

WACHT AM RHEIN

HITLER'S LAST BLITZKREIG



OPERATION AUTUMN MIST

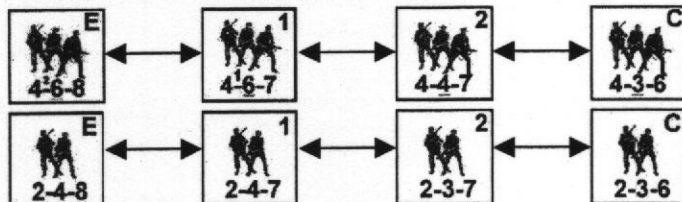
**The Operations of the First Armee and Fifth Panzer Armee
During the Battle of the Bulge, 16-30 December 1944**

**Sixteen Scenarios compatible with MMP's ASL System and adaptable
to Critical Hit's Combat and other Miniature Wargames**

GERMAN UNITS

1. German Volksgrenadier Units

1.1 This SSR is invoked only by its inclusion in the special rules section of a scenario and barring a contrary SSR affects all German Volksgrenadier units in play for a given scenario (EXC: crews/SMC). For Operation Autumn Mist, the German Volksgrenadier units are normally represented by 4-4-7/2-3-7 MMC and are subject to normal unit replacement rules (A19.13).



1.2 Leader Creation

All German Volksgrenadier MMC receive an additional +1 drm to any Leader Creation dr (A18.2)

1.3 Panzerfaust Availability

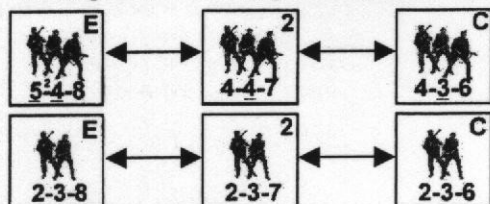
All German Volksgrenadier infantry units have an additional -1 drm on any PF Checks (C13.31). However the effects of an original dr of 6 remains the same.

1.4 Infantry Crews

A German 1-2-7 crew represents all German Volksgrenadier Ordnance Crew and receive +1 DRM on all To Hit DR.

2. German Fallschirm Units

2.1 This SSR is invoked only by its inclusion in the Special Rules section of the scenario and barring a contrary SSR affects all German Fallschirm units in play for a given scenario (EXC: crews/SMC). For Operation Autumn Mist, the German Fallschirm units are normally represented by 4-4-7/2-3-7 MMC and are subject to the following Battle Hardening/Unit Replacement.



2.2 Heat of Battle

All German Fallschirm infantry units receive an additional -1 DRM to any Heat of Battle DR (A15.1).

2.3 Panzerfaust Availability

All German Fallschirm infantry units have an additional -1 drm on any PF Checks (C13.31). However the effects of an original dr of 6 remains the same.

3. German Assault Engineers Units

3.1 This SSR is invoked by its inclusion in the Special Rules section of a scenario and barring a contrary SSR affects all German Assault Engineer Units in play for a given scenario. For Operation Autumn Mist, the German Assault Engineer units are represented by 8-3-8/3-3-8 MMC and are Elite units.



3.12 The German 8-3-8/3-3-8 MMC are Assault Engineers (H1.22) with Sapper capabilities (H1.23), underline morale and ELR of 5.

3.13 Assault Engineers are the only MMC that can use a FT/DC without the Non-Qualified Use (A21.13) penalties applying.

A WORD ABOUT THE SCENARIOS:

Clip Art for ASL™

The counter depiction for use in ASL contains the information required to choose the right piece to put into play. The graphic depictions are the property of LONE CANUCK PUBLISHING™ and are used with their permission, but the names of all ordnance and vehicles are the same found in Chapter H of your ASL Rulebook. All AFV's use standard armament optional (such as optional AAMG as listed in Chapter H) weaponry will be denoted on the counter and/or in the scenario rules. Otherwise for 1/2-inch support weapons check the nomenclature (MMG, HMG) and the firepower and range values and you will have no problems picking the right piece for that nationality.

For Miniature Players:

The counters shown that have three men represent a section, two men are a half-section or crew and one man represents a leader or NCO. The weapons depicted in 1/2-inch squares are individual support weapons of the type denoted (MMG = Medium Machine Gun) and of the nationality in play unless otherwise noted. For any questions, please feel free to write or e-mail us at the address below. (Include a Self-Address Envelope for reply)

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PLAYTESTING ASL IS PLAYING ASL

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THE NEW BOY



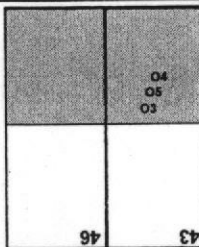
Marnach Luxembourg, 16 December 1944: Panzer Division 2 and its new commander Oberst Meinrad von Lauchert had no real responsibilities during the first phase of Operation Herbstnebel. However its first priority was to capture the bridge over the river Clerf at Clervaux before advancing on Bastogne. Because the division's tanks and other AFVs could not cross the river until a bridge had been built for them, the division's attack was spearheaded by the 80-man strong assault companies of Panzer Pionerie Battalion 38 and II/PanzerGrenadier Regiment 304. Crossing the river in rubber assault boats before the Korps' artillery started its bombardment at 0530hrs, the men threaded their way through the minefield on the west bank and by 0800hrs had reached Marnach. The village was defended by Company B, 1st Battalion, US 110th Infantry Regiment and M36 tank destroyers from the 630th Tank Destroyer Battalion. Company B was well dug in and von Lauchert's assault companies were unable to pierce the perimeter and were forced to infiltrate the woods north and south, heading for their primary objective, Clervaux. In the middle of the morning Company C, US 110th Infantry Regiment launched a counter-attack in an attempt to relieve the surrounded men of Company B, but the von Lauchert's grenadiers, now reinforced with their panzers, resisted fiercely and they were unable to make contact with Company B.

BOARD CONFIGURATION

BALANCE

☆ Add 12 AP-Mine factors to OB

✚ Exchange the American 6-6-6/3-4-6's MMC for 5-3-6/2-2-6's MMC



(Only hexrows R to GG are playable)



VICTORY CONDITIONS:

The Germans win if there are no Good Order American (non-crew) MMCs or Good Order, mobile AFVs (with functioning MA) within two hexes of 46AA7 at Game end.

TURN RECORD CHART

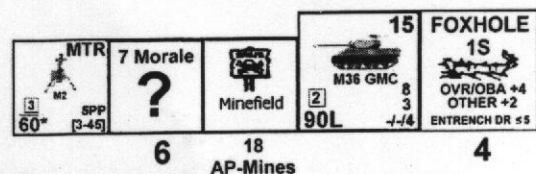
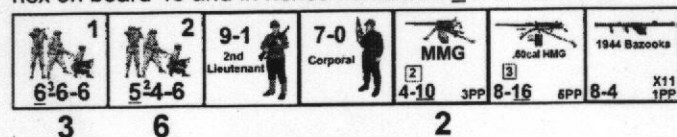
☆ AMERICAN Sets Up First	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First									

SPECIAL RULES:

- German Units Special Rule 3 is in effect.
- EC are Wet with no wind at start. Mist (E3.32) is in effect.
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a Building/Woods/Rubble obstacle.
- Place overlays as follows: O3 on 43S4-S5, O4 on 43V5-W5 and O5 on 43T4-T3.

- The Americans may set up one squad-equivalent (and whatever SMC/SW stacked with them) using HIP. Foxholes of unit(s) using HIP are revealed when the unit(s) is revealed or if the protective TEM is used or entry/exit MF are expended, in LOS of an Enemy unit.
- German 4-4-7/2-3-7 MMC battle hardens to 5-4-8/2-3-8 MMC.

Company B, 1st Bn, 110th Infantry Regiment supported by elements of 630th Tank Destroyer Battalion sets up on any hex on board 46 and in hexes numbered ≤ 2 on board 43



TURN 4: Enters along the west edge

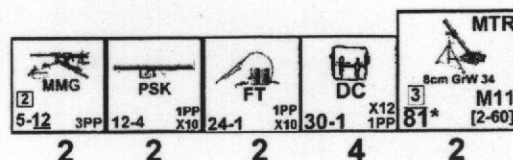


[ELR: 3]

(SAN: 3)



Element Panzer-Pioniere Battalion 38 and II/PanzerGrenadier Regiment 304 enter on Turn 1 along the east edge.



[ELR: 3]

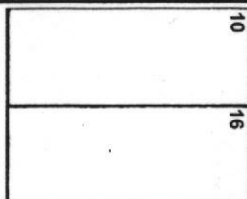
(SAN: 2)





Berdorf Luxembourg, 16 December 1944: The Grenadiers of I and II Battalions Volksgrenadier Regiment 423, Volksgrenadier Division 212, made a successful and relatively uneventful crossing of the Sauer River around Bollendorf in the early hours, overrunning small American outposts along the river line without giving them a chance to radio a warning. Colonel Chance, commander of the US 12th Infantry Regiment, 4th Infantry Division immediately opposite them was aware because of reports from the 28th Infantry Division further north that an attack was in progress, the first he knew that his own men were threatened was when Company F, II/12th in Berdorf managed to get a message through at 1015 hrs. By that time the Volksgrenadiers were swarming all over the rugged countryside and had driven one Company F platoon into shelter of a stone-built farmhouse close to the river. The remainder, about 60-strong, pulled back into the shelter of the strongly built hotel in the middle of the village and prepared to withstand a siege until help arrived. Even though speed was of the essence, the German assault companies of Volksgrenadier Regiment 423 with their objectives the American command post in Consdorf and artillery positions in Scheidgen, partially ignored orders to bypass pockets of resistance and became involved in costly and time-consuming battles for the insignificant villages of Berdorf and Lauterborn. The commanding officer of the US 4th Infantry Division Major-General Barton released the 12th Regiment's reserve 1st Battalion to try to stem the rising tide of Volksgrenadier. Company A with a platoon of light tanks headed for Lauterborn and Company B with five M4s and five M5s towards Berdorf. In the latter village grenadiers who had captured all except the hotel fought them to a standstill and forced them to retire at nightfall.

BOARD CONFIGURATION



BALANCE

✚ Exchange 9-1 for 9-2 SMC

☆ Exchange one MMG for HMG in Company F's OB

VICTORY CONDITIONS

The Americans win at Game End, if they control Building 10Z6, provided the German has not amassed > 63 CVP.

TURN RECORD CHART

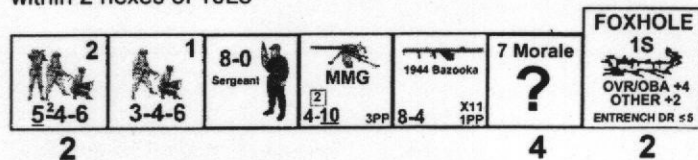
☆ AMERICANS Set up First	✚	1	2	3	4	5	6	7	8	9	END
✚ GERMANS Move First											

SPECIAL RULES

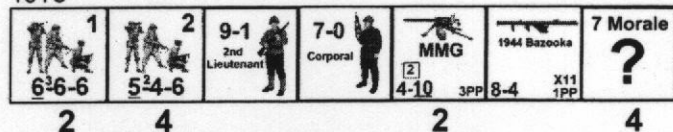
- German Special Unit Rule 1 is in effect
- EC are Wet with no wind at start. Building 10L3 is Stone.
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a building /woods/rubble obstacle.

- The Americans may set up one squad equivalent (and any SW/SMC stacked with them) using HIP. Foxholes of unit(s) using HIP are revealed when the unit(s) is revealed or if the protective TEM is used or entry/exit MF are expended in LOS of an enemy unit.

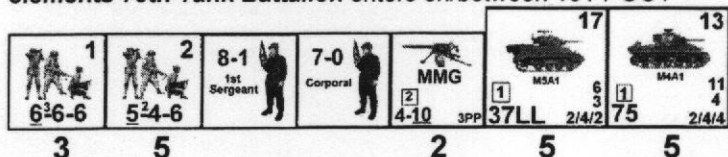
2d Platoon Company F, US 12th Infantry Regiment sets up within 2 hexes of 10L3



Company F, US 12th Infantry Regiment sets up within 4 hexes of 10Y5



TURN 5: Company B, 12th US Infantry Regiment supported by elements 70th Tank Battalion enters on/between 16Y1-GG1

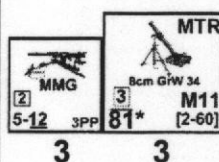


[ELR: 3]

(SAN: 3)



Elements I/Volksgrenadier Regiment 423 enters on Turn 1 along east edge of Board 10



[ELR: 3]

(SAN: 2)

FAT SPARROWS ATOP SKYLINE DRIVE



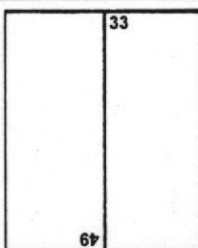
Hosingen Luxembourg 17 December 1944: General von Lüttwitz's orders required Volksgrenadier Division 26 to establish bridgeheads across the river Clerf by nightfall on the 16th, so any enemy resistance had to be either subdued quickly or bypassed. As it turned out, the biggest stumbling block turned out to be Company K, 3rd Battalion, 110th Infantry Regiment and Company B, 103 Engineer Battalion in Hosingen. Here, commanding a crossroads on top of "Skyline Drive", Grenadier Regiment 77 came under heavy fire and the leading 1st Battalion veered north to bypass the village and continue on toward Drauffelt as per order. The 2nd Battalion however launched a determined assault, which broke into the eastern edge of the houses, but there the attack stalled. The American defenders were simply too well dug in to be shifted easily and the close-range battle, with dozens of individual hand-to-hand encounters, swayed backwards and forwards all day. In the evening, four Shermans arrived from the 707th Tank Battalion but failed to bring any rifle ammunition with them. The constant delays imposed by the defenders in the handful of villages along Skyline Drive forced Oberst Heinz KoKott to unleash his reserved Grenadier Regiment 78 whose 1st Battalion was thrown into the struggle for Hosingen, supported by a few Jagdpanzer 38(t) from Panzerjäger Abteilung 26. The Hetzers were held at bay by the platoon of Shermans, but I/Grenadier Regiment 78 now brought flamethrowers into play and the village was soon in flames. Despite the far superior numerical strength of the attackers, Company K and the engineers continued to hold on throughout the 17th, but now ammunition was now running very low. Reduced to a few hand grenades and the bayonets on their rifles, the survivors finally surrendered early on the morning of the 18th.

BOARD CONFIGURATION

BALANCE

☆ Ignore SSR 5

⦿ Increase Game from 7½ to 8½ Turns



VICTORY CONDITIONS:

The Germans win at Game End if they control all Multi-hex buildings on board 49, provided the American has not amassed > 45 CVP. (At Game start, the American controls all buildings outside the German set up area on board 49)

TURN RECORD CHART

⦿ GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
⦿ GERMAN Moves First									

SPECIAL RULES:

- German Unit Special Rules 1 and 3 are in effect.
- EC are Wet with no wind at start. Mist (E3.32) is in effect
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a Building/Woods/Rubble obstacle.
- The Americans may set up one squad-equivalent (and whatever SMC/SW stacked with them) using HIP and fortify four building locations (Tunnel exchange is NA)

- The American Infantry and SW only suffers from Ammunition Shortage (A19.131).
- The American OB-given 6-6-7/3-4-7 MMC are Assault Engineers (H1.22) with an ELR of 5 and underline morale.

Remnants Co. K, 3rd Bn, 110th Infantry Regiment and Co. B, 103rd Engineer Battalion supported by 707th Tank Battalion sets up west of the 49A5-F7-I8-Q8-U8-Y8-EE5-GG5 road

6-6-7 6	6-6-6 3	5-4-6 5	9-1 2nd Lieutenant	8-1 1st Sergeant	8-0 Sergeant	7-0 Corporal
4-10 4	8-16 4	X11 4	60 2	X12 3	9	75 4
24 AP-Mines		2				

Remnants II/Volksgrenadier Regiment 77 sets up on board 49-on/between hexrow J to X in hexes numbered 9/10

4-4-7 5	2-3-7 2	8-1 2	7-0 2	3-8 1PP	5-12 3PP	?
TURN 1: Elements I/Volksgrenadier Regiment 78 supported by Panzerjäger Abteilung 26 enters along the east edge						
4-4-7 18	3-3-8 3	1-2-7 2	9-1 2	8-1 2	8-0 3	7-0 3
3-8 6	5-12 2	24-1 3	81 2	75L 3	14 3	

[ELR: 3]

(SAN: 3)



[ELR: 3]

(SAN: 2)



A PROMISING START



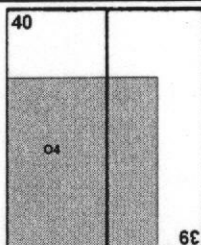
Longsdorf-Tandel Road Junction, Luxembourg 17 December 1944: Screened by the mist which aided all of the Volksgrenadier Division 352's assault companies, the leading two battalions fortuitously struck at the junction between the US 109th Regiment's 2d Battalion, whose Company E was in Führen and the 3d Battalion's Company I deployed in front of Bettendorf. There was a 2,000-yard gap in-between the American positions, which the Volksgrenadiers exploited, advancing unopposed through Longsdorf and Tandel. Lt. Colonel James Rudder, the commanding officer of the US 109th Infantry Regiment immediately drew upon his meagre reserves and sent A and B companies of the 1st Battalion supported by 1 Platoon Company C, 707th Tank Battalion into a counter-attack. Although progress was slow by nightfall Company A was in sight of Longsdorf and Company B was overlooking Tandel. The morning of 17 December brought a series of uncoordinated attacks by 2nd Battalion Volksgrenadier Regiment 915 against Führen while the 1st Battalion had its hands full with the American counter-attacks at Longsdorf and Tandel. Company A was checked by mortar and machine-gun fire just short of the former village, but Company B recaptured Tandel. The 1st Battalion Volksgrenadier Regiment 915 accompanied by two of the Division's handful of Jagdpanzer 38(t), slipped through the gap between the two relief forces. They ambushed two of the 707th Tank Battalion's M4s and pushed on to the junction of the Tandel and Longsdorf roads. This however was defended by the US 109th Anti-Tank Company and although their little 57mm guns could not penetrate the thick armour on the Hetzers, the Americans also had quick-firing 40mm Bofors, which caused heavy casualties amongst the grenadiers, forcing them to abandon the attack.

BOARD CONFIGURATION

BALANCE

☆ Add one 2-3-6 and Baz 44 to OB

✚ In VC change "≥ 18" for "≥ 15" VP



(Only hexrows G to GG on Board 40 and A to AA on Board 39 and hexes numbered ≤ 5 on board 39 are playable)



VICTORY CONDITIONS:

The Germans win immediately upon exiting ≥ 18 VP (excluding prisoners) off the south edge.

TURN RECORD CHART

☆ AMERICAN Sets Up First	✚ 1	2	3	4	5	6	7	END
✚ GERMAN Moves First								

SPECIAL RULES:

- German Special Unit Rule 1 is in effect.
- EC are Wet with no wind at start. Mist (E3.32) is in effect. The River is Fordable and Non-Frigid (B21.41) with a moderate current to the south.
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a Building/Woods/Rubble obstacle.

4. Place overlay as follows; O4 on 40O4-P4.

5. The Americans may set up one squad-equivalent (and whatever SMC/SW stacked with them) using HIP. Foxholes of unit(s) using HIP are revealed when the unit(s) is revealed or if the protective TEM is used or entry/exit MF are expended, in LOS of an Enemy unit.

Elements 109th Anti-Tank Company sets up on any hex ≥ 8 hexes from the north edge

2 5-4-6	2 2-2-7	9-1 2nd Lieutenant	7-0 Corporal	4-10 3PP	8-4 X11 1PP	7 Morale ?
5	5			2		6

3 40L [8] M8	3 *57L M10	1S OVR/OBA +4 OTHER +2 ENTRENCH DR ≤ 5
2	3	2

[ELR: 3]

(SAN: 3)



Elements I/Volksgrenadier Regiment 915 supported by Panzerjäger Abteilung 352 enters on Turn 1 along the north edge on Board 40

2 4-4-7	2 2-3-7	9-1	8-1	7-0	3-8 1PP	5-12 3PP
9					3	

13 14 3 75L -1-1
2

[ELR: 3]

(SAN: 2)



HERE WE STAND



Fringerhof Luxembourg, 17 December 1944: Alerted by the Seventh Armee's preliminary artillery barrage, Colonel Rudder moved Company G up on the right of Company F, replacing it in Brandenburg by Company C from the 109th's reserve 1st Battalion, which was stationed in Diekirch. However, for some unexplained reason Oberstleutnant Kurt Gröschke's leading battalion made no immediate attempt to exploit its advantage beyond ineffectually firing at the defenders of Führen and merely waited in Walsdorf until the second battalion caught up later that day. By this time of course the Americans knew they were facing a full-scale attack, but Colonel Rudder back in the 109th's command post in Ettelbruck had few reserves with which to meet it. During the night remembering his orders to avoid confrontation and leave American strongpoints to be mopped up by the reserve Fallschirm Regiment 13, Oberstleutnant Gröschke took advantage of a wooded defile to continue advancing west in between the 109th's companies F and G. But early on the 17th the 2nd Platoon from Company C, 707th Tank Battalion moved into position to block the regiment. A couple of the assault guns from StuG Brigade 11 which had joined up were knocked out by bazookas but the handful of M4s were no obstacles to the paras who continued to infiltrate between and behind the two American companies. By daybreak on 18 December the GIs were completely cut off, even though they had not been attacked Colonel Rudder ordered them to fight their way out south to Diekirch aided by the tank platoon.

BOARD CONFIGURATION

BALANCE

☆ Add one 5-4-6 and Baz 44 to OB

✚ In VC change "≥ 24" for "≥ 18" VP



43	16



VICTORY CONDITIONS

The Germans win immediately upon exiting ≥ 24 VP (excluding prisoners) off the west edge

TURN RECORD CHART

☆ AMERICAN Sets Up First	✚	1	2	3	4	5	6	7	8	END
✚ GERMAN Moves First										

SPECIAL RULES

- German Special Unit Rule 2 is in effect.
- EC are Wet with no wind at the start. Mist (E3.32) is in effect.
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a building/woods/rubble obstacle.

- The Americans may set up one-squad equivalent (and any SW/SMC stacked with them) using HIP.

Elements 2d Battalion, 109th Infantry Regiment, supported by 2d Platoon, Company C 707th Tank Battalion sets up on any hex west of the 16A5-GG5 road

1 6-6-6 6	2 5-4-6 5	1 3-4-6 3	9-1 2nd Lieutenant 8-1 1st Sergeant 7-0 Corporal 4-10 3PP	MMG
HMG 6-12 5PP	1944 Bazooka 8-4 X11 1PP	7 Morale ?	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR 5-5	ROADBLOCK M4A3(75)W 75 11 4 2/4/4
3	8	4	3	

Elements Fallschirm Regiment 13 supported by StuG Brigade 11 enters on Turn 1 along the east edge

2 4-4-7 18	2 2-3-7 3	2 2-2-8 2	Leutnant 9-1	Feldwebel 8-1	Unteroffizier 8-0	Obergefreiter 7-0
LMG 3-8 1PP	MMG 5-12 3PP	MTR 8cm GW 34 M11 [2-60] 81*	StuG 13 75L 8 3 4-12			
5	3	2	2			

[ELR: 3]

(SAN: 3)



[ELR: 3]

(SAN: 2)

PRIVATE VENTURE



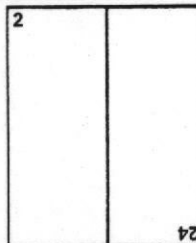
Hoschied, Luxembourg 17 December 1944: Before dawn on 16 December the engineers of the Fallschirm-Pioniere Battalion 5 began ferrying the assault companies of Fallschirm Regiment 14 across the Our. Their instructions were to head as rapidly as possible west to the river Clerf, establish a bridging site near Kautenbach and press on west to Wiltz to establish a blocking line behind the river Sûre south of Bastogne. Their line of advance actually lay at the intersection of Lt-Colonel James Rudder's US 109th and 110th Infantry Regiments and immediately in their path at Weiler was Company I, 3rd Battalion 110th Infantry Regiment. Generalmajor Ludwig Heilmann's orders to both his 14th and 15th Regiments called on them to bypass any pockets of resistance in the villages. Leaving those to be mopped up later by his reserve 13th Regiment. What was crucial was getting bridges across the Our and Clerf so that Oberst Hollunder's attached Fallschirm-Sturmgeschütze Brigade 11 could be add its muscle to the attack and the divisional artillery could be brought forward in support. Unfortunately due to the lack of discipline already noted amongst his troops Heilmann's orders were practically ignored. On the Fallschirm-Regiment 14's left, II Battalion encountered a problem in Hoschied where Lt-Colonel Rudder had rushed what meagre reserves were left to him. The village garrison nevertheless included six 105mm and three 75mm Shermans from Company C 707th Tank Battalion and a part of the 110th Regiment's anti-tank company. Lacking armoured support, because only a few of Hollunder's StuGs had so far managed to get across the Our over the top of a weir a Viaden, Heilmann's paras made an unsuccessful assault on the village during the night of the 16-17th. They then circled the village and tried again in the morning from the west while a handful of StuGs gave covering fire from the north. It was an uneven battle and by late on the 17th the American tanks were running low on ammunition. As night fell the surviving Americans piled on their deck plates and the tanks fought their way out south to Lipperschied where they found the 687th Field Artillery Battalion already pulling back west of the Clerf.

BOARD CONFIGURATION

BALANCE

☆ Add one 2-3-6 HS and HMG to OB

⊕ Increase Game from 6 to 7 Turns



VICTORY CONDITIONS:

The Germans win at Game End, if they control Building 24S5, provided the American has not amassed ≥ 35 CVP.

TURN RECORD CHART

☆ AMERICAN Sets Up First

⊕ GERMAN Moves First



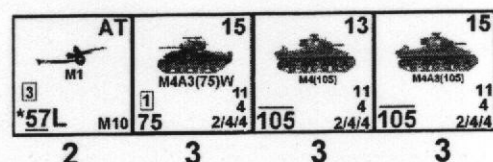
1 2 3 4 5 6 END

SPECIAL RULES:

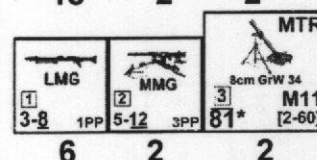
1. German Special Unit Rule 2 is in effect.
2. EC are Wet with no wind at start. Mist (E3.32) is in effect.
3. The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a Building/Woods/Rubble obstacle.

4. The Americans may set up one squad-equivalent (and whatever SMC/SW stacked with them) using HIP.
5. The German 8cm GrW 34 Mortars may not set up emplaced or using HIP.

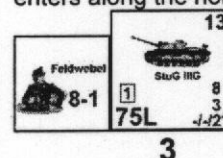
Elements Company C, 707th Tank Battalion supported by 110th Regimental Anti-Tank Company sets within 5 hexes of 24R5



Elements II/Fallschirm-Regiment 14 sets up on board 2 in any hexes numbered ≥ 5



TURN 1: Elements Fallschirm-Sturmgeschütze Brigade 11 enters along the north edge of Board 24



[ELR: 3]

(SAN: 3)



[ELR: 3]

(SAN: 2)



AUDACITY ON OMAHA



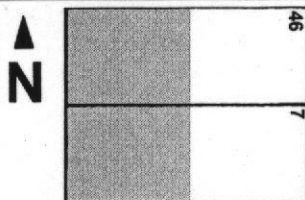
Diekirch Luxembourg, 19 December 1944: By early evening Volksgrenadier Regiment 916 had command of the heights in the Our/Sûre triangle and Volksgrenadier Regiment 914 taking up its place in the centre of the division's line, could begin to make more headway. The US 109th Regiment with Colonel Rudder's command post back in Ettelbruck was now formed in an arc in front of Diekirch. However, it was a sadly depleted regiment. Over 500 officers and men had been killed or captured, the anti-tank company had been wiped out and the few surviving M4s of the 707th Tank Battalion had precious little ammunition and fuel left. So far the Volksgrenadier Division 352 was handsomely repaying Colonel Rudder for his audacity on Omaha Beach six months earlier. However, Rudder and his men had a respite while General Schmidt reorganized his regiments for the assault on Diekirch. Schmidt was also at last able to bring his artillery across the Our and as the afternoon wore on pounded the 109th's positions, while Volksgrenadier Regiment 916 launched a series of assaults from the east and elements of Volksgrenadier Regiment 915 from the north. These had failed to break through the American perimeter, but Rudder informed his Division commander General Cota, that Diekirch was essentially indefensible and that the whole regiment could be lost unless it was allowed to retire behind the river Alzette anchoring its flank on Ettelbruck. Even before he received permission to withdraw, Rudder had already begun the process and while engineers protected by a rearguard of the Company C, 707th Tank Battalion blew bridges in Diekirch and the American Regiment re-assembled south of Ettelbruck to await Volksgrenadier Division 352's next assault.

BOARD CONFIGURATION

BALANCE

☆ Ignore SSR 5 & 6

⚡ Exchange 75mm OBA for 105mm OBA



(Only hexrows Q to GG are Playable)

VICTORY CONDITIONS:

The Germans win immediately upon Exiting ≥ 30 VP (excluding prisoners) off the west edge, provided the American does not destroy the 7AA6-AA8 bridge, which will result in an immediate victory for the Americans.

TURN RECORD CHART

☆ AMERICAN Sets up First	⚡	1	2	⚡	3	4	5	6	7	END
⚡ GERMAN Moves First										

SPECIAL RULES:

- German Special Unit Rule 1 is in effect.
- EC are Wet with no wind at start. The River is Deep with a one-lane stone bridge in hexes 7AA6-AA8.
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a building /woods/rubble obstacle.
- The American 6-6-7/3-4-7 MMC are Assault Engineers (H.122) with Sapper capabilities (H1.23), underline morale and ELR of 5. Assault Engineers are the only MMC that can use a FT/DC without the Non-Qualified Use (A21.13) penalties applying
- The American M4A3(75)W Shermans suffers from Ammunition Shortage (A19.131).

- Each American M4A3(75)W Sherman that attempts to expend its first MP during its MPH and whenever it attempts to change its VCA in any other phase must make an Out-of-Gas DR. If the DR ≥ 13 (with a DRM equal to the present to turn number) then the vehicle has run out of fuel and thus immobilized. If in Motion, the vehicle stops immediately without expending any MP.
- The Americans may set up one-squad equivalent (and any SW/SMC stacked with them) using HIP.
- The Germans receive one module of 75mm (HE & Smoke) OBA with an Offboard Observer located on fourth level along east edge of board 46.

Remnants US 109th Infantry Regiment, supported by 707th Tank Battalion sets up within 4 hexes of 46AA5

1 6-6-6	2 5-4-6	E 3-4-7	1 3-4-6	9-1 2nd Lieutenant	8-1 1st Sergeant	7-0 Corporal
2	7	3	2			

2 4-10 3PP	3 6-12 5PP	3 60"	8-4	1PP	30-1	1PP	?	15 75 11 4 2/4/4
3			2		3		8	2

[ELR: 3]

(SAN: 3)



Elements Volksgrenadier Regiment 916 enters on Turn 1 north of the river along the east edge.

2 4-4-7	2 2-3-7	9-1 Leutnant	8-1 Feldwebel	8-0 Unteroffizier	7-0 Obergefreiter	1 3-8 1PP
16	3					5

2 5-12 3PP
3

[ELR: 3]

(SAN: 2)



TURN 3: Elements Volksgrenadier Regiment 915 enters north of the river on along the east edge

2 4-4-7	2 2-3-7	8-1 Feldwebel	7-0 Obergefreiter	1 3-8 1PP	2 5-12 3PP
7				2	

BASTOGNE ROADBLOCKS



Herbaimont Belgium, 20 December 1944: While Panzer Lehr was still struggling toward the Clerf River on 18 December, Panzer Division 2 was rolling west across the river through Clervaux. In the van, was the reinforced Aufklärungs Abteilung commanded by Hauptmann von Böhm. Taking the road which skirt to the north of Donnange and Lullange, the Kampfgruppe ran into the first of the Bastogne roadblocks at the Antoniushof farm road junction a task force from CCR/9th Armored Division. Advancing under cover of a smoke screen, von Böhm's company of Pzkw IVs knocked out seven M4s and forced the accompanying American infantry to retire. The next opposition lay at Baraque d'Allerborn, where a second task force of CCR/9th Armored Division was waiting. Kampfgruppe von Böhm attacked here at dusk and within 15 minutes destroyed 24 Shermans. From here von Böhm headed northwest towards Bourcy, cutting behind the third CCR/9th's task force, which was forced north towards Houffalize and was later ambushed and almost wiped out near Hardigny. The Kampfgruppe passed through Bourcy and reached Noville at about 0400hrs on 19 December. This was rather more strongly held by Team Desobry from CCB/10th Armored Division and von Böhm wisely decided to leave it for Panzer Division 3 and Panzer-Grenadier Regiment 304, which were only a few hours behind, his task was to scout and secure a crossing over the river Ourthe further to the west. As passing Bertogne, and now heading slightly southwest. Kampfgruppe von Böhm had its last encounter with the Bastogne roadblocks at Herbaimont on 20 December, which was manned by an outpost of the 327th Glider Infantry regiment, 101st Airborne Division. The outnumbered paras fell back east towards Flamierge and von Böhm pressed on to Ortheuville. Here miraculously, he found a Bailey bridge over the river Ourthe still intact.

BOARD CONFIGURATION

BALANCE

☆ Add 6 AP-Mine and 2 AT-Mine Factors to OB

⚡ Add one SPW 250sMG to Turn 1 OB

VICTORY CONDITIONS:

The Germans win immediately when they exit ≥ 50 VP (excluding prisoners) off the west edge, provided there are no unbroken American MMCs in a building within 3 hexes of 17R4.

TURN RECORD CHART

☆ AMERICANS Sets Up First	⚡ 1	⚡ 2	3	4	5	6	7	8	END
⚡ GERMANS Moves First									

SPECIAL RULES:

- EC are Wet with no wind at start. Mist (E3.32) is in effect.
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a Building /Woods/Rubble obstacle.
- The Americans may set up two squad-equivalent (and whatever SMC/SW stacked with them) using HIP. Foxholes of unit(s) using HIP are revealed when the unit(s) is revealed or if

the protective TEM is used or entry/exit MF are expended, in LOS of an Enemy unit.

- The American may set up all, some or none of his AT-Mines as Daisy Chain(s) (B28.531).
- German 4-4-7/2-3-7 MMC battle hardens to 5-4-8/2-3-8MMC.
- The inherent crew of the German SPW 250/7 is a 2-2-8 MMC.

Elements 327th Glider Infantry Regiment, 101st Airborne Division sets up on any hex on Board 17 and on board 43 in hexes numbered ≥ 7

6-6-7	3-4-7	2-2-7	9-1 2nd Lieutenant	8-1 1st Sergeant	8-0 Sergeant	4-10 3PP
9	4					2
8-16 SPP	8-4 X11 1PP	60	7 Morale	24	3	M10
4	2	8				
AP-Mines AT-Mines						
1S OVR/OBA +4 OTHER +2 ENTRENCH DR ≤ 5	2					
4	2					

[ELR: 4]

(SAN: 4)



Elements Kampfgruppe von Böhm, Panzer Division 2 enters mounted on Turn 1 along the east edge

2-3-8	8-1	1 9PP AAMG	1 2 [2-60] 81*	1 1 [2-60] 75*	3 1	3 1	4 1 50L -15
6	6						2
TURN 2: Enters on/adjacent to any road hex along east edge.							
5-4-8	2-3-8	2-2-8	9-1	8-1	8-0	3-8 1PP	
9	2					3	
5-12 3PP	12-4 1PP X10	81* [2-60]	1	18 6 75LL 3/5/2			
				4			

[ELR: 3]

(SAN: 2)



BIG BONUS



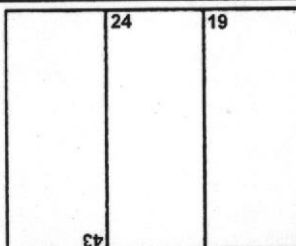
Samrée Belgium, 20 December 1944: General der Panzertruppen Eugen Walter Krüger's LVIII Korps encountered difficulty when the Aufklärung Abteilung 146 found that the bridge over the river Ourthe west of Bertogne had been blown. It assumed that the one further south at Ortheuville would be as well, if any attempt was made to seize it. Krüger then ordered Panzer Division 116 to retrace its footsteps and head northwest through Houffalize towards La Roche and Samée instead. This he put Oberstleutnant Zander's Panzer Grenadier Regiment 60 which had been at the tail of the column in the lead, with Volksgrenadier Regiment 1129 on its right flank. Houffalize fell to Zander's men without a fight, but now because the terrain around La Roche was totally unsuitable for tanks, von Waldenburg decided to put his main effort against Samée, beyond which lay Dochamps and Hotton. CCR, 3d Armored Division was just beginning to deploy in the Hotton area, but the only other defenders around Dochamps and Samée at this time were two companies of the 51st Engineer Combat Battalion. The 7th Armored Division's trains were at La Roche, but their main supply depot had been moved to just outside Samée. Early in the afternoon of 20 December Panzer Grenadier 60 began assembling in the woods south of Samée while Panzer Grenadier 16 prepared to attack straight down the road, with Volksgrenadier Regiment 1129 on its right. The 7th Armored Division's quartermaster delayed destroying the supply dump because he was told a task force from CCR/3rd Armored Division was on its way to Samée. CCR was only able to send a small armored force commanded by Major John Tucker and consisted of a company of Shermans, a troop of armored cars, a platoon of light tanks and a battery of M7s. Task Force Tucker moved into Samée from the north but within 20 minutes his leading six Shermans had been destroyed single-handedly by Gefreiter Sielemann of Volksgrenadier Regiment 1129. Tucker was too late, as the small force of engineers was simply overwhelmed by the Grenadiers and Panthers. The big bonus to the LVIII Korps was the capture of 15,000 rations and 30,000 gallons of fuel.

BOARD CONFIGURATION

BALANCE

☆ Add one 6-6-7 and MMG to OB

✚ Add one 9-1 Armored Leader to OB



VICTORY CONDITIONS:

The Germans win if there are no Good Order American (non-crew) MMCs or Good Order, mobile AFVs (with functioning MA) within the 24N6-S4-T4-Q7-N6 road net at Game end.

TURN RECORD CHART

☆ AMERICAN Sets Up First	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First									

SPECIAL RULES:

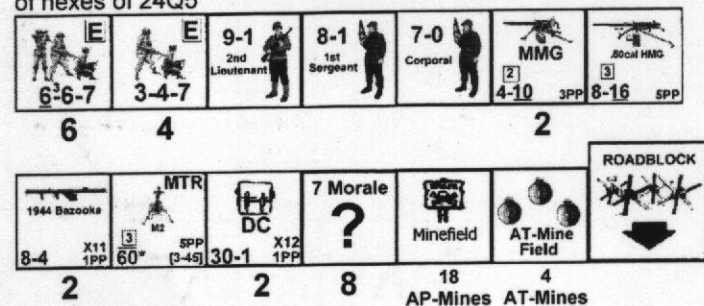
- German Unit Special Rule 1 is in effect.
- EC are Wet with no wind at start. The valley does not exist, treat as Ground level. Any buildings with a stairway symbol have a ground and first level only, with an inherent stairwell in each hex.
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a Building/Woods/Rubble obstacle.
- The PanzerGrenadier Regiment 60's 5-4-8/2-3-8 MMC are replaced by 4-4-7/2-3-7 MMC and then are Battle-hardened back to 5-4-8/2-3-8 MMC.

5. The Americans may set up one squad-equivalent (and whatever SMC/SW stacked with them) using HIP and fortify two building locations (Tunnel exchange is NA)

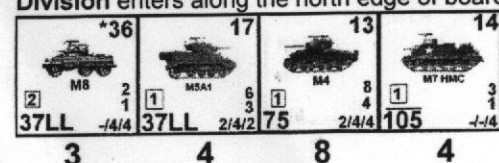
7. The American may set up entrenched in suitable terrain.

6. The American 6-6-7/3-4-7 MMC are Assault Engineers (H.122) with Sapper capabilities (H1.23), underline morale and ELR of 5. Assault Engineers are the only MMC that can use a FT/DC without the Non-Qualified Use (A21.13) penalties applying.

Elements 51st Engineer Battalion sets up on any hex within 8 of hexes of 24Q5



TURN 3: Elements Task Force Tucker CCR, 3d Armored Division enters along the north edge of board 43

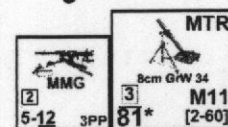


[ELR: 5]

(SAN: 3)



Elements Volksgrenadier Regiment 1129 sets up on Board 19 in hexes numbered ≤ 2



TURN 1: Elements PanzerGrenadier Regiment 60 supported by Panzer Regiment 16 enters along the south edge of board 24



[ELR: 3]

(SAN: 2)

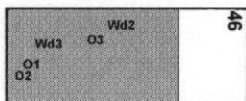


LINE IN THE SAND



Wardin Belgium, 20 December 1944: After helping Oberst Heinz Kokott's Volksgrenadier in their final assault against Holtzthum, Oberst Paul von Hauser's Kampfgruppe 901 followed the rest of Panzer Lehr, which had already crossed the Clerf at Drauffet. The division's reinforced Aufklärungsabteilung, Kampfgruppe von Fallois and the following Kampfgruppe 902 had had a brief skirmish at Eschweiler just north of Wiltz but Generalleutnant Fritz Bayerlein left the subjugation to this thorn in the division's flank to the following Volksgrenadiers and Fallschirmjäger. Reaching Mageret during the night of 18/19 December, Bayerlein learnt that a strong American tank detachment had just passed through towards Longvilly. This was Team Cherry from CCB of 10th Armoured Division, which had been sent to help those elements of CCR/9th still to the east of Bastogne. Bayerlein could not leave enemy armour behind him so, while Kokott's Volksgrenadier Regiment 77 attacked Longvilly from the east, Panzer Lehr's Panzerjäger Abteilung struck the American forces from the flank. Over 200 tanks and other vehicles were destroyed on the road between Longvilly and Mageret and the few survivors rejoined the Bastogne perimeter. Other elements of Kampfgruppe 902 meanwhile had attacked Lt-Colonel Henry Cherry's command post at Neffe, driving his remaining men back to Mont. However the Bastogne defences, which a day earlier had lain wide open were now being rapidly reinforced as the 101st Airborne Division deployed. Company I, III/501st Parachute Infantry Regiment started entering the village from the northwest, unseen in thick morning mist. Part of Panzer Lehr's Aufklärungsabteilung moved in from the northeast at the same time and the two groups inevitably collided in the middle. The 130-odd men of Captain Claude Wallace's company made a brave effort of it, fighting from house to house, managing to disabled a Jagdpanzer IV with a bazooka round. But the paras were quickly overwhelmed, losing all their officers including Wallace amongst the 45 killed or badly wounded, and the survivors retreated southwest towards Marvie. Oberst von Hauser's Kampfgruppe 901 then regrouped and was immediately thrown against the defenders in Marvie.

BOARD CONFIGURATION



(Only hexrows K to GG are playable)

BALANCE

☆ Set up on/west of hexrow R

⦿ Increase Game Length from 6 to 6½ Turns

VICTORY CONDITIONS:

The Germans win immediately when there are no Unbroken American MMC in a building east of hexrow EE, provided the American has not amassed > 30 CVP.

TURN RECORD CHART

☆ AMERICAN Sets Up First	⦿ 1	2	⦿ 3	4	5	6	END
⦿ GERMAN Moves First							

SPECIAL RULES:

- EC are Wet with no wind at start. Mist is in effect (E3.32).
- Place overlays as follows: O1 on 46EE5, O2 on 46FF3-EE4, O3 on 46X6-X7, Wd2 on 46R8-R9 and Wd3 on 46DD6-DD7.
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a Building/Woods/Rubble obstacle.
- Boresighting is NA.
- The German Pzkw IVJ & JgdPz IV have Schuerzen (D11.211).
- German 4-4-7/2-3-7 MMC battle hardens to 5-4-8/2-3-8 MMC.

Company I, 501st Parachute Infantry Regiment, 101st Airborne Division sets up on/west of hexrow V

7-4-7	3-3-7	9-2 1st Lieutenant	8-1 1st Sergeant	8-0 Sergeant	4-10 3PP	8-4 X11 1PP
10	3				3	3

7 Morale	?
60*	4

Elements Kampfgruppe 901, Panzer Lehr Division enters on Turn 1 along the east edge

5-4-8	8-1 Feldwebel	8-0 Unteroffizier	3-8 1PP	16 15PP AAMG T7 -1/3	13 8 3 3/5/2	12 14 3 1/-
6			2	3	2	

TURN 3: enters mounted along the east edge

5-4-8	2-3-8	9-1 Leutnant	3-8 1PP	5-12 3PP	16 15PP AAMG T7 -1/3	13 8 3 3/5/2
3					3	2

[ELR: 5]

(SAN: 3)



[ELR: 3]

(SAN: 2)

PENNY PACKETS



Grevils-Brésil Luxembourg, 23 December 1944: The biggest problem faced by Oberst Hans-Joachim Kahler's Führer Grenadier Brigade, is that it was committed piecemeal and was unable to launch a full-scale counter-attack against either of the American III Corps' divisions it ran up against, the 26th in the west and the 80th in the east. Called out of OKW Reserve on 22 December the brigade was originally intended to cross the Sûre at Ettelbruck and then head directly to the support of Fallschirm Division 5 around Martelange but the threat posed to Ettelbruck by the arrival of the US 80th Infantry Division caused this to be amended. Instead the brigade would try to fill the vacuum between the Fallschirmjäger and Volksgrenadier Division 352. Kahler put one company of Fusiliers apiece into Eschdorf and Heiderscheid and sent two South with a platoon of Panthers to Grevils-Brésil hoping to establish contact with the leading Regiment of the Volksgrenadier Division 352. A force was sent to Arsdorf on the brigade's western flank. The tiny garrison in Arsdorf was quickly evicted with the arrival from the south at dusk of the 1st Battalion of the US 328th Regiment. This then swung east to the assistance of the 3rd Battalion, which had been stopped in its tracks by the much stronger force in Grevils-Brésil. The American Divisional Commander, Major-General Willard Paul, had decided earlier that the ground was unsuitable for tanks so for once it was the GI's who had no armor support. Nor did the half-hour artillery barrage just before dawn shift Kahler's men, but at daybreak the arrival of the 390th AAA Battalion with armored halftracks mounting quick firing 37mm cannons and quadruple .50 caliber machine-guns finally drove the German garrison out just before a Panther arrived to help.

BOARD CONFIGURATION

BALANCE

✚ Reduce Game Length from 8 to 7 Turns

☆ Add one M16 MGMC to Turn 2 OB

VICTORY CONDITIONS:

The Americans win if they control all the buildings within 5 hexes of 42G4 at Game End, provided the German has not amassed > 50 CVP (A Rubble building hex is still considered a building for Victory Condition purposes).

TURN RECORD CHART

✚ GERMANS Sets Up First	☆ 1	☆ 2	3	4	5	6✚	7	8	END
☆ AMERICANS Moves First									

SPECIAL RULES:

1. EC are Wet with no wind at start.
2. The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a building / Woods/Rubble obstacle.
3. The American receives a pre-game Bombardment (C1.8). The bombardment receives a pre-registered hex, and is resolved after all set up is completed by placing an AR counter in the pre-registered hex and make a C1.31 error DR (wdr halved FRU) to

determine the bombardment's centre hex. All hexes ≤ 5 hexes of that hex now undergo Bombardment (C1.82-.823). There are no "spared hexes". After the bombardment has been fully resolved, its FFE: C is removed.

4. The German may set up one squad-equivalent (and whatever SMC/SW stacked with them) using HIP.
5. The German may set up entrenched in suitable terrain.
6. German 4-4-7/2-3-7 MMC battle hardens to 5-4-8/2-3-8

Elements Grenadier Battalion, PanzerGrenadier Regiment 99 sets up on/north of the 42A3-43N6-42DD4-42DD10 perimeter

5-4-8	2-3-8	2-2-8	9-1	8-1	8-0	3-8 1PP
14	3		2	4		
7-16 4PP	12-4 1PP X10	7 Morale ?	8cm GrW 34 M11 [2-60]			
2	6					

TURN 6: Elements Panzer Regiment 101 enters on 42I10

9-1	18 6 75LL 3/5/2
-----	-----------------

[ELR: 3]

(SAN: 3)



Elements 3rd Battalion US 328th Infantry Regiment sets up on any on hex numbered ≤ 3 on Board 43

6-6-6	5-4-6	3-4-6	9-1	8-1	8-0	7-0
9	6	3				
4-10 3PP	6-12 3PP	8-4	X11 1PP 60"			
5	3	3				

[ELR: 3]

(SAN: 2)



TURN 1: Elements 1st Battalion US 328th Infantry Regiment enter along west edge of board 42

6-6-6	5-4-6	8-1	7-0	4-10 3PP	8-4	X11 1PP 60"
4	5			2	3	

TURN 2: Elements 390th AAA Battalion enters along south edge

19	18
3 [24]	3 [24]
*12.7 [16] TH	*37L [8] -12
2	2



Heiderscheid Luxembourg, 24 December 1944: Recognizing that Fallschirm Division 5 was out on a limb and although Volksgrenadier Division 352 had finally captured Diekirch that a wide and dangerous gap had opened between the two divisions, Heersgruppe B Commander Field Marshall Model reassigned the former to LI Korps on 22 December and reinforced it with the Führer Grenadier Brigade. At the same time he also released Oberst Alois Weber's understrength Volksgrenadier Division 79 from reserve and assigned it to Kniess' LXXXV Korps. It duly began moving into place on the north flank of the Volksgrenadier Division 352 during 23 December and was almost immediately thrown into action against the US 80th Infantry Division from Patton's III Corps. Weber assembled his two first Battalions behind the Führer Grenadier Brigade near Eschdorf, together with their Sturmgeschützes and some of the FGB's Sdkfz 251s armed with 20mm Flak guns and launched his attack on Heiderscheid an hour before dawn after a ten-minute artillery barrage from a batterie from Fallschirm Division 5. The village was weakly defended by Colonel Bandy's 2d Battalion US 319th Infantry Regiment who had captured it in a fierce fight the night before from the Führer Grenadier Brigade. The Führer Grenadier Brigade's StuGs and Sdkfz 251s spearhead the attack and quickly knocked out the sole Sherman guarding the western approach to the village. The only other support for Bandy's battalion was a single tank destroyer whose firing mechanism was damaged the night before. Fortunately for the Americans, the FGB armour lacked proper direction and did not assault Heiderscheid itself. Instead the vehicles raced up and down the south side of the village pouring fire into the houses while remaining safely outside bazooka range. A late arriving Sherman appeared and shot up four of the FGB's vehicles forcing the rest to withdraw. Twice during the morning attack Weber's men managed to get close enough to hurl grenades through the house windows but the return fire was devastating and once in the village the artillery observer from the American 315th Field Artillery Battalion called for supporting fire. It was a risky call but Bandy's GIs did have some protection from the thick walls of the houses whereas Weber's grenadiers were out in the open as the 155mm shells rained down in and around Heiderscheid. Weber was forced to call off the attack and withdrew leaving 76 casualties.

BOARD CONFIGURATION

BALANCE

☆ In VC change Good Order for Unbroken

✚ Add one SPW 251/21 to Turn 1 OB

VICTORY CONDITIONS:

The Germans win at Game End if they are no Good Order American MMC in a building hex within 4 hexes of 3Q5, provided the American has not amassed > 45 CVP (A Rubble building hex is still considered a building for Victory Condition purposes).

TURN RECORD CHART

☆ AMERICANS Sets Up First	✚	1	2	✚	3	4	☆	5	☆	6	7	8	END
✚ GERMANS Moves First													

SPECIAL RULES:

- German Unit Special Rule 1 is in effect.
- EC are Wet with no wind at start. A +1 LV DRM (E3.1) applies to all non-CC attacks.
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a building /Woods/Rubble obstacle.
- The German StuG IIIG have Schuerzen (D11.211).
- The Americans may set up one squad-equivalent (and any SW /SMC stacked with them) using HIP. In addition the initial position of the American Bazookas may be recorded by writing the ID of the unit possessing them in order to keep their counters offboard until used.

- The American receives one-module of 155mm (HE & Smoke) on Turn 4. The observer and radio may set up using HIP.
- The American M36 GMC MA has B# of 10 and X # of 12.
- The German receives a pre-game Bombardment (C1.8). The bombardment receives a pre-registered hex, and is resolved after all set up is completed by placing an AR counter in the pre-registered hex and make a C1.31 error DR (wdr halved FRU) to determine the bombardment's centre hex. All hexes ≤ 4 hexes of that hex now undergo Bombardment (C1.82-823). There are no "spared hexes". After the bombardment has been fully resolved, its FFE: C is removed.

Elements 2d Battalion US 319th Infantry Regiment sets up on any hex on board 3 and any hex on board 33 numbered ≥ 6

1 6-6-6	2 5-4-6	9-1 2nd Lieutenant	8-1 1st Sergeant	8-0 Sergeant	7-0 Corporal	MMG 4-10 3PP
9	6					4
HMG 5-12 3PP	1944 Bazooka 8-4 X11 1PP	Radio 8 1PP	7 Morale ?	13 8-4 75 2/4/4	15 8-3 90L -1/4	
4		8				

TURN 5: Enters on any hex along the east edge

15 M4A3(76)W 11 76L 2/4/4

[ELR: 3]

(SAN: 4)



Elements Volksgrenadier Division 79 supported by Führer Grenadier Brigade enters on Turn 1 along the west edge

2 4-4-7	2 1-2-7	Leutnant 9-1	Feldwebel 8-1	Unteroffizier 8-0	Obergefreiter 7-0	LMG 1 3-8 1PP
15	2					5
MMG 5-12 3PP	MTR 8cm GrW 34 81* M11 [2-60]	16 SPW 251/21 20L [12]	13 StuG IIIG 75L -1/2			
2	2	2	3			

[ELR: 3]

(SAN: 2)



TURN 3: Enters on any hex along the west edge

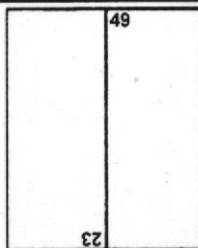
2 4-4-7	2 2-3-7	Feldwebel 8-1	Obergefreiter 7-0	LMG 1 3-8 1PP	MMG 5-12 3PP	13 StuG IIIG 75L -1/2
7				2		2

AUS DER TRAUM



Rocheft Belgium, 24 December 1944: The Battle of the Bulge was only days old and Fritz Bayerlin's Panzer-Lehr Division pressing westward throughout the day. Kampfgruppe von Poschinger took St. Hubert without any resistance late that night. The advance continued towards the important road centre of Rocheft. Early the 23 December the town was shelled and a German reconnaissance patrol was sent in and reported that the town was empty. Rocheft was in fact well defended by some of the US 3rd Battalion, 335th Infantry Regiment reinforced by with Regimental anti-tank guns and one platoon each from the 638th Tank Destroyer Battalion, 309th Engineer Combat Battalion and 29th(Separate) Infantry Regiment. At about 0200 hours, Panzer-Lehr Division resumed the advance. By 0900 hours, when the lead battalion of Kampfgruppe von Poschinger neared the town, it was stopped by intense crossfire and Bayerlin was forced to set up a systematic and time-consuming attack. The American defenders fought back stubbornly from house to house. Both I and K Companies of the 335th Regiment were emplaced in and around the Command Post in the Hotel du Centre, with two 57mm anti-tank guns and a section of .50cal machine guns set up in front of it covering the main crossroads. The Panzer Lehr's field guns were brought up to pound the eastern approaches. Then supported by the weight of the Panthers, the Grenadiers of Poschinger's Kampfgruppe launched their assault crossing the L'homme River by early afternoon. However, due to the exhaustion and heavier than expected casualties, the attacking force's pursuit of the Americans across the river had to be abandoned. The days of American victories had come to a halt and the cries of "Aus der Traum" (The Dream is Over) echoed throughout the Ardennes. It was short-lived victory for only five days later Rocheft was recaptured by the fresh US 83rd Infantry Division.

BOARD CONFIGURATION



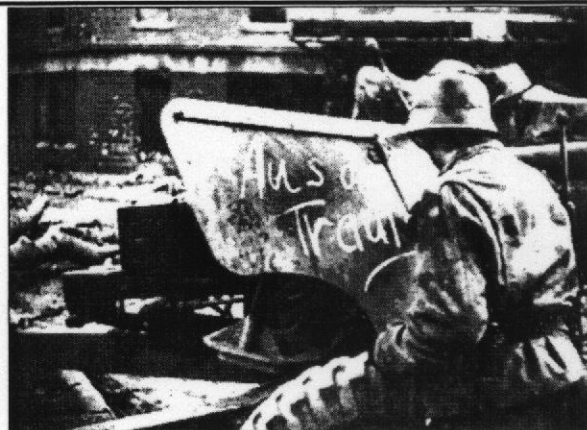
BALANCE

☆ Reduce Game from 7½ Turns to 6½ Turns

⊞ Exchange American all 6-6-6/3-4-6 MMCs for 5-3-6/2-2-6 MMCs

VICTORY CONDITIONS:

The Germans win immediately upon exiting ≥ 48 CVP (excluding prisoners) off the west edge or at Game end if, there are No Good Order American (non-crew) MMCs / Good Order, Mobile AFV (with functioning MA) within 2 hexes of a bridge.



TURN RECORD CHART

☆ AMERICAN Sets Up First	⊞	1	2	3	4	5	6	7	8	END
⊞ GERMAN Moves First										

SPECIAL RULES

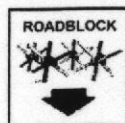
- EC are Wet with no wind at start. Mist (E3.32) is in effect. Any building with a stairway symbol has a ground and first level only, with an inherent stairwell in each hex. There is a Steeple (B31.2) located in 23F3.
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a building /woods/rubble obstacle.

- The Americans may set up one squad-equivalent (and what ever SMC/SW stacked with them) using HIP and fortify three building locations [Tunnel exchange is NA].
- All German SMCs having an ELR of 4.
- German 4-4-7/2-3-7 MMC battle hardens to 5-4-8/2-3-8 MMC.

Elements Company I & K, 335th Infantry Regiment supported by 14th Regimental AT-Gun Company and 638th Tank Destroyer Battalion sets up on any hex on Board 23 and on Board 49 in hexes numbered ≥ 5

1 6-6-6 6	2 5-4-6 8	2-2-7 2	9-1 2nd Lieutenant 7-0 1st Sergeant Corporal	MMG 4-10 3PP 4
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80cal HMG 3-16 2	1944 Bazooka 8-4 3	X11 1PP 60 2	M2 3-4-6 2	7 Morale ? 8	AT M1 57L 2	M10 76L 3	24 M10 GMC 3 1 -14
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2

[ELR: 3]

(SAN: 4)



Elements Kampfgruppe von Poschinger, Panzer Lehr Division enters on/after Turn 1 along the east edge; all, some or none may enter each/any Turn(s)

E 5-4-8 18	E 2-3-8 4	10-2 Hauptmann 4-10 3PP	Oberleutnant 9-1	Leutnant 9-1	Feldwebel 8-1	Unteroffizier 8-0
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LMG 3-8 6	MMG 5-12 2	PSK 12-4 2	*15 Pzkw VG 18 6 75LL 3/5/2 5	*13 PzA II Weape 2 1 105 3
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[ELR: 3]

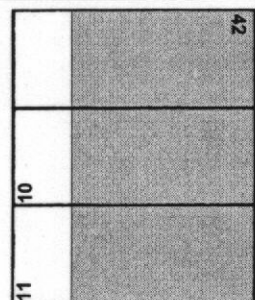
(SAN: 2)

TO CUT THE HOTTON-MARCHE ROAD



Verdenne Belgium, 24 December 1944: The bridge at La Roche which had been reconnoitred by Aufklärung Abteilung 146 had to be repaired by the division's Pionerie Battalion 675, so after withdrawing from Hotton, it was not until 23 December that the westward advance was resumed. The intention was to cut the Hotton-Marche road capture Marche and advance toward Ciney on the right flank of Panzer Division 2. But by this time, although Manteuffel, Kruger and von Waldenburg could not know it, LVIII Panzer Korps faced far tougher opposition than it had done on the 20th. CCA of 3d Armoured Division had arrived near Durbuy on the 22nd and 2d Armoured Division was moving into position further to the west as apart of VII Corps' preparations for a counter-attack in force. Brigadier General Boiling's US 84th Infantry Division had deployed along a 12-mile defensive front from Hotton to Jamodenne west of Marche. Von Waldenburg began his attack towards the Hotton-Marche road by infiltrating two companies of his Aufklärung Abteilung 146 through the woods southwest of Verdenne on a ridge just to the north of the village. This lay at the junction of the 84th Infantry Division's 334th and 335th Regiments outflanking them both. They were detected and thrown back in an American counter attack at noon on Christmas Eve. At the same time Oberst Voightsberger's PanzerGrenadier Regiment 156 supported by five panzers from I/Panzer Regiment 16 launched the main assault against Verdenne. By 1500-hrs Voightsberger having brought up his mobile artillery up in support had driven Companies I and K of the 3d Battalion 334th Infantry Regiment out of the village after short but bitter house-to-house battle. Voightsberger was then able to cut the Hotton-Marche Road, however the victory was short-lived as the Americans launched a counter-attack with two companies from the 334th and one from the 333rd and by dawn recaptured Verdenne taken 289 prisoners.

BOARD CONFIGURATION



(Only A to Y on Boards 42, I to GG on Boards 10 & 11 are playable)



BALANCE

☆ Add a M1 57mm & 2-2-7 crew to initial OB

✚ Exchange 7-0 for a 9-2 Leader

VICTORY CONDITIONS:

The Germans win at Game End if they Control all multi-hex buildings and have ≥ 40 VP of Good Order German Infantry/AFVs north of the 42A5-Y5 Road. For each CVP of Unbroken American (non-crew) MMCs south of the 42A5-Y5 road, subtract this from the German CVP total.

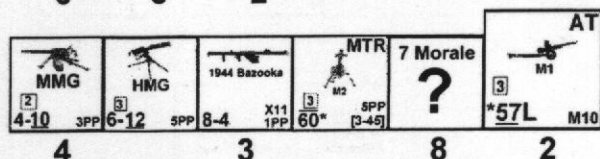
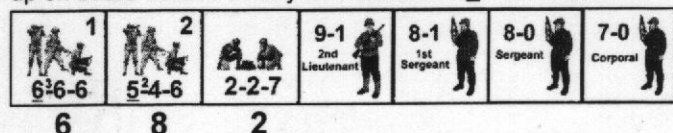
TURN RECORD CHART

☆ AMERICAN Sets Up First	✚	1	2	3	✚	4	☆	5	6	7	8	END
✚ GERMAN Moves First												

SPECIAL RULES:

- EC are Wet with no wind at start.
- The Ground is soft and each vehicle must pay an additional MP per non-road hexside (as per E3.9) unless entering a Building/Woods/Rubble obstacle.
- The American receives one module 155mm OBA (HE & Smoke).
- The American may set up entrenched in suitable terrain.
- German 4-4-7/2-3-7 MMC battle hardens to 5-4-8/2-3-8 MMC.

Companies I & K, 3d Bn, 334th US Infantry Regiment sets up on board 10 and on any hex numbered ≤ 2 on board 11



TURN 5: Reinforcements 334th US Infantry Regiment enters along north edge of board 42

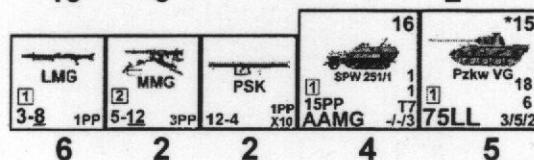


[ELR: 3]

(SAN: 4)



Elements PanzerGrenadier Regiment 156 supported by I/16 Panzer Regiment enters on Turn 1 along the south edge



TURN 4: Enters along south edge



2

[ELR: 3]

(SAN: 2)



GLIMPSE OF THE MEUSE



Foy-Notre-Dame Belgium, 25 December 1944: By midday of 23 December, Kampfgruppe von Böhm had reached Buissonville and by nightfall was just outside Achêne, only 20 kilometres from the Meuse at Dinant. Even Feldmarschall von Rundstedt sent a message of congratulations, for nowhere else had the offensive achieved so much. By midnight saw von Böhm's men at the hamlet of Foy-Notre-Dame with only 6 kilometres to their goal. This would be their limit exploitation as the Allies were even now moving to cut off this thrust. Montgomery was given command of Allied ground forces in the northern sector of the bulge, had begun deploying British forces to support the American defences and the understrength 3rd Royal Tank Regiment was now at Dinant. During the night 23-24 December, patrols scouted out the positions of Kampfgruppe von Böhm and shellfire began rain down around Foy-Notre-Dame. Sherman Fireflies with high-velocity 17-pounder guns took a toll on the Panthers on Christmas Eve blocking von Böhm's planned attack towards Anseremme, just south of Dinant. Meanwhile, the US 2d Armored Division was preparing an attack against the two forward German Kampfgruppen cutting them off from the rest of Panzer Division 2 further to the east. For Kampfgruppe von Böhm things turned from bad to worst as low on fuel and ammunition and now cut off with no realistic chance of resupply, the Allies struck. The British 3rd Royal Tank Regiment and US 82d Armored Reconnaissance Battalion, 2d Armored Division hammered at von Böhm. Overhead fighter-bombers of the US 370th and British 83rd Groups strafed, bombed and fired rockets at anything they saw. Kampfgruppe von Böhm was overwhelmed on the afternoon of Christmas Day and a mere 148 survivors including their commander were taken prisoners.

BOARD CONFIGURATION

BALANCE

☆◎ The 3RTR tanks arrive Turn 1

⚡ The Out-Of-Gas DRM is half (FRU)

▲
N

4	
48	X25
16	



VICTORY CONDITIONS:

The German wins immediately upon inflicting ≥ 75 CVP on the Allies (Prisoners are NA) or at Game end if they control ≥ 15 buildings/rubbed building hexes on board 48 or if there are ≥ 35 CVP of Good Order German Units onboard at Game end.

TURN RECORD CHART

⚡ GERMANS Sets Up First	☆	◎										
☆◎ ALLIES Moves First	1	2	3	4	5	6	7	8	END			

SPECIAL RULES:

- EC are Wet with no wind at start. Ground Snow (E3.72) is in effect.
- Place Overlay as follows; X25 on 48R2-S3
- The German is Infantry in Winter Camouflage (E3.712).
- After set up, the German player makes a secret Out-of-Gas DR for each of his vehicle (EXC: Pzkw VG). If the DR ≥ 9 the vehicle is immobilized and it is secretly noted on a side record.
- Each German vehicle (EXC: Pzkw VG) that attempts to expend its first MP during its MPH and whenever it attempts to change its

- VCA in any other phase, must make an Out-of-Gas DR. If the DR ≥ 13 (with a DRM equal to the present to turn number) then the vehicle has run out of fuel and thus immobilized. If in Motion, the vehicle stops immediately without expending any MP.
- The German suffers from Ammunition Shortage (A19.131).
- The Allies receives Air Support in the form of two FB'44 (E7.) with bombs, which automatically enter on Turn 1 and are automatically Recalled at the end of Turn 3.
- German 4-4-7/2-3-7 MMC battle hardens to 5-4-8/2-3-8 MMC.

Elements Kampfgruppe von Böhm, Panzer Division 2 sets up on any hex within 5 hexes from 48Q5

5-4-8 10	2-3-8 3	2-2-8 2	9-1 8-1 8-0 1 3-8 1PP	75L 2	81* 3	M11 [2-60] 20L [20] 3/-	4 3	3/-	3/-	3/-	3/-	3/-
5-12 3PP 2	12-4 1PP 2	7 6	75L 2	81* 3	M11 [2-60] 20L [20] 3/-	4 3	3/-	3/-	3/-	3/-	3/-	3/-
15PP AAMG -1/-3 2	33 50L 2	4 1 75* 3	33 1 75LL 3/5/2 3	18 6 75LL 3/5/2 3	18 6 75LL 3/5/2 3	18 6 75LL 3/5/2 3	18 6 75LL 3/5/2 3	18 6 75LL 3/5/2 3	18 6 75LL 3/5/2 3	18 6 75LL 3/5/2 3	18 6 75LL 3/5/2 3	18 6 75LL 3/5/2 3

[ELR: 2]

(SAN: 3)



Elements 82d Armored Recon Battalion, 2d Armored Division enters on Turn 1 along the north edge

1 6-6-6 18	9-1 2nd Lieutenant 6-6-6 18	8-1 1st Sergeant 6-6-6 18	8-0 Sergeant 6-6-6 18	7-0 Corporal 6-6-6 18	4-10 3PP 5	8-4 4	1PP 4	36 2 37LL -4/4 5	17 2 37LL 2/4/2 7	13 2 76LL -4 5	13 2 76LL -4 5	13 2 76LL -4 5
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TURN 2: Elements British 3rd Royal Tank Regiment enters on along the west edge

13 2 75 5	13 2 76LL -4 3	13 2 76LL -4 3	13 2 76LL -4 3	13 2 76LL -4 3	13 2 76LL -4 3	13 2 76LL -4 3	13 2 76LL -4 3	13 2 76LL -4 3	13 2 76LL -4 3	13 2 76LL -4 3	13 2 76LL -4 3	13 2 76LL -4 3
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[ELR: 4]

(SAN: 2)

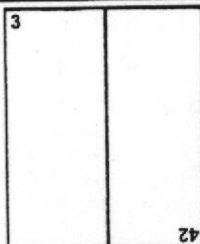


AMBITIOUS IDEAS



Villers-la-Bonne-Eau Belgium, 30 December 1944: The forces immediately facing Generalleutnant Karl Decker's XXXIX Korps were the understrength US 134th Infantry Regiment of the 35th Infantry Division around Lutrebois and the US 137th Regiment around Villers-la-Bonne-Eau with companies K and L actually in the village itself. The attack on Villers-la-Bonne-Eau began at 0445 hours on 30 December with Fallschirm Regiment 14 leading companies closely following the Leibstandarte Adolf Hitler's attached 501 schwere SS-Panzer Abteilung seven Tiger II's. The tanks' 88mm guns pulverized the stone walls of the houses, which sheltered Companies K, and L and the Fallschirmjäger closed in using flamethrowers to complete the job. The GIs managed to get out one last message at 0845 hours calling for artillery support then their radio went dead and the survivors surrendered. The Fallschirmjäger had done their work well and out of 169 men in the two American companies only one managed eventually to return to friendly lines.

BOARD CONFIGURATION



BALANCE

✚ Increase Game to 7½ Turns

☆ Exchange 155mm OBA for 203mm OBA

VICTORY CONDITIONS:

The Germans win immediately upon exiting ≥ 55 VP off the west edge, provided they control all Multi-hex buildings (A Rubble building hex is still considered a building for Victory Condition purposes).

TURN RECORD CHART

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

SPECIAL RULES:

- German Special Unit Rules 2 and 3 are in effect.
- EC are Wet with no wind at Game start. Ground Snow (E3.72) is in effect.
- The German Infantry is in Winter Camouflage (E3.712)
- The American may set up two-squad equivalents (and any SW /SMC stacked with them) using HIP and fortify four building locations (Tunnel exchange is N/A). Foxholes of unit(s) using HIP are revealed when the unit(s) is revealed or if the protective TEM is used or entry/exit MF are expended in LOS of an enemy unit.
- The Americans receive one fire mission of 155mm (HE Only) on Turn 4. Radio Contact is required and may not be attempted prior to Turn 4, however Battery Access is automatic.

- The German receives a pre-game Bombardment (C1.8). The bombardment receives a pre-registered hex, and is resolved after all set up is completed by placing an AR counter in the pre-registered hex and make a C1.31 error DR (wdr halved FRU) to determine the bombardment's centre hex. All hexes ≤ 4 hexes of that hex now undergo Bombardment (C1.82-.823). There are no "spared hexes". After the bombardment has been fully resolved, its FFE: C is removed.

Elements Company K & L, 3d Battalion, US 137th Infantry Regiment sets up on any hex west of the 42A5-GG5 road

1 6-6-6 8	2 5-4-6 7	9-1 2nd Lieutenant 3	8-1 1st Sergeant 3	8-0 Sergeant 3	7-0 Corporal 3
MMG 4-10 3PP	20cal MMG 8-16 5PP	MTR M2 60* 3-45 8-4	1944 Bazooka X11 1PP	Radio 8 1PP	7 Morale ?
4	2	4	6	3	AT M1 *57L M10

Minefield 24 AP-Mines	AT-Mine Field 3 AT-Mines	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR ≤ 5 6	ROADBLOCK [ELR: 3] [SAN: 4]	☆
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Elements Fallschirm Regiment 14 supported by sSS-Panzer Abteilung 501 enters on TURN 1 along the east edge

2 4-4-7 15	E 3-3-8 2	Leutnant 9-1	Feldwebel 8-1	Unteroffizier 8-0	Overgeführer 7-0	LMG 3-8 1PP
2	2	2	2	2	7	4

MMG 5-12 3PP	FT 24-1 1PP X10	Pzkw VIB 26 8 88LL 3/5/2
2	2	7

TURN 3: Reinforcements enter along the east edge

2 4-4-7 5	E 3-3-8 3	2 2-3-7 2	Feldwebel 8-1	Unteroffizier 8-0	LMG 3-8 1PP	FT 24-1 1PP X10
5	2	2	2	2	2	2