

# HELLCATS RACE TO NOVILLE

- TEAM DESOBRY



Setup order		
1		x4
2		x17
3		x11
4		x1
5		x1

## Historical Background

On December 19, the 1st Battalion of the 506th PIR, was ordered to support Team Desobry, a battalion-sized tank-infantry task force of the 10th Armored Division assigned to defend Noville located northeast of Bastogne. With just four M18 tank destroyers of the 705th Tank Destroyer Battalion to assist, the paratroopers attacked units of the 2nd Panzer Division, whose mission was to proceed by secondary roads to seize a key highway and capture, among other objectives, fuel dumps. Worried about the threat to its left flank in Bastogne, Team Desobry was organized for a major joint arms attack to seize Noville. Team Desobry's high speed highway journey to reaching the blocking position is one of the few documented cases wherein the legendary top speed of the M18 Hellcat (55 miles per hour (89 km/h), faster than today's M1A2 Abrams) was actually used to get ahead of an enemy force as envisioned by its specifications.

The attack of 1st Battalion and the M18 Hellcat tank destroyers of the 705th TD Battalion near Noville together destroyed at least 30 German tanks and inflicted 500 to 1000 casualties on the attacking forces in what amounted to a spoiling attack. A Military Channel expert historian credited the M18 destroyers with 24 kills, including several Tiger tanks, and believes that, in part, their ability to "shoot and scoot" at high speed and then reappear elsewhere on the battlefield and therefore appear to be another vehicle entirely played a large part in confusing and slowing the German attack, which subsequently stalled, leaving the Americans in possession of the town overnight.

## Briefing

Axis Player: Take 4 command cards

Allied Player: Take 4 command cards.  
You move first.

## Conditions of Victory

6 Medals

The town of Noville is a Temporary Medal Objective for both the Axis or the Allies

## Special Rules

Hellcats - The Marked Allied tank unit are M-18 Hellcats. They are played as follows. 2 Figures. Move 0-4 or Move 0-3 and battle then may move 1 more hex (in addition to Taking Ground/Overrun if applicable).

