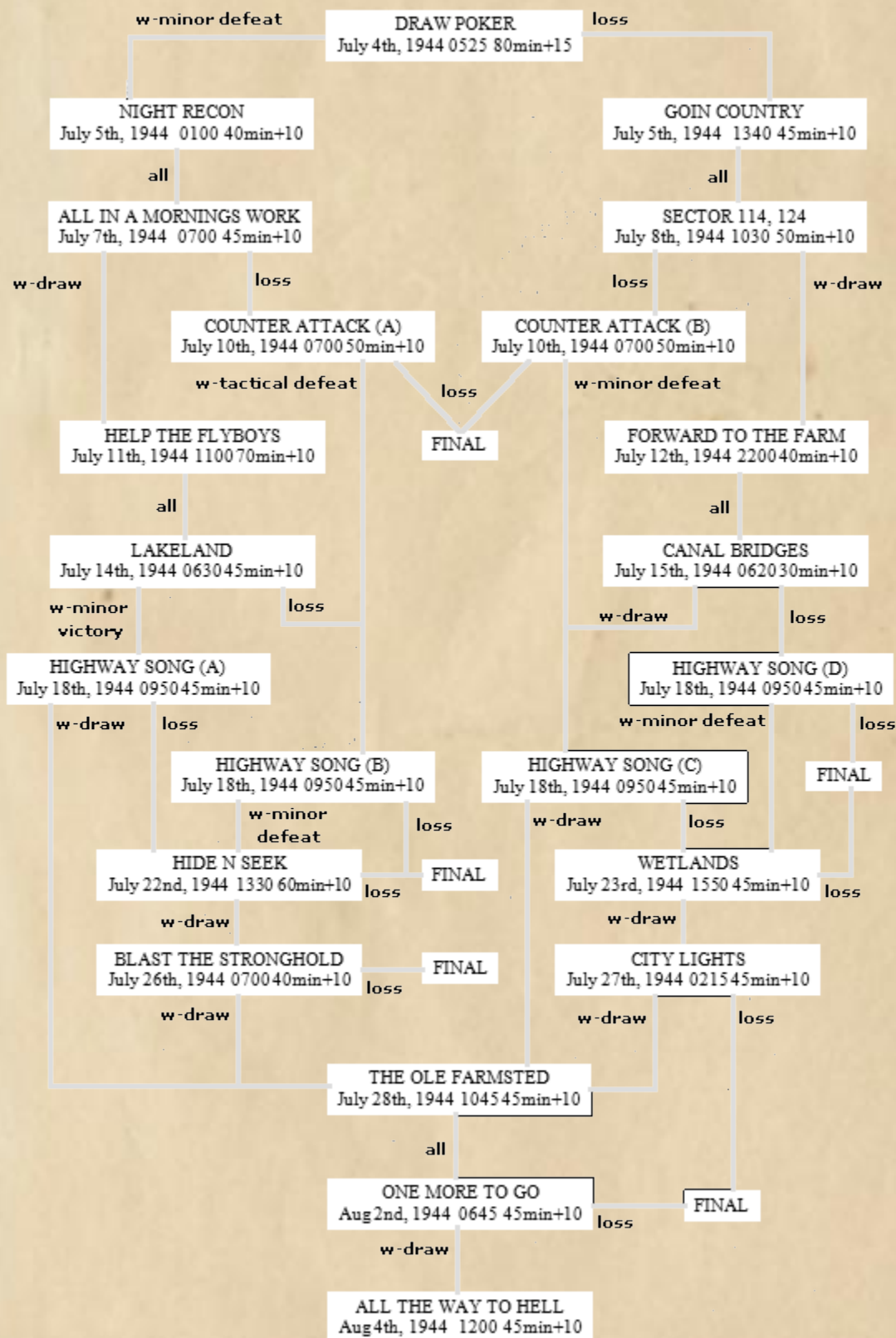


Captain D.B. Wolff
H Company 175th Infantry (How) 'Weapons'
Leadership—Average
Experience—Veteran
Dependable weapons company with decent morale, motivation is above average.



SIE KOMMEN II

BATTLE FLOW CHART





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THE BATTLES

DRAW POKER

2nd Battalion 175th Infantry Regiment - Landing is scheduled for 0530 at Waldam beach (code name: Iowa). The landing sections for the battalion are Easy Green, Easy Red, Dog Blue, and Dog Green. The first units to hit the beach will be F Company. Initial mission is to secure the beach and an area approximately 150 yards inland. There is a draw (code name: Poker) along the right side of the landing area (Easy Red) leading to the town of Les Hemmes d' Oye. Units must secure the draw and the town. Also there is a draw (code name: Quick) in front of Dog Green beach that will need to be secure before our push inland.

NIGHT RECON

A select group of troops from E Company along with the company commander of H Company are assigned an intelligence gathering mission. Enter the outskirts of Marck and go to assigned areas to perform recon. The more enemy units identified the better. We need to avoid any initiative of combat unless forced to fight.

GOIN COUNTRY

Lt. Col. Bowen has assign Captain Miller and Fox Company to clear the Farmstead of Axis troops, while doing so they are to secure the crossroads to the southwest of the farm, and setup a perimeter on the roadway towards Offekerque.

ALL IN A MORNINGS WORK

Captain Maddox and Easy Company are ordered to secure a bridge and clear a small hamlet of Axis troops.

SECTOR 114 124

Lt. Col. Bowen is leading this mission to clear Sectors 114 and 124 in the area of the town of Nouvelle Eglise. He doesn't believe the intel he has received, and decides to head this mission up.

COUNTER ATTACK

Easy and George Companies took a beating in last evenings attack but managed to drive the Axis forces back to the town of L' Eglise. During the night units from the Battalion Anti-Tank Platoon moved some 57mm ATG's into the area. We are ordered to hold the line along the large stream south of the town of Blanc Pignon.

HELP THE FLYBOYS

Lt. Col. Bowen has been ordered to take the airfield and secure the area, our ultimate goal is to use the airstrip for the bombers 'little friends' to increase the range of support to and from targets deep within Germany.



SIE KOMMEN II



FORWARD TO THE FARM

Lt. Col. Bowen is still up on the frontline after the battle at Sector 114, 124, tonight the assignment is to take a farm and surrounding area. The Axis must be removed from the area.

LAKELAND

The orders have come down from Battalion HQ that Easy and George Companies along with support from the 29th Recon Troop will clear the area of enemy troops in and around Le Lac d' Ardres.

CANAL BRIDGES

Orders have come down that units of the Captain Miller of Fox Company that his unit along with a small recon group from 2nd platoon of the 29th Recon Troop are to move into the area of the canal bridges along Rue de La Colme and secure them for future use. 2/175th Engineering Platoon will supply some units in case the bridges need to be destroyed.

HIGHWAY SONG

Task Force B (Blackfoot) has been assigned the responsibility to clear the highway North and South of Muncy-Nierulet. After assuring that the highway is enemy free they are to secure the town and the small bridge to its west.

HIDE N SEEK

Orders have come down that units of the 2nd Battalion are to destroy Axis units along Highway D224 so the main force of the 29th Division can attack the town of Licques.

WETLANDS

A small group of units in the Saint-Momelin area have been ordered to move on to the town of Le Paradis and in the process to secure the Railroad Bridge across a ravine between the two towns. Captain Slingoff of George Company has been slated as the leader of this mission.

BLAST THE STRONGHOLD

3rd Platoon 29th Recon led by Lt. 'Mad Jack' Pope along with members of Fox Company led by Capt. Miller have been ordered to clear a supply route. There is an immediate need to accomplish the mission as a small convoy containing petrol needs to get through to the front to supply a tank Company from the 746th that is low on gas.



SIE KOMMEN II



CITY OF LIGHTS

Orders have come down that units of the Captain Maddox of Easy Company that his unit will coordinate an extraction of 'G' Company, 325th Regiment from the town of Lum-bres. Lt. Garvey and his platoon from 29th Recon Troop will assist in the mission. Lt. Garvey has acquired 3 M8 (HMC's) to help with the extractions, they are running a few minutes behind his recon element. Lt Col. Bowen has assign 4th Section Med Mortar of the 2/175th to supply Fire Support.

THE OLE FARMSTEAD

Lt. Col. Bowen with George and How companies in tow are ordered to clear the Germans from the farmhouse on the Rue Wattre.

ONE MORE TO GO

3rd Platoon 29th Recon led by Lt. 'Mad Jack' Pope along with members of Easy and George Companies are moving to the next main objective (the town of Saint-Martin-au-Laet). Captain Maddox of Easy is in command of the small task force which has been ordered to clear axis units along the way.

ALL THE WAY TO HELL

The orders have come down from Battalion HQ that Captain Maddox and Fox Company will be sent to clear out the town of Saint-Martin-au-Laet. Recon support will be supplied by the 3rd Platoon of the 29th Recon Troop.



SIE KOMMEN II



VICTORY POINT PRIORITIES

The following table identifies not only the total points per side per battle, but prioritizes the weighted value of these points.

Example—Draw Poker has Terrain, Kill Units, Bonus—This tells the commander that the biggest percentage of points are in the Terrain Objectives, second by percentage is Kill Units (this could also be Spot, or Exit), and third by percentage is Bonus pts (for causalities for/against etc.). So when playing Draw Poker, the key is to get the Terrain Objectives (this states that Terrain capture is important) followed by Killing enemy units, and the bonuses. In the battle briefings the VP's are generically informed to the commander, thus this table gives a better idea of what the battle accomplishments are.

Scenario Name	Total US	Total Axis	Victory Pts. Priority
Draw Poker	1400	1400	Terrain, Kill Units, Bonus
Night Recon	560	520	Terrain, Spot Units, Bonus
Goin Country	695	675	Terrain, Kill Units, Bonus
All in a Mornings Work	450	475	Terrain, Kill Units, Bonus
Sector 114 124	900	900	Terrain, Kill Units, Bonus
Counter Attack	1040	1105	Kill Units, Terrain, Bonus
Help the Flyboys	1100	1200	Kill Units, Terrain, Bonus
Forward to the Farm	900	900	Kill Units, Terrain, Bonus
Lakeland	875	900	Terrain, Kill Units, Bonus
Canal Bridges	850	925	Terrain, Kill Units, Bonus
Highway Song	1075	1050	Kill Units, Terrain, Bonus
Hide n Seek	950	850	Kill Units, Terrain, Bonus
Wetlands	725	760	Kill Units, Terrain, Bonus
Blast the Stronghold	150	500	Exit Units, Terrain, Bonus
City of Lights	875	910	Kill Units, Terrain, Bonus
The Ole Farmstead	1035	1000	Kill Units, Terrain, Bonus
One More to Go	950	925	Terrain, Kill Units, Bonus
All the Way to Hell	900	850	Kill Units, Terrain, Bonus
	15430	15845	

As you can see terrain objectives are important during the early stages of the campaign, this simulates the need to establish a beachhead and subsequent surrounding areas of operations. The later battles are more about destroying enemy units with the terrain objectives taking on less importance. A lot of this thought process goes into the Sie Kommen II Battle Packs rules and scoring. From the start point 'total' and objectives were taking into consideration to help in a more balanced and entertain outcome.



SIE KOMMEN II



THE SIE KOMMEN II TEAM

Scenario Design -

General Failure

Maps -

General Failure

mjkerner

Play testing -

General Failure

MeatEtr (FGM)

Mjkerner

Chris 'Ferrous'

Dutch Grenadier (FGM)

NYCPizzaMan

Schutzstaffel (FGM)

Reaver (FGM, WeBoB)

Rocketman

Johnsy (FGM)

Prof Oz (WeBoB)

Bootie (FGM)

Editorial -

Rolling Thunder (FGM)

dieseltaylor (WeBoB)

A SPECIAL THANKS goes out to all the members of this team, for without them, this project never would have come to fruition.

Thank you,

Fredrocker
(FGM, WeBoB)