

SEEKING SANCTUARY

HP #1

☆ AMERICANS Set Up First	1	2	3	4	5
☆ AMERICANS Move First					



Elements of the 2nd Battalion, 1119th Regiment, 553rd Volksgrenadier Regiment set up in hexes numbered ≤ 3 on Board 42 and/or hexes numbered ≤ 4 on/between hexrows X-GG on Board 46 and/or anywhere on/between hexrows R-W on Board 46:

5-4-8	4-6-7	4-4-7	8-1	7-0	FP: 7 Rng: 18 ROF: 3	FP: 3 Rng: 8 ROF: 1
3	3	2				2

Enter on turn three on/between 46R4-46T10:

4-4-7	9-2	FP: 3 Rng: 8 ROF: 1
3		2

{SAN: 3}
{ELR: 3}



Elements of G Company, 317th Regiment, 80th Infantry Division set up within two hexes of 46AA7:

6-6-7	6-6-6	9-1	8-1	1-4-9	FP: 4 Rng: 10 ROF: 2	Radio Cnct: 8	7 morale
2							2



Elements of E Company, 317th Regiment set up on Board 42 in hexes numbered ≥ 5 on/between hexrows H-P:

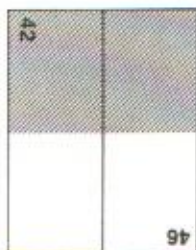
6-6-7	6-6-6	9-1	8-1	30 Cal FP: 8 Rng: 18 ROF: 3	FP: 4 Rng: 10 ROF: 2	BAZ 44 FP: 8 Rng: 4	Radio Cnct: 8
4	2						

{SAN: 3}
{ELR: 4}

VARIATIONS:

- ✚ Replace one 5-4-8 squad in the German OB with an 8-3-8.
- ☆ Replace the 9-1 leader in 'E' Company with a 9-2.

MAPLAYOUT:



(Only hexrows A-P on Board 42 and R-GG on Board 46 are playable)

OBJECTIVES: The Americans win immediately upon entering (i.e., not Controlling; ignore presence of enemy units) building AA7 with a Good Order MMC from the E Company OB OR at Game End if they Control building AA7.

SPECIAL RULES:

1. EC are Moist with no Wind at Start.
2. The Americans may set up one squad/equivalent (and any SW/SMC in the same Location) utilizing HIP.
3. Non-steeple Locations in building AA7 are Fortified and contains a Steeple (new Village Terrain rules in AP2—B31.2; stacking maximum of one HS).
4. The Americans receive one module of 81mm OBA (HE only) that may only use Harassing Fire and is limited to using one complete fire mission (i.e., FFE:1 through FFE:C). The OBA may be called in by either radio (EXC: only one radio at a time may be in contact with the OBA).
5. The American player should record the ID's of E Company MMC before play.

SIVRY, FRANCE, 5 October 1944: Despite supply shortages that restricted combat action in October, limited attacks were ordered by US XII Corps. At Sivry, elements of the 1119th Regiment, 553rd Volksgrenadier Division came under artillery bombardment all day on 2 October. The next morning Sivry was attacked by the US 317th Regiment, 80th 'Blue Ridge' Infantry Division, which shoved most of the German soldiers out of the town in a northward direction. Some Germans tried to hole up in the local church, only to be captured by the advancing Americans. On 4 October a German counter-attack swept into the village, isolating G Company, 317th Infantry Regiment, in the very same church in which German soldiers had tried to find sanctuary the day before. The following day, E Company was ordered to move into Sivry and extract their trapped comrades. At dawn on 5 October E Company skirted minefields and entered the village from the south. Instead of pulling out for a second time, the Germans braved harassing artillery and filtered small groups of soldiers into Sivry to keep the pressure on. Every side-street seemed to be enfiladed by German machine-gun fire and the relief company was unable to reach the church. Finally, orders for a withdrawal were passed down the line. Throughout the night, stragglers from both E and G Companies found their way back to friendly lines. Of the 381 American soldiers committed in Sivry, only 191 escaped, and half of them were wounded.



LOUSY CROSSROADS

HP #2

☆ AMERICANS Set Up First	1	2	3	4	5	6
☩ GERMANS Move First						



Elements of the 3rd Panzergrenadier Regiment enter along the north edge on turn one and/or set up in hexes numbered ≥ 2 on Board 47:

E 8-3-8 2	E 5-4-8 3	1 4-6-7 2	2 4-4-7 2	9-2 2	8-1 2	1-4-9 2	FP: 6 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 12 Rng: 4 PSK	SPW 251/16 WP: 16 MG: 43 SF 34 X411 ROF: 2	SPW 251/70 MP: 16 MA: 97L MG: 43 PP-9, T410 ROF: 3
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{SAN: 3}
[ELR: 4]



Elements of the 318th Infantry Cannon Company, 80th Infantry Division set up on/south of hexrow J on Board 42:

E 6-6-7 2	2 5-4-6 2	E 3-4-7 2	2-2-7 2	9-2 2	9-1 2	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	BAZ 44 FP: 3 Rng: 4	MA: 60 Rng: 3-45 ROF: 2 MTR	MA: 100 Rng: 1 MA: 10 SA: H7, 67, W9 ART
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{SAN: 3}
[ELR: 4]

MAPLAYOUT:



(Only hexrows A-P on both boards are playable)

VARIATIONS:

- ☩ Add a 4-6-7 squad and an LMG to the German OB.
- ☆ The Americans may set up two squads/equivalents HIP.

SPECIAL RULES:

1. EC are Moderate with no Wind at Start.
2. The Americans may set up one squad/equivalent (and any SW/SMC in the same Location) utilizing HIP.
3. Borsighting is NA.

OBJECTIVES: The Germans must Control all stone buildings north of the 4211-47110 road AND ≥ 1 stone building south of the road at Game End.

LOISY, FRANCE, 14 September 1944: Following its crossing of the Moselle the US XII Corps desperately tried to enlarge its bridgehead. The German commander of the 3rd Panzer Grenadier Regiment was just as desperate to hurl the Americans back across the river. The Germans jumped off first before dawn on 14 September, hitting American lines at Sainte Geneviève and routing a company from the 317th Infantry Regiment. Continuing the attack, the Germans rolled on to the next town, Loisy, where elements of the 318th Infantry Regiment were covering a key crossroads that provided access to the rear area of the 80th Infantry Division. As the Germans approached the crossroads, American soldiers answered with sporadic small-arms fire. The desultory fire would not be a harbinger of another success for the attackers as guns from the 318th Infantry Cannon Company rang out, checking the attack for a time. The respite would be momentary. German leaders were seen running to and fro, rallying their men, and the grenadiers soon began moving again. The assault on Loisy continued, eventually forcing the Americans to abandon the village.





RIMLING ROUND UP

HP #3










☩ GERMANS Set Up First ☆ AMERICANS Move First	1	2	3	4
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Elements of the 36th Volksgrenadier Division and 653rd Heavy Tank Destroyer Battalion set up in hexes numbered ≥ 9 on Board 6 and/or anywhere on Board 46 (see SR #2):







{SAN: 3}
[ELR: 3]










 1 4-6-7	 2 4-4-7	 9-1	 7-0	 1-4-9	 FP: 5 Rng: 12 ROF: 2	 FP: 3 Rng: 8 ROF: 1	 FP: 12 Rng: 4	 JgdPz VI MP: 11 MA: 120L MG: 3'
2	4							2

Elements of the 100th Infantry Division and the 776th Tank Destroyer Battalion set up in hexes numbered ≤ 5 on Board 6:





{SAN: 3}
[ELR: 3]

 6-6-7	 2 5-4-6	 3-4-7	 8-1	 8-0	 FP: 6 Rng: 12 ROF: 3	 FP: 4 Rng: 10 ROF: 2	 BAZ 45 FP: 8 Rng: 5 SA: WPS	 M96 GMC MP: 15 MA: 90L MG: 4'6" ROF: 2
2	6						2	3

MAP LAYOUT:



(Only hexrows A-P on Board 46 and R-GG on Board 6 are playable)

VARIATIONS:

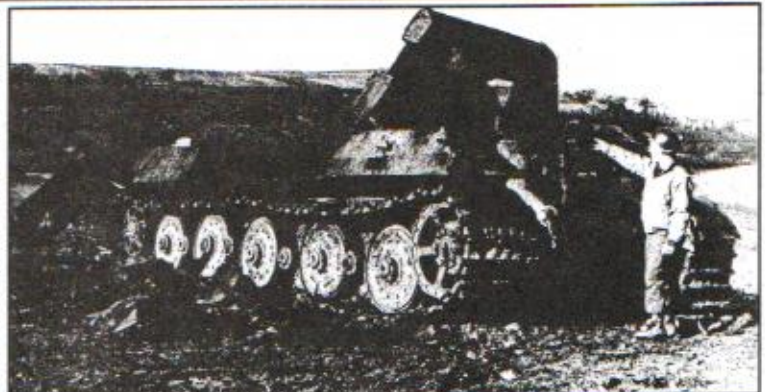
- ☩ German vehicles may set up freely (i.e., ignore SR #2).
- ☆ Add a 6-6-7 squad and a MMG to the American OB.

SPECIAL RULES:

1. EC are Wet, with no Wind at Start. Ground Snow (E3.72) is in effect.
2. German vehicles must set up in Open Ground hexes on Level 0.
3. All buildings on Board 6 are stone.
4. Prisoners do not count double for EVP.

OBJECTIVES: The side with the most Victory Points worth of units on Board 46 at Game End wins. In the event of a tie, the Americans win if ≥ 1 JgdPz VI has been eliminated (i.e., otherwise, a German victory results). VP are awarded as per A26.3 (Exit Victory Conditions).

RIMLING, FRANCE, 5 January 1945: Operation 'Nordwind' began an hour before midnight on New Year's Eve. The right hook of the offensive would hit the US 44th Infantry Division; on the left, the 100th and 45th. The 36th Volksgrenadier Division's part in the offensive led to an encounter with dug-in elements of the 100th Infantry Division in Alsace. Despite the stubborn resistance, the Volksgrenadiers were able to slog forward some two miles in four days of combat, creating a narrow salient in American lines. While the offensive stalled, flatcars carrying the first massive Jagdtigers of the 653rd Heavy Tank Destroyer Battalion were delayed behind the front. Meanwhile, the 100th Division moved onto the offensive, counter-attacking continuously, with reserves pouring into the front lines. On 5 January, after 'Nordwind' wound down, the giant German tank-destroyers finally reached the front. They missed the 'Wacht am Rhein' offensive and would find themselves thrust into a purely defensive role. American troops met the Jagdtigers for the first time outside the village of Rimling. Tank destroyers of the 776th Tank Destroyer Battalion faced down the behemoths, the latter hampered by their slow speed and lack of turrets. One Jagdtiger was knocked out near Rimling, blown to bits when caught re-deploying in the open. Hitler's latest wonder-weapon would prove a disappointment.



FRENCH TOAST

HP #4

☒ GERMANS Set Up First

☉ FRENCH Move First

1 2 3 4 5 6



Elements of Kampfgruppe von Lüttichau and the 654th Heavy Tank Destroyer Battalion set up in hexes numbered ≤ 2 on Board 44 and/or anywhere on Board 42 (see SR #2):

E 5-4-8 3	4-4-7 4	10-3	8-0	FP: 3 Rng: 8 ROF: 1 LMG	FP: 12 Rng: 4 PSK	7 morale 4	JgdPa V MP: 15 MA: SELL MG: 3 ROF: 1	Pzlg IIIV MP: 13 MA: SELL ROF: 1
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{SAN: 3}
{ELR: 3}



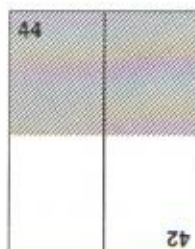
Elements of Combat Command 6, 5^{ème} Division Blindée set up in hexes numbered ≥ 5 on Board 44:

E 6-4-8 6	E 4-5-8 3	9-2	9-1	8-0	1-4-9	FP: 6 Rng: 12 ROF: 3 (a) HMG	FP: 4 Rng: 10 ROF: 2 (a) MMG	BAZ 44 FP: 8 Rng: 4 (a)	Sherman IIIA(a) MP: 14 MA: '75 MG: 2/4	Sherman VA MP: 13 MA: '75 MG: 2/4
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{SAN: 3}
{ELR: 4}

MAPLAYOUT:



(Only hexes A-P on Board 44 and R-GG on Board 42 are playable)

VARIATIONS:

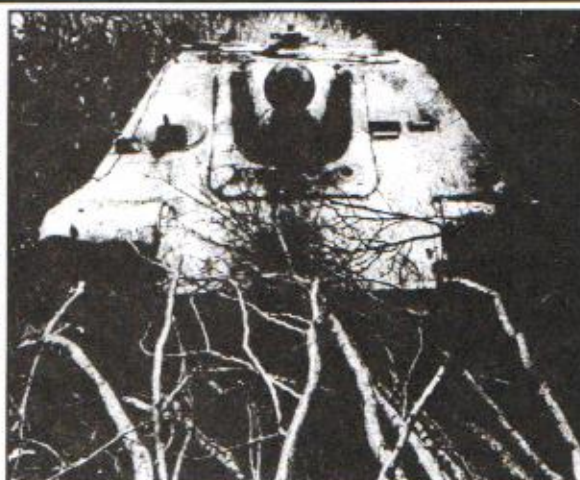
- ☒ Add a 4-6-7 squad and an LMG to the German OB.
- ☉ Add a 3-3-8 HS and a BAZ 44 to the French OB.

SPECIAL RULES:

1. EC are Wet with no Wind at Start. Ground Snow (E3.72) is in effect.
2. One German vehicle may set up utilizing HIP. All German units may set up Concealed in appropriate terrain (i.e., OB-provided "?" are dummies).
3. The Allied units are Free French (F.8; A25.53-.55 in ASLRB 2nd Ed.). Use British counters noting that Free French MMC have Assault Fire (A7.36) capability in this scenario.

OBJECTIVES: The French must Control ≥ 5 buildings in the playing area at Game End.

ERSTEIN, ALSACE-LORRAINE, 9 January 1945: Three days after the launch of Operation 'Nordwind,' another attack jumped off south of Strasbourg under LXIV *Armeekorps*. Codenamed 'Sonnenwende,' its aim was to move northward along the banks of the Rhine and take Strasbourg, forming a link with the troops in the Gamsheim bridgehead. The Germans also hoped to establish a link with units of XXXIX Panzerkorps, south of Wissembourg. A powerful force, consisting of elements of the 654th Heavy Tank Destroyer Battalion, the 198th Infantry Division and 106th Panzer Brigade, pushed its way out of the Colmar pocket and soon reached the outskirts of Erstein. There the attack ground to a halt. Stiff resistance by French units was followed by fierce counter-attacks. Throughout January, the German 'schwerpunkt' sought a soft spot in Allied lines, but failed to find one. By 25 January the offensive petered out. At the end of the month the French First Army began a series of attacks to clear the Colmar pocket and by 10 February the last Germans west of the Rhine withdrew over the sole remaining bridge at Neuenburg and dropped the span into the river.



RUDDER'S KEYSTONE

HP #5

☆ AMERICANS Set Up First	1	2	3	4	5	6	7
✚ GERMANS Move First							



Elements of the 914th Grenadier Regiment, 352nd Volksgrenadier Division set up on/east of hexrow M on Board 13 and/or on/east of hexrow U on Board 43 (see SR #4):



5-4-8	4-6-7	4-4-7	9-1	8-1	8-0	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	MP: 13 MA: 75L MG: -12" ROF: 1
2	10					2			3

{SAN: 3}
[ELR: 3]



Elements of F Company, G Company and the Antitank Company, 2nd Battalion, 109th Infantry Regiment set up on/west of hexrow N on Board 13 and/or hexrow T on Board 43:



6-6-6	5-4-6	3-4-7	2-2-7	9-1	8-1	8-0	1-4-9	FP: 8 Rng: 16 ROF: 3	FP: 4 Rng: 10 ROF: 2	BAZ 44	MA: 00" Rng: 3-45 ROF: 3	MA: 57L ROF: 3 MF: 10
5	3	2	2							2	2	2

{SAN: 3}
[ELR: 4]

MAPLAYOUT:



VARIATIONS:

- ✚ Add a 1-4-9 Hero to the German OB.
- ☆ Replace the 9-1 American leader with a 9-2.

SPECIAL RULES:

- EC are Moderate with no Wind at Start. The stream on Board 13 is a gully. The pond (13DD2-DD4/EE2-EE4) on Board 13 is a Level -1 valley. All marsh and grain hexes are brush. Ground Snow (E3.72) is in effect.
- The Americans may set up one squad/equivalent (and any SW/SMC in the same Location) utilizing HIP. American M1 AT may not use APDS.
- The Germans are equipped with Winter Camouflage (E3.712).
- At least TWO German MMC must set up on each board. Add +1 to the front armor factor for the German StuG III, representing *ad hoc* armor.

OBJECTIVES: The Germans win immediately upon exiting ≥ 12 EVP along on/between 13GG10 and 43I10. At least 4 VP must consist of non-vehicle units.

Along the VIANDEN-FOUHREN ROAD, GERMANY, 17 December 1944: The hard-hit 109th Infantry Regiment of the 28th 'Keystone' Infantry Division settled in during early December for a well-deserved rest after the costly actions near Schmidt and Vossenack in the Hürtgen Forest. Leadership positions, vacated by casualties, were filled out. One prominent replacement was the new commander of the 109th, Lieutenant Colonel James Rudder, of 'Pointe du Hoc' fame. The period of rest and refit would not last: Hitler's Wacht am Rhein offensive crashed into the 'Keystone' just before dawn on 16 December 1944. Action soon commenced along the division's entire front. The second day of the offensive began with brief but heavy enemy artillery fire. The 109th Regiment found itself engaged shortly after 0500 hours. Along the Vianden-Fouhren road a firefight soon developed between G Company, 2nd Battalion, and a German infantry company supported by three assault guns. The fight moved to the Diekirch-Bettendorf road intersection, soon involving F Company and the regiment's Antitank Company. The 57mm anti-tank guns scored many hits, almost all failing to penetrate. One bold bazooka-man destroyed an enemy SP gun at close range and the German assault was stymied, albeit at the loss of two guns. There would be no respite: another massive German infantry attack on the nearby heights of Reisdorf soon followed.



KRAUT COOKOUT

HP #6

☆ AMERICANS Set Up First	1	2	3	4	5	6	7
☒ GERMANS Move First							



Elements of the 914th Grenadier Regiment, 352nd Volksgrenadier Division enter along the south edge on turn one and/or set up in hexes numbered ≤ 5 on Board 38 (see SR #3):

8-3-8	4-4-7	4-3-6	2-2-8	9-2	8-0	6+1	1-4-9	FP: 7 Rng: 16 ROF: 3	FP: 9 Rng: 8 ROF: 1	FP: 12 Rng: 4	GrW 34 MA: 81* Rng: 2-60 ROF: 3 SA: 58, MF11
	9	4	2						2		2

{SAN: 3}
{ELR: 3}



Elements of Battery A, 107th Field Artillery Battalion and Battery C, 108th Field Artillery Battalion set up on Board 3:

2-2-7	8-0	M1 MA: 155 ME: 3 SA: 67, WPS	M3 MA: 100 ME: 10 SA: 87, 67, WPS
3		ART	ART

Scratch Force from F Company, 2nd Battalion, 109th Infantry Regiment and 707th Tank Battalion enter along the north edge on turn two:

6-6-6	5-4-6	3-4-7	8-1	8-0	1-4-9	FP: 4 Rng: 10 ROF: 2	MP: 15 MA: 75 MG: 244 ROF: 1
3	2						2

{SAN: 3}
{ELR: 3}

MAPLAYOUT:



(Only hexrows R-GG are playable)



VARIATIONS:

- ☒ The Germans win if they eliminate/capture ≥ 2 ART.
- ☆ Add a 5-4-6 squad and an MMG to the 108th Field Artillery OB.

SPECIAL RULES:

- EC are Wet with no Wind at Start. All grain hexes are brush. Ground Snow (E3.72) is in effect.
- German infantry is equipped with Winter Camouflage (E3.712).
- At least 6 German squads/equivalents must enter along the south edge of Board 38 on turn one. German 81 MTRs may enter play dismantled (A9.8).
- The American 8-0 that sets up on board may utilize HIP if stacked in the same Location as a 2-2-7 crew.

Near ETTTELBRÜCK, LUXEMBOURG, 17 December 1944: The 28th 'Keystone' Infantry Division found itself locked in mortal combat with the 352nd Volksgrenadier Division during the early period of the Wacht am Rhein offensive. The Germans suffered previous casualties, some 150 dead and wounded, during the initial attack into the sector held by the 109th Infantry Regiment. One American unit that felt the brunt of the enemy onslaught was the field kitchen of F Company, rolled over by the German attack. The cooks of D Company, as well as their equipment, were also wiped out, by artillery fire. The regimental commander, Lieutenant Colonel James Rudder, then ordered all remaining field kitchens to evacuate Eitelbrück immediately. The cooks were moved out of harm's way by the regimental S-4 (supply) officer without further mishap. This successful retrograde movement would have a positive effect soon enough. Word from division came down the line that the Germans had overrun the left flank, forcing their way into the rear. The gun positions of Battery A of the 107th Field Artillery Battalion and Battery C of the 108th Field Artillery Battalion found themselves peppered by enemy small-arms fire. In the absence of escorting infantry, the cannoneers had no choice but to go toe-to-toe with the Germans. Fight they did, firing high explosive into enemy ranks at close range. Help soon came. Lieutenant Colonel Rosborough, commander of the 107th FA Battalion, acted decisively, gathering a scratch-force of two tanks and a handful of infantrymen. The rescuers moved through thick enemy fire to reach the gun batteries and save the crews from certain death. For this action, Rosborough received the Distinguished Service Cross. And due to Rudder's choice to re-deploy the regiment's cooks, the cannoneers were able to set up new defensive positions shortly after being rescued and even to enjoy a little hot food.



RIPPLE EFFECT

HP #7

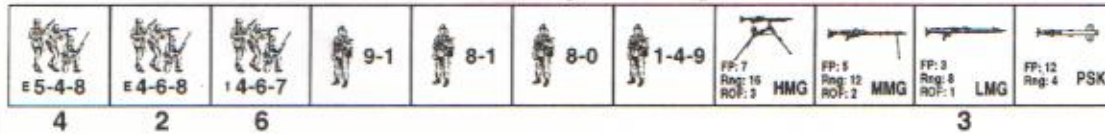
☆ AMERICANS Set Up First

✚ GERMANS Move First

1 2 3 4 5 6



Elements of the 1055th Panzergrenadier Regiment and the 16th Panzer Regiment, 116th Panzer Division set up in hexes numbered ≥ 9 on Board 46 and/or Board 42 OR enter along the south edge on turn one:



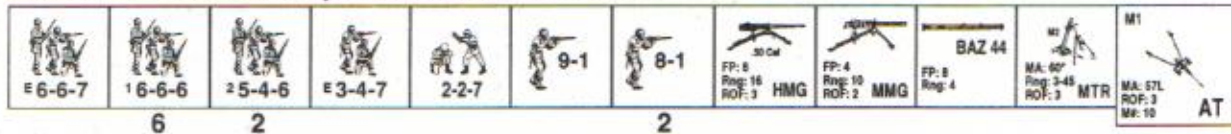
Elements of the 16th Panzer Regiment, 116th Panzer Division enter along the south edge on turn one:



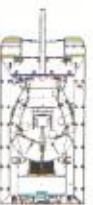
{SAN: 3}
{ELR: 4}



Elements of Task Force "Ripple", Companies A and D, 3rd Battalion, 110th Infantry Regiment set up in hexes numbered ≤ 7 on Board 46 and Board 42 and/or anywhere on Board 18 and Board 32:

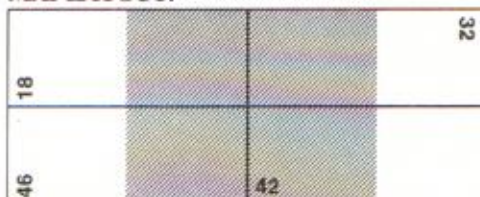


Elements of Task Force "Ripple" from the 707th Tank Battalion, and the 893rd Tank Destroyer Battalion set up in hexes numbered ≤ 2 on Board 46 and Board 42 and/or anywhere on Board 18 and Board 32:



{SAN: 3}
{ELR: 3}

MAPLAYOUT:



(Only hexrows R-GG on Boards 18, 46 and 32 and A-P on Board 42 are playable)



VARIATIONS:

- ✚ Replace the German 8-0 leader with an 8-1.
- ☆ Add a 1-4-9 Hero to the 110th Infantry Regiment OB.

SPECIAL RULES:

- EC are Moderate with no Wind at Start. All grain hexes are brush.
- Place Wooden Rubble at the Ground level of the following hexes: 46Z2 and 46AA3. Place Stone Rubble at the Ground level of the following hexes: 46Z5, 46CC7, 46EE5, 46FF5 and 42D5.
- All American MMC/SMC may set up Concealed in concealment terrain.
- Victory points are awarded for Control of each building, not building hex. The rubble in 46FF5 is not considered a building for VP purposes (i.e., all other rubble is).
- Each separate Rowhouse (B23.71) is considered a building for VP purposes.

KOMMERSCHIEDT, GERMANY, 7 November 1944: It would forever be seared into the annals of the 28th 'Keystone' Infantry Division as the "Green Hell of Hürtgen"—the battle that began when Corps orders were issued for the unit to secure high ground in the vicinity of Schmidt. When it was over, the 28th would record a casualty list figure of 248 officers and 5452 enlisted men. At 0900 hours on 2 November, following an hour of artillery preparation, foot-soldiers of all three regiments entered the tangled pines of Hürtgen Forest. All along the division's front good progress was made: by the end of the first day 306 prisoners of war were bagged. The advance, though, was limited to at most 500 yards. In some sectors only 200 yards of ground was gained. The first German counter-attack came on 3 November. The intensity of the German riposte increased the next day, forcing the American attackers onto the defensive. In the midst of this situation difficulties moving reinforcements across the Kall River valley limited the American response. On 5 November, the situation remained critical in the zone of the 112th Infantry Regiment, even though nine tanks and nine tank-destroyers moved across the Kall to provide support. Orders were issued forming Task Force "Ripple", composed of Companies A and D from the 3rd Battalion, plus the eighteen armored fighting vehicles of the 707th Tank Battalion and 893rd Tank Destroyer Battalion. Their mission: pass through the positions of the 112th, re-capture Schmidt and block all approaches to the town. Before "Ripple" could accomplish its task, it was ordered to be incorporated into yet another unit, Task Force "Davis"; this would not be completed before the attack was forestalled by all-out German counter-attack supported by thirty tanks and intense artillery fire. The entire American combat team retired from positions around Kommerscheidt to the high ground 400 yards north of the town. By 8 November the 112th Infantry and Task Force "Ripple" were ordered to withdraw from the Kall River valley to assembly positions west of Germeter.



LIGNEUVILLE HALT

HP #8

☆ AMERICANS Set Up First

✚ GERMANS Move First

1 2 3 4 5 6



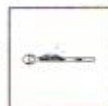
Elements of Kampfgruppe Peiper, 12th SS Panzer Division enter on turn one along the north edge with all infantry as riders/passengers:

E 6-5-8 8	9-2	8-0	1-4-9	FP: 3 Rng: 8 ROF: 1 dmHMG	FP: 3 Rng: 8 ROF: 1 LMG	Pz VG MP: 15 MA: 75L MG: 35/2 ROF: 1	Pz IVF2 MP: 14 MA: 75L MG: 3/5 ROF: 1	SPW 251/10 MP: 16 MA: 37L MG: 4-3* PP: 9, T#10 ROF: 3	SPW 251/1 MP: 16 MA: 4-3 ROF: 1 PP: 15, T#7	Opel Blitz MP: 20 PP: 21 T#7
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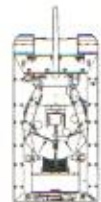
{SAN: 2}
{ELR: 5}

See SR #3:



Elements of Combat Command B, 9th Armored Division set up on/south of hexrow X on Board 42 and/or anywhere on Board 17:

E 6-6-7 4	E 3-4-7 2	9-1	8-1	1-4-9	FP: 4 Rng: 10 ROF: 2 MMG	BAZ 45 FP: 8 Rng: 8 SA: WPs	? 7 morale	M10 GMC MP: 15 MA: 75L MG: 4-4 ROF: 2	M4A3(75)W MP: 15 MA: 75L MG: 2/4/4 ROF: 1	M4A3(75)W MP: 15 MA: 75 MG: 2/4/4 ROF: 1*
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{SAN: 3}
{ELR: 4}

MAPLAYOUT:



(Only hexrows R-GG on Board 42 and A-P on Board 17 are playable)



VARIATIONS:

- ✚ Add a 6-5-8 squad to the German OB.
- ☆ The Germans win immediately if they exit ≥ 20 EVP.

SPECIAL RULES:

1. EC are Moist with no Wind at Start. All grain hexes are brush. The ponds on both boards are Ice (B21.6) at Level 0.
2. The Americans may utilize HIP for one squad/equivalent (and any SW/SMC in the same Location) and one vehicle.
3. The German 1-4-9 automatically succeeds in its first panzerfaust check dr.
4. Prisoners do not count toward EVP.

LIGNEUVILLE, BELGIUM, 17 December 1944: At about 0100 hours on 17 December Kampfgruppe Peiper headed out of Lanzerath with two Panthers leading the column down Rollbahn D. A mixture of half-tracks, Panzer IVs, and more Panthers followed. At the southern edge of Ligneuille, Kampfgruppe Peiper brushed against the rear elements of CCR, 7th Armored Division, but this unit simply retreated to St. Vith. Sensing an opening toward the Amblève bridge, Peiper's column advanced until the lead Panther was suddenly brewed up by an unseen Sherman. The German unit had bumped into the first Americans ready and willing to put up a fight: CCB of the 9th Armored Division. The Sherman immediately engaged another target, a German half-track, promptly destroying this target. Unbeknownst to the intrepid American tank commander, at one point his turret spun to bring the enemy commander, Obersturmbannführer Joachim Peiper, directly in his sights. Peiper also noted the Sherman taking a bead on his command half-track—he promptly jumped out and began stalking the tank, panzerfaust in hand. Before he could close with his quarry it was hit and brewed by a Panzer IV. The Americans would lose two Shermans, an M-10 tank destroyer, and a handful of prisoners before the action was broken off. Peiper ordered a two-hour halt in Ligneuille to re-group before continuing the advance westward.

