

A TIME FOR TRUMPETS



SCENARIO BOOK

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This is the "Living Scenario Book" document for the game. It includes updates and clarifications to the original rules. To aid readability, updates and clarifications of significance are indicated in blue text.

Introduction to 16Dec44 Scenarios

On 16Dec44, the Germans launched their last gasp offensive in the west in an attempt to stave off utter defeat in WWII. At the time, Allied leaders believed it was impossible for the Germans to supply and conduct a major offensive. In fact, seven timely intelligence reports from units in the front line warning that a major offensive was coming were dismissed or ignored. The Allies had become reliant upon Ultra and the fact that there were no obvious Ultra disclosures for a major offensive, resulted in the assessment that there would not be a major offensive.

The scenario rules will explain why units must follow certain rules of movement and deployment, despite the fact that the war-gamer wants or needs to send those units somewhere else. That is because both opponents knew little of what was happening on the other side of the front line, even after they had been fighting for ten days. This environment was designed into the game, such that movements and reactions are reasonably based upon what the commanders knew at the time, and not what a wargamer knows as history, and not what a wargamer knows with his perfect intelligence of the situation on the map. On the other hand, if an enemy wargamer is significantly outperforming his historical counterpart, there will be triggers that will allow his opponent to make decisions to alter the deployment orders of his historical counterparts.

It should also be noted, that while Allied Intelligence personnel were dismissive of the evidence before them, the Germans at the front were also operationally devoid of knowledge of the Americans opposing them due to Hitler directives. German knowledge of American dispositions was very limited on 16 Dec 44, because Hitler ordered that front line units must not conduct recon patrols after 30 Nov 44. The 26VG ignored this order and it is reflected in the game. In addition, from 1-15 Dec 44, German artillery units were not allowed to register even a single gun per battalion, lest the Allies surmise that they were using the Durch Bruchmuller artillery method in preparation for a large offensive.

German 7th Army Scenarios: 70.0 - 78.0

- 70.0 Briefing for German 7A Scenarios
- 71.0 The Introductory German 7A Scenario
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- 73.0 The 11-Turn German 7A Scenario
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- 76.0 Scenario Rules for the US vs the 7A
- 77.0 Allied Areas of Operation (AO)
- 78.0 Random Events for the German 7A

70.0 Briefing for German 7A Scenarios

70.1 German 7A Objectives

The primary objective of the German 7th Army was to provide flank protection for the 5th Panzer Army. Hitler's basic objectives for the 7A were Luxembourg City, Arlon and Neufchateau, which were unrealistic for the forces available. Generals Model and Von Manteuffel recognized the fact that the 7A would not get as far as Hitler wished and they assigned more reasonable objectives. The LXXX Corps objectives were to emplace a bridge across the Sure

for each of the 212VG and 276VG Divisions, take the high ground from the Americans that allowed American artillery to maintain superiority south of the Sauer, and to form a defensive line from Mompach-Herborn-Altrier west to Mersch. The LXXXV Corps objectives were to capture Wiltz and Martelange and to form a defensive line along the Attert River from Bissen to Bettborn and thence to the west in order to protect the southern flank of the 5th Panzer Army.

70.2 Surprise on 16 Dec

When applicable, German attacks receive a column shift right for surprise on the 16MO turn.

- a. The 28ID is surprised on 16MO, unless superseded by a random event rolled for the German LXXXV Corps.
- b. The 9AD is surprised on 16MO. The 9AD had no significant intelligence to warn them of the coming offensive.
- c. The 4ID is not surprised on 16MO; see section 76.5.1

70.3 German 7A Bridge Building

On Dec 16-17, American artillery repeatedly disrupted, damaged or destroyed German 7A bridge work. This resulted in acute shortages of supply and combat support for the German VG Divisions south of the Sauer River and prevented the 212 and 276 Volksgrenadier Divisions from over-running the vastly outnumbered Americans. Random Events are included that reflect the bridge building problems experienced by the Germans early in the offensive. Eventually, the Germans built bridges in more secluded or distant locations to protect them from American artillery. Capturing certain villages on high ground will reduce the chance that American artillery will hinder the work of German Engineers attempting to bridge the Sauer and Our Rivers.

70.4 The Swartz Ernz Gorge

The German 276 VG Division infiltration into the American rear is a major historical event that is reproduced in this game. One Regiment of the weakest German Volksgrenadier Division in the Ardennes infiltrated into the natural fortress of the Swartz Ernz Gorge at Mullerthal and was able to hold off elements of three US Divisions for a week.

70.5 American Reinforcements

The swift American reaction to the attack of the German 7th Army was due to the proximity of the attack to Luxembourg City, which was an important U.S. command and supply hub. The 10CCA and 10CCR were sent from Thionville due north on 17 Dec when it was realized that the German Offensive was not a spoiling attack. The 10CCB was sent northwest to Arlon and thence to Bastogne to shield that important road junction from the 5th Panzer Army.

70.6 The OOB and the Rules

The most significant components of the scenario rules are those concerning the Order of Battle and Order of Appearance. These are the sections titled "Scenario Rules for the German 7A" and "Scenario Rules for the Allies vs the 7A." Note that these rules are provided only when the information on the Setup and Reinforcement Charts is incomplete. Players should refer to them as the game progresses, so that historical events and circumstances may be incorporated into the contest.

71.0 The Introductory German 7A Scenario

71.1 Timeframe

The scenario begins with the German 16MO turn and ends with the US 17EV turn.

71.2 Maps Required

The southeast map is required initially and the south central map is required on later turns.

71.3 German Participants

- Units of the 7A depicted on the Setup Chart Sauer River with its corresponding Setup Map.
- Units of the 7A depicted on the Setup Chart Vianden with its corresponding Setup Map.
- The German LIII Corps includes two infantry battalions that are attached to the 212VG Division.
- The 7A units that arrive in accordance with German Reinforcement Chart 1.

71.4 American Participants

- Allied units depicted on the Setup Chart Sauer River with its corresponding Setup Map.
- Allied units depicted on the Setup Chart Vianden with its corresponding Setup Map.
- The two 28ID/110 units on the Army Boundary in 7348 and 7547 will remain uninvolved in those hexes, if they are not attacked; see Our River Setup Chart D24 and D25. If attacked, the US player is free to move and deploy them in the scenario.
- Five units on the “Setup Chart Allied At-Start Units West” that begin in Wiltz (4) and Martelange (1).
- The units that arrive at the south edge in accordance with Allied Reinforcement Chart 1.

71.5 Applicable Scenario Specific Rules

- 74.0 Scenario Rules for the German 7th Army.
- 75.0 German 7A Bridge Construction Progress.
- 76.0 Scenario Rules for Allies vs the 7th Army.
- 77.0 Allied Areas of Operations (AO).
- 78.0 *Not used* in this scenario are Random Events.

71.6 Victory Conditions

71.6.1 American Victory

The US wins by preventing the Germans from attaining their victory conditions.

71.6.2 German Victory

German combat units in any status occupy the following hexes after the US 17EV turn:

Bourscheid	Ettelbruck	Schrendweiler
Medernach	Christnach	Mullerthal
Scheidgen	Echternach	Osweiler
Mompach		

72.0 The 7-Turn German 7A Scenario

72.1 Timeframe

The scenario begins with the German 16MO turn and ends with the US 17EV turn.

72.2 Maps Required

The southeast map is required initially and the south central map is required on later turns.

72.3 German Participants

- Units of the 7A depicted on the Setup Chart Sauer River with its corresponding Setup Map.
- Units of the 7A depicted on the Setup Chart Vianden with its corresponding Setup Map.
- The German LIII Corps includes two infantry battalions that are attached to the 212VG Division.
- The 7A units that arrive in accordance with German Reinforcement Chart 1.

72.4 American Participants

- Allied units depicted on the Setup Chart Sauer River with its corresponding Setup Map.
- Allied units depicted on the Setup Chart Vianden with its corresponding Setup Map.
- The two 28ID/110 units on the Army Boundary in 7348 and 7547 will remain uninvolved in those hexes, if they are not attacked; see Our River Setup Chart D24 and D25. If attacked, the US player is free to move and deploy them in the scenario.
- Five units on the “Setup Chart Allied At-Start Units West” that begin in Wiltz (4) and Martelange (1).
- The units that arrive at the south edge in accordance with Allied Reinforcement Chart 1.

72.5 Applicable Scenario Specific Rules

- 74.0 Scenario Rules for the German 7th Army.
- 75.0 German 7A Bridge Construction Progress.
- 76.0 Scenario Rules for Allies vs the 7th Army.
- 77.0 Allied Areas of Operations (AO).
- 78.0 Random Events for the German 7A.

72.6 Victory Conditions

72.6.1 American Victory

The US wins by preventing the Germans from attaining their victory conditions.

72.6.2 German Victory

German combat units in any status occupy the following hexes after the US 17EV turn:

Bourscheid	Ettelbruck	Schrendweiler
Medernach	Christnach	Mullerthal
Scheidgen	Echternach	Osweiler
Mompach		

73.0 The 11-Turn German 7A Scenario

73.1 Timeframe

The scenario begins with the German 16MO turn and ends with the US 18EV turn.

73.2 Maps Required

The southeast map is required initially and the south central map is required on later turns.

73.3 German Participants

- Units of the 7A depicted on the Setup Chart Sauer River with its corresponding Setup Map.
- Units of the 7A depicted on the Setup Chart Vianden with its corresponding Setup Map.
- The German LIII Corps includes two infantry battalions that are attached to the 212VG Division.
- The 7A units that arrive in accordance with German Reinforcement Chart 1.

73.4 American Participants

- Allied units depicted on the Setup Chart Sauer River with its corresponding Setup Map.
- Allied units depicted on the Setup Chart Vianden with its corresponding Setup Map.
- The two 28ID/110 units on the Army Boundary in 7348 and 7547 will remain uninvolved in those hexes, if not attacked; see Our River Setup Chart D24 and D25. If attacked, the US player is free to move and deploy them in the scenario. This rule is not applicable for the Campaign Game.
- Five units on the “Setup Chart Allied At-Start Units West” that begin in Wiltz (4) and Martelange (1).
- The units that arrive at the south edge in accordance with Allied Reinforcement Charts 1 and 2; but not the 82AB, which is traveling north to Werbomont.
- Note that the SW map will be required for the 18MO and 18AF turns for the movement of the 101AB reinforcements.

73.5 Applicable Scenario Specific Rules

- 74.0 Scenario Rules for the German 7th Army.
- 75.0 German 7A Bridge Construction Progress.
- 76.0 Scenario Rules for Allies vs the 7th Army.
- 77.0 Allied Areas of Operations (AO).
- 78.0 Random Events for the German 7A.

73.6 Victory Conditions

73.6.1 American Victory.

The US wins by preventing the Germans from attaining their marginal or substantial victory conditions.

73.6.2 German Marginal Victory

The Germans attain a Marginal Victory by fulfilling the following objectives at the end of the US 18EV turn:

- A bridge must be operational at Echternach or Rosport.
- A bridge must be operational at Wallendorf or Bollendorf.

- German combat units in any status occupy the following hexes after the US 18EV turn:

Bourscheid	Ettelbruck	Schrandweiler
Larochette	Heffingen	Mullerthal
Consdorf	Echternach	Osweiler
Mompach		

73.6.3 German Substantial Victory

The Germans attain a Substantial Victory at the end of the US 18EV turn by fulfilling the objectives listed in 73.6.2 above and by also occupying the following towns and villages with German combat units in any status at the end of the US 18EV turn.

Mersch	Vichten	Eschdorf	Buderscheid
Boevange-Attert	Grosbous	Esch-sur-Sure	Wiltz

73.6.4 German Substantial Victory

The Germans attain a Substantial Victory at the end of the German 18MO turn, if a German combat unit in any status occupies a hex on the road from Attert to Bastogne. Such an event would likely allow the Germans to reach Bastogne before the 101AB.

74.0 Scenario Rules for the German 7A

If there is no entry below with respect to the participating German formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

74.1 German Comm and Supply

- All German units are In Comm and In Supply on the 16MO, 16AF and 16EV turns.
- Starting on the 17PD turn, Comm and Supply is traced in accordance with the rules.

74.2 7th Army Echelon

- On 16MO, only Brandenberger and 919-31 AA may move.
- All units of the 7A Echelon that are not immobile (units with 0MF) are free to move after the 16MO turn.
- The 7A artillery in 8952, 9052 and 9153 may support any unit in the 7A on *any* turn as long as they are not mobilized.
- If the 7A artillery units in (c) above are mobilized with captured trucks, they must rest when the 7A Echelon rests.
- Many 7A Engineers are involved in bridge construction.

74.3 LXXX Corps

74.3.1 LXXX Corps Echelon

- On 16MO, only the LXXX Corps HQ may move in the Movement Segment. Priority is given to Division assets.
- The 8 NW Brigade and the 408 VAK may only fire in support of LXXX Corps units
- The 7A/Trng Eng Battalion is placing the 965 “B Class” Bridge at Echternach.
 - The 7A/965 Bridge can never be moved.
 - Bridge work at Echternach is hampered by US artillery; a “Begin Bridge” marker may not be placed on 16MO.
 - The 7A/Trng Engineers may not move or do anything else until the 965 bridge is completed or destroyed.
- The 7A/677 Eng and 276VG Eng are placing the 961 “B Class” Bridge at Wallendorf into the Our-Sure Triangle.
 - The 7A/961 Bridge can never be moved.

- 2) Bridge work at Wallendorf is hampered by US artillery; a “Begin Bridge” marker may not be placed on 16MO.
- 3) The 7A/677 and 276 Eng may not move or do anything else until the 961 bridge is completed or destroyed.

74.3.2 212VG Division

- a. On 16MO, the HQ, fusiliers, PzJ and four battalions of 212/320 and 212/423 may move in the Movement Segment.
- b. The two battalions of 212/316 in Reserve are free to move during the Exploitation Segment of the 16MO turn – *only*.
- c. The 212VG Eng are prepping a ferry at Weilerbach (9058). They may not move or do anything else until the 17PD turn. The ferry becomes operational on the 17PD turn as a Random Event only.

74.3.3 276VG Division

- a. Rules for the 16MO and 16AF turns:
 - 1) On 16MO, the HQ, fusiliers and four Battalions of 276/986 and 276/988 may move in the Movement Segment.
 - 2) See 74.3.3b below. On 16MO and 16AF, the two battalions of the 276/987 in Reserve at 8856 infiltrate the Swartz Ernz Gorge during the Exploitation Segment. These two units may not move freely until the turn after they infiltrate.
- b. **The Swartz Ernz Gorge:** The German 276 VG Division infiltration into the American rear is a significant historical event that is reflected in this effort. One Regiment of the weakest German Volksgrenadier Division in the Ardennes infiltrated into the natural fortress of the Swartz Ernz Gorge at Mullerthal and was able to hold off elements of three US Divisions for a week.
 - 1) During the 16MO Exploitation Segment move a battalion of 276/987 from Bollendorf to Mullerthal. German units in Mullerthal cannot be attacked until the 17PD turn, and only then, if US units occupy 8660 and 8561. If attacked, they cannot be surrounded and any retreat result sends them back down the Gorge to 8757.
 - 2) During the 16AF Exploitation Segment move the other Bn of 276/987 to any hex adjacent to the Swartz Ernz Gorge, which flows from 8757 to the south edge. If a US unit is in the hex, it is evicted to an adjacent hex of the German’s choice. German units in the Gorge, other than in Mullerthal, may only be attacked if the Allies occupy Mullerthal.

74.3.4 LXXX Corps Bridge Woes

The LXXX Corps had no tank bridge assets and thus sent heavier units south via the J Bridge at Vianden. Any LXXX Corps unit may be placed in Strat Mode and sent south via the bridge at Vianden.

74.4 LXXXV Corps

74.4.1 LXXXV Corps Echelon

- a. On 16MO, only the LXXXV Corps HQ may move in the Movement Segment. Priority is given to Division assets.
- b. The 18 NW Brigade and the 406 VAK may only fire in support of LXXXV Corps units
- c. The 7A/47/I Eng is placing the only 7A Tank Bridge, 7A/974, at Roth, across the Our River into Vianden.
 - 1) The 7A/974 Bridge can never be moved away from Vianden.
 - 2) The river banks at Roth need extra preparation. A “Begin Bridge” marker may not be placed on 16MO.
 - 3) The 7A/47/I Engineers may not move or do anything else until the 974 bridge is completed.

- d. The 7A/47/II Eng is placing the 964 “B Class” Bridge at the Gentigen Ford (8253). The 7A/964 Bridge and the 7A/47(II) Engineers may not move on the 16MO turn. Furthermore, the river banks at Gentigen need extra preparation and a “Begin Bridge” marker may not be placed on 16MO. Note: The 7A/964 Bridge is not critical. The J Bridge at Vianden became the primary bridge for the 7A. On 16AF, construction at Gentigen be cancelled and the bridge and engineers may move.

74.4.2 352VG Division

- a. On 16MO, the HQ, fusiliers, PzJ and 4 Battalions of 352/915 and 352/916 may move in the Movement Segment.
- b. The two battalions of 352/914 in Reserve are free to move during the Exploitation Segment of the 16MO turn – *only*.
- c. The 352VG Eng are assisting crossing operations on 16MO. They can only assist fording units until the 16AF turn.

74.4.3 5FJ Division

- a. On 16MO, the HQ and six Battalions of 5FJ/14 and 5FJ/15 may move in the Movement Segment.
- b. The three battalions of 5FJ/13 in Reserve are free to move during the Exploitation Segment of the 16MO turn – *only*.
- c. The 5FJ Eng are assisting crossing operations on 16MO. They can only assist fording units until the 16AF turn.
- d. The 5FJ was assigned much territory to the west and has a CP to extend Comm and Supply path. The CP may trace Comm to the 5FJ HQ or the parent Corps HQ and may be placed at the start of any turn. A Supply Road is traced to the CP per section 9.6.
- e. **The 5FJ must push to the west. The units of the 5FJ may not enter the US 4ID AO, south of the Sure and east of Alzette.**

74.5 LIII Corps

For the 7A Scenarios, the LIII Corps has only two units in the SE corner, 999 Inf and 44MG, which are attached to the 212VG Div until the 20PD turn, when the LIII Corps begins to arrive.

74.6 German Arty Formation Substitutes

See Rule Section 44.0. If the substitutes are used, they are placed in the hexes listed on the Artillery Park Charts.

75.0 German 7A Bridge Construction

Note that “Bridge Damage or Improvement” applies to Random Events that are not used in the Introductory Scenario (71.0).

- a. The bridge at Vianden must be built.
- b. A bridge at Echternach or Rosport must be built. Bridges need not be built at both locations.
- c. A bridge at Wallendorf or Bollendorf must be built. Bridges need not be built at both locations.
- d. The bridge at Gentigen Ford may be moved and built elsewhere.
- e. Bridges are critical in the 7A area, or units across the Our and Sauer Rivers will be Out of Supply on 17Dec and later.
- f. On 17Dec-18Dec, unfinished bridges may require “Bridge Halt” markers due to “Resting” Status; see 21.1L and 21.1m.

75.1 German 7A Bridge Construction Procedure - 16Dec

- a. The Germans may not place “Begin Bridge” markers on 7A Bridges until the 16AF turn.
- b. There are no German Bridge Engineers in the 7A on 16Dec, so construction will require four turns, if not interrupted.

- c. In order to reflect history, Random Events may affect bridge construction across the Our and the Sauer.
- d. The Introductory German 7A Scenario (71.0) does not include the random event aspects of 75.2 through 75.5 below.
- e. All other 7A Scenarios incorporate the aspects of the special bridge progress rules of 75.2 through 75.5 below.

75.2 Construction Progress - No Bridge Damaged or Improved Marker

See German Bridge Construction Segment (section 21.1-21.2) and the Construction Progress Phase (section 60.3.1).

- a. 16AF Bridge Construction Segment: Place a “Begin Bridge” marker on the German bridge; section 21.2.1.
- b. 16AF Bridge Construction Progress Phase: Trade the “Begin Bridge” for “Construction 1” marker; section 60.3.1.
- c. Next Bridge Construction Segment: if in compliance with section 21.1, the “Construction 1” marker is retained.
- d. Next Bridge Construction Progress Phase: replace a “Construction 1” with a “Construction 2”; section 60.3.1.
- e. Next Bridge Construction Segment: if in compliance with section 21.1, the “Construction 2” marker is retained.
- f. Next Bridge Construction Progress Phase: replace a “Construction 2” with a “Construction 3”; section 60.3.1.
- g. Next Bridge Construction Segment: if in compliance with section 21.1, the “Construction 3” marker is retained.
- h. Next Bridge Construction Progress Phase: replace a “Construction 3” with a “Construction 4”; section 60.3.1.
- i. Immediately upon placement of a “Construction 4” marker, the bridge is completed; see 60.3.1h.

75.3 Bridge Construction Is Damaged by Random Event

- a. If a bridge has been completed at the specific location, then the Random Event is irrelevant.
- b. If there is a bridge under construction at the site of the Random Event, place a “Bridge Damaged” marker.
- c. If a “Begin Bridge” marker has yet to be placed at Echternach, Wallendorf or Roth, but a Bridge Damaged Event was rolled for at said location, then a “Begin Bridge” marker may not be placed during the ensuing bridge construction segment on that turn.
- d. At the start of the Bridge Construction Progress Phase (section 60.3.1), if a bridge has a Construction 1, 2, or 3 marker and also a “Bridge Damaged” marker, progress is resolved as follows:
 - 1) If there is a “Construction 1” marker, it remains at Construction 1. Remove the “Bridge Damaged” marker.
 - 2) If there is a “Construction 2” marker, it remains at Construction 2. Remove the “Bridge Damaged” marker.
 - 3) If there is a “Construction 3” marker, it remains at Construction 3. Remove the “Bridge Damaged” marker.
 - 4) Note that a “Bridge Halt” is irrelevant in this situation.

75.4 Bridge Construction Is Improved by Random Event

- a. If a bridge has been completed at the specific location, then the Random Event is irrelevant.
- b. If there is a bridge under construction at the site of the Random Event, place a “Bridge Improved” marker.
- c. If a “Begin Bridge” marker has yet to be placed at Echternach, Wallendorf or Roth, but a Bridge Improved Event was rolled for at said location, then a “Begin Bridge” marker placement will be

advantageous. At the start of the Bridge Construction Progress Phase (section 60.3.1), if a bridge has a “Begin Bridge” marker and also a “Bridge Improved” marker, replace the Begin Bridge marker with a “Construction 2” marker. Note that a “Bridge Halt” marker is irrelevant in this situation.

- d. At the start of the Bridge Construction Progress Phase (section 60.3.1), if a bridge has a Construction 1, 2, or 3 marker and also a “Bridge Improved” marker, progress is resolved as follows:
 - 1) If there is a “Construction 1” marker, it becomes “Construction 3.” Remove the “Bridge Improved” marker.
 - 2) If there is a “Construction 2” or “3” marker, it becomes “Construction 4.” Remove the “Bridge Improved” marker.
 - 3) Immediately upon placement of a “Construction 4” marker, the bridge is completed; see 60.3.1h.
 - 4) Note that a “Bridge Halt” is irrelevant in this situation.

76.0 Scenario Rules for the US vs the 7A

If there is no entry below with respect to the participating Allied formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

76.1 Allied Comm and Supply

- a. All Allied units are In-Comm on the 16MO turn. All US units are In Supply on 16MO, 16AF and 16EV. Starting on 16AF, Comm is traced in accordance with the rules.
- b. See the US Comm and Supply details as provided for the individual formations in sections that follow.
- c. The 8C HQ Lux represents HQ elements In Luxembourg. Place it in any off-board hex south of Sure. It is unaffected by events on the map. It may be moved freely on the south edge up to the 4600 hex row and is not required to trace Comm path to the 1A HQ.

76.2 American Dispersed Companies -16Dec

The formations arrayed against the German 7A in the Ardennes were of two statuses: they were there to recover from losses suffered in the Huertgen Forest or they were inexperienced units placed in a quiet sector to train. There was the green 9CCA along with the battered 28ID/109 and 4ID/12. In this area of the Ardennes, the front was not fully manned. Rather than a full line, the battalions dispersed their companies in long term defensive positions that are termed Forts for this effort. On 16MO, the Germans are faced against such companies in Forts. For example, see Dispersed Companies of the 4ID below.



- a. On the front side the units appear as One-Step combat units.
- b. On the back side the same two units appear as a Fort with combat factors reflecting the front side.
- c. The units shown above begin the 16MO turn on their back sides or flipped sides, in Forts.
- d. Forts provide two column shifts left when attacked.
- e. The American player can flip a Dispersed At-Start Company to the front side and move it normally.
- f. If combat results in a Step Loss to the defender, then one hit will eliminate a Fort/unit such as those shown above.

- g. If combat results in a retreat for the defender, the Fort flips to the front side and the unit retreats normally.
- h. After a Dispersed At-Start Company flips to the front side, it cannot flip back to the Fort side.
- i. Other US units in a hex with a Fort unit receive the benefits of the Fort as long as the Fort unit remains in the hex.

76.3 US 1st Army Echelon

The 299 Eng in 5656 is attached to the US 8C. After release it activates when the 8C HQ activates. It may not move, place demo charges or construct defenses until released.

76.4 US 8 Corps Echelon

- a. 8C Echelon units are free to move when a German unit moves adjacent or as shown on the appropriate Setup Chart.
- b. The 174 FA Bn in 9262 is "In Comm" with its HQ below the south edge. It can fire on the 16MO turn.
- c. The 35 Eng in 7352 may not construct defenses or move until an enemy unit moves adjacent or until the 17MO Turn.
- d. The 44 Eng in Wiltz may not construct defenses nor move until an enemy unit moves adjacent or until the 17AF Turn.
- e. Throughout the game reinforcements arrive for the 8 Corps as provided on Allied Reinforcement Charts 1 and 2.
- f. The 8C HQ in Bastogne with its Echelon and the 8C Lux HQ with its Echelon are separate formations. An 8C Echelon unit or a sub-ordinate HQ/CP south of the Sure River can trace Comm to the 8C HQ Lux. If the unit moves out of that area, it will begin the next turn with the 8C Echelon and the HQ in Bastogne.

76.5 US 8 Corps - 4th Infantry Division

76.5.1 4ID Situation

Based upon local intelligence, MG Tubby Barton cancelled leaves and gathered his staff on 15Dec44 to plan for an expected German raid on 16Dec. He ordered that there would be no retreats, if attacked. Although he did not deduce the enormity of the offensive, his preparations enabled the 4ID to hold onto to many of its defensive positions with the understanding that they would eventually be relieved, even if surrounded.

- a. Other than the 174 FA Bn, all units starting east of the Swartz Ern timer belong to the 4ID. The 4ID CP in Consdorf is "In Comm" with 8C HQ elements in Luxembourg, i.e., 8C HQ Lux.
- b. Non-artillery units east of the Swartz Ern timer may move on 16MO.
- c. The 4ID is not surprised on 16MO. There is no column shift for surprise against any hex east of the Swartz Ern timer.
- d. Furthermore, due to the 4ID alert a +1 drm is added for 16MO attacks against units east of the Swartz Ern timer Gorge.
- e. To reflect the CG's order that his 4ID hold until relieved, units of the 4ID that are not Shocked may "Hold at all Costs" without a Leader, choosing to suffer step losses rather than retreat on 16MO, 16AF and 16EV. See 39.7 for details.
- f. In accordance with rule section 24.5, the 4ID and the 10AD may stack together and cooperate without penalty.
- g. The 4ID is not subject to U.S. artillery withdrawal per 60.5.

76.5.2 4ID CP Comm Path

- a. The 4ID/12 CP commands all 4ID units.
- b. The CP does not trace a Comm Path to the 8C HQ. Instead, it traces Comm Path to any of the eight board-edge, road Hexes between Mersch and the Sauer River. The Comm Path may not exceed 10 hexes to any of the board-edge, road hexes.
- c. From 16MO to 21PM, units of the 4ID can be In-Comm, only if they start a turn within the 4ID AO; see section 77.0.

76.5.3 Supply Path to 4ID CP

The 4ID CP must trace its Supply Road off any of the eight board-edge, road hexes between Mersch and the Sauer River. These eight board-edge, road hexes are the only supply sources to which the 4ID CP may trace its supply road.

76.6 US 8 Corps - 9CCA

76.6.1 9CCA Situation

- a. All the units starting between the Blanch Ern timer and the Swartz Ern timer belong to the 9AD/CCA. The 9CCA HQ is "In Comm" with 8C HQ elements in Luxembourg; i.e., 8C HQ Lux.
- b. The 9CCA is surprised when attacked on 16MO.
- c. All non-artillery units between the Blanch Ern timer and the Swartz Ern timer are free to move anywhere on 16MO and the the engineers may construct defensive positions.
- d. Since 9AD units are 8C Echelon units. They may stack with any 8C units and 9AD arty can support any unit of the 8 Corps.
- e. The 9AD is not subject to U.S. artillery withdrawal per 60.5.

76.6.2 9CCA HQ Comm Path Alternatives

- a. 9AD units can be In-Comm anywhere in the 8C AO; see 77.0.
- b. The 9CCA HQ may command any unit of the 9AD. The HQ may trace Comm Path normally to the 8C HQ, or it may trace Comm Path to any of the eight board-edge, road hexes betwixt Mersch and the Sauer River. The Comm Path may not exceed 10 hexes to any of the eight board-edge, road hexes..

76.6.3 Supply Path

The 9CCA HQ traces Supply in accordance with section 9.0.

76.7 US 8 Corps - 28th Infantry Division

76.7.1 28ID Situation

- a. The 28ID units starting south of the 5PzA-7A Boundary are of the 28ID/109 Regiment. They are surprised on 16MO unless a random event rolled for the German LXXXV Corp supercedes.
- b. The 28ID units are free to move when a German unit moves adjacent or as indicated on the Vianden Setup Chart.
- c. The 28ID is not subject to U.S. artillery withdrawal per 60.5.

76.7.2 28/109 CP Comm Path Alternatives

- a. 28ID units can be In-Comm anywhere in the 8C AO; see 77.0.
- b. The 28/109 CP commands its front line subordinates and any non-front line units of the 28ID. The CP may trace Comm Path to the 28ID HQ or to any of the eight board-edge, road hexes betwixt Mersch and the Sauer River. The Comm Path may not exceed ten hexes to any of the eight board-edge, road hexes.

76.7.3 Supply Path

The 28/109 CP may trace Supply Path off any map-edge road in accordance with section 9.1.

76.8 US 8 Corps - 10CCA and 10CCR

76.8.1 10CCA - 10CCR Situation for all Scenarios

- The units of 10AD that arrive on 17AF enter at any hex from [Mersch](#) to 8963. They may never arrive west of Mersch.
- The units of 10AD that arrive on 17EV enter at any hex from [Mersch to Mompach](#). They may never arrive west of Mersch.
- In accordance with rule section 24.5, the 4ID and the 10AD may stack together and cooperate without penalty.

76.8.2 10CCA - 10CCR Comm Path

- The 10AD HQ commands any unit of the 10AD.
- Until 21PM, 10AD units arriving on 17AF-17EV can be In-Comm only if they are within the 4ID AO; see section 77.0. During this time, the 10AD HQ traces Comm Path to any of the 8 board-edge, road hexes between Mersch and the Sauer River. The Comm Path may not exceed 10 hexes to any of the 8 board-edge, road hexes.
- Optional Rule.** The 10AD units that enter on 17AF and 17EV can be In-Comm anywhere in the 8C AO. This use of this option must be agreed upon by all players.

76.8.3 Supply Path to 10AD HQ

- The 10AD HQ may only trace its Supply Road off any of the 8 board-edge, road hexes between Mersch and the Sauer River.
- Optional Rule.** In conjunction with 76.8.2c, the 10AD HQ may trace Supply normally in accordance with section 9.0.

76.9 US 8 Corps - 101st Airborne Division

- On 18MO, the 101AB reinforcements arrive at G. Note the MF reduction at the G entry roads on the south edge.
- They arrive in Strat Move and must enter Mande-St.Etienne or Sibret before moving elsewhere.
- They must remain in Strat Move until the turn after they enter or pass through Mande-St.Etienne or Sibret.
- If German units occupy both hexes of Bastogne, or if the Germans arrive in or adjacent to Mande-St.Etienne or Sibret before the 101AB units, then the 101AB units may deploy anywhere in the 8C Area of Operations.

76.10 US 8 Corps - 10CCB

76.10.1 10CCB Situation

- On 18MO, the 10CCB units that arrive at Attert must move directly to Bastogne. [If a German unit moves next to Bastogne before all units of the 10CCB reach Bastogne, the entire 10CCB is released for deployment anywhere in the US 8 Corps AO.](#)
- If a German unit moves next to any unit of the 10CCB before it reaches Bastogne, the entire 10CCB is immediately released for deployment anywhere in the US 8 Corps Area of Operation.
- Historical Integrity Rules for the 10CCB in 7A Scenarios: If no German unit moves next to any unit of the 10CCB before all of the units enter Bastogne, the movement of 10CCB units after they enter Bastogne is limited as follows:
 - Units of Team Cherry, Note 55 on Allied Reinforcement Chart 2, may not deploy south of the 5PzA-7A Boundary.
 - Units of Team Desobry, Note 57 on Allied Reinforcement Chart 2, may not deploy south of the 5PzA-7A Boundary.
 - Units of Team O'Hara, Note 56 on Allied Reinforcement Chart 2, may deploy south of the 5PzA-7A Boundary.

- In accordance with rule section 24.6, the 10CCB and the 101AB may stack together and cooperate without penalty.

76.10.2 10CCB Comm Path Alternatives

- 10CCB units can be In-Comm anywhere in the 8C AO.
- The 10CCB CP commands its front line subordinates and any non-front line units of the 10AD. It may trace a Comm Path that is within Command Range of the Corps HQ. Alternatively, it may trace a Comm Path to the 8C Signal Unit in Bastogne

76.10.3 Supply Path

The 10CCB CP may trace Supply Path off any map-edge road in accordance with section 9.1.

77.0 Allied Areas of Operation

77.1 Allied AO Maps for the 7A Introductory Scenario

- During the 16MO-17EV timeframe, the 1A AO is the entire map; therefore, an Army AO map is not required.
- During the 16MO-17EV timeframe, only the US Corps 16EV-17EV AO map is required; page 25 of the Play-Aid Booklet.

77.2 Allied AO Maps for the 7-Turn German 7A Scenario

- During the 16MO-17EV timeframe, the 1A AO is the entire map; therefore, an Army AO map is not required.
- During the 16MO-17EV timeframe, only the US Corps 16EV-17EV AO map is required; page 25 of the Play-Aid Booklet.

77.3 Allied AO Maps for the 11-Turn German 7A Scenario

- During the 16MO-18EV timeframe, the 1A AO is the entire map; therefore, an Army AO map is not required.
- During the 16MO-17EV timeframe, the US Corps 16EV-17EV AO map is required; page 25 of the Play-Aid Booklet.
- During the 18PD-18EV timeframe, the US Corps 18PD-19EV AO map is required; pages 26-27 of the Play-Aid Booklet.

78.0 Random Events in the 7A Area

- The Random Events for the German LXXX Corps are found on page 2 in the Play-aid Booklet and occur subject to the activation of German LXXX Corps on the 16MO through 18EV turns.
- The Random Events for the German LXXXV Corps are found on page 3 in the Play-aid Booklet and occur subject to the activation of German LXXXV Corps on the 16MO through 18EV turns.
- The Random Events for the German LIII Corps are found on page 10 in the Play-aid Booklet and occur subject to the activation of German LIII Corps on the 22PD through 24EV turns.
- Random Event Basics:** Random Events can supersede rules and alter reinforcement schedules. If a singular event is rolled again, the second roll is of no effect. Events that include special movement and placement do not affect Resting Status.

German 5th Pz Army Scenarios: 80.0 - 88.0

- 80.0 Briefing for German 5PzA Scenarios
- 81.0 The 7-Turn German 5PzA Scenario
- 82.0 The 11-Turn German 5PzA Scenario
- 83.0 Scenario Rules for the German 5PzA
- 84.0 German 5PzA Bridge Construction
- 85.0 Scenario Rules for the US vs the 5PzA
- 86.0 Inclusion of the 7A - LXXXV Corps
- 87.0 Allied Areas of Operation (AO)
- 88.0 Random Events for the German 5PzA

80.0 Briefing for German 5PzA Scenarios

80.1 German 5PzA Objectives

The German 5th Panzer Army consisted on three attacking Corps. On the left, the XLVII Panzer Corps was to cross the Our River in the vicinity of Dasburg and Gemünd, push west via Clerf, seize the vital road center at Bastogne and then race for the Meuse River crossings south of Namur. In the center, the LVIII Panzer Corps was to cross the Our River on both sides of Ouren, drive west through Houffalize and create a bridgehead over the Meuse River in the neighborhood of Namur and Andenne. On the right a small Corps with two Volksgrenadier Divisions was given the task of capturing St. Vith and then to follow the LVIII Corps to Andenne. The 5th Panzer Army had two armored formations in reserve, the Panzer Lehr Division and the Fuehrer Begleit Brigade, which were to follow behind the two Panzer Corps in the lead. After the Meuse River was crossed, the 5th Panzer Army was to push on to Brussels while the 6th Panzer Army on the right pushed on to Antwerp.

80.2 Surprise on 16 Dec

When applicable, German attacks receive a column shift right for surprise on the 16MO turn.

80.2.1 5th Panzer Army Area

- a. The 28/110 is surprised on 16MO, unless superseded by a random event rolled by the German XLVII Corps.
- b. The 28/112 is surprised on 16MO, unless superseded by a random event rolled by the German LVIII Corps.
- c. The 106ID is surprised on 16MO, unless superseded by a random event rolled by the German LXVI Corps.

80.2.2 7th Army Area - LXXXV Corps

The 28/109 is surprised on 16MO, unless superseded by a random event rolled for the German LXXXV Corps.

80.3 German 5 PzA Bridge Building

On 16Dec, German bridge work at Dasburg and Gemund progressed with little opposition and both bridges were operational at dusk. The 2Pz Division Panzers crossed the Our River and eventually eliminated the Bloody 110; however, the self-sacrifice of the Bloody 110 was one factor that permitted the 101AB to win the race to Bastogne. The bridge at Dasburg was originally reserved for the 2nd Panzer Division; however, elements of Panzer Lehr crossed there in addition to some of the 116 Panzer Division. The bridge at Gemund was reserved for 26VG and Panzer Lehr; however, the failure of the 26VG to rapidly clear the Americans off the Skyline Drive caused a traffic jam at the bridge and elements of Lehr were re-routed to Dasburg.

80.4 The German 7A - LXXXV Corps

The German 5th Panzer Army scenarios always include the LXXXV Corps of the German 7th Army. Although, the 5th Panzer Army and the LXXXV Corps cannot cooperate in any manner, the parallel play of these diverse formations must proceed at the same time in order to somewhat replicate the flow of the battle as it occurred in December 1944.

80.5 American Reinforcements

On 17-18Dec, reinforcements were sent to the 8 Corps from the north and the south to stem the German advance. The 7AD was sent south to the vicinity of Vielsalm on 17Dec. The 10CCB was sent northwest to Arlon and thence to Bastogne to shield that important road hub from the 5th Panzer Army. The decision to detach the 10CCB for use at Bastogne was extremely fortuitous, as Roadblocks established by Teams Desobry, Cherry and O'Hara enabled the 101st Airborne Division to beat the Germans into Bastogne. The 10AD/420 Artillery Battalion accompanied the 10CCB and brought a small convoy of artillery ammunition along to assure its supply would be sufficient in the event of a prolonged deployment.

80.6 The OOB and the Rules

The most significant components of the 5PzA scenario rules are those concerning the Order of Battle and Order of Appearance. These are the sections titled "Scenario Rules for the German 5PzA" and "Scenario Rules for the US vs the 5PzA." Note that rules are provided only when the information on the Setup and Reinforcement Charts is incomplete. Players should refer to them as the game progresses, so that historical events and circumstances may be incorporated into the contest.

81.0 The 7-Turn German 5PzA Scenario

81.1 Timeframe

The scenario begins with the German 16MO turn and ends with the US 17EV turn.

81.2 Maps Required

The southeast, northeast and south central maps are required.

81.3 German Participants

The German 5th Panzer Army scenarios include the LXXXV Corps of the German 7th Army.

81.3.1 The German 5Pz Army

- a. Units of the 5PzA depicted on the Setup Chart Schnee Eifel with its corresponding Setup Map.
- b. Units of the 5PzA depicted on the Setup Chart Our River - Germans and the Setup Chart Our River - German Rear Area with the corresponding Setup Map.
- c. The 5PzA units that arrive in accordance with German Reinforcement Charts 1 and 2.

81.3.2 The 7A - LXXXV Corps

- a. German units of the 7A and the LXXXV Corps depicted on Setup Chart Vianden with its corresponding Setup Map.
- b. Two 7A units on the Sauer River Setup Chart in 8555; the 961 Bridge (Note Q) and the 677 Engineers (Note R).
- c. The 7A reinforcements that arrive on the 16AF turn only; see German Reinforcement Chart 1.

81.4 American Participants

81.4.1 At Start

- Allied units depicted on the Setup Chart Schnee Eifel with its corresponding Setup Map. Effects of 6PzA on 5PzA Scenario: unit in 9021 is not included; unit in 9123 is removed at the end of 16MO; the units in 8923 are removed at the end of 16AF.
- Allied units depicted on the Setup Chart Our River - Americans with its corresponding Setup Map.
- Allied units depicted on the Setup Chart Vianden with its corresponding Setup Map.
- Eight US 8C units depicted on the Setup Chart Losheim identified by, and subject to, Notes 10, 12 and 14.
- Two 1A Echelon units depicted on the Setup Chart “Allied At-Start Units West” that begin south of the 5PzA-6PzA Boundary: the 1278 Engineers and 299 Engineers.
- Nine 8C Echelon units depicted on the Setup Chart “Allied At-Start Units West” that begin on or south of the 5PzA-6PzA Boundary: 8C HQ, Middleton, 14/32 Cav, Cota, 28ID HQ, 635AW, 28ID/Recon, 158 Engineers and 44 Engineers.
- The 8C HQ Lux on the south board edge; see Sauer River Setup Chart, 76.1c and 76.4f. The 28ID CP in Ettelbruck may trace Comm to the 8C HQ Lux.

81.4.2 Allied Reinforcement Chart 1

- Certain US 8C units that arrive at the north edge: the 8C/58 Arty; and the 7AD units per Notes 43, 44 and 45.
- None of the US units that arrive at the south edge.

81.5 Applicable Scenario Specific Rules

- 83.0 Scenario rules for the German 5PzA.
- 84.0 German 5PzA Bridge Construction Progress.
- 85.0 Scenario rules for the US vs the 5PzA
- 86.0 Inclusion of the 7A-LXXXV Corps
- 87.0 Allied Areas of Operations (AO)
- 88.0 German 5PzA Random Events.

81.6 Victory Conditions

81.6.1 American Victory

The US wins by preventing the Germans from attaining their victory conditions.

81.6.2 German Victory

German combat units in any status occupy the following hexes and bridgeheads after the US 17EV turn:

Schrendweiler	Wilwerwiltz	Ouren
Ettelbruck	Drauffelt	Berg Reuland
Bourscheid	Clervaux	Steinebruck
Kautenbach	Weiswampach	Schonberg

82.0 The 11-Turn German 5PzA Scenario

82.1 Timeframe

The scenario begins with the German 16MO turn and ends with the US 18EV turn.

82.2 Maps Required

The southeast, northeast and south central maps are required.

82.3 German Participants

The German 5th Panzer Army scenarios include the LXXXV Corps of the German 7th Army.

82.3.1 The German 5Pz Army

- Units of the 5PzA depicted on the Setup Chart Schnee Eifel with its corresponding Setup Map.
- Units of the 5PzA depicted on the Setup Chart Our River - Germans and the Setup Chart Our River - German Rear Area with the corresponding Our River Setup Map.
- The 5PzA units that arrive in accordance with German Reinforcement Charts 1 and 2.

82.3.2 The 7A - LXXXV Corps

- German units of the 7A and the LXXXV Corps depicted on Setup Chart Vianden with its corresponding Setup Map.
- Two 7A units on the Sauer River Setup Chart in 8555; the 961 Bridge (Note Q) and the 677 Engineers (Note R).
- The 7A reinforcements that arrive on the 16AF turn only; see German Reinforcement Chart 1.

82.4 American Participants

82.4.1 At Start

- Allied units depicted on the Setup Chart Schnee Eifel with its corresponding Setup Map. Effects of 6PzA on 5PzA Scenario: unit in 9021 is not included; unit in 9123 is removed at the end of 16MO; the units in 8923 are removed at the end of 16AF.
- Allied units depicted on the Setup Chart Our River - Americans with its corresponding Setup Map.
- Allied units depicted on the Setup Chart Vianden with its corresponding Setup Map.
- Eight US 8C units depicted on the Setup Chart Losheim identified by and subject to Notes 10, 12 and 14.
- Two 1A Echelon units depicted on the Setup Chart “Allied At-Start Units West” that begin south of the 5PzA-6PzA Boundary: the 1278 Engineers and 299 Engineers.
- Nine 8C Echelon units depicted on the Setup Chart “Allied At-Start Units West” that begin on or south of the 5PzA-6PzA Boundary: 8C HQ, Middleton, 14/32 Cav, Cota, 28ID HQ, 635AW, 28ID/Recon, 158 Engineers and 44 Engineers.
- The 8C HQ Lux on the south board edge - see Sauer River Setup Chart, 76.1c and 76.4f. The 28ID CP in Ettelbruck may trace Comm to the 8C HQ Lux.

82.4.2 Allied Reinforcement Chart 1

- Certain US units that arrive at the north edge: 8C/58 Arty; 8C/755 Arty; and 7AD units per Notes 43, 44 and 45.
- None of the US units that arrive at the south edge.

82.4.3 Allied Reinforcement Chart 2

- The US units that arrive at the south edge, but not the 82AB, which is not available for the 5PzA scenarios.
- Note that the SW map will be required for the 18MO and 18AF turns for the movement of the 101AB reinforcements.

82.5 Applicable Scenario Specific Rules

- 83.0 Scenario rules for the German 5PzA
- 84.0 German 5PzA Bridge Construction Progress
- 85.0 Scenario rules for the US vs the 5PzA
- 86.0 Inclusion of the 7A-LXXXV Corps
- 87.0 Allied Areas of Operations (AO)
- 88.0 German 5PzA Random Events.

82.6 Victory Conditions

82.6.1 American Victory

The US wins by preventing the Germans from attaining their marginal or substantial victory conditions.

82.6.2 German Marginal Victory

German combat units in any status must occupy one Bastogne hex and the following towns and villages after the US 18EV turn:

St. Vith	Foy	Wiltz	Esch-sur-Sure
Beho	Neffe	Eschdorf	Feulen
Gouvy	Marvie	Grosbous	Ettelbruck
Houffalize	Martelange (5656)	Vichten	Schieren
Noville	Arsdorf	Bissen	Schrandweiler

82.6.3 German Substantial Victory.

German combat units in any status must occupy both Bastogne town hexes the after the US 18EV turn plus the same towns and villages listed in 82.6.2 above.

83.0 Scenario Rules for the German 5PzA

If there is no entry below with respect to the participating German formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

83.1 German Comm and Supply

All German units are In Comm and In Supply on the 16MO, 16AF and 16EV turns.

83.2 The 5th Panzer Army Echelon

- On 16MO, only the 5PzA HQ and its AA escort move during the 16MO Exploitation Segment.
- The 5PzA artillery in 8143 and 8243 may support any unit in the 5PzA on ANY turn as long as they are not mobilized.
- If the 5PzA artillery units above are mobilized with captured trucks, they must rest when the 5PzA Echelon rests.
- The 207 Engineer is repairing the bridge at Tintsmuhle. The repair is completed on the German End of Turn Segment on 17AF - the "Blown Bridge" marker is removed. The 207 Engineer cannot move or do anything else until 17EV.

83.3 XLVII Corps

83.3.1 XLVII Corps Echelon

- On 16MO, the XLVII Corps HQ and the 758 AA may move in the Exploitation Movement Segment – *only*.

- The 15 NW Brigade may only fire in support XLVII Corps units.
- As noted on the Our River Setup Chart, Bn II and Bn IV of the 766 VAK may only fire in support of the 26VG Division until construction of the 846 Bridge is completed at Gemund.
- The other four battalions of the 766 VAK may fire in support any XLVII Corps units.
- The 600 Eng and the 803 Eng are placing the 850 "J Class" Bridge at Dasburg. The Engineers may not move or do any thing else until the bridge is completed.
 - The 850 Bridge can never be moved away from Dasburg.
 - Bridge work at Dasburg began before dawn; a "Begin Bridge" marker may be placed on 16MO.
- The 999 Eng and Lehr Eng are placing the 846 "J Class" Bridge at Gemund. The Engineers may not move or do any thing else until the bridge is completed. Bridge work at Gemund began before dawn; a "Begin Bridge" marker may be placed on 16MO.

83.3.2 26VG Division

- On 16MO, ten units of the 26VG are free to move per the Our River Setup Chart. *Recon may only move during exploitation.*
- Note that the battalions of the 26VG/78 have already moved on the 16MO turn. These two units were holding the front line in the place of the 116 Pz and 62 VG and they were not relieved until late in the evening on 15Dec.
- The two Assault Companies of 26VG/39 and 26VG/77 have special capabilities as follows:
 - Valor.** Many of the men in these companies were decorated for valor and their boldness led to high casualties; if a hit is experienced for an attack in which they participate, they must take the step loss.
 - Artillery Support.** For two weeks prior to 16Dec, these companies disobeyed Hitler's orders and patrolled American rear areas. Also, the companies were equipped with new radios and they searched out locations that enabled them to have clear radio communications with their supporting arty units east of the Our River. Consequently, for attacks on the 16MO turn in which they participate, the 26VG Artillery Battalions do not use the "German 16MO Row" on the "Field Artillery Attack Support Chart," rather, they use the applicable "Any other turn" Row.
- Panzer Lehr Attachments.** As indicated on the Our River Setup Chart, there are a number of units from Lehr Panzer Division that are attached to 26VG; see 83.3.3b for details.
- VAK 766 Arty.** As indicated on the Our River Setup Chart, Battalions II and IV of the 766 VAK may only support the 26VG until Bridge 846 at Gemund is completed.

83.3.3 Panzer Lehr Division

- Panzer Lehr units on the "Our River Setup Chart - German Rear Area" move during the 16MO Exploitation Segment – *only*.
- Panzer Lehr units depicted on the "Our River Setup Chart - Germans" are attached to the 26VG on 16MO; see below.
 - The attached include the Engineers, Recon, a Mark IV Panzer Company and three Arty Battalions.
 - The attachments to the 26VG cease after the 846 Bridge at Gemund is completed.
 - After the attachments end, Lehr units stacked with 26VG units may unstack without penalty.

- 4) Lehr Recon and the Mark IV Panzer Company move during the 16MO Exploitation Segment – *only*.
- 5) The Lehr Arty Battalions may only support combat that includes the 26VG until the bridge at Gemund is built.
- 6) The Engineer cannot move until the 846 Bridge is built.

83.3.4 2nd Panzer Division

On 16MO, most of the 2nd Panzer Division is free to move. The AA and Arty Battalions cannot move until the 16AF turn.

83.4 LVIII Corps

83.4.1 LVIII Corps Echelon

- a. On 16MO, only the LVIII Corps HQ may move in the Movement Segment. Priority is given to Division assets.
- b. The 7 NW Brigade and the 401 VAK may only fire in support of LVIII Corps units.
- c. Two battalions of the 401 VAK are in transit and will arrive on 17PD or sooner, depending upon Random Events.

83.4.2 560VG Division

- a. On 16MO, the HQ, fusiliers and four battalions of 560/1128 and 560/1130 may move in the Movement Segment.
- b. Four 560VG battalions in transit will arrive on the 17PD turn or sooner, depending upon Random Events.
- c. The 560VG Eng is involved in the repair of a damaged bridge at Tintsmuhle. The repair is completed on the German End of Turn Segment on 17AF and the “Blown Bridge” marker is removed. The 560VG Eng cannot move or do anything else until 17EV.

83.4.3 116 Panzer Division

- a. On 16MO, most of the 116 Panzer Division is free to move.
- b. The 116 Recon Battalion, 116 Engineer Battalion, plus a Company of Panthers are in Reserve.
- c. The Reserves are free to move during the Exploitation Segment of the 16MO turn – *only*.
- d. A company of Sturmgeschutz, plus Panthers and Mark IV Panzers, in transit will arrive in accordance with the Reinforcement Charts, or sooner due to LVIII Corps Random Event.

83.4.4 560VG - 116Pz Cooperation

- a. Starting on 16MO, the 116 Panzer Division and the 560 VG Division cooperate as one formation.
- b. All actions of these Divisions must be combined, including choice of Resting or Active Status.
- c. The subordinate units of each Division trace command and supply normally to their own respective HQ.
- d. The 560VG does not suffer a movement penalty for low fuel, if the 116 Panzer Division is so penalized.

83.5 LXVI Corps

83.5.1 LXVI Corps Echelon

- a. On 16MO, only two units of the LXVI Corps may move in the Movement Segment: the 244 StuG Bn and the LXVI HQ.
- b. The 16 NW Brigade, the 460 FA Bn and the 10SS Panzer Division Artillery may only fire in support of LXVI Corps units

83.5.2 The 62VG Division

- a. On 16MO, the HQ, fusiliers and four battalions of 62/183 and 62/190 may move in the Movement Segment.
- b. The two battalions of 62/164 and the 62VG Hetzer in Reserve are free to move during the 16MO Exploitation Segment – *only*.

83.5.3 The 18VG Division

- a. On 16MO, the HQ, “R” Companies and the six Bn’s of 18/293, 294 and 295, may move in the Movement Segment.
- b. The 18VG Fusilier, Engineer and Hetzer units in Reserve are free to move during the 16MO Exploitation Segment – *only*.
- c. Any 18VG units south of the Schneifel may trace Comm and Supply 20 hexes to the LXVI HQ through the 18EV turn.

83.5.4 Führ Escort Brigade

- a. The Führ Escort Brigade has been assembling around Prum, in reserve, for almost three days. As a result, the FE HQ ends the 17EV turn and 18EV turn with a Rested marker without going through the resting process.
- b. Place a truck counter with the FE Foot Infantry Bn when the Brigade assembles. See 105.1.3 for the use of captured trucks
- c. The Führ Escort was graced with an inordinate equipage of AA for a Brigade. An Heavy AAA Company stacks for free when it accompanies a Führ Escort Panzer unit. Thus, three Panzers and three Heavy AAA Companies may stack in one hex.
- d. The Führ Escort Brigade may transfer to the LVIII Corps on the 19MO turn or later. Switch the HQ if the transfer is made.

83.6 German Arty Formation Substitutes

See Rules Section 44.0. If the substitutes are used, they are placed in the hexes listed on the Artillery Park Charts.

84.0 German 5PzA Bridge Construction

- a. The bridges at Dasburg and Gemund must be built.
- b. The bridge at Gemund may be dismantled and moved.

84.1 German Bridge Construction Procedure

- a. The Germans may place “Begin Bridge” markers at Dasburg and Gemund on the 16MO turn.
- b. German Bridge Engineers are working on both bridges, so construction will only require two turns.

84.2 Construction Progress for the 5PzA Bridges

See German Bridge Construction Segment (section 21.1-21.2) and the Construction Progress Phase (section 60.3.2). Note that situations involving “Halt Bridge” construction cannot occur on 16Dec, because “Resting” is not required at that time.

- a. **16MO Bridge Construction Segment:** Place a “Begin Bridge” marker on each bridge; section 21.2.1.
- b. **16MO Bridge Construction Progress Phase:** Place a “Construction 1” marker on each bridge; section 60.3.2.
- c. **16AF Bridge Construction Segment:** If in compliance with section 21.1, the “Construction 1” marker is retained.
- d. **16AF Bridge Construction Progress Phase:** Replace a “Construction 1” with a “Construction 2” marker; section 60.3.2.
- e. Immediately upon placement of a Construction “2” marker by a Bridge Engineer, the bridge is completed; section 60.3.2d.

85.0 Scenario Rules for the US vs the 5PZA

If there is no entry below with respect to the participating Allied formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

85.1 Allied Comm and Supply

85.1.1 Allied Comm

- All Allied units are In-Comm on the 16MO turn. Starting on 16AF, Comm is traced in accordance with the rules; however, due to the limits of the 5PZA scenarios, the 8C HQ is not required to trace a Comm path to the 1A HQ.
- 8C Signal Nodes** in St.Vith and Bastogne act as the 8C HQ for tracing Comm, but not supply. Units able to trace Comm to a Signal Node may not be attached to a substitute HQ.

85.1.2 Allied Supply

All Allied units are In Supply on the 16MO, 16AF and 16EV turns.

85.2 American Dispersed Companies

The formations arrayed against the German 5PZA in the Ardennes were of two statuses: there was the battered 28ID recovering from losses suffered in the Huertgen Forest and the inexperienced 106ID units placed in a quiet sector to train. In the 28ID and the 106ID areas, the front line was not fully manned. Rather than a front line, the 28ID and the 106ID battalions dispersed their companies in long term defensive positions that are termed Forts for this effort. On 16MO the Germans are faced against such companies in Forts. For example, see Dispersed Companies of the 4ID below.



- On the front side the units appear as One-Step combat units.
- On the back side the same two units appear as a Fort with combat factors reflecting the front side.
- The units shown above begin the 16MO turn on their back sides or flipped sides, in Forts.
- Forts provide two column shifts left when attacked.
- The American player can flip a Dispersed At-Start Company to the front side and move it normally.
- If combat results in a Step Loss to the defender, then one hit will eliminate a Fort/unit such as those shown above.
- If combat results in a retreat for the defender, the Fort flips to the front side and the unit retreats normally.
- After a Dispersed At-Start Company flips to the front side, it cannot flip back to the Fort side.
- Other US units in a hex with a Fort unit receive the benefits of the Fort as long as the Fort unit remains in the hex.

85.3 US 1st Army Echelon

- Three 1A Echelon Engineers that appear in 5PZA scenarios are on the "Allied At-Start Units West" Setup Chart. The 1278 Eng in 4739 and the 299 Eng in 5656 are attached to the US 8C. After Release they activate when the 8C HQ activates. They may not move, construct defenses or place Demo charges until released.
- The Canadian 9th Forestry Company in Hotton is sent north on 17AF. Remove it from the map on the 17AF turn.

85.4 US 8 Corps Echelon

- On 16MO there are 14 units of 8C that begin on or north of the Army Boundary. They include 7 units of the 9AD, 8C/776, 8C/275, 106/423/Bn II and the four units covered by 85.6b.
- US 8 Corps Echelon units are free to move when a German unit moves adjacent or as shown on the Setup Charts. **8C Echelon Engineers may not construct defenses until released.**
- 9AD. The 9CCB CP and 9CCR CP each command their front line subordinates and any non-front line units of the 9AD. The 9AD is not subject to U.S. artillery withdrawal per 60.5.
- 8C Artillery. The 4 Battalions of the 402FAG and the 275FA are supporting the 14Cav and are not available until 16EV.**

85.5 US 8 Corps - 28th Infantry Division

- All the 28ID units starting on or north of the 5PZA-7A Boundary belong to the 28ID/110 and 28/112 Regiments. The units are surprised on 16MO unless superseded by random events.
- The 28ID units are free to move when a German unit moves adjacent or as indicated on the applicable Setup Chart.
- The 28/110 CP and the 28/112 CP each command their front line subordinates and any non-front line units of the 28ID.
- The 28ID is not subject to U.S. artillery withdrawal per 60.5.

85.6 US 8 Corps - 106th Infantry Division

- Random Events: The 106ID is surprised on 16MO unless super-seded by random events; 5 battalions of the 106ID were trapped in the Schneifel due to leadership and commo failures. It is possible for those battalions to escape. See LXVI Corps Random Event D.
- See 81.4.1 or 82.4.1 for effects of the 6PZA on 5PZA scenarios.
- The 106ID is not subject to U.S. artillery withdrawal per 60.5.
- The Division CP in 8625 can command any unit of the 106ID. It traces Comm path to the 8C Signal Node in St.Vith.
- The 106/424 CP commands its front line subordinates and any non-front line units of the 106ID.

85.7 US 8 Corps - 7th Armored Division

85.7.1 7CCB Reinforcements

- On 17PD, the 7CCB reinforcements arrive. They are identified as Note 43 units on Allied Reinforcement Chart 1.
- They arrive in Strat Move and must move through Verviers, Stavelot and finally Vielsalm before moving elsewhere.
- They must remain in Strat Move until they begin a turn on or south of the 5PZA-6PZA Boundary.
- If German units are in or adjacent to Verviers on the 17PD turn, the units must continue in Strat Move via any route until they begin a turn on or south of the 5PZA-6PZA Boundary.
- If German units arrive in or adjacent to Stavelot before the 7CCB units, the 7CCB units must continue in Strat Move via any route until they begin a turn on or south of the 5PZA-6PZA Boundary.
- If German units DO NOT arrive in or adjacent to Stavelot before the 7CCB units, the 7CCB units must travel through Stavelot, then Wanne, then Grand Halleux, then enter Vielsalm at which point they are free to deploy elsewhere.
- If situation (f) above occurs, a historical condition reflecting lack of local intelligence may now occur south of the Warche-Ambleve River. It is possible for the 7CCB column to bump into

a German unit between Stavelot and Vielsalm. If that occurs, the 7CCB column must proceed as follows:

- 1) The lead 7CCB unit must bump into the German unit, even though it is traveling in Strategic Movement.
- 2) The prohibition preventing Strat Move next to an enemy unit is suspended to recreate the lack of intel condition.
- 3) If the German unit does not exert a ZOC for any reason, the lead unit must continue in Strat Move, if possible, along the road Stavelot-Wanne-Grand Halleux-Vielsalm. For example, a German unit in 6921 during a fog turn would not halt travel of the lead unit. The trailing 7CCB units would likewise follow along in Strategic Movement.
- 4) If, however, a German ZOC or German presence blocks movement of the lead 7CCB unit along the road Stavelot-Wanne-Grand Halleux-Vielsalm, then the lead unit must halt and lose its “Strat Move” marker. The trailing 7CCB units must then pile-up behind the lead unit, one per hex, each halting and losing their “Strat Move” markers.
- 5) *The 7CCB units may not voluntarily attack while north of the Boundary and units must withdraw from a CA if possible.*

85.7.2 7CCA Reinforcements

- a. On 17PD, the 7CCA reinforcements arrive. They are identified as Note 44 units on Allied Reinforcement Chart 1.
- b. The 7CCA units are subject to the rules in 85.7.1b through 85.7.1g; however, they arrive on 17PD with only 4MF.

85.7.3 7CCR Reinforcements

- a. On 17PD, the 7CCR reinforcements arrive. They are identified as Note 45 units on Allied Reinforcement Chart 1.
- b. They arrive in Strat Move and must move through Eupen, Malmedy and finally Recht before moving elsewhere.
- c. They must remain in Strat Move until they begin a turn on or south of the 5PzA-6PzA Boundary.
- d. If German units are in or adjacent to Eupen on the 17PD turn, the units must continue in Strat Move via any route until they begin a turn on or south of the 5PzA-6PzA Boundary.
- e. If Germans arrive in or adjacent to Malmedy before 7CCR, the 7CCR units must continue Strat Move via any route until they begin a turn on or south of the 5PzA-6PzA Boundary.
- f. If German units DO NOT arrive in or adjacent to Malmedy before the 7CCR units, the 7CCR units must travel through Malmedy, then Baugnez Crossroads, then Ligneuville, then enter Recht at which point they may deploy elsewhere.
- g. If situation (f) above occurs, a historical condition reflecting lack of local intelligence may now occur south of the Warche-Ambleve River. It is possible for the 7CCR column to bump into a German unit between Malmedy and Recht. If that occurs, the 7CCR column must proceed as follows:
 - 1) The lead 7CCR unit must bump into the German unit, even though it is traveling in Strategic Movement.
 - 2) The prohibition preventing Strat Move next to an enemy unit is suspended to recreate the lack of intel condition.
 - 3) If the German unit does not exert a ZOC for any reason, the lead unit must continue in Strat Move, if possible, along the road Malmedy-Baugnez Crossroads-Ligneuville-Recht. For example, a German unit in 7618 during a fog turn would not halt travel of the lead unit. The trailing 7CCR unit would likewise follow along in Strategic Movement.

- 4) If, however, a German ZOC or German presence blocks movement of the lead 7CCR unit along the road Malmedy-Baugnez Crossroads-Ligneuville-Recht, then the lead unit must halt and lose its “Strat Move” marker. The trailing 7CCR unit(s) must then pile-up behind the lead unit, one per hex, each halting and losing their “Strat Move” markers.
- 5) *The 7CCR units may not voluntarily attack while north of the Boundary and units must withdraw from a CA if possible.*

85.7.4 7AD Arty and AA Reinforcements

On 17MO the 7AD Arty-AA reinforcements arrive. They are identified as Note 45 units on Allied Reinforcement Chart 1. The movement rules for these units are the same as those for 7CCR found in sections 85.7.3b through 85.7.3g above. When using the referenced rules, substitute the term “7AD Arty-AA” whenever the term “7CCR” appears. It was an element from this serial that was massacred by KGP at Baugnez Crossroads on 17 Dec 1944.

85.7.5 7AD Commands and Attachments

- a. The 7AD may be transferred to the US 18C on 18PD, but only if the Germans enter Regne or cross the Lienne Creek on 17Dec.
- b. The 7AD may be transferred to the US 18C on 19PD without condition. After 19PD, the next opportunity would be 20PD.
- c. Place the 7AD in Strat Move for transfer. When the 7AD HQ is In-Comm with the 18C HQ, switch to the proper 7AD HQ.

85.8 US 8 Corps - 101st Airborne Division

- a. On 18MO the 101AB reinforcements arrive at G. Note the MF reduction at the G entry roads on the south edge.
- b. They arrive in Strat Move and must enter Mande-St.Etienne or Sibret before moving elsewhere.
- c. They must remain in Strat Move until the turn after they enter or pass through Mande-St.Etienne or Sibret.
- d. If German units occupy both hexes of Bastogne, or if the Germans arrive in or adjacent to Mande-St.Etienne or Sibret before the 101AB units, then the 101AB units may deploy anywhere in the 8C Area of Operations.

85.9 US 8 Corps - 10CCB

85.9.1 10CCB Situation

- a. On 18MO, the 10CCB units that arrive at Attert must move directly to Bastogne. If a German unit moves next to Bastogne before all units of the 10CCB reach Bastogne, the entire 10CCB is released for deployment anywhere in the US 8 Corps AO.
- b. If a German unit moves next to any unit of the 10CCB before it reaches Bastogne, the entire 10CCB is immediately released for deployment anywhere in the US 8 Corps Area of Operation.
- c. If no German unit moves next to any unit of the 10CCB before all units of the 10CCB enter Bastogne, the entire 10CCB may be deployed anywhere in the US 8 Corps Area of Operation after the units enter Bastogne.
- d. In accordance with rule section 24.6, the 10CCB and the 101AB may stack together and cooperate without penalty.

85.9.2 10CCB Comm Path Alternatives

10CCB units can be In-Comm anywhere in the 8C AO; see 87.0. The 10CCB CP may trace a Comm Path that is within Command Range of the Corps HQ or it may trace a Comm Path to the 8C Signal Node in Bastogne or St.Vith. The CP commands its front line subordinates and any non-front line units of the 10AD.

85.9.3 Supply Path

The 10CCB CP may trace Supply Path off any map-edge road in accordance with section 9.1.

85.10 US 18 Corps - 82nd Airborne Division

- On 18PD, the 82AB arrives at G. Note the MF reduction at the G entry roads on the south edge. The 82AB arrives in Strat Move and must move through Werbomont before moving elsewhere.
- The 82AB need not be moved onto the map for the 5PzA Scenarios. Due to the move to Werbomont it would not be available until the 19PD turn.

86.0 Inclusion of the 7A-LXXXV Corps

This entire rule section is *not applicable* for the Campaign Game.

86.1 Limitations

- The German and US units that begin on the Vianden Setup Chart are included in 5PzA Scenarios.
- The German and US units on the Vianden Setup Chart may not cross to the east side of the Blanch Ernz.
- The German and US units that begin on the Sauer River Setup Chart are not included in 5PzA Scenarios.

86.2 Scenario Rules for the German 7A

The following 7A Scenario rules pertain to the 5PzA Scenarios:

- 74.1 German Comm and Supply
- 74.2 7th Army Echelon
- 74.4.1 LXXXV Corps Echelon
- 74.4.2 352VG Division
- 74.4.3 5FJ Division
- 75.0 German 7A Bridge Construction
- 78.2 LXXXV Corps Random Events

86.2 Scenario Rules for the US vs the 7A

The following 7A Scenario rules pertain to the 5PzA Scenarios:

- 76.1 Allied Comm and Supply
- 76.2 American Dispersed Companies
- 76.3 US 1st Army Echelon
- 76.4 US 8 Corps Echelon
- 76.7 US 28th Infantry Division
- 77.0 Allied AO Maps

87.0 Allied Areas of Operation

87.1 Allied AO for the 7-Turn 5PzA Scenario

- During the 16MO-17EV timeframe, the 1A AO is the entire map; therefore, an Army AO map is not required.
- During the 16MO-17EV timeframe, only the US Corps 16EV-17EV AO map is required; page 25 of the Play-Aid Booklet.

87.2 Allied AO for the 11-Turn 5PzA Scenario

- During the 16MO-18EV timeframe, the 1A AO is the entire map; therefore, an Army AO map is not required.
- During the 16MO-17EV timeframe, the US Corps 16EV-17EV AO map is required; page 25 of the Play-Aid Booklet.
- During the 18PD-18EV timeframe, the US Corps 18PD-19EV AO map is required; pages 26-27 of the Play-Aid Booklet.

88.0 Random Events in the 5PzA Army Area

- The Random Events for the German XLVII Corps are found on page 4 in the Play-aid Booklet and occur subject to the activation of German XLVII Corps on the 16MO through 18EV turns.
- The Random Events for the German LVIII Corps are found on page 6 in the Play-aid Booklet and occur subject to the activation of German LVIII Corps on the 16MO through 18EV turns.
- The Random Events for the German LXVI Corps are found on page 7 in the Play-aid Booklet and occur subject to the activation of German LXVI Corps on the 16MO through 18EV turns.
- Random Event Basics:
 - Random Events can supersede the rules process and alter reinforcement schedules.
 - If a singular event is rolled a second time, the second roll is of no effect.
 - Random Events that include special movement and placement do not affect Resting Status.

German 6th Pz Army Scenarios: 90.0 - 99.0

90.0 Briefing for German 6PzA Scenarios

91.0 The 7-Turn German 6PzA Scenario

92.0 The 11-Turn German 6PzA Scenario

93.0 Scenario Rules for the German 6PzA

94.0 Operation Greif - Operation Stoesser

95.0 Kampfgruppe Peiper Breakout

96.0 Scenario Rules for the US vs the 6PzA

97.0 US 8C on the Periphery of the 6PzA

98.0 Allied Areas of Operation (AO)

99.0 Random Events for the German 6PzA

90.0 Briefing for German 6PzA Scenarios

90.1 German 6PzA Objectives

Hitler's Grand Solution: the enemy was not to be beaten east of the Meuse, but encircled by a turning movement beyond the river. The main effort would be made by the 1SS Panzer Corps with the 2SS Panzer Corps to follow immediately behind on day three (18Dec). The 6th Panzer Army was to cross the Meuse, wheel north, strike for the Albert Canal, then fan out to form a front extending from Maastricht to Antwerp. The infantry Divisions of 6PzA would follow the armored columns and form a blocking position east of the Meuse along the Vesdre River. Eventually, or so Hitler intended, the Fifteenth Army would advance to take a station protecting the Sixth Panzer Army right flank and rear.

90.2 Surprise on 16 Dec

When applicable, German attacks receive a column shift right for surprise on the 16MO turn.

- All German attacks against US 5 Corps units receive a column shift right for surprise on the 16MO turn.
- The 14Cav units on or north of the 5PzA-6PzA Boundary, in hexes 9021, 9123 and Manderfeld, are surprised on 16MO, unless superseded by Random Event.

90.3 German 6PzA Bridge Building

Bridge construction was not required for the 6PzA on the 16MO turn, although one unrepaired bridge did delay KGP until an alternate route was explored. The 6PzA was delayed more by heavy forests and their own minefields than by blown bridges.

90.4 US 8C in the Path of the 6PzA

On 16Dec44 there were a number of US 8C units stationed on or north of the 5PzA-6PzA Boundary that were in the path of the 6PzA. In addition, the 7AD traveled through the 6PzA Area to reinforce the US units near St. Vith. In order to maintain historical integrity of the limited duration 6PzA Scenarios, rules are provided concerning the interface of these units with the 6PzA.

90.5 Buzz-Bomb Alley

On 16Dec44 many American AAA units were located on and behind Elsenborn Ridge in order to shoot down German V-1 Buzz Bombs heading for Liege. The official mission was known as the Liege Pilotless Aircraft (PAC) Defense. Soldiers referred to the mission as a deployment to “Buzz Bomb Alley.” When it became obvious to 1A HQ that the Ardennes Offensive was a major attack, the Heavy AA (90mm Gun) units in Buzz Bomb Alley were ordered to immediately ship their sighting mechanisms to the rear and prepare to fight in a ground role. In addition, at least 14 AA Battalions from the Antwerp X Anti-Aircraft Brigade were sent south to protect Liege and other towns on the Meuse River. Contrary to popular belief, American AA was not relegated only to protect rear areas, HQ and Artillery. Quad 50 Automatic Weapons units were devastating against soft targets, while 90mm Gun units were proficient against tanks. When interviewed by the US Coastal Artillery School after the Battle of the Bulge, soldiers who manned AA Gun units stated that “tanks were much easier to hit than aircraft.” For reference, see First Army AA in the Battle of the Bulge, Primary and Secondary Roles, US Army Command and General Staff, 1946.

90.6 American Reinforcements

On 16Dec44, the left wing of the German 6PzA attacked into the weakest held section of the Ardennes, the Losheim Gap. On the other hand, the center and right of the 6PzA attacked and into the strongest held sections of the Ardennes, the Monschau Forest and the Monschau Corridor. Due to the difficult terrain and sparse road net in the Monschau Forest, it is understandable that the 12SS Panzer Division will rarely have an easy passage to the Elsenborn Ridge. In addition, the full strength 99ID is a formidable obstacle and the unknown presence of the veteran 2ID in the Monschau Forest makes things worse. As a result, the US will have time to send strong reinforcements south to slow the drive of the 6Pz Army north of the Warche-Ambleve.

90.7 The OOB and the Rules

The most significant components of the 6PzA scenario rules are those concerning the Order of Battle and Order of Appearance. These are the sections titled “Scenario Rules for the German 6PzA” and “Scenario Rules for the US vs the 6PzA.” Note that these rules are provided only when the information on the Setup and Reinforcement Charts is incomplete. Players should refer to them as the game progresses, so that historical events and circumstances may be incorporated into the contest.

91.0 The 7-Turn German 6PzA Scenario

91.1 Timeframe

The scenario begins with the German 16MO turn and ends with the US 17EV turn.

91.2 Maps Required

The northeast map is required.

91.3 German Participants

- Units of the 6PzA depicted on the Setup Chart Monschau with its corresponding Setup Map.
- Units of the 6PzA depicted on the Setup Chart Losheim with its corresponding Setup Map.
- The 6PzA units that arrive in accordance with German Reinforcement Charts 1 and 2.

91.4 American Participants

91.4.1 At Start

- Allied units depicted on the Setup Chart Monschau with its corresponding Setup Map.
- Allied units depicted on the Setup Chart Losheim with its corresponding Setup Map.
- Six 8C units identified on the Schnee Eifel Setup Chart and its corresponding Setup Map as follows: C01, C08, C09, C11 and C15. They start the game on or north of the Army Boundary.
- The 8C/14/32 Cavalry and the 8C HQ depicted on the Setup Chart “Allied At-Start Units West.” The HQ may be placed in St. Vith for Activation and Comm purposes.
- Twelve 1A Echelon units depicted on the Setup Chart Allied At-Start Units West: Hodges, 1A HQ, Can 9F, B5Fus, 99 Nor, 526 Arm Inf, 825 AT, 740 Tank, 143 Hvy AA, 563 AW, 110 Hvy AA and 639 AW.
- Six US 5C Echelon units depicted on the Setup Chart Allied At-Start Units West: 5C HQ, 51 Engineers, 202 Engineers, 291 Engineers, 112 Engineers and 1111 Engineers.
- Eight 1st Infantry/16 Regiment units depicted on the Setup Chart “Allied At-Start Units West” in and around Verviers that are released on 18AF, but which could be released earlier.

91.4.2 Allied Reinforcement Chart 1

- All US units that arrive at the north edge.
- None of the US units that arrive at the south edge.
- The 8C/58 arty and all 7AD units must move south of the Army Boundary as soon as possible. Remove the units when they enter a hex south of the Boundary. The 7AD units must move in accordance reinforcement notes 43, 44 and 45.

91.5 Applicable Scenario Specific Rules

- 93.0 Scenario rules for the German 6PzA
- 94.0 Operation Greif - Operation Stoesser
- 95.0 Kampfgruppe Peiper Breakout
- 96.0 Scenario Rules for the US vs the 6PzA
- 97.0 US 8C on the Periphery of the 6PzA
- 98.0 Allied Areas of Operation (AO)
- 99.0 Random Events for the German 6PzA

91.6 Victory Conditions

91.6.1 American Victory.

The US wins by preventing the Germans from attaining their victory conditions.

91.6.2 German Victory.

The Germans must attain four of the Victory Conditions below:

- Multiple Conditions:** At the end of the US 17EV turn, German combat units in any status occupy towns that were controlled by the US on the 16MO turn; for example, Bullingen. Each of such towns counts as one victory condition.
- Single Condition:** At the end of the US 17EV turn, German combat units in any status occupy Francorchamps.
- Single Condition:** At the end of the US 17EV turn, German combat units in any status occupy Trois Ponts.

92.0 The 11-Turn German 6PzA Scenario

92.1 Timeframe

The scenario begins with the German 16MO turn and ends with the US 18EV turn.

92.2 Maps Required

The northeast map is required.

92.3 German Participants

- Units of the 6PzA depicted on the Setup Chart Monschau with its corresponding Setup Map.
- Units of the 6PzA depicted on the Setup Chart Losheim with its corresponding Setup Map.
- The 6PzA units that arrive in accordance with German Reinforcement Charts 1 and 2.

92.4 American Participants

92.4.1 At Start

- Allied units depicted on the Setup Chart Monschau with its corresponding Setup Map.
- Allied units depicted on the Setup Chart Losheim with its corresponding Setup Map.
- Six 8C units identified on the Schnee Eifel Setup Chart and its corresponding Setup Map as follows: C01, C08, C09, C11 and C15. They start the game on or north of the Army Boundary.
- The 8C/14/32 Cavalry and the 8C HQ depicted on the Setup Chart "Allied At-Start Units West." The HQ may be placed in St.Vith for Activation and Comm purposes.
- Twelve 1A Echelon units depicted on the Setup Chart Allied At-Start Units West: Hodges, 1A HQ, Can 9F, B5Fus, 99 Nor, 526 Arm Inf, 825 AT, 740 Tank, 143 Hvy AA, 563 AW, 110 Hvy AA and 639 AW.
- Six US 5C Echelon units depicted on the Setup Chart Allied At-Start Units West: 5C HQ, 51 Engineers, 202 Engineers, 291 Engineers, 112 Engineers and 1111 Engineers.
- Eight 1st Infantry/16 Regiment units depicted on the Setup Chart "Allied At-Start Units West" in and around Verviers that are released on 18AF, but which could be released earlier.

92.4.2 Allied Reinforcement Chart 1

- All US units that arrive at the north edge.
- None of the US units that arrive at the south edge.

- The 8C/58 arty and all 7AD units must move south of the Army Boundary as soon as possible. Remove the units when they enter a hex south of the Boundary. The 7AD units must move in accordance reinforcement notes 43, 44 and 45.

92.4.3 Allied Reinforcement Chart 2

- All US units that arrive at the north edge, plus the 18C HQ and Gavin at the 1A HQ.
- The 82AB units that arrive at the south edge; they are the only south edge reinforcements available for this scenario.

92.5 Applicable Scenario Specific Rules

- 93.0 Scenario rules for the German 6PzA
- 94.0 Operation Greif - Operation Stoesser
- 95.0 Kampfgruppe Peiper Breakout
- 96.0 Scenario Rules for the US vs the 6PzA
- 97.0 US 8C on the Periphery of the 6PzA
- 98.0 Allied Areas of Operation (AO)
- 99.0 Random Events for the German 6PzA

92.6 Victory Conditions

92.6.1 American Victory.

The US wins by preventing the Germans from attaining their victory conditions.

92.6.2 German Victory.

The Germans must attain four of the Victory Conditions described 91.6.2 above, plus the following at the end of the US 18EV turn:

- The Germans must control a bridge on both sides of the Salm River between 6626 and 6520, inclusive.
- The Germans must control a bridge on both sides of the Warche-Ambleve River between 7216 and 6116, inclusive.
- The Germans must occupy both sides of a Lienne Creek bridge hex. The bridge need not be intact.

93.0 Scenario Rules for the German 6PzA

If there is no entry below with respect to the participating German formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

93.1 German Comm and Supply

All German units are In Comm and In Supply on the 16MO, 16AF and 16EV turns.

93.2 The 6th Panzer Army Echelon

The Static 6PzA artillery may support any 6PzA unit on any turn as long as they are not mobilized. If the units are mobilized with captured trucks, they must rest when the 6PzA Echelon rests.

93.3 1SS Panzer Corps

93.3.1 1SS Corps Artillery - 16MO

- 4NW,9NW,388VAK & 402VAK may support any 1SSK unit.
- The 12SS and 9SS Div arty may only support the 277VG.
- The 1SS and 2SS Div arty may only support the 12VG or 3FJ.

93.3.2 12VG Division

In Reserve: the Fusiliers, plus Bn I and II of the 12/89. They are free to move during the 16MO Exploitation Segment – *only*.

93.3.3 150th Bde - KGP Cooperation

- Coordination was accomplished on 15Dec44 to insert components of the 150th Brigade into the KGP column.
- The units of KGP and the 150th Brigade may stack together and fight together without penalty.
- Units of the 150th Brigade may not stack freely with units of the 1SS Panzer Division that do not have the KGP ID.
- The Command, Supply and Activity Status functions of the KGP and the 150th Brigade remain separate

93.3.4 1SS Pz Division - 3FJ Division

- Starting on the 16AF turn, the 1SS Pz Division HQ takes control of the 3FJ Division. They operate as one formation.
- All actions of these Divisions must be combined, including choice of Resting or Active Status.
- The subordinate units of each Division trace command and supply normally to their own respective HQ.
- The 3FJ does not suffer a movement penalty for low fuel, if the 1SS Panzer Division is so penalized.

93.3.5 1SS Panzer and Rollbahn C

- Rollbahn "C" traveled Losheimergraben, Butgenbach, Waimes, Baugnez, Malmedy, Francorchamps, Spa. Historically, Rollbahn C continued to Aywaille, Oneux, Rotheux, Meuse River; but, in ATFT we note it only to Spa.
- After Rollbahn C crosses the Warche River, it is highlighted by gold road signs to Spa. From Spa to Pepinster, the gold road signs continue, although this section is not part of Rollbahn C.
- In ATFT the 1SSPz Division can use the road marked by the gold road signs from 7216 to Pepinster; but, it may not move east of that designated road unless KGP usurps 12SS Rollbahns - see 1SS Corps Random Event F.
- On the other hand, 12SS Division units are not likewise restricted. They may move west of the gold-sign marked road.

93.4 LXVII Corps

- The 17NW and the 405 VAK may only fire in support LXVII Corps units.
- The LXVII Corps HQ is just off the east edge of the board and its subordinate Division HQ are within Command Range.

93.4.1 272VG Division

The 272VG Division was in the process of redeploying from Bergstein to Kesternich for the Ardennes Offensive when the US 78ID began an offensive in the Monschau Corridor towards the Roer and Urft Dams. The 78ID captured Kesternich on 15 Dec, but this drew and immediate reaction from Field Marshal Model. The 272/980, the 326VG/752-Bn II and the 326/753-Bn II counterattacked and recaptured Kesternich at midnight on 15 Dec. In this affair the 272VG and the US 78ID suffered heavy casualties and both sides were left with little offensive capability. In fact, the 272 Fusilier Company holding Konzen on 16 Dec was there comfortably until 6 Feb 45. Until released, the 272VG is restricted as follows:

- A unit of the 272VG may only move one hex or up to half of the unit's movement factor.
- A hex originally occupied by a unit of the 272VG may not be left vacant at the end of a Movement Segment.
- Units of the 272VG may not attack.
- The 272VG is released after the US 78ID is released.

93.4.2 326VG Division

The 326VG Division was hamstrung due to the shifting of the 326VG/752-Bn II and the 326/753-Bn II for the counterattack at Kesternich. In addition, the 326/751-Bn got lost in the Monschau Forest on 16MO. As a result, the 16 Dec objectives of Hofen, Monschau and Mutzenich were almost impossible to attain. Then, after surprise was lost, the task became even more difficult.

93.5 German Arty Formation Substitutes

- See Rules Section 44.0.
- If the substitutes are used, they are placed in the hexes listed on the Artillery Park Charts.

94.0 Operation Greif - Operation Stoesser

This section includes the abortive paratroop operation by Von Der Heydte, the infiltration of the Einheit Steilau Commandoes and the planned infiltration by the 150th Brigade and subsequent capture of the Meuse River bridges at Amay and Huy.

94.1 Skorzeny and the 150th Brigade

The Germans committed significant resources for Greif, but even Skorzeny believed they would be fortunate to sneak past green soldiers. The rules below attempt to quantify infiltration. Success frequently results in annihilation of the units, but getting into the U.S. rear usually causes serious tactical problems.

- On 16EV-18EV only, Skorzeny may place all 150th Bde units In Reserve in one action during the Orders Segment.
- On 16EV-18EV only, contrary to the movement rules, units of the 150th Bde and Skorzeny may attempt to pass through enemy ZOC and/or even pass directly through enemy units.
- On 16EV-18EV only, Skorzeny may release all 150th Bde units In Reserve in one action for Exploitation in that segment.
- The infiltration attempts may be made during movement or exploitation by units individually or as a stack (with one roll). Skorzeny may not infiltrate alone, but may freely accompany any 150th Brigade combat unit with which he is stacked.
- Players should be able to apply the logic provided in sections 94.1.1 through 94.1.4 in order to address all possibilities.

94.1.1 Infiltration through one ZOC

- It is possible to infiltrate through a vacant hex in a US ZOC.
- Prior to infiltration through a vacant hex in a US ZOC, the infiltration attempt must be declared.
- The vacant hex to be traversed that is in a US ZOC and the hex to be entered afterwards must be identified.
- The Skorzeny unit(s) then enter the ZOC, stop, and roll for infiltration on the Skorzeny Infiltration Table.
- An unsuccessful attempt to pass through an enemy ZOC ends the move in the ZOC hex.
- If the infiltration is successful, the unit(s) may continue movement and even attempt additional infiltrations.

94.1.2 Infiltration through Consecutive ZOC

- It is possible to infiltrate through a string of consecutive vacant hexes in enemy ZOC.
- The vacant hexes to be traversed that are in US ZOC and the last hex to be entered must be identified.

- c. The Skorzeny unit(s) then enter the first ZOC, stop, and roll for infiltration on the Skorzeny Infiltration Table.
- d. If the first infiltration is successful, the unit(s) may continue into the next hex and roll again.
- e. An unsuccessful attempt to pass through an enemy ZOC ends the move in that ZOC hex.
- f. If each infiltration through the vacant hexes is successful, the units are moved into the last hex identified. If the infiltrating units have MF remaining, they may continue movement and even attempt additional infiltrations.

94.13 Infiltration through Enemy Units

- a. It is possible to infiltrate through enemy occupied hexes.
- b. Prior to infiltration through the enemy occupied hex, the infiltration attempt must be declared.
- c. The occupied hex to be traversed and the vacant hex to be entered afterwards must be identified.
- d. The Skorzeny unit(s) then move next to the enemy occupied hex and roll on the Skorzeny Infiltration Table.
- e. An unsuccessful attempt to pass through an enemy occupied hex ends the move next to the enemy occupied hex.
- f. **If the infiltration is successful, the unit(s) are placed in the vacant hex identified, where they may stop, or continue movement and even attempt additional infiltrations.**

94.14 Infiltration through Consecutive Enemy Units

- a. It is possible to infiltrate through a string of consecutive enemy occupied hexes.
- b. Prior to infiltration through the enemy occupied hexes, the infiltration attempt must be declared.
- c. Each consecutive enemy occupied hex to be traversed and a last, vacant hex to be entered must be identified.
- d. The Skorzeny unit(s) then move next to the first enemy occupied hex and rolls for each hex to be traversed.
- e. An unsuccessful attempt to pass through any of the enemy occupied hexes ends the move at the start hex.
- f. If all infiltration rolls are successful, the units are moved into the last hex identified, where they may stop, or continue movement and even attempt additional infiltrations.

94.2 Einheit Steilau Commandoes

A controversial aspect of Operation Greif was the infiltration of English speaking German Commandoes in American Jeeps. The teams and vehicles were disguised as units from the 5AD. Nine teams infiltrated into the American line on 16 Dec. The nine included four recon teams, two demolition teams and three pathfinder teams. The three pathfinder teams are not represented, as they were employed simply to guide the 1SS, 12SS and 12VG Divisions. The four recon teams and the two demolition teams are represented. The mission of the recon teams was to scout the enemy rear and sow confusion. The mission of the demolition teams was to perform sabotage and sow confusion. For this effort, the different missions of the teams are morphed together; thus, each of the six teams can perform the following functions:

- a. Take position at an Allied controlled bridge crossing in order to sabotage the demolition of the bridge.
- b. Occupy intersections in the enemy rear and attempt to disrupt the movement of Allied units.

94.2.1 Commando Team Characteristics

- a. **A commando unit is only one jeep, does not count for stacking purposes for either side and may freely pass through any unit.**
- b. **A commando unit is not a combat unit, has no ZOC, cannot control hexes and its movement is not affected by the enemy.**
- c. A commando unit moves as a cross-country mobile unit.
- d. The commandoes are subject to traffic jam rules.
- e. On the 16AF turn, place the six commando teams with any HQ in the 1SS Panzer Corps.

94.2.2 Sabotage Allied Bridge Demolition

- a. One Commando (only) at a bridge crossing can add a +1 drm to the Allied attempt to blow the bridge.
- b. When a commando is used to affect a bridge demolition roll, the commando is removed from the map and placed on the next turn of the turn record track.
- c. The German player can decline to affect a bridge demolition die roll and leave the commando on the map.

94.2.3 Disrupt Allied Movement

- a. An Einheit Steilau Commando at an intersection can misdirect the movement of Allied units passing through.
- b. When a commando successfully misdirects Allied movement, the commando is removed from the map and placed on the next turn of the turn record track.
- c. When a commando attempt to misdirect Allied movement is unsuccessful, the commando may be eliminated.
- d. The German player can decline to misdirect Allied movement and leave the commando on the map.
- e. Follow the procedure below to resolve Allied movement misdirection by German Commandoes:
 - 1) When the first Allied unit enters the intersection, the German must declare a misdirection attempt or decline.
 - 2) If the German declines, all Allied units passing through the intersection will be unaffected on the present turn.
 - 3) If the German resolves a misdirection attempt, all Allied units passing through the hex will be affected this turn.
 - 4) Roll two dice and resolve the attempt on the Commando Misdirection Table below.
 - 5) If the attempt is within 10 hexes of a 5CCR unit, flip the commando to the 5CCR side and add +1 to the dice roll.

Commando Misdirection Table	
Dice Roll	Result
2-4	No movement factor loss; commando team eliminated
5-6	No movement factor loss *
7	No movement factor loss; place commando team with any German HQ
8-9	No movement factor loss *
10	Allied units lose 1MF; if they have less than 1MF, they lose their remaining MF *
11	Allied units lose 2MF; if they have less than 2MF, they lose their remaining MF *
12	Allied units lose 3MF; if they have less than 3MF, they lose their remaining MF *
* Place the commando team on the next turn of the turn record track.	

94.2.4 Returning Commando Teams

In Dec44, Commandos returned to German HQ to report on the Allied situation and then resumed their missions.

- Commando Teams on the turn record track may be returned to the game by ISS Corps Random Event. Place all the teams on the turn record track with any HQ in the 1SS Panzer Corps.
- If the Random Event that would return the teams is not rolled on a turn, move the teams to the next turn on the track. Teams on the turn record track are eliminated after the 18EV turn.

94.3 Von der Heydte

The mission of the Von der Heydte paratroopers was to land at Baraque Michel and block Allied Reinforcements traveling south from the US 9th Army. Unexpected high head winds, inexperienced German pilots and American AA in Buzz Bomb Alley caused wide dispersal of the airdrop. Three dice must be rolled for airdrop resolution, so players will need to borrow a white die from one of their kids in order to make the four VDH Company dice rolls required. The procedure for airdrop resolution follows in 94.3.2.

94.3.1 Von der Heydte Company Characteristics

- A VDH Company counts as an infantry unit for stacking.
- A VDH unit is a combat unit, has a ZOC and can control hexes.
- A Fallschirmjager Company moves as an infantry (foot) unit.

94.3.2 Von der Heydte Airdrop

- Roll three dice for the airdrop of each of the four Von der Heydte Companies into Baraque Michel (7510).
- If triples is rolled, place the airdropped VDH Company in Baraque Michel (7510).
- If triples is not rolled, the company is scattered. The red die determines the direction of scatter; see diagram below.
- After direction is determined, observe the two white dice.
- If the red die was a 1, 2 or 3, total the two white dice and place the VDH Company that many hexes from Baraque Michel in the applicable direction.
- If the red die was a 4, 5 or 6, and the roll was not triples, multiply all three dice and use the product to place the VDH Company that many hexes from Baraque Michel in the NE direction.
- If the VDH Company lands off the map, the unit is eliminated.
- VDH Companies that land on the map are In-Comm and In-Supply through the 17EV turn.
- If the VDH Company lands on an Allied combat unit, it must attack. Determine the odds and drmm normally. For an attacker retreat result, the VDH Company is eliminated. For a defender retreat result, the defender is eliminated.



95.0 KGP Breakout - 16EV and 17PD Turns

Early in the Ardennes Offensive, KGP infiltrated at night through the front line and surprised many U.S. combat units in the rear.

95.1 KGP HQ Capabilities

- The KGP HQ is always mobile, has two steps, and can attack and advance after combat like a front line combat unit. It also has two engineer companies attached and is an engineer combat unit.
- The KGP HQ is automatically In Comm and In Supply through the end of the 18EV turn. After the 18EV turn, KGP may trace Comm Path from the 1SS Corps HQ or the 1SS Division HQ.
- Comm/Supply. On 16EV/17PD, KGP units trace Comm and/or Supply to the KGP HQ, ignoring enemy ZOC. If they cannot do so, they may not be placed in reserve by the KGP HQ. Alternatively, Peiper himself may place two KGP units in reserve, if they can trace Comm/Supply normally to the 1SS Division HQ.

95.2 KGP Preparation for Breakout Exploitation

- On 16MO, KGP units arrive as reinforcements.
- At the start of the 16EV and 17PD turns the entire KGP may be placed in Reserve. Place a "Reserve" marker on the KGP HQ to denote the entire KGP in Reserve. The KGP may be placed in reserve, even if the KGP units are adjacent to a US combat unit.
- If the KGP is not in placed in reserve for the 16EV and/or 17PD turns, the KGP combat units are treated normally.

95.3 Readiness of US Units in KGP Path

- Many U.S. units in KGP's path mistook KGP as American.
- Peiper's Path includes any hex that is south of the Warche River-Stream and that is on or north of the 6Pz Army Boundary.
- During the 16EV-17PD turns, combat units in Peiper's Path maybe "Alert" per 95.3d or "Surprised" per 95.4.1e.
- After German Movement on 16EV and 17PD, add Alert markers to 5C and 8C units next to German Combat units. Units without Alert markers will be Surprised by KGP.

95.4 Hold the Reins Loose

95.4.1 KGP Breakout Movement Effects

The following rules reflect the daring and unexpected success attained by KGP in Dec 1944. The KGP must be in reserve for application of these rules during the Exploitation Segments of the 16EV and 17PD turns. The Peiper leader releases the reserves..

- Other 1SS Korps units in reserve must complete exploitation movement before the KGP Breakout is attempted.
- The combat units of KGP ignore American ZOC during the German Exploitation Segment of the 16EV and 17PD turns.
- Correspondingly, during the German Exploitation Segments of the 16EV and 17PD turns, and also during the Allied half of those turns, the In-Reserve units of KGP exert no ZOC.
- KGP may overrun surprised units at night in accordance with section 36.0 even during Fog and Dense Fog turns and even if the defenders hex contains more than one step.

95.4.2 KGP Overruns Honsfeld

- In Dec44, the village of Honsfeld was an R&R Center for the 99ID and security was lax. KGP overran Honsfeld amidst much confusion. The defenders slept and the guns were unlimbered.

- b. Honsfeld can be overrun, if a Panzer from KGP participates, and if the 801TD is by itself. This is the only instance in ATFT in which a non-HQ unit occupying a village can be overrun.

95.5 KGP and the 3FJ

- a. During 16EV Exploitation, the KGP may commandeer one infantry battalion of the 3FJ. The battalion may be picked up by any KGP Panzer unit that passes through its hex.
- b. The FJ Battalion stacks for free and rides with the panzer unit even if the FJ has already moved during the German Movement Segment. The FJ Battalion becomes part of the KGP and stays with the commandeering panzer unit until eliminated. The panzer is bound by rules applicable to the FJ unit and vice versa.

95.6 12SS Division Rollbahn Respected

- a. During the Bulge, KGP used the southernmost 12SS Division Rollbahn briefly, but did not usurp it fully. KGP/1SS Division may not cross the Warche River at Malmedy or to the east.
- b. The KGP/1SS Division may cross the Warche from 7317 to 7216 or at any hex to the west.
- c. Across the Warche, KGP/1SS Division may not move east or northeast of the road net marked by gold signs within the road.
- d. That KGP restricted road net follows "Rollbahn C" from 7216 to Francorchamps to Spa; see 93.3.5. Units of the KGP/1SS that reach Spa are free to move anywhere after entering Spa.

95.7 12SS Division Rollbahn Usurped

- a. By 1SS Corps Random Event F, KGP and the 1SS Division is freed from movement restrictions north of the 6th PzA Boundary.
- b. KGP/1SS Division can cross and/or attack across the Warche River anywhere west of Lake Butgenbach. Also, the restrictions placed upon KGP/1SS Panzer Division by 95.6 are ended.
- c. Random Event F allows KGP and the 1SS Division to possibly roll up the flank of the V Corps. Major General Lauer, CG of the 99ID, while atop a hill in hex 8316, observed KGP turn to the southwest after exiting Bullingen. He was amazed that KGP did not cross the undefended bridges on the Warche and roll up the American flank along the undefended Elsenborn Ridge. The 2ID and 99ID were thus spared annihilation.

95.8 KGP Breakout Combat Effects

- a. When KGP is placed in reserve on the 16EV and 17PD turns, it may move, attack and advance after combat multiple times during the German Exploitation Segment.
- b. KGP units that are Shocked or Aborted by US artillery on a Breakout turn have their exploitation ended for that turn.
- c. US units that are not Alert will be Surprised when attacked by Exploiting KGP units on 16EV and 17PD. One Alert unit in a stack makes all units in the stack alert. Attacks vs Surprised units gain a column shift right on the CRT. Surprised units attacked by KGP earn Alert markers until the end of 17PD.
- d. Note that the column shift for Surprise is in addition to the column shifts for KGP Night Superiority and Panzer Scare.
- e. Surprised US units may not receive artillery support and they receive no defensive benefits for constructed defensive positions; i.e., roadblocks, improved positions or strongpoints.

95.9 KGP Rear Area Havoc

- a. Havoc is a by-product of infiltration into the U.S. rear, Surprise, Overruns, Panzer Scare and Night Combat Superiority.
- b. The ability of KGP to move and attack is limited only by the MF of the KGP combat units. Mark the MF expended by a KGP unit with numbered chits that will need to be provided.
- c. Advances after combat do not count as MF expended.
- d. The procedure for KGP movement, combat, advance after combat, movement again, combat again, etc., is as follows:
 - 1) As each KGP unit moves, movement expended is noted. If a unit expends its entire MF and then stops, cover the unit with a "Can't Move" marker to show it is spent.
 - 2) If a KGP unit does not end the first phase of Exploitation Movement adjacent to an enemy unit, it must expend all its MF unless it is prevented from moving further due to road congestion, in which case it may remain jammed on the road and be available to move later in the exploitation segment.
 - 3) After every KGP unit has finished its first phase of exploitation movement, conduct combat against adjacent US units.
 - 4) KGP units that end the first phase of exploitation movement next to the enemy must attack or they forfeit the remainder of their exploitation MF.
 - 5) A KGP unit must pay 1MF to attack during exploitation.
 - 6) The KGP arty unit may support multiple combats during Exploitation, if In Battery. It must pay 1MF per attack.
 - 7) After combat and advance, KGP units with MF remaining may now move again, repeating steps 1 through 5 above.
 - 8) After eligible KGP units have finished a second phase of exploitation movement, conduct combat again. Again, each unit must pay 1MF to attack. If a unit does not have the MF to expend, it may not attack again.
 - 9) The same US combat units can be attacked more than once as limited only by KGP combat unit MF; however, a particular US combat unit can only be surprised once.
 - 10) KGP units with MF remaining from their original MF may move and attack repeatedly using steps 1 through 5.
 - 11) After all KGP units are spent, the Breakout turn ends.

96.0 Scenario Rules for the US vs the 6PZA

If there is no entry below with respect to the participating Allied formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

96.1 Allied Comm and Supply

- a. All Allied units are In-Comm on the 16MO turn. Starting on 16AF, Comm is traced in accordance with the rules.
- b. All Allied units are In Supply on 16MO, 16AF and 16EV.
- c. For the 6PZA 7-Turn and 11-Turn scenarios, 8C units may trace Comm and Supply to St.Vith, while the 106ID and 14 Cav may also trace Comm and Supply to the 106ID/CP.

96.2 American Dispersed Companies

The formations arrayed against the German 6PZA in the Ardennes included the inexperienced 99ID in the Monschau Forest and the light 14th Armored Cavalry screening the Losheim Gap. Many of the full strength 99ID units holding the front are in Forts to reflect the natural defensive terrain of the Monschau Forest. In addition, there are dispersed companies in Forts in Hofen and in the Losheim

Gap. Therefore, on the 16MO turn, the Germans are faced against many full strength units and a few dispersed companies in Forts. For an example of Dispersed Companies in Forts, see the 4ID units below.



- On the front side the units appear as One-Step combat units.
- On the back side the same two units appear as a Fort with combat factors reflecting the front side.
- The units shown above begin the 16MO turn on their back sides or flipped sides, in Forts.
- Forts 16MO provide two column shifts left when attacked.
- The American player can flip a Dispersed At-Start Company to the front side and move it normally.
- If combat results in a Step Loss to the defender, then one hit will eliminate a Fort/unit such as those shown above.
- If combat results in a retreat for the defender, the Fort flips to the front side and the unit retreats normally.
- After a Dispersed At-Start Company flips to the front side, it cannot flip back to the Fort side.
- Other US units in a hex with a Fort unit receive the benefits of the Fort as long as the Fort unit remains in the hex.

96.3 US 1st Army Echelon

There are many units of the 1A Echelon that appear in 6PzA scenarios. They are found on the Monschau Setup Chart, the Losheim Setup Chart and the Allied At-Start Units West Setup Chart. [There is one 1A Echelon unit listed in \(c\) below that begins south of the 5PzA-6PzA Boundary, which is used in the 6PzA scenarios.](#)

- 1A Echelon units are free to move when a German unit moves adjacent or as shown on the appropriate Setup Chart.
- 1A Echelon Engineers may not move, construct defenses or place Prep Bridge Demo charges until released.
- The Canadian 9th Forestry Company is sent north on 17AF.
- [The 740 Tank Battalion in Sprimont starts at the tank repair depot where it obtained tanks for the battle. If the Germans enter Sprimont before the US 19PD turn, the depot is eliminated and likewise the 740 Tank Battalion.](#)
 - [On the 19PD turn or any turn thereafter, the unit may leave Sprimont. If it leaves on the 19PD turn, it leaves an M4 Tank Step with a Combat Factor of 5.](#)
 - [For every turn it delays leaving Sprimont, it gains a Step up to the maximum of 15CF, if it does not leave until 20PD.](#)

96.4 US 5 Corps Echelon

There are many 5C Echelon combat units that appear in 6PzA scenarios. They are found on the Monschau Setup Chart, the Losheim Setup Chart and the Allied At-Start Units West Setup Chart. The use of 5C Echelon units is critical for the US defense on the first few days of the battle, because 5C Echelon combat units can be “In Comm” south of the Warche-Ambleve River, while most 5C Divisional units will be “Out Comm” south of the River; see the US Corps Area of Operations Map: 16EV-17EV and the US Corps Area of Operations Map: 18PD-19EV in the Play-Aid booklet.

- 5C Echelon units are free to move when a German unit moves adjacent or as shown on the appropriate Setup Chart.

- 5C Echelon Engineers may not move, construct defenses or place Prep Bridge Demo charges until released.
- The 134 Heavy AA must move to Waimes on the 16EV turn. If the unit cannot enter Waimes on 16EV, it is free to deploy anywhere on or north of the 5PzA-6PzA Boundary; however, if a German 6PzA unit moves next to a US unit west of Waimes on the 17PD, 17MO or 17AF turn, the AA unit must move north of the Warche-Ambleve River and not return south of it.
- The 413 Heavy AA is free to deploy anywhere on or north of the 5PzA-6PzA Boundary on the 16EV turn; however, if a German 6PzA unit moves next to a US unit west of the Waimes row on the 17PD, 17MO or 17AF turn the AA unit must move north of the Warche-Ambleve River and not return south of it.

96.5 US 5 Corps - 78th Infantry Division

The 78ID attacked in the Monschau Corridor towards the Roer Dams on 13Dec44. The 78ID captured Kesternich on 15 Dec, but a German Counterattack by the 272VG and 326VG recaptured the village at midnight. The Kesternich battles depleted the 272VG and US 78ID and both sides were left with little offensive capability.

Until released, the 78ID is governed as follows:

- [The 78ID HQ can trace Comm Path to the 5C HQ or off the north edge at Rotgen hex 8301.](#)
- A unit of the 78ID and those attached may only move one hex or up to half of the unit’s movement factor. A hex originally occupied by a unit of the 78ID and those attached may not be left vacant at the end of a Movement Segment. Furthermore, such units may not move out of Comm with the 78ID HQ and they may not attack.
- [The 78ID is released if any of the following occur:](#)
 - [If at any point on any turn, the US cannot trace a supply road into Mutzenich or Monschau.](#)
 - [The Germans enter Spa, Sart or hex 7509.](#)

96.6 US 5 Corps - 99th Infantry Division

The inexperienced 99ID was tasked to cover both flanks of the 2ID and support the 2ID attack towards the Roer and Urft Dams. The 99ID performed with valor and received acclaim for its performance during the Battle of the Bulge.

- Only six units of the 99ID may operate south of the Warche River-Stream; see Note 18 on the Losheim Setup Chart.
- One of the six units above, an 801 TD Company, was overrun in Honsfeld by KGP; see 95.4.2.
- If the Germans do not capture Lanzerath on the 16MO turn, it is possible that a 7th 99ID unit will appear south of the Warche and fortify Lanzerath. The 394 I&R platoon heroically hindered the 6PzA in Dec44; see 1SS Corps Random Event C.

96.7 US 5 Corps - 2nd Infantry Division

96.7.1 Background.

- 16Dec44.** The US 2ID captured Wahlerscheid Crossroads on the morning of 16Dec. At the same time, the 6PzA was attacking the 99ID to the north and south of the crossroads. On the afternoon of 16Dec General Gerow, the 5 Corps Commander asked General Hodges, for permission for the 2ID to pull back in order to avoid encirclement. [Permission was denied.](#)

- b. **17Dec44.** Permission was not given to withdraw until 1000 hours on 17 Dec, because the US 1A HQ was sure that the Germans could no longer launch a full scale offensive and Hodges did not want to give back the crossroads to the Germans. The 1A HQ eventually realized its analysis was wrong when Kampfgruppe Peiper showed up at Stavelot.
- c. **Robertson's Role.** It is possible that the 2ID could have been trapped in the Monschau Forest, but General Robertson prepared an alternative. Although he could not order a retreat of 2/9 and 2/38 from Wahlerscheid Crossroads, he implemented a plan to extricate them. He positioned his uncommitted units in defensive positions to hold open the road from Wirtzfeld to Wahlerscheid, and when permission to withdraw was granted, he personally commanded the intricate movement of the battalions from the crossroad through the forest to Rocherath and Krinkelt. General Robertson received the DSC for his foresight and leadership during the Battle of the Bulge.
- d. **German Role.** 2ID units identified by Note 7 on the Losheim Setup chart are stuck in the forest until 17AF, unless release is triggered as follows: **a 2ID unit north of the Warche is attacked;** or Malmédy is captured by the Germans; **or the Germans move next to the 2ID supply road from Wirtzfeld to Wahlerscheid.**
- e. **Question:** Why didn't the Germans make an effort to trap the veteran 2ID when they had the chance? Answer: they did not know the 2ID was in the neighborhood until they clashed at the twin villages. Clearly, the fog of war was affecting both sides. Although the 2ID began its attack on the crossroad on 13 Dec, the Germans did not know the 2ID was in their midst until 17 Dec, because no American prisoners were taken during the three day crossroad battle.

96.7.2 Robertson in ATFT.

- a. The non-engaged units of the 2ID move to hold the road open from Wahlerscheid to Wirtzfeld and give the lead units in the Monschau Forest a chance to escape.
- b. Units identified by Note 7 on the Losheim Setup Chart reflect General Hodges refusal to allow the 2ID units in the Monschau Forest to withdraw back to Elsenborn Ridge.
- c. Units identified by Notes 6, 9 and 11 on the Losheim Setup Chart reflect the positioning of unengaged 2ID units to hold the road open from Wahlerscheid Crossroad to Wirtzfeld.
- d. The unit identified by Note 15 on the Losheim Setup Chart reflects General Robertson's anticipation of General Hodges imminent order to allow the 2ID to withdraw.
- e. The unit identified by Note 8 on the Losheim Setup Chart reflects General Robertson granting of General Lauer's request that a rifle battalion to be sent to Murringen and Hunningen to backstop the 99/394.

96.8 US 5 Corps - 1st Infantry Division

- a. On 16MO, eight units of 1ID/16 group begin the game in and around Verviers. They are released on 18AF; however, it is likely that they will be released earlier; see Notes 36 and 37 on the Allied At Start West Setup Chart.
- b. On 17AF, the 1ID/18, Bn III arrives at 7301 and moves by truck to garrison Baraque Michel. It is released from garrison duty on the 19AF turn. The unit must attack German Paratroopers on the road between Baraque Michel and Eupen.

- c. On 17AF the 1/18 CP arrives at 7301. On 17EV, four units of the 1ID/18 arrive at 7301. Their mission follows:
 - 1) The units must move to within three hexes of Eupen to protect the city from German Paratroopers.
 - 2) The units must stay within three hexes of Eupen until the 19AF turn when relieved by the 3CCA.
 - 3) The units must attack German Paratroopers that get within three hexes of Eupen.

96.9 US 5 Corps - 9th Infantry Division

- a. On 17EV, eight units of the 9ID/47 group arrive at Q.
- b. If the US can trace a supply road into Mutzenich on 17EV, the units must enter Mutzenich before moving elsewhere.
- c. If the US cannot trace a supply road into Mutzenich on 17EV, the units may be deployed anywhere in the 5C AO north of the Warche-Ambleve River.

96.10 US 8C Echelon - 9CCB

- a. On 16MO there are seven 9CCB units north of the Army Boundary. See Notes 10 and 12 on the Losheim Setup Chart.
- b. **Historical Integrity Rule:** The units **return to 8C control** and must move onto or south the Army Boundary on 16AF. On 16EV they must enter St. Vith, after which they are free to move into hexes on or south of the Army Boundary. **They may not move north of the Boundary after return to 8C control.**

96.11 US 8C Echelon Artillery

- a. On 16MO there are two 8C Echelon Artillery units north of the 5PzA-6PzA Boundary; the 8C/776 and the 8C/275.
- b. **Historical Integrity Rule.** **These units are treated the same as those of 9CCB as explained above in 96.10.**

96.12 US 8C Echelon - Dispersed 14/18 Cav Units

- a. On 16MO there are three 8C Echelon Dispersed Cavalry units on or north of the Army Boundary. See Losheim Setup Chart (bottom row) and Setup Map: units in hexes C09, C11 and C15.
- b. **Historical Integrity Rule.** The cav units may remain north of the Boundary through the 16AF turn; however, on 16EV and later, if not trapped, they must be in the proper AO—on or south of the Boundary; see page 25 of the Play-aid book.

96.13 US 8C Echelon - 14/32 Cavalry

- a. On 16MO the 14/32 Cavalry begins in Vielsalm.
- b. **Historical Integrity Rule.** In Dec 1944, this unit defended territory on the Army Boundary. The 14/32 Cav can move freely south of the boundary and end its move on the boundary, but it cannot move into a hex north of the boundary.

96.14 US 8 Corps - 106th Infantry Division

- a. On 16MO there are two 106ID units on the Army Boundary.
- b. See the Losheim Setup Chart (bottom row) and Setup Map: the infantry unit in C01 and the AT unit in C11.
- c. **Historical Integrity Rules:**
 - 1) On 16AF, the 106/423, Bn II, located in C01 was sent to hold the left flank of the 106ID in the Schnee Eifel. The unit can move freely south of the Army Boundary and finish on the boundary, but it cannot move north of the boundary.
 - 2) The 106/820 AT is located in C11 on the Losheim Setup Chart. The unit may remain north of the Army Boundary

through the end of the 16AF turn. On the 16EV turn or later, if not trapped, the unit must be in the proper AO—on or south of the Boundary; see page 25 of the Play-aid book.

96.15 US 8C Echelon Arty Reinforcements

- On 17PD, the 8C/58 Artillery arrives at O.
- On 18PD, the 8C/755 Artillery arrives at O.
- Historical Integrity Rule.** The units must travel to the Army Boundary. After arrival, they can end their move on or south of the boundary, but they may not move north of the boundary.

96.16 US 8 Corps - 7th Armored Division

- On 17PD and 17MO, the 7AD units that arrive are identified by Notes 43, 44 and 45 on Allied Reinforcement Chart 1.
- The 5PZA Scenario movement rules for the 7AD are applicable to the 6PZA Scenarios; see section 85.7.
- Historical Integrity Rules.** Historical Integrity rules for 6PZA Scenarios. On the turn after 7AD units move onto or south of the Army Boundary, they are removed from the 6PZA Scenarios except as follows:
 - The 7CCR/17 Tank Bn can move freely south of the Army Boundary and end its move on the boundary, but it cannot move into a hex north of the boundary. Historically, the unit defended Recht and other nearby territory.
 - The 7CCA/40 and 48 Bn are removed from the scenario after they reach the Army Boundary; however, they return at St. Vith as reinforcements on the turn after a German combat unit enters Poteau. Upon return, they can move freely south of the boundary and finish on the boundary, but they cannot move north of the boundary. Historically, these units were sent to recapture Poteau after it was taken by the Germans.
- Campaign Game Historical Rule. On the 19MO turn the 7AD may be transferred to the 18Corps - switch HQ. Before 19MO, 7AD units may move freely south of the boundary and finish on the boundary, but they cannot move north of the boundary.

96.17 US 18 Corps Echelon

- On 18PD the 18C Echelon HQ is placed at the 1A HQ.
- On 18MO Gavin is placed at the 1A HQ.

96.18 US 18 Corps - 30th Infantry Division

96.18.1 30ID/117 Reinforcements

- On 18PD, the 30/117 reinforcements arrive. They are identified as Note 54 units on Allied Reinforcement Chart 2.
- They arrive in Strat Movement. They may be taken out of Strat Move on any turn after the 18PD turn.
- If Malmedy is controlled by the Allies on the 18PD turn, the units must enter Xhoffraix before moving elsewhere.
- If Malmedy is controlled by the Germans on the 18PD turn, the units may be moved as desired by the Allied player.

96.18.2 30ID/120 Reinforcements

- On 18MO, the 30/120 reinforcements arrive. They are identified as Note 54 units on Allied Reinforcement Chart 2.
- They arrive in Strat Movement. They may be taken out of Strat Move on any turn after the 18MO turn.
- If Malmedy is controlled by the Allies on the 18MO turn, the units must enter Xhoffraix before moving elsewhere.

- If Malmedy is controlled by the Germans on the 18MO turn, the units may be moved as desired by the Allied player.

96.18.3 30ID/119 Reinforcements

- On 18AF, the 30/119 reinforcements arrive. They are found as Note 58 units on Allied Reinforcement Chart 2. They arrive in Strat Movement. They may be taken out of Strat Move on any turn after the 18AF turn. Two of the units arrive with only 4MF.
- The 30/119 units must enter Theux before moving elsewhere.
- If German units are in or adjacent to Theux on the 18AF turn, the units may be moved as desired by the Allied player.

96.19 US 18 Corps - 82nd Airborne Division

- On 18PD, the 82AB arrives at G. Note the MF reduction at the G entry roads on the south edge. The units arrive in Strat Move and must move into Werbomont before moving elsewhere.
- If German units are on, adjacent to or west of the road Manhay-Werbomont-Aywaille before all 82AB units enter Werbomont, then all 82AB units are able to freely deploy into the 18C AO.*

97.0 US 8C on the Periphery of the 6PZA

In order to maintain historical integrity, restrictions are placed on US 8 Corps Units that begin on the periphery of the 6PZA, or that arrive as reinforcements in the north. The restrictions may apply only to the limited duration 6PZA Scenarios if so stated. The restrictions have been explained previously in the sections referenced below.

- 96.10 US 8C Echelon - 9CCB
- 96.11 US 8C Echelon - 8C/776 Arty and 8C/275 Arty
- 96.12 US 8C Echelon - Dispersed 14/18 Cavalry Units
- 96.13 US 8C Echelon - 14/32 Cavalry Battalion
- 96.14 US 8 Corps - 106th Infantry Division units
- 96.15 US 8 Corps - Arty Reinforcements: 8C/58 and 8C/755
- 96.16 US 8 Corps - 7th Armored Division

98.0 Allied Areas of Operation

98.1 Allied AO for the 7-Turn 6PZA Scenario

- During the 16MO-17EV timeframe, the 1A AO is the entire map; therefore, an Army AO map is not required.
- During 16MO-17EV, only the US Corps 16EV-17EV AO map is required; see page 25 in the Play-Aid Booklet.

98.2 Allied AO for the 11-Turn 6PZA Scenario

- During the 16MO-18EV timeframe, the 1A AO is the entire map; therefore, an Army AO map is not required.
- During 16MO-17EV, only the US Corps 16EV-17EV AO map is required; see page 25 in the Play-Aid Booklet.
- During 18PD-18EV, the US Corps 18PD-19EV AO map is required; see page 26-27 in the Play-Aid Booklet.

99.0 Random Events in the 6PZA Army Area

- The Random Events for the German 1SS Corps are found on page 8 in the Play-aid Booklet and occur subject to the activation of German 1SS Corps on the 16MO through 18EV turns.
- The Random Events for the German LXVII Corps are found on page 10 in the Play-aid Booklet and occur subject to the activation of German LXVII Corps on the 16MO through 17EV turns.

c. Random Event Basics:

- 1) Random Events can supersede the rules process and alter reinforcement schedules.
- 2) If a singular event is rolled a second time, the second roll is of no effect.
- 3) Random Events that include special movement and placement do not affect Resting Status.

The Campaign Game: 100.0 - 109.0

100.0 Briefing for the Campaign Game

101.0 Attack of the 7A - 16MO to 18EV Turn

102.0 Attack of the 5PzA - 16MO to 18EV Turn

103.0 Attack of the 6PzA - 16MO to 18EV Turn

104.0 Weather Review - 19PD to 26EV

105.0 Game Rules for the Germans - 19PD to 26EV

106.0 Game Rules for the Allies - 19PD to 26EV

107.0 Random Events in the Campaign Game

108.0 Allied Areas of Operation (AO)

109.0 Campaign Game Victory Conditions

100.0 Briefing for the Campaign Game

100.1 Background

The information presented below is a greatly condensed version of Cole, Chapter II, plus tidbits from other authors. Any Bulge discussion begins with Hitler's Plan – The Big Solution. The attack was designed to surround and destroy the British and American forces north of the line Bastogne-Brussels. It would be carried out in two phases: the first phase to close the attacking force along the Meuse River and seize bridgeheads; the second phase to culminate in the capture of Antwerp. The date of the offensive had to meet the Fuehrer's demand for a period in which at least ten days of continuous bad weather and poor visibility might be expected. Such a stretch of poor flying weather would ground the superior Allied air forces.

The weaknesses of Hitler's plan were diagnosed by Rundstedt and Westphal as follows: sufficient force was not available to attain the distant goal of Antwerp and there was a better than average chance that all the attack could produce would be a salient or bulge of the Great War variety, consuming too many German divisions in what would be only a holding operation.

Generals, Model, Rundstedt and Westphal, set out to propose a smaller solution, which would be less ambitious and which would aim at maximum destruction of Allied forces with minimum risk. In fact just about every German General involved favored a Small Solution. On 1Nov44, General Jodl presented plans to Hitler for the Big Solution and his own version of the Small Solution: the seizure of Liège and the envelopment of those enemy forces east of the Meuse in the sector roughly demarcated by Givet in the south and Sittard in the north. Hitler ignored the Generals and chose the Big Solution.

Jodl went ahead with the planning for the Big Solution, aiming at the seizure of Antwerp, but he did not hesitate to push his favored solution. Jodl recommended extreme measures be taken in order to allow the Big Solution with the proviso that if Hitler would not agree to the measures then he should accept his Small Solution. Hitler considered the Small Solution a half measure, which could produce no real success; however, at the same time he was unwilling to adopt the stern measures necessary to make the Big Solution a

success. The German Generals were overruled repeatedly and the Big Solution was a go.

100.2 Campaign Game Setup - 16MO

- a. The start of the Campaign Game is identical to the start of the 11-Turn Scenarios for the 7A, the 5PzA and the 6PzA.
- b. It would be inefficient to restate the rules for those scenarios in order to begin the Campaign Game.
- c. Additional rules needed to extend the game beyond the 18EV turn are provided in 104.0 through 109.0.
- d. the Victory Conditions for the shorter, individual Army Scenarios do not apply for the Campaign Game.
- e. Certain historical integrity rules for play of the game apply for the individual Army Scenarios only. Such rules have been identified specifically in the Army Scenario rules.

101.0 Attack of the 7A - 16MO to 18EV Turn

- a. See 73.0 - (73.1-73.5) for the 11-Turn German 7A Scenario.
- b. See 74.0 - Scenario Rules for the 7A.
- c. See 75.0 - German 7A Bridge Construction.
- d. See 76.0 - Scenario Rules for the US vs the 7A.
- e. See 77.0 - Allied Areas of Operation.
- f. See 78.0 - Random Events in the 7A Area.

102.0 Attack of the 5PzA - 16MO to 18EV Turn

- a. See 82.0 - (82.1-82.5) for the 11-Turn German 5PzA Scenario.
- b. See 83.0 - Scenario Rules for the 5PzA.
- c. See 84.0 - German 5PzA Bridge Construction.
- d. See 85.0 - Scenario Rules for the US vs the 5PzA.
- e. See 86.0 - Inclusion of the 7A-LXXXV Corps applies.
- f. See 87.0 - Allied Areas of Operation.
- g. See 88.0 - Random Events in the 5PzA Area.

103.0 Attack of the 6PzA - 16MO to 18EV Turn

- a. See 92.0 - (92.1-92.5) for the 11-Turn German 6PzA Scenario.
- b. See 93.0 - Scenario Rules for the 6PzA.
- c. See 94.0 - Operation Greif - Operation Stoesser.
- d. See 95.0 - KGP Breakout - 16EV and 17PD Turns.
- e. See 96.0 - Scenario Rules for the US vs the 6PzA.
- f. See 98.0 - Allied Areas of Operation.
- g. See 99.0 - Random Events in the 6PzA Area.

104.0 Weather Review - 19PD to 26EV

104.1 Ground Conditions

As noted on the Time Record Track on the Map, the ground condition is Mud from 18AF through 19EV. Historically, the temperature began to drop on 19Dec44 and the ground started to become more firm on 20Dec44. In ATFT, it happens at some point on 20Dec rather than on a specific turn in order to mitigate perfect intelligence. Similarly, the ground will Freeze on 22EV or 23PD, rather than on 23PD for certain.

- a. As reflected on the Variable Ground Conditions Table, the ground will become Firm at some point on 20Dec.
- b. As reflected on the Variable Ground Conditions Table, the ground will Freeze on 22EV or 23PD.

104.2 Snow Squalls - 20PD to 22MO

On 19Dec44, the misty conditions of 17-18 Dec gave way to the heavier overcast similar to that of 16Dec. In addition, the temperature began to drop and Snow Squalls occurred unexpectedly throughout the Ardennes. After the atmospheric conditions are determined on the 20PD through 22MO turns, the German player rolls again, if Fog was rolled. It is possible that both Fog and Snow Squalls will be in effect in a German Army Area. Remember that Snow Squalls are a Combat Effect, not a general weather condition. Place a "Snow Squalls" marker in each German Army Area when applicable.

104.3 Weather Front Clash: 22AF-22EV-23PD

On 22Dec44, a high pressure system from Russia moved into the Ardennes. This cold wave clashed with the low pressure system over the Ardennes causing the variable weather conditions reflected on the Atmospheric Conditions Table: Dense Fog or Fog or Snow or Clear. Eventually, the high pressure system would prevail and it would become Clear and Cold.

104.4 Clear and Cold - 23MO to 26EV

Starting on the 23MO turn, it is guaranteed that the atmospheric conditions will be Clear and the ground will be Frozen. The frozen ground results in increased mobility for vehicles in all types of terrain. The Clear weather results in a dramatic increase of Allied Aircraft Missions.

105.0 Game Rules for the Germans - 19PD to 26EV

If there is no entry below for arriving German reinforcements, then the instructions on the Reinforcement Chart are sufficient.

105.1 2SS Panzer Corps

The 2SS and 9SS Divisions arrive on 19PD; however, the 2SS Div arrival is delayed to 20PD, if St.Vith or Houffalize is controlled by the US on 19PD. Furthermore, the 2SS Div is delayed until 21PD, if St.Vith or Houffalize is controlled by the US on 20PD.

- When the 2SS Corps arrives, it must be assigned to the 5PzA or 6PzA; use the appropriate HQ, depending upon assignment.
- Straddling the Boundary.** To reflect history, the 2SS Pz Corps is split north and south of the Army Boundary regardless of Army assignment. The 9SS Division operates north of the Boundary, while the 2SS Division operates south of the Boundary. The 2SS Corps HQ must remain on the 5PzA-6PzA Boundary and it is given a Strat Move marker, which it retains permanently. The 2SS Corps Echelon may be north or south of the Boundary.

105.1.1 2SS Corps Echelon

The arrival of the 2SS Corps Echelon is variable.

- The earliest the 2SS Echelon can arrive is on the 19PD turn.
- On every PD turn beginning with the 19PD turn, the German-player rolls a die - on a roll of 7, the 2SS Corps Echelon arrives.
- The die roll is modified by +1 on 25PD and 26PD, and by +1 for each German occupied town below when the die is rolled:
Spa Manhay Werbomont Aywaille Sprimont

105.1.2 2SS Panzer Division Trucks

The 2SS Division Foot Infantry Battalion is equipped with a truck counter (captured trucks) when it arrives; see 105.1.3.

105.1.3 Captured Trucks

- Foot Infantry with captured trucks may move with the Truck MF of 8, if they begin the turn with a truck. If the first hex moved is at the truck movement rate, the entire move must be as a truck unit.
- If the first hex moved by the infantry is as a foot unit, the entire move must be as a foot unit. The truck moves separately. The infantry and the truck may re-unite at the start of a new turn.
- If foot infantry with captured trucks must retreat into truck restricted terrain, the truck is eliminated, but the foot infantry may retreat. **This does not apply for infantry with inherent trucks; however, see Optional Rules 29.7 and 54.3.**

105.2 7A - LIII Corps Echelon

On 20PD the LIII Corps HQ arrives. The LIII/99 Infantry and the LIII/44MG in the SE corner of the map may be left with the 212VG or transferred from 212VG control to the LIII HQ.

105.3 5FJ Division to LIII Corps

On the 21AF turn or any turn thereafter, the 5FJ Division may be transferred from the LXXXV Corps to the LIII Corps. Switch the 5FJ HQ to reflect subordination as applicable.

105.4 6PzA - 506 Tiger Battalion

- On 21AF, the four Companies of the 506 Tiger Battalion are transferred to the 7A as they exist. If any of the units are dead or isolated on 21AF, those units are never transferred.
- Place "Strat Move" markers on the Tigers, which are retained until the turn after the units enter Eschdorf, Bourscheid or Chaumont.
- If Allied units are adjacent to all three villages before the Tigers arrive, or if Allied units block all paths to those villages, then the "Strat Move" markers are retained until the turn after the Tigers cross the 5PzA-7A Boundary.
- These units may be commanded by either 7A leader.**

105.5 Lehr - 559 Jagd Panther Company

- On 21AF, the 559 Jagd Panther Company is transferred from to the 7A in its existing condition. If the unit is isolated or dead on 21AF, it is never transferred. Place a "Strat Move" marker with the unit until it enters Martelange (5656).
- If Allied units are next to 5656 before the unit arrives, or if the path to the hex is blocked, the "Strat Move" marker is retained until the turn after the unit crosses the 5PzA-7A Boundary.
- The unit may be commanded by either 7A leader.**

105.6 LIII Corps - Fuhrer Grenadier Brigade

- On 23PD, place the "Note VA" units on the road 7352-7350-Ho-scheid, one per hex, in Strat Move with zero MF for the turn.
- On 23PD, place the "Note VB" units on the road 8449-8549-8648-8748, one per hex, in Strat Move, with zero MF on the 23PD turn. Further details restricting movement follow:
 - The units were plagued by delays east of the Our River.
 - Roll a die on the reinforcement phase starting 23MO. On a 1-3 roll, the units are free to move then and thereafter.
 - The units are automatically free to move on the 24PD turn.
 - They may cross the Our River at Gemund or Vianden.
 - The foot unit travels with a Truck unit until it begins a turn west of the Wiltz-Sure River system (from 7149 to 7556).**

105.7 LXXXV Corps - 79VG Division

- On 23PD, place the "Note WA" infantry units in Welscheid (7554). If US units occupy Welscheid, the infantry units may be placed in any hex between the Sure and the Bles. Place the 79VG HQ within 3 hexes of Welscheid, east of the Sure.
- On 23PD, place the "Note WB" units on the road Diekirch-Vianden, in Strat Move. No more than two foot units per hex, and no more than one vehicular unit per hex.

105.8 LVIII Corps - 9Pz Division

- On 23PD, 9Pz moves in Strat Move with a Rested marker.
- The 9Pz Foot Infantry has captured trucks-see 105.1.3.
- The 301 Bn arrived late and many Tigers were left behind in maintenance. Arrival is uncertain, or not at all. On the Reinf Segment of 24PD, 25PD and 26PD, roll a die. On a 1-2, place the three Tigers Co's in or next to Houffalize in Strat Move.

105.9 LIII Corps - 9VG Division

On 25EV, after the star in the east on Christmas morn had set, the 9VG headed west to reinforce the 7A. It took the formation almost two days to move out after receiving the orders.

- The Note ZB units are placed in Consthum in Strat Move.
- The Note ZC units are placed in 8449 in Strat Move.
- The Note ZD units are placed in 9648 in Strat Move.
- The Note ZE units enter in Strat Move at 9949.
- They may cross the Our River at Gemund or Vianden.

106.0 Game Rules for the Allies - 19PD to 26EV

If there is no entry below for arriving Allied reinforcements, then the instructions on the Reinforcement Chart are sufficient.

106.1 1A Echelon Anti-Aircraft

The 1A Anti-Aircraft units on PAC Liege Defense Missions and those from Antwerp X PAC Defense were deployed to defend the Meuse River crossings during the Battle of the Bulge. When the units are assigned to a specific hex, they must garrison those hexes until a German combat unit moves adjacent, at which time they may re-deploy. Detailed instructions are provided below.

106.1.1 AA Arriving North of the Vesdre

- On 19MO, three 1A AA units arrive at O for move to Verviers or Eupen; Note 61, Reinforcement Chart 3.
- On 19MO, 1A/116 Heavy AA arrives per Note 62, Reinforcement Chart 3. May deploy anywhere north of the Vesdre.
- On 20PD, 20MO and 20EV, a 1A AA unit arrives at O for move to Liege east of the Meuse; Note 65, Reinforcement Chart 3.
- Any 1A AA reinforcement listed above that cannot move to its destination for any reason, may be deployed anywhere north of the Vesdre and east of the Meuse, but neither of those rivers may be crossed.

106.1.2 AA Arriving North of the Meuse

- On 19MO, 1A/141 Heavy AA arrives at L for move to Huy; Note 63, Reinforcement Chart 3.
- On 20PD, 1A/142 Heavy AA arrives at L for move to Amay; Note 63, Reinforcement Chart 3.
- On 20MO and 20AF, 1A AA units arrive at N for a move to Liege west of the Meuse; Note 68, Reinforcement Chart 3.

- Any reinforcement listed above that cannot move to its destination for any reason may be deployed anywhere north of the Meuse-Sambre River, but neither of those rivers may be crossed.

106.1.3 AA Arriving at Givet, Dinant and Namur

- On 20MO, 20AF, 20EV and 22PD, 1AA units are placed in 1624, Givet or 1410, as indicated above the unit; see units identified by Note 67 on Allied Reinforcement Charts 3 and 4.
- An Allied Supply Road must be traced to the hex in order for the unit to be placed.
- If the reinforcement cannot be placed in the hex indicated, it may be deployed anywhere south of the Sambre and west of the Meuse, but neither of those rivers may be crossed.

106.2 1A Echelon - 3CCA

- On 19MO, six units of the 3CCA group arrive to protect Eupen against German Paratroopers. The 3CCA must stay within three hexes of Eupen until the 21AF turn; see Reinf Chart 3, Note 60.
- Surviving German Paratroopers that get within three hexes of Eupen must be attacked.

106.3 1A Echelon - 3CCR

On 19AF, ten units of the 3CCR arrive at Q; Note 64, Allied Reinforcement Chart 3. The 3CCR must enter Barvaux (4620) before moving elsewhere. *If a German unit is on, adjacent to or beyond the road Barvaux-Aywaille-Louveigne-Verviers on or before 19AF, then the 3CCR may be deployed anywhere in the 1A Area of Operations on the turn of arrival.*

106.4 1A Echelon - 3CCB

On 20PD, five units of the 3CCB arrive at Q; Note 66, Allied Reinforcement Chart 3. The units of 3CCB must enter Theux (6308) before moving elsewhere. *If a German unit is beyond, on or adjacent to the road Theux-Verviers-Eupen on or before 20PD, then the 3CCB may be deployed anywhere in the 1A Area of Operations on the turn of arrival.*

106.5 Immediate Release of 84ID, 2AD and 7C Echelon

The rules in this section apply to campaign game only.

106.5.1 The 84ID

On 20MO and 20AF, six 84ID units must enter Marche per Notes 70 and 71 on Reinforcement Chart 3. *This stipulation is dropped and these units are free to deploy if Germans are west of the Ourthe, on or north of the road Rochefort-Hargimont-Marche-Hotton, on or before the 20MO turn.*

106.5.2 The 7C Echelon

Release of 7C Echelon is based on release of 2AD per 106.9.2 or 106.9.3; *however, if Germans are west the Ourthe on or north of the road Rochefort-Hargimont-Marche-Hotton, on or before 22PD, then all units of the 7C Echelon are free to deploy.*

106.5.3 The 2AD

- On 22EV-24PD, the 2AD/82 Cavalry conducts a historical recon mission per section 106.8. The results of the mission determine the release of the 2AD per section 106.9.
- Early Release:** 2AD is freed upon arrival, if 84ID or 7C Echelon were released per 106.5.1 or 106.5.2; or, if Germans are west of the Ourthe on or north of the road Rochefort-Hargimont-Marche-Hotton, on or before the 22PD turn.

106.6 1A Echelon - 5CCA and 5CCB

On 24AF, 5CCA and 5CCB arrive at P. They must deploy on the road net Limbourg-Eupen. They are released when the 78ID is released. If, prior to 24AF, Germans are next to Limbourg or Eupen, or the 78ID was already released, then the 5AD units arrive at O-P and may deploy anywhere in the 1A AO.

106.7 US 7 Corps Echelon

7C Echelon units are identified by Note 69 on reinforcement Charts 3, 4, 6 and 7. When they arrive they must move to and then remain within two hexes of Ohey or Modave until released. The 7C echelon is usually released after the 2AD is released as described in 106.9.2 or 106.9.3; **however, they are immediately released as described in 106.5.2.**

106.8 US 7C - 2AD/82 Cav Recon Mission

On what would be the 22EV turn, the 2AD completed a 22-hour march and bivouacked around Havelange. The 2AD was to be held in Reserve until the German advance had been checked, but events dictated otherwise. The 82Cav was to recon towards the Lesse-L'Homme-Wanne River, but it was ambushed by the 2Pz Division at the Hamlet of Haid (2926), west of Haversin. The 82Cav reported the attack to the 2AD CG and he quickly ordered his closest units to action lest the element of surprise be lost. On 23EV, the lead elements of the 2AD secured Ciney and attacked towards Buissonville. Consequently, in ATFT, if the 82Cav recon mission does not reveal German units, the 2AD will remain in Reserve until it is released on the 24MO turn.

106.8.1 82 Cavalry Immediate Release

The 82Cav and 2AD are immediately released per 106.5.3.

106.8.2 82 Recon Mission

On 22EV, the 82Cav arrives at L. On 23PD turn, it must move to Havelange and stop. On 23MO, it begins a Recon Mission towards the Lesse-L'Homme-Wanne Rivers as follows:

- On 23MO, 82Cav must move Havelange, Hamois, Ciney and end the turn in Haversin. If 82Cav moves adjacent to a German unit on 23MO, it must stop, and the 2AD is released on 23AF; see 106.9.1. If 82Cav does not move next to a German combat unit on 23MO, the turn ends without incident.
- If the Germans move adjacent to 82Cav on 23AF, the 2AD is released on 23EV; see 106.9.1. If the Germans do not move next to 82Cav on 23AF, the Recon Mission continues on the US turn.
- On 23AF, 82Cav must move Haversin, Buissonville, 3132, Humain, Aye, Hogue and end the turn in 3325. If 82Cav moves next to a German unit on 23AF, it must stop, and the 2AD is released on 23EV; see 106.9.1. If 82Cav does not move next to a German unit on 23AF, the turn ends without incident.
- If the Germans move adjacent to 82Cav on 23EV, the 2AD is released on 24PD; see 106.9.1. If the Germans do not move next to 82Cav on 23EV, the 2AD will chose Resting status on 24PD.
- The 2AD is released on 24MO, if has yet to be released by an event described above.

106.9 US 7 Corps - 2AD

- The 2AD is immediately released per 106.5.3.
- On 22EV, the 2AD arrives at L. On 23PD, 2AD must choose "Resting" and bivouac on the road Havelange-Evelette-Tahier.
- The 2AD must remain on the road net Havelange-Evelette-Tahier until it is released. The 2AD HQ locates in Havelange.
- The 2AD may be partially released on 23AF, 23EV or 24PD due to the 82Cav Recon Mission; see 106.9.1. The turn after partial release, the 2AD is fully released. If 2AD is not released due to the 82Cav Mission, it is released on 24MO; see 106.9.3.

106.9.1 Release due to 82Cav Recon Mission

- Per 106.8.2, the 2AD is released on 23AF, 23EV or 24PD, if the 82Cav moves adjacent to a German combat unit.
- Or, per 106.8.2, the 2AD is released on 23AF, 23EV or 24PD, if a German unit moves adjacent to the 82Cav.
- When 2AD is released in accordance with (a) or (b) above, only the following 8 units are released: 2AD/82 Cavalry Bn; 2AD/66 Armored, Battalions I, II and III; 2AD/41 Arm Infantry, Bn II; 2AD/17 Engineer Bn; 2AD/92 Arm FA Bn; 2AD HQ.

106.9.2 After 2AD Partial Release - 7C Echelon

The rest of 2AD is released on the turn after the 2AD is partially released due to 106.9.1. On the turn after the rest of 2AD is released, then the 7C echelon is released.

106.9.3 Release on 24MO Turn

- If the 2AD is not released due to the 82Cav Recon Mission, then the entire 2AD is released on the 24MO turn.
- The 7C Echelon is released the turn after the 2AD is released.

106.10 British 30 Corps

- Monty arrives on 20MO and is free to travel anywhere.
- An observation by Cole is of interest: the Fifth Panzer Army had ruptured the VIII Corps center. If German forces continued to hold their pace westward, the reinforcements from the UK would arrive at the Meuse too late. On 19 December, therefore, Field Marshal Montgomery on his own initiative started troops moving south from the 21 Army Group.

106.10.1 Comm Path for 30C units not across the Meuse

- All British HQ/units north or west of the Meuse are automatically "In Comm," if no German unit is across the Meuse.
- If a German unit is across the Meuse, all British HQ and their subordinates trace Comm in accordance with 7.0.
- Alternatively, If a German unit is across the Meuse, any British HQ or unit north or west of the Meuse is "In Comm, if it traces a Comm Path not to exceed 10 hexes to an Allied road entry hex on the west or north edge from 0635 to 5101.

106.10.2 Comm Path for 2HH Cavalry

- The unit is 1 of 7 British units that may cross the Meuse.
- The unit traces Comm to the 30C HQ on the 22EV turn.
- Prior to 22EV, the unit can be "In Comm" anywhere west of the Ourthe River from Liege to Remagne, if it can trace a "Supply Path" per section 9.6.

106.10.3 Comm Path for 29th Bde

- The Brigade has 5 of 7 Brit units that may cross the Meuse.
- The Bde HQ traces Comm to the 30C HQ on the 22EV turn.

- c. Prior to arrival of the 30C HQ, any Brigade unit can be “In Comm” if it can trace a “Supply Path” per section 9.6.

106.10.4 29th Brigade Mission

- a. On 21PD, 21MO and 21AF, the five units of the 29th Brigade arrive at KW. These units are 5 of the 7 British units that may cross the Meuse, along with Monty and the 2HH Cavalry.
- b. The units must move to and stay within 5 hexes of the hex listed until a German unit crosses the Wanne-Hedree.
- | | |
|--------------------|-------------|
| 1) 29th Brigade HQ | Dinant Town |
| 2) 3RTR and 8RB | Dinant Town |
| 3) 23Hussars | Givet |
| 4) 2FFY | Namur |

106.10.5 British Armored/Tank Brigades

The British Armored and Tank Brigades were used to augment the combat capabilities of British Divisions. The 29th Armored Bde, the 33rd Armored Bde and the 34th Tank Bde are British 30 Corps Echelon assets and they may stack with any British unit.

106.11 US 5 Corps - 9ID/60

On 21AF, the five units of the 9ID/60 arrive at Q; see Note 74 on Allied Reinf Chart 4. The units must enter Ouffet, but then turn around and move back east to join the rest of the 9ID. For ease of play, the Allied player may have the group arrive on 22AF at Q.

106.12 US 18 Corps - 75ID

- a. The 75ID deploys per instructions on Allied Reinforcement Chart 6. It is released on 25PD, or sooner, as listed in (b) below.
- b. The 75ID is immediately released before 25PD, if a German unit is ever next to the road net Ocquier-4515-4516-Hamoir, or if a German unit enters Hotton, Erezee, Grandmenil, Manhay, or a hex north of the road Hotton-Erezee-Grandmenil.
- c. 75ID Supports 2AD: On 25PD or later, the three infantry battalions of the 75/291 may be attached to the 2AD.

106.13 US 8 Corps Command

106.13.1 Army Group Comm Network

The 12th Army Group had a comm network of repeater stations, above ground wire and buried cable from Luxemburg to Namur to Liege. This network permitted 8C HQ to maintain Comm with 1A HQ regardless of distance. The Germans cut cable and wire sections of the trunk, causing degraded function and eventual transfer of command in the north to Monty. Furthermore, a repeater station at Jemelle (3432), which was a critical north-south link, proved to be a single point of failure for north-south comm; see 106.13.4.

106.13.2 1A-8C Comm

Barring German capture of Jemelle, when the 8C HQ is subject to the 1A HQ, it is judged In Comm with the 1A HQ, if it can simply trace a Supply line in accordance with 9.6.

106.13.3 Transfer of 8C to 3A

- a. The 8C HQ transfers to the 3A HQ on 22MO. Replace the 8C HQ that is subordinate to the 1A (white boxed ER) with the 8C HQ that is subordinate to the 3A (orange boxed ER).
- b. After 8C HQ transfers to 3A, it may trace Comm per 7.6, or, alternatively, it may use the south section of the Army Group Comm Network and trace Comm not to exceed 20 hexes to an Allied road entry hex on the south edge from 3462 to 5163.

- c. When the 8C HQ transfers to the 3A HQ, all subordinate HQ also transfer to 3A and remain subordinate to the 8C.

106.13.4 Network Severed - Jemelle

If a German unit enters Jemelle prior to the 22MO turn, the Army Group Comm Trunk is severed. On the following turn, the 8C HQ and the entire 8C is Out Comm. One turn after that, 8C transfers to the 3A HQ; switch HQ as described in 106.13.3a and trace Comm as described in 106.13.3b.

106.14 8C Subordinate Transfers to 12C

On 21EV there are five possible transfers. When applicable, switch to the 12C colored HQ that reflects the change.

- a. On 21EV turn, the 4ID CP with formation must be transferred from 8 Corps to 12 Corps.
- b. On 21EV turn, at the Allied player's option, the following HQ and formations may be transferred from 8 Corps to 12 Corps: the 10AD HQ, 9CCA HQ; 28/109 CP; and the 422 FA Group HQ.

106.14.1 Note 4ID Comm Paths

- a. From 16MO to 21EV, 4ID units can be In-Comm only if they start a turn within the 4ID AO; see Allied AO Maps. Also, from 16MO to 21EV, instead of tracing a Comm Path that is within Command Range of the Corps HQ, the 4ID CP may trace Comm Path to any of the eight board-edge, road hexes between Mersch and the Sauer River. The Comm Path may not exceed 10 hexes to any of the eight board-edge road hexes.
- b. On the 22PD turn, the 4ID having been transferred to 12 Corps, now traces Comm Path normally to the 12C HQ.

106.15 US III Corps

Due to recent US Intelligence failures, flank security was paramount as the III Corps began its attacks on 22Dec, and this is reflected in the objectives that must be attained on the west flank before the III Corps can deploy further to the west.

106.15.1 The 4CCB

- a. The 4CCB units are Note 90 units on Allied Reinforcement Chart 5. They enter at 5163 or 5262.
- b. The initial objective was Fauvillers. 4CCB and the engineers covering its left flank were the left flank of the III Corps. For security, no units of the III Corps may move west of hex row 4600 unless Allied units occupy Fauvillers, Traidmont and Ebly.

106.15.2 The 4CCA

- a. The 4CCA units are Note 91 units on Allied Reinforcement Chart 5. They enter from 5662 to Attert.
- b. The initial objective was Martelange (5656); however, the flanks had to be solidified. The III Corps must hold Martelange, Fauvillers and Bigonville, before any of the nine units of 4CCA can move west of row 5400 or east of row 6000.

106.15.3 The 4CCR

- a. The 4CCR units are identified by Note 94 units on Allied Reinforcement Chart 6. They enter at Attert.
- b. On 23MO the 5FJ still held the village of Bigonville and 4CCR was ordered to capture it. After that was achieved, Patton sent the 4CCR to Neufchateau in order to attack the German ring from the west. The III Corps must capture Bigonville before the 4CCR/53 or the 704 TD can move west of row 5400.

106.15.4 The 26ID

- The 26ID units are Note 92 units on Reinforcement Chart 5. On 22MO they set up on the board south of the Attert from Ell to 6962. If setup on board is not possible, the 26ID enters from Ell to 6763.
- The initial objective was Eschdorf via Grosbous. The battalions of 26/104 and 26/328 may not enter or attack any village north of Grosbous and south of the Sure until a US unit enters Grosbous.

106.15.5 The 80ID

- The 80ID units are Note 93 units on Allied Reinforcement Chart 5. They enter from 7163 to Mersch.
- The 80ID cannot cross the Alzette and enter the US XII Corps Area; however, the 80ID is free to cross the Sure.
- Shift West. The 80ID bounced between objectives: Mertzig, Ettelbruck, Welscheid, Bourscheid, Heiderscheid. On 24Dec after little progress, two infantry battalions from the 80/318 were sent to the 4CCA. On 24PD, the Allies may choose a Regiment from the 80ID and send 1, 2 or 3 of its battalions to the 4CCA. Add truck and Strat move markers until the battalions begin a turn within 5 hexes of the 4AD HQ.

106.16 US 3A Random Reinforcements

- On the 22PD turn, the German LIII Corps begins rolling for Random Events when the Corps is activated.
- The 3A Ranger and AA units identified as Varies on Allied Reinforcement Chart 7 may be assigned to the US 3rd Corps or the US 12th Corps by LIII Random Event B or G.
- The 3A - 35ID units identified as Random on Allied Reinforcement Chart 7 may be assigned to the US 12th Corps by LIII Random Event H. *If the event is not rolled by the 24EV turn, then the 35ID does not arrive.*

107.0 Random Events in the Campaign Game

The Random Events that occur during this stage of the Campaign Game involve the German LIII Corps of the 7A. The pertinent rules are found on page 11 in the Play-aid Booklet and occur subject to the activation of German LIII Corps on the 22PD through 24EV turns.

108.0 Allied AO for the Campaign Game

- During the 16MO-21EV turns, the 1A AO is the entire map; therefore, an Army AO map is not required for those turns.
- During the 22PD-26EV turns, the US Army AO Map is required; see the Play-Aid Booklet, page 24.
- During the 16MO-17EV turns, the US Corps 16EV-17EV AO Map is required; see the Play-Aid Booklet, page 25.
- During the 18PD-19EV turns, the US Corps 18PD-19EV AO Map is required; see the Play-Aid Booklet, pages 26-27.
- During the 20PD-21EV turns, the US Corps 20PD-21EV AO Map is required; see the Play-Aid Booklet, pages 28-29.
- During the 22PD-26EV turns, the US Corps 22PD-26EV AO Map is required; see the Play-Aid Booklet, pages 30-31.

109.0 Campaign Game Victory Conditions

The full Campaign Game includes the turns from 16MO to 26EV

109.1 Allied Victory

The Allies win by preventing the Germans from attaining any of their victory conditions.

109.2 German Substantial Victory

This victory reflects the Small Solution favored by General Jodl. Liege was a plum in the eyes of the Germans. In fact, Liège had a brief respite from the V Weapon Offensive, when the German Armed Forces High Command on 19 Dec ordered the assault on the city to cease when it was expected that it soon would be captured - less than two days later it was resumed. The value of the city cannot be understated. When the Allies realized the German attack was a major offensive, American and British leaders committed powerful reserves to protect the Meuse River and Liege. Regardless of Hitler's intentions and plans, the historical accounts of the Battle of the Bulge are replete with the Allied preoccupation to defend Liege. Allied leaders were so paranoid about the city that General Littlejohn was ordered on three occasions to evacuate the Liège depots; however, evacuation was just about impossible, because the Red Ball Express kept delivering an enormous amount of supplies to the depots in an uninterrupted flow, 24 hours a day, 7 days a week.

- This type of victory ends the game immediately.
- The Germans win a substantial victory the instant a German combat unit enters any of the six Liege City hexes.

109.3 German Substantial Victory

This victory reflects the Hitler's Grand Solution. Although it would not guarantee the capture of Antwerp, nor end the war in the Germans favor, it would be an achievement nonetheless. In fact, the German player should heed Field Marshall Model's words and "get down on his hands and knees and thank God."

- This type of victory ends the game immediately.
- The Germans win a Substantial Victory the instant a German AFV enters a hex across the Meuse River from Givet to Liege City hex 5101. Note that a Substantial Victory per 109.2 and 109.3 could happen simultaneously.

109.4 German Tactical Victory

This victory reflects the Small Solution favored by Generals Model, Von Rundstedt and Westfall. The three Generals proposed a less ambitious plan aimed at defeat and destruction of Allied forces east of the Meuse. At the end of any game turn, the Germans earn a Tactical Victory, if the following conditions are attained:

- The Allies cannot trace a supply road to any town or village on the 5PzA-7A Boundary from Bitburg to the Wiltz River.
- German units in any status occupy Kautenbach, Wiltz, 6446, 6145, Neffe and both Bastogne Town hexes.
- The Allies cannot trace a supply road to any town or village on the 5PzA-7A Boundary from Bastogne to Beauraing.
- German units in any status occupy the villages of Houyet, Hulsioniaux and Drehanche at the west end of the left flank.
- German units in any status occupy the town of Dinant and the villages Yvoir, Mont, Lustin, Sart Bernard and Mozet.
- German units in any status occupy Haltinne, Ohéy, Jallet, Marchin, 3610, Stree, Tinlot, Nandrin, Rotheux and Plainevaux.
- German units in any status occupy Tilff, Esneux, Sprimont, Louveigne, Theux, Polleur, Spa and Tiege,

- h. German units in any status occupy Jailay, 7506, Mutzenich, Monschau, Konzen, Simmerath and Siegfried Strauch.

109.5 German Marginal Victory.

109.5.1 Background

This victory reflects German attempts to salvage a level of success when it was obvious they were not going to cross the Meuse, or take Liege, or eliminate all Allied forces east of the Meuse. The logic used to develop the marginal victory condition, therefore, is based upon the fact that the Germans changed their objectives after they realized they were going to lose. This idea is based on the statement below from the Schramm Manuscript, A-862:

“In the event that it would be impossible to cross the Meuse, the advocates of the ‘small solution’ expected that they would be allowed to carry out their alternative plan; i.e., a more restricted pincer operation, through which the conditions for a renewed assault towards the west could be created. As we shall see further on, they had all the reason to expect this, since Hitler, when it later on turned out that the Meuse could not be reached, promptly adjusted and modified the aim of the offensive.”

Excerpts below are mostly from Cole, Chapters 22 and 23, edited and morphed to reduce input:

By 24 December the Fifth Panzer Army had been slowed significantly. In part, the loss of momentum arose from supply failures, but it also stemmed from the failure of the Sixth Panzer Army to protect the flank and the line of communications for Manteuffel's Army. The Sixth Panzer Army Panzer formations needed to disengage at Elsenborn, so that the point of the *Sixth Panzer Army* might shake free and start moving again. Rundstedt hoped that Dietrich could wheel his forward divisions into a good position on defensible ground from which the *Fifth Panzer Army* could be covered and supported.

To the west, General Manteuffel faced a military and political dilemma as day drew to a close on 24 December... his *Fifth Panzer Army* faced toward the Marche plateau, the road to Dinant, and towards Bastogne... a résumé of decisions were made by higher German HQ between 22 Dec and the night of the 24th. Hitler's new orders, as relayed to the *Fifth Panzer* headquarters by Jodl early on the 25th, told Manteuffel to put all available forces into the battle for control of the Marche plateau.

Manteuffel had problems: 1) the road to the isolated 2d Panzer advance guard must be reopened; 2) the northern flank toward Dinant would have to be covered in considerable strength; 3) the southern flank must be barricaded; 4) and last, the assault in the center required greater width and depth on the Marche plateau... Jodl assured him that the II SS Panzer Corps was being rushed forward by the Sixth Panzer Army to take over the fight on his right wing east of the Ourthe River... and the 9th Panzer Division would arrive in time to take part in the attack planned.

The right shoulder of the expanding salient would be formed by the *116th Panzer Division*, which was in full force on the west bank of the Ourthe, and had penetrated the American line at Verdenne... The objective given the *116th Panzer* was the town of Baillonville. The *116th* had to breach the American defenses between Marche and Hotton and press forward to cover the drive to Dinant. The *9th Panzer Division*, upon arrival, was ticketed to beef up the 2d Panzer attack in the center.

The German attack plans between the Salm and the Ourthe, formulated during the night of 23 December, called for the *2d SS Panzer* to attack northwest, the immediate objective being the Manhay crossroads. After the fall of Manhay, the 2d SS Panzer was to turn west from Manhay, drive along the lateral road to Erezée, then pivot northwest to seize the Ourthe Bridge at Durbuy (this would coincide with 116 Panzer capture of Baillonville) and strike the American VII Corps in the flank to break its grasp in the Celles-Marche sector.

109.5.2 Marginal Victory Conditions

A marginal victory reflects German attempts to salvage some level of success when it was obvious they were not going to cross the Meuse (substantial victory), or take Liege (substantial victory), or eliminate all Allied forces east of the Meuse (tactical victory). [At the end of the 26EV game turn \(61.0\), the Germans achieve a Marginal Victory, if the following objectives have been attained:](#)

- The Allies cannot trace a supply road to any town or village on the 5PzA-7A Boundary from Bitburg to the Wiltz River.
- German units in any status occupy Kautenbach, Wiltz, 6446, 6145, Neffe and both Bastogne Town hexes.
- The Allies cannot trace a supply road to any town or village on the 5PzA-7A Boundary from Bastogne to Grupont.
- German units in any status occupy Wavreille, Han-sur-Lesse, Eprave, Ciergnon, Houyet, Hulsioniaux and Drehanche.
- German units in any status occupy Dinant, Purnode, Spontin, Braibant, Ciney, Pessoux, Netinne, Baillonville and Noiseux.
- The Germans control an operational bridge across the Ourthe River to Noiseux.
- Supplied German units occupy Rochefort, Marche and Hotton.
- German units in any status occupy Grand Han, Durbuy, Barvaux and Bomal.
- German units in any status occupy Filot, Xhoris, Oneux, Spri-mont, Remouchamps, 6111, 6411, Spa, and Tiege.
- German units in any status occupy Jailay, 7506, Mutzenich, Monschau, Konzen, Simmerath and Siegfried Strauch.

115.0 Mini Campaign Games

[Submitted by the Game On Play-Test Team.](#) The northeast, south-east and southcentral maps are required. The victory conditions are a conglomerate of the individual Army Scenarios.

115.1 The 7-Turn Game

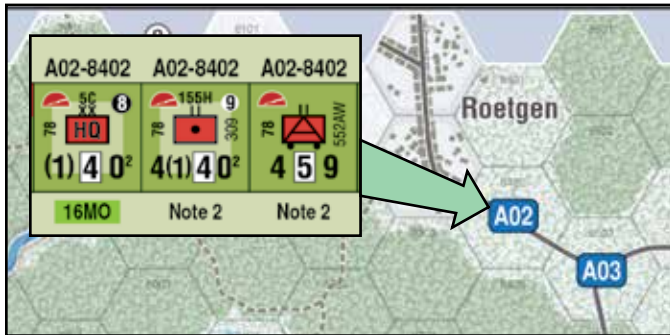
The scenario begins with the German 16MO turn and ends with the US 17EV turn. The rules provided for the individual Army Scenarios are used as follows: 72.0 and 74.0 to 78.0; 81.0, 83.0 to 85.0, 87.0 and 88.0; 91.0, and 93.0 to 99.0.

115.2 The 11-Turn Game

The scenario begins with the German 16MO turn and ends with the US 18EV turn. The rules provided for the individual Army Scenarios are used as follows: 73.0 to 78.0; 82.0 to 85.0, 87.0 and 88.0; and 92.0 to 99.0.

SCENARIO SETUP INSTRUCTIONS

1. The combatants for a scenario are identified at the beginning of the scenario rules.
2. Likewise, the specific setup charts required for a scenario are listed at the beginning of the scenario rules.
3. **Setup Hex:** On a Setup Chart, the setup hex of the unit is listed above the unit; this will be a *four-digit number*.
4. **Alpha-numeric Code:** When the four-digit hex number is preceded by a three-character alpha-numeric code, then the setup hex of the unit may be easily located on the corresponding setup map.



Example: See 3 US units from the Monschau Setup Chart in hex 8402. Find their location easily without using the fine print hex number. Use the three digit alphanumeric code, A02, and locate the hex on the corresponding Monschau setup Map.

5. **Allied Units West of Front Line:** There is one Setup Chart for Allied units west of the front line, which will not have a corresponding Setup Map. This chart will only have the four-digit hex number for the units involved.

6. **Free-to-Move Turn:** The turn that a unit is free to move is listed below the unit.

7. **Release Color Codes:** If the release turn is highlighted **green**, the unit may move on the **16MO** turn. If the release turn is highlighted **yellow**, the unit is free to move on the **16AF** turn. If the release turn is highlighted **pink**, the unit is free to move on the **16EV** turn. If the release turn is highlighted **teal**, the unit is free to move on a turn later than the 16EV turn.

8. **Release Conditions:** If there are conditions for release, a note (abbreviated N) will be referenced below the unit.

9. **Default Early Release:** An Allied unit is released immediately if a German unit moves adjacent to the unit prior to the turn of release, or before the specified release conditions are met. **Exception: Units are not released if a VDH company lands/moves adjacent.**

10. **Pre-Release Fire Support:** Prior to release for movement, artillery units "In Battery" may provide fire support in accordance with the game rules and scenario rules.

11. **Special Abbreviations:** Certain abbreviations (**Ft**), (**SP**), (**IP6**) or (**IP5**) also appear beneath the unit when applicable; see definitions below.

Ft: Unit occupies a Fort.

SP: Unit occupies a Strongpoint.

IP5, IP6: Unit occupies an Improved Position ER5 or ER6.

16MO-Res: In Reserve at Start; released for full movement in 16MO Exploitation Segment without command by a Leader.

12. When starting a scenario, the German player has the option to use the German Artillery Formation Substitute counters in order to reduce counter congestion and facilitate ease of play. See rule section 44.0 and the German Artillery Park Cards. The use of the substitutes significantly reduces counter density.

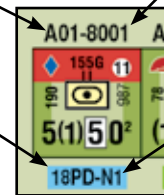
13. Examples of some of the depictions on the setup charts are shown below.

A01: Three-character alphanumeric code correlates with hex on related Setup Map

8001: Four-digit hex number

Teal Highlight: Released after 16 Dec with a note describing conditions

N1: Conditions for release; explained elsewhere on chart

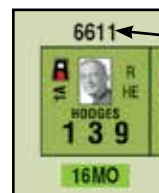


SP: Unit occupies a Strongpoint; released on 16MO

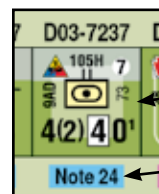


Artillery unit setup
In-Battery for firing

Yellow highlight: released on 16 AF

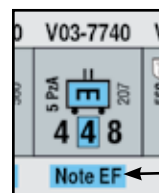


No three-digit alphanumeric code, so unit sets up west of the Setup Maps; place in Spa, hex 6611



Artillery unit setup
In-Battery for firing

Teal highlight: released after 16 Dec with a note describing conditions



Teal highlight: released on 17EV

Allied At-Start Units West Setup Chart

5644 16MO 1 3 9 HQ 1st Army 20 Bastogne 8C Signal Unit	5644 16MO 1 3 9 HQ 1st Army 20 Bastogne 8C Signal Unit	5644 16MO 1 3 9 HQ 1st Army 20 Bastogne 8C Signal Unit	6611 16MO 1 3 9 HQ 1st Army 20 Bastogne 8C Signal Unit	6611 16MO 1 3 9 HQ 1st Army 20 Bastogne 8C Signal Unit	6726 16MO-N31 7 4 9 HQ 1st Army 20 Bastogne 8C Signal Unit	6748 16MO 1 4 9 HQ 1st Army 20 Bastogne 8C Signal Unit	6748 16MO 1 4 9 HQ 1st Army 20 Bastogne 8C Signal Unit	7502 16MO 1 5 0 HQ 1st Army 20 Bastogne 8C Signal Unit	5644 16AF 4 4 9 HQ 1st Army 20 Bastogne 8C Signal Unit
6748 16AF 1 4 12 HQ 1st Army 20 Bastogne 8C Signal Unit	5024 16EV-N32 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	6918 16EV 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	7416 16EV 3 6 8 HQ 1st Army 20 Bastogne 8C Signal Unit	7502 16EV 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	4326 17AF-N32 1 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	4739 17AF-N33 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	5240 17AF 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	5656 17AF-N33 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	
6520 17AF-N32 1 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	6748 17AF 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	7416 17AF 1 3 7 HQ 1st Army 20 Bastogne 8C Signal Unit	5205 17EV-N34 4 5 7 HQ 1st Army 20 Bastogne 8C Signal Unit	5514 17EV-N34 5 4 8 HQ 1st Army 20 Bastogne 8C Signal Unit	6611 17EV-N34 4 (6) 4 8 HQ 1st Army 20 Bastogne 8C Signal Unit	5202 18AF-N36 6 (9) 4 8 HQ 1st Army 20 Bastogne 8C Signal Unit	5612 18AF-N36 4 4 9 HQ 1st Army 20 Bastogne 8C Signal Unit		
6611 18AF-N36 6 (9) 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	6611 18AF-N36 4 4 9 HQ 1st Army 20 Bastogne 8C Signal Unit	6401 18AF-N36 6 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	6402 18AF-N37 6 5 6 HQ 1st Army 20 Bastogne 8C Signal Unit	6503 18AF-N36 (1) 5 8 ² HQ 1st Army 20 Bastogne 8C Signal Unit	6504 18AF-N36 (1) 5 9 ¹ HQ 1st Army 20 Bastogne 8C Signal Unit	6504 18AF-N36 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	6505 18AF-N37 6 5 6 HQ 1st Army 20 Bastogne 8C Signal Unit	6603 18AF-N36 (1) 5 8 ² HQ 1st Army 20 Bastogne 8C Signal Unit	6604 18AF-N37 6 5 6 HQ 1st Army 20 Bastogne 8C Signal Unit
5510 19PD-N35 15 4 8 HQ 1st Army 20 Bastogne 8C Signal Unit									
6301 Note 39 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	7003 Note 38 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	7502 25AF-N38 4 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	3407 Note 39 2 4 5 HQ 1st Army 20 Bastogne 8C Signal Unit	3713 Note 39 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	2110 Note 39 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	1521 Note 39 3 5 8 HQ 1st Army 20 Bastogne 8C Signal Unit	4426 Note 40 BRIDGE HALT HQ 1st Army 20 Bastogne 8C Signal Unit		

Note 31: Attached to 106ID until the end of 17EV. The 106ID arty may support the unit until then. After 17EV reverts to 8C control.

Note 32: In Comm automatically through 17EV. When released, the 51 Eng and the Can 9F Eng move in Strat Movement for one turn.

Note 33: Attached to 8 Corps.

Note 34: Released immediately, if a German combat unit moves adjacent to Malmedy, Stavelot or the Salm River. 99Nor has truck for 2 turns.

Note 35: If a German combat unit moves adjacent to Sprimont before the Allied 19PD turn, the unit is eliminated. See 96.3d for details.

Note 36: Released immediately if a German unit enters Malmedy, Stavelot, a hex west of the Salm or a hex north of the Warche-Ambleve.

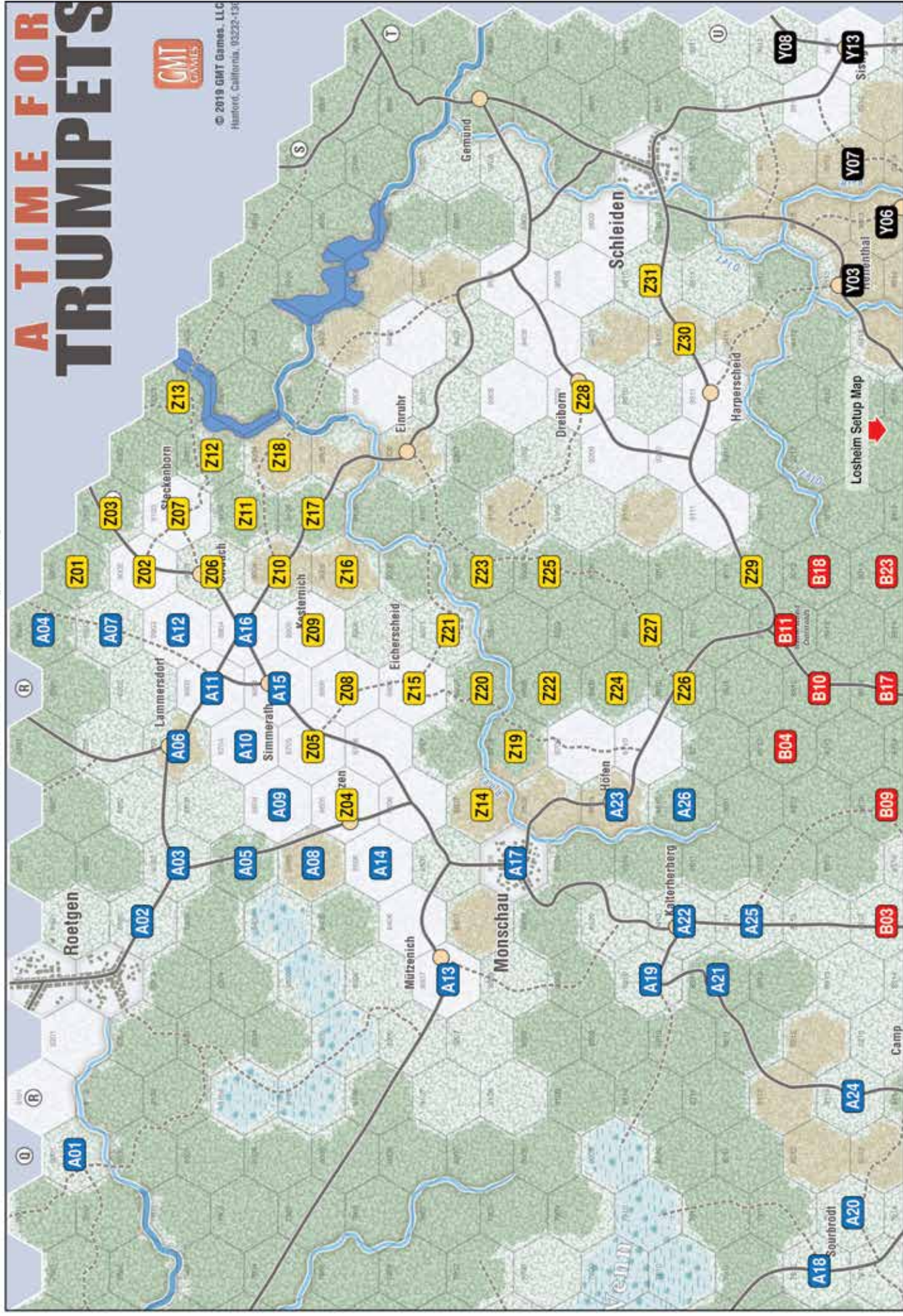
Note 37: Release the same as that of Note 36. Upon release, the 3 infantry units receive truck and strat move markers for two turns.

Note 38: Released with 78ID. See Monschau Setup Chart Note 2.

Note 39: Released when a German unit is west of the Ourthe and within 20 hexes of Modave.

Note 40: Bridge Halt marker represents a foot bridge into Hampteau that may only be crossed by foot infantry.

A TIME FOR TRUMPETS



Monschau Setup Chart

Z01-9001	Z02-9002	Z03-9102	Z04-8605	Z05-8705	Z06-9003	Z07-9103	Z08-8805	Z09-8905	Z10-9004	Z11-9104	Z12-9203	Z13-9303	Z14-8607	Z15-8806	Z15-8806	Z15-8806
4 3 6	4 3 6	3 (1) 3 0 ²	1 3 7	4 3 6	3 3 8	6 3 8	4 3 6	5 3 6	4 3 6	4 3 6	3 (1) 3 0 ²	4 (1) 3 0 ²	5 3 6	6 (1) 4 0 ¹	3 (1) 3 0 ²	4 4 8
SP-Note A	SP-Note A	Note A	SP-Note A	SP-Note A	SP-Note A	Note A	SP-Note A	Note A	Note A	Note A	Note A	Note A	SP-16MO	16AF	16AF	16MO
Z16-9005	Z17-9105	Z18-9204	Z19-8708	Z19-8708	Z20-8807	Z20-8807	Z20-8807	Z21-8907	Z21-8907	Z22-8808	Z23-9007	Z23-9007	Z24-8809	Z25-9008	Z25-9008	Z25-9008
5 3 6	6 (9) 5 8	(1) 3 0 ¹	3 3 8	3 3 8	5 (1) 4 0 ¹	8 (1) 4 0 ¹	8 (1) 4 0 ¹	5 (1) 4 0 ²	3 (1) 4 0 ²	5 3 6	(1) 3 0 ¹	2 (1) 4 0 ²	5 3 6	3 (1) 3 0 ²	4 (1) 3 0 ²	4 (1) 3 0 ²
16MO	16AF	16MO	16AF	16MO	16AF	16AF	16AF	16AF	16AF	16MO	16AF	16MO	16AF	16MO	16AF	16AF
Z26-8810	Z27-8910	Z28-9309	Z29-9011	Z30-9410	Z31-9510											
1 3 7	5 3 6	3 (1) 3 0 ²	1 3 7	5 (1) 4 0 ²	4 (1) 4 0 ²											
16MO	16MO	16AF	16AF	16AF	16AF											

Note A: May only move 1 hex or 1/2 of the unit's MF until released. Hex may not be left vacant. May not attack before release. Released after the US 78ID is released.

Note B: Unit cannot move until the adjacent US 2ID units move away.

A01-8001	A02-8402	A02-8402	A03-8503	A03-8503	A04-8901	A05-8504	A05-8504	A06-8703	A07-8902	A08-8505	A09-8604	A10-8704	Note 1: Attached to 78ID thru 17EV turn. Free to move on 18PD to join 190 FA Group. May aid defense of any 5C unit prior to release.
155G 11 190 51 150 ²	5C 3 78 140 2	155H 9 78 140 2	105H 7 78 31 40 ²	105H 7 78 303 40 ²	78 1412	460AW 5C 459	460AW 5C 459	1A 2 Rpt 78 369	78 546	303 348	78 546	883 TD 78 958	
18PD-N1	16MO	Note 2	Note 2	Note 2	IP5-N2	17AF	16EV	Note 3	Note 2	SP-N2	Note 2	Note 2	Note 2: Released by Instant Reaction. Unit may only move 1 hex or ½ of its MF until released. May unit moves, the hex may not be left vacant. May not attack until released. See section 96.5.
A11-8803	A12-8903	A13-8307	A13-8307	A14-8506	A15-8804	A16-8904	A16-8904	A17-8508	A18-7812	A19-8310	A20-7913	A21-8311	Note 3: Attached to 78ID. Released per Note 2
709 78 1548	78 546	105H 7 5C 3101 3101 140 96 140 2	105H 7 5C 146 146 102 102 102 102	5C 102 102 78 3091 3091 3091 3091	78 546	78 546	78 346	5C 102 102 78 102 102	5C 102 102 78 102 102	114G 9 406 406 296 296	5C 459	155H 9 406 406 958	
Note 2	Note 2	Note 2	Note 2	16MO	Note 2	Note 2	Note 2	FI-16MO	17AF	16EV	17AF	16EV	Note 4: After placement flip to Fort side. For description of Dispersed units in Forts see section 96.2.
A22-8410	A22-8410	A23-8609	A23-8609	A24-8113	A25-8411	A26-8610	Instant Reaction Release: The US units on the Monschau Setup Chart with hex designations A01-A16 are released instantly if at any point during any turn the US cannot trace a supply road into Mutzenich. This reaction does not trigger if the supply roads are cut by VDH units only.						
5C 398 445	105H 7 961 31 40 ²	395 11 96 546	105G 14 96 200 51 50 ³	155H 9 96 96 41 50 ²	96 1412								
17AF	16EV-N5	FI-16MO	16MO-N4	16EV	16EV	FI-16MO							Note 5: Attached to 2ID thru 17EV turn; moves with 2ID thru 17EV. Reverts to 190FAG control on the 18PD turn. May aid the defense of any 5C unit prior to release.

Note 1: Attached to 78ID thru 17EV turn. Free to move on 18PD to join 190 FA Group. May aid defense of any 5C unit prior to release.

Note 2: Released by Instant Reaction. Unit may only move 1 hex or 1/2 of its MF until released. If unit moves, the hex may not be left vacant. May not attack until released. See section 96.5.

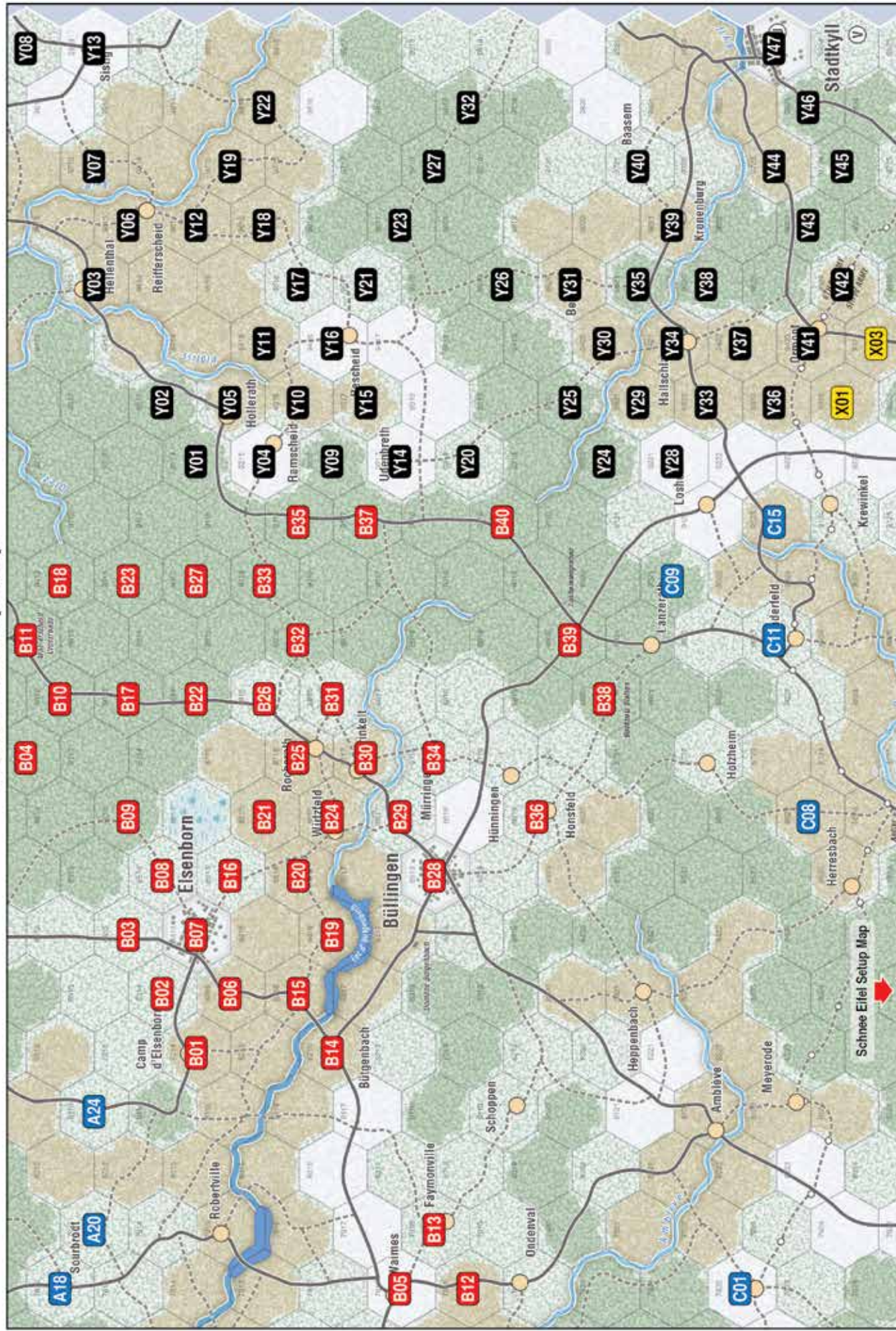
Note 3: Attached to 78ID. Released per Note 2.

Note 4: After placement flip to Fort side. For description of Dispersed units in Forts see section 96.2.








































































Note 5: Attached to 2ID thru 17EV turn; moves with 2ID thru 17EV. Reverts to 190FAG control on the 18PD turn. May aid the defense of any 5C unit prior to release.

Instant Reaction Release: The US units on the Monschau Setup Chart with hex designations A01-A16 are released instantly if at any point during any turn the US cannot trace a supply road into Mutzenich. This reaction does not trigger if the supply roads are cut by VDH units only.

Losheim Setup Map



Losheim Setup Chart - Germans

Y01-9214	Y01-9214	Y02-9314	Y02-9314	Y03-9513	Y04-9215	Y04-9215	Y05-9315	Y05-9315	Y06-9613	Y07-9713	Y08-9912	Y08-9912	Y09-9216	Y10-9316
														
4 3 6	4 3 6	4 3 6	4 3 6	4 3 6	4 3 6	4 3 6	4 3 6	4 3 6	4 3 6	4 3 6	4 3 6	4 3 6	4 3 6	4 3 6
16MO	16MO	16AF	16AF	16AF	16MO	16MO	16AF	16AF	16MO	16MO	16MO	16MO	16MO	16MO
Y10-9316	Y10-9316	Y11-9415	Y11-9415	Y11-9415	Y12-9614	Y13-9913	Y13-9913	Y14-9217	Y15-9317	Y16-9416	Y17-9516	Y18-9615	Y19-9715	
														
3(1)30 ²	3(1)30 ²	4(6)48	6(1)40 ¹	6(1)40 ¹	6(1)50 ²	9(5)8	9(5)8	4 3 6	4(6)48	8(1)40 ¹	5(1)50 ²	5(1)50 ²	5(1)50 ²	4(1)40 ²
16AF	16AF	16AF	16AF	16AF	Note CN	16MO	16MO	16MO	16AF	16AF	16MO	Note CN	16AF	16AF
Y20-9218	Y20-9218	Y21-9517	Y21-9517	Y22-9815	Y23-9617	Y24-9220	Y25-9320	Y25-9320	Y26-9519	Y27-9718	Y28-9221	Y28-9221	Y29-9321	
														
1 3 7	4 3 6	(1)30 ¹	3(1)40 ²	5(1)40 ²	4(6)48	5 4 6	8(1)40 ¹	8(1)40 ¹	5(1)40 ²	2(1)40 ⁴	5 4 6	5 4 6	3 4 7	
16MO	16MO	16MO	16AF	16AF	16AF	16MO	16AF	16AF	16AF	Static	16MO	16MO	16MO-RES	
Y29-9321	Y29-9321	Y30-9420	Y30-9420	Y31-9520	Y31-9520	Y32-9818	Y33-9322	Y33-9322	Y34-9421	Y35-9521	Y36-9323	Y36-9323	Y36-9323	
														
5 4 6	5 4 6	6(1)40 ¹	6(1)40 ¹	6(1)40 ¹	5(1)40 ²	5 4 8	3(1)50 ⁴	4 3 6	4 3 6	4(1)60 ²	2(1)40 ²	4 3 6	4 3 6	4 3 6
16MO-Res	16MO-Res	16AF	16AF	16AF	16MO	16MO	16AF	16MO	16MO	Note CS	16AF	16MO	16MO	16MO
Y37-9422	Y37-9422	Y37-9422	Y37-9422	Y38-9522	Y38-9522	Y39-9621	Y40-9721	Y41-9423	Y42-9524	Y43-9623	Y44-9723	Y45-9724	Y46-9823	
														
3(1)30 ²	3(1)30 ²	3(1)30 ²	(1)30 ¹	4(1)40 ²	3(1)40 ²	3(1)40 ²	*5(4)0 ²	3 3 8	4(6)38	5(1)50 ²	6 5 8	4(1)50 ²	4(6)48	*4(1)50 ²
16AF	16AF	16AF	16MO	16AF	16AF	16AF	Note C9	16MO	16MO	Note CS	16MO	Note CS	16AF	Note C2

Y47-9923



16MO-Res: The unit is In-Reserve at start. It is released for movement during the 16MO Exploitation Segment without command by a leader.

1SS Corps: 4NW, 9NW, 388FA and 402FA - on 16MO may fire to support any 1SSK unit. NW units fire per 45.0. FA units fire per 46.0.

Note CN: On 16MO may only fire to support the 277VG. Released on 16AF.

Note CS: On 16MO may only fire to support the 12VG or 3FJ. Released on 16AF.

Note C9: On 16MO may only fire to support the 277VG. Remove after turn.

Note C2: On 16MO may only fire to support the 12VG or 3FJ. Remove after turn.

Photocopy this chart at 100% or larger in order to set up units on it.

The map displays a hexagonal grid with a coordinate system. The horizontal axis is labeled with letters A through Y, and the vertical axis is labeled with numbers 01 through 47. The map shows a network of roads and rivers in the Eifel region. Key locations marked include Eisenborn, Büllingen, Stadtkyll, and many smaller towns and villages. A red arrow points to the 'Schnee Eifel Setup Map' in the bottom right corner.

Schnee Eitel Setup Map

Losheim Setup Chart - Americans

B01-8214	B02-8314	B03-8413	B04-8712	B05-7817	B06-8315	B07-8414	B07-8414	B07-8414	B08-8514	B09-8613	B10-8812	B11-8912	B12-7818	B12-7818
6 5 6	6 5 6	6 5 6	6 5 6	6 5 6	6 5 6	6 5 6	6 5 6	6 5 6	6 5 6	6 5 6	6 5 6	6 5 6	6 5 6	6 5 6
16AF-N8	16AF-N8	16AF-N8	16AF-N8	16AF-N8	16AF-N8	16AF-N8	16AF-N8	16AF-N8	16AF-N8	16AF-N8	16AF-N8	16AF-N8	16AF-N8	16AF-N8

B13-7918	B14-8216	B15-8316	B16-8515	B17-8813	B18-9012	B19-8416	B20-8516	B21-8615	B22-8814	B23-9013	B24-8616	B25-8716
3 4 9	3 4 9	3 4 9	3 4 9	3 4 9	3 4 9	3 4 9	3 4 9	3 4 9	3 4 9	3 4 9	3 4 9	3 4 9
16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10

B26-8815	B27-9014	B28-8518	B29-8617	B30-8717
4 5 9	4 5 9	4 5 9	4 5 9	4 5 9
16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10

B31-8816	B32-8916	B33-9015	B34-8718	B35-9116
4 6 5 8	4 6 5 8	4 6 5 8	4 6 5 8	4 6 5 8
16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10

B36-8619	B37-9117	B38-8820	B39-8920	B40-9119
2 3 5 8	2 3 5 8	2 3 5 8	2 3 5 8	2 3 5 8
16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10

C01-7822	C08-8623	C09-9021	C11-8923	C15-9123
5 3 6	5 3 6	5 3 6	5 3 6	5 3 6
16AF-N10	16AF-N10	16AF-N10	16AF-N10	16AF-N10

Note 6: Must move to Krinkelt on 16AF. If possible, must build IP6 on 16EV and SP on 17PD. Released on 17MO or if German adjacent.

Note 7: Free to move on 17AF. Released earlier, if German unit moves adjacent to the road that runs from Wahlerscheid Crossroads (8912) to Wirtzfeld (8616). Exception: German units may enter hex 9011 without triggering early release.

Note 8: Must move to Hunningen, if possible. Moves with truck with 8MF on 16AF only. If unit cannot enter Hunningen, it may move elsewhere south of the Warche River, but not west of hex row 81xx. It is released on 17AF, unless released sooner by enemy unit moving adjacent. This is the ONLY Y unit of the 2ID that may cross south of the Warche. See 96.7 for details involving the 2ID.

Note 9: Must move into 8816, if possible. Must remain in 8816 until released on 17AF, or earlier due to enemy moving adjacent. If unit cannot enter 8816 on 16EV, it is free to move elsewhere north of the Warche. See 96.7 for details involving the 2ID.

Note 10: On the 16AF turn, unit must move towards St. Vith with 4MF. Unit must end 16AF turn on or south of the 6PZA-5PZA Boundary. On the 16EV turn, unit must enter St. Vith, after which it is free to move into hexes on or south of the Army Boundary.

Note 11: Must move into 8815, if possible. Must remain in 8815 until released on 17AF, or earlier due to enemy moving adjacent. If unit cannot enter 8815 on 16EV, it is free to move elsewhere north of the Warche. See 96.7 for details involving the 2ID.

Note 12: Attached to 2ID on 16MO. On 16AF enter March Order and add Strat Move marker. Must end 16AF turn on or south of 5PZA-6PZA Boundary. On the 16EV turn unit must enter St. Vith, after which it is free to move into hexes on or south of the Army Boundary.

Note 13: Released after a German unit moves adjacent. May be overrun by KGP, if in Honsfeld by itself; see 95.4.2 for details. This unit is one of the six units of 99ID that may operate south of the Warche-Ambieve.

Note 14: Attached to the 2ID until the start of the US 16AF turn. On 16AF enter March Order and add a Strat Move marker. The Strat Move marker is removed when the unit begins a turn south of the 6PZA-5PZA Boundary, or on the 17PD turn.

Note 15: Must move into Krinkelt, if possible. Released on 17AF. If unit cannot enter Krinkelt, it is free to move elsewhere north of the Warche.

Note 16: The 134 Heavy AA and the 413 Heavy AA must follow the movement orders specified in 96.4c and 96.4d.

Note 17: Unit moves by truck using Strat Move on 16AF turn only.

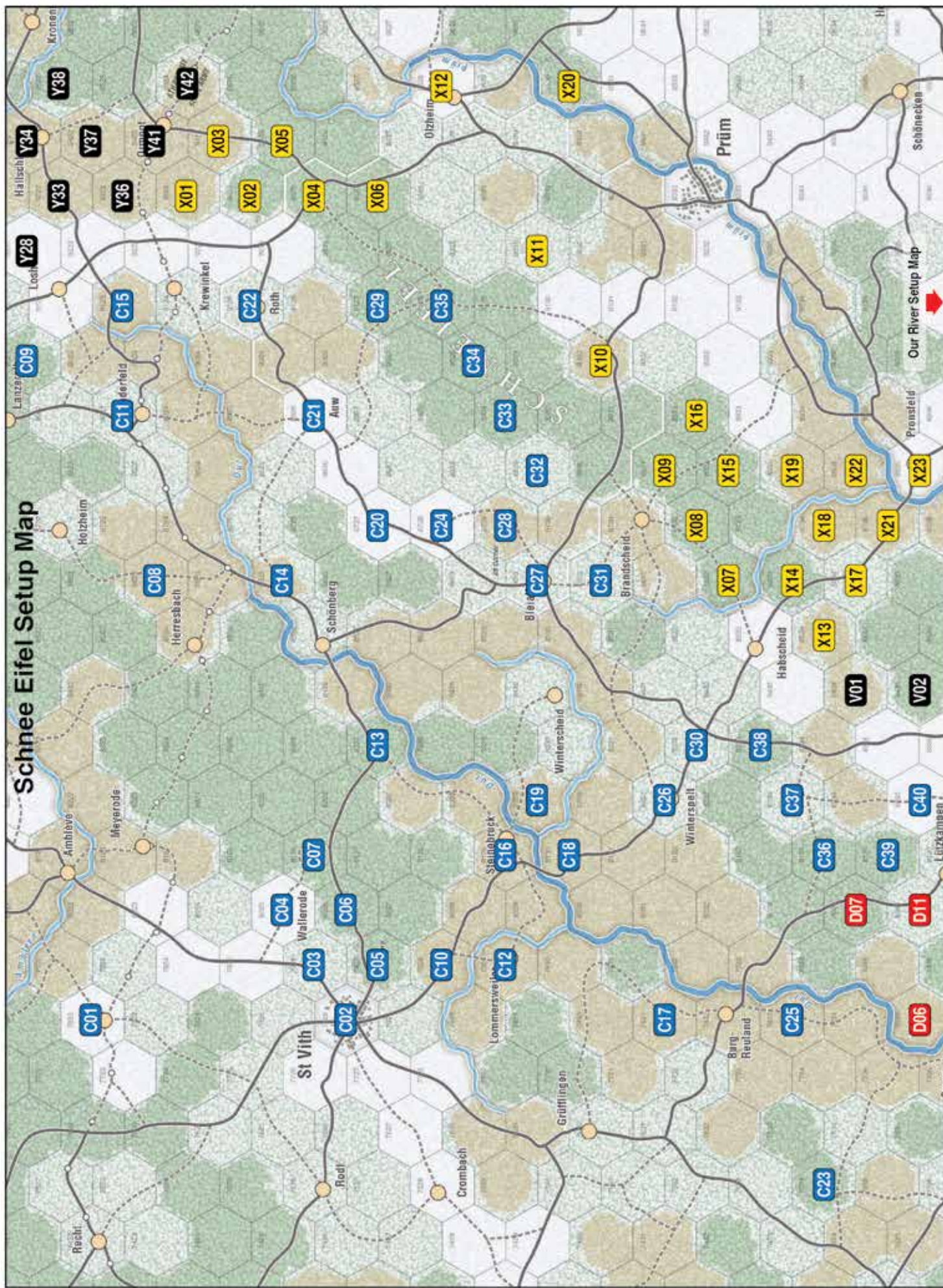
Note 18: This unit is one of the six units of 99ID that may operate south of the Warche-Ambieve. Green highlighted Note 18 - released 16MO.

Note 19: Flip to fort side after placement; see section 85.2. The Cavalry is attached to the 106ID through the end of the 17EV turn and may be supported by 106ID artillery until then. After the 17EV turn the Cavalry reverts to 8 Corps control.
































Instant Reaction Release: The US units on the Losheim Setup Chart with hex designations B01 through B40 are released instantly if the Germans capture Malmedy, or if a German combat unit crosses the Warche River between hex 8619 and 8316, inclusive.

Photocopy this chart at 100% or larger in order to set up units on it.

Schnee Eifel Setup Map



Schnee Eifel Setup Chart

X01-9324	X01-9324	X01-9324	X02-9325	X03-9424	X03-9424	X04-9326	X05-9425	X06-9327	X06-9327	X07-8632	X08-8732	X09-8831	X10-9030	X11-9229
														
4 4 8	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6	5 4 6
16MO	16MO	16MO	16MO	16MO-Res	16MO-Res	16MO-Res	16MO-Res	16AF	16AF	16MO	16MO	16MO	SP-16MO	SP-16MO
X12-9528	X13-8534	X13-8534	X14-8633	X14-8633	X14-8633	X15-8832	X16-8932	X17-8634	X17-8634	X18-8734	X18-8734	X19-8833	X20-9530	X20-9530
														
(1) 4 0 ¹	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6
16MO	16MO	16MO	16MO	16MO	16MO	16MO	16MO	16AF	16AF	16MO	16MO	16MO	16MO	16MO
X20-9530	X21-8735	X21-8735	X22-8834	X23-8835	X23-8835	X23-8835	X23-8835	X23-8835	X23-8835	X23-8835	X23-8835	X23-8835	X23-8835	X23-8835
														
4 4 8	6 1 4 0 ¹	4 1 3 0 ²	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6	5 3 6
16AF	16AF	16AF	16MO-Res	16MO-Res	16MO-Res	16MO-Res	16MO-Res	16AF	16AF	16MO	16MO	16AF	16MO	16MO

16MO-Res: The unit is In-Reserve at start. It is released for movement during the 16MO Exploitation Segment without command by a leader.

Note D: May only move by LXVI Corps Random Event.

C01-7822	C02-7826	C02-7826	C03-7926	C04-8025	C05-7927	C06-8026	C07-8126	C08-8623	C09-9021	C10-7928	C11-8923	C11-8923	C12-7929	C13-8327	C14-8625	C14-8625
																
5 3 6	(1) 3 0 ²	4 4 9	5 1 4 0 ³	(1) 5 0 ¹	5 1 4 0 ³	4 1 4 0 ²	5 1 4 0 ³	4 2 5 0 ¹	1 4 9	3 1 4 0 ²	2 4 9	2 3 4 8	(1) 5 0 ¹	3 5 8	(1) 3 0 ¹	4 1 3 0 ²
16AF-N17	16MO	16AF	16AF	16MO	16AF	16AF	16AF	16AF	Fi-Note19	16AF	Fi-Note19	16MO	16MO	16AF	16MO	Note 20
C15-9123	C16-8129	C17-7831	C18-8130	C19-8229	C20-8727	C21-8926	C22-9125	C23-7534	C24-8728	C25-7833	C26-8231	C26-8231	C27-8629	C28-8729	C29-9127	C30-8332
																
2 4 9	5 3 6	5 1 4 0 ³	3 1 3 0 ²	4 5 9	3 1 3 0 ²	1 3 8	2 4 9	(1) 5 0 ¹	3 1 3 0 ²	4 1 4 0 ²	(1) 3 0 ¹	1 3 8	2 3 4 8	1 3 8	5 3 6	1 3 6
Fi-Note19	16MO	16AF	16AF	16MO	Note 20	Note 21	Fi-Note19	16MO	Note 20	16AF	16MO	Note 21	Note 21	Note 21	IP5-N22	Note 21
C31-8630	C32-8829	C33-8929	C34-9028	C35-9128	C36-8134	C37-8233	C38-8333	C39-8135	C40-8235	C40-8235	C40-8235	C40-8235	C40-8235	C40-8235	C40-8235	C40-8235
																
1 3 12	5 3 6	5 3 6	5 3 6	5 3 6	2 3 6	2 3 6	2 3 6	1 3 6	2 3 6	2 3 6	2 3 6	2 3 6	2 3 6	2 3 6	2 3 6	2 3 6
SP-16MO	IP5-N22	IP5-N22	IP5-N22	IP5-N22	Note 21	Note 21	Note 21	Note 21	Note 21	Note 21	Note 21	Note 21	Note 21	Note 21	Note 21	Note 21

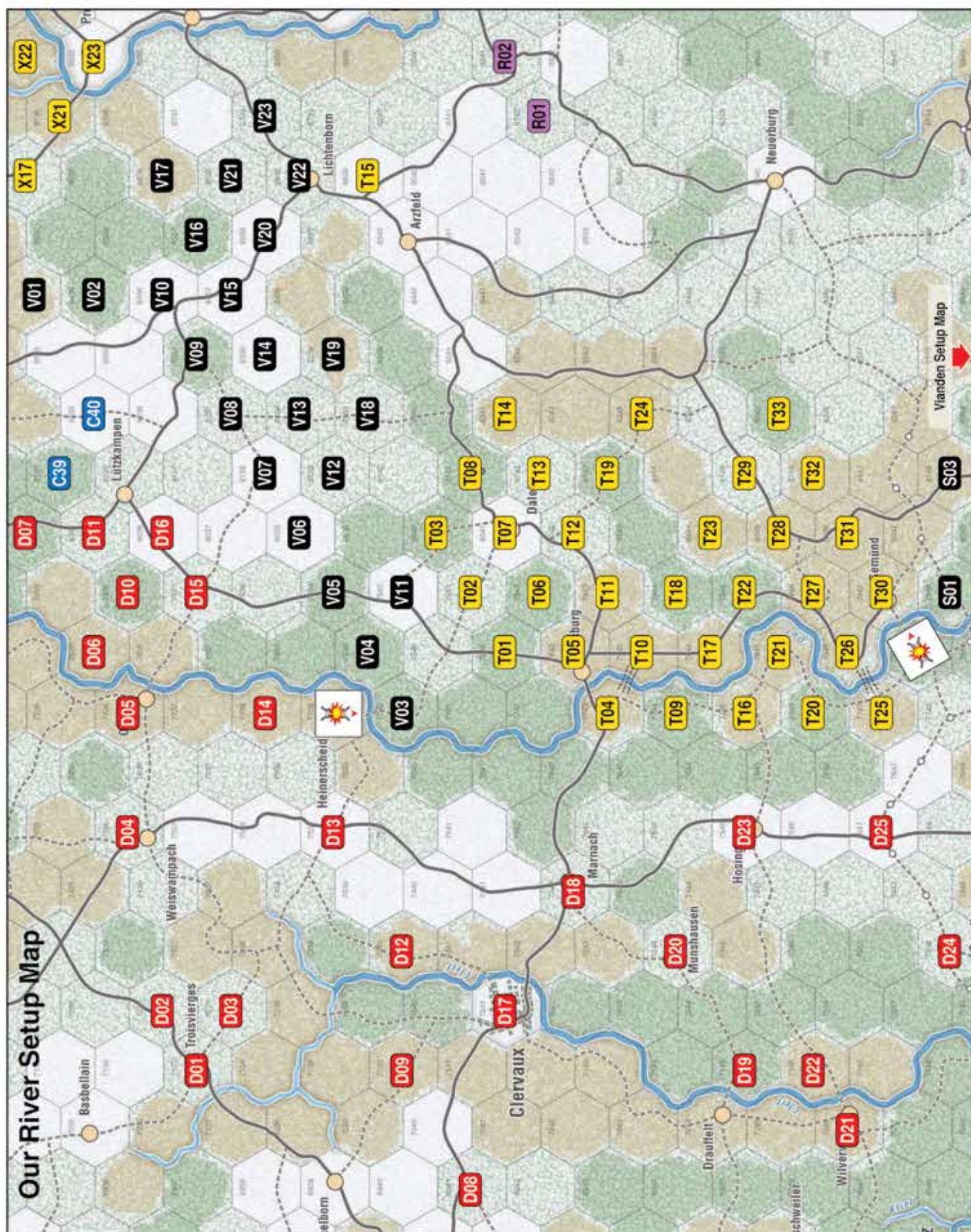
Note 17: Unit moves by truck using Strat Move on 16AF turn only.

Note 19: Flip to Fort side after placement. Free to move on 16MO. The Cavalry is attached to the 106ID through the end of the 17EV turn and may be supported by 106ID artillery until then. After the 17EV turn the Cavalry reverts to 8 Corps control.

Note 20: Free to move on 17MO or earlier, if a German moves adjacent.

Note 21: Flip to Fort side after placement. Free to move on 16MO; see 85.2.

Note 22: Free to move on 19PD, or earlier if released by random event.

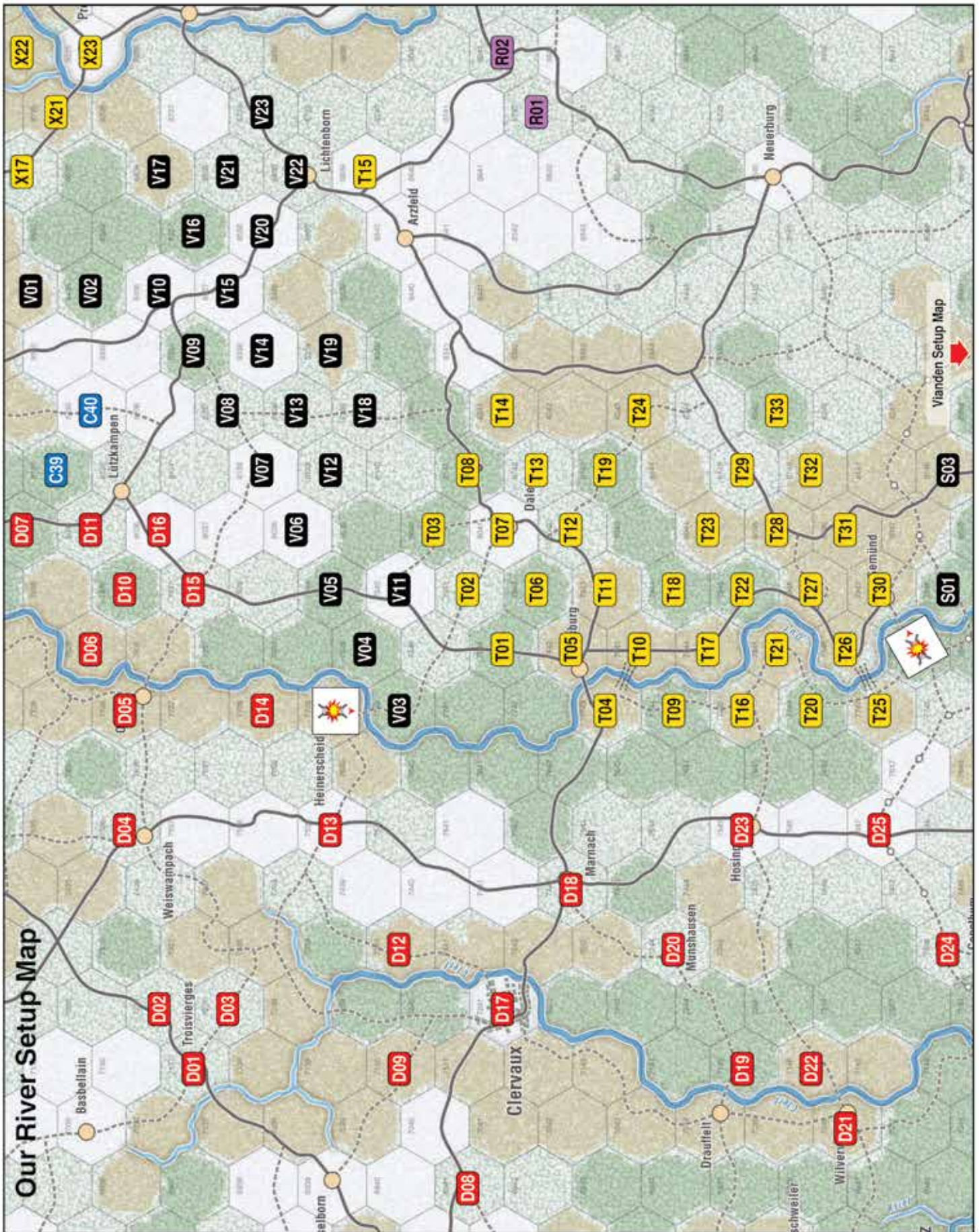


Our River Setup Chart - Germans

[illegible]

Photocopy this chart at 100% or larger in order to set up units on it.

16MO-Res: in-Reserve at start, Released on the 16MO exploitation segment without command by a leader.



Our River Setup Chart - German Rear Area

R01-8742	R01-8742	R02-8841
6 5 8	5 5 8	6 5 8
16MO-Res	16MO-Res	16MO-Res

The three Panzer Lehr units above are depicted on the Our River Setup Map.

8941	8941	9040	9040	9239	9239	9239	8942
6 5 8	8 5 8	6 5 8	8 5 8	4 4 8	(1) 5 0	3 5 9	4 4 8
16MO-Res	16MO-Res	16MO-Res	16MO-Res	16MO-Res	16MO-Res	16MO-Res	16MO-Res
8942	8942	9241	9241	9043	9043	9545	9545
(1) 5 0	2 4 9	4 5 8	4 5 8	5 5 8	4 5 8	4 6 5 8	(1) 5 0
16MO-Res	16MO-Res	16MO-Res	16MO-Res	16MO-Res	16MO-Res	16MO-Res	16MO-Res

The German units within this box are not shown on the Our River Setup Map. They are set up to the east of hex row 8800. The placement hex is shown above the unit.

16MO-RES: the unit moves during the 16MO Exploitation Segment without command by a leader.

Note J: The Jagd Panther Step represents those of the 559PzJ Battalion on hand on the 16MO Turn. Additional Jagd Panthers are in transit and will reinforce the Step. The unit moves per the 16MO-Res note.

Our River Setup Chart - Americans

D01-7137	D01-7137	D02-7236	D03-7237	D04-7536	D05-7736	D06-7835	D07-8034	D08-6941	D09-7140	D10-7936	D11-8035	D12-7340	D13-7539
(2) 4 9	16 4 8	6 4 8	3 4 8	2 5 8	(1) 5 0	3 (1) 4 0	1 4 8	5 4 6	4 (1) 4 0	1 4 6	2 4 6	1 4 6	1 4 6
Note 24	Note 24	Note 24	Note 24	Note 25	16MO	16AF	SP-16MO	Note 25	Note 26	Note 21	Note 21	Note 21	Note 21
D14-7738	D15-7937	D16-8036	D17-7241	D18-7442	D19-7145	D20-7344	D21-7046	D22-7146	D23-7545	D24-7348	D25-7547	7947	
5 4 6	5 4 6	2 4 6	(1) 5 0	2 (3) 4 8	4 5 9	1 4 6	3 5 8	3 (1) 4 0	2 4 6	2 4 6	2 4 6	1 4 6	
Fi-16MO	Fi-16MO	Note 21	SP-16MO	Note 21	SP-16MO	Note 21	16AF	16AF	Note 21	Note 21	Note 21	Note 21	

Note 21: Flip to fort side after placement; see section 85.2. Free to move on 16MO.

Note 23: Many of the American units above can be released early by Random Events.

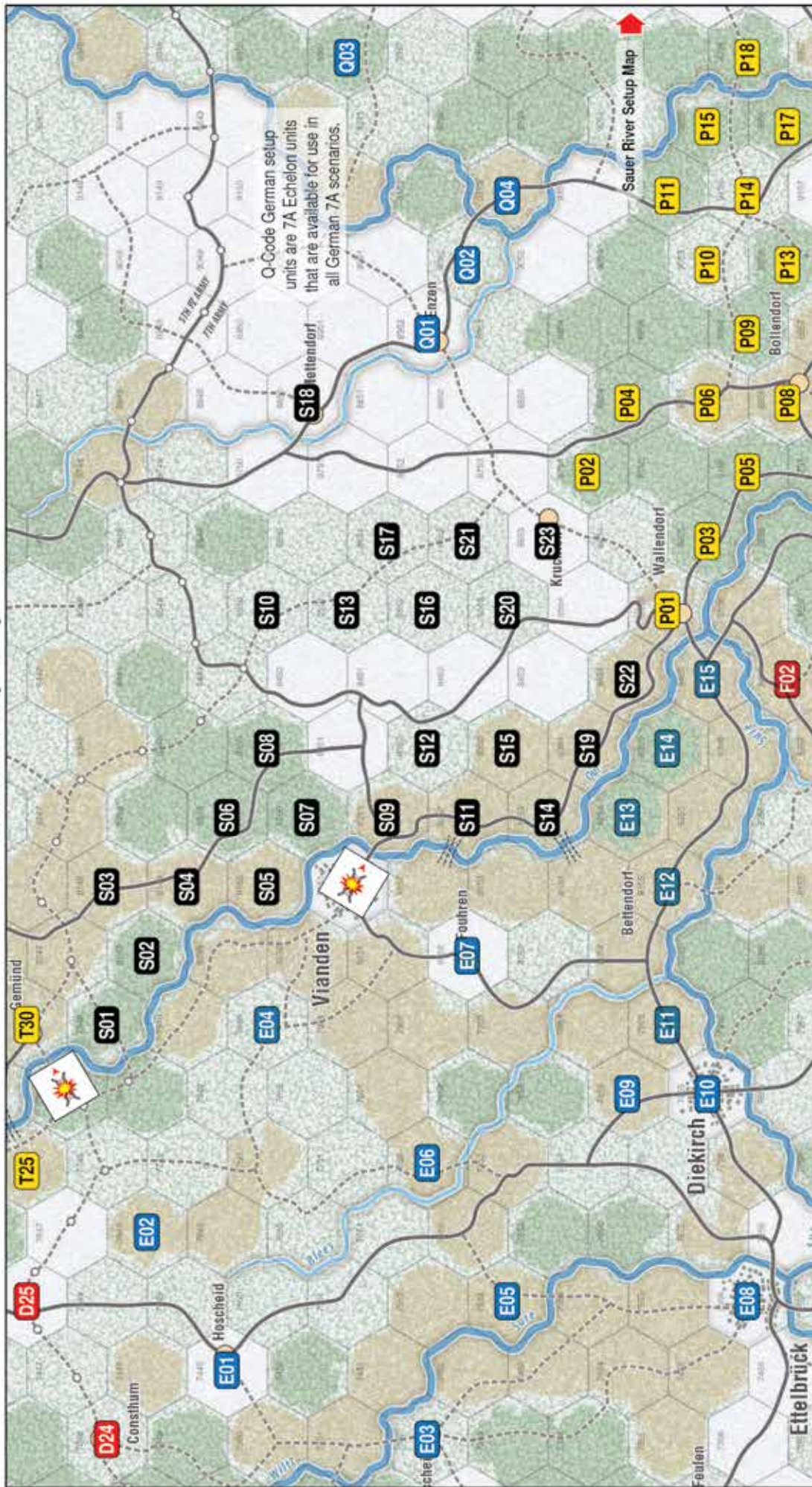
Note 24: Released 17MO or immediately after a German unit crosses west of the Clerf River.

Note 25: Released 16EV or immediately after a German unit crosses west of the Clerf River.





































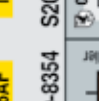














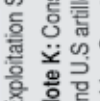
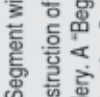
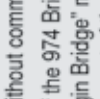
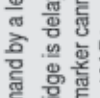
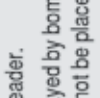
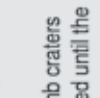
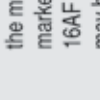
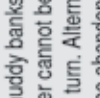
Note 26: Free to move on 16EV. Attached to the 28ID until the end of the 16EV turn. The unit returns to the control of the 174 FA Group HQ on the 17PD turn.

Photocopy this chart at 100% or larger in order to set up units on it.

Vianden Setup Map



Vianden Setup Chart

S01-7948	7848	S02-8048	S03-8148	S03-8148	S04-8149	S05-8150	S06-8249	S06-8249	S07-8250	S08-8350	S09-8251	S09-8251	S09-8251	8151
														
16MO	16AF	16MO	16AF	16AF	16MO	16MO	16MO	16AF	16AF	16MO	16AF	Note K	Note L	
S10-8550	S10-8550	S11-8252	S11-8252	S11-8252	S12-8352	S12-8352	S13-8551	S14-8253	S14-8253	S14-8253	S15-8353	S15-8353	S15-8353	S15-8353
														
16AF	16AF	Note M	16MO-Res	16MO-Res	16AF	16AF	16AF	16AF	16MO	16MO	Note O	Note M	16MO-Res	16AF
S16-8552	S17-8651	S17-8651	S18-8850	S18-8850	S19-8354	S20-8553	S20-8553	S21-8652	S21-8652	S22-8454	S22-8653	S22-8653	S22-8653	S22-8653
														
16AF	16AF	16AF	16AF	16AF	16MO	16MO	16AF	16AF	16AF	16AF	16MO	16MO	16AF	16MO
Q01-8952	Q02-9052	Q03-9351	Q03-9351	Q03-9351	Q04-9153	Q04-9153	Q04-9153	Q04-9153	Q04-9153	Q04-9153	Q04-9153	Q04-9153	Q04-9153	Q04-9153
														
Static-NP	Static-NP	16MO-NP	16AF-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP
Static-NP	Static-NP	16MO-NP	16AF-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP	16MO-NP

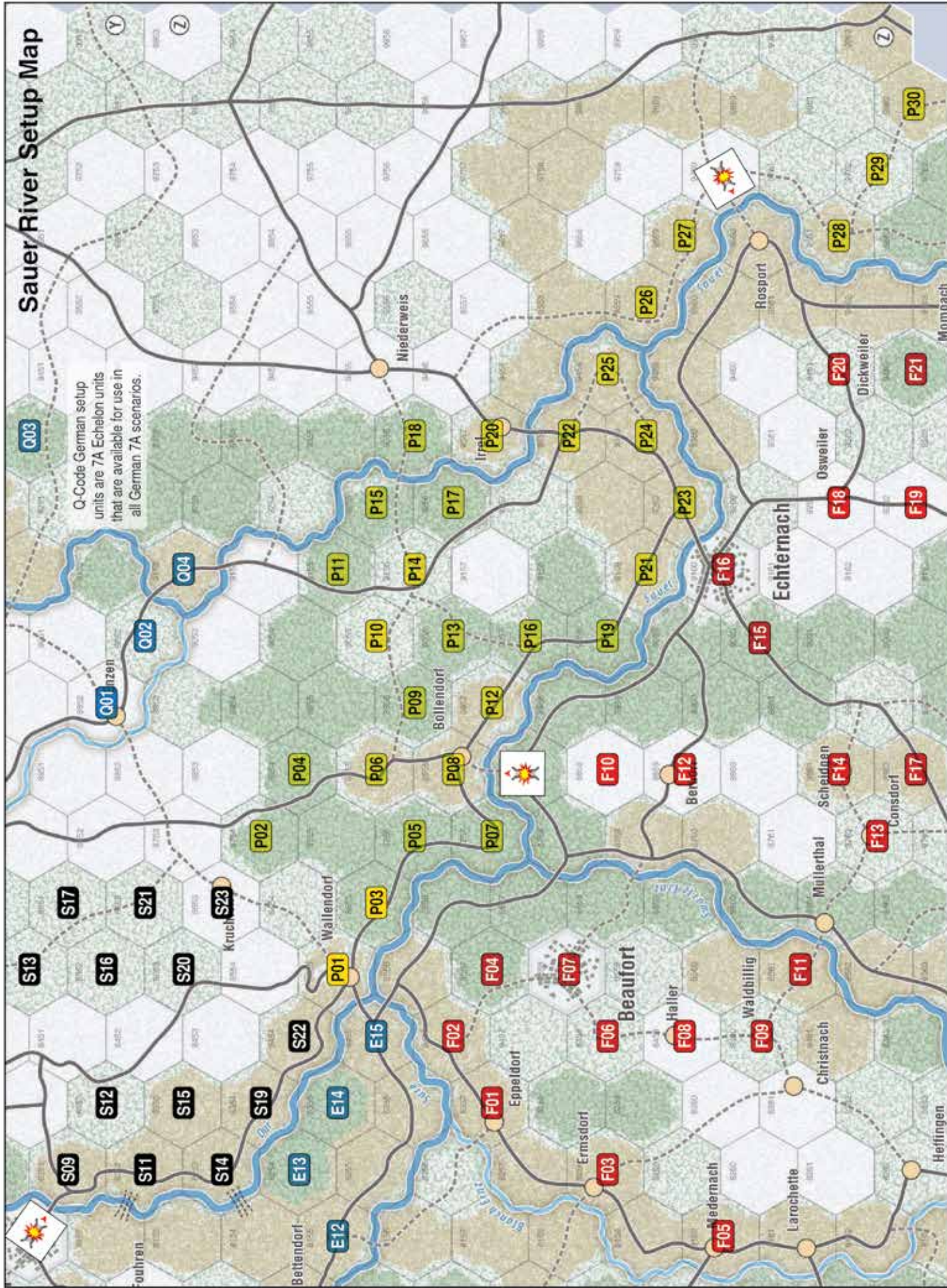
Note N: The 964 Bridge is being placed at the Gentingen Ford, but the muddy banks and U.S. artillery delays the work. A

Note 21: Flip to fort side after placement; see section 85.2. Free to move on 16MO.

Photocopy this chart at 100% or larger in order to set up units on it.

Sauer River Setup Map

Q-Code German setup units are 7A Echelon units that are available for use in all German 7A scenarios.



Sauer River Setup Chart

P01-8555	P01-8555	P01-8555	P02-8754	P03-8655	P04-8854	P05-8756	P06-8855	P06-8855	P07-8757	P08-8856	P08-8856	P09-8956	P09-8956	P10-9055	P11-9155
16MO	Note Q	Note R	Note R	16MO	16AF	16MO	16AF	16MO	16AF	16MO	Note S	16AF	16AF	16AF	16MO
P11-9155	P12-8957	P12-8957	P12-8957	P13-9056	P13-9056	P14-9156	P15-9255	P16-9057	P17-9256	P17-9256	P18-9356	P19-9058	P19-9058	P19-9058	P19-9058
16AF	16AF	16AF	16AF	16AF	16AF	16AF	16AF	16AF	16AF	16AF	16AF	16AF	16AF	16AF	Note T
P20-9357	P21-9159	P22-9358	P23-9259	P24-9359	P25-9458	P26-9559	P27-9659	P28-9661	P29-9762	P30-9862	Q01-8952	Q02-9052	Q03-9351	Q03-9351	Q04-9153
16MO	16MO	16AF	Note U	Note V	16MO-Res	16MO	16MO-Res	16MO	Note W	Note W	Static-NP	Static-NP	16AF-NP	16AF-NP	Static-NP
<p>16MO-Res: The unit is In-Reserve at start. It is released for movement during the 16MO Exploitation Segment without command by a leader.</p> <p>Note P or NP: Q Code Setup Units are available for use in all 7A Scenarios. They are shown on the Vianden Setup Map/Chart and the Sauer River Setup Map/Chart.</p> <p>Note Q: The Engineers building a bridge at Wallendorf are delayed for many reasons. A "Begin Bridge" marker may not be placed until the Bridge Construction Segment of the 16AF turn. The construction attempt must continue until the bridge is completed, or destroyed, or until a bridge is constructed at Bollendorf. Flip the bridge to the completed side, if and when conditions are met; see 60.3.</p> <p>Note R: The Engineers that start in this hex cannot move until the bridge at Wallendorf is completed, or destroyed, or until a bridge is constructed at Bollendorf.</p> <p>Note S: The battalions of the 276/987 infiltrate the Swartz Ernz Gorge on the 16MO and 16AF turns. This is the only way that these two units may move from their start hex. See Scenario section 74.3.3.</p>															
F01-8357	F02-8456	F03-8258	F04-8557	F05-8160	F06-8458	F07-8558	F08-8459	F08-8459	F09-8460	F10-8858	F11-8561	F12-8859	F13-8762	F13-8762	F13-8762
16MO	Note 21	16MO	Note 21	16MO	16MO	Note 21	16MO	16MO	16MO	Note 21	16MO	Note 21	16MO	16MO	16MO
F13-8762	F14-8861	F14-8861	F15-9060	F16-9160	F16-9160	F17-8862	F18-9261	F19-9262	F20-9461	F21-9462	8555	8857	9160	9660	Off Map
16AF	16MO	Note 21	Note 21	Note 21	Note 21	16AF	Note 21	16AF	Note 21	Note 21	16AF	Note 21	Note 21	Note 21	See 76.1c

Note 21: Flip to Fort side after placement. May move on 16MO. See section 76.2.

Introduction to End Game Scenarios

Design: The end game scenarios have been designed so that they may be merged together to form an End Game Campaign Game involving the play of 5PzA and the German 7A versus the US 1A and 3A. There are five end game scenarios; however, the start times are staggered as explained below. Players may start with single scenarios and later combine all five into an End Game Campaign.

Start Dates: the scenarios start on 22Dec or 23Dec. These types of scenarios are difficult to design due to the problems associated with finding the unit positions after they have moved around for a week. Also, as stated previously, there is the war game issue of perfect intelligence, which is worse for scenarios that start later than 16Dec. In later scenarios, players can see weak areas that could not be seen by their historical counterparts. Also, players have perfect knowledge of the arrival of reinforcements. As a result, scenario rules include historical intelligence limitations.

Unit Locations. Much research was required in order to locate the positions of the units that appear in the end game scenarios. The front line units and HQ's were the easiest to find, although those who spent hundreds of hours on the scenarios would say that easy is a relative term. Tank destroyers and engineers were usually not too hard to find. Artillery units were rarely found, so we had to resort to extrapolation based upon doctrine to position them. Anti-aircraft unit locations were rarely found in the major sources, so time consuming searches were necessary to find most locations.

Sepp Excluded. As the first week of the Bulge drew to a close, the 5PzA had experienced some success, while the 6PzA had achieved little. Eventually, Rundstedt and Model decided to shift 6PzA units south and to focus on the limited success achieved by the 5PzA. As such, the end game scenarios do not include the stalemated situation north of the 5PzA-6PzA Boundary.

Southeast Excluded. Due to the weakness of the German LXXX Corps and the firm resistance of the 4ID, 9CCA and 10AD, the battle east of the Alzette and south of the Sure became a stalemated situation. The units are packed into a small area and there is little space for maneuver. For this reason, the area in the southeast with the German LXXX Corps and the US 12 Corps is excluded from the end game scenarios.

End Game Scenario Units. There are many small units with a PR designation on the counter. These units are used in the End Game Scenarios only.

The Race to the Meuse

Scenario begins with German 22MO Turn.

110.0 Briefing

111.0 Scenario Parameters

112.0 Scenario Rules for German 5PzA

113.0 Scenario Rules for US vs the 5PzA

114.0 Allied Areas of Operation (AO)

110.0 Briefing

A Fuel convoy arrives for the 2nd Panzer Division on the morning of 22Dec. Kampfgruppe Von Bohm is fueled first and moves out on 22MO, followed by Kampfgruppe Cochenhausen on 22AF, and finally, the rest of 2Pz on 22EV. Panzer Lehr, which has been tasked

to cover the left flank of 2Pz, has an interesting day on 22Dec. Lehr Recon takes out the 58FA Bn, while other elements of Lehr capture a great deal of American equipment and supply on 22PD and 22MO. Lehr, minus Kampfgruppe 901, which is attached to 26VG, rests and regroups on 22AF. Eventually, on 22EV, Lehr moves out unopposed via open roads south of St.Hubert. The right flank of 2Pz is expected to be covered by 116Pz, which starts 22Dec stuck in the forest between Hotton and Samree.

111.0 Scenario Parameters

111.1 Timeframe

The scenario begins with the German 22MO turn and ends with the Allied 26EV turn.

- Ground Conditions are Firm 22MO-22AF; to be determined on 22EV-23PD; and Frozen 23MO-26EV.
- Atmospheric Conditions to be determined 22MO-23PD and then Clear 23MO-26EV.

111.2 Maps Required

The northwest, southwest and south central maps are required.

111.3 Aircraft Allocation

Aircraft are allocated for this scenario in accordance with the chart below. When two aircraft are allocated to the British 30C or the US 7C, one of the Aircraft must Strafe.

	23MO	23AF	24MO	24AF	25MO	25AF	26MO	26AF
XLVII	1	1	1	1	1	1	1	0
British	1	1	2	2	1	1	1	1
US 7C	0	0	2	2	2	2	2	2

111.4 German Participants

Setup Charts and Reinforcement Charts for the Germans are found in the Play-aid Book.

- See Setup Chart 2nd Panzer on page 33.
- See Setup Chart 5PzA - XLVII Corps - Panzer Lehr on page 34.
- See German Reinf Chart 4. The entire 9Pz Division is attached to the XLVII and placed within two hexes of Champlon on 23EV in Resting Status with half movement. Rule 105.8c is not used.

111.5 American Participants

Setup Charts and Reinforcement Charts for the Allies are found in the Play-aid Book.

- See Setup Chart Allies on page 35.
- See Allied Reinforcement Chart 3 for 22 units of the Brit 43ID and 34T. They may be set up north of the Sambre-Meuse Rivers.
- See Allied Reinforcement Chart 4 for 18 units of the Brit 53ID. They may be set up south of the Sambre and west of the Meuse.
- See Allied Reinforcement Chart 4 for 7C Engineer units that arrive on the 22MO turn, identified by Note 69.
- See Allied Reinforcement Chart 5 for British and American units arriving in the north on the 22AF turn and 22EV turn.
- See Allied Reinforcement Chart 6 for the following units:
 - Units arriving on the 23PD turn, identified by Note 80.
 - Units arriving on the 23MO turn, identified by Note 69.
 - Units arriving on the 23AF turn, two 1A Engineer Bn's.
 - Units arriving on the 24PD turn, three 118 Infantry Bn's.

g. See Allied Reinforcement Chart 7 for the 774 Tank Bn.

111.6 Applicable Scenario Specific Rules

- a. 112.0 Scenario Rules for German 5PzA
- b. 113.0 Scenario Rules for US vs the 5PzA
- c. 114.0 Allied Areas of Operation (AO)

111.7 Victory Conditions

111.7.1 Race to the Meuse Played Standalone

- a. **Allied Victory.** Germans do not attain their Victory Conditions.
- b. **German Marginal Victory.** At the end of any game turn that ends on 24PD or later, the following conditions must be met:
 - 1) Occupy Wellin with four steps of AFV and/or Infantry in any status for flank security along the 7A Boundary road from the L'Homme to Beauraing.
 - 2) German units in any status occupy Beauraing, Feschaux, Mesnil-St-Blaise and Falmignoul.
 - 3) German units in any status occupy Dinant, Yvoir, Spontin, Braibant, Ciney, Pessoux, Netinne, Hogne, Aye and Harimont.
- c. **German Substantial Victory.** Attained the instant a German AFV enters a hex across the Meuse from Givet to Huy.

111.7.2 Race to the Meuse - Salm and the Ourthe Together

- a. **Allied Victory.** The Allies win by preventing the Germans from attaining any type victory.
- b. **German Marginal Victory.** Achieve the same conditions listed in 111.7.1b plus the following conditions: Germans in any status occupy Marche, Heure, Baillonville, Noiseux, Grand Han, Petit Han, Durbuy, Barvaux, Weris, Mormont, Manhay, Malempre and Parker's Crossroad; Germans hold a bridge from 4123 into Noiseux.
- c. **German Substantial Victory.** Same as 111.7.1c.

112.0 Scenario Rules for German 5PzA

If there is no entry below with respect to the participating German formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

112.1 German Rested Status

German HQ other than Lehr begin with a Rested marker.

112.2 German Comm Status

- a. All German units are In Comm on the 22MO turn.
- b. Starting on 22AF, Comm is traced per the rules except as follows: Comm need not be traced from Corps HQ to Army HQ; and, KGC traces Comm as explained in 112.5

112.3 German Supply Status

- a. All German units are In Supply on 22MO, 22AF and 22EV.
- b. Starting on 23PD, Supply is traced in accordance with the rules except for Kampfgruppe Cochenhausen as explained in 112.5.
- c. **The Germans begin rolling for Low Fuel on 24MO. The penalty for Low Fuel in this scenario is that of section 9.15b. The penalties of section 11.0 - f, g, h and i are not used.**

112.4 XLVII Corps Artillery

- a. The 15NW Bde and the 766 VAK may assist the attack on Bastogne on the 22MO, 22AF and 22EV turns.

- b. On 23PD, one of the formations above must leave to assist the Race to the Meuse, while the other must remain to assist in the reduction of Bastogne. German Choice of formation.

112.5 Kampfgruppe Cochenhausen

At the start of the Ardennes Offensive, KGC consisted of a Panther Bn, a Panzer Grenadier Bn, an Artillery Bn, and two Companies of Anti-Aircraft; however, by 24Dec, KGC was commanding the preceding plus the Recon Bn and two more artillery battalions; see the Setup Chart 2nd Panzer; see Setup Chart 2nd Panzer, page 33 in the Play-aid book.

- a. From 23PD through 24EV, the KGC HQ is automatically In Comm and In Supply. Subordinate units trace Comm and Supply to the KGC HQ. Starting on 25PD, the KGC HQ traces Supply per the rules and Comm to the 2Pz HQ or XLVII HQ.
- b. **The KGC HQ can issue "Hold at all Costs" commands during combat to KGC subordinate units In Comm.**

112.6 Foot Infantry with Captured Trucks

The 2Pz/304 Infantry/Battalion I and the 9Pz/10 Infantry/Battalion II are equipped with captured trucks. See 105.1.3 for the use of captured trucks.

112.7 Panzer Lehr

Panzer Lehr was overrunning and capturing vehicles, equipment and supplies beyond the Bastogne perimeter on 26PD and 26MO. Meanwhile, Lehr scouts found that the roads west through Pironpre and Amberloup were thoroughly compromised by American Engineers and that extensive road work would be required before they could be used by vehicular units. On the other hand, Lehr scouts also found that a secondary road through Remagne and Moiricy was undefended and unmolested. On 22AF, the main body of Panzer Lehr rested and regrouped. The setup positions depicted on the Setup Chart Panzer Lehr reflect the situation and Rested Status at the end of the 22AF turn. On 22EV, Panzer Lehr must leave the Bastogne area via an unimpeded southern route through Morhet, Vaux-les-Rosieres, Remagne and Moiricy.

112.8 Territorial Limitations

Units of the XLVII Corps may not move south of the 5PzA-7A Boundary.

113.0 Scenario Rules for US vs 5PzA

If there is no entry below with respect to the participating Allied formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient

113.1 Allied Rested Status

All Allied HQ begin the scenario with a Rested marker.

113.2 Allied Comm Status

- a. All Allied units are In Comm on the 22MO turn.
- b. Starting 22AF, Comm is traced per the rules except as follows: Comm need not be traced from Corps HQ to Army HQ.; and, 1A Echelon units are "In Comm" if able to trace a Supply Path of ten hexes or less to a Supply Road that exits the north edge.

113.3 Allied Supply Status

All Allied units are In Supply on 22MO, 22AF and 22EV. On the 23PD turn and later, Supply is traced in accordance with the rules except as follows: 1A Echelon units are “In Supply” if able to trace a Supply Path of ten hexes or less to a Supply Road that exits the north edge.

113.4 Rochefort

The Defensive Position at Rochefort is a Strong Point. As long as the 335 CP remains, it can call for “Hold at all Cost.”

113.5 84ID

- Prior to release, 84ID units may construct defensive positions.
- 84ID units north of the Wanne-Hedree may not move until a battalion sized unit of the 84ID is attacked; or when a German moves west out of LaRoche, or when a German unit crosses the Ourthe north of LaRoche, or if it is the 25PD turn.

113.6 Hotton - Hampteau- Rendeux

The units identified by Note 2i on the US Setup Chart on page 35 of the Play-Aid Book cannot move until attacked. Otherwise, the units are released when the 84ID is released.

114.0 Allied Areas of Operation (AO)

- During the 22PD-26EV turns, the US Army AO Map is required; see the Play-Aid Booklet.
- During the 22PD-26EV timeframe, the US Corps 22PD-26EV AO map is required; see the Play-Aid Booklet.

The Battle of Bastogne

Scenario begins with German 22MO Turn.

120.0 Briefing

121.0 Scenario Parameters

122.0 Scenario Rules for German 5PzA

123.0 Excluded XLVII Corps Units

124.0 The 7A near Bastogne

125.0 Scenario Rules for US vs the 5PzA

126.0 Scenario Supply Rules

127.0 Allied Areas of Operation (AO)

120.0 Briefing

The scenario is about the 26VG and Lehr 901 attempt to take Bastogne. Not an easy scenario to design. The Germans with about 20,000 men are expected to defeat 18,000 men that include an elite Airborne Division with many small attachments and eleven artillery battalions. Lack of supply for the Americans is an equalizer. The eleven US artillery battalions are comprised as follows: the 101 Glider Arty Group is a composite of the 321st and the 907th Glider FA Battalions; the 101 Parachute Arty Group is a composite of the 377th and the 463rd Parachute FA Battalions; 28/109 FA; 10CCB/420 FA; 9CCR/73 FA; 333/333 FA; 333/771 FA; 174/969 FA; and 8C/755 FA. Some of the artillery battalions at Bastogne lost guns before reaching the perimeter, but this was offset by not including the 8C/687 FA, which fought at Bastogne with half of its guns.

121.0 Scenario Parameters

121.1 Timeframe

The scenario begins with the German 22MO turn and ends with the Allied 26EV turn.

- Ground Conditions are Firm 22MO-22AF; to be determined on 22EV-23PD; and Frozen 23MO-26EV.
- Atmospheric Conditions are to be determined 22MO-23PD and then Clear 23MO-26EV.

121.2 Maps Required

The south central map is required.

121.3 Aircraft Allocation

- Aircraft are allocated for this scenario in accordance with the following Table.
- The US is receiving more aircraft than listed, but one air is diverted on each day turn for Air Supply.

	23MO	23AF	24MO	24AF	25MO	25AF	26MO	26AF
26VG	1	1	1	1	1	1	1	0
US 8C	0	0	1	1	1	1	1	1

121.4 German Participants

Setup Charts and Reinforcement Charts for the Germans are found in the Play-aid Book.

- See Setup Chart Germans on page 36.
- See Setup Chart for Pz Lehr on page 34 of the Play-Aid Book. The main body of Pz Lehr cannot assist the attack on Bastogne.
- See German Reinf Chart 4. Place the Hetzers that arrive on 23AF in Bourcy or Longvilly at the start of the 24MO turn.
- See German Reinf Chart 4. Place the 15PG Group arriving 23AF, minus the HQ, west of the Rau de Leval on 24EV. The 15PG is attached to the 26VG and is available on 25PD.
- See German Reinf Chart 4 for the 167VG arriving on 25AF. The SE map will be required for movement on the 25AF turn..

121.5 American Participants

See the Setup Chart Americans on page 37 in the Play-aid Book. There are no American Reinforcements for this scenario.

121.6 Applicable Scenario Specific Rules

- 122.0 Scenario Rules for German 5PzA
- 123.0 Excluded XLVII Corps Units
- 124.0 The 7A near Bastogne
- 125.0 Scenario Rules for US vs the 5PzA
- 126.0 Scenario Supply Rules
- 127.0 Allied Areas of Operation (AO)

121.7 Victory Conditions

121.7.1 Bastogne Scenario Played Standalone

- Allied Victory.** The Allies occupy both Bastogne hexes at the end of the Allied 26EV turn.
- German Marginal Victory.** The Germans occupy one Bastogne hex at the end of the Allied 26EV turn.
- German Substantial Victory.** The Germans occupy both Bastogne hexes at the end of the Allied 26EV turn.

121.7.2 Bastogne and 3 Corps Offensive played together

- a. **Allied Victory.** The three following objectives must be met at the end of the any turn:
 - 1) The Allies occupy both Bastogne hexes.
 - 2) The US can trace a supply road into a Bastogne hex.
 - 3) US units in any status occupy one or more bridgeheads across the Sure (both sides of the river) at 6154, 6352 or 6752. An intact bridge is not required.
- b. **German Marginal Victory.** The US cannot trace a supply road into a Bastogne hex at the end of the Allied 26EV turn.
- c. **German Substantial Victory.** The Germans occupy one Bastogne hex at the end of the Allied 26EV turn.
- d. **Draw.** Neither side fulfills their victory conditions.

122.0 Scenario Rules for German 5PZA

If there is no entry below with respect to the participating German formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

122.1 German Rested Status

All German HQ begin the scenario with a Rested marker.

122.2 German Comm Status

- a. All German units are In Comm on the 22MO turn.
- b. Starting on 22AF, the 5PZA Echelon, XLVII Echelon, 26VG and Lehr 901 may trace Comm to any of the following HQ: the 5PZA HQ, the XLVII HQ, the 26VG HQ and the Lehr 901 CP.

122.3 German Supply Status

- a. All German units are In Supply on 22MO, 22AF and 22EV.
- b. Starting on 23PD, the 5PZA Echelon, XLVII Echelon, 26VG and Lehr 901 may trace Supply to any of the following HQ: the 5PZA HQ, the XLVII HQ, the 26VG HQ and the Lehr 901 CP.
- c. The rules for Low Fuel (11.0) are not used in the scenario

122.4 XLVII Corps Artillery

- a. The 15NW Bde and the 766 VAK may assist the attack on Bastogne on the 22MO, 22AF and 22EV turns.
- b. On 23PD, one of the formations above must leave to assist the Race to the Meuse, while the other must remain to assist in the reduction of Bastogne. German Choice of formation.

122.5 Lehr 901 and 26VG Cooperation

The units of the 26VG and Lehr 901 may stack freely with each other. They are considered as the same formation for this scenario, including their artillery units.

122.6 Neffe and Foy

- a. **Neffe.** The vagaries of hexagons have an effect on this scenario. The castle at Neffe was actually occupied by the Germans on 22MO, but they held only the edge of the hex. So, the US gets the hex, but without a defensive position.
- b. **Foy.** Similar situation as Neffe. The Germans hold the village, but the hex is contested, so the front line has been arranged to conform to the hexagonal grid.

123.0 Excluded XLVII Corps Units

123.1 Panzer Lehr

Other than the seven units of Kampfgruppe 901 that were attached to the 26ID, the rest of Panzer Lehr was freely moving around south, southwest and west of Bastogne on 22PD and 22MO. The 58 FA Battalion was destroyed while scores of vehicles, much equipment and many supplies were captured by Lehr throughout the area in that time frame. On 22AF, the main body of Panzer Lehr rested and regrouped. The setup positions of Panzer Lehr and Rested Status reflect the situation at the end of the 22AF turn. Although, the main body of Lehr cannot participate in the attacks on Bastogne, the location of the formation has an impact on other units moving about the area. On 22EV, Panzer Lehr must leave the Bastogne area via an unimpeded southern route through Morhet, Vaux-les-Rosieres, Remagne and Moircy. Remove the 16 units of the Lehr main body at the start of the German 22EV turn.

123.2 2nd Panzer Division

Due to lack of fuel, the 2Pz Division has been sitting around Champlon, etc., since it re-captured the bridge at Ortheuville on 20 Dec. The 2Pz cannot participate in the attacks on Bastogne, because it will soon begin its race to the Meuse.

124.0 The 7A near Bastogne

The 7A has a number of units south of Bastogne. The mission of the 7A is to prevent the relief of Bastogne; however, 7A units cannot participate in the attacks on Bastogne and need not be placed on the map unless the Battle of Bastogne Scenario and the US 3C Offensive Scenario are played simultaneously.

125.0 Scenario Rules for US vs 5PZA

If there is no entry below with respect to the participating Allied formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient

125.1 Allied Rested Status

All Allied HQ begin the scenario with a Rested marker.

125.2 Allied Comm Status

- a. All Allied units are In Comm on the 22MO turn.
- b. Starting on 22AF, units outside the Bastogne perimeter trace Comm per the rules. Note that Comm is traced from Corps HQ to Army HQ per section 106.13.3b.
- c. Starting on the 22AF turn, units within the Bastogne perimeter trace Comm to the 8C Signal Node in Bastogne. If the 8C Signal Node is captured, Comm must be traced per the rules.

125.3 Allied Supply Status

- a. Allied units in the Bastogne perimeter are "OOS" on 22MO, 22AF, 22EV and 23PD. See 126.0 for supply after 23PD.
- b. Allied units outside the perimeter trace supply per 9.0.

125.4 Allied Command

- a. **Stacking:** all units within the Bastogne perimeter are attached to the 101AB and may stack together without penalty.
- b. **Command:** all units within the Bastogne perimeter are under the command of General McAuliffe.

- c. **Reserves:** See 18.4. McAuliffe can Designate units as reserves even if they are Out of Supply - this is an exception to 18.4 that applies for this scenario. They may be released for up to half MF (round up) during the Leader Reaction Phase regardless of supply status. Due to the amalgamation of units, the Benefit of Reserves per 18.5 does not apply for this scenario.
- d. **Artillery:** all artillery battalions within the Bastogne perimeter are considered to be of the same formation.

126.0 Scenario Supply Rules

- a. These rules below apply when a normal supply line per rule section 9.0 cannot be traced.
- b. Based on the history of the 101AB to fight while surrounded and out of supply, the following special supply rules are provided for the Battle of Bastogne Scenario.

126.1 Non-Arty Units

- a. When such units are Out of Supply, they are subject to all the effects of rule section 9.15.
- b. **Air Supply is received on the daylight turns starting on 23MO. All non-arty units within the perimeter are In Supply from 23MO through 26EV. However, the air supply is limited for arty units; see 126.3 and 126.4.**

126.2 The 420 FA

- a. When the 420 FA is Out of Supply, it is subject to the effects of rule section 9.15, but not 9.15e.
- b. The Commander of the 420 FA had the foresight to bring a convoy of artillery ammo with the battalion.
- c. The 420 FA Battalion may always fire with full combat factor, even when Out of Supply.

126.3 Other US Arty Units

- a. When these are Out of Supply, they are subject to the effects of rule section 9.15, but not 9.15e.
- b. The 101AB expected to surrounded and restricted artillery fire to preserve artillery capability when it did become surrounded.

126.4 Bastogne Supply Table

The Table below incorporates rationing and the air supply received on daylight turns while the 101AB is surrounded. The Arty CF applies for both defense and attack, although resting precludes attack.

Turn	Non-Arty	420FA	Other Arty
22MO-22AF-22EV-23PD	OOS	Full CF	1 CF
24PD-25PD-26PD	In Supply	Full CF	2 CF
23MO-24MO-25MO-26MO	In Supply	Full CF	2 CF
23AF-24AF-25AF-26AF	In Supply	Full CF	Full CF
23EV-24EV-25EV-26EV	In Supply	Full CF	2 CF

127.0 Allied Areas of Operation (AO)

- a. During the 22PD-26EV turns, the US Army AO Map is required; see the Play-Aid Booklet.
- b. During the 22PD-26EV timeframe, the US Corps 22PD-26EV AO map is required; see the Play-Aid Booklet.

US 3 Corps Offensive

Scenario begins with US 22MO Turn.

130.0 Briefing

131.0 Scenario Parameters

132.0 Scenario Rules for the German 7A

133.0 The 5PzA-XLVII Corps in the 7A Area

134.0 Scenario Rules for the US vs the 7A

135.0 Allied Areas of Operation (AO)

136.0 Random Events for the German 7A

130.0 Briefing

This scenario starts after the Germans have already moved reinforcements on the German 22MO turn, thus the action begins with the US 22MO turn. The US 3 Corps is attacking the German LXXXV Corps and LIII Corps. The US objectives are to relieve the surrounded 101AB at Bastogne and obtain a bridgehead across the Sure River. Progress is hindered by 12 to 18 inches of snowfall south of the Sure River.

131.0 Scenario Parameters

131.1 Timeframe

The scenario begins with the US 22MO turn and ends with the US 26EV turn. The 7A has already moved on the 22MO turn.

- a. Ground Conditions are Firm 22MO-22AF; to be determined on 22EV-23PD; and Frozen 23MO-26EV.
- b. Atmospheric Conditions north of the Sure are to be determined on 22MO-23PD and then Clear 23MO-26EV.
- c. Atmospheric Conditions south of the Sure is Snow on 22MO, 22AF and 22EV and then from 23PD-26EV they are the same as those north of the Sure .

131.2 Maps Required

The southeast and south central maps are required.

131.3 Aircraft Allocation

Aircraft are allocated for this scenario in accordance with the following Table.

	23MO	23AF	24MO	24AF	25MO	25AF	26MO	26AF
7A HQ	1	1	1	1	1	1	1	0
US 3C	1	1	2	2	2	2	2	2

131.4 Snow South of the Sure

Despite weather rule 3.3.4, on 22MO, 22AF and 22EV, the condition for the peculiar 7A Area south of the Sure River is Snow; this applies to hex row 4600 and all hex rows to the east.

131.5 German Participants

Setup Charts and Reinforcement Charts for the Germans are found in the Play-aid Book.

- a. See Setup German Chart 7th Army on page 39.
- b. See German Reinforcement Chart 3 and 4 for the 7A units that arrive on the 23PD, 23AF, 24EV and 25EV turns.
- c. **Place the 15 PG Group that arrives on 24EV in or next to Wiltz rather than Houffalize. Include the 15PG HQ arriving on 23AF. The 15PG Group may move in Start Move for two turns.**

131.6 American Participants

Setup Charts and Reinforcement Charts for the Allies are found in the Play-aid Book.

- See Setup Chart Patton on page 38.
- See Allied Reinforcement Chart 4 for the 3C Engineers that arrive at 5163 on 22PD. Instead, they arrive on the 22MO turn in this scenario, but they move first and they move twice on 22MO.
- See Allied Reinforcement Charts 4 and 5 for units that arrive in the south on the 22MO turn.
- See Allied Reinforcement Chart 6 for the following units:
 - Units arriving on the 23MO turn at 4363.
 - Units arriving on the 23MO turn, identified by Note 94.
 - Units arriving on the 23AF turn, identified by Note 95.
 - Units arriving on the 24PD turn at E and D.
- See Allied Reinforcement Chart 7 for the following units:
 - Units arriving on the 25PD turn, identified by Note 96.
 - Note that the US 11AD is not available for this scenario.

131.7 Applicable Scenario Specific Rules

- 132.0 Scenario Rules for the German 7A.
- 133.0 The 5PzA-XLVII Corps in the 7A Area.
- 134.0 Scenario Rules for the US vs the 7A.
- 135.0 Allied Areas of Operations (AO).
- 136.0 Random Events for the US 3 Corps Offensive.

131.8 Victory Conditions

131.8.1 The 3C Offensive Scenario Played Standalone

- German Victory.** Prevent the Allies from attaining their victory conditions.
- Allied Victory.** Attain the following at the end of the any turn.:
 - The US traces a supply road into Sibret and Assenois.
 - US units in any status occupy one or more bridgeheads across the Sure (both sides of the river) at 6154, 6352 or 6752. An intact bridge is not required.

131.8.2 The 3C Offensive and Bastogne together.

The Victory Conditions are listed in 121.7.2.

132.0 Scenario Rules for German 7A

If there is no entry below with respect to the participating German formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

132.1 German Rested Status

All German HQ begin the scenario with a Rested marker.

132.2 German Comm Status

All German units are In Comm on the 22MO turn. Starting on the 22AF turn, Comm is traced in accordance with the rules.

132.3 German Supply Status

All German units are In Supply on 22MO, 22AF and 22EV. On the 23PD turn and later, Supply is traced in accordance with the rules. The rules for Low Fuel (11.0) are not used in the scenario.

132.4 Southeast Exclusion

German units may not move into the area in the southeast bounded by the Alzette and the Sure. Units forced to retreat into that area are eliminated.

132.5 The German 7A Echelon

- The 7A Echelon includes a Jagd V transferred from the 5PzA in 5656. It may be transferred to Lehr at Bastogne on a PD turn.
- The 7A Echelon includes four Tiger units sent from the 6PzA in Chaumont, Eschdorf, Bourscheid and 6756.
- The five AFV above may be commanded by both 7A leaders.

132.6 LXXXV Corps

132.6.1 LXXXV Corps Echelon

- The 18NW Brigade remains in the LXXXV Corps Echelon.
- In a cumbersome arrangement with regard to game admin, two transfers were made by the 7A in Dec44 as follows:
 - The 406 VAK transfers from the LXXXV to the LIII Corps.
 - The 5FJ Arty is transferred to act as the LXXXV Corps Arty. The 5FJ arty may be transferred back to the 5FJ on any PD turn.

132.6.2 LXXXV Corps Subordinate Divisions

- The 5FJ is transferred to the LIII Corps - note the HQ change.
- The 352VG remains subordinate to the LXXXV Corps.
- The 79VG reinforces the LXXXV Corps.

132.7 LIII Corps

- The 406 VAK transfers from LXXXV to the LIII Corps.
- The 5FJ transfers from the LXXXV Corps to the LIII Corps.

133.0 The 5PzA-XLVII Corps in the 7A Area

The German 5PzA-XLVII is permitted to operate in the 7A Area in accordance with game rules, but it is not part of the scenario and the units would not be placed on the map unless the US 3C Offensive Scenario and the Bastogne Scenario are played simultaneously.

134.0 Scenario Rules for US vs 7A

If there is no entry below with respect to the participating Allied formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

134.1 Allied Rested Status

All Allied HQ begin the scenario with a Rested marker.

134.2 Allied Comm Status

All Allied units are In Comm on the 22MO turn. Starting on the 22AF turn, Comm is traced in accordance with the rules.

134.3 Allied Supply Status

All Allied units are In Supply on 22MO, 22AF and 22EV. On the 23PD turn and later, Supply is traced in accordance with the rules.

134.4 Southeast Exclusion

Allied units may not move into the area in the southeast bounded by the Alzette and the Sure. Units forced to retreat into that area are eliminated.

134.5 The US 8C Echelon

- The US 8C was transferred to the US 3A prior to the 3C attack in Dec44. Note the HQ swap on Reinforcement Chart 4 on 22MO.
- Five 8C arty battalions transfer to 3 Corps. Four were "Heavies" that struggled to stay ahead of the Germans on 16-17 Dec due to

displacement time. A Heavy could completely destroy a typical Ardennes village with a few salvoes.

- c. On 22MO, there are 19 units on in towns and villages beyond the Bastogne perimeter identified as 8C-3A on the Patton Setup Chart on page 38 of the Play-aid Book. These units may not move unless a German combat unit moves adjacent.
- d. On 22MO, there are seven units of the 28ID in villages south of Grosbous as depicted on the Patton Setup Chart on page 38 of the Play-aid Book. Remove them from the map as units of the 3 Corps enter their hexes.
- e. The 16 Battalions of 8C Artillery during the Bulge.
 - 1) 58FA - trapped by Lehr Recon at Tillet. Lost all guns.
 - 2) 81FA and 174FA - fought with the 4ID.
 - 3) 275FA and 965FA - fought at St.Vith and with 18C.
 - 4) 333FA, 755FA, 771FA and 969FA - fought at Bastogne.
 - 5) 687FA - overrun at Harlange. Two Btry's fought at Bastogne.
 - 6) 770FA - barely escapes Samree. Rejoins 8C at Neufchateau.
 - 7) 776FA - loaned to Patton. Assists 4CCB and 4CCR.
 - 8) 559FA, 561FA, 578FA and 740FA - Heavies. Escaped to rejoin the 8C HQ. Loaned to Patton. Assists 4CCA and 26ID.

134.6 The US 3C Subordinate Divisions

Notes 90 to 96 on Allied reinforcement Charts 5, 6 and 7 refer to restrictions and capabilities for the 4AD, 26ID and 80ID. These rules apply to the 3C Offensive Scenario without modification.

135.0 Allied Areas of Operation (AO)

- a. During the 22PD-26EV turns, the US Army AO Map is required; see the Play-Aid Booklet.
- b. During the 22PD-26EV timeframe, the US Corps 22PD-26EV AO map is required; see the Play-Aid Booklet.

136.0 Random Events for the LIII Corps

The Random Events that occur upon activation of the German LIII Corps apply only to the full campaign game that begins on the 16MO turn and ends on the 26EV turn. They are not used for the end game scenarios or the end game campaign game.

The St.Vith Goose Egg

Scenario begins with German 22AF Turn.

140.0 Briefing

141.0 Scenario Parameters

142.0 Scenario Rules for German 5PzA

143.0 Scenario Rules for US vs the 5PzA

144.0 The US Withdrawal

145.0 Allied Areas of Operation (AO)

140.0 Briefing

The scenario begins on 22AF, because it was a time easier to more accurately locate the combatants. Record keeping was sparse except for the reports provided by the 7AD. The 18VG captured St. Vith late on 21 Dec and then crashed until the next afternoon. Fuhr Escort and 62VG continued to attack all night and through the morning before resting. Farther west, Kampfgruppe Krag of 2SS Panzer was sped forward and ordered to cut the road from St.Vith to Sart in order to bag the US units defending the Goose Egg.

141.0 Scenario Parameters

141.1 Timeframe

The scenario begins with the German 22AF turn and ends after the Germans capture Vielsalm, Salmchateau, Sart, Arbrefontaine, Lierneux and Regne.

- a. Ground Conditions are Firm 22AF; to be determined on 22EV-23PD; and Frozen 23MO-26EV.
- b. Atmospheric Conditions to be determined 22AF-23PD and then Clear 23MO-26EV.

141.2 Maps Required

The northeast, southeast and south central maps are required.

141.3 Aircraft Allocation

None.

141.4 German Participants

See Setup Chart Germans on page 40 in the Play-aid Book.

141.5 American Participants

See Setup Chart Americans on page 41 in the Play-aid Book.

141.6 Applicable Scenario Specific Rules

- a. 142.0 Scenario Rules for the German 5PzA.
- b. 143.0 Scenario Rules for the US vs the 5PzA.
- c. 144.0 Allied Areas of Operations (AO).

141.7 Victory Conditions

141.7.1 Allied Victory

The Allies win by preventing the Germans from attaining any of their victory conditions.

141.7.2 German Victory

- a. **German Incentive:** eliminate US units. The US units that escape during the planned US withdrawal will be available for use at Manhay, if the scenario is played as part of the End Game Campaign Game.
- b. **Marginal Victory:** When the scenario is played as a standalone scenario, a Marginal Victory is attained, if Poteau, Beho and Gouvy are captured before the end of the 23EV turn.
- c. **Substantial Victory:** When the scenario is played as a standalone scenario, a Substantial Victory is attained, if Vielsalm and Salmchateau are captured before the end of the 23EV turn.

142.0 Scenario Rules for German 5PzA

If there is no entry below with respect to the participating German formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

142.1 German Rested Status

The LXVI Corps HQ and the 18VG HQ begin the scenario with a Rested marker.

142.2 German Comm Status

- a. All German units are In Comm on the 22AF turn.
- b. Comm need not be traced from Corps HQ to Army HQ. Otherwise, starting on the 22EV turn, Comm is traced per the rules.

142.3 German Supply Status

All German units are In Supply on 22AF and 22EV. On the 23PD turn and later, Supply is traced in accordance with the rules. [The rules for Low Fuel \(11.0\) are not used in this scenario.](#)

142.4 Fuhr Escort

- Note FE capabilities in 2.6.2f, 24.4, 31.3 and 55.2.
- The FE consisting of eight combat battalions was equipped with two battalions of AA. Consider that an SS Panzer Division with 18 combat battalions usually had one battalion of AA. After stopping the July 20 Plot while it still had a chance to succeed, Remer achieved Prima Donna status with Hitler. He got extra Anti-Aircraft and followed orders when he agreed with them.

142.5 Foot Infantry with Captured Trucks

The Fuhr Escort/Battalion III is equipped with captured trucks. See 105.1.3 for the use of captured trucks. [See also 142.6b.](#)

142.6 Territorial Limitations

- The LXVI Corps objective was to clear the road Salmchateau-Vielsalm-Sart-Lierneux-Arbrefontaine. The Corps was then sent to assist the 9SS Panzer between the Salm and the Lienne Creek. The LXVI Corps Echelon, 18VG and 62VG Echelon are thus prohibited from moving west beyond hex row 6100.
- The Fuhr Escort Brigade is eventually ordered to assist the 116Pz and is thus transferred to the LVIII Corps after the Germans capture Beho, Gouvvy, Cherain, Salmchateau, Sart and Regne. The FE may be placed in Strat Move for the move west. The FE/Infantry Bn III is equipped with captured trucks.
- The 2SS Panzer, KG Krag, may use the road net Sart-Lierneux-Vaux-Chavanne-Manhay and operate freely on that road net and any hexes to the south; however, if units of 2SS Pz are forced to retreat north of that road net, they are eliminated.

143.0 Scenario Rules for US vs 5PZA

If there is no entry below with respect to the participating Allied formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

143.1 Allied Rested Status

All Allied HQ begin the scenario with a Rested marker.

143.2 Allied Comm Status

- All Allied units are In Comm on the 22AF turn.
- Due to the limited territory of the scenario, Comm need not be traced from Corps HQ to Army HQ, nor from Division to Corps.
- Starting on the 22EV turn, Comm is traced in accordance with the rules for the 7AD, 9CCB, 106ID and 28/112, [while an 82AB unit is In Comm, if it is In Supply \(see 143.3b\).](#)

143.3 Allied Supply Status

- All Allied units are In Supply on 22AF and 22EV.
- On the 23PD turn and later, Supply is traced in accordance with the rules for the 7AD, 9CCB, 106ID and 28/112, [while an 82AB unit is In Supply if it can trace a supply path not to exceed ten hexes to a supply road north of the Army Boundary.](#)

143.4 Allied Cooperation

All Allied units defending the St. Vith Goose Egg are attached to the 7AD and may stack together without penalty. All artyunits defending the Goose Egg are attached to the 7AD. The units of the 82AB are not attached to the 7AD.

143.5 82AB Limitations

[The 82AB units may not cross the Salm. The 82/325 unit in 5927 cannot move until a German unit enters Parker's Crossroad. All other 82AB units are released after a German unit moves next to any 82AB unit.](#)

144.0 The US Withdrawal

After the loss of St. Vith, the fall-back position of the US defenders was threatened when Fuhr Escort took Rodt just before noon on 22Dec. It was also known that the 2SS Pz Division was moving into the rear of the Goose Egg. As a result, Monty ordered the 7AD to withdraw that afternoon. A complex plan was developed and it was implemented in an organized manner starting at 0600 on 23Dec. In this scenario, the organized, phased withdrawal plan begins on the 23MO turn; however, German action could impede the operation.

144.1 Organized Withdrawal

- The withdrawal begins on the 23MO turn.
- As the units withdraw, they must move to Lierneux or Arbrefontaine, after which they must move north from those villages. After they move one hex north of the villages ([into hex 6025, 6125, 6224 or 6324](#)), remove them from the map.
- Withdrawing units may pass through the 82AB without penalty, but they cannot stack without penalty.
- When the sequence requires for a unit to withdraw, it must move as far as possible.
- The units of 7AD may "Hold at all Costs" without the presence of a leader in order to allow the phased withdrawal to proceed according to plan.
- If the full movement of the withdrawing units is cut short by the 2SS Panzer, the withdrawing units may attack.
- The withdrawal sequence that must be followed is listed below. It is not necessary, nor may it be possible, that all the sequenced withdrawals below be initiated on 23MO.
 - The seven units of 9CCB must perform withdrawal movement before any other unit below is moved.
 - The 7CCR/17 and 7CCR/38 must perform withdrawal movement before any other unit below is moved.
 - All units of the 106ID must perform withdrawal movement before any other unit below is moved.
 - Non-Cavalry units of the 8C Echelon must perform withdrawal movement before any other unit below is moved.
 - The 7CCB/31 and 7CCB/23 must perform withdrawal movement before any other unit below is moved.
 - The 7AD Artillery may be repositioned or withdrawn.
 - The 7CCA/40 (Steps) and 7CCA/48 must perform withdrawal movement before any other unit below is moved. A rear guard and a [free](#) Roadblock may be left in Petit Thier; see h below.
 - The 7AD combat support units (TD, Cav, AA and Eng) must perform withdrawal movement before any other unit

below is moved. A rear guard and a [free](#) Roadblock may be left in Beho, Courtil or Bovigny; see h below.

- 9) The units of the 28ID and the 8C Cav (Task Force Jones) are the last to withdraw. These groups may leave a rear guard and a [free](#) Roadblock in any village; see h below.
- h. **Rear Guard.** When a group of units is leaving a rear guard, the priority for the mission must be as follows: Engineers first, then Cavalry, then Infantry, then any other front line or combat support unit available.

144.2 Impeded Withdrawal

- a. The withdrawal is impeded, if a German combat unit is in or adjacent to Poteau, Beho or Gouvy when the withdrawal begins.
- b. The process for the impeded withdrawal is almost identical to that of the organized withdrawal. The only change involves 144.1e. The units of 7CCA and 7CCB may not “Hold at all Costs” without the presence of a leader.

145.0 Allied Areas of Operation (AO)

- a. During the 22PD-26EV turns, the US Army AO Map is required; see the Play-Aid Booklet.
- b. During the 22PD-26EV timeframe, the US Corps 22PD-26EV AO map is required; see the Play-Aid Booklet.

The Salm and the Ourthe

Scenario begins with German 23PD Turn.

150.0 Briefing

151.0 Scenario Parameters

152.0 Scenario Rules for German 5PzA

153.0 Scenario Rules for US vs the 5PzA

154.0 Allied Areas of Operation (AO)

150.0 Briefing

This is a weird scenario reflecting the mishandling of the 116Pz by LVIII Corps and 5PzA Army HQ. The 116Pz morale was up after almost annihilating the retreating 9CCR as the unsuspecting Americans blundered into the 116Pz tanks and infantry units regrouping at Tavigny. Then, moving unopposed to the west, lead elements of the 116Pz captured the bridge at Ortheuville on 19/20 Dec, a day before the 2Pz did likewise. A few miles back to the east the 116Pz was overrunning the 101AB field Hospital near Bertogne. Unfortunately, the road through Bertogne to Ortheuville was a 2Pz Rollbahn and the 116Pz was ordered to countermarch back to Houffalize. After the war, LVIII Corps personnel claimed they didn't know the Ortheuville bridge had been captured until hours after the countermarch order had been issued.

So, 116Pz turned around, passed through Houffalize and captured LaRoche with an intact bridge; however, the 116Pz was ordered to move north along the Ourthe and capture the bridge at Hotton. The 116Pz then drove into a dead end as the forest between the Salm and the Ourthe hampered the deployment. The US defenders in Hotton were few, but the terrain and the US 3CCR on the right flank brought the 116Pz to a halt. Eventually, new orders came; the 116Pz must countermarch back to LaRoche, cross the Ourthe, attack through the US 84ID, capture Baillionville and solidify the right flank of the 2Pz. In order for the retrograde move to occur,

the 560VG would take over the ground captured by the 116Pz. A bit further east, the 2SS Panzer was moving with orders to capture the area beyond the Aine River in order to gain a bridgehead across the Ourthe at Noiseau.

151.0 Scenario Parameters

151.1 Timeframe

The scenario begins with the German 23PD turn and ends after the Allied 26EV turn.

- a. Ground Conditions are to be determined on 23PD; and Frozen 23MO-26EV.
- b. Atmospheric Conditions are to be determined on 23PD and then Clear 23MO-26EV.

151.2 Maps Required

[The south central map plus a bit of the northwest map.](#)

151.3 Aircraft Allocation

Aircraft are allocated in accordance with the Table below.

	23MO	23AF	24MO	24AF	25MO	25AF	26MO	26AF
LVIII or 2SS	1	1	1	1	1	1	1	0
US 18C	1*	1*	1	1	1	1	1	1

* - The US rolls a die. On a roll of 1-3, the 18C receives one aircraft.

151.4 German Participants

- a. See Setup Chart Germans on page 42 in the Play-aid Book.
- b. [The FE Bde reinforces the LVIII Corps on 25PD. See German Reinf Chart 2 and 83.5.4. Place the Brigade in or next to 4632 on 25PD with a Resting marker. It moves with half MF on 25PD.](#)

151.5 American Participants

Setup Charts and Reinforcement Charts for the Allies are found in the Play-aid Book.

- a. See Setup Chart Americans on page 43. Except for the 82AB units, all other units on the top two rows are 1A Echelon units.
- b. See Allied Reinforcement Chart 6 for the units that arrived on the 22EV turn, identified by Note 79. These units move twice on the 23PD turn.
- c. See Allied Reinforcement Chart 6 for the units that arrive on the 23PD turn, identified by Note 79.
- d. [See Allied Reinf Chart 6 for the 240 FA Bn arriving on 23MO and Reinf Chart 7 for the 259 FA arriving on 26PD.](#)

151.6 Applicable Scenario Specific Rules

- a. 152.0 Scenario Rules for the German 5PzA.
- b. 153.0 Scenario Rules for the US vs the 5PzA.
- c. 154.0 Allied Areas of Operations (AO).

151.7 Victory Conditions

151.7.1 Salm and the Ourthe Played Standalone

- a. **Allied Victory.** The Allies win by preventing the Germans from attaining any type victory.
- b. **German Marginal Victory.** Earned at the end of any turn in which all of the following conditions are fulfilled: Germans in any status occupy Marche, Baillionville, Noiseux, Grand Han, Pe-

- tit Han, Durbuy, Barvaux, Weris, Mormont, Manhay, Malempre and Parker's Crossroad with a bridge from 4123 into Noiseux.
- c. German Substantial Victory. Same as 111.7.1c.

151.7.2 Race to the Meuse - Salm and the Ourthe together

The Victory Conditions are listed in 111.7.2.

152.0 Scenario Rules for German 5PZA

If there is no entry below with respect to the participating German formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

152.1 German Rested Status

All German HQ begin the scenario with a Rested marker.

152.2 German Comm Status

- All German units are In Comm on the 23PD turn.
- Comm need not be traced from Corps HQ to Army HQ. Otherwise, starting on the 23MO turn, Comm is traced per the rules.

152.3 German Supply Status

All German units are In Supply on all 23Dec turns. On 24PD and later, Supply is traced in accordance with the rules.

152.4 Fuel Status for 116Pz and 2SS

- The 116Pz HQ has a captured fuel unit.
- The Germans begin rolling for Low Fuel on 24MO. The penalty for Low Fuel in this scenario is that of section 9.15b. The penalties of section 11.0 - f, g, h and i are not used.

152.5 Foot Infantry with Captured Trucks

The 2SS Pz/3rd Inf/ Battalion I is equipped with captured trucks. See 105.1.3 for the use of captured trucks.

152.6 Territorial Limitations

- The 2SS reinforcements must cross to the north of the Ourthe at Houffalize. German units may only cross west of the Ourthe at LaRoche or to the north of LaRoche.
- Germans may move Regne-Lierneux-Vaux-Chavanne-5624 (near Manhay) and hexes to the south or west; however, movement or retreats north or east of that road results in elimination.
- Germans may move into and attack into hexes one hex beyond the Boundary from Manhay to Bomal; however, movement or retreats beyond that one hex limit results in elimination.

153.0 Scenario Rules for US vs 5PZA

If there is no entry below with respect to the participating Allied formations or individual units, then the instructions on the applicable Setup Chart or Reinforcement Chart are sufficient.

153.1 Allied Rested Status

All Allied HQ begin the scenario with a Rested marker.

153.2 Allied Comm Status

- On 23PD, Allied units except in in Marcouray start In Comm. Those in Marcouray will likely start Out Comm.
- Comm need not be traced from Corps HQ to Army HQ.
- On 23MO, all 18Corps units, including those of the 82AB trace Comm to the 18C HQ.

- On 23MO and later, 1A Echelon units are In Comm, if they are In Supply.

153.3 Allied Supply Status

- Allied units in Marcouray start the scenario Out of Supply. All other Allied units are In Supply on all 23Dec turns.
- On 24PD and later, 1A Echelon are In Supply, if they can trace a Supply Path not to exceed ten hexes to a Supply Road that exits the north edge.
- On 24PD and later, all 18C Echelon units and those of the 82AB trace Supply to the 18C HQ.

153.4 Marcouray

The Defensive Position at Marcouray is a Fort that imparts a two column shift for the defenders. Furthermore, as long as the Hogan CP remains, it can call for "Hold at all Cost."

153.5 The 84ID

- Prior to release, 84ID units may construct defensive positions.
- 84ID units north of the Wanne-Hedree may not move until a battalion sized unit of the 84ID is attacked; or when a German moves west out of LaRoche, or when a German unit crosses the Ourthe north of LaRoche, or if it is the 25PD turn.

153.6 US Territorial Limitation

- The 325 Glider Infantry also appears in the St.Vith Scenario. By the 23PD turn, the 82/325/Bn III moved from 6228 to 6025.
- All US units may move or retreat north of the Army Boundary freely and return to the area of play without penalty. US HQ and artillery units may be placed north of the Army Boundary and support friendly units south of the Boundary with impunity.
- However, US units may not move east of the Lienne Stream and those forced to retreat there are eliminated.

153.7 Hotton - Hampteau- Rendeux

The units identified by Note 5A on the US Setup Chart on page 43 of the Play-Aid Book cannot move until attacked. Otherwise, the units are released when the 84ID is released.

153.8 The 7AD Joins 18 Corps

153.8.1 Stand Alone Scenario

When the Salm and the Ourthe is played stand alone, 7CCA/40 and 48 start in Manhay on 24MO, if they can move legally into Manhay. If they cannot enter the town on 24MO, the entire 7CCA is unavailable. The HQ and 440 FA may stay north of the Army Boundary upon entry. The 440FA supports any 18C unit.

153.8.2 Conjunction with St.Vith Scenario

When the Salm and the Ourthe is played in conjunction with the St.Vith Goose Egg Scenario, there is another stipulation. The 7AD units arrive only if at least 12CF of 7AD/M4 Tanks and 4CF of 7AD Armored Infantry escaped from St.Vith.

153.9 The 106ID/424 joins 18 Corps

153.9.1 Stand Alone Scenario

When the Salm and the Ourthe is played stand alone, the 424 Inf starts at Manhay on 25MO, if it can move legally into the town. If it cannot enter Manhay on 25MO, the entire 106ID Group is unavailable. The HQ, 591FA and 592FA may stay north of the boundary upon entry. The 591FA and 592FA may support any 18C unit.

153.9.2 Conjunction with St.Vith Scenario

When the Salm and the Ourthe is played in conjunction with the St.Vith Goose Egg Scenario, there is another stipulation. The 106IDunits arrive only if the 424 Bn escaped intact from St.Vith.

153.10 The 9CCB Joins 18 Corps

153.10.1 Stand Alone Scenario

When the Salm and the Ourthe is played Stand Alone, the 9CCB (5 units) enter at Vaux-Chavanne, while the HQ and 16FA support from north of the Army Boundary; however, if Vaux-Chavanne is enemy occupied on 24MO, the 9CCB Group becomes available on 25MO at Bomal.

153.10.2 Conjunction with St.Vith Scenario

When the Salm and the Ourthe is played in conjunction with the St.Vith Goose Egg Scenario, there is another stipulation. The only 9CCB units that arrive are those that escaped from St.Vith, and they arrive in the condition that they escaped.

154.0 Allied Areas of Operation (AO)

- During the 22PD-26EV turns, the US Army AO Map is required; see the Play-Aid Booklet.
- During the 22PD-26EV timeframe, the US Corps 22PD-26EV AO map is required; see the Play-Aid Booklet.

The End Game Campaign

Scenario begins with German 22MO Turn.

160.0 Briefing

161.0 Scenario Parameters

162.0 Scenario Rules for Germans

163.0 Scenario Rules for US

164.0 Allied Areas of Operation (AO)

160.0 Briefing

The End Game Campaign involves playing the end game scenarios simultaneously with staggered starts. The rules for the individual scenarios have been written so that simultaneous play should be seamless. When a facet of one scenario affects an adjacent scenario, it will be noted within the scenario rules.

161.0 End Game Campaign Parameters

161.1 Timeframe

The end game begins with the German 22MO turn and ends with the US 26EV turn.

161.2 Maps Required

All five maps are required.

161.3 Aircraft Allocation

Aircraft are allocated for the end game campaign in accordance with the individual scenarios.

161.4 German Participants

In accordance with individual scenarios.

161.5 American Participants

In accordance with individual scenarios.

161.6 Applicable Scenario Specific Rules

In accordance with individual scenarios.

161.7 Victory Conditions

161.7.1 Allied Victory

The Allies win by preventing the Germans from attaining their Victory conditions.

161.7.2 German Victory

At the end of any game turn, the Germans earn a Marginal Victory, if the following conditions are attained:

- The Allies cannot trace a supply road to any town or village on the 5PzA-7A Boundary from Bitburg to the Wiltz River (7148).
- German units in any status occupy Kautenbach, Wiltz, 6446, 6145, Neffe and both Bastogne Town hexes.
- The Allies cannot trace a supply road to any town or village on the 5PzA-7A Boundary from Bastogne to [Pondrome](#).
- [German units in any status occupy Beauraing, Feschaux, Mesnil-St-Blaise and Falmignoul.](#)
- [German units in any status occupy Dinant, Yvoir, Spontin, Braibant, Ciney, Pessoux, Netinne, Heure and Baillonville.](#)
- [The Germans occupy Noiseux and control an operational bridge across the Ourthe River into the village.](#)
- Supplied German units occupy Rochefort, Marche and Hotton.
- German units in any status occupy Grand Han, [Petit Han](#), Durbuy, Barvaux, [Weris and Mormont](#).
- The Allies cannot trace a supply road to any town or village on the 5PzA-6PzA Boundary from Mormont to the east edge.

162.0 Scenario Rules for Germans

In accordance with individual scenarios.

163.0 Scenario Rules for Allies

In accordance with individual scenarios.

164.0 Allied Areas of Operation (AO)

- During the 16MO-21EV turns, the 1A AO is the entire map; therefore, an Army AO map is not required for those turns.
- During the 22PD-26EV turns, the US Army AO Map is required; see the Play-Aid Booklet, page 24 .
- During the 16MO-17EV turns, the US Corps 16EV-17EV AO Map is required; see the Play-Aid Booklet, page 25.
- During the 18PD-19EV turns, the US Corps 18PD-19EV AO Map is required; see the Play-Aid Booklet, pages 26-27.
- During the 20PD-21EV turns, the US Corps 20PD-21EV AO Map is required; see the Play-Aid Booklet, pages 28-29.
- During the 22PD-26EV turns, the US Corps 22PD-26EV AO Map is required; see the Play-Aid Booklet, pages 30-31.



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