

Wacht am Rhein

Exclusive rules



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[WachtExc_V7F]

Wacht am Rhein (WAR) is a grand tactical simulation of the Battle of the Bulge. The battle was launched in the heavily forested Ardennes region of Belgium and Luxembourg on December 16, 1944 and continued until mid-January 1945. The German objective was to get substantial mechanized forces across the Meuse River and maintain a line of supply to those forces. The Americans must prevent the Germans from getting across the Meuse River in strength, while minimizing the German breakthrough and Allied losses. The American victory in this battle helped finalize the end of the Third Reich. The game allows players to try different strategies and tactics to do better than their historical counterparts. An American victory that comes at less cost than was incurred historically is very possible; Equally possible is a better German result, especially if they can “get out of the gate” faster than their historical counterpart.

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1.0 GAME COMPONENTS

1.1.0 Game Rules

These rules add to and may modify the rules in the GOSS rulebook. In all cases, the rules in this book take precedence over any rules in GOSS. Rule references to GOSS are preceded by a GOSS or if the reference is contained in this booklet, WAR.

1.2.0 Game Map

The game map consists of four map sheets that together form the Ardennes battlefield.

1.2.1 Rivers & Streams

The only major river in the game is the Meuse River.

1.2.2 Soft Ground

Marsh/Swamp does not exist in WAR. Treat all hexes showing the symbol for Soft Ground/Marsh/Swamp as Soft Ground.

1.4.0 The Playing Pieces

Important: 268/V FA Bn. counter is not used.

The Allied side is a coalition of nationalities. US units are treated separately from the Commonwealth (CW) units. Each nationality is represented by color-coding all its units with a unique color scheme.

Allied Units

British Units: Black or dark red type on light tan background

US Units: Black or white type on dark green background

Free French Units: White type on light blue background.

Note: Other Allied nations who participated in the battle are shown using British unit colors, or US unit colors depending on which forces they typically operated with.

The German side is composed of three different military and political branches of service (for simplicity, *Kriegsmarine* units are not differentiated from *Wehrmacht* units.

German Units:

Wehrmacht Units: Black type on field grey background

Luftwaffe Units: Black type on light blue.

Waffen SS Units: White type on black.

1.7.0 Inventory of Game Parts

Important: The below list is the list of components that comes with the boxed game. Players can download the current GOSS rules from <http://decisiongames.com/wpsite/e-rules/>.

A complete game includes:

- Four map sheets: NE, NW, SW and SE.
- Four US-Allied counter sheets 1 to 4 (1120 counters; there are German units on these sheets).
- Three German counter sheets 5 to 7 (840 counters).
- Two identical utility marker counter sheets (560 counters).
- Two Game Turn Record Tracks (one US & one German).

Important: Except for the Terrain Key, ignore all charts and tracks printed on the map. The separate Game Turn Record Tracks are used; however, the Reinforcement Lists are not correct. Use the list provided with each scenario or the Master List at the end of these rules.

- Two Army Level Record Tracks (one US & one German).
- Two 11 x 17-inch Game Charts (two-sided).
- Two 8.5 x 11-inch Unit Breakdown Charts/Unit Type Charts (two-sided).
- One 8.5 x 11-inch Gameplay Flowchart/Master Reinforcement List (two-sided).
- One 8.5 x 11-inch Random Events Table & German Transport Table/Miscellaneous Table (two-sided).
- One rules booklet.
- One scenario booklet.
- Two ten-sided dice.

2.0 SETTING UP THE GAME

The four map sections have been designed so that they overlap each other when they are placed together. Each map is identified by a compass heading: NW, SW, NE, and SE.

Errata: The SW Map is incorrectly labeled NW.

The NE map should be placed on the table first. Next, the SE map should be placed so that it overlaps with the NE map. The NW map is then placed over the NE map so that it overlaps it. Finally, the SW map is fitted over the NW and SE map. When placed together correctly, the roads and terrain features should align properly

along the hexes on the edges of the maps.

Example: Bitburg is in hex number 6319 on the SE map, denoted in the setup manifests as SE6319.

3.0 THE GAME TURN

3.1.0 Scenario First Turn Rules

The first GT of all Dec 16 scenarios is a special pre-dawn surprise turn. This turn is followed by the Dec 16 AM turn.

3.3.0 Game Turn Sequence Outline

Use the standard GOSS game turn (GT) SoP (GOSS 3.3.0).

Important: Unless stated otherwise the below restrictions are used in all scenarios beginning on Dec 16.

3.3.1a Joint Air Allocation Phase

The WAR air allocation has been modified to use the updated GOSS rules. See WAR 20.0.

3.3.1b Joint Weather Phase

The WAR weather determination has been modified to use the updated GOSS rules. See WAR 19.0.

3.3.1c Joint Command Phase

Command Segment: (GOSS 9.1.0 & 9.2.0)

Dec 16 Scenarios: Neither side may alter corps/army assignments or boundaries until the Dec 19 AM GT.

Dec 21 Scenarios:

Dec 28 Scenarios:

Important: Formations may attach and/or detach units (GOSS 9.6.0) normally.

Leader Activation Segment: (GOSS 23.1.0)

Dec 16 Scenarios: Neither side can attempt to activate leaders (Ldrs) until the Dec 17 AM GT.

Exception: Peiper (1SS Panzer Division) is automatically activated on the Dec 16 AM GT.

Dec 21 and 28 Scenarios: Players may activate leaders normally.

Surrender Segment: (GOSS 13.5.1 & 15.7.1)

Dec 16 Scenarios: Neither side checks for unit surrender until the Dec 18 AM GT (GOSS 13.5.1)

&15.7.1).

Dec 21 and 28 Scenarios:

Surrender checks are made normally.

3.3.1d Joint Logistics Phase

Allied (all scenarios): The Allied side does not use the full logistic rules (GOSS 16.0). See specific scenario rules.

German: The German side does not use the full logistic rules (GOSS 16.0) until the Dec 20 AM GT.

3.3.2b Construction Phase

Construction Segment: The Allied side may not begin construction of bridges (GOSS 17.3.1a) and/or FW (GOSS 17.3.3) until the Dec 17 AM GT.

Demolition Segment: The Allied side:

- 1) May not conduct prepared bridge demolition (GOSS 17.3.2c) until the Dec 17 AM GT.
- 2) May not conduct hasty bridge demolition (GOSS 17.3.2b) until the Dec 16 PM GT.

3.4.0 Extended Night Activity

Extended Night Activity (ENA) is in effect.

3.5.0 Rest Game Turns

Rest GT rules go into effect beginning the Dec 20 AM GT. They are in effect on all other GDs in all scenarios.

4.0 UNIT CHARACTERISTICS

4.3.3 Static Class Units

German Art units with a range of 18 or greater cannot be transported by army truck points (TPs). They are static and cannot move.

Important: Ignore the printed MA on their OoB sides.

4.5.0 Green Divisions

Do not use GOSS 4.4.0. While US divisions may fit this category, in WAR, their PR has been adjusted to account for this. Within context of the game, these units cannot improve their PR ratings.

Important: Do not use Rear Echelon Units rule (GOSS 4.6.3).

4.6.4 German Nebelwerfer & Artillery (Art) Bdes/Rgts

German 150mm Nebelwerfer (NW) Bn.'s are self-propelled (SP). They may move while in battery (IB).

Important: The NW Bn.'s are shown with a zero MA on their IB side. They have an IB MA of 6. Out of battery NW have a BF of one-half (round up) of their IB side.

4.6.8 Allied Construction Bn.'s

All US Eng Bn.'s with a white crossed pick and shovel symbol in their unit type symbol are construction Eng units. Construction Eng.'s:

- Do not confer offensive or defensive GA shifts.
- Possess all construction abilities.
- May not conduct an offensive GA if not stacked with another Allied unit capable of conducting a GA.
- May not be the lead PR unit in an offensive GA and may only be the defensive lead PR unit if not stacked with another unit.
- May not enter CR.
- May not provide adjacent defender shifts.

4.6.9 Von Der Heydte

The Germans planned to drop von Der Heydte and his parachutists behind V Corps lines to prevent US reinforcements from linking up. The drop was not successful. See scenario rules to determine if the following rules apply.

4.6.9a Determine Drop GT

In the Dec 16 AM GT Joint Command Phase, during the Leader Activation Segment the German player rolls 1d10:

- 1) If the result is zero, the German player immediately conducts the von Der Heydte paratroop.
- 2) On any other result, the paratroop is conducted during the Joint Command Phase of the Dec 17 AM GT.

4.5.9b Drop Procedure

The German player selects three 1-2-6 Inf BU Co.'s and places them in or adjacent to hex NE4212 (all units must be in the same hex). That hex is the drop zone (DZ)

- The German player then rolls 1d10 for each unit and applies the below results:
 - 0-5:** Unit eliminated (no RePs)
 - 6-9:** Unit survives.
- For each unit that survived the drop, roll a second 1d10 to determine scatter.
 - 0:** Unit lands one hex north of the DZ.
 - 1-2:** Unit lands one hex northeast of the DZ.

3: Unit lands one hex southeast of the DZ.

4-5: Unit lands one hex south of the DZ.

6: Unit lands one hex southwest of the DZ.

7-8: Unit lands one hex northwest of the DZ.

9: Unit lands in the DZ.

- If a unit's landing hex is occupied by an Allied unit, roll 1-10, on a roll of zero to five, the German unit is eliminated. On a roll of six to nine, the German unit lands in any adjacent hex (Allied player's choice).

4.5.9c On the Ground

Surviving units function as any leg unit, including movement during the ensuing German Movement Phase, with the below exceptions:

- a) They are automatically in GenS the GT of the drop.
- b) On the next GT they are marked as OoS if they cannot trace a GenS path to a German formation or BG HQ.
- c) They are not considered attached to that formation/BG until the following AM GT.
- d) They cannot observe for FS missions until attached to a formation or BG.
- e) They cannot enter or capture fuel depots hexes until attached to a formation or BG.

4.6.10 Einheit Stielau

Otto Skorzeny's jeep commando teams that were part of *Operation Grief* are represented by the six German units labeled *Truppeneinheit*.

- They are placed on the map at the beginning of the German Movement Phase of the Dec 16 PM GT at any of the 6th Pz Army's PSS.
- All *Truppeneinheit* units are permanently removed from play during the Command Phase of the Dec 20 AM GT.

4.6.10a The Units

The units have no combat abilities and may not attack or be attacked.

Truppeneinheit units:

- a) May move up to up to 18 hexes (not MP) along any type of road (including trails) during each German Movement Phase.

Important: These units cannot move from a hex into a hex not connected by a type of road. Stacking does not apply to these units.

- b) May not be activated for ENA.
 - c) Are exempt from all GenS and OoC affects.
 - d) Cannot be used to establish German control of a hex, nor may they be used to capture or destroy US fuel dumps.
- Each time one of these units moves into a US occupied hex, roll 1d10. If the roll is zero, the unit is eliminated.
 - Allied units may enter and move through hexes occupied by Truppeneinheit units; however, see WAR 4.5.10b.

4.6.10b Effects

Truppeneinheit units have two effects on Allied operations.

Bridge Demolition:

- If a Truppeneinheit unit occupies a hex with a hexside(s) containing bridges and an Allied unit attempts to demolish (hasty or prepared) any of those bridges, the US player adds +1 to the bridge demolition attempt.
- If the demolishment attempt succeeds, the Truppeneinheit unit is eliminated.
 - If the attempt fails the Truppeneinheit unit is not affected and may interfere with any other demolition attempts against any other bridges along its hexsides.

Redirect Movement:

- Any time a US unit(s) enters a hex containing a Truppeneinheit unit, the German player may attempt to redirect that US unit's movement.
- The hex may not contain a town or city.
 - If an active US leader is stacked with the Allied units, there is no effect, ignore the presence of Truppeneinheit unit.
 - If neither of the above are true, the German player rolls 1d10. Add one to the DR for each GD after Dec 18 and apply the modified result.
- 0-4:** The German player may move the Allied unit(s) along any connected road or trail hexes he wishes, expending any remaining MP the Allied unit(s) had after entering the Truppeneinheit's hex. It does not matter what type of movement the Allied units were using the German player automatically moves them as if they were using Mech road movement rates.
- 5-7:** There is no effect, the Allied unit(s) may continue movement normally.

8-9 or greater: The Truppeneinheit is eliminated. The Allied unit(s) is unaffected.

4.6.11 150th Panzer Brigade

This unit, commanded by Otto Skorzeny, contained two mechanized units with special capabilities based on an attempt to make them appear to be US units (panthers made to look like M-10 TDs).

4.6.11a The Units

Hard/600/150x Mot Inf Bn. and Hard/150x PzV KG have the following special abilities and restrictions.

- a) They do not garner recycle steps (GOSS 22.2.0) nor may they replace step losses in any way (GOSS 22.5.0).
- b) They do not expend MPs to move adjacent to enemy units (GOSS 7.8.0).
- c) They may ignore movement halts (MHs) due to enemy units (GOSS 7.7.0). The German player rolls 1d10 (for each unit) and applies the below results.
 - 0-3:** The unit(s) ignore the movement halt.
 - 4-9:** The unit(s) must halt their movement.

4.6.11b Withdrawal

In any scenario or campaign game that continues past the Dec 27 PM GT, all units assigned to the 150th Pz Bde must be withdrawn during the German Administrative Phase on the Dec 27 PM GT.

- Remove all surviving units from the map, regardless of location or supply status (including if adjacent to enemy units).
- If the German player does not withdraw the Bde during the Dec 27 PM GT:
 - 1) The Allied side immediately receives five victory points; and,
 - 2) All units of the 150th Pz Bde no longer have any of the special capabilities listed in WAR 4.6.11a.
- If the German player withdraws the Bde at the above time the Allied player is awarded:
 - a) Five victory points if all units of the Bde have been eliminated.
 - b) Three victory points if the Bde has lost one-half or more of the Bde's total number steps assigned on Dec 16.

5.0 UNIT MODES

5.5.7 Strat Mode & Assembly Areas

Important: Assembly areas are normally an optional rule. When playing WAR, players should use the rule as written. If players do not use this rule, game balance will be affected.

Players must assign an assembly area to units or formations when placing a unit or formation into Strat mode.

Note: Players may assign assembly areas by formation, Rgt or unit. Players may assign separate assembly areas to Rgt's subordinate to the same formation HQ.

- The owning player secretly writes down the hex number of an assembly area, noting the identity of the units assigned to that assembly area.
- Units must move as directly as possible to their assigned assembly area.
- A unit cannot voluntarily remove its Strat mode marker until it begins a friendly Movement Phase within three hexes of its assembly area hex.
- Players may change the location of an assembly area at the start of a friendly Movement Phase if:
 - a) The assembly area is within three hexes of an enemy unit; or,
 - b) If the assembly area is unreachable by those units. Use common sense and be fair to your opponent.
- An assembly area may also be re-designated during the AM Command Phase at the owning player's option.
- The new assembly area must be within 10 hexes of the previous one.

7.0 MOVEMENT

7.10.2a Bridge Bottlenecks

The bridge bottleneck rule (GOSS 7.10.2a) is in effect for all scenarios beginning Dec 16. On the PM GT of Dec 19 bridge bottlenecks are no longer in effect.

Designer's Note: The rule should be used throughout the game (feel free to do so), however since the biggest impact was during the early stages of the campaign, I decided to simplify play by ending the effect on the 19th.

7.10.4 Traffic Congestion

To simulate the degree of traffic congestion experienced by both sides early in the battle, in all scenarios

beginning Dec 16, the following rules are in effect.

German Units: Dec 16 through Dec 17 (all GTs), German units in Strat mode do not increase their MA (GOSS 5.5.3b).

Allied Units: Dec 16 through Dec 18 (all GTs), All Allied units in Strat mode do not increase their MA (GOSS 5.5.3b) if they start a friendly Movement Phase:

- 1) On or south of V/VIII Corps boundary; and,
- 2) North of the German 7th Army/5th Pz Army.

Exception: Do not apply the above rule to Allied units, if the unit does not start, move, or end its movement within 10 hexes of an enemy unit.

9.0 COMMAND

9.2.0 Command Boundaries

At start army boundaries for all scenarios are depicted on the scenario map diagrams. The boundaries for all scenarios starting on Dec 16 are also printed on the game maps. As play proceeds for each scenario, players may adjust army/corps boundaries using the below rules

Important: In any scenario that corps ZOP are not defined, players must designate corps ZOP prior to the start of play. Unless stated otherwise in scenario instructions, units/formations may not be reassigned to other corps/armies until Dec 19 AM GT.

Important: When playing Dec 16 group scenarios, corps ZOP designated prior to play may not be changed until the Dec 19 AM GT.

9.2.1 German Army Boundaries

The German army boundaries for the Dec 16 scenarios are all printed on the map and are in effect until the Joint Command Phase of the Dec 19 AM GT.

- The 6th/5th Panzer Army boundary is the xx27 hex row on the NE map, out to the 59xx column of hexes on the NW map.
 - a) The 6th Panzer Army ZOP encompasses all hexes on or north of the boundary line.
 - b) The 5th Panzer Army ZOP is all hexes south of the boundary line to all hexes on or north of the 5th Pz/7th Army boundary.
- The 5th Panzer/7th Army boundary

xx20 hex row on the SE map, out to the 63xx column of hexes on the SW map.

a) The 7th Army ZOP encompasses all hexes south of the boundary line to the southern map edge.

Exception: 5th FJ Division units may operate east of the Clerf River up to five hexes north (inclusive) of the 7th/5th Pz Army boundary line without suffering out of command penalties.

Exception: Lehr Pz Division may operate east of the Clerf River up to five hexes south (inclusive) of the 7th/5th Pz Army boundary without suffering out of command penalties.

- Beginning the Command Phase of the Dec 19 AM GT, the German player may adjust army boundaries and reassign units/formations to corps/armies as desired.
- The Dec 21 and Dec 28 scenario starting army boundaries are depicted on the respective scenario diagrams. Players may adjust these boundaries during the Joint Command Phase of Dec 22 and Dec 29 AM GTs, respectively.

9.2.1a 7th Army Mech Restrictions

In all scenarios beginning Dec 16, the 7th Army may never have more than one BG sized Mech formation assigned. This restriction is lifted beginning Dec 20 AM GT if the 7th Army has:

- a) One TP assigned to transport fuel for each Mech division assigned to the army; and,
- b) One TP assigned to transport fuel for every two BG sized formations assigned to the army. Divide the number of BG sized formations by two and round up to determine the number of TP required.

Designer's Note: This reflects the non-mechanized role assigned to the 7th Army and its orphan status concerning mechanized assets. If a player wants to assign more mechanized formations to the 7th Army, the player must assign a higher priority of mechanized logistic support to this army.

9.2.2 Allied Army Boundaries

In all scenarios beginning on Dec 16, the US 1st Army ZOP covers all Allied areas on all four maps. All corps on the map are assigned to the 1st Army until:

- 1) Montgomery Takes Command (WAR 9.2.2a); or,
- 2) 3rd Army is activated on Dec 21 AM GT.

- In either of the above cases, the Allied player must establish a boundary between the 1st and 3rd Armies.
 - 1) The command boundary between the 3rd and 1st Armies must be within two hexes hex row xx02 on the SE and SW maps.
 - 2) All corps HQ located south of the line are assigned to the 3rd Army and all corps HQ located on or north of the line remain assigned to the 1st Army. Corps ZOP may be adjusted to fall within the new army ZOPs.

Exception: No matter the location of the V or VIII Corps HQs, the V Corps must be assigned to the 1st Army, and the VIII Corps must be assigned to the 3rd Army.

a) Units and/or formations that would normally be OoC due to the new boundary lines may operate normally during all GTs of the Dec 21 GD without regard for the army boundary line.

b) During the Joint Command Phase of Dec 22 all units must within each army's ZOP must be assigned to the army in which ZOP they are currently located.

Important: Units/formations not assigned to the correct army at this time are marked OoC.

9.2.2a Montgomery Takes Command

In any scenario beginning on Dec 16 (unless otherwise stated in the scenario rules), Montgomery takes command if:

- 1) It is the Dec 17 Night GT or later; and,
- 2) At least four units of a single German formation/BG is on or west of the 26xx hex row on the NE or SE map; and,
- 3) Those units can trace a GenS path (may be an extended path) to its PSS.

Important: Once the German player has met the above requirement the command change will go into effect. There is no requirement for the German unit(s) to continue to meet the requirement.

Important: In all scenarios in the Dec 21 and Dec 28 scenario groups, the split between the 1st and 3rd Armies has already taken place and Montgomery has taken command.

- If the above requirement is met, Montgomery Takes Command in the first Joint Command Phase after the condition is met.
- If the 3rd Army has not been activated, it is automatically activated during the above Joint Command Phase and the Allied player must establish the 3rd Army ZOP (WAR 9.2.2).
- At the beginning of the Joint Command Phase of the GD after Montgomery takes command, the Allied player must declare a strategic withdrawal. The Allied player must:

Example: Montgomery takes command during the Joint Command Phase on Dec 21. In the Joint Command Phase of Dec 22, the Allied player declares the strategic withdrawal.

- 1) Identify one US corps assigned to the 1st Army. The corps must have at least one assigned division and six corps assets assigned.
- 2) During all GTs that day units assigned to that corps:
 - a) May not enter PA mode.
 - b) May move normally, but may not move closer to a German unit, unless the Allied unit is moving in a westerly direction.

Exception: If any units assigned to the withdrawing corps are isolated, the Allied player may place units in PA and conduct up to two GAs per GT using units in PA mode to attempt to break out the isolated units. These units may move in any direction.

- 3) Do not require a rest GT.
- 4) At the end of the Night GT the GD that the strategic withdrawal is declared, the Allied player must conduct an ENA period (GOSS 3.4.0).
 - a) All units of that corps are automatically activated.

Important: Any units assigned to the withdrawing corps that are marked with an isolated marker are not required to activate, although the owning player is free to activate them.

- b) The Allied side is automatically the first player.
- c) All Allied activated units must move up to the limit of their printed MA in such a manner as to move away from the closest German unit and closer to their PSS.
- d) Activated units are not subject to ENA fatigue.

- During the Joint Command Phase of the GD following the above ENA period, the Allied player must select one corps assigned to the 1st Army and declare a corps level lull (GOSS 24.0). The German player cannot refuse the lull.
- Use the procedures in GOSS 24.0 with the following exceptions:
 - a) The lull must last for at least five GDs. Neither side can break prior to the full five GDs.

Example: If the lull goes into effect on Dec 22, it continues through the Dec 26 Night GT.

- b) Neither side may activate any units (GOSS 24.2.0).
- c) The Allied player may conduct GS missions normally. The lull has no effect on GI, SI, ASup or air supply missions.
- d) On the AM GT of the sixth GD of the lull the Allied player rolls 1d10 and implements the result:
 - 0-4: The Allied player may end the lull. If the Allied player does not end the lull, the German player may launch a counter offensive (GOSS 24.5.0).
 - 5-8: The German side may end the lull. If the German player does not end the lull, the lull continues as below.
 - 9: The lull continues until the AM GT of the next GD. Follow the above procedures on the next GD. Apply a -1 DRM to the DR for each GD after the first DR.

9.2.2b US Communication Zone

Beginning on Dec 16 GD until elements of the British XXX Corps arrive, the area west of the Meuse River running from Herstal (NE2101) to Namur (NW4114) to Sedan (SW4034) is the ZOP of the US Communication Zone (COMZ).

- All units with a CZ printed in the upper left corner of their counter are assigned to COMZ.
- Units assigned to COMZ may not move east of the Meuse River unless released by scenario instructions.

- If a German unit crosses the Meuse River and enters the COMZ ZOP, the COMZ unit movement restrictions are lifted and the COMZ ZOP is abolished. All COMZ units may be reassigned to either the 1st or 3rd Armies (WAR 9.2.1).
- The COMZ boundary is changed to the boundary shown on the Dec 21 scenario map at the beginning of the Joint Command Phase if a unit of British XXX Corps occupies Givet (SW3703).

9.2.3 Dec 16 Scenario Group Allied Corps Boundary Restrictions

VIII/V Corps: The boundary line is printed on the NE map.

- a) US units that start the Dec 16 scenarios on the map may not cross the VIII/V Corps boundary until the Dec 18 Night GT.
- b) Units that enter the map as reinforcements are not affected by this rule until they reach their assembly areas.
- c) The Allied player may modify this boundary beginning the Joint Command Phase of Dec 19.

Other US Corps: As additional US corps arrive the Allied player must designate corps boundaries during the first AM Command Phase after the corps HQ arrives.

Example: The US XVIII Corps HQ arrives on the Dec 18 AM GT. The corps boundary must be set during the Joint Command Phase on Dec 19.

9.2.4 British XXX Corps

All the British units in the game are under command of XXX Corps. The corps was originally near Hasselt, Belgium, resting and refitting for the upcoming 21st Army Group offensive in February. They were committed as a backstop to the US Army in case the Germans should approach or cross the Meuse River. As such, they represent a vital and important reserve, but one that was not to be squandered needlessly.

9.2.4a Corps Boundary & ZOP

The scenario description maps for Dec 21 and Dec 28 scenario groups depict the ZOP for XXX Corps.

- On the Dec 20 PM GT the first British unit arrives, that unit must move by the most direct route to Givet (SW3703).
- Once an XXX Corps unit occupies Givet (SW3703), all the area west of the Meuse River from Herstal

(NE2101) to the Dec 21 COMZ boundary becomes the ZOP for XXX Corps.

- Arriving formation/sub-formation HQ must be assigned an assembly point. Once the HQ occupies its assembly point all subordinate units must remain within 12 hexes of their HQ.
- Within the above restrictions, British units may move freely in the XXX Corps ZOP, however they may not cross the Meuse River or leave the XXX Corps ZOP until activated.
- The Allied player may freely attach and detach units assigned to XXX Corps. Units/formations may not be reassigned to US corps.
- Non-activated units may not conduct any type of construction or demolition.
- If attacked, non-activated units defend normally.

9.2.4b XXX Corps Activation

All XXX Corps units are inactive and must abide by the restrictions in WAR 9.2.4a until activated. XXX Corps units are activated by:

- 1) Scenario instructions.
- 2) If not activated in previous GTs, the British 29th Arm Bde is automatically activated at the beginning of the Dec 25 PM GT.
 - a) The Bde may operate normally within the XXX Corps ZOP and within three hexes of the eastern side of the Meuse River.
 - b) No additional units may be attached to this Bde.
 - c) The Bde may attack normally, however if a German unit violates 4) below, that act does not activate additional XXX Corps units.
- 3) A German unit conducting an FS mission or GA (including overrun (GOSS 5.3.5) and/or CDM (GOSS 7.14.0) against a unit of the XXX Corps. In this case, the British formation whose subordinate unit(s) were attacked, and all corps asset units are activated at the beginning of the next Allied player turn.
- 4) A German unit occupying any hex west/northwest of the Meuse River that is in the ZOP of XXX Corps or COMZ ZOP. In this case, all or part of XXX Corps may activate: at the beginning of the next Allied Player turn:
 - a) The British Div sized formation HQ closest to a German unit (that has met the above condition) is automatically activated. All subordinate units to that HQ are also activated.

b) If two or more HQ are equidistant from a German unit, the Allied player may choose the HQ to activate.

c) If German units have crossed at more than one point, and those points are separated by at least 10 hexes (do not count the German occupied hexes). Then the Allied player may activate one British division for each separate point.

5) During the first Joint Command Phase after any XXX Corps units are activated by 3) or 4) above, the Allied player rolls 1d10 and modifies the DR by adding the number of German units that have crossed the Meuse River to the DR.

- 1) If the modified result is 9 or greater, all remaining units assigned to the XXX Corps are activated.
- 2) If the modified result is 8 or less, no additional units are activated.

- The Allied player may attempt to activate all the XXX Corps in each successive Allied Administrative Phase.
- In the first Joint Command Phase after a unit assigned to XXX Corps crosses the Meuse River (**Exception: If the 29th Arm Bde is activated using 2)**, the Allied player must create an XXX Corps ZOP east of Meuse River.
- The ZOP cannot be within the 3rd Army or COMZ ZOP and cannot extend east of the Ourthe River.
- US units and formations may not be assigned to the XXX Corps and must exit that corps ZOP as soon as possible.

Designer's Note: *Players need to agree upon when the US units must be out of the XXX Corps ZOP.*

9.2.5 German Corps Boundaries

The German player may set the boundaries of individual corps as they see fit unless restricted by specific scenario rules.

Exception: *In all Dec 16 scenarios, the German player must designate corps boundaries prior to the start of play. The German player may not modify these boundaries until the Joint Command Phase of Dec 19.*

9.2.6 Out of Play Area

The northeast area of the NE map was not active during the time of the battle. To reflect this the following

hexes on the northeast map are out of play in all scenarios: Hex 5201 to 5203 to 6409 to 7006. No units are placed, nor may they enter the above section of the map. See Dec 16 scenario group (WAR 30.0) for additional out of play areas.

Important: *If players decide to include the units set up in the out of play area, German units within that area cannot enter PA mode during the Dec 16 Pre-dawn GT.*

9.2.7 Southern Map Edge

These rules deal with the situation of the US southern operational area (initially the 4th Inf Div and 9th Arm Div) being so devoid of US units and at the same time, being close to Luxembourg City. This was a sensitive issue for the US command. If not accounted for, non-historical game play abuse may occur if it is not specifically restricted.

Designer's Note: *I have seen too many games in which the US player just writes off defending the south because there is no reason to stay adjacent to the Sauer River or defend the entry zones for 3rd Army early in the game. Conversely, putting victory point goals along that map edge gives the Germans too much incentive for thrusting out that far with 7th Army.*

9.2.7a Movement On/Off the Southern Map Edge

If an Allied unit retreats or exits anywhere off the SE or SW map edge, that unit may not reenter the map until the second Allied Movement Phase of the second GT after exiting the map.

Example: *A US unit is retreated off the map during the German Player Turn of the Dec 18 AM GT. The unit would be eligible to reenter the map during the Allied Movement Phase of Dec 18 Night GT.*

- A returning unit may enter the map on any hex not occupied by or adjacent to a German unit.
- Allied units can never enter east of the Dec 16 frontline.

9.2.7b Clearing the Southern Map Edge

1) If at the beginning of any GT there are no Allied units within 10 hexes of the south map edge east of hex row

35xx, all US reinforcements due to enter reinforcement areas A through D are delayed for six GTs.

2) If at the beginning of any GT there are no Allied units within 10 hexes of the south map edge between hex row 22xx and hex row 40xx, all reinforcements scheduled to enter reinforcement areas A through D, are delayed three GTs.

3) If both the above conditions are true, the stated reinforcements would be delayed nine GTs.

4) At the beginning of any GT that any Allied non-Art/non-HQ unit has occupied the area for one complete GT, the reinforcement delay ends.

Important: Each reinforcement delay can occur only one time.

9.2.8 4th Infantry Division

This division presents a unique situation: part of it is being used to hold the line of the Sauer River on the map, while the other two regiments are either in reserve or continuing the line off map to the south. As such, it is not available to be moved elsewhere on the map and is tied to its initial area of operations listed below.

9.2.8a Area of Operations

The division's HQ does not enter play, it is located off map (historically in the town of Consthum).

- Units subordinate to the 4th Inf Div, can trace GenS path no longer than nine Mech MP to any map edge marked with an "A".
- Units assigned to the 4th Inf Div may not voluntarily move east of the 47xx hex row and south of the Sauer River.
- If units assigned to the division are involuntarily moved out of the above area, they must move to exit the map as soon as possible. Once exited they may reenter on any hex not occupied by a German unit, anywhere within the above area on the immediately following GT.

9.2.9 9th Arm Div Restrictions

Historically the 9th Arm Div was split up across the area of the Ardennes Forest with CCB and CCR acting as corps reserve and CCA in the line between the 4th Inf and 28th Inf Divisions to gain battle experience. To simulate the historical use of the Div, the three combat commands all operate as BG or may be attached to other divisions.

- CCB and CCR may not be reattached to the 9th Div HQ until

the Dec 26 AM GT.

- 9th Arm Div HQ, may attach units assigned to any Inf Div, up to the limit imposed by GOSS 9.6.2.

9.2.9a CCA

The Div HQ and all units of CCA/9A (including the BU units listed in the Dec 16 scenario group) were assigned an area of the front prior to the battle to gain experience and then after the battle were kept in the area to support the 4th Inf Div and the remnants of the 28th Div that retreated south across the Alzette River.

- Beginning the Dec 17 AM GT, if any German unit occupies a hex south of the Sauer between the 41xx and 50xx hex rows CCA/9A must remain:

1) South/southeast of the area bordered by Alzette and Sauer Rivers; or,

2) Within six hexes of Colmar (SE4130).

- If at any time after the Dec 18 AM GT there are no German units in the above area and if at least one Allied non-Art/non-HQ occupies Ettlebruck (SE 4126), CCA/9th Arm (including the Div HQ and BU units assigned to CCA is freed from this restriction.

9.2.9b CCB & CCR

In any scenario/campaign beginning Dec 16 both combat commands operate with the below restrictions:

- Neither combat command can be activated until Dec 16 Night GT, unless a German unit has conducted a GA against a unit assigned to CCB and/or CCR. In this case only those units that were the target of the GA or those units adjacent to a German unit that conducted the GA may be activated.
- During the Dec 16 Night GT, one of the two (Allied player's choice) combat commands may be activated.
- During the Dec 17 AM GT, if not already activated, both combat commands are automatically activated.

a) When activated CCB:

1) Is attached to the 106th Inf Div and all units assigned to that combat command must move to within two hexes of St Vith (NE4430). If blocked by the presence of German units, it must move as close as possible.

2) Must remain attached to, and within GenS distance of the 106th Inf Div HQ until the beginning of

the Command Phase on Dec 18. At that time, the Allied player may detach the combat command to operate as a BG, or attach it to another Div.

b) When activated CCR:

1) May not (any unit assigned to CCR) move onto the NE map until the Dec 18 AM GT.

2) May operate as a BG or be attached to any Div assigned to the VIII Corps if the above movement restriction if met.

Important: CCR and CCB may not operate as part of the 9th Arm Div at any time. They must remain as independent BGs or be attached to other divisions.

9.2.10 7th US Arm Div

Historically, the 7th Arm Div entered the area map from the north early in the battle ordered to assemble near St. Vith and aid the forward regiments of the 106th Inf Div in the Schnee Eifel. In a given game, this action may not be the best use of these units, but to allow free use of the division to the US player allows him the use of knowledge that the US command did not have at the time. As such, the 7A is restricted in its movements when it enters the map.

- In any scenario/campaign beginning Dec 16, all units of the 7th Arm Div must enter the map in Strat mode and assign assembly areas (WAR 21.1.1b).
- All 7th Arm Div assembly areas must be within three hexes of Rodt (NE4129).
- All units must move their maximum number of MP towards those assembly areas using the most direct route possible.
- During the Command Phase of Dec 17, the Allied player rolls 1d10 to determine if the assembly areas may be altered:
 - 0 or 1: The Allied player may freely change the assembly areas.
 - 2 through 9: The Allied player must retain the original assembly areas.
- If the assembly areas are retained the Allied player must continue to move along a route that avoids contact with enemy units, even if not the most direct route.

Important: If at any time, a German unit is within three hexes of Rodt, the Allied player is free to select new assembly areas.

9.2.11 CCA, 5th US Arm Div

The 5th Arm Div has one combat command (CCA) on the map. This combat command functioned as a reserve for the duration of the battle, is under the following movement restrictions:

Exception: The 95/5A AFA Bn. is attached to the 78th Inf Div. It cannot be attached to any other formation (including the 5th Arm) for the duration of the game.

- One two-company hybrid unit of CCA is released on the Dec 16 Night GT to backstop the position at Monschau.
- It must move to Monschau and remain within one hex of Monschau (NE5111) unless Monschau and is at any time occupied by German units. unless forced to abandon this position. If so, it is free from any movement restrictions.
- The remainder of CCA is released the Dec 17 AM GT; however, no unit (except the above) may not move more than 10 hexes from Eupen (NE4105).
- If German units (other than those of Von der Heydte Para drop (WAR 4.6.9) and Truppeneinheit (WAR 4.6.10)) move to within 10 hexes of Eupen, all units of CCA/5A are freed from all movement restrictions.

9.2.12 1st US Inf Div

The Big Red One was billeted in the vicinity of Herve (NE2904) after its grueling fight in the Hurtgen Forest.

- If any German unit (other than those of Von der Heydte Para drop (WAR 4.6.9) and Truppeneinheit (WAR 4.6.10)) moves within eight hexes of Eupen or Verviers (NE4105 or NE3208), all units of the 1st Inf Div that have not already arrived as reinforcements, are immediately placed on the map within two hexes of Herve (NE2904).

9.2.13 Dec 28 Scenarios & US V Corps

Designer's Note: US V Corps is a peculiar case because it holds the corner of the northern shoulder and is in the closest position to launch an offensive from which to cut off the German penetration at its base. Yet the corps' divisions never fully attacked after December 22. Supply was one factor, but Monty's reluctance to do so was another.

In the game, especially when starting

with the Dec 28 scenarios,

- The out of play area contains the 99th, 2nd, 9th and 78th US Inf Divs, which are all part of V Corps.
- Additionally, no V Corps Art Bn.'s (those marked with V Corps) can be assigned any other Allied corps.
- If the Allied player is allowed the option of to attack the base of the German salient, The Allied player may place the 9th US Inf Div within three hexes of Herve (NE2904).

9.2.14 German LXVII Corps

This corps was reassigned to 15th Army when it became obvious no breakthrough was going to be made on Elsenborn Ridge. The area to the northeast of Bullingen (NE5121) all the way to Kesternich (NE5608) was also put under command of another of 15th Army's Corps.

- If Elsenborn (NE5018), Kalterherberg (NE5014) and Mutzenich (NE5011) have not been captured by the Dec 22 AM GT, the section of the front marked as "Out of Play" on the Dec 28 scenario map immediately goes out of play.

Important: All units/formations subordinate to the V Corps within the out of play area are deactivated.

- During the German Movement Phase of the Dec 22 PM GT, the following German formations/units enter the in-play area between hexes NE5123 and NE5129:

LXVII Corps HQ

12th VG Div

3rd PzG Div

Important: Both the 12th VG and 3rd PzG arrive with any step losses suffered previously to the Dec 22 AM GT.

Designer's Note: Keeping those areas in play would mean an excessive amount of overhead for little activity. If players wish, they may continue to keep those areas active, but the Germans should then receive 18 Inf RePs during the Command Phase of Dec one more VG Div equivalent of troops (you can use replacement steps for that purpose).

9.2.15 10SS & 11 Pz Divs

These divisions were held in OKW reserve for use after the German armored spearheads had reached and crossed the Meuse River. The 10SS

Div was going to be part of 15th Army's Spätlese offensive but was still refitting on Dec 16. The 11th Pz Div was held in reserve against the southern portion of 3rd Army's sector, to be used if Nordwind went well or to reinforce 5th Pz Army. Both of those divisions are unavailable until 22 Dec.

9.2.15a 10SS Pz Div

This division arrives in the 6th Pz Army ZOP on the east edge of the NE map on the GT after any Mech Div assigned to the 6th Pz Army has at least 75% of all surviving assigned units (round down) across the Meuse River and at least one unit assigned to the 6th Pz Army has exited the western or northern map edge of the NW map.

9.2.15b 11th Pz Div

This division arrives in the 5th Pz Army ZOP on the east edge of the SE map on the GT after any Mech Div assigned to the 5th Pz Army has at least 75% of all surviving assigned units (round down) across the Meuse River and at least one unit assigned to the 5th Pz Army has exited the western or northern map edge of the NW map.

9.2.16 II SS Pz Corps

The II SS Pz Corps consists of the 9th SS Pz Div and the 2nd SS Pz Div. Their GT of arrival is dependent on the progress that the offensive has made.

- If all the following hexes are German controlled the corps HQ and all units of both divisions arrive on the Dec 18 AM GT:

Malmedy (NE4020)

SPA (NE3215)

Werbomont (NE2220)

- If the above hexes are not German controlled on the Dec 18 AM GT, the corps HQ and both divisions arrive in the Dec 19 PM GT. The division HQs arrive with low fuel The German player must roll on the Fuel Level Table to determine the fuel value of the formation.

9.6.2b US Tank, TD, & AT

The original WAR counters pre-date the above GOSS rule. This rule applies to all US tank, TD, and AT units in WAR with a printed Div assignment.

11.0 FIRE SUPPORT MISSIONS

Either Model or Hitler, history is not sure which, forbade heavy artillery

barrages on Monschau because the town was extremely popular before the war as a resort town, especially for honeymooners. Because of that:

- a) The German player may never have more than two Art units participate in a single FS mission against Monschau (NE5111).
- b) The German player may not conduct intensive barrages against Monschau.

15.0 SUPPLY

15.2.0 Primary Supply Sources

Unless stated otherwise in scenario instructions, the below PSS apply to all scenarios.

Important: Allied Army HQ are not used in **WAR**. Corps HQ trace directly to any of the above PSS.

15.2.0a Allied PSS

Bastogne (SE2215 or 2216): US corps HQ may use Bastogne if:

- 1) A GenS path of any length can be traced from either Bastogne hex exclusively along primary road hexes to any west map edge on the SW or NW maps; and,
- 2) Neither of the Bastogne hexes have never been occupied by a German unit.

Map Edge: All Allied corps may trace GenS from their PSS to corps HQ GenS from the below primary road map edge hexes:

- 1) The western edge of the SW and NW maps; or,
- 2) The south edge of the SW or SE maps on or west of the primary road south of SE5333; or,
- 3) The north edge of the NW or NE map on or west of NE4401.

Exception: A primary road hex that is occupied by or adjacent to a German unit cannot be used as a PSS.

15.2.0b German PSS

Each German army has a specific set of map edge hexes or cities that may be used as a PSS.

7th Army: Tier (SE6834), Bitburg (SE6319) or any primary/secondary road map edge hex labeled with "7A."

5th Pz Army: Prum (SE5902) or any primary/secondary road map edge hex labeled with "5P."

6th Pz Army: Schleiden (NE6313) or Stadkyll (NE6526) or any primary road map edge hex labeled with "6P."

Important: Each army can trace to only one PSS each GD. Players are free to choose which PSS they will use during the current GD.

15.2.1 General Supply (GenS)

In all scenarios beginning Dec 16, all units on both sides are in automatic GenS until the end of the Dec 17 Night GT (including the ENA period).

- Beginning the Dec 18 AM GT both sides must check GenS and conform to all GenS rules unless stated otherwise in these rules.

Important: Art units are considered in GenS when checking for AD or replenishment.

- Units are not subject to surrender checks during the Joint Command Phase, Surrender Segment (GOSS 15.7.1) or during the unit status step of the GA process (GOSS 13.5.1) until the Joint Command Phase of Dec 18.

15.2.2a German HQ to HQ GenS Path

If a German army HQ is located east of the Dec 16 German start line, German army HQ to corps HQ (only) GenS paths may be up to 24 Mech class MP. They do not suffer the extended supply path penalties (GOSS 15.2.4).

Important: This rule applies to the army to corps HQ GenS paths, not PSS to army or corps to formation HQ GenS paths.

15.2.7 German Bastogne-St. Vith Supply Complex

If both hexes of Bastogne (SE2215 and 2216) and St. Vith (NE4403) are German controlled and if the Germans can trace a HQ to HQ GenS path (GOSS 15.2.2) between St. Vith and Bastogne; Bastogne may be used a PSS for the 5th Pz Army and St. Vith may be used as a PSS for either the 5th Pz or the 6th Pz Army (not both).

15.2.7a Procedure

During each Supply Determination Segment, as the first action of the segment, the German player must check to see if the supply complex route is valid. To be valid both the following must be true.

- 1) No Allied unit can be within three hexes of the three town hexes (2 for Bastogne and 1 for St. Vith) listed

above, nor can an Allied unit be within three hexes of any primary road hex used to trace the GenS path between the towns; and,

- 2) A German unit must occupy or been the last unit to occupy all three of the above town hexes.

- If the above conditions apply the supply complex is found to be valid, the supply complex immediately becomes operational and may be used in the to determine GenS in the current segment.
- The supply complex remains operational until the conditions are no longer met (checks are made during each Supply Determination Segment).
- If the requirements above are not met in any subsequent segment, the complex immediately becomes inactive. The supply complex may be reestablished if the conditions are once again met.

Designer's Note: The Germans had intended to put the rail line from Germany to St. Vith–Bastogne back into service and use those two towns as supply railheads. Taking the two towns and clearing the primary road between them will immensely improve the German supply situation.

15.2.7b Benefits

If the Bastogne-St Vith supply complex is operational, the German side adds 2 to all fuel and ammunition delivery die rolls (GOSS 16.3.0 & 16.4.0).

15.10.0 German Rollbahnen (Optional)

Each German Pz Div initially had a designated supply road for its own use.

- Beginning on the AM GT of Dec 18 during the Supply Determination Segment and continuing until through Dec 20 AM GT the following is in effect:
 - a) When tracing a GenS path from a German corps HQ to a Pz Div HQ if any part of that GenS path is being used to trace a GenS for another Mech formation the GenS movement cost for the HQ conducting the GenS check is increased by one MP for each hex where both formations are tracing their GenS path.

16.0 LOGISTICS & TRUCKS

Important: Allied armies do not use the Logistic Table.

16.1.1 Truck Availability

The following TP allocations are used when playing any scenario that uses all four maps. The Allied player may not transfer TP from one army to another.

16.1.1a Allied TP Available

Allied TP are used for motorization purposes only (GOSS 7.8.0).

Dec 16 through Dec 18: 6 TP (1st Army).

Dec 19 through Dec 20: 12 TP (1st Army).

Important: All Leg class units of the 82nd and 101st AB Divs arriving as reinforcements are motorized using TP until arriving at the assembly areas. These TP do not count against the army TP level.

Exception: If Montgomery takes command prior to Dec 21, each army has 6 TP.

Dec 21 through Dec 23:

1st Army: 8 TP

3rd Army: 6 TP

Dec 24 through Jan 8:

1st Army: 10 TP

3rd Army: 8 TP

16.1.1b German TP Available

German TP are used for motorization purposes only until the AM GT of Dec 20. The German player may not transfer the below TP between armies.

Dec 16: No TP are available.

Dec 17 through Dec 19:

6th Pz Army: 2 TP

5th Pz Army: 2 TP

7th Army: 1 TP

Dec 20 through Jan 8: 16 TP, the German player may divide these TP between the three German armies as desired and assign them to tasks as per GOSS 16.1.2. TP may be reassigned to armies as standard GOSS procedures.

16.2.1b Allied Logistics

The Allied side does not use the full logistic rules in any scenario or campaign.

- All Allied HQ/units are fully fueled and do not use fuel points during any scenario or campaign.

Exception: Beginning the AM GT of Dec 18 OhS rules apply (GOSS 15.5.0).

- When playing any scenario with a Dec 16 start, check the scenario rules to determine Allied ADV on Dec 16. Do not adjust Allied ADV based on supported corps. AmP cannot be created.
- Beginning the AM GT of Dec 17, all Allied armies have a base ADV of 5, unless modified by scenario instructions.

Important: Allied Army HQ do not appear in WAR; however, players must still determine army and corps ADV using the standard GOSS rules outlined in GOSS 16.0, modified as below.

1) Allied army/corps ADV is adjusted using the procedures outlined in GOSS 16.3.2, skip Step 5.

Important: When determining the number of supported corps HQ (GOSS 15.4.1 & 16.3.4 step 4), the 3rd Army must support one off map corps in addition to any on map corps assigned.

2) The Allied side only gains AmP by reducing army ADV (GOSS 16.3.2 Step 3). Apply GOSS 16.3.6 to determine maximum stockpile limits.

3) Allied armies may not transfer AmP (GOSS 16.3.5).

16.2.1c British Logistics

XXX Corps uses the Allied logistic procedures listed in WAR 16.2.1b beginning the GT that the first division of the XXX Corps is activated. On that GT use the following procedures:

- The corps has 3 TP available for motorization only.

Important: All British Leg class units arriving as reinforcements are motorized using TP until arriving at the assembly areas. These TP do not count against the corps TP level.

- The corps determines ADV independently of the 1st Army. Do not count this corps as part of 1st Army when determining ADV for 1st Army.
- The corps may stockpile 10 AmP.

16.2.1d German Logistics

In all scenarios beginning Dec 16, the German player does not use the full logistic rules (GOSS 16.0). The German side begins using the full logistic rules beginning the Dec 20, AM GT.

Exception: Beginning the AM GT of Dec 18 OhS rules apply (GOSS 15.5.0).

Dec 16 through Dec 19: The following rules are in affect:

- 1) All German HQ/units are fully fueled.
- 2) German base ADV is set by scenario instructions (WAR XXX).
- 3) Beginning the AM GT of Dec 17, the German ADV is adjusted using the procedures outlined in GOSS 16.3.2, skip Step 5.
- 4) The German side only gains AmP by reducing army ADV (GOSS 16.3.2 Step 3). Apply GOSS 16.3.6 to determine maximum stockpile limits.
- 5) Available TP are used for motorization purposes only.

Dec 20 through Jan 8: Unless modified by scenario instructions, the following rules are in effect:

- 1) The German side uses the full logistic rules (GOSS 16.0).
- 2) The base ADV for all armies is 3.
- 3) See WAR 15.2.7 for modifications to the logistic DRs if the Bastogne-St Vith supply complex is operational.

16.3.6 German AmP Stockpiles

All German armies are limited to a maximum of 10 AmP in stockpile at the beginning of a Logistics Phase.

16.3.6a Starting AmP Stockpiles

Unless stated otherwise in specific scenario instructions the German side has the following stockpiles available at the beginning of each four map campaign scenario. There also two dates that additional AmP may be added to the German stockpiles.

Important: The number of AmP listed may be divided between the three German armies in any manner that the German player desires.

- If playing the Dec 16 campaign game, the German player begins the game with 10 AmP in stockpile.

Important: These AmP cannot be used during the Pre-Dawn Special GT.

- These AmP cannot be used to modify the German base ADV on Dec 16.
- They may be used to conduct intensive fire and/or replenish Art units (GOSS 16.3.7).
- Beginning the AM GT of Dec 17,

stockpiled AmP may be used to increase the German ADV.

All Scenarios beginning Dec 21 AM

GT: 6 AmP. When playing any four-map campaign game starting Dec 16 or Dec 21, add eight AmP on the Dec 22 AM GT.

All Scenarios beginning Dec 28 AM

GT: 10 AmP. When playing any four-map campaign game starting Dec 16, Dec 21, or Dec 28, add:

- 1) 8 AmP on the Dec 29 AM GT.
- 2) 6 AmP on the Jan 5 AM GT.

Important: When playing any of the smaller scenarios, the number of AmP initially available to the Germans is given in the scenario listings.

16.4.1b Starting FP Stockpiles

Unless stated specifically in scenario instructions, no German army starts a scenario with FP in stockpile.

Important: All German armies, corps and formations have normal fuel in all scenarios starting Dec 16.

16.6.0 Fuel Dumps

The US Army had large supply dumps in the urban areas near the V Corps, with Liege being the 1st Army main supply dump. Those dumps contained food, ammo, and fuel, with fuel being the critical element for the German Army. Capturing town or city hexes within that area will increase the chances of capturing a fuel dump.

16.6.1 Placement

If scenario instructions state fuel dumps are available. The Allied player can mark the hexes or note on a piece of paper the location of each dump.

- NE3618 (Francorchamps)**
- NE3710 (Jalhay)**
- NE3413 (Tiege)**
- NE3215 (Spa)**
- NE4105 (Eupen)**
- NE2412 (Louveigne)**
- NE2305 (Fleron)**
- NE2911 (Theux)**
- NE3208 (Verviers)**

Important: The Verviers location counts as two fuel dumps for evacuation purposes.

16.6.2 Evacuation

Beginning the Dec 19 AM GT, in the Joint Logistics Phase, the Allied player may evacuate (remove) three fuel dumps each Joint Logistics Phase

until all dumps are evacuated. Once evacuated they no longer can provide the benefits listed in WAR 16.6.3.

Important: The Verviers fuel dump counts as two dumps.

16.6.3 Capture

If at any time, a German unit enters a fuel dump location and that fuel dump has not been evacuated, the following occurs:

- The German player immediately rolls 1d10, if the DR is being made due to the Verviers dump being captured apply a -1 DRM.
 - a) If the modified result is a zero, the main 1st Army fuel dump has been captured. Do not check for the 1st Army dump again.
 - b) Any other result is a no effect. The German player may continue conducting this check each time a dump is captured.
- Capturing the 1st Army fuel dump has the following effects:

German: In the first Joint Logistics Phase after the 1st Army dump is captured, all German HQ (including army/corps HQ) that can trace a GenS path from the dump location to the location of that HQ are considered in normal fuel for that GD (no FP need be expended).

Important: The dump location must be occupied by a German unit at this time and each HQ must trace directly to the dump and cannot use an extended supply path.

Allied: In the first Joint Logistics Phase after the 1st Army dump is captured, all corps and formation HQ assigned to the 1st Army (including army assets) are automatically in low fuel for that GD. Follow the procedures in GOSS 16.4.5 to determine the fuel value for each HQ.

- If the dump captured is not the 1st Army dump, the following is in effect:

German: In the first Joint Logistics Phase after the dump was captured, the German player can declare one Mech formation or two Mech BG (assigned to the 6th Pz Army have normal fuel for that GD without the expenditure of FP. In this case a GenS path is not required.

Allied: No effect.

Important: In either of the above cases, the German player cannot delay the use of the dump's affects.

17.0 ENGINEERS

7.3.0 Bridges

Scenarios may start with demolished bridges.

In all scenarios beginning Dec 16:

All bridges along the frontline (the dotted black line on the scenario maps running along the Our and Sauer Rivers south of hex 4307 on the SE map are demolished.

In all scenarios beginning Dec 21:

All those along the Our and Sauer Rivers (as noted above) except where the Germans have constructed new bridges (See Dec 21 German setup instructions). Additionally, the following bridges are demolished.

Northeast Map: 3521/3522, 3322/3323, 3224/3324, 3120/3121, 2920/2921 and all bridges (3) in 3223.

Southeast Map: 1014/1114, 1907/1908, 4126/4127 and 4426/4427.

17.3.1c Heavy Bridges

All GOSS rules apply.

Exception: Heavy bridges can only be constructed or dismantled by Eng Bn.'s assigned as army level assets

Example: An Eng Bn. with an army formation ID in the upper right corner of the counter.

17.5.0 Fortified Area Hexes

Westwall (WW) hexes are Ft area hexes. The following WW hexes are marked as destroyed in all scenarios beginning Dec 16.

Northeast Map: All WW hexes that run from 4601 to 5209, 5213, 5515, 5617, 5618, 5730, 5731, 5632, 5532, 5433.

Southeast Map: 4507

19.0 WEATHER

Players decide before starting a scenario whether to use variable or historical weather. Historical weather is shown on the Turn Record Tracks.

Important: When using historical weather conditions, the ground condition is dry unless specifically listed as thaw, freeze, or snow.

Important: To remain consistent with updated GOSS rules, treat the following ground conditions as:

Normal: Dry

Thaw: Mud

Wet: Conditions are not used in WAR.

19.2.2 Variable Weather Determination

Determine atmospheric and ground conditions for the GT during the Joint Weather Phase.

Important: The German Turn Record Track lists the applicable DRMs to apply for that GT.

Example: Dec 17 AM GT is shown as a +4/0, with the number to the left of the slash the atmospheric DRM and the number to the right, the ground DRM.

- The Allied player consults the Weather Table on the German Turn Record Track and rolls 1d10 for atmospheric condition and then ground condition. Apply the applicable GT modifiers to each DRM.
- For night GTs use the modifiers for the preceding PM GT and increase the ground condition modifier by +5.
- Do not roll during ENA periods. The Night GT weather remains in effect.
- Beginning the PM GT of Dec 27, if the atmospheric condition is determined to be POvr, Roll 1d10:
 - a) If the result is 0-4, the atmospheric condition is Ovr.
 - b) If the result is 5 or greater, the atmospheric condition remains POvr.

Important: There are no modifiers for this second DR.

- Beginning the AM GT of Dec 28, treat all ground condition results of normal as snow if the atmospheric condition is Ovr.

20.0 AIRPOWER

20.1.0 Air Point Availability

Each side will receive zero or more APs to use each GT or GD (depending on if using historical or variable weather).

20.1.0a Historical Weather

When playing with historical weather, the number of APs granted to each side is shown for each AM and PM GT on the GRTs. Total the number of AP shown as available on the GRT. The result is number of AP available for that GD.

Important: The number of AP shown has already been adjusted for atmospheric conditions (GOSS 19.3.0). Do not use those adjustments.

Errata: The AP values shown on the US GTRT for GTs 20 and 21 should be zero, not four.

20.1.0b Variable Weather

When playing with the variable weather option, the number of APs available is listed below. Player must use GOSS 19.3.0 AP adjustments.

Allied AP Availability:

Dec 16: 0 AP

Dec 17 to Dec 19: 10 APs per GD.

Dec 20 to Jan 8: 50 APs per GD.

German AP Availability:

Dec 16: 0 AP

Dec 17 to Dec 22: 8 APs per GD.

Dec 23 to Jan 8: 6 APs per GD.

20.1.0c Operation Bodenplatte (Base Plate)

On January 1, 1945, the Germans launched a surprise airstrike against Allied airfields called Operation Bodenplatte that temporarily disrupted Allied air efforts.

Historical Weather: If using this option, the operation occurs on the Jan 1 AM GT.

Variable Weather: If using this option, the operation occurs on the first AM GT on or after the Jan 1 that has an atmospheric condition of clear or POvr.

- On the above listed GD, the German player can choose to conduct Bodenplatte or to cancel the operation.

Conduct Bodenplatte:

a) All further German AP availability is set at zero (including the AP for the current GD).

b) The Allied player rolls 1d10 and applies the below result to the current and all remaining GDs:

Important: If using historical weather, the below reductions are made to the total AP derived in WAR 20.1.0a.

0-3: The Allied AP availability is reduced by 18 AP per GD.

4-6: The Allied AP availability is reduced by 10 per GD.

7-9: The Allied AP availability is reduced by 6 AP per GD.

Important: The reduction used for historical weather could reduce the number of AP to below zero, treat that result as zero.

Cancel Bodenplatte: The Allied AP availability is not affected.

- On the Jan 1 GD, the German side has 24 AP available. There is no other effect.

20.1.1 Assignment of Air Points Allied Air Points:

- In all scenarios beginning Dec 16 until 3rd Army is activated (WAR 9.2.2), all Allied AP are assigned to the 1st Army and may conduct operations anywhere on all four maps.
- On the AM GT that 3rd Army is activated, Allied AP that are assigned to ground support (GS) missions must be divided between the 1st and 3rd Armies. These AP are limited to conducting GS missions in the ZoP of their assigned army.
- AP assigned to supply interdiction (SI), air superiority (ASup), ground interdiction (GI) and ATP are not divided between the two armies and are not limited to conducting missions in a single army ZoP.
- A maximum of two SI missions may be conducted against each German army.
- The maximum number of AP assigned to each GS mission is 4.

German Air Points: Are not assigned to specific German armies. They may operate freely anywhere on all four maps.

Important: The German player may withdraw Heavy Flak Co.'s to protect against SI missions (GOSS 20.7.2). Withdrawn Flak units must be designated to each army when withdrawn. Once placed they cannot be transferred to another army.

20.5.0 Air Supply

GOSS 20.5.0 and 15.5.0 apply.

Exception: See WAR 20.5.4.

Allied Air Transport Points (ATP):

Dec 18 to Dec 20 (inclusive): One ATP available each GD.

Dec 21 to Jan 8 (inclusive): Four ATP each GD. Each ATP may be used once per GD.

German ATP:

Dec 18 to Jan 8 (inclusive): One ATP each GD. The ATP can only be used once per GD.

20.5.4 German Air Supply

The German ability to conduct air supply was severely limited by this time in the war. Use the standard air supply procedures outlined in GOSS 20.5.0. GOSS 15.5.1b is modified as follows.

- A successful drop allows the German player to remove 10 OoS markers from any units (except HQ) within three hexes of the drop zone hex.

21.0 REINFORCEMENTS

Reinforcements are normally assigned an entry code, units arriving at a specific entry code may enter on any road on or between the same entry code notation on the map.

Important: Corrections to the reinforcement lists on the TRT are on the last page of these rules.

21.1.1a Reinforcements & Entry Mode

Important: There are Allied and German unit counters in the counter mix that do not appear in WAR. These units were provided for future variants.

Allied reinforcements normally enter the map in Strat mode (GOSS 5.5.0). The Allied player may choose to bring in units in Tac mode; however, units not brought onto the map in Strat mode will be delayed (see below).

Important: The German player may bring reinforcements onto the map in Strat mode however the player is not required to assign assembly points.

- Reinforcements arriving in Strat road movement must be assigned an assembly point (WAR 21.1.1b).

Important: Assembly points are normally an optional rule (see Decision Games Living Rules section on their website to download GOSS optional rules. When playing WAR to keep players from taking advantage of hindsight and affecting play balance, it should be considered mandatory.

- The Allied player may choose to bring reinforcements onto the map in Tac mode.
- Reinforcements entering in Tac

mode:

- a) Automatically enter one GT later than their listed entry GT.
- b) May enter using Mech road movement, or tactical non-road movement.
- c) May be brought onto any hex within three hexes of their original entry hex(es).

21.1.1b Assembly Areas

Players must assign an assembly area to units or formations when placing a unit or formation into Strat mode.

Note: *Players may assign assembly areas by formation, Rgt or unit. Players may assign separate assembly areas to Rgt's subordinate to the same formation HQ.*

- The owning player secretly writes down the hex number of an assembly area, noting the identity of the units assigned to that assembly area.
- Units must move as directly as possible to their assigned assembly area.
- A unit cannot voluntarily remove its Strat mode marker until it begins a friendly Movement Phase within three hexes of its assembly area hex.
- Players may change the location of an assembly area at the start of a friendly Movement Phase if:
 - a) The assembly area is within three hexes of an enemy unit; or,
 - b) If the assembly area is unreachable by those units. Use common sense and be fair to your opponent.
- An assembly area may also be re-designated during the Command Phase at the owning player's option.
- The new assembly area must be within 10 hexes of the previous one.

21.1.2 Blocked Allied Entry Hexes

If an Allied entry hex is occupied by German units, any reinforcements due to enter at that hex can be brought on using WAR 21.1.1a, Reinforcements entering in Tac mode procedure.

21.1.3 Map Edge Entry Codes

Reinforcements for a given GT are grouped by entry areas.

- Entry areas are indicated by a code along specific map edges.
- The entry areas are indicated by map edge codes.
- Map edge codes indicate the set of roads where the group may enter.
- German units may enter on any hex

between (inclusive) the specific code listed.

- Allied codes are listed within brackets following the group entry.
- Allied entry codes may include more than one entry area code.
- Allied reinforcement entry groups are preceded by a letter (N, W, S) to indicate which side of the map the entry codes of the group lie on.

Example: NE [H-I]: 193 FA/VII.

- All US units listed as SW reinforcements may use the primary road that runs from 2733SW to 4333SW as though it ran through full hexes.
- German entry codes are aligned to the three armies.

Example: 5P: 9th Panzer Division.

21.1.3a Condition Codes

Entries on the reinforcement list may have special conditions associated with them:

- a) If the entry code is marked with an asterisk (*), the unit may not move south or east of the Meuse River until released.
- b) A gray highlighted entry means the unit is part of XXX Corps.
- c) A green highlighted entry means the unit is released from a previous movement restriction.

21.1.3b British Reinforcements

All British leg unit reinforcements entering in Strat mode move as Mech units until they reach their assembly points (WAR 21.1.1b) and/or exit Strat mode.

Important: Units entering using the above rule do not require allocation of TP.

Designer's Note: *XXX Corps and 21st Army Group used motor assets to move these troops to their Meuse River guarding points.*

21.4.1 US VIII Corps Art Withdrawal

When playing a scenario or campaign that began on Dec 16, or Dec 21, all in GenS US Art units with a printed VIII Corps designation that are not assigned to the 3rd Army or a corps subordinate to the 3rd Army are removed from the map at the beginning of GT 39 (Dec 28 PM GT).

Important: If any of the above units are not in GenS, are eliminated. They

do not garner recycle points; however, they may be resurrected (GOSS 22.5.2).

- All withdrawn Art units may reenter the map along any map edge hex on the SW map on or after the Jan 1 AM GT Allied Movement Phase. They be assigned to 3rd Army or any corps HQ subordinate to the 3rd Army.

21.4.2 US Arm Div Withdrawals

21.4.2a CCB/9A Withdrawal

CCB/9Arm (including the BU units listed on the Dec 16 set up) must be withdrawn (removed from the map) on the first AM GT after 3rd Army activates (WAR 9.2.2a).

- The units must be at least 2 hexes from the closest German unit and must in be in GenS.

Important: Units that do not meet the above criteria must move by the shortest route possible to be able to meet the criteria. These units may not conduct any form of attack or observe for offensive FS missions.

- These units may not return to play.
- For every unit of CCB/9A that was eliminated prior to the withdrawal, one unit of CCA/5A must be withdrawn.
- If all units of CCB/9A (or CCA/5A) are not withdrawn within two GTs, the German side receives 5 VP.

21.4.2b US 10th Arm Withdrawal

During the Movement Phase of the Dec 28 PM GT, the Allied player must withdraw all units of the 10th Arm Div that:

- 1) Can trace a GenS path of any length to their PSS; and,
 - 2) Are not adjacent to enemy units.
- These units may not be returned to play.
 - Units subordinate to the 10th Arm Div that do not meet the requirement in 1 and 2 above, must be moved via the shortest possible route to meet the two requirements.
 - The Allied player must withdraw all units that now meet the requirements
 - If the Allied player does not withdraw all units of the 10th Arm Div by the end of GT 42, the German side receives 5 VP.

Designer's Note: US commanders disliked not having a mechanized

reserve for each corps command. Additionally, the planners were already thinking ahead to the need for fresh armored divisions in the coming weeks.

22.0 REPLACEMENTS

22.1.1 Scheduled RePs

The TRT for each side lists the number of Inf and Arm RePs each side receives each GT. Follow the procedures in GOSS 22.1.1 and the those listed below.

Important: Ignore the specialist notation on the German TRT and the Art, Eng, ArmC, Recon notation on the Allied TRT.

22.1.1a Allied Armor ReP Pool

During the Replacement Point Segment of 29 Dec (GT 41), the Allied player receives eight Arm RePs.

- These RePs must be used during GT 41. They cannot be carried over to any later GT. If not used this GT they are lost.
- These RePs can only be used to rebuild or resurrect US units.

22.1.2 British ReP

The British XXX Corps does not receive Inf ReP (it may recycle Inf step losses as per WAR 22.2.0).

- The corps maintains a separate ReP pool from the US forces.
- Beginning the first AM GT after any unit of the British XXX Corps is activated the British receive one Arm ReP each AM GT.

Important: British units cannot use US Arm and Inf ReP.

22.2.0 Recording Recycle Steps

Unless scenario instructions state otherwise, both sides track recycle steps.

- Recycle steps for all armies on each side are recorded as a total. Do not track recycle steps separately for each army.

22.2.1 Converting Recycle Steps

Recycle steps are converted at the below rates:

German:

Inf: One Inf ReP for every five Inf recycle steps.

Arm: One Arm ReP for every six Arm recycle steps.

US:

Inf: One Inf ReP for every four Inf recycle steps.

Arm: One Arm ReP for every three Arm recycle steps.

British:

Inf: One Inf ReP for every five Inf recycle steps.

Arm: One Arm ReP for every three Arm recycle steps.

22.4.3 Refit RePs

Due to the lack of replacements and duration of the campaign, refit RePs are modified as follows:

a) German formations do not receive refit RePs.

b) Allied non-Arm formations receive one Inf ReP (both Div and BG).

Important: Do not use RE units (GOSS 22.5.1b) or resurrecting with RE units (GOSS 22.6.2c).

22.5.1 Rebuilding On-map Units

German units with an attack or defense PR of 9 require double the normal ReP expenditure to replace each step.

Example: The German player is replacing a step of Mot Inf with a defense PR of 9. The player would expend 4 Inf ReP.

22.5.2 Resurrecting Units

Eliminated units with either an attack or defense PR of 9 may not be resurrected if eliminated.

Important: German AT, Flak, Art, and PzVI units cannot be resurrected.

23.0 LEADERS

Both sides possess Ldr counters. Ldrs not listed in the scenario instructions in the at start section arrive stacked with their assigned HQ.

(Exception: Patton, who arrives on the December. 20 Night GT).

Important: Peiper is a formation Ldr, however his benefits only apply to units marked as KG Peiper.

23.2.2 Corps & Army Ldrs

Important: The below Ldr benefits only apply if the Ldr is activated and moved using the Ldr's activation move in GOSS 23.1.0.

23.2.2a German

Dietrich (6th Pz Army): If Dietrich starts a GT stacked with an SS Div HQ and if all units participating in an offensive GA are subordinate to that

Div, the Allied player automatically converts any mandatory PRC result received (asterisk) to a discretionary hit (no PRC).

Manteuffel (5th Pz Army): If Manteuffel starts an AM GT stacked with a subordinate corps HQ, one Mech formation (Div or BG) subordinate to that HQ:

- 1) Adds one additional MP to all subordinate units for both the AM and PM GT of that GD. This addition is added after adjusting for ground conditions and fuel value; and,
 - 2) If at least one-unit subordinate to that formation participates in GA (offensively or defensively) the German player is awarded one favorable column shift. The award may only be used once per GD.
- This award may be in addition to the formation's Ldr benefits.

Brandenburg (7th Army): If Brandenburg starts an AM GT stacked with a subordinate formation HQ (Div or BG) and if all units participating in a defensive GA are subordinate to that HQ, the German player may award up to two favorable column shifts to that GA.

- The German player may use both column shifts in one GA or, apply one shift to two defensive GAs.
- The above award may be used each GT if Brandenburg is stacked with the same formation HQ.
- This award cannot combine with other Ldr benefits.

v.Luettwitz (XLVII Pz Corps): If vLuettwitz starts an AM GT stacked with a subordinate formation HQ (Div or BG) and if all units participating in the GA are subordinate to that HQ, the German player may award one favorable column shift (attack or defense) to two GAs per GD.

- This award cannot combine with other Ldr benefits.

Kreuger (LVIII Pz Corps): If Krueger starts an AM GT stacked with a subordinate formation HQ (Div or BG) and if all units participating in the GA are subordinate to that HQ, the German player may award one favorable column shift (attack or defense) per GD.

- This award may be in addition to the formation's Ldr benefits.

23.2.2b Allied

Patton (3rd Army): If Patton is stacked with a subordinate formation HQ (Div or BG), all that formation's units may advance after GA one additional hex (beyond that conferred by their combat result). The units must be in PA mode and all other maximum advance limits apply

Collins (VII Corps): If Collins starts an AM GT stacked with a subordinate formation HQ (Div or BG), all of that formation's units may perform their movement during a friendly Movement Phase in any order they wish regardless of the type of movement used.

24.0 LULLS

At the start of the Dec 24 AM GT if a strategic withdrawal has not yet been declared by Montgomery (WAR 9.2.2a), then players must check to see if a mandatory lull occurs.

Important: During the PM and Night GTs of Dec 23, the Allied player must track if a unit of each on map army has been the subject of a German GA.

Designer's Note: US V Corps went quiet after Dec 21 and did not go back on the offensive until Jan 14. The German 7th Army only had one corps (LIII) engaged in offensive activity after Dec 21. You cannot be attacking everywhere all the time.

24.1.0 When a Mandatory Lull Occurs

During the Joint Command Phase of the Dec 24 AM GT if at least one unit assigned to an army has not been the subject of a GA during the PM and/or Night GT of Dec 23, the Allied player must choose one corps of the affected army(s) and declare a corps lull for that corps.

- The corps selected must have at least two formations assigned. If no such corps exists, the Allied player is free to choose which corps goes into a lull.
- The lull goes into effect immediately.

Important: Each Army could be required to declare a corps lull.

- The German player must accept the corps lull.

24.2.0 Corps Lull Effects

If a corps is in a mandatory lull, the following effects are in place within the

subject corps' ZOP:

- 1) Neither side can activate any units/formations (GOSS 24. 2.0); and,
- Exception: WAR 24.2.6.**
- 2) Neither side can conduct PA assaults, and,
 - 2) Each side may conduct a maximum of two tactical assaults per formation each GT; and,
 - 3) The offensive PR rating for all Allied units subject to the lull are reduced by one; and,
 - 4) Units/formations under lull conditions may be reassigned to other corps, however if reassigned those units and/or formations remain under lull effects until the lull ends; and,
 - 5) Units/formations may be assigned to a corps HQ that is in a lull, however those units and/or formations are immediately subject to all lull rules; and,
 - 6) The corps boundary of the Allied corps in a lull may not be changed until the first Joint Command Phase after the lull has ended.
- All other lull affects Listed in GOSS 24.2.1 through 24.25 are in effect.

Exception: Ignore the instructions in 24.2.4 concerning reinforcements.

24.2.6 Third Army Lull Effects

Patton was a much more aggressive commander than any of the other army commanders on the Allied side, therefore his army is less affected by a required lull.

- When a Third Army corps is affected by a lull, that corps one division (Allied player's choice) may be activated (GOSS 24.2.0).
- The German player is side two and may conduct operations as per GOSS 24.2.0.

Exception: The German player may activate only one formation.

- The Allied and German player may activate a different formation during each Command Phase during the lull. Ignore the instruction in GOSS 24.2.0 concerning activation.

24.3.0 Ending a Lull

Mandatory lulls may be ended in one of three ways during the Joint Command Phase:

- 1) During the Command Phase after the lull has been in effect for 15 GTs, the Allied player may (his choice) roll 1d10 during that and each

successive Command Phase, if the result is a zero, the Allied player must end the lull. If the lull is ended using this rule, GOSS 24.3.0 and 24.4.0 do not go into effect.

2) During the Command Phase after the lull has been in effect (and any successive Command Phase that the lull remains in effect) for 15 GTs the German player may declare a counter offensive (GOSS 24.3.0). All the effects of 24.5.0 apply.

3) The lull automatically ends during the Command Phase after the lull has been in effect a full 21 GTs.

27.0 SCENARIOS

This section of rules provides all the setups, special rules, and victory conditions for all the scenarios in the game.

Designer's Note: *It is recommended players start with the Fight for Kesternich scenario, as it is short, simple, and only uses the rules needed to move and fight in a limited area. After that, the To Save Bastogne scenario is the best to play, since it is also of short duration, uses fewer units than any of the later scenarios, and is a close little game.*

27.1.0 Scenario Presentation

Each of the scenarios is a self-contained smaller game cut out of the full campaign, which lasts from Dec 16 all the way to Jan 8.

- There are three groups of scenarios built around three key phases of the campaign:

Dec 16 Group: The initial period in which the Germans heavily outnumber and surprise the American command.

Dec 21 Group: The mid-phase of the German attempt to reach the Meuse River, which is still possible.

Dec 28 Group: The point at which it is clear no German unit will cross the Meuse and Hitler switches emphasis to attempt to take Bastogne as a prestige trophy.

27.2.0 Scenario Maps

Along with a description of each scenario is a scenario map depicting all the boundaries, frontlines, and major units at the time the scenario begins.

- Scenario boundary lines are drawn on the scenario map to allow players to physically see a representation of the playing area.
- A unit forced to retreat into a section of the map not in play may not reenter play for that scenario.

Designer's Note: *This is different from a unit retreating off a southern map edge hex and being able to return to play. In that case, the scenario has a finite scope of time and space, and units leaving the area enter the realm of a different scenario.*

27.3.0 Set Up Manifests

The three scenario groups given above are each accompanied by a

set-up manifest that lists the starting location and strength for every unit for both sides.

- Smaller scenarios will instruct players to use only certain formations or units.
- Players should consult the UTC and the below abbreviations to decode the setup listings.
- Units are set up in the hex listed, however units may be set up within a specific distance from the listed hex.
 - a) If the set-up hex is followed by a number in parenthesis, the unit may be set up in, or within that number of hexes from the set-up hex. Do not count the setup hex.
 - b) If a set-up hex is followed by a number in brackets ([]) the unit may be set up no closer to an enemy unit than that number. Do not count the enemy unit's hex.

Example: SE5724 (5) [2]: Lhr/8VW/7A NW Bn., 2/8VW/7A NW Bn. Both Bn.'s must set up on the southeast map within 5 hexes of hex 5724 and no closer than 2 hexes from an enemy unit.

Important: A unit's or formation's set up may list a row of hexes with a compass direction that the unit must be set up in the stated direction from that hex row.

Example: On or north of the xx11 hex row. The unit(s) may not set up in or north of the designated hex row.

- Set up information is listed by army, corps and then formation HQs. If a unit appears under a HQ header, that unit is attached to that formation at the beginning of the scenario.

Example: In the below set up instructions, the LXVII is assigned to the 6th Pz A. All units listed after LXVII are assigned as asset units to the LXVII Corps HQ. The units listed under the 326th VG Div are attached to the 326th HQ even though their historical designation is 6P (6th Panzer Army).

LXVII Corps (6th Pz A)

NE5912: LXVIII HQ

NE5813: IV/405/6P Art Bn.

NE6112: V/405/6P Art Bn.

NE6213: VI/405/6P Art Bn.

NE5912 (4) [2]: 17VW/6P 300mm NW Bn., 17VW/6P 210mm NW Bn.

Any unit of 326VG Div (1):

88/17VW/6P NW Bn., 89/17VW/6P NW Bn.

326th VG Div

Div: 683/6P Mot AT Bn., 326/326VG Pio Co., Fus/326VG Inf Bn. (all may breakdown)

- If a unit's set up is listed as (div), the unit may set up in or adjacent to any unit assigned/attached to the division formation the unit is listed under.
- All units must set up in tactical mode unless stated otherwise.

Exception: Units and or formations may be listed as starting in MR mode.

- Art units can set up in battery or out of battery.

Important: Scenarios may instruct players to set up specific Art units in battery and others out of battery.

- All units with BU Co.'s may breakdown into one or more BU Co.'s at set up. Unless stated otherwise, BU.'s must comply with stacking restrictions.
- Stacking rules (GOSS 6.0) are in effect during set up unless specifically noted in the unit's or formation's set up instructions.

27.3.1 Set Up Abbreviations

The following abbreviations are used for all scenarios.

(div): The unit may be set up stacked with or adjacent to any unit assigned to the unit's formation HQ.

Important: Units set up using the above instructions may not set up adjacent to an enemy unit if they are the only unit in the hex.

(e): Unit is placed in Eliminated Unit Box.

(-#): The number of step losses a unit or group of units have been reduced prior to set up. Units that are partially broken down at set up may also have this notation.

[# x units]: Number of units of that type and/or in that command.

Field Works: If the placement hex is followed by an IP or ET-2 place the corresponding FW in the hex.

A: Army

AD: Armored Division

AF: Armored Field Artillery

Arm Inf: Armored Infantry

Arm Eng: Armored Engineer

Art: Artillery

Aufk: Aufklärung
Bde: Brigade
BG: Battle Group
Bn.: Battalion
Btry: Battery
BU: Breakdown Company
CvGp: Cavalry Group
Co.: Company
Det: Detachment
Div: Division
Eng: Engineer
FA: Field Artillery
Htz: Hetzer
IP: Improved Position
KG: *Kampfgruppe* (BG)
Ldr: Leader
Mag: Maginot Line
MG: Machine Gun
NE: Northeast Map
NW: Northwest Map
Pio: *Pionere* (German combat engineers)
Pz: *Panzer*
PzG: *Panzergrenadier*
Recon: Reconnaissance
Rgt: Regiment
SPA: Self-Propelled Artillery
SE: Southeast Map
SW: Southwest Map
Tk: Tank
VAK: Volks Artillerie Korps
VG: *Volksgrenadier*
VW: *Volks Werfer* (*Nebelwerfer*)

27.4.0 General Scenario Information

The rules for each scenario provide the following information for that specific scenario:

- 1) Historical Background
 - 2) Starting and Ending GTs
 - 3) Initial Set Up Information
 - 4) Victory Conditions
 - 5) Special rules and/or references to rules that apply or do not apply.
- Special rules presented in one scenario do not apply to other scenarios unless specifically stated.
 - Unless the setup manifest specifically indicates a unit has taken a step loss or detached a BU Co. (WAR 27.3.1), all units begin a scenario at full strength.
 - Art units not in strategic mode may be deployed in or out of battery (even those in MR mode) unless scenario instructions state otherwise.
 - New units enter play as reinforcements in accordance with the GT reinforcement schedule and special scenario rules.

28.0 FIGHT FOR KESTERNICH

This scenario represents the attempt by the 78th US Inf Div to seize the village of Kesternich on the way to

capturing one of the Roer River dams. It is a perfect learning scenario.

Historical Background: The division had entered the line for the first time in December and was tasked by V Corps, along with the 2nd Inf Div, to drive toward the Roer River Dams in a pincer movement. The battle began on December 13, and the scenario shows the advance (roughly) after a day and a half of fighting. The going was tough because of the presence of pillboxes and entrenchments in the area. By the night of December 15-16, the 309th Inf Rgt managed to get a foothold in the village, aided by tanks and engineers. The Germans counterattacked using the 272nd VG Div, which was slated for the attack on Monschau, to preserve the northern anchor of their Ardennes attack. The next day, the Germans launched their counter-offensive.

28.1.0 Special Rules

The scenario begins on the Dec 14, AM GT and ends at the completion of the Dec 15, PM GT.

Important: The night GT is skipped for ease of play and because the US tended not to attack at night.

Weather: Ground condition is normal and atmospheric condition is Ovr for all four GTs.

Air Points: No AP are available for either side.

Area of Play: Use the northeast (NE) map. Playable hexes are as follows (inclusive):

Northern Boundary: 5206 to 5406

Western Boundary: 5206 to 5209

Southwest Boundary: 5209 to 5912

East Boundary: 5912 to 5908

Northeast Boundary: 5908 to 5406

Unit Set Up: The German then the US player sets up his units as follows:

German: All units are in Tac mode (GOSS 5.1.0).

5309 ET-2: II/981/272 Inf Bn. (-1)

5409 ET-2: I/981/272 Inf Bn. (-1)

5508 ET-2: II/982/272 Inf Bn. (-1)

5608 ET-2: II/980/272 Inf Bn. (-1)

5607 ET-2: I/980/272 Inf Bn. (1)

5708: I/982/272 Inf Bn., Fus/272 Inf Co.

(div): 272/272 Het Co., 272/272

AT Co., 271/272 Pio Co. These

units may start the scenario broken down into BU Co.'s. (GOSS 18.0).

US: All units are in Tac mode (GOSS 5.1.0).

5406 ET-2: 1/309/78 Inf Bn.

5408 IP: 2/309/78 Inf Bn.,

3/309/78 Inf Bn. (-1).

5507: 1/310/78 Inf Bn., 3/310/78

Inf Bn. (-1)

5506: 2/310/78 Inf Bn. (-1)

(div): 709/78 Tk Bn., 303/78 Eng

Bn., 893/78 TD Bn. These units

may start the scenario broken down into BU Co.'s. (GOSS 18.0).

Sequence of Play: Use only the following phases (GOSS 3.3.0):

Mode Determination Phase

Construction Phase

Movement Phase

Combat Phase

Administration Phase

Movement Restrictions: Units cannot exit the playing area. German units may not move or attack into any hex to the northwest of the WW hexes in the playing area.

Defensive Works:

1) All WW hexes are destroyed (GOSS 17.4.1f).

2) Both players may construct FWs (GOSS 17.3.3).

Unit Modes: Units may be Tac mode or PA mode (GOSS 5.2.0) and may be placed in CR (GOSS 5.8.0). Units cannot enter Strat mode or Exploit mode.

Stacking: Standard stacking rules apply (GOSS 6.0).

Important: Do not use GOSS logistic rules (GOSS 16.0). All Mech units operate with normal fuel.

GenS: A unit is in GenS if it can trace a path of hexes of any length to:

US: The northwest side of the playing area.

German: The southeast side of the playing area.

Important: The path traced cannot be into or through an enemy occupied hex.

- If a unit cannot trace the above GenS path, it is marked with an OhS marker (GOSS 15.5.0).
- If a unit in OhS conducts any actions

noted in GOSS 15.5.0, the unit is marked OoS and suffers the penalties listed in GOSS 15.6.0).

FS Missions: There are no Art units in this scenario. Players are allocated barrage factors (BF) (GOSS 11.4.1).

- Both sides may conduct FS missions at any observed unit (GOSS 8.0).
- The German player receives eight BFs in each player turn (both US and German). All eight BFs may be used in a single FS mission or they may be split into as many FS missions as the German player desires.
- The US player receives 16 BFs in each player turn (both US and German).
 - a) The US player may assign a maximum of six BFs to a single FS mission.
 - b) If the spotting unit (any size unit) meets one of the below conditions, the US player may assign a maximum of eight BFs to a single FS mission.
 - 1) The spotting unit (any size) is in PA mode; or,
 - 2) The spotting unit (any size) is in an ET-2.

Victory Conditions: Determine victory at the end of Dec 15 PM GT.

- The US player wins if a friendly unit occupies both hex 5510 and hex 5608.
- If a US unit occupies one of the above hexes, the game is draw.
- If neither hex is occupied by a US unit, the German player wins.

29.0 TO SAVE BASTOGNE

This is a great two to three-hour scenario that is meant to be played tournament style. It uses only one small section of the NE map and the units of 2nd Pz Div, Pz Lehr Div, elements of 26th VG Div and possibly 5th FJ Div against CCR/9A, CCB/10A, two Eng Bn.'s, three corps-level Art units, and the entire 101st Airborne Div.

Historical Background: The 47th Pz Corps had just spent the previous two days crossing the Our River and destroying the 110th Inf Rgt of the 28th Div. Due to the gallant stand of Co.-sized outposts along Skyline Drive (a road running along the ridgeline containing the international highway), von Luetwitz's panzer corps had fallen behind schedule. A last-ditch defense at Clervaux (which was to have been taken on the 16th)

finally crumbled early on the morning of the 18th. Now, at last, it seemed the panzers might break out into the open terrain on the Taille plateau and resume the drive to the Meuse. But the Americans had not been idle. The CCR of 9th Arm Div, which was the VIII Corps reserve, was busy setting up armored roadblocks, and CCB of 10th Arm Div was on the move from south of Luxembourg City. The biggest reinforcement, however, was the 101st AB Div, which had been resting and refitting at Camp Mourmelon, near Reims, along with the 82nd AB Div. Both divisions were originally intended for action near Werbomont, but the 101st was hastily rerouted to its historic destiny. CCR/9A was practically destroyed, and CCB/10A was roughly handled, but each bought enough time for the three parachute infantry regiments and the glider regiment of the 101st to emplace and protect Bastogne. Sticking to his strict timetable, Manteuffel could not divert the full resources needed to take Bastogne. So instead, he invested it with the 26th VG Div and a detached KG from Pz Lehr.

29.1.0 Special Rules

The scenario begins on the Dec 18, PM GT and ends at the completion of the Dec 20, Night GT.

Weather: Ground condition is normal and atmospheric condition is Ovr for all GTs.

Air Points: No AP are available for either side.

Area of Play: Use the southeast (SE) map. Playable hexes are as follows (inclusive):

Northern Boundary: 1306 to 3607
Western Boundary: 1306 to 1317
South Boundary: 1317 to 3618
East Boundary: 3618 to 3607

Important: Partial hexes along the northern and southern boundaries are playable.

Unit Set Up: There are no German at- units on the map. The US player sets up his units as follows:

Important: Leaders (US or German) are not used in this scenario.

US: All units are in Tac mode (GOSS 5.1.0).

3311: 2/CCR/9A

3115: 3/CCR/9A

3014: 1/CCR/9A, 73/9A AFA Bn., 1 x M18 BU Co., 1 x Arm Eng BU Co.

2513: 158/1A Eng Bn.

2516: 35/VIII Eng Bn.

Units may start the scenario broken down into BU Co.'s. (GOSS 18.0).

Reinforcements:

Important: The Allied player has one M4 Repl point available on the Dec 19 AM GT.

US: All units enter in TAC mode. Mech units may enter using Mech road movement (GOSS 7.10.0).

Dec 18 PM GT: Hex 2218; 1/CCB/10A, 1 x Rec BU Co.

The following units enter with 6 MP remaining; 2/CCB/10A, 3/CCB/10A, 1 x Arm Eng BU Co., 1 x M18 BU Co., 420/10A AFA Bn.

Dec 19 AM GT: 58/VIII AFA Bn., 969/VIII FA Bn., 771/VIII FA Bn.

The above units arrive in either hex of Bastogne (2215, 2216).

Hex 1818; 101st AB Div (all remaining 18 units), 3 x AT BU Co.'s. All Leg class units arrive transported by army TP (GOSS 16.1.0). Once the units dismount the army TP are no longer available.

Dec 19 PM GT: Hex 1308; 705/101AB TD Bn.

German:

Dec 18 PM GT:

Hex 2917; (KG vFall) 1/vFall/Lehr hybrid, 2/vFall/Lehr hybrid, II/130/vFall/Lehr Mot Pio Co., II/130/vFall/Lehr Art Bn.

Hex 3317; (KG Haus) 1/Haus/Lehr hybrid, 2/Haus/Lehr hybrid, 3/Haus/Lehr hybrid, II/901/Haus/Lehr Mot Inf Bn. (-1), III/130/Haus/Lehr Art Bn.

Hex 3609; (KG Coch) 1/Coch/2Pz hybrid, 2/Coch/2Pz hybrid (-1), 3/Coch/2Pz hybrid, 2Auf/VBom/2Pz Arm Recon Bn. 1/38/Coch/2Pz PzG Pio Co., I/74/Coch/2Pz SP Art Bn.

Dec 18 Night GT:

Hex 3612; I/77/26 Inf Bn. (-1), II/77/26 Inf Bn., II/26/26 Art Bn.

Dec 19 AM GT:

Hex 2917; (KG vPors) 1/vPors/Lehr hybrid, 2/vPors/Lehr hybrid, I/130/vPors/Lehr PzG Pio Co., 559/Lehr JpV Co., 559/Lehr IV Co.

Hex 3609 or 3611; (KG Holt) II/2/Holt/2Pz Mot Inf Bn. (-1), I/304/Holt/2Pz Bicycle Bn., Holt/2Pz StG Co. (-1), Holt/2Pz IV Co. (-1), 2/38/Holt/2Pz Mot Pio Co., III/74/Holt/2Pz Art Bn.

Dec 19 PM GT:

Hex 2917; I/78/26 Inf Bn. (-1), II/78/26 Inf Bn.

Hex 3609 or 3611; (KG Gutt) 2Pz HQ, I/2/Gutt/2Pz Mot Inf Bn. (-1), Gutt/2Pz V Co., Gutt/2Pz JpIV Co., 3/38/2Pz Mot Pio Co., II/74/Gutt/2Pz Art Bn.

Dec 20 AM GT:

Hex 2917; Lehr HQ, 3/vPors/Lehr hybrid, II/902/vPors/Lehr Mot Inf Bn., I/130/vPors/2Pz SP Art Bn., 130/Lehr AT Co.

Between hex 1317 and 2917 (inclusive);

Important: The hex of arrival for the below units cannot be occupied by or adjacent to a US unit.

The German player rolls 1d10. If the result is 0 through 3, the I/14/5Fj Para Inf Bn. (-1) and II/14/5Fj Para Inf Bn. (-1) arrive. Any other result is a no affect.

Important: KG organization is critical for victory purposes. See victory conditions.

Sequence of Play: Use only the following phases (GOSS 3.3.0):

- Mode Determination Phase**
- Construction Phase**
- Movement Phase**
- Inactive Player Exploit Phase**
- Combat Phase**
- Active Player Exploit Phase**
- Administration Phase**

Important: Neither player can use ENA.

Movement Restrictions:

- a) Units cannot exit the playing area.
Exception: The German player must exit units off the playing area to garner victory points. See victory conditions.
- b) US units may not move east of the 34xx hex row.
- c) US units cannot move into or adjacent to hex 2917 and/or 3317.
- d) No unit assigned/attached to the 101st AB Div may move further than six hexes (inclusive) from Bastogne.
- e) No unit of either side can move into or adjacent to Houffalize (hex

2607).

Defensive Works: Both players may construct FWs (GOSS 17.3.3).

Unit Modes: Units may be Tac mod (GOSS 5.1.0), PA mode (GOSS 5.2.0) and Exploit Mode (5.3.0). Units may be placed in CR (GOSS 5.8.0). Units cannot enter Strat mode.

Important: Units may start the scenario or be broken down into BU Co.'s during the scenario; however, see victory conditions.

Stacking: Standard stacking rules apply (GOSS 6.0).

Logistics: Ignore all GOSS logistic rules (GOSS 16.0). Neither side has AmP. The only logistic rules that apply are as follows:

- a) German ADV is three (GOSS 11.8.0).
- b) US ADV is seven.
- c) All Mech units operate with normal fuel, except:
 - 1) At the beginning of the German player turn on the Dec 20 AM GT, the German player rolls 1d10. If the result is:
 - 0 to 3: All Mech units of the 2Pz Div are reduced to one-half of their printed MA.
 - 4 to 6: All Mech units of the Lehr Pz Div are reduced to one-half of their printed MA.
 - 7 to 9: There is no effect.

GenS: A units is in GenS if it can trace a path of hexes of any length to:
US: Bastogne (2215 or 2216) The west side of the playing area.
German: Any playing area edge hex on or east of the 29xx hex row.

Important: The path traced cannot be into or through an enemy occupied hex.

- If a unit cannot trace the above GenS path, it is marked with an OhS marker (GOSS 15.5.0).
- If a unit in OhS conducts any actions noted in GOSS 15.5.0, the unit is marked OoS and suffers the penalties listed in GOSS 15.6.0).

Victory Conditions:

Sudden Death Victory: If the German player can exit five units (of any strength) of one KG off the map at hexes 1308, 1312, or 1706, the German player wins the game.;

End Game Victory: Determine victory at the end of Dec 20 Night GT. Each player totals their victory points:

US Victory Points:

+4: For each hex of Bastogne (2215, 2216) not occupied by or adjacent to a German unit.

-1: If there are not two hybrid units of CCB/10A Div that have not been eliminated.

Important: BU Co.'s of these units cannot be used to avoid this penalty.

German Victory Points: The German player receives victory points for each KG consisting of five units (any strength) that exits the playing area at any of the below hexes:

+2: Hex 1308, 1312, 1706.

+1: Any hex on the south edge of the playing area that is east of the 22xx hex row.

Important: The German player only gains victory points for the south edge hexes if units of KG vPors exit using those hexes.

End Game Victory Determination:

- 1) The player with more victory points wins the game.
- 2) If the victory point totals are equal the game is a draw.

30.0 DEC 16 SCENARIO GROUP

Important: Montgomery Takes Command (WAR These scenarios cover the first week of the campaign. All scenarios in this group are played on one or two maps.

- The scenarios are modular in nature. A scenario may be combined to provide larger slices of the campaign.
- Scenario 5 combines all previous scenarios and uses all maps to create either a short (Dec 16 to Dec 20) campaign game, or the full campaign game (Dec 16 to Jan 8).

30.1.0 Dec 16-18 Special Rules

Unless specifically stated otherwise, the following rules apply to all scenarios in the Dec 16 group.

- All units start at full strength unless otherwise noted on the manifest.
- The Allied side sets up first.
- All German Art units assigned as army or corps assets must set up in-battery.
- All Allied Art units must set up in-battery.
- Use the scenario diagrams for Dec 16 to view the playing area of each scenario and general set up areas for all formations.
- All bridges along the frontline (the dotted black line) along the Sauer and Our Rivers from the south map edge to hex SE4307 are demolished, they cannot be repaired.
- Units noted as out of play in the Dec 16 set up are not setup and the area bounded by the line marked Dec 16 Scenario 1 is out of play. The area depicted on the NE map runs from hex 4501 to 4702 to 4707 to 5009 then all hexes on or north of the xx10 line to 6410 then to 7007.

Important: Players may agree to use these units in any applicable scenario starting on Dec 16. If this is the case, all units noted as out of play are setup and operate normally (including Dec 16 activation procedures). The out of play area in listed in WAR 9.2.6 remains out of play.

30.1.1 Dec 16 Weather

On all GTs for Dec 16 use the historical weather (overcast with normal/dry ground conditions). Starting the AM GT of Dec 17, players may use the variable weather rules (WAR 19.2.2).

30.1.2 Allied Unit Activation

All Allied units start all Dec 16 scenarios inactive.

- Inactive units cannot:
 - a) Move, except to retreat after FS and GA.
 - b) Construct FWs and bridges, nor may they demolish bridges (hasty or prepared).
 - c) Voluntarily change mode. All inactive units are in tactical mode. They may not change mode until activated.
 - d) Conduct an offensive GA (they cannot be attack designated).
 - e) Provide RIBs or be placed in combat reserve (CR).
 - f) Receive replacements or transfer steps to other units.
- Inactive units can:
 - a) Spot for FS missions.
 - b) Conduct Art FS missions.
 - c) Defend against FS and GA normally.
 - d) Provide adjacent unit combat shifts.
- Units are immediately activated when:
 - a) They are the target of an offensive GA (tactical, prepared, or overrun).

Important: Units that are the target of a FS mission are not activated.

- b) If adjacent to a German unit that conducts an offensive GA/overrun.
- c) Reinforcements are activated the GT they arrive.
- d) Scenario instructions may activate specific units. Units activated in this manner are activated in the Allied Mode Determination Phase.

Important: Units activated by any of the above three methods do not count towards the number of Allied units activated when using scenario instructions.

- Once a unit has been activated, it remains active for the rest of the scenario.

Designer's Note: Players should orient units at an angle until they have been activated. Once all units are activated, the orientation is not needed.

30.2.0 Dec 16 Pre-Dawn Surprise GT

- All units of both sides are in GenS and are in command.
- The Sequence of Play is modified for this GT. Only the below listed phases and segments are

conducted:

- 1) German Mode Determination Phase
- 2) German Movement Phase
- 3) German Combat Phase

Important: the Pre-dawn GT is not a night GT.

German Mode Determination

Phase: German Mech units that are within 2 hexes (2 intervening hexes) and German leg units that within 1 hex (1 intervening hex) of an enemy unit may be placed in PA mode.

Important: Units placed in PA mode that are not adjacent to enemy units must be able to move adjacent to an enemy unit during the German Movement Phase of the pre-dawn turn. If a unit was marked PA and then during the Movement Phase is found not to be able to move adjacent to an enemy unit, or moves in such a way that it is not adjacent to an enemy unit must be returned to its original hex and the PA marker is removed.

- Units that were designated as overstacked during setup may enter PA mode. Overstacks created after set-up are subject to GOSS 6.4.0.
- German heavy bridges and Eng units stacked with a heavy bridge are ignored for stacking purposes.
- No other mode changes are allowed.

Exception: Units subordinate to the 272nd VG Div may not be placed in PA mode.

German Movement Phase: All units marked PA may conduct PA movement.

- a) No other movement is allowed.
- b) German Mot AT units may move as Leg units this GT only.
- c) German Mech units cannot dismount.

Important: Units that move must end their PA movement adjacent to an Allied unit.

German Combat Phase: The sequence of segments is altered.

- 1) Fire Support Segment
 - a) German Offensive Support
 - b) Allied Defensive Support
- 2) Skip the Attacker Adjustment Segment. Units in PA mode adjacent to an enemy unit must conduct a GA.

Important: Ignore the GOSS ADV limits on GA (GOSS 12.1.0).

3) Ground Assault Segment

FS Mission Restrictions:

Important: Air points are not available.

German:

- a) All German FS mission are subject to a DRM of -4.
- b) A maximum of three German Art units may participate in the same FS mission.
- c) Ammo depletion checks are not made.

Allied:

- a) All Allied FS missions are subject to a -1 DRM.
- b) If the observing unit is in any type of FW, a maximum of two Allied Art units can participate in the same FS mission.
- c) If the observing unit is not in a FW, a maximum of one Art unit can participate in the same FS mission.
- d) Ammo depletion checks are not made.

Ground Assault:

- Recon units may not convert mandatory step losses into retreats (GOSS 13.10.2).
- All German GAs receive an automatic one column shift to the right.
- German Mot AT units may advance after combat as Leg units.

Exception: The German side does not receive the above shift when conducting GAs against units subordinate to the US 4th Inf Div.

Designer's Note: Gen. Barton, the Div CO, had a bad feeling the night before and canceled all leave. Therefore, his division was at a higher readiness status.

Important: The following GT rules may be modified for one or two map Dec 16 group scenarios.

30.3.0 Dec 16 AM GT Rules

Both Sides:

- All units are in GenS (WAR 15.2.1).
- The Sequence of Play returns to normal (GOSS 3.2.0).
- Ammo depletion checks are not made.
- All units have normal fuel.
- Command boundary restrictions are

- in place (WAR 9.2.1, 9.2.2, & 9.2.3).
- Traffic Congestion (WAR 7.10.4) and bridge bottlenecks (WAR 7.10.2a) are in effect.

Allied:

- The M5 BU Co. and 32/VIII Recon Bn. at SE3429 (Vielsalm) are activated.
- No other Allied units are activated unless WAR 30.1.2 applies.
- Allied units may not attempt prepared or hasty bridge demolition.
- Eng units may not begin bridge or FW construction.
- TP may be used to motorize active Allied units (WAR 16.1.1a).
- All FS missions are subject to a -1 DRM.

German:

- In battery Art units may not go out of battery.
- All German GAs receive an automatic one column shift to the right.

Exception: The German side does not receive the above shift when conducting GAs against units subordinate to the US 4th Infantry Division.

- Stockpiled AmP may be used to conduct intensive barrages (WAR 16.3.6a).
- Check for Van Der Heydte parachute drop (WAR 4.6.9).
- The heavy bridges at hexes SE4517 and 4413 remain under construction. The heavy bridge in SE4822 is completed on a DR of 0-2.
- Eng units may initiate bridge and FW construction.
- Units in MR mode may not leave MR mode.
- Peiper leader is activated.
- The 150th Pz Bde may not move.

Exception: The above two movement restrictions are lifted if using the free set up option.

- Army TP are not available for motorization.

30.4.0 Dec 16 PM GT Rules

Both Sides:

- All units are in GenS (WAR 15.2.1).
- Command boundary restrictions are in place (WAR 9.2.1, 9.2.2, & 9.2.3).
- Ammo depletion checks and replenishment of AD Art units are now made.

- All units are in normal fuel.
- Traffic Congestion (WAR 7.10.4) and bridge bottlenecks (WAR 7.10.2a) are in effect.

Allied:

- Roll 1d10 and divide the result by two. The result is the number of non-Art/non-HQ units that may be activated on all maps.

Exception: Allied Art and HQ units may only be activated voluntarily if they are adjacent to an enemy unit.

Exception: All units subordinate to the CCB/9A, CCR/9A and CCA/5A may not be voluntarily activated.

- Allied reinforcements are activated.
- Reinforcements do not count against the number of units the Allied side may activate.
- Allied ADV is 6, it may not be adjusted.
- Allied units may not attempt prepared bridge demolition.
- Hasty bridge demolition may be attempted; however, hasty demolition incurs an additional +1 DRM.
- Eng units may not begin bridge or FW construction.

German:

- In battery Art units may not go out of battery.
- All units in MR mode are released.
- 653/OKW JVI Co. may arrive. Roll 1d10 if the result is 0-2 the unit arrives at any 6Pz Army entry hex. If the result is 3-9, they unit does not arrive.
- All Truppeinheit units arrive (WAR 4.6.10).
- All German armies have an ADV of 4, it may not be adjusted.
- Stockpiled AmP may be used to replenish AD Art units and conduct intensive barrages.
- The heavy bridges at hexes SE4517, 4413 and 4822 are completed on a DR of 0-3.
- Army TP are not available for motorization (WAR 16.1.1b).

30.5.0 Dec 16 Night GT Rules

Both Sides:

- All units are in GenS (WAR 15.2.1).
- Command boundary restrictions are in place (WAR 9.2.1, 9.2.2, & 9.2.3).
- All units are in normal fuel.
- Traffic Congestion (WAR 7.10.4) and bridge bottlenecks (WAR 7.10.2a)

are in effect.

Allied:

- For each eastern maps (NE & SE) roll 1d10. Divide each result by two. The result is the number of non-Art/non-HQ units that may be activated on that map.

Exception: Allied Art and HQ units may only be activated voluntarily if they are adjacent to an enemy unit.

- Allied reinforcements are activated.
- Reinforcements do not count against the number of units the Allied side may activate.
- See WAR 9.2.10 for restrictions on movement of 7th Arm Div and WAR 9.2.11 for CCA 5th Arm Div.
- The Allied player may activate all CCB/9A or all units of CCR/9A. See WAR 9.2.9 for restrictions on use of the 9th Arm Div. These units do not count towards the number of units activated by DR.

Important: Units assigned/attached to CCA/9A may not be voluntarily activated.

- No other Allied units are activated unless WAR 30.1.2 applies.
- Allied ADV is 5, it may not be adjusted.
- Allied units may not attempt prepared bridge demolition.
- Eng units may not begin bridge or FW construction.

German:

- In battery Art units may not go out of battery.
- The 150th Pz Bde is released. See WAR 4.6.11 for special rules.
- 217/OKW StMrV Co. arrives at any entry point in either the 5PZA or 6PZA ZOP.
- All German armies have an ADV of 3, it may not be adjusted.
- Stockpiled AmP may be used to replenish AD Art units and conduct intensive barrages.
- If not already completed, the heavy bridges at hexes SE4517, 4413 and 4822 are completed.
- Traffic Congestion (WAR 7.10.4) and bridge bottlenecks (WAR 7.10.2a) are in effect.
- Army TP are not available for motorization (WAR 16.1.1b).

30.6.0 Dec 17 AM GT Rules

Both Sides:

- All units are in GenS (WAR 15.2.1).
- Command boundary restrictions are in place (WAR 9.2.1, 9.2.2, & 9.2.3).
- All units are in normal fuel.
- Traffic Congestion (WAR 7.10.4) and bridge bottlenecks (WAR 7.10.2a) are in effect.

Important: The ADV for both sides is set this GT continue throughout the Dec group scenarios unless stated otherwise.

Allied:

- All units subordinate to the 2nd Inf Div are activated (including Ldr Robertson).
- All other Allied units are activated, unless they are:
 - a) In any type of FW.
 - b) Unable to trace a GenS path of any length to their assigned HQ.

Important: The supply path is only for determining activation (all units are still in GenS).

- Units subordinate to CCA/9A may be voluntarily activated, however WAR 9.2.9a applies.
- Allied ADV is 5, it may be adjusted using WAR 16.2.1b.
- Allied units may not attempt prepared bridge demolition.
- Eng units may begin bridge or FW construction.

German:

- In battery Art units may go out of battery.
- Army TP are available for motorization (WAR 16.1.1b).
- All German armies have an ADV of 3, it may be adjusted using WAR 16.2.1b.
- Stockpiled AmP may be used to replenish AD Art units, conduct intensive barrages, and adjust ADV.
- If the Van Der Heydte parachute drop did not occur on the Dec 16 AM GT, conduct the drop now (WAR 4.6.9).

30.7.0 Dec 17 PM GT Rules

Both Sides:

- All units are in GenS (WAR 15.2.1).
- Command boundary restrictions are in place (WAR 9.2.1, 9.2.2, & 9.2.3).
- All units are in normal fuel.
- Traffic Congestion (WAR 7.10.4) and bridge bottlenecks (WAR 7.10.2a) are in effect.

Allied:

- All Allied units are activated.
- Allied units may now attempt prepared bridge demolition.

German:

There are no additional restrictions for the German side.

30.8.0 Dec 17 Night GT Rules

Both Sides:

- All units are in GenS (WAR 15.2.1).
- Command boundary restrictions are in place (WAR 9.2.1, 9.2.2, & 9.2.3).
- All units are in normal fuel.
- Traffic Congestion (WAR 7.10.4) and bridge bottlenecks (WAR 7.10.2a) are in effect.

30.9.0 Dec 18 AM GT Rules

Both Sides:

- Standard GOSS GenS rules (including surrender) are in effect.
- Command boundary restrictions are in place (WAR 9.2.1, 9.2.2, & 9.2.3).
- All units are in normal fuel.
- Bridge bottlenecks (WAR 7.10.2a) are in effect.

Allied:

- Traffic Congestion for Allied units (WAR 7.10.4) is in effect.

German:

- Traffic Congestion for German units is no longer in effect.

30.10 Dec 19 AM GT Rules

Both Sides:

- Command boundary restrictions are no longer in effect.

Important: 7th Army Mech Restrictions remain in effect (WAR 9.2.1a).

- All units are in normal fuel.
- Bridge Bottlenecks (WAR 7.10.2a) is in effect.

30.11.0 Dec 19 Night GT Rules

- All units are in normal fuel.
- Bridge Bottlenecks are no longer in effect.

30.12.0 Dec 20 AM GT Rules

Germans begin using the full logistic rules (GOSS 16.0).

30.13.0 (Optional) Free Set Up

If players wish to opt for non-historical play, they may choose to freely set up two or four map Dec 16 scenarios

using the below procedures.

30.13.1 Allied Set Up

The Allied player sets up first.

Exception: Do not set up units assigned to the 2nd Inf Div, CCB and CCR of the 9th Arm Div.

- No hex may have more than one Bn. or three Co.'s.
- The Allied player must:
 - a) Place at least one US unit within three hexes of every frontline hex.
 - b) Must adhere to the historical corps command structure. Units set up in the historical corps ZOP must remain within the same corps ZOP.
- After the German player completes set up, the Allied player may write down the hex number of where each unit assigned to the 2nd Inf Div HQ will be placed. These units may be placed anywhere within the V Corps ZOP including frontline hexes.
- The Allied player then may designate the hexes where each unit of CCB and CCR of the 9th Arm Div are placed
 - 1) If all units have are at least eight hexes (including the set-up hex) from a front-line hex (excluding the front-line hex), they are not placed on the map.
 - 2) If a combat command has at least one unit that does not meet the above criteria then all units of that combat command must be placed on the map.

30.13.2 German Set Up

The German player sets up second.

- The 6th Pz Army boundary may be moved from one to 12 hexes south of the present line.
- The boundary between 5th Pz Army and 7th Army may be moved six hexes in either direction.
- Truck point assignments may be changed.
- Any Pz Divs placed in MR mode may have their deployments written down in secret without placing the counters on the map.
- All original command assignments must be adhered to.

30.13.3 Begin Play

Play then begins normally with the Pre-dawn GT. GT rules 30.1.0 through 30.12.0 are in effect.

Exception: All German units in MR and the 150th Bde are activated at the beginning of the Dec 16 AM GT.

- When play begins, the German units in MR mode are only revealed when exiting MR mode.
- The US 2nd Inf Div is only revealed if a German unit begins a German Movement or Exploit Phase adjacent to one of the 2nd Inf Div's units.
- The two combat commands are revealed when:
 - 1) Released (per WAR 30.4.0 & 30.5.0); or,
 - 2) A German unit attempts to enter a hex (during either a German Movement Phase or Exploit Phase) containing units assigned to a combat command.

Important: Only the units assigned to the same combat command are activated in this manner.

31.0 RIDE OF THE VALKYRIES: 6TH PZ ARMY ATTACKS (SCENARIO 1)

This scenario depicts what was intended to be the main effort for Hitler's winter offensive: his vaunted SS Pz Divs led by his old cohort Sepp Dietrich. It is an involved scenario with a large number of units.

Historical Background: 6th Pz Army's assault was spearheaded by ISS Pz Corps, which contained two of Hitler's more notorious units: *Leibstandarte* Adolf Hitler (1SS Pz) and Hitler *Jugend* (12SS) Panzer Divisions. It was thought that an infantry assault led by four VG divisions and a FJ division would quickly blow open a hole open in the thin crust of American defenses in this section of the front.

What the planners failed to catch was the presence of the entire US 2nd Inf Div, plus the additional assets attached to it, that were participating in the attack on the *Wahlerscheid* crossroad. The crust suddenly was a lot thicker in the critical northern zone of army operations. The terrain was also unfavorable to the deployment of mechanized formations, thus aiding the Americans in their frantic defense of the northern shoulder. Eventually, only one element of the two panzer divisions ever achieved anything close to a breakthrough. That unit was KG Peiper of the 1st SS Pz Div. His intermediate objective was the village of *Werbomont*, about 35 miles to the west of his start line. He only got as far as *La Gleize* before the reinforcing 30th Inf Div and attached combat command of the 3rd Arm Div

finally corralled him and his unit. The 12th SS fared worse with the 277th and 12th VG not clearing the roads through and over Eisenborn Ridge. Hitler *Jugend* dashed itself to pieces trying to force a breakthrough against the stout defense of the Indianhead Division. The superiority of the US artillery arm was the decisive factor, as it broke up attack after attack, even before the German attackers could leave their assembly areas.

31.1.0 Scenario Length

The scenario starts with the Dec 16 pre-dawn surprise GT and concludes with the completion of the Dec 20 PM GT. All the Dec 16 WAR 30.1.0 special rules are in effect except as modified below.

Weather: Use the historical weather for all GTs.

Air Points: During any GT that the atmospheric condition is PoVr the Allied player has four AP available and the German player has one AP available. AP may only be assigned to GS (GOSS 20.2.0) and ASup (GOSS 20.6.0).

Allied Unit Activation: Activation for Allied units remain the same as WAR 30.1.2 through 30.7.0, except:

Dec 16 PM GT: Do not roll 1d10, instead the Allied player activates one additional unit.

Dec 16 Night GT: Do not roll 1D10, instead the Allied player activates two additional units.

Truck Point Availability:

a) The German player has two TPs available for motorization (GOSS 16.1.2c).

b) The Allied player has three TPs available for motorization.

Logistics and GenS: All the rules in 30.1.2 through 30.12.0 are in effect except:

a) The 6th Pz Army has four AmP in stockpile.

b) The German player does not use the full logistic rules on Dec 20 AM GT. All German Mech units are in normal fuel and the German ADV is three for the Dec 20 AM and PM GTs.

31.2.0 Play Area

The scenario is played on the NE map only.

- The eastern boundary is the east map edge.
- The northern boundary is the north map edge excluding the out of play area (WAR 30.1.0).
- The western boundary is the NE map west map edge.
- The southern boundary extends from hex 7032 to 6027 then direct to the western edge of the NE map.

31.3.0 Set Up

The Allied player sets up first.

31.3.1 Allied

The Allied player sets up first.

1st Army: Assigned Asset Units

NE3618: 9Can/1A Forest Eng Co.

NE3215 (Spa): 825/1A AT Bn., 99/1A Inf Bn.

NE2412: 526/1A Mech Inf Bn.

V Corps: Assigned Asset Units

NE4105 (Eupen): V Corps HQ

NE5217: 18/V Rckt Art Bn.

NE4911: 62/V AFA Bn.

NE5317: 87C/V Mortar Bn.

NE4815: 186/V FA Bn., 776/III FA Bn.

NE4914: 196/V FA Bn.

NE4514: 200/V FA Bn., 941/V FA Bn.

NE4812: 190/V FA Bn.

NE3521 (Stavelot): 202/V CE Bn.

NE4919: 254/V CE Bn.

NE4020 (Malmedy): 291/V CE Bn.

NE4816: 955/V FA Bn.

5th Armored Division

NE4102 (1): 1/CCA/5A, 2/CCA/5A, 3/CCA/5A, 1x Arm CE BU Co., 1x Recon BU Co.

102nd Cavalry Group

NE5110NE ET-2: 1x Recon BU Co., 1x M5 BU Co., 1x CE BU Co.

NE5111 ET-2: 1x Recon BU Co., 1x M10 BU Co.

BU Box: 38/V Recon Bn.

99th Infantry Division

BU Box: 801/99 AT Bn.

NE5121: 99th Inf Div HQ, 1x CE BU Co.

NE5215 IP: 99/99 Recon Co.

NE5320: 324/99 CE Bn. (-2), 372/99 FA Bn.

NE5223: 1x CE BU Co.

NE5118: 16/9A AFA Bn.

NE5213 ET-2: 3/395/99 Inf Bn., 1x AT BU Co.

NE5617 IP: 2/395/99 Inf Bn.

NE5618 IP: 1/395/99 Inf Bn.

NE5619 IP: 2/393/99 Inf Bn.

NE5720 ET-2: 3/393/99 Inf Bn.

NE5721 ET-2: 1/393/99 Inf Bn., 1x AT BU Co.

NE5722 ET-2: 2/394/99 Inf Bn.

NE5523 ET-2: 1/394/99 Inf Bn., 1x AT BU Co.

NE5424 IP: 3/394/99 Inf Bn.

NE5420 IP: 370/99 FA Bn.

NE5422: 371/99 FA Bn.

NE5319: 924/99 FA Bn.

2nd Infantry Division

NE5018 (Eisenborn): 2nd Inf Div HQ

NE5016: 15/2 FA Bn.

NE5017: 12/2 FA Bn.

NE5318: 37/2 FA Bn.

NE5217: 38/2 FA Bn.

NE5220: 741/2 Tk Bn. (-1), 612/2 AT Bn.

NE5319: 2/2 CE Bn. (-1), Robertson (activates when 2nd Div activates)

NE5121: 644/2 M10 Bn.

NE5315 IP: 2/2 Recon Co.

NE4818: 1/23/2 Inf Bn., 3/23/2 Inf Bn.

NE4917: 2/23/2 Inf Bn.

NE5516 IP: 1/9/2 Inf Bn.

NE5515 IP: 2/9/2 Inf Bn. (-1), 3/9/2 Inf Bn. (-1), 1x CE BU Co.

NE5417: 1/38/2 Inf Bn.

NE5418: 2/38/2 Inf Bn.

NE5416 IP: 3/38/2 Inf Bn.

14th Cavalry Group

NE5728 ET-2: 1x Recon BU Co.

31.3.2 German

The German player sets up second.

6th Pz Army:

NE7020: 6PZA HQ, Ldr Dietrich

NE6721: 62/6P Mot Pio Bn.

NE6813: 253/6P Mot Pio Bn.

NE6926: 73/6P Mot Pio Bn.

NE7019 (4): 5 x Hvy Bridges

NE6824: 1123.428/6P Art Bn., 1098.1120.1100/6P Art Bn.

NE6723: 501ss/6PzA Art Bn., 502ss/6PzA Art Bn.

I SS Pz Corps (6th Pz A)

NE6721: I SS Corps HQ

NE6120 (5) [2]: 51/4VWx/6P NW Bn., 53/4VWx/6P NW Bn.

NE5919: 4VWx/6P NW Bn.

NE6019: 4VWx/6P NW Bn.

NE6024 (4) [2]: 14/9VWx/6P NW Bn., 54/9VWx/6P NW Bn.

NE6021: 9VWx/6P NW Bn.

NE6024: 9VWx/6P NW Bn.

NE6122: 402/III/6P Art Bn.

NE6123: 402/IV/6P Art Bn.

NE6323: 402/V/6P Art Bn.

NE6523: 402/VI/6P Art Bn.

NE6020: 388/III/6P Art Bn.

NE6219: 388/IV/6P Art Bn.

NE6220: 388/V/6P Art Bn.

NE6519: 388/VI/6P Art Bn.

150th Pz Bde:

NE6819: 150th Pz Bde HQ, Wolf/II/200/150x Inf Bn.

NE7028: Hard/600/150x Mot Inf Bn., Hard/150x PzV KG

NE7029: Schef/II/200/150x Inf Bn., Schef/150x StG KG

1st SS Pz Div (in MR)

NE6928: 1SSPz Div HQ

NE6525: 1/Peip/1ssP KG, 2/Peip/1ssP KG, Ldr Peiper (Active)

NE6425: 3/Peip/1ssP KG, 4/Peip/1ssP KG

NE6524: I/1/Peip/1ssP Art Bn., 1/501/Peip/1ssP PzVlb Co.

NE6526: KG Peip 1/1ss PzGd Pio Co., 2/501/Peip/1ssP PzVlb Co.

NE6624: 1Auf/Knit/1ss Recon Bn., 2/1/Knit/1ssP Mot Pio Co.

NE6726: IV/1ss/Hans/1ssP NW Bn.

NE6625: I/1/Hans/1ssP Mot Inf Bn.

NE6725: II/1/Hans/1ssP Mot Inf Bn.

NE6626: Hans/1ssP JpIV Co., III/1/Hans/1ssP Mot Inf Bn.

NE6727: II/1ss/Hans/1ssP SP Art Bn.

NE6827: 1/1/Sand/1ssP Pio Co., 1/2/Sand/1ssP Mot Inf Bn.

NE6927: II/2/Sand/1ssP Mot Inf Bn.

NE6828: III/1/Sand/1ssP Art Bn.

12th SS Pz Div (in MR)

NE6715: 12SSP Div HQ

NE6415: 1/Kuhl/12P PzV KG, 3/Kuhl/12P PzIV KG

NE6418: 2/Kuhl/12P PzIV KG, 4/Kuhl/12P PzIV KG

NE6516: 1/560/Kuhl/12P JpV Co., 1/12/Kuhl/12P SP Art Bn.

NE6515: 1/12/Kuhl/12P PzGd Pio Co., 12Auf/Brem/12P Recon Bn.

NE6517: 1/25/Müller/12P Mot Inf Bn., Müller/12P JpIV Co.

NE6618: II/25/Müller/12P Mot Inf Bn., 560/Müller/12P JpIV Co.

NE6718: III/25/Müller/12P Inf Bn., 2/12/Müller/12P Mot Pio Co.

NE6719: II/12/Müller/12P Art Bn.

NE6617: I/26/Krause/12P Mot Inf Bn., II/26/Krause/12P Mot Inf Bn.

NE6616: IV/12/Krause/12P NW Bn., III/12/Krause/12P Art Bn.

NE6715: 3/12/Krause/12P Mot Pio Co.

3rd FJ Div

NE6026: 3Fj Div HQ, 3/II/3Fj Art Bn.

NE7020: 3/III/3Fj Art Bn.

NE5926: I/9/3Fj Para Inf Bn.

NE5924: II/9/3Fj Para Inf Bn., 3/3Fj AT Co.

NE5925: III/9/3Fj Para Inf Bn.
NE6125: Erst/3Fj Para Inf Bn.
NE6920: 3/3Fj Pio Co. (-1), 3/3Fj Hvy Flak Co.

12th VG Div

Div: 12/12VG Pio Co. (may breakdown)
NE6024: 12VG Div HQ, 12/12VG AT Co.
NE5723: 27/12VG Inf Rgt {2 Bn.'s}
NE5823: 48/12VG Inf Rgt {2 Bn.'s}, Overstack allowed.
NE6023: I/89/12VG Inf Bn., III/12/12VG Art Bn.
NE5923: II/89/12VG Inf Bn., II/12/12VG Art Bn., 12/12VG StG Co.
NE5824: Fus/12VG Inf Bn.

277th VG Div

Div: 277/277VG Pio Co.
NE6019: 277VG Div HQ, Overstack allowed.
NE5818: I/989/277VG Inf Bn.
NE5817: II/989/277VG Inf Bn.
NE5920: 990/277VG Inf Rgt {2 Bn.'s}
NE5819: I/991/277VG Inf Bn.
NE5919: II/991/277VG Inf Bn.
NE5918 (1): 277/277VG Art Rgt {2 Bn.'s}, 277/277VG AT Co., Fus/277VG Inf Co.
NE6117 (1): 277/277VG Hetz Co.

LXVII Corps (6th Pz A)

NE5912: LXVIIK HQ
NE5813: IV/405/6P Art Bn.
NE6112: V/405/6P Art Bn.
NE6213: VI/405/6P Art Bn.
NE5912 (4) [2]: 17VW/6P 300mm NW Bn., 17VW/6P 210mm NW Bn.
Any unit of 326VG Div (1): 88/17VW/6P NW Bn., 89/17VW/6P NW Bn.

326th VG Div

Div: 683/6P Mot AT Bn., 326/326VG Pio Co., Fus/326VG Inf Bn. (all may breakdown)
NE5612: 326VG Div HQ
NE5413: I/751/326VG Inf Bn.
NE5615 IP: II/751/326VG Inf Bn., 326/326VG AT Co.
NE5412: I/753/326VG Inf Bn.
NE5311: I/752/326VG Inf Bn.
NE5411: II/326/326VG Art Bn.
NE5613: III/326/326VG Art Bn.

31.4.0 Reinforcements

Neither player has Repl available. Do not conduct recycle procedures (GOSS 22.2.0).

31.4.1 German Reinforcements

The German player receives all 6th Pz

Army reinforcements on the Master Reinforcement List for Dec 16 AM GT through the 18 Dec PM GT; and,
a) Four of the Einheit Stielau commando units (WAR 4.6.10).

Exception: 217/OKW StMrV Co. and 653/OKW PVI Co.

b) Von Der Heydte Paratroop Units (WAR 4.6.9).

c) On Dec 17 AM GT, the 8th Rgt, 3rd FJ Div {3 Bn.'s} (-2) arrive at hex NE4626.

31.4.2 Allied Reinforcements

The US player receives all reinforcements listed on the Master Reinforcement Track for Dec 16 PM GT through Dec 20 AM GT listed to arrive on the north map edge of the NE map:

a) Unit arriving in zone G through H and those arriving already on the NE map (or those released) arrive on the GT listed.

b) Those arriving in zone I (NW map) arrive at hex 1011 one GT later than listed, or they may arrive at hex 1029 two GTs later.

• The 7th Arm Div is a special case. The Allied player may ignore the instructions in WAR 9.2.10 and keep the 7th on the northeast map.

a) If the Div is retained, the Allied player subtract two victory points at the end of the game; and,
b) Must note on a piece of paper an assembly area (WAR 21.1.1b) at the beginning of the scenario.

• During the Dec 17 PM GT the Allied player must note on a piece of paper an assembly area (WAR 21.1.1b) for the 82nd AB Div.

• The 82nd AB Div arrives in Strat mode on the Dec 18 Night GT at hex 1029. All Leg units assigned to the 82nd AB Div arrive mounted. When they exit Strat mode they are automatically dismounted and may not mount again.

Exception: The 508th Para Rgt {3 units}, 325th Glider Rgt {2 units}, 1/401 Glider Bn., and two 75mm Art Bn.'s do not appear in this scenario.

Important: 1st Inf Div arrival applies (WAR 9.2.12) applies.

31.5.0 Victory Conditions

German Victory Point Hexes:

| | | |
|------|------|------|
| 1506 | 1511 | 1520 |
| 2208 | 2216 | 2222 |
| 2412 | 3208 | 3215 |

| | | |
|------|------|------|
| 3606 | 4106 | 4112 |
|------|------|------|

| | | |
|------|------|--|
| 4710 | 5018 | |
|------|------|--|

Allied Victory Point Hexes:

| | | |
|------|------|------|
| 3521 | 4020 | 5014 |
| 5018 | 5111 | |

German Sudden Death Victory:

The German player wins strategic victory if at the end of any GT (including the last GT of the scenario) the German player:

1) Exited at least four units of one KG from the 1st SS Pz Div off the west edge of the playing area north of the xx18 hex row; or,

2) Captured one of the following bridges over the Meuse River:

1806/1705, 1706/1705 or 1504/1505; and,

Important: A GenS path (of any length) must exist from the exit hex or bridge back to a German ultimate supply source.

3) Occupies any two German victory point hexes east of the 30xx hex column.

End Scenario Victory: If the German player has failed to meet the above victory conditions by the end of the Dec 20 PM GT, both players total the number of victory point hexes each controls.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

1) The player with the higher total wins the scenario.

2) If the total is equal the scenario is a draw.

32.0 AN EGG IS LAID: ST. VITH & THE 106TH (SCENARIO 2)

This scenario depicts the LXVII Corps attack on the 106th Inf Div and the LVIII Pz Corps' attempt to dash to the Ourthe River. The failure to take St Vith would result in the fortified Goose Egg.

Historical Background: Manteuffel planned to use the 62nd and 18th VG Divs in a classic pincer movement to ensnare and destroy the 106th Inf Div, which had two regiments exposed on the Schnee Eifel Ridge occupying captured Westwall bunkers. The 106th was newly arrived and had barely a week to acclimatize to the rigors of front-line duty before the German

offensive fell on them. The previous occupant (2nd Inf Div) was a veteran division that had prepared positions for a unit stocked with more equipment than the straight T0&E would normally call for. The German offensive had fully engulfed the two regiments by the middle of the second day and St Vith itself was threatened. Only the timely arrival of the US 7th Arm Div, along with the stout defense put up by the 81st, 158th Eng Bn.'s, and elements of the 28th Inf Div and 9th Arm Div, made it possible for the Americans to hold St Vith until Dec 23, when it was finally about to be swallowed up by II SS Panzer Corps and the Führer Begleit Brigade. The 116th Pz, meanwhile, lost too much time fighting for a bridge at Ouren that would not support the weight of a Panther (MkV) tank. The division was forced to detour all the way around to Dasburg and the 2nd Pz Div's bridgehead over the Our River. Eventually, the division, along with the 560th VG Div, would make it out to the Soy-Hotton area, where it battled the newly arriving 3rd Arm and 82nd AB Divs.

32.1.0 Scenario Length

The scenario starts with the Dec 16 pre-dawn surprise GT and concludes with the completion of the Dec 20 PM GT. All the Dec 16 WAR 30.1.0 special rules are in effect except as modified below.

Weather: Use the historical weather for all GTs.

Air Points: Neither side receives AP.

Allied Unit Activation: Activation for Allied units remain the same as WAR 30.1.2 through 30.7.0, except:

Dec 16 PM GT: Do not roll 1d10, instead the Allied player activates one additional unit.

Dec 16 Night GT: Do not roll 1D10, instead the Allied player activates two additional units.

Truck Point Availability:

a) The German player has one TP available for motorization (GOSS 16.1.2c).

b) The Allied player has two TPs available for motorization.

Logistics and GenS: All the rules in 30.1.2 through 30.12.0 are in effect except:

a) The 5th Pz Army has one AmP in

stockpile.

b) The German player does not use the full logistic rules on Dec 20 AM GT. All German Mech units are in normal fuel and the German ADV is three for Dec 20 AM and PM GTs.

c) The German PSS is SE7002 or SE7009.

d) The 82nd AB Div units are in GenS if they can trace a GenS path no longer than eight hexes to NE3030.

e) All other Allied HQ must trace a standard GenS path to; NE2627, NE 2127, NE1927, or NE1527.

Important: Units of the 28th Inf Div must be attached to an on-map Div HQ. All non-Art units assigned to a corps or army HQ must be attached to an on-map HQ.

32.2.0 Play Area

The scenario is played on the south half of the NE map and the north half of the SE map.

- The eastern boundary is the east map edge.
- The northern boundary extends from hex 7032 to 6027 then direct to western edge of the NE map.
- The western boundary is the 15xx hex row of both the NE and SE maps.
- The southern boundary extends from hex SE7010 direct to SE4410 to SE3204 to SE2606 to SE2006 to SE1503 due west to the west edge of the SE map.

32.3.0 Set Up

The Allied player sets up first.

32.2.1 Allied

NE1527: 51/V CE Bn.

VIII Corps

NE5326: 275/VIII AFA Bn.

SE4402: 333/VIII FA Bn., 771/VIII FA Bn.

NE4831: 559/VIII FA Bn.

NE4231: 578/VIII FA Bn.

NE4331: 740/VIII FA Bn.

NE4431: 770/VIII FA Bn., 965/VIII FA Bn.

NE4832: 561/VIII FA Bn.

NE4129: 168/VIII CE Bn. (-1)

14th Cavalry Group

BU Box: 18/VIII Recon Bn.

NE3429 (Vielsalm): 32/VIII Recon Bn., 1x M5 BU Co.

NE5527 IP: 1x M5 BU Co.

NE5726 ET-2: 1x Recon BU Co.

NE5725 ET-2: 1x AT BU Co.

Note: The AT BU Co. is part of the

820/106 AT Bn.

106th Infantry Division

BU Box: 820/106 AT Bn.

NE4430 (St. Vith): 106th Inf Div HQ, 81/106 CE Bn. (-1)

NE5123: 1x CE BU Co.

NE5330: 592/106 FA Bn.

NE5331: 590/106 FA Bn.

NE5430: 589/106 FA Bn.

SE4702: 591/106 FA Bn.

NE5731 IP: 1/422/106 Inf Bn.

NE5730 ET-2: 2/422/106 Inf Bn.

NE5632 IP: 3/422/106 Inf Bn.

NE5433 ET-2: 1/423/106 Inf Bn.

NE4426 IP: 2/423/106 Inf Bn.

NE5532 IP: 3/423/106 Inf Bn.

NE4733: 1/424/106 Inf Bn.

SE4904 ET-2: 2/424/106 Inf Bn.

SE4902 ET-2: 3/424/106 Inf Bn. (-1), 1x AT BU Co.

SE5101 ET-2: 1x Recon BU Co., 1x Inf BU Co.

Note: The Recon BU Co. is part of the 18/VIII Recon Bn.

NE5233 ET-2: 1x AT Bkn Co., 1x CE BU Co., 106/106 Recon Co.

28th Infantry Division

SE4706 ET-2: 1/112/28 Inf Bn., 1x AT BU Co.

SE4308 ET-2: 2/112/28 Inf Bn.

SE4507 ET-2: 3/112/28 Inf Bn.

SE4305: 229/28 FA Bn.

32.3.2 German Set Up

LVIII Panzer Corps

SE5507: LVIII PzK HQ, Ldr Krueger

SE4811 (3) [2]: 7VW/5P NW Bde {4 Bn.'s}; On or north of the xx11 hex row.

SE4911 (2) [5]: 401/5P VAK Bde {4 Bn.'s}; On or north of the xx11 hex row.

3rd FJ Division

NE6025: I/5/3Fj Para Inf Bn., II/5/3Fj Inf Bn.

NE6125: III/5/3Fj Para Inf Bn.

NE5925: 1 Pio Co.

560th VG Div

SE4611: 560th VG HQ, II/1560/560 Art Bn.

SE4310: I/1128/560 Inf Bn., 1560/560 Pio Co. (-1)

SE4410: II/1128/560 Inf Bn., 1560 Fus/560 Inf Bn. (overstack okay)

SE4509: 1130/560 Inf Rgt [2 Bn.'s], 1 Pio Co.

116th Pz Div

SE5209: 116th Pz HQ, KG Bayer/116P JIV Co., 228/116P AT Co.

SE5108: KG Bayer #1/116P MkV Co., KG Bayer #2/116P PzV Co.
SE5009: KG Bayer 1/675/116P Co. KG Bayer #3/116P StG Co., KG Bayer I/146/116P SP Art Bn.
SE4708: KG Voght/116P PzIV Co., KG Voght I/156/116P Mot Inf Bn.
SE4609: KG Voght II/156/116P Mot Inf Bn., KG Voght 3/675/116P Mot Pio Co.
SE5110: KG Steph/116P Arm Recon Bn.
SE4810: KG Voght III/146/116P Art Bn.
SE4808: KG Zand #2/116P PzIV Co.
SE4907: KG Zand #3/116P StG Co., Kg Zand 2/675/116P Mot Pio Co.
SE4809: KG Zand #1/116P PzV Co.
SE4909: KG Zand II/146/116P Art Bn.
SE5210: Res/116P JpIV Co., Res/116P StG Co.

LXVI Corps

SE5902: LXVIK Corps HQ
SE5902 (8) [2]: 86/16VW/5P NW Bn., 87/16VW/5P NW Bn.
SE5402: 210/16VW/5P NW Bn.
NE6128: 300/16VW/5P NW Bn.

62nd VG Div

Div: 162/62 AT Co., 162/62 Pio Co., 162 Fus/62 Inf Bn., 1162/62 Hetz Co. (all may breakdown).
SE5406: 62nd VG HQ
SE5006: 164/62 Inf Rgt {2 Bn.'s}
SE5104: 190/62 Inf Rgt {2 Bn.'s}
SE5203: 183/62 Inf Rgt {2 Bn.'s}
SE5106: III/162/62 Art Bn.
SE5205: II/162/62 Art Bn.

18th VG Div

BU Box: 18 Fus/18 Inf Bn.
Div: 1818/18 Hetz Co., 1818/18 Pio Co., 1818/18 AT Co. (all may breakdown)
SE5901: 18th VG HQ
SE5301: 293/18 Inf Rgt {2 Bn.'s}
NE5930: 244/18 StG Co., I/295/18 Inf Bn.
NE5929: II/295/18 Inf Bn.
NE5928: 294/18 Inf Rgt {2 Bn.'s}
NE5932: III/1818/18 Art Bn.
SE5701: II/1818/18 Art Bn.
SE5401 IP: 1x 2-2-6 Inf BU Co.
NE5633 IP: 1x 2-2-6 Inf BU Co.
NE5832 IP: 1x 2-2-6 Inf BU Co.

32.4.0 Reinforcements & Withdrawals

Neither player has Repl available. Do not conduct recycle procedures (GOSS 22.2.0).

32.4.1 German Reinforcements

Dec 18 AM GT: Any 5P entry point within the scenario playing area, Fuhrer Begleit Brigade {11 units}, 1129/560 Inf Rgt [2 Bn.'s], 1560/560 AT Co., 1560/560 Het Co. III/1560/560 Art Bn.

Dec 19 AM GT: Withdraw; All units of the 3rd FJ Div {3 Para Inf Bn.'s and 1 Pio Co.}

32.4.2 Allied Reinforcements

Dec 16 PM GT: The Allied player must designate 7th Arm Div assembly areas (WAR 5.5.7).

Dec 16 Night GT: NE4421: Enter the playing area (using Mech road movement) on any primary between NE4627 and NE4227 (inclusive) 1/CCB/9A, 2/CCB/9A, 3/CCB/9A hybrid units, 1x Recon BU Co., 1x M18 BU Co., 1x Arm CE BU Co.

Dec 17 AM GT: Enters the playing area in Strat mode (see WAR 7.10.4) on any primary or secondary road hex between NE4627 and NE3927 (inclusive); All units of the 7th Arm Div except 3 AFA Bn.'s {13 units} Ldr Hasbrck.

Dec 17 PM GT: Enters the playing area on any primary or secondary road hex between NE4627 and NE3927 (inclusive); 440/7A AFA Bn., 434/7A AFA Bn., 489/7A AFA Bn.

Dec 18 Night GT: Enters the playing area at NE1528; 508/82 Para Rgt {3 units}, 325/82 Glider Rgt {2 units}, 1/401/82 Glider Bn., and two 75mm Art Bn.'s of the 82 AB Div. The Para Inf and Glider Bn.'s enter using TP. All Leg units assigned to the 82nd AB Div arrive mounted. When they exit Strat mode they are automatically dismounted and may not mount again.

32.5.0 Victory Conditions

German Victory Point Hexes:
 NE1933 NE2128 NE2431
 NE4430

Allied Victory Point Hexes:
 NE3330 NE3429 NE4234
 NE4430

German Sudden Death Victory:

The German player wins strategic victory if at the end of any GT (including the last GT of the scenario) if the German player:

- 1) Exited at least four units of one KG from the 116th Pz Div off the west edge of the playing area at SE1503, NE1527, or NE1529 (the units can exit at one or all the hexes); and,
- 2) Can trace a GenS path from the

east map edge to any of the above hexes that a unit exited the map.

End Scenario Victory: If the German player has failed to meet the above victory conditions by the end of the Dec 20 PM GT, both players total the number of victory point hexes each controls. If the units of the 5FJ Div have suffered more than five step losses, add one to the Allied player's total.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

- 1) The player with the higher total wins the scenario.
- 2) If the total is equal the scenario is a draw.

33.0 A BEAUTIFUL SKYLINE: 47TH PZ CORPS VS THE 110TH INF RGT (SCENARIO 3)

This scenario presents the assault of the XLVII Pz Corps on the 110th Inf Rgt of the 28th US Inf Div. The last stand of that regiment along a road running the length of the ridge (nickname Skyline Drive) overlooking the Our River disrupted 5th Pz Army's timetable enough to prevent a swift and easy capture of Bastogne.

Historical Background: Unlike the 6th Pz Army, Manteuffel chose to place his Pz Divs right on the frontline and attack with them immediately. 2nd Pz Div was rated highly as an attack-capable division. Elements of it and 26th VG Div (another highly rated formation primarily composed of east front veterans) had already infiltrated across the Our River before the actual barrage signaling the beginning of the attack. Isolated US Co.-sized strongpoints built around sturdy villages put up unexpected resistance and inflicted far heavier casualties on the attacking formations than they suffered themselves.

The failure to emplace heavy bridges early in the morning held up armored support for the German assault columns, while the US commanders like Dutch Cota and Hurley Fuller were able to throw in support immediately. Marnach, Hosingen, Munchausen, Holsthum, and Consthum held out the entire first day and, even, into the middle or evening of the next. Finally, Clervaux ended up holding out until the early morning of

the 18th, defended by regimental HQ units and remnants that had fallen back. The gallant defense ended, but the next phase began: the race for Bastogne. With the fall of Clervaux, it seemed as though the road to the Meuse was open.

But elements of two US combat commands (CCR/9A & CCB/10A) fought a delaying action that enabled the 101st AB Div to reach and defend Bastogne. CCR was virtually destroyed, and CCB suffered heavy casualties, but they had done their job. Manteuffel's concern was not with capturing Bastogne; his eyes were on reaching the Meuse River within a day or two. Accordingly, 2nd Pz Div ended up skirting the town by way of Noville on the way to Ourtheville, where fuel shortages plagued it. Panzer Lehr left behind one KG (Hauser) to assist 26th VG in its investment of Bastogne, while the rest of Lehr side-slipped to the southeast on its way to St Hubert. The 26th VG and the attached KG were, in fact, too weak to take Bastogne. Both sides wondered what would happen over the next week once Patton started driving up from the south.

33.1.0 Scenario Length

The scenario starts with the Dec 16 pre-dawn surprise GT and concludes with the completion of the Dec 20 PM GT. All the Dec 16 WAR 30.1.0 special rules are in effect except as modified below.

Weather: Use the historical weather for all GTs.

Air Points: Neither side receives AP.

Allied Unit Activation: Activation for Allied units remain the same as WAR 30.1.2 through 30.7.0, except:

Dec 16 PM GT: Do not roll 1d10, instead the Allied player activates one additional unit.

Dec 16 Night GT: Do not roll 1D10, instead the Allied player activates two additional units. 2/110/28 Inf Bn is activated.

Dec 17 AM GT: Unless previously activated due to German actions (WAR 30.1.2), all units of CCR/9A are activated.

German Activation:

Dec 16 PM GT: All units of Lehr Pz Div activate.

Truck Point Availability:

a) The German player has one TP available for motorization (GOSS 16.1.2c).

b) The Allied player has two TPs available for motorization.

Logistics and GenS: All the rules in 30.1.2 through 30.12.0 are in effect except:

a) The 5th Pz Army has three AmP in stockpile.

b) The German player does not use the full logistic rules on Dec 20 AM GT. All German Mech units are in normal fuel and the German ADV is three for Dec 20 AM and PM GTs.

c) The Allied PSS is SE1007 or SE2124.

d) The German PSS is SE7015 or SE7019.

33.2.0 Play Area

The scenario is played on the SE map.

- The eastern boundary is the east map edge.
- The northern boundary extends from hex SE7010 direct to SE4410 to SE3204 to SE2606 to SE2006 to SE1503 due west to the west edge of the SE map.
- The western boundary is the 10xx hex row of the SE map.
- The southern boundary extends from hex SE7020 direct to SE5020 to SE4124 to the west edge of the SE map.

33.3.0 Set Up

The Allied player sets up first.

33.3.1 Allied

VIII Corps

SE2215 (Bastogne): 158/1A CE Bn., 1278/1A CE Bn.

SE2216 (Bastogne): VIII Corps HQ, 35/VIII CE Bn.

SE3318 (Wiltz): 44/VIII CE Bn.

SE3519: 969/VIII FA Bn.

SE3918: 687/VIII FA Bn.

28th Infantry Division

SE3318 (Wiltz): 28th Inf Div HQ, 28/28 Recon Co.

SE3412: 2/110/28 Inf Bn.

SE3615: 1x M4 BU Co.

SE3813 (Clervaux): 1x M4 BU Co.

SE3915 IP: 109/28 FA Bn.

SE4011: 1x M5 BU Co.

SE4109 ET-2: 1x Inf BU Co.

SE4013 ET-2: 1x Inf BU Co., 1x AT BU Co.

SE4115 ET-2: 1x Inf BU Co., 1x CE BU Co.

SE3814 IP: 1x Inf BU Co.

SE4017 ET-2: 1x Inf BU Co.

SE4219 ET-2: 1x Inf BU Co.

SE4520 ET-2: 1x Inf BU Co.

SE3608 (1): 1/CCR/9A, 2/CCR/9A, 3/CCR/9A, 73/9A AFA Bn.

With any CCR/9A unit (no more than one with each unit): 1x M18 BU Co., 1x Arm CE BU Co.

33.3.2 German

5th Pz Army

SE5708: 5th Pz Army HQ, Ldr Manteuffel

SE5413 (1): 3x Heavy Bridges

SE5013: 1094/1095/5P Art Bn.

SE4912: 25/975/460/5P Art Bn.

XLVII Pz Corps

SE5511: XLVII PzK HQ, Ldr v Luettw (Ldr)

SE4816: II/766/5P Art Bn.

SE4616: III/766/5P Art Bn.

SE4715: IV/766/5P Art Bn.,

V/766/5P Art Bn.

SE4915: VI/766/5P Art Bn.

SE4417: 65/15VW/5P NW Bn., 55/15VW/5P NW Bn.

SE4516: 300mm15VW/5P NW Bn.

SE4415: 210mm15VW/5P NW Bn.

26th VG Div

SE4617: 26th VG HQ, Ldr Kokott, II/26/26 Art Bn,

SE4514: I/78/26 Inf Bn.

SE4515: II/78/26 Inf Bn., 26/26 AT Co.

SE4616: III/26/26 Art Bn.

SE4615: IV/26/26 Art Bn.

SE4517: 207/5P Mot Pio Bn., 1x Heavy Bridge

SE4516: Kunkle Fus/26 Inf Bn., 26/26 Hetz Co.

SE4417: 1x BU Pio Co.

SE4317: II/39/26 Inf Bn.

SE4316: I/39/26 Inf Bn.

SE4414: I/77/26 Inf Bn.

SE4315: II/77/26 Inf Bn.

SE4415: 26/26 Pio Co. (-1)

2nd Pz Div

BU Box: KG Holt II/2/2P Mot Inf Bn.

SE4612: 2nd Pz HQ, Ldr v Lchrt, KG Holt I/304/2P Bicycle Inf Bn., KG Holt StG Co.

SE4513: KG Coch #1/2P PzV Co., KG Coch #2/2P PzV Co.

SE4613: KG Coch #3/2P PzV Co., KG Coch 1/24/2P SP Art Bn.

SE4312: KG Coch 1/38/2P PzGd Pio Co., KG Holt/2P PzIV Co.

SE4711: KG Holt 2/38/2P Mot Pio Co.

SE4411: KG Holt III/74/2P Art Bn., KG Gutt II/74/2P Art Bn.

SE4413: KG vBohm 2Aüf/2P Arm

Recon Bn., 600/5P Mot Pio Bn., 1 x

Hvy Bridge

SE4511: 3/38 Mot Pio Co., KG

Gutt/2P JpIV Co., 38/2P At Co.

SE4412: KG Gutt/2P PzV Co.,
I/2/2P Mot Inf Bn.

SE4213: 3 x 2-2-6 BU Inf Co.'s
(overstack OK)

Pz Lehr Div

**Place along secondary road from
SE5216 to SE5318 then to**

SE5820: All 19 units. All units in MR
mode.

5th Fj Div

Div:

SE4719: I/14/5Fj Para Inf Bn.

SE4518: II/14/5Fj Para Inf Bn.

SE4619: III/14/5Fj Para Inf Bn.

Important: The 14/5Fj Para Inf Bn.'s
may not move more than four hexes
north of the 5th Pz Army/7th Army
boundary. They are attached to the
26th VG Div.

33.4.0 Reinforcements & Withdrawals

Neither player has Repl available. Do
not conduct recycle procedures
(GOSS 22.2.0).

33.4.1 German Reinforcements

There are no German reinforcements.

33.4.2 Allied Reinforcements

Dec 18 PM GT:

Hex SE2123 or SE1623 (all units
must arrive at one of the above
hexes): CCB/10A {3 hybrid units}, 1 x
Recon BU Co., 1 x Arm Eng BU Co., 1
x M18 BU Co., 420/10A AFA Bn.

Dec 19 PM GT:

Hex SE1015 or SE1024 (all units
must arrive at one of the above
hexes): 101st AB Div {18 units}, Ldr
McAuliffe, 3 x AT BU Co.'s.

Hex SE1604: 705/101AB TD Bn.

All units of the 101st AB arrive in Strat
mode. All Leg units assigned to the
101st AB Div arrive mounted. When
they exit Strat mode they are
automatically dismounted and may not
mount again.

33.5.0 Victory Conditions

German Victory Point Hexes:

SE1503 SE1511 SE1706

SE1818 SE2215 SE2216

Allied Victory Point Hexes:

SE1818 SE2215 SE2216

German Sudden Death Victory:

The German player wins strategic
victory if at the end of any GT

(including the last GT of the
scenario) if the German player:

- 1)** Exited at least four units of four
KGs from any Pz Div off the west
edge of the playing area at
SE1503 and/or SE1008; and,
- 2)** Can trace a GenS path from the
east map edge to any of the above
hexes that a unit exited the map.

End Scenario Victory: If the
German player has failed to meet
the above victory conditions by the
end of the Dec 20 PM GT, both
players total the number of victory
point hexes each controls.

- a)** The German player receives
two victory points for each hex of
Bastogne (SE2215 and SE2216).
- b)** The German player receives
one-half a victory point for each
KG exited at the hexes given in the
sudden death victory conditions.
If the units of the 14/5FJ Div have
suffered more than five step losses,
add one to the Allied player's total.

Important: The German player
counts German victory point hexes
and the Allied player counts Allied
victory point hexes.

- 1)** The player with the higher total
wins the scenario.
- 2)** If the total is equal the scenario
is a draw.

33.4.0 A HARD LEFT: 7TH ARMY & THE SOUTHERN SHOULDER (Scenario 4)

The 7th Army's attack on elements of
the 28th Inf, 9th Arm and 4th US Inf
Divs is depicted in this scenario. Due
to the limited nature of its objectives
and the paucity of units, the scenario
covers only the first three days.

Historical Background: The German
7th Army, under Lt. Gen. Erich
Brandenburger, was the weakest
element of the German offensive.
Originally slated to command a
mechanized division (the 3rd or 15th
PzGd) plus five VG Divs, the army's
actual starting order of battle had
been pared down to just four divisions.
The objective of the 7th Army was to
establish a blocking position in the
south in anticipation of the Allied
riposte that was bound to materialize
there in the form of a US 3rd Army
counterattack. Stretching from
Echternach to Martelange, 7th Army
was to delay long enough for the
panzers to cross the Meuse and drive

for Antwerp.

The first day of the offensive delivered
mixed results. The Germans crossed
the Our and Sauer Rivers in force and
drove in the US outpost positions. US
artillery took a heavy toll on the
attackers, however, and prevented
medium bridging from being
completed on the first and second
days. German engineer inexperience
also led to lengthy delays. Eventually,
as the US forces were driven back to
better positions and more
reinforcements arrived, the German
formations stopped their attacks and
began digging in.

34.1.0 Scenario Length

The scenario starts with the Dec 16
pre-dawn surprise GT and concludes
with the completion of the Dec 18
Night GT. All the Dec 16 WAR 30.1.0
special rules are in effect except as
modified below.

Important: WAR 9.2.7, 9.2.8, and
9.2.9a apply.

Weather: Use the historical weather
for all GTs.

Air Points: If during an AM or PM GT
the atmospheric conditions are PoVr
the Allied player receives two AP and
the German player receives one AP.

Important: These AP may only be
assigned to GD or ASup missions.

Allied Unit Activation: Activation for
Allied units remain the same as WAR
30.1.2 through 30.7.0, except:

Dec 16 PM GT: Do not roll 1d10,
instead the Allied player activates
one additional unit.

Dec 16 Night GT: Do not roll 1D10,
instead the Allied player activates
two additional units.

Dec 17 AM GT: Unless previously
activated due to German actions
(WAR 30.1.2), all units of CCR/9A
are activated.

Truck Point Availability:

a) The German player has one TP
available for motorization (GOSS
16.1.2c).

b) The Allied player has two TPs
available for motorization.

Logistics and GenS: All the rules in
30.1.2 through 30.12.0 are in effect
except:

a) The 7th Army has two AmP in
stockpile.

- b) The German player does not use the full logistic rules.
- c) The Allied PSS is any primary road hex on the south edge of the SE map.
- d) The German PSS is any west map edge hex marked 7A.

34.2.0 Play Area

The scenario is played on the SE map.

- The eastern boundary is the east map edge.
- The northern boundary extends from hex SE7020 direct to SE5020 to SE4124.
- The western boundary is the 40xx hex row of the SE map.
- The southern boundary is the south map edge of the SE map.

34.3.0 Set Up

The Allied player sets up first.

34.3.1 Allied

1st Army:

SE4427: 299/1A CE Bn.

VIII Corps

SE5132: 159/VIII CE Bn.

SE5233: 81/VIII FA Bn., 174/VIII AFA Bn.

28th Infantry Division

SE4322 IP: 1x Inf BU Co., 1x CE BU Co.

SE4424 IP: 1x CE BU Co., 1x AT BU Co.

SE4325: 108/28 FA Bn.

SE4425: 107/28 FA Bn.

SE4426 (Diekirch): 1/109/28 Inf Bn., 1x M4 BU Co.

SE4623 ET-2: 1x Inf BU Co.

SE4725 ET-2: 3/109/28 Inf Bn. (-2)

SE4925 ET-2: 1x Inf BU Co.

SE4825 ET-2: 1x Inf BU Co.

9th Armored Division:

SE5031: 9th Arm Div HQ

SE5026 ET-2: 1x Mech Inf BU Co.

SE5128 IP: 1x Mech Inf BU Co., 1x M5 BU Co. 1x Recon BU Co.

SE5227 ET-2: 1x Mech Inf BU Co.

SE5129: 1x M4 BU Co., 1x Arm CE BU Co., 1x M18 BU Co.

SE5030: 3/9 AFA Bn.

SE4829: 1x Recon BU Co., 1x M4 BU Co.

SE5130: 1x M4 BU Co.

4th Infantry Division:

BU Box: 1/12/4 Inf Bn.

SE5333: 29/4 FA Bn., 1x M5 BU Co.

SE5833: 42/4 AFA Bn.

SE5834: 4/4 Recon Co.

SE5432 IP: 3/12/4 Inf Bn., 1x AT BU Co.

SE6033 IP: 1x Inf BU Co.

SE6032 ET-2: 1x Inf BU Co.

SE5832 ET-2: 1x Inf BU Co., 1x

M10 BU Co.

SE5730 ET-2 (Echternach): 1x Inf BU Co.

SE5631 ET-2: 2/12/4 Inf Bn., 1x AT BU Co.

SE5429 ET-2: 1x Inf BU Co.

SE5332: 1x M4 BU Co., 1x CE BU Co.

34.3.2 German

7th Army

SE6024: 7th Army HQ, Ldr Brndbrg

SE6234: 999/7A Inf Bn.

SE6232: 44/7A MG Bn.

SE6834: Service/7A Sch Bn.

SE5621: 1092/1093/7A Art Bn., 1124/1125/7A Art Bn.

SE5622: 1122/660/7A Art Bn.

LXXX Corps

SE5724: LXXXK HQ

SE5724 (5) [2]: Lhr/8VW/7A NW Bn., 2/8VW/7A NW Bn.

SE5728: 210mm 8VW/7A NW Bn.

SE5627: 300mm 8VW/7A NW Bn.

SE5426: III/408/7A Art Bn.,

SE5724 (5) [4]: IV/408/7A Art Bn., V/408/7A Art Bn., VI/408/7A Art Bn.

212th VG Div

Div: 657/7A Mot Hvy AT Bn., 212/212 Pio Co., 1212/212 Stg Co., 212/212 AT Co., 212/Rec/212 Inf Co.

SE5828: 212th VG HQ

SE5929: II/320/212 Inf Bn.

SE6129: I/320/212 Inf Bn.

SE5830: Fus/212 Inf Bn.

SE5729: II/423/212 Inf Bn.

SE5629: I/423/212 Inf Bn.

SE5727: II/212/212 Art Bn.

SE5928: III/212/212 Art Bn.

SE5927: I/316/212 Inf Bn.

SE5827: II/316/212 Inf Bn.

276th VG Div

Div: 276/276 Pio Co. (may breakdown)

SE5624: 276th VG HQ

SE5327: I/988/276 Inf Bn.

SE5427: 1276/276 AT Co.

SE5226: II/988/276 Inf Bn.

SE5624 (3): 987/276 Inf Rgt {2 Bn.'s}

SE5125: 986/276 Inf Rgt {2 Bn.'s}

SE5324: III/1276/276 Art Bn.

SE5425: II/1276/276 Art Bn.

SE5326: Fus/276 Inf Bn.

LXXXV Corps

SE5522: LXXXV Korps HQ

SE5522 (4) [3]: 406/7A VAK {4 Bn.'s}, 668/7A AT Bn.

SE5522 (4) [2]: 21/18VW/7A NW Bn., 22/18VW/7A NW Bn.

SE5023: 210mm 18VW/7A NW Bn.

SE5123: 300mm 18VW/7A NW Bn.

SE5224: I/47/7A Mot Pio Bn., 1x Heavy Bridge

5th Fj Div

Div: 5/5Fj Pio Co. (-1), 5 Fus/5Fj Para Inf Co.

SE5020: 5th Fj HQ, Erst/5Fj Inf Bn., 5/5Fj AT Co.,

SE5021: I/13/5Fj Para Inf Bn.

SE5022: II/13/5Fj Para Inf Bn.

SE4920: III/13/5Fj Para Inf Bn.

Stacked with any Bn. of 13/5Fj

Para Inf Rgt: 11/5Fj StG Co., 5/5Fj Mot Flak Co.

SE4821: I/15/5Fj Para Inf Bn.

SE4822: II/15/5Fj Para Inf Bn.,

II/47/7A Mot Pio Bn., 1x Heavy Bridge (under construction),

(overstack okay)

SE4720: III/15/5Fj Para Inf Bn., 1 BU Pio Co.

SE4820: I/5/5Fj Art Bn.

SE4718: III/5/5Fj Art Bn.

352nd VG Div

Div: 352 Fus/352 Inf Bn., 352/352 Pio Co. 352/352 AT Co., 352/352 Hetz Co.

SE5320: 352nd VG HQ

SE4823: I/915/352 Inf Bn.

SE4923: II/915/352 Inf Bn.

SE4924: I/916/352 Inf Bn.

SE5024: II/916/352 Inf Bn.,

I/914/352 Inf Bn.

SE5124: II/914/352 Inf Bn.

SE4922: 352/352 Art Rgt {2 Bn.'s}

34.4.0 Reinforcements

Neither player has Repl available. Do not conduct recycle procedures (GOSS 22.2.0).

34.4.1 German Reinforcements

There are no German reinforcements.

34.4.2 Allied Reinforcements

The US player receives all reinforcements listed on the Master Reinforcement Track for Dec 16 PM GT through Dec 20 AM GT listed to arrive on the south map edge of the SE map.

34.5.0 Victory Conditions

German Victory Point Hexes:

SE4126 SE4426 SE5032

SE5128 SE5332 SE5730

SE5832

Allied Victory Point Hexes:

SE4133 SE5032 SE5332

German Sudden Death Victory:

The German player wins strategic victory if at the end of any GT (including the last GT of the

scenario) there are no Allied units remaining in the playing area.

End Scenario Victory: If the German player has failed to meet the above victory condition by the end of the Dec 18 Night GT, both players total the number of victory point hexes each controls.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

- 1) If the German player has three or more victory points than the Allied player, the German player wins.
- 2) If the German player has one or two more victory points than the Allied player, the game is a draw.
- 3) If the number of victory points for each player is equal the Allied player wins the game.

35.0 MARCH TO THE MEUSE (Scenario 5)

This scenario combines the previous Dec 16 scenarios into a full two map game. It is a long scenario that is suited for team play.

35.1.0 Scenario Length

The scenario starts with the Dec 16 pre-dawn surprise GT and concludes with the completion of the Dec 20 Night GT. All the Dec 16 WAR 30.0 special rules are in effect.

Logistics and GenS: All the rules in WAR 30.1.2 through 30.12.0 are in effect. WAR 15.0 and 16.0 apply.

35.2.0 Play Area

The NE and SE maps are used (all hexes).

Exception: The out of play area (WAR 9.2.6) is not used do not set up units from either side that are in that area.

35.3.0 Initial Deployment

The Allied player sets up first.

Important: Players may choose to exclude or use the out of play area on the NE map.

Important: Set up instructions may create overstack situations. Additional units cannot be added to a listed overstack, unless Overstack allowed is specifically stated in the set-up instructions. Such overstacks must be

resolved at the end of the first friendly Movement Phase to avoid the penalties in GOSS 6.4.0.

35.3.1 Allied

1st Army

NE3618: 9Can/1A Forest Eng Co.
NE3215 (Spa): 825/1A AT Bn., 99/1A Inf Bn.
NE2412: 526/1A Mech Inf Bn.
SE2215 (Bastogne): 158/1A CE Bn., 1278/1A CE Bn.
SE4427: 299/1A CE Bn.
NE2101 (Herstal): 300/1A CE Bn.
NE4704: 268/1A FA Bn.

V Corps

NE4105 (Eupen): V Corps HQ
NE5217: 18/V Rckt Art Bn.
NE4911: 62/V AFA Bn.
NE5317: 87C/V Mortar Bn.
NE4815: 186/V FA Bn., 776/III FA Bn.
NE4914: 196/V FA Bn.
NE4514: 200/V FA Bn., 941/V FA Bn.
NE4812: 190/V FA Bn.
NE3521 (Stavelot): 202/V CE Bn.
NE4919: 254/V CE Bn.
NE4020 (Malmedy): 291/V CE Bn.
NE4816: 955/V FA Bn.
NE1527: 51/V CE Bn.
NE4708: 987/V AFA Bn.
NE4605: 272/V FA Bn.
NE4105 (Eupen): 296/V CE Bn.

5th Armored Division

NE4102 (1): 1/CCA/5A, 2/CCA/5A, 3/CCA/5A, 1x Arm CE BU Co., 1x Recon BU Co.

102nd Cavalry Group

BU Box: 38/V Recon Bn.
NE5110NE ET-2: 1x Recon BU Co., 1x M5 BU Co., 1x CE BU Co.
NE5111 ET-2: 1x Recon BU Co., 1x M10 BU Co.
NE5209 ET-2: 146/1A CE Bn. (-1), 1x M10 BU Co., 1x Recon BU Co.
NE5109 ET-2: 102/V Recon Bn. (-1), 1x M10 BU Co.

99th Infantry Division

BU Box: 801/99 AT Bn.
NE5121: 99th Inf Div HQ, 1x CE BU Co.
NE5215 IP: 99/99 Recon Co.
NE5320: 324/99 CE Bn. (-2), 372/99 FA Bn.
NE5223: 1x CE BU Co.
NE5118: 16/9A AFA Bn.
NE5213 ET-2: 3/395/99 Inf Bn., 1x AT BU Co.
NE5617 IP: 2/395/99 Inf Bn.
NE5618 IP: 1/395/99 Inf Bn.

NE5619 IP: 2/393/99 Inf Bn.
NE5720 ET-2: 3/393/99 Inf Bn.
NE5721 ET-2: 1/393/99 Inf Bn., 1x AT BU Co.
NE5722 ET-2: 2/394/99 Inf Bn.
NE5523 ET-2: 1/394/99 Inf Bn., 1x AT BU Co.
NE5424 IP: 3/394/99 Inf Bn.
NE5420 IP: 370/99 FA Bn.
NE5422: 371/99 FA Bn.
NE5319: 924/99 FA Bn.

2nd Infantry Division

NE5018 (Elsenborn): 2nd Inf Div HQ
NE5016: 15/2 FA Bn.
NE5017: 12/2 FA Bn.
NE5318: 37/2 FA Bn.
NE5217: 38/2 FA Bn.
NE5220: 741/2 Tk Bn. (-1), 612/2 AT Bn.
NE5319: 2/2 CE Bn. (-1), Robertson (activates when 2nd Div activates)
NE5121: 644/2 M10 Bn.
NE5315 IP: 2/2 Recon Co.
NE4818: 1/23/2 Inf Bn., 3/23/2 Inf Bn.
NE4917: 2/23/2 Inf Bn.
NE5516 IP: 1/9/2 Inf Bn.
NE5515 IP: 2/9/2 Inf Bn. (-1), 3/9/2 Inf Bn. (-1), 1x CE BU Co.
NE5417: 1/38/2 Inf Bn.
NE5418: 2/38/2 Inf Bn.
NE5416 IP: 3/38/2 Inf Bn.

VIII Corps

NE5326: 275/VIII AFA Bn.
SE4402: 333/VIII FA Bn., 771/VIII FA Bn.
NE4831: 559/VIII FA Bn.
NE4231: 578/VIII FA Bn.
NE4331: 740/VIII FA Bn.
NE4431: 770/VIII FA Bn., 965/VIII FA Bn.
NE4832: 561/VIII FA Bn.
SE3519: 969/VIII FA Bn.
NE4129: 168/VIII CE Bn. (-1)
SE2216 (Bastogne): VIII Corps HQ, 35/VIII CE Bn.
SE3318 (Wiltz): 44/VIII CE Bn.
SE3918: 687/VIII FA Bn.
SE5132: 159/VIII CE Bn.
SE5233: 81/VIII FA Bn., 174/VIII AFA Bn.

14th Cavalry Group

Important: The 14th CvGp starts attached to the 99th or 106th Div.

BU Box: 18/VIII Recon Bn.
NE5728 ET-2: 1x Recon BU Co.
NE3429 (Vielsalm): 32/VIII Recon Bn., 1x M5 BU Co.
NE5527 IP: 1x M5 BU Co.

NE5726 ET-2: 1x Recon BU Co.
NE5725 ET-2: 1x AT BU Co.
Note: The AT BU Co. is part of the 820/106 AT Bn.

106th Infantry Division

BU Box: 820/106 AT Bn.
NE4430 (St. Vith): 106th Inf Div HQ, 81/106 CE Bn. (-1)
NE5123: 1x CE BU Co.
NE5330: 592/106 FA Bn.
NE5331: 590/106 FA Bn.
NE5430: 589/106 FA Bn.
SE4702: 591/106 FA Bn.
NE5731 IP: 1/422/106 Inf Bn.
NE5730 ET-2: 2/422/106 Inf Bn.
NE5632 IP: 3/422/106 Inf Bn.
NE5433 ET-2: 1/423/106 Inf Bn.
NE4426 IP: 2/423/106 Inf Bn.
NE5532 IP: 3/423/106 Inf Bn.
NE4733: 1/424/106 Inf Bn.
SE4904 ET-2: 2/424/106 Inf Bn.
SE4902 ET-2: 3/424/106 Inf Bn. (-1), 1x AT BU Co.
SE5101 ET-2: 1x Recon BU Co., 1x Inf BU Co.
Note: The Recon BU Co. is part of the 18/VIII Recon Bn.
NE5233 ET-2: 1x AT Bkn Co., 1x CE BU Co., 106/106 Recon Co.

28th Infantry Division

BU Box: 103/28 CE Bn., 630/28 AT Bn., 707/28 Tk Bn., 2/109/28 Inf Bn., 1/110/28 Inf Bn., 3/110/28 Inf Bn.
SE4706 ET-2: 1/112/28 Inf Bn., 1x AT BU Co.
SE4308 ET-2: 2/112/28 Inf Bn.
SE4507 ET-2: 3/112/28 Inf Bn.
SE4305: 229/28 FA Bn.
SE3318 (Wiltz): 28th Inf Div HQ, 28/28 Recon Co.
SE3412: 2/110/28 Inf Bn.
SE3615: 1x M4 BU Co.
SE3813 (Clervaux): 1x M4 BU Co.
SE3915 IP: 109/28 FA Bn.
SE4011: 1x M5 BU Co.
SE4109 ET-2: 1x Inf BU Co.
SE4013 ET-2: 1x Inf BU Co., 1x AT BU Co.
SE4115 ET-2: 1x Inf BU Co., 1x CE BU Co.
SE3814 IP: 1x Inf BU Co.
SE4017 ET-2: 1x Inf BU Co.
SE4219 ET-2: 1x Inf BU Co.
SE4520 ET-2: 1x Inf BU Co.
SE4322 IP: 1x Inf BU Co., 1x CE BU Co.
SE4424 IP: 1x CE BU Co., 1x AT BU Co.
SE4325: 108/28 FA Bn.
SE4425: 107/28 FA Bn.
SE4426 (Diekirch): 1/109/28 Inf Bn., 1x M4 BU Co.
SE4623 ET-2: 1x Inf BU Co.

SE4725 ET-2: 3/109/28 Inf Bn. (-2)
SE4925 ET-2: 1x Inf BU Co.
SE4825 ET-2: 1x Inf BU Co.

9th Armored Division

Important: See WAR 9.2.9 for movement restrictions and WAR 21.4.2a for withdrawal information.

BU Box: 1/CCA/9A, 2/CCA/9A, 3/CCA/9A, 811/9A TD Bn., 9/9A Arm CE Bn., 89/9A Recon Bn.
SE5031: 9th Arm Div HQ

CCA/9A

SE5026 ET-2: 1x Mech Inf BU Co.
SE5128 IP: 1x Mech Inf BU Co., 1x M5 BU Co. 1x Recon BU Co.
SE5227 ET-2: 1x Mech Inf BU Co.
SE5129: 1x M4 BU Co., 1x Arm CE BU Co., 1x M18 BU Co.
SE5030: 3/9 AFA Bn.
SE4829: 1x Recon BU Co., 1x M4 BU Co.
SE5130: 1x M4 BU Co.

CCB/9A (BG assigned to V Corps)

NE4421: 1/CCB/9A
NE4422: 3/CCB/9A
NE4521: 2/CCB/9A
With any CCB/9A unit (no more than one with each unit): 1x Recon BU Co., 1x M18 BU Co., 1x Arm CE BU Co.

CCR/9A (BG assigned to VIII Corps)

SE3608 (1): 1/CCR/9A, 2/CCR/9A, 3/CCR/9A, 73/9A AFA Bn.
With any CCB/9A unit (no more than one with each unit): 1x M18 BU Co., 1x Arm CE BU Co.

4th Infantry Division

See WAR 9.2.8 for restrictions.

BU Box: 1/12/4 Inf Bn.

The following units are not used in WAR: 4th Div HQ, 1/8/4 Inf Bn., 3/8/4 Inf Bn., 1/22/4 Inf Bn., 44/4 FA Bn.

SE5333: 29/4 FA Bn., 1x M5 BU Co.
SE5833: 42/4 AFA Bn.
SE5834: 4/4 Recon Co.
SE5432 IP: 3/12/4 Inf Bn., 1x AT BU Co.
SE6033 IP: 1x Inf BU Co.
SE6032 ET-2: 1x Inf BU Co.
SE5832 ET-2: 1x Inf BU Co., 1x M10 BU Co.
SE5730 ET-2 (Echternach): 1x Inf BU Co.
SE5631 ET-2: 2/12/4 Inf Bn., 1x AT

BU Co.
SE5429 ET-2: 1x Inf BU Co.
SE5332: 1x M4 BU Co., 1x CE BU Co.

Out of Play

1st Army

NE5404: 2 Ranger/1A Cdo Bn.

V Corps

NE5205: 76/V FA Bn.
NE5002: 997/V FA Bn.

78th Infantry Division

BU Box: 893/78 TD Bn.
NE4905 (Roetgen): 78xx Div HQ
NE5403: 307/78 FA Bn.
NE5206: 308/78 FA Bn.
NE5204: 309/78 FA Bn.
NE5306: 903/78 FA Bn.
NE5506 IP: 1/310/78 Inf Bn.
NE5507 IP: 2/310/78 Inf Bn. (-1), 1x CE BU Co.
NE5508 IP: 3/310/78 Inf Bn., 303/78 CE Bn. (-2)
NE5608: 1/309/78 Inf Bn. (-1), 1x M4 BU Co., 1x CE BU Co.
NE5408: 3/309/78 Inf Bn. (-1), 1x M4 BU Co.
NE5308 IP: 709/78 Tk Bn. (-2), 2/309/78 Inf Bn. (-1)

Important: The 311/78 Inf Rgt (3 units) and the 78 Recon Co. are not used.

5th Arm Div

NE5207: 95/5A AFA Bn.

35.3.2 German

Important: All army/corps Art units are set up in battery. Art units subordinate to Div/BG HQ may be set up out of battery.

Exception: Art units subordinated to formations in MR, may be placed out of battery.

6th Pz Army

NE7020: 6PZA HQ, Ldr Dietrich
NE6721: 62/6P Mot Pio Bn.
NE6813: 253/6P Mot Pio Bn.
NE6926: 73/6P Mot Pio Bn.
NE7019 (4): 5 x Hvy Bridges
NE6824: 1123.428/6P Art Bn., 1098.1120.1100/6P Art Bn.
NE6723: 501ss/6PzA Art Bn., 502ss/6PzA Art Bn.

LXVII Corps (6th Pz A)

NE5912: LXVIIK HQ
NE5813: IV/405/6P Art Bn.
NE6112: V/405/6P Art Bn.
NE6213: VI/405/6P Art Bn.
NE5912 (4) [2]: 17VW/6P 300mm NW Bn., 17VW/6P 210mm NW Bn.
Any unit of 326VG Div (1): 88/17VW/6P NW Bn., 89/17VW/6P NW Bn.

326th VG Div

Div: 683/6P Mot AT Bn., 326/326VG Pio Co., Fus/326VG Inf Bn.
NE5612: 326VG Div HQ
NE5413: I/751/326VG Inf Bn.
NE5615 IP: II/751/326VG Inf Bn., 326/326VG AT Co.
NE5412: I/753/326VG Inf Bn.
NE5311: I/752/326VG Inf Bn.
NE5411: II/326/326VG Art Bn.
NE5613: III/326/326VG Art Bn.

I SS Pz Corps (6th Pz A)

NE6721: I SS Corps HQ
NE6120 (5) [2]: 51/4VWx/6P NW Bn., 53/4VWx/6P NW Bn.
NE5919: 4VWx/6P NW Bn.
NE6019: 4VWx/6P NW Bn.
NE6024 (4) [2]: 14/9VWx/6P NW Bn., 54/9VWx/6P NW Bn.
NE6021: 9VWx/6P NW Bn.
NE6024: 9VWx/6P NW Bn.
NE6122: 402/III/6P Art Bn.
NE6123: 402/IV/6P Art Bn.
NE6323: 402/V/6P Art Bn.
NE6523: 402/VI/6P Art Bn.
NE6020: 388/III/6P Art Bn.
NE6219: 388/IV/6P Art Bn.
NE6220: 388/V/6P Art Bn.
NE6519: 388/VI/6P Art Bn.

150th Pz Bde

NE6819: 150th Pz Bde HQ, Wolf/II/200/150x Inf Bn.
NE7028: Hard/600/150x Mot Inf Bn., Hard/150x PzV KG
NE7029: Schef/II/200/150x Inf Bn., Schef/150x StG KG

1st SS Pz Div (in MR)

NE6928: 1SSPz Div HQ
NE6525: 1/Peip/1ssP hybrid Co., 2/Peip/1ssP hybrid Co., Ldr Peiper (Active)
NE6425: 3/Peip/1ssP hybrid Co., 4/Peip/1ssP hybrid Co.
NE6524: I/1/Peip/1ssP Art Bn., 1/501/Peip/1ssP PzVlb Co.
NE6526: KG Peip 1/1ss PzG Pio Co., 2/501/Peip/1ssP PzVlb Co.
NE6624: 1Auf/Knit/1ss Recon Bn., 2/1/Knit/1ssP Mot Pio Co.
NE6726: IV/1ss/Hans/1ssP NW Bn.
NE6625: 1/1/Hans/1ssP Mot Inf Bn.
NE6725: II/1/Hans/1ssP Mot Inf Bn.
NE6626: Hans/1ssP JpIV Co., III/1/Hans/1ssP Mot Inf Bn.
NE6727: II/1ss/Hans/1ssP SP Art Bn.
NE6827: 1/1/Sand/1ssP Mot Pio Co., I/2/Sand/1ssP Mot Inf Bn.
NE6927: II/2/Sand/1ssP Mot Inf Bn.
NE6828: III/1/Sand/1ssP Art Bn.

12th SS Pz Div (in MR)

NE6715: 12SSP Div HQ
NE6415: 1/Kuhl/12P hybrid Co., 3/Kuhl/12P hybrid Co.
NE6418: 2/Kuhl/12P hybrid Co., 4/Kuhl/12P hybrid Co.
NE6516: 1/560/Kuhl/12P JpV Co., 1/12/Kuhl/12P SPA Bn.
NE6515: 1/12/Kuhl/12P PzG Pio Co., 12Auf/Brem/12P Recon Bn.
NE6517: 1/25/Müller/12P Mot Inf Bn., Müller/12P JpIV Co.
NE6618: II/25/Müller/12P Mot Inf Bn., 560/Müller/12P JpIV Co.
NE6718: III/25/Müller/12P Inf Bn., 2/12/Müller/12P Mot Pio Co.
NE6719: II/12/Müller/12P Art Bn.
NE6617: I/26/Krause/12P Mot Inf Bn., II/26/Krause/12P Mot Inf Bn.
NE6616: IV/12/Krause/12P NW Bn., III/12/Krause/12P Art Bn.
NE6715: 3/12/Krause/12P Mot Pio Co.

3rd FJ Div

NE6026: 3FJ Div HQ, 3/I/3FJ Art Bn.
NE7020: 3/III/3FJ Art Bn.
NE5926: I/9/3FJ Para Inf Bn.
NE5924: II/9/3FJ Para Inf Bn., 3/3FJ AT Co.
NE5925: III/9/3FJ Para Inf Bn.
NE6125: Erst/3FJ Para Inf Bn.
NE6920: 3/3FJ Pio Co. (-1), 3/3FJ

Hvy Flak Co.
NE6025: I/5/3FJ Para Inf Bn., II/5/3FJ Inf Bn.
NE6125: III/5/3FJ Para Inf Bn.
NE5925: 1 Pio Co.

12th VG Div

Div: 12/12VG Pio Co.
NE6024: 12VG Div HQ, 12/12VG AT Co.
NE5723: 27/12VG Inf Rgt {2 Bn.'s}
NE5823: 48/12VG Inf Rgt {2 Bn.'s}, Overstack allowed.
NE6023: I/89/12VG Inf Bn., III/12/12VG Art Bn.
NE5923: II/89/12VG Inf Bn., II/12/12VG Art Bn., 12/12VG StG Co.
NE5824: Fus/12VG Inf Bn.

277th VG Div

Div: 277/277VG Pio Co.
NE6019: 277VG Div HQ, Overstack allowed.
NE5818: I/989/277VG Inf Bn.
NE5817: II/989/277VG Inf Bn.
NE5920: 990/277VG Inf Rgt {2 Bn.'s}
NE5819: I/991/277VG Inf Bn.
NE5919: II/991/277VG Inf Bn.
NE5918 (1): 277/277VG Art Rgt {2 Bn.'s}, 277/277VG AT Co., Fus/277VG Inf Co.
NE6117 (1): 277/277VG Hetz Co.

5th Pz Army

SE5708: 5th Pz Army HQ, Ldr Manteuffel
SE5413 (1): 3x Heavy Bridges
SE5013: 1094/1095/5P Art Bn.
SE5013: 1099/1119/1121/5P Art Bn.
SE4912: 25/975/460/5P Art Bn.

LXVI Corps (5th Pz Army)

SE5902: LXVIK Corps HQ
SE5902 (8) [2]: 86/16VW/5P NW Bn., 87/16VW/5P NW Bn.
SE5402: 210/16VW/5P NW Bn.
NE6128: 300/16VW/5P NW Bn.

62nd VG Div

Div: 162/62 AT Co., 162/62 Pio Co., 162 Fus/62 Inf Bn., 1162/62 Hetz Co.
SE5406: 62nd VG HQ
SE5006: 164/62 Inf Rgt {2 Bn.'s}
SE5104: 190/62 Inf Rgt {2 Bn.'s}
SE5203: 183/62 Inf Rgt (2 Bn.'s)
SE5106: III/162/62 Art Bn.
SE5205: II/162/62 Art Bn.

18th VG Div

BU Box: 18 Fus/18 Inf Bn.
Div: 1818/18 Hetz Co., 1818/18 Pio Co., 1818/18 AT Co.
SE5901: 18th VG HQ
SE5301: 293/18 Inf Rgt {2 Bn.'s}

NE5930: 244/18 StG Co., I/295/18 Inf Bn.
NE5929: II/295/18 Inf Bn.
NE5928: 294/18 Inf Rgt {2 Bn.'s}
NE5932: III/1818/18 Art Bn.
SE5701: II/1818/18 Art Bn.
SE5401 IP: 1x 2-2-6 Inf BU Co.
NE5633 IP: 1x 2-2-6 Inf BU Co.
NE5832 IP: 1x 2-2-6 Inf BU Co.

LVIII Panzer Corps (5th Pz Army)

SE5507: LVIII PzK HQ, Ldr Krueger
SE4811 (3) [2]: 7VW/5P NW Bde {4 Bn.'s}; On or north of the xx11 hex row.
SE4911 (2) [5]: 401/5P VAK Bde {4 Bn.'s} On or north of the xx11 hex row.

560th VG Div

SE4611: 560th VG HQ, II/1560/560 Art Bn.
SE4310: I/1128/560 Inf Bn., 1560/560 Pio Co. (-1)
SE4410: II/1128/560 Inf Bn., 1560 Fus/560 Inf Bn. (overstack okay)
SE4509: 1130/560 Inf Rgt [2 Bn.'s], 1 Pio Co.

116th Pz Div

SE5209: 116th Pz HQ, KG Bayer/116P JIV Co., 228/116P AT Co.
SE5108: 1/Bayer/116P hybrid Co., 2/Bayer/116P hybrid Co.
SE5009: 1/675/Bayer/116P PzG Pio Co., 3/Bayer/116P hybrid Co., I/146/Bayer/116P SPA Bn.
SE4708: Voght/116P PzIV Co., I/156/Voght/116P Mot Inf Bn.
SE4609: II/156/Voght/116P Mot Inf Bn., 3/675/Voght/116P Mot Pio Co.
SE5110: Steph/116P Recon Bn.
SE4810: III/146/Voght/116P Art Bn.
SE4808: 2/Zand/116P hybrid Co.
SE4907: 3/Zand/116P hybrid Co., 2/675/Zand/116P Mot Pio Co.
SE4809: 1/Zand/116P hybrid Co.
SE4909: II/146/Zand/116P Art Bn.
SE5210: Res/116P JpIV Co., Res/116P StG Co.

XLVII Pz Corps (5th Pz Army)

SE5511: XLVII PzK HQ, Ldr v Luettw (Ldr)
SE4816: II/766/5P Art Bn.
SE4616: III/766/5P Art Bn.
SE4715: IV/766/5P Art Bn., V/766/5P Art Bn.
SE4915: VI/766/5P Art Bn.
SE4417: 65/15VW/5P NW Bn., 55/15VW/5P NW Bn.
SE4516: 300mm15VW/5P NW Bn.
SE4415: 210mm15VW/5P NW Bn.

26th VG Div

SE4617: 26th VG HQ, Ldr Kokott, II/26/26 Art Bn.
SE4514: I/78/26 Inf Bn.
SE4515: II/78/26 Inf Bn., 26/26 AT Co.
SE4616: III/26/26 Art Bn.
SE4615: IV/26/26 Art Bn.
SE4517: 207/5P Mot Pio Bn., 1x Heavy Bridge
SE4516: Kunkle Fus/26 Inf Bn., 26/26 Hetz Co.
SE4417: 1x BU Pio Co.
SE4317: II/39/26 Inf Bn.
SE4316: I/39/26 Inf Bn.
SE4414: I/77/26 Inf Bn.
SE4315: II/77/26 Inf Bn.
SE4415: 26/26 Pio Co. (-1)

2nd Pz Div

BU Box: II/2/Holt/2P Mot Inf Bn.
SE4612: 2nd Pz HQ, Ldr v Lchrt, I/304/Holt/2P Bicycle Inf Bn., Holt StG Co.
SE4513: 1/Coch/2P hybrid Co., 2/Coch/2P hybrid Co.
SE4613: 3/Coch/2P hybrid Co., 1/24/Coch/2P SPA Bn.
SE4312: 1/38/Coch/2P PzG Pio Co., Holt/2P PzIV Co.
SE4711: 2/38/Holt/2P Mot Pio Co.
SE4411: III/74/Holt/2P Art Bn., Gutt/II/74/2P Art Bn.
SE4413: 2Auf/vBohm/2P Recon Bn., 600/5P Mot Pio Bn., 1 x Hvy Bridge
SE4511: 3/38 Mot Pio Co., Gutt/2P JpIV Co., 38/2P At Co.
SE4412: Gutt/2P PzV Co., I/2/Gutt/2P Mot Inf Bn.
SE4213: 3 x 2-2-6 BU Inf Co.'s (overstack OK)

Pz Lehr Div

Place along secondary road from SE5216 to SE5318 then to SE5820: All 19 units. All units in MR mode.

7th Army

SE6024: 7th Army HQ, Ldr Brndbrg
SE6234: 999/7A Inf Bn.
SE6232: 44/7A MG Bn.
SE6834: Service/7A Sch Bn.
SE5621: 1092/1093/7A Art Bn., 1124/1125/7A Art Bn.
SE5622: 1122/660/7A Art Bn.

LXXX Corps (7th Army)

SE5724: LXXX HQ
SE5724 (5) [2]: Lhr/8VW/7A NW Bn., 2/8VW/7A NW Bn.
SE5728: 210mm 8VW/7A NW Bn.
SE5627: 300mm 8VW/7A NW Bn.
SE5426: III/408/7A Art Bn.,
SE5724 (5) [4]: IV/408/7A Art Bn.,

V/408/7A Art Bn., VI/408/7A Art Bn.

212th VG Div

Div: 657/7A Mot Hvy AT Bn., 212/212 Pio Co., 1212/212 Stg Co., 212/212 AT Co., 212/Rec/212 Inf Co.
SE5828: 212th VG HQ
SE5929: II/320/212 Inf Bn.
SE6129: I/320/212 Inf Bn.
SE5830: Fus/212 Inf Bn.
SE5729: II/423/212 Inf Bn.
SE5629: I/423/212 Inf Bn.
SE5727: II/212/212 Art Bn.
SE5928: III/212/212 Art Bn.
SE5927: I/316/212 Inf Bn.
SE5827: II/316/212 Inf Bn.

276th VG Div

Div: 276/276 Pio Co.
SE5624: 276th VG HQ
SE5327: I/988/276 Inf Bn.
SE5427: 1276/276 AT Co.
SE5226: II/988/276 Inf Bn.
SE5624 (3): 987/276 Inf Rgt {2 Bn.'s}
SE5125: 986/276 Inf Rgt {2 Bn.'s}
SE5324: III/1276/276 Art Bn.
SE5425: II/1276/276 Art Bn.
SE5326: Fus/276 Inf Bn.

LXXXV Corps (7th Army)

SE5522: LXXXV Korps HQ
SE5522 (4) [3]: 406/7A VAK {4 Bn.'s}, 668/7A AT Bn.
SE5522 (4) [2]: 21/18VW/7A NW Bn., 22/18VW/7A NW Bn.
SE5023: 210mm 18VW/7A NW Bn.
SE5123: 300mm 18VW/7A NW Bn.
SE5224: I/47/7A Mot Pio Bn., 1x Heavy Bridge

5th Fj Div

Div: 5/5Fj Pio Co. (-1), 5 Fus/5Fj Para Inf Co.
SE5020: 5th Fj HQ, Erst/5Fj Inf Bn., 5/5Fj AT Co.,
SE5021: I/13/5Fj Para Inf Bn.
SE5022: II/13/5Fj Para Inf Bn.
SE4920: III/13/5Fj Para Inf Bn.
Stacked with any Bn. of 13/5Fj Para Inf Rgt: 11/5Fj StG Co., 5/5Fj Mot Flak Co.
SE4821: I/15/5Fj Para Inf Bn.
SE4822: II/15/5Fj Para Inf Bn., II/47/7A Mot Pio Bn., 1x Heavy Bridge (under construction), (overstack okay)
SE4720: III/15/5Fj Para Inf Bn., 1 BU Pio Co.
SE4820: I/5/5Fj Art Bn.
SE4718: III/5/5Fj Art Bn.
SE4719: I/14/5Fj Para Inf Bn.
SE4518: II/14/5Fj Para Inf Bn.
SE4619: III/14/5Fj Para Inf Bn.

Important: The 14/5Fj Para Inf Rgt {3 Bn.'s} starts attached to the 26th VG Div.

352nd VG Div

Div: 352 Fus/352 Inf Bn., 352/352 Pio Co. 352/352 AT Co., 352/352 Hetz Co.

SE5320: 352nd VG HQ

SE4823: I/915/352 Inf Bn.

SE4923: II/915/352 Inf Bn.

SE4924: I/916/352 Inf Bn.

SE5024: II/916/352 Inf Bn., I/914/352 Inf Bn.

SE5124: II/914/352 Inf Bn.

SE4922: 352/352 Art Rgt {2 Bn.'s}

Northern Sector (Out of Play)

LXVII Corps

NE5910: III/405/6P Art Bn.

326th VG Div

NE5210: II/752/326VG Inf Bn.

272nd VG Div

Div: 272/272 Pio Co. (-1)

NE5810: 272nd VG HQ

NE5710: III/272/272 Art Bn.

NE5610: II/272/272 Art Bn.

NE5607: I/982/272 Inf Bn.

NE5707 ET: II/982/272 Inf Bn. (-1), 272/272 AT Co.

NE5409 ET: I/980/272 Inf Bn. (-1)

NE5509 ET: II/980/272 Inf Bn. (-1)

NE5708 ET: II/981/272 Inf Bn. (-1), 272/272 Hetz Co.

NE5609 ET: I/981/272 Inf Bn. (-1)

NE5309 ET: 272/272 Fus Co.

Important: If the Northern Sector units are used, no units of the 272nd VG Div may not enter PA mode on the Dec 16 Pre-dawn GT.

35.4.0 Reinforcements & Replacements

Important: Ignore ComZ and CW reinforcements.

German and Allied reinforcements arrive per the Master Reinforcement List. All replacement rules are in effect. Neither side has any RePs in stockpile.

Important: Reinforcements that enter on the north side of map NW or the south side map SW arrive on any primary road on the west side of the entry map one GT after their schedule GT. Units that enter on the west side of map NW or SW enter the west side of map NE (for those entering on the NW map) and map SE (for those entering on the SW map) two GTs after their scheduled arrival GT.

35.6.0 Victory Conditions

German Victory Point Hexes:

| | | |
|--------|--------|--------|
| NE1506 | NE1511 | NE1520 |
| NE2208 | NE2216 | NE2222 |
| NE2412 | NE3208 | NE3215 |
| NE3606 | NE4106 | NE4112 |
| NE4710 | NE5018 | NE1933 |
| NE2128 | NE2431 | NE4430 |
| SE1503 | SE1511 | SE1706 |
| SE1818 | SE2215 | SE2216 |
| SE4126 | SE4426 | SE5032 |
| SE5128 | SE5332 | SE5730 |
| SE5832 | SE3428 | SE2227 |
| SE1723 | | |

Allied Victory Point Hexes:

| | | |
|--------|--------|--------|
| NE3521 | NE4020 | NE5014 |
| NE5018 | NE5111 | NE3330 |
| NE3429 | NE4234 | NE4430 |
| SE4133 | SE5032 | SE5332 |
| SE1818 | SE2215 | SE2216 |
| SE1733 | SE2533 | |

German Sudden Death Victory:

The German player wins strategic victory if at the end of any GT (including the last GT of the scenario) the German player:

- 1) Exited at least four units of one KG from the 1st SS Pz Div off the west edge of the NE Map north of the xx18 hex row; or,
- 2) Captured one of the following bridges over the Meuse River: 1806/1705, 1706/1705 or 1504/1505; and,

Important: A GenS path must exist from the exit hex or bridge back to a German ultimate supply source.

End Scenario Victory: If the German player has failed to meet the above victory conditions by the end of the Dec 20 Night GT, both players total the number of victory point hexes each controls.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

- The German player adds one victory point to the German total for each PZ Div KG (of four units or more) that exit the west side of map NE or SE on or north of the SExx16 hex row.

Important: A GenS path must exist from the exit hex or bridge back to a German ultimate supply source.

1) If the German player has twice the number of victory points as the Allied player, the German player wins an operational victory.

2) If the German player does not meet the above requirement, but has more victory points than the Allied player, the German player wins a marginal victory.

3) If the German and Allied victory point totals are equal or if the Allied player has less than twice the number of victory points as the German player, the game is a draw.

4) If the Allied player has twice the number of victory points as the German player, the Allied player wins a marginal victory.

5) If the Allied player has three times the number of victory points as the German player, the Allied player wins an operational victory.

36.0 DECEMBER 21 SCENARIO GROUP

The next set of scenarios deals with the situation after the first week of the offensive. They differ in presentation from the Dec 16 group in that they are more modular. Each scenario group is letter coded and falls within a specific geographic area as shown on the Dec 21 scenario description map. Scenario Group B is unique because it has sub-groups B1 through B3. Different scenarios may be presented by adding or subtracting letter code areas (and the units within them) from those of other areas. Each scenario below will describe what letter codes are in play. The frontline is shown by the type of dotted line that, for example, surrounds Bastogne. In certain areas the frontline is not well defined because it was not clear who controlled the area in question.

36.1.0 Special Rules

The following WAR rules are no longer in effect. All other special rules apply.

4.6.9 Von Der Heydte

4.6.10 Einheit Stielau

7.10.2a Bridge Bottlenecks

7.10.4 Traffic Congestion

9.2.3 Dec 16 Scenario Group Allied Corps Boundary Restrictions.

9.2.10 7th US Arm Div

36.1.1 Allied Command

All rules pertaining to Montgomery and the British are in effect.

- Montgomery took command the Dec 19 AM GT (WAR 9.2.2a).
- The mandatory lull rule applies effect (WAR 24.0).

36.1.2 Army & Corps Boundaries

In any scenario involving units from more than one army, the owning player must establish corps ZOP (GOSS 9.2.0 and WAR 9.0). The German army boundaries shown on the map are used. Army boundaries may be modified beginning the Dec 23 AM GT (GOSS 9.2.0).

Important: The boundary between the US 1st Army and US 3rd Army boundaries is along the xx02 hex row on the SE and SW maps. The boundary may be modified beginning the Dec 23 AM GT (GOSS 9.2.0).

36.1.3 Full Logistics

Most scenarios in the Dec 21 scenario group do not use the full logistic system.

Important: Using the full logistic rules in any non-campaign scenario may affect play balance.

- Players may use the full logistic rules if they desire. If using the full logistic rules for any scenario modify the logistic information for each scenario as follows:
 - a) Delete the AmP arrivals in the scenario. AmP are garnered using the GOSS logistic rules.
 - b) In any scenario that does not include all three armies, each active army has the following TP available:
 - 6th Pz Army: 5
 - 5th Pz Army: 8
 - 7th Army: 3
 - c) If all three armies are active the German player has the number of TP listed in WAR 16.1.1b.
 - d) The Allied player retains the number of TP given in each scenario.

36.1.4 Variable Weather & AP

Players may choose to use variable weather in any scenario beginning the second AM GT in the scenario.

Important: The number of AP in each scenario (except for the full four map campaign game) should remain the same as given in the scenario. As always atmospheric conditions may affect the number of AP available. Use GOSS 19.3.0 and WAR 20.1.0b.

36.1.5 Leaders

Unless stated otherwise in scenario rules, all leaders begin each scenario activated.

37.0 SPARRING ON THE SAUER (Scenario A)

The LXXX and LXXXV Corps have almost reached the defense lines that were their objectives at the start of the campaign. They are still fighting for the villages of Waldbilling and Cristnach, but generally both sides are too weak to push on each other.

Historical Background: The arrival of the 10th Arm Div and the advanced detachment of the 5th Inf Div signaled the end of the advance for the German 7th Army. CCA/10A launched counterattacks toward Echternach that were defeated by the 212th VG Div. Elsewhere, the 352nd VG Div marched toward the west to form a more solid line with 5th FJ Div. Within a day or two, however, 7th Army began falling back behind the Sauer River to form a firm shoulder for the

bulge that had now formed.

37.1.0 Scenario Length

The scenario starts with the Dec 21 AM GT and ends at the conclusion of the Dec 24 PM GT.

Weather: Use the historical weather for all GTs.

Air Points: The Allied player has four AP available each AM and PM GT. Weather conditions apply.

Truck Point Availability: TP are available for motorization only.

- a) The German side has one TP.
- b) The Allied side has six TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0. PSS are listed in WAR 15.0).
- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- a) All German army, corps, and Mech formation HQ have normal fuel.
- b) The German ADV is three.
- c) The German side receives three AmP each AM GT (including the Dec 21 AM GT).

Allied:

- a) All Allied HQ have normal fuel.
- b) The Allied ADV is five.
- c) The Allied side receives six AmP each AM GT.

Important: Both sides may have a maximum of 10 AmP in stockpile at the beginning of the AM GT. AmP are stockpiled for each side, there is no need to assign them armies.

37.2.0 Play Area

The scenario is played within the area of the SE map depicted on the scenario description map for Dec 21, Scenario Group A.

- The western boundary for this scenario is the SE38xx hex column.
- The northern boundary is the SWxx07 hex row.

37.3.0 Set Up

German: The German player sets up first.

7th Army

- SE4721: 7th Army HQ, Brandenburg (Ldr)
- SE6234: Service/7A Sch Bn.
- SE6230: 44/7A MG Bn.
- SE6131 (IP): 999/7A Inf Bn.

SE5025/4925: Completed Hvy Bridge
SE4822/4721: Completed Hvy Bridge
SE5428/5427: Bridge
SE5730/5729: Bridge
SE6230/6231: Bridge
SE5621 (1): 1092/1093/7A Art Bn., 1124/1125/7A Art Bn., 1122/660/7A Art Bn.
Stacked with or adjacent to any unit assigned to 7th Army or subordinate HQ: 47/7A Mot Pio Rgt {2 Bn.'s}, 668/7A Mot Hvy AT Bn., 657/7A Mot Hvy AT Bn.

LXXX Corps

SE5724: LXXX Corps HQ
SE5728: 210mm 8VW/7A NW Bn.
SE5627: 300mm 8VW/7A NW Bn.
SE5128 (1): Lhr/8VW/7A NW Bn.
SE5830 (1): 2/8VW/7A NW Bn.
SE5429: III/408/7A Art Bn.
SE5723 (1): IV/408/7A Art Bn., V/408/7A Art Bn.
SE5626: VI/408/7A Art Bn.

212th VG Div

Eliminated Units: 212/Rec/212 Inf Co.
Div: 1212/212 StG Co., 212/212 Pio Co., 212/212 AT Co.
Eliminated 212 Rec Co
SE5730: 212th VG Div HQ
SE5929 (1): 212/212 Art Rgt {2 Bn.'s}
SE6031 (IP): 320/212 Inf Rgt {2 Bn.'s} (-2).
SE5631 (IP): I/316/212 Inf Bn. (-1)
SE5831 (IP): II/316/212 Inf Bn. (-1)
SE5731: Fus/212 Inf Bn. (-2)
SE5431 (IP): I/423/212 Inf Bn. (-1)
SE5331 (IP): II/423/212 Inf Bn. (-1)

276th VG Div

Div: 276/276 Pio Co. (-1), 1276/276 AT Co.
SE5128: 276th VG Div HQ
SE4628: II/1276/276 Art Bn.
SE4928: III/1276/276 Art Bn.
SE4931 (ET-2): II/987/276 Inf Bn. (-1), Fus/276 Inf Bn. (-2)
SE5131 (IP): I/987/276 Inf Bn. (-1)
SE4730 (ET-2): I/988/276 Inf Bn. (-1)
SE4630 (IP): II/988/276 Inf Bn. (-1)
SE4329 (IP): I/986/276 Inf Bn. (-1)
SE4430 (IP): II/986/276 Inf Bn. (-1)

LXXXV Corps

SE4426: LXXXV Corps HQ
SE5421 (4): 406/7A Art Bde {4 Bn.'s}
SE4426 (1): 22/18VW/7A NW Bn., 21/18VW/7A NW Bn.

SE5023: 210mm/18VW/7A NW Bn.
SE5123: 300mm/18VW/7A NW Bn.

352nd VG Div

Div: 352/352 Pio Co. (-1), 352/352 AT Co.
Eliminated Units: 352/352 Het Co.
SE4426: 352nd VG Div HQ
SE4126: 352 Art Rgt {2 Bn.'s} Both units are OoB.
SE4027: 916/352 Inf Rgt {2 Bn.'s} (-2)
SE3827: 915/352 Inf Rgt {2 Bn.'s} (-2)
SE4228 (IP): I/914/352 Inf Bn. (-1)
SE4127 (IP): II/914/352 Inf Bn. (-1), 352/Fus/352 Inf Bn. (-2)

Allied: The Allied player sets up second.

4th Inf Div

Not in Play: 44/4 FA Bn., 1/22/4 Inf Bn., 1/8/4 Inf Bn., 3/8/4 Inf Bn., 4th Inf Div HQ.
Eliminated Units: 2/12/4 Inf Bn.
BU Box: 4/4 CE Bn., 803/4 TD Bn. (-2), 802/4 AT Bn. (-2)
SE6034 (IP): 3/22/4 Inf Bn.
SE6032 (IP): 1 x Inf BU Co., 1 x CE BU Co.
SE5834: 20/4 FA Bn.
SE5832 (ET-2): 2/22/4 Inf Bn., 1 x AT BU Co.
SE5633 (IP): 1 x Inf BU Co., 1 x M10 BU Co.
SE5532 (ET-2): 2/8/4 Inf Bn. (-1), 70/4 Tk Bn. (-2)
SE5434: 42/4 AFA Bn., 3/10/5 Inf Bn.
SE5333: 29/4 FA Bn. 2/10/5 Inf Bn.
SE5332 (ET-2): 3/12/4 Inf Bn. (-2), 1 x CE BU Co., 4/4 Recon Co.
SE5133: 1 x CE BU Co., 1 x M4 BU Co. 1/10/5 Inf Bn.
SE5132 (ET-2): 1/12/4 Inf Bn. (-1), 159/VIII CE Bn. (-1)
SE5234: 46/5 FA Bn.

9th Arm Div

Eliminated Units: (These units may not be reconstituted) 3/CCA/9A hybrid Co., 1/CCR/9A hybrid Co., 2/CCR/9A Hybrid Co., 73/9A AFA Bn.
SE4433: 9th Arm Div HQ
SE4932 (ET-2): 2/CCA/9A hybrid Co. (-1), 89/9A Recon Bn.
SE4833: 3/9A AFA Bn.
SE4731 (ET-2): 1/CCA/9A hybrid Co. (-2)
SE4531 (IP): 811/9A TD Bn. (-2), 9/9A Arm Eng Bn. (-2)

28th Inf Div

Eliminated Units: 103/28 CE Bn.,

2/110/28 Inf Bn., 3/110/28 Inf Bn., 707/28 Tk Bn., 109/28 FA Bn.
BU Box: 630/28 AT Bn. (-2)
SE4330 (IP): 2/109/28 Inf Bn. (-2)
SE4233: 108/28 FA Bn.
SE4130 (IP): 90/10A Recon Bn. (-1)
SE4032: 107/28 FA Bn.
SE3930 (IP): 1/109/28 Inf Bn. (-2), 1 x AT BU Co.
SE3730 (IP): 3/109/28 Inf Bn. (-1)
SE3431 (IP): 299/1A CE Bn. (-1)

10th Arm Div

Eliminated Units: 1/CCB/10A hybrid Co., 2/CCB/10A hybrid Co., 423/10A AFA Bn.
SE4034: 10th Arm Div HQ, 55/10A Arm Eng Bn.
SE4834 or SE4933: 1/CCA/10A hybrid Co. (-1), 2/CCA/10A hybrid Bn., 3/CCA/10A hybrid Co., 609/10A TD Bn.
SE4133 (3): (Reserve) CCR/10A {3 hybrids}, 419/10A AFA Bn. See WAR 37.4.3.

37.4.0 Reinforcements

There are no scheduled replacements. Both sides may recycle step losses (WAR 22.2.0).

37.4.1 German Reinforcements

The German player receives the following reinforcements:
Dec 21 AM GT: 79th VG Div {11 units}, Attached; 1 x AT BU Co., 1x Pio BU Co. All units arrive at any 7th Army map edge entry hex.
11th Pz Div: If any Allied unit occupies a hex to the east or north of the Sauer or Ourthe Rivers at the end of a German player turn, the German player may enter the 11th Pz Div {19 units} at Tier (SE7034) during the next German Movement Phase.

Important: If the German player brings in the 11th Pz Div, the Allied receives four victory points.

Jan 1 AM GT: I SS Pz Corps HQ at SE2607.

Jan 2 AM GT: 9th SS Pz Div at SE2607. Use the list of 9th SS Pz Div units shown in the Dec 28 Northern Group set up list. Remove four additional steps (player's choice).

37.4.2 Allied Reinforcements

The US player receives:

- 1) All south (S) reinforcements shown on the Master Reinforcement list starting the Dec 21 PM GT and
- 2) One Inf Rgt {3 Bn.'s} and one 105mm FA Bn. of the 80th Inf Div arrive on Dec 22 PM GT (player's

choice).

37.4.3 US 10th Arm Div

CCR 10th Arm Div is in corps reserve.

- These units are not activated and may not move unless a German unit moves within four hexes of any unit of the reserve.
- On the GT following activation, the units move normally.

37.5.0 Victory Conditions

German Victory Point Hexes:

SE5730 SE5429
SE5128 SE4925
SE4725 SE4623
SE4426

Allied Victory Point Hexes:

SE5730 SE4426
SE5032

German Sudden Death Victory:

The German player wins a strategic victory at the end of any GT if there are no Allied units within the playing area.

Allied Sudden Death Victory:

There is no Allied sudden victory.

End Scenario Victory: If the German player does not meet the condition for a sudden death victory, both players total their respective victory point hexes each side controls.

- Count all victory point hexes as one point.
- If both totals are equal the game is a draw.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

38.0 NUTS! (Scenario B)

XLVII Pz Corps has encircled Bastogne and is prepared to drive west with the 2nd and Lehr Pz Divs. The 7th Army's 5th Fj Div has set up a defense line to prevent Patton from driving quickly up the Bastogne-Arlon road to relieve the 101st AB Div. Meanwhile, Patton is gathering his III Corps for a relief drive on 22 Dec.

Historical Background: 2nd Pz and Lehr Pz Divs were both plagued by fuel shortages on the afternoon of the 20th, but by the next morning enough had been obtained to move portions of each division. Panzer Lehr's KG von Fallois and KG von Porsching both

side slipped around the SW section of the Bastogne perimeter and moved off toward St Hubert and the Meuse River. 2nd Pz Div moved over Ourtheville bridge on its way to Rochefort and the Meuse. Major portions of both those divisions would never play a part in the effort to capture Bastogne. Left behind were the 26th VG Div, with major attachments from Panzer Lehr. The units were too weak to assault the Americans at Bastogne; so, a siege began. At one point, the Germans encircling the town attempted to parlay with the Americans for their surrender (which was not authorized by Manteuffel), but the US general in command (McAuliffe) replied with an answer that is been boiled down to one word ever since "NUTS!" Eventually, Patton's III Corps (with 4th Arm and 26th Inf Divs) drove up from the south and southwest and established a tenuous corridor on Dec 26th. The units that first broke through belonged to CCR/4th Arm Div, led by the 37th Tk Bn. (Creighton Abrams commanding), with 53rd Arm Inf Bn. Lt Charles Boggess drove the first vehicle into Bastogne to lift the siege.

38.1.0 Scenario Length

The scenario starts with the Dec 21 AM GT and ends at the conclusion of the Dec 26 Night GT.

Weather: Use the historical weather for all GTs.

Air Points: Both sides have one-half the number of AP as listed on the GTRT and modified by WAR 20.1.0a. The Allied player has four air supply points.

Truck Point Availability: TP are available for motorization only.

- a) The German side has three TP. For every eight units of a Pz Div that exits off the playing area the German player must subtract one TP.
- b) The Allied side has six TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0).
- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- a) All German army, corps, and Mech formation HQ have low fuel.
- b) The German ADV is three.
- c) The German side starts the

scenario with three AmP in stockpile and receives two AmP each AM GT. **d)** The German PSS is Clervaux (SE3813), but a GenS path traced to it may not exceed nine MP. **e)** The 5th Fj Div and Führer Grenadier Bde may trace GenS supply to Wiltz (SE3318) until the LIII Corps HQ arrives. Once the LIII Corps HQ reaches Wiltz, 7th Army formations must trace supply the corps HQ and then on to a primary road hex on the east map edge.

Allied:

- a) All Allied HQ have normal fuel.
- b) The Allied ADV is five.
- c) The Allied side receives two AmP each AM GT.
- d) US HQs not part of the Bastogne pocket to any south map edge primary road.
- e) Any VIII Corps unit or any unit assigned to the 28th Inf Div may trace supply to SE1024 or SE1026. When tracing to the above hexes, the GenS path cannot exceed eight MP.
- f) The units in the Bastogne pocket are in OhS (GOSS 15.5.0). Start the pocket supply at three. OhS may be increased using GOSS 20.5.0 (air supply). During the first Allied Administrative Phase that units in the pocket can trace a GenS path as above (may be extended) the HQ and units in the pocket are no longer in OhS and may operate normally.

Important: Both sides may have a maximum of 10 AmP in stockpile at the beginning of the AM GT. AmP are stockpiled for each side, there is no need to assign them to armies.

38.2.0 Play Area

The scenario is played within the area of the SE map depicted on the scenario description map for Dec 21, Scenario Group B.

- The eastern edge is the SE37xx hex column.
- The western boundary is the western edge of the SE map.
- The northern edge runs due west from hex SE3807 to SE2907 to SE2905 to SE2605 to SE2406 direct to the west edge of the SE map.

38.2.1 Bastogne Pocket Restrictions

Players should refer to the Dec 21 Group Scenario Map.

- Units listed under the Bastogne pocket set up have the following

- movement and combat restrictions:
- 1) They may not voluntarily move into a hex that is out of the marked Bastogne perimeter (dotted line around Bastogne) that is adjacent to a German unit; and,
 - 2) May not conduct a GA into hex that is not within the marked Bastogne perimeter.
- On the first GT that the units in the Bastogne perimeter are in GenS (not OhS) the above restrictions are removed.

Designer's Note: *the US commanders had no idea of the strength or weakness of the German forces investing Bastogne. As such, they were not about to attempt an offensive from within the pocket without the prospect of reinforcement and resupply from the outside.*

38.3.0 Set Up

Allied: The Allied player sets up first.

III Corps

- SE2433:** 145/III CE Bn.
- SE2532:** 179/III FA Bn.
- SE2932:** 178/III CE Bn.
- SE2732:** 1 x Recon BU Co., 249/III CE Bn.
- SE3232:** 183/III CE Bn.
- SE4133:** 188/III CE Bn.

4th Arm Div

- SE2330:** 1/CCB/4A hybrid Co., 94/4A AFA Bn.
- SE2231:** 2/CCB/4A hybrid Co.
- SE2430:** 3/CCB/4A hybrid Co.
- With Any of the above:** 1 x Arm Eng BU Co., 1 x Recon BU Co., 1 x M18 BU Co.

VIII Corps

- SE1421:** 1278/1A CE Bn., 1/110/28 Inf Bn. (-2)

Bastogne Pocket

101st AB Div

- BU Box:** 705/101AB TD Bn.
- SE2216:** 101st AB Div HQ, Ldr McAuliffe, 3/CCB/10A hybrid Co.
- SE2315 (ET-2):** 1/501/101AB Para Inf Bn. (-1), 3/501/101AB Para Inf Bn. (-1), 1 x M18 BU Co.
- SE2316 (ET-2):** 2/501/101AB Para Inf Bn. (-1), 2/327/101AB Glider Inf Bn. 1 x M18 BU Co.
- SE2017 (ET-2):** 1/327/101AB Glider Inf Bn.
- SE1717 (IP):** 1/401/101AB Glider Inf Bn.
- SE2314 (ET-2):** 1/506/101AB Para Inf Bn. (-1), 2/506/101AB Para Inf

- Bn.
- SE2313 (ET-2):** 3/506/101AB Para Inf Bn.
- SE2013 (ET-2):** 1/502/101AB Para Inf Bn. 1 x M18 BU Co.
- SE2213 (ET-2):** 2/502/101AB Para Inf Bn.
- SE1813 (IP):** 3/502/101AB Para Inf Bn.
- SE2117:** 326/101AB Para CE Bn., 1 x Arm Eng BU Co.
- SE1914:** 377/101AB FA Bn.
- SE2016:** 463/101AB FA Bn.
- SE2114:** 907/101AB FA Bn., 755/VIII FA Bn.
- SE2116:** 321/101AB FA Bn.
- SE1816 (IP):** 420/10A AFA Bn., 1 x Inf BU Co.
- SE2116:** 3/CCR/9A hybrid Co. (-1), 58/VIII AFA Bn.
- SE2015:** 969/VIII FA Bn.

German: The German player sets up second.

5th Fj Div

- Div: 5/5Fj AT Co. (-1), 5/5Fj Pio Co. (-1), 5/5Fj StG Co. (-1), 5/5Fj Hvy Flak Co.
- SE2522:** 5th Fj Div HQ
- SE1922:** I/5/5Fj Art Bn.
- SE2525:** III/5/5Fj Art Bn.
- SE2624:** Erst/5Fj Para Inf Bn. (-1)
- SE2526 (ET-2):** I/13/5Fj Para Inf Bn. (-1), III/13/5Fj Para Inf Bn.
- SE2826 (ET-2):** II/13/5Fj Para Inf Bn. (-1)
- SE1719:** I/14/5Fj Para Inf Bn. (-1), 5/Fus/5Fj Para Inf Co. (-1)
- SE1823:** II/14/5Fj Para Inf Bn. (-1)
- SE1821:** III/14/5Fj Para Inf Bn. (-1)
- SE1924 (IP):** I/15/5Fj Para Inf Bn. (-1)
- SE2227 (ET-2):** II/15/5Fj Para Inf Bn.
- SE2125 (ET-2):** III/15/5Fj Para Inf Bn. (-1)
- SE2323:** 55/15VW/5PzA NW Bn.

5th Panzer Army

- SE3213:** 600/5P Mot Pio Bn.
- SE2611:** 207/5P Mot Pio Bn.
- SE3311:** Hvy Bridge (mobile side)
- SE3411:** Hvy Bridge (mobile side)
- SE3511:** Hvy Bridge (mobile side)

XLVII Panzer Corps

- SE2814:** XLVII PzK Corps HQ, Ldr vLuettwitz, Manteuffel
- SE4516:** 300mm 15VW/5P NW Bn.
- SE4415:** 210mm 15VW/5P NW Bn.
- SE4816:** II/766/5P Art Bn.
- SE4616:** III/766/5P Art Bn.
- SE4715 (1):** IV/766/5P Art Bn., V/766/5P Art Bn.
- SE4915:** VI/766/5P Art Bn.

KG Haus

- SE2417:** 1/Haus/Lehr hybrid Co., 2/Haus/Lehr hybrid Co. (-1)
- SE2516:** 3/Haus/Lehr hybrid Co. (-1), II/901/Haus/Lehr Mot Inf Bn. (-1)
- SE2616:** III/130/Haus/Lehr Art Bn., 65/15VW/5P NW Bn.

26th VG Div:

- Div: 26/26 Pio Co. (-1), 26/26 AT Co.
- Div (attached to 26th Div):** 559/Lehr JpV Co., 559/Lehr IV Co.
- SE2615:** 26th VG Div HQ, Ldr Kokott
- SE2412:** II/26/26 Art Bn.
- SE2318:** III/26/26 Art Bn.
- SE2514:** IV/26/26 Art Bn.
- SE2218:** I/39/26 Inf Bn. (-1)
- SE2018:** II/39/26 Inf Bn. (-1)
- SE2212:** I/77/26 Inf Bn. (-1)
- SE2012:** II/77/26 Inf Bn. (-1)
- SE2415:** I/78/26 Inf Bn. (-1)
- SE2413:** II/78/26 Inf Bn. (-1)
- SE1818:** Kunkel/Fus/26 Inf Bn. (-1), 26/26 Hetz Co.

Lehr Pz Div

- Div: 130/Lehr AT Co.
- SE2817:** Lehr Pz Div HQ
- SE1918:** 1/vFall/Lehr hybrid Co.
- SE1919:** 2/vFall/Lehr hybrid Co.
- SE2119:** II/130/vFall/Lehr Mot Pio Co.
- SE2319:** II/130/vFall/Lehr Art Bn.
- SE2619:** 1/vPors/Lehr hybrid Co. (-1), 2/vPors/Lehr hybrid Co.
- SE2718:** 3/vPors/Lehr hybrid Co. (-1), II/902/vPors/Lehr Mot Inf Bn.
- SE2917:** I/130/vPors/Lehr PzG Pio Co.
- SE2816:** I/130/vPors/Lehr SPA Bn.

2nd Pz Div

- Div: 38/2P Mot AT Co.
- SE2411:** 2nd Pz Div HQ (Low Fuel), Ldr vLchrt
- SE2010:** Gutt/2P V Co., I/2/Gutt/2P Mot Inf Bn. (-1), Gutt/2P JpIV Co., 3/38/2P Mot Pio Co.
- SE2109:** II/74/Gutt/2P Art Bn.
- SE1711:** 1/Coch/2P hybrid Co., 2/Coch/2P hybrid Co. (-1)
- SE1811:** 3/Coch/2P hybrid Co., 1/38/Coch/2P PzG Pio Co.
- SE1910:** I/74/Coch/2P SPA Bn.
- SE2510:** 2/38/Holt/2P Mot Pio Co.
- SE2409:** Holt/2P IV Co. (-1), II/2/Holt/2P Mot Inf Bn. (-1)
- SE2309:** I/304/Holt/2P bicycle Inf Bn. (-1), Holt/2P StG Co. (-1)
- SE2410:** III/74/Holt/2P Art Bn.
- SE1309:** 2Auf/vBom/2P Recon Bn.

38.4.0 Reinforcements

There are no scheduled replacements.

Both sides may recycle step losses (WAR 22.2.0).

38.4.1 German Reinforcements

Dec 21 PM GT: Primary Road Hex at SE3620, Fuhrer Grenadier Bde {11 units} (low fuel)

Dec 22 AM GT: LIII Corps HQ (low fuel)

Dec 24 AM GT: Any primary road on the west edge of the playing area, 15th PzG Div {18 units} (low fuel), 741/5P Het Co.

38.4.2 Allied Reinforcements

The US player receives all reinforcements scheduled to enter on the south map edge using entry areas C and D (any listing with one of those designations).

Exceptions: Any corps asset unit listed as assigned to the XII Corps.

38.5.0 Victory Conditions

German Victory Point Hexes:

SE3318 SE3312
SE2318 SE2520
SE1818 SE1412

Allied Victory Point Hexes:

SE2215 SE2216
SE2225

German Sudden Death Victory:

The German player wins a strategic victory at the end of any GT if the German side has eliminated all units in the Bastogne perimeter.

Important: Once the units within the Bastogne perimeter are in GenS, the German player can no longer achieve a sudden death victory.

Allied Sudden Death Victory:

The US player can achieve an operational victory if at the end of any GT Allied units occupy Houffalize (SE2607).

End Scenario Victory: If neither side can achieve a sudden death victory, both players total their respective victory points.

- Count each Bastogne hex (SE2215 and SE2216) as two points.
- Count all other victory point hexes as one point.
- The German player subtracts one victory point for each KG (all units with a single KG identification) of the Lehr Pz and 2nd Pz Div that did not exit the western edge of the playing area north of xx15 hex row by the end of the Dec 21 Night GT.

- The Allied player receives one victory point if the Bastogne pocket is in GenS.

Exception: Units of KG Haus that are remain in the playing area do not affect the German total.

- If both totals are equal the game is a draw.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

39.0 THE SOUTHERN SHOULDER (Scenario A & B)

This scenario combines scenarios A and B into one. It takes longer to finish but gives more insight into the relief of Bastogne.

39.1.0 Scenario Length

The scenario starts with the Dec 21 AM GT and ends at the conclusion of the Dec 26 Night GT.

Weather: Use the historical weather for all GTs.

Air Points: Both sides have one-half the number of AP as listed on the GTRT and modified by WAR 20.1.0a. The Allied player has four air supply points.

Truck Point Availability: TP are available for motorization only.

- a) The 5th Pz Army has three TP available and the 7th Army has one TP available. For every eight units of a Pz Div that exits off the playing area the German player must subtract one TP.

- b) The Allied side has 10 TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0).
- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- a) All German army, corps, and Mech formation HQ have low fuel.
- b) The German ADV is three.
- c) The German side starts the scenario with three AmP in stockpile and receives two AmP each AM GT.
- d) The German PSS for each army is any entry point (marked as an entry point for that army) on the east

edge of the SE map within the playing area.

Allied:

- a) All Allied HQ have normal fuel.
- b) The Allied ADV is five.
- c) The Allied side receives two AmP each AM GT.
- d) US HQs not part of the Bastogne pocket to any south map edge primary road.
- e) Any VIII Corps unit or any unit assigned to the 28th Inf Div may trace supply to SE1024 or SE1026. When tracing to the above hexes, the GenS path cannot exceed eight MP.
- f) The units in the Bastogne pocket are in OhS (GOSS 15.5.0). Start the pocket supply at three. OhS may be increased using GOSS 20.5.0 (air supply). During the first Allied Administrative Phase that units in the pocket can trace a GenS path as above (may be extended) the HQ and units in the pocket are no longer in OhS and may operate normally.

Important: Both sides may have a maximum of 10 AmP in stockpile at the beginning of the AM GT. AmP are stockpiled for each side, there is no need to assign them to armies.

39.2.0 Play Area

The scenario is played within the area of the SE map depicted on the scenario description map for Dec 21, Scenario Group B.

- The eastern edge is the east map edge of the SE map.
- The western boundary is the western edge of the SE map.
- The northern edge runs due west from hex SE7007 to SE2907 to SE2905 to SE2605 to SE2406 direct to the west edge of the SE map.

39.2.1 Bastogne Pocket Restrictions

See 38.2.1.

39.3.0 Set Up

Allied: The Allied player sets up first. Use the set up shown in WAR 37.3.0 and 38.3.0.

German: The German player sets up second. Use the set up shown in WAR 37.3.0 and 38.3.0.

Important: Prior to the start of play, the German player places the Fuhrer Grenadier Bde {11 units} (low fuel) at any 5Pz Army entry point and moves

all units of the Bde using Strat mode
Each unit may expend a maximum of 8 MP.

39.4.0 Reinforcements

Both sides use the procedures in WAR 22.1.1.

Important: Divide the number of ReP received by two (round down).

- Both sides may recycle step losses (WAR 22.2.0).

39.4.1 German Reinforcements

The German player receives all reinforcements scheduled for the 5th Pz and 7th Army on the Master Reinforcement List shown for Dec 21 AM GT through Dec 25 AM GT.

Important: Ignore reinforcements shown as entering for either the 5th Pz or 6th Pz Armies

11th Pz Div: If any Allied unit occupies a hex to the east or north of the Sauer or Ourthe Rivers at the end of a German player turn, the German player may enter the 11th Pz Div {19 units} at Tier (SE7034) during the next German Movement Phase.

Important: If the German player brings in the 11th Pz Div, the Allied receives four victory points.

Jan 1 AM GT: I SS Pz Corps HQ at SE2607.

Jan 2 AM GT: 9th SS Pz Div at SE2607. Use the list of 9th SS Pz Div units shown in the Dec 28 Northern Group set up list. Remove four additional steps (player's choice).

39.4.2 Allied Reinforcements

The Allied player receives all reinforcements scheduled as south arrivals (S) on the Master Reinforcement List shown for Dec 21 AM GT through Dec 25 PM GT.

39.5.0 Victory Conditions

Victory Point Hexes: Use the victory point hexes listed in WAR 37.5.0 and 38.5.0.

German Sudden Death Victory:

The German player wins a strategic victory at the end of any GT, if:

- 1) the German side has eliminated all units in the Bastogne perimeter; or,

Important: Once the units within the Bastogne perimeter are in GenS, the German player can no longer achieve this sudden death victory.

- 2) There are no Allied units within the playing area.

Allied Sudden Death Victory:

The US player can achieve an operational victory if at the end of any GT Allied units occupy Houffalize (SE2607).

End Scenario Victory: If neither side can achieve a sudden death victory, both players total their respective victory points.

- Count each Bastogne hex (SE2215 and SE2216) as two points.
- Count all other victory point hexes as one point.
- The German player subtracts one victory point for each KG (all units with a single KG identification) of the Lehr Pz and 2nd Pz Div that did not exit the western edge of the playing area north of xx15 hex row by the end of the Dec 21 Night GT.
- The Allied player receives one victory point if the Bastogne pocket is in GenS.

Exception: Units of KG Haus that are remain in the playing area do not affect the German total.

- If both totals are equal the game is a draw.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

40.0 LAST GASP FOR THE MEUSE (Scenario C)

This scenario depicts just the panzer spearhead of XLVII Pz Corps and its lunge for the Meuse River during Christmas week. It is fast playing and can be completed in an evening.

Historical Background: The 2nd Pz and Lehr Pz Divs advanced on Rochefort via Champlon and St Hubert during Dec 22nd. Inadequate fuel slowed the divisions more than the sporadic resistance put up by Eng Co.'s and isolated detachments of rear area outfits. Elements of the US 4th Cavalry Group screened the area around Ciney as the US 2nd Arm Div

began to concentrate with the objective of counterattacking the German spearheads. The US 84th Inf Div held on to March-en-Famenne and Hotton, thus anchoring the Allied left to the Ourthe River.

Eventually, advanced elements of the reconnaissance battalion of 2nd Pz Div reached an area around Foy-Notre Dame (near hex NW4728), which marked the farthest advance of any German unit in the offensive. The next day, low on fuel, the Pz Div was hit by two combat commands of 2nd US Arm Div. KG Cochenhausen was pounded by artillery, surrounded near Conneux (NW5030), and abandoned all its vehicles, with several hundred men breaking out on foot back to German lines.

The German hope of reaching the Meuse was finally dead, now there could only be the hope of falling back slowly and trading space for time.

40.1.0 Scenario Length

The scenario starts with the Dec 22 AM GT and ends at the conclusion of the Dec 25 Night GT.

Important: There is no Allied player turn for the Dec 22 AM GT. That GT begins with the German player turn. Thereafter play proceeds using the normal sequence.

Weather: Use the historical weather for all GTs.

Air Points: Both sides have one-half the number of AP as listed on the GTRT and modified by WAR 20.1.0a.

Truck Point Availability: TP are available for motorization only.

- a) The German player has two TP until the arrival of the 116th Pz Div. On the GT that the Div arrives increase the available TP to three.
- b) The Allied side has 6 TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0).
- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- a) During the Joint Logistic Phase of each AM GT, the German player rolls 1d10 for each German army, corps, and Mech formation HQ. If the result is:
0 to 5: That HQ has no fuel.
6 to 9: That HQ has low fuel.

- b) The German player then follows the normal fuel level procedures for each HQ (GOSS 16.4.5).
- c) The German ADV is two.
- d) The German side starts the scenario with three AmP in stockpile and receives one AmP each AM GT.
- e) German HQ must be within four MP of SW7002, SW7008 or SW7014 to be in GenS. Extended HQ to HQ GenS supply cannot be used.

Allied:

- a) All Allied HQ have normal fuel.
- b) The Allied ADV is five.
- c) The Allied side receives two AmP each AM GT.
- d) All British Divs west of the Meuse River are in automatic GenS.
- e) US Div HQs and the 4th CavGrp units are in GenS if they can trace a standard supply path to NW6118. If that hex is lost to the Germans, any town or city hex on the Meuse River may be treated as a PSS.

40.2.0 Play Area

The scenario is played on the NW and SW maps within the area depicted on the scenario description map for Dec 21, Scenario Group C.

- The northern edge is the north map edge of the NW map.
- The western boundary is the western edge of the NW and SW maps.
- The eastern and southern boundaries are: NW6101 to NW6119 to NW6722 to NW 6727 to NW7029 to SW7015 to SW6815 to SW3704 to SW3101.

40.3.0 Set Up

Allied: The Allied player sets up first.

84th Inf Div: {17 units} On the NW map, within five hexes of NW6430.

4th CavGrp: 24/VII Recon Bn., 4/VII Recon Bn., 759/VII Lt Tk Bn., 773/VII TD Bn. 951/VII FA Bn., 207/VII CE Bn. Within three hexes of NW5417. All units are in Strat mode.

75th Inf Div: {18 units} along the road from NW5224 to NW4112. All units are in Strat mode.

NW6929 (IP): 1 x M4 BU Co., 1 x CE BU Co.

NW Map, West of Meuse River: 1313/CZ Const Eng Bn., 341/CZ Const Eng Bn.

NW4113 (5) and West of Meuse River: (not released) British 53rd Div (except 71/53 Inf Bde {3 Bn.'s})

NW5417 (10) and West of Meuse River: (not released) British 2HH/XXX Recon Co. (released)

Important: WAR 9.2.4b applies to British units.

German: The German player sets up second.

Lehr Pz Div: Units set up on road hexes between SW6512 and SW7012 in Tac mode:
Lehr Pz Div HQ, 130/Lehr AT Co., 1/vFall/Lehr hybrid Co., 2/vFall/Lehr hybrid Co., II/130/vFall/Lehr Mot Pio Co., II/130/vFall/Lehr Art Bn., 1/vPors/Lehr hybrid Co. (-1), 2/vPors/Lehr hybrid Co., 3/vPors/Lehr hybrid Co. (-1), II/902/vPors/Lehr Mot Inf Bn., 1/130/vPors/Lehr PzG Pio Co., I/130/vPors/Lehr SPA Bn.

2nd Pz Div: Units set up within two hexes of SW7008: 1/Coch/2P hybrid Co., 2/Coch/2P hybrid Co. (-1), 3/Coch/2P hybrid Co., 1/38/Coch/2P PzG Pio Co., I/74/Coch/2P SPA Bn., 2Auf/vBom/2P Recon Bn.

40.4.0 Reinforcements

Both sides may recycle step losses (WAR 22.2.0).

40.4.1 German Reinforcements

Dec 22 PM GT: Div: SW7008, 2nd Pz Div HQ (Low Fuel), Ldr vLchrt, 38/2P Mot AT Co., Gutt/2P V Co., I/2/Gutt/2P Mot Inf Bn. (-1), Gutt/2P JpIV Co., 3/38/2P Mot Pio Co., II/74/Gutt/2P Art Bn., 2/38/Holt/2P Mot Pio Co., Holt/2P IV Co. (-1), II/2/Holt/2P Mot Inf Bn. (-1), I/304/Holt/2P bicycle Inf Bn. (-1), Holt/2P StG Co. (-1), III/74/Holt/2P Art Bn.
Dec 24 AM GT: SW7008, 116th Pz Div HQ, 228/116P Mot AT Co., 1/Bayer/116P hybrid Co. (-1), 3/Bayer/116P hybrid Co., 2/Bayer/116P hybrid Co., Bayer/116P JIV Co., 1/675/Bayer/116P PzG Pio Co., I/146/Bayer/116P SPA Bn., Voght/116P IV Co., I/156/Voght/116P Mot Inf Bn. (-1), II/156/Voght/116P Mot Inf Bn. (-1), Steph Recon Bn., III/146/Voght/116P Art Bn., 3/675/Voght/116P Mot Pio Co., 2/Zand/116P hybrid Co. (-1), 3/Zand/116P hybrid Co. (-1), 1/Zand/116P hybrid Co. (-1), II/146/Zand/116P Art Bn., 2/675/Zand/116P Mot Pio Co., Res/116P JpIV (-1) Co.

Important: Subtract six steps from

any of the 116th Pz units.

40.4.2 Allied Reinforcements

Dec 22 PM GT:

N (J-I): British Gds Arm Div {14 units}, 11Hus/XXX Recon Bn.,

N (H-J): 5AGRA {7 units}.

Dec 22 Night GT:

N (H-I): 2nd Arm Div {18 units}, Ldr Harmon. All units enter with one-half their printed MA.

Dec 23 AM GT:

N (G): 83C/VII FA Bn., 87/VII AFA Bn.,

N (H-I): 172/VII FA Bn., 981/VII FA Bn.

Dec 23 Night GT:

N (H-I): 191/VII FA Bn., 188/VII FA Bn.

Dec 25 AM GT:

N (J-I): British 6GT Bde {3 Bn.'s}. See WAR 9.2.4 for restrictions on British units.

40.5.0 Victory Conditions

German Victory Point Hexes:

| | |
|--------|--------|
| NW6011 | NW5312 |
| NW5417 | NW4513 |
| NW4114 | NW4224 |
| NW4228 | NW4327 |
| NW5226 | SW5703 |
| SW6512 | |

Allied Victory Point Hexes:

| | |
|--------|--------|
| NW6011 | NW5226 |
| NW6432 | NW6920 |

German Sudden Death Victory:

The German player wins a strategic victory at the end of the Allied Administrative Phase of any GT, if:

- 1) There is at least four in GenS German units of a single KG on the west/northwest side of the Meuse River; or,
- 2) Eight British unit steps from a British formation that has not crossed the Meuse River have been eliminated.

Allied Sudden Death Victory:

The US player can achieve an operational victory at the end of any Allied player turn if all units of one KG have been eliminated.

End Scenario Victory: If neither side can achieve a sudden death victory, both players total their respective victory points.

- Count each victory point hex adjacent to the Meuse River as two points.
- Count all other victory point hexes as one point.
- The German player adds one victory

point for every six British unit steps that have been eliminated (round down).

- If both totals are equal the game is a draw.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

41.0 LVIII PZK TO THE MEUSE (Scenario D)

The panzer spearhead of the LVIII Pz Corps attempted to break through the US line that was being established from Marcouray to Odeigne by elements of the US 3rd Arm Div and VII Corps. This scenario presents that effort and the US objective of holding the line and not allowing the Germans to breakout into the more open terrain to the west.

Historical Background: The LVIII Pz Corps became embroiled in a swirling series of firefights with the 3rd US Arm Div, which delayed and counterattacked long enough to allow VII Corps to form a line of defense that would hold. The failure to capture Hotton led to the bottling up of the German spearhead, ensuring no significant German advance on this front would occur for the rest of the campaign.

41.1.0 Scenario Length

The scenario starts with the Dec 21 AM GT and ends at the conclusion of the Dec 25 Night GT.

- Prior to the start of play, both players roll 1d10, the German player applies a DRM of seven.
- If the Allied DR is less than the modified German DR:
 - a) The Dec 25 AM player turn consists of an Allied Movement Phase only. No other phases are conducted.
 - b) The Allied player may move all on map units, however, all units may only expend four MP (minimum movement applies).
 - c) After completion of the Allied player turn, the German player conducts the German player turn normally.

Weather: Use the historical weather for all GTs.

Air Points: Both sides have one-half

the number of AP as listed on the GTRT and modified by WAR 20.1.0a.

Truck Point Availability: TP are available for motorization only.

- a) The German player has one TP.
- b) The Allied side has three TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0).
- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- a) All German Mech HQ are low fuel.
- b) The German ADV is three.
- c) The German side starts the scenario with three AmP in stockpile and receives one AmP each AM GT.
- d) The German PSS is 12 MPs (leaving 6 MPs for the PSS to HQ GenS path) outside the playing area from SE2606.

Allied:

- a) All Allied HQ have normal fuel.
- b) The Allied ADV is five.
- c) The Allied side receives two AmP each AM GT.
- d) Allied PSS is any primary road map edge hex on the north side of the NW or NE map within the playing area.

41.2.0 Play Area

The scenario is played on a small part of the NW and SW maps within the area depicted on the scenario description map for Dec 21, Scenario Group D.

- The northern edge is the north map edge of the NW and NE map.
- The western boundary is: NW6001 to NW6119 to NW6722 to 6727 to NW1029 to SE1005.
- The southern boundary is: SE1005 to SW2805.
- The eastern boundary is: NE2805 to NE2812 to NE1806 to NE1801.

41.3.0 Set Up

Allied: The Allied player sets up first.

XVIII Corps

- NE2215:** XVIII Corps HQ
- NE2216:** 740/VIII FA Bn.
- NE2217:** 559/VIII FA Bn.

82nd AB Div

- NE2222:** 82nd AB Div HQ, Ldr Gavin
- NE2431 (ET-2):** 1 x M4 BU Co., 1 x Inf BU Co., 1 x Recon BU Co.
- NE2629:** 320/82AB Art Bn.
- NE2630 (IP):** 2/325/82AB Glider Inf

Bn., 1 x M36 BU Co.

3rd Arm Div

- NE1527:** 3A Div HQ, Ldr Rose
- NE1328:** 83/3A Recon Bn., 1 x M5 BU Co.
- NE1529:** 2 x Arm Eng Bu Co., I/33/3A Lt Tk Bn.
- NE1628:** 67/3A AFA Bn.
- NE1727:** 551/XVIII Para Inf Bn. (attached to 3rd Arm Div)
- NE1730:** 1/CCR/3A hybrid Co. (-1)
- NE2028 (ET-2):** 2/CCR/3A hybrid Co., 1 x M10 BU Co.
- NE1433:** 3/CCR/3A hybrid Co.

NW6616: 86C/XVIII FA Bn. (Strat mode)

- NW6924:** 991/VII AFA Bn.
- NE1224:** 195/VII FA Bn.
- NE1326:** 957/VII FA Bn.

German: The German player sets up second.

116th Pz Div

- Div:** 228/116P Mot AT Co.
- Eliminated Units:** Res/116P StG Co.
- SE2609:** 116th Pz Div HQ (Low Fuel)
- NE1531:** 1/Bayer/116P hybrid Co. (-1), 3/Bayer/116P hybrid Co.
- NE1632:** 2/Bayer/116P hybrid Co., Bayer/116P JIV Co.
- NE1732:** 1/675/Bayer/116P PzG Pio Co., I/146/Bayer/116P SPA Bn.
- NE1832:** Voght/116P IV Co., I/156/Voght/116P Mot Inf Bn. (-1)
- NE1833:** II/156/Voght/116P Mot Inf Bn. (-1), Steph Recon Bn.
- NE1933:** III/146/Voght/116P Art Bn., 3/675/Voght/116P Mot Pio Co.
- SE2001:** 2/Zand/116P hybrid Co. (-1), 3/Zand/116P hybrid Co. (-1)
- SE2002:** 1/Zand/116P hybrid Co. (-1), II/146/Zand/116P Art Bn.
- SE2102:** 2/675/Zand/116P Mot Pio Co., Res/116P JpIV (-1) Co.

560th VG Div

- SE2304:** 560th VG Div HQ
- NE2233:** I/1128/560 Inf Bn.
- NE2333:** II/1128/560 Inf Bn. (-1)
- SE2705:** I/1129/560 Inf Bn.
- SE2604:** II/1129/560 Inf Bn., 1560/560 Het Co.
- SE2302:** 1560/Fus/560 Inf Bn. (-1), 1560/560 Pio Co. (-1)
- SE2303:** II/560/560 Art Bn.

41.4.0 Reinforcements

Both sides may recycle step losses (WAR 22.2.0).

41.4.1 German Reinforcements

All German reinforcements arrive at hex SE2606.

Dec 22 AM GT: 84/7VW/5P NW Bn.

Dec 22 PM GT: 2nd SS Pz Div {23 units}

Dec 22 Night GT: LVIII Pz Corps HQ (HQ is in extended GenS, all units in the playing area must be assigned to corps).

41.4.1a 116 Pz Div Withdrawal

If German units do not occupy or were not the last to occupy hex NE1422 on or prior to Dec 23 PM GT, the German player must withdraw the 116th Pz Div from the map. The German player immediately removes all units assigned to the 116th.

Designer's Note: *This Pz Div was tasked with forming a hard-right flank for XLVII Pz Corps off to the west. The failure to capture Hotton or break through along the Erezee-Soy front required the division to backtrack over the Ourthe River and take position in front of the 84th US Inf Division.*

41.4.2 Allied Reinforcements

Dec 21 AM GT:

N (H-I): 193/VII FA Bn.

Dec 21 PM GT: N (H-I): VII Corps HQ, Ldr Collins, 517/XVIII Para Inf Rgt {3 Bn.'s}, 509/XVIII Para Inf Bn.

Dec 21 Night GT: S (B-E): 238/VII CE Bn., 297/VII CE Bn. 237/VII CE Bn., 183/VII FA Bn., CCA/3A {3 hybrid Co.'s}, 391/3A AFA Bn., 1 x Arm Eng BU Co., 1 x Recon BU Co.

Dec 22 AM GT: NW to N (J): 75th Inf Div {18 units},

N (H-J): British 43rd Inf Div {17 units}, British 73/XXX {2 Co.'s}. See WAR 9.2.4 for restrictions on British units.

Dec 23 Night GT:

N (H-J): 298/1A CE Bn., 294/1A CE Bn., 164/1A CE Bn., 148/1A CE Bn., 49/1A CE Bn.

Dec 24 PM GT: N (H-I): 629/VII TD Bn., 738/VII Tk Bn.

Dec 24 Night GT: NW2628; CCR/7A {3 hybrid Co.'s} (-2), 489/7A AFA Bn.

Dec 25 AM GT: N (J-I): 51st Inf Div {17 units},

41.5.0 Victory Conditions

German Victory Point Hexes:

| | |
|--------|--------|
| NE1503 | NE1506 |
| NE1117 | NE1422 |
| NE1527 | NE2129 |
| NE2216 | NW6807 |
| NW6608 | NW6509 |

Allied Victory Point Hexes:

| | |
|--------|--------|
| NE1517 | NE2129 |
| NE1624 | NE1224 |
| NE1328 | NE2222 |
| NE2425 | |

Sudden Death Victory:

There are no sudden death victories in this scenario.

End Scenario Victory: Both players total their respective victory points.

- Count each victory point hex adjacent to the Meuse River as two points.
- Count all other victory point hexes as one point.
- The German player adds one victory point for every six British unit steps that have been eliminated (round down).
- If both totals are equal the game is a draw.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

42.0 5TH PZ ARMY & THE MEUSE RIVER (Scenario C & D)

This scenario combines scenarios C & D.

42.1.0 Scenario Length

The scenario starts with the Dec 21 AM GT and ends at the conclusion of the Dec 25 Night GT.

Weather: Use the historical weather for all GTs.

Air Points: Both sides have one-half the number of AP as listed on the GTRT and modified by WAR 20.1.0a.

Truck Point Availability: TP are available for motorization only.

- a) The German player has three TP.
- b) The Allied side has six TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0).
- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- a) All German Mech HQ are low fuel.
- b) The German ADV is three.
- c) The German side starts the scenario with three AmP in stockpile and receives one AmP each AM GT.
- d) German HQ must be within six

MP of SW7008, SW7014 or SE2606 to be in GenS. Extended HQ to HQ GenS supply cannot be used.

Allied:

- a) All Allied HQ have normal fuel.
- b) The Allied ADV is five.
- c) The Allied side receives two AmP each AM GT.
- d) Allied PSS is any primary road map edge hex on the north side of the NW or NE map within the playing area.

42.2.0 Play Area

This scenario uses both the Scenario C (WAR 40.2.0) and D (WAR 41.2.0) playing areas.

42.3.0 Set Up

The set ups for Scenarios C and D are combined.

42.4.0 Reinforcements

Both sides may recycle step losses (WAR 22.2.0). Use the reinforcement lists in WAR 40.3.0 and WAR 41.3.0.

42.5.0 Victory Conditions

Victory Point Hexes: Use the victory point hexes listed in WAR 40.5.0 and 41.5.0.

German Sudden Death Victory:

The German player wins a strategic victory at the end of the Allied Administrative Phase of any GT, if:

- 1) There is at least four in GenS German units of a single KG on the west/northwest side of the Meuse River; or,
- 2) Eight British unit steps from a British formation that has not crossed the Meuse River have been eliminated.

Allied Sudden Death Victory:

The US player can achieve an operational victory at the end of any Allied player turn if all units of one KG have been eliminated.

End Scenario Victory: If neither side can achieve a sudden death victory, both players total their respective victory points.

- Count each victory point hex adjacent to the Meuse River as two points.
- Count all other victory point hexes as one point.
- The German player adds one victory point for every six British unit steps that have been eliminated (round down).

- If both totals are equal the game is a draw.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

43.0 THE FORTIFIED GOOSE EGG (Scenario E)

The stand of the 7th Arm and 106th Inf Div (with the attached CCB/9th Arm Div and the 112th Rgt from the 28th Div) is depicted in this scenario. For one critical week, the cork was kept in the bottle of 6th Pz Army's southern flank, preventing an advance in depth along a broad front.

Historical Background: The LXVI Corps of 5th Pz Army was originally tasked to take St Vith. The unexpectedly stout resistance of the 424th Inf Rgt and CCB/9th Arm Div allowed 7th Arm Div to arrive in the nick of time and build a horseshoe shaped defense around the town, though nothing could be done for the two regiments of the 106th Div surrounded on the Schnee Eifel, about 10 miles east.

Lacking sufficient armor and artillery, the infantrymen of 62nd and 18th VG Divs were unable to press home the attack and capture St Vith early. Not until the arrival of armor (in the form of the Führer Begleit Brigade), and the movement of IJSS Pz Corps on the flanks, did the issue become critical for the US units defending St Vith. By 22 December, the question was not one of holding on, but whether the Americans could escape encirclement.

43.1.0 Scenario Length

The scenario starts with the Dec 21 AM GT and ends at the conclusion of the Dec 24 Night GT.

Weather: Use the historical weather for all GTs.

Air Points: The Allied player receives four AP each AM and PM GT. The German player does not have AP available.

Truck Point Availability: TP are available for motorization only.

- The German player has five TP available.
- The Allied side has four TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0).
- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- All German Mech HQ are low fuel.
- The German ADV is three.
- The German side starts the scenario with four AmP in stockpile and receives one AmP each AM GT.
- German HQ must be within eight MP of SE2705, SE4106, NE4626, SE5103 or NE4026 to be in GenS. Extended HQ to HQ GenS supply cannot be used.

Allied:

- All Allied HQ have normal fuel.
- The Allied ADV is five.
- The Allied side receives two AmP each AM GT.
- The Allied PSS is hex NW 2727.
- The Allied player may also use hex NE3330 as a PSS for any three consecutive GTs.

Designer's Note: *The area from Bovigny up to Vielsalm was used as a rear area logistic complex for VIII corps.*

43.2.0 Play Area

The scenario is played within the area of the NE and SE maps depicted on the scenario description map for Dec 21, Scenario Group E.

- The western boundary for this scenario is the SE27xx hex column.
- The southern boundary is the SExx07 hex row.
- The northern boundary is the NE7025 hex row.

43.3.0 Set Up

Allied: The Allied player sets up first.

- NE3832:** 770/VIII FA Bn., 965/VIII FA Bn.
- NE4131:** 275/VIII AFA Bn.

82nd AB Div

- NE2729:** 1/325/82AB Glider Inf Bn.
- NE2930 (IP):** 2/401/82AB Glider Inf Bn., 1 x M36 BU Co.
- NE3129:** 376/82AB Art Bn.
- NE3229:** 3/508/82AB Para Inf Bn.
- NE3231 (IP):** 2/508/82AB Para Inf Bn.
- NE3326 (IP):** 1/508/82AB Para Inf Bn.

106th Inf Div

Eliminated Units: (These units may not be reconstituted) 422/106 Inf Rgt

{3 Bn.'s}, 423/106 Inf Rgt {3 Bn.'s}, 590/106 FA Bn., 591/106 FA Bn., 589/106 FA Bn., 106/106 Recon Co.

- NE4430:** 106th Inf Div HQ
- NE2933 (IP):** 1 x Inf BU Co., 1 x M10 BU Co.
- SE3103 (IP):** 1 x Inf BU Co., 1 x M10 BU Co.
- SE3403 (IP):** 32/VIII Recon Bn. (-2), 1 x M10 BU Co.
- SE4303 (ET-2):** 1/424/106 Inf Bn. (-1), 820/106 AT Bn. (-2)
- SE4103 (IP):** 2/424/106 Inf Bn. (-1)
- SE4403 (ET-2):** 3/424/106 Inf Bn. (-1)
- SE4101:** 592/106 FA Bn.
- SE3603 (IP):** 2/112/28 Inf Bn. (-1)
- SE3804 (ET-2):** 1/112/28 Inf Bn. (-1)
- SE4004 (ET-2):** 3/112/28 (-2), 1 x AT BU Co.
- SE3802:** 229/28 FA Bn.
- SE4501 (ET-2):** 1/CCB/9A hybrid Co. (-1)
- NE4531 (ET-2):** 81/106 CE Bn. (-2), 1 x M18 BU Co.
- NE4533 (IP):** 2/CCB/9A hybrid Co. (-1)
- SE4502 (IP):** 3/CCB/9A hybrid Co., 1 x Arm Eng BU Co.
- SE4201:** 16/9A AFA Bn.

7th Arm Div

- NE3429:** 7 Arm Div HQ, Ldr Hasbrck
- NE4331:** 440/7A AFA Bn.
- NE4230:** 489/7A AFA Bn.
- NE3830:** 489/7A AFA Bn.
- NE4532 (ET-2):** 87/7A Recon Bn. (-2), 1 x M36 BU Co.
- NE4328 (ET-2):** 1/CCA/7A hybrid Co., 33/7A Arm Eng Bn. (-2)
- NE4029 (ET-2):** 2/CCA/7A hybrid Co.
- NE4229 (ET-2):** 3/CCA/7A hybrid Co.
- NE4429 (ET-2):** 1/CCB/7A hybrid Co., 1 x CE BU Co., 814/7A TD Bn. (-2)
- NE4530 (ET-2):** 2/CCB/7A hybrid Co., 168/VIII CE Bn. (-2), 1 x Arm Eng BU Co.
- NE4529 (ET-2):** 3/CCB/7A hybrid Co., 1 x Arm Eng BU Co.
- NE3628 (ET-2):** 2/CCR/7A hybrid Co.
- NE3428 (ET-2):** 2/CCR/7A hybrid Co.
- NE3828 (ET-2):** 3/CCR/7A hybrid Co.

German: The German player sets up second.

LXVI Corps

- SE5004:** 86/16VW/5P NW Bn., 87/16VW/5P NW Bn.

62nd VG Div

Div: 162/62 AT Co., 162/62 Pio Co. (-1). Attached 519/6P PzJ Bn. {3 Co.'s}

Eliminated Units: 1162/62 Het Co.

SE4706: 62nd VG Div HQ

SE4304: I/164/62 Inf Bn. (-1)

SE4005: II/164/62 Inf Bn. (-1)

SE4503: 162Fus/62 Inf Bn. (-1)

NE4633: I/183/62 Inf Bn. (-1)

NE4632: II/183/62 Inf Bn.

SE4601: I/190/62 Inf Bn (-1)

SE4603: II/190/62 Inf Bn. (-1)

SE4406: II/162/62 Art Bn.

SE4802: III/162/62 Art Bn.

18th VG Div

Div: 1818/18 Het Co., 1818/18 AT Co., 244/18 StG Co. (-1), 1818/18 Pio Co. (-1), Attached; 902/6P StG Co. (-1), 506/6P Pz Bn. {2 Co.'s}

NE5129: 18th VG Div HQ

NE4827: 293/18 Inf Rgt {2 Bn.'s} (-4)

NE4631: I/294/18 Inf Bn. (-1)

NE4630: II/294/18 Inf Bn. (-1)

NE4729: 18Fus/18 Inf Bn. (-1)

NE4929: 295/18 Inf Rgt {2 Bn.'s} (-2)

NE4830: II/1818/18 Art Bn.

NE4831: III/1818/18 Art Bn.

Führer Begleit Bde

NE4627: FBx Bde HQ, 120/FB PzG Pio Co., Auf/FB Recon Co.

NE4227: I/Gren/FB PzG Bn.

NE4326: II/Gren/FB Mot Inf Bn., 928/zbV/FB Inf Bn.

NE4628: 828/zbV/FB Inf Bn., I/17/FB StG Co.

NE4727: I/17/FB IV Co., FBx/FB Art Bn.

NE4525: 200x/FB StG Bn.

9th SS Pz Div

NE4725: 9th SS Pz Div HQ (Low Fuel), 4/Telk/9ssP hybrid Co., 1/9/Telk/9ssP PzG Pio Co.

NE4625: 1/Telk/9ssP hybrid Co., 3/Telk/9ssP hybrid Co., 2/Telk/9ssP hybrid Co.

NE4525: I/9ss/9ssP SPA Bn.

NE3926: II/20/Geiger/9ssP Mot Inf Bn., Geiger/9ssP JIV Co.

NE4026: I/20/Geiger/9ssP Mot Inf Bn., 2/9/Geiger/9ssP Mot Pio Co.

NE4425: II/9ss/Geiger/9ssP Art Bn.

NE4125: 502/Geiger/9ssP NW Bn.

NE3625: 9Auf/9/9ssP Recon Bn.

NE4524: III/9ss/Zoll/9ssP Art Bn.

NE4724: I/9/Zoll/9ssP IV Co.

NE3626: I/19/Zoll/9ssP Mot Inf Bn.

NE3726: III/19/Zoll/9ssP Mot Inf Bn., 3/9/Zoll/9ssP Mot Pio Co.

Important: The 9SS Pz Div may move one hex north of the scenario boundary and still be in play.

560th VG Div

SE3206: 1130/560 Inf Rgt (-3), 1560/560 AT Co., III/1560/560 Art Bn.

II SS Pz Corps

NE5228: II SS Corps HQ

43.4.0 Reinforcements

Neither player receives replacements.

43.4.1 German Reinforcements

Dec 22 PM GT: Arrives at hex SE2705; 2nd Pz Div: 2nd Pz Div HQ (Low Fuel), Ldr vLchrt, 38/2P Mot AT Co., Gutt/2P V Co., I/2/Gutt/2P Mot Inf Bn. (-1), Gutt/2P JpIV Co., 3/38/2P Mot Pio Co., II/74/Gutt/2P Art Bn., 1/Coch/2P hybrid Co., 2/Coch/2P hybrid Co. (-1), 3/Coch/2P hybrid Co., 1/38/Coch/2P PzG Pio Co., I/74/Coch/2P SPA Bn., 2/38/Holt/2P Mot Pio Co., Holt/2P IV Co. (-1), II/2/Holt/2P Mot Inf Bn. (-1), I/304/Holt/2P bicycle Inf Bn. (-1), Holt/2P StG Co. (-1), III/74/Holt/2P Art Bn., 2Auf/vBom/2P Recon Bn.

43.4.2 Allied Reinforcements

There are no Allied reinforcements.

43.5.0 Victory Conditions

German Victory Point Hexes:

NE2731 NE2928

NE3326 NE3429

NE3330

Allied Victory Point Hexes:

NE2729 NE2928

NE4231

Sudden Death Victory:

There are no sudden death victories in this scenario.

End Scenario Victory: Both players total their respective victory points.

- Count all victory point hexes as one point.
- Each player receives one victory point for every 12 enemy step losses inflicted (round down).
- If both totals are equal the game is a draw.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

44.0 THE END OF KG PEIPER (Scenario F)

By the end of the first week, KG Peiper, which had bolted out on Dec 17 in spectacular fashion, found itself surrounded and under fire from elements of 3rd Arm and 30th Inf Divs. Farther east, the US 1st Inf Div was making a stand at Dom Butgenbach that would end the threat to the US northern shoulder. The 6th Pz Army's efforts focused on those two areas, with Skorzeny's 150th Pz Bde making a futile attempt to capture Malmedy in between.

Historical Background: 1SS Pz Div attempted in vain to push through to Peiper's force at La Gleize and Stoumont. Forced to consolidate around the former village, Peiper was pounded by US artillery and chipped away at by US attacks. Eventually, he would break out on and march with about 800 men (out of an original 4,000), leaving behind all his vehicles and heavy weapons. The 12th SS Pz Div, just reorganized after its terrible battles around Rocherath-Krinkelt, dashed itself to pieces on the 2/26th Bn. of the 1st Inf Div. US artillery and the timely arrival of a handful of AFVs proved to be the end of 12th SS's hopes of finally breaking through to the vital ground beyond.

44.1.0 Scenario Length

The scenario starts with the Dec 21 PM GT and ends at the conclusion of the Dec 25 Night GT.

Weather: Use the historical weather for all GTs.

Air Points: The Allied player receives eight AP each AM and PM GT. The German player does not have AP available.

Truck Point Availability: TP are available for motorization only.

- a) The German player has two TP available.
- b) The Allied side has six TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0).
- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- a) All German Mech HQ are low fuel.
- b) The German ADV is three.
- c) The German side starts the

scenario with three AmP in stockpile and receives one AmP each AM GT.

Important: The above AmP may not be used to replenish AD Art units or conduct intensive barrages by Art units assigned to KG Peiper.

d) The German PSS is any 6th Pz Army entry point on the NE map within the playing area.

e) KG Peiper is in OhS. The German player must select a unit of KG Peiper as the BG HQ. KG Peiper has two OhS points available.

Important: The above OhS points may not be converted to fuel points.

Allied:

- a)** All Allied HQ have normal fuel.
- b)** The Allied ADV is five.
- c)** The Allied side receives two AmP each AM GT.
- d)** The Allied PSS is any NE map edge primary road hex on the northern edge of the playing area.

44.2.0 Play Area

The scenario is played within the area of the NE map depicted on the scenario description map for Dec 21, Scenario Group F.

- The western boundary for this scenario is from hex NE1801 to NE1806 to NE2710 to NE2725.
- The southern boundary is the NExx25 hex row.
- The northern boundary is from hex NE4201 to NE4211 to NE4914 to NE6914.

44.3.0 Set Up

Allied: The Allied player sets up first.

- BU Box:** 740/82AB Tk Bn.
- NE2720:** 3/504/82AB Para Inf Bn., 1 x M4 BU Co.
- NE3022:** 2/504/82AB Para Inf Bn.
- NE2921:** 1/504/82AB Para Inf Bn. (-1), 628/V TD Bn. (-2)
- NE2824:** 319/82AB Art Bn.
- NE3025:** 456/82AB Art Bn.
- NE3124:** 307/82AB Para CE Bn., 51/V CE Bn. (-1)
- NE3224 (IP):** 1/505/82AB Para Inf Bn.
- NE3123:** 3/505/82AB Para Inf Bn., 1 x M4 BU Co.
- NE3122:** 2/505/82AB Para Inf Bn.

30th Inf Div

- BU Box:** 743/30 Tk Bn., 823/30 TD Bn., 825/1A AT Bn.
- NE3413:** 30th Inf Div HQ
- NE3220:** 1/119/30 Inf Bn., 1 x M4

BU Co.

- NE3118:** 2/119/30 Inf Bn. (-1), 643/3A AT Bn. (-1)
- NE2819 (IP):** 3/119/30 Inf Bn. (-1), M10 BU Co.
- NE2919 (IP):** 2/CCB/3A hybrid Co., 1 x AT BU Co.
- NE3019:** 3/CCB/3A Hybrid Co., 1 x M10 BU Co., 1 Arm Eng BU Co.
- NE3219:** 1/CCB/3A hybrid Co.
- NE3317:** 54/3A AFA Bn.
- NE3519:** 1/32/3A Lt Tk Bn.
- NE3419:** 118/30 FA Bn.
- NE3320 (IP):** 2/120/30 Inf Bn., 1 x CE BU Co.
- NE3119 (IP):** 3/120/30 Inf Bn., 1 x M10 BU Co.
- NE3421 (IP):** 1/120/30 Inf Bn., 1 x M4 BU Co., 1 x CE BU Co.
- NE3621 (IP):** 3/117/30 Inf Bn., 30/30 Recon Co., 202/V CE Bn. (-1)
- NE3821 (ET-2):** 1/117/30 Inf Bn., 105/30 CE Bn. (-2)
- NE4119 (ET-2):** 2/117/30 Inf Bn., 1 x M10 BU Co.
- NE3719:** 230/30 FA Bn.
- NE2718:** 197/30 FA Bn.
- NE3218:** 113/30 FA Bn.
- NE4020 (ET-2):** 99/1A Inf Bn., 291/V CE Bn. (-1), 1 x AT BU Co.
- NE3521 (IP):** 526/1A Arm Inf Bn., 1 x CE BU Co., 1 x AT BU Co.

V Corps

- NE4105:** V Corps HQ (normal Fuel)
- NE4715:** 186/V FA Bn.
- NE4605:** 272/V FA Bn.
- NE4513:** 200/V FA Bn.
- NE4514:** 955/V FA Bn., 941/V FA Bn.
- NE4415:** 190/V FA Bn., 953/V FA Bn.
- NE4106:** 296/V CE Bn.
- NE4417:** 987/V AFA Bn.
- NE4714:** 196/V FA Bn.
- NE4815:** 87C/V FA Bn.

2nd Inf Div

- Eliminated Units:** 1/9/2 Inf Bn., 2/23/2 Inf Bn.
- BU Box:** 612/2 AT Bn. (-2), 741/2 Tk Bn. (-2), 644/2 TD Bn. (-2)
- NE4818:** 2nd Inf Div HQ, Ldr Robertson
- NE4717:** 38/2 FA Bn., 37/2 FA Bn.
- NE4716:** 12/2 FA Bn.
- NE4819:** 15/2 FA Bn., 3/23/2 Inf Bn. (-2)
- NE4919:** 2/2 CE Bn. (-1), 1/23/2 Inf Bn. (-2)
- NE5020 (ET-2):** 1/38/2 Inf Bn. (-1), 1 x M10 BU Co.
- NE5019 (ET-2):** 2/38/2 Inf Bn. (-2), 3/38/2 Inf Bn. (-2), 1 x AT BU Co.
- NE5018 (IP):** 2/9/2 Inf Bn. (-2), 3/9/2

Inf Bn. (-2), 1 x M4 BU Co.
NE5115 (ET-2): 2/2 Recon Co.

1st Inf Div

- BU Box:** 634/1 TD Bn., 745/1 Tk Bn., 1/1 CE Bn. (-2)
- NE4417:** 1st Inf Div HQ
- NE4718:** 5/1 FA Bn., 33/1 FA Bn.
- NE4418:** 7/1 FA Bn.
- NE4517:** 32/1 FA Bn.
- NE4218:** 1/1 Recon Co.
- NE4319:** (IP): 2/16/1 Inf Bn., 1 x CE BU Co.
- NE4420 (IP):** 1/16/1 Inf Bn., 3/16/1 Inf Bn., 1 x M10 BU Co.
- NE4619 (ET-2):** 3/18/1 Inf Bn., 1 x CE BU Co., 1 x M4 BU Co.
- NE4820 (ET-2):** 3/26/1 Inf Bn., 254/V CE Bn., 1 x M10 BU Co.
- NE4719 (IP):** 1/18/1 Inf Bn., 1 x M10 BU Co.
- NE4920 (ET-2):** 2/18/1 Inf Bn., 1 x M4 BU Co. 703/1 TD Bn. (-1)
- NE5021 (ET-2):** 1/26/1 Inf Bn., 2/26/1 Inf Bn., 1 x M4 BU Co.

German: The German player sets up second.

6th Pz Army

- NE6025:** 6th Pz Army HQ, Dietrich (Ldr)
- NE5224:** 501ss/6P Art Bn.
- NE4024:** 73/6P Mot Pio Bn., Hvy Bridge (mobile side)
- NE4322:** 62/6P Mot Pio Bn., Hvy Bridge (mobile side)
- NE4924:** 253/6P Mot Pio Bn., Hvy Bridge (mobile side)
- NE5323 (1):** III/388/6P Art Bn., IV/388/6P Art Bn.
- NE5322 (2):** 51/4VW/6P NW Bn.
- NE5321 (2):** 53/4VW/6P NW Bn.

3rd Fj Div

- Div:** 3/3Fj AT Co. (-1), 3/3Fj Pio Co. (-1), 3/3Fj Hvy Mot Flak Co.
- NE4322:** 3rd Fj Div HQ
- NE4722:** 3/II/3Fj Art Bn., 3/III/3Fj Art Bn.
- NE4522:** Erst/3Fj Inf Bn. (-1)
- NE4320:** I/5/3Fj Para Inf Bn. (-1)
- NE4421:** II/5/3Fj Para Inf Bn. (-1), III/5/3Fj Para Inf Bn. (-1)
- NE4721:** I/8/3Fj Para Inf Bn., II/8/3Fj Para Inf Bn.
- NE4822:** III/8/3Fj Para Inf Bn. (-1)
- NE4521:** I/9/3Fj Para Inf Bn. (-1), II/9/3Fj Para Inf Bn. (-1)
- NE4622:** III/9/3Fj Para Inf Bn. (-1)

I SS Pz Corps

- NE5322:** I SS Corps HQ
- NE6021:** 210mm 9VW/6P NW Bn.
- NE6024:** 210mm 9VW/6P NW Bn.
- NE5322 (5) [2]:** 14/9VW/6P NW Bn.,

54/9VW/6P NW Bn.,
NE5322 (2) [2]: III/402/6P Art Bn.,
IV/402/6P Art Bn.
NE6323: V/402/6P Art Bn.,
VI/402/6P Art Bn.

150th Pz Bde

NE4122: 150th Pz Bde HQ,
Schef/150x hybrid Co.,
I/200/Schef/150x Inf Bn.
NE4022: Hard/150x hybrid Co.,
600/Hard/150x Mot Inf Bn.,
NE4121: II/200/Wolf/150x Inf Bn.

9th SS Pz Div

NE3625: II/19/Zoll/9ss Mot Inf Bn.,
I/9/Zoll/9ss StG Co.

1st SS Pz Div

BU Box: 3/Peip/1ss hybrid Co.,
4/Peip/1ss hybrid Co.
NE4123: 1st SS Pz Div HQ, Hvy
Bridge (mobile side)
NE2920 (ET-2): 1/Peip/1ss hybrid (-
1)
NE3120: 2/Peip/1ss hybrid, Ldr
Peiper, 1/501ss/Peip/1ss Pz Co.,
3/I/Peip/1ss PzG Pio Co.
NE3322: 1/1/Peip/1ss Art Bn.
NE3021: 1 x PzG BU Co.
NE3121: 1 x PzG BU Co.
NE3323: 1/1/Sand/1ss Mot Pio Co.
NE3622: I/2/Sand/1ss Mot Inf Bn.
NE3823: II/2/Sand/1ss Mot Inf Bn.
NE3624: III/1/Sand/1ss Art Bn.
NE3523: IV/Hans/1ss NW Bn.
NE3223: 1/1/Hans/1ss Mot Inf Bn. (-
1), 1x PzIV BU Co.
NE3422 (ET-2): II/1/Hans/1ss Mot
Inf Bn. (-1), 1x PzIV BU Co.,
2/501ss/Peip/1ss Pz Co.
NE3522: Hans/1ss JpIV Co. (-1),
III/1/Hans/1ss Mot Inf Bn.
NE3424: II/1/Hans/1ss SPA Bn.
NE3321: 1Auf//Knit/1ss Recon Bn. (-
1), 2/1/Knit/1ss Mot Pio Co.

12th SS Pz Div

Eliminated Units: 2/Kuhl/12ss
hybrid Co., 4/Kuhl/12ss hybrid Co.,
3/12/Krause/1ss Mot Pio Co.
2/12/Muller/12ss Mot Pio Co.
NE5223: 12th SS Pz Div HQ (Low
Fuel), 1/12/Kuhl/12ss SPA Bn.
NE5122: 1/Kuhl/12ss hybrid Co. (-1),
1/12/Kuhl/12ss PzG Pio Co.,
I/26/Krause/12ss Mot Inf Bn. (-1)
NE5023: 1/560/Kuhl/12ss JpV Co.,
II/25/Muller/12ss Mot Inf Bn. (-1),
Muller/12ss JpIV Co. (-1)
NE5121: 3 /Kuhl/12ss hybrid Co. (-
1), II/26/Krause/12ss Mot Inf Bn. (-1)
NE4922: I/25/Muller/12ss Mot Inf Bn.
(-2), III/25/Muller/12ss Inf Bn. (-1),
560/Muller/12ss JpIV Co. (-1)

NE5123: II/12/Muller/12ss Art Bn.,
IV/12/Krause/12ss NW Bn.
NE5321: III/12/Krause/12ss Art Bn.
NE4923: 12Auf/Brem/12ss Recon
Bn.

12th VG Div

Eliminated Units: 12 StG Co.,
Fus/12 Inf Bn.
NE5320: 12th VG Div HQ, II/12/12
Art Bn., 12/12 Pio Co. (-1)
NE5319 (IP): 27/12 Inf Rgt {2 Bn.'s}
(-3)
NE5221 (IP): 48/12 Inf Rgt {2 Bn.'s}
(-3)
NE5220 (IP): 89/12 Inf Rgt {2 Bn.'s}
(-3), 12/12 AT Co.
NE5420: III/12/12 Art Bn.

3rd PzG Div

Eliminated Units: 103/3PG StG Co.
Div: 1/103/3PG hybrid Co. (-1),
2/103/3PG hybrid Co., 33/103/3PG
hybrid Co. (-1)
NE5519: 3rd PzG Div HQ (full fuel),
2/3/29/3PG Mot Pio Co., Res/3PG
JIV Co.
NE5318: II/8/3PG Mot Inf Bn. (-1),
III/8/3PG Mot Inf Bn. (-1),
NE5517: II/3/8/3PG Art Bn.
NE5317: I/8/3PG Mot Inf Bn.,
103/Auf/3PG Recon Bn.,
1/3/103/3PG PzG Pio Co.
NE5918: 1/3/103/3PG Art Bn.
NE5518: I/29/3PG Mot Inf Bn.,
II/29/3PG Inf Bn., 3/3PG Mot AT Co.
NE5718: III/3/29/3PG Art Bn.

44.4.0 Reinforcements

There are no reinforcements for this
scenario.

- The German player does not receive
replacements.
- The Allied player may recycle
eliminated steps (GOSS 22.2.0).

44.5.0 Victory Conditions

German Victory Point Hexes:

| | |
|--------|--------|
| NE4113 | NE3413 |
| NE5018 | NE2920 |
| NE3120 | NE2923 |
| NE4020 | |

Allied Victory Point Hexes:

| | |
|--------|--------|
| NE3521 | NE3122 |
| NE4820 | NE3523 |

Sudden Death Victory:

There are no sudden death victories in
this scenario.

End Scenario Victory: Both players
total their respective victory points.

- Count all victory point hexes as one
point.
- The German player receives one

victory point if a unit of KG Peiper
occupies either La Gleize or
Stoumont at the end of the scenario.

- If both totals are equal the game is a
draw.
- The player with the greater total wins
the game.

Important: The German player counts
German victory point hexes and the
Allied player counts Allied victory point
hexes.

45.0 6 PZ ARMY LAST GASP (Scenario E & F)

This scenario combines the previous
two. By combining the two, the
dynamics of the St Vith Pocket and
the containment of KG Peiper become
more interrelated and present both
sides with dilemmas.

45.1.0 Scenario Length

The scenario starts with the Dec 21
PM GT and ends at the conclusion of
the Dec 26 PM GT.

Weather: Use the historical weather
for all GTs.

Air Points: The Allied player receives
12 AP each AM and PM GT. The
German player does not have AP
available.

Truck Point Availability: TP are
available for motorization only.

- a) The 6th and 5th Pz Armies each
have one TP available.
- b) The Allied side has eight TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS
15.0).
- Do not use the logistic procedures
for this scenario, instead use the
below values:

German:

- a) All German Mech HQ are low fuel.
- b) The German ADV is three.
- c) The 6th Pz Army has three and
the 5th Pz Army has one AmP in
stockpile. Each army receives one
AmP each AM GT.

Important: The above AmP may not
be used to replenish AD Art units or
conduct intensive barrages by Art
units assigned to KG Peiper.

- d) The 5th and 6th Pz Armies trace
GenS to any entry point (5th to 5P
and 6th to 6P) on the NE map within
the playing area.
- e) KG Peiper is in OhS. The German

player must select a unit of KG Peiper as the BG HQ. KG Peiper has two OhS points available.

Important: The above OhS points may not be converted to fuel points.

Allied:

- a) All Allied HQ have normal fuel.
- b) The Allied ADV is five.
- c) The Allied side receives five AmP each AM GT.
- d) The Allied PSS is:
 - 1) Any NE map edge primary road hex on the northern edge of the playing area; or,
 - 2) Hex NW 2727.
- e) The Allied player may also use hex NE3330 as a PSS for any three consecutive GTs.

45.2.0 Play Area

The scenario combines the playing area for Scenario D (WAR 43.2.0) and Scenario E (WAR 44.2.0).

45.3.0 Set Up

The Allied player sets up first and the German player sets up second.
• Use the set ups in WAR 43.3.0 and 44.3.0.

45.4.0 Reinforcements:

45.4.1 German Reinforcements

Dec 22 PM GT: Arrives at hex SE2705; 2nd Pz Div: 2nd Pz Div HQ (Low Fuel), Ldr vLchrt, 38/2P Mot AT Co., Gutt/2P V Co., I/2/Gutt/2P Mot Inf Bn. (-1), Gutt/2P JpIV Co., 3/38/2P Mot Pio Co., II/74/Gutt/2P Art Bn., 1/Coch/2P hybrid Co., 2/Coch/2P hybrid Co. (-1), 3/Coch/2P hybrid Co., 1/38/Coch/2P PzG Pio Co., I/74/Coch/2P SPA Bn., 2/38/Holt/2P Mot Pio Co., Holt/2P IV Co. (-1), II/2/Holt/2P Mot Inf Bn. (-1), I/304/Holt/2P bicycle Inf Bn. (-1), Holt/2P StG Co. (-1), III/74/Holt/2P Art Bn., 2Auf/vBom/2P Recon Bn.

Important: If the German player brings any portion of the 2nd Pz Div on as a reinforcement, change the level of victory one level in the Allied favor.

Example: The game is a draw and the German player used the 2nd Pz Div. The Allied player would then win a marginal victory.

45.4.2 Allied Reinforcements

There are no Allied reinforcements.

45.5.0 Victory Conditions

Victory point hexes are not used in this scenario.

45.5.1 German Victory Conditions

The German player has three victory requirements:

Rescue Peiper: There must be a GenS path established (extended is okay) from at least three units of KG Peiper and at least one of those units must occupy hex NE3521 or NE3122.

Capture Eisenborn Ridge: Hex NE5018 must be occupied by at least one German unit that is in GenS.

Destroy the 7th Arm Div: If the 7th Arm Div meets one of the two below requirements the Goose Egg it is considered destroyed if:

- 1) The div has suffered step losses equaling at least two-thirds of its total number of starting steps; or,
- 2) At least two-thirds of the division's total starting steps have been eliminated or are unable to trace a GenS path to a PSS.

- If at the end of the scenario if the German player has met:
 - a) All three of the above requirements, the German player has won a stunning victory.
 - b) Two of the above requirements, the German player has won an operational victory.
 - c) One of the above requirements, the German player has won a marginal victory.
 - d) None of the above requirements, but does control St Vith, the game is a draw.

45.5.2 Allied Victory Conditions

If the Allied player:

- a) Has prevented the German player from meeting any German victory requirements and in GenS Allied units occupy St Vith, the Allied player wins a strategic victory.
- b) Has prevented the German player from meeting any German victory requirements, but in GenS Allied units do not occupy St Vith, the Allied player wins an operational victory.

46.0 BLACK CHRISTMAS (Scenario D, E, & F)

Players may combine scenarios D, E and F into one large scenario showing the action in the northern sector of the offensive.

Important: The area noted as

Scenario G on the scenario group map is only used in the combined four map campaign (WAR 47.0).

46.1.0 Scenario Length

The scenario starts with the Dec 21 PM GT and ends at the conclusion of the Dec 26 night GT.

Weather: Use the historical weather for all GTs.

Air Points: Both sides receive one-half the number of AP as given in WAR 20.1.0a.

Truck Point Availability: TP are available for motorization only.

- a) The 6th and 5th Pz Armies each have one TP available.
- b) The Allied side has eight TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0).
- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- a) All German Mech HQ are low fuel.
- b) The German ADV is three.
- c) The 6th Pz Army has three and the 5th Pz Army has one AmP in stockpile. Each army receives one AmP each AM GT.

Important: The above AmP may not be used to replenish AD Art units or conduct intensive barrages by Art units assigned to KG Peiper.

d) The 5th and 6th Pz Armies trace GenS to any entry point (5th to 5P and 6th to 6P) on the NE map within the playing area.

e) KG Peiper is in OhS. The German player must select a unit of KG Peiper as the BG HQ. KG Peiper has two OhS points available.

Important: The above OhS points may not be converted to fuel points.

f) The LVIII Pz Corps uses hex SE2606 as its PSS. The corps HQ must remain in the hex.

Allied:

- a) All Allied HQ have normal fuel.
- b) The Allied ADV is five.
- c) The Allied side receives five AmP each AM GT.
- d) The Allied side uses the PSS given in WAR 15.2.0a.

46.2.0 Play Area

The scenario combines the playing area for Scenario, D (WAR 43.2.0), Scenario E (WAR 44.2.0), and Scenario F WAR 45.2.0).

46.3.0 Set Up

The Allied player sets up first.

1st US Army

Eliminated Units: (These units may not be reconstituted) 300/1A CE Bn.
NE4007: 1/CCA/3A hybrid Co.
NE3808: 2/CCA/3A hybrid Co.
NE3806: 3/CCA/3A hybrid Co., 391/3A AFA Bn.
NE4006: 23/3A Arm Eng Bn. (-2)
Units must remain within five hexes of Eupen (NE4105).

VII Corps

NW6812: 193/VII FA Bn. (Strat mode)
NW6616: 86/XVIII FA Bn. (Strat mode)
NW6924: 991/VII AFA Bn.
NE1224: 195/VII FA Bn.
NE1326: 957/VII FA Bn.

3rd Arm Div

NE1527: 3A Div HQ, Ldr Rose
NE1328: 83/3A Recon Bn., 1 x M5 BU Co.
NE1529: 2 x Arm Eng BU Co., 1/33/3A Lt Tk Bn.
NE1628: 67/3A AFA Bn.
NE1727: 551/XVIII Para Inf Bn. (attached to 3rd Arm Div)
NE1730: 1/CCR/3A hybrid Co. (-1)
NE2028 (ET-2): 2/CCR/3A hybrid Co., 1 x M10 BU Co.
NE1433: 3/CCR/3A hybrid Co.

XVIII Corps

NE2215: XVIII Corps HQ
NE2216: 740/VIII FA Bn.
NE2217: 559/VIII FA Bn.
NE2718: 400/XVIII AFA Bn.
NE2817: 254/XVIII FA Bn.
NE3215: 578/VIII FA Bn.
NE3314: 561/VIII FA Bn.

82nd AB Div

NE2729: 1/325/82AB Glider Inf Bn.
NE2930 (IP): 2/401/82AB Glider Inf Bn., 1 x M36 BU Co.
NE3129: 376/82AB Art Bn.
NE3229: 3/508/82AB Para Inf Bn.
NE3231 (IP): 2/508/82AB Para Inf Bn.
NE3326 (IP): 1/508/82AB Para Inf Bn.
NE2222: 82nd AB Div HQ, Ldr Gavin
NE2431 (ET-2): 1 x M4 BU Co., 1 x

Inf BU Co., 1 x Recon BU Co.
NE2629: 320/82AB Art Bn.
NE2630 (IP): 2/325/82AB Glider Inf Bn., 1 x M36 BU Co.
BU Box: 740/82AB Tk Bn.
NE2720: 3/504/82AB Para Inf Bn., 1 x M4 BU Co.
NE3022: 2/504/82AB Para Inf Bn.
NE2921: 1/504/82AB Para Inf Bn. (-1), 628/V TD Bn. (-2)
NE2824: 319/82AB Art Bn.
NE3025: 456/82AB Art Bn.
NE3124: 307/82AB Para CE Bn., 51/V CE Bn. (-1)
NE3224 (IP): 1/505/82AB Para Inf Bn.
NE3123: 3/505/82AB Para Inf Bn., 1 x M4 BU Co.
NE3122: 2/505/82AB Para Inf Bn.

30th Inf Div

BU Box: 743/30 Tk Bn., 823/30 TD Bn., 825/1A AT Bn.
NE3413: 30th Inf Div HQ
NE3220: 1/119/30 Inf Bn., 1 x M4 BU Co.
NE3118: 2/119/30 Inf Bn. (-1), 643/3A AT Bn. (-1)
NE2819 (IP): 3/119/30 Inf Bn. (-1), M10 BU Co.
NE2919 (IP): 2/CCB/3A hybrid Co., 1 x AT BU Co.
NE3019: 3/CCB/3A Hybrid Co., 1 x M10 BU Co., 1 Arm Eng BU Co.
NE3219: 1/CCB/3A hybrid Co.
NE3317: 54/3A AFA Bn.
NE3519: 1/32/3A Lt Tk Bn.
NE3419: 118/30 FA Bn.
NE3320 (IP): 2/120/30 Inf Bn., 1 x CE BU Co.
NE3119 (IP): 3/120/30 Inf Bn., 1 x M10 BU Co.
NE3421 (IP): 1/120/30 Inf Bn., 1 x M4 BU Co., 1 x CE BU Co.
NE3621 (IP): 3/117/30 Inf Bn., 30/30 Recon Co., 202/V CE Bn. (-1)
NE3821 (ET-2): 1/117/30 Inf Bn., 105/30 CE Bn. (-2)
NE4119 (ET-2): 2/117/30 Inf Bn., 1 x M10 BU Co.
NE3719: 230/30 FA Bn.
NE2718: 197/30 FA Bn.
NE3218: 113/30 FA Bn.
NE4020 (ET-2): 99/1A Inf Bn., 291/V CE Bn. (-1), 1 x AT BU Co.
NE3521 (IP): 526/1A Arm Inf Bn., 1 x CE BU Co., 1 x AT BU Co.

The Fortified Goose Egg

NE3832: 770/VIII FA Bn., 965/VIII FA Bn.
NE4131: 275/VIII AFA Bn.

106th Inf Div

Eliminated Units: (These units may

not be reconstituted) 422/106 Inf Rgt {3 Bn.'s}, 423/106 Inf Rgt {3 Bn.'s}, 590/106 FA Bn., 591/106 FA Bn., 589/106 FA Bn., 106/106 Recon Co.

NE4430: 106th Inf Div HQ
NE2933 (IP): 1 x Inf BU Co., 1 x M10 BU Co.
SE3103 (IP): 1 x Inf BU Co., 1 x M10 BU Co.
SE3403 (IP): 32/VIII Recon Bn. (-2), 1 x M10 BU Co.
SE4303 (ET-2): 1/424/106 Inf Bn. (-1), 820/106 AT Bn. (-2)
SE4103 (IP): 2/424/106 Inf Bn. (-1)
SE4403 (ET-2): 3/424/106 Inf Bn. (-1)
SE4101: 592/106 FA Bn.
SE3603 (IP): 2/112/28 Inf Bn. (-1)
SE3804 (ET-2): 1/112/28 Inf Bn. (-1)
SE4004 (ET-2): 3/112/28 (-2), 1 x AT BU Co.
SE3802: 229/28 FA Bn.
SE4501 (ET-2): 1/CCB/9A hybrid Co. (-1)
NE4531 (ET-2): 81/106 CE Bn. (-2), 1 x M18 BU Co.
NE4533 (IP): 2/CCB/9A hybrid Co. (-1)
SE4502 (IP): 3/CCB/9A hybrid Co., 1 x Arm Eng BU Co.
SE4201: 16/9A AFA Bn.

7th Arm Div

NE3429: 7 Arm Div HQ, Ldr Hasbrck
NE4331: 440/7A AFA Bn.
NE4230: 489/7A AFA Bn.
NE3830: 489/7A AFA Bn.
NE4532 (ET-2): 87/7A Recon Bn. (-2), 1 x M36 BU Co.
NE4328 (ET-2): 1/CCA/7A hybrid Co., 33/7A Arm Eng Bn. (-2)
NE4029 (ET-2): 2/CCA/7A hybrid Co.
NE4229 (ET-2): 3/CCA/7A hybrid Co.
NE4429 (ET-2): 1/CCB/7A hybrid Co., 1 x CE BU Co., 814/7A TD Bn. (-2)
NE4530 (ET-2): 2/CCB/7A hybrid Co., 168/VIII CE Bn. (-2), 1 x Arm Eng BU Co.
NE4529 (ET-2): 3/CCB/7A hybrid Co., 1 x Arm Eng BU Co.
NE3628 (ET-2): 2/CCR/7A hybrid Co.
NE3428 (ET-2): 2/CCR/7A hybrid Co.
NE3828 (ET-2): 3/CCR/7A hybrid Co.

V Corps

NE4105: V Corps HQ (normal Fuel)
NE4715: 186/V FA Bn.
NE4605: 272/V FA Bn.

NE4513: 200/V FA Bn.
NE4514: 955/V FA Bn., 941/V FA Bn.
NE4415: 190/V FA Bn., 953/V FA Bn.
NE4106: 296/V CE Bn.
NE4417: 987/V AFA Bn.
NE4714: 196/V FA Bn.
NE4815: 87C/V FA Bn.

2nd Inf Div

Eliminated Units: 1/9/2 Inf Bn., 2/23/2 Inf Bn.
BU Box: 612/2 AT Bn. (-2), 741/2 Tk Bn. (-2), 644/2 TD Bn. (-2)
NE4818: 2nd Inf Div HQ, Ldr Robertson
NE4717: 38/2 FA Bn., 37/2 FA Bn.
NE4716: 12/2 FA Bn.
NE4819: 15/2 FA Bn., 3/23/2 Inf Bn. (-2)
NE4919: 2/2 CE Bn. (-1), 1/23/2 Inf Bn. (-2)
NE5020 (ET-2): 1/38/2 Inf Bn. (-1), 1 x M10 BU Co.
NE5019 (ET-2): 2/38/2 Inf Bn. (-2), 3/38/2 Inf Bn. (-2), 1 x AT BU Co.
NE5018 (IP): 2/9/2 Inf Bn. (-2), 3/9/2 Inf Bn. (-2), 1 x M4 BU Co.
NE5115 (ET-2): 2/2 Recon Co.

1st Inf Div

BU Box: 634/1 TD Bn., 745/1 Tk Bn., 1/1 CE Bn. (-2)
NE4417: 1st Inf Div HQ
NE4718: 5/1 FA Bn., 33/1 FA Bn.
NE4418: 7/1 FA Bn.
NE4517: 32/1 FA Bn.
NE4218: 1/1 Recon Co.
NE4319: (IP): 2/16/1 Inf Bn., 1 x CE BU Co.
NE4420 (IP): 1/16/1 Inf Bn., 3/16/1 Inf Bn., 1 x M10 BU Co.
NE4619 (ET-2): 3/18/1 Inf Bn., 1 x CE BU Co., 1 x M4 BU Co.
NE4820 (ET-2): 3/26/1 Inf Bn., 254/V CE Bn., 1 x M10 BU Co.
NE4719 (IP): 1/18/1 Inf Bn., 1 x M10 BU Co.
NE4920 (ET-2): 2/18/1 Inf Bn., 1 x M4 BU Co. 703/1 TD Bn. (-1)
NE5021 (ET-2): 1/26/1 Inf Bn., 2/26/1 Inf Bn., 1 x M4 BU Co.

German: The German player sets up second:

LVIII Pz Corps

SE3707: LVIII PzK HQ, Ldr Krueger
SE2913 (1): 84/7VW/5P NW Bn.

116th Pz Div

Div: 228/116P Mot AT Co.
Eliminated Units: Res/116P StG Co.
SE2609: 116th Pz Div HQ (Low

Fuel)

NE1531: 1/Bayer/116P hybrid Co. (-1), 3/Bayer/116P hybrid Co.
NE1632: 2/Bayer/116P hybrid Co., Bayer/116P JIV Co.
NE1732: 1/675/Bayer/116P PzG Pio Co., I/146/Bayer/116P SPA Bn.
NE1832: Voght/116P IV Co., I/156/Voght/116P Mot Inf Bn. (-1)
NE1833: II/156/Voght/116P Mot Inf Bn. (-1), Steph Recon Bn.
NE1933: III/146/Voght/116P Art Bn., 3/675/Voght/116P Mot Pio Co.
SE2001: 2/Zand/116P hybrid Co. (-1), 3/Zand/116P hybrid Co. (-1)
SE2002: 1/Zand/116P hybrid Co. (-1), II/146/Zand/116P Art Bn.
SE2102: 2/675/Zand/116P Mot Pio Co., Res/116P JpIV (-1) Co.

560th VG Div

SE2304: 560th VG Div HQ
NE2233: I/1128/560 Inf Bn.
NE2333: II/1128/560 Inf Bn. (-1)
SE2705: I/1129/560 Inf Bn.
SE2604: II/1129/560 Inf Bn., 1560/560 Het Co.
SE2302: 1560/Fus/560 Inf Bn. (-1), 1560/560 Pio Co. (-1)
SE2303: II/560/560 Art Bn.

2nd SS Pz Div

SE3908: 2nd SS Pz Div HQ (No Fuel)
SE3707: 1/Ensel/2ssP hybrid Co., 2/Ensel/2ssP hybrid Co.
SE3608: 3/Ensel/2ssP hybrid Co., 4/Ensel/2ssP hybrid Co.
SE3808: 1/2/Ensel/2ssP PzG Pio Co., I/2ss/Ensel/2ssP SPA Bn.
SE3108: Wisy/2ssP V Co., I/4ss/Wisy/2ssP Mot Inf Bn.
SE3209: II/4ss/Wisy/2ssP Mot Inf Bn., Wisy/2ssP JpIV Co.
SE3308: 508/Wisy/2ssP NW Bn.
SE3509: I/3ss/Weid/2ssP Mot Inf Bn.
SE3409: Weid/2ssP StG Co., II/3ss/Weid/2ssP Mot Inf Bn.
SE3508: Weid/2ssP IV Co., III/3ss/Weid/2ssP Mot Inf Bn.
SE3609: 3/2/Weid/2ssP Mot Pio Co., III/2ss/Weid/2ssP Art Bn.
SE2908: 2Auf/Krag/2ssP Recon Bn., Krag/2ssP JpIV Co.
SE3009: 2/2/Krag/2ssP Mot Pio Co., II/2/Krag/2ssP Art Bn.

LXVI Corps

SE5004: 86/16VW/5P NW Bn., 87/16VW/5P NW Bn.

62nd VG Div

Div: 162/62 AT Co., 162/62 Pio Co. (-1). Attached 519/6P PzJ Bn. {3 Co.'s}

Eliminated Units: 1162/62 Het Co.

SE4706: 62nd VG Div HQ
SE4304: I/164/62 Inf Bn. (-1)
SE4005: II/164/62 Inf Bn. (-1)
SE4503: 162Fus/62 Inf Bn. (-1)
NE4633: I/183/62 Inf Bn. (-1)
NE4632: II/183/62 Inf Bn.
SE4601: I/190/62 Inf Bn. (-1)
SE4603: II/190/62 Inf Bn. (-1)
SE4406: II/162/62 Art Bn.
SE4802: III/162/62 Art Bn.

18th VG Div

Div: 1818/18 Het Co., 1818/18 AT Co., 244/18 StG Co. (-1), 1818/18 Pio Co. (-1), Attached; 902/6P StG Co. (-1), 506/6P Pz Bn. {2 Co.'s}
NE5129: 18th VG Div HQ
NE4827: 293/18 Inf Rgt {2 Bn.'s} (-4)
NE4631: I/294/18 Inf Bn. (-1)
NE4630: II/294/18 Inf Bn. (-1)
NE4729: 18Fus/18 Inf Bn. (-1)
NE4929: 295/18 Inf Rgt {2 Bn.'s} (-2)
NE4830: II/1818/18 Art Bn.
NE4831: III/1818/18 Art Bn.

Führer Begleit Bde

NE4627: FBx Bde HQ, 120/FB PzG Pio Co., Auf/FB Recon Co.
NE4227: I/Gren/FB PzG Bn.
NE4326: II/Gren/FB Mot Inf Bn., 928/zbV/FB Inf Bn.
NE4628: 828/zbV/FB Inf Bn., I/17/FB StG Co.
NE4727: I/17/FB IV Co., FBx/FB Art Bn.
NE4525: 200x/FB StG Bn.

9th SS Pz Div

NE4725: 9th SS Pz Div HQ (Low Fuel), 4/Telk/9ssP hybrid Co., 1/9/Telk/9ssP PzG Pio Co.
NE4625: 1/Telk/9ssP hybrid Co., 3/Telk/9ssP hybrid Co., 2/Telk/9ssP hybrid Co.
NE4525: I/9ss/9ssP SPA Bn.
NE3926: II/20/Geiger/9ssP Mot Inf Bn., Geiger/9ssP JIV Co.
NE4026: I/20/Geiger/9ssP Mot Inf Bn., 2/9/Geiger/9ssP Mot Pio Co.
NE4425: II/9ss/Geiger/9ssP Art Bn.
NE4125: 502/Geiger/9ssP NW Bn.
NE3625: 9Auf/9ssP Recon Bn.
NE4524: III/9ss/Zoll/9ssP Art Bn.
NE4724: I/9/Zoll/9ssP IV Co.
NE3626: I/19/Zoll/9ssP Mot Inf Bn.
NE3726: III/19/Zoll/9ssP Mot Inf Bn., 3/9/Zoll/9ssP Mot Pio Co.

560th VG Div

SE3206: 1130/560 Inf Rgt (-3), 1560/560 AT Co., III/1560/560 Art Bn.

II SS Pz Corps

NE5228: II SS Corps HQ
NE5323 (1): III/388/6P Art Bn.,
IV/388/6P Art Bn.
NE5322 (2): 51/4VW/6P NW Bn.
NE5321 (2): 53/4VW/6P NW Bn.

6th Pz Army

NE6025: 6th Pz Army HQ, Dietrich
(Ldr)
NE5224: 501ss/6P Art Bn.
NE4024: 73/6P Mot Pio Bn., Hvy
Bridge (mobile side)
NE4322: 62/6P Mot Pio Bn., Hvy
Bridge (mobile side)
NE4924: 253/6P Mot Pio Bn., Hvy
Bridge (mobile side)

3rd Fj Div

Div: 3/3Fj AT Co. (-1), 3/3Fj Pio Co.
(-1), 3/3Fj Hvy Mot Flak Co.
NE4322: 3rd Fj Div HQ
NE4722: 3/I/3Fj Art Bn., 3/III/3Fj Art
Bn.
NE4522: Erst/3Fj Inf Bn. (-1)
NE4320: I/5/3Fj Para Inf Bn. (-1)
NE4421: II/5/3Fj Para Inf Bn. (-1),
III/5/3Fj Para Inf Bn. (-1)
NE4721: I/8/3Fj Para Inf Bn., II/8/3Fj
Para Inf Bn.
NE4822: III/8/3Fj Para Inf Bn. (-1)
NE4521: I/9/3Fj Para Inf Bn. (-1),
II/9/3Fj Para Inf Bn. (-1)
NE4622: III/93/Fj Para Inf Bn. (-1)

I SS Pz Corps

NE5322: I SS Corps HQ
NE6021: 210mm 9VW/6P NW Bn.
NE6024: 210mm 9VW/6P NW Bn.
NE5322 (5) [2]: 14/9VW/6P NW Bn.,
54/9VW/6P NW Bn.,
NE5322 (2) [2]: III/402/6P Art Bn.,
IV/402/6P Art Bn.
NE6323: V/402/6P Art Bn.,
VI/402/6P Art Bn.

150th Pz Bde

NE4122: 150th Pz Bde HQ,
Schef/150x hybrid Co.,
I/200/Schef/150x Inf Bn.
NE4022: Hard/150x hybrid Co.,
600/Hard/150x Mot Inf Bn.,
NE4121: II/200/Wolf/150x Inf Bn.

9th SS Pz Div

NE3625: II/19/Zoll/9ss Mot Inf Bn.,
I/9/Zoll/9ss StG Co.

1st SS Pz Div

BU Box: 3/Peip/1ss hybrid Co.,
4/Peip/1ss hybrid Co.
NE4123: 1st SS Pz Div HQ, Hvy
Bridge (mobile side)
NE2920 (ET-2): 1/Peip/1ss hybrid (-

1)
NE3120: 2/Peip/1ss hybrid, Ldr
Peiper, 1/501ss/Peip/1ss Pz Co.,
3/I/Peip/1ss PzG Pio Co.
NE3322: 1/1/Peip/1ss Art Bn.
NE3021: 1 x PzG BU Co.
NE3121: 1 x PzG BU Co.
NE3323: 1/1/Sand/1ss Mot Pio Co.
NE3622: I/2/Sand/1ss Mot Inf Bn.
NE3823: II/2/Sand/1ss Mot Inf Bn.
NE3624: III/1/Sand/1ss Art Bn.
NE3523: IV/Hans/1ss NW Bn.
NE3223: 1/1/Hans/1ss Mot Inf Bn. (-
1), 1x PzIV BU Co.
NE3422 (ET-2): II/1/Hans/1ss Mot
Inf Bn. (-1), 1x PzIV BU Co.,
2/501ss/Peip/1ss Pz Co.
NE3522: Hans/1ss JpIV Co. (-1),
III/1/Hans/1ss Mot Inf Bn.
NE3424: II/1/Hans/1ss SPA Bn.
NE3321: 1Auf//Knit/1ss Recon Bn. (-
1), 2/1/Knit/1ss Mot Pio Co.

12th SS Pz Div

Eliminated Units: 2/Kuhl/12ss
hybrid Co., 4/Kuhl/12ss hybrid Co.,
3/12/Krause/1ss Mot Pio Co.
2/12/Muller/12ss Mot Pio Co.
NE5223: 12th SS Pz Div HQ (Low
Fuel), 1/12/Kuhl/12ss SPA Bn.
NE5122: 1/Kuhl/12ss hybrid Co. (-1),
1/12/Kuhl/12ss PzG Pio Co.,
I/26/Krause/12ss Mot Inf Bn. (-1)
NE5023: 1/560/Kuhl/12ss JpV Co.,
II/25/Muller/12ss Mot Inf Bn. (-1),
Muller/12ss JpIV Co. (-1)
NE5121: 3 /Kuhl/12ss hybrid Co. (-
1), II/26/Krause/12ss Mot Inf Bn. (-1)
NE4922: I/25/Muller/12ss Mot Inf Bn.
(-2), III/25/Muller/12ss Inf Bn. (-1),
560/Muller/12ss JpIV Co. (-1)
NE5123: II/12/Muller/12ss Art Bn.,
IV/12/Krause/12ss NW Bn.
NE5321: III/12/Krause/12ss Art Bn.
NE4923: 12Auf/Brem/12ss Recon
Bn.

12th VG Div

Eliminated Units: 12 StG Co.,
Fus/12 Inf Bn.
NE5320: 12th VG Div HQ, II/12/12
Art Bn., 12/12 Pio Co. (-1)
NE5319 (IP): 27/12 Inf Rgt {2 Bn.'s}
(-3)
NE5221 (IP): 48/12 Inf Rgt {2 Bn.'s}
(-3)
NE5220 (IP): 89/12 Inf Rgt {2 Bn.'s}
(-3), 12/12 AT Co.
NE5420: III/12/12 Art Bn.

3rd PzG Div

Eliminated Units: 103/3PG StG Co.
Div: 1/103/3PG hybrid Co. (-1),
2/103/3PG hybrid Co., 33/103/3PG
hybrid Co. (-1)

NE5519: 3rd PzG Div HQ (full fuel),
2/3/29/3PG Mot Pio Co., Res/3PG
JIV Co.
NE5318: II/8/3PG Mot Inf Bn. (-1),
III/8/3PG Mot Inf Bn. (-1),
NE5517: II/3/8/3PG Art Bn.
NE5317: I/8/3PG Mot Inf Bn.,
103/Auf/3PG Recon Bn.,
1/3/103/3PG PzG Pio Co.
NE5918: 1/3/103/3PG Art Bn.
NE5518: I/29/3PG Mot Inf Bn.,
II/29/3PG Inf Bn., 3/3PG Mot AT Co.
NE5718: III/3/29/3PG Art Bn.

46.4.0 Reinforcements

Both sides receive one-half of the ReP
noted for each GT on the GTRT and
receive ReP from recycling (GOSS
22.2.0).

46.4.1 German Reinforcements

The German player does not receive
any reinforcements.

46.4.2 Allied Reinforcements

The Allied player receives all
reinforcements shown as arriving on
the north (N) or NW map edge from
the Dec 22 PM GT through Dec 26
PM GT.

46.5.0 Victory Conditions

German Victory Point Hexes:

| | |
|--------|--------|
| NE2731 | NE2928 |
| NE3326 | NE3429 |
| NE3330 | NE4113 |
| NE3413 | NE5018 |
| NE2920 | NE3120 |
| NE2923 | NE4020 |

Allied Victory Point Hexes:

| | |
|--------|--------|
| NE3521 | NE3122 |
| NE4820 | NE3523 |
| NE2729 | NE2928 |
| NE4231 | |

Sudden Death Victory:

If at the end of any Allied player turn
there are at least four units assigned
to any one Pz Div KG on the west or
northwest side of the Meuse River ,
the German player wins the game.

End Scenario Victory:

Both players
total their respective victory points.

- Count all victory point hexes as one
point.
- Each player receives one victory
point for every 12 enemy step losses
inflicted (round down).
- The German player receives one
victory point if a unit of KG Peiper
occupies either La Gleize or
Stoumont at the end of the scenario.
- If both totals are equal the game is a

- draw.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

47.0 WE CANNOT FORCE THE MEUSE

This scenario combines all the previous scenarios into a four-map scenario that can be played until Dec 26 or extended into a Full Campaign Scenario.

Important: See WAR 36.1.0 for additional special rules.

47.1.0 Scenario Length

The scenario starts with the Dec 21 AM GT and ends at the conclusion of the Dec 26 Night GT.

Weather: Use the historical weather for the Dec 21 PM and Night GTs. Players may determine to use the historical or variable weather for all remaining GTs.

Air Points: On the Dec 21 AM and PM GT use the number of AP as listed on the GTRT for each GT. Beginning Dec 22 AM GT, both sides receive all the AP given in WAR 20.1.0a or 20.1.0a based upon the type weather used.

Logistics and GenS: All GOSS and WAR Logistic/GenS rules apply (15.0 & 16.0).

47.2.0 Play Area

All four maps are used.

47.3.0 Set Up

The Allied player sets up first, followed by the German player. See WAR 47.6.0.

Important: Both players must designate corps ZOP prior to starting play. See WAR 36.0 for information concerning army ZOP.

47.4.0 Reinforcements

Both sides receive replacements per WAR 22.0. See the Master Reinforcement List beginning the Dec 22 AM GT through the determined scenario end GT.

47.5.0 Victory Conditions

German Victory Point Hexes:

| | |
|--------|--------|
| SE5730 | SE5429 |
| SE5128 | SE4925 |
| SE4725 | SE4623 |
| SE4426 | SW6512 |
| SE3318 | SE3312 |
| SE2318 | SE2520 |
| SE1818 | SE1412 |
| NW6011 | NW5312 |
| NW5417 | NW4513 |
| NW4114 | NW4224 |
| NW4228 | NW4327 |
| NW5226 | SW5703 |
| NE1503 | NE1506 |
| NE1117 | NE1422 |
| NE1527 | NE2129 |
| NE2216 | NW6807 |
| NW6608 | NW6509 |
| NE2731 | NE2928 |
| NE3326 | NE3429 |
| NE3330 | NE4020 |
| NE4113 | NE3413 |
| NE5018 | NE2920 |
| NE3120 | NE2923 |

Allied Victory Point Hexes:

| | |
|--------|--------|
| SE5730 | SE4426 |
| SE5032 | SE2215 |
| SE2216 | SE2225 |
| NW6011 | NW5226 |
| NW6432 | NW6920 |
| NE1517 | NE2129 |
| NE1624 | NE1224 |
| NE1328 | NE2222 |
| NE2425 | NE2729 |
| NE2928 | NE4231 |
| NE3521 | NE3122 |
| NE4820 | NE3523 |

Sudden Death Victory:

The German player wins decisive victory, if at the end of any Allied player turn there is at least three KG from at least three Pz or PzG Divs. on the west or northwest side of the Meuse River and:

- 1) The KG are from at least three Pz or PzG Div KG; and,
- 2) Each KG has at least four units on the west or northwest side of the Meuse River.

End Scenario Victory: Both players total their respective victory points.

- Count all victory point hexes as one point.
- If both totals are equal the game is a draw.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

Designer's Note: The Group G

section has been left out of these scenarios because the inactivity that characterized that sector after the first week of battle.

47.6.0 December 21 Master Setup Manifest

No units start in MR mode. Art units may be in or out of battery. Units listed as "Div" may be broken down.

GERMANY

7th Army

SE4721: 7th Army HQ, Brandenburg (Ldr)
SE6234: Service/7A Sch Bn.
SE6230: 44/7A MG Bn.
SE6131 (IP): 999/7A Inf Bn.
SE5025/4925: Completed Hvy Bridge
SE4822/4721: Completed Hvy Bridge
SE5428/5427: Bridge
SE5730/5729: Bridge
SE6230/6231: Bridge
SE5621 (1): 1092/1093/7A Art Bn., 1124/1125/7A Art Bn., 1122/660/7A Art Bn.
Stacked with or adjacent to any unit assigned to 7th Army or subordinate HQ: 47/7A Mot Pio Rgt {2 Bn.'s}, 668/7A Mot Hvy AT Bn., 657/7A Mot Hvy AT Bn.

LXXX Corps

SE5724: LXXX Corps HQ
SE5728: 210mm 8VW/7A NW Bn.
SE5627: 300mm 8VW/7A NW Bn.
SE5128 (1): Lhr/8VW/7A NW Bn.
SE5830 (1): 2/8VW/7A NW Bn.
SE5429: III/408/7A Art Bn.
SE5723 (1): IV/408/7A Art Bn., V/408/7A Art Bn.
SE5626: VI/408/7A Art Bn.

212th VG Div

Eliminated Units: 212/Rec/212 Inf Co.
Div: 1212/212 StG Co., 212/212 Pio Co., 212/212 AT Co.
Eliminated 212 Rec Co
SE5730: 212th VG Div HQ
SE5929 (1): 212/212 Art Rgt {2 Bn.'s}
SE6031 (IP): 320/212 Inf Rgt {2 Bn.'s} (-2).
SE5631 (IP): I/316/212 Inf Bn. (-1)
SE5831 (IP): II/316/212 Inf Bn. (-1)
SE5731: Fus/212 Inf Bn. (-2)
SE5431 (IP): I/423/212 Inf Bn. (-1)
SE5331 (IP): II/423/212 Inf Bn. (-1)

276th VG Div

Div: 276/276 Pio Co. (-1), 1276/276 AT Co.
SE5128: 276th VG Div HQ
SE4628: II/1276/276 Art Bn.
SE4928: III/1276/276 Art Bn.
SE4931 (ET-2): II/987/276 Inf Bn. (-1), Fus/276 Inf Bn. (-2)

SE5131 (IP): I/987/276 Inf Bn. (-1)
SE4730 (ET-2): I/988/276 Inf Bn. (-1)
SE4630 (IP): II/988/276 Inf Bn. (-1)
SE4329 (IP): I/986/276 Inf Bn. (-1)
SE4430 (IP): II/986/276 Inf Bn. (-1)

LXXXV Corps

SE4426: LXXXV Corps HQ
SE5421 (4): 406/7A Art Bde {4 Bn.'s}
SE4426 (1): 22/18VW/7A NW Bn., 21/18VW/7A NW Bn.
SE5023: 210mm/18VW/7A NW Bn.
SE5123: 300mm/18VW/7A NW Bn.

352nd VG Div

Div: 352/352 Pio Co. (-1), 352/352 AT Co.
Eliminated Units: 352/352 Het Co.
SE4426: 352nd VG Div HQ
SE4126: 352 Art Rgt {2 Bn.'s} Both units are OoB.
SE4027: 916/352 Inf Rgt {2 Bn.'s} (-2)
SE3827: 915/352 Inf Rgt {2 Bn.'s} (-2)
SE4228 (IP): I/914/352 Inf Bn. (-1)
SE4127 (IP): II/914/352 Inf Bn. (-1), 352/Fus/352 Inf Bn. (-2)

Primary Road Hex from SE4115 to 4020: Fuhrer Grenadier Bde {11 units}:

5th Fj Div

Div: 5/5Fj AT Co. (-1), 5/5Fj Pio Co. (-1), 5/5Fj StG Co. (-1), 5/5Fj Hvy Flak Co.
SE2522: 5th Fj Div HQ
SE1922: I/5/5Fj Art Bn.
SE2525: III/5/5Fj Art Bn.
SE2624: Erst/5Fj Para Inf Bn. (-1)
SE2526 (ET-2): I/13/5Fj Para Inf Bn. (-1), III/13/5Fj Para Inf Bn.
SE2826 (ET-2): II/13/5Fj Para Inf Bn. (-1)
SE1719: I/14/5Fj Para Inf Bn. (-1), 5/Fus/5Fj Para Inf Co. (-1)
SE1823: II/14/5Fj Para Inf Bn. (-1)
SE1821: III/14/5Fj Para Inf Bn. (-1)
SE1924 (IP): I/15/5Fj Para Inf Bn. (-1)
SE2227 (ET-2): II/15/5Fj Para Inf Bn.
SE2125 (ET-2): III/15/5Fj Para Inf Bn. (-1)
SE2323: 55/15VW/5PzA NW Bn.

XLVII Panzer Corps

SE2814: XLVII PzK Corps HQ, Ldr vLuettwitz, Manteuffel

5th Panzer Army

SE3213: 600/5P Mot Pio Bn.
SE2611: 207/5P Mot Pio Bn.

SE3311: Hvy Bridge (mobile side)
SE3411: Hvy Bridge (mobile side)
SE3511: Hvy Bridge (mobile side)
SE4413: 5th Pz Army HQ
SE5013: 1094/1095/5P Art Bn., 1099/1119/1123/5P Art Bn.
SE4912: 25/975/460/5P Art Bn.
SE4413/4313: Completed Hvy Bridge
SE4517/4418: Completed Hvy Bridge

XLVII Panzer Corps:

SE4516: 300mm 15VW/5P NW Bn.
SE4415: 210mm 15VW/5P NW Bn.
SE4816: II/766/5P Art Bn.
SE4616: III/766/5P Art Bn.
SE4715 (1): IV/766/5P Art Bn., V/766/5P Art Bn.
SE4915: VI/766/5P Art Bn.

KG Haus

SE2417: 1/Haus/Lehr hybrid Co., 2/Haus/Lehr hybrid Co. (-1)
SE2516: 3/Haus/Lehr hybrid Co. (-1). II/901/Haus/Lehr Mot Inf Bn. (-1)
SE2616: III/130/Haus/Lehr Art Bn., 65/15VW/5P NW Bn.

26th VG Div:

Div: 26/26 Pio Co. (-1), 26/26 AT Co.
Div (attached to 26th Div): 559/Lehr JpV Co., 559/Lehr IV Co.
SE2615: 26th VG Div HQ, Ldr Kokott
SE2412: II/26/26 Art Bn.
SE2318: III/26/26 Art Bn.
SE2514: IV/26/26 Art Bn.
SE2218: I/39/26 Inf Bn. (-1)
SE2018: II/39/26 Inf Bn. (-1)
SE2212: I/77/26 Inf Bn. (-1)
SE2012: II/77/26 Inf Bn. (-1)
SE2415: I/78/26 Inf Bn. (-1)
SE2413: II/78/26 Inf Bn. (-1)
SE1818: Kunkel/Fus/26 Inf Bn. (-1), 26/26 Hetz Co.

Lehr Pz Div

Div: 130/Lehr AT Co.
SE2817: Lehr Pz Div HQ
SE1918: 1/vFall/Lehr hybrid Co.
SE1919: 2/vFall/Lehr hybrid Co.
SE2119: II/130/vFall/Lehr Mot Pio Co.
SE2319: II/130/vFall/Lehr Art Bn.
SE2619: 1/vPors/Lehr hybrid Co. (-1), 2/vPors/Lehr hybrid Co.
SE2718: 3/vPors/Lehr hybrid Co. (-1), II/902/vPors/Lehr Mot Inf Bn.
SE2917: I/130/vPors/Lehr PzG Pio Co.
SE2816: I/130/vPors/Lehr SPA Bn.

2nd Pz Div

Div: 38/2P Mot AT Co.

SE2411: 2nd Pz Div HQ (Low Fuel), Ldr vLchrt
SE2010: Gutt/2P V Co., I/2/Gutt/2P Mot Inf Bn. (-1), Gutt/2P JpIV Co., 3/38/2P Mot Pio Co.
SE2109: II/74/Gutt/2P Art Bn.
SE1711: 1/Coch/2P hybrid Co., 2/Coch/2P hybrid Co. (-1)
SE1811: 3/Coch/2P hybrid Co., 1/38/Coch/2P PzG Pio Co.
SE1910: I/74/Coch/2P SPA Bn.
SE2510: 2/38/Holt/2P Mot Pio Co.
SE2409: Holt/2P IV Co. (-1), II/2/Holt/2P Mot Inf Bn. (-1)
SE2309: I/304/Holt/2P bicycle Inf Bn. (-1), Holt/2P StG Co. (-1)
SE2410: III/74/Holt/2P Art Bn.
SE1309: 2Auf/vBom/2P Recon Bn.

LVIII Pz Corps

SE3707: LVIII PzK HQ, Ldr Krueger
SE2913 (1): 84/7VW/5P NW Bn.
SE4811 (1): 210mm 7VW/5P NW Bn., 300mm 7VW/5P NW Bn.
SE4007 (1): 83/7VW/5P NW Bn.
SE4911 (1): 401/5P Art Bde {4 Bn.'s}

116th Pz Div

Div: 228/116P Mot AT Co.
Eliminated Units: Res/116P StG Co.
SE2609: 116th Pz Div HQ (Low Fuel)
NE1531: 1/Bayer/116P hybrid Co. (-1), 3/Bayer/116P hybrid Co.
NE1632: 2/Bayer/116P hybrid Co., Bayer/116P JIV Co.
NE1732: 1/675/Bayer/116P PzG Pio Co., I/146/Bayer/116P SPA Bn.
NE1832: Voght/116P IV Co., I/156/Voght/116P Mot Inf Bn. (-1)
NE1833: II/156/Voght/116P Mot Inf Bn. (-1), Steph Recon Bn.
NE1933: III/146/Voght/116P Art Bn., 3/675/Voght/116P Mot Pio Co.
SE2001: 2/Zand/116P hybrid Co. (-1), 3/Zand/116P hybrid Co. (-1)
SE2002: 1/Zand/116P hybrid Co. (-1), II/146/Zand/116P Art Bn.
SE2102: 2/675/Zand/116P Mot Pio Co., Res/116P JpIV (-1) Co.

560th VG Div

SE2304: 560th VG Div HQ
NE2233: I/1128/560 Inf Bn.
NE2333: II/1128/560 Inf Bn. (-1)
SE2705: I/1129/560 Inf Bn.
SE2604: II/1129/560 Inf Bn., 1560/560 Het Co.
SE2302: 1560/Fus/560 Inf Bn. (-1), 1560/560 Pio Co. (-1)
SE2303: II/560/560 Art Bn.
SE3206: 1130/560 Inf Rgt (-3), 1560/560 AT Co., III/1560/560 Art

Bn.

2nd SS Pz Div

SE3908: 2nd SS Pz Div HQ (No Fuel)
SE3707: 1/Ensel/2ssP hybrid Co., 2/Ensel/2ssP hybrid Co.
SE3608: 3/Ensel/2ssP hybrid Co., 4/Ensel/2ssP hybrid Co.
SE3808: 1/2/Ensel/2ssP PzG Pio Co., I/2ss/Ensel/2ssP SPA Bn.
SE3108: Wisy/2ssP V Co., I/4ss/Wisy/2ssP Mot Inf Bn.
SE3209: II/4ss/Wisy/2ssP Mot Inf Bn., Wisy/2ssP JpIV Co.
SE3308: 508/Wisy/2ssP NW Bn.
SE3509: I/3ss/Weid/2ssP Mot Inf Bn.
SE3409: Weid/2ssP StG Co., II/3ss/Weid/2ssP Mot Inf Bn.
SE3508: Weid/2ssP IV Co., III/3ss/Weid/2ssP Mot Inf Bn.
SE3609: 3/2/Weid/2ssP Mot Pio Co., III/2ss/Weid/2ssP Art Bn.
SE2908: 2Auf/Krag/2ssP Recon Bn., Krag/2ssP JpIV Co.
SE3009: 2/2/Krag/2ssP Mot Pio Co., II/2/Krag/2ssP Art Bn.

LXVI Corps

SE5004: 86/16VW/5P NW Bn., 87/16VW/5P NW Bn.
SE5406: LXVI Corps HQ
SE5402: 210mm 16VW/5P NW Bn.
NE6128: 300mm 16VW/5P NW Bn.

62nd VG Div

Div: 162/62 AT Co., 162/62 Pio Co. (-1). Attached 519/6P PzJ Bn. {3 Co.'s}
Eliminated Units: 1162/62 Het Co.
SE4706: 62nd VG Div HQ
SE4304: I/164/62 Inf Bn. (-1)
SE4005: II/164/62 Inf Bn. (-1)
SE4503: 162Fus/62 Inf Bn. (-1)
NE4633: I/183/62 Inf Bn. (-1)
NE4632: II/183/62 Inf Bn.
SE4601: I/190/62 Inf Bn. (-1)
SE4603: II/190/62 Inf Bn. (-1)
SE4406: II/162/62 Art Bn.
SE4802: III/162/62 Art Bn.

18th VG Div

Div: 1818/18 Het Co., 1818/18 AT Co., 244/18 StG Co. (-1), 1818/18 Pio Co. (-1), Attached: 902/6P StG Co. (-1), 506/6P Pz Bn. {2 Co.'s}
NE5129: 18th VG Div HQ
NE4827: 293/18 Inf Rgt {2 Bn.'s} (-4)
NE4631: I/294/18 Inf Bn. (-1)
NE4630: II/294/18 Inf Bn. (-1)
NE4729: 18Fus/18 Inf Bn. (-1)
NE4929: 295/18 Inf Rgt {2 Bn.'s} (-2)
NE4830: II/1818/18 Art Bn.

NE4831: III/1818/18 Art Bn.

Führer Begleit Bde

NE4627: FBx Bde HQ, 120/FB PzG Pio Co., Auf/FB Recon Co.
NE4227: I/Gren/FB PzG Bn.
NE4326: II/Gren/FB Mot Inf Bn., 928/zbV/FB Inf Bn.
NE4628: 828/zbV/FB Inf Bn., I/17/FB StG Co.
NE4727: I/17/FB IV Co., FBx/FB Art Bn.
NE4525: 200x/FB StG Bn.

9th SS Pz Div

NE4725: 9th SS Pz Div HQ (Low Fuel), 4/Telk/9ssP hybrid Co., 1/9/Telk/9ssP PzG Pio Co.
NE4625: 1/Telk/9ssP hybrid Co., 3/Telk/9ssP hybrid Co., 2/Telk/9ssP hybrid Co.
NE4525: I/9ss/9ssP SPA Bn.
NE3926: II/20/Geiger/9ssP Mot Inf Bn., Geiger/9ssP JIV Co.
NE4026: I/20/Geiger/9ssP Mot Inf Bn., 2/9/Geiger/9ssP Mot Pio Co.
NE4425: II/9ss/Geiger/9ssP Art Bn.
NE4125: 502/Geiger/9ssP NW Bn.
NE3625: 9Auf/9/9ssP Recon Bn.
NE4524: III/9ss/Zoll/9ssP Art Bn.
NE4724: I/9/Zoll/9ssP IV Co.
NE3626: I/19/Zoll/9ssP Mot Inf Bn.
NE3726: III/19/Zoll/9ssP Mot Inf Bn., 3/9/Zoll/9ssP Mot Pio Co.

II SS Pz Corps

NE5228: II SS Corps HQ
NE5323 (1): III/388/6P Art Bn., IV/388/6P Art Bn.
NE5322 (2): 51/4VW/6P NW Bn.
NE5321 (2): 53/4VW/6P NW Bn.
NE6519: VI/388/6P Art Bn.
NE6220: V/388/6P Art Bn.
NE5919: 210mm 4VW/6P NW Bn.
NE5918: 210mm 4VW/6P NW Bn.

6th Pz Army

NE6025: 6th Pz Army HQ, Dietrich (Ldr)
NE5224: 501ss/6P Art Bn.
NE4024: 73/6P Mot Pio Bn., Hvy Bridge (mobile side)
NE4322: 62/6P Mot Pio Bn., Hvy Bridge (mobile side)
NE4924: 253/6P Mot Pio Bn., Hvy Bridge (mobile side)
NE6824: 1123/428/6P Art Bn., 1098/1120/1123/6P Art Bn.
NE6723: 502ss/6P Art Bn.

3rd Fj Div

Div: 3/3Fj AT Co. (-1), 3/3Fj Pio Co. (-1), 3/3Fj Hvy Mot Flak Co.
NE4322: 3rd Fj Div HQ

NE4722: 3/I/3Fj Art Bn., 3/III/3Fj Art Bn.
NE4522: Erst/3Fj Inf Bn. (-1)
NE4320: I/5/3Fj Para Inf Bn. (-1)
NE4421: II/5/3Fj Para Inf Bn. (-1), III/5/3Fj Para Inf Bn. (-1)
NE4721: I/8/3Fj Para Inf Bn., II/8/3Fj Para Inf Bn.
NE4822: III/8/3Fj Para Inf Bn. (-1)
NE4521: I/9/3Fj Para Inf Bn. (-1), II/9/3Fj Para Inf Bn. (-1)
NE4622: III/9/3Fj Para Inf Bn. (-1)

I SS Pz Corps

NE5322: I SS Corps HQ
NE6021: 210mm 9VW/6P NW Bn.
NE6024: 210mm 9VW/6P NW Bn.
NE5322 (5) [2]: 14/9VW/6P NW Bn., 54/9VW/6P NW Bn.,
NE5322 (2) [2]: III/402/6P Art Bn., IV/402/6P Art Bn.
NE6323: V/402/6P Art Bn., VI/402/6P Art Bn.

150th Pz Bde

NE4122: 150th Pz Bde HQ, Schef/150x hybrid Co., I/200/Schef/150x Inf Bn.
NE4022: Hard/150x hybrid Co., 600/Hard/150x Mot Inf Bn.,
NE4121: II/200/Wolf/150x Inf Bn.

9th SS Pz Div

NE3625: II/19/Zoll/9ss Mot Inf Bn., I/9/Zoll/9ss StG Co.

1st SS Pz Div

BU Box: 3/Peip/1ss hybrid Co., 4/Peip/1ss hybrid Co.
NE4123: 1st SS Pz Div HQ, Hvy Bridge (mobile side)
NE2920 (ET-2): 1/Peip/1ss hybrid (-1)
NE3120: 2/Peip/1ss hybrid, Ldr Peiper, 1/501ss/Peip/1ss Pz Co., 3/I/Peip/1ss PzG Pio Co.
NE3322: 1/I/Peip/1ss Art Bn.
NE3021: 1 x PzG BU Co.
NE3121: 1 x PzG BU Co.
NE3323: 1/I/Sand/1ss Mot Pio Co.
NE3622: I/2/Sand/1ss Mot Inf Bn.
NE3823: II/2/Sand/1ss Mot Inf Bn.
NE3624: III/1/Sand/1ss Art Bn.
NE3523: IV/Hans/1ss NW Bn.
NE3223: 1/I/Hans/1ss Mot Inf Bn. (-1), 1x PzIV BU Co.
NE3422 (ET-2): II/1/Hans/1ss Mot Inf Bn. (-1), 1x PzIV BU Co., 2/501ss/Peip/1ss Pz Co.
NE3522: Hans/1ss JpIV Co. (-1), III/1/Hans/1ss Mot Inf Bn.
NE3424: II/1/Hans/1ss SPA Bn.
NE3321: 1Auf//Knit/1ss Recon Bn. (-1), 2/1/Knit/1ss Mot Pio Co.

12th SS Pz Div

Eliminated Units: 2/Kuhl/12ss hybrid Co., 4/Kuhl/12ss hybrid Co., 3/12/Krause/1ss Mot Pio Co. 2/12/Muller/12ss Mot Pio Co.
NE5223: 12th SS Pz Div HQ (Low Fuel), 1/12/Kuhl/12ss SPA Bn.
NE5122: 1/Kuhl/12ss hybrid Co. (-1), 1/12/Kuhl/12ss PzG Pio Co., I/26/Krause/12ss Mot Inf Bn. (-1)
NE5023: 1/560/Kuhl/12ss JpV Co., II/25/Muller/12ss Mot Inf Bn. (-1), Muller/12ss JpIV Co. (-1)
NE5121: 3 /Kuhl/12ss hybrid Co. (-1), II/26/Krause/12ss Mot Inf Bn. (-1)
NE4922: I/25/Muller/12ss Mot Inf Bn. (-2), III/25/Muller/12ss Inf Bn. (-1), 560/Muller/12ss JpIV Co. (-1)
NE5123: II/12/Muller/12ss Art Bn., IV/12/Krause/12ss NW Bn.
NE5321: III/12/Krause/12ss Art Bn.
NE4923: 12Auf/Brem/12ss Recon Bn.

12th VG Div

Eliminated Units: 12 StG Co., Fus/12 Inf Bn.
NE5320: 12th VG Div HQ, II/12/12 Art Bn., 12/12 Pio Co. (-1)
NE5319 (IP): 27/12 Inf Rgt {2 Bn.'s} (-3)
NE5221 (IP): 48/12 Inf Rgt {2 Bn.'s} (-3)
NE5220 (IP): 89/12 Inf Rgt {2 Bn.'s} (-3), 12/12 AT Co.
NE5420: III/12/12 Art Bn.

3rd PzG Div

Eliminated Units: 103/3PG StG Co.
Div: 1/103/3PG hybrid Co. (-1), 2/103/3PG hybrid Co., 33/103/3PG hybrid Co. (-1)
NE5519: 3rd PzG Div HQ (full fuel), 2/3/29/3PG Mot Pio Co., Res/3PG JIV Co.
NE5318: II/8/3PG Mot Inf Bn. (-1), III/8/3PG Mot Inf Bn. (-1),
NE5517: II/3/8/3PG Art Bn.
NE5317: I/8/3PG Mot Inf Bn., 103/Auf/3PG Recon Bn., 1/3/103/3PG PzG Pio Co.
NE5918: 1/3/103/3PG Art Bn.
NE5518: I/29/3PG Mot Inf Bn., II/29/3PG Inf Bn., 3/3PG Mot AT Co.
NE5718: III/3/29/3PG Art Bn.

LXVIIK Corps

NE5912: LXVIIK Corps HQ
Within Corps ZOP: 405/6P Art Bde {4 Bn.'s}
Stacked with any unit of 326th or 272nd VG Div: 683/6P Mot AT Bn., 394/667/6P StG Co.
NE5413: 210mm 17VW/6P NW Bn.
NE5610: 300mm 17VW/6P NW Bn.

NE5311: 88/17VW/6P NW Bn.
NE5411: 89/17VW/6P NW Bn.

277th VG Div

Eliminated Units: Fus/277 Inf Co., II/989/277 Inf Bn., I/991/277 Inf Bn., 277/277 Het Co.
Div: 277/277 AT Co., 277/277 Pio Co. (-1)
NE5515: 277th VG Div HQ
NE5216 (IP): I/989/277 Inf Bn. (-1)
NE5214 (IP): 990/277 Inf Rgt {2 Bn.'s} (-3)
NE5215 (IP): II/991/277 Inf Bn. (-1)
NE5415: 277/277 Art Rgt {2 Bn.'s}

246th VG Div

NE5813: 246th VG Div HQ, 246/246 AT Co.
NE5210 (WW): 352/246 Inf Rgt {2 Bn.'s} (-1)
NE5615: 404/246 Inf Rgt {2 Bn.'s}
NE5814: Fus/246 Inf Bn., 246/246 Pio Co.
NE5714: 689/246 Inf Rgt {2 Bn.'s}
NE5914: I/246/246 Art Bn.
NE6014: II/246/246 Art Bn.

326th VG Div

Eliminated Units: Fus/326 Inf Co., 752 Inf Rgt {2 Bn.'s}
Div: 326/326 Pio Co. (-1), 326/326 At Co., 1000/1001/OKW StMr IV Co.
NE5612: 326th VG Div HQ
NE5213: 751/326 Inf Rgt {2 Bn.'s} (-2)
NE5212: I/753/326 Inf Bn. (-1)
NE5211: II/753/326 Inf Bn. (-2)
NE5412: II/326/326 Art Bn.
NE5512: III/326/326 Art Bn.

272nd VG Div

Div: 272/272 Pio Co. (-1)
NE5810: 272nd VG Div HQ
NE5409 (ET-2): 980/272 Inf Rgt {2 Bn.'s} (-2)
NE5607 (ET-2): I/982/272 Inf Bn. (-1), 272/272 Het Co.
NE5608 (ET-2): II/981/272 Inf Bn. (-1), II/982/272 Inf Bn. (-1), 272/272 AT Co.
NE5508 (ET-2): I/981/272 Inf Bn. (-1)
NE5710: II/272/272 Art Bn.
NE5310: III/272/272 Art Bn.
NE5309: Fus/272 Inf Co.

ALLIED

1st US Army

Eliminated Units: (These units may not be reconstituted) 300/1A CE Bn.

NE4007: 1/CCA/3A hybrid Co.

NE3808: 2/CCA/3A hybrid Co.

NE3806: 3/CCA/3A hybrid Co., 391/3A AFA Bn.

NE4006: 23/3A Arm Eng Bn. (-2)

NE4704: 268/1A FA Bn.

Units must remain within five hexes of Eupen (NE4105).

NE3606: 61/1A CE Bn.

NE3618: 9Can/1A Forest Co.

VII Corps

NW6929 (IP): 1 x M4 BU Co., 1 x CE BU Co.

NW6812: 193/VII FA Bn. (Strat mode)

NW6616: 86C/XVIII FA Bn. (Strat mode)

NW6924: 991/VII AFA Bn.

NE1224: 195/VII FA Bn.

NE1326: 957/VII FA Bn.

84th Inf Div

All units in Strat mode.

NW6813: 84th Inf Div HQ

SW6202: 84/84 Recon Co.

NW6532: 1/334/84 Inf Bn.

NW6432: 2/334/84 Inf Bn.

NW6332: 3/334/84 Inf Bn.

NW6431: 909/84 FA Bn.

NW6523: 2/333/84 Inf Bn.

NW6522: 1/333/84 Inf Bn.

NW6422: 3/333/84 Inf Bn.

NW6421: 3/335/84 Inf Bn.

NW6520: 1/335/84 Inf Bn.

NW6519: 2/335/84 Inf Bn.

NW6518: 771/84 Tk Bn.

NW6517: 638/84 TD Bn.

NW6516: 325/84 FA Bn.

NW6615: 326/84 FA Bn.

NW6714: 327/84 FA Bn.

NW6713: 309/84 CE Bn

3rd Arm Div

NE1527: 3A Div HQ, Ldr Rose

NE1328: 83/3A Recon Bn., 1 x M5 BU Co.

NE1529: 2 x Arm Eng Bu Co., 1/33/3A Lt Tk Bn.

NE1628: 67/3A AFA Bn.

NE1727: 551/XVIII Para Inf Bn. (attached to 3rd Arm Div)

NE1730: 1/CCR/3A hybrid Co. (-1)

NE2028 (ET-2): 2/CCR/3A hybrid Co., 1 x M10 BU Co.

NE1433: 3/CCR/3A hybrid Co.

XVIII Corps

NE2215: XVIII Corps HQ

NE2216: 740/VIII FA Bn.

NE2217: 559/VIII FA Bn.

NE2718: 400/XVIII AFA Bn.

NE2817: 254/XVIII FA Bn.

NE3215: 578/VIII FA Bn.

NE3314: 561/VIII FA Bn.

82nd AB Div

NE2729: 1/325/82AB Glider Inf Bn.

NE2930 (IP): 2/401/82AB Glider Inf Bn., 1 x M36 BU Co.

NE3129: 376/82AB Art Bn.

NE3229: 3/508/82AB Para Inf Bn.

NE3231 (IP): 2/508/82AB Para Inf Bn.

NE3326 (IP): 1/508/82AB Para Inf Bn.

NE2222: 82nd AB Div HQ, Ldr Gavin

NE2431 (ET-2): 1 x M4 BU Co., 1 x Inf BU Co., 1 x Recon BU Co.

NE2629: 320/82AB Art Bn.

NE2630 (IP): 2/325/82AB Glider Inf Bn., 1 x M36 BU Co.

BU Box: 740/82AB Tk Bn.

NE2720: 3/504/82AB Para Inf Bn., 1 x M4 BU Co.

NE3022: 2/504/82AB Para Inf Bn.

NE2921: 1/504/82AB Para Inf Bn. (-1), 628/V TD Bn. (-2)

NE2824: 319/82AB Art Bn.

NE3025: 456/82AB Art Bn.

NE3124: 307/82AB Para CE Bn., 51/V CE Bn. (-1)

NE3224 (IP): 1/505/82AB Para Inf Bn.

NE3123: 3/505/82AB Para Inf Bn., 1 x M4 BU Co.

NE3122: 2/505/82AB Para Inf Bn.

30th Inf Div

BU Box: 743/30 Tk Bn., 823/30 TD Bn., 825/1A AT Bn.

NE3413: 30th Inf Div HQ

NE3220: 1/119/30 Inf Bn., 1 x M4 BU Co.

NE3118: 2/119/30 Inf Bn. (-1), 643/3A AT Bn. (-1)

NE2819 (IP): 3/119/30 Inf Bn. (-1), M10 BU Co.

NE2919 (IP): 2/CCB/3A hybrid Co., 1 x AT BU Co.

NE3019: 3/CCB/3A Hybrid Co., 1 x M10 BU Co., 1 Arm Eng BU Co.

NE3219: 1/CCB/3A hybrid Co.

NE3317: 54/3A AFA Bn.

NE3519: 1/32/3A Lt Tk Bn.

NE3419: 118/30 FA Bn.

NE3320 (IP): 2/120/30 Inf Bn., 1 x CE BU Co.

NE3119 (IP): 3/120/30 Inf Bn., 1 x M10 BU Co.

NE3421 (IP): 1/120/30 Inf Bn., 1 x M4 BU Co., 1 x CE BU Co.

NE3621 (IP): 3/117/30 Inf Bn., 30/30 Recon Co., 202/V CE Bn. (-1)

NE3821 (ET-2): 1/117/30 Inf Bn.,

105/30 CE Bn. (-2)

NE4119 (ET-2): 2/117/30 Inf Bn., 1 x M10 BU Co.

NE3719: 230/30 FA Bn.

NE2718: 197/30 FA Bn.

NE3218: 113/30 FA Bn.

NE4020 (ET-2): 99/1A Inf Bn., 291/V CE Bn. (-1), 1 x AT BU Co.

NE3521 (IP): 526/1A Arm Inf Bn., 1 x CE BU Co., 1 x AT BU Co.

The Fortified Goose Egg

NE3832: 770/VIII FA Bn., 965/VIII FA Bn.

NE4131: 275/VIII AFA Bn.

106th Inf Div

Eliminated Units: (These units may not be reconstituted) 422/106 Inf Rgt {3 Bn.'s}, 423/106 Inf Rgt {3 Bn.'s}, 590/106 FA Bn., 591/106 FA Bn., 589/106 FA Bn., 106/106 Recon Co.

NE4430: 106th Inf Div HQ

NE2933 (IP): 1 x Inf BU Co., 1 x M10 BU Co.

SE3103 (IP): 1 x Inf BU Co., 1 x M10 BU Co.

SE3403 (IP): 32/VIII Recon Bn. (-2), 1 x M10 BU Co.

SE4303 (ET-2): 1/424/106 Inf Bn. (-1), 820/106 AT Bn. (-2)

SE4103 (IP): 2/424/106 Inf Bn. (-1)

SE4403 (ET-2): 3/424/106 Inf Bn. (-1)

SE4101: 592/106 FA Bn.

SE3603 (IP): 2/112/28 Inf Bn. (-1)

SE3804 (ET-2): 1/112/28 Inf Bn. (-1)

SE4004 (ET-2): 3/112/28 (-2), 1 x AT BU Co.

SE3802: 229/28 FA Bn.

SE4501 (ET-2): 1/CCB/9A hybrid Co. (-1)

NE4531 (ET-2): 81/106 CE Bn. (-2), 1 x M18 BU Co.

NE4533 (IP): 2/CCB/9A hybrid Co. (-1)

SE4502 (IP): 3/CCB/9A hybrid Co., 1 x Arm Eng BU Co.

SE4201: 16/9A AFA Bn.

7th Arm Div

NE3429: 7 Arm Div HQ, Ldr Hasbrck

NE4331: 440/7A AFA Bn.

NE4230: 489/7A AFA Bn.

NE3830: 489/7A AFA Bn.

NE4532 (ET-2): 87/7A Recon Bn. (-2), 1 x M36 BU Co.

NE4328 (ET-2): 1/CCA/7A hybrid Co., 33/7A Arm Eng Bn. (-2)

NE4029 (ET-2): 2/CCA/7A hybrid Co.

NE4229 (ET-2): 3/CCA/7A hybrid Co.

NE4429 (ET-2): 1/CCB/7A hybrid

Co., 1 x CE BU Co., 814/7A TD Bn. (-2)
NE4530 (ET-2): 2/CCB/7A hybrid Co., 168/VIII CE Bn. (-2), 1 x Arm Eng BU Co.
NE4529 (ET-2): 3/CCB/7A hybrid Co., 1 x Arm Eng BU Co.
NE3628 (ET-2): 2/CCR/7A hybrid Co.
NE3428 (ET-2): 2/CCR/7A hybrid Co.
NE3828 (ET-2): 3/CCR/7A hybrid Co.

V Corps

NE4105: V Corps HQ (normal Fuel)
NE4715: 186/V FA Bn.
NE4605: 272/V FA Bn.
NE4513: 200/V FA Bn.
NE4514: 955/V FA Bn., 941/V FA Bn.
NE4415: 190/V FA Bn., 953/V FA Bn.
NE4106: 296/V CE Bn.
NE4417: 987/V AFA Bn.
NE4714: 196/V FA Bn.
NE4815: 87C/V FA Bn.
NE5205: 76/V FA Bn., 307/78 FA Bn.
NE5005: 751/V FA Bn.
NE4904: 997/V FA Bn.
NE5010: 62/V AFA Bn.
NE4306: 2/CCA/5A hybrid Co.
NE4307: 3/CCA/5A hybrid Co.
NE4407: 1/CCA/5A hybrid Co.
NE4709: 95/5A AFA Bn.
NE5109 (ET-2): 893/78 TD Bn. (-1), 102/V Recon Bn. (-1)
NE4812: 18/V Rocket Bn.
NE5505 (ET-2): 2 Ranger/1A

78th Inf Div

Eliminated Units: 78/78 Recon Co.
BU Box: 709/78 Tk Bn. (-1)
NE4905: 78th Inf Div HQ
NE5107: 309/78 FA Bn.
NE5006: 903/78 FA Bn.
NE5209 (IP): 1/309/78 Inf Bn. (-1), 2/309/78 Inf Bn. (-1), 1 x M10 BU Co.
NE5308 (IP): 3/309/78 Inf Bn. (-1), 303/78 CE Bn. (-1)
NE5307: 1/310/78 Inf Bn. (-1)
NE5305: 308/78 FA Bn.
NE5408 (ET-2): 2/310/78 Inf Bn. (-1), 3/310/78 Inf Bn. (-1), 1 x M4 BU Co.
NE5507 (ET-2): 3/311/78 Inf Bn., 1/311/78 Inf Bn. (-1), 1 x M4 BU Co.
NE5506 (ET-2): 2/311/78 Inf Bn., 146/1A CE Bn. (-1)

9th Inf Div

BU Box: 746/9 Tk Bn., 899/9 TD Bn.
NE4910: 9th Inf Div HQ, 38/V Recon Bn. (-1), 1 x M10 BU Co.
NE4612: 34/9 FA Bn.
NE4912: 60/9 FA Bn.

NE5010: 84/9 FA Bn.
NE5014 (IP): 2/39/9 Inf Bn., 3/39/9 Inf Bn., 1 x M4 BU Co.
NE5013 (ET-2): 1/39/9 Inf Bn., 1 x M10 BU Co.
NE5011 (IP): 15/9 CE Bn. (-1), 9/9 Recon Co., 1 x M4 BU Co.
NE5111 (ET-2): 3/47/9 Inf Bn., 1 x M10 BU Co.
NE5110 (ET-2): 2/47/9 Inf Bn., 1/47/9 Inf Bn., 1 x M4 BU Co.

99th Inf Div

Eliminated Units: 2/393/99 Inf Bn., 2/394/99 Inf Bn.
BU Box: 801/99 AT Bn. (-1)
NE4818: 99th Inf Div HQ
NE4716: 372/99 FA Bn.
NE4816: 371/99 FA Bn., 924/99 FA Bn.
NE4817: 1/393/99 Inf Bn. (-1), 3/393/99 Inf Bn. (-2)
NE4917: 370/99 FA Bn., 324/99 CE Bn. (-2)
NE5118 (ET-2): 1/395/99 Inf Bn. (-1), 3/395/99 Inf Bn. (-2), 1 x AT BU Co.
NE5117 (ET-2): 2/395/99 Inf Bn. (-1), 1 x AT BU Co. 1 x CE BU Co.
NE5017: 3/394/99 Inf Bn. (-1)
NE5016: 1/394/99 Inf Bn. (-2)
NE5115 (ET-2): 99/99 Recon Co.

2nd Inf Div

Eliminated Units: 1/9/2 Inf Bn., 2/23/2 Inf Bn.
BU Box: 612/2 AT Bn. (-2), 741/2 Tk Bn. (-2), 644/2 TD Bn. (-2)
NE4818: 2nd Inf Div HQ, Ldr Robertson
NE4717: 38/2 FA Bn., 37/2 FA Bn.
NE4716: 12/2 FA Bn.
NE4819: 15/2 FA Bn., 3/23/2 Inf Bn. (-2)
NE4919: 2/2 CE Bn. (-1), 1/23/2 Inf Bn. (-2)
NE5020 (ET-2): 1/38/2 Inf Bn. (-1), 1 x M10 BU Co.
NE5019 (ET-2): 2/38/2 Inf Bn. (-2), 3/38/2 Inf Bn. (-2), 1 x AT BU Co.
NE5018 (IP): 2/9/2 Inf Bn. (-2), 3/9/2 Inf Bn. (-2), 1 x M4 BU Co.
NE5115 (ET-2): 2/2 Recon Co.

1st Inf Div

BU Box: 634/1 TD Bn., 745/1 Tk Bn., 1/1 CE Bn. (-2)
NE4417: 1st Inf Div HQ
NE4718: 5/1 FA Bn., 33/1 FA Bn.
NE4418: 7/1 FA Bn.
NE4517: 32/1 FA Bn.
NE4218: 1/1 Recon Co.
NE4319: (IP): 2/16/1 Inf Bn., 1 x CE BU Co.
NE4420 (IP): 1/16/1 Inf Bn., 3/16/1 Inf Bn., 1 x M10 BU Co.

NE4619 (ET-2): 3/18/1 Inf Bn., 1 x CE BU Co., 1 x M4 BU Co.
NE4820 (ET-2): 3/26/1 Inf Bn., 254/V CE Bn., 1 x M10 BU Co.
NE4719 (IP): 1/18/1 Inf Bn., 1 x M10 BU Co.
NE4920 (ET-2): 2/18/1 Inf Bn., 1 x M4 BU Co. 703/1 TD Bn. (-1)
NE5021 (ET-2): 1/26/1 Inf Bn., 2/26/1 Inf Bn., 1 x M4 BU Co.

4th Inf Div

Not in Play: 44/4 FA Bn., 1/22/4 Inf Bn., 1/8/4 Inf Bn., 3/8/4 Inf Bn., 4th Inf Div HQ.
Eliminated Units: 2/12/4 Inf Bn.
BU Box: 4/4 CE Bn., 803/4 TD Bn. (-2), 802/4 AT Bn. (-2)
SE6034 (IP): 3/22/4 Inf Bn.
SE6032 (IP): 1 x Inf BU Co., 1 x CE BU Co.
SE5834: 20/4 FA Bn.
SE5832 (ET-2): 2/22/4 Inf Bn., 1 x AT BU Co.
SE5633 (IP): 1 x Inf BU Co., 1 x M10 BU Co.
SE5532 (ET-2): 2/8/4 Inf Bn. (-1), 70/4 Tk Bn. (-2)
SE5434: 42/4 AFA Bn., 3/10/5 Inf Bn.
SE5333: 29/4 FA Bn. 2/10/5 Inf Bn.
SE5332 (ET-2): 3/12/4 Inf Bn. (-2), 1 x CE BU Co., 4/4 Recon Co.
SE5133: 1 x CE BU Co., 1 x M4 BU Co. 1/10/5 Inf Bn.
SE5132 (ET-2): 1/12/4 Inf Bn. (-1), 159/VIII CE Bn. (-1)
SE5234: 46/5 FA Bn.

9th Arm Div

Eliminated Units: (These units may not be reconstituted) 3/CCA/9A hybrid Co., 1/CCR/9A hybrid Co., 2/CCR/9A Hybrid Co., 73/9A AFA Bn.
SE4433: 9th Arm Div HQ
SE4932 (ET-2): 2/CCA/9A hybrid Co. (-1), 89/9A Recon Bn.
SE4833: 3/9A AFA Bn.
SE4731 (ET-2): 1/CCA/9A hybrid Co. (-2)
SE4531 (IP): 811/9A TD Bn. (-2), 9/9A Arm Eng Bn. (-2)

28th Inf Div

Eliminated Units: 103/28 CE Bn., 2/110/28 Inf Bn., 3/110/28 Inf Bn., 707/28 Tk Bn., 109/28 FA Bn.
BU Box: 630/28 AT Bn. (-2)
SE4330 (IP): 2/109/28 Inf Bn. (-2)
SE4233: 108/28 FA Bn.
SE4130 (IP): 90/10A Recon Bn. (-1)
SE4032: 107/28 FA Bn.
SE3930 (IP): 1/109/28 Inf Bn. (-2), 1 x AT BU Co.

SE3730 (IP): 3/109/28 Inf Bn. (-1)
SE3431 (IP): 299/1A CE Bn. (-1)

10th Arm Div

Eliminated Units: 1/CCB/10A hybrid Co., 2/CCB/10A hybrid Co., 423/10A AFA Bn.
SE4034: 10th Arm Div HQ, 55/10A Arm Eng Bn.
SE4834 or SE4933: 1/CCA/10A hybrid Co. (-1), 2/CCA/10A hybrid Bn., 3/CCA/10A hybrid Co., 609/10A TD Bn.
Reserve: CCR/10A {3 hybrids}, 419/10A AFA Bn.

III Corps

SE2433: 145/III CE Bn.
SE2532: 179/III FA Bn.
SE2932: 178/III CE Bn.
SE2732: 1 x Recon BU Co., 249/III CE Bn.
SE3232: 183/III CE Bn.
SE4133: 188/III CE Bn.

4th Arm Div

SE2330: 1/CCB/4A hybrid Co., 94/4A AFA Bn.
SE2231: 2/CCB/4A hybrid Co.
SE2430: 3/CCB/4A hybrid Co.
With Any of the above: 1 x Arm Eng BU Co., 1 x Recon BU Co., 1 x M18 BU Co.

VIII Corps

SE1421: 1278/1A CE Bn., 1/110/28 Inf Bn. (-2)

Bastogne Perimeter

101st AB Div

BU Box: 705/101AB TD Bn.
SE2216: 101st AB Div HQ, Ldr McAuliffe, 3/CCB/10A hybrid Co.
SE2315 (ET-2): 1/501/101AB Para Inf Bn. (-1), 3/501/101AB Para Inf Bn. (-1), 1 x M18 BU Co.
SE2316 (ET-2): 2/501/101AB Para Inf Bn. (-1), 2/327/101AB Glider Inf Bn. 1 x M18 BU Co.
SE2017 (ET-2): 1/327/101AB Glider Inf Bn.
SE1717 (IP): 1/401/101AB Glider Inf Bn.
SE2314 (ET-2): 1/506/101AB Para Inf Bn. (-1), 2/506/101AB Para Inf Bn.
SE2313 (ET-2): 3/506/101AB Para Inf Bn.
SE2013 (ET-2): 1/502/101AB Para Inf Bn. 1 x M18 BU Co.
SE2213 (ET-2): 2/502/101AB Para Inf Bn.
SE1813 (IP): 3/502/101AB Para Inf Bn.
SE2117: 326/101AB Para CE Bn., 1

x Arm Eng BU Co.

SE1914: 377/101AB FA Bn.
SE2016: 463/101AB FA Bn.
SE2114: 907/101AB FA Bn., 755/VIII FA Bn.
SE2116: 321/101AB FA Bn.
SE1816 (IP): 420/10A AFA Bn., 1 x Inf BU Co.
SE2116: 3/CCR/9A hybrid Co. (-1), 58/VIII AFA Bn.
SE2015: 969/VIII FA Bn.

VIII Corps

SW6725: VIII Corps HQ
SW5816: 158/1A CE Bn. (-1)
SW6320: 81/VIII FA Bn.
SW6825: 28th Inf Div HQ, 28/28 Recon Co., 174/VIII AFA Bn.

COMZ

SW Map, West of Meuse River: 1303/CZ Const Eng Bn., 1306/CZ Const Eng Bn.
NW Map, West of Meuse River: 1313/CZ Const Eng Bn., 341/CZ Const Eng Bn.

XXX Corps

NW4113 (5) and West of Meuse River: (not released) British 53rd Div (except 71/53 Inf Bde {3 Bn.'s})
NW5417 (10) and West of Meuse River: (not released) British 2HH/XXX Recon Co.

48.0 DEC 28 SCENARIO GROUP

The final set of scenarios takes place in late December. There is now almost no hope of getting across the Meuse River and the battle has turned into one of grinding attrition in Hitler's attempt to save face by capturing the US irritant centered on the town of Bastogne. There are three scenarios presented in this group, none of which were present in the first edition of the game. Please note none of these scenarios were play tested, but they should work fine as investigative studies into the later stages of the campaign. And I have a feeling they will turn out to be competitive and fun.

48.1.0 Special Rules

The following WAR rules are no longer in effect. All other special rules apply.

4.6.9 Von Der Heydte

4.6.10 Einheit Stielau

7.10.2a Bridge Bottlenecks

7.10.4 Traffic Congestion

9.2.2a Montgomery Takes

Command is complete and no longer has any affect.

9.2.3 Dec 16 Scenario Group Allied Corps Boundary Restrictions.

9.2.9 9th Arm Div Restrictions

9.2.10 7th US Arm Div

48.1.1 Out of Play Area

US V Corps (WAR 9.2.13) and German LXVII Corps (WAR 9.2.14) are in affect.

48.1.2 Army & Corps Boundaries

The owning player must establish corps ZOP (GOSS 9.2.0 and WAR 9.0). Army and corps boundaries may be modified beginning the Dec 29 AM GT.

Army Boundaries:

German 5th and 6th Pz Armies:
NE6033 to NE4033 to SE3502 to SE1802 to NE1429

German 5th Pz and 7th Armies:
SE6317 to SE2317

US 1st and 3rd Armies:
NE6033 to NE3833 to SE2706 to SE2106 to SE1509 to SW3110

49.0 BASTOGNE-REDUX (Scenario 1)

The final battles for Bastogne and the battles along the Sure River are presented in this scenario.

Historical Background: The goal of reaching the Meuse River was, for the Germans, dead. Now Hitler's attention focused on the little town of Bastogne, where so much had eluded the

Germans. ISS Pz Corps (along with the remnants of 1st SS Pz Div, 12th SS and 9th SS Pz Divs were brought down from 6th Pz Army, which was only left with 2nd SS Pz Div in terms of mechanized formations. Corps and army artillery were concentrated as Manteuffel prepared to hit Bastogne with everything he could muster. Meanwhile, Patton was bringing up his own hammers to pry open the German defenses around Bastogne. The veteran 6th "Super Sixth" Arm Div was moved over from XII Corps and paired up with the fresh 35th Inf Div. The 11th Arm Div and 87th Inf Div and 17th AB Div would all be brought in from the west as part of a reconstituted VIII Corps. Inevitably, both sides' attacks ran into each other and a chaotic swirling battle of attrition began. But in the end, such battles favored the Americans.

49.1.0 Scenario Length

The scenario starts with the Dec 28 AM GT and concludes with the completion of the Jan 4 Night GT.

Weather: Use the historical weather for all GTs.

Air Points: Each side receives one-half of the AP given in WAR 20.1.0a.

Truck Point Availability: TP are available for motorization only.

- a) The 5th Pz Army has four TP assigned and the 7th Army has two TP assigned.
- b) The 3rd Army has eight TP assigned.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0. PSS are listed in WAR 15.0).
- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- a) All German army, corps, and Mech formation HQ have low fuel.
- b) The German ADV is three.
- c) The German side receives two AmP each AM GT.

Allied:

- a) All Allied HQ have normal fuel.
- b) The Allied ADV is five.
- c) The Allied side receives 10 AmP each AM GT.

Important: Both sides may have a maximum of 20 AmP in stockpile at the beginning of the AM GT. AmP are stockpiled for each side, there is no

need to assign them armies.

49.2.0 Play Area

The scenario is played on the SW and SE maps (all hexes).

Important: The southern portion of both the NW and NE maps are also used.

49.3.0 Set Up

The German player sets up first.

- Both players place all units listed under the Southern Group headings in their respective Dec 28 Scenario Group lists.
- Each side may deploy 15 ET-2 markers and 20 IP markers on their units as they see fit.

49.4.0 Reinforcements

49.4.1 German Reinforcements

The German player receives all reinforcements listed on the Master Reinforcement List for Dec 28 and Dec 29 AM GTs.

Dec 31 PM GT: 1SS Pz Div at SE2607. Use the list of 1SS Pz Div units shown in the Dec 28 Northern Group set up list.

Jan 1 AM GT: I SS Pz Corps HQ at SE2607.

Jan 2 AM GT: 9th SS Pz Div at SE2607. Use the list of 9th SS Pz Div units shown in the Dec 28 Northern Group set up list. Remove four additional steps (player's choice).

49.4.2 Allied Reinforcements

The Allied player receives all south (S) and SW reinforcements shown on the Master Reinforcement list for Dec 28 AM GT through the Dec 30 PM GT.

49.5.0 Victory Conditions

German Victory Point Hexes:

| | |
|--------|--------|
| SW6414 | SE2216 |
| SE2215 | SE2411 |
| SE2318 | SE2520 |
| SE2814 | SE4020 |
| SE4426 | SE4725 |
| SE4925 | |

Allied Victory Point Hexes:

| | |
|--------|--------|
| SW6414 | SE2215 |
| SE2216 | SE1818 |
| SE2607 | SE3318 |
| SE3322 | SE3813 |
| SE4126 | SE4720 |
| SE5730 | |

German Sudden Death Victory:

The German player wins if German units occupy Bastogne (both SE2215 and SE2216) during two successive German Administrative Phases.

Allied Sudden Death Victory:

The Allied player wins if at the end of any German player turn, an Allied in GenS unit occupies Houffalize (SE2607).

End Scenario Victory: If neither player has met the conditions for a sudden death victory, both players total their respective victory point hexes each side controls.

- Count the two Bastogne victory point hexes as two points.
- Count all other victory point hexes as one point.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

50.0 6TH PZ ARMY TURNS OUT THE LIGHTS (Scenario 2)

II SS Pz Korps makes one last attempt to break through on the northern front using 2SS Pz Div and elements of 12SS and 9SS Pz. When it becomes clear that has failed, most of the panzer divisions are directed south to 5th Pz Army, and the 6th Pz Army goes on the defensive. Farther west, the units of XLVII and LVIII Pz Corps begin the process of trying to extricate themselves from the Rochefort La Roche area.

50.1.0 Scenario Length

The scenario starts with the Dec 28 AM GT and concludes with the completion of the Jan 4 Night GT.

Weather: Use the historical weather for all GTs.

Air Points: Each side receives one-half of the AP given in WAR 20.1.0a.

Truck Point Availability: TP are available for motorization only.

- a) The German side has four TP.
- b) The Allied side has 12 TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0. PSS are listed in WAR 15.0.

Important: The German LVIII Pz Corps may use hex SE1309 as its supply source. When using this hex, the maximum distance the corps HQ may trace to SE1309 is two supply movement points.

- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- a) All German army, corps, and Mech formation HQ have low fuel.
- b) The German ADV is three.
- c) The German side receives two AmP each AM GT.

Allied:

- a) All Allied HQ have normal fuel.
- b) The Allied ADV is five.
- c) The Allied side receives 10 AmP each AM GT.

Important: Both sides may have a maximum of 20 AmP in stockpile at the beginning of the AM GT. AmP are stockpiled for each side, there is no need to assign them armies.

50.2.0 Play Area

The scenario is played on the NW and NE maps. See WAR 48.1.1.

Important: The northern portion of both the SW and SE maps are also used. Use the 1st/3rd Army boundary.

50.3.0 Set Up

The German player sets up first.

- Both players place all units listed under the Northern Group headings in their respective Dec 28 Scenario Group lists.
- Each side may deploy 15 ET-2 markers and 20 IP markers on their units as they see fit.

50.4.0 Reinforcements

50.4.1 German Reinforcements

The German player receives all reinforcements listed on the Master Reinforcement List for Dec 28 and Dec 29 AM GTs.

50.4.2 Allied Reinforcements

The Allied player receives all north (N) reinforcements shown on the Master Reinforcement list for Dec 28 AM GT through the Dec 30 PM GT.

50.4.3 Withdrawals

At the end of the German Administrative Phase of the Dec 30 AM GT, if the Germans do not control any Allied victory point hexes, the German player must withdraw:

- 1SS Pz Corps HQ
- 1SS Pz Div (all units)
- 9th SS Pz Div (all units)
- The German player must remove all the above units from the map by the

end of the German Movement Phase of Dec 20 PM GT.

50.5.0 Victory Conditions

German Victory Point Hexes:

| | |
|---------|---------|
| SE1008 | SE1503 |
| SE1603 | SE2104 |
| NE2431 | NE2729 |
| NE3326 | NE 3429 |
| NE4026 | NE 4430 |
| NE 4725 | NE2222 |

Allied Victory Point Hexes:

| | |
|--------|--------|
| SE1008 | NE2222 |
| NE1327 | NE2028 |
| NE3122 | NE3521 |
| NE4020 | NE4518 |
| NE4820 | NE5018 |

German Sudden Death Victory:

The German side cannot win a sudden death victory.

Allied Sudden Death Victory:

The Allied player wins if:

- 1) There are no 5th Pz Army units north of the 1st/3rd Army boundary at the end of any German player turn; or,
- 2) Allied units occupy St Vith (NE4430) at the end of any German player turn.

End Scenario Victory:

If neither player has met the conditions for a sudden death victory, both players total their respective victory point hexes each side controls.

- Count all victory point hexes as one point.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

51.0 FEAT OF ARMS, THE US ARMY PREVAILS (Scenario 3)

The two previous scenarios are combined into a four mapper that can go from Dec 28 AM GT to the Jan 5 Night GT. The playing area north of Bullingen on the NE map has been removed so players can better focus on the main action in the salient. There is also an option allowing Hodges to launch his counteroffensive with 1t US Army at the base of the salient a week earlier than occurred.

Historical Background: There were many in the US Army who felt Montgomery could and should have authorized Hodges to counterattack with V Corps toward St Vith during the

opening week of 1945. That didn't happen and VII Corps (aided by XVIII AB Corps) played the main role, with 2nd and 3rd US Arm Divs teamed with the 83rd and 75th Inf Divs. This scenario allows you to study both options, along with the fighting around Bastogne.

51.1.0 Scenario Length

The scenario starts with the Dec 28 AM GT and concludes with the completion of the Jan 5 Night GT.

Weather: Use the historical weather for all GTs.

Air Points: Each side receives the AP given in WAR 20.1.0a.

Truck Point Availability: TP are available for motorization only.

- The 5th and 6th Pz Armies each have four TP assigned. The 7th Army has two TP assigned.
- The 3rd Army has eight TP assigned.
- The 1st Army has 12 TP.

Logistics and GenS:

- All GOSS GenS rules apply (GOSS 15.0. PSS are listed in WAR 15.0.

Important: The German LVIII Pz Corps may use hex SE1309 as its supply source. When using this hex, the maximum distance the corps HQ may trace to SE1309 is two supply movement points.

- Do not use the logistic procedures for this scenario, instead use the below values:

German:

- All German army, corps, and Mech formation HQ have low fuel.
- The German ADV is three.
- The German side receives two AmP each AM GT.

Allied:

- All Allied HQ have normal fuel.
- The Allied ADV is five.
- The Allied side receives 10 AmP each AM GT.

Important: Both sides may have a maximum of 30 AmP in stockpile at the beginning of the AM GT. AmP are stockpiled for each side, there is no need to assign them armies.

51.2.0 Play Area

All four maps are used. See WAR 48.1.1.

51.3.0 Set Up

The German player sets up first.

- Both players place all units listed in their respective Dec 28 Scenario Group lists.
- Each side may deploy 30 ET-2 markers and 40 IP markers on their units as they see fit.

51.4.0 Reinforcements

Both sides receive all listed reinforcements and releases shown on the Master Reinforcement List for Dec 28 AM GT through the Dec 30 PM GT.

51.4.1 Redirection of German Effort

At the end of the German Dec 29 Night player turn, if the German player does not control any Allied victory hexes on the northern maps, the German player must determine if Hitler has redirected the German effort to Bastogne or another location:

- During the German Administrative Phase, the German player rolls 1d10.
 - If the result is 0 through 7, the German player can win a tactical victory if German units occupy both Bastogne hexes at the end of the scenario.
 - If the result is 8, the German player can win a tactical victory if German units occupy Verviers (NE3208) at the end of the scenario.
 - If the result is 9, the German player can win an operational victory if there are no Allied units on the SE map east of the SE22xx hex column.

Designer's Note: *Players should note Verviers and southern goals are far-fetched. I am trying to throw a crazy Hitler twist in here. Feel free to ignore those two options and treat the 8-9 roll as a freedom of action event.*

51.4.2 V Corps Early Offensive

The US side may choose to launch their main attack early, from the V Corps sector toward St Vith.

- If the US player chooses this option, 9th Inf Div is available in the V Corps area, and either one or both 2nd and/or 3rd Arm Divs may be assigned to the V Corps.
- The US player must start this offensive by the Jan 1 AM GT by conducting a minimum of three PA assaults by units assigned to the V Corps.
- If the option is chosen, the Allied player wins an operational victory if Allied units must occupy St Vith

(NE4430) by the end of the scenario.

Important: If this option is chosen and the Allied player fails to meet the above requirement, the German player automatically wins a tactical victory.

51.5.0 Victory Conditions

Victory Point Hexes:

See 49.5.0 and 50.5.0

Sudden Death Victory:

There are no sudden death victory conditions.

End Scenario Victory: See 51.4.1 and 51.4.2 for end scenario automatic victories. If neither player has met the listed conditions, both players total their respective victory point hexes each side controls.

- Count the two Bastogne victory point hexes as two points.
- Count all other victory point hexes as one point.
- The player with the greater total wins the game.

Important: The German player counts German victory point hexes and the Allied player counts Allied victory point hexes.

German Dec 28 Setup

SOUTHERN GROUP

7th Army (all units on SE map)

May be stacked with any unit assigned to 7th Army:

668/7A Mot Hvy AT Bn., 657/7A Mot Hvy AT Bn.

4517: 7th Army HQ, Ldr Brandenburg,

4517/4418: Completed Hvy Bridge

6234: Service/7A Sch Bn.

6230: 44/7A MG Bn.

6131 (IP): 999/7A Inf Bn.

4116: 1/47/7A Mot Pio Bn. (-1),

II/47/7A Mot Pio Bn. (-1)

5025/4925: Completed Hvy Bridge

4822/4721: Completed Hvy Bridge

5023: 210mm 18VW/7A NW Bn.

5123: 300mm 18VW/7A NW Bn.

SE5621 (1): 1092/1093/7A Art Bn., 1124/1125/7A Art Bn., 1122/660/7A Art Bn.

LXXX Corps

5522: LXXX Corps HQ

5626: 210mm 8VW/7A NW Bn.

5727: 300mm 8VW/7A NW Bn.

6229: Lhr/8VW/7A NW Bn.

5928: 2/8VW/7A NW Bn.

212th VG Div

Eliminated Units: 212/Rec/212 Inf Co., Fus/212 Inf Bn., 1212/212 StG

Co.
Div: 212/212 Pio Co. (-1), 212/212 AT Co.
5726: 212th VG Div HQ
5627: II/212/212 Art Bn.
5828: III/212/212 Art Bn.
6029: I/320/212 Inf Bn. (-1)
5830: II/320/212 Inf Bn. (-2)
5729: I/316/212 Inf Bn. (-1)
5629: II/316/212 Inf Bn. (-1)
5628: I/423/212 Inf Bn. (-2)
5527: II/423/212 Inf Bn. (-1)

276th VG Div

Eliminated Units: Fus/276 Inf Bn.
Div: 276/276 Pio Co. (-1), 1276/276 AT Co.
4721: 276th VG Div HQ
5224: II/1276/276 Art Bn.
4723: III/1276/276 Art Bn.
4825: I/986/276 Inf Bn. (-1)
4725: II/986/276 Inf Bn. (-2)
5226: I/987/276 Inf Bn. (-1)
5427: II/987/276 Inf Bn. (-1)
5125: I/988/276 Inf Bn. (-1)
4925: II/988/276 Inf Bn. (-1)

LXXXV Corps

4115: LXXXV Corps HQ
5322: IV/406/7A Art Bn.
5421: VI/406/7A Art Bn.
4723: III/408/7A Art Bn.
5727: IV/408/7A Art Bn.
5723: V/408/7A Art Bn.
5624: VI/408/7A Art Bn.

352nd VG Div

Eliminated Units: II/916/352 Inf Bn., 352/Fus/352 Inf Bn., 352/352 Het Co.
Div: 352/352 Pio Co. (-1), 352/352 AT Co.
4322: 352nd VG Div HQ
4424: 352/352 Art Rgt (2 Bn.'s)
4224: I/916 /352 Inf Bn. (-1)
4225: I/915/352 Inf Bn. (-1)
4226: II/915/352 Inf Bn. (-1)
4426: I/914/352 Inf Bn. (-1)
4525: II/914/352 Inf Bn. (-1)

79th VG Div

Div: Fus/79 Inf Bn. (-1), 179/79 Pio Co.
4321: 79th VG Div HQ
3920: II/179/79 Art Bn.
4121: III/179 /79 Art Bn.
3822: I/212/79 Inf Bn.
3721: II/212/79 Inf Bn.
4023: I/208/79 Inf Bn. (-1)
4123: II/208/79 Inf Bn. (-1)
4022: I/226/79 Inf Bn. (-1)
3922: II/226/79 Inf Bn.

LIII Corps

3318: LIII Corps HQ, III/406/7A Art Bn.

2917: V/406/7A Art Bn.
3318 (2): 21/18VW/7A NW Bn., 22/18VW/7A NW Bn.
3017 (3): 84/7VW/5P NW BN., 83/7VW/5P NW Bn., 300mm 7VW/5P NW Bn.

5th Fj Div

Eliminated Units: Erst/5Fj Inf Bn., 11/5Fj StG Co.
Div: 5/5Fj AT Co. (-1), 5/5Fj Pio Co. (-1), 5/5Fj Hvy Flak Co., 5/Fus/5Fj Para Inf Co. (-1)
2818: 5th Fj Div HQ
2718: I/5/5FJ Art Bn., III/5/5FJ Art Bn.
2620: I/13/5Fj Para Inf Bn. (-1)
2621: II/13/5Fj Para Inf Bn. (-1), III/13/5Fj Para Inf Bn. (-2)
2418: I/14/5Fj Para Inf Bn. (-1)
2519: II/14/5Fj Para Inf Bn. (-2), III/15/5Fj Para Inf Bn. (-1)
2419: III/14/5Fj Para Inf Bn. (-1)
2520: I/15/5Fj Para Inf Bn. (-1), II/15/5Fj Para Inf Bn. (-1)

104/15 PzG BG

2821: I/104/15PG Mot Inf Bn. (-1), II/104/15PG Mot Inf Bn. (-2)
2720: III/104/15PG Mot Inf Bn., 1 x JpIV BU Co.
2819: 104/II/33/5PG Art Bn.

Führer Grenadier Bde

BU Box: 1/101/FG PzV Bn. (-1)
3118: FG Bde HQ, FG/FG Art Bn.
2920: 929/zbV/FG Inf Bn. (-1), 911/FG StG Bn. (-2)
3021: Gren/99/FG Mot Inf Bn. (-1), 1124/FG Mot AT Co., 1 x MkV BU Co.
3121: Fus/99/FG PzG Bn. (-2), Auf/1124/FG Recon Co., 1 x MkV BU Co.
Attached:
3221: I/36/9 Inf Bn. (-2), I/101/FG JIV Co.
3320: II/36/9 Inf Bn., I/101/FG StG Co.

9th VG Div

Div: 9/9 Pio Co.
3718: 9th VG Div HQ
4107: II/9/9 Art Bn.
4109: III/9/9 Art Bn.
4012: I/57/9 Inf Bn.
4013: II/57/9 Inf Bn.
3621: I/116/9 Inf Bn., 9/9 AT Co.
3521: II/116/9 Inf Bn., Fus/9 Inf Co.
3421: 9/Rec/9 Inf Bn.

5th Panzer Army

SE4413: 5th Pz Army HQ
SE1907/1908: Completed Hvy Bridge

NE3230/33030: Completed Hvy Bridge
NE3326/3226: Completed Hvy Bridge
SE5013: 1094/10955P Art Bn., 1099/11191121/5P Art Bn.
SE4912: 25/975/460/5P Art Bn.
SE4915: 766/VI/5P Art Bn.

XLVII Panzer Corps

SE1309: XLVII PzK HQ, Ldr vLuettwitz, Ldr Manteuffel
SE1309 (2): 2 x Hvy Bridge (mobile side)

Lehr Pz Div

SW6413: Lehr Pz Div HQ
SW6314: 1/vFall/Lehr hybrid Co., II/130/vFall/Lehr Mot Pio Co.
SW6013: 2/vFall/Lehr hybrid Co.
SW6212: II/130/vFall/Lehr Art Bn.
SE1118: 1/vPors/Lehr hybrid Co. (-1), 1/130 /vPors/Lehr PzG Pio Co.
SW6515: 2/vPors/Lehr hybrid Co. (-1)
SW6817: 3/vPors/Lehr hybrid Co., II/902/vPors/Lehr Mot Inf Bn. (-1)
SW6915: I/130/vPors/Lehr SPA Bn.

26th VG Div

Div: 26/26 AT Co.
SE2411: 26th VG Div HQ, Ldr Kokott, IV/26/26 Art Bn.
SE1813: II/26/26 Art Bn.
SE2614: III/26/26 Art Bn.
SE1915: I/39/26 Inf Bn. (-1)
SE1914: II/39/26 Inf Bn. (-2)
SE2012: I/77/26 Inf Bn. (-2), 559/Lehr JIV Co.
SE2212: II/77/26 Inf Bn. (-1)
SE2415: I/78/26 Inf Bn. (-1), 559/Lehr JpV Co.
SE2413: II/78/26 Inf Bn. (-1)
SE1814: Fus/Kunkel/26 Inf Bn. (-2), 26/26 Het Co.
SE2312: 26/26 Pio Co. (-1), 130/Lehr AT Co.
KG Haus BG
SE2417: 1/Haus/Lehr hybrid Co. (-1), 2/Haus/Lehr hybrid Co. (-1)
SE2416: 3/Haus/Lehr hybrid Co. (-1), II/901/Haus/Lehr Mot Inf Bn. (-2)
SE2617: III/130/Haus/Lehr Art Bn.

Führer Begleit Bde

SE1414: Führer Begleit (FB) Bde HQ, FBx/FB Art Bn.
SE1515: I/17/FB PzIV Co. (-1), I/Gren/FB PzG Bn. (-1), 120/FB PzG Pio Co.
SE1615: I/17/FB StG Co. (-1), II/Gren/FB Mot Inf Bn. (-1)
SE1514: Auf/FB Recon Co., 828/zbV/FB Inf Bn. (-2)
SE1614: 928/zbV/FB Inf Bn. (-1),

200/FB StG Bn. (-1)

XXXIX Pz Corps

SE2814: XXXIX Pz Corps HQ
SE3707: 300mm 15VW/5P NW Bn.,
210mm 15VW/5P NW Bn.
SE2611 (1): 55/15VW/5P NW Bn.,
65/15VW/5P NW Bn.
SE4915: 766/VI/5P Art Bn.
SE2409 (1): 766/5P Art Bde {4
Bn.'s}
SE4911: 401/VI/5P Art Bn.
SE2712 (1): 401/5P Art Bde {3
Bn.'s}
SE3410: 501ss/6P Art Bn.

3rd PzG Div

Eliminated Units: 2/103/3PG hybrid
Co., 103 StG Co.
SE2210: 3rd PzG Div HQ
SE1613: 1/103/3PG hybrid Co. (-1),
3/103/3PG hybrid Co. (-1)
SE1512: 1/3/103/3PG PzG Pio Co.,
1/3/103/3PG Art Bn.
SE1412: 1/29/3PG Mot Inf Bn.,
3/3PG Mot AT Co.
SE1511: II/29/3PG Inf Bn. (-1),
2/3/29/3PG Mot Pio Co.
SE1611: III/3/29/3PG Art Bn.
SE1811: I/8/3PG Mot Inf Bn. (-1)
SE1910: II/8/3PG Mot Inf Bn. (-1)
SE1711: III/8/3PG Mot Inf Bn. (-1),
Res/3PG JIV Co. (-1)
SE2109: II/3/8/3PG Art Bn.
SE2010: Auf/103/3PG Recon Bn. (-
1)

15th PzG Div

Eliminated Units: 2/Mauk/15PG
hybrid Co., 3/Mauk/15PG hybrid Co.
Res/15PG StG Co.
SE1213: 15th PzG Div HQ
SE1317: II/115/15PG Mot Inf Bn. (-
1), Auf/115/15PG Recon Bn. (-1),
33/15PG Mot AT Co.
SE1417: I/115/15PG Mot Inf Bn. (-1),
Res/15PG JIV Co. (-1), 2/33/15PG
Mot Pio Co.
SE1715: 1/Mauk/15PG hybrid Co. (-
1). 1/33/Mauk/15PG PzG Pio Co.
SE1713: I/33/Mauk/15PG Art Bn.
SE1315: III/33/15PG Art Bn.

167th VG Div

SE3113 (3): All units {13 units}

NORTHERN GROUP

2nd Pz Div

Eliminated Units: 1/Coch/2P hybrid
Co., 2/Coch/2P hybrid Co.,
3/Coch/2P hybrid Co., 1/38/Coch/2P
PzG Pio Co., 1/74/Coch/2P SPA Bn.,
2Auf.VBohm Recon Bn. Gutt/2P
JpIV Co.
SW5908: 2nd Pz Div HQ, Ldr v

Lchrt, II/74/Gutt Art Bn.

SW5607: Gutt/2P PzV Co.,
1/2/Gutt/2P Mot Inf Bn. (-2)
SW5707: Holt/2P PzIV Co. (-1),
3/38/2P Mot Pio Co.
SW5708: I/394/Holt/2P Bicycle Bn.
(-1), Holt/2P StG Co. (-1)
SW5709: II/2/Holt/2P Mot Inf Bn. (-
1), 2/38/Holt/2P Mot Pio Co.
SW5809: III/74/Holt/2P Art Bn.
SW5910: 207/5A Move Pio Bn. (-1),
38/2P AT Co.

LVIII Pz Corps

SE1603: LVIII Pz Corps HQ, Ldr
Krueger, 600/5P Mot Pio Bn.
SE1603 (1) [2]: 210mm 7VW/5P
NW Bn., 16VW/5P NW Bde {4 Bn.'s}

116th Pz Div

Eliminated Units: 1/Zand/116P
hybrid Co., Bayer/116P JIV Co.,
Voght/116P IV Co., 2/Bayer/116P
hybrid Co.,
SW6901: 116th Pz Div HQ
SW6601: 1/Bayer/116P hybrid Co. (-
1), 3/Bayer/116P hybrid Co. (-1),
1/675/Bayer/116P PzG Pio Co.
SW6702: I/146/Bayer/116P SPA Bn.
NE1032: I/156/Voght/116P Mot Inf
Bn. (-1), 228/116P Mot AT Co.
NE1131: II/156/Voght/116P Inf Bn.
(-1), Res/116P JpIV Co. (-1)
NW6733: Steph/116P Recon Bn. (-
1), 2/Zand/116P hybrid Co. (-1)
NE1133: III/146/Voght/116P Art Bn.
NE1231: 3/675/Voght/116P Mot Pio
Co., Res/116P StG Co.
NW6932: 3/Zand/116P hybrid Co. (-
1), 2/675/Zand/116P Mot Pio Co.
SE6901: II/146/Zand/116P Art Bn.

9th Pz Div

SW6005: 9th Pz Div HQ
SW6502: 11/9P StG Co., 2/86/11/9P
Mot Pio Co.
SW6402: I/11/9P bicycle Bn. (-1),
II/11/9P Mot Inf Bn. (-1), 11/9P IV
Co. (-1)
SW6404: III/102/11/9P Art Bn.
SW6102: Ding/9P V Co.,
3/86/Ding/9P Mot Pio Co.,
1/10/Ding/9P Mot Inf Bn. (-1)
SW6202: Ding/9P JpIV Co. (-1)
SW6204: II/102/Ding/9P Art Bn.
SW5804: 1/33/9P hybrid Co., 50/9P
Mot AT Co.
SW5703: 2/33/9P hybrid Co. (-1),
301/9P VI Co.
SW5605: 3/33/9P hybrid Co.,
1/86/33/9P PzG Pio Co.
SW5805: I/102/33/9P SPA Bn.
SW6003: Auf/60/9P Recon Bn.

560th VG Div

Eliminated Units: Fus/1560/560 Inf
Bn.

NE1531: 560th VG Div HQ,
III/1560/560 Art Bn.
NE1529: 1128/560 Inf Rgt {2 Bn.'s}
(-3), 1560/560 AT Co.
NE1430: 1129/560 Inf Rgt {2 Bn.'s}
(-3), 1560/560 Pio Co. (-1)
NE1330: 1130/560 Inf Rgt {2 Bn.'s}
(-3), 1560/560 Het Co.
NE1731: II/1560/560 Art Bn.

6th Pz Army

NE4430: 6th Pz Army HQ, Ldr
Dietrich, 506/6P Pz Bn. {2 Co.'s}
NE3330: 502ss/6P Art Bn.
NE3326/3227: Completed Hvy
Bridge
NE3230/3330: Completed Hvy
Bridge
NE4425 (5): 388/6P Art Bde {4
Bn.'s}
**The following units may be placed
anywhere in the LXVI or LXVII
Corps ZOP:**
683/6P Mot AT Bn.
2 x Mot Hvy AT Co.'s
253/6P Mot Pio Bn.
902/6P StG Co.
519/6P StG Co., 519/6P JpV Co.
9VW/6P Art Bde {4 Bn.'s}
2 x 210mm 4VW/6P NW Bn.

II SS Pz Corps

SE3403: IISS Pz Corps HQ
NE2530: 73/6P Mot Pio Bn. (-1)
NE2630: 62/6P Mot Pio Bn. (-1)
NE2530 (1): 2 x Hvy Bridges (mobile
side)
**The following units may be placed
anywhere in the II SS Pz Corps
ZOP:** 51/4VW/6P NW Bn.,
53/4VW/6P NW Bn.

2nd SS Pz Div

Eliminated Units: Wisy/2ss JpIV Co.
NE1933: 2nd SS Pz Div HQ
NE2030: 1/Ensel/2ss hybrid Co. (-1),
4/Ensel/2ss hybrid Co. (-1)
NE2229: 2/Ensel/2ss hybrid Co. (-1),
1/2/Ensel/2ss PzG Pio Co.
NE2328: 3/Ensel/2ss hybrid Co. (-1),
1/4ss/Wisy/2ss Mot Inf Bn. (-2)
NE2329: I/2ss/Ensel/2ss SPA Bn.
NE2129: Wisy/2ss PzV Co.,
II/4ss/Wisy/2ss Mot Inf Bn. (-1)
NE2130: 508/Wisy NW Bn.
NE2327: I/3/Weid/2ss Mot Inf Bn. (-
1), Weid/2ss StG Co. (-1)
NE2527: II/3/Weid/2ss Mot Inf Bn. (-
1), Weid/2ss IV Co. (-1)
NE2427: III/3/Weid/2ss Mot Inf Bn.,
3/2/Weid/2ss Mot Pio Co.
NE2528: III/2ss/Weid/2ss Art Bn.
NE1630: 2/Auf/Krag/2ss Recon Bn.

(-1), Krag JpIV Co., 2/2/Krag/2ss
Mot Pio Co.
NE1731: II/2/Krag/2ss Art Bn.

12th SS Pz Div

Eliminated Units: 1/Kuhl/12ss
hybrid Co., 1/12/Kuhl/12ss PzG Pio
Co., 1/12/Kuhl/12ss SPA Bn.,
3/Kuhl/12ss hybrid Co., 2/Kuhl/12ss
hybrid Co., 4/Kuhl/12ss hybrid Co.,
1/560/Kuhl/12ss JpV Co.,
3/12/Krause/12ss Mot Pio Co.,
560/Muller/12ss JpIV Co.,
Muller/12ss JpIV Co.

NE1832: 12th SS Pz Div HQ (-1)

NE1630: I/25/Muller/12ss Mot Inf Bn.
(-1)

NE1729: II/25/Muller/12ss Mot Inf
Bn. (-1), III/25/Muller/12ss Inf Bn. (-
2), 2/12/Muller/12ss Mot Pio Co.

NE1831: II/12/Muller/12ss Art Bn.

NE1832: IV/Krause/12ss NW Bn.

NE1833: III/12/Krause/12ss Art Bn.

NE2132: I/26/Krause/12ss Mot Inf
Bn. (-1), 1 x PzV BU Co.

NE2033: II/26/Krause/12ss Mot Inf
Bn. (-1), 1 x PzIV BU Co.

NE1929: 12Auf/Brem/12ss Recon
Bn. (-1)

ISS Pz Corps

NE3333: I SS Pz Corps HQ

NE3329 (5): III/402/6P Art. Bn.,
IV/402/6P Art Bn., V/402/6P Art Bn.

9th SS Pz Div

Eliminated Units: 3/Telk/9ss hybrid
Co.

NE2729: 9th SS Pz Div HQ

NE2525: 4/Telk/9ss hybrid Co. (-1),
1/Telk/9ss hybrid Co. (-1)

NE2626: 1/9/Telk/9ss PzG Pio Co.,
2/Telk/9ss hybrid Co. (-1)

NE2627: I/9ssTelk/9ss SPA Bn.

NE2825: I/9/Zoll/9ss PzIV Co. (-1),
II/19/Zoll/9ss Mot Inf Bn. (-1),
III/19/Zoll/9ss Mot Inf Bn. (-1)

NE2924: I/19/Zoll/9ss Mot Inf Bn. (-
1), I/9/Zoll/9ss StG Co. (-1)

NE2729: 9/Auf/9ss Recon Bn.

NE2927: 3/9/Zoll/9ss Mot Pio Co.,
III/9ss/Zoll/9ss Art Bn.

NE2724: II/20/Geiger/9ss Mot Inf Bn.
(-1), Geiger/9ss JIV Co. (-1)

NE2625: I/20/Geiger/9ss Mot Inf Bn.
(-1), 1 x JpIV BU Co.

NE2827: 2/9/Geiger/9ss Mot Pio Co.
II/9ss/Geiger/9ss Art Bn.

NE2725: 502/Geiger/9ss NW Bn.

1st SS Pz Div

**All units within two hexes of
NE3330:**

1st SS Pz Div HQ

1/1/Sand/1ss Mot Pio Co.

I/2/Sand/1ss Mot Inf Bn. (-2)

II/2/Sand/1ss Mot Inf Bn. (-2)

III/1/Sand/1ss Art Bn.

IV/1ss/Hans/1ss NW Bn.

1/Hans/1ss Inf Rgt {3 Bn.'s} (-5)

2/501ss/Peiper/1ss PzVIb Co.

Hans/1ss JpIV Co. (-1)

II/1/Hans/1ss SPA Bn.

2 x PzIV BU Co.'s

**All remaining units are eliminated,
they may not be reconstituted.**

LXVI Corps

NE4129: LXVI Corps HQ

NE3427: Hvy Bridge (Mobile side)

62nd VG Div

Eliminated Units: 1162/62 Het Co.

NE3324: 62nd VG Div HQ (-1)

NE3425: II/162/62 Art Bn.

NE3325: III/162/62 Art Bn.

All remaining units set up in any of
the following hexes (stacking limits
apply): NE3024, NE3123, NE3223,
NE3323, and NE3423.

164/62 Inf Rgt {2 Bn.'s} (-3)

183/62 Inf Rgt {2 Bn.'s} (-1)

190/62 Inf Rgt {2 Bn.'s} (-2)

162/Fus/62 Inf Bn. (-2)

162/62 AT Co.

162/62 Pio Co. (-1)

18th VG Div

Div: 1818/18 Het Co., 1818/18 AT
Co., 244/18 StG Co. (-1), 1818/18
Pio Co. (-1)

NE4026: 18th VG Div HQ (-1)

NE3722: I/293/18 Inf Bn. (-2)

NE3822: II/293/18 Inf Bn. (-2),

NE3823: 18/Fus/18 Inf Bn. (-2)

NE3921: I/294/18 Inf Bn. (-1)

NE4022: II/294/18 Inf Bn. (-1)

NE3622: I/295/18 Inf Bn.

NE3522: II/295/18 Inf Bn. (-1)

NE3824: II/1818/18 Art Bn.

NE3624: III/1818/18 Art Bn.

LXVII Corps

NE4725: LXVII Corps HQ

3rd Fj Div

Div: 3/3Fj AT Co. (-1), 3/3Fj Pio Co.
(-1), 3/3Fj Hvy Flak Co.

NE4423: 3rd Fj Div HQ, 3/I/3Fj Art
Bn.

NE4924: 3/III/3Fj Art Bn.

NE4121: Erst/3Fj Inf Bn., I/5/3Fj

Para Inf Bn. (-2)

NE4221: II/5/3Fj Para Inf Bn. (-1)

NE4421: III/5/3Fj Para Inf Bn. (-1)

NE4822: I/8/3Fj Para Inf Bn. (-1)

NE4621: II/8/3Fj Para Inf Bn. (-1)

NE4721: III/8/3Fj Para Inf Bn.

NE5022: II/9/3Fj Para Inf Bn. (-1),

I/9/3Fj Para Inf Bn.

NE4921: III/9/3Fj Para Inf Bn. (-1)

12th VG Div

Eliminated Units: 12/12 StG Co.,
Fus/12 Inf Bn.

**All the below units enter as a
reinforcements on Dec 28 AM GT**
(all hexes are on the NE map).

12th VG Div HQ (-1)

27/12 Inf Rgt {2 Bn.'s} (-3)

48/12 Inf Rgt {2 Bn.'s} (-4)

89/12 Inf Rgt {2 Bn.'s} (-3)

12/12 AT Co.

12/12 Art Rgt {2 Bn.'s}

12/12 Pio Co. (-1)

Allied Set Up 28 Dec Scenario Group

NORTHERN GROUP

Important: Units listed under a HQ
are attached to that formation.

1st US Army

**All units are placed in anywhere
in 1st Army ZOP.**

49/1A CE Bn. 148/1A CE Bn.

164/1A CE Bn. 203/1A CE Bn.

294/1A CE Bn. 298/1A CE Bn.

348/1A CE Bn.

V Corps

All units are on NE map.

4105: Vth Corps HQ

**All the below units are placed
within 5 hexes of NE4716**

176/III FA Bn. 190/V FA Bn.

200/V FA Bn. 272/V FA Bn.

941/V FA Bn. 953/V FA Bn.

955/V FA Bn. 997/V FA Bn.

87C/V FA Bn.

1st Inf Div

All units are on NE map.

Div: 202/V CE Bn., 254/V CE Bn.,
745/1 Tk Bn. (-1), 703/1 TD Bn. (-1),
634/1 TD Bn. (-1), 1/1 CE Bn.

4417: 1st Inf Div HQ, 1/1 Recon Co.

4516: 5/1 FA Bn.

4918: 7/1 FA Bn.

4717: 32/1 FA Bn.

4218: 33/1 FA Bn.

4119: 1/16/1 Inf Bn.

4419: 2/16/1 Inf Bn.

4319: 3/16/1 Inf Bn.

4820: 1/18/1 Inf Bn. (-1)

4719: 2/18/1 Inf Bn.

4619: 3/18/1 Inf Bn. (-1)

5021: 1/26/1 Inf Bn.

4920: 2/26/1 Inf Bn. (-2), 3/26/1 Inf

Bn. (-1)

XVIII AB Corps

NE2218: XVIII Corps HQ

NE1527: 509/XVIII Para Inf Bn.
NE1425: 1/517/XVIII Para Inf Bn. (-1), 2/517/XVIII Para Inf Bn. (-1)
NE1524: 3/517/XVIII Para Inf Bn. (-1)

All the below units are placed in anywhere in XVIII Corps ZOP.

153/1A FA Bn. 266/1A FA Bn.
268/1A FA Bn. 551/XVIII FA Bn.
79/XVIII FA Bn. 86C/XVIII FA Bn.
187/XVIII FA Bn. 240/XVIII FA Bn.
254/XVIII FA Bn. 259/XVIII FA Bn.
264/XVIII FA Bn. 400/XVIII AFA Bn.
980/III FA Bn. 51/V CE Bn. (-1)
296/V CE Bn. 300/1A CE Bn.

30th Inf Div

All units are on NE map.

Div: 743/30 Tk Bn. (-1), 823/30 TD Bn. (-1), 105/30 CE Bn. 825/1A AT Bn. (-1), 291/V CE Bn., 61/1A CE Bn.
3618: 30th Inf Div HQ, 30/30 Recon Co.
3520: 230/30 FA Bn., 197/30 FA Bn.
3518: 113/30 FA Bn.
3819: 118/30 FA Bn.
3621: 1/117/30 Inf Bn. (-1), 3/117/30 Inf Bn. (-1)
3721: 2/117/30 Inf Bn. (-1)
3422: 1/119/30 Inf Bn.
3322: 2/119/30 Inf Bn. (-1)
3521: 3/119/30 Inf Bn.
3820: 1/120/30 Inf Bn. (-1)
3920: 2/120/30 Inf Bn.
3821: 3/120/30 Inf Bn.
4020: 526/1A Arm Inf Bn. (-2), 99/1A Inf Bn. (-1)

82nd AB Div

All units are on NE map.

Div: 307/82AB Para Eng Bn., 628/V TD Bn. (-1), 740/30 TK Bn. (-2)
2422: 82nd AB Div HQ, Ldr Gavin
2425: 1/504/82AB Para Inf Bn. (-1)
2524: 2/504/82AB Para Inf Bn.
2325: 3/504/82AB Para Inf Bn. (-1)
2923: 1/505/82AB Para Inf Bn. (-1)
3122: 2/505/82AB Para Inf Bn.
3023: 3/505/82AB Para Inf Bn. (-1)
2824: 1/508/82AB Para Inf Bn.
2424: 2/508/82AB Para Inf Bn. (-1)
2723: 3/508/82AB Para Inf Bn. (-1)
2227: 1/325/82AB Glider Inf Bn. (-1), 2/325/82AB Glider Inf Bn. (-1)
2326: 2/401/82AB Glider Inf Bn.
2523: 319/82AB FA Bn.
2623: 320/82AB FA Bn.
3021: 456/82AB FA Bn.
2324: 376/82AB FA Bn.

7th Arm Div

All units are on NE map.

Eliminated Units: 3/CCA/7A hybrid

Co., 3/CCB/7A hybrid Co.,
2/CCR/7A hybrid Co., 3/CCR/7A hybrid Co.

Div: 87/7A Recon Bn. (-2), 814/7A TD Bn. (-1), 33/7A Arm Eng Bn. (-1)
2222: 7 Arm Div HQ, Ldr Hasbrck
2225: 434/7A AFA Bn.
1925: 440/7A AFA Bn.
2125: 489/7A AFA Bn.
2127: 1/CCA/7A hybrid Co. (-1), 2/CCA/7A hybrid Co. (-1)
2028: 1/CCB/7A hybrid Co. (-1), 2/CCB/7A hybrid Co. (-1)
2126: 1/CCR/7A hybrid Co. (-1)
1629: 1/289/75 Inf Bn.
1829: 2/289/75 Inf Bn.
1928: 3/289/75 Inf Bn.
1726: 899/75 FA Bn.

106th Inf Div

All units are on NE map.

Eliminated Units: All units assigned to the 106th Div that are not shown below are eliminated. They may not be reconstituted.
2116 (1): 106th Inf Div HQ, 424/106 Inf Rgt (-4), 592/106 FA Bn., 820/106 AT Bn. (-2), 81/106 CE Bn. (-2)
1823 (1): 112/28 Inf Rgt (-4), 229/28 FA Bn.

CCB/9A BG

2216 (1): CCB/9A {3 hybrid Co.'s} (-4), 16/9A AFA Bn.

VII Corps

NW6322: VII Corps HQ. Ldr Collins
All the below units are placed in anywhere in VII Corps ZOP.
183/VII FA Bn. 195/VII FA Bn.
188/VII FA Bn. 981/VII FA Bn.
193/VII FA Bn. 951/VII FA Bn.
991/VII AFA Bn. 172/VII FA Bn.
191/VII FA Bn. 666/VII FA Bn.
957/VII FA Bn. 83C/VII FA Bn.
207/VII CE Bn. 237/VII CF Bn.
238/VII CE Bn. 297/VII CE Bn.
629/VII TD Bn. 773/VII TD Bn.
759/VII Lt Tk Bn. 738/VII Tk Bn.

3rd Arm Div

All units are on NE map.

Div: 23/3A Arm Eng Bn. (-1), 643/3A AT Bn. (-1), 83/3A Recon Bn. (-1)
1224: 3rd Arm Div HQ, Ldr Rose
1528: 1/CCA/3A hybrid Co., 2/CCA/3A hybrid Co. (-1)
1428: 3/CCA/3A hybrid Co., 551/XVIII Para Inf Bn. (-1)
1126: 391/3A AFA Bn.
1227: 1/CCB/3A hybrid Co. (-1), 3/CCB/3A hybrid Co. (-1)
1325: 2/CCB/3A hybrid Co., 54/3A AFA Bn.

1028: 67/3A AFA Bn., 1/32/3A Lt Tk Bn.

1328: 1/CCR /3A hybrid Co. (-2), 1/33/3A Lt Tk Bn. (-1)

1229: 2/CCR/3A hybrid Co. (-1), 2/290/75 Inf Bn.

1129: 3/CCR/3A hybrid Co. (-1), 1/290/75 Inf Bn.

1128: 3/290/75 Inf Bn.

1127: 898/75 FA Bn.

2nd Arm Div

All units are on NW map.

Div: 82/2A Recon Bn. (-1), 702/3A TD Bn. (-1), 17/3A Arm Eng Bn.
5226 (2): 2nd Arm Div HQ, Ldr Harmon, CCA/2A {3 hybrid Co.'s} (-2), CCB/2A {3 hybrid Co.'s} (-2), 14/3A AFA Bn., 78/3A AFA Bn., 92/3A AFA Bn. 1/66/3A Lt Tk Bn. (-1), 1/67/3A Lt Tk Bn. (-1)

75th Inf Div

All units are on NW map.

6924 (1): 75th Inf Div HQ, 75/75 Recon Co., 291/75 Inf Rgt {3 Bn.'s}, 730/75 FA Bn., 897/75 FA Bn., 750/75 Tk Bn., 772/75 AT Bn., 275/75 CE Bn.

84th Inf Div

Div: 771/84 Tk Bn. (-1), 309/84 CE Bn. 638/84 TD Bn.

NW6432: 84th Inf Div HQ

NE6101: 84/84 Recon Co.

NW6831: 1/333/84 Inf Bn. (-1)

NE1030: 2/333/84 Inf Bn.

NW6930: 3/333/84 Inf Bn.

NW6333: 1/334/84 Inf Bn.

NW6433: 2/334/84 Inf Bn. (-1)

NW6234: 3/334/84 Inf Bn.

NW6632: 1/335/84 Inf Bn. (-1)

NW6532: 2/335/84 Inf Bn.

NW6731: 3/335/84 Inf Bn.

NW6929: 325/84 FA Bn.

NW6431: 326/84 FA Bn.

NW6430: 327/84 FA Bn.

NW6232: 909/84 FA Bn.

4th Cav Group

NW5932: 87/VII AFA Bn.

SW6101: 24/VII Recon Bn., 1 x M5 Bu Co.

SW6002: 635/4Cav AT Bn., 1 x M5 BU Co.

SW5902: 4/VII Recon Bn., 1 x M5 BU Co.

83rd Inf Div

Div: 308/83 CE Bn., 772/83 TD Bn., 83/83 Recon Co.

SW5102: 83rd Inf Div HQ

SW5603: 1/329/83 Inf Bn.

SW5702: 2/329/83 Inf Bn.

SW5803: 3/329/83 Inf Bn.
SW5503: 1/330/83 Inf Bn.
SW5504: 2/330/83 Inf Bn., 3/330/83 Inf Bn.
SW5406: 1/331/83 Inf Bn.
SW5505: 2/331/83 Inf Bn.
SW5506: 3/331/83 Inf Bn.
SW5501: 322/83 FA Bn.
SW5403: 323/83 FA Bn.
SW5203: 324/83 FA Bn.
NW5733: 908/83 FA Bn.
SW5305: 774/83 Tk Bn.

XXX Corps

Units not Released

NE1703 (5): British 51st Inf Div {17 units}, 33rd Arm Bde {3 units}
NW6011 (5): British 43rd Inf Div {17 units}, 34th Arm Bde {3 Bn.'s}
NW4013 (7): British Gds Arm Div {14 units}
NW4128 (3): British 6GT Bde {3 Bn.'s}.
SW3501 (7): 6th AB {14 units}

Units Released:

NW4128 (7): British 53rd Inf Div {14 units} (minus 160/53 Inf Bde), 2HH/XXX Recon Bn.
SW3804 (2): British 29th Arm Bde {4 Bn.'s}. Bde has been released as per WAR 9.2.4.

SOUTHERN GROUP

COMZ:

Units are set up south of the line SW3501 to SW2401 and west of Meuse River.
342/CZ Const Eng Rgt, 366/CZ Const Eng Rgt, 392/CZ Const Eng Rgt, 351/CZ Const Eng Rgt, 1313/CZ Const Eng Rgt, 341/CZ Const Eng Rgt, 1303/CZ Const Eng Rgt, 1306/CZ Const Eng Rgt, 1308/CZ Const Eng Rgt
SW5510: 118/VII Inf Rgt {3 Bn.'s}

US 3rd Army

SW5221 (10): French 20/CZ Inf Rgt {2 Bn.'s}, 6/2/CZ Inf Bn., 12/30/CZ Inf Bn., 106/CZ Inf Rgt {2 Bn.'s}

VIII Corps

All units are on SW map.

6725: VIII Corps HQ
5714: 1/29/CZ Inf Bn.
5816: 2/29/CZ Inf Bn.
5613: 3/29/CZ Inf Bn.
5615: 115/CZ FA Bn.
5716: 35/VIII CE Bn., 58/VIII AFA Bn.
6823: 81/VIII FA Bn.
5823: 174/VIII FA Bn.

28th Inf Div

All units are on SW map.

All units not listed below are eliminated and may not be reconstituted.
6320: 28th Inf Div HQ, 108/28 FA Bn.
6519: 1/109/28 Inf Bn., 1 x AT BU Co.
6620: 2/109/28 Inf Bn., 28/28 Recon Bn.
6318: 3/109/28 Inf Bn., 1 x M10 BU Co.
6420: 107/28 FA Bn.

11th Arm Div

West of the Meuse River, within 6 hexes of SW4133: 11th Arm Div {16 units}

III Corps

SE2433: III Corps HQ, Ldr Patton, 188/III CE Bn.
All the below units are placed in anywhere in III Corps ZOP.
696/III AFA Bn. 177/III FA Bn.
179/III FA Bn. 731/III FA Bn.
274/III FA Bn. 3C/III FA Bn.
83/VII AFA Bn. 278/3A FA Bn.
742/III FA Bn. 762/III FA Bn.
776/III FA Bn. 777/III FA Bn.

6th Cav Group

SW6820: 1278/1A CE Bn. (-1)
SE1120: 28/III Recon Bn. (-1), 807/6Cav AT Bn. (-1)
SE1319: 178/III CE Bn., 1 x Recon BU Co.
SE1518: 1 x Recon BU Co., 1 x M18 BU Co.
SE1421: 241/XII FA Bn.

9th Arm Div

All units are on SE map.
BU Box: 89/9A Recon Bn. (-2), 811/9A TD Bn. (-2), 9/9A Arm Eng Bn. (-2)

All units not listed below are eliminated and may not be reconstituted.

1621: 9th Arm Div HQ
1719: 3/9A AFA Bn.
1717: 1/CCA/9A hybrid Co. (-1), 249/III CE Bn.
1916: 2/CCA/9A hybrid Co. (-1), 3/CCA/9A hybrid Co. (-1), 1 x Arm Eng BU Co.

6th Arm Div

SE2227 (3): 6th Arm Div {17 units}

4th Arm Div

All units are on SE map.
BU Box: 704/4A TD Bn. (-1), 25/4A Recon Bn. (-1)
2022: 4th Arm Div HQ, Ldr Gaffey

2218: 1/CCA/4A hybrid Co. (-1), 2/CCA/4A hybrid Co. (-1), 1 x M18 BU Co.
2317: 3/CCA/4A hybrid Co. (-1), 3/318/80 Inf Bn. (-1)
1919: 22/4A AFA Bn.
2220: 1/CCB/4A hybrid Co. (-1)
1918: 2/CCB/4A hybrid Co. (-1), 1 x Recon BU Co.
2119: 3/CCB/4A hybrid Co. (-1), 2/318/80 Inf Bn. (1)
2117: 94/4A AFA Bn.
2315: 1/CCR/4A hybrid Co. (-1)
2016: 2/CCR/4A hybrid Co. (-1)
2316: 3/CCR/4A hybrid Co.3 (-1)
2118: 66/4A AFA Bn.
1920: 2/4A Arm Eng Bn. (-1)
2221: 1 x Recon BU Co., 1 x M18 BU Co.

101st AB Div

All units are on SE map.

BU Box: 705/101AB TD Bn. (-1)
2216: 101st AB Div HQ, Ldr McAuliffe
2315: 1/501/101AB Para Inf Bn. (-1)
2314: 2/501/101AB Para Inf Bn. (-1), 3/501/101AB Para Inf Bn. (-2), 1 x M18 BU Co.
2013: 1/502/101AB Para Inf Bn. (-1), 3/502/101AB Para Inf Bn. (-2), 1 x M18 BU Co.
2113: 2/502/101AB Para Inf Bn. (-1)
2213: 1/506/101AB Para Inf Bn. (-1)
2313: 2/506/101AB Para Inf Bn. (-1), 3/506/101AB Para Inf Bn. (-1)
2016: 1/327/101AB Glider Inf Bn. (-1)
2015: 2/327/101AB Glider Inf Bn. (-1), 2/CCB/10A hybrid Co. (-1)
2014: 1/401/101AB Glider Inf Bn. (-1), 3/CCB/10A hybrid Co. (-1)
2316: 326/101AB CE Bn. (-1)
2214: 377/101AB FA Bn.
2215: 463/101AB FA Bn.
2114: 907/101AB FA Bn.
2216: 321/101AB FA Bn.
2115: 420/10A AFA Bn.
2116: 755/VIII FA Bn., 969/VIII FA Bn.

35th Inf Div

All units are on SE map.

Div: 654/35 Tk Bn. 60/35 CE Bn., 145/III CE Bn.
2324: 35th Inf Div HQ, 35/35 Recon Co.
2318: 1/134/35 Inf Bn. (-1), 3/134/35 Inf Bn.
2319: 2/134/35 Inf Bn.
2420: 1/137/35 Inf Bn., 2/137/35 Inf Bn. (-1)
2421: 3/137/35 Inf Bn.
2721: 1/320/35 Inf Bn.
2521: 2/320/35 Inf Bn.

2622: 3/320/35 Inf Bn.
2423: 161/35 FA Bn.
2221: 216/35 FA Bn.
2222: 219/35 FA Bn.
2323: 127/35 FA Bn.

26th Inf Div

All units are on SE map.

Div: 735/26 Tk Bn., 818/26 TD Bn., 101/26 CE Bn., 183/III C Bn.
2324: 26th Inf Div HQ, 35/35 Recon Co.
3324: 1/328/26 Inf Bn., 2/328/26 Inf Bn.
3425: 3/328/26 Inf Bn.
3122: 1/101/26 Inf Bn. (-1)
2921: 2/101/26 Inf Bn.
3022: 3/101/26 Inf Bn. (-1)
3222: 1/104/26 Inf Bn. (-1)
3321: 2/104/26 Inf Bn. (-1)
3422: 3/104/26 Inf Bn.
3025: 180/26 FA Bn.
3224: 263/26 FA Bn.
2923: 102/26 FA Bn.
2924: 101/26 FA Bn.
2822: 6/III Recon Bn., 1 x AT BU Co.

XII Corps

SE4833: XII Corps HQ

All the below units are placed in anywhere in XII Corps ZOP.

695/XII FA Bn. 802/XII FA Bn.
974/XII FA Bn. 945/XII FA Bn.
255/XII FA Bn. 215/XII FA Bn.
512/XII FA Bn. 752/XII FA Bn.
273/XII FA Bn. 244/XII FA Bn.
276/XII AFA Bn.

80th Inf Div

All units are on SE map.

Div: 702/80 Tk Bn., 610/80 TD Bn.
3826: 80th Inf Div HQ
4024: 1/317/80 Inf Bn. (-1)
4124: 2/317/80 Inf Bn.
3923: 3/317/80 Inf Bn.
3823: 1/318/80 Inf Bn.
3722: 1/319/80 Inf Bn.
3622: 2/319/80 Inf Bn.
3522: 3/319/80 Inf Bn. (-1)
3524: 313/80 FA Bn.
3624: 314/80 FA Bn.
3724: 315/80 FA Bn.
3926: 905/80 FA Bn.
4126: 80/80 Recon Co.
4125: 305/80 CE Bn.

10th Arm Div

All units are on SE map.

Eliminated Units: 1/CCB/10A hybrid Co.
Div: 609/10A TD Bn. (-1), 55/10A Arm Eng Bn. (-1)
4729: 10th Arm Div HQ
4427: 90/10A Recon Bn. (-1)

5027: 1/CCA/10A hybrid Co. (-1)
4827: 2/CCA/10A hybrid Co.
5226: 3/CCA/10A hybrid Co. (-1)
4726: 1/CCR/10A hybrid Co.
4526: 2/CCR/10A hybrid Co.
4627: 3/CCR/10A hybrid Co. (-1)
4927: 419/10A AFA Bn.
4528: 423/10A AFA Bn.

5th Inf Div

All units are on SE map.

Div: 737/5 Tk Bn. (-1), 818/5 TD Bn. (-1), 7/5 CE Bn.
5332: 5th Inf Div HQ
5528: 1/2/5 Inf Bn.
5529: 2/2/5 Inf Bn. (-1)
5428: 3/2/5 Inf Bn. (-1)
5831: 1/10/5 Inf Bn. (-1)
5730: 2/10/5 Inf Bn.
5630: 3/10/5 Inf Bn. (-1)
5227: 1/11/5 Inf Bn.
5228: 2/11/5 Inf Bn. (-1)
5126: 3/11/5 Inf Bn.
5531: 19/5 FA Bn.
5330: 21/5 FA Bn.
5128: 46/5 FA Bn.
5329: 50/5 FA Bn.
5229: 5/5 Recon Co.

4th Inf Div

Not in Play: All units not listed below are not in play.

All units are on SE map.

Div: 70/4 Tk Bn. (-2), 802/4 AT Bn. (-2), 803/4 TD Bn. (-2), 4/4 CE Bn. (-1)
5930: 2/22/4 Inf Bn. (-1)
6031: 3/22/4 Inf Bn. (-1)
6033: 2/12/4 Inf Bn.
6034: 2/8/4 Inf Bn. (-1)
5833: 20/4 FA Bn.
5832: 42/4 AFA Bn.
5732: 29/4 FA Bn.

52.0 CAMPAIGN SCENARIO

This last scenario is the big one; the whole shebang. This scenario puts it all together so the entire first month of the battle can be played. It is long, and all the units are deployed. You need a team for this one.

52.1.0 Scenario Length

Campaign scenarios are based on the two or four map campaign scenarios of each scenario group and differ only in that all four maps are used.

- Players may end any campaign game at the end of any campaign scenario group end date; or,
- Players may play through the end of the Jan 8 Night GT (GT 73).

Example: Players could play the Dec 16 campaign game through the

end of the scenario group two campaign end (Dec 26 Night GT), the end of scenario group three campaign end (Jan 4 Night GT) or the end of the Jan 8 Night GT).

52.2.0 Initial Deployment

Deploy according to the chosen starting date.

Dec 16: WAR 35.0
Dec 21: WAR 47.0
Dec 28: WAR 51.0

- Use the deployment instructions for the campaign start date.

52.3.0 Reinforcements & Replacements

Both sides receive all reinforcements and conduct all withdrawals as listed in the rules and the Master Reinforcement List (WAR 53.0) for the GTs being played.

- The replacement rules WAR 22.0 are in effect.
- Neither side has any RPs accumulated at the start of any campaign scenario.

52.4.0 Air Point Availability

Use WAR 20.0. Players receive all AP listed.

52.5.0 Logistics & GenS

Use WAR 15.0 and 16.0 for the dates being played.

52.6.0 Special Rules

Use all special rules listed for the scenario group campaign selected as the starting point for the current game.

Important: Throughout the rules there are special restrictions and requirements set for movement, withdrawals, and reinforcements. These rules are provided to preclude players from taking advantage of 20/20 hindsight. Players may choose to ignore these rules if both players agree, however be aware that play balance will be affected.

52.7.0 Victory

52.7.1 Sudden Death Victory

Each side uses the sudden death victory conditions according to the scenario group in which the current game is occurring.

Dec 16 Scenario Group: If the game is ended prior to Dec 21 AM GT use the Dec 16 campaign scenario sudden death victory conditions.

Dec 21 Scenario Group: If the game is started on Dec 16 or Dec 21 and the GT is Dec 22 or later use the Dec 21 campaign scenario sudden death victory conditions.

Dec 28 Scenario Group: If the game started on Dec 28 or earlier and the GT is Dec 29 or later use the Dec 28 campaign scenario sudden death victory conditions.

52.7.2 End Game Victory

When playing a campaign game through the end of any scenario group campaign, use the end game victory conditions set for the end of the current campaign.

Example: If playing the Dec 16 campaign game through the end of the scenario group two campaign game (Dec 26 Night GT) use the end game victory conditions for the Dec 21 campaign scenario.

- The German side wins a strategic victory if at the end of any campaign game played through Jan 8 GT:
 - a) The German player has all units of at least two Pz divisions west of Meuse River; and,
 - b) Each division is at least at 50% of its starting strength; and,
 - c) All units of both formations are in GenS (may be extended).
- The German side wins an operational victory if any in GenS German unit or units west of the Meuse River.
- The Allied player wins a strategic victory if there are no in GenS German units west of Bastogne on any map.
- If none of the above conditions exist, see below for a discussion on determining victory.

Designer's Note on Jan 8 victory conditions:

The thing to keep in mind here is if the Germans fail to attain an automatic victory (either badly damaging XXX Corps or getting mech divisions over the Meuse River and beyond), the best they can hope for is to severely cripple US divisions while minimizing their own losses, and to hold enough real estate to turn the US drive back to the Our River into an interminable slog through the worst winter in decades. By the end of the game, players should be able to look at the situation and decide how things went. Historically the Germans still

controlled St Vith, Houffalize and Clervaux by the end of the game. The US 28th, 99th, 7th Arm, 9th Arm, and 2nd Divs had all suffered heavy casualties, but so had the German formations. The US 106th Inf Div was virtually destroyed (and never fought again as a division), but so was 2nd Pz, 1SS Pz, 12SS Pz and other precious German mechanized reserves. The exchange was not worth it for the Germans over the long haul.

I could have provided a bunch of alternative victory conditions, but I think that would have been invalid. The Germans massed here for one reason, to break through a thin crust of Americans and drive on to Antwerp. They were not going for Paris, and any other objective would not have been worth the time and effort placed into preparing for this offensive. Hitler was a gambler, and that is what this campaign boiled down to. In the end, thankfully, the cards did not come up right for him. The best and only judge of a Jan 8 victory is: Did one side or the other significantly change the outcome of the battle?

53.0 MASTER REINFORCEMENT LIST

Important: Scenario instructions may alter the arrival time of the below units.

GERMAN REINFORCEMENTS

Reinforcements may enter at any road hex marked with the appropriate army symbol:

6P: 6th Pz Army
5P: 5th Pz Army
7A: 7th Army

Dec 16 AM GT:

6th Pz Army: Von Der Heydte paratroop may take place (WAR 5.6.9)

Dec 16 PM GT:

6th Pz Army: 653/OKW JVI Co. may arrive (WAR 30.4.0). All Truppeneinheit (WAR 4.6.10).
6th and 5th Pz Armies: Formations (all units) in MR mode released.

Dec 16 Night GT:

5th Pz or 6th Pz Army: 217/OKW StMrV Co.

Dec 17 AM GT:

6th Pz Army: 8/3Fj Para Inf Rgt {3 Bn.'s}, 394/667/6PzA StG Co. If the Von Der Heydte paratroop did not take place on the Dec 16 AM GT, the drop automatically takes place (WAR 5.6.9).

Dec 18 AM GT:

6th Pz Army: The II SS Pz Corps HQ, 2nd SS Pz Div {23 units} and 9th SS Pz Div {21 units} may arrive. See WAR 9.2.16 for fuel status. 352nd Inf Rgt {2 Bn.'s}, 1 x BU Pio Co. arrives. The BG must be assigned to the LXVII Corps.
5th Pz or 6th Pz Army: Fuhrer Begleit Bde (FBx) {11 units}
5th Pz Army: 1129/560 Inf Rgt {2 Bn.'s}, 1560/560 AT Co., 1560/560 Het Co., III/1560/560 Art Bn.

Dec 18 PM GT:

6th Pz Army: Remainder of 246th VG Div {9 units}. The 246/246 Pio Co. is (-1). The Div must be assigned to the LXVII Corps. II/752/326 Inf Bn., II/753/326 Inf Bn., 1000/1001/OKW StMrV Co., 902/6PzA StG Co.

Dec 19 AM GT:

6th Pz Army: 3rd PzG Div {18 units}. All units enter with one-half their printed MA.

Dec 19 PM GT:

6th Pz Army: If the II SS Pz Corps, 9th SS Pz Div and 2nd SS Pz Div did not arrive Dec 18 AM GT, they arrive now. See WAR 9.2.16 for fuel status.

Dec 20 AM GT:

5th Pz or 6th Pz Army: 519/6PzA JpV Co.

Dec 20 PM GT:

5th Pz Army: Fuhrer Grenadier Bde (FGx) {11 units}.

Dec 21 AM GT:

5th Pz or 7th Army: LIII Corps HQ, 79th VG Div {11 units}, Attached; 1 x AT BU Co., 1x Pio BU Co.
5th Pz or 6th Pz Army: 506/6PzA Pz Bn. {2 x Co.'s}.
5th Pz Army: If, on this GT or any subsequent AM GT any unit assigned to the 5th Pz Army is across or adjacent to the Meuse River the 410/5P VAK Bde {4 units} arrives.

Dec 22 PM GT:

6th Pz Army: The 10th SS Pz Div {23 units} may arrive on this or any subsequent GT if the conditions in WAR 9.2.15a are met.
5th Pz Army: The 11th Pz Div {19 units} may arrive on this or any subsequent GT if the conditions in WAR 9.2.15b are met.

Dec 23 AM GT:

5th Pz Army: 15th PzG Div {18 units}, 741/5P Het Co.

Dec 25 AM GT:

7th Army: 167th VG Div {12 units}
5th Pz Army: If the 410/5P VAK Bde {4 units} has not already arrived, it automatically arrives this GT

Dec 26 PM GT:

7th Army: 9th VG Div {13 units}

Dec 27 PM GT:

6th Pz Army: Withdraw the 150th Pz Bde (WAR4.6.11b).

Dec 28 AM GT:

5th Pz Army: XXXIX Pz Corps HQ

Dec 29 AM GT:

5th Pz or 7th Army: 340th VG Div {10 units}

ALLIED REINFORCEMENTS

Reinforcements are listed using map edge abbreviations and entry area codes.

N: North Map Edge

S: South Map Edge

SW: SW Map, Western Map Edge

NW: NW Map, Western Map Edge

- If a unit is listed as arriving in a specific entry area, the unit may enter the map in any hex on or between two entry areas with the same code.

Map Errata: Hex NE3801 should be marked with a "G" entry area symbol.

Example: A unit is scheduled to arrive in entry area "G". The unit could arrive in any hex between NE4801 through NE3801 (inclusive).

- If a unit is listed using a range of map area abbreviations, the unit may enter the map in any hex on or between the two entry areas.

Example: A unit is scheduled to arrive in entry area "H-I". The unit could arrive in any hex between NE3201 and NW5301 (inclusive).

- Units may also arrive at specific hexes or areas on the map (non-map edge). In this case, the hex number and (if applicable, name of the village, town, or city located in that hex).

Dec 16 PM GT:

Eupen (NE4105): 1 X CE BU Co.

S (A): 1 x M4 Co., 803/4 TD Bn. (-1)

Dec 16 Night GT:

N (G): CCR/7A {3 hybrid units}.

Player may include up to 1 x Arm Eng BU Co., 1 x Recon BU Co., and 1 x M36 BU Co.

N (H): All other 7th Arm Div units,

Exception: 3 x AFA Bn.'s, {9 units}.

Subtract one step from the appropriate Bn. for each step of BU Co.'s that arrived with CCR/7A.

Important: See WAR 9.2.10 for 7th Arm Div restrictions.

Released: 2/CCA/5A hybrid unit.

WAR 9.2.11 applies.

Dec 17 AM GT:

Herve (NE2904): 26/1 Inf Rgt {3 Bn.'s}, 33/1 FA Bn., 1 x CE BU Co.

See WAR 9.2.12.

Released: All remaining CCA/5A units {4 units}. WAR 9.2.11 applies.

N (H): 7th Arm Div AFA Bn.'s {3 units}.

S (A): 20/4 FA Bn., 2/8/4 Inf Bn.

Units enter map with one-half of their printed MA.

Dec 17 PM GT:

Herve (NE2904): 634/1 TD Bn.

N (G): 47/9 Inf Rgt {3 Bn.'s}, 899/9 TD Bn., 84/9 FA Bn.

N (H-I): 187/XVIII FA Art Bn., 117/30 Inf Rgt {3 Bn.'s} 823/30 TD Bn., 197/30 FA Bn., 1 x M4 BU Co. All 30th Div units arrive with one-half their printed MA.

S (A-B): 10A Div HQ, CCA/10A {3 hybrids}, CCR/10A {3 hybrids}, 419/10A AFA Bn., 423/10A AFA Bn., 90/10A Recon Bn. (-1), 55/10A Arm Eng Bn. (-1), 609/10A TD Bn. (-1). All units enter with one-half their printed MA.

S (A): 2/22/4 Inf Bn.

Dec 17 Night GT:

S (C): CCB/10A {3 hybrids}, 1 x Recon BU Co., 1 x Arm Eng BU Co., 1 x M18 BU Co.

S (A): 4/4 Eng Bn. (-1), 802/4 AT Bn. (-1).

Dec 18 AM GT:

N (G): 119/30 Inf Rgt {3 Bn.'s}, 743 Tk Bn. (-1), 953/V FA Bn.

N (G-H): 58/VIII AFA Bn., 771/VIII FA Bn.

N (H-I): XVIII Corps HQ

SW: 82nd AB Div {18 units}, 628/V TD Bn., Ldr Gavin, 740/82AB Tk Bn. does not arrive with Div. 101st AB Div {18 units}, Ldr McAuliffe, 705/101AB TD Bn. does not arrive with Div.

Important: All Leg class units of the 101st and 82nd AB Divs are motorized using TP. These TP are in addition to the army TP and are not counted against the Allied player. All units must enter using Strat mode and WAR 5.5.7 applies. On the GT after a unit of these divisions enter their assembly area, remove the motorization marker.

Dec 18 PM GT:

N (H-I): 705/101AB TD Bn., 400/XVIII AFA Bn., 254/XVIII FA Bn. All units enter with one-half their printed MA.

N (H-I): 755/VIII FA Bn.

Dec 18 Night GT:

Herve (NE2904): 1/V Div HQ, 16/1 Inf Rgt {3 Bn.'s}, 745/1 Tk Bn., 703/1 TD Bn., 32/1 FA Bn., 1 x CE BU Co.

N (G): Remainder of 30th Inf Div. {9 units}.

N (G-H): CCA/3A {3 hybrid}, 23/3A Arm Eng Bn. (-2), 391/3A AFA Bn. Units must remain within five hexes of Eupen (NE4105).

N (G): 9/V Div HQ, 39/9 Inf Rgt {3 Bn.'s}, 746/9 Tk Bn., 60/9 FA Bn.

S (A): 3/22/4 Inf Bn.

Namur (NW4113): 1313/CZ Const Eng Bn. See WAR 9.2.2b for restrictions on CZ units.

Givet (SW3702): 341/CZ Const Eng Bn. See WAR 9.2.2b for restrictions on CZ units.

Dec 19 AM GT:

N (H-I): 740/82AB Tk Bn.

N (G): 34/9 FA Bn., 9/9 Recon Co., 15/9 CE Bn., CCB/3A {3 hybrids}, 1/33/3A Lt Tk Bn., 643/3A AT Bn., 54/3A AFA Bn., 1 x CE BU Co., 1 x Recon BU Co. All 3rd Arm Div units must remain within five hexes of Eupen (NE4105).

Dec 19 Night GT:

N (G): 3A/VII Div HQ, Ldr Rose, CCR/3A {3 hybrid}, 83/3A Recon Bn. (-1), 1/32/3A Lt Tk Bn., 67/3A AFA Bn., 1 x Arm Eng BU Co. All 3rd Arm Div units must remain within five hexes of Eupen (NE4105).

SW: 1303/CZ Const Eng Bn., 1306/CZ Const Eng Bn. See WAR 9.2.2b for restrictions on CZ units.

Dec 20 AM GT:

Herve (NE2904): 18/1 Inf Rgt {3 Bn.'s}, 1/1 Recon Co., 5/1 FA Bn., 7/1 FA Bn., 1/1 CE Bn. (-2).

N (H-I): 957/VII FA Bn., 991/VII FA Bn., 195/VII FA Bn.

S (B-F): III Corps HQ, CCB/4A {3 hybrids}, 94/4A AFA Bn., 1 x Arm Eng BU Co., 1 x Recon BU Co., 1 x M18 BU Co. All units enter with one-half their printed MA.

Dec 20 PM GT:

N (H-I): 334/84 Inf Rgt {3 Bn.'s} 909/84 FA Bn., 551/XVIII Para Inf Bn., 61/1A CE Bn.

N (I-J): British 2HH/XXX Recon Bn. See WAR 9.2.4 for restrictions on British units.

S (B-D): 145/III CE Bn., 188/III CE Bn.

Dec 20 Night GT:

N (H-I): Remainder of the 84th Inf Div {14 units}, 86C/XVIII FA Bn.
S (A-B): 10/5 Inf Rgt {3 Bn.'s}, 46/5 FA Bn.
S (B-D): 178/III CE Bn., 183/III CE Bn., 179/III FA Bn., Ldr Patton.

Dec 21 AM GT:

N (H-I): 193/VII FA Bn.
N (G): 112/V CE Bn.
S (B-D): 249/III CE Bn.

Dec 21 PM GT:

Released: British 2HH/XXX Recon Bn., CCA/3A {3 hybrids}, 391/3A AFA Bn., 1 x Recon BU Co., 1 x Arm Eng BU Co., 1 x M18 BU Co.
N (I-J): British 29th Arm Bde {4 units}. See WAR 9.2.4 for restrictions on British units.
N (H-I): VII Corps HQ, Ldr Collins, 517/XVIII Para Inf Rgt {3 Bn.'s}, 509/XVIII Para Inf Bn.
S (A): 11/5 Inf Rgt {3 Bn.'s}, 50/5 FA Bn., 818/5 TD Bn.
S (A-B): XII Corps HQ, 635/4Cav Recon Bn., 159/XII CE Bn., 293/XII CE Bn., 204/XII CE Bn.
S (B-D): Remainder 4th Arm Div, Ldr Gaffey, 704/4A TD Bn., 24/4A Arm Eng Bn., & 25/4A Recon Bn. all (-1). All units enter with one-half their printed MA. 80th Inf Div {17 units}.

Dec 21 Night GT:

N (I-J): British 53/XXX Recon Bn., British 61/XXX Recon Bn. See WAR 9.2.4 for restrictions on British units.
N (H-I): 83/VII FA Bn., 183/VII FA Bn.
S (B-E): 238/VII CE Bn., 297/VII CE Bn., 237/VII CE Bn.
S (B-D): 26th Inf Div {18 units}, 696/III AFA Bn., 177/III FA Bn., 176/III FA Bn., 3C/III FA Bn., 274/III FA Bn., 777/III FA Bn.
NW: 207/VII CE Bn.

Dec 22 AM GT:

N (H-J): British 43rd Inf Div {17 units}, British 73/XXX {2 Co.'s}. See WAR 9.2.4 for restrictions on British units.
N (H-I): 4th CvGp; 4/VII Recon Bn., 24/VII Recon Bn., 759/VII Lt Tk Bn., 773/VII TD Bn., 807/6Cav AT Bn., 951/VII FA Bn.
S (A-B): 215/XII FA Bn., 802/XII FA Bn., 244/XII FA Bn., 945/XII FA Bn., 974/XII FA Bn.
S (B-D): 241/XII FA Bn., 731/III FA Bn., 278/3A FA Bn.
NW to N (J): 75th Inf Div {18 units},

NW: 115/CZ FA Bn., 29/CZ Inf Rgt {3 Bn.'s}. See WAR 9.2.2b for restrictions on CZ units.

Dec 22 PM GT:

N (J-I): British Gds Arm Div {14 units}, 11Hus/XXX Recon Bn.
N (H-J): 5AGRA {7 units}. See WAR 9.2.4 for restrictions on British units.
S (B-E): 6/III Recon Bn., 28/III Recon Bn.
S (A-B): 695/XII FA Bn.
SW: French, 62/CZ Inf Bn., 12/30/CZ Inf Bn., 20/CZ Inf Rgt {2 Bn.'s}, 106/CZ Inf Rgt {2 Bn.'s}. See WAR 9.2.2b for restrictions on CZ units.

Dec 22 Night GT:

N (H-I): 2nd Arm Div {18 units}, Ldr Harmon. All units enter with one-half their printed MA.
NW or SW: 342/CZ Const Eng Bn., 366/CZ Const Eng Bn., 392/CZ Const Eng Bn. See WAR 9.2.2b for restrictions on CZ units.

Dec 23 AM GT:

N (G): 60/9 Inf Rgt {3 Bn.'s}, 1 x 26/9 FA Bn., 83C/VII FA Bn., 87/VII AFA Bn.,
N (H-I): 172/VII FA Bn., 981/VII FA Bn.
S (B-D): 742/III FA Bn., 762/III FA Bn.

Dec 23 PM GT:

N (I-J): British 210/211/XXX CE Bn., 11/209/XXX CE Bn. See WAR 9.2.4 for restrictions on British units.
N (H-J): 203/1A CE Bn.

Dec 23 Night GT:

N (H-J): 298/1A CE Bn., 294/1A CE Bn., 164/1A CE Bn., 148/1A CE Bn., 49/1A CE Bn.
N (G-H): 153/1A FA Bn., 980/VII FA Bn., 259/XVIII FA Bn., 79/XVIII FA Bn., 264/XVIII FA Bn., 240/XVIII FA Bn., 551/XVIII FA Bn.
N (H-I): 266/1A FA Bn., 191/VII FA Bn., 188/VII FA Bn.

Dec 24 AM GT:

N (J-I): British 33rd Arm Bde {3 units}. See WAR 9.2.4 for restrictions on British units.
S (A-B): 5th Inf Div HQ, 2/5 Inf Rgt {3 Bn.'s}, 737/5 Tk Bn., 5/5 Recon Co., 7/5 CE Bn., 21/5 FA Bn., 46/5 FA Bn., 276/XII AFA Bn.
S (C-D): 802/XII FA Bn.
NW or SW: 118/VII Inf Rgt {3 Bn.'s}. See WAR 9.2.2b for restrictions on CZ units.

SW: CCA/11A {3 hybrids}, 41/11A Recon Bn., 492/11A AFA Bn. Units must remain west of Meuse River until released.

Dec 24 PM GT:

N (H-I): 629/VII TD Bn., 738/VII Tk Bn.
NW or N (J): 348/1A CE Bn.
NW: 1308/CZ Const Eng Bn. See WAR 9.2.2b for restrictions on CZ units.

Dec 25 AM GT:

N (J-I): British 71/53 Inf Bde {3 Bn.'s}, 51st Inf Div {17 units}, 6GT Bde {3 Bn.'s}. See WAR 9.2.4 for restrictions on British units.
SW: Remainder of 11th Arm Div {11 units}. Units must remain west of Meuse River until released.
SW: 351/CZ Const Eng Bn. See WAR 9.2.2b for restrictions on CZ units.

Dec 25 PM GT:

Released: 41/11A Recon Bn.
Released: 29/CZ Inf Rgt {3 Bn.'s}, 115/CZ FA Bn. Units may not move onto the NE or SE maps.

Dec 26 PM GT:

Released: CCA/11A {3 hybrids}, 492/11A AFA Bn.
N (H-I): 83rd Inf Div {18 units}, S (B-C): 35th Inf Div {17 units}, 255/XII FA Bn.
N (A-B): 273/XII FA Bn., 512/XII FA Bn., 752/XII FA Bn.

Dec 27 AM GT:

N (J-I): British 53rd Inf Div HQ, 158/53 Inf Bde {3 Bn.'s} 53/53 Recon Bn. 244/282/555/53 CE Bn., 71/53 AT Bn. {2 Co.'s}, 83/53 FA Bn., 133/53 FA Bn., 81/53 FA Bn., 6th AB Div {14 units}, 34th Arm Bde {3 Bn.'s}. See WAR 9.2.4 for restrictions on British units.
S (A-B): 6th Arm Div {17 units}. All units enter with one-half their printed MA.
S (A-C): 90th Inf Div {18 units}. The Div only arrives if German units occupy or are adjacent to any south map edge hexes on the SE map or either hex of Bastogne (SE2215 or 2216). See Jan 8 AM GT.

Dec 27 PM GT:

Released: British 53rd Inf Div. Units must remain west of the Ourthe River.
N (H-I): 666/VII FA Bn.

Dec 28 AM GT:

Released: Remaining units of 11th Arm Div {11 units}.

N (H-I): 809/XVIII FA Bn., 18/VII FA Bn.

S (A-B): 277/3A FA Bn., 736/3A FA Bn., 253/3A FA Bn., 1340/1A CE Bn., 20/1A CE Bn., 552/1A FA Bn.,

SW: 17th AB Div {16 units}. Units must remain west of Meuse River until released.

Dec 30 AM GT:

Released: British 6AB Div.

N (J-I): British 160/53 Inf Bde {3 Bn.'s}. Units arrive released.

S (B-D): 87th Inf Div {19 units}, 243/III CE Bn.

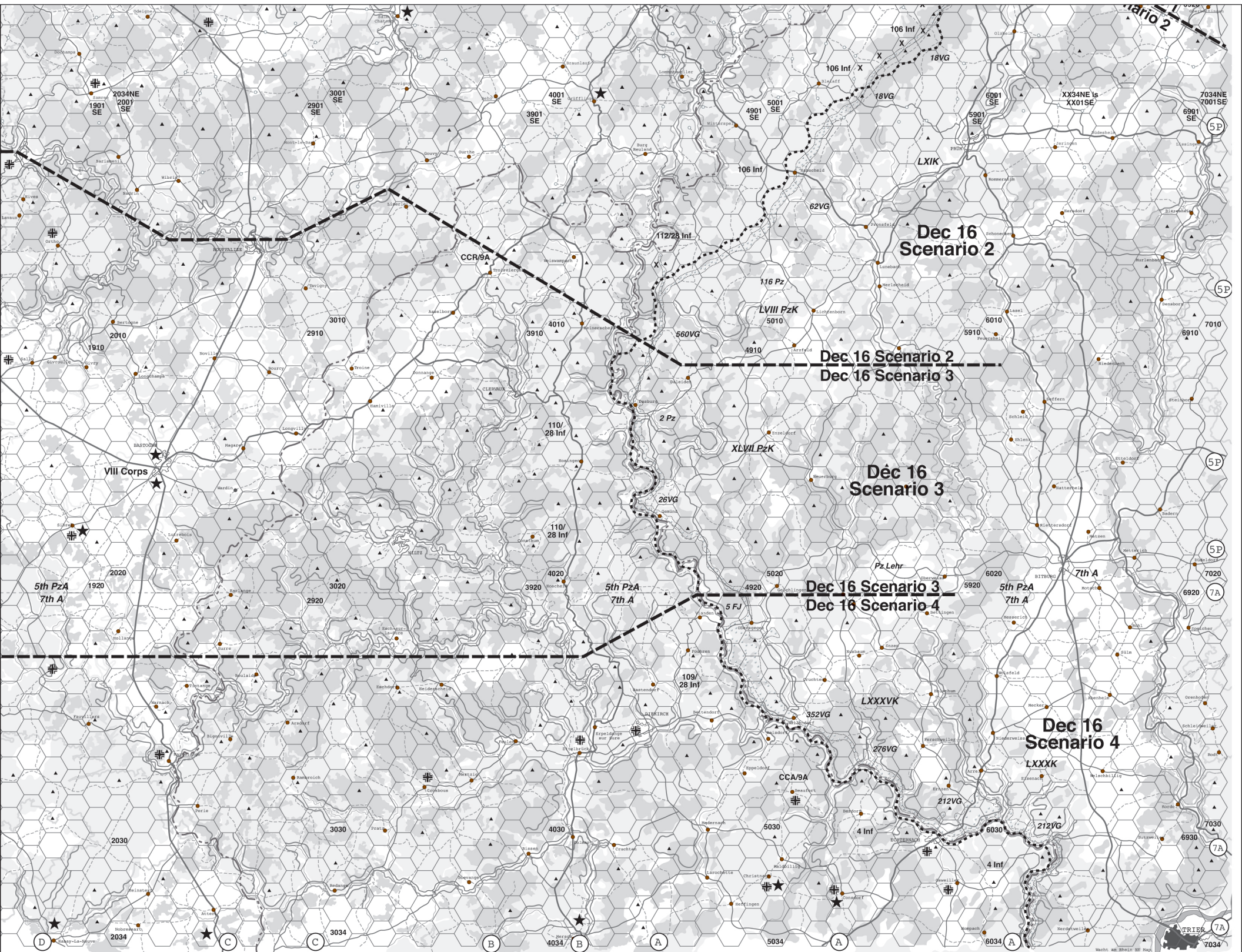
Dec 30 PM GT:

Released: 17th AB Div.

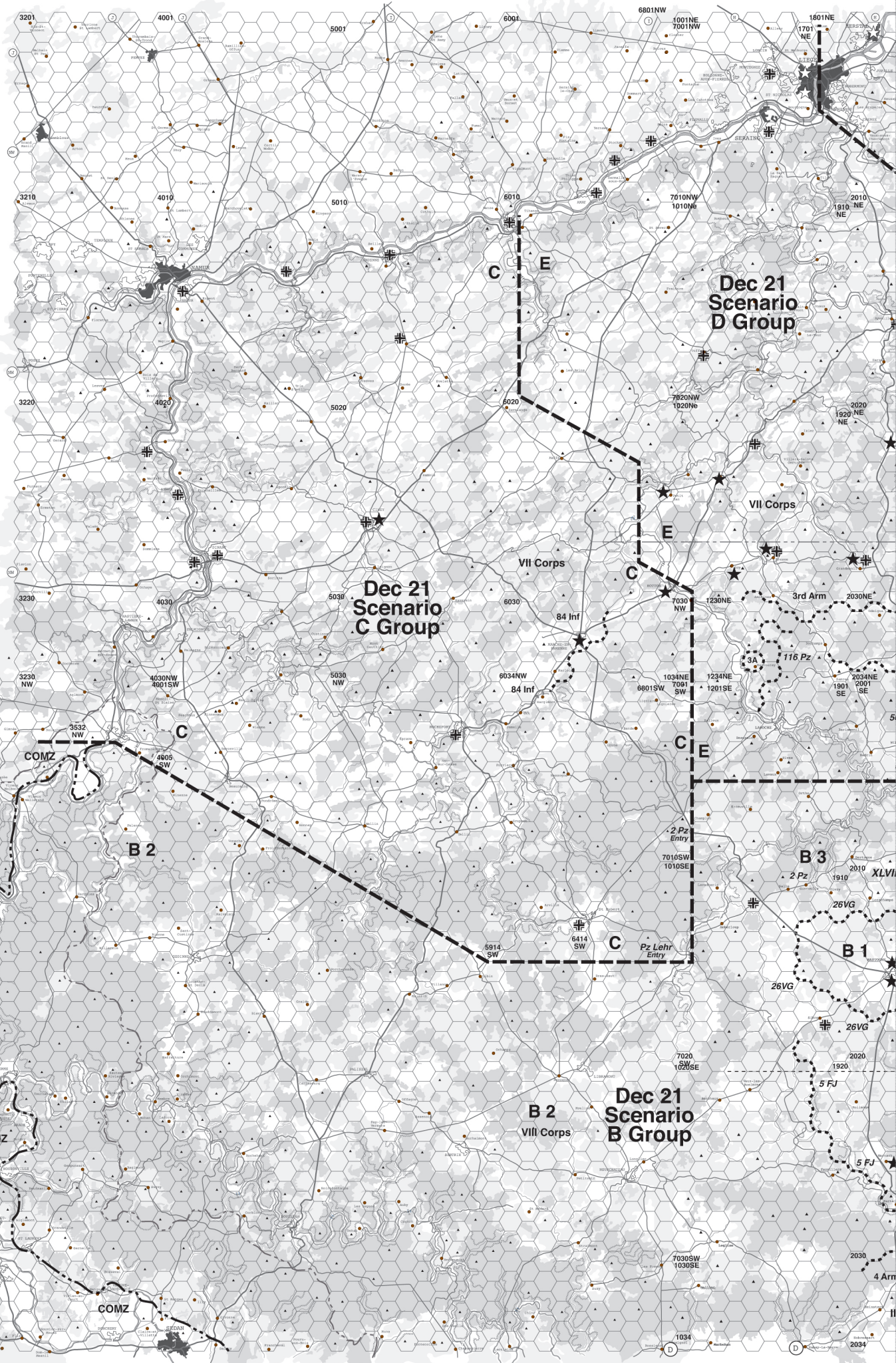
S (B-D): 91C/XII FA Bn.

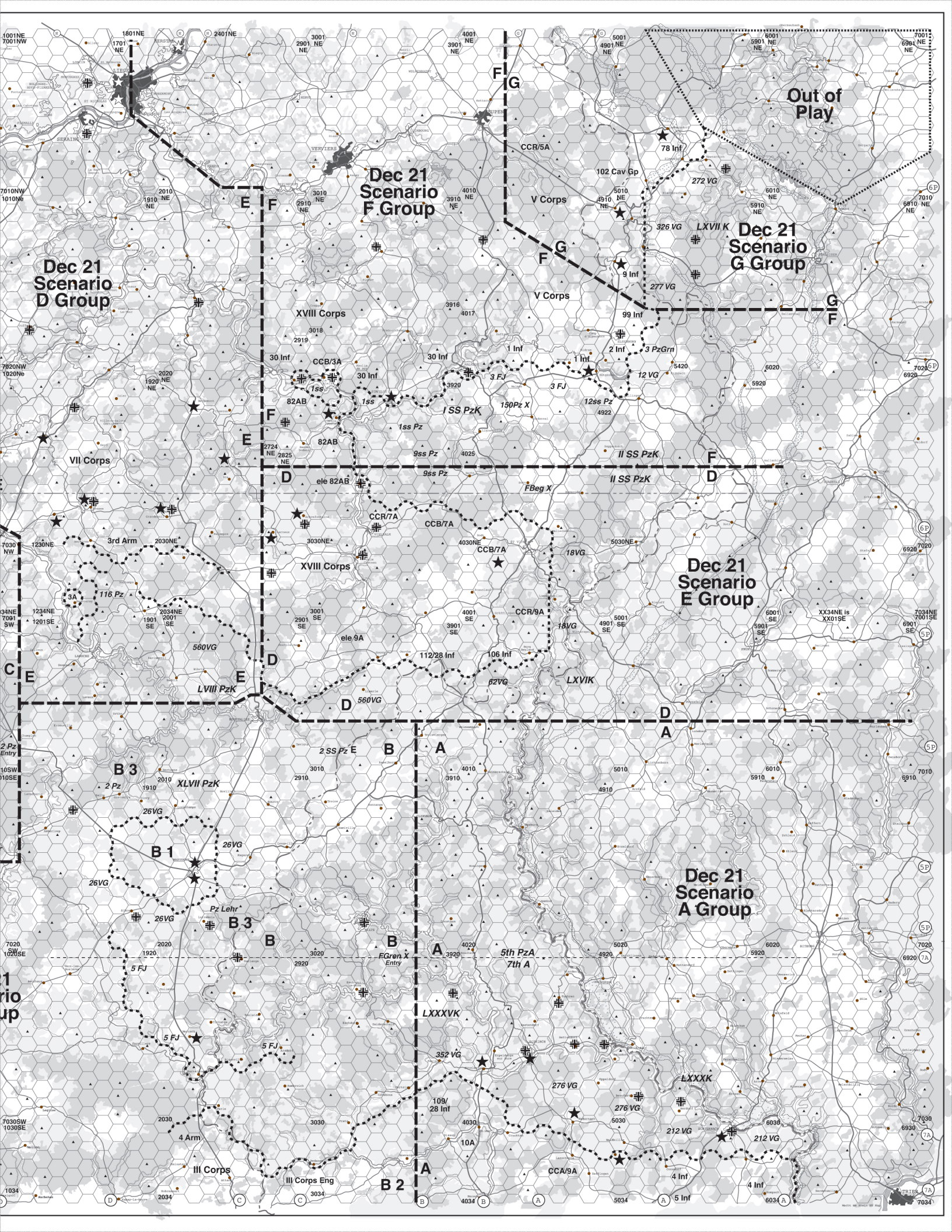
Jan 8 AM GT:

If the 90th Inf Div did not arrive on Dec 27 AM GT, it arrives this GT.



Dec 21 Scenarios





Out of Play

Dec 21 Scenario F Group

Dec 21 Scenario G Group

Dec 21 Scenario D Group

Dec 21 Scenario E Group

Dec 21 Scenario A Group

Scenario B Group

Scenario C Group

XVIII Corps

V Corps

VII Corps

XVIII Corps

LXVIK

XLVII PzK

Pz Lehr

LXXXVK

LXXXXK

III Corps Eng

5th PzA

CCA/9A

30 Inf

30 Inf

3 PzGrn

116 Pz

CCR/7A

CCR/7A

CCR/9A

26VG

26VG

26VG

26VG

26VG

26VG

26VG

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

4 Arm

352 VG

109/28 Inf

276 VG

276 VG

212 VG

212 VG

III Corps

III Corps Eng

CCA/9A

4 Inf

4 Inf

4 Inf

2 Pz

2 Pz

2 Pz

2 Pz

2 Pz

2 Pz

2 Pz

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

4 Arm

352 VG

109/28 Inf

276 VG

276 VG

212 VG

212 VG

III Corps

III Corps Eng

CCA/9A

4 Inf

4 Inf

4 Inf

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

4 Arm

352 VG

109/28 Inf

276 VG

276 VG

212 VG

212 VG

III Corps

III Corps Eng

CCA/9A

4 Inf

4 Inf

4 Inf

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

4 Arm

352 VG

109/28 Inf

276 VG

276 VG

212 VG

212 VG

III Corps

III Corps Eng

CCA/9A

4 Inf

4 Inf

4 Inf

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

4 Arm

352 VG

109/28 Inf

276 VG

276 VG

212 VG

212 VG

III Corps

III Corps Eng

CCA/9A

4 Inf

4 Inf

4 Inf

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

4 Arm

352 VG

109/28 Inf

276 VG

276 VG

212 VG

212 VG

III Corps

III Corps Eng

CCA/9A

4 Inf

4 Inf

4 Inf

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

4 Arm

352 VG

109/28 Inf

276 VG

276 VG

212 VG

212 VG

III Corps

III Corps Eng

CCA/9A

4 Inf

4 Inf

4 Inf

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

4 Arm

352 VG

109/28 Inf

276 VG

276 VG

212 VG

212 VG

III Corps

III Corps Eng

CCA/9A

4 Inf

4 Inf

4 Inf

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

4 Arm

352 VG

109/28 Inf

276 VG

276 VG

212 VG

212 VG

III Corps

III Corps Eng

CCA/9A

4 Inf

4 Inf

4 Inf

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

4 Arm

352 VG

109/28 Inf

276 VG

276 VG

212 VG

212 VG

III Corps

III Corps Eng

CCA/9A

4 Inf

4 Inf

4 Inf

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

5 FJ

4 Arm

352 VG

109/28 Inf

276 VG

276 VG

212 VG

212 VG

III Corps

III Corps Eng

CCA/9A

4 Inf

4 Inf

4 Inf

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

2 Pz Entry

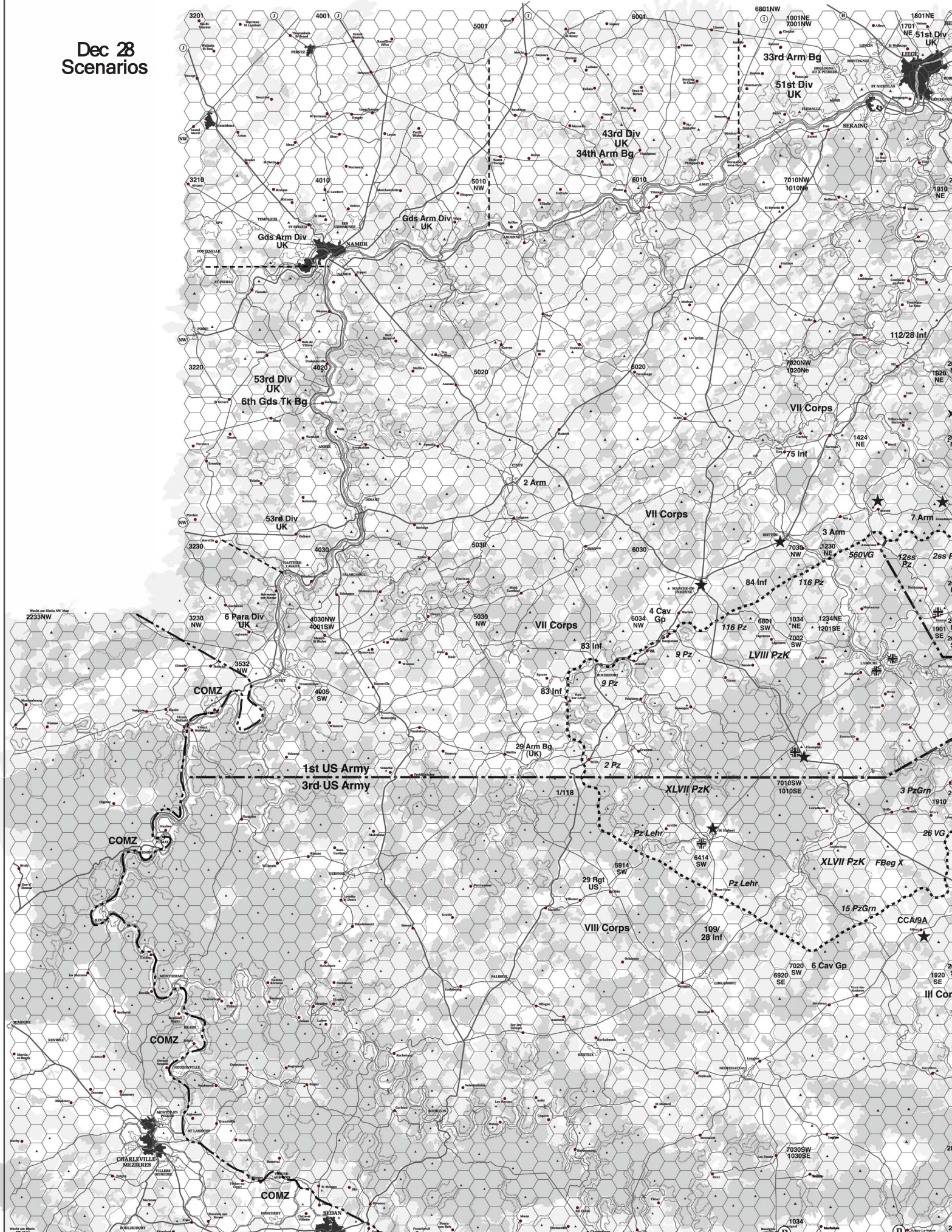
2 Pz Entry

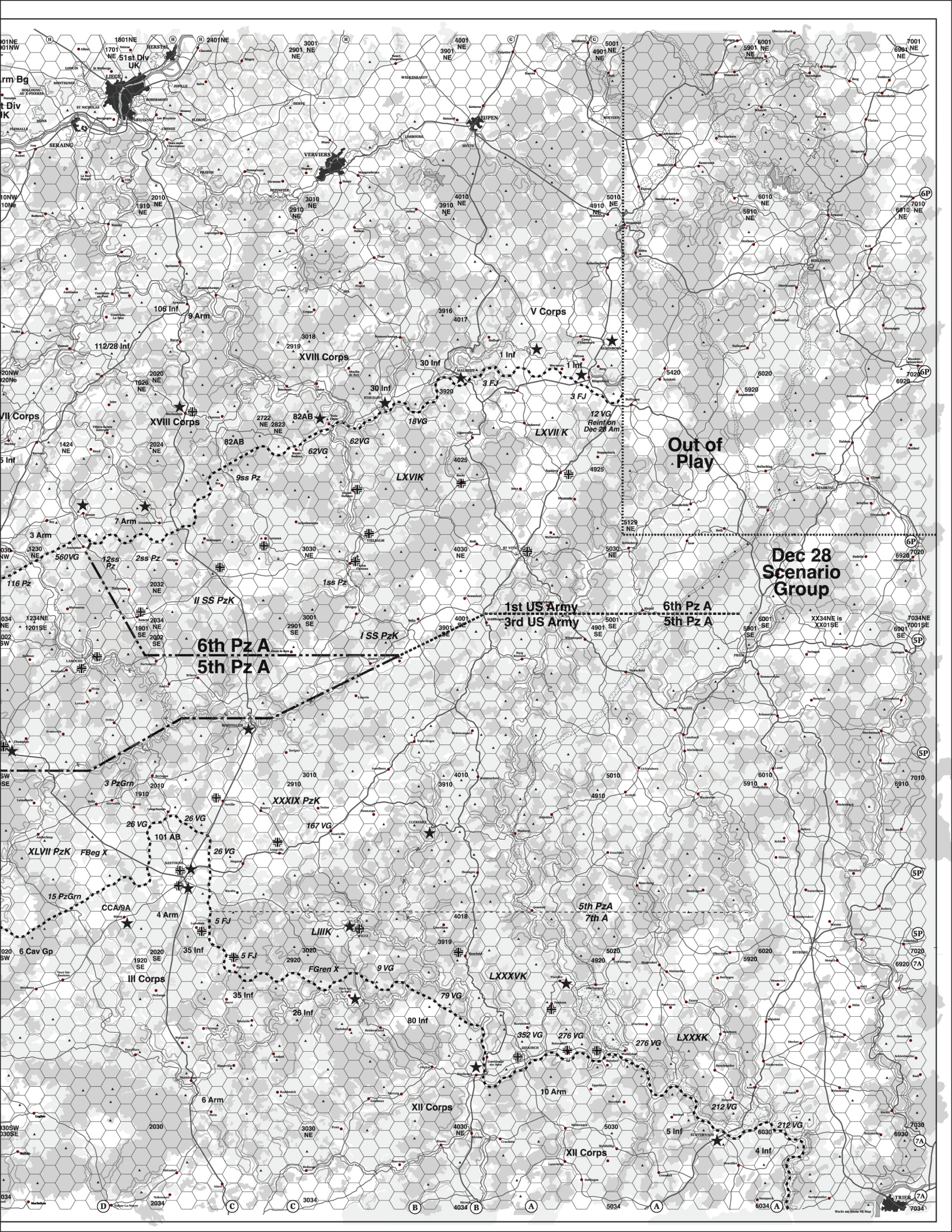
5 FJ

5 FJ

5 FJ

Dec 28 Scenarios





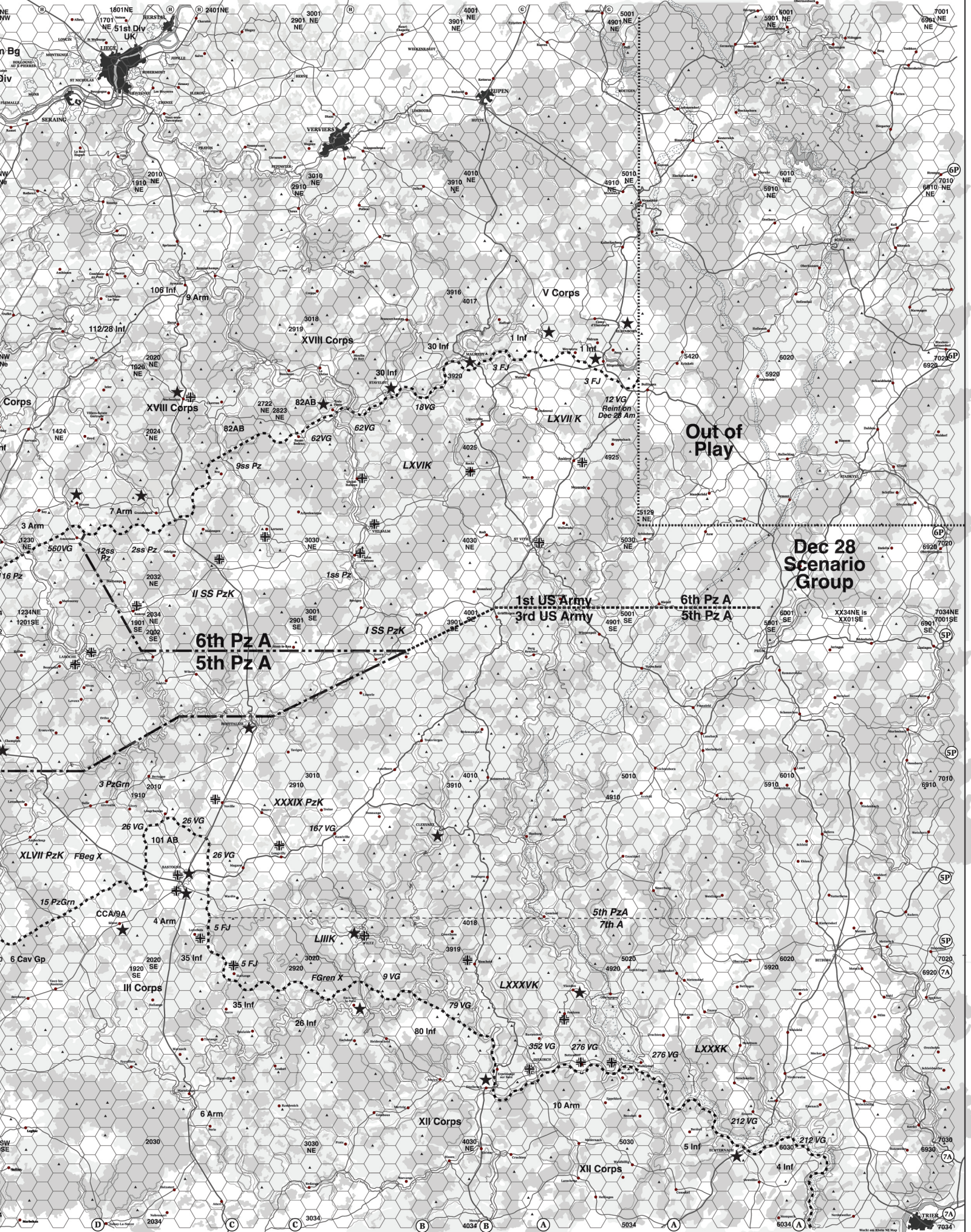
Out of Play

Dec 28 Scenario Group

6th Pz A
5th Pz A

1st US Army
3rd US Army

6th Pz A
5th Pz A



01NE
01NW

01NW
01SW

02NW
02NE

03NE
03NW

02SE
02SW

02SE
02SW

03SE
03SW

03SE
03SW

1601NE
1701NE

1810NE
2010NE

1828NE
2020NE

1234NE
1201SE

1910NE
2010SE

1920SE
2020SE

2030NE
2030SE

2034NE
2034SE

2401NE
2901NE

2910NE
3010NE

2722NE
2823NE

3001NE
3001SE

2910NE
3010SE

3020NE
2920SE

3030NE
3030SE

3034NE
3034SE

3901NE
4001NE

3910NE
4010NE

3916NE
4017NE

3901NE
4001SE

3910NE
4010SE

3919NE
4019SE

4030NE
4030SE

4034NE
4034SE

4901NE
5001NE

4910NE
5010NE

4925NE
5025NE

4901NE
5001SE

4910NE
5010SE

4920NE
5020SE

5034NE
5034SE

5034NE
5034SE

5901NE
6001NE

5910NE
6010NE

5920NE
6020NE

5901NE
6001SE

5910NE
6010SE

5920NE
6020SE

6034NE
6034SE

6034NE
6034SE

6901NE
7001NE

6910NE
7010NE

6920NE
7020NE

6901NE
7001SE

6910NE
7010SE

6920NE
7020SE

7034NE
7034SE

7034NE
7034SE

7901NE
8001NE

7910NE
8010NE

7920NE
8020NE

7901NE
8001SE

7910NE
8010SE

7920NE
8020SE

8034NE
8034SE

8034NE
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8901NE
9001NE

8910NE
9010NE

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8901NE
9001SE

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8920NE
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9901NE
10001NE

9910NE
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9901NE
10001SE

9910NE
10010SE

9920NE
10020SE

10034NE
10034SE

10034NE
10034SE

03SE
03SW

2034NE
2034SE

3034NE
3034SE

4034NE
4034SE

5034NE
5034SE

6034NE
6034SE

7034NE
7034SE

8034NE
8034SE

9034NE
9034SE

03SE
03SW

2034NE
2034SE

3034NE
3034SE

4034NE
4034SE

5034NE
5034SE

6034NE
6034SE

7034NE
7034SE

8034NE
8034SE

9034NE
9034SE