Battalion Combat Series:
Last Blitzkrieg

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Introduction

Last Blitzkrieg is a Battalion Combat Series (BCS) simulation of the Ardennes Offensive (Battle of the Bulge) in December 1944. It is limited to the opening German Offensive and the initial Allied counterattack (it does not cover the continued destruction of the salient in the early weeks of 1945).

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Scale

The map scale for **Last Blitzkrieg** is 1 km per hex.

1.0 Common Special Rules
1.1 Weather

Determine the weather conditions each turn during the Reinforcement & Weather Phase. This requires several rolls **strictly** in order (since the result on one table can affect where you roll on another).

1) Roll for the Ground conditions using the Ground result from the last turn (or from the scenario if before the game began).

2) Roll for the new turn's Atmosphere using the newly determined Ground result.

3) Roll to determine the new turn's Visibility using the newly determined Atmosphere.

4) The Allied player rolls one die using the Atmosphere to determine his avaiable Air Points for the turn.

1.1a **Ground.** There are three types of Ground Condition: Normal, Mud, and Freeze. The current Ground Condition affects movement.

Exception: Do not roll for Ground Conditions on 16 and 17 Dec 44, it is automatically Normal.

Normal: Use the standard Terrain Effects.

Mud: Truck MA units are always x1/2 MA, all other unit types are normal.

Freeze: Use the Terrain Effects Chart's bracketed MP costs.

1.1b **Atmosphere.** This is a measure of visibility and ceiling. It directly influences the number of Air Points the Allied player gets and the turn's Visibility. Ground condition affects the Atmosphere result as, obviously, the current Ground is the direct result of what the Atmosphere must be doing. (Yes, the cause and effect are backwards, but they align properly this way.)

Atmosphere comes in three flavors: Good, Fair, and Poor.

1.1c **Visibility.** Visibility is the distance units can 'see'. No Engagement Zone or Barrage mission spotting can extend beyond the current Visibility value.

1.1d **Historical Weather.** If you want the historical conditions instead of rolling your own, they are:

Date	Ground	Atmosphere	Visibility
16 Dec	Normal	Poor	1 hex
17 Dec	Normal	Fair	Any
18 Dec	Mud	Fair	Any
19 Dec	Mud	Poor	1 hex
20 Dec	Mud	Poor	1 hex
21 Dec	Normal	Poor	1 hex
22 Dec	Normal	Poor	1 hex
23 Dec	Freeze	Fair	2 hexes
24 Dec	Freeze	Good	Any
25 Dec	Freeze	Good	2 hexes
26 Dec	Freeze	Good	2 hexes
27 Dec	Freeze	Good	2 hexes
28 Dec	Freeze	Poor	1 hex
29 Dec	Freeze	Fair	1 hex
30 Dec	Freeze	Fair	2 hexes
31 Dec	Freeze	Fair	2 hexes

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1.2 Bridges

There are a few locations where the Germans built bridges and other bridges the Allies can attempt to destroy.

1.2a Building Bridges. Only the Germans build bridges and this occurs on a schedule behind the scenes. The locations where bridge building will occur are marked with a special Bridge symbol and a date. A "Bridge Not Open" marker with the same date sets up in a hex adjacent to the bridge until such time as it is completed.

At the start of the turn with the same date as the map notation and the marker, the marker is removed and the bridge is available to use for the rest of the game.

When completed, the bridge includes the necessary roads to connect to the roads on the other side of the river. If the roads on each side are of different types, use the 'worse' of the two as the connection.

No, there are no other requirements, exceptions, restrictions, ability of the Allies to interfere, or what-have-you—the bridge just becomes a map feature on the designated turn.

Other than the hexes above, the Germans cannot build or rebuild any other bridges.

1.2b Blowing Bridges. The Allied player must roll to blow any bridge marked with a 'Plunger' the first time a German unit enters a hex which contains the bridge's hexside and that hexside is not already subject to a Bridge Blown or Bridge OK marker.

If that hex is made up of multiple hexsides containing bridges, each hexside requires an independent roll.

Before making the roll, the German player must announce if he is going to use a Greif Team to influence it. *See also 2.1b Golden Greif rule.*

Roll one die.

If **NO** Greif Team is used:
1-2 Bridge OK, 3-6 Bridge Blown.

If a Greif Team **IS** used:
1-4 Bridge OK, 5-6 Bridge Blown.

If the Bridge Blows, place a Blown marker to indicate the destroyed bridge hexside. On any other roll, place the marker in the hex on its 'Bridge OK' side instead.

Important: Only bridges with a printed Plunger can be Blown. Remember, a roll must be done and they can only be Blown the **first time** a German unit moves adjacent to them.

1.3 Trace Supply Sources

1.3a German. Entry Areas A through E and Q.

1.3b Allied. Entry Areas F through P.

1.4 MSRs and Victory Point Hexes

Neither side can trace an MSR through a Victory Point hex (of either side) unless that side currently controls that VP hex as per the rules in 4.0.

1.5 Replacement Steps

Both sides obtain Replacement Steps from the Replacement Steps Tables and schedule. Apply these according to the series rules (9.4).

Do not roll for Repls on the first turn of any scenario. They have already been installed in the set up.

1.6 The West Wall

The West Wall hexes affect each side differently. The Allies treat them as Stop terrain while the Germans only apply costs of the hex's other terrain. The Allies use the other terrain in the hex for combat, while the Germans can use the West Wall's 'Terrain' combat benefits. Roads of any type do not negate the Stop effect on Allied movement.

1.7 Buddies

Formations in the same row below do not apply Coordination (4.4), Mixed Formations (10.1e), or Crossing the Streams (10.2e) to each other. They do not apply Unit Traffic (5.1h) to each other if the option is used.

Germans:
KG Peiper and 1 SS Pz (-)
KG vdH and Any German Formation

US:
2 Inf Div and 99 Inf Div
109/28, 110/28, and 112/28

The US Armored Combat Commands (CCA's, CCB's, and CCR's) are Buddies with each other and with all other Allied Formations.

> **Design Note:** *vdH is in there because they are too small to create a Coordination issue with anyone. The 2 ID and 99 ID are listed together because the 99 ID was placed under operational control of the 2 ID for the battle. The US Arm CC's were all functioning assigned to various divisions for the battle and could easily be switched from supporting one to another. They are handled this way for simplicity.*

1.8 Recon Unit Types

In addition to any unit with a 'Cavalry Slash' in its unit symbol, German VOR units (in 12 VG, 18 VG, and 26 VG Divisions) can apply 4.3d.

1.9 Major River vs. River

The only Major River is the Meuse in the NW and west portion of Map A. All the other 'larger' rivers on the map are Rivers, not Major Rivers.

1.10 Counter Ownership

The German player controls all Wehrmacht (grey), SS (Black), and Luftwaffe (Sky Blue) units.

The Allier player controls all US (Green), Commonwealth (Brown), and Belgian (Steel Blue units. There are no nationality restrictions between the Allied forces.

1.11 Salt and Pepper Options

Use these to goose the balance a little one way or another as you feel the need.

1.11a <u>No Echelons.</u> Have the 1 SS Pz Div, Peiper KG, 12 SS Pz Div, and 116 Pz Div start 16 Dec 44 with their HQs Unused. Favors the Germans.

The plan for the 6th SS Pz Army offensive included having the infantry open gaps in the US frontline so the uncommitted Panzers could rush through later. Obviously, the infantry had trouble opening any gaps and certainly did not do so cleanly. This option allows the German player to avoid having the armor formations sit on their hands waiting for the infantry to attempt to do so. Obviously, the 116 Pz was not held back waiting for the infantry to blow a hole like the armor in the 6 SS Pz Army… they are included here to show that they might have had a more effective opening, too.

1.11b <u>1 SS Pz Forward Deployment.</u> Pull 12 VG out of its 16 Dec 44 set up location. Set up all of Peiper and 1 SS in that area (including their 16 Dec 44 reinforcements). Pull the 277 VG from its initial set up location and place the 12 VG in that area. Set up 277 VG behind the new location of 1 SS Pz. Favors the Germans.

To an even greater extent than 1.11a, this option pre-loads the German heavy formations so as to blow their own hole in the frontline and go storming west. This is a bigger balance shift than 1.11a.

1.11c <u>30 ID Guards Spa.</u> The 30 ID HQ must move to Francorchamps (C18.26). It cannot move after it gets there unless a German unit jumps it (after which it is free to move as desired). Favors the Germans.

Historically, the 30th Infantry Division, after securing the attempted penetration of KG Peiper, spent the time until January making sure the HQ complex at Spa was protected. Here they are forced to do so. In the normal game, they tend to affect other portions of the map than they did historically, but with this option, the Germans know the leash length and can safely pull Panzers out of the northern battle and shuttle them south.

1.11d <u>More Flexible Airborne.</u> Allow the 101st Abn and 82nd Abn to arrive in any City or Village hex. All other rules and restrictions regarding their arrival apply and the chosen hex must be west of the 16 Dec 44 frontline and no German unit has yet passed through it during play. Favors the Allies.

Precise positioning of the Airborne units is not really within the capability of the Allied High Command (their intel awareness of the situation was nowhere near good enough to do so with their strategic assets). Here we can only assume they managed some seriously lucky guesses.

1.11e <u>Surprise? We're not surprised!</u> On 16 Dec 44, all US HQs are set up on their unused sides. None of them are either Used or Done. For that turn, the players can further refine this option by using one of two variants:

a) Play normally.
b) Allow no US Second Activations.

Favors the Allies, variant a) more than variant b) obviously.

This option allows a much stronger reaction to the German Offensive than occurred historically, but as players will find, there is only so much they can do anyway, but it does make for a more interesting first turn for the Allied player.

1.11f <u>Rigid Germans.</u> While the Germans were less rigid about Rollbahns than we typically think, they were at least aware of them when it comes to the boundary between the 6 SS Pz Army and the 5 Pz Army. This option restricts the Panzers of the two armies to their own routes.

The 1 SS Pz, 2 SS Pz, 9 SS Pz and 12 SS Pz Divs cannot move south of any Rollbahn 'E' hex.

Not that it will normally come up, but likewise, the 2 Pz, Lehr Pz, and 116 Pz Divs cannot enter or move north of any Rollbahn 'LVIII' hex.

This restriction is lifted on 20 Dec 44.

Favors the Allies.

Fortunately, the Rollbahn numbering system was slected with the army boundary in mind, so it allows a quick and easy read on where the two armies split.

1.11g <u>Rigid V Corps.</u> Operating under higher HQ instructions, the northern flank of the Allied defense was disinclined to launch any offensive actions for the first days of the German offensive.

As a result, except on the turn of an HQ's entry, all units of 1 ID, 2 ID, 9 ID, 30 ID, and 99 ID must establish a Prepared Defense as often as possible.

This restriction is lifted on 25 Dec 44.

Favors the Germans.

This keeps V Corps from being too aggressive before being released by Higher HQ.

2.0 German Special Rules
2.1 Surprise

2.1a <u>Initiative.</u> The Germans automatically get the first Activation on 16 Dec 44. Play continues normally thereafter, with much of the surprise effects built into the status of HQs and Allied SNAFU DRMs.

2.1b <u>Operation: Greif.</u> There are not a lot of Germans running around the rear areas in US uniforms, but enough to cause US troops to ceaselessly ask each other trivia questions which slowed everything down.

The Germans start the campaign with Five Greif Teams. Each Greif Team can only be used once. They can only be used for one of two purposes:

a) The German player can announce the use of a Greif Team to affect any Allied SNAFU Roll. When this is done, apply an additional -2 DRM to the SNAFU Table.
b) The German player can use a Greif Team to influence the roll needed for Allied Bridge Blowing attempt.

<u>Golden Greif.</u> The player can use two Greif Teams on a single Bridge and Automatically 'save' it (there is no die roll in this case).

2.1c <u>Operation: Stösser</u>. Von Der Heydte's Parachute drop just occurs (in all its spectacular failure) as 'reinforcements' behind US lines. Good luck.

Place the units as desired at or within 2 hexes of C26.32. This placement is considered to be the very first action of the Reinforcement Phase.

2.1d <u>Rubber Boats</u>. On 16 Dec 44, the Our River and Sauer River from C46.16 through D57.01 have **no** MP cost for German Leg MA units during their Initial Activation only (never for a Second Activation). Negation of these river hexsides **does not** allow Support to cross, only the units themselves. Nor do any roads in the hexes being used 'connect' because of the Rubber Boats. Unprepared units cannot use this rule.

> **Design Note:** *Numerous crossings were made pre-dawn on the offensive's first day using both rubber boats and small bridges or ferries.*

2.1e <u>Getting out of the Blocks</u>. Subtract 4 MPs from the MA of any German unit on 16 Dec 44 (only) *if that unit* has a functional MA of 12 or more. Do not apply this reduction if the unit has a printed MA of 12 or more, but the usable MA is less than 12 for any reason.

> **Design Note:** *The confusion and delays in moving motor and mechanized units in the clogged roads at the start of the offensive is the stuff of legend. This little rule allows the units to perform about as much movement as they were capable of in the opening moves. Yes, this means that the handful of 10 MA units are suddenly at a premium, but it is aimed at the heavy hitters, not those incidental units.*

2.2 German Replacement Steps

The German AV Unit Replacement Steps Table sometimes gives two results. The first one can only be used for non-Tiger AV units. The second, "Tiger", can be used for any variety of Tiger (TGR, STgr, JgTg, FKL). If there are no Tiger steps to replace, the player can use them on other AV unit types. They cannot be saved for later.

2.3 The Tiger's Worst Enemy: Itself

The weapon that ultimately defeated the Tiger tank was its own mechanical unreliability.

Each time a Formation with any variety of Tiger (TGR, STgr, JgTg, FKL) Activates (even if it is in Support), roll one die for each Tiger unit in it before doing so. On a 1, kill one step of that Tiger unit. Any other result is no effect.

2.4 Special Units

2.4a <u>Voraus Units</u>. VOR units are identified by their Arrow symbol. VOR units are infantry units with a handful of tanks or assault guns. They are Recon units as per 1.9.

2.4b <u>von der Heydte</u>. The vdH FJ KG enters as a reinforcement behind Allied lines. This represents their jump; there are no other special rules regarding their entry. They cannot be "shifted" to another Entry Area and used as regular troops.

2.5 Thank you for calling the Luftwaffe... your call is very important to us... please stay on the line...

What little the German Air Force could and did do supporting the offensive is built into the *Allied* Air Point Table's die roll. Their ability to provide Close Air Support was nil.

There are no German Air Points.

3.0 Allied Special Rules
3.1 16 Dec 44 & Surprise

3.1a <u>At Start Command Radii</u>. Yes, some units start outside their Formation's Command Radius on 16 Dec 44. The front is thin and excessively stretched. Isolation occurs normally if it comes up.

3.1b <u>Used or Done US Formation HQs</u>. While play proceeds normally on the 16th (with the Germans going first), numerous US HQs begin the game on their "Used" or "Done" sides. This reflects the limited ability to react to the German offensive quickly because of the surprise involved. Play these HQs normally in the status given.

3.1c <u>Independents and Surprise</u>. The US player **cannot assign** any unit or Arty Asset Point until 18 Dec 44.

3.2 Air Supply

The Allied player can use any number of his Air Points as a DRM to apply to a Formation's SNAFU roll. Only Formation's with their Combat Trains not in a Legal Hex can do so.

Remove any MSR Blocked marker from a Formation that applys the Air Supply DRM above (even if only one Air Point is used and regardless of the SNAFU result obtained). When the MSR Blocked marker is removed at this time, the player can still establish (or continue) Prepared Defense.

3.3 Special Units

3.3a <u>Static Units</u>. These units cannot be assigned (if independent) or moved. They defend their location, but that is all. Other units can attack from their hexes, but they will not affect the combat. They are not eligible for any DRMs for Support or Prepared Defense as they are Unprepared units in all respects as well. They are, however, considered to be Infantry for terrain DRM purposes.

3.3b <u>American Artillery</u>. To reflect the qualitiative superiority of US Artillery (quantity is reflected already), US (not CW) Formations can apply 2 Arty Points per target hex (instead of a maximum of one) in non-Attack situations.

4.0 Victory

VP hexes are marked with Stars for the Allies and Crosses for the Germans. Each of a side's VP hexes gives 1 VP if it is under friendly control. Control of the other side's VP hexes does not award a side VPs, but does deny them to the enemy. Some hexes can give VPs to either side.

Control is defined as being the side that occupies, or is last to occupy, the hex with a non-HQ friendly unit that is both in Command Radius and has a successful MSR at that moment. Hexes west of the 16 Dec 44 Frontline are automatically considered controlled by the Allied player until the German player moves a unit into them.

Important: If a VP hex is controlled by the enemy, no friendly unit can enter the hex in any manner unless that hex contains a friendly OBJ marker. In an exception to BCS rule 4.3b, players can place any OBJ marker on any enemy controlled VP hex even if it does not contain an enemy unit.

At the end of each turn, record of the number of German VP hexes the German player controls. At the end of the game, use the greatest single turn total **on or after 26 Dec** as the German player's score. If the scenario is using these conditions and it ends before 26 Dec, use the last game turn's value.

At the very end of play, record the number of Allied VP Hexes the Allied player controls.

If the German maximum is greater than the Allied 'end of game' number, then the Germans win. If the opposite is true, the Allies win. If the numbers are identical, the game is a draw.

German Victory Point Hexes

A56.02	La Roche-en-Ardenne
A40.06	Marche en Famenne
A13.10	Dinant (east hex)
A9.28	Namur
A24.12	Ciney
A24.29	Andenne
A33.32	Huy
A39.35	Amay
A44.21	Ocquier
A53.24	Hamoir
A62.28	Aywaille
B32.34	Rochefort
C4.08	Parker's Crossroads
C13.30	Spa
C34.27	Camp d'Elsenborn
C43.25	Rocherath-Krinkelt
D3.20	Bastogne
D8.31	Houffalize
D48.00	Entry Hex F south of Echternach
D37.01	Entry Hex F south of Diekirch

Allied Victory Point Hexes

C4.08	Parker's Crossroads
C31.05	Burg Reuland
C30.11	St. Vith
C16.11	Vielsalm
C13.19	Trois Ponts
C17.21	Stavelot
C23.24	Malmedy
C38.22	Büllingen
D3.20	Bastogne
D4.05	Martelange
D8.31	Houffalize
D17.17	Wiltz
D29.07	Ettelbrück
D24.25	Clervaux
D30.33	Ouren

4.1 German Sudden Death Victory

The above Victory Point system is ignored if the Germans score a Sudden Death win. The game ends instantly with a German Victory should this occur. A Sudden Death occurs at any moment where the German player has exited the following off Entry Areas M or N:

2 SS Pz Div and 9 SS Pz Div with at least 8 Combat Units each, each division must have a successful MSR at that moment, and each exiting unit must have been in Command Radius at the start of the Activation.

The divisions can exit on different turns, but the sudden death does not occur until the second one does so. If the division exits without the needed number of units, it doesn't count for Sudden Death.

Glossary

88	88mm Anti-tank gun
Abn	Airborne
Arm	Armor/Armored
Art/Arty	Artillery
AT	Anti-Tank
Bde	Brigade
Bernk	Berneike
Bn	Battalion
Brm	Brummbar
Cav	Cavalry
CCA/B/R	Combat Commands A/B/R
Chap	Chappuis
Chmbln	Chamberlain
Co	Company
CW	Commonwealth
Div	Division
Eng	Engineer
Erlen	Erlenbusch
Erz	Ersatz (Replacement Troops)
F.Beg/FB	Fuhrer Begleit
F.Gren/FG	Fuhrer Grenadier
Fest	Festung (Fortress)
FFY	Fife and Forfar Yeomanry
FKL	Funklenk (Remote Controlled Vehicles)
FJ	Fallschirmjager (Paratroops)
Fus	Fusilier
Gren	Grenadier
Grp	Group
Gutmn	Gutmann
Hetz	Hetzer
HHC	Household Cavalry
Hus	King's Royal Hussars
ID	Infantry Division
Inf	Infantry
JgPz	Jagdpanzer (IV or V)
JgTg	JagdTiger
Kenndy	Kennedy
KG	Kampfgruppe
Love	Lovelady
McGrg	McGeorge
Mech	Mechanized
MG	Machine Gun
Ost	East (*Former Soviet Troops under German command*)
Para	Parachute
PG	Panzergrenadier
Pio	Pioneer
PJ	Panzerjager (Anti-Tank)
Prov	Provisional
Pz	Panzer
R	Rifle Brigade
Renn	Rennhack
Rgt	Regiment
Rich	Richardson
RTR	Royal Tank Regiment
Spitze	Point or Lead
Sqdn	Squadron
StG/StuG	Sturmgeschutz
STgr	SturmTiger
TD	Tank Destroyer
TF	Task Force
TGR	Tiger Tank (I or II)
Tk	Tank
Tm	Team
vBohm	von Bohm
vdH	von der Heydte
vFallois	von Fallois
VG	Volksgrenadier ("People's Army")
VOR	Voraus (literally "Lead element")

Designer's Notes

My interest in the Ardennes Offensive dates back to my earliest years as a wargamer. Indeed, the first game I actually played (as opposed to bought, which is a story in and of itself) was the hoary original Avalon Hill **Battle of the Bulge**. Pink counters and all. A few years later, one of my first 'design' attempts was a hideously overgrown **Panzer Leader** scenario covering Kampfgruppe Peiper on a series of full sized map-sheets plastered to a complete length of plywood.

Suffice it to say, the topic was always close to my heart. Why? Now that is an interesting question… something about the desperate last chance nature of the thing (from the German side) and just plain heroic desperation (on the Allied side). That will get me intrigued on a topic in a heartbeat.

So, selecting the Ardennes Offensive as the topic for the first BCS game was as natural as breathing to me. I had done an early SCS game on the topic (fun, but I wanted something that could really showcase the depth I was trying to bring out in BCS). I knew, like **DAK** and **LCV**, I would be creating the game I always wanted on the topic. An immersive experience that was still very, very playable. It was another grail project.

In this effort I was aided immensely by the many years of effort on the part of **Carl Fung**. Carl had already compiled an absolutely stunning OOB for both sides for the battle, including many details usually omitted from games on the topic. It's all here. He has been a workhorse in getting this project done. I am glad of this beyond measure.

Work on the game itself (aside from the series concepts) was actually fairly straight-forward. The need for special rules was quite limited. I'll go over those here. I was pleasantly surprised at just how much of the special features of the Ardennes, such as terrain, just followed from the application of standard BCS concepts.

Weather.

Weather was pretty straight-forward. The historical record is complete. It does two things here: slow movement and hinder Allied Air Power.

Several iterations of what every gamers' first idea of how to handle the hindrance of movement were tried ("Just halve movement in mud turns…"). This managed to excessively slow infantry and armor, but felt about right for the truck movers (the ones most affected). So, then the trick was to have units only be affected if they moved off road. Then it was particular kinds of roads (as tracks didn't seem to be worthy of being all-weather surfaces). This process repeated until the current 'only the trucks get halved' version came about. This works well as the trucks can take advantage of the good roads to move a lot faster, yet cannot do well at all off-road or on crappy roads like tracks.

The effect on Air Power was easy in comparison. The historical sortie data was available. Quickly looking at the range of sorties by day sorted by the type of game weather the day historically had provided a nice range of values and probabilities to work with.

Bridges.

The Bridge rules took a very long time to get to their current, essentially effort-free, status. Originally, players toted bridges around the map and the Germans had a bevy of bridge engineer units to fuss with (and frequently abuse). All this led to issues about what could or could not be done with such an engineer in general and while moving an unassembled bridge. As Rod would say "There's a lot of hair on that ball."

In the end, the very simple approach of merely taking it out of the player's hands did the job that was historically done. It doesn't have the flexibility to get abused, and only on rare occasions generates a puzzle that just looks wrong.

Greif Teams & Von Der Heydte.

Both of these 'color' rules can sometimes lead toward too much effect compared to the historical events. While the Greif effort did cause many field grade officers to have to brush up on their knowledge of popular trivia and cause some level of inefficiency as GIs eyeballed each other with suspicion, their actual effect was quite small in the scheme of things. Here, their 'bridge protection' effect is only exaggerated enough to counter the perfect knowledge the Allied player has of the goals and routes of the German player. That's a balance.

vdH is an odd bird. Normally, the Allied player puts in a reasonable effort with the entering US forces and snuffs the paratroopers out very rapidly. On extremely rare occasions—or maybe only when Hans Kishel is rolling the dice—they live long enough to be a real nuisance and (maybe) get relieved by the 6 SS Panzer Army who will shake their heads not knowing what to do with them. A bit of a side show, but good practice for the Allied player in dispatching them with as little effort as possible.

The Tiger Rule.

To capture the distribution in Tiger losses due to enemy action and those lost because their crews destroyed them due to mechanical breakdown, this little special rule exists. Dropping a Tiger step because of a bad roll here is painful (but fills the Allied player with sadistic glee). It's also accurate as well.

German Air.

The Germans certainly put out as much effort as they could manage at this stage in the war in the air over this battle. However, their ability to pull off anything like real Close Air Support was nil. They could (and did) drop some random and ineffective 'terror' bombs (such as on Bastogne), but direct support of ground units was out of the question. What those sorties usually managed to do was cause the Allied aircraft to dump their ordnance somewhere other than a real target and react to their presence. The result is a modest reduction in Allied Air Power, and that is what you see here.

16 Dec 44 Rules.

We found that a lot of heavy rules regarding the surprise of the offensive really were not needed, but that the needed effects could easily be had by the combination of 'Used' and 'Done' Formations on the 16th and the SNAFU Table DRM the Allies must deal with when the battle opens. To me, this proved the robust nature of the series rules—that covering this unique situation was easily possible by setting the standard series procedures with the needed values.

Victory.

Here I took a leaf from the victory system I crafted for use in the SCS game **Heights of Courage**. The same reasons apply to both games. That is, one side runs amok for some early period of the game and snags a lot of the map area. Then, the other side returns the favor and takes it back. In a traditional, end of game, sense, there is much encouragement on that player with the initial offensive to hedge his bets and avoid the losses needed to take much more than the bare minimums of VP hexes and use that conserved strength to fight in the late game to avoid losing them. That's nothing like what the real forces would do.

So, a dual system of VPs is in play. One side gets a reward for trying to get as many sites as it can, while the other needs to take back as many as possible before the music stops. Just digging in right past the start line is a sure-fire way to lose the game if you are that early offensive side.

The Shoulder 'Rules.'

On both the north and south map edges, the temptation for the Allied player would be to bail and pull back to shorten the line. In both cases, this is historically untenable.

Giving up the southern shoulder opens the door to Luxembourg City while the north unhinges the Allied line north of the Ardennes and many of the bloody gains of the fall's battles. Just letting them go was not an option.

Originally, the game had some fairly heavy handed rules for the southern shoulder (it was more easily ditched by players than the northern one, so it was addressed first). By exiting specific German Formations via specific Entry Areas, the German player could divert some US Formations away from ever entering the battle. The rules were cumbersome and we found that although players really wanted to pull it off, only a very few ever managed to do so.

To control this effect, eliminate the special Southern Shoulder rules, and deal with the same situation in the north, several VP locations were added to each. Now, the Allied player really must defend these locations (he'd hate to lose the game so close to the start line). But this also gives the German player significant incentive to attack those 'out of the way' zones as well. In effect, depending on how he uses his forces, the German player can very well attempt a win in the order of the Small Solutions presented separately in other games.

Conclusion.

What you see here is the finest Battle of the Bulge game I can make. It is the game I wanted to play since the mid-1970's. I hope you enjoy it, too!

Historical Notes

by Carl Fung

I've tried my best to channel the excellent historical notes from **Last Chance for Victory** and **DAK**. As with those historical notes, this is not meant to be an overview of the campaign but rather information that was used as input to, or came out of, the research behind the game. Needless to say, the Battle of the Bulge is popular and there is a lot of material on this subject. So this begs the question, what should be discussed and where to start?

The Fiddly Bits

Let's start off with historical tidbits that Bulge enthusiasts could identify in the game and declare, "Why did they do that!?" After much design consideration and testing, a number of design decisions were made to make the game work right. Let's examine these.

Why are some units not located where they historically started?

CCB, 9th Armored Division was in reserve around Faymonville at the start of the battle to exploit any breakthrough by the 2nd Infantry Division at Wahlerscheid. In the game, as in history, they arrive as reinforcements near St. Vith to reinforce the befuddled 106th Infantry Division on 17 Dec. So why not have them set up on the map at the campaign start to let the Allied Player decide where they should go? In nearly every single playtest game before the change, the Allied Player's omniscience caused him to send CCB/9 headlong in a suicidal charge against the SS Panzer Divisions. True fog of war prevented the Allies from knowing the German intent. Initial German actions against the 106th Infantry Division were perceived as a serious enough threat to send CCB/9 as well as the 7th Armored Division to St. Vith (more on them later). Having any forced pre-programmed move would undoubtedly cause some players to find loopholes around the movement to circumvent the intent.

Likewise, the 32nd Cavalry Reconnaissance Squadron was located at Vielsalm refitting and ready to reinforce its sister squadron around Manderfeld. The game has this unit start in Andler, many kilometers east from where it historically started and closer to the front. Initially, the unit did start all the way back in Vielsalm but by the time the 14th Cavalry Group formation activated the Allied player would just hang the unit back at Vielsalm to form a backup line knowing the full weight of the German spearhead was coming. In reality, the 32nd Cavalry Reconnaissance Squadron was alerted early on 16 Dec and arrived near Manderfeld at noon and was involved in heavy fighting trying to reinforce the besieged 18th Cavalry Reconnaissance Squadron. Having it in Andler gets it closer to the action to do what it's supposed to do.

Why are Formations showing up where I don't expect them?

7th Armored Division arrives on 17 Dec around the St. Vith, Poteau, and Vielsalm area, following the historical end points from its trek south following its transfer from the 9th Army. The need to locate them into this area is similar to the need to also bring CCB/9 to St. Vith—the players know too much. Early on in the design, playtesters just parked the 7th Armored in front of the 6th Panzer Army spearheads. It's a smart move, but it radically changes the flow of the battle. Here, once the 7th Armored completes its orders to arrive around the St. Vith-Poteau-Vielsalm area, it will find itself in a desperate situation between the German 6th Panzer and 5th Panzer Army, much like it did in history.

The arrival of the 82nd and 101st Airborne Divisions is also handled uniquely. This is more than just trying to set the game on rails but was also to limit lengthy rules on the unique strategic movement the two divisions performed overnight. There were early rules on temporary truck MA for the airborne, then a series rule on deep arrival to city locations. In both cases the Allied player would, with fore knowledge, conservatively place them far away from the frontline and just sit back and let the Germans come to them. This always caused the Allies to lose the foot race to Bastogne and have no backstop to St. Vith. The solution was to have these airborne divisions arrive at what the Allied commanders would deem at critical nodes given their limited intelligence.

Further, to reflect their lack of field mobility after their strategic truck movement, the Abn Div HQs are severely restricted in their MA. The single Abn Rgt HQ (the 517th PIR) has its full MA as it helped to defend Malmedy until Christmas and then was sent west to the counterattack at Manhay two days later.

To a lesser extent, the 18th Infantry Regiment of the 1st Infantry Division arrived in force on 20 Dec. The reasoning for this is that it was searching through the Hohes Venn for von der Heydte's paratroopers. In the game, it arrives on 17 Dec to do what it did historically and help find and root out the Fallschirmjager.

Why are some of the HQ's restricted?

In the rules, a number of US HQ's set up the campaign used or done given the opening surprise. On the German side, Panzer Lehr starts Done as it was in reserve waiting for the Gemund Bridge to be built. They were not issued rubber boats to attack in the morning. 116th Panzer starts Used because of its poor performance on 16 Dec. Its initial assaults were turned back and the whole division turned turtle as it figured out what to do next.

Why do many units start the game reduced?

Many of the units in the game either set up or enter as reinforcements with a step loss marker to reflect their actual fighting strength when they entered battle. While easier to print the reduced number of steps on the counter, this would mean that units could never be brought up to their theoretical full strength which a number of them did with an influx of replacements during the battle.

If you look at the number of Allied Non-AV step replacements towards the end of December, the numbers get huge. This reflects the accelerated program to create replacement infantry by converting other extraneous combat arms (AA, rear services, etc.) and, eventually, volunteer African-American platoons into line infantry replacements.

One minor exception for the Germans is the two reinforcing SS Divisions' Infantry Battalions (2nd and 9th SS) which were slightly less than full strength. They were given the benefit of the doubt and start with full steps to help them set up quicker as many players would replace their lost steps given their size and need in the battle. A number of other German formations' units cap off at reduced steps as no one in their right mind would give them more replacements than what they start off with.

Where are the rest of the Brits?

You will note the lack of the diversity in the Allied force, the Allied counters being mostly olive drab. Most sources state that the British XXX Corps, prior to their commitment in January to reduce the Bulge, was positioned along the Meuse as a backstop. There's a bit more to it than this. The plan was to station British formations way north of the Meuse (get your **Beyond the Rhine** maps out) around Leuven, St. Truiden, Hasselt, and Maastricht to catch the Germans in the open if they crossed the river.

Around 22 Dec when it was determined that the Germans might not reach the Meuse, elements of formations were ordered closer to the river, but not necessarily whole formations stationed further north. The exceptions were the 29th Armoured Brigade and 2nd Household Cavalry Regiment which at first held the River line (the former North-South between Namur, Dinant, and Givet, the latter East-West from Namur to Amay and further). These units (in the game the 2nd Household Cavalry is under command of the 29th Arm Bde) conducted patrols south and east of the Meuse and hence are included in the game.

There is also information that moving British forces prematurely in line with the Americans would have caused a logistical nightmare in the rear supply lines. This looks to have been remedied later as two additional British formations (6th Airborne and 51st Infantry Division) were ordered on 29-30 Dec to start moving up to the very tip of the Bulge. These formations arrived on January 1 and afterwards.

So in reality, if the Germans did threaten to cross the Meuse, the British were better off to stay further away from the Meuse than closer to it. If this were the case, the German spearheads would've been decimated.

Where are all the Engineering units and other Allied forces?

The many independent Engineer Combat Battalions that filled the gaps in the front lines or came on as reinforcements to build roadblocks and act as stopgaps are represented as static units. Only those

engineering battalions that actively fought in a sizable capacity are included, which were mostly those that were in place at the start.

Many of these units were scattered doing various duties like running sawmills in the rear when the offensive started. It would be too much to show all of the platoon roadblocks scattered through the map even if it means not representing units like the 2nd Regiment de Chasseurs Parachutists (French Airborne), 9th Canadian Forestry Company, 178th (TF Lion), 299th and 1278th Engineer Combat Battalions that were stretched so thin they couldn't be represented as whole units.

As for the number of General Service Engineering Regiments and French Light Infantry Battalions tasked to guard the Meuse River, research shows that these units defended the river west and south of the map area (southwest of Givet all the way down to Verdun) and therefore not included.

Lastly, a handful of towed TD battalions are not shown as their values are either incorporated into the formation's units or their assignment was in such that their support representation didn't make sense. These TD battalions were the 635th, 643rd, and elements of the 825th TD Battalions.

Where's all that German Artillery from the initial bombardment?

The Germans were able to amass a large number of artillery for the initial bombardment on 16 Dec 1944 to kick off the battle. The only problem was that much of it was ineffective and only about half of it was able to displace forward as their transportation was redirected to supply functions. Hence the need to have a large number of arty assets for a single turn at reduced effectiveness only to remove them the next turn was easily solved by retaining

only those artillery units that were able to be transported forward. These artillery assets correctly represent the full complement of static and non-static ineffective artillery of the initial barrage.

Where's Monschau?

Monschau, the bucolic historic town that Model ordered (an order frequently attributed to Hitler himself) to be spared from the opening artillery barrage, is just off map in what would've been in hex C37.36. While Monschau was attacked in the opening of the battle, it was a one sided affair and quickly became a quiet static front while the rest of the battle continued. Therefore the inclusion of the town, the 102nd Cavalry Group and the rest of the 326th VG Division that fought there would have been superfluous.

On the opposite end of the line, the entire southern edge was needed to preserve the heavy fighting of the 4th Infantry Division clinging to its defenses from Osweiler to Consdorf.

Where's the Trojan horse rule for Skorzeny?

Let's be honest, the ruse wouldn't have worked. Even Skorzeny admitted that it would work only on green American troops seeing them from very far away and at night. Any rule for handling their passage through Allied lines is purely chrome, and fictitious chrome at that.

After waiting in the rear area for the traffic jams to clear, Skorzeny immediately did away with the original plan and deployed his force as a regular combat brigade.

The Greif teams (composed of the best English speakers, often from the Kriegsmarine), on the other hand, are the talk of legend and certainly caused a lot of confusion and frustration amongst Allied units, but had minimal strategic impact. In the game, the Greif teams have a mildly exaggerated effect on the few things they can do to make up for the things that they cannot (general time wastage by GIs second guessing each other's knowledge of trivia) and to make up for the perfect intel the Allied player has of the German Victory Conditions.

Why are there no fuel dumps?

The lack of fuel dumps can be explained in two ways: 1) the prepositioned fuel dumps were not located in the main fighting area and 2) the Germans weren't looking for them to begin with, despite what that Henry Fonda movie wants you to believe.

To the first point, there were two instances where German forces captured a decent amount of fuel supply. The first was at Bullingen were Peiper captured some 50,000 gallons. This was a forward supply depot for the 99th Infantry Division. The second was at Samree, which was where the 7th Armored Division's supply stock was located supporting the division at St. Vith. Neither of these was a prepositioned fuel location but instead divisional supplies (and abstracted as Combat Trains and MSRs). The large First Army fuel depots around Spa and Liege were never threatened and were soon evacuated, except for 124,000 gallons that were burned prematurely to prevent capture.

To the second point, the Germans weren't seeking Allied fuel depots to make up for their lack to gas supply. This fact is making itself more apparent in recent studies. The Germans had reserved a decent stock of fuel prior to the battle, but created a problem by choosing to not position it forward—instead, the depots were behind the Rhine. They didn't anticipate the difficulties in resupplying their forces between the weather, traffic, and interdicting Allied aircraft.

Allowing for the Germans to "fuel up" on the capture of combat trains would just lead to the German player hunting these trains down. Besides, the SNAFU rolls simulate the overall logistic picture for the formations beyond fuel (ammo, food, rear supply network, etc.) which is of greater overall importance to a formations condition than just feeding the local vehicles.

Where are the traffic hexes?

The beauty of the BCS rules is that the player causes his own traffic nightmare through mismanagement of his formations—especially when using the optional Unit Traffic rules. The traffic jams that caused the Germans consternation weren't isolated to the Germans, let alone this battle. Peiper impatiently making his way to the front while overlapping with the 12th VG and 3rd FJ Divisions is through his own doing, not by a preset traffic marker. The blown road overpass at Losheim that the Germans themselves destroyed when retreating through the area in September certainly caused a lot of headaches until it was bridged (later than expected, of course). By the time you stack up the various SNAFU DRMs, you have a wonderfully clogged road net.

Where are all the German bridging units?

German planning called for infantry to cross the Our River on the early morning of 16 Dec (and in some cases infiltrating earlier) via rubber boats or make-shift foot bridges. For vehicles and supply, bridges were to be constructed to connect their main supply routes. While elaborately planned to have independent and divisional engineers build bridges immediately following the initial barrage and assault, the bridges were invariably completed at different times, either by difficulties with the river, equipment, or from American harassment. The original bridging rules with bridging units, bridge counters, and the like had too many heavy handed mechanics and initial variability (i.e. die rolling) introduced too much sway in results that affected overall gameplay.

The lack of granularity between the light and heavy (Bridge Type B and Type J, respectively) bridges is not needed as the crossing sites put up and supported whatever bridges they could to span the river. In addition, the lack of bridging units that could be used to span the Meuse are not in the game for two reasons: 1) Many bridges were used to cross obstacles close to the start lines, even the 6th Panzer Army used such a bridge at the Losheim overpass and 2) there was little time to construct proper bridging (nor was the bridging equipment actually long enough) at the Meuse. The crossing of such a major river was to be forced, much as it was in 1940.

This allowed the bridging and independent pioneer battalions which were tasked to build and support the bridges to not be represented in the game as the player would often use them as cannon fodder. As Hugh Cole points out, "General Brandenberger was loath to employ any of his small engineer complement in the firing line except under the direst of circumstances." Only in the Allied January counterattack were these independent pioneers used in combat as frontline units were severely depleted and replacements short.

Where are the rest of the bridges along the Meuse?

A cursory look at the contemporary Army Map Service maps of the region shows numerous bridges over the Meuse. Research showed a number of these bridges were blown by the Germans during their retreat through the area in September 1944. Namely, the bridges at Yvoir, Godinne, and Nameche were blown and were only replaced after the war. The pursuing Americans grabbed the bridges intact at Namur and Dinant but made forced crossings via boats or pontoon bridges in between. Likewise, the blown overpass bridges at Losheim and Bucholz, near the German border, are shown as they do affect traffic and supply.

Why can the Ouren Bridge be blown?

The Ouren bridge (actually two bridges close to each other) at D30.33 was the objective for the 560th VG Division and later the 116th Panzer Division. When the 116th Panzer cleared out the Americans on 17 Dec, they realized the bridges could not support the weight of the tanks and thus the entire division was rerouted south to cross the Our at Dasburg, two days behind schedule. Had the Germans known the bridges weren't sufficient for their use, they would not have invested that much effort to capture them. The German player needs to try his luck at this as well. Instead of having a "bridge test" rule, having the bridge at Ouren as a candidate to be blown properly simulates the chance that the bridge couldn't support the weight of the tanks.

Why can't the Germans blow bridges?

The German 7th Army did blow up bridges at Bonnal, Esch-sur-Sure, and Tadler (D23.13) along the Sure River in their defense against Patton's 3rd Army. In nearly all these cases, however, the bridges were quickly replaced or reinforced by Bailey bridges. Any efforts to slow down the Americans via bridge blowing was invalidated by the speed of the bridge replacements, often within a day (or following day) of the bridge being blown.

Order of Battle

Let's review the Order of Battle (OOB), my forte. The goal was to show the units in a new light and avoid cookie-cutter units based on their Table of Organization and Equipment (TO&E). Rather than pushing around generic pink panzers, you are seeing how the formations were organized and used in the battle.

Identifying unique units was done by pouring over After Action Reports and other sources to find their composition. These unique units mostly come in the form of ad hoc or semi-permanent battalion-sized task forces and kampfgruppen. Beyond this, details capturing unit's fighting strength in the battle was examined to determine the number of steps each unit would start the game with. This avoids having all units incorrectly start at full strength and shows that some units were committed in a fragile condition. The ability to replace above the at start steps reflects some formations, like the 4th Inf Div, that actually finished the battle stronger than when they had entered it.

Formations were examined at how well or poorly they performed which gets reflected in HQ activation roll numbers and unit Action Ratings. Hopefully this gives a new look at units which players may already be familiar.

The Allied Order of Battle

The Allied Army that fought in the Bulge was a mixture of veteran formations that had bled themselves both in Normandy and against the German border, and newly arrived formations still trying to get their feet wet.

2nd Armored Division—A veteran division that fought in Sicily and was the first armored division to land in France. Kept under the "heavy" TO&E configuration, it abandoned the "light" and "medium" tank battalion configurations. The 67th Armored Regiment had three mixed battalions of one light and two medium tank companies. The 66th Armored Regiment had its first battalion organized for security and recon and consisted of a light tank company and the regimental reconnaissance company (jeep mounted). The other two battalions of the Regiment consisted of one light and three medium tank companies. The tank company designations were retained (i.e. "A", "B", "C" were light but located in different battalions). Its major fighting components were two Combat Commands: A and B, with CCR containing only token units. CCA and CCB in the Bulge were further subdivided into large Task Forces (A, B, and C in CCA, A and B in CCB) where its constituent battalions operated pretty much whole. It had rested and refitted before its commitment to the Bulge.

3rd Armored Division—The other remaining "heavy" armored division and veteran unit by the time of the Bulge. Similar to the 2nd Armored, the battalions in the Armor Regiments had balanced tank units consisting of one light and two medium tank companies. Operating in the three combat commands were mixed armor, infantry, and some cavalry task forces. The division was committed piecemeal to the battle with CCB being sent to deal with KG Peiper. CCR (Kane, Hogan, and Orr) was sent further west to deal with the threat along the Ourthe. TF Hogan was surrounded and its men escaped on foot. CCA was sent south to reinforce CCR after searching for German paratroopers near Eupen.

4th Armored Division—Patton's favorite armored division, it embodied the General's idea of maneuver warfare after the breakout from Normandy and the armor battle at Arracourt. It was depleted when committed to the battle, but it was a veteran and aggressive formation. Its task force structures were very flexible, often coupling a tank and armored infantry company for a mission, then reverting back to its parent organization. The game's task force units represent this ad hoc composition. CCR was used as a rest and refit command and when the attacks by CCA (Oden and Alanis) and CCB (Irzyk and Cohen) faltered, CCR, consisting of the battalions led by firebrands Creighton Abrams and George Jaques, broke through to Bastogne.

6th Armored Division—Another of Patton's favorites and a veteran formation, it was committed later to the Bulge fighting after the corridor was opened to Bastogne and relieved the 10th Armored. It was full strength prior to its commitment. Its Combat Command structure was "standard" in the sense that its primary fighting elements were CCA and CCB with organic battalions rotated in and out as needed with CCR used for reserve, rest, and refit. Its task forces were also "standard" in that tank and armored infantry battalions would swap a company with each other.

7th Armored Division—The 7th Armored was the first major reinforcement to arrive to the battle. Prior to its commitment, it bounced between the 3rd Army at Metz and the 9th Army in Holland and was rested and refitted before being sent to St. Vith. Its task force assignments during its defense of St. Vith was ad hoc in nature, where a company would be attached one day and reassigned the next reflecting a dynamic defense. Later, during the counteroffensive, it organized task forces to include paratrooper units for added infantry strength.

9th Armored Division—New to the continent, the 9th Armored never fought as a whole in the battle. Its combat commands were in reserve or supported different units within the V and VIII Corps area. The 9th Armored Division was shipped to France with only 76mm mounted M4's as their medium tanks and hence their armor values in the game are higher than the other American Armored Divisions. CCA and CCB did not form combined arms task forces at the start but after suffering losses and reorganized, formed mixed task forces. When the 10th Armored reinforced the southern shoulder, CCA/9 was temporarily renamed CCX to avoid confusion with CCA/10.

10th Armored Division—The division learned to fight in the fall battles near Metz and the Saar. Sent north to bolster the southern shoulder of the Bulge, it sent its CCB separately to Bastogne where it set the stage for the famous fighting there. Curiously, CCB named their combined arms units as "Teams" instead of "Task Force" where it may have been a reflection of the pairing of a tank company and an armored infantry company plus smaller assets instead of larger battalion sized equivalents. The remaining 10th Armored consisted of a very large CCA (Chamberlain, Standish, and Riley), with CCR used for recuperating units (virtually empty during the Bulge). It was relieved by the 6th Armored on 28 Dec—except CCB that was still around Bastogne.

11th Armored Division—Rushed to the battle from training in England, the division learned on the job and paid the price fighting veteran German formations. The 11th Armored was organized where it had its 22nd Tank Battalion split up supporting different commands (and other divisions) during the battle and it therefore only represented as support only. TF's White and Blue were under CCA with Poker and Pat under CCB. CCR solely consisted of the 55th Armored Infantry Battalion.

17th Airborne Division—While training in England, the division was hastily sent to the battle much like the 11th Armored Division. The 17th Airborne showed its inexperience, suffering heavy casualties despite having experienced formations like the 507th PIR and 550th Glider Infantry Battalion. The 507th jumped into Normandy as part of the 82nd because the 504th PIR was still recuperating from Anzio. The 507th did not participate in Market Garden, having been transferred to the 17th Airborne when the 504th rejoined its parent division. The 550th participated in Operation Dragoon as part of the 1st Airborne Task Force and transferred to the 17th Airborne after the former's disbandment.

82nd Airborne Division—Elements of the Division participated in all of the major

American airdrops since Sicily up to this point of the war. In December 1944 it found itself on trucks originally destined for Bastogne when it was diverted north to Werbomont to stop the SS. It held the ground between Cheneux, Trois Ponts, Vielsalm, and elements assisted in the defense of Baraque de Fraiture. Unofficially a four-regiment division, the 325th Glider Infantry Regiment had been supplemented by the 2nd Bn, 401st GIR before Normandy. Its 307 Airborne Engineer Battalion had four companies to support each of its regiments.

101st Airborne Division—The "Screaming Eagles" is probably the most famous American division in recent history because of the popularity of Band of Brothers and its impressive media blitz. Much like the 82nd Airborne, it was unofficially oversized, but just as inherently weak in manpower. One can argue over how much of their status is due to PR popularity, but there is no denying their accomplishments in the war (which is no detriment to the 82nd, as they had a longer storied history).

1st Infantry Division—The "Big Red One" fought from North Africa, Sicily, and led the way into Europe. A veteran division that was resting and refitting after fighting in the Hurtgen Forest, it was still somewhat depleted before helping to look for von der Heydte's paratroopers and assisting in the defense of Elsenborn Ridge where it gave a good account of itself once again. An interesting unit here is TF Davisson, led by the attached 634th TD Bn's commander. Davisson is quoted as saying "Recon, you find 'em; engineers, you fix 'em; tanks, you fight 'em; and TD's, you finish 'em!" reflecting the different elements of the task force.

2nd Infantry Division—Fighting since D+2 in Normandy, the veteran 2nd Infantry Division was tasked with assaulting Wahlerscheid right before the German offensive, where it lost many men in the 9th and 38th Infantry Regiments. It skillfully transitioned from attack to defense to successfully defend the Elsenborn Ridge. The "2,99" Arm Cav TF is the recon troops of the 2nd and 99th Infantry Divisions screening between Hofen and Wahlerscheid under 2nd Infantry's control.

4th Infantry Division—Still depleted from the fighting in the Hurtgen, this Utah Beach veteran formation held the southern shoulder in the battle. Its lines were extended and could only commit piecemeal reinforcements while the rest of the division is off map. Task Force Luckett was formed by combining a few tanks from the 19th Tank Bn (9th Armored Division), Assault Guns, Mortars, and Recon Plts to the 2nd Bn, 8th Inf Rgt under Colonel Luckett.

5th Infantry Division—A veteran formation that fought during the Metz battles, this division received top priority in 3rd Army replacements and was up to strength when committed north. It assisted the 4th Infantry and 10th Armored in beating back the Germans in the southern shoulder.

9th Infantry Division—With as storied a combat record as the 1st Infantry Division, the 9th Infantry Division had recently fought in the Hurtgen and Roer Battles. It was still depleted when sent piecemeal to reinforce the Hofen-Kalterherberg area.

26th Infantry Division—The division was resting and integrating replacements after recent combat (many of them from non-infantry roles) near Metz when ordered to march north. Its performance in the attack north was sluggish, claiming a lack of tank support, but more likely the byproduct of not enough time to train its replacements. TF Hamilton was formed around the basis of the 2nd Bn, 328th Inf Rgt and reinforced with tanks to act as a mobile breakthrough unit.

28th Infantry Division—The "Bloody Bucket" division was assigned to the Ardennes to rest and refit after its disastrous losses in the Hurtgen and had most of its ranks replenished by December 16. Struck by the offensive while covering an excessive amount of ground, the veterans and replacements fought well, dying or withdrawing in the face of the overwhelming forces. The 110th was decimated around Clervaux, but caused enough of a delay to slow the advance to Bastogne saving that town. The 112th stopped the drive through Ouren, and then retreated north to become part of the St. Vith defense. The 109th retreated over the Sure and helped participate in the 3rd Army counterattack back north.

30th Infantry Division—After stopping the German counterattack at Mortain, the recently replenished veteran division was committed in the path of Kampfgruppe Peiper. It fought well and contributed to the Kampfgruppe's destruction, justifying its German nickname of "Roosevelt's SS".

35th Infantry Division—The battle-weary veteran division was sent with the second batch of reinforcements from the 3rd Army. It was still in the process of training its new replacements when the division helped widen the Bastogne corridor.

75th Infantry Division—Newly arrived on the continent at the time of the Bulge, it was initially in reserve until committed to combat where it had a poor debut. Most elements of the division were technically under 3rd Armored Division's command given its green status.

80th Infantry Division—A veteran division since Normandy, the 80th was rested and refitted when ordered, along with the 4th Armored and 26th Infantry Divisions, to turn 90 degrees and attack north. Its progress was slow due to German resistance, terrain, and weather.

83rd Infantry Division—The 83rd Infantry Division was an experienced unit. It fought in Normandy and suffered heavy casualties in the Roer right before being sent to the Ardennes late in December.

84th Infantry Division—Arriving in France in October, the division fought battles in the Roer region before being committed to the tip of the Bulge near Marche-en-Famenne. It withstood the 116th Panzer Division's attacks between Marche and Hotton. The 3/335 and 1/333 performed long range recon to Rochefort/Tellin and Wellin/Beauraing respectively on the open flank before being forced to retreat as the division was overextended.

87th Infantry Division—This inexperienced division participated late in the southern counterattack where its performance was not note-worthy. Its attached tank battalion was the famous "Black Panthers", the only African-American tank battalion in the war.

99th Infantry Division—A newly arrived division that did not suffer the same fate as the 106th Infantry Division. A portion of the division supported the 2nd Division's attack on Wahlerscheid while the rest was firmly entrenched against the 6th Panzer Army. The "Battle Babies" suffered heavy casualties, but did not break. During the battle it was technically subordinated to the 2nd Infantry Division which facilitated General Robertson's ability to coordinate the defense of Elsenborn Ridge.

106th Infantry Division—The last numbered American infantry division with the unfortunate reputation of being the largest surrender of American forces outside of Bataan. Even as a newly arrived formation many of its men were replacements, the division had been stripped to provide infantry replacements for other units before arriving in the Ardennes. These replacements were converted infantryman and men from the ill-fated ASTP (Army Specialized Training Program). Indecision and miscommunication (let alone the Germans) allowed two of its regiments to be surrounded. The 2/423 Infantry Battalion was mounted in trucks as the divisional reserve and moved up in time to be pocketed. A poorly coordinated attack to break out was attempted, but ended with the regiments surrendering. The Prov/423 garrisoned at Bleiaf was based around the Regimental Anti-Tank company and had elements of the Cannon Company along with B Troop, 18th Cavalry all fighting as infantry. The Mixed Unit by Winterspelt contained the 106th Recon Troop and the Cannon Company of the 424th Regiment likewise as infantry.

Other American formations—The 517th Parachute Infantry Regiment was an independent parachute regiment that was committed to the Bulge separately from the 82nd and 101st. Along with the separate 509th and 551st PIB's, these units fought on the northern shoulder, the latter two being so depleted at the end of the battle they were unceremoniously disbanded and survivors sent to the 82nd Airborne.

The number of Cavalry Groups that fought in the Bulge performed varying duties, from non-doctrinal static defense like the 14th Cavalry Group (by necessity filling a gap) to proper screening and reconnaissance like the 4th and 6th Cavalry Groups.

The independent 1st Army assets, the 99th Norwegian-American Infantry Battalion and the 526th Armored Infantry Battalion were positioned in the path of Kampfgruppe Peiper temporarily as Task Force Hansen, and then later attached to the 30th Infantry Division.

29th Armoured Brigade—The only British formation to participate in the Bulge east of the Meuse before the New Year. Nominally part of the British 11th Armoured Division, it was to replace its Shermans with the new Comet tank, but reverted to its old equipment and acted independently during the battle. The Motorized (Mechanized in Halftracks) element, the 8th Battalion, Rifle Brigade, was doled out to the Armour Regiments (battalions) as combined arms teams. The 2nd Household Cavalry Regiment was an independent unit but assigned to the Brigade for game purposes.

Notes—The Order of Battle for the American Armored Divisions shows the diverse arrangement of the combat commands and task forces outside of the prescribed two combat and one reserve command system. While it was commonly understood that CCR was to be used as a reserve and possibly not as strong as CCA or CCB, this was not always the case where some division commanders used CCR as a regular third combat element. The task forces in the game represent both semi-permanent task force organization as well as mission-based ad hoc formations to show the combined arms cooperation at the battalion level. The independent tank and tank destroyer battalions attached to American infantry formations are shown as being permanently dispersed to reflect their historic usage.

The German Order of Battle

The American Army was a mixed bag of experience, but the quality difference among the German formations was, if anything, greater. All of the formations that participated in Normandy were essentially rebuilt and further bled on the borders of the Fatherland prior to the Bulge. Some formations were fighting right up to (and even after) December 16 in other areas before being fed into the Ardennes.

Kampfgruppe Peiper—Led by the infamous Joachim Peiper, this KG was the spearhead of the 1st SS Panzer Division. His initiative & impetuousness made his armored battle group act independently from the rest of the division (who then tried to catch up and relieve Peiper after he was surrounded and out of fuel). Peiper controlled all the 1st SS's panzers and the half-tracked Panzergrenadier battalion. The two pioneer companies assigned to him, the 3rd Company of the divisional pioneer battalion and the 9th Company of the panzer regiment was mostly mounted in halftracks. His artillery and flak were truck mounted, but effectively he was fully mechanized. Peiper cursed his Tiger II's as unreliable and slow and relegated them to the rear of the column. The 501st Heavy Panzer Battalion essentially had all of its tanks but only a handful were operating. Slowly the maintenance shops would repair and bring up more Tiger's offsetting those destroyed, damaged, or broken down along the way. Highly motivated with excellent morale, KG Peiper was indeed a force to be reckoned with. In similar fashion to the Bulge, Peiper led another panzer Kampfgruppe in the attempted relief of Budapest in early 1945.

1st SS Panzer Division—The remaining units of the 1st SS "Liebstandarte Adolf Hitler" Panzer Division often takes a back seat to Peiper in history. The rest of the division was formed into three Kampfgruppen: Hansen: based on the 1st SS PG Rgt along with the 1st SS Panzerjager Abteilung (battalion), Sandig: the rest of the 2nd SS PG Rgt, and Knittel: the reinforced Panzer Aufklarungs Abteilung (Armored Reconnaissance Battalion). The division on the whole was oversized but its complement (like much of the rest of the ground forces) was filled by replacements, but had a good core of veterans.

2nd SS Panzer Division—The "Das Reich" Division originated as a Motorized Division to become a premier Panzer Division. Rebuilt in the autumn, the III/3 and I/4 PG have a lower AR than its sister units as their commander commented that these units had poor coordination because they were rebuilt from scratch. Furthermore, I/3 Battalion's Panzergrenadiers were transported via bicycles. Arriving late, the division made its way via Houffalize to the famous fight at Baraque de Fraiture.

9th SS Panzer Division—The 9th "Hohenstaufen" SS Panzer Division is famous for contributing to the destruction of the British 1st Airborne Division at Arnhem. It was refitted and was meant to exploit the breakthrough. Because of fuel issues, the division along with the 2nd SS walked into battle. III/20 was designated a gepanzerte (Armored, i.e. Halftrack) Panzergrenadier Battalion, but did not have many halftracks and is instead shown as truck-borne.

12th SS Panzer Division—Meant to lead the northernmost armor route, the "Hitler Youth" Division had earned a bloody reputation in its relatively short lifespan. It lacked its 2nd Panzer Battalion which was replaced by the Heer (Army) 560th Panzerjager Battalion. It formed an armor heavy kampfgruppe similar to Peiper (KG Kuhlmann). The 25th and 26th Panzergrenadier Regiments formed Kampfgruppen Muller and Krause (minus III/26 with Kuhlmann) respectively. KG Bremer was had only 3 companies instead of the typical five. The division bludgeoned itself against the American forces at Krinkelt-Rocherath and then around Butgenbach, not making a good account for itself.

2nd Panzer Division—One of the original Panzer Divisions, the veteran 2nd Panzer Division had a long career in the war earning it Patton's respect as "The best goddamn Panzer Division in the German Army". It upheld its reputation by advancing the farthest to the Meuse. It achieved this in spite of logistics difficulties, delays at Clervaux & Bastogne, and a new division commander who joined the formation right before the attack. Kampfgruppe Gutmann was the 2nd Panzergrenadier Regiment (less II/2 PG Bn) reinforced with Panthers, StuG's, and artillery. KG von Bohm was the recon battalion (eventually reinforced with a Panther company). The other kampfgruppen were Holtmeyer and von Cochenhausen. The 38th Panzerjager Battalion was equipped with StuG III's instead of the typical PzJg IV/70. I/304 was mounted on bicycles (in addition to one of the companies in Kampfgruppe von Bohm) but was supplemented by captured enemy trucks. Its men were used as replacements for the more motorized battalions.

9th Panzer Division—Initially held in reserve, Hitler released it with the prospect of reaching the Meuse growing dimmer. It arrived on the front alongside the 2nd Panzer and Lehr Divisions around Christmas too late to make any positive impact on the offensive. The division is unique in that its 2nd Panzer Battalion contained Panthers whereas nearly all other panzer divisions at this time had its Panthers in their 1st Battalion. The 301st Funklenk Panzer Battalion, that contained Tiger I's and remote control anti-armor vehicles, was attached to the 9th Panzer Division until 25 Dec 1944 and may not have made its appearance in the battle due to transportation problems, but is included in the game as a late reinforcement.

11th Panzer Division—The 11th Panzer Division earned the nickname "Ghost" in France 1940 for its progenitor formation sneaking through the Ardennes and had a Ghost insignia painted on its vehicles. It was meant as a reinforcing division and elements were assembling around Bitburg. Army Group G under Hermann Balck (who also happened to command the division during the Chir River Battles outside of Stalingrad in December 1942) stubbornly retained the division and it was not committed to the Bulge. Nor was it used in Operation Nordwind, unlike the 10th SS Panzer Division—another of the slated reinforcement armored formations to the Ardennes.

116th Panzer Division—Formed from the 16th Panzergrenadier and 179th Reserve Panzer Divisions thus explaining its unique number, the Windhund ("Greyhound") Division had the most interesting trip through the Ardennes. Intended to breakthrough at Burg Reuland, it was halted on the opening day with many infantry losses. The next day it tried crossing over the Our River at Ouren only to find the bridge did not allow tanks to cross. It crossed the following day (18 Dec) at Dasburg and spent the next few days redirecting its advance from Bertogne, back to Houffalize to Dochamps where it attempted to capture Hotton from the east side of the Ourthe. On 23 Dec, it was ordered to cross over the river at La Roche-en-Ardenne to spend the next few maddening days bashing its head around Verdenne against the US 84th Infantry Division.

Panzer Lehr Division—Once the most powerful Heer panzer division in the West, by the time of the Bulge the division was a depleted formation missing one of its panzer battalions and compensated with a StuG Brigade and Panzerjager battalion. It was only recently taken off the frontline for its use in the Ardennes. It was fighting less than full strength including being deficient in its organic artillery. It was even believed that its veteran commander, Fritz Bayerlein, had lost his touch or was distracted by a captured nurse. Regardless, its route through the Ardennes took it down many bad roads to then south of Bastogne when it finally broke free and tried in vain to support 2nd Panzer around Rochefort. The division was formed into three Kampfgruppen: KG901/von Hauser, KG902/von Poschinger, and KG von Fallois (reinforced recon battalion) where the single tank battalion was split between the three. I/902 Panzergrenadier Battalion's AR rating is lower because prior to the battle it was rebuilt from supply troops.

150th Panzer Brigade—The infamous 150th Panzer Brigade was made up of English-speaking Germans and captured American equipment. The number of men Skorzeny was promised fell short, along with their ability to speak English well enough to pull off the ruse. Regular German units from the SS, Luftwaffe and Wehrmacht were transferred over to make up its ranks and man the armored vehicles. Equipment was likewise short, using ten mocked up Panthers and StuG III's as improbable looking American tank destroyer imposters. Their original mission never even took off, and the brigade was used as a conventional panzer brigade near Malmedy. The formation was withdrawn on December 28, having left little impact on the battlefield.

Fuhrer Begleit Brigade—Begleit translates as "Escort" and the formation did originate as part of Hitler's Bodyguard. Under a die-hard Nazi (you had to be to command Hitler's personal escort unit), the Fuhrer Begleit Brigade clawed its way around the St. Vith bubble. It tried to help capture Hotton only to be sent south to Bastogne where virtually all other panzer units were sent at the end of December. The Panzer Battalion was from the Grossdeutschland Division. This caused some concern with US intelligence that thought Hitler had transferred elite panzer

units from the East for the counteroffensive. Even the SHAEF daily situation maps show this brigade and the Fuhrer Grenadier Brigade as "GD".

Fuhrer Grenadier Brigade—Similar to the Fuhrer Begleit, the Fuhrer Grenadier Brigade grew from a battalion to a brigade. Fuhrer Grenadier was big by brigade standards, but its replacements were not considered the best. To add to this difficulty, its commander was severely wounded in its opening action against Patton's forces further hurting the unit's morale. The Bicycle battalion attached (likewise as in Fuhrer Begleit) was from the Landschuetzen (Home Guard) that was composed of older men. The second "panzer" battalion was an independent Sturmgeschutz "Brigade" attached.

3rd Panzergrenadier Division—Transferred from Italy to France in time for the autumn battles, it fought against Patton's drive on Metz. It was reformed before the offensive and transferred from the 15th Army in the north to breakthrough at Rocherath-Krinkelt where the 12th SS had failed. Its commander didn't rate his replacements too highly and this was reflected in their lackluster performance in the northern shoulder of the Bulge.

15th Panzergrenadier Division—Hitler released this division at the same time as the 9th Panzer Division. The division sent Kampfgruppe Maucke (115 PG Rgt with Pz IV's and StuG's) around the western side of the Bastogne siege where it was defeated soundly in heavy fighting on Christmas. The rest of the division fought to the east of Bastogne. There was no Aufklarung Battalion listed in post-war documentation on this division's action from December 1944 to February 1945.

3rd Fallschirmjager Division—The division bore little resemblance to the elite force that fought in Normandy. It was transported south right before the offensive start and was already depleted from recent heavy fighting in the Roer region. The 8th FJ Regt was still in route when the offensive opened, and according to Danny Parker, left one of its battalions up north. I speculate that the missing battalion was the II/8 as documentation prior to its commitment in the Bulge shows that was attached to the 353rd VG Div.

5th Fallschirmjager Division—This division was a little more promising than 3 FJ, with the commander more experienced in ground combat. The division was full strength but not fully trained. The commander opined that the 15th Fallschirmjager Regiment was better trained and pooled its motor vehicles to motorize I/15 FJ Bn and named Kampfgruppe Berneike after its commander. In conjunction with the attached 11th Sturmgeschutz Brigade, the motorized element was to lead the division and the 7th Army to defend the southern shoulder. It defended south of Bastogne and was decimated by Patton's forces.

9th Volksgrenadier Division—The division was recently formed and was considered a good unit due to a core of veterans as its training cadre. It was committed late in the battle in the German defensive phase where it had minimal impact on the campaigns outcome. It was unique that effectively two of its battalions were "motorized" via bicycles. It was missing the equivalent of one battalion of 105mm howitzers.

12th Volksgrenadier Division—An excellent division having earned its Volksgrenadier title during the tough fighting in Aachen in the fall (rather than merely being so designated like most VG Divisions). Tasked with breaching a hole for the 6th Panzer Army, the somewhat depleted division faced tough opposition and could not breakthrough. Kampfgruppe Holz was formed based on the panzerjager battalion (with six StuG IV—built on the Panzer IV chassis instead of a Panzer III) and a partially motorized Fusilier Company. It also had a stronger complement of artillery with three battalions of 105mm instead of the more common 75mm and 105mm in Volksgrenadier divisions.

18th Volksgrenadier Division—Stationed in the Schnee Eifel for a lengthy period allowed the division to train incoming men and plan in detail the encirclement of the US 106th Infantry Division. It formed two battle groups on both sides of the enemy division along with an attached StuG Brigade to perform the envelopment. It also formed a mobile battalion (Voraus-abteilung) around its Hetzer Company and by motorizing its Fusilier Company along with a pioneer company. Holding the front was its Field Replacement (Ersatz) Battalion used as infantry as well as the 669th Ost Battalion.

26th Volksgrenadier Division—The best Volksgrenadier division that fought in the Ardennes. It was full strength and under capable leadership and had a very good core of veterans. The division fought very well, keeping pace with the panzer divisions of the 5th Panzer Army to Bastogne. It formed a motorized reconnaissance Kampfgruppe (Kunkel) using its Hetzer Company and pooling enough vehicles to transport its Fusilier battalion. The division, with attached components from Panzer Lehr, conducted the siege of the US forces in Bastogne while the 2nd Panzer and Lehr Divisions pushed forward.

62nd Volksgrenadier Division—The division was built from scratch after the corresponding infantry division was destroyed on the Eastern front. It was placed on the southern line to St. Vith but did not perform well. The I/164 Infantry Battalion was equipped with bicycles and coupled with a few Hetzers acted as the mobile vanguard.

79th Volksgrenadier Division—A mixed quality division that did not receive its supporting panzerjager battalion by its commitment to the Ardennes. It was slotted between the Fuhrer Grenadier Brigade and 352nd VG Div.

167th Volksgrenadier Division—Based on the 17th Luftwaffe Field Division, the division was released by OKW Reserve around Christmas. Along with the remnants of the 1st SS Panzer Division it was to concentrate on Hitler's newfound obsession of Bastogne. It was considered an effective unit.

212th Volksgrenadier Division—Defined by the 7th Army commander as the best division in that army (out of an original four), the 212th VG Div was full strength and had a Fusilier Battalion but only five StuG III's. It formed the southernmost assault division and acted as an anchor in the battle. It was assigned two independent static battalions to defend the area south of the offensive.

246th Volksgrenadier Division—Committed after the offensive began, this division was to bolster the northern sector, but was already depleted from prior fighting up north. It arrived later than expected and performed defensive duties. Its Fusilier Battalion was severely depleted and was

basically company-sized and its Artillery Regiment was quite weak and some of it was captured Soviet pieces.

276th Volksgrenadier Division—Originally a static unit that fought in Normandy, it was reorganized in Poland and sent back west. A full strength but poorly trained division, the 276th VG Div fought as poorly as it was trained. The commander at the start of the battle was relieved of command on 18 Dec, but did not survive the day.

277th Volksgrenadier Division—Reconstructed after the Normandy battles and described as having poor fighting spirit, the division was tasked to attack towards the villages of Krinkelt and Rocherath. It bungled this attempt and had to wait for the 12th SS Panzer to try again, but its efforts again fell short.

326th Volksgrenadier Division—The division was a poorly trained formation that was tasked to assault the northern sector of the Bulge. Because of the attacks by the US in its sector, it siphoned battalions to block the advance and had little weight in its own attack. Its 752nd Grenadier Regiment is not in the game as it was committed just north around Monschau against the US 102nd Cavalry Group.

352nd Volksgrenadier Division—The division that bravely defended Omaha beach was completely different by December. Filled with former Kriegsmarine men, its performance was mixed. It was advancing two regiments on 22 Dec when it was struck by the US 80th Infantry Division and virtually destroyed.

560th Volksgrenadier Division—The division was a garrison unit recently arrived from Norway and was still arriving when the offensive began. Composed of mostly older soldiers, it was entirely green and had never seen action before. Despite this, it had good morale and advanced surprisingly far, further than any German infantry formation suffering tremendous casualties doing so.

Kampfruppe von der Heydte—A hastily assembled unit put together by gathering jumped qualified men and placing them under the capable, but pessimistic, Count Friedrich August Freiherr von der Heydte.

Not only was its untrained air transportation a day late, only about half the men being able to jump. The special mission was a complete debacle. Its greatest achievement was causing much needed American reinforcements to look for German paratroopers in the forests near Baraque Michel. The two units in the game represent the scattered group of men that were able to successfully jump on 17 Dec.

Notes—The Germans had a penchant for not following the prescribed TO&E (Gliederung in German). This goes beyond creating ad hoc kampfgruppen out of cooks and convalescent men as commanders mixed and matched their inherent units to fit mission needs. Kampfgruppen ranged in size from battalion to regiment to division so the name is quite anomalous. The game has battalion-sized kampfgruppen as individual counters. Many of these units were used as lead detachments. These lead detachments (called Voraus-abteilung or "Advanced Detachment" sometimes referred to as "Mobile detachments") were usually the armored reconnaissance battalion and often reinforced with a panzer or panzerjager company and artillery and/or pioneers. Kampfgruppen Krag, von Bohm, von Fallois, and Stephan were composed this way. KG Gutmann from the 2nd Panzer Division based on the 2nd Panzergrenadier Regiment (less its second battalion), was reinforced with a company each of Panthers and StuG III's as well as artillery was listed as the Voraus-abteilung for the 2nd Panzer Division prior to battle. There is no indication that it actually led the advance as many histories often indicate KG von Bohm (the Panzer Recon Battalion) leading the division.

Some of the infantry divisions created Voraus-abteilung in addition to the armored formations. For the infantry formations, these specially formed units usually consisted of the only armored force available (the StuG or Hetzer company) coupled with either a bicycle-equipped unit or pooling its scarce vehicle pool to motorize some of its infantry. Fusilier units were created out of reconnaissance battalions from early-war Infantry Division TO&E's, but were equipped similarly to the line infantry battalions than recon. As it was usually equipped with bicycles, it was ideal to be the basis for the lead detachment.

Volksgrenadier Divisions contained either a battalion or company-sized Fusilier unit. Both Fallschirmjager Divisions were supposed to have an Aufklarung-abteilung (Recon Battalion), but neither was present (3rd FJ) or formed (5th FJ) for the battle.

Volksgrenadier divisions depleted very rapidly in the grueling campaign, being only 6 or 7 line battalions in strength. A number of the divisions used their Feldersatzbataillon (Field Replacement Battalion), intended to train and as a pool for infantry replacements, as line units. It was an expedient and necessary solution, but reduced the staying power of these divisions even more so.

Armor

BCS Armor Value ratings are based on updated research stemming from the original Tactical Combat Series gun and vehicle values. A database was created to list armor values throughout WWII. Each value was evaluated from both a technical perspective (e.g. armor penetration and armor thickness) as well as the "feels right" perspective. By nearly all expert accounts, the 75mm L/40 armed Sherman was on par with other tanks of 1942-43 which includes the T-34/76 and Panzer III (late model with the long 50mm L/60 gun). By the D-Day landings, however, it was outclassed by German panzers. The Panzer IV (late models H and J) had slightly less armor protection than the Sherman but benefitted from its long 75mm L/48 gun. Even with the introduction of the 76mm armed Shermans, there weren't enough of them during the Bulge (except in the 9th Armored) to bump up their AV number collectively. Also, add in that the typical American Mixed Tank Battalion had a company of Stuart Light Tanks and the numbers level out to a 3 AV. Since the game system isn't looking at the tanks singularly but rather as organized fighting units, there's a number of things that the Shermans do have to their advantage. The Shermans have numbers, mechanical reliability, and other combat arms to help out.

For the numbers game, let's skip past the stereotype of "five Shermans to kill a Panther (or Tiger)" and instead just look at the sheer size of the American Tank Battalion. Fully equipped with 54 x M4's (75mm and 76mm), 6 x 105mm Howitzer armed M4's, and 17 x M5's, the tank battalion was very

large that could absorb losses. Also with three battalions per Armored Division and the propensity to create combined arms task forces, there are a lot of shooters that can engage enemy armor. The Sherman's sheer mobility makes its deployed side a bit quicker than its opponents. Lastly, with help from the wealth of air support, the Sherman can tack on the mods.

Nearly all American tank battalions were mixed tank battalions—i.e. three medium companies with M4 Shermans and a light company of M5 Stuarts. These units are 3 Red AV units on their deployed sides. The dual unit task forces depict tank heavy (hard) and armored infantry heavy combined arms task forces. As mentioned earlier, the 9th Armored Division arrived primarily with 76mm Shermans, giving those units an AV rating of 4. The British 29th Brigade is likewise rated higher to reflect Sherman Fireflies. Even with a rough ratio of one Firefly for every four 75mm armed Sherman, the excellent 17pdr justified raising the AV by one over the "normal" Sherman. One independent tank battalion worth noting is the 740th Tank Battalion, which was trained as a "Canal Defense Light" battalion using spotlights on tanks to dazzle and spot light the enemy. It was repurposed to fight as a regular tank battalion when it arrived in Belgium but was not assigned any tanks. It scrounged up vehicles from maintenance depots and was assigned to support the 30th Infantry Division against Peiper and initially fought with some M4's, Sherman Duplex Drives complete with British radios, and an M36 Jackson, among a hodge-podge of other vehicles.

For other Armored units, the 1/66th Tank Battalion, 759th Light Tank Battalion, and E,F/18th Cavalry TF were equipped with Stuarts, and hence the deployed 2 AV. The Armored Reconnaissance Squadrons are Dual units representing the recon companies (3 in independent Cavalry Squadrons and 4 in Armored Divisions) manning 37mm armed thin-skinned M8 Greyhounds and jeeps along with a company each of Stuarts and M8 Assault Guns.

The composition of the numerous TD Battalions can be distinguished by the following deployed values:
4 Limited AV, Range 3 – M36 Jackson
3 Limited AV, Range 3 – M18 Hellcat
3 Limited AV, Range 2 – M10
3 Limited AV, Range 1 – Towed 3" Guns

The M18's range is boosted a bit to reflect its speediness in order to displace after firing. The Armored Divisions were attached either M18 or M36's. The speculation is that Armored Divisions needed the faster anti-tank platform or bigger gun than the M10 or towed 3" gun.

At this time, the conversion of a number of M10 battalions to M36 and 3" to Self-Propelled was ongoing and continued to the spring of 1945. The 823rd TD Battalion attached to the 30th Infantry Division was in the middle of its conversion and contained half M10's and half towed 3" guns.

The power of the German panzer divisions by this period of the war was a bit like a paper tiger. By November, the heavy losses since Normandy and the failure of the independent Panzer Brigades required the Germans to establish three special organizational Gliederung structures for the Panzer Regiments on the Western Front.

One structure eliminated one of the panzer battalions and substituted an independent Tiger battalion (1st SS) or independent panzerjager or Sturmgeschutz battalion (12th SS, Lehr, and the uncommitted 10th SS and 21st Pz). The surviving panzer battalion in these units had two companies of Panthers and two companies of Panzer IV's retaining the company designations from the original battalion (e.g. 6th and 7th Companies from the original 2nd Battalion which were now in the consolidated 1st Battalion).

The second structure was to have one panzer battalion full of Panthers and the other battalion with half Panzer IV's and half StuG III's. The 2nd SS, 9th SS, 2nd, 11th, 15th PG, and Fuhrer Begleit were organized this way.

The last structure was to have a battalion of Panthers and a battalion with three companies of StuG's. The 9th and 116th Panzer divisions fell into this category, but from the equipment on hand these units appear to have substituted their StuG's fully for Panzer IV's before the battle.

In nearly all cases, there was still a shortage of tanks and motor vehicles.

In basic terms, the following values on the deployed side represent the predominant AFV or gun for a particular unit that isn't already identified on the unit type (i.e. JgTg, StG)
7 Red Breakthrough AV, Range 3, 2 MA – Tiger II (88mm L/71)
5 Red Breakthrough AV, Range 3, 3 MA – Tiger I (88mm L/56)
5 Red AV, Range 3, 4 MA – Panzer V Panther (75mm L/70)
4 Red AV, Range 2, 4 MA – Panzer IVH or J (75mm L/48)

Some comments on German armor units:
• 506th Tiger Panzer Battalion had three companies of Tiger II's and one company of Tiger I. The Tiger I company was the "Hummel" Company that fought in Market Garden (along with two companies of the 506th Panzer Battalion) and became the unit's 4th Company after that battle.
• KG Peiper and 12th SS's tanks are split into two mini-battalions, one containing two companies of Panthers and the other two companies of Panzer IV's. This was done instead of a single battalion unit to retain the diversity of the vehicles and because the total number of tanks would have had too many steps in a single AV counter.
• II/130 Panzer Battalion of Panzer Lehr had the mixed composition like Peiper but had less overall tanks and had given up one Panzer IV Company to KG von Fallois. Therefore the reduced battalion had more Panthers than Panzer IV's
• The following panzer battalions have their deployed Movement Allowance as a 3 to reflect half their companies being StuG III's: II/2 (2 SS), II/9 (9 SS), II/3 (2 Pz), II/15 (11 Pz), and FB (F.Beg)
• The Fuhrer Grenadier Panzer Battalion had a company of JagdPanzer IV's while the remaining three companies had Panthers much like the configuration of the ill-fated Panzer Brigades of Fall 1944.
• 115th Panzer Battalion (15 PG Div) started with 14x Pz IV's and 30x StuG III's and hence has a lower AV to reflect more StuG's, but is attack capable while concentrated.

• KG Gutmann had one company of Panthers and one company of StuG III's attached to its PG Battalion. Its AV is the average of these two vehicle types.

• KG Krag (2nd SS) had a company of JgPz IV/70's attached. The 4 red AV shows its offensive potential as part of the Vorausabteilung.

Not listed above are the JagdPanzer IV/70 and JagdPanzer V (JagdPanther) because these require a little bit of explanation. The JagdPanzers were found in independent Panzerjager battalions where there was often a small number of JagdPanther (88mm L/71) and the rest JagdPanzer IV/70's (75mm L/70) or StuG III's. The exception is the 560th Panzerjager Bn which had a few more JagdPanthers to bump it up its AV. The other JagdPanzer IV's were found in Panzer Divisions that also had a company of towed 75mm.

Sturmgeschutz (StuGs) were still the backbone of the independent German assault gun units, used for both supporting infantry and anti-tank roles. The Germans made the interesting decision in 1943 to rename the Sturmgeschutz Battalions as Brigades. There was no real increase in size, as the name would indicate, they remained battalion-sized units but were always understrength. Hetzers, and to a lesser extent Sturmgeschutz, filled the Volksgrenadier Self-propelled Panzerjager Companies. These were precious in providing the infantry needed armor, but never enough compared with full battalions typically assigned to American Divisions. The number of steps in the Panzerjager battalions reflect the number of self-propelled and towed AT guns showing its offensive and defensive capabilities even if it leans more toward the former (as a Red AV).

Many of the German Panzer Recon Battalions had a Panzer Company attached (or in KG Krag's case JagdPanzer IV's) and acted as the lead armored fist as described earlier. Otherwise they were armed with a variety of Armored Cars and Halftracks with 20mm cannon armed ones being the most prevalent. KG Knittel and KG von Bohm had SdKfz234/3 Puma Armored Cars (armed with 50mm L/60).

The Map

The map covers the major areas of fighting in the Battle of the Bulge from Hofen to just south of Echternach to the Meuse and Semois along the west edge. Dean created the map based on color 1:100,000 scale Army Map Service (AMS) maps drafted at the time. The terrain is close to what it is today, but cities have expanded, woods reformed, new roads built or existing ones upgraded. Identifying the primary and secondary roads during that period was not an issue, as these were clearly marked on the AMS maps. The issue came with the plethora of tracks, which included dirt roads, poor access roads, or cow paths also marked on the maps. As sparse as the Ardennes' road net was for allowing major vehicle movement, there are enough lanes of dubious value on the maps to virtually move through every hex. The solution was to identify the routes actually used by the Mechanized forces as these would the ones that benefit via paths through the difficult terrain. Hugh Cole's maps in The Ardennes Campaign book helped identify additional significant tracks. This gives a good feel for the minor roads the forces felt useful enough for military purposes historically.

The Rollbahn on the map depict the historically designated routes. They are basically the straightest west or northwest routes from start positions towards the Meuse, regardless of road type as many of these paths are over roads that are less than ideal for large mechanized formations. One can wonder if the planners pouring over maps and aerial photos identified any line headed northwest towards the Meuse and marked that as the recommended route for the Panzers. These axes of advance were more of a guide at the commander's discretion than a set route. Certainly it appears that the designated routes were to keep units and supply routes from intermingling. With American resistance being more difficult than anticipated, the routes deviated at the major points of American resistance (e.g. 12th SS at Rocherath-Krinkelt, 2nd Pz and Lehr at Bastogne, and 116th Pz at Burg Reuland). Suffice it to say, their rigidity is exaggerated in the popular literature on the battle.

An examination of all the population places on the map was done to determine whether they would be considered a City, Village, or Point of Interest. The latter is only a reference on the map as it would not be large enough to provide a terrain effect modifier on movement or combat. These would mostly be hamlets or places of interest that featured prominently in the battle (such as Baraque de Fraiture or Baugnez Crossroads). In order to determine what qualified as what, I took a look at several locations that had population data for the last century. Beyond large cities and suburbs where the increase was expected given urban sprawl, villages and hamlets did not grow all that much between populations in 1947 and 2006. This helped determine relative population sizes in 1944 and what population place type they would be. The rough limit of any population under 1000 was a Point of Interest (small village or hamlet) not big enough to influence combat than the terrain it sat in. Villages were those with population 1000+ to a few thousand. The number of cities is limited and includes large towns that had unique features that made them very defensible like Wiltz or Clervaux. This effort was coupled with counting the number of references to place names in Cole's index to ensure prominent locations were identified on the map.

Research Used

The material used for research included "traditional" research like history books, after-action reports, unit histories, and National Archives and Record Administration's (NARA) Foreign Military Studies (FMS) documents. I'm lucky to have lived in a city with an excellent library system and spent countless hours in the New York Public Library Research Division where they have an astonishing array of WWII material (all in-library use only). Much of the German research was from the NARA FMS material which I was able to obtain through various means. A lot of primary sources base the German accounts from these documents but reading them first hand is fascinating. Many of the FMS documents also contain maps showing unit positions for various days. The text and the maps helped piece together the exact routes the Germans used towards the Meuse.

Supplementing this was information found on the Internet. That's right, the Internet, the cesspool of incoherent and often disingenuous information. The trick is to know what to take as valid and relevant and what is bunk or hyperbole. Many of

the relevant websites used are included in the selected bibliography below. In addition to these are some history web forums where well-informed individuals have some astonishing detailed information on certain aspects of the battle or units that fought.

It'd be overkill to list all sources used and much of it would be uninteresting to the casual reader. The bibliography refers to my primary sources.

Recommended Reading

Cole, Hugh M. The Ardennes: Battle of the Bulge.

In my opinion, Cole's work is THE Battle of the Bulge book. This volume is part of the green-book series as the official US Army history in WWII. Epic in scale and content, this book is a detailed account of the Ardennes campaign told mostly from the American point of view but references a lot of German interview documents as well. For a volume first published in 1965, nothing has surpassed this, only supplemented it. For those that are cheap and can stomach it, the pdf is available free for download and can be read electronically. See the link below to the CMH website.

MacDonald, Charles. A Time for Trumpets: The Untold Story of the Battle of the Bulge.

MacDonald is a master storyteller showing the history of the Ardennes campaign from the point of view of the individuals who fought there, much like himself (he refers to himself in the third person when describing his own participation). This is a boots on the ground account of the battle from both sides and should be considered a must-read.

Pallud, Jean-Paul. Battle of the Bulge: Then and Now.

As with much of the Then and Now series, this volume is an excellent source of information as well as a pictorial comparisons of period photos against contemporary ones taken at the same location and angle. Expensive and hard to find new, this is for serious Bulge fans.

Parker, Danny. Battle of the Bulge: Hitler's Ardennes Offensive, 1944-1945.

Parker provides an excellent operational view of the battle along with daily situation maps to show the ebb and flow of events. The numerous sidebar articles highlight interesting facts about specific topics such as supply, tactics, units, and personalities.

Rickard, John Nelson. Advance and Destroy: Patton as Commander in the Bulge.

This is not just another pro-Patton propaganda book; Rickard takes a deep look at the Third Army's performance in its infamous ninety-degree turn counterattack. The information and narrative is surprisingly first rate for a newly published book in a field of many on this subject.

Selected Bibliography:

Various Authors. US National Archives and Records Administration's Foreign Military Studies, 1945-1961.

Post-war American program to interrogate captured German officers of their WWII experience in the form of Q&A or after action reports. There are some 60+ documents related to the Bulge that I have been able to obtain, some of which were never translated to English. I am indebted to Tom "Mad Dog" Peters for securing me these documents that he has painstakingly scanned from hard copies. Some of the material is available on the website http://sturmpanzer. com/.

Data Memory Systems, Inc. The Ardennes Campaign Simulation Data Base (ACSDB).

This was an effort in the 1990's to digitize data on the Bulge such as troop strength, location, etc. I have the scanned version of the final report (not the database itself) which contained useful information particularly on daily casualties and returns/ replacements as well as some supply information.

Jung, Hermann. Die Ardennen-Offensive 1944/45: Ein Beispiel für die Kriegführung Hitlers.

German authored book on the Ardennes offensive. Primarily used for the number of guns and armor per formation participating in the Bulge.

Gaul, Roland. The Battle of the Bulge in Luxembourg: The Southern Flank— December 1944-January 1945.

Excellent account using many German firsthand accounts involving the fight by the 7th Army along the southern shoulder.

Kays, Martin. Weather Effects during the Battle of the Bulge.

Research paper used to gather the historical weather and visibility during the battle.
The paper can be downloaded from: http://www.dtic.mil/dtic/tr/fulltext/u2/a121480.pdf

U.S. Army Center of Military History. Center of Military History: WWII—European-African-Middle Eastern Theater. <http://www.history.army.mil/html/bookshelves/resmat/ww2eamet.html>

This is where you can download the "Green" book collection as PDFs, particularly Dr. Hugh Cole's stupendous The Ardennes: Battle of the Bulge. Also available is S.L.A. Marshall's book Bastogne: The First Eight Days. The rest of the site provides a lot of excellent professional material on the US Army.

Combined Arms Research Library. Combined Arms Research Library Digital Library. <http://cgsc.contentdm.oclc.org/>

There's a wealth of information here that's searchable including studies on the Defense of St. Vith and Bastogne, unit histories of the US 75th and 84th Infantry Divisions, and after action reports for many, many units.

Maneuver Center of Excellence. MCoE HQ Donovan Research Library: Armor School Student Papers. <http://www.benning.army.mil/library/content/Virtual/Armorpapers/>
Maneuver Center of Excellence. MCoE HQ Donovan Research Library: Infantry School Student Papers (WWII) <http://www.benning.army.mil/library/content/Virtual/Donovanpapers/wwii/index.htm>

The papers of note located here include "2nd and 3rd Armored Divisions in the Ardennes Campaign, 16 December 1944 to 16 January 1945" and "Armor at Bastogne".

7th Armored Division Association. U.S. 7th Armored Division Association. <http://www.7tharmddiv.org/>

Fantastic website containing a staggering amount of information and downloadable documents in a well-organized and updated fashion.

Watson, Warren. 30th Infantry Division: Old Hickory. <http://www.oldhickory30th.com/>

Website dedicated to the 30th Infantry Division run by the son of a former member of the division. Not as organized as the above, but well worth the visit with a lot of good information.

3rd Armored Division History Foundation. 3rd Armored Division History – Spearhead in the West. <http://www.3ad.com/history/wwll/spearhead.west.index.htm>

Link to the online version of the publication Spearhead in the West, the official 3rd Armored Divisional history in WWII. Good information that is supplemented by the below.

Corbin, Charles R. The Third Armored Spearhead Division. <http://home.earthlink.net/~crcorbin/>

Website run by a member of the 3rd Armored Division and contains interviews by former members. This was helpful in verifying the compositions of the 3rd Armored Division Task Forces and the actions they participated in.

Rogister, Henri. Battle of the Bulge Memories. <http://www.battleofthebulgememories.be/home21.html>

Site run by a Belgian containing personal stories, reunion photos, links, and other information on this battle. There are some excellent reads from veterans that participated.

I hesitate to include other popular works from the spate of recent books on this topic. What I've listed are my go to sources. Eisenhower's Bitter Woods, Dupuy's Hitler's Last Gamble, Elstob's Hitler's Last Offensive, and recently Bergstrom's The Ardennes deserve honorable mentions. The plethora of personal account books like Atkinson's Guns At Last Light, Beevor's Ardennes 1944, Caddick-Adams' Snow & Steel, Toland's Battle: The Story of the Bulge, McManus'

Alamo in the Ardennes, and many others are all trumped by MacDonald's A Time for Trumpets in my opinion. I've found Hans Wijer's books on the Bulge to be good reads apart from the above, with nice perspectives from the German angle that is often lacking in other books. As for the popular and easily digestible Osprey books, you can graduate very quickly to the recommended reading. And while on Osprey books, a note on their Order of Battle Series: The Ardennes Offensive books. The late Bruce Quarrie authored six books collectively describing each formation and detailing a number of actions during the battle. Upon close review, there are number of errors with the TO&E and caution is to be used if referencing this work.

5.0 Scenarios
5.1 Last Blitzkrieg Campaign
This scenario covers the entire campaign on all four maps. The main event…

First Turn: 16 Dec 44
Last Turn: 31 Dec 44
Game Length: 16 Turns
First Player on Turn 1: Germans
Pre-Game Weather:
Ground: Normal

Allied Set Up:
A47.10: 51 Eng Bn (-)
A62.25: 526 Arm Inf Bn
C17.21: C/202 Eng Co
C13.19: C/51 Eng Co
C18.26: 5 Belgian Fus Bn
C25.20: CCB/9 Arm Combat Trains
C23.24: 291 Eng Bn
C30.11: 106 Inf Div HQ (HQ is used, 2 Arty Asset Points, Prepared Defense, Fat-0 marker), 820 AT Bn (106 Inf, Support), 168 Eng Bn
C22.13: 106 Inf Combat Trains
C29.16: 2/423 Inf Bn (106 Inf)
C35.28: 1/23 Inf Bn (2 Inf)
C36.27: 2/23 Inf Bn, 3/23 Inf Bn (2 Inf)
C38.22: 254 Eng Bn
C38.26: 2 Inf Div HQ (HQ is used, 5 Arty Asset Points, Fat-1 marker), 612 AT Bn (Support), 644 TD Bn (Support), 741 Arm Bn [4] (Support) (2 Inf)
C29.28: 2 Inf Combat Trains, 99 Inf Combat Trains
C41.25: 99 Inf Div HQ (HQ is used, 2

Arty Asset Points, Prepared Defense, Fat-0 marker), 801 AT Bn (99 Inf, Support)
C38.33: 3/395 Inf Bn (99 Inf)
C40.31: 2,99 Cav TF (2 Inf)
C41.31: 1/9 Inf Bn [3] (2 Inf)
C41.29: 2 Eng Bn (2 Inf)
C42.29: 3/38 Inf Bn (2 Inf)
C42.30: 2/9 Inf Bn [3], 3/9 Inf Bn [3] (2 Inf)
C43.31: 1/38 Inf Bn [5], 2/38 Inf Bn [5] (2 Inf)
C43.30: 1/395 Inf Bn [5], 2/395 Inf Bn [5] (99 Inf)
C44.29: 2/393 Inf Bn (99 Inf)
C44.27: 324 Eng Bn (99 Inf)
C45.26: 3/393 Inf Bn (99 Inf)
C45.25: 1/393 Inf Bn (99 Inf)
C45.22: 2/394 Inf Bn (99 Inf)
C44.20: 1/394 Inf Bn (99 Inf)
C43.19: 3/394 Inf Bn (99 Inf)
C47.14: A/18 Arm Cav Co (14 Cav)
C46.16: C/18 Arm Cav Co (14 Cav)
C44.15: 14 Cav Grp HQ (HQ is Used, Prepared Defense, Fat-0 marker), E,F/18 Lt Arm TF (14 Cav)
C40.13: 32 Cav Bn (14 Cav)
C32.17: 14 Cav Combat Trains
C39.12: 81 Eng Bn (106 Inf)
C48.11: 2/422 Inf Bn (106 Inf)
C47.11: 1/422 Inf Bn (106 Inf)
C45.10: 3/422 Inf Bn (106 Inf)
C44.08: 3/423 Inf Bn (106 Inf)
C43.08: 1/423 Inf Bn (106 Inf)
C40.07: Prov/423 Inf Bn (106 Inf)
C34.07: 1/424 Inf Bn (106 Inf)
C37.03: 3/424 Inf Bn (106 Inf)
C37.05: Mixed Bn (106 Inf)
C34.01: 2/424 Inf Bn (106 Inf)
D34.33: 1 Inf Bn (112/28 Inf)
D32.31: 3 Inf Bn (112/28 Inf)
D30.33: 112/28 Inf Rgt HQ (HQ is Done, 1 Arty Asset Point, Prepared Defense, Fat-0 marker), 630 AT Bn (112/28, Support)
C21.06: 112/28 Inf Combat Trains
D29.31: 2 Inf Bn (112/28 Inf)
D22.31: Harper Arm TF, Booth Arm Inf TF (CCR/9 Arm)
D22.30: Rose Arm Inf TF (CCR/9 Arm)
D21.30: CCR/9 Arm Bde HQ (HQ is Used, 1 Arty Asset Point, Fat-1 marker)
D8.31: CCR/9 Arm Combat Trains
D3.21: 35 Eng Bn
D8.21: 158 Eng Bn
D17.17: 44 Eng Bn
D19.26: 2 Inf Bn (110/28 Inf)
D13.23: 110/28 Inf Combat Trains
D24.25: 110/28 Inf Rgt HQ (HQ is Done,

1 Arty Asset Point, Prepared Defense, Fat-0 marker), 707 Arm Bn [3] (110/28, Support), 103 Eng Bn (110/28)
D28.28: A/1 Inf Co (110/28 Inf)
D26.24: B/1 Inf Co (110/28 Inf)
D24.23: C/1 Inf Co (110/28 Inf)
D28.21: K/3 Inf Co (110/28 Inf)
D27.19: L/3 Inf Co (110/28 Inf)
D30.15: I/3 Inf Co (110/28 Inf)
D35.13: 2 Inf Bn (109/28 Inf)
D37.10: 3 Inf Bn (109/28 Inf)
D33.09: 109/28 Inf Rgt HQ (HQ is Done, 1 Arty Asset Point, Prepared Defense, Fat-0 marker), 1 Inf Bn (109/28 Inf)
D29.07: 109/28 Inf Combat Trains
D41.02: 89 Arm Cav Bn, 19 Arm Bn (CCA/9 Arm)
D33.03: CCA/9 Arm Combat Trains
D42.05: CCA/9 Arm Bde HQ (1 Arty Asset Point, Prepared Defense, Fat-0 marker), 60 Arm Inf Bn (CCA/9 Arm), 811 TD Bn (CCA/9 Arm, Support)
D46.04: 159 Eng Bn (4 Inf)
D49.03: 1/12 Inf Bn [4] (4 Inf)
D48.01: 4 Inf Div HQ (4 Arty Asset Points, Prepared Defense, Fat-0 marker), 802 AT Bn [1] (4 Inf, Support), 803 TD Bn [2] (4 Inf, Support), 70 Arm Bn [2] (4 Inf, Support), 4 Eng Bn [3] (4 Inf)
D40.00: 4 Inf Combat Trains
D51.04: 2/12 Inf Bn [4] (4 Inf)
D52.01: 3/12 Inf Bn [4] (4 Inf)

Formation Activation Markers in Play:
CCA/9 Arm, CCB/9 Arm, CCR/9 Arm, 14 Cav Grp, 2 Inf Div, 4 Inf Div, 109/28 Inf, 110/28 Inf, 112/28 Inf, 99 Inf Div, 106 Inf Div

German Set Up:
Greif Teams Available: 5

C40.35: 326 VG Combat Trains
C40.34: 326 VG Div HQ (Fat-1 marker), 683 "88" Bn (Assigned to 326 VG, Support), I/753 Inf Bn (326 VG)
C41.34: I/751 Inf Bn (326 VG)
C42.31: II/751 Inf Bn (326 VG)
C44.31: 326 Erz Bn (326 VG)
C62.30: 12 SS Pz Combat Trains
C58.32: Bremer SS Pz Recon KG (12 SS)
C53.29: I/25 SS Inf Bn (12 SS)
C54.30: II/25 SS Inf Bn (12 SS)
C55.31: 5,6 /I SS Pz Bn (-), 560 JgPz Bn [3] (12 SS)
C55.30: III/25 SS Inf Bn (12 SS)
C55.29: II/26 SS Inf Bn (12 SS)

C55.28: I/26 SS Inf Bn (12 SS)
C56.28: 12 SS Pio Bn (12 SS)
C56.29: 1,3/I SS Pz Bn (-), III/26 SS PG Bn (12 SS)
C57.30: 12 SS Pz Div HQ (HQ is Used, 3 Arty Asset Points, Fresh marker), 12 SS JgPz Bn (12 SS, Support)
C61.25: 84 LW Pz Flak Bn (Peiper)
C60.24: Peiper SS Pz KG HQ (HQ is Used, Fresh marker), 6,7/I SS Pz Bn (-) (Peiper)
C62.25: Peiper SS KG Combat Trains
C62.26: 1 SS Pz Div HQ (HQ is Used, 3 Arty Asset Points, Fresh marker), 1 SS Pz (-) Combat Trains
C60.23: 9,12/2 SS PG Bn (Peiper), 11,13/2 SS PG Bn (Peiper)
C59.23: 1,2 /I SS Pz Bn (-) (Peiper), Spitze SS Pz Recon Co (Peiper)
C50.30: 277 VG Combat Trains
C48.27: II/991 Inf Bn (277 VG)
C47.27: 277 VG Div HQ (Fresh marker), 277 PJ Bn (277 VG, Support), I/989 Inf Bn (277 VG), 277 Pio Bn (277 VG)
C47.26: II/989 Inf Bn (277 VG)
C47.25: I/990 Inf Bn (277 VG)
C47.24: II/990 Inf Bn (277 VG)
C48.26: I/991 Inf Bn (277 VG)
C48.21: II/48 Inf Bn [5] (12 VG)
C48.20: I/48 Inf Bn [5] (12 VG)
C48.19: II/27 Inf Bn [5] (12 VG)
C48.18: I/27 Inf Bn [5] (12 VG), 12 Pio Bn [3] (12 VG)
C52.19: II/89 Inf Bn [5] (12 VG)
C51.19: I/89 Inf Bn [5] (12 VG)
C51.20: Holz VOR KG (12 VG)
C50.18: 12 VG Div HQ (2 Arty Asset Points, Fat-0 marker), 12 Fus Bicycle Bn (12 VG)
C56.17: Knittel SS Pz Recon KG (1 SS)
C59.17: 12 VG Combat Trains, 3 FJ Combat Trains
C47.18: Bridge Not Open marker (17 Dec 44)
C48.17: I/9 LW FJ Bn (3 FJ), II/9 LW FJ Bn (3 FJ)
C48.16: III/9 LW FJ Bn (3 FJ), 3 LW FJ Pio Bn (3 FJ)
C49.17: I/5 LW FJ Bn (3 FJ)
C49.16: II/5 LW FJ Bn (3 FJ), III/5 LW FJ Bn (3 FJ)
C51.16: 3 FJ Div HQ (2 Arty Asset Points, Fat-1 marker)
C50.15: Renn VOR KG (18 VG)
C49.15: I/294 Inf Bn (18 VG)
C49.14: II/294 Inf Bn (18 VG)
C49.13: II/295 Inf Bn (18 VG)
C49.12: I/295 Inf Bn (18 VG)

C49.11: 1818 Pio Bn (18 VG)
C47.09: 18 Erz Bn (18 VG)
C48.08: 18 VG Div HQ (2 Arty Asset Points, Fresh marker), 244 StG Bde [1] (Assigned to 18 VG, Support)
C50.05: 18 VG Combat Trains, 62 VG Combat Trains
C46.07: 669 Ost Bn (18 VG)
C43.06: I/293 Inf Bn (18 VG)
C44.06: II/293 Inf Bn (18 VG)
C45.02: I/164 Bicycle Bn (62 VG)
C45.01: 162 Erz Bn (62 VG)
D44.34: II/164 Inf Bn (62 VG)
C42.02: 62 VG Div HQ (2 Arty Asset Points, Fresh marker), 162 PJ Bn (62 VG, Support)
C39.04: I/190 Inf Bn (62 VG)
C39.03: II/190 Inf Bn (62 VG), 162 Pio Bn (62 VG)
C39.02: II/183 Inf Bn (62 VG)
C38.01: I/183 Inf Bn (62 VG)
C37.01: II/60 Inf Bn (116 Pz)
D41.30: 675 Pz Pio Bn (116 Pz)
D41.31: Stephan Pz Recon KG (116 Pz)
D40.31: II/16 Pz Bn [2] (116 Pz)
D40.32: 116 Pz Div HQ (HQ is Used, 2 Arty Asset Points, Fresh marker), 228 JgPz Bn (116 Pz, Support)
D39.32: I/16 Pz Bn [3] (116 Pz)
D37.34: I/60 PG Bn (116 Pz)
D37.33: II/156 Inf Bn (116 Pz)
D37.32: I/156 Inf Bn (116 Pz)
D46.29: 116 Pz Combat Trains, 560 VG Combat Trains
D35.31: 560 VG Div HQ (2 Arty Asset Points, Fresh marker), II/1130 Inf Bn (560 VG)
D34.30: I/1130 Inf Bn (560 VG)
D31.29: Bridge Not Open marker (18 Dec 44), I/1128 Inf Bn (560 VG)
D31.30: II/1128 Inf Bn (560 VG)
D32.29: 1560 Pio Bn (560 VG)
D34.25: vBohm Pz Recon KG (2 Pz), Gutmn PG KG (2 Pz)
D31.26: I/304 Bicycle Bn [5] (2 Pz)
D33.25: I/3 Pz Bn [3] (2 Pz)
D32.24: 2 Pz Div HQ (2 Arty Asset Points, Fresh marker), 38 StG Bn (2 Pz, Support), II/3 Pz Bn [4] (2 Pz)
D31.25: II/2 Inf Bn [5] (2 Pz), Bridge Not Open marker (17 Dec 44)
D31.24: II/304 Inf Bn [5] (2 Pz), 38 Pz Pio Bn [3] (2 Pz)
D40.28: 2 Pz Combat Trains, 26 VG Combat Trains
D32.22: II/77 Inf Bn (26 VG)
D32.21: I/77 Inf Bn (26 VG), 26 Pio Bn

(26 VG)

D32.20: I/39 Inf Bn (26 VG), II/39 Inf Bn (26 VG)

D33.20: 130 Pz Pio Bn (Lehr), Bridge Not Open marker (17 Dec 44)

D34.22: 26 VG Div HQ (2 Arty Asset Points, Fresh marker)

D35.22: Kunkel VOR KG (26 VG), 26 Erz Bn (26 VG)

D35.21: I/78 Inf Bn (26 VG), II/78 Inf Bn (26 VG)

D36.19: Lehr Pz Div HQ (HQ is Done, 2 Arty Asset Points, Fresh marker), 130 JgPz Bn [2] (Lehr, Support), II/902 Inf Bn [5] (Lehr)

D37.20: I/902 Inf Bn [5] (Lehr)

D39.21: II/901 Inf Bn [5] (Lehr)

D40.21: I/901 PG Bn [5] (Lehr)

D41.22: vFallois Pz Recon KG (Lehr), II/130 Pz Bn [3] (Lehr), Lehr Pz Combat Trains

D33.18: III/14 LW FJ Bn (5 FJ)

D34.17: II/14 LW FJ Bn (5 FJ)

D34.16: I/14 LW FJ Bn (5 FJ)

D36.14: III/15 LW FJ Bn (5 FJ), Bridge Not Open marker (17 Dec 44)

D37.16: 5 FJ Div HQ (Fat-0 marker), 11 LW StG Bde [2] (5 FJ, Support), 5 Pio Bn (5 FJ), 668 "88" Bn (Assigned to 5 FJ, Support)

D37.15: III/13 LW FJ Bn (5 FJ)

D37.14: II/15 LW FJ Bn (5 FJ), Bridge Not Open marker (17 Dec 44)

D38.14: I/13 LW FJ Bn (5 FJ), II/13 LW FJ Bn (5 FJ)

D39.14: Bernk LW FJ KG (5 FJ)

D40.16: 5 FJ Combat Trains, 352 VG Combat Trains

D48.15: 276 VG Combat Trains, 212 VG Combat Trains

D38.12: I/915 Inf Bn (352 VG)

D38.11: II/915 Inf Bn (352 VG), Bridge Not Open marker (17 Dec 44)

D40.12: 352 VG Div HQ (Fat-0 marker), 352 PJ Bn (352 VG, Support), 352 Pio Bn (352 VG), II/914 Inf Bn (352 VG)

D40.11: I/914 Inf Bn (352 VG)

D40.10: II/916 Inf Bn (352 VG)

D41.10: I/916 Inf Bn (352 VG)

D42.09: 352 Erz Bn (352 VG)

D44.07: I/987 Inf Bn (276 VG), Bridge Not Open marker (22 Dec 44)

D44.06: II/987 Inf Bn (276 VG)

D45.10: 276 VG Div HQ (Fat-0 marker), 657 "88" Bn (Assigned to 276 VG, Support), 276 Pio Bn (276 VG)

D45.09: II/988 Inf Bn (276 VG)

D45.07: II/986 Inf Bn (276 VG)

D46.08: I/988 Inf Bn (276 VG)

D46.07: I/986 Inf Bn (276 VG), Bridge Not Open marker (19 Dec 44)

D48.06: I/423 Inf Bn (212 VG)

D49.06: II/423 Inf Bn (212 VG)

D49.05: 212 Pio Bn (212 VG), Bridge Not Open marker (17 Dec 44)

D51.04: Bridge Not Open marker (17 Dec 44)

D51.05: I/316 Inf Bn (212 VG)

D52.04: II/316 Inf Bn (212 VG)

D53.07: 212 VG Div HQ (Fat-0 marker), 212 PJ Bn (212 VG, Support)

D58.08: 212 Fus Bicycle Bn (212 VG)

D54.05: I/320 Inf Bn (212 VG), Bridge Not Open marker (19 Dec 44)

D55.05: II/320 Inf Bn (212 VG)

D57.02: XXIII Penal Bn (212 VG)

Formation Activation Markers in Play:
Peiper KG, 1 SS Pz (-), 12 SS Pz, Lehr Pz, 2 Pz Div, 116 Pz Div, 3 FJ Div, 5 FJ Div, 12 VG Div, 18 VG Div, 26 VG Div, 62 VG Div, 212 VG Div, 276 VG Div, 277 VG Div, 326 VG Div, 352 VG Div, 560 VG Div

5.2 Breakthrough Campaign

This scenario shows the initial phase of the campaign using just the eastern maps. The scenario ends as the German attack momentum is slowing and right before the US VII Corps and Patton's forces arrive.

Playing Area: Maps C and D
First Turn: 16 Dec 44
Last Turn: 21 Dec 44
Game Length: 6 Turns
First Player on Turn 1: Germans
Pre-Game Weather:
Ground: Normal

Trace Supply Source:
Allied: use the ones listed in 1.3b in the playing area as well as any primary or secondary road running from the west edge of the playing area
Germans: use the ones listed in 1.3a in the playing area

Allied Set Up:
Use the setup as Scenario 5.1 for units setting up on Maps C and D.

Allied Reinforcements:
Use the Allied Order of Arrival for those units that arrive at the entries, designated hexes, or HQ's in the playing area or Arty Asset Points listed with the addition of the following.

18 Dec 44
At desired HQ, but not yet assigned:
526 Arm Inf Bn

German Set Up:
Use the setup as Scenario 5.1.

German Reinforcements:
Use the German Order of Arrival for those units that arrive at the entries, designated hexes, or HQ's in the playing area or Arty Asset Points listed.

Victory Conditions:
Victory is determined using the method described in 4.0 for control of the Victory Point Hexes in the playing area, except use the German total on the last turn of the scenario as the German greatest single turn total. In addition to the Victory Point Hexes for the German player, they get 1 VP for exiting each of the following formations with at least the number of units listed in parentheses off Entry O or the west edge:
KG Peiper (4)
1 SS Pz Div (6)
2 SS Pz Div (9)
9 SS Pz Div (9)
12 SS Pz Div (9)
2 Pz Div (7)
Lehr Pz Div (7)
116 Pz Div (7)
F.Beg Pz Bde (4)

German Sudden Death Victory (4.1) does not apply for this scenario, but for the exiting formations above, the same conditions apply regarding Good MSR, exiting on different turns, and Arty Asset Points and/or Independent units when exiting.

5.3 Northern Campaign

This one map scenario covers the initial phase of the campaign in the north. The German forces include all of the 6th Panzer Army and the 5th Panzer Army's LXVI Corps against the American V and 106th Infantry Division of the VIII Corps. Historically, none of the German forces in this scenario exited the map by 21 Dec.

Playing Area: Map C
First Turn: 16 Dec 44
Last Turn: 21 Dec 44
Game Length: 6 Turns
First Player on Turn 1: Germans
Pre-Game Weather:
Ground: Normal

Air Points:
After rolling for results, divide the results by two (rounded down)

Replacement Steps:
After rolling for results for AV or looking up Non-AV, divide the results by two (rounded down). The Tiger result still counts as a whole.

Trace Supply Source:
Allied: use the ones listed in 1.3b in the playing area as well as any primary or secondary road running from the west edge of the playing area
Germans: use the ones listed in 1.3a in the playing area

Allied Set Up:
Use the setup as Scenario 5.1 for units setting up on Map C except for the following:

Do not set up: 112/28 Inf Combat Trains

Formation Activation Markers in Play:
CCB/9 Arm, 14 Cav Grp, 2 Inf Div, 99 Inf Div, 106 Inf Div

Allied Reinforcements:
Do not use the Allied Order of Arrival. Use the following Order of Arrival.

16 Dec 44
w/i 2 C30.11: CCB/9 Arm Bde (CCB/9 Arm HQ (HQ is Used, Fat-1 marker) 1 Arty Asset Point, 14 Arm Bn, 27 Arm Inf Bn)

CCB/9 Arm is placed when the Allied player chooses it for an Activation. Place the units according to the above and that is their initial Activation. The player can then try to re-Activate. None of these units can be placed Deployed. Units cannot be placed in EZOC hexes.

17 Dec 44
Entry Area O: 1 Inf Div (1/26, 2/26, 3/26 Inf Bn (each [4]))

C23.24: 99 Nor Inf Bn (must remain Unassigned this turn)

C17.21: 526 Arm Inf Bn (must remain Unassigned this turn)

Entry Area P:
1 Inf Div (1 Inf Div HQ, Fat-1 marker, 1 Arty Asset Point, 745 Arm Bn [3], 634 TD Bn [2], 1 Inf Combat Trains, 1/18, 2/18, 3/18 Inf Bn (each [4]))

9 Inf Div (9 Inf Div HQ, Fat-1 marker, 746 Arm Bn [4], 899 TD Bn, 1/47, 2/47, 3/47 Inf Bn (each [4]), 9 Inf Combat Trains)

w/i 4 C16.11, C22.13, C21.06, and/or C30.11: 7 Arm Div (7 Arm Div HQ (HQ is Used, Fat-1 marker),87 Arm Cav Bn, Brown, Erlen, Wemple Arm TF, Chap, Rhea, Fuller Arm Inf TF, 33 Eng Bn, 814 TD Bn)

The locations used must have a pathway free of German units to Vielsalm (C16.11) or any north map edge Entry Area. Units cannot be placed in EZOC hexes.

Any Legal Hex: 7 Arm Div (7 Arm Combat Trains)

18 Dec 44
Add: 1 Arty Asset Point

w/i 5 C1.20 (Werbomont) or C13.30 (Spa):
82 Abn Div (82 Abn Div HQ, HQ is Used, Fresh marker, 1/504, 2/504, 3/504, 1/505, 2/505, 3/505, 1/508, 2/508, 3/508 Abn Inf Bn, 1/325, 2/325, 2/401 Glider Inf Bn, 307 Abn Eng Bn)

The location chosen must not contain a German unit (ignoring Out of Command Radius units, Unprepared units, HQs and Combat Trains). Units can be placed in any hex that does not contain a German unit (of any type or situation) nor an EZOC.

Any Legal Hex: 82 Abn Div (82 Abn Combat Trains, Ghost)

Entry Area O: 30 Inf Div (30 Inf Div HQ, Fat-1 marker, HQ is Used, 743 Arm Bn [4], 823 TD Bn, 1/117, 2/117, 3/117, 1/119, 2/119, 3/119, 1/120, 2/120, 3/120 Inf Bn, 105 Eng Bn, 30 Inf Combat Trains)

Entry Area P: 1 Inf Div (703 TD Bn [2], 1/16, 2/16, 3/16 Inf Bn (each [4]), Davisson TD TF, 1 Eng Bn [3])

C23.01: 112/28 Inf Rgt (112/28 Inf Rgt HQ, Fat-1 marker, 630 AT Bn [1], 1, 2, 3 Inf Bn (each [5]), 112/28 Inf Combat Trains)

19 Dec 44
At HQ assigned: 740 Arm Bn [2]

Entry Area O: CCB/3 Arm Bde (CCB/3 Arm Bde HQ, Fat-1 marker, Jordan, Love Arm TF McGrg, Arm Inf TF, CCB/3 Arm Combat Trains)

At 9 ID HQ: 9 Inf Div (1/39, 2/39, 3/39 Inf Bn (each [4]), 15 Eng Bn [3])

20 Dec 44
Add: 2 Arty Asset Points

21 Dec 44
Add: 4 Arty Asset Points

At HQ assigned: 551 Abn Bn

German Set Up:
Use the setup as Scenario 5.1 for units setting up on Map C except for the following:

Greif Teams Available: 3

C44.00: II/164 Inf Bn (62 VG)

Do not set up: II/60 Inf Bn (116 Pz)

Formation Activation Markers in Play:
Peiper KG, 1 SS Pz (-), 12 SS Pz, 3 FJ Div, 12 VG Div, 18 VG Div, 62 VG Div, 277 VG Div, 326 VG Div

German Reinforcements:
Use the German Order of Arrival for those units that arrive at the entries or HQ's in the playing area or Arty Asset Points listed unless added or replaced below.

18 Dec 44
Does not arrive: 2 SS Pz Div (all)

Victory Conditions:
Victory is determined using the method described in 4.0 for control of the Victory Point Hexes in the playing area, except use the German total on the last turn of the scenario as the German greatest single turn total. In addition to the Victory Point Hexes for the German player, they get 1 VP for exiting each of the following formations with at least the number of units listed in parentheses off Entry O or the west edge:

KG Peiper (4)
1 SS Pz Div (6)
9 SS Pz Div (9)
12 SS Pz Div (9)
F.Beg Pz Bde (4)

German Sudden Death Victory (4.1) does not apply for this scenario but for the exiting formations above, the same conditions apply regarding Good MSR, exiting on different turns, and Arty Asset Points and/or Independent units when exiting.

5.4 Southern Campaign

This one map scenario covers the initial phase of the campaign in the south. The German forces include the 5th Panzer Army's Panzer Corps and the 7th Army against the American VIII Corps.

Playing Area: Map D
First Turn: 16 Dec 44
Last Turn: 21 Dec 44
Game Length: 6 Turns
First Player on Turn 1: Germans
Pre-Game Weather:
Ground: Normal

Air Points:
After rolling for results, divide the results by two (rounded down)

Replacement Steps:
After rolling for results for AV or looking up Non-AV, divide the results by two (rounded down). The Tiger result still counts as a whole.

Trace Supply Source:
Allied: use the ones listed in 1.3b in the playing area as well as any primary or secondary road running from the west edge of the playing area
Germans: use the ones listed in 1.3a in the playing area

Allied Set Up:
Use the setup as Scenario 5.1 for units setting up on Map D with the addition of the following:

D23.25: 112/28 Inf Combat Trains

Formation Activation Markers in Play:
CCA/9 Arm, CCR/9 Arm, 4 Inf Div, 109/28 Inf, 110/28 Inf, 112/28 Inf

Allied Reinforcements:
Do not use the Allied Order of Arrival. Use the following Order of Arrival.

17 Dec 44
Add: 1 Arty Asset Point

At 4 ID HQ: 4 Inf Div (Luckett Inf TF, 2/22 Inf Bn [4])

18 Dec 44
Add: 2 Arty Asset Points

Remove : 112/28 Inf Rgt (all)

Entry Area I: CCB /10 Arm Bde (CCB/10 Arm Bde HQ Fat-1 marker, Cherry Arm TM, Desobry, O'Hara Arm Inf Tm, CCB/10 Arm Combat Trains

Entry Area F: 10 Arm Div (10 Arm Div HQ, Fat-1 marker, 90 Arm Cav Bn, Chmbln, Standish Arm TF, Riley Arm Inf TF, 55 Eng Bn, 609 TD Bn, 10 Arm (-) Combat Trains)

w/i 5 D3.21 (Bastogne): 101 Abn Div (101 Abn Div HQ, HQ is Used, Fresh marker, 1/501, 2/501, 3/501, 1/502, 2/502, 3/502, 1/506, 2/506, 3/506 Abn Inf Bn, 1/327, 2/327, 1/401 Glider Inf Bn, 326 Abn Eng Bn)

Any Legal Hex: 101 Abn Div (101 Abn Combat Trains, Ghost)

19 Dec 44
At 101 Abn HQ: 705 TD Bn

At 4 ID HQ: 4 Inf Div (3/22 Inf Bn [4])

21 Dec 44
At HQ assigned: 602 TD Bn

German Set Up:
Use the setup as Scenario 5.1 for units setting up on Map D except for the following:

Greif Teams Available: 2

D37.35: II/60 Inf Bn (116 Pz)
Do not set up: II/164 Inf Bn (62 VG)

Formation Activation Markers in Play:
Lehr Pz, 2 Pz Div, 116 Pz Div, 5 FJ Div, 26 VG Div, 212 VG Div, 276 VG Div, 352 VG Div, 560 VG Div

German Reinforcements:
Use the German Order of Arrival for those units that arrive at Entries D, E, or Arty Asset Points listed unless replaced below.

19 Dec 44
No new Arty Asset Points

Victory Conditions:

Victory is determined using the method described in 4.0 for control of the Victory Point Hexes in the playing area, except use the German total on the last turn of the scenario as the German greatest single turn total. In addition to the Victory Point Hexes for the German player, they get 1 VP for exiting each of the following formations with at least the number of units listed in parentheses off the west edge:

2 Pz Div (7)
Lehr Pz Div (7)
116 Pz Div (7)

German Sudden Death Victory (4.1) does not apply for this scenario but for the exiting formations above, the same conditions apply regarding Good MSR, exiting on different turns, and Arty Asset Points and/or Independent units when exiting.

5.5 Kampfgruppe Peiper

This scenario starts after the initial failed breakthrough by the infantry. The impetuous Peiper breaks out on his own, diverting slightly south to avoid the traffic jams. The rest of the 1st SS likewise conducts its breakout while the 12th SS is assembled to attempt a breach that the 277th VG Division failed to do.

Playing Area: Map C north of CXX.14 inclusive
First Turn: 17 Dec 44
Last Turn: 21 Dec 44
Game Length: 5 Turns
First Player on Turn 1: Germans
Pre-Game Weather:
Ground: Normal

Air Points: After rolling for results, divide the results by three (rounded down)

Replacement Steps: After rolling for results for AV or looking up Non-AV, divide the results by three (rounded down). The Tiger result still counts as a whole.

Trace Supply Source:

Allied: use the ones listed in 1.3b in the playing area as well as any secondary road running from the west edge of the playing area
Germans: use the ones listed in 1.3a in the playing area

Allied Set Up:

C17.21: C/202 Eng Co
C13.19: C/51 Eng Co
C18.26: 5 Belgian Fus Bn
C23.24: 291 Eng Bn
C38.22: 254 Eng Bn
C38.26: 2 Inf Div HQ (5 Arty Asset Points, Fat-1 marker), 612 AT Bn (Support), 644 TD Bn (Support), 741 Arm Bn [4] (Support) (2 Inf)
C29.28: 2 Inf Combat Trains, 99 Inf Combat Trains
C41.25: 99 Inf Div HQ (2 Arty Asset Points, Fat-1 marker, Prepared Defense), 801 AT Bn (99 Inf, Support), 2/23 Inf Bn (2 Inf)
C41.24: 3/23 Inf Bn (2 Inf)
C38.33: 3/395 Inf Bn (99 Inf)
C40.31: 2,99 Cav TF (2 Inf)
C41.30: 2 Eng Bn (2 Inf)
C41.29: 2/9 Inf Bn [3], 3/9 Inf Bn [3] (2 Inf)
C41.28: 3/38 Inf Bn (2 inf)
C42.30: 1/38 Inf Bn [5], 2/38 Inf Bn [5] (2 Inf)
C42.29: 1/9 Inf Bn [3] (2 Inf)
C43.30: 1/395 Inf Bn [5], 2/395 Inf Bn [5] (99 Inf)
C43.29: 2/393 Inf Bn (99 Inf)
C43.28: 324 Eng Bn (99 Inf)
C45.26: 3/393 Inf Bn [5] (99 Inf)
C45.25: 1/393 Inf Bn [5] (99 Inf)
C40.22: 1/23 Inf Bn (Move Side) (2 Inf)
C45.22: 2/394 Inf Bn (99 Inf)
C44.20: 1/394 Inf Bn [5] (99 Inf)
C42.20: 3/394 Inf Bn (99 Inf)
C37.15: 14 Cav Grp HQ (Fat-1 marker)
C32.17: 14 Cav Combat Trains
C34.18: E,F/18 Lt Arm TF, C/18 Arm Cav Co [1] (14 Cav)
C39.15: 32 Arm Cav Bn [2] (14 Cav)

Formation Activation Markers in Play:
14 Cav Grp, 2 Inf Div, 99 Inf Div

Allied Reinforcements:
Do not use the Allied Order of Arrival. Use the following Order of Arrival.

17 Dec 44
Entry Area O: 1 Inf Div (1/26, 2/26, 3/26 Inf Bn (each [4]))

C23.24: 99 Nor Inf Bn (must remain Unassigned this turn)

C17.21: 526 Arm Inf Bn (must remain Unassigned this turn)

Entry Area P:
1 Inf Div (1 Inf Div HQ, Fat-1 marker, 745 Arm Bn [3], 634 TD Bn [2], 1 Inf Combat Trains, 1/18, 2/18, 3/18 Inf Bn (each [4]))

9 Inf Div (9 Inf Div HQ, Fat-1 marker, 746 Arm Bn [4], 899 TD Bn, 1/47, 2/47, 3/47 Inf Bn (each [4]), 9 Inf Combat Trains)

18 Dec 44
Add: 1 Arty Asset Point

C1.20: 82 Abn Div (82 Abn Div HQ, HQ is Used, Fresh marker, 1/504, 2/504, 3/504, 1/505, 2/505, 3/505 Abn Inf Bn, 82 Abn Combat Trains)

Entry Area O: 30 Inf Div (30 Inf Div HQ, Fat-1 marker, HQ is Used, 743 Arm Bn [4], 823 TD Bn, 1/117, 2/117, 3/117, 1/119, 2/119, 3/119, 1/120, 2/120, 3/120 Inf Bn, 105 Eng Bn, 30 Inf Combat Trains)

Entry Area P: **1 Inf Div** (703 TD Bn [2], 1/16, 2/16, 3/16 Inf Bn (each [4]), Davisson TD TF, 1 Eng Bn [3])

19 Dec 44
At HQ assigned: 740 Arm Bn [2]

Entry Area O: CCB/3 Arm Bde (CCB/3 Arm Bde HQ, Fat-1 marker, Jordan, Love Arm TF,
McGrg, Arm Inf TF, CCB/3 Arm Combat Trains)

At 9 ID HQ: 9 Inf Div (1/39, 2/39, 3/39 Inf Bn (each [4]), 15 Eng Bn [3])

20 Dec 44
Add: 2 Arty Asset Points

21 Dec 44
Add: 4 Arty Asset Points

At HQ assigned: 551 Abn Bn

German Set Up:
Greif Teams Available: 1

C39.34: I/753 Inf Bn (326 VG)
C39.33: I/751 Inf Bn [4] (326 VG)
C40.35: 326 VG Combat Trains
C40.34: 326 VG Div HQ (Fat-2 marker), 683 "88" Bn (Assigned to 326 VG, Support)
C42.32: II/751 Inf Bn (326 VG)
C43.31: 326 Erz Bn (326 VG)
C55.30: 12 SS Pz Combat Trains (Ghost)
C48.27: 12 SS Pz Div HQ (Fresh marker, 3 Arty Asset Points, Coordination marker), I/25 SS Inf Bn (12 SS), 12 SS JgPz Bn (12 SS, Support)
C48.28: II/25 SS Inf Bn (12 SS)
C49.29: III/25 SS Inf Bn (12 SS)
C48.26: 1,3/I SS Pz Bn (-) (12 SS)
C50.30: 277 VG Combat Trains
C49.26: 5,6 /I SS Pz Bn (-) (12 SS)
C50.25: III/26 SS PG Bn (12 SS)
C50.24: 560 JgPz Bn [3] (12 SS)
C51.26: I/26 SS Inf Bn (12 SS)
C51.25: Bremer SS Pz Recon KG (12 SS)
C52.26: II/26 SS Inf Bn (12 SS)
C53.26: 12 SS Pio Bn (12 SS)
C46.27: II/991 Inf Bn (277 VG)
C46.26: I/991 Inf Bn (277 VG), 277 Pio Bn (277 VG)
C46.25: I/989 Inf Bn [4] (277 VG), II/989 Inf Bn (277 VG)
C46.24: I/990 Inf Bn [4] (277 VG), II/990 Inf Bn (277 VG)
C47.27: 277 VG Div HQ (Fat-0 marker, Coordination marker), 277 PJ Bn (277 VG, Support)
C46.21: II/48 Inf Bn [5] (12 VG)
C45.21: I/48 Inf Bn [4] (12 VG)
C45.20: II/27 Inf Bn [5] (12 VG), 12 Fus Bicycle Bn (12 VG)
C44.19: I/27 Inf Bn [4] (12 VG), 12 Pio Bn [3] (12 VG)
C45.19: Holz VOR KG (12 VG), I/89 Inf Bn [5] (12 VG)
C46.19: II/89 Inf Bn [5] (12 VG)
C46.18: 12 VG Div HQ (2 Arty Asset Points, Fat-1 marker, Coordination marker)
C43.18: 1,2 /I SS Pz Bn (-) (Peiper), Spitze SS Pz Recon Co (Peiper)
C44.17: Peiper SS Pz KG HQ (Fresh marker, Coordination marker), 11,13/2 SS PG Bn (-) (Peiper)
C44.16: III/9 LW FJ Bn, 3 LW FJ Pio Bn (3 FJ)
C44.15: III/5 LW FJ Bn (3 FJ)

C44.18: I/9 LW FJ Bn [4], II/9 LW FJ Bn (3 FJ)
C45.17: 6,7/I SS Pz Bn (-) (Peiper)
C45.16: I/5 LW FJ Bn [4] (3 FJ)
C46.17: 3,9 Pz Pio Bn (-) (Peiper)
C46.16: II/5 LW FJ Bn (3 FJ)
C47.18: 9,12/2 SS PG Bn (-) (Peiper)
C48.18: 501 SS TGR Bn [2] (Peiper), 84 LW Pz Flak Bn (Peiper)
C49.18: Peiper SS KG Combat Trains (Ghost) (Peiper)
C47.16: 3 FJ Div HQ (2 Arty Asset Points, Fat-2 marker, Coordination marker)
C59.17: 12 VG Combat Trains, 3 FJ Combat Trains
C50.18: 1 SS Pz Div HQ (2 Arty Asset Points, Fresh marker), 1 SS JgPz Bn (1 SS, Support), I/2 SS Inf Bn (1 SS)
C51.19: II/2 SS Inf Bn (1 SS)
C52.19: 1 SS Pz Pio Bn (1 SS)
C54.17: I/1 SS Inf Bn (1 SS)
C55.18: II/1 SS Inf Bn (1 SS)
C55.17: Knittel SS Pz Recon KG (1 SS)
C56.17: III/1 SS Inf Bn (1 SS)
C58.22: 1 SS Pz (-) Combat Trains (Ghost)
C60.24: 150 Pz Bde HQ (Fresh marker), X Inf KG (150 Pz)
C61.25: Y Inf KG (150 Pz)
C62.25: Z Inf KG (150 Pz), 150 Pz Bde Combat Trains (Ghost)

Formation Activation Markers in Play:
Peiper KG, 1 SS Pz (-), 12 SS Pz, 150 Pz Bde, 3 FJ Div, 12 VG Div, 277 VG Div, 326 VG Div

German Reinforcements:
Do not use the German Order of Arrival. Use the following Order of Arrival.

17 Dec 44
w/i 2 C26.32: vdH LW FJ KG (vdH LW FJ KG HQ (HQ is Done, Fat-1 marker), A, B LW FJ Co)

Entry Area A: vdH KG Combat Trains, 394, 667 StG Bde [1]

At 3 LW FJ HQ: 3 LW FJ Div (I/8, III/8 LW FJ Bn)

18 Dec 44
Entry Area Q: 326 VG Div (II/753 Inf Bn)

Entry Area A: 902 StG Bde [2], 1000+1 STgr Co

Entry Area B: 9 SS Pz Div (9 SS Pz Div HQ, Fresh marker, Recke SS Pz Recon Bn, I/9 SS Pz Bn [3], II/9 SS Pz Bn, 9 SS JgPz Bn, I/19, II/19, III/19, I/20, II/20, III/20 Inf Bn, 9 SS Pio Bn, 9 SS Combat Trains)

19 Dec 44
Entry Area A: 3 PG Div (3 PG Div HQ, Fat-0 marker, 103 Pz Recon Bn, 3 JgPz Bn, 103 StG Bn [2], I/8, II/8, III/8, I/29, II/29, III/29 Inf Bn, 3 Pio Bn, 3 PG Combat Trains)

21 Dec 44
Entry Area A: 519 JgPz Bn [3], 217 Brm Bn

Victory Conditions:
Victory is determined using the method described in 4.0 for control of the Victory Point Hexes in the playing area, except use the German total on the last turn of the scenario as the German greatest single turn total. In addition to the Victory Point Hexes for the German player, they get 1 VP for exiting each of the following formations with at least the number of units listed in parentheses off the west edge:

KG Peiper (4)
1 SS Pz Div (6)
9 SS Pz Div (9)
12 SS Pz Div (9)

German Sudden Death Victory (4.1) does not apply for this scenario but for the exiting formations above, the same conditions apply regarding Good MSR, exiting on different turns, and Arty Asset Points and/or Independent units when exiting.

The German player does not control any Victory Point Hexes at the start of the scenario.

5.6 The Goose Egg

This covers the battle for St. Vith after the 7th Armored arrives and the Schnee Eifel pocket soon to be fully reduced. CCB/9 and the remnants of the 106th Infantry Division hold the Our River ostensibly.

Playing Area: Map C east of C15.XX and south of CXX.19 inclusive
First Turn: 18 Dec 44
Last Turn: 22 Dec 44
Game Length: 5 Turns
First Player on Turn 1: Germans
Pre-Game Weather:
Ground Conditions: Normal

Air Points:
After rolling for results, divide the results by three (rounded down)

Replacement Steps:
After rolling for results for AV or Non-AV, divide the results by three (rounded down)

Trace Supply Source:
Allied: Allies can trace from any secondary road running from the west edge of the playing area
Germans: Use the ones listed in 1.3a in the playing area, all roads (including tracks but not railroads) running from the south edge of the playing area, and C35.19. The track entries count as entry hexes for purposes of Combat Train placement.

Allied Set Up:
C16.11: 14 Cav Combat Trains (Ghost)
C21.14: 32 Arm Cav Bn [2] (14 Cav)
C22.14: 14 Cav Grp HQ (Fat-1 marker), C/18 Arm Cav Co [1] (14 Cav)
C23.15: E, F/18 Lt Arm Cav TF (14 Cav)
C19.11: Chap Arm Inf TF (7 Arm)
C20.10: Brown Arm TF (7 Arm)
C24.12: 7 Arm Combat Trains (Ghost)
C25.16: Wemple Arm TF (7 Arm)
C26.11: Erlen Arm TF (7 Arm)
C27.14: Rhea Arm Inf TF (7 Arm)
C30.11: 7 Arm Div HQ (2 Arty Asset Point, Fat-1 marker), 814 TD Bn (7 Arm, Support), 168 Eng Bn
C31.14: 87 Arm Cav Bn (7 Arm)
C31.12: 33 Arm Eng Bn (7 Arm)
C32.11: Fuller Arm Inf TF (7 Arm)
C30.10: CCB/9 Arm Combat Trains (Ghost)

C33.09: 14 Arm Bn (CCB/9)
C34.07: CCB/9 Arm Bde HQ (1 Arty Asset Point, Fat-1 marker), 27 Arm Inf Bn (CCB/9)
C27.06: 106 Inf Div HQ (1 Arty Asset Points, Fat-1 marker), 820 AT Bn [1] (106 Inf, Support)
C46.09: 3/422 Inf Bn [3] (106 Inf)
C45.10: 1/422 Inf Bn [3] (106 Inf)
C46.10: 2/422 Inf Bn [3] (106 Inf)
C44.08: 1/423 Inf Bn [3] (106 Inf)
C45.09: 3/423 Inf Bn [3] (106 Inf)
C44.09: 2/423 Inf Bn [3] (106 Inf)
C32.06: 1/424 Inf Bn [4] (106 Inf)
C32.04: 3/424 Inf Bn [5] (106 Inf)
C31.04: 2/424 Inf Bn [4] (106 Inf)
C23.01: 1 Inf Bn [5] (112/28 Inf)
C23.02: 112/28 Inf Rgt HQ (1 Arty Asset Point, Fat-1 marker), 630 AT Bn [1] (112/28, Support), 2 Inf Bn [5] (112/28 Inf)
C21.06: 112/28 Inf Combat Trains, 106 Inf Combat Trains (Ghost)
C22.01: 3 Inf Bn [5] (112/28 Inf)

Formation Activation Markers in Play:
14 Cav Grp, 7 Arm Div, CCB/9 Arm, 112/28 Inf, 106 Inf Div

Allied Reinforcements:
None

German Set Up:
Greif Teams Available: 1

C28.16: I/1 SS Inf Bn [5] (1 SS)
C29.16: 1 SS Pz Div HQ (2 Arty Asset Points, Fat-0 marker), 1 SS JgPz Bn (1 SS, Support), II/1 SS Inf Bn [5] (1 SS)
C33.17: III/1 SS Inf Bn (1 SS)
C35.19: 1 SS Pz (-) Combat Trains (Ghost)
C33.14: Renn VOR KG (18 VG)
C34.12: I/294 Inf Bn [5] (18 VG)
C35.12: II/294 Inf Bn (18 VG)
C41.12: 18 VG Div HQ (2 Arty Asset Points, Fat-0 marker), 244 StG Bde [1] (Support) (Assigned to 18 VG)
C42.11: I/295 Inf Bn (18 VG)
C44.10: II/295 Inf Bn [5] (18 VG)
C41.10: I/293 Inf Bn (18 VG)
C43.08: II/293 Inf Bn [5] (18 VG)
C46.11: 1818 Pio Bn (18 VG)
C47.10: 18 Erz Bn (18 VG)
C46.08: 669 Ost Bn (18 VG)
C49.12: 18 VG Combat Trains
C36.06: I/164 Bicycle Bn [5] (62 VG)
C35.06: II/164 Inf Bn (62 VG), 162 Pio Bn (62 VG)

C35.05: I/190 Inf Bn [5] (62 VG)
C35.04: II/190 Inf Bn (62 VG)
C35.03: II/183 Inf Bn (62 VG)
C34.01: I/183 Inf Bn [5] (62 VG)
C37.04: 62 VG Div HQ (2 Arty Asset Points, Fat-1 marker), 162 PJ Bn (62 VG, Support), 162 Erz Bn (62 VG)
C45.01: 62 VG Combat Trains

Formation Activation Markers in Play:
1 SS Pz (-), 18 VG Div, 62 VG Div

German Reinforcements:
Do not use the German Order of Arrival. Use the following Order of Arrival.

18 Dec 44
Entry Area B: 9 SS Pz Div (9 SS Pz Div HQ, Fresh marker, Recke SS Pz Recon Bn, I/9 SS Pz Bn [3], II/9 SS Pz Bn, 9 SS JgPz Bn, I/19, II/19, III/19, I/20, II/20, III/20 Inf Bn, 9 SS Pio Bn, 9 SS Pz Combat Trains)

Entry Area C: F.Beg Pz Bde (F.Beg Pz Bde HQ, Fresh marker, FB Pz Bn [4], 200 StG Bde [2], I/FB Inf Bn, II/FB PG Bn, 828 Bicycle Bn, F.Beg Bde Combat Trains)

19 Dec 44
Remove: 1 SS Pz Div (all)

Add: 1 Arty Asset Point

21 Dec 44
Entry Area B: 506 TGR Bn [2]

C16.00: 560 VG Div (560 VG Div HQ, Fat-2 marker, I/1130 [3], II/1130 Inf Bn [4], 560 VG Combat Trains)

22 Dec 44
C15.03 or C15.05: 2 SS Pz Div (2 SS Pz Div HQ, Fresh marker, Krag SS Pz Recon Bn, 2 SS Pz Combat Trains)

Victory Conditions:
The German player wins if he controls all three American Victory Point Hexes in the playing area (St. Vith, Berg Reuland, and Vielsalm) by the end of the scenario. If the German player fails to capture all three, the American player wins.

See 4.0 for conditions of control. The German player does not control any of the Victory Point Hexes at the start of the scenario.

5.7 Bastogne: Screaming Eagles Under Siege

This scenario covers the entire siege of Bastogne, from the opening assault on the screening American forces until the relief column of the 4th Armored Division arrives.

Playing Area: Maps B and D south of XX.31 and north of XX.13 inclusive, east of B55.XX and west of D18.XX inclusive
First Turn: 19 Dec 44
Last Turn: 26 Dec 44
Game Length: 8 Turns
First Player on Turn 1: Germans
Pre-Game Weather:
Ground: Mud

Special Rules: The 26 VG Div has some units from Lehr Pz Div assigned when they enter as reinforcements. These units function as part of its assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of 26 VG Div even if it is out of the players control to do so in the rules. The remaining Lehr Pz Div units operate normally.

Air Points:
After rolling for results, divide the results by two (rounded down)

Replacement Steps:
Only the Germans can roll for Replacement steps. After rolling for results for AV or Non-AV, divide the results by three (rounded down)

Trace Supply Source:
Allied: Allies can trace from any primary or secondary road running from the west edge of the playing area. When the Allied reinforcements arrive, any primary or secondary road between B56.13 and D2.13 (inclusive) can be used as a trace supply source.
Germans: Germans can trace from D8.31 or D18.26.

Allied Set Up:
D6.21: CCB/10 Arm Bde HQ (2 Arty Asset Points, Fat-1 marker)
D6.26: Desobry Arm TM (CCB/10)
D10.22: Cherry Arm TM (CCB/10)

D8.19: O'Hara Arm TM (CCB/10)
D3.18: CCB/10 Arm Combat Trains
D8.21: 158 Eng Bn
D9.22: CCR/9 Arm Combat Trains (Ghost)
D11.22: CCR/9 Arm Bde HQ (Fat-2 marker), Harper Arm TF [1] (CCR/9)
D11.24: Booth Arm Inf TF (CCR/9)
D5.21: 2/501 Abn Inf Bn (101 Abn)
D5.20: 3/501 Abn Inf Bn (101 Abn)
D4.21: 1/501 Abn Inf Bn (101 Abn)
D5.22: 2/506 Abn Inf Bn (101 Abn)
D4.22: 1/506 Abn Inf Bn (101 Abn)
D3.23: 3/506 Abn Inf Bn (101 Abn)
D3.21: 35 Eng Bn, 101 Abn Div HQ (2 Arty Asset Points, Fresh marker), 705 TD Bn (Assigned to 101 Abn, Support)
D2.22: 3/502 Abn Inf Bn (101 Abn)
D2.21: 2/502 Abn Inf Bn (101 Abn)
D1.22: 1/502 Abn Inf Bn (101 Abn)
D4.19 2/327 Glider Inf Bn (101 Abn)
D2.20: 1/327 Glider Inf Bn (101 Abn)
D1.20: 1/401 Glider Inf Bn (101 Abn)
D3.20: 326 Abn Eng Bn (101 Abn)
B60.21: 101 Abn Combat Trains (Ghost)
B61.30: Blown Bridge marker

Formation Activation Markers in Play:
CCR/9 Arm, CCB/10 Arm, 101 Abn Div

Allied Reinforcements:
Do not use the Allied Order of Arrival. Use the following Order of Arrival.

26 Dec 44
Any hex along south edge of playing area from B55.13 to D9.13: 4 Arm Div (4 Arm Div HQ, Fat-0 marker, Abrams Arm TF [4], Jaques Arm Inf TF [4], 4 Arm Combat Trains)

German Set Up:
Greif Teams Available: 0

D8.31: Bridge OK marker
D13.23: vBohm Pz Recon KG
D14.23: 2 Pz Div HQ (2 Arty Asset Points, Fat-0 marker, Coordination marker), 38 StG Bn (2 Pz, Support), Gutmn PG KG (2 Pz)
D15.24: I/3 Pz Bn [3] (2 Pz)
D15.25: II/304 Mot Inf Bn [5] (2 Pz)
D16.25: 38 Pz Pio Bn [3]
D18.26: 2 Pz Combat Trains (Ghost)
D18.27: 26 VG Combat Trains (Ghost), Lehr Pz Combat Trains (Ghost)
D13.22: Kunkel VOR KG (26 VG)
D14.21: I/77 Inf Bn (26 VG), II/77 Inf Bn (26 VG)

D15.21: I/78 Inf Bn [5] (26 VG), II/78 Inf Bn (26 VG)
D16.20: 26 VG Div HQ (2 Arty Asset Points, Fat-1 marker, Coordination marker), 26 Pio Bn (26 VG)
D18.20: 26 Erz Bn (26 VG)
D17.19: I/39 Inf Bn [5] (26 VG)
D18.18: II/39 Inf Bn (26 VG)
D18.17: Bridge Blown marker
D11.21: I/902 Mot Inf Bn [5] (Lehr Pz)
D12.21: II/902 Mot Inf Bn [5] (Lehr Pz)
D13.21: Lehr Pz Div HQ (2 Arty Asset Points, Fat-0 marker, Coordination marker), II/130 Pz Bn [3] (Lehr, Support), vFallois Pz Recon KG (Lehr)
D14.19: 130 Pz Pio Bn (Lehr)
D15.19: 130 JgPz Bn [2] (Lehr)

Formation Activation Markers in Play:
Lehr Pz, 2 Pz Div, 26 VG Div

German Reinforcements:
Do not use the German Order of Arrival. Use the following Order of Arrival.

19 Dec 44
D18.26: 2 Pz Div (II/3 Pz Bn [4], II/2 Inf Bn (each [5]), I/304 Bicycle Bn [5])

D18.18: Lehr Pz Div (243 StG Bde [2], I/901 PG Bn [5], II/901 Inf Bn [5])

This portion of Lehr Pz Div is assigned to 26 VG Div for the whole scenario.

24 Dec 44
D8.31: 15 PG Div (15 PG Div HQ, Fat-0 marker, 115 Pz Bn [4] (support), I/115, II/115, III/115 Mot Inf Bn, 15 PG Combat Trains)

25 Dec 44
Add: 3 Arty Asset Points

Victory Conditions:
The German player wins if he completes both of the following:
1) Controls Bastogne by the end of the scenario
2) Exits 2 Pz Div with at least 7 units and the Lehr Pz Div with at least 4 units off the west edge before the end of the 22 Dec turn. For the Lehr Pz Div, the units that count do not include the units assigned to the 26 VG Div in this scenario.

See 4.0 for conditions of control. The Americans control Bastogne at the start of the scenario.

German Sudden Death Victory (4.1) does not apply for this scenario but for the exiting formations above, the same conditions apply regarding Good MSR, exiting on different turns, and Arty Asset Points and/or Independent units when exiting.

If the German player fails to achieve these two conditions, the American player wins.

5.8 Advance & Destroy

This scenario covers Patton's Counterattack with his III and XII Corps. The German 7th Army tries to defend while Bastogne soon becomes Hitler's new obsession and diverts his depleted panzers south.

Playing Area: Map B east of B46.xx inclusive and all of Map D
First Turn: 22 Dec 44
Last Turn: 31 Dec 44
Game Length: 10 Turns
First Player on Turn 1: Americans
Pre-Game Weather:
Ground: Normal

Special Rules: Several units from Lehr are assigned to 26 VG. These units function as part of its assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players control to do so in the rules.

Air Points:
After rolling for results, divide the results by two (rounded down)

Replacement Steps:
After rolling for results for AV or Non-AV, divide the results by two (rounded down)

Trace Supply Source:
Allied: use the ones listed in 1.3b in the playing area
Germans: use the ones listed in 1.3a in the playing area and include D26.35.

Allied Set Up:
B61.30: Blown Bridge marker
B59.22: 1/401 Glider Inf Bn (101 Abn)
B61.20: 1/327 Glider Inf Bn (101 Abn)
B62.23: 1/502 Abn Inf Bn (101 Abn)
D1.25: 2/502 Abn Inf Bn (101 Abn)
D3.24: 3/502 Abn Inf Bn (101 Abn)
D2.20: CCB/10 Arm Bde HQ (Fat-2 marker), Cherry Arm TM [2] (CCB/10 Arm)
D3.21: 101 Abn Div HQ (4 Arty Asset Points, Prepared Defense, Fat-1 marker), 705 TD Bn (Assigned to 101 Abn, Support), 35 Eng Bn
D4.22: 1/506 Abn Inf Bn [3] (101 Abn)
D4.23: 3/506 Abn Inf Bn (101 Abn)
D5.23: 2/506 Abn Inf Bn (101 Abn)
D5.22: 2/501 Abn Inf Bn [4] (101 Abn)
D5.21: 1/501 Abn Inf Bn [4] (101 Abn)
D5.20: 3/501 Abn Inf Bn [4] (101 Abn)
D5.19: O'Hara Arm TM [2] (CCB/10 Arm)
D3.18: 2/327 Glider Inf Bn [4] (101 Abn)
D1.19: 326 Abn Eng Bn (101 Abn)
D8.31: Bridge OK marker
D17.17: Blown Bridge marker
D30.33: Blown Bridge marker
D31.03: 55 Arm Eng Bn (10 Arm)
D32.05: 90 Arm Cav Bn (10 Arm)
D35.05: 1 Inf Bn [3] (109/28)
D36.05: 3 Inf Bn [3] (109/28)
D35.04: 109/28 Inf Rgt HQ (1 Arty Asset Point, Fat-3 marker), 602 TD Bn (Assigned to 109/28, Support)
D37.04: 19 Arm Bn [4] (CCA/9 Arm), 60 Arm Inf Bn [3] (CCA/9 Arm)
D37.03: CCA/9 Arm Bde HQ (1 Arty Asset Point, Fat-2 marker), 811 TD Bn [2] (CCA/9 Arm, Support), 89 Arm Cav Bn [4] (CCA/9 Arm)
D38.02: Riley Arm Inf TF (10 Arm)
D37.02: 10 Arm Div HQ (1 Arty Asset Point, Fat-1 marker), 609 TD Bn (10 Arm, Support)
D37.01: CCA/9 Arm Combat Trains, 10 Arm Div (-) Combat Trains, 109/28 Inf Combat Trains
D40.01: Standish Arm TF (10 Arm)
D41.01: Chmbln Arm TF [8] (10 Arm)
D43.02: Luckett Inf TF [4] (4 Inf)
D45.02: 1/12 Inf Bn [3] (4 Inf)
D45.01: 159 Eng Bn [1] (4 Inf)
D47.02: 4 Eng Bn [2] (4 Inf)
D47.01: 4 Inf Div HQ (3 Arty Asset Points, Prepared Defense, Fat-2 marker), 70 Arm Bn [3] (4 Inf, Support), 803 TD Bn (4 Inf, Support), 802 AT Bn (4 Inf, Support)
D48.02: 2/12 Inf Bn [3] (4 Inf)

D49.02: 3/12 Inf Bn [3] (4 Inf)
D51.02: 2/22 Inf Bn [3] (4 Inf)
D52.01: 3/22 Inf Bn [3] (4 Inf)

Off Map:
CCB/10 Arm Combat Trains
101 Abn Div Combat Trains

Formation Activation Markers in Play:
CCA/9 Arm, 10 Arm Div (-), CCB/10 Arm, 4 Inf Div, 109/28 Inf, 101 Abn Div

Allied Reinforcements:
Do not use the Allied Order of Arrival. Use the following Order of Arrival.

22 Dec 44
Add: 20 Arty Asset Points

Entry Area F: 5 Inf Div (5 Inf Div HQ Fat-0 marker, 808 AT Bn, 1/10, 2/10, 3/10 Inf Bn, 5 Inf Combat Trains)

Entry Area G: 80 Inf Div (80 Inf Div HQ, Fat-0 marker, 1/318, 2/318, 3/318, 1/319, 2/319, 3/319 Inf Bn, 610 TD Bn, 702 Arm Bn [3], 305 Eng Bn, 80 Inf Combat Trains)

Entry Area I: 4 Arm Div (4 Arm Div HQ, Fat-0 marker, 25 Arm Cav Bn [3], Irzyk [5], Oden [5] Arm TF, Alanis [5], Cohen [5] Arm Inf TF, 24 Eng Bn [3], 704 TD Bn, 4 Arm Combat Trains)

Entry Area H: 26 Inf Div (26 Inf Div HQ Fat-1 marker, 1/104, 2/104, 3/104, 1/328, 3/328 Inf Bn, Hamilton Inf TF, 735 Arm Bn, 818 TD Bn, 101 Eng Bn, 26 Inf Combat Trains)

23 Dec 44
Add: 1 Arty Asset Point

24 Dec 44
Entry Area F: 5 Inf Div (737 Arm Bn [4], 1/2, 2/2, 3/2, 1/11, 2/11, 3/11 Inf Bn, 7 Eng Bn)

Entry Area G: 80 Inf Div (1/317, 2/317, 3/317 Inf Bn)

Entry Area H: 26 Inf Div (1/101, 2/101, 3/101 Inf Bn)

Entry Area I: 6 Arm Cav Grp (6 Arm Cav Grp HQ, Fat-1 marker, 6, 28 Arm Cav Bn, 6 Cav Combat Trains)

25 Dec 44
B57.01:
4 Arm Div (Abrams [4] Arm TF, Jaques [4] Arm Inf TF)

26 Dec 44
Entry Area H or I: 6 Arm Div (6 Arm Div HQ, Fat-0 marker, 86 Arm Cav Bn, Davall, LaGrew, Kenndy Arm TF, Brown, Wall, Britton Arm Inf TF, 25 Eng Bn, 603 TD Bn, 6 Arm Combat Trains)

Entry Area I: 35 Inf Div (35 Inf Div HQ, Fat-1 marker, 654 TD Bn, 1/134, 2/134, 3/134, 1/137, 2/137, 3/137, 1/320, 2/320, 3/320 Inf Bn (each [5]), 60 Eng Bn [3], 35 Inf Combat Trains)

27 Dec 44
Remove: 10 Arm Div (all)… this does not apply to CCB/10 Arm!

28 Dec 44
Add: 2 Arty Asset Points

29 Dec 44
B46.06: 11 Arm Div (11 Arm Div HQ, Fat-1 marker, 41 Arm Cav Bn, 22 Arm Bn, Blue, Poker Arm TF, Pat, White Arm Inf TF, 55 Arm Inf Bn, 56 Eng Bn, 11 Arm Combat Trains)

30 Dec 44
B45.16: 87 Inf Div (87 Inf Div HQ, Fat-1 marker, 761 Arm Bn, 1/345, 2/345, 3/345, 1/346, 2/346, 3/346, 1/347, 2/347, 3/347 Inf Bn, 312 Eng Bn, 87 Inf Combat Trains)

German Set Up:
Greif Teams Available: 0

B60.26: I/304 Bicycle Bn [5] (2 Pz), 2 Pz Combat Trains (Ghost), Lehr Pz Combat Trains (Ghost)
B55.24: 38 Pz Pio Bn [3] (2 Pz)
B53.25: 2 Pz Div HQ (Fat-0 marker)
B53.23: vFallois Pz Recon KG (Lehr)
B53.21: 130 Pz Pio Bn (Lehr)
B53.19: Lehr Pz Div HQ (2 Arty Asset Points, Fat-0 marker)
B62.25: I/77 Inf Bn [5] (26 VG)
B58.20: Kunkel VOR KG (26 VG)
B59.19: II/39 Inf Bn [5] (26 VG)
B62.17: I/39 Inf Bn [5] (26 VG)
D2.16: 26 Erz Bn (26 VG)
D4.17: II/901 Inf Bn [5] (Lehr, Assigned to 26 VG)

D5.18: 243 StG Bde [2] (Lehr, Assigned to 26 VG)
D6.18: 26 VG Div HQ (2 Arty Asset Points, Fat-1 marker), I/901 PG Bn [5] (Lehr, Assigned to 26 VG)
D6.20: II/78 Inf Bn [5] (26 VG)
D6.22: I/78 Inf Bn [5] (26 VG)
D8.31: Bridge OK marker
D5.24: 26 Pio Bn (26 VG)
D3.25: II/77 Inf Bn [5] (26 VG)
B60.17: Bernk LW FJ KG [5] (5 FJ)
B57.13: III/14 LW FJ Bn [5] (5 FJ)
B59.10: II/14 LW FJ Bn [5] (5 FJ)
D2.10: I/14 LW FJ Bn [5] (5 FJ)
B62.10: 5 LW FJ Pio Bn (5 FJ)
B62.07: III/15 LW FJ Bn [5] (5 FJ)
D3.13: 5 FJ Div HQ (Fat-1 marker, Prepared Defense), 11 LW StG Bde [2] (5 FJ, Support)
D4.05: II/15 LW FJ Bn [5] (5 FJ)
D5.05: Bridge OK marker
D9.09: I/13 LW FJ Bn (5 FJ)
D10.08: II/13 LW FJ Bn (5 FJ)
D5.10: III/13 LW FJ Bn (5 FJ)
D14.21: 26 VG Combat Trains, 5 FJ Combat Trains (Ghost), F.Gren Bde Combat Trains (Ghost)
D21.16: 506 TGR Bn [1] (Assigned to F.Gren)
D14.11: Gren Inf Bn (F.Gren)
D17.10: Fus PG Bn (F.Gren)
D18.12: F.Gren Pz Bde HQ (Fresh), 911 StG Bde (F.Gren, Support)
D18.17: Blown Bridge marker
D20.10: FG Pz Bn [4] (F.Gren)
D22.11: 929 Bcl Bn (F.Gren)
D26.07: I/915 Inf Bn [4] (Move Side) (352 VG)
D25.07: II/915 Inf Bn [4] (Move Side) (352 VG)
D25.04: I/916 Inf Bn [4] (Move Side) (352 VG)
D26.05: II/916 Inf Bn [4] (Move Side) (352 VG)
D29.07: II/914 Inf Bn [4] (352 VG), Blown Bridge marker
D30.33: Blown Bridge marker
D31.07: 352 VG Div HQ (Fat-3 marker), 352 PJ Bn [1] (352 VG, Support), 668 "88" Bn (Assigned to 352 VG, Support), I/914 Inf Bn [4] (352 VG)
D33.09: Blown Bridge marker
D34.09: 352 Pio Bn (352 VG)
D37.10: 352 Erz Bn (352 VG), Blown Bridge marker
D35.14: 352 VG Combat Trains
D39.07: I/986 Inf Bn [4] (276 VG)

D39.06: II/986 Inf Bn [4] (276 VG)
D42.05: 276 VG Div HQ (Prepared Defense, Fat-3 marker), 276 PJ Bn (276 VG, Support), 657 "88" Bn (Assigned to 276 VG, Support)
D40.04: 276 Pio Bn (276 VG)
D41.04: I/988 Inf Bn [4] (276 VG)
D42.03: II/988 Inf Bn [4] (276 VG)
D43.04: I/987 Inf Bn [4] (276 VG)
D44.04: II/987 Inf Bn [4] (276 VG)
D46.07: 212 VG Combat Trains, 276 Combat Trains
D45.04: I/423 Inf Bn [5] (212 VG)
D46.03: II/423 Inf Bn [5] (212 VG)
D47.04: 212 Fus Bicycle Bn [4] (212 VG)
D49.03: 212 Pio Bn [2] (212 VG)
D50.02: I/316 Inf Bn [5] (212 VG)
D51.04: 212 VG Div HQ (Prepared Defense, Fat-3 marker), 212 PJ Bn [1] (212 VG, Support)
D51.03: II/316 Inf Bn [5] (212 VG)
D52.02: II/320 Inf Bn [5] (212 VG)
D53.02: I/320 Inf Bn [5] (212 VG)
D53.01: XXIII Penal Bn (212 VG)
D36.14: 79 VG Div HQ (Fresh marker), I/208 Inf Bn (Move Side) (79 VG)
D37.14: II/208 Inf Bn (Move Side) (79 VG)
D38.14: I/212 Inf Bn (Move Side) (79 VG)
D39.14: II/212 Inf Bn (Move Side) (79 VG)
D39.15: I/226 Inf Bn (Move Side) (79 VG)
D39.16: II/226 Inf Bn (Move Side) (79 VG)
D40.16: 179 Pio Bn (Move Side) (79 VG)
D41.17: 79 VG Combat Trains (Ghost)

Formation Activation Markers in Play:
F.Gren Bde, 5 FJ Div, 26 VG Div, 79 VG Div, 212 VG Div, 276 VG Div, 352 VG Div

German Reinforcements
Do not use the German Order of Arrival. Use the following Order of Arrival.

24 Dec 44
Remove: Lehr Pz Div (Lehr Pz Div HQ, vFallois Pz Recon KG, 130 Pz Pio Bn, Lehr Pz Combat Trains).

Remove: 2 Pz Div (2 Pz Div HQ, I/304 Bicycle Bn, 38 Pz Pio Bn, 2 Pz Combat Trains)

D10.35: 15 PG Div (15 PG Div HQ, Fat-0 marker, 115 Pz Bn [4], 33 JgPz Bn, I/104, II/104, III/104, I/115, II/115, III/115 Inf Bn, 33 Pio Bn, 15 PG Div Combat Trains)

Entry Area D: Lehr Pz Div (559 JgPz Bn [2])

Assigned to 26 VG Div HQ

25 Dec 44
Add: 2 Arty Asset Points

Entry Area D: 9 VG Div (9 VG Div HQ, Fresh marker, I/36 Bicycle Bn, II/36 Inf Bn, 9 VG Combat Trains)

At 212 VG HQ: 212 VG Div (44 Fest MG Bn)

26 Dec 44
Entry Area D: 9 VG Div (I/57, II/57, I/116, II/116 Inf Bn, 9 Pio Bn), 9 PJ Bn (Support))

27 Dec 44
B55.35: F.Beg Pz Bde (F.Beg Pz Bde HQ, Fat-1 marker, FB Pz Bn [2], 200 StG Bde [2], I/FB Inf Bn [5], II/FB PG Bn [5], 828 Bicycle Bn [5], F.Beg Pz Combat Trains)

28 Dec 44
D10.35: 167 VG Div (167 VG HQ, Fresh marker, I/331, II/331, I/339, II/339, I/387, II/387 Inf Bn, 167 Pio Bn, 167 VG Combat Trains)

29 Dec 44
D7.35: 1 SS Pz Div (1 SS Pz Div HQ, Fat-1 marker, 1 JgPz Bn [2], I/1, II/1, III/1, I/2, II/2 SS Inf Bn (each [3]), 1 SS Pz Pio Bn [2], 1 SS Pz Combat Trains)

D10.35: 3 PG Div (3 PG Div HQ, Fat-1 marker, 103 Pz Recon Bn, 3 JgPz Bn [2], 103 StG Bn [1], I/8, II/8, III/8, I/29, II/29, III/29 (each [4]) Inf Bn, 3 Pio Bn [2], 3 PG Combat Trains)

Victory Conditions:
The American player wins if he controls Bastogne and also three of the remaining American Victory Point Hexes in the playing area by the end of the scenario. If the American player fails to achieve this, the German player wins.

See 4.0 for conditions of control. The Germans control all of the Victory Point Hexes except Bastogne at the start of the scenario.

5.9 Tip of the Spear
This scenario starts with the Germans reaching their furthest position west around Celles. Their logistics are strained and the fresh US 2nd Armored has arrived and is poised to blunt the German advance. This is the last ditch effort for the Germans to reach the Meuse.

Playing Area: Map A
First Turn: 24 Dec 44
Last Turn: 27 Dec 44
Game Length: 4 Turns
First Player on Turn 1: Americans
Pre-Game Weather:
Ground Conditions: Freeze

Special Rules: 1 Abn Inf Bn (517 Abn) is assigned to 3 Arm (-) and Doan Arm TF (3 Arm) is assigned to 84 Inf Div in this scenario. These units function as part of 3 Arm (-) and 84 Inf Div (respectively) and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players control to do so in the rules.

Air Points:
After rolling for results, divide the results by two (rounded down)

Replacement Steps:
After rolling for results for AV or Non-AV, divide the results by three (rounded down)

Trace Supply Source:
Allied: use the ones listed in 1.3b in the playing area
Germans: Germans can trace from any primary or secondary road running from the south edge of the playing area starting from A32.00 eastward, all road (including tracks) running from the east edge of the playing area starting from A63.12 southward. The track entries count as entry hexes for purposes of Combat Train placement.

Allied Set Up:
A33.32: 3/29 Inf Bn
A8.27: 1/29 Inf Bn (Indy)
A6.01: 2/29 Inf Bn (Indy)
A9.14: 2 FFY Arm Bn [5] (29 Arm), 29 CW Arm Bde Combat Trains
A6.05: 23 Hus Arm Bn [5] (29 Arm)

A12.12: 2 HHC Arm Cav Bn (29 Arm)
A9.09: 29 CW Arm Bde HQ (Fat-0 marker)
A13.10: 3 RTR Arm Bn [5] (29 Arm)
A25.18: 2 Arm Div Combat Trains
A24.12: 2 Arm Div HQ (2 Arty Asset Points, Fat-0 marker), 702 TD Bn (2 Arm, Support), 3/67 Arm Bn (2 Arm), 3/41 Arm Inf Bn (2 Arm)
A23.12: 82 Arm Cav Bn (2 Arm)
A24.13: 2/67 Arm Bn (2 Arm)
A24.14: 17 Eng Bn (2 Arm)
A25.10: 1/66 Lt Arm Bn (2 Arm)
A26.09: 3/66 Arm Bn (2 Arm)
A25.13: 1/67 Arm Bn (2 Arm), 1/41 Arm Inf Bn (2 Arm)
A29.09: 2/66 Arm Bn (2 Arm), 2/41 Arm Inf Bn (2 Arm)
A27.14: 4 Cav Grp Combat Trains
A33.11: 4 Arm Cav Grp HQ (2 Arty Asset Points, Fat-0 marker)
A31.08: 4 Arm Cav Bn (4 Cav)
A33.07: 24 Arm Cav Bn (4 Cav)
A35.08: 759 Lt Arm Bn (4 Cav)
A31.03: 1/333 Inf Bn [5] (84 Inf)
A34.01: 3/335 Inf Bn [3] (84 Inf)
A40.06: 309 Eng Bn [3] (84 Inf)
A39.05: Doan Arm TF (3 Arm, Assigned to 84 Inf)
A37.06: 1/335 Inf Bn [5] (84 Inf)
A41.06: 2/335 Inf Bn [5] (84 Inf)
A42.16: 84 Inf Combat Trains
A41.12: 2/333 Inf Bn [5] (84 Inf)
A41.08: 84 Inf Div HQ (3 Arty Asset Points, Prepared Defense, Fat-1 marker), 771 Arm Bn [5] (84 Inf, Support), 638 TD Bn (84 Inf, Support), 3/333 Inf Bn [5] (84 Inf)
A42.06: 3/334 Inf Bn [5] (84 Inf)
A44.07: 1/334 Inf Bn [5] (84 Inf)
A46.08: 2/334 Inf Bn [5] (84 Inf)
A47.10: 23 Arm Eng Bn (3 Arm), 51 Eng Bn (-)
A44.21: 75 Inf Combat Trains
A50.17: 75 Inf Div HQ (Prepared Defense, Fat-1 marker), 750 Arm Bn (75 Inf, Support), 275 Eng Bn (75 Inf)
A46.15: 2/291 Inf Bn (75 Inf)
A46.16: 1/291 Inf Bn (75 Inf)
A47.16: 3/291 Inf Bn (75 Inf)
A50.11: 1/290 Inf Bn (75 Inf)
A52.11: 2/290 Inf Bn (75 Inf)
A51.12: 3/290 Inf Bn (75 Inf)
A56.11: 1/289 Inf Bn (75 Inf)
A57.12: 2/289 Inf Bn (75 Inf)
A59.12: 3/289 Inf Bn (75 Inf)
A53.13: 3 Arm Div HQ (2 Arty Asset Points, Prepared Defense, Fat-1 marker)

A55.18: 3 Arm (-) Combat Trains
A51.10: 1 Abn Inf Bn [4] (517 Abn, Assigned to 3 Arm)
A53.10: 509 Abn Inf Bn [4] (Assigned to 3 Arm)
A55.10: Orr Arm Inf TF [5] (3 Arm)
A60.08: Kane Arm TF (3 Arm)
A61.12: 83 Arm Cav Bn (3 Arm)
A62.12: Rich Arm TF (3 Arm)
A59.26: 7 Arm Div HQ (2 Arty Asset Points, Fat-3 marker), 814 TD Bn [2] (7 Arm, Support), 33 Eng Bn (7 Arm)
A62.28: 7 Arm Combat Trains
A62.22: Wemple Arm TF [3] (7 Arm), Fuller Arm Inf TF [3] (7 Arm)
A62.24: Brown Arm TF [3] (7 Arm), Chap Arm Inf TF [3] (7 Arm)
A57.26: Erlen Arm TF [3] (7 Arm), Rhea Arm Inf TF [3] (7 Arm)
A58.26: 87 Arm Cav Bn [4] (7 Arm)

Formation Activation Markers in Play:
2 Arm Div, 3 Arm Div (-), 7 Arm Div, 29 Br Arm Bde, 4 Cav Grp, 75 Inf Div, 84 Inf Div

Allied Reinforcements
Do not use the Allied Order of Arrival. Use the following Order of Arrival.

24 Dec 44
Add: 1 Arty Asset Point

75 ID HQ: 75 Inf Div (629 TD Bn)

3 AD HQ: 3 Arm Div (628 TD Bn)

26 Dec 44
Add: 1 Arty Asset Point

A63.29: CCB/3 Arm Bde (CCB/3 Arm Bde HQ, Fat-1 marker, Jordan, Love Arm TF, McGrg Arm Inf TF [5], CCB/3 Arm Combat Trains)

27 Dec 44
Add: 3 Arty Asset Points

Entry Area N: 83 Inf Div (83 Inf Div HQ, Fat-1 marker, 774 Arm Bn, 772 AT Bn, 1/329, 2/329, 3/329, 1/330, 2/330, 3/330, 1/331, 2/331, 3/331 Inf Bn (each [4]), 308 Eng Bn [3], 83 Inf Combat Trains)

German Set Up:
Greif Teams Available: 0

A17.08: vBohm Pz Recon KG (2 Pz)
A20.06: I/3 Pz Bn [3] (2 Pz)
A21.07: II/304 Inf Bn [5] (2 Pz)
A22.07: 38 Pz Pio Bn [3] (2 Pz)
A32.00: Lehr Pz Div HQ (2 Arty Asset Points, Fat-1 marker), 130 JgPz Bn [2] (Lehr, Support), vFallois Pz Recon KG (Lehr), I/902 Inf Bn [5] (Lehr), Bridge OK marker
A37.03: 2 Pz Div HQ (2 Arty Asset Points, Fat-1 marker), 38 StG Bn (2 Pz, Support), Gutmn PG KG (2 Pz)
A38.02: II/3 Pz Bn [4] (2 Pz),
A39.02: II/2 Inf Bn [5] (2 Pz)
A40.01: I/304 Bicycle Bn [5] (2 Pz)
A42.04: 675 Pz Pio Bn (116 Pz)
A42.05: II/156 Inf Bn [4] (116 Pz)
A43.06: I/156 Inf Bn [4] (116 Pz)
A44.06: I/16 Pz Bn [2] (116 Pz)
A45.07: II/16 Pz Bn [1] (116 Pz), I/60 PG Bn [4] (116 Pz)
A46.07: II/60 Inf Bn [4] (116 Pz)
A46.03: 116 Pz Div HQ (2 Arty Asset Points, Fat-2 marker), 228 JgPz Bn (116 Pz, Support)
A49.09: Stephan Pz Recon KG [4] (116 Pz)
A56.02: 116 Pz Combat Trains, 560 VG Combat Trains, Bridge OK marker
A55.07: 560 VG Div HQ (2 Arty Asset Points, Fat-2 marker), 1560 PJ Bn [1] (560 VG)
A51.09: I/1130 Inf Bn [3] (560 VG)
A52.09: II/1130 Inf Bn [3] (560 VG)
A54.09: I/1128 Inf Bn [3] (560 VG)
A56.09: II/1128 Inf Bn [3] (560 VG)
A59.08: I/1129 Inf Bn [4] (560 VG)
A60.07: II/1129 Inf Bn [4] (560 VG)
A53.07: 1560 Pio Bn [3] (560 VG)

Formation Activation Markers in Play:
Lehr Pz, 2 Pz Div, 116 Pz Div, 560 VG Div

German Reinforcements
Do not use the German Order of Arrival. Use the following Order of Arrival. If entry hex is blocked, can enter on any road east or south under German control

24 Dec 44
Add: 1 Arty Asset Point

A32.00: Lehr Pz Div (II/130 Pz Bn [3], II/902 Inf Bn [5], 130 Pz Pio Bn [3])

A63.12 or A63.09: 2 SS Pz Div (2 SS Pz Div HQ, Fat-0 marker, 2 PJ SS JgPz Bn, I/3 SS Bicycle Bn, II/3, III/3, I/4, II/4 SS Inf Bn, III/4 SS PG Bn [5], 2 SS Pz Combat Trains)

25 Dec 44
Any Legal Hex: 2 Pz Combat Trains (Ghost), Lehr Pz Combat Trains (Ghost)

A44.00: 9 Pz Div (9 Pz Div HQ, Fresh marker, 9 Pz Recon Bn, I/33 Pz Bn [2], II/33 Pz Bn [3], 50 JgPz Bn [2], I/10 PG Bn, II/10 Bicycle Bn, I/11, II/11 Inf Bn, 86 Pio Bn, 9 Pz Combat Trains)

A63.12 or A63.09: 2 SS Pz Div (Krag SS Pz Recon KG, I/2, II/2 SS Pz Bn, 2 SS Pio Bn)

26 Dec 44
Add: 1 Arty Asset Point

A63.06: F.Beg Pz Bde (F.Beg Pz Bde HQ, Fat-1 marker, FB Pz Bn [4], 200 StG Bde [2], I/FB Inf Bn [5], II/FB PG Bn [5], 828 Bicycle Bn [5], F. Beg Pz Bde Combat Trains)

Victory Conditions:
The German player wins if he controls four of German Victory Point Hexes in the playing area by the end of the scenario. If the German player fails to achieve this, the American player wins.

See 4.0 for conditions of control. The Germans control Rochefort and La-Roche-en-Ardenne at the start of the scenario.

5.10 Final Blitzkrieg
This campaign game starts with the Germans approaching the Meuse but their supply tether being stretched thin. St. Vith has just been lost by the Americans and the defenders are about to be pierced and outflanked. The US VII Corps in the north and III Corps in the south are poised to show payback: American Style.

Playing Area: All maps
First Turn: 22 Dec 44
Last Turn: 31 Dec 44
Game Length: 10 Turns
First Player on Turn 1: Americans

Pre-Game Weather:
Ground: Normal

Special Rules: Several units from one formation are assigned to another formation. These units function as part of its assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players control to do so in the rules. Rebuildable units that are technically in the dead pile are not listed here and are not available to rebuild. Use the replacement points for units that start in this scenario and this includes those that are subsequently eliminated.

Allied Set Up:
A37.06: 1/335 Inf Bn [5] (84 Inf Div)
A39.05: Doan Arm TF (3 Arm Div, Assigned to 84 Inf)
A36.05: 84 Inf Div HQ (Prepared Defense, Fat-1 marker), 771 Arm Bn [5] (84 Inf, Support), 638 TD Bn (84 Inf, Support)
A41.06: 2/335 Inf Bn [5] (84 Inf Div)
A40.06: 309 Eng Bn [3] (84 Inf)
A41.11: 3/333 Inf Bn [5] (84 Inf)
A41.12: 2/333 Inf Bn [5] (84 Inf)
A41.13: 84 Inf Combat Trains
A42.06: 3/334 Inf Bn [5] (84 Inf)
A44.07: 1/334 Inf Bn [5] (84 Inf)
A46.08: 2/334 Inf Bn [5] (84 Inf)
A47.10: 51 Eng Bn (-)
A49.11: 23 Eng Bn (3 Arm)
A52.11: 83 Arm Cav (3 Arm)
A54.06: Hogan Arm TF [1] (3 Arm)
A55.10: Orr Arm Inf TF (3 Arm)
A53.13: 3 Arm Div HQ (2 Arty Asset Points, Prepared Defense, Fat-1 marker)
A55.18: 3 Arm (-) Combat Trains
A60.08: Kane Arm TF (3 Arm)
B30.32: 1/333 Inf Bn [5] (84 Inf Div)
B32.34: 3/335 Inf Bn [5] (84 Inf Div)
B33.09: 110/28 Inf Combat Trains
B41.12: 110/28 Inf Rgt HQ (Prepared Defense, Fat-3 marker), 707 Arm Bn [1] (110/28 Inf, Support), 103 Eng Bn [1] (110/28 Inf)
B43.13: 2 Inf Bn [2] (110/28 Inf)
C1.10: Rich Arm TF (3 Arm)
C1.20: 82 Abn Combat Trains
C4.23: Bridge Blown marker
C7.21: 2/504 Abn Bn (82 Abn)
C9.21: 3/504 Abn Bn (82 Abn)
C10.20: 1/504 Abn Bn (82 Abn)

C9.14: 82 Abn Div HQ (3 Arty Asset Points, Prepared Defense, Fat-0 marker)
C13.19: 2/505 Abn Bn (82 Abn), C/51 Eng Co, 2x Bridge Blown markers
C14.17: 3/505 Abn Bn (82 Abn)
C14.15: 1/505 Abn Bn (82 Abn)
C14.13: 307 Abn Eng Bn (82 Abn)
C14.11: 1/508 Abn Bn (82 Abn)
C15.10: 2/508 Abn Bn (82 Abn)
C12.09: 3/508 Abn Bn (82 Abn)
C10.09: 1/325 Glider Bn (82 Abn)
C7.09: 2/401 Glider Bn (82 Abn)
C7.23: Bridge OK marker
C4.08: 2/325 Abn Bn (82 Abn)
C16.08: 14 Cav Combat Trains, 112/28 Inf Combat Trains, 106 Inf Combat Trains
C16.06: Wemple Arm TF [5] (7 Arm)
C13.02: 32 Arm Cav Bn [1] (14 Cav)
C15.05: 14 Cav Grp HQ (Prepared Defense, Fat-3 marker)
C16.03: C/18 Arm Cav Co [1] (14 Cav)
C18.03: A/18 Arm Cav Co [1] (14 Cav)
C16.11: 7 Arm Combat Trains, CCB/9 Arm Combat Trains
C19.06: 112/28 Inf Rgt HQ (1 Arty Asset Point, Prepared Defense, Fat-3 marker), 630 AT Bn [1] (112/28 Inf)
C20.04: 1 Inf Bn [2] (112/28)
C21.05: 2 Inf Bn [2] (112/28)
C22.05: 3 Inf Bn [2] (112/28)
C24.05: 1/424 Inf Bn [2] (106 Inf)
C26.05: 2/424 Inf Bn [2] (106 Inf)
C27.06: 3/424 Inf Bn [2] (106 Inf)
C24.07: 106 Inf Div HQ (1 Arty Asset Point, Prepared Defense, Fat-3 marker), 820 AT Bn [1] (106 Inf)
C26.07: CCB/9 Arm Bde HQ (1 Arty Asset Point, Fat-3 marker)
C28.07: 27 Arm Inf Bn [4] (CCB/9)
C28.08: 14 Arm Bn [4] (CCB/9)
C20.09: 7 Arm Div HQ (2 Arty Asset Points, Prepared Defense, Fat-2 marker), 814 TD Bn [2] (7 Arm, Support)
C18.12: 33 Arm Eng Bn (7 Arm)
C21.09: 87 Arm Cav Bn [4] (7 Arm)
C20.13: Chap Arm Inf TF [5] (7 Arm)
C22.14: Brown Arm TF [5] (7 Arm)
C24.12: Rhea Arm Inf TF [5] (7 Arm)
C26.11: Fuller Arm Inf TF [5] (7 Arm)
C26.09: Erlen Arm TF [5] (7 Arm)
C34.07: Bridge Blown marker
C31.04: Bridge OK marker
C10.30: CCB/3 Arm Combat Trains
C13.30: 551 Abn Bn (Assigned to 30 Inf)
C17.32: 30 Inf Combat Trains
C8.23: 740 Arm Bn [2] (Assigned to 30 Inf), 1/119 Inf Bn [4] (30 Inf)

C9.24: Jordan Arm TF (CCB/3)
C10.23: 3/119 Inf Bn [4] (30 Inf)
C11.24: 2/119 Inf Bn [4] (30 Inf)
C12.23: 105 Eng Bn (30 Inf)
C12.22: McGrg Arm Inf TF [5] (CCB/3)
C13.25: CCB/3 Arm Bde HQ (1 Arty Asset Point, Fat-1 marker)
C14.21: Love Arm TF (CCB/3)
C15.22: 3/117 Inf Bn [5] (30 Inf)
C17.21: 1/117 Inf Bn [5] (30 Inf), Bridge Blown marker
C17.24: 2/120 Inf Bn (30 Inf)
C18.26: 30 Inf Div HQ (2 Arty Asset Points, Fat-2 marker), 743 Arm Bn [5] (30 Inf, Support), 823 TD Bn [2] (30 Inf, Support), 5 Belgian Fus Bn
C19.22: 2/117 Inf Bn (30 Inf)
C21.22: 526 Arm Inf Bn (Assigned to 30 Inf)
C21.23: 3/120 Inf Bn (30 Inf)
C22.23: 99 Nor Inf Bn (Assigned to 30 Inf)
C23.24: 291 Eng Bn
C24.24: 1/120 Inf Bn (30 Inf)
C26.32: 1 Inf Combat Trains
C26.24: 1 Eng Bn [3] (1 Inf)
C28.23: Davisson TD TF (1 Inf)
C29.23: 2/16 Inf Bn [3] (1 Inf)
C31.23: 3/16 Inf Bn [3] (1 Inf)
C31.27: 3/18 Inf Bn [4] (1 Inf)
C29.29: 1 Inf Div HQ (2 Arty Asset Points, Prepared Defense, Fat-2 marker), 745 Arm Bn [5] (1 Inf, Support), 634 TD Bn (1 Inf, Support), 703 TD Bn (1 Inf, Support)
C29.28: 2 Inf Combat Trains, 99 Inf Combat Trains
C33.24: 1/16 Inf Bn [4] (1 Inf)
C35.24: 1/26 Inf Bn [3] (1 Inf)
C35.25: 2/18 Inf Bn [4] (1 Inf)
C35.26: 1/18 Inf Bn [4] (1 Inf)
C36.23: 2/26 Inf Bn [3] (1 Inf)
C37.24: 3/26 Inf Bn [3] (1 Inf)
C35.28: 2/9 Inf Bn [1] (2 Inf), 3/9 Inf Bn [1] (2 Inf)
C35.27: 2,99 Arm Cav TF [1] (2 Inf)
C36.27: 2 Inf Div HQ (3 Arty Asset Points, Prepared Defense, Fat-2 marker), 741 Arm Bn (2 Inf, Support), 612 TD Bn [2] (2 Inf, Support), 644 TD Bn (2 Inf, Support), 1/9 Inf Bn [1] (2 Inf), 2 Eng Bn [2] (2 Inf)
C36.26: 1/23 Inf Bn [3] (2 Inf)
C36.25: 3/23 Inf Bn [3] (2 Inf)
C36.24: 2/23 Inf Bn [3] (2 Inf)
C37.26: 1/38 Inf Bn [3] (2 Inf)
C37.25: 2/38 Inf Bn [3] (2 Inf)
C38.25: 3/38 Inf Bn [3] (2 Inf)
C36.28: 99 Inf Div HQ (2 Arty Asset

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Points, Prepared Defense, Fat-3 marker), 801 AT Bn [1] (99 Inf, Support), 1/395 Inf Bn [2] (99 Inf), 2/395 Inf Bn [2] (99 Inf)

C38.28: 2/393 Inf Bn [2] (99 Inf)

C38.27: 2/394 Inf Bn [3] (99 Inf)

C38.26: 1/393 Inf Bn [2] (99 Inf), 3/393 Inf Bn [2] (99 Inf)

C39.28: 3/394 Inf Bn [3] (99 Inf)

C39.27: 1/394 Inf Bn [3] (99 Inf)

C39.26: 324 Eng Bn [3] (99 Inf)

C36.32: 9 Inf Div HQ (1 Arty Asset Point, Prepared Defense, Fat-1 marker), 746 Arm Bn [5] (9 Inf, Support), 899 TD Bn (9 Inf, Support)

C37.35: 15 Eng Bn [3] (9 Inf)

C37.34: 3/47 Inf Bn [4] (9 Inf)

C38.33: 3/395 Inf Bn (99 Inf)

C38.32: 2/47 Inf Bn [4] (9 Inf)

C37.32: 1/47 Inf Bn [3] (9 Inf)

C37.31: 3/39 Inf Bn [4] (9 Inf)

C38.30: 2/39 Inf Bn [4] (9 Inf)

C39.30: 1/39 Inf Bn [4] (9 Inf)

C30.35: 9 Inf Div Combat Trains

B61.30: Blown Bridge marker

B59.22: 1/401 Glider Inf Bn (101 Abn)

B61.20: 1/327 Glider Inf Bn (101 Abn)

B62.23: 1/502 Abn Inf Bn (101 Abn)

D1.25: 2/502 Abn Inf Bn (101 Abn)

D3.24: 3/502 Abn Inf Bn (101 Abn)

D2.20: CCB/10 Arm Bde HQ (Fat-2 marker), Cherry Arm TM [2] (CCB/10 Arm)

D3.21: 101 Abn Div HQ (4 Arty Asset Points, Prepared Defense, Fat-1 marker), 705 TD Bn (Assigned to 101 Abn, Support), 35 Eng Bn

D4.22: 1/506 Abn Inf Bn [3] (101 Abn)

D4.23: 3/506 Abn Inf Bn (101 Abn)

D5.23: 2/506 Abn Inf Bn (101 Abn)

D5.22: 2/501 Abn Inf Bn [4] (101 Abn)

D5.21: 1/501 Abn Inf Bn [4] (101 Abn)

D5.20: 3/501 Abn Inf Bn [4] (101 Abn)

D5.19: O'Hara Arm TM [2] (CCB/10 Arm)

D3.18: 2/327 Glider Inf Bn [4] (101 Abn)

D1.19: 326 Abn Eng Bn (101 Abn)

D17.17: Blown Bridge marker

D30.33: Blown Bridge marker

D31.03: 55 Arm Eng Bn (10 Arm)

D32.05: 90 Arm Cav Bn (10 Arm)

D35.05: 1 Inf Bn [3] (109/28)

D36.05: 3 Inf Bn [3] (109/28)

D35.04: 109/28 Inf Rgt HQ (1 Arty Asset Point, Fat-3 marker), 602 TD Bn (Assigned to 109/28, Support)

D37.04: 19 Arm Bn [4] (CCA/9 Arm), 60 Arm Inf Bn [3] (CCA/9 Arm)

D37.03: CCA/9 Arm Bde HQ (1 Arty Asset Point, Fat-2 marker), 811 TD Bn [2] (CCA/9 Arm, Support), 89 Arm Cav Bn [4] (CCA/9 Arm)

D38.02: Riley Arm Inf TF (10 Arm)

D37.02: 10 Arm Div HQ (1 Arty Asset Point, Fat-1 marker), 609 TD Bn (10 Arm, Support)

D37.01: CCA/9 Arm Combat Trains, 10 Arm Div (-) Combat Trains, 109/28 Inf Combat Trains

D40.01: Standish Arm TF (10 Arm)

D41.01: Chmbln Arm TF [8] (10 Arm)

D43.02: Luckett Inf TF [4] (4 Inf)

D45.02: 1/12 Inf Bn [3] (4 Inf)

D45.01: 159 Eng Bn [1] (4 Inf)

D47.02: 4 Eng Bn [2] (4 Inf)

D47.01: 4 Inf Div HQ (3 Arty Asset Points, Prepared Defense, Fat-2 marker), 70 Arm Bn [3] (4 Inf, Support), 803 TD Bn (4 Inf, Support), 802 AT Bn (4 Inf, Support)

D48.00: 4 Inf Div Combat Trains

D48.02: 2/12 Inf Bn [3] (4 Inf)

D49.02: 3/12 Inf Bn [3] (4 Inf)

D51.02: 2/22 Inf Bn [3] (4 Inf)

D52.01: 3/22 Inf Bn [3] (4 Inf)

Off Map:
CCB/10 Arm Combat Trains
101 Abn Div Combat Trains

Formation Activation Markers in Play:
3 Arm Div (-), CCB/3 Arm Bde, 7 Arm Div, CCA/9 Arm, CCB/9 Arm, 10 Arm Div (-), CCB/10 Arm, 29 Arm Bde, 1 Inf Div, 2 Inf Div, 4 Inf Div, 9 Inf Div, 109/28 Inf, 110/28 Inf, 112/28 Inf, 30 Inf Div, 84 Inf Div, 99 Inf Div, 106 Inf Div, 82 Abn Div, 101 Abn Div, 517 PIR, 14 Cav Grp

Allied Reinforcements:
Use the Allied Order of Arrival

German Set Up:
Greif Teams Available: 2

A51.10: I/156 Inf Bn [4] (116 Pz)

A55.07: II/16 Pz Bn [2] (116 Pz)

A52.09: II/156 Inf Bn [4] (116 Pz)

A54.05: Stephen Pz Recon KG (116 Pz)

A53.07: 675 Pz Pio Bn (116 Pz)

A56.02: Bridge OK Marker

A56.09: I/16 Pz Bn [2] (116 Pz), I/60 PG Bn [4] (116 Pz)

A58.02: 116 Pz Div HQ (2 Arty Asset Points, Fat-2 marker), 228 JgPz Bn (116 Pz, Support)

A59.07: II/60 Inf Bn [4] (116 Pz)

A61.06: I/1128 Inf Bn [3] (560 VG)

A61.05: II/1128 Inf Bn [3] (560 VG)

A61.04: 1560 Pio Bn [3] (560 VG)

C1.06: I/1130 Inf Bn [3] (560 VG)

C2.06: II/1130 Inf Bn [4] (560 VG)

C7.02: 116 Pz Combat Trains, 560 VG Combat Trains (Ghost)

D1.35: 560 VG Div HQ (2 Arty Asset Points, Fat-2 marker), 1560 PJ Bn (560 VG, Support), I/1129 Inf Bn [5] (560 VG)

D2.34: II/1129 Inf Bn [5] (560 VG)

D8.31: Bridge OK marker

B49.30: vBohm Pz Recon KG (2 Pz)

B52.28: Gutmn PG KG (2 Pz)

B53.27: II/304 Inf Bn [5] (2 Pz)

B53.25: 2 Pz Div HQ (2 Arty Asset Points, Fat-0 marker), 38 StG Bn (2 Pz, Support), I/3 Pz Bn [3] (2 Pz)

B55.24: 38 Pz Pio Bn [3] (2 Pz)

B57.25: II/3 Pz Bn [4] (2 Pz)

B58.25: II/2 Inf Bn [5] (2 Pz)

B60.26: I/304 Bicycle Bn [5] (2 Pz), 2 Pz Combat Trains (Ghost), Lehr Pz Combat Trains (Ghost)

B53.23: vFallois Pz Recon KG (Lehr)

B53.21: 130 Pz Pio Bn (Lehr)

B53.19: Lehr Pz Div HQ (2 Arty Asset Points, Fat-0 marker), 130 JgPz Bn [2] (Lehr, Support), I/902 Inf Bn [5] (Lehr)

B54.17: II/130 Pz Bn [3] (Lehr)

B56.17: II/902 Inf Bn [5] (Lehr)

B62.25: I/77 Inf Bn [5] (26 VG)

B58.20: Kunkel VOR KG (26 VG)

B59.19: II/39 Inf Bn [5] (26 VG)

B62.17: I/39 Inf Bn [5] (26 VG)

D2.16: 26 Erz Bn (26 VG)

D4.17: II/901 Inf Bn [5] (Lehr, Assigned to 26 VG)

D5.18: 243 StG Bde [2] (Lehr, Assigned to 26 VG)

D6.18: 26 VG Div HQ (2 Arty Asset Points, Fat-1 marker), I/901 PG Bn [5] (Lehr, Assigned to 26 VG)

D6.20: II/78 Inf Bn [5] (26 VG)

D6.22: I/78 Inf Bn [5] (26 VG)

D5.24: 26 Pio Bn (26 VG)

D3.25: II/77 Inf Bn [5] (26 VG)

B60.17: Bernk LW FJ KG [5] (5 FJ)

B57.13: III/14 LW FJ Bn (5 FJ)

B59.10: II/14 LW FJ Bn [5] (5 FJ)

D2.10: I/14 LW FJ Bn [5] (5 FJ)

B62.10: 5 LW FJ Pio Bn (5 FJ)

B62.07: III/15 LW FJ Bn (5 FJ)

D3.13: 5 FJ Div HQ (Fat-1 marker, Prepared Defense), 11 LW StG Bde [2] (5 FJ, Support)

D4.05: II/15 LW FJ Bn [5] (5 FJ)

D5.05: Bridge OK marker

D9.09: I/13 LW FJ Bn (5 FJ)

D10.08: II/13 LW FJ Bn (5 FJ)

D5.10: III/13 LW FJ Bn (5 FJ)

C26.03: 162 Pio Bn [2] (62 VG)

C30.08: I/183 Inf Bn [4] (62 VG)

C30.07: II/183 Inf Bn [5] (62 VG)

C30.06: I/190 Inf Bn [4] (62 VG)

C29.06: II/190 Inf Bn [5] (62 VG)

C29.04: 62 VG Div HQ (2 Arty Asset Points, Fat-2 marker), 162 PJ Bn [1] (62 VG, Support)

C27.04: II/164 Inf Bn [5] (62 VG)

C28.04: I/164 Inf Bn [4] (62 VG)

C33.02: 62 VG Combat Trains

D25.34: 162 Erz Bn (62 VG)

C27.12: I/293 Inf Bn [5] (18 VG)

C28.12: Renn VOR KG [2] (18 VG), 1818 Pio Bn (18 VG)

C28.11: II/293 Inf Bn [5] (18 VG)

C29.13: II/294 Inf Bn [4] (18 VG)

C29.12: I/294 Inf Bn [4] (18 VG)

C29.11: I/295 Inf Bn [4] (18 VG)

C29.10: II/295 Inf Bn [4] (18 VG)

C30.11: 18 VG Div HQ (2 Arty Asset Points, Coordination marker, Fat-2 marker), 244 StG Bde [1] (Assigned to 18 VG, Support), 18 Erz Bn (18 VG)

C34.12: 669 Ost Bn (18 VG)

C36.11: F.Beg Bde Combat Trains, 18 VG Combat Trains

C26.12: FB Pz Bn [4] (F.Beg), II/FB PG Bn (F.Beg)

C27.13: F.Beg Pz Bde HQ (Fat-0 marker, Coordination marker), 200 StG Bde [2] (F.Beg, Support), I/FB Inf Bn (F.Beg)

C28.13: 828 Bicycle Bn (F.Beg)

C9.23: 1,2/I SS Pz Bn (-) [2] (Peiper)

C9.22: Spitze SS Pz Recon Co (Peiper)

C10.22: Peiper SS Pz KG HQ (MSR Blocked 1, Fat-2 marker), 6,7/I SS Pz Bn (-) [2] (Peiper), 11,13/2 SS PG Bn (-) [2] (Peiper)

C10.21: 9,12/2 SS PG Bn (-) [2] (Peiper), 84 LW Pz Flak Bn [1] (Peiper)

C11.23: 501 SS TGR Bn [1] (Peiper), 3,9 SS Pz Pio Bn (-) [2] (Peiper)

C14.20: III/1 SS Inf Bn [5] (1 SS)

C14.18: II/1 SS Inf Bn [5] (1 SS), Bridge Blown marker

C15.21: I/1 SS Inf Bn [5] (1 SS)

C16.20: Knittel SS Pz Recon KG [4] (1 SS)

C17.20: I/2 SS Inf Bn [5] (1 SS)

C19.21: II/2 SS Inf Bn [5] (1 SS)

C21.20: 1 SS Pz Div HQ (3 Arty Asset Points, Fat-2 marker), 1 SS JgPz Bn [2] (1 SS, Support), 1 SS Pz Pio Bn [3] (1 SS)

C25.20: Peiper SS KG Combat Trains, 1 SS Pz (-) Combat Trains

C16.17: II/19 SS Inf Bn (9 SS)

C17.17: I/19 SS Inf Bn [5] (9 SS)

C18.17: III/19 SS Inf Bn (9 SS)

C24.16: 9 SS Pz Div HQ (1 Arty Asset Point, Fat-0 marker), 9 SS JgPz Bn (9 SS, Support), II/20 SS Inf Bn [5] (9 SS)

C24.15: I/20 SS Inf Bn (9 SS)

C25.16: III/20 SS Inf Bn (9 SS)

C26.16: 9 SS Pz Pio Bn (9 SS)

C29.16: Recke SS Pz Recon KG (9 SS)

C31.18: I/9 SS Pz Bn [3] (9 SS)

C32.17: II/9 SS Pz Bn (9 SS)

C33.17: 9 SS Pz Combat Trains (Ghost)

C23.22: X Inf KG [4] (150 Pz)

C25.23: Y Inf KG [4] (150 Pz)

C26.21: 150 Pz Bde HQ (Fat-0 marker), Z Inf KG (150 Pz)

C28.21: I/9 LW FJ Bn [3] (3 FJ)

C29.21: II/9 LW FJ Bn [3] (3 FJ)

C30.21: III/9 LW FJ Bn [4] (3 FJ)

C30.20: 3 LW FJ Pio Bn [3] (3 FJ)

C31.21: I/5 LW FJ Bn [3] (3 FJ)

C32.21: II/5 LW FJ Bn [4] (3 FJ)

C32.20: 3 FJ Div HQ (1 Arty Asset Point, Fat-2 marker), 519 JgPz Bn [3] (Assigned to 3 FJ, Support)

C33.22: III/5 LW FJ Bn [4] (3 FJ)

C33.21: I/8 LW FJ Bn (3 FJ)

C34.20: III/8 LW FJ Bn (3 FJ)

C35.22: 1,3/I SS Pz Bn (-) [1] (12 SS), III/26 SS PG Bn [4] (12 SS)

C36.21: 5,6/I SS Pz Bn (-) [1] (12 SS), III/25 SS Inf Bn [4] (12 SS)

C36.20: II/25 SS Inf Bn [4] (12 SS), 12 SS Pz Pio Bn [3] (12 SS)

C37.22: 560 JgPz Bn [2] (12 SS), II/26 SS Inf Bn [4] (12 SS)

C38.22: I/25 SS Inf Bn [4] (12 SS), I/26 SS Inf Bn [4] (12 SS)

C40.20: 12 SS Pz Div HQ (2 Arty Asset Points, Fat-3 marker), 12 JgPz Bn [2] (12 SS, Support), Bremer SS Pz Recon KG [1] (12 SS)

C39.24: I/27 Inf Bn [4] (12 VG), II/27 Inf Bn [4] (12 VG)

C39.23: II/48 Inf Bn [3] (12 VG)

C40.24: I/89 Inf Bn [4] (12 VG), II/89 Inf Bn [4] (12 VG)

C40.23: I/48 Inf Bn [3] (12 VG)

C40.22: 12 Fus Bicycle Bn [2] (12 VG), 12 Pio Bn [2] (12 VG)

C41.22: 12 VG Div HQ (2 Arty Asset Points, Coordination marker, Fat-2 marker), Holz VOR KG [2] (12 VG, Support), 217 Brm Bn (Assigned to 12 VG, Support)

C43.20: 3 FJ Combat Trains

C46.18: 12 SS Pz Combat Trains, 12 VG Combat Trains

C41.25: 103 StG Bn [2] (3 PG), I/29 Inf Bn (3 PG)

C41.26: I/8 Inf Bn [4] (3 PG), II/8 Inf Bn (3 PG)

C41.27: III/8 Inf Bn (3 PG)

C42.25: II/29 Inf Bn (3 PG), III/29 Inf Bn (3 PG)

C43.26: 3 PG Div HQ (2 Arty Asset Points, Fat-2 marker), 3 JgPz Bn [2] (3 PG, Support), 103 Pz Recon Bn (3 PG), 3 Pz Pio Bn (3 PG)

C48.27: 3 PG Combat Trains

C41.28: I/990 Inf Bn [4] (277 VG), II/990 Inf Bn [4] (277 VG)

C41.29: I/989 Inf Bn [4] (277 VG), II/989 Inf Bn [4] (277 VG)

C41.30: II/991 Inf Bn [4] (277 VG)

C41.31: I/991 Inf Bn [4] (277 VG)

C42.29: 277 VG Div HQ (Prepared Defense, Fat-3 marker), 277 PJ Bn [1] (277 VG, Support), 394,667 StG Bde [1] (Assigned to 277 VG, Support), 277 Pio Bn [2] (277 VG)

C46.32: 277 VG Combat Trains

C39.35: II/753 Inf Bn [4] (326 VG)

C40.35: 326 VG Combat Trains

C40.34: 326 VG Div HQ (Prepared Defense, Fat-3 marker), 902 StG Bde [2] (Assigned to 326 VG, Support), 683 "88" Bn (Assigned to 326 VG, Support), I/753 Inf Bn [4] (326 VG)

C40.33: I/751 Inf Bn [4] (326 VG)

C40.32: II/751 Inf Bn [4] (326 VG)

C43.31: 326 Erz Bn (326 VG)

C10.01: Krag SS Pz Recon KG (2 SS)

D7.34: III/4 SS PG Bn (2 SS)

D7.33: II/4 SS Inf Bn (2 SS)

D8.32: 2 SS Pz Div HQ (1 Arty Asset Point, Fresh marker), 2 JgPz Bn (2 SS, Support), I/4 SS Inf Bn (2 SS)

D8.31: III/3 SS Inf Bn (2 SS), Bridge OK marker

D8.30: II/3 SS Inf Bn (2 SS)

D9.30: I/3 SS Bicycle Bn (2 SS)

D11.30: 2 SS Pz Pio Bn (2 SS)

D13.29: I/2 SS Pz Bn (2 SS)

D14.28: II/2 SS Pz Bn (2 SS)

D7.28: 2 SS Pz Combat Trains (Ghost)

D14.21: 26 VG Combat Trains, 5 FJ Combat Trains (Ghost), F.Gren Bde Combat Trains (Ghost)

D21.16: 506 TGR Bn [1] (Assigned to F.Gren)

D14.11: Gren Inf Bn (F.Gren)

D17.10: Fus PG Bn (F.Gren)

D18.12: F.Gren Pz Bde HQ (Fresh), 911 StG Bde (F.Gren, Support)

D20.10: FG Pz Bn [4] (F.Gren)

D22.11: 929 Bcl Bn (F.Gren)

D26.07: I/915 Inf Bn [4] (Move Side) (352 VG)

D25.07: II/915 Inf Bn [4] (Move Side) (352 VG)

D25.04: I/916 Inf Bn [4] (Move Side) (352 VG)

D26.05: II/916 Inf Bn [4] (Move Side) (352 VG)

D29.07: II/914 Inf Bn [4] (352 VG), Blown Bridge marker

D31.07: 352 VG Div HQ (Fat-3 marker), 352 PJ Bn [1] (352 VG, Support), 668 "88" Bn (Assigned to 352 VG, Support), I/914 Inf Bn [4] (352 VG)

D33.09: Blown Bridge marker

D34.09: 352 Pio Bn (352 VG)

D37.10: 352 Erz Bn (352 VG), Blown Bridge marker

D35.14: 352 VG Combat Trains

D39.07: I/986 Inf Bn [4] (276 VG)

D39.06: II/986 Inf Bn [4] (276 VG)

D42.05: 276 VG Div HQ (Prepared Defense, Fat-3 marker), 276 PJ Bn (276 VG, Support), 657 "88" Bn (Assigned to 276 VG, Support)

D40.04: 276 Pio Bn (276 VG)

D41.04: I/988 Inf Bn [4] (276 VG)

D42.03: II/988 Inf Bn [4] (276 VG)

D43.04: I/987 Inf Bn [4] (276 VG)

D44.04: II/987 Inf Bn [4] (276 VG)

D46.07: 212 VG Combat Trains, 276 Combat Trains

D45.04: I/423 Inf Bn [5] (212 VG)

D46.03: II/423 Inf Bn [5] (212 VG)

D47.04: 212 Fus Bicycle Bn [4] (212 VG)

D49.03: 212 Pio Bn [2] (212 VG)

D50.02: I/316 Inf Bn [5] (212 VG)

D51.04: 212 VG Div HQ (Prepared Defense, Fat-3 marker), 212 PJ Bn [1] (212 VG, Support)

D51.03: II/316 Inf Bn [5] (212 VG)

D52.02: II/320 Inf Bn [5] (212 VG)

D53.02: I/320 Inf Bn [5] (212 VG)

D53.01: XXIII Penal Bn (212 VG)

D36.14: 79 VG Div HQ (Fresh marker), I/208 Inf Bn (Move Side) (79 VG)

D37.14: II/208 Inf Bn (Move Side) (79 VG)

D38.14: I/212 Inf Bn (Move Side) (79 VG)

D39.14: II/212 Inf Bn (Move Side) (79 VG)

D39.15: I/226 Inf Bn (Move Side) (79 VG)

D39.16: II/226 Inf Bn (Move Side) (79 VG)

D40.16: 179 Pio Bn (Move Side) (79 VG)

D41.17: 79 VG Combat Trains (Ghost)

Formation Activation Markers in Play:
Peiper KG, 1 SS Pz (-), 2 SS Pz, 9 SS Pz, 12 SS Pz, Lehr Pz, 2 Pz Div, 116 Pz Div, 150 Pz Bde, F.Beg Bde, F.Gren Bde, 3 PG Div, 3 FJ Div, 5 FJ Div, 12 VG Div, 18 VG Div, 26 VG Div, 62 VG Div, 79 VG Div, 212 VG Div, 276 VG Div, 277 VG Div, 326 VG Div, 352 VG Div, 560 VG Div

German Reinforcements
Use the German Order of Arrival

Victory Conditions:

The German player has a maximum of 3 VP hexes at the start of the scenario. The following Victory Point Hexes are controlled by the German player, the remaining are still under Allied control:

A56.02	La Roche-en-Ardenne
C31.05	Burg Reuland
C30.11	St. Vith
C38.22	Büllingen
C43.25	Rocherath-Krinkelt
D4.05	Martelange
D8.31	Houffalize
D17.17	Wiltz
D29.07	Ettelbrück
D24.25	Clervaux
D30.33	Ouren

1. If the German VP total is 8 or more, use the 4.0 Victory Conditions.

2. If the maximum German VP total is less than 8, but more than 5 AND includes the capture of Bastogne then the Victory Conditions are:

German Player holds 7 or more Allied VP hexes at the end of the game = German Victory

German Player holds 6 Allied VP hexes at the end of the game = Draw

German player holds 5 or fewer Allied VP hexes at the end of the game = Allied Victory

3. If the maximum German VP total is less than 8, but more than 5 AND Bastogne remains in Allied control, then the Victory Conditions are:

German Player holds 8 or more Allied VP hexes at the end of the game = German Victory

German Player holds 7 Allied VP hexes at the end of the game = Draw

German player holds 6 or fewer Allied VP hexes at the end of the game = Allied Victory

4. If the maximum German VP total is less than or equal to 5, it is an Allied Victory.