

# Euro-Pack II: THE BATTLE OF THE BULGE

We challenge you to **CHANGE HISTORY** (at least on a small scale) with these eight scenarios set during Hitler's last desperate offensive.... THE BATTLE OF THE BULGE!

In a strange twist of corporate logic the gang at Critical Hit decided to present you an interesting set of scenarios depicting Bulge actions in Belgium, fought over places like Ligneuville, Cour, and Thirimont designed by...yes, Belgians! Not your ordinary Belgians, either, but the kind that walk battlefields and pore over every minute detail of these engagements. We introduce to you Pedro, Philippe and Yves, our talented designers. Philippe is well known as the designer of Kampfgruppe Peiper™ and Pedro's Stonne Heights module will be coming from Critical Hit soon. Yves, he designs a hell of a fine scenario!

So men, grab your squads and don't forget to bring along a few leaders because the Germans are coming down the road and we need your leadership to make a difference. Our Belgian friends don't want Sepp Dietrich's men stomping through their villages again. We present below the historical conclusions to the firefights, artillery battery overruns, probes and spoiling attacks from this Battle of the Bulge pack. It's up to you to unseal this wrapper, grab your 'orders' and change the outcome of *Wacht am Rhein...*



**THIRIMONT, BELGIUM, 15 January 1945:** After absorbing the German assault, the 1st Battalion and its attachments pressed slowly forward through the village while enemy artillery fire rained down on them. The unusual determination and fire power employed by the Germans in this action made it one of the fiercest in the Division's experience. By early afternoon, the village was completely cleared. The fight for Thirimont and for control of the vital highway to the south was won, but the cost had been high. The 1st Battalion, numerically stronger, had just finished the bloodiest fight of its career and was exhausted.



**STOUMONT, BELGIUM, 19 December 1944:** Small arms fire from grenadiers, from seemingly nowhere, engaged the crew of Number 6 TD-gun in a firefight for its cemetery position. Suddenly a panzer appeared around the southwest corner of the graveyard and blasted the gun with HE. However, the intense fire laid by U.S. machine guns - especially along the lane leading down to the graveyard - inflicted heavy losses on the Germans who nevertheless took the first houses of the town. Soon joined by the attacking forces coming from the east, the Panzergrenadiers slowly pushed the Americans back into the village where the battle turned into vicious house-to-house fighting. The last house to be held by the U.S. was the Monville farm, at the extreme southeast corner of the village.



**LIGNEUVILLE, BELGIUM, 19 December, 1944:** The remnants of Peiper's forward elements drove through the town without any problem and took their objective: the bridge across the Amblève. When Peiper's engineers began to check the bridge for demolition charges, enemy MG caused several casualties. While the tanks reduced this rather light opposition, a few other German vehicles entered the town, including Peiper in a halftrack. A Panther was suddenly hit and destroyed by a hidden Sherman on a side street. Two halftracks were also destroyed before the troublemaker was eventually knocked out. Peiper himself had to hide when the halftrack he was riding in entered the field of fire.



**COUR, BELGIUM, 19 December, 1944:** The Germans learned from the villagers the precise location of the huge dump at Cour. The German reconnaissance column halted only 500 yards from the depot, in front of a minefield. A .50 caliber MG opened up and in a moment or so everyone on both sides were blazing away. Finally, after 30 minutes of firing, the Germans withdrew - dashing their last hope for precious fuel, needed to continue the advance.



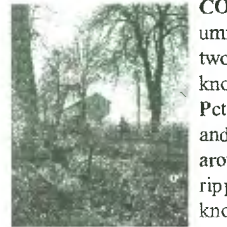
**MALMÉDY, BELGIUM, 21 December, 1944:** The lead tank nosed into the edge a minefield and one of its tracks set off a powerful antitank mine. The entire tank burst into flames, revealing the defenders of Company K. It was the start of a violent firefight that would revolve around the paper mill overlooking the crossroads, in which a handful of American infantry, supported by 76mm AT-guns from the 825th Tank Destroyer Battalion, would resist for hours. Determined GIs, armed with bazookas, disabled two Panthers and the AT guns destroyed two others. Skorzeny was soon forced to order the survivors to fall back to defensive positions.



**North of DIEKIRCH, LUXEMBOURG, 17 December, 1944:** By mid-afternoon the Germans were closing in on the U.S. batteries emplaced northwest of Diekirch. The gunners fought as infantry while the fire from a neighboring battery blasted the woods east of the road in which the enemy assembled. Hard pressed, the gunners were relieved by two friendly counterattacks. Two AAA halftracks raced up the Skyline Drive, and drove into the files of German infantry on the road, their quad-.50 caliber MG blazing. One was destroyed by enemy fire while the other fought its way to the batteries. A tank platoon with supporting infantry, previously sent to the north to help the Hoeselcid garrison, came back into the fight, clanking into the midst of the enemy. The batteries were saved.



**CHAMPS, near BASTOGNE, 25 December, 1944:** The fighting broke out around 4 A.M. during this, the latest attempt by the enemy to get through the American lines thrown up so quickly around Bastogne. The Germans succeeded in occupying some houses on the outskirts of the town but the American soldiers, despite their heavy losses, were never dislodged from the village. Nevertheless, this fight turned out to be one of the most dangerous attacks towards Bastogne during the period of encirclement.



**COO-BIESTER, BELGIUM, 20 December, 1944:** The column quickly reached Coobier and there it destroyed five trucks and two cars of a small, heavily camouflaged convoy. Indeed, unknown to the Americans, a small wooden bridge remained at Petit-Spa, through which the Germans were sending supplies and reinforcements. Suddenly, another German convoy appeared around a bend in the road near a hamlet called Biester. It was ripped to pieces by the Shermans but not after four of them were knocked out and Lt. Hope was killed. The armored force nevertheless continued to the south.

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**CRITICAL HIT**

GERMAN Sets Up First GERMAN Moves First	1	2	3	4	5	6	7	8
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**Elements of 1st Battalion, 120th Infantry Regiment; B Company, 743rd Tank Battalion; B Company, 823rd Tank Destroyer Battalion and C Company, 105th Combat Engineer Battalion** set up on board(s) 4/16 in hexes numbered >5:

**[ELR: 3]**  
**{SAN: 3}**

1 6-6-6 15	E 6-6-7 2	10-2	9-2	8-1 2	8-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2	FP: 8 Rng: 5 SA: WPs	FP: 30 Rng: 1	MA: 66' Rng: 3-45 ROF: 3	
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Enter on Turn 4 along the south edge (optional; see SR 5):

Cnct: 8	MP: 13 MA: 75 MG: 2/4/4 ROF: 1*	MP: 15 MA: 76L MG: -/4 ROF: 2	1 6-6-6 6	8-1	8-0	FP: 4 Rng: 10 ROF: 2	FP: 8 Rng: 5 SA: WPs
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**Fallschirmjäger Regiment 9 and PanzerJäger-Abteilung 519** set up on board(s) 4/18 and in building 16O3. At least one leader and two squads (or equivalents) must set up in the latter. AFV must set up in Motion in any non-building hexes of board(s) 4/18:

**[ELR: 3]**  
**{SAN: 5}**

2 4-4-7 7	E 5-4-8 4	9-1	8-1	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 5 Rng: 8 ROF: 1	FP: 12 Rng: 4	Cnct: 8	24 AP	
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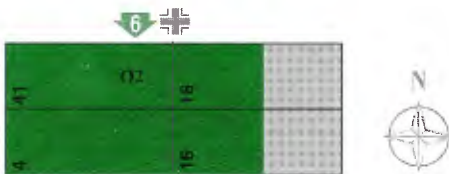
Enter on Turn 6 or later along the north edge; all, some or none may enter on each turn (see SR 5):

MP: 13 MA: 75L MG: -/2* ROF: 1	E 5-4-8 3	8-0	FP: 3 Rng: 8 ROF: 1	
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**HANDICAPS:**

- All American infantry units have Winter Camouflage (E3.712).
- German HMG and MMG may be Boresighted.
- Any mutually agreed upon alteration to either side's OB.

**BOARD LAYOUT AND ENTRY:**



Only hexrows A-P on boards 16/18 are playable.

**OBJECTIVES:** The Americans win at game end if they Control all but any one multi-hex buildings (counting each multi-hex rowhouse structure as one building) and building 41W5 (EXC: see SR 5).

**SCENARIO RULES:**

- EC are Snow with no wind at start. Deep Snow (E3.73) is in effect.
- Place overlay **O2** on 41V4-W4. The bridge 41U5 and the stream do not exist; treat all these hexes as level 0 Open Ground. Building 41W5 is a single-hex Two-Story building (O4.). All level 2 hill hexes are considered level 1; however all other terrains still exist thereon.
- In order to reflect the steep aspect of the area, each unit entering a (non-season) Grain hex from a higher coordinated hex (e.g. from 4P3 into 4P2; from 41DD7 into 41DD6) must pay an additional 0.5SMF/1MP.
- The German may designate four Fortified Building Locations (EXC: no location of building 41W5 may be fortified). Tunnels are NA.
- Each German squad entered in play reduces by one the number of the multi-hex buildings to be controlled by the Americans, unless the American player has entered his own reinforcement group, in which case the entry of the German reinforcements has no effect on the Objectives. Offboard deployment is NA for the German units.
- All American M4A1 tanks are equipped with Gyrostabilizers (D11.1).
- The Americans receive one module of 105+mm OBA. The Germans receive one module of 81mm+MTR OBA (Scarce Ammo).
- The American 6-6-7 are Assault Engineers (H1.22).

**THIRIMONT, BELGIUM, 15 January, 1945:** By the end of 1944, the German offensive in the Belgian Ardennes was definitely stopped. But the Allies still had to push the Germans back behind the Siegfried Line before they could resume their strike into the Reich. By January 13 - eleven days after it was launched - the counteroffensive had expanded far enough to the east along the battle line to engage the US 30th Infantry Division into the fight, with the capture of St. Vith as a first objective. While its sister regiments were plowing south over the hills, the 120th Regiment was locked in a bitter three-day struggle for Thirimont, a ridge village which controlled the east flank of the attack. By irony of fate, this village was defended by the 1st Battalion of the 9th Fallschirmjäger Regiment, the same unit whom some elements, full of confidence while riding on the tanks of the powerful Kampfgruppe Peiper, had traversed Thirimont one month earlier on the way to the Meuse bridges...



# TROJAN HORSES

Euro-Pack #20

★ AMERICAN Sets Up First

☒ GERMAN Moves First

1 2 3 4 5 6

Elements of Company K, 3rd Battalion, 120th Regiment, 30th Infantry Division and the 825th Tank Destroyer Battalion set up anywhere on board 13:



[ELR: 4]  
{SAN: 3}

6-6-6 2	3-4-7 3	2-2-7 3	8-1 3	8-0 3	1-4-9 3	FP: 8 Rng: 16 ROF: 3 HMG 4	FP: 8 Rng: 5 3	36 AP	7 morale 4	MA: 70L ROF: 4 MG: 7 2
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105mm OBA with an Offboard Observer recorded prior to play at Level 2 on any north edge hex:



Elements of Kampfgruppe X, 150th SS Panzer Brigade set up on board 4, on hexes numbered ≥ 5:



[ELR: 5]  
{SAN: 3}

5-4-8 11	9-1 3	8-1 3	Cnet. 8 Radio	FP: 7 Rng: 16 ROF: 3 HMG	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	MP: *15 MA: 75LL MG: 3/5/2 5
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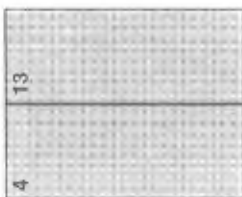
120mm Battalion  
Mortar OBA w/  
Scarce Ammo



## HANDICAPS:

- ★ Add one M3A1 HT to the U.S. OB. It is Abandoned (D5.4) but un-Scrounged at game start.
- ☒ Add one MMG to the German OB.
- 👤 Any mutually agreed upon alteration to either side's OB.

## BOARD LAYOUT:



**OBJECTIVES:** The German player wins if there is no U.S. unbroken unit with a radius of 7 hexes of 13H7, inclusive, at game end.

**MALMÉDY, BELGIUM, 21 December, 1944:** Only two days after beginning of the Battle of the Bulge, Colonel Otto Skorzeny realized that his commando effort had failed. There was no point in sending anymore American-uniformed SS commandos into the void and there would be no more opportunity to send his 150th SS Brigade raging deep into the American rear in the guise of a U.S. armored unit as one potential scenario contemplated it at first. Therefore the commando leader volunteered his brigade for a suitable conventional assignment. His proposal was accepted by the 6th SS Panzer Army HQ and the 150th SS Brigade received the mission to capture the town of Malmédy. This would offer a vast new road net through which Kampfgruppe Peiper could be sustained and reinforced. The attack was planned for 21st December, at dawn. Skorzeny divided his brigade into two groups. The first group, attacking at the south edge of the town, was easily repulsed. The second one, the strongest, with Panthers disguised as American tanks and covered by a fog floating out from the Warche river, rolled along a secondary road which would bring it west of Malmédy with the Malmédy-Stavelot crossroads as the main objective...



Original Design by Yves Barette

## SCENARIO RULES:

- EC are West with no wind at start. Mist (E3.32) is in effect. However, the Mist Hindrance DRM is -1 at less than or equal to six hexes and is increased by +1 for each multiple of six hexes beyond the initial six-hex range. The stream is Deep.
- All U.S. squads may be freely deployed at game start.
- There are no Elevated Roads. These roads are considered at Level 0.
- The road 13A5/A6 - 13 H7 - 13 Q1 is a Paved Road.
- There is a Two Story House (B23.22) covering hexes 13L3 - 13M3. This Building is considered Inherent Terrain (B.6) and is of stone construction. All LOS traced along the hexsides of these two hexes are blocked, this including a LOS traced along the 13M3/13N2 wall hexside. Place 1st level counters in these hexes as a reminder.
- The Germans receive one module of 120+mm Battalion MTR OBA with Scarce Ammunition. The Americans receive one module of 105mm OBA with Plentiful Ammunition directed by an Offboard Observer recorded prior to play at Level 2 on any north edge hex.
- Due to the terrible effects of a new U.S. artillery ammunition (VT fuses), all German units have their morale level lowered by one as long as they are in the Blast Area of the U.S. OBA using HE (including Harassing Fire).

# BLOODY CHRISTMAS!

Euro-Pack #12

★ AMERICAN Sets Up First

✚ GERMAN Moves First

1 2 3 4 5 6 7

A Company, 1st Battalion, 502nd Regiment of the 101st Airborne Division and elements of the 705th TD Battalion set up anywhere on board 12 and/or on board 18 south of hexrow P:



9	3	2	2	2	4	4	2	6

[ELR: 5]  
{SAN: 4}

2	2	2	10

Elements of the 1st Battalion, 77th Regiment, 26th Volksgrenadier Division set up on board 18 north of row P:



2	3	2	2	3	2	5

Bombardment  
(see SR4)



Enter on turn 1 or later on north and/or west edge of board 18 between A1 and P10 (inclusive):

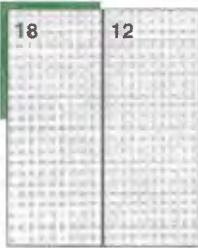
[ELR: 2]  
{SAN: 2}

6	11	2	2	2	3	2	3	2	2	2

## HANDICAPS:

- ★ All American infantry units have Winter Camouflage (E3.712).
- ✚ German HMG and MMG may be Boresighted.
- Any mutually agreed upon alteration to either side's OB.

## BOARD LAYOUT AND ENTRY:



**OBJECTIVES:** The Germans win at game end if they Control ten Buildings on board 12 between rows M and V inclusive.

## SCENARIO RULES:

- Weather is Ground Snow (E3.72) with Wet FC and no Wind at start.
- Night rules are in effect. The Base NVR is 6 without Cloud Cover and No Moon. Due to the German on board setup, there is no Scenario Attacker and no Scenario Defender. Majority squad type is Normal for both sides.
- Germans have Winter Camouflage (E3.712).
- A Bombardment (C1.8) must be resolved by the German player, after set up and before the start of the game. Whenever a DR = 12 is made when checking bombardment MC for a building, all occupants are eliminated along with any SW/Guns and the *entire* building is set ablaze. This result takes precedence over any possible rubble creation.
- Despite night conditions, the SAN of both sides is not increased.

**CHAMPS, near BASTOGNE, 25 December, 1944, around 0400 hours:** One more time, the Germans tried to break through the American lines in a desperate attempt to enter Bastogne, already besieged for a week. This time, the attack was launched on the northwestern sector where A Company of the 502nd Parachute Infantry Regiment held the village of Champs. Soon after a fierce bombardment, a bloody house-to-house fighting erupted...



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

**★** Battery A, 107th Field Artillery Battalion, Battery A 108th Field Artillery Battalion and elements of the 109th Regiment, 28th Infantry Division set up west of the Skyline Drive (see SR 2). Guns of the same type (i.e., same caliber) must set up adjacent to each other:

1 3-4-6	2-2-7	7-0	PP: 4 Rng: 10 ROF: 2	Cnct: 8	Radio	? 7 morale	MA: 155 M#: 3 SA: s7, WPB	MA: 105 ROF: 1 MA: 10 SA: s7, s7, WPB
2	6	2	2	3	2	4		

[ELR: 3]  
{SAN: 2}

Elements of the 447th AA Artillery Battalion enter on turn 2 on 9GG5/6:

105mm OBA
2

Elements of the 707th Tank Battalion enter on north edge of board 9 on turn 5:

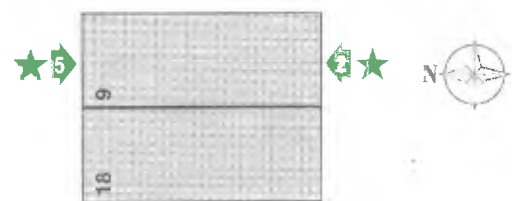
1 6-6-6	8-0	M4 MP: 13 MA: 75 MG: 24/4 ROF: 1
3	3	

**✚** 2nd Battalion, 915th Regiment, 352nd Volksgrenadier Division [ELR: 3] set up east of the Skyline Drive (see SR 2) between hexrows A and P, inclusive:

1 4-6-7	2 4-4-7	9-2	9-1	8-1	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	MA: 81 Rng: 2-60 ROF: 3 SA: s8
9	12	2	2	2	2	2	3	5	4	2

[ELR: 3]  
{SAN: 4}

### BOARD LAYOUT AND ENTRY:



**OBJECTIVES:** The German player wins by exiting at least 15 VP through any south/west road hex of board 18. He may deduct 2 VP for each non-vehicular U.S. Gun destroyed or Disabled (and 4 VP for Capturing it) from this victory margin.

### HANDICAPS:

- ✚ Delete one MMG from the U.S. OB.
- ★ Delete one Mortar and Crew from the German OB.
- Any mutually agreed upon alteration to either side's OB.

### SCENARIO RULES:

1. EC are Wet with no wind at start.
2. The 9A5/6 to 9GG5/6 road is Paved and represents *Skyline Drive*.
3. Building 9DD3 does not exist. Treat it as Open Ground (OPT. place overlay OG1 over this hex). All Crag hexes are Woods; these hexes are covered with woods on their highest level *only*. Crags do not exist anymore.
4. The U.S. player receives on module of 105mm OBA.

**North of DIEKIRCH, LUXEMBOURG, 17 December, 1944:** Only four infantry divisions were assigned by the Germans to cover the southern flank of their assault armies during the Battle of the Bulge. Their mission was to establish a bridgehead across the Sure and Our rivers and make limited advances west-ward to take blocking positions south of Bastogne. The 352nd Volksgrenadier division, composed mainly of ex-Luftwaffe and Kriegsmarine soldiers, had to assault a sector defended by the 109th U.S. Infantry Regiment. On December 16, after the opening artillery barrage, the 915th Volksgrenadier regiment crossed the Our and pushed aside the American outposts achieving a fast penetration to the northeast of Diekirch. However, its other sister regiment was pinned on the river banks by the well-directed fire of the U.S. artillery batteries emplaced near Diekirch. On the 17th, the Germans, hampered by U.S. counterattacks, spread through the rear areas near the ridge-line road that the Americans called "Skyline Drive". There, they threatened the gun positions of the U.S. field artillery batteries. By mid-afternoon the Germans were closing in on the U.S. batteries emplaced at the northwest of Diekirch. The gunners fought as infantry while the fire from a neighboring battery blasted the woods east of the road in which the enemy assembled. Hard pressed, the gunners were relieved by two friendly counterattacks...



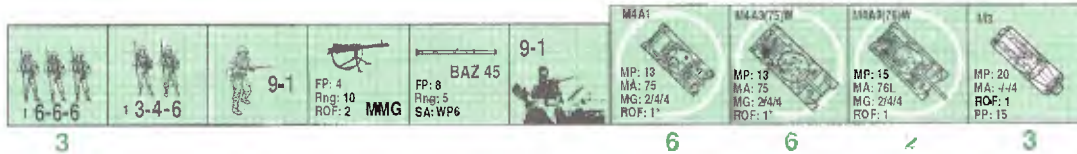
GERMAN Sets Up First	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
Make a dr to determine which side moves first								



**E Company, 2nd Battalion, 33rd Tank Battalion, Task Force Lovelady** - The US player must split his forces into two Convoys (at least 8 AFV per Convoy). The first Convoy must enter on Turn 1 on ASL N#1 A3 and the second on Turn 3 or later, on the same hex. All Infantry must enter as PRC:

[ELR: 3]

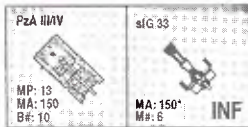
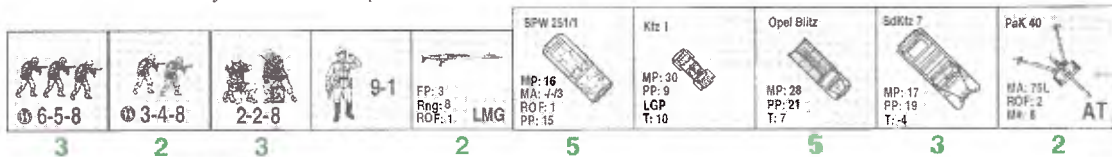
{SAN: 2}



**Elements of Pz Art Regiment 1, 1st SS Panzer Division** The German player must form two Convoys (5 vehicles minimum per Convoy) which will set up in Motion with all guns towed by SdKfz 7/11, which also transport the crews, and all Infantry as Passengers in the SPWs (E11.3 does not apply). To determine set up, draw one Drift counter (E3.75) among the pile for each convoy and correspondingly position the Convoy, on map 40, on the paved road hexrow indicated by the letter of the Drift (if I or H Drifts are taken, choose anyone of the two possible hexes). The other vehicles of the same Convoy must be placed on the paved road in a continuous line with the first one, further up to the north/west. If Drift A, B, C, D, E, F or G are taken, put the convoy, on map ASL N#1, on rows AA, BB, CC, DD, EE, FF or GG respectively. If the second Convoy ever happened to be in contact/overlapping the other one, it would instead enter play on 40I10 on turn one. VCA must always face the next paved road hex:

[ELR: 5]

{SAN: 2}



**Brandt's Tiger:** when Convoy set up is over, take another Drift counter and position the Tiger II on or adjacent to the paved road hex indicated by the Drift counter (same procedure as above). The Tiger is immobilized and sets up HIP; it is revealed (i.e., unconcealed) when in the LOS of an enemy unit:



### HANDICAPS:

- Add a 9-2 Leader to the German OB.
- Add one M4A3E2 Sherman to the U.S. OB.
- Any mutually agreed upon alteration to either side's OB.

### BOARD LAYOUT:



**OBJECTIVES:** The Americans win at game end if they have destroyed the King Tiger and Control the 40H4-H5 and G6 road Locations.

### SCENARIO RULES:

- KGP SR are in effect. (EXC: KGP SR 1, 4, 12, 13). Time of day is PM.
- The river flows from the north and is a Frigid Water Obstacle. The 40G10-C6 stream represents the same river (not a stream) and is therefore impassable. The bridge in 40C6 does not exist.
- Place special ASL News overlays RR1 on 40M4-L4, RR2 on 40G5-5, RR3 on 40B8-A9, RR4 on 40H6-H7, RR5 on 40I9-J9, and overlays X11 on 40Z5-Y5, X12 on 40V4-W4 and X7 on 40F7. Place (Railroad) bridge counters in 40H5-G6-D6 to connect the railway lines (these bridges are at level 1).
- The 40GG6-DD6-AA5-Q4-H4-I10 road is Paved. Furthermore, it is considered bordered by a railway line from 40GG6 up to N3 where the railway line is connected to the one depicted by the overlays.
- The 40T5 patch of Grain hexes represents Open Ground at Level 1. The Grain hex outlines are the crest lines.
- All Convoys must follow the Paved Road (towards the south if US, towards the north if German) at the fastest speed possible until authorized to disband.

**COO-BIESTER, BELGIUM 20 December, 1944:** The strongest of the US 3rd Armored Division's Task Forces, named for its commander, Lt. Col. William Lovelady, consisted of a battalion of tanks and a company of armored infantry. Ordered to move south to check the advance of the 1st SS Panzer Division, it drove down the valley of the Roannay stream just east of La Gleize, without any incident, under cover of the mist. Although an enemy artillery observer detected the column from the Maréchal's Mill, the Germans did not intervene so that the US tanks eventually reached and cut the main road from La Gleize to Trois-Ponts, scaling Kampfgruppe Peiper's pocket even tighter. While some platoons were dispatched in support of the troops harassing the Germans dug in around the Maréchal's Mill, E Company, under 1st Lt. Hope, headed south at full speed trusting the fact that the German's rear had already been cut off at Stavelot, apparently ensuring a rather easy drive to the task force...

**SPECIAL Euro-Pack OFFER:** If you do *not* already own the ASLN#1 board. (a river with railway line and road running alongside it, and a steep, wooded hill, and other hilly terrain...very Ardennes-like) you may obtain an unmounted copy in one of the following ways: 1) Subscribe (re-subscribe or re-up for an add'l year) to Critical Hit Tactical Level Gaming magazine (\$35.00—3 issues: \$36.00 Canada; \$38.00 Int'l) and get it FREE or send \$5.00, plus \$1.00 S & H (\$2.00 Canada/Int'l) and we'll send you off a copy. Our new version is much improved over the original.

Original Design by Yves Barette



# DEVILS IN THE GRAVEYARD

Euro-Pack #54

<p>★ AMERICAN Sets Up First</p>	1	2	3	4	5	6	7	8
<p>☒ GERMAN Moves First</p>								

★

[ELR: 3]  
{SAN: 3}

**Elements of Company I, 119th Infantry Regiment** set up north of hexrow F; each Foxhole *must* be occupied by at least one MMC:

5							5		2

No. 6 Gun, Company 1, 823rd TD Battalion set up in any Open Ground hex, north of hexrow F:

2-2-7	AT

2nd Pltn., Coy. C, 743rd Tank Battalion set up on any road hex north of hexrow F:

M4

☒

[ELR: 5]  
{SAN: 3}

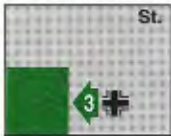
**Elements of Kampfgruppe Peiper [ELR: 5; EXC: KGP SR II]** enter along the south edge on any hex(es) numbered ≥ 8:

6	3		2		3		

Enter on turn 3 or later on any hex(es) south of hexrow I along the east edge of the playing area:

2						

## BOARD LAYOUT AND ENTRY:



Only hexes numbered ≤19 in hexrows A-O are playable.

### HANDICAPS:

- ★ U. S. One squad (or equivalent) and all SMC/SW stacked with it may setup HIP.
- ☒ German Change Weather to "Very Heavy Mist".
- 🧠 Any mutually agreed upon alteration to either side's OB.

**OBJECTIVES:** The German player wins at game end if he has amassed more VP than the American. Both sides obtain VP by causing casualties and/or controlling building/graveyard hexes. The control of each building hex is worth 1 VP while each graveyard hex is worth 2 VP.

### SCENARIO RULES:

1. See KGP SR. Weather is Heavy Mist; time of day is AM (SR KGP 3).
2. One American M4 tank must be secretly designated as equipped with a FT instead of the BMG (U.S. Vehicle Note F).

**STOUMONT, BELGIUM, 19 December 1944:** All the efforts of Peiper to open a route to the west for his Kampfgruppe had been frustrated by the actions of a few U.S. engineers who managed to blow up several bridges at the right moment. As the only way out of the Amblève valley was through the village of Stoumont defended by the 3rd Battalion, 119th Infantry Regiment, a confrontation was unavoidable. Even before dawn, the Germans manoeuvred around the village to prepare the morning assault. Coming from the village of Cheneux, to the south, some panzergrenadiers crossed the Amblève river on the railway viaduct and climbed the cliff-like slopes to attack Stoumont from the southeast. Few U.S. units were actually covering this flank: a few squads shyly aimed their machine-guns in the thick mist covered by a lone tank destroyer gun set up near the cemetery. At 7 am, a Sherman tank platoon eventually arrived as support when the main German attack along the U.S. resistance line had already begun at the eastern entry of the village...



Original Design by Philippe Leonard

# FUEL DEPOT #2

# Euro-Pack #53

★ AMERICAN Sets Up First

✚ GERMAN Moves First

1

2

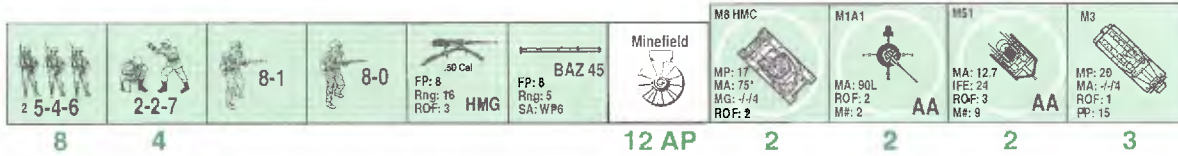
3

4

Available elements of 9th Armored Group set up, using HIP, on board 19 (see SR 2):



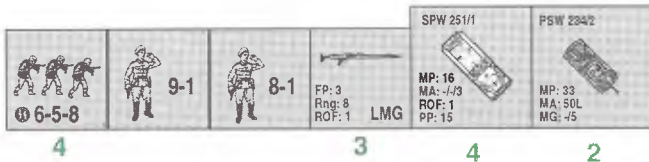
[ELR: 2]  
{SAN: 2}



Elements of Kampfgruppe Peiper set up on board 17 with all Personnel & SW as PRC:



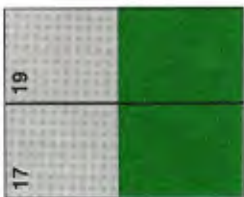
[ELR: 5]  
{SAN: 2}



### HANDICAPS:

- ✚ American sets up in hexes numbered ≤ 6 on board 19.
- ★ Delete one LMG from the German OB.
- 👤 Any mutually agreed upon alteration to either side's OB.

### BOARD LAYOUT:



Only hexrows R-GG are playable.



### SCENARIO RULES:

1. KGP SR 2, 3, 4, 5, 7, 8, 9, 11, 16, 17 & 18 are in effect. Weather is Light Mist; time of day is PM. All Roads are Paved; Paved Road hexes which are not Woods/Road are Orchard/Road hexes.
2. Prior to set up the U.S. player must select 10 counters (only) from his OB, the remaining counters are unused in this action. Each mined hex counts as one counter regardless of the number/type of mine factors therein. Set up is otherwise normal.
3. The German player must amass ≥ 50 VP to win. VP are awarded for:
  - Inflicting casualties (A26.4);
  - Exiting off the North and South edges. Units/Guns exited off the North edge count double their normal VP value.
  - Gaining Information. 2 "Information VP" are awarded for each U.S. unit/minifield that loses its HIP status (regardless of LOS); an M3 HT that is either put under a concealment counter or entirely revealed awards the German 2 VP. Under the same conditions, a 8-0 SMC and Crew with a Bazooka and award 6 VP.

OBJECTIVES: See SR 3.

**COUR, BELGIUM, 19 December, 1944:** The first battle at Stoumont was a clear victory for the SS, but the manoeuvring had only added to the Kampfgruppe's growing fuel supply problems. Unfortunately, Peiper did not yet know that the second and larger of the U.S. First Army's depots, with more than 2 million gallons of gasoline, was located near Cour - just north of La Gleize. On December 18th the only American Troops that stood in his way were from the HQ Company of the 9th Armored Group; 5 halftracks, 3 assault guns, and some Belgian Fusiliers. During the night 90mm AAA guns and trailer mounted Maxsons were added to the hastily organized defenses. At about midday on the 19th, a small German reconnaissance patrol of six AFV probed the area. At Cour, the Germans learned from the villagers the precise location of the huge dump. The recon column halted 500 yards from the depot, in front of a minefield. A .50 caliber MG opened up and in a moment everyone on both sides was blazing away. Finally, after 30 minutes of firing, the Germans withdrew - dashing their last hope for free gas. Fuel Depot # 2 was cleared out by 11 AM on the 22nd...



Original Design by Pedro K. Ramis and Philippe Leonard



# TIME FOR LUNCH

Euro-Pack #52

★ AMERICAN Sets Up First

✚ GERMAN Moves First

1

2

3

4

5



Elements of CCB, 9th Armored Division and 49th AAA Brigades HQ set up in valley hexes west of row X. All personnel & SW set up in buildings with any number of SMC/SW but only one MMC per building. No vehicle may set up in buildings or on roads:

[ELR: 1]  
{SAN: 2}

2-2-6	5-4-6	8-1	7-0	6+1	FP: 4 Rng: 10 ROF: 2	MP: 15 MA: 76L MG: 4/4 ROF: 2	MP: 13 MA: 75 MG: 2/4/4 ROF: 1	MP: 37 PP: 9 LGP T: 10	MP: 32 PP: 10 T: 10	MP: 12 MA: 75 MG: -/4/4 ROF: 1
10					2	(see SR4) 2	(see SR4) 2			(see SR4)



KG Peiper Panzerspitze remnants enter on turn one on 24Y1 with all personnel as PRC:

[ELR: 5]  
{SAN: 2  
see SR 6}

6-5-8	10-2	FP: 3 Rng: 8 ROF: 1	FP: 30 Rng: 1	9-1	MP: 13 MA: 75L MG: 3/5	MP: 16 MA: -/3 ROF: 1 PP: 15
2					2	2

Elements of Kampfgruppe Peiper enter on turn 3 on 24Y1 with all personnel/SW as PRC:

6-5-8	9-1	FP: 3 Rng: 8 ROF: 1	MP: 15 MA: 75LL MG: 3/2	MP: 16 MA: -/3 ROF: 1 PP: 15
2			2	2

## BOARD LAYOUT AND ENTRY:



## HANDICAPS:

- ★ Add a '44 BAZ to the U.S. OB.
- ✚ U.S. may not Boresight.
- 🧠 Any mutually agreed upon alteration to either side's OB.

## SCENARIO RULES:

1. EC are Wet with no Wind at start. KGP SR 5, 8, 9, 11, 14, 17 & 18 apply.
2. The gully represents the Amblève river; no unit may enter a gully hex except on the bridge. All roads are paved.
3. U.S. units may exit the board through the South & West edges and do not count as casualties if they do so.
4. The tankdozer must set up in Motion. Both M4 Sherman tanks and the M10 TD begin the scenario immobilized.
5. The two SS squads (and any derived HS) that enter the board on turn 1 are Assault Engineers (H1.22).
6. The German SAN is increased by 3 on game turn three.

**OBJECTIVES:** The Germans win at game end if they Control the bridge Location and have amassed more than 24 VP.

**LIGNEUVILLE, BELGIUM, 19 December, 1944, 3:00 P.M.:** Locked at the bottom of a steep slope leading down from the sinister Baugez road junction, the little town of Ligneuville - known as Engelsdorf by the Germans - was occupied by the 49th AAA Brigade HQ along with company kitchens, supply trucks and some troops and tanks of the 9th Armored Division doing repair work on tank tracks. Suddenly in the early afternoon, a tankdozer came flying down the hill at breakneck speed announcing imminent danger. As sounds of battle were heard coming from somewhere to the north. General E.J. Timberlake and his staff decided to leave at once. The incredulous officer in charge of the 9th Armored supply column went up the hill to investigate and... was captured while standing face to face with German tanks...

