



TGW 2 – The Fox’s first bite (January, 29 - 1915)

After having recovered from a bullet wound in the leg, the young lieutenant Erwin Rommel is sent back on the front lines in the Argonne at the beginning of the year 1915. On the 29th of January, Rommel at the head of an infantry company will use all his cunning and mastery during an assault on the French trenches known as *Labordaire* and *Centrale*. Refusing a classical straightforward and deadly assault, he uses cover and his men sneak out of their trench by crawling and fall on the French first lines which are taken completely by surprise.



Only hexrows Q to GG are playable



French sets up first
German moves first



Victory conditions: the German win if they control all the hexes of the french trench.

GERMAN OB [ELR: 4, SAN: 2]

9th company, 124th Infantry Regiment (Württemberg)

Setup North or West of hexes FF1-CC3-W3-T4-S6-R6-R8-Q9

3 platoons: 8-0, 6 x 4-4-7

1 platoon: 9-2, 6x 4-4-7

FRENCH OB [ELR: 3, SAN: 4]

Elements of the 73th French Infantry regiment

Setup South-East of hexes S10 – S7 – W6 – AA6 – CC5 – DD5 – FF4 – GG5

2 platoons: 7-0, 6x 3-4-7

1 platoon: 8-0, 6x 3-4-7 enters on turn 3 through hexes GG6 to GG10

SSR:

1 - Weather dry, no wind, Ground Snow

2 – Place Wires on the line materialized by the hexes: S10 – S7 – W6 – AA6 – CC5 – DD5 – FF4 – GG5

3 – Place Deep trenches in hexes: T7,8,9 and 10, U7 and 8, V7 and 8, W7,8 and 9, X7 and 8, Y7, Z7, AA8, BB7, CC6 and 7, DD6 and 7, EE6, FF5 and GG5.

4 – Treat all the gullies as Deep Trenches

5 – Place a dugout in Y6

Aftermath:

The German assault is a success, they capture the trenches and their even get hold of a French strongpoint located behind the trenches. But without any ammunition left or reinforcements, Rommel has to fall back in the trenches from which the French counter-attacks will fail to get him out. Rommel will be decorated with the First Class Iron Cross for this action.