



Peiper's troops on the road to Malmedy

VICTORY CONDITIONS [36.2.9]

Instant major German victory (both conditions 1 and 2 must be met)

1) One KG (1ss Div) (min. 4 units) exits any hex on West edge of play-area above xx18 hexrow or
Capture a bridge over the Meuse river between 1007NE and 1705NE.

NB! A valid supply path must be traceable from the exit hex or bridge to a GE Ultimate Supply Source

2) GE must control any two GE VP hexes east of the 30xx hex column.

End of Scenario conditions

- Count VP, player with most VP wins, a tie in VP's is a draw.

Allied Victory Points

- 1 VP for Allied player for each controlled "star hex"

- Loses 2 VP if 7th Axx is kept in the playing area

German Victory Points

- 1 VP to German player for each controlled "cross hex"

RESTRICTIONS

Scenario Length [36.2.1]

- First GT: DEC 16 Predawn - Last GT: DEC 20 PM

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Special Rules

- All "Offensive Begins" Rules are in effect [DEC 16 SPECIAL RULES]
Exceptions as described in [Special DEC 16 Surprise Rules]
- [31.1.0], [31.2.0], [31.3.0] [GA TABLES AND INFORMATION (1) - Leader influence table]

Map Boundaries [36.2.2]

- The scenario is played entirely on the NE map. The scenario's western boundary is the 1000 hex row. North and South boundary see Dec 16 scenario map in Scenario Book

Initial Deployment [36.2.2]

- [German Setup Manifest & OOB (scenario group 1)]

- [Allied Setup Manifest & OOB (scenario group 1)]

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- Group 1 units not in play [36.2.2]

- 5th Fsj Regt + 1 Pio Co enters as reinforcements

- CCB/9Axx

Artillery restrictions for Monschau [36.2.8a]

- Germans may never direct more than two artillery units' worth of barrage on the town.

- Players may mutually decide to ignore this rule, giving the Germans a little more edge in this area.



Amblève river bridge at Stavelot

6th Panzer Armee attacks.

This scenario depicts what was intended to be the main effort for Hitler's winter offensive: his vaunted SS panzer divisions led by his old cohort Sepp Dietrich. It's a fairly involved scenario with a lot of units.

6th Pz Armee's assault was spearheaded by ISS Panzer Corps, which contained two of Hitler's more notorious units: Leibstandarte Adolf Hitler (1SS Pz) and Hitler Jugend (12SS) Panzer Divisions. It was thought an infantry assault led by four VG divisions and one FJ division would quickly blow open a hole open in the thin crust of American defenses in this section of the front. What the planners failed to catch was the presence of the entire US 2nd Infantry Division, plus many more assets attached to it, for its attack on the Wahlerscheid crossroad.

The crust suddenly was a lot thicker in the critical northern zone of army operations. The terrain was also unfavorable to the deployment of mechanized formations, thus aiding the Americans in their frantic defense of the northern shoulder. Eventually, only one element of the two panzer divisions ever achieved anything close to a breakthrough. That unit was KG Peiper of the 1SS Pz Div. His intermediate objective was the village of Werbomont, about 35 miles to the west of his start line. He only got as far as La Gleize before the reinforcing 30th Infantry Division and attached command of 3rd Armored finally corralled him and his unit.

The 12th SS faired worse. The 277th and 12th VG could not clear the roads through and over Elsenborn Ridge, being stopped at the twin villages of Rocherath-Krinkelt. It was there Hitler Jugend dashed itself to pieces on the stout defense of the Indianhead Division. The superiority of the US artillery arm was the decisive factor, as it broke up attack after attack, even before the Germans could leave their assembly areas.

LOGISTICS

Supply Sources [36.1.2]

Allied [16.3.0]

- Any primary road hexes along a friendly map edge (the northern, western, and southern edges of the game map that were not initially under German control on Dec 16th).

German [15.3.0]

- Any primary road hex on eastern edge on NE map edge

- Gemünd (6411NE), Schleiden (6313NE), Stadtkyll (6526NE)

Truck Points[32.2.6]

Allied (CW 479) German

- 2 TP 1 TP for Motorization

 2 TP for moveing Corps/Army artillery [36.1.6]

- From DEC 20 AM German use all 3 TP's without restrictions [36.1.6]

Fuel [32.2.7]

- All GE Mech formations are at "Normal" fuel status for the duration of the scenario

Ammo [32.2.7]

- 6 Pzr Army starts with four Ammo Points accumulated

Replacements

- No replacements available for this scenario

- Neither side may recycle losses for replacements

Air Points [36.2.5]

- On any GT when Atmospheric Conditions is partial Overcast:

 German: 2 AP US: 4 AP

Air Supply Points

- None

Withdrawals

- None

SPECIAL DEC 16 SURPRISE RULES [36.2.4]

US Activations

- DEC 16 PM : US player may activate only one unit (instead of using a die-roll)

- DEC 16 NIGHT : US player may activate only two units (instead of using a die-roll)

- Special activation rules for 1Inf [36.1.0] and 5Axx [31.7.0] are in effect.

German Ativations

- No special rules



Stoumont, showing the sanatorium

Scenario Card MS1 Ver. 1.04 – Jun 08	US Reinforcements	Layout & design: JanK (2005) Content: Copyright 2005 Decision Games, Wacht am Rhein 2nd edition
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REINFORCEMENTS TABLE						
Allied reinforcements						
Date	Unit	Chain of Command	Hex/Area	Mode	Loss	Condition/Restriction
DEC 16 Night	CCR/7Axx	??	[G]	Strat.	-	Cost US 2 vp to use 7th Axx. Write assembly point before div enter map.
- " -	Rest of 7th Axx (exc: Art)	??	[H]	Strat.	-	Cost US 2 vp to use 7th Axx. Write assembly point before div enter map.
DEC 17 AM	7th Axx Artillery	??	[G-H]	Strat	-	Cost US 2 vp to use 7th Axx. Write assembly point before div enter map.
- " -	26/1xx	1 Inf Div	[Herve]	Tact.	-	-
- " -	33 FA/1xx	1 Inf Div	[Herve]	Tact.	-	-
DEC 17 PM	634 TD/1xx	1 Inf Div	[Herve]	Tact.	-	Designate assembly point for 82nd Airborne
- " -	47/9xx	9 Inf Div	[G]	Tact	-	-
- " -	84 FA/9xx	9 Inf Div	[G]	Tact	-	-
- " -	87 FA/XVIII	101thAB/VIII	[H-I]	Tact	-	-
- " -	117/30xx	30 Inf Div	[H-i]	Tact	-	Half MA
- " -	823TD/30xx	30 Inf Div	[H-i]	Tact	-	Half MA
- " -	197 FA/30xx	30 Inf Div	[H-i]	Tact	-	Half MA
- " -	1 M4 Co	30 Inf Div	[H-I]	Tact	-	Half MA
DEC 18 AM	119/30xx	30 Inf Div	[G-H]	Tact	-	
- " -	118 FA/30xx	30 Inf Div	[H-I]	Tact	-	Half MA
- " -	743Tk/30xx	30 Inf Div	[G-H]	Tact	1	Half MA
- " -	190 FA/V	V	[G]	Tact	-	-
- " -	957 FA/VII	VII	[H-I]	Tact	-	-
- " -	953 FA/V	V	[H-I]	Tact	-	-
- " -	58 AFA/VIII	VIII	[H-I]	Tact	-	-
- " -	XVIII Corps HQ	XVIII	[G-H]	Tact	-	-
DEC 18 PM	705TD/101Abxx	101Ab Div	[H-I]	Tact	-	Half MA
- " -	400 AFA/XVIII	XVIII	[H-I]	Tact	-	Half MA
- " -	254 FA/XVIII	XVIII	[H-I]	Tact	-	Half MA
- " -	755 FA/VIII	VIII	[H-I]	Tact	-	-
DEC 18 Night	16/1xx	1 Inf Div	[Herve]	Tact	-	-
- " -	745 Tk/1xx	1 Inf Div	[Herve]	Tact	-	-
- " -	703 TD/1xx	1 Inf Div	[Herve]	Tact	-	-
- " -	32 FA/1xx	1 Inf Div	[Herve]	Tact	-	-
- " -	Remainder of 30xx	30 Inf Div	[G]	Tact	-	-
- " -	CCA/3Axx	3 Arm Div	[G-H]	Tact	-	-
- " -	391 AFA/3Axx	3 Arm Div	[H-I]	Tact	2	-
- " -	23 ArmE/3Axx	3 Arm Div	[H-I]	Tact	-	Stay within 5 hexes of 4105NE
- " -	39/9xx	9 Inf Div	[G]	Tact	-	-
- " -	899 TD/9xx	9 Inf Div	[G]	Tact	-	-
- " -	746 Tk/9xx	9 Inf Div	[G]	Tact	-	-
- " -	60 FA/9xx	9 Inf Div	[G]	Tact	-	-
- " -	9 Inf Div HQ	9 Inf Div	[G]	Tact	-	-
- " -	82 Abxx	82 Ab Div	[1029NE]	Strat	-	Whole division except 508th PIR, 325 GIR and two Divisional art. units
- " -	703 TD/1xx	1 Inf Div	[Herve]	Tact	-	-
DEC 19 AM	34 FA/9xx	9 Inf Div	[G]	Tact	-	-
- " -	9 CE/9xx	9 Inf Div	[G]	Tact	-	-
- " -	9 ArmC/9xx	9 Inf Div	v	Tact	-	-
- " -	CCB/3Axx	3 Arm Div	[G]	Tact	-	-
- " -	643TD/3Axx	3 Arm Div	[G]	Tact	-	-
- " -	54 AFA/3Axx	3 Arm Div	[G]	Tact	-	-
- " -	1/33LiTk/3Axx	3 Arm Div	[G]	Tact	-	-
- " -	1 ArmE Co	??	[G]	Tact	-	-
- " -	1 ArmC Co	??	[G]	Tact	-	-
DEC 19 Night	CCR/3Axx	3 Arm Div	[G]	Tact	-	-
- " -	67 AFA/3Axx	3 Arm Div	[G]	Tact	-	-
- " -	1/32 LiTk/3Axx	3 Arm Div	[G]	Tact	-	-
- " -	83 ArmC	3 Arm Div/VII	[G]	Tact	1	-
- " -	1 ArmE Co	3 Arm Div/VII	[G]	Tact	-	-
- " -	3 Axx HQ	3 Arm Div/VII	[G]	Tact	-	-
DEC 20 AM	18/1xx	1 Inf Div	[Herve]	Tact	-	Half MA
- " -	7 FA/1xx	1 Inf Div	[Herve]	Tact	-	Half MA
- " -	5 FA/1xx	??	[Herve]	Tact	-	Half MA
- " -	1 ArmC/1xx	??	[Herve]	Tact	-	Half MA
- " -	991 FA/VII	9 Inf Div	[H-I]	Tact	-	-
- " -	957 FA/VII	??	[H-I]	Tact	-	Half MA
DEC 20 PM	334/84xx	1 Inf Div	[H-I]	Tact	-	Half MA
- " -	1xFA/84xx	1 Inf Div	[H-I]	Tact	-	Half MA
- " -	551Ab/XVIII	XVIII	[H-I]	Tact	-	Half MA
- " -	195 FA/VII	VII	[H-I]	Tact	-	Half MA

REINFORCEMENTS TABLE						
Axis reinforcements						
Date	Unit	Chain of Command	Hex/Area	Mode	Loss	Condition/Restriction
DEC 16 PM	vdHeydte	??	??	Tact.	-	dr of "0"
DEC 16 Night	vdHeydte	??	??	Tact.	-	-
- " -	150th Pzr Brg	6 PzA	5P	Tact.	-	-
- " -	Einheit Stielau	??	5P	Tact.	-	Max 4 Einheit Stielau units may be used
DEC 17 AM	8FsJ Regt/3FsJ Div	??	5P	Tact.	-	-
- " -	394/664 StG	??	5P	Tact.	-	-
DEC 18 AM	II SS PzK HQ	6 PzA	5P	Tact.	-	-
- " -	2 SS Pz Div	??	5P	Tact.	-	If two of Spa, Werbomont and Malmedy are German controlled.
- " -	9 SS Pz Div	6 PzA	5P	Tact.	-	If two of Spa, Werbomont and Malmedy are German controlled.
- " -	352 Regt	246 VG Div/LXVII/6 Pz A	5P	Tact.	-	-
DEC 18 PM	Remainder of 246 VG DIV	LXVII/6 PzA	5P	Tact.	-	-
- " -	1000/1001 Strm PzBn	??	5P	Tact.	-	-
- " -	902 StG Bn	6 PzA	5P	Tact.	-	-
- " -	II/753/326 VG DIV	??	5P	Tact.	-	-
DEC 19 AM	3rd PzGren DIV	6 PzA	5P	Tact.	-	-
DEC 19 PM	5th FsJ Regt/3rd FsJ Div	1 SS PzK	4626NE	Tact.	2	(3 units + 1 Pio Co)