

# Standard Combat Series:

# Ardennes

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## The Ardennes #5-03 A Standard Combat Series Game

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## Introduction

**The Ardennes** is the 3rd game in The Gamers's *Standard Combat Series*. It portrays the December 1944 German offensive in the Ardennes forest, commonly referred to in the United States as "The Battle of the Bulge."

## Unit Terms & Abbreviations

Abn—Airborne

AG—Assault Gun

Arm—Armored

Arty—Artillery

Bde—Brigade

Bn—Battalion

CCA, CCB or CCR—Combat Command

A, B, Reserve

Div—Division

Divarty—Divisional Artillery

F.Begleit—Führer Begleit

F.Gren—Führer Grenadier

FJ—Fallschirmjäger (Parachute)

Füs—Füsilier

Grp—Group

Inf—Infantry

KG—Kampfgruppe (Battle Group)

Mech—Mechanized

PG—Panzer Grenadier (Armored Infantry)

PJ—Panzerjäger (Tank Hunter)

Pz—Panzer (Armored)

Rgt—Regiment

Rlbn—Rollbahn (literally route of advance)

TD—Tank Destroyer

Tk—Tank

VG—Volksgrenadier (People's Infantry)

Werfer—Rocket Artillery

## 1.0 General Special Rules

### 1.1 Scale

Each turn is one day, each hex one mile, units range in size from battalion through brigade.

### 1.2 Turn Sequence

Note the position of the Supply Phase in the below sequences, it is different from the SCS basic outline.

### German Turn

- Weather Determination
- US Air Point Determination
- German Movement Phase
- US Barrage Phase
- German Barrage Phase
- German Combat Phase
- German Supply Phase
- German Exploitation Phase
- Clean Up

### US Turn

- US Movement Phase
- Bridge Blowing & Repair
- US Barrage Phase
- US Combat Phase
- US Supply Phase
- US Exploitation Phase
- Clean Up

\*\* No, it isn't a typo, there is no German Barrage Phase in the US player turn.

### 1.3 Stacking

A maximum of 6 steps can stack in any hex.

### 1.4 Step Losses

Flip a unit to its back-side when it takes its first step loss (unless the unit has but one step, in which case destroy it). Place a step loss marker under the unit to mark the next step lost, etc. When the number of hits equals the step size listed on the back of the counter, the unit is dead. Until the unit dies, after the first flip, the unit's combat strength is unaffected by additional step losses.

**EXCEPTION:** Artillery units have their mode shown by the side of the counter facing up. For these units (which are all single step anyway), step loss is not shown by flipping their counter.

### 1.5 Special Movement Effects

**1.5a** Units can never move as stacks, all units must move individually, and a unit must finish its movement for the phase before a player can move other units. Whenever a unit moving along a road enters a hex containing one or more other friendly units, moving ones must pay +1 MP. Apply this cost to Supply Trace counts as well.

Do not count Greif Teams or 0-stacking point Supply Dumps for this purpose.

**1.5b Map Traffic Jams.** The roads in these hexes are negated for turns 1 and 2. **NEVER** apply both 1.5a and 1.5b—apply only that which most hinders movement. Greif Teams can always use the road movement costs—regardless of Map Traffic Jams. Apply this rule to Supply Trace counts as well.

### 1.6 Mechanized Units

The wintry Ardennes forest is terrible terrain for armored warfare. Mechanized units are penalized during combat in Forest or City hexes. They also have their own Terrain Effects on Movement costs.

Mechanized units (see list below) get an additional shift of one to the left when attacking in Forest or City hexes (apply this shift only if half or more of the attacking combat strength is mech).

Mechanized Units consist of the following:

- Armor or Panzer
- Assault Gun
- Tank Destroyer or Panzerjäger
- Mechanized Infantry
- Armored Recon
- All Artillery (Armored or otherwise) (for **movement** purposes only)
- Engineers
- Supply Units

## 1.7 Special Overrun Effects

As an exception to the standard SCS rules, units can overrun hexes regardless of the actual MP cost of the target hex. (The standard rules state that the hex must cost 2 MPs or less in regular movement.) Because of this exception, the following are true:

**1.7a** The Overrun MP cost is 2 MPs (standard) **OR the cost of the target hex in regular off-road movement (whichever is more).** Ignore EZOC costs in this determination. Ignore 1.5a as it applies to the target hex.

**1.7b** Furthermore, a hex can be overrun up to **twice** in a given phase (overruns are not restricted to one attack per phase as in the series rules).

## 1.8 Reserves

The proper reserve usage is the only way the player can access the Exploitation Phase. The counter-mix limits the number of Reserve Markers available to the players. (These are recycled each player-turn, so no hoarding is possible.)

**1.8a** Place Reserve Markers on any friendly unit or stack at any time during the owning player's regular Movement Phase. Only units which have not moved in the current game turn, which are not Disorganized, and are not adjacent to any enemy unit can be marked. Greif Teams and Supply Units can never be placed into reserve.

**1.8b** Units, while in Reserve, cannot move, or conduct any sort of Barrage or combat. Should a Barrage attack DG them, remove the Reserve marker.

**1.8c** Remove any remaining Reserve markers (and all DG markers) from your units during your Clean Up Phase.

## 1.9 Exploit Capable Units

Only units placed into Reserve during the Movement Phase can move and overrun during the Exploitation Phase. Release reserves at the beginning of the player's Exploitation Phase. There are no units which are automatically eligible for the Exploitation Phase. This fact also applies to advance after combat—no unit in this game can advance after combat further than the defender's hex itself—regardless of the defender's retreat result.

## 1.10 Artillery and Barrage Attacks

Artillery units can conduct barrage attacks against units at or within their range. All artillery units (except American 8-inch guns and German Werfer (Rocket Artillery) units) have a 3-hex range. Eight-inch guns and Werfers have a 4-hex range. Count range starting with the hex adjacent to the artillery unit to the target. Artillery can barrage targets from range one to their maximum range, inclusive. No Line of Sight or spotter is required (although Barrages without spotters get a backwards shift on the Barrage Table). Resolve Barrage attacks in any of the Barrage Phases assigned to the player. An artillery unit can fire in every one of the owning player's Barrage Phases. When available, airstrikes can be incorporated into these segments as if they were other artillery units.

**1.10a Modes.** All artillery units have two modes—one assisting movement and one assisting fire. Show the current mode of each artillery unit by the side which faces up. In each player's Movement Phase, the player can flip as any number of artillery units from one mode to the other, provided those units have not yet moved. Mode change does not affect the unit's ability to move in that phase (given its new MA). Mode cannot be changed at any other time. Mode has no effect on the artillery unit's ability to fire or move—except the values allowed for each.

Artillery can begin the scenario or come on as reinforcements in any desired mode.

### 1.10b Restrictions on Artillery.

**A)** Artillery cannot make more than one barrage attack per friendly Barrage Phase. Artillery units cannot split their fires.

**B)** Any number of artillery and airstrikes can engage in a single Barrage Attack and resolve these attacks on the Barrage Table.

**C) Artillery belonging to a division can only fire a Barrage Attack against a hex if at least one unit from its division (or itself) is adjacent to that hex.** Non-divisional artillery has no such requirement.

**D)** The target hex's terrain affects the Barrage attack according to the Terrain Effects on Movement and Combat Chart.

**E)** In ground combat, each Artillery unit in a hex has a defense-only combat strength of 1.

**F)** Out of Supply artillery fires at 1/2 Barrage strength.

**G)** Disorganized and Reserve units cannot make Barrage attacks.

**H)** Artillery in a Mode with a zero Movement Allowance which is forced to retreat as a combat result of combat is destroyed instead.

## 1.11 Disorganized Status

Units can become Disorganized (DG'd) as the result of Barrage attacks. At the time of the result, indicate the DG'd status of the stack by placing a DG marker atop it. Remove any Reserve Marker from the stack. All units in a hex which get a DG marker are DG'd **except** Supply Units and Hidden Greif Teams which are never affected by DG results.

**1.11a** DG'd units suffer the following effects: they cannot Attack or Barrage; they Defend and Move x1/2; and have no ZOC.

**1.11b** Remove all DG markers from your units in your player-turn's Clean-Up Phase.

## 1.12 Weather

The Weather Marker's current position on the Weather Track gives the weather for that turn. The Weather Track has several categories ranging from Soup to Crystal Clear. The Weather changes as the Weather Marker moves from endpoint to endpoint along this track.

**1.12a** Each scenario gives the initial Weather Marker position. At the beginning of each German Player Turn, the German player rolls two dice to determine any change to the Weather Track according to the Weather Change Table. Move the Weather Marker the number of boxes and direction given by the result (the marker can never move further than the left-most or right-most boxes and any excess change is lost).

**1.12b** The only effect of the Weather Marker's position is the column on the US Airpower Table the US player uses to determine the number of Air Points he has available during the turn in the following US Air Point Determination Phase.

## 1.13 General Supply Rules

Both sides have their own special supply rules. Rule 1.14 applies to both.

## 1.14 Effects of Being Out of Supply

- Attack strength is  $x1/4$
- Defense strength, and Barrage strength are  $x1/2$
- Mechanized unit movement is  $x1/4$
- Other units' movements are  $x1/2$
- These units cannot be placed into reserve.

## 2.0 German Special Rules

### 2.1 Operation Greif and the 150th Panzer Bde

The units of Operation Greif (the Greif Teams A through D) and the three Kampfgruppen of the 150th Panzer Bde represent the German effort to insert commando teams into American rear areas to increase both chaos and hold critical terrain features. The two sets of units are very different in their capabilities and have separate rules as follows.

**2.1a 150th Panzer Bde.** The 150th Panzer Bde was somewhat equipped with American equipment and good English speakers. Its only advantage is that its units do not pay the EZOC movement cost when entering Allied ZOCs.

**2.1b The Greif Teams.** The Greif Teams were much better off than the 150th Panzer Bde, but only had a handful were successful—these are the only ones represented. Greif Teams have a Hidden (“Hide”) and Open modes shown by the counter's side facing up. They have the following effects:

A) Hidden OR Open Greif Teams never pay the EZOC movement point cost or affect other units (OR are affected) by the Traffic Jam rules (1.5).

B) While Hidden, the units remain on the map, have no defensive ability, do not count for stacking, and allow US units to traverse their hexes with no ill effects (except for possible traffic redirection), or extra MP costs. Unlike Open teams, Hidden ones can move freely using their Movement Allowance and **completely ignore all units** (even Allied) they choose to move through. Hidden Greif Teams are completely unaffected by attacks or barrages into their hexes. US units can even advance after combat into their hexes with no ill-effect to either side. (Open Greif Teams are not so lucky—they are affected by these results like any other unit.)

C) Hidden Greif Teams (only) can “redirect traffic”. Only when the US player moves a unit **into** a Greif Team's hex, the German Player announces if he wishes to ‘redirect traffic.’ If so, the US player checks for detection. He rolls one die on the Greif Team Discovery Table. If the team is destroyed, remove the Greif Team from play and no redirection happens. If the roll on the table fails, the desired redirection occurs automatically. Do not roll on the table if the German player chooses not to redirect traffic.

To redirect traffic: The German player decides which road to send the US unit down. Regardless of where the US player wanted the unit to go (even if he wanted it to stop in the Greif Team's hex), the US unit must move down that road 5 MPs and cannot turn around, stop, leave the road, or change direction **until** it hits a village, city, crossroads, the map edge, or has expended 5 movement points (the 5 MPs are completely independent of the units movement allowance, consider

them a ‘bonus’). Once any of these events occur, it must stop its movement for the phase in the hex it is in. A US unit can never be redirected more than once in a single phase—even if it enters another Greif Team's hex while expending its 5 MPs of redirection.

D) Whenever the German player wishes, a Greif Team can become “Open”. This change can be done at any time and in **any** phase (including the enemy's). (It is possible to become Open right as the US player points at a bridge in an attempt to blow it or announces an attack—but such an announcement must occur BEFORE the dice roll [in bridge blowing] or odds determination [in combats].) Flip the Greif Team to its Open side and place the team in either the hex it is in or in **any** of the six hexes adjacent to it. While “Open”, the Greif Team becomes the same as any other German unit on the map with one step, and a defense strength. Open Greif Teams can never become Hidden again. Greif Teams cannot become open in a hex containing Allied units.

E) All Greif Teams are subject to the following: They **can** count for the spotting unit in Barrage attacks (with no ill-effect to Hidden status). They are never affected by supply concerns. A Greif Team can never **end** a phase stacked with another Greif Team. Greif Teams (open or not) can never capture Victory Point cities or US Supply Dumps by themselves—a “real” German unit must enter the hex to capture these.

## 2.2 Operation Stösser

The von der Heydte Parachute Kampfgruppe represents the war's last German airborne operation. The German player can use it either as another ground unit or in an air drop on turn one. If the player chooses to use it as a ground unit, it behaves as any other German unit. If he uses it as an air drop, apply the following.

**2.2a** As the first thing during the first turn's German Movement Phase, the German player selects the drop hex for the von der Heydte KG by placing the von der Heydte Drop Marker in it.

**2.2b** When the German player finishes all movement in that first Movement Phase, he must drop the Parachute Kampfgruppe. Go to the marked hex. The German player identifies the “1” hex direction of choice and numbers the hexes around the marked hex clock-wise

from that hex. Roll one die to determine the direction of the scatter. Roll another die. The second die determines the distance the unit scatters. If the result is off map, on top of a US unit, or if the distance scattered is 5 or 6, destroy the von der Heydte unit. Otherwise, place it in the determined hex.

**2.2c** Once on the game map, the Kampfgruppe is a regular German unit except that it is free from supply concerns. On the turn of the drop, the Kampfgruppe cannot move.

## 2.3 Engineers and Bridge Building

The German engineer units have an “Engineer” side and a “Bridge” side. The engineer side allows the unit to move. The bridge side represents emplaced bridges and in all river hexsides adjacent to the unit.

**2.3a** To switch between an engineer unit’s modes, the unit must not move at all during the regular Movement Phase. At the end of the phase, flip the unit over.

**2.3b** Bridge units (when on their Bridge side) **count** for unit stacking, and give an additional +1 hexside cost.

**2.3c** German built bridges cannot be blown by US engineers. The German player cannot repair bridges like the US player—he must use engineer units to “emplace” bridges.

**2.3d** Engineers with emplaced bridges are destroyed if US units enter their hex (emplaced bridges cannot retreat). These bridges cannot be captured and used by the Allies—they are instantly destroyed instead when an enemy unit enters their hex. Note that while engineers have a defense strength of one, emplaced bridges do not.

## 2.4 Supply Units and Movement of Supply

The German player has a number of Supply units. Each Supply unit has its own movement ability, has no defense strength, and has three steps (for stacking purposes only, these steps can never be used to absorb combat losses or be attacked using the CRT or Barrage Table—if enemy units enter the Supply Unit’s hex, destroy the Supply Unit). Supply units **cannot** enter Reserve status, retreat or advance as a result of combat. Supply Units can never move adjacent to enemy units. Should they find themselves

adjacent to the enemy because of enemy movement, there is no ill-effect, nor do they have to retreat. Supply units never become DG’d.

## 2.5 German Supply

German supply is handled in two ways: The Eastern Zone and Supply Units.

**2.5a The Eastern Zone.** Any German units which can trace a 5 hex or less path free of unnegated EZOCs, and enemy units to anywhere into the Eastern Zone (defined below) is automatically in supply. Ignore terrain and MP costs for Eastern Zone supply—count only hexes.

The Eastern Zone consists of all hexes east of the Our River **or** any hex east of Bxx.10 which is north of B48.10 (inclusive)

**2.5b Supply Units.** All supply units can supply any unit for which they can trace a 10 MP or less path free of unnegated EZOCs, and enemy units. Count these MPs using Mech MP terrain costs (as well as the special rate for Secondary Roads for Supply Purposes)—Stacked hexes and Map Traffic Jams (see 1.5) do affect this count. These counts are always made from the Supply to the Unit. The Supply Trace need only get to a hex adjacent to the unit being supplied—regardless of terrain, the supply can get from that hex to the unit.

**2.5c Supply Phase Supply.** All units which can trace appropriately to either a Supply Unit or the Eastern Zone are in supply—those which cannot are out of supply.

**2.5d Captured Supply.** Captured American dumps can be used exactly like regular German Supply units except that they cannot move. The German player can blow any captured dump during any German phase. To blow a captured dump, simply pick it off the map and place it in the dead pile—no die roll or unit is needed.

## 3.0 Allied Special Rules

### 3.1 Bridge Blowing, Engineers, and Bridge Repair

The US Player can make up to three bridge blowing **or** repair attempts per US Bridge Blowing Phase. Only one of these attempts can be made against a single bridge per phase. Use the Bridge Blowing or Bridge Repair Tables as appropriate. There are no engineer units on the Allied side, the player merely points at the bridge he wishes to attempt to blow (or repair) and makes a roll on the table. Bridges cannot be blown if the bridge hexside is one of a hex containing German combat unit or open Greif Team, if the bridge in question is a German-built one, or if the Germans were the last to cross it. An attempt to blow a bridge which is thwarted by a Greif Team which flips to Open at that moment **counts** as used.

The US player (only) can attempt to repair a blown bridge by using the Bridge Repair Table. The same conditions apply to bridge repair as to bridge blowing.

### 3.2 Airpower

Just after Weather Determination, the US Player rolls two dice according to the Weather to determine the number of Air Points he will have available for the coming game turn. These points can be used in either the German Player turn (to assist defenses or in the US Barrage Phase) or in the US Player turn (to assist attacks or to conduct barrages). Unused Air Points are lost and cannot be saved from turn to turn.

**3.2a** Air Points can be used to generate column shifts (in the direction appropriate to the US player) to assist Allied ground units in combat as attackers or defenders **OR** to make independent Barrage attacks (like artillery, but with no range limitations).

**3.2b** Each Air Point expended in attack or defense in a combat generates one column shift to benefit the US forces in the combat. Any number of shifts can be applied to a single combat.

**3.2c** Each Air Point generates a barrage attack of 5 points and any number can be used in a single barrage. Air Points can be used in conjunction with artillery barrage strengths.

### 3.3 US Supply Dumps

The US Supply Dumps can supply US units, but also exist for the German player to capture and use. The US player cannot destroy these dumps (the Germans can). These dumps have no combat strength or step size (they do not count for stacking). They cannot move, nor interfere with unit movement. Should the German player enter a hex containing a US Supply Dump, flip the dump over, if it is real convert it into a German Supply Dump. A former US dump (under new German management) can be destroyed in the same way as any other German dump. The US player can never capture German dumps, even if they were once American—they are destroyed instead.

When needed, the US player can use these dumps for US supply needs (following the same rules for German Supply Units). Dumps (German or Allied) can never spot for Barrage purposes.

#### 3.3a Dummy and Real Supply Dumps

The US player has number of real and dummy supply dumps to place on the map. In all ways, real and dummy dumps behave in the same ways, except when the German player enters the dump's hex—real dumps become German Supply Dumps, dummies do not. The US player cannot recapture these dumps, destroy them instead.

**3.3b Liege** Liege contains one of the largest dumps in Europe. All city hexes of Liege controlled by either side act as inexhaustible supply heads with a range of 5 hexes. They function much like the German Supply Zone. The last player through each city's hex owns that hex for supply purposes.

### 3.4 US Supply

Allied units are in supply if they can trace to a US Dump (in the same manner as the Germans) or trace a path of 3 hexes (or less) to a road and then continuous road hexes to the west, south, or north map edges which are free of unnegated EZOCs or enemy units (ignore Hidden Greif teams). If they cannot, they are out of supply.

## 4.0 Victory

To keep the Allied player guessing about the actual purpose of the German offensive, the German player must choose a victory option from the list below. Each has its own problems and benefits and they were set up so as to keep the Allied player in the dark, yet to avoid giving the German player any particularly easy options.

If the German player fulfills the chosen victory conditions, the Germans win. Apply the Minor Victory Conditions below if the German player is unsuccessful in the bid to win big.

### 4.1 Victory Options

#### Antwerp

The German player must exit 60 attack strength points and a Supply Unit off the north-west corner of Map A on the west side of the Meuse. Any road hex will do.

#### Liege

The German player must capture every contiguous city hex of the city of Liege and all those hexes must be occupied by German units at the end of the game.

#### Paris

The German player must exit 60 attack strength points and a Supply Unit off the edge of Map A via Entry Hex J or hex A12.35 (Givet).

### 4.2 Minor Victory Conditions

#### Massive German Victory (See above 4.1)

#### Major German Victory 24 or more

#### Minor German Victory 19 to 23

#### Minor US Victory 14 to 18

#### Major US Victory 10 to 13

#### Massive US Victory 9 or less

Total the VP values of all cities controlled by the German player at the game's end. A city hex is controlled if the German player was the last to move units through the hex or if he currently occupies the hex. Greif Teams (open or not) can never capture Victory Point cities by themselves—a "real" German unit must enter the hex to capture it. In multi-hex cities, the VPs are only awarded if the German player controls every hex of the city in question.

## 5.0 Scenarios

### 5.1 Kampfgruppe Peiper

This scenario follows the exploits of the 6 SS Panzer Army as they attempt (historically unsuccessfully) to smash through the American line to drive on the Meuse. It is a fast play and a good primer for the campaign scenario for both players.

**First Turn:** 1

**Last Turn:** 6

**Game Length:** 6 turns

**Map Bounds:** Map B, only that area north of hexrow B43.xx, inclusive.

**Weather at Start:** Soup

**Blown Bridges:** None

#### German Information: Set Up:

**B42.06:** (293 Inf Rgt)—**18 VG Div**

**B47.07:** (295 Inf Rgt)—**18 VG Div**

**B48.07:** (294 Inf Rgt)—**18 VG Div**

**B48.06:** (1818 Arty Rgt)—**18 VG Div**

**B49.07:** 244 AG Bn

**B49.06:** 388 Arty Rgt

**B50.07:** (18 FJ Rgt)—**3 FJ Div**

**B50.06:** (9 FJ Rgt, 3 Arty Rgt)—**3 FJ Div**

**B51.07:** (5 FJ Rgt)—**3 FJ Div**

**B51.06:** 4 Werfer Bde

**B50.01:** (KG X, KG Y, KG Z)—**150 Pz Bde**

**B51.03:** (KG Peiper-A, KG Peiper-B)—**1 SS Pz Div**

**B51.02:** (KG Peiper-C)—**1 SS Pz Div**

**B51.01:** (1 Pz Arty)—**1 SS Pz Div**

**B52.01:** (KG Hansen-A, KG Hansen-B)—**1 SS Pz Div**

**B53.01:** (KG Knittel)—**1 SS Pz Div**

**B54.00:** (KG Sandig)—**1 SS Pz Div**

**B52.08:** (27 Füs Rgt)—**12 VG Div**

**B52.07:** (KG 48)—**12 VG Div**

**B53.08:** (KG 89)—**12 VG Div**  
**B53.07:** (12 Arty Rgt)—**12 VG Div**  
**B55.09:** (991 Inf Rgt)—**277 VG Div**  
**B56.09:** (990 Inf Rgt)—**277 VG Div**  
**B57.10:** (989 Inf Rgt)—**277 VG Div**  
**B57.09:** (277 Arty Rgt)—**277 VG Div**;  
 402 Arty Rgt  
**B57.08:** (KG Müller-A, KG Müller-B)—  
**12 SS Pz Div**  
**B57.07:** (KG Kulmann-A, KG Kulmann-  
 B, KG Kulmann-C)—**12 SS Pz Div**  
**B58.08:** (KG Rollbahn-A, KG Bremer)—  
**12 SS Pz Div**  
**B58.07:** (KG Krause, 12 Pz Arty Rgt)—  
**12 SS Pz Div**  
**B60.11:** (753 Inf Rgt)—**326 VG Div**  
**B61.13:** (751 Inf Rgt)—**326 VG Div**  
**B62.13:** (752 Inf Rgt)—**326 VG Div**  
**B62.11:** (326 Arty Rgt)—**326 VG Div**  
**B59.10:** 9 Werfer Bde  
**B62.12:** 17 Werfer Bde

**With or adjacent to any of the above:**  
**(Unit attachments donot affect set up**  
**in any way)**

2x 6 SS Panzer Army Engineer Grps  
 KG von der Heydte (see special rules),  
 1x Greif Team (These must start hidden  
 and can even start stacked with US units.)  
 3x Supply Units (Supply units cannot be  
 placed West of the Our River at start)

Note: No German bridge can begin the  
 game emplaced.

**DeadPile:**  
 None

**Reinforcements:** None

## US Information:

**Set Up:**  
**B49.28:** 5 Fus Belgian Inf Bn  
**B60.12:** (9 Inf Rgt)—**2 Inf Div**  
**B58.16:** 155mm Arty Grp  
**B57.11:** (38 Inf Rgt)—**2 Inf Div**  
**B57.16:** (23 Inf Rgt)—**2 Inf Div**  
**B57.15:** 155mm Arty Grp; (Divarty  
 Rgt)—**2 Inf Div**  
**B57.13:** (741 Arm Bn, 644 TD Bn)—**2**  
**Inf Div**  
**B61.14:** (395 Inf Rgt)—**99 Inf Div**  
**B56.12:** (Divarty Rgt)—**99 Inf Div**  
**B56.10:** (393 Inf Rgt)—**99 Inf Div**  
**B53.09:** (394 Inf Rgt)—**99 Inf Div**  
**B49.16:** (CCB Bde)—**9 Arm Div**  
**B49.09:** (18 Arm Cav Bn)—**14 Cav Grp**  
**B45.11:** 105mm Arty Grp

## Supply Dumps

Each set of hexes has two real dumps and  
 one dummy.

Set 1: Büllingen (B54.13), B49.28, Spa  
 (B55.32)

Note: The US Player can only make  
 one bridge blowing attempt per turn in  
 this scenario.

**DeadPile:**  
 None

## Reinforcements:

### Game Turn 2

**Entry Area N:** (16, 26 Inf Rgts,  
 745 Arm Bn, 634 TD Bn, Divarty Bde)—  
**1 Inf Div; (CCR)—5 Arm Div**

### Game Turn 4

**Hex B57.35:** (504, 505, 508  
 Abn Rgts, 325 Glider Rgt, Divarty Rgt)—  
**82 Abn Div; 705 TD Bn; (117, 119, 120**  
**Inf Rgts, 743 Arm Bn, 823 TD Bn,**  
**Divarty Rgt)—30 Inf Div**

**Entry Area N:** (39, 47, 60 Inf  
 Rgts, 746 Arm Bn, Divarty Rgt)—**9 Inf**  
**Div; 628 TD Bn; 703 TD Bn; 8 inch Arty**  
**Grp**

### Game Turn 5

**Entry Area N:** (18 Inf Rgt)—  
**1 Inf Div**  
**Hex B57.35:** (3-32, 1-33, 2-33,  
 3-33 Arm Bns, 36 Mech Inf Rgt)—**3**  
**Arm Div; 740 Arm Bn**

## Victory:

The German player wins if he  
 exits at least 8 SS units off the west map  
 edge by the end of play. Otherwise, the  
 US player wins.

## 5.2 The Drive on Bastogne

This game replicates the drive  
 by the 5th Panzer Army on Bastogne.  
 While long in terms of the number of  
 turns involved, this scenario plays fast  
 due to the limited number of units.

**First Turn:** 1

**Last Turn:** 12

**Game Length:** 12 turns

**Map Bounds:** Map B, only that area  
 south of hexrow B29.xx, inclusive.

**Weather at Start:** Soup

**Blown Bridges:** None

## German Information:

### Set Up:

**B15.02:** (987 Inf Rgt)—**276 VG Div**  
**B15.01:** (986, 988 Inf Rgt)—**276 VG**  
**Div**  
**B16.01:** (276 Arty Rgt)—**276 VG Div**  
**B16.03:** (916 Inf Rgt)—**352 VG Div**  
**B17.04:** (914 Inf Rgt, 352 Arty Rgt)—  
**352 VG Div**  
**B17.05:** (915 Inf Rgt)—**352 VG Div;**  
 (15 FJ Rgt)—**5 FJ Div**  
**B18.05:** (13 FJ Rgt)—**5 FJ Div**  
**B18.04:** (11 AG Bn)—**5 FJ Div; 406**  
 Arty Rgt  
**B18.02:** 408 Arty Rgt  
**B19.08:** 18 Werfer Bde  
**B19.06:** (14 FJ Rgt, 5 Arty Rgt)—**5 FJ**  
**Div**

**B21.09:** 766 Arty Rgt; (KG Kaufmann,  
 KG Kunkel)—**26 VG Div**

**B22.10:** (KG 77, KG 78)—**26 VG Div**

**B23.10:** (26 Arty Rgt)—**26 VG Div; 15**  
 Werfer Bde

**B24.11:** (KG von Cochmann-A, KG  
 Gutmann-A, KG Gutmann-B)—**2 Pz Div**

**B25.11:** (KG von Böhm, KG von  
 Cochmann-B, 38 PJ Bn, 74 Arty Rgt)—  
**2 Pz Div**

**B24.06:** (KG Kunkel, KG von Fallois)—  
**Lehr Pz Div**

**B27.07:** (KG 901, KG 902, 559 AG Bn,  
 130 Pz Arty Rgt)—**Lehr Pz Div**

**B26.07:** 243 AG Bn

**With or adjacent to any of the above:**  
**(Unit attachments donot affect set up**  
**in any way)**

3x 5 Panzer Army Engineer Grps, 1x 7  
 Army Engineer Grp

3x Supply Units (Supply units cannot be  
 placed West of the Our River at start)

Note: No German bridge can begin the  
 game emplaced.

**DeadPile:**  
 None

**Reinforcements:** None

## US Information:

### Set Up:

**B31.17:**  
**B24.14:** (1-110 Inf Bn)—**28 Inf Div**  
**B23.16:** (Divarty Rgt)—**28 Inf Div**  
**B23.18:** (2-110 Inf Bn)—**28 Inf Div**  
**B21.12:** (3-110 Inf Rgt)—**28 Inf Div**  
**B17.06:** (2-109 Inf Bn)—**28 Inf Div**

**B15.18:** 105mm Arty Grp, (707 Arm Bn)—**28 Inf Div**  
**B15.04:** (3-109 Inf Bn)—**28 Inf Div**  
**B14.01:** (CCA Bde)—**9 Arm Div**  
**B11.07:** (1-109 Inf Bn)—**28 Inf Div**

#### Supply Dumps

Each hex has a real dump.  
Bastogne (B15.28), Houffalize (B26.27)

#### DeadPile:

None

#### Reinforcements:

##### Game Turn 1

**Hex B29.18:** (CCR, Divarty Bde)—**9 Arm Div**

##### Game Turn 3

**Entry Area F:** (CCA, CCR, TD Bn, Divarty)—**10 Arm Div**

**Entry Area G:** (CCB)—**10 Arm Div**

**Hex B2.35:** (501, 502, 506 Abn Rgts, 327 Glider Rgt, Divarty Rgt)—**101 Abn Div**; 155mm Arty Grp

##### Game Turn 6

**Hex B2.35:** 602 TD Bn

##### Game Turn 7

**Entry Area G:** (CCA, CCB, CCR, Divarty)—**4 Arm Div**; (101, 104, 328 Inf Rgts, 735 Arm Bn, 818 TD Bn, Divarty Rgt)—**26 Inf Div**; 155mm Arm Arty Grp

**Entry Area F:** (317, 318, 319 Inf Rgts, 702 Arm Bn, 610 TD Bn, Divarty Rgt)—**80 Inf Div**

##### Game Turn 9

**Entry Area E:** (2, 10, 11 Inf Rgts, Divarty Rgt)—**5 Inf Div**

##### Game Turn 11

**Entry Area E:** 737 Arm Bn  
**Entry Area G:** (134, 137, 320 Inf Rgts, Divarty Rgt)—**35 Inf Div**

#### Victory:

The side which holds Bastogne and Wiltz at the end of the game, wins. If each player holds one of them, the result is a draw.

## 5.3 The Battle for the Ardennes

This is the entire game—the campaign game in gamespeak. Enjoy!

**First Turn:** 1

**Last Turn:** 16

**Game Length:** 16 turns

**Map Bounds:** Map A & B, all

**Weather at Start:** Soup

**Blown Bridges:** None

#### German Information:

##### Set Up:

**B15.02:** (987 Inf Rgt)—**276 VG Div**

**B15.01:** (986, 988 Inf Rgt)—**276 VG Div**

**B16.01:** (276 Arty Rgt)—**276 VG Div**

**B16.03:** (916 Inf Rgt)—**352 VG Div**

**B17.04:** (914 Inf Rgt, 352 Arty Rgt)—**352 VG Div**

**B17.05:** (915 Inf Rgt)—**352 VG Div**; (15 FJ Rgt)—**5 FJ Div**

**B18.05:** (13 FJ Rgt)—**5 FJ Div**

**B18.04:** (11 AG Bn)—**5 FJ Div**; 406 Arty Rgt

**B18.02:** 408 Arty Rgt

**B19.08:** 18 Werfer Bde

**B19.06:** (14 FJ Rgt, 5 Arty Rgt)—**5 FJ Div**

**B21.09:** 766 Arty Rgt; (KG Kaufmann, KG Kunkel)—**26 VG Div**

**B22.10:** (KG 77, KG 78)—**26 VG Div**

**B23.10:** (26 Arty Rgt)—**26 VG Div**; 15 Werfer Bde

**B24.11:** (KG von Cochmann-A, KG Gutmann-A, KG Gutmann-B)—**2 Pz Div**

**B25.11:** (KG von Böhm, KG von Cochmann-B, 38 PJ Bn, 74 Arty Rgt)—**2 Pz Div**

**B24.06:** (KG Kunkel, KG von Fallois)—**Lehr Pz Div**

**B27.07:** (KG 901, KG 902, 559 AG Bn, 130 Pz Arty Rgt)—**Lehr Pz Div**

**B26.07:** 243 AG Bn

**B29.12:** (KG Schmidt, 1560 Arty Rgt)—**560 VG Div**

**B30.12:** (KG Schumann)—**560 VG Div**

**B33.11:** (KG Stephen, 228 AG Bn)—**116 Pz Div**

**B34.11:** (KG Bayer, KG 156 PG)—**116 Pz Div**

**B34.10:** (KG 60 PG, 146 Pz Arty Rgt)—**116 Pz Div**

**B33.10:** 7 Werfer Bde

**B34.09:** 401 Arty Rgt

**B36.10:** (183 Inf Rgt)—**62 VG Div**

**B36.09:** (162 Arty Rgt)—**62 VG Div**

**B37.10:** (164 Inf Rgt)—**62 VG Div**

**B38.08:** (190 Inf Rgt)—**62 VG Div**

**B41.03:** 16 Werfer Bde

**B42.06:** (293 Inf Rgt)—**18 VG Div**

**B47.07:** (295 Inf Rgt)—**18 VG Div**

**B48.07:** (294 Inf Rgt)—**18 VG Div**

**B48.06:** (1818 Arty Rgt)—**18 VG Div**

**B49.07:** 244 AG Bn

**B49.06:** 388 Arty Rgt

**B50.07:** (18 FJ Rgt)—**3 FJ Div**

**B50.06:** (9 FJ Rgt, 3 Arty Rgt)—**3 FJ Div**

**B51.07:** (5 FJ Rgt)—**3 FJ Div**

**B51.06:** 4 Werfer Bde

**B50.01:** (KG X, KG Y, KG Z)—**150 Pz Bde**

**B51.03:** (KG Peiper-A, KG Peiper-B)—**1 SS Pz Div**

**B51.02:** (KG Peiper-C)—**1 SS Pz Div**

**B51.01:** (1 Pz Arty)—**1 SS Pz Div**

**B52.01:** (KG Hansen-A, KG Hansen-B)—**1 SS Pz Div**

**B53.01:** (KG Knittel)—**1 SS Pz Div**

**B54.00:** (KG Sandig)—**1 SS Pz Div**

**B52.08:** (27 Füs Rgt)—**12 VG Div**

**B52.07:** (KG 48)—**12 VG Div**

**B53.08:** (KG 89)—**12 VG Div**

**B53.07:** (12 Arty Rgt)—**12 VG Div**

**B55.09:** (991 Inf Rgt)—**277 VG Div**

**B56.09:** (990 Inf Rgt)—**277 VG Div**

**B57.10:** (989 Inf Rgt)—**277 VG Div**

**B57.09:** (277 Arty Rgt)—**277 VG Div**; 402 Arty Rgt

**B57.08:** (KG Müller-A, KG Müller-B)—**12 SS Pz Div**

**B57.07:** (KG Kulmann-A, KG Kulmann-B, KG Kulmann-C)—**12 SS Pz Div**

**B58.08:** (KG Rollbahn-A, KG Bremer)—**12 SS Pz Div**

**B58.07:** (KG Krause, 12 Pz Arty Rgt)—**12 SS Pz Div**

**B60.11:** (753 Inf Rgt)—**326 VG Div**

**B61.13:** (751 Inf Rgt)—**326 VG Div**

**B62.13:** (752 Inf Rgt)—**326 VG Div**

**B62.11:** (326 Arty Rgt)—**326 VG Div**

**B59.10:** 9 Werfer Bde

**B62.12:** 17 Werfer Bde

**With or adjacent to any of the above:** (Unit attachments do not affect set up in any way)

3x 5 Panzer Army Engineer Grps,

1x 7 Army Engineer Grp,

2x 6 SS Panzer Army Engineer Grps

KG von der Heydte (see special rules),

4x Greif Teams (These must start hidden

and can even start stacked with US units.)

6x Supply Units (Supply units cannot be placed West of the Our River at start)

Note: No German bridge can begin the game emplaced.

**DeadPile:**

None

**Reinforcements:** As per Order of Arrival

**US Information:**

**Set Up:**

**A 59.11:** 99 Inf Bn  
**A 50.05:** 526 Mech Inf Bn  
**B 49.28:** 5 Fus Belgian Inf Bn  
**B 39.26:** (32 Arm Cav Bn)—**14 Cav Grp**  
**B 60.12:** (9 Inf Rgt)—**2 Inf Div**  
**B 58.16:** 155mm Arty Grp  
**B 57.11:** (38 Inf Rgt)—**2 Inf Div**  
**B 57.16:** (23 Inf Rgt)—**2 Inf Div**  
**B 57.15:** 155mm Arty Grp; (Divarty Rgt)—**2 Inf Div**  
**B 57.13:** (741 Arm Bn, 644 TD Bn)—**2 Inf Div**  
**B 61.14:** (395 Inf Rgt)—**99 Inf Div**  
**B 56.12:** (Divarty Rgt)—**99 Inf Div**  
**B 56.10:** (393 Inf Rgt)—**99 Inf Div**  
**B 53.09:** (394 Inf Rgt)—**99 Inf Div**  
**B 49.16:** (CCB Bde)—**9 Arm Div**  
**B 49.09:** (18 Arm Cav Bn)—**14 Cav Grp**  
**B 45.11:** 105mm Arty Grp  
**B 42.16:** 8 inch Arty Grp  
**B 43.11:** (Divarty Rgt)—**106 Inf Div**  
**B 42.09:** (422 Inf Rgt)—**106 Inf Div**  
**B 39.10:** (423 Inf Rgt)—**106 Inf Div**  
**B 37.11:** (424 Inf Rgt)—**106 Inf Div**  
**B 36.16:** (811 TD Bn)—**9 Arm Div**  
**B 36.14:** 155mm Arty Grp  
**B 35.13:** (112 Inf Rgt)—**28 Inf Div**  
**B 31.17:** (CCR, Divarty Bde)—**9 Arm Div**  
**B 24.14:** (1-110 Inf Bn)—**28 Inf Div**  
**B 23.16:** (Divarty Rgt)—**28 Inf Div**  
**B 23.18:** (2-110 Inf Bn)—**28 Inf Div**  
**B 21.12:** (3-110 Inf Rgt)—**28 Inf Div**  
**B 17.06:** (2-109 Inf Bn)—**28 Inf Div**  
**B 15.18:** 105mm Arty Grp, (707 Arm Bn)—**28 Inf Div**  
**B 15.04:** (3-109 Inf Bn)—**28 Inf Div**  
**B 14.01:** (CCA Bde)—**9 Arm Div**  
**B 11.07:** (1-109 Inf Bn)—**28 Inf Div**

**Supply Dumps**

Each set of hexes has two real dumps and one dummy.

Set 1: Büllingen (B54.13), St. Vith (B41.16), Bastogne (B15.28)

Set 2: Houffalize (B26.27), B49.28, Vielsalm (B39.26)

Set 3: Manhay (A36.02), Spa (B55.32), La Roche (A26.03)

**DeadPile:**

None

**Reinforcements:** As per Order of Arrival

**Victory:**

Use the main campaign game victory conditions (see 4.0).

## 5.4 Breakout !

This scenario is a shorter version of the campaign game—one which begins after the Germans have made the breach in the US line. They have failed in the footrace to Bastogne, but are prepared to start the drive further west. Kampfgruppe Peiper has just been cut-off at La Gleize.

**First Turn:** 6

**Last Turn:** 16

**Game Length:** 10 turns

**Map Bounds:** Use Map A & B, all

**Weather at Start:** Overcast #2

**Blown Bridges:** B45.29

**German Information:**

**Set Up:**

**B 10.01:** (987 Inf Rgt)—**276 VG Div**  
**B 10.02:** (988 Inf Rgt)—**276 VG Div**  
**B 10.04:** (986 Inf Rgt)—**276 VG Div**  
**B 11.02:** (276 Arty Rgt)—**276 VG Div**  
**B 8.08:** (914, 916 Inf Rgt)—**352 VG Div**  
**B 9.08:** (352 Arty Rgt)—**352 VG Div**  
**B 11.07:** (915 Inf Rgt, less one step)—**352 VG Div**, 406 Arty Rgt, German Supply Unit  
**B 13.04:** 408 Arty Rgt  
**B 17.05:** 7 Army Engineer Grp (Bridge emplaced)  
**B 11.10:** (Pz Bn, 911 AG Bn, PG Rgt)—**F.Gren Bde**  
**B 19.08:** 18 Werfe Bde  
**B 21.09:** 5 Pz Army Engineer (Bridge emplaced)  
**B 24.11:** 5 Pz Army Engineer (Bridge emplaced)  
**B 23.16:** 243 AG Bn, 5 Pz Army Engineer (Engineer side), 15 Werfer Bde, German Supply Unit  
**B 15.18:** (5 Arty Rgt)—**5 FJ Div**, German Supply Unit  
**B 11.16:** (13 FJ Rgt, less one step)—**5 FJ Div**  
**B 13.18:** (14 FJ Rgt)—**5 FJ Div**  
**B 13.19:** (11 AG Bn, 15 FJ Rgt)—**5 FJ Div**

**B 11.26:** (KG Kaufm)—**26 VG Div**  
**B 14.24:** (KG Kunkel)—**Lehr Pz Div**  
**B 15.24:** (559 AG Bn, KG 901 PG)—**Lehr Pz Div**  
**B 15.23:** (KG v.Fallois, KG 902 PG)—**Lehr Pz Div**  
**B 15.22:** (130 Arty Rgt)—**Lehr Pz Div**  
**B 18.23:** 766 Arty Rgt  
**B 18.24:** (KG 77)—**26 VG Div**  
**B 19.24:** (26 Arty Rgt)—**26 VG Div**  
**B 19.25:** (KG Kunkel, KG 78)—**26 VG Div**  
**B 20.26:** (74 Pz Arty Rgt)—**2 Pz Div**  
**B 20.27:** (38 PJ Bn)—**2 Pz Div**  
**B 20.28:** (KG v.Coch-A)—**2 Pz Div**  
**B 21.30:** (KG Guttmn-A, less one step, KG Guttmn-B)—**2 Pz Div**  
**B 20.32:** (KG v.Böhm)—**2 Pz Div**  
**B 26.28:** (KG Stephen, KG 156 PG, less one step)—**116 Pz Div**  
**B 26.27:** US Supply Dump (real, captured), (KG Bayer, KG 60 PG, 146 Pz Arty Rgt)—**116 Pz Div**  
**B 29.27:** (KG Schmn)—**560 VG Div**  
**B 29.29:** (1560 Arty Rgt)—**560 VG Div**  
**B 30.30:** (KG Schmdl)—**560 VG Div**  
**B 31.30:** (KG Hauptmn)—**560 VG Div**  
**B 33.21:** (KG Krag)—**2 SS Pz Div**  
**B 31.17:** (2 AG Bn, KG Deutschld)—**2 SSPz Div**  
**B 31.16:** (KG Führer, KG Kreuz-A)—**2 SS Pz Div**  
**B 30.15:** (2 Pz Arty Rgt)—**2 SS Pz Div**  
**B 29.15:** (KG Kreuz-B)—**2 SS Pz Div**  
**B 27.14:** German Supply Unit  
**B 35.12:** 7 Werfer Bde, 401 Arty Rgt  
**B 36.13:** (183 Inf Rgt, less one step)—**62 VG Div**  
**B 39.13:** (162 Arty Rgt)—**62 VG Div**  
**B 39.14:** (190 Inf Rgt)—**62 VG Div**  
**B 40.13:** (164 Inf Rgt)—**62 VG Div**  
**B 43.15:** (294 Inf Rgt)—**18 VG Div**  
**B 44.13:** 16 Wefer Bde  
**B 44.14:** (1818 Arty Rgt)—**18 VG Div**  
**B 44.15:** (295 Inf Rgt)—**18 VG Div**  
**B 45.16:** (293 Inf Rgt)—**18 VG Div**  
**B 46.16:** (Pz Bn, 200 AG Bn, PG Rgt)—**F.BegleitBde**  
**B 47.16:** 388 Arty Rgt  
**B 45.19:** (20 PG Rgt)—**9 SS Pz Div**  
**B 44.20:** (9 AG Bn, 9 Pz Arty Rgt)—**9 SSPz Div**  
**B 43.21:** (19 PG Rgt)—**9 SS Pz Div**  
**B 45.21:** (KG Telkmp-A, KG Telkmp-B)—**9 SS Pz Div**, German Supply Unit  
**B 40.25:** (KG Recke)—**9 SS Pz Div**  
**B 43.27:** (KG Hansn-A)—**1 SS Pz Div**  
**B 45.27:** (1 Pz Arty Rgt)—**1 SS Pz Div**, German Supply Unit  
**B 45.28:** (KG Hansn-B)—**1 SS Pz Div**,



6 SS Pz Army Engineer (Engineer side)

**B46.27:** (KG Sandig)—**1 SS Pz Div**  
**B47.28:** (KG Knittel)—**1 SS Pz Div**  
**B48.31:** (KG Peiper-C)—**1 SS Pz Div**  
**B47.32:** (KG Peiper-B)—**1 SS Pz Div**  
**B47.33:** (KG Peiper-A)—**1 SS Pz Div**

**NOTE: KG Peiper was supplied last turn, it just now became cut-off.**

**B50.22:** (KG X, KG Z)—**150 Pz Bde**  
**B50.21:** (KG Y)—**150 Pz Bde**  
**B52.20:** (18 FJ Rgt, less one step)—**3 FJ Div**  
**B52.19:** (9 FJ Rgt, less one step, 3 Arty Rgt)—**3 FJ Div**  
**B53.18:** (5 FJ Rgt, less one step)—**3 FJ Div**  
**B53.17:** (KG Krause, less one step)—**12 SS Pz Div**  
**B53.16:** (KG Kulmn-A, less one step, KG Kulmn-C, less one step)—**12 SS Pz Div**  
**B52.15:** (12 Pz Arty Rgt)—**12 SS Pz Div**  
**B53.15:** (KG Müller-A, KG Müller-B)—**12 SS Pz Div**  
**B53.14:** (12 Arty Rgt)—**12 VG Div**  
**B54.14:** (27 Füs Rgt, less one step)—**12 VG Div**  
**B54.13:** (48, 89 Inf Rgt)—**12 VG Div**, US Supply Dump (real, captured)  
**B55.14:** (3, 103 AG Bn, 29 PG Rgt)—**3 PG Div**  
**B55.13:** (3 Arty Rgt)—**3 PG Div**  
**B56.13:** (103 Auf Bn, 8 PG Rgt)—**3 PG Div**  
**B57.12:** (277 Arty Rgt)—**277 VG Div**, 402 Arty Rgt  
**B57.13:** (990 Inf Rgt)—**277 VG Div**  
**B58.12:** (991 Inf Rgt, less one step)—**277 VG Div**  
**B59.12:** 9 Werfer Bde  
**B59.13:** (989 Inf Rgt)—**277 VG Div**  
**B60.13:** (751 Inf Rgt)—**326 VG Div**  
**B61.14:** (753 Inf Rgt)—**326 VG Div**  
**B62.12:** 17 Werfer Bde  
**B62.13:** (326 Arty Rgt)—**326 VG Div**  
**B62.14:** (752 Inf Rgt)—**326 VG Div**  
**A34.34:** Greif Team C (Hide)  
**A47.25:** Greif Team B (Hide)  
**A50.05:** Greif Team D (Hide)

#### **DeadPile:**

Team A (Greif), (228 AG Bn)—**116 Pz Div**, (KG v.Coch-B)—**2 Pz Div**, 244 AG Bn, (KG Rlbn:A, KG Bremer, KG Kulmn-B)—**12 SS Pz Div**, KG v.Heydte, 4 Werfer Bde, 6 SS Pz Army

Engineer

**Reinforcements:** As per Order of Arrival

#### **US Information:**

**Set Up:**

**B8.01:** (CCA)—**10 Arm Div**  
**B8.03:** (CCA)—**9 Arm Div**  
**B6.06:** (Divarty)—**10 Arm Div**  
**B8.06:** (1-109 Inf Bn)—**28 Inf Div**  
**B8.07:** (2-109 Inf Bn)—**28 Inf Div**  
**B7.09:** (CCR)—**10 Arm Div**  
**B5.11:** (609 TD Bn)—**10 Arm Div**  
**B15.27:** (506 Abn Rgt)—**101 Abn Div**  
**B14.27:** (501 Abn Rgt)—**101 Abn Div**  
**B14.28:** (327 Glider Rgt)—**101 Abn Div**  
**B16.28:** (502 Abn Rgt)—**101 Abn Div**  
**B15.28:** (Divarty)—**101 Abn Div**, (CCB)—**10 Arm Div**, 155 Arty Grp, US Supply Dump (real)  
**A26.03:** US Supply Dump (real)  
**A31.11:** (3-33 Tank Bn)—**3 Arm Div**  
**A36.02:** 99 Inf Bn, US Supply Dump (dummy)  
**B34.31:** (3-32 Tank Bn)—**3 Arm Div**  
**B35.24:** (325 Glider Rgt)—**82 Abn Div**  
**B34.20:** (32 Cav Bn)—**14 Cav Grp**  
**B36.16:** (811 TD Bn)—**9 Arm Div**  
**B36.14:** (112 Inf Rgt, less one step)—**28 Inf Div**, 155 Arty Grp  
**B39.15:** (424 Inf Rgt, Divarty)—**106 Inf Div**  
**B41.16:** (CCB)—**9 Arm Div**  
**B42.16:** (814 TD Bn, Divarty)—**7 Arm Div**, (Divarty)—**9 Arm Div**, 8 in Arty Grp, US Supply Dump (dummy)  
**B43.16:** (CCB)—**7 Arm Div**  
**B43.18:** (CCA)—**7 Arm Div**  
**B42.20:** (CCR)—**9 Arm Div**, 155 Arm Arty Grp  
**B39.24:** (CCR)—**7 Arm Div**  
**B39.26:** (508 Abn Rgt)—**82 Abn Div**, US Supply Dump (dummy)  
**B45.29:** (505 Abn Rgt)—**82 Abn Div**  
**B45.33:** 526 Mech Inf Bn, 705 TD Bn  
**B47.29:** (36 Mech Inf Rgt)—**3 Arm Div**  
**B48.27:** (117 Inf Rgt, 823 TD Bn)—**30 Inf Div**  
**B47.35:** (Divarty)—**82 Abn Div**  
**B47.36:** (504 Abn Rgt)—**82 Abn Div**  
**B48.33:** 740 Tank Bn, (119 Inf Rgt)—**30 Inf Div**  
**B49.32:** (2-33 Tank Bn)—**3 Arm Div**  
**B49.30:** (1-33 Tank Bn)—**3 Arm Div**  
**B49.28:** 5 Füs Belgium Inf Bn, US Supply Dump (real)

**B55.32:** US Supply Dump (real)  
**B53.24:** (Divarty)—**30 Inf Div**  
**B52.23:** (120 Inf Rgt, 743 Tank Bn)—**30 Inf Div**  
**B53.20:** (16 Inf Rgt)—**1 Inf Div**  
**B54.17:** (18 Inf Rgt)—**1 Inf Div**, 703 TD Bn  
**B55.17:** (Divarty)—**1 Inf Div**, 8 in Arty Grp  
**B54.16:** (745 Tank Bn, 634 TD Bn)—**1 Inf Div**  
**B54.15:** (26 Inf Rgt)—**1 Inf Div**, 628 TD Bn  
**B55.15:** (23 Inf Rgt, less one step, 38 Inf Rgt, less one step)—**2 Inf Div**  
**B56.14:** (741 Tank Bn, 644 TD Bn, 9 Inf Rgt, less one step)—**2 Inf Div**  
**B56.15:** (Divarty)—**2 Inf Div**  
**B57.15:** (393 Inf Rgt, less one step)—**99 Inf Div**  
**B57.16:** 155 Arty Grp  
**B58.14:** (394 Inf Rgt, less one step)—**99 Inf Div**  
**B58.15:** (Divarty)—**99 Inf Div**, 155 Arty Grp  
**B59.14:** (60 Inf Rgt, 746 Tank Bn)—**9 Inf Div**  
**B59.15:** (Divarty)—**9 Inf Div**  
**B60.14:** (39 Inf Rgt)—**9 Inf Div**  
**B61.15:** (395 Inf Rgt)—**99 Inf Div**  
**B62.15:** (47 Inf Rgt)—**9 Inf Div**  
**B62.17:** (CCR)—**5 Arm Div**

#### **DeadPile:**

2x 105mm Arty Grps, (422, 423 Inf Rgt)—**106 Inf Div**, (18 Cav Bn)—**14 Cav Grp**, (1-110, 2-110, 3-110, 3-109 Inf Bn, 707 Tank Bn, Divarty)—**28 Inf Div**

**Reinforcements:** As per Order of Arrival

#### **Victory:**

Use the main campaign game victory conditions (see 4.0). To balance the situation for competitive play, shift the final victory level determined by 4.0 one level in favor of the Germans (to nullify German mistakes made before play began).

## 5.5 Payback, American-style

This scenario allows the US player a chance to ride roughshod over the Germans who have been dishing it out in the early portion of the battle. If your opponent insists on always playing the Germans, say “Sure, but let’s play this one...”

**First Turn:** 12

**Last Turn:** 16

**Game Length:** 5 turns

**Map Bounds:** Map A & B, all

**Weather at Start:** Clear

**Blown Bridges:** B45.27

### German Information:

#### Set Up:

**B12.01:** (987 Inf Rgt, less one step)—**276 Inf Div**

**B14.01:** (276 Arty Rgt)—**276 Inf Div**

**B12.03:** (988 Inf Rgt)—**276 Inf Div**

**B13.04:** 408 Arty Rgt

**B11.07:** (915 Inf Rgt, less one step)—**352 VG Div**, 406 Arty Rgt

**B10.07:** (916 Inf Rgt, less one step, 352 Arty Rgt)—**352 VG Div**

**B9.08:** (914 Inf Rgt, less one step)—**352 VG Div**

**B17.05:** 7 Army Engineer (bridge emplaced)

**B21.09:** 5 Pz Army Engineer (bridge emplaced), (116 Inf Rgt)—**9 VG Div**

**B22.08:** (57 Inf Rgt)—**9 VG Div**

**B23.08:** (36 Inf Rgt)—**9 VG Div**

**B23.07:** (9 Arty Rgt)—**9 VG Div**

**B13.09:** (212 Inf Rgt)—**79 VG Div**, 18 Werfer Bde

**B12.10:** (226 Inf Rgt)—**79 VG Div**

**B14.10:** (179 Arty Rgt)—**79 VG Div**, German Supply Unit

**B13.12:** (208 Inf Rgt)—**79 VG Div**

**B11.16:** (911 AG Bn, PG Rgt)—**F.Gren Bde**

**B15.18:** (11 AG Bn)—**5 FJ Div**

**B12.20:** (33 Arty Rgt)—**15 PG Div**, German Supply Unit

**B10.19:** (104 Mech Inf)—**15 PG Div**

**B9.21:** (33 AG Bn)—**15 PG Div**

**B9.22:** (115 Auf Bn)—**15 PG Div**

**B9.24:** (13 FJ Rgt)—**5 FJ Div**

**B11.26:** (14 FJ Rgt)—**5 FJ Div**

**B13.25:** (15 FJ Rgt, 5 Arty Rgt)—**5 FJ Div**

**B24.15:** (339 Inf Rgt)—**167 VG Div**

**B24.14:** (331 Inf Rgt)—**167 VG Div**

**B24.13:** (167 Arty Rgt)—**167 VG Div**

**B24.11:** 19 Werfer Bde, 5 Pz Army Engineer (bridge emplaced)

**B14.25:** (559 AG Bn, 901 PG Rgt)—**Lehr Pz Div**

**B16.25:** (KG 78, less one step)—**26 VG Div**, 15 Werfer Bde

**B18.23:** 5 Pz Army Engineer (Engineer side up)

**B18.27:** 243 AG Bn, 766 Arty Rgt

**B18.30:** (KG 77)—**26 VG Div**

**B19.31:** (26 Arty Rgt)—**26 VG Div**

**B15.31:** (KG Macke-A, Macke-B)—**15 PG Div**

**B13.30:** (KG Kaufm)—**26 VG Div**

**A14.02:** (KG Kunkel)—**26 VG Div**, German Supply Unit

**A11.09:** (KG 902 PG, 130 Pz Arty Rgt)—**Lehr Pz Div**

**A19.06:** (10 PG Rgt, 102 Pz Arty Rgt)—**9 Pz Div**

**A18.12:** (50 AG Bn)—**9 Pz Div**

**A14.22:** (KG Gutmn-A, 38 PJ Bn, 74 Pz Arty Rgt)—**2 Pz Div**

**A15.23:** (KG Gutmn-B)—**2 Pz Div**

**A19.18:** (KG Kunkel, v.Fallois)—**Lehr Pz Div**, German Supply Unit

**A20.16:** (KG Streit-A, Streit-B)—**9 Pz Div**

**A22.17:** (9 Auf Bn)—**9 Pz Div**

**A23.15:** (KG Stephen, KG Bayer)—**116 Pz Div**

**A24.14:** (KG 156 PG)—**116 Pz Div**

**A24.13:** (KG 60 PG, less one step)—**116 Pz Div**

**A23.13:** (146 Pz Arty Rgt)—**116 Pz Div**

**A26.03:** US Supply Dump (real, captured)

**A29.09:** (Pz Bn)—**F.Begleit Bde**

**A30.09:** (200 AG Bn, PG Rgt)—**F.Begleit Bde**

**A31.06:** (KG Schmn, less one step)—**560 VG Div**

**A31.05:** (1560 Arty Rgt)—**560 VG Div**, 401 Arty Rgt

**A32.05:** (KG Schmdt, less one step)—**560 VG Div**

**A32.04:** (KG Hauptmn, less one step)—**560 VG Div**

**B26.27:** US Supply Dump (real, captured), 301 Flk Tiger Bn

**B29.27:** (KG Kulmn-A, less one step, Kulmn-C, less one step)—**12 SS Pz Div**

**B30.26:** (KG Müller-A, less one step, Krause, less one step)—**12 SS Pz Div**

**B30.25:** (12 Pz Arty Rgt)—**12 SS Pz Div**

**A36.02:** (KG Krag, Deutschland, less one step, 2 Pz Arty Rgt)—**2 SS Pz Div**

**B36.34:** 7 Werfer Bde

**B37.35:** (KG Führer, Kreuz-A)—**2 SS Pz Div**

**B37.32:** (KG Recke)—**9 SS Pz Div**

**B38.31:** (9 Pz Arty Rgt)—**9 SS Pz Div**

**B38.32:** (KG Telkmp-A, Telkmp-B)—**9 SS Pz Div**

**B39.32:** (9 AG Bn, 20 PG Rgt)—**9 SS Pz Div**

**B40.31:** (19 PG Rgt)—**9 SS Pz Div**

**B39.26:** 506 Tiger Bn, German Supply Unit

**B42.29:** (164 Inf Rgt)—**62 VG Div**

**B42.28:** (162 Arty Rgt)—**62 VG Div**

**B43.29:** (190 Inf Rgt)—**62 VG Div**

**B43.28:** (183 Inf Rgt, less one step)—**62 VG Div**

**B41.17:** (103 Auf Bn, 3 AG Bn, 8 PG Rgt)—**3 PG Div**

**B42.16:** (103 AG Bn, 29 PG Rgt, less one step, 3 Arty Rgt)—**3 PG Div**

**B45.28:** (293 Inf Rgt)—**18 VG Div**

**B45.27:** 388 Arty Rgt

**B46.27:** (294 Inf Rgt, 1818 Arty Rgt)—**18 VG Div**

**B48.26:** (295 Inf Rgt)—**18 VG Div**

**B48.21:** German Supply Unit

**B46.18:** (KG Hansn-A, less one step, KG Knittel)—**1 SS Pz Div**

**B47.19:** (KG Sandig, less one step, 1 Pz Arty Rgt)—**1 SS Pz Div**

**B46.17:** 6 SS Pz Army Engineer Grp

**B47.18:** 16 Werfer Bde

**B50.21:** (KG X, KG Z)—**150 Pz Bde**

**B51.21:** (18 FJ Rgt)—**3 FJ Div**

**B52.19:** (9 FJ Rgt, less one step, 3 Arty Rgt)—**3 FJ Div**

**B53.17:** (5 FJ Rgt, less one step)—**3 FJ Div**

**B53.15:** (27 Füs Inf Rgt)—**12 VG Div**

**B54.14:** (KG 89)—**12 VG Div**

**B54.13:** US Supply Dump (real, captured), (12 Arty Rgt)—**12 VG Div**

**B55.14:** (KG 48, less one step)—**12 VG Div**

**B56.12:** (990 Inf Rgt, less one step)—**277 VG Div**

**B57.13:** (991 Inf Rgt, less one step)—**277 VG Div**

**B57.12:** 402 Arty Rgt, (277 Arty Rgt)—**277 VG Div**

**B59.13:** (989 Inf Rgt)—**277 VG Div**

**B59.12:** 9 Werfer Bde

**B60.13:** (751 Inf Rgt)—**326 VG Div**

**B61.14:** (753 Inf Rgt)—**326 VG Div**

**B62.14:** (752 Inf Rgt)—**326 VG Div**

**B62.13:** 17 Werfer Bde, (326 Arty Rgt)—**326 VG Div**

**A47.25:** Greif Team B (Hidden)

**Reinforcements:** As per Order of Arrival

**DeadPile:**

(KG Y)—**150 Pz Bde**, (KG Peiper-A, Peiper-B, Peiper-C, Hansn-B)—**1 SS Pz Div**, (2 AG Bn, KG Kreuttz-B)—**2 SS Pz Div**, (KG Bremer, Rlbn: A, Kulmn-B, Müller-B)—**12 SS Pz Div**, Greif Teams A, C, D, (Pz Bn)—**F.Gren Bde**, (228 AG Bn)—**116 Pz Div**, (KG v.Coch-A, v.Coch-B, v.Böhm)—**2 Pz Div**, 244 AG Bn, KG V.Heydte, (986 Inf Rgt)—**276 VG Div**, 4 Werfer Bde, 6 SS Pz Engineer Grp

**US Information:**

**Set Up:**

**B11.01:** (2 Inf Rgt)—**5 Inf Div**  
**B11.02:** (10 Inf Rgt)—**5 Inf Div**  
**B11.03:** (11 Inf Rgt)—**5 Inf Div**  
**B10.01:** (Divarty)—**5 Inf Div**  
**B10.04:** (CCA, less one step)—**9 Arm Div**  
**B10.05:** (Divarty)—**10 Arm Div**  
**B11.06:** 737 Tank Bn, (CCA)—**10 Arm Div**  
**B10.06:** (CCR, 609 TD Bn)—**10 Arm Div**  
**B9.07:** (1-109 Inf Bn)—**28 Inf Div**  
**B8.08:** (702 Tank Bn, 319 Inf Rgt)—**80 Inf Div**  
**B9.09:** (610 TD Bn, Divarty)—**80 Inf Div**  
**B11.10:** (317 Inf Rgt)—**80 Inf Div**  
**B11.11:** (318 Inf Rgt)—**80 Inf Div**  
**B10.15:** (328 Inf Rgt, 818 TD Bn)—**26 Inf Div**  
**B9.16:** (735 Tank Bn, Divarty)—**26 Inf Div**  
**B10.16:** (104 Inf Rgt)—**26 Inf Div**  
**B9.19:** (101 Inf Rgt)—**26 Inf Div**  
**B5.24:** (137, 320 Inf Rgt)—**35 Inf Div**  
**B5.25:** (134 Inf Rgt, Divarty)—**35 Inf Div**  
**B6.26:** (CCB, Divarty)—**4 Arm Div**, 155 Arty Grp, 155 Arm Arty Grp  
**B7.27:** (CCA)—**4 Arm Div**  
**B9.30:** (CCR)—**4 Arm Div**  
**B9.32:** 602 TD Bn  
**B15.27:** (501 Abn Rgt)—**101 Abn Div**  
**B16.27:** (506 Abn Rgt)—**101 Abn Div**  
**B15.28:** US Supply Dump (real), (CCB)—**10 Arm Div**, (Divarty)—**101 Abn Div**, 155 Arty Grp  
**B15.29:** (502 Abn Rgt)—**101 Abn Div**  
**B14.28:** (327 Glider Rgt)—**101 Abn Div**

**A3.07:** (112 Inf Rgt, less one step)—**28 Inf Div**  
**A6.13:** (CCR)—**11 Am Div**  
**A7.16:** (CCA)—**11 Arm Div**  
**A4.16:** (CCB, Divarty)—**11 Am Div**, 105 Arty Grp  
**A11.29:** (4 Cav Bn)—**4 Cav Grp**  
**A15.32:** (24 Cav Bn)—**4 Cav Grp**  
**A19.27:** (2-66 Tank Bn, 41 Mech Rgt, less one step)—**2 Arm Div**  
**A21.29:** (702 TD Bn, Divarty)—**2 Arm Div**  
**A21.33:** 29 British Tank Bde  
**A23.34:** (160 Inf Bde, Divarty)—**53 British Inf Div**  
**A22.20:** (1-66, 3-66 Tank Bn)—**2 Arm Div**  
**A23.21:** 759 Tank Bn  
**A24.18:** (1-67, 3-67 Tank Bn)—**2 Arm Div**  
**A27.27:** 29 Inf Rgt  
**A28.26:** 517 Abn Rgt  
**A26.14:** (333, 335 Inf Rgt)—**84 Inf Div**  
**A28.13:** (771 Tank Bn, Divarty)—**84 Inf Div**  
**A29.12:** (638 TD Bn)—**84 Inf Div**  
**A30.11:** (334 Inf Rgt)—**84 Inf Div**  
**A31.16:** 551 Abn Bn  
**A31.11:** (3-33 Tank Bn, 36 Mech Inf Rgt)—**3 Arm Div**  
**A32.09:** (1-33 Tank Bn)—**3 Arm Div**  
**A32.07:** (750 Tank Bn)—**75 Inf Div**  
**A33.07:** (289 Inf Rgt)—**75 Inf Div**  
**A34.05:** (291 Inf Rgt)—**75 Inf Div**  
**A34.06:** (290 Inf Rgt)—**75 Inf Div**  
**A34.07:** (Divarty)—**75 Inf Div**  
**A34.04:** (1-32 Tank Bn)—**3 Arm Div**  
**A35.05:** (Divarty)—**3 Arm Div**  
**A35.04:** (2-32 Tank Bn)—**3 Arm Div**  
**A36.03:** (CCB)—**7 Arm Div**  
**A38.02:** (CCR, 814 TD Bn)—**7 Arm Div**  
**A39.02:** (CCA)—**7 Arm Div**  
**A39.03:** (Divarty)—**7 Arm Div**, 8 in Arty Grp  
**B41.34:** (CCB, 811 TD Bn)—**9 Arm Div**, 155 Arm Arty Grp  
**B41.33:** (32 Cav Bn)—**14 Cav Grp**  
**A34.34:** (71 Inf Bde)—**53 British Inf Div**  
**A44.31:** (158 Inf Bde)—**53 British Inf Div**  
**A46.18:** (331 Inf Rgt)—**83 Inf Div**  
**A47.18:** (329 Inf Rgt)—**83 Inf Div**  
**A48.18:** (330 Inf Rgt)—**83 Inf Div**  
**A49.18:** (Divarty)—**83 Inf Div**  
**B42.31:** (508 Abn Rgt, less one step)—**82 Abn Div**  
**B42.30:** (325 Glider Rgt, less one step)—**82 Abn Div**

**B43.30:** (504 Abn Rgt)—**82 Abn Div**  
**B44.29:** (424 Inf Rgt)—**106 Inf Div**  
**B45.29:** (505 Abn Rgt)—**82 Abn Div**  
**B45.30:** (Divarty)—**106 Inf Div**, (Divarty)—**82 Abn Div**  
**A50.05:** 509 Abn Bn  
**A59.11:** 33 British Tank Bde  
**B47.33:** 526 Mech Inf Bn, 705 TD Bn  
**B46.31:** (119 Inf Rgt)—**30 Inf Div**  
**B47.28:** 740 Tank Bn  
**B48.27:** (117 Inf Rgt, 823 TD Bn)—**30 Inf Div**  
**B49.28:** 5 Belgium Füs Bn, US Supply Dump (real)  
**B55.32:** US Supply Dump (real), 820 TD Bn, 629 TD Bn, 155 Arm Arty Grp  
**B62.33:** (CCA, CCR)—**5 Arm Div**  
**B62.34:** (CCB, Divarty)—**5 Arm Div**  
**B52.23:** (120 Inf Rgt, less one step, 743 Tank Bn)—**30 Inf Div**  
**B53.24:** (Divarty)—**30 Inf Div**  
**B53.20:** (16 Inf Rgt)—**1 Inf Div**  
**B54.17:** (18 Inf Rgt)—**1 Inf Div**, 703 TD Bn  
**B54.16:** (745 Tank Bn, 634 TD Bn)—**1 Inf Div**  
**B54.15:** (26 Inf Rgt)—**1 Inf Div**, 628 TD Bn  
**B55.17:** (Divarty)—**1 Inf Div**, 8 in Arty Grp  
**B55.15:** (23 Inf Rgt, less one step, 38 Inf Rgt, less one step)—**2 Inf Div**  
**B56.14:** (9 Inf Rgt, less one step, 644 TD Bn, 741 Tank Bn)—**2 Inf Div**  
**B56.15:** (Divarty)—**2 Inf Div**  
**B57.15:** (393 Inf Rgt, less one step)—**99 Inf Div**  
**B57.16:** 155 Arty Grp  
**B58.14:** (394 Inf Rgt, less one step)—**99 Inf Div**  
**B58.15:** (Divarty)—**99 Inf Div**, 155 Arty Grp  
**B59.14:** (395 Inf Rgt, less one step)—**99 Inf Div**  
**B60.14:** (47 Inf Rgt)—**9 Inf Div**  
**B60.15:** (Divarty)—**9 Inf Div**  
**B61.15:** (60 Inf Rgt, 746 Tank Bn)—**9 Inf Div**  
**B62.15:** (39 Inf Rgt)—**9 Inf Div**

**Reinforcements:** As per Order of Arrival

**DeadPile:**

1x 155 Arty Grp, 2x 105 Arty Grp, 3x US Supply Dump (dummy), (2-67 Tank Bn)—**2 Arm Div**, (33-32, 2-33 Tank Bn)—**3 Arm Div**, (CCR, Divarty)—**9 Arm Div**, 99 Inf Bn, (18 Cav Bn)—**14 Cav Grp**, (1-110, 2-110,

3-110, 2-109, 3-109 Inf Bn, 707 Tk Bn, Divarty)—**28 Inf Div**, (422, 423 Inf Rgt)—**106 Inf Div**

## Victory:

Use the main campaign game victory conditions (see 4.0). To balance the situation for competitive play, shift the final victory level determined by 4.0 one level in favor of the Germans (to nullify German mistakes made before play began).

## Designer's Notes

My very first design project was a home-brew Kampfgruppe Peiper game using the **Panzer Leader** system back in 1975. It grew out of a love of the Ardennes subject, repeated readings of Peter Elstob's book, and far too many **Panzer Leader** counters on-hand. The result was a fiasco (one has to start somewhere, I hope I've learned since then) and the cryptic "rules" for that game now adorn a wall in our office.

The game you see here grew out of that interest in the subject as well as a deep faith that there simply must be a better way to do this situation than the overdone games presented on the matter of late. The driving goal here was to capture the important issues of the campaign, but to do so with a minimal amount of "fun-killing" rules. It seems 'Bulge' games have a lot in common with plugged up drains—the sludge collects to the point where nothing flows. My friends, a game without movement is a bore as well as being not much of a game.

The only section of the rules I was disappointed with was the Greif rules. From the handful of simple actions these units can do (hide state, open state, traffic redirection, and elimination) grew the longest section in the entire rulebook. I tried to trim them as best I could, but playtesting kept revealing special cases ("...what happens when...?") which needed to be addressed. The result was functional and conceptually very simple, but was a real pain to design in the details.

The differing supply methods and artillery phasing between the two sides show their respective strengths and weaknesses. The Germans were

hamstrung logistically in this offensive. Fuel was very short and transport for what was available was almost nonexistent. German artillery could not afford to barrage as much or as often as could the Americans. On top of all of that, German fire direction control and communications were not as capable as their US enemies. In the end, German players will come to hate the big American guns as much as their historical counterparts did.

Originally, we had a Luxembourg option in the victory options. It was dropped as the US response left the southern flank fairly bare and the option was something players always went for—simply because it was so much easier than the others. The others, while obtainable, require outstanding play on the part of the Germans (or criminally poor play on the part of the Americans...) to achieve. I think that is what massive victory levels require—a major play skill differential with one player being superbly better than the other. In no case should a massive victory fall into a player's lap—he must earn it.

You will find that the Germans can punch a decent hole if they plan their movements and attacks well, but they will be slowed in their attempt to push on by their logistical tail. Trying to supply a column from the rear down a road in the middle of the woods is difficult at best (especially with each road hex costing 1 MP for the road and another 1 MP for the stacking...). Planning is a critical component of the logistical effort—unit placement and the correct use of reserves are the things to remember.

By turn 8 or so, you will find the German machine running out of steam. If they haven't won a massive victory already; they probably won't. At that time it is best to grab the VP cities and hold on tight. The second half of the game is the US player's time—and time for the Germans to pay the piper! Before that point, US play revolves around generating road blocks which can last at least briefly and getting in some licks when you can. For the first half of the game, the US player must become an expert on the road-net—know where to block and with what. Every placement counts since you have so few units and you can't afford to waste too much power

in one place. Salvage what you can of the initial forces (many reinforcements come later, but save what you can), but don't be afraid to send units on suicide 'speed bump' missions. Just make sure the speed bumps are in the right places and are strong enough to at least slow the Germans down. There are a lot of tricks there to use—your first time as the American will cost you dearly, DON'T PANIC!, learn from that experience and apply the lessons to future games. After a couple of 'practice' games, you'll be able to run the Americans with the best of them.

The in-house playtesting crew spent a large amount of time making sure the special rules gave the right "it's gonna break wide open any moment" feel to the game. I think we succeeded. You be the judge.

The research for this game was aided dramatically by Anders Frankson of Sweden who let me use his draft OoB for an operational game he is working on as well as the books by Danny Parker and Jean Paullud. I also must thank John Best for the time he spent with me going over every unit in the game confirming it with respect to at least two other sources, and the hard-pressed in-house playtesting team for spending lots of their Saturdays with the game—especially Mike Haggett and Rod Schmisser. If not for the hard work of these men, this game would not be what it is.

## German Player's Notes

As the German player, you will rapidly be struck by two facts—time is NOT on your side and your logistical apparatus is not up to the task. If you are unable to put together an efficient plan, maneuver your troops so they don't fall all over themselves, and keep a consistent objective you will both waste time and probably lose the game. If you allow yourself to get hung up over some secondary objective, don't be surprised if time slips away from you and by the mid-game you are struggling to hold on to even a minor victory. German victory is hung on ruthlessly efficient play and masterful placement of units. Failure to think ahead will frequently stifle your own advance as your own troops clog critical road pathways.

Your logistic system will be

## **German Reinforcements**

### **Game Turn 3**

**Entry Area C:** (Pz Bn, PG Rgt, 200 AG Bn)—**Führer Begleit Bde;** (KG Krag, KG Kreuz-A, KG Kreuz-B, KG Deutschland, KG Führer, 2 AG Bn, 2 Pz Arty Rgt)—**2 SS Pz Div;** (KG Recke, KG Telkamp-A, KG Telkamp-B, 19 PG Rgt, 20 PG Rgt, 9 AG Bn, 9 Pz Arty Rgt)—**9 SS Pz Div;** (KG Hauptmann)—**560 VG Div**

### **Game Turn 4**

**Entry Area D:** (Pz Bn, PG Rgt, 911 AG Bn)—**Führer Grenadier Bde**

**Entry Area A:** (103 Aufklarungs Bn, 8 PG Rgt, 29 PG Rgt, 3 AG Bn, 103 AG Bn, 3 Arty Rgt)—**3 PG Div**

### **Game Turn 6**

**Entry Area B:** 506 Tiger Bn

### **Game Turn 7**

**Entry Area C:** (208, 212, 226 Inf Rgts, 179 Arty Rgt)—**79 VG Div**

### **Game Turn 8**

**Entry Area C:** (9 Aufklarungs Bn, KG Streit-A, KG Streit-B, 10 PG Rgt, 50 AG Bn, 102 Pz Arty Rgt)—**9 Pz Div;** (115 Aufklarungs Bn, KG Macke-A, KG Macke-B, 104 PG Rgt, 33 AG Bn, 33 Arty Rgt)—**15 PG Div;** 19 Werfer Bde; 301 Flk Tiger Bn

### **Game Turn 10**

**Entry Area C:** (331, 339, 387 Inf Rgts, 167 Arty Rgt)—**167 VG Div**

### **Game Turn 11**

**Entry Area D:** (36, 57, 116 Inf Rgts, 9 Arty Rgt)—**9 VG Div**

your enemy—even if you master all of the above. Tracing supply to a spearhead down a forest road clogged with other troops can be frustrating (as well as enlightening). Allocation of your supply units and their placement on the road-net are critical. Being haphazard with them will lose you the game—almost every time. Give them some thought. Furthermore, regardless of how carefully your supply units are used, there will be times when opportunities slip from your grasp because your supplies can't keep up. Those situations are bound to happen, your job is to minimize them. Master the art of putting troops in reserve and using the Exploitation Phase (after the supply check) to bound further and faster.

Unless you were skilled enough to pull off a massive victory (my hat's off to you), by turn 12 or so, you will have had to make the decision to go for a victory on points. Be careful not to wait too long, if you find you must do so. When you do make this decision, you may have to dig in around the VP cities, pray, and wait. You will lose a number of them—the idea is to hang on to enough to still pull off a win.

## **US Player's Notes**

Expect to take your lumps in the early game—you have few units and a lot of ground to defend. Work on the road-net. Appropriately placed road blocks (adequately manned and in the correct terrain) will force the Germans to work for it. Make every one of these count—don't throw away units, but don't be afraid to make them 'expendable' either. Your job in the early game is to stall the German effort, to contain it, to keep important roads and cities out of German hands, and to be in the game when the worm turns and its time to dish it out. Make every bridge destruction count!

When your opponent turns turtle and sticks his head in the sand (goes for the victory on points because he couldn't pull off a massive victory, here is what to do. Analyze the VPs in German hands. Realize he won't be getting any more and figure out what you need back to win the game. If you identify a handful of the 'less well defended'

locales to retake (he can't defend them all like he will Bastogne...), and are not bashful to expend units later on in the game to retake them, you'll win. If the Germans go for a point victory from the start, apply the same procedure—by the end game, you should be able to retake enough territory to make them regret their choice.

## **American Reinforcements**

### **Game Turn 2**

**Entry Area N:** (CCA, CCB, CCR, TD Bn, Divarty)—**7 Arm Div**; (16, 26 Inf Rgts, 745 Arm Bn, 634 TD Bn, Divarty Bde)—**1 Inf Div**; (CCR)—**5 Arm Div**; 155mm Arm Arty Grp

### **Game Turn 3**

**Entry Area F:** (CCA, CCR, TD Bn, Divarty)—**10 Arm Div**

**Entry Area G:** (CCB)—**10 Arm Div**

**Entry Area L:** (504, 505, 508 Abn Rgts, 325 Glider Rgt, Divarty Rgt)—**82 Abn Div**; 705 TD Bn

**Entry Area H:** (501, 502, 506 Abn Rgts, 327 Glider Rgt, Divarty Rgt)—**101 Abn Div**; 155mm Arty Grp

**Entry Area M:** (117, 119, 120 Inf Rgts, 743 Arm Bn, 823 TD Bn, Divarty Rgt)—**30 Inf Div**

### **Game Turn 4**

**Entry Area M:** 740 Arm Bn

**Entry Area N:** (39, 47, 60 Inf Rgts, 746 Arm Bn, Divarty Rgt)—**9 Inf Div**; 628 TD Bn; 703 TD Bn; 8 inch Arty Grp

### **Game Turn 5**

**Entry Area N:** (18 Inf Rgt)—**1 Inf Div**

**Entry Area M:** (3-32, 1-33, 2-33, 3-33 Arm Bns, 36 Mech Inf Rgt)—**3 Arm Div**

### **Game Turn 6**

**Entry Area H:** 602 TD Bn

**Entry Area K:** 551 Abn Bn

**Entry Area M:** (333, 334, 335 Inf Rgts, 771 Arm Bn, 638 TD Bn, Divarty Rgt)—**84 Inf Div**; 155mm Arty Grp

### **Game Turn 7**

**Entry Area K:** 29 Br Arm Bde; (289, 290, 291 Inf Rgts, 750 Arm Bn, Divarty Rgt)—**75 Inf Div**; 517 Abn Rgt; 29 Inf Rgt

**Entry Area G:** (CCA, CCB, CCR, Divarty)—**4 Arm Div**; (101, 104, 328 Inf Rgts, 735 Arm Bn, 818 TD Bn, Divarty Rgt)—**26 Inf Div**; 155mm Arm Arty Grp

**Entry Area M:** 509 Abn Bn; (1-32, 2-32, Divarty Arm Arty Bde)—**3 Arm Div**

**Entry Area F:** (317, 318, 319 Inf Rgts, 702 Arm Bn, 610 TD Bn, Divarty Rgt)—**80 Inf Div**

### **Game Turn 8**

**Entry Area L:** (1-66, 2-66, 3-66, 1-67, 2-67, 3-67 Arm Bns, 41 Mech Inf Rgt, 702 TD Bn, Divarty Arm Arty Bde)—**2 Arm Div**; (4, 24 Cav Bn)—**4 Cav Grp**; 759 Arm Bn

### **Game Turn 9**

**Entry Area L:** (CCA, CCB, Divarty)—**5 Arm Div**; 820 TD Bn; 629 TD Bn; 155mm Arm Arty Grp

**Entry Area E:** (2, 10, 11 Inf Rgts, Divarty Rgt)—**5 Inf Div**

### **Game Turn 10**

**Entry Area J:** (CCA, CCB, CCR, Divarty)—**11 Arm Div**; 105mm Arty Grp

**Entry Area K:** 33 Br Arm Bde; (71, 158, 160 Br Inf Bdes, Divarty Bde)—**53 Br Inf Div**

### **Game Turn 11**

**Entry Area E:** 737 Arm Bn

**Entry Area G:** (134, 137, 320 Inf Rgts, Divarty Rgt)—**35 Inf Div**

**Entry Area L:** (329, 330, 331 Inf Rgts, Divarty Rgt)—**83 Inf Div**

### **Game Turn 12**

**Entry Area K:** 34 Br Arm Bde; (3, 5 Br Abn Bdes, 6 Br Glider Bde, Divarty Bde)—**6 Br Abn Div**;

**Entry Area G:** (CCA, CCB, CCR, Divarty)—**6 Arm Div**

### **Game Turn 15**

**Entry Area I:** (345, 346, 347 Inf Rgts, Divarty Rgt)—**87 Inf Div**; 814 TD Bn; 761 Arm Bn

### **Game Turn 16**

**Entry Area J:** (6, 28 Cav Bn)—**6 Cav Grp**

## Terrain Effects

Type	Mech MP Cost	Other MP Cost	Combat Effect (Cumulative)
Open	2	1	Other terrain, if any
Village	2	1	Left One Col
City	2	1	Left Three Cols, Armor Effect
Forest & Village	3	2	Left Two Cols, Armor Effect
Forest	3	2	Left One Col, Armor Effect
Secondary Road	1/2 (1)**	1/2	Other terrain, if any
Primary Road	1/2	1/2	Other terrain, if any
River	+8	+3	Attackers x1/2
Major River	P	P	Cannot attack across
Bridges	+0	+0	Attackers x1/2
German Built Bridges	+1	+1	Attackers x1/2
Map Traffic Jams	Roads are negated in these hexes on turns 1 and 2.		Other terrain
Stacked Hex	+1	+1	

Notes:

\*\* Number in parenthesis is the MP cost for Supply Unit Movement and Supply Trace MP count purposes.

### Turn Sequence

#### German Turn

- Weather Determination
- US Air Point

#### Determination

- German Movement Phase
- US Barrage Phase
- German Barrage Phase
- German Combat Phase
- German Supply Phase
- German Exploitation Phase
- Clean Up

#### US Turn

- US Movement Phase
- Bridge Blowing and Repair
- US Barrage Phase
- US Combat Phase
- US Supply Phase
- US Exploitation Phase
- Clean Up

#### Mechanized Units consist of the following:

- Armor or Panzer
- Assault Gun
- Tank Destroyer or Panzerjäger
- Mechanized Infantry
- Armored Recon
- All Artillery (Armored or otherwise) (for movement purposes only)
- Engineers
- Supply Units

### Effects of Being Out of Supply

- Attack strength is x1/4
- Defense strength, and Barrage strength are x1/2
- Mechanized unit movement is x1/4
- Other units' movements are x1/2
- These units cannot be placed into reserve.

### German Special Rules:

150 Pz Bde—ignores EZOC costs, otherwise normal.

Greif Teams—ignore EZOCs, supply, and traffic concerns. Hidden teams can move right through US units with no effects.

Traffic Redirection—Announce intention, US Player rolls for discovery.

If not discovered, move US stack 5 MPs in the direction the German player wants—stop earlier if the units enter a village, city, crossroads or map edge hex.

If discovered, remove the Greif team from play, the US unit moves normally.

Supply—Eastern Zone: Trace 5 hexes to any hex east of the Our River or any hex Bxx.10 which is north of B48.10 (inclusive).

Supply Units: Count 10 MPs from the Supply Unit to the unit to be supplied—count only has to get adjacent to be good.

### US Special Rules:

Bridge Blowing—Three blowing or repair attempts can be made in a single turn. Only one attempt per turn can be made against a single bridge.

Airpower—Air points can be used as column shifts or to make a 5 point barrage attack each. Any number of those available can be used in a single barrage attack or

regular combat.

Supply—US Dumps can be used if real or dummy in the same manner as German Supply units. Otherwise, supply must be traced three hexes to a road which leads off the North, West, or South edges of the map.

### Victory

#### Massive German Victory, based on chosen option

##### Antwerp

The German player must exit 60 attack strength points and a Supply Unit off the north-west corner of Map A on the west side of the Meuse. Any road hex will do.

##### Liege

The German player must capture every contiguous city hex of the city of Liege and all those hexes must be occupied by German units at the end of the game.

##### Paris

The German player must exit 60 attack strength points and a Supply Unit off the edge of Map A via Entry Hex J or hex A12.35 (Givet).

**Major German Victory** 24 or more VPs

**Minor German Victory** 19 to 23 VPs

**Minor US Victory** 14 to 18 VPs

**Major US Victory** 10 to 13 VPs

**Massive US Victory** 9 or less VPs

## Combat Results Table

	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	8:1	9:1
											7:1	or more
<b>A4</b>	11..16	11..13	11..12									
<b>A3</b>	21..24	14..21	13..15	11..12	11..12	11						
<b>A2D1</b>	25..36	22..35	16..34	13..26	13..24	12..22	11..21	11..16	11..14	11..13	11..12	11..12
<b>NR</b>	41..53	36..52	35..52	31..44	25..34	23..26	22..24	21				
<b>A1D1</b>	54..61	53..56	53..54	45..46	35..43	31..41	25..35	22..32	15..25	14..22	13..16	13..14
<b>D1</b>	62..64	61..62	55..56	51..55	44..53	42..51	36..45	33..42	26..35	23..32	21..24	15..22
<b>D1r1</b>	65..66	63..64	61..63	56..63	54..62	52..61	46..56	43..53	36..51	33..44	25..36	23..34
<b>D1r2</b>		65	64	64	63..64	62..64	61..63	54..61	52..61	45..54	41..52	35..46
<b>D2r1</b>		66	65	65	65	65	64..65	62..63	62..63	55..61	53..56	51..55
<b>D2r2</b>			66	66	66	66	66	64..65	64..65	62..64	61..63	56..63
<b>D3r2</b>								66	66	65..66	64..66	64..66

### Notes:

A—Attacker Result

D—Defender Result

#—Step Loss

r#—Retreat Hexes

NR—No Result

Table number is an 11..66 two dice roll.

**Shift one column to the left if half or more of the attacker's combat strength is mechanized and the defender is in "Armor Effect" terrain.**

## Greif Team Discovery Table

Die	Effect
1-4	None
5-6	Greif Team Destroyed

## Barrage Table

	Total Artillery Points Fired at Hex							
	1	2 to 3	4 to 5	6 to 8	9 to 12	13 to 17	18 to 23	24 or more
<b>2</b>	-	-	-	-	-	-	-	DG
<b>3</b>	-	-	-	-	-	-	-	DG
<b>4</b>	-	-	-	-	-	-	DG	DG
<b>5</b>	-	-	-	-	-	-	DG	DG
<b>6</b>	-	-	-	-	-	DG	DG	DG
<b>7</b>	-	-	-	-	-	DG	DG	DG
<b>8</b>	-	-	-	-	DG	DG	DG	1
<b>9</b>	-	-	-	DG	DG	DG	DG	1
<b>10</b>	-	-	DG	DG	DG	DG	1	1
<b>11</b>	-	DG	DG	DG	DG	1	1	2
<b>12</b>	DG	DG	DG	1	1	2	2	2

### Notes:

DG—The Target is Disorganized (DG'd)

#—Steps Lost and DG'd

### Shifts:

Left 1 Col if no friendly unit adjacent to target hex.

Left 1 Col if target hex is forest, village, village-forest, or city.

Right 1 Col if three or more steps are in the target hex

## Bridge Repair Table

Die	Effect
1-4	None
5-6	Bridge is Repaired

## Bridge Blowing Table

Die	Effect
1-3	None
4-6	Bridge is Blown