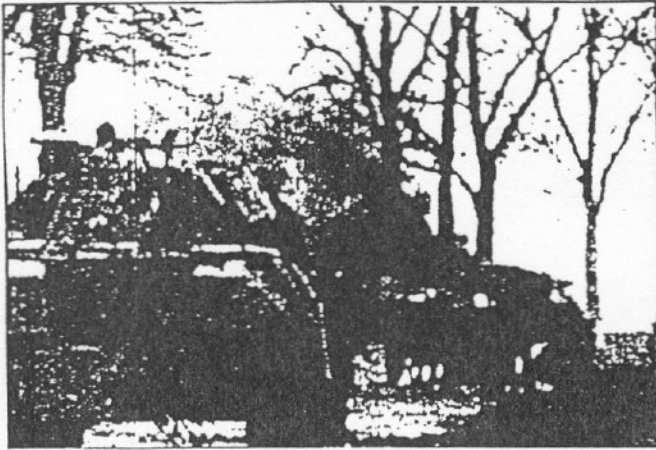


# Peiper's Progress

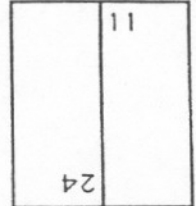


**Victory Conditions:** The German wins if they control both multi hex stone buildings on board 24 and have exited  $\geq 2$  non-halftrack AFVs off hex 24Y1 at scenario end. The American wins by avoiding the German victory conditions.

Stoumont, Belgium, December 19, 1944: Kampfgruppe Peiper of the 1st SS Panzer Division made a clean break - through of the American lines at the opening of the Battle of the Bulge. For the next two days Peiper aggressively probed the paths westward, searching for a clear avenue to the Meuse. After crossing the Ambleve at Cheneux, a string of blown bridges forced the Germans to reroute their advance. The village of Stoumont lay astride the path Peiper would have to take.

**Board Configuration:**

N  
↑



**Balance:**










German: Extend game length to 7 1/2 turns.

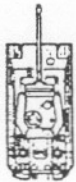
Americans: The American may set up two squads (or equivalents), HIP.

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










**Elements of SS Panzergrenadier Regiment 2 and Fallschirmjaeger Regiment 9**, [See SSR 5], set up second on board 24 (including half hexes), hexrows A-G, inclusive: {SAN 2}

 6 <sup>1</sup> -5-8	 5 <sup>1</sup> -4-8	 8-2	 8-1	 8-0	 11 <sup>1</sup> 5 <sup>1</sup> 7-18	 11 <sup>1</sup> 5 <sup>1</sup> 5-12	 11 <sup>1</sup> 5 <sup>1</sup> 3-8	 11 <sup>1</sup> 5 <sup>1</sup> 12-4
6	3				2	3	3	















**Elements of SS Panzer Regiment 1**, enter on Turn One on hex 11Y1:

 15 <sup>1</sup> 75LL 1/3/2	 13 <sup>1</sup> 75L 2/3/2	 16 <sup>1</sup> 15PP AAMG 1/1/2	 6 <sup>1</sup> -5-8	 8-1	 11 <sup>1</sup> 5 <sup>1</sup> 3-8	 9-1
3	2	3	3			



**Elements of 3rd Battalion, 119th Infantry Regiment [ELR 3]**, set up first on board 24, hexrows M-GG, inclusive, on whole hexes with a coordinate  $\geq 2$ : {SAN 5}

 6 <sup>1</sup> -6-6	 2-2-7	 8-1	 8-1	 8-0	 11 <sup>1</sup> 5 <sup>1</sup> 6-12	 11 <sup>1</sup> 5 <sup>1</sup> 4-10	 11 <sup>1</sup> 5 <sup>1</sup> 60 <sup>1</sup> 13-45	 11 <sup>1</sup> 5 <sup>1</sup> 8-4	 ? 7 morale	 11 <sup>1</sup> 5 <sup>1</sup> 40L (M)	 11 <sup>1</sup> 5 <sup>1</sup> 90L
12	2		2		2		5	10			

**Special Rules:**

- 1) EC are Ground Snow (E3.72), with no wind at scenario start. All roads are Plowed (E3.72).
- 2) AA Guns may not be set up in woods or buildings.
- 3) All German Infantry and Vehicles have Winter Camouflage (E3.712).
- 4) Halftrack passengers may be kept offboard in cloaking boxes and are represented on board by ? counters until they unload or make a MC/TC.
- 5) All SS squads have Assault Fire capability (A25.11).
- 6) All PzKwIV have Schuerzen.
- 7) All SMC and SS MMC have ELR 5, the Fallschirmjaegers have ELR 4.

**Aftermath:** The attack on Stoumont opened at 09:00 with infantry advancing from the south and a column of tanks advancing down the road from the east. The as the lead tank, a Panther, entered the village it was hit by fire from a 90mm AA gun. The Panther burst into flames, killing all but one of the crew and sending a pall of smoke over the town. A fierce battle developed, and it took the SS and paratroops two hours to finally breach the defenses and take Stoumont (inflicting over 250 casualties on the Americans). Peiper then wasted no time in dispatching tanks down the road to the west, but they were stopped by a strong road block of the 740th Tank Battalion. Stoumont would be the furthest west that the 1st SS would penetrate along this route.