

PEIPER AT THE GATES

THE GAMBLE THAT FAILED



A SCENARIO BOOK AND MINI CAMPAIGN FOR "NUTS!"

2Hour WARGAMES

JUST PLAY THE GAME

PEIPER AT THE GATES



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WRITTEN BY DARBY ECKLES

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PROLOGUE

“I’d never been so damn cold. The snow was flying sideways like, we could hardly see a thing. I’d never seen a Panther before, and hearing it clanking up put the fear into me, right to my toes. They hit us hard and fast, knocked us dead. Fierce, them SS Krauts. Even though they were people just like us, scared all to Hell, they fought like no one else.

That was The Bulge to me; freezing cold, Kraut tanks, and horror. Horror all around me. Even when we started winning.”

-Conversation with Lee Johnson, 391st Engineers, Ardennes veteran.

INTRODUCTION

At 5:35am on December 16th 1944, the pre-dawn hush of the Ardennes forest was shattered by 620 German artillery pieces firing into Allied positions. An area that had long been considered “quiet” by the Allies and used as a place for new units to enter the line and veteran units to rest and rearm was now awash in the tide of a German offensive aimed at splitting American and British forces. With an ambitious plan to surround and destroy several US divisions, retake the critical supply port of Antwerp, and force the Allies to sue for peace, the Germans stormed forward to battle and their first major objective: crossing the Meuse River.

At its’ end, the Ardennes Offensive, commonly called “The Battle of The Bulge” in popular accounts, would result in 89,000 killed, wounded, and missing for the Allies, while Germany would lose not only 84,000 killed, wounded, and missing, but the war as well.

WHAT IS THIS AND WHAT DO I NEED?

“PEIPER AT THE GATES” is a supplement for the game “Nuts!” by Two Hour Wargames. A copy of that rule set, as well as gaming implements and miniatures, are required to play.

What follows is a little history, some special or expanded rules, and a bunch of scenarios designed to form a mini-campaign covering the fight against the efforts of Germany’s Kampfgruppe Peiper. Led by the successful armor commander SS-Obersturmbannführer Joachen Peiper, the German goal during the “Battle of the Bulge” was to punch through American forces in the Ardennes sector and cross the Meuse River to the open

“tank country” beyond. The scenarios can be played solo (from either side), cooperatively with all players on the same side, or competitively with players playing against each other. Despite this, the primary intent is for the player to run American forces, following the trials and triumphs of an ad hoc infantry squad during the period of December 16th to December 23rd 1944.

THE HISTORY

The summer of 1944 had brought both the Allied invasion of Europe and severe German reversals on the Eastern Front. The Americans and British then launched Operation Market Garden, which they considered a victory, despite not meeting all of the objectives laid out during planning. German forces were pushed back to the West Wall, the final defensive line before Germany proper, and the Allies had gained the port of Antwerp after much bitter fighting. As winter set in, the pace of offensive operations on the Western Front slowed, and many in the Allies’ leadership figured both sides would settle down into static positions through the upcoming cold months. But, Adolf Hitler had a vision; an offensive that was designed to smash through the Allied lines, hook to the northwest and capture Antwerp, hopefully forcing the US and Britain to sue for peace and leaving Germany free to focus on the Russians with all their forces.

Operation *Wacht am Rhein*, or “Watch on the Rhine”, was to be a *Blitzkrieg* attack through the Ardennes mountains and forest, mimicking the victory over France in 1940. The attack point was chosen both for its unlikeliness to Allied planners, but also to divide and isolate US and British forces, whom Hitler believed were having unity problems. Three Panzer Armies, the 6th SS Panzer Army in the north, the 5th Panzer Army in the center, and the 7th Panzer Army in the south, were tapped for the assault. The 15th Army would remain in the far north, tasked with holding the Allies in place and possibly making their own attack should the opportunity present itself. It was a bold and almost desperate plan, requiring everything to go right for success. Many of the *Oberkommando der Wehrmacht* (High Command of the Armed Forces, or OKW) believed that capturing Antwerp was too ambitious of a goal, and that the plan was fatally flawed.

History would prove them right.

OPPOSING FORCES

Though around 300,000 troops on both sides took part in “The Bulge”, “PEIPER AT THE GATES” deals specifically with Kampfgruppe Peiper’s thrust in

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the northern sector, and its attempt to drive 50 miles and capture the river crossing at Huy, Belgium.

The Kampfgruppe was a uniquely German concept; multi-purpose combined arms units task-built for flexibility. KG Peiper was part of the 6th SS Panzer Army and would spearhead the left wing's assault. First up: reaching and crossing the Meuse River. But because the chosen routes of advance were very poor for heavy armored vehicles, fast units were placed up front, while heavy units, such as the King Tigers, brought up the rear.

GERMAN FORCES

Kampfgruppe Peiper, 1st SS Panzer Division Leibstandarte Adolf Hitler

Approximately 4,800 men and 600 vehicles:

I. /SS-Panzerregiment 1

- 72 Pnz V Panthers and Pnz IVH's. Attached were 9. (Pi.)/SS-Pz.Regiment. 1 and 10.Kp.SS-Panzerflak (3 Wirbelwind AAA vehicles each)

II. /SS-Panzerabteilung 501

- 45 Pnz VIB Königstiger (King Tiger), Sdfk 251 and Sdfk 234 Puma

III. /SS-Panzergranadierregiment 2

- 5 Kompanies infantry with Sdfk 251, (5th. Kp. with Self Propelled 150mm guns)
- II. /SS-Panzerartillerieregiment 1, Battalion 105mm self propelled guns

Luftwaffe Flaksturmbteilung 84

- 20mm and 37mm anti-aircraft guns

Also in the area:

1,300 scattered paratroopers of Fallschirmjäger Kampfgruppe von der Heydte acting as small guerrilla bands.

US FORCES

Scattered along a line roughly parallel to the German “West Wall” fortifications were approximately 10,000 men of the 99th Infantry Division, 5th Allied Army. Many of the Regiments and Battalions of the Division were under strength and placed in widely scattered defensive and observation positions, sometimes miles away from both friendly and enemy units. American units in the area of Peiper's attack included elements of the 16th, 26th, 117th, 119th, 120th Infantry Regiments, as

well as parts of the 256th Armored Infantry Regiment and the 7th Armored Division.

Reinforcements thrust into the area include:

504th PIR*, 505th PIR, 508th PIR, 82 Airborne Division, the 30th Infantry Division (including the 740th Tank Battalion), and Combat Command B, 3rd Armor Division.

* Parachute Infantry Regiment.

KAMPFGRUPPE PEIPER'S ADVANCE

Right from the start, German Forces in the north fared badly and were delayed by obstinate American resistance. The first day of the Operation, December 16th, found the armored and motorized units of Kampfgruppe Peiper bogged down in traffic jams behind the front lines. This was mostly due to the frontline infantry waiting for Peiper's units to arrive instead of going ahead and punching through the lines themselves as planned. However, daybreak of the 17th found the Kampfgruppe on the move, having almost single-handedly made a breach and capturing Honsfeld.

At this point, the Kampfgruppe left its assigned route, mostly back roads unsuitable for the heavier armor, and attacked towards the US fuel depots at Büllingen, south of Elsenborn Ridge. They then returned to the original route to capture Ligneuville, bypassing Mödersheid, Schoppen, Onderval and Thirimont.

From this point, Peiper's thrust went straight to Stavelot. To keep momentum going, only enough of the town was captured to keep the bridge secure and the Kampfgruppe rolling. This would later be deemed a poor decision as it left the American forces a suitable jumping off point to recapture the town and cut the route on the night of the 19th.

On the 18th forward elements made it to Trois Ponts, where US Engineers blew the bridges in Peiper's face. Though there were other bridges in the area, none could support the weight of the tanks, so another way had to be found out of the Ambleve River Valley, forcing the Kampfgruppe to turn northwards towards La Gleize. Time was slipping away.

Peiper sent scouts north towards Grand Coq and south past Cheneaux on the 19th. The southern recon was ambushed and strongly repelled by American troops in good positions. Though a full effort might have been able to dislodge them, Stoumont was chosen as the best place to attempt a breakout instead.

Fierce fighting near Stoumont Station, as well as lack of fuel and other supplies, checked the German

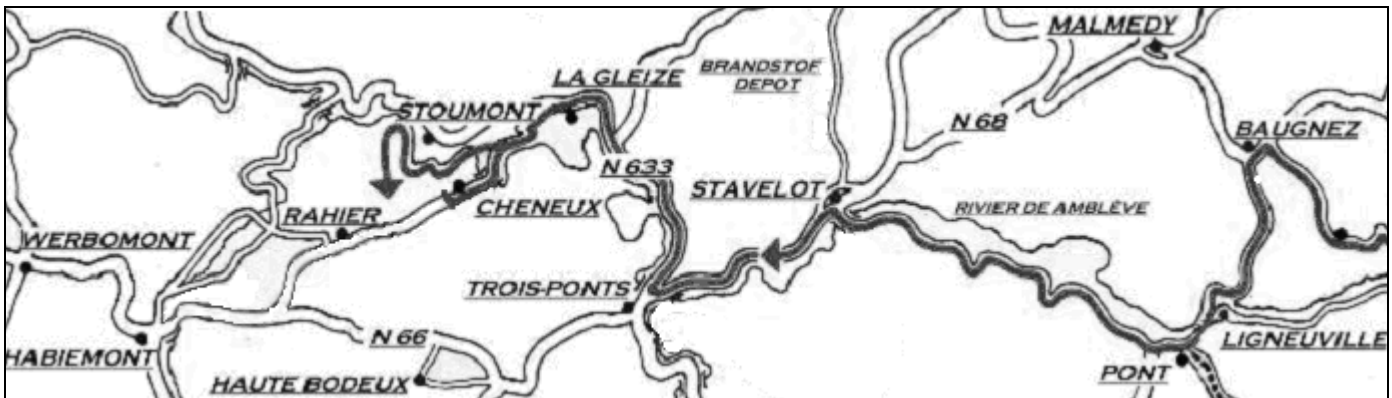
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advance on the 20th of December. From this point, Kampfgruppe Peiper moved no further forward, and Peiper instead focused on holding his gains and retaking Stavelot to reestablish ties with the rest of the Division.

In the end, US forces were able to hold Kampfgruppe Peiper off, forcing the remaining 850 men to abandon their positions and vehicles at 2a.m. on December 24th. Leaving their wounded behind in La Gleize with SS medics, the soldiers made their way back to German lines on foot via a southeasterly route.



German soldiers advance, mid December 1941



Route of the advance of KG Peiper

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THE RULES

SETTING UP THE PLAYER'S SQUAD

To create a player squad (or vehicle crew, should one wished to be played), generate the squad using the normal rules in “Nuts!” found on page 50. Should the player wish, the squad can be further detailed by randomly determining a single attribute for each soldier, with the Star being given two attributes. Any squad member that is not killed or put Out Of The Fight (OOF) may participate in the next battle.

At the end of each battle, roll 1d6 for each man lost. On a result of 5 or 6 a new man joins the squad as a replacement and must be generated anew.

The player's squad is the only unit that is able to pickup and use weapons from fallen soldiers, including enemy weapons and equipment. Should the soldier run Out Of Ammo while using an enemy weapon, he must either gather more ammunition from a fallen enemy, or discard it for a different weapon (or none at all).

Special weapons, such as Panzerfausts or BARs, may be carried over to the next battle, provided that they are collected before battle's end. There is no post-battle scavenging for the squad, as all available equipment left on the battlefield will be distributed to other units in need.

ADDITIONAL RULES

The following are special rules to be used during all battles presented in this book.

BOGGY: Due to precipitation all vehicles starting their activation in any terrain except paved highways must roll 1d6 versus the Rep of the Driver.

- If starting their activation in a plowed or open field reduce the Driver's Rep by one.
- If the die score is equal or less than the Driver's Rep the vehicle may move normally.
- If the die score is greater than the Driver's Rep then the vehicle becomes bogged down and cannot move this activation.

BREAK POINT: This is an optional rule for the player's squad or vehicle crew, but required for all other units. Add the Reps of each squad or crewmember and determine the average Rep of the squad or crew. Be sure to round up or down to the nearest whole number.

This result is the number of casualties the squad or crew can take before it will flee the field. SS troops will add one to this number. Squads or crews starting at half strength or less will count half of this number.

Example – Charlie's squad has ten soldiers with an average Rep of 3.75. This is rounded up to 4. When the squad takes its fourth Out of Fight or OD casualty it will flee the field.

Once broken, the squad/vehicle will begin to move towards a friendly table edge at Fast Move speed, only firing at the enemy if forced to by reaction checks. They may join another squad with a successful Rally roll.

Squad or crewmembers will attempt to carry away Out of the Fight comrades only if it does not require the soldier to move towards the enemy.

Example – The squad has broken and there are two OOF squad members nearby. The first is three inches closer to the enemy than the soldiers are so he will be left behind. The other is six inches farther from the enemy so two squad members pick him up as they flee the field.

DEEP SNOW: Infantry/soldiers on foot reduce movement to a maximum of 4", regardless of whether Fast Moving or moving normally.

For vehicles deep snow causes a Run Over test as if the deep snow was DV 0. Any results that indicate the vehicle did not make it through results in the vehicle bogging down and not being able to move the rest of the game.

ENGINE FREEZE: Anytime a vehicle did not move on its previous activation the driver must roll versus his Rep on the Engine Freeze Table. This is taken when activation dice are rolled whether or not the player is active.

2

ENGINE FREEZE TEST

*Taken versus the Rep of the Driver
-1 to Rep if it is snowing*

PASS 2D6

- The vehicle may move normally.

PASS 1D6

- The vehicle is frozen to the ground but must take the test again the next time activation dice are rolled.

PASS 0D6

- The vehicle has bogged down, broken down, or is out of fuel and may not move the rest of the game

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Example – Activation dice are rolled and all vehicles that did not move on their previous activation must take the Engine Freeze Test. Hans is the Driver of a King Tiger and has a Rep of 4. It is snowing so his Rep is reduced to 3. He rolls 2d6 and scores a result of 3 and 6. His tank is frozen in place but he must take the test again when activation dice are rolled again. The next turn he takes the test and scores a result of 3 and 2. The Tiger moves off normally.

HEAVY WOODS: Heavy woods count as cover and concealment for infantry. The trees are much closer together than normal forest and vehicles and AT guns may not enter, even by attempting to batter through.

MACHINEGUN RELOADING

Normally a machine gun is subject to the Tight Ammo rule where rolling two or more ones means the gun is out of ammo. However, if there is one figure dedicated to carrying ammo and in base-to-base contact with the gunner the assistant may roll on the *Machinegun Reload Table*.

2 Machinegun Reload Table

Taken vs. the Rep of the assistant

-1 to Rep if the assistant was not part of the crew at the start of the battle.

PASS 2D6

- The machinegun is reloaded, and may fire when needed, including this turn.

PASS 1D6

- The machinegun is reloaded on the next turn of activation as normal.

PASS 0D6

- The ammunition belt is fouled, and the machinegun will take two full turns of activation to reload. If the gunner has no assistant, then the machinegun will take a full turn to reload as normal.

Example – Private Barnes (Rep 3) was pressed into service when one of the original crewmembers on the medium machine gun went Out of the Fight. Smith, the gunner, has just rolled double ones so normally the machinegun would be Out of Ammo. However, Barnes rolls on the Machinegun Reload Table versus his modified Rep of 2 due to his inexperience and scores a 4 and 6 for result of pass 0d6. The ammo belt is fouled and the gun may not be reloaded for two full turns of activation.

SETTING UP MEDIUM & HEAVY MACHINEGUNS:

Machineguns are heavy weapons that require a crew of three or more to move it around and keep it firing effectively. Medium and heavy machineguns need to be mounted on tripods or carriages in order to fire effectively. This means that at least one man will be needed to carry the gun, one to carry the mount, and another to carry ammunition. As crewmembers take casualties normal soldiers can be pressed into service.

Example – The ammo carrier in the crew has just gone OOF. Private Jones is pressed into service and becomes the new ammo carrier.

Most light machineguns, such as the MG-42 can get along with a single man operating the weapon, as they do not require special mounts. However, the addition of a loader will go a long way to making it more effective. It should be noted that when mounting a light machinegun such as the MG-42 on a tripod means that it should be treated as a MMG.

Setting up a medium or heavy machinegun takes a full activation for fully crewed weapons (3 men for medium machineguns, 4 men for heavy machineguns). During setup, the team may not move, fire, or commit any other action. For each crewman the team is missing or does not have, setup will take an additional activation.

Fully crewed teams may attempt to hastily setup their machinegun, by rolling on the Hasty Machinegun Setup Table.

2 HASTY MACHINEGUN SETUP

Taken vs. Rep of the team leader

PASS 2D6

- The machinegun is setup immediately, and may fire during this activation.

PASS 1D6

- The machinegun will be setup next activation, as normal.

PASS 0D6

- There was a foul up, and the machinegun is not setup. The gun will not be set up until two complete turns of activation have expired. The crew may not take the Hasty Machinegun Setup Test during these two turns.

SETTING UP ANTI-TANK GUNS: Use the same procedure for setting up anti-tank guns as you do for machine guns.

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TRACK DAMAGE: Any attack to the flank or rear of an armored vehicle made by a weapon with an APW of at least half the side armor value of the vehicle has the chance of immobilizing the tank. This includes but is not limited to attacks made with satchel charges (APW 5) that are targeted at the under armor rating of the vehicle. When a hit is scored roll 1d6. On a result of 1 the tank is immobilized. The crew will remain in the vehicle until a result of pass 1d6 or pass 0d6 is scored on any subsequent Clank test. In that case the crew will immediately abandon the vehicle.

Example – Pvt Barnes rushes to the rear of a Panther and sets off a satchel charge against it. As the satchel charge is used against the bottom armor the AR is now a 1. He rolls for penetration normally but the result is a Clank Test. He still will roll 1d6 to see if the tank is immobilized. He scores a 1 and it is. The crew takes the Clank Test and passes 2d6 so remain in the tank.

TOP ARMOR: When an APW weapon is firing at a vehicle from higher up than the target use the following procedure.

- Trace a line from the shooter’s barrel to the center of target. Using a piece of string is helpful when doing this.
- If the angle of the shot is less than 45 degrees then the target uses its normal AR.
- If the angle of the shot is 45 degrees or greater the shooter has acquire a “plunging shot” into the top of the vehicle/target, which will count it’s top armor as 2 less than it’s the side armor (to a minimum of 1).
- This makes close attacks from a building’s upper stories particularly effective.
- Armored vehicles caught in artillery (not mortar) bombardments count the artillery as APW 4 and always use their top armor value.

SPECIAL RULES

The following are scenario specific rules that are used in some, but not all, battles presented in this book.

ANTI-TANK MINES: These are hastily placed on roadways and bridges, not buried or concealed, in an attempt to slow down armor by either forcing them to clear them by hand, or find an alternate route. Place a 4”x4” marker anywhere desired (number being placed based on scenario), and roll 1d6+2. The resulting

number is how many mines are within the marked area. Markers do not impede or damage infantry/soldiers on foot.

Should a vehicle roll into a marker, an attack is made against its bottom with an APW equal to the number of mines in the marker. The marker is removed after the attack is resolved.

Soldiers on foot may clear anti-tank mines by spending a turn pushing them to the side. At the end of a full turn spent on a marker moving mines (not moving or firing), the soldier rolls 1d6 for the number moved. A soldier moving mines counts as recovering wounded for Received Fire tests.

Example – US engineers hurriedly lay down a 4”x4” marker on the road in front of advancing Germans. The American player rolls 1d6 and scores a 3. Added to a base of 2 it is determined that there are 5 mines in the marker. If a vehicle moves into the marker it will suffer one APW 5 attack versus its bottom armor. The German player sends two soldiers out to clear the field. After one full turn doing nothing each soldier rolls 1d6. The results are a 3 and 6 and as this total is higher than the number of mines (5) the path is now clear.

BLOWING BRIDGES: An Engineer can attempt to rig a bridge with explosives by spending 6 full activations at the bridges center laying charges, while doing nothing else. The time spent laying charges is reduced by one turn of Activation per Engineer attempting the task, down to a minimum of 2 turns to lay charges.

Example – One engineer has spent two turns laying charges on the bridge. A second engineer joins him on turn three. At the end of that turn (three) the original engineer has spent three turns laying charges. At the end of turn four both engineers have spent a combined five full turns laying charges.

Once the explosives are laid, the Engineers must move to be at least 12” away from the charges to set up the “hellbox”, the detonator. A single attempt to activate the detonator may be made each turn, by anyone in contact with it, by rolling 2d6 (3d6 for Engineers). If the score is doubles or triples, then the charges explode and the bridge (or culvert, house, etc) is destroyed. Anyone/anything within an 8” circle centered on the explosives is damaged by an Impact 4/APW 4 hit. Follow up damage applies for building collapses as found on page 30 of the “NUTS!” rules book. Treat damage from falling bridges as from a 2-story building.

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EXTRA REINFORCEMENTS: In PEIPER AT THE GATES there is an increased chance that a side may receive reinforcements. This is in addition to the normal way that reinforcements are generated in the “NUTS!” rules book. This is known as Extra Reinforcements and is handled as follows.

Extra Reinforcements can only occur if the rule is being used in the scenario. This means that in some games only the German or American side may get extra reinforcements. There may even be times when both sides are eligible for Extra Reinforcements.

When the activation dice score totals 8 or higher the side with the Extra Reinforcements rule and the highest die score will receive extra reinforcements. If doubles are rolled neither side gets reinforcements.

Instead of using the normal Reinforcement Tables found in the “NUTS!” rules book players must use the Random Unit & Reinforcements tables provided later for both reinforcements, as well as for initial setup. Each time reinforcements are due to arrive roll 1d6.

- On a result of 1-3 roll 1d6 on Table ‘A’.
- On a result of 4-5 roll 1d6 on table ‘B’.
- On a result of 6 roll 1d6 on table ‘C’.

Reinforcements will arrive on the table in the appropriate deployment zone for that side.

Example – Turn three and activation dice are rolled. The result is a “7” with the German score a 2 and the American score a 5. This means that the American player will receive reinforcements. He rolls 1d6 to determine what type and scores a 3. They will get one roll on Table “A”.

Turn four the activation dice are rolled. The result is a “9” with the German score a 3 and the American score a 6. As the American score is higher he will receive reinforcements. He rolls 1d6 and scores a 6, which is one roll on Table “C”.

FALLSCHIRMJÄGER: Anytime the German activation score is a ‘1’, a squad of 1d6+2 Fallschirmjäger arrives on a random table edge during the German activation. See the Fallschirmjäger unit description later.

JABOS: Clearing weather allows US fighter-bombers (called ‘Jabos’ by the Germans) to fly support missions.

- When the US side rolls a ‘1’ for Activation, a roaming plane arrives over the battle from the US table edge (or the table edge farthest from German deployment) and makes a single attack run.

- Any German Anti-Aircraft gun, vehicle with an AA machinegun, or MG42 may fire at the aircraft, needing an “11” to hit, and forgoing their activation for the turn.
- If the aircraft is hit it abandons its’ attack run. If it is not driven off, it will drop a single bomb as follows.
- Roll 1d6. If the score is a “one” the bomb has hit its target. Otherwise it has deviated as follows.
 - 2 – Bomb lands 2d6” long of the target.
 - 3 – Bomb lands 2d6” long of the target.
 - 4 – Bomb lands 2d6” to the right of the target.
 - 5 – Bomb lands 2d6” short of the target.
 - 6 – Bomb lands 2d6” to the left of the target.
- The bomb will explode with an Impact of 4/APW 4 with a 20” blast circle. If there is no US player, then the target is randomly determined by rolling 1d6 per each target with the high score being hit.

LOW AMMO: During the Battle of the Bulge ammunition was in very short supply, or nearly nonexistent. Anytime a soldier runs out of ammo he must make base-to-base contact with another friendly soldier (or friendly soldier’s body) in order to scrounge up more. This also applies to machineguns. Roll 1d6 vs. the friendly soldiers Rep when a scrounging attempt is made. Passing results in there being enough ammo to share. Not passing leaves the beggar without bullets.

LOW FUEL: Each vehicle only has 2+1d6 turns of fuel. Once they are out of fuel, they may no longer move for the rest of the game. Note that tanks may still turn their turrets and function. The exception is the Pnz VIB Königstiger (Tiger II, or King Tiger), which becomes useless, as they cannot turn their turrets after the engine quits.

ROADBLOCKS: Roadblocks are field expedient attempts to slow down oncoming enemy using whatever is at hand. There are several ways to make roadblocks, but the easiest and most often used is to knock down trees and drag logs to block roads in constricted areas in an overlapping pattern.

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Lone soldiers from any unit may attempt this spending 4 turns at the edge of any treed area without moving, then rolling 1d6 vs. their Rep. If the roll fails, it may be attempted again next turn. 2 or more soldiers will reduce the time to cut down a tree to 3 turns, with the dice roll being compared to the soldier with the highest Rep. Engineers working in pairs take only 2 turns to cut down a tree, and succeed automatically.

A fallen tree counts as being 8” long from the point at which it is cut. It may be dragged 2” per turn with 4 people dragging it, plus 2” per turn per additional pair of people attempting to drag it, to a maximum of 6” per turn.

Tanks may only traverse felled trees by attempting a Run Over test as if they are moving at greater than half speed. If the test passes, the tank is placed on the other side and the block is destroyed, but the tank may not move further this turn. Failure is addressed on the Run Over table. Other vehicles may not attempt to traverse felled trees. The Run Over Table is found on the page 60 of the “NUTS!” rules book.

CLEARING ROADBLOCKS: Felled trees may be dragged out of the way by soldiers in the same way that they are placed. This includes cutting them in half, which is the same as cutting a tree down. However, once a tree is cut in half only half the manpower is required to move each portion.

Tanks may attempt to push a felled tree out of the way, rather than rolling over it, by rolling 1d6 vs. the Driver’s Rep -1. A passing roll moves the tree up to 6”. A failure results in the tree being more firmly placed, and only removable by soldiers on foot dragging it away, or cutting it in half. Engineers/Pioneers may remove a tree in 2 turns, and tanks may attempt to blow them up with their main gun by making a normal attack, requiring a 9+ to hit. The tank must be at least 12” away from the target, and the usual damage effect will be applied to anyone within the blast radius of the HE shell. (Tanks incapable of firing HE shells may not attempt this)

RANDOM READINESS: Roll 1d6 for each squad/vehicle at the start of the battle. A result of 1-3 has no effect. On a result of 4-6, the unit is considered “Unready” and counts as -1 Rep for 1d6 turns.

SNOWSTORMS: There is a possibility of snow in some scenarios. Before the game roll 1d6 to see if it does snow then roll 1d6 to determine the storm intensity.

- 1-4 = blinding wind driven snow reduces LOS to 8” during the day and 4” at night. Movement on foot is reduced by ½ while all vehicle driver tests are taken at -1 to their Rep.
- 5 = Moderate snow reduces LOS to 16” during the day and 8” at night. Movement on foot is reduced by ¼.
- 6 = Light snow reduces LOS to 24” during the day and 12” at night. Movement is not impeded.

RANDOM UNIT & REINFORCEMENTS TABLES

The following tables replace the normal methods used in “Nuts!” of determining initial forces, as well as reinforcements, when playing the scenarios contained within this book.

US TABLES

US TABLE ‘A’ INFANTRY	
1-2	Half Infantry squad
3	.30cal MMG and 3 man team
4-5	Full Infantry squad
6	Half squad of Engineers

US TABLE ‘B’ SUPPORT	
1	57mm ATG and 3 man crew.
2	Medic
3	2 man Bazooka team with 1d6 rockets
4	60mm mortar with 3d6 mortar rounds
5	.50 cal HMG and 3 man team
6	1d6 rifle launched grenades per squad

US TABLE ‘C’ VEHICLES	
1	Jeep with .30cal MMG and 2 man crew
2	Half Track and 2 man crew
3	M-8 and 4 man crew
4	M4 Sherman and 5 man crew (75mm armed)
5	M4 Sherman and 5 man crew (76mm armed)
6	M10 (Main Gun APW 7)

US TABLE ‘D’ SPECIAL	
1	M2 90mm ATG and crew*
2-3	1 artillery barrage
4	1d6 Mine markers (1-3 AT mines, 4-6 AP mines)
5	Engineer squad with Flamethrower
6	Special AP rounds for ATG and Tank main guns (+1 to APW), if none, then roll again

**If allowed by campaign conditions.*

“NUTS!” - PEIPER AT THE GATES

GERMAN TABLES

GERMAN TABLE 'A' INFANTRY	
1-2	Half SS Infantry squad
3	MG42 and 3 man team
4-5	Full SS Infantry squad
6	Half squad of Assault Pioneers

GERMAN TABLE 'B' SUPPORT	
1	1 Off table mortar barrage
2	Medic
3	2 man Panzerschreck team with 1d6 rockets
4	1d6/2 Panzerfaust per squad
5	1d6 Stg44 or 1d6 rifle grenades for the force
6	1 Off table artillery barrage

GERMAN TABLE 'C' VEHICLES	
1-2	Sdfk 251 Half track with 2 man crew
3	Sdfk 234 Puma and crew
4-5	Pnz. IVH and crew
6	Pnz. V Panther and crew

GERMAN TABLE 'D' SPECIAL	
1	Sdfk 251 with IG gun
2-3	1 artillery barrage when '1' rolled for activation
4	Wirbelwind
5	Assault Pioneer squad
6	Pnz. VIB King Tiger (TigerII)



US soldiers patrol the Northern Ardennes in search of German paratroopers

SPECIAL UNITS

The following unit descriptions and rules are for special units that act in non-standard ways within the presented scenarios. They can be used for standard games of “Nuts!” but we advise you to get the permission of the other players before doing so.

US SPECIAL UNITS

ENGINEERS: Engineers are American soldiers with special knowledge and training in construction, fortifications, field expedient defensive positions, and demolition. Rarely used as combat troops, Engineers nevertheless often found themselves either operating under enemy fire, or directly fighting the enemy. Equipped with a variety of special weapons and tools, Engineers were a welcome addition to combat units, whether in defensive or offensive operations.

During the Battle of the Bulge, many Engineer units found themselves scattered into Task Forces and teams to shore up defenses, support defending infantry units, or slow up the enemy advance. Cutoff from their parent units, they had no choice but to fight determinedly.

In PEIPER AT THE GATES, Engineers act as soldiers with bonuses to special tasks, such as blowing bridges and creating and clearing roadblocks. These tasks are called “working”. They also use a separate Received Fire table.

Engineers use the standard USA Infantry table from p.50 of “Nuts!” for squad creation. They are considered to always be carrying explosives (TNT, Composition B, etc) that can be used to demolish buildings, bridges, knock down trees, or act as satchel charges. In addition, roll on the table below for special equipment the unit may be carrying.

“NUTS!” - PEIPER AT THE GATES



Trees wrapped with dynamite charges for use as a roadblock, near Malmedy, Belgium

GERMAN SPECIAL UNITS

FALLSCHIRMJÄGER: In the early morning hours of December 17th 1944, 1,300 German paratroopers of Kampfgruppe von der Hydte leapt from their Ju-52 transport planes to commence Operation Stösser. Intense snow storms and high winds, which had delayed the operation for a full day, badly scattered the parachutists, some as far as 12km from the intended dropzone.

By noon, only 300 men had been assembled. Their leader, Colonel von der Hydte, knew that the numbers would be insufficient to capture their objective, the “Baraque Michel” crossroads, and hold until relieved by the 12th SS Panzer Division. Instead of moving on, he divided his force into small bands to perform guerrilla and harassing actions against US forces while making their ways back to German lines. These widespread actions, reported all over the Ardennes, caused much confusion and led Allied Command to believe that a Division sized drop had occurred. Many troops and resources were dedicated to securing the rear areas, rather than being sent against the main German attacks.

In PEIPER AT THE GATES, Fallschirmjäger may appear in certain scenarios via the Special Rules section. Due to the scattered drop, the composition of men and weapons in each group will vary. When they arrive on tabletop, roll on the following tables for each figure to determine their Rep and weapon, then once more to determine any special items the group may carry:

1 ENGINEER SQUAD SPECIAL EQUIPMENT

- 1 = 1/2d6 4” x 4” Anti-personnel mine markers
- 2 = 1 4” x 4’ Anti-tank mine marker
- 3 = 57mm Recoilless Rifle with 1d6 rounds
- 4-5 = Bazooka with 1d6 rockets
- 6 = Flame thrower

2 Engineers Received Fire Test

“Star” may choose his reaction.

PASS 2D6

- Chargers will continue.
- “Working” will continue.
- Retrieving wounded will continue.
- Outgunned or unable to fire will Duck Back
- Others finish move and fire.

PASS 1D6

- Chargers armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge.
- “Working” in cover will continue.
- Retrieving wounded will continue.
- Those in cover will return fire counting –1 to Rep.
- Others will Duck Back.

PASS 0D6

- Chargers will Duck Back.
- “Working” will Duck Back.
- Those in cover will Hunker Down.
- Retrieving wounded will go prone.
- Others will Runaway.

1 Fallschirmjäger Rep

- 1 = Rep 3
- 2-5 = Rep 4
- 6 = Rep 5

1 Fallschirmjäger Weapon

- 1 = Medium caliber pistol.
- 2-3 = G43 SA rifle
- 4 = MP40 SMG
- 5-6 = MP44 SF rifle

1 Fallschirmjäger Group Special

- 1 = Nothing.
- 2 = One figure is a Medic, with medic bag
- 3 = Rifle grenades
- 4 = MG42 LMG
- 5 = 1d3 Panzerfaust 60s
- 6 = Panzerschreck with 1d6 rockets

“NUTS!” - PEIPER AT THE GATES

ASSAULT PIONEERS: German Assault Pioneers are specialist troops, originally designed and trained to act as normal ‘combat engineers’. As the war progressed the Pioneer’s focus altered. Training, doctrine, and armament changed to allow Pioneers to act as shock troops for attacking fortified lines, where their construction lineage could be used for destruction.

To this end, Assault Pioneers are much more heavily armed than standard infantry, their arsenal containing flamethrowers, heavy explosives, rocket launchers, and special grenades. Special training also allows them to more effectively employ APW against structures and vehicles, counting the DV/Armor as one less. They may also act as Engineers for blowing bridges and clearing roadblocks.

Assault Pioneer infantry squads are setup as standard German Infantry from p.46 in “Nuts!” with the exception of weapons. All Assault Pioneers carry both grenades and satchel charges. Each squad or half squad will have an MG42 LMG, and each full squad will have a special weapon determined by the table below.

1 Assault Pioneer Squad Weapon

- 1-2 = Flame Thrower
- 3-4 = Panzerschreck with 1d6 rockets
- 5-6 = 1d6 Anti-tank grenades

Assault Pioneers are also more heavily armed than regular infantry. Roll on the chart below for non-specialist figures

1 Assault Pioneer Weapon

- 1 = Kar98 BA rifle
- 2-3 = G43 SA rifle
- 4-5 = MP44 SF rifle
- 6 = MP40 SMG

Due to their training, Assault Pioneers are only Out Gunned if the enemy weapon is 2 OGR ratings or higher than their own.

Example- An SA Rifle armed Assault Pioneer would not be Out Gunned by a SMG armed US soldier, but would be Out Gunned by a LMG.

Assault Pioneers also use their own Received Fire Check.

2 Assault Pioneer Received Fire Test

“Star” may choose his reaction.

PASS 2D6

- Chargers will continue.
- “Working”/setting charges will continue.
- Retrieving wounded will continue.
- Outgunned or unable to fire will Duck Back
- Others finish move and fire.

PASS 1D6

- Chargers armed with Target 2 or better weapons will stop in place and fire instead, while those not so armed will continue the charge.
- “Working”/setting charges in cover will continue.
- Retrieving wounded will return fire counting –1 to Rep.
- Those in cover will return fire counting –1 to Rep.
- Others will Duck Back.

PASS 0D6

- Chargers will Duck Back.
- “Working” will Duck Back.
- Those in cover will Hunker Down.
- Retrieving wounded will go prone.
- Others will Runaway.

TIPS FOR PLAYING SOLO

Playing a wargame solo can be quite a daunting task if you make it so. Within “Nuts!” there is a section on how you can play versus the mechanics using the CONTACT! Table. But you may still question: what do I do when the enemy is the attacker and I am the defender? How do I keep from meta-gaming the enemy? Well, here are some suggestions on how to handle these situations.

GENERAL

You have to be fair, and fairly objective to game solo. Pay attention to the enemy objective for the scenario. If the scenario calls for a quick drive to get off the other end of the table, it doesn’t fit that the enemy would attempt to seek out and destroy all opposition on the table, nor take a roundabout route that would make

“NUTS!” - PEIPER AT THE GATES

no sense, don't put them on that path. Move them quickly towards their objective, only engaging what opposition you would attack were you in their shoes.

Alternately when the group or unit activates roll versus the Rep of the leading unit's Leader and consult the NPC Objective Table.

2 NPC Objective Table

Taken vs. the Rep of the Leader

PASS 2D6

- Unit moves and behaves directly in line with its objectives.

PASS 1D6

- Re-roll test immediately counting a result of pass 1d6 as if pass 0d6.

PASS 0D6

- Armor units will engage the nearest enemy target in sight. Otherwise count as if pass 2d6.
- Infantry units will engage the nearest enemy target within 24" and sight. Otherwise count as if pass 2d6.

BAD DIE ROLLS

Though it's tempting to reroll bad dice rolls, don't do it! If you start fudging, you'll keep fudging, and then there's no point in playing!

TACTICAL GUIDELINES

Here are some tactical guidelines that will help in determining the appropriate actions of your NPC enemy.

INFANTRY

Infantrymen like cover. They will move through cover whenever they feel threatened or come under fire. Infantrymen also like easy going, and they will move through open terrain, or at least not in cover, if it is either to their advantage, or there is no danger from enemy fire. They also tend to avoid hand-to-hand combat, preferring ranged combat. They will use hand-to-hand combat only when necessary to dislodge really stubborn opposition or achieve an objective.

Alternately when the infantry group or unit activates roll versus the Rep of the leading units' Leader and consult the NPC Infantry Movement Table. Use this table when the infantry does not have tank support. If they do have tank support then use the NPC Tank Movement Table.

2 NPC Infantry Movement Table

*Taken vs. the Rep of the Leader
Infantry coming under fire will seek cover*

PASS 2D6

- Fast Move down the road or across open terrain.

PASS 1D6

- Move at normal speed down road or open terrain.

PASS 0D6

- Roll 1d6. On a score of 1-3 move at normal speed down road or open terrain. On a score of 4-6 will move through vegetated terrain instead.

TANKS

Tanks will always attempt to move through the easiest terrain for their movement type, as long as they are not under fire; roads first, then open terrain. Moving through vegetated areas is a last resort or a tactical maneuver to gain an advantage. Try to keep them on the proper terrain for the situation.

Advancing tanks will move at a normal pace, unless they are with infantry, in which case they will move at the speed of the infantry for reasons of close support. If away from the action, tanks will move as quickly as they can to get there, moving more tactically upon arrival. This means fast moving the tank into a firing position that doesn't make it vulnerable. Tankers will instinctively seek "hull down" positions, so should you even when moving the enemy!

If you come to an impasse as to whether a vehicle would move or not, you can roll to decide. On a result of 1-3 they move on, 4-5 they do not move, on a 6 they move backwards for some reason. Modify by +1 if the vehicle is under fire. You can also create your own table.

Alternately when the tank group or unit activates roll versus the Rep of the leading unit's Leader and consult the NPC Tank Movement Table.

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2

NPC Tank Movement Table

Taken vs. the Rep of the Leader

Tanks coming under fire will seek cover or hull down position

PASS 2D6

- If without infantry – Move at fastest speed down road or open terrain.
- If with infantry - Move at infantry speed to provide close support.

PASS 1D6

- If without infantry – Move at normal speed down road or open terrain.
- If with infantry - Move at infantry speed to provide close support.

PASS 0D6

- If without infantry – Roll 1d6. On a score of 1-3 move at normal speed down road or open terrain. On a score of 4-6 will move through vegetated terrain if it is closer to the objective when measuring than if staying on the road or open terrain.
- If with infantry - Move at half speed down road or open terrain.



A destroyed Sherman tank from TF McGeorge rests beside King Tiger 334 on the road from La Gleize to Bourgmont

“NUTS!” - PEIPER AT THE GATES

THE BATTLES



MAP LEGEND

	Typical European Woods Or Managed Forest		Elevation Contour Lines
	Heavy Woods		2 And 3 Story Row Houses
	Hedge Rows		House Or Building
	Paved Highway Or "Good Road"		River, Stream, Or Creek
	Dirt Secondary Road Or Dirt Pathway		Ford
			Foot Crossing

“NUTS!” - PEIPER AT THE GATES

1. “BLOODYING THE NOSE”

BACKGROUND

Operation Watch-on-the-Rhine was a total surprise for the Allies. In the midst of a snowstorm, German units quickly punched through and overran many US positions and in a few cases surrounded entire Regiments and forced their surrender. The fierce and rapid assault forced many American units to fall back or retreat in chaos and panic. The enemy was everywhere, and bad weather was keeping Allied airpower grounded.

But despite quick early gains, not all was going according to plan. By early morning of the 17th, Fallschirmjäger dropped to capture and secure the vital crossroads at Malmedy had been badly scattered by the snowstorms and high winds. American forces on Elsenborn Ridge had organized themselves and were now putting up a stubborn defense, slowing the German advance and clogging the roads that follow-on units needed to push the advance further.

Into this morass, Kampfgruppe Peiper was ordered forwards. In some cases, the roads were jammed so badly that Peiper’s forces had to travel cross-country, searching for alternate ways to reach their objectives. Their line of advance took them South of Elsenborn ridge, towards Ligneville.

SCENARIO

December 17th, early morning, south of Elsenborn Ridge, Belgium

Forward elements of Kampfgruppe Peiper are moving cross-country in search of a way around the traffic jam. Sporadic contact with fleeing US forces has instilled a bit of caution in the Germans, though they continue to move quickly.

Approaching an abandoned farm complex through the swirling snow, the Germans suddenly stumble upon an isolated, though partially entrenched American unit.

OBJECTIVES

German forces are overwhelmingly powerful. However, US forces must attempt to blunt and contain their advance while avoiding encirclement. Once German infantry have penetrated past the defensive line, US forces must retreat off the table via the West table edge opposite the one that the Germans entered from.

SETUP

US Forces begin the game setup anywhere in the deployment zone marked on the map, and consist of:

- Player Squad
- 2 rolls on US Table A
- 2 rolls on US table B

German forces setup within 6” of the East table edge, and consist of:

- 4 rolls on German table A
- 1 roll on German Table B
- 2 rolls on German table C
- 1 roll on German table D

SPECIAL RULES

The following special rules apply for this scenario:

- Snowstorm
- Low Ammo: US forces only
- Random Readiness: US force only
- Extra Reinforcements: German
- Fallschirmjäger

MAP NOTES

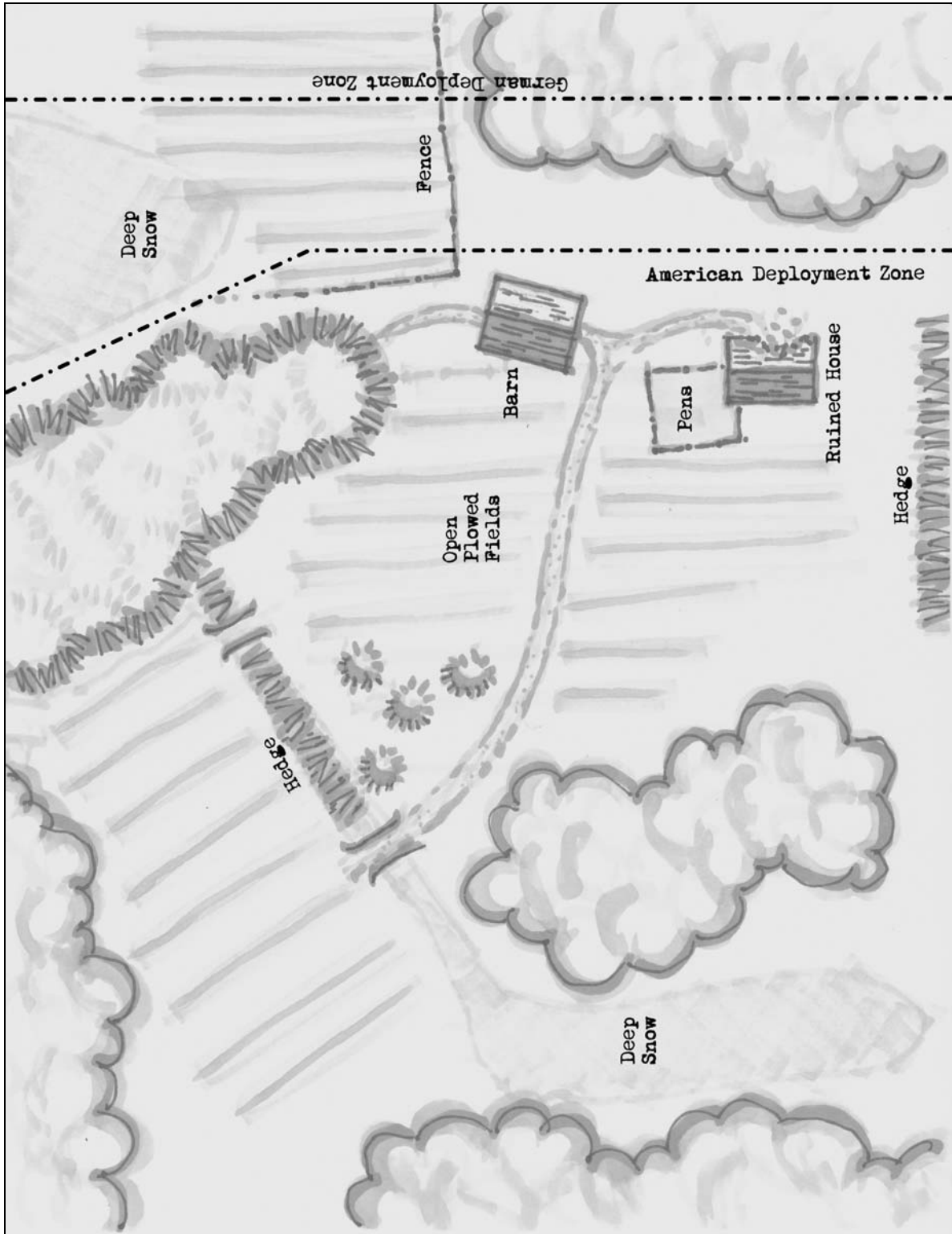
The hedgerows are similar to bocage, and are impassible terrain, as well as blocking line of sight.

RESULTS

Survivors of the player’s squad will participate in Battle 2. “Splitting Timber”.

“NUTS!” - PEIPER AT THE GATES

1. “BLOODYING THE NOSE”



“NUTS!” - PEIPER AT THE GATES

2. “SPLITTING TIMBER”

BACKGROUND

Kampfgruppe Peiper advanced rapidly, often via small, unimproved roads that Peiper himself would say were “not fit for bicycles!” Hansfeld was taken, and then an important US fuel depot at Büllingen was captured. American resistance stiffened to the north, and the Kampfgruppe turned west again.

Despite poor road and weather conditions, the German advance was too fast for American forces to form effective defenses. All that many units could do was to hope to buy time for those retreating and setting up further west, acting as both rearguards and speed bumps for the German armor.

SCENARIO

December 17th, Near Ligneville, Belgium

US forces around Ligneville need time to withdraw from the area and dig in further west. As Kampfgruppe Peiper’s armor approaches, a small group of US Engineers and Infantry must slow the Germans down by setting up ambushes and roadblocks along a narrow forested track.

OBJECTIVES

US forces must keep German tanks or armored vehicles from exiting the west side of the map for 12 turns.

German forces must advance as rapidly as possible in an attempt to capture an American Regimental Headquarters in Ligneville, as well as continuing to push the advance.

SETUP

US forces may deploy anywhere on the table beyond the German deployment zone, and consist of:

- Player’s squad,
- 2 Engineer half squads
- 2 rolls US Table A
- 2 rolls US Table B

If no Anti-tank weapons are rolled, a single Bazooka with 1d3 rockets will be available to US forces.

German forces must deploy within 6” of the East table edge and either on or within 6” of the road. Initial German forces may be held off table in reserve, entering during any German Activation, though reinforcements arrive as normal. Initial German forces consist of:

- 1 PnzIVH
- 1 Sdfk 251
- 3 rolls German Table A
- 2 rolls German table B
- 1 roll German Table C

SPECIAL RULES

The following special rules apply for this scenario:

- Snowstorm
- Low Ammo: US forces only
- Roadblocks
- Fallschirmjäger
- No US Reinforcements

RESULTS

If US forces are successful in holding the German Armor for 12 turns - Kampfgruppe Peiper is forced to detour to the North. Enroute, they encounter and disarm elements of the US 285th Field Artillery Observation Battalion. For unknown reasons they, along with other US POWs (about 150 total) are sent to stand in a field near Baugez, south of Malmedy, then are shot by a passing SS unit. This is not the first massacre by Pieper’s men (another having occurred at Honsfeld on December 16th). Others occur at Ligneville, Cheneaux, La Glerize, and Stoumont, the victims including about 100 Belgian civilians. Americans are alleged to have shot 60 German POWs at Chegnogne on January 1, 1945 in retaliation. This will cause the following rules to come into play.

For the rest of the Campaign, US forces are counted as - 1 to their Rep for Being Charged tests, but will fight rather than surrender. Also, US forces have a 50% chance of not allowing SS troops or Fallschirmjäger to surrender, killing them instead.

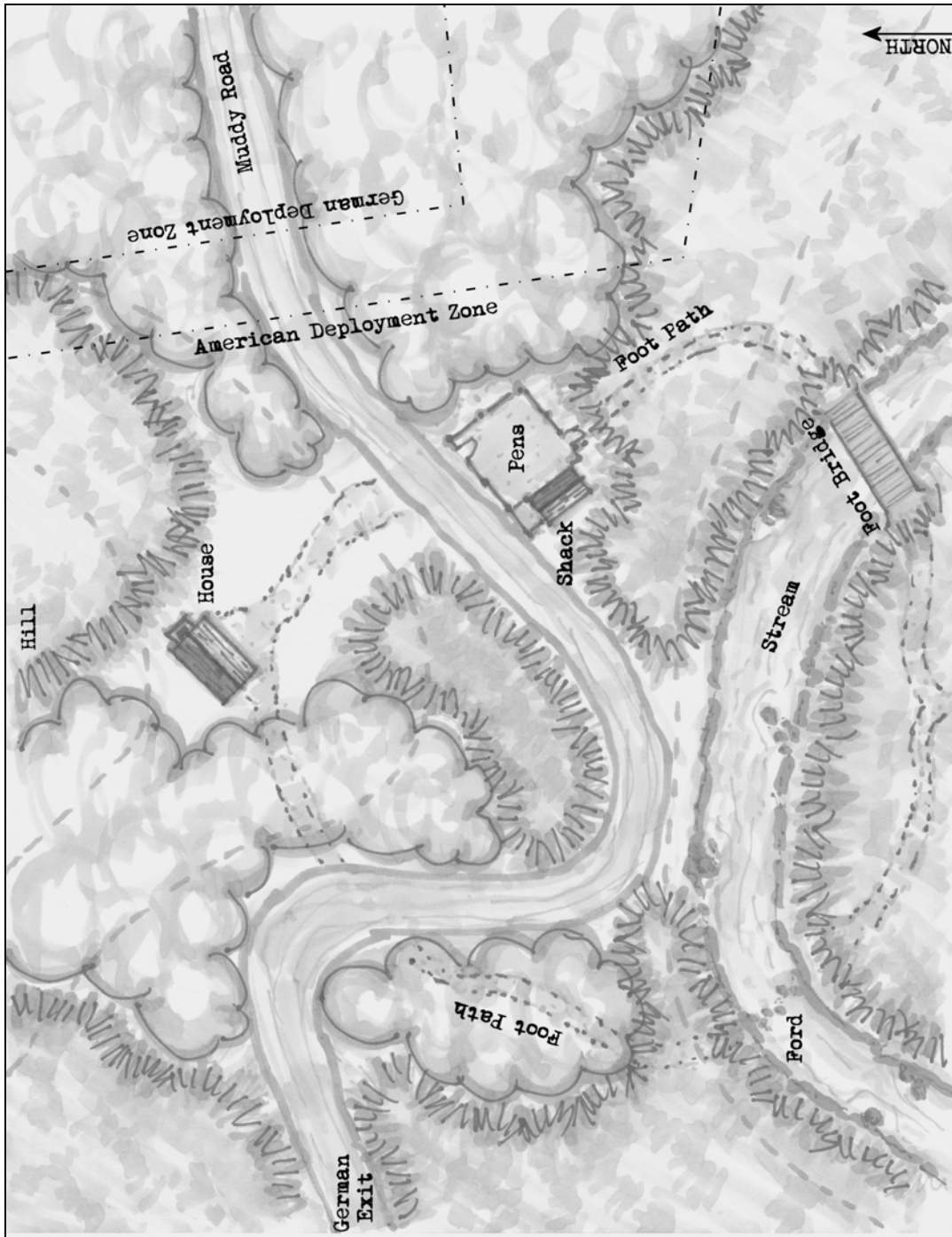
Survivors of the player’s squad will participate in Battle 3. “Grabbing the vitals” with 1 bonus roll on US Table A and US Table B, and deploy in deployment zone B.

“NUTS!” - PEIPER AT THE GATES

If German Armor is NOT held for 12 turns - US General Timberlake of the 49th Anti-Aircraft Artillery is captured by the Germans in Ligneville while dining at a hotel, and no 90mm Anti-Tank guns will be available for

the remainder of the campaign. Survivors of the player's squad will participate in Battle 3. “Grabbing the vitals”, with US forces deploying in deployment zone A.

2. “SPLITTING TIMBER”



“NUTS!” - PEIPER AT THE GATES

3. “GRABBING THE VITALS”

BACKGROUND

After taking Ligneville on the 17th of December, the tanks of Kampfgruppe Peiper pressed on towards Stavelot, the first city in their path. The roads were steep, narrow, and curvy, slowing the advance, and a halt was called for the night after running into mines. The harried Americans continued to pull back, shift forces, and attempt to plug holes and form defensive lines.

Early on the morning of the 18th, advance elements of KG Peiper silenced the guns protecting the approach to Stavelot. To the Germans surprise, the bridge over the Ambleve River still stood, and the men and tanks of the 1st SS Panzer Division were poised to rush across it.

SCENARIO

December 18th, early morning, outskirts of Stavelot, Belgium

German troops and armor have pushed through makeshift US defenses more rapidly than was thought possible. They currently stand to gain a significant prize: an intact bridge over the Ambleve River. This bridge must be seized for the advance to continue.

American forces are rushing to the scene, but have not had a chance to setup adequate defenses within the city. Regardless, US troops must stop the Germans with what little is available by either destroying all approaching forces, or blowing up the bridge.

OBJECTIVES

US forces must gain the bridge and either destroy it with explosives, or beat off all attacking Germans.

Kampfgruppe Peiper must quickly seize the bridge and rush all available forces across it, exiting as many tanks to the West via the road network as possible. It is not necessary to hold the entire city.

SETUP

If US forces did not hold the Germans in Battle 2, then US forces must setup within Deployment Zone ‘A’, with forces consisting of:

- Player’s squad,
- 2 Engineer half squads

- 2 rolls US Table A
- 1 roll US Table B
- 2 rolls US Table C

If US forces did hold the Germans in Battle 2, then US forces may setup within Deployment Zone ‘B’, with forces consisting of:

- Player’s squad,
- 1 full and 1 half Engineer squad
- 3 rolls US Table A
- 2 roll US Table B
- 2 rolls US Table C

German forces setup within the German deployment zone, with forces consisting of:

- 1 PnzIVH
- 1 Sdfk 251
- 3 rolls German Table A
- 1 rolls German table B
- 3 rolls German Table C
- 1 roll German Table D

SPECIAL RULES

This game lasts a maximum of 20 turns. The following special rules apply for this scenario:

- Blowing Bridges
- Extra Reinforcements: German.

MAP NOTES

The gaming table should be at least 6’x4’ up to 8’x6’.

The river is too deep for vehicles to cross any place other than the bridge. However, it is fordable by infantry on foot, who will move at 1/4 speed while crossing.

American Reinforcements arrive from the two marked entrances on the north side of town.

RESULTS

If at least 2 German tanks or armored vehicles are able to cross the bridge and exit via the Western road within 8 turns, play Battle 4 “A tale of three bridges”.

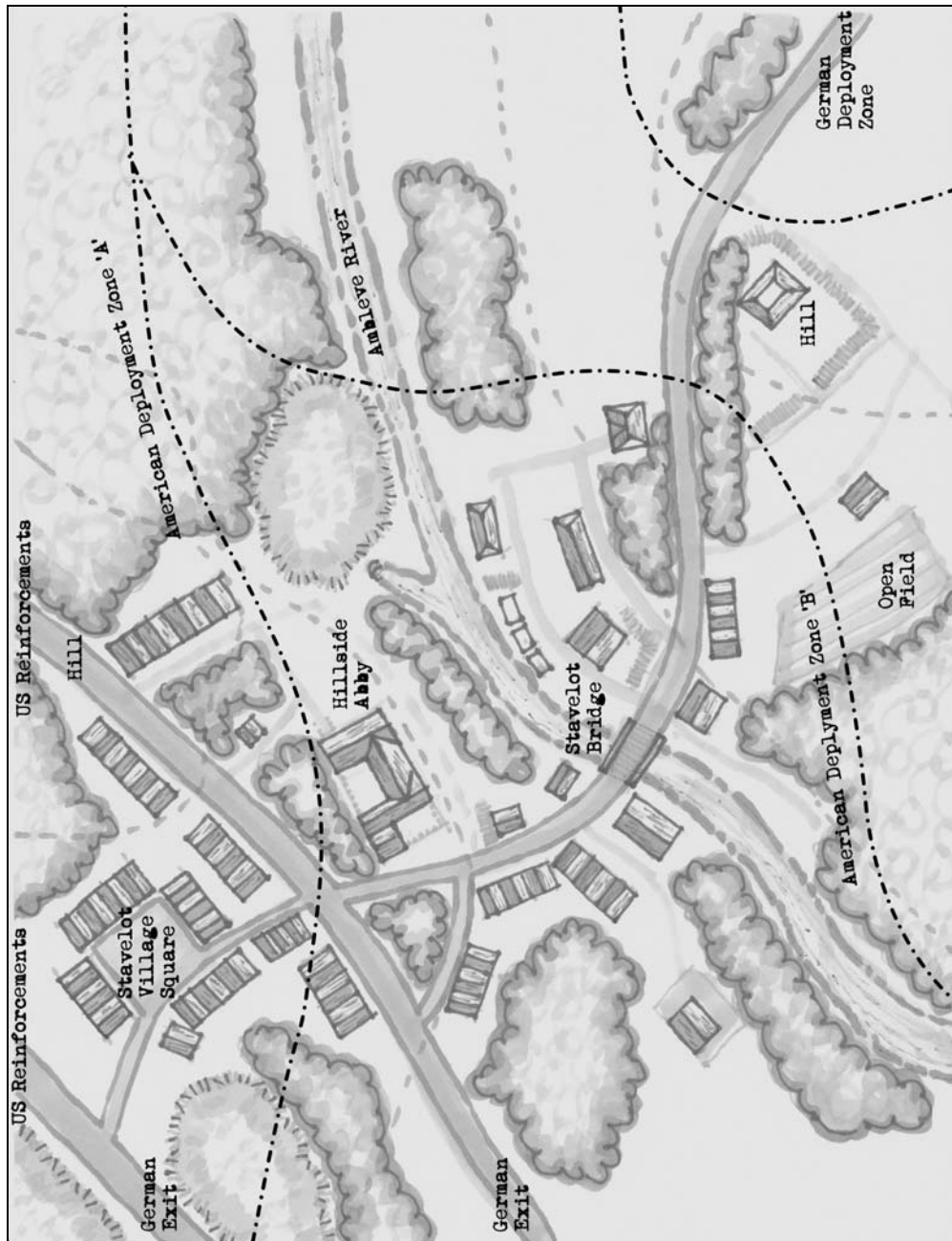
“NUTS!” - PEIPER AT THE GATES

If any German tanks or armored vehicles are able to cross the bridge and exit the Western road on turn 9 or after, and the bridge is not blown by then, play Battle 5 “Biting at the ankles”.

If German tanks are able to cross the bridge and exit the Western road on turn 9 or after, but the bridge is destroyed, play Battle 5 “Biting at the ankles” with only those German units left on the north side of the River.

If US forces destroy the bridge and disallow German tanks or armored vehicles from exiting via the Western road (infantry units do not count), then the Germans have failed and Peiper’s drive to the Meuse River is over with a Major Allied Victory.

3. “GRABBING THE VITALS”



“NUTS!” - PEIPER AT THE GATES

4. “TALE OF THREE BRIDGES”

BACKGROUND

With the noose closing around Stavelot, Peiper directed the majority of his force southeast, towards the double crossing at Trois Ponts. With a pair of road bridges and a railroad bridge spanning the river, the latter easily able to support tanks, this route is of great importance to the Germans. Low on supplies and ammunition, harassed by fighter-bombers, and suffering breakdowns and fuel shortages, this is Peiper's last push; the last remaining gateway to the River Meuse.

SCENARIO

December 18th, early morning, Trois Ponts, Belgium

Though American forces have been working feverishly to setup defenses around Trois Ponts, only one bridge has been prepared for destruction. With multiple ways for infantry to cross, there is the very good chance that the bridges may be captured. However, armor and vehicles can only use the main bridges, and if they are destroyed, then all may be lost, for the river is too wide and fast flowing to be easily bridged by field engineering.

The Germans are aware that here, more than anywhere; it is imperative that the American must put up a gritty defense.

OBJECTIVES

Germans must capture bridge 3 intact, as well as bridge 1 or 2.

US forces must stop the Germans from capturing bridges 1, 2, and 3 by either holding them off for 20 turns, or by destroying all 3 numbered bridges. The destruction of bridge 3 is a last ditch act, and should be avoided at all costs.

The second bridge cannot be rigged (taking 3 or more engineers 3 turns, or 2 or less engineers 5 turns) until the first one is blown.

SETUP

US forces must deploy 1 AT gun forward as located on the map. All other forces must be deployed in the 2 areas indicated.

- 1 squad of engineers
- 1 57mm AT gun
- 4 rolls US Table A

- 2 rolls US table B
- 1 roll US Table D

German forces must deploy within the designated area, with all vehicles initially on the road.

- 1 PnzIVH
- 1 Sdfk 251
- 1 Infantry squad
- 3 rolls German Table A
- 1 rolls German table B
- 2 roll German Table C

SPECIAL RULES

This game lasts a maximum of 20 turns. The following special rules apply for this scenario:

- Blowing Bridges
- Extra Reinforcements: German force only
- Possible Snow (Snow storm on 1-3 on d6)
- AT mines
- Low Ammo both sides.

In addition the following rule is used as well.

- Due to the sudden appearance of the German force, bridge 2 may not be rigged for demolition until bridge 1 is destroyed.

MAP NOTES

The Gaming table should be 6'x4' in size.

Infantry may cross the footbridge, as well as wade across the east-west arm of the river as noted on page 20. Vehicles and guns may only cross the three main bridges.

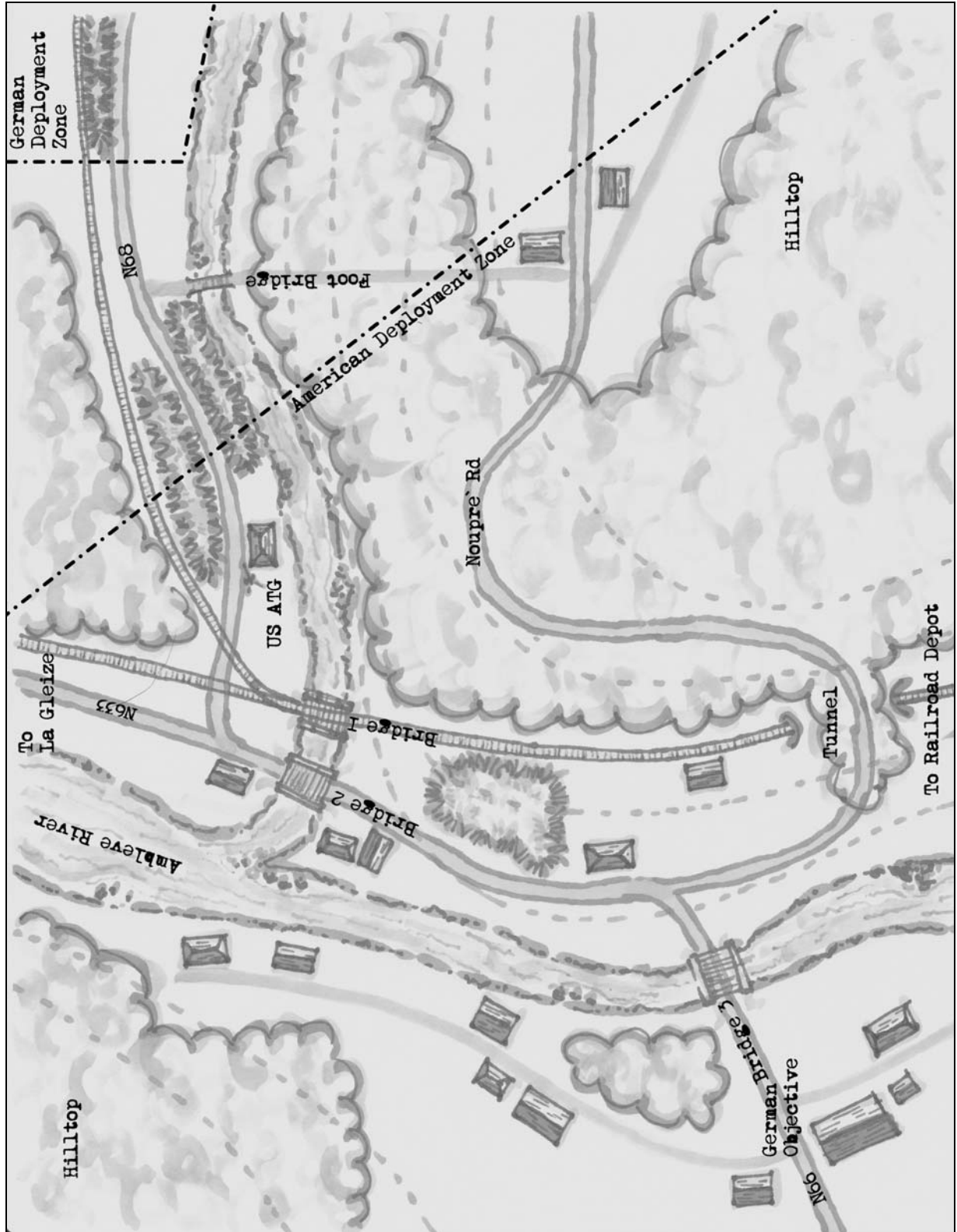
RESULTS

If the Germans are able to cross armor over bridge 3, as well as keep bridge 3 and bridge 1 or 2 intact for 2 full turns then they have achieved a major victory, and US forces route from the area. Play Battle 11. “Head On”.

Should US forces be able to destroy all 3 bridges, or hold off the Germans for 20 turns, then Kampfgruppe Peiper must turn north towards La Glieze and the now strong American defenses at Stoumont. Play Battle 6 “T.K.O.” with the Special Rules provisions.

“NUTS!” - PEIPER AT THE GATES

4. “TALE OF THREE BRIDGES”



“NUTS!” - PEIPER AT THE GATES

5. “BITING AT THE ANKLES”

BACKGROUND

With US forces in Stavelot able to slow the armored thrust, additional US forces press in from the Northwest, attempting to encircle the town, cut the advance, and push out the Germans. However, it's a hard fight. The delay at Stavelot allowed US Engineers to blow the bridge over the Ambleve River in Trois Pontes, forcing the Germans to find an alternate path. In the afternoon, Peiper's vanguard continued to move forward with aims of passing through La Gleize on their way to the ill-defended Habinmont area. Rolling down N33, a very good road, lead elements of the Kampfgruppe make contact with a hastily set defense as the weather briefly clears.

SCENARIO

December 18th early morning, near La Gleize, Belgium

Hastily setting up an ambush with the soldiers at hand, US forces attempt to cut the road and force the Germans to turn around, or at least slow them down enough to allow US reinforcements to close on La Gleize from the North with ammunition and fuel. But, the panzers have momentum, despite being slightly unorganized and under supplied from previous engagements, and have an eye to using La Gleize as a springboard to better roads towards the Meuse.

OBJECTIVES

German forces must push through the American ambush by exiting more than one armored vehicle off of the West table edge along the road by turn 12.

US forces must keep German armored vehicles from exiting the West edge of the map until turn twelve.

SETUP

US forces may deploy anywhere on the table beyond the German deployment zone. US forces are as follows:

- Player's squad
- 1 Engineer half squad
- 1 rolls US Table A
- 3 rolls US Table B
- 1 roll US Table C

- 1 roll US Table D

German units may deploy anywhere within the marked German Deployment Zone.

If the bridge was destroyed in Battle 3, but some German armored vehicles exited the table, then use those vehicles plus 3 rolls on German Table A as the starting forces. Otherwise, German forces consist of:

- 1 Sdfk. 234 Puma
- 3 rolls on German Table A
- 1 roll on German Table B
- 3 rolls on German Table C

SPECIAL RULES

This game lasts a maximum of 12 turns. The following special rules apply for this scenario:

- Jabos
- Low Ammo: both sides
- Low Fuel: US forces only
- Roadblocks.

MAP NOTES

The main guns or coaxial machineguns of vehicles on the road on the East side of the culvert cannot target infantry in the deep creek.

The culvert is very small, forcing anyone attempting to use it as a passage to crawl. If it is destroyed, the road itself is cut, but the terrain to the north of the culvert allows for vehicles to circumvent the road if needs be via gaps in the hedgerows shown bordering the plowed fields.

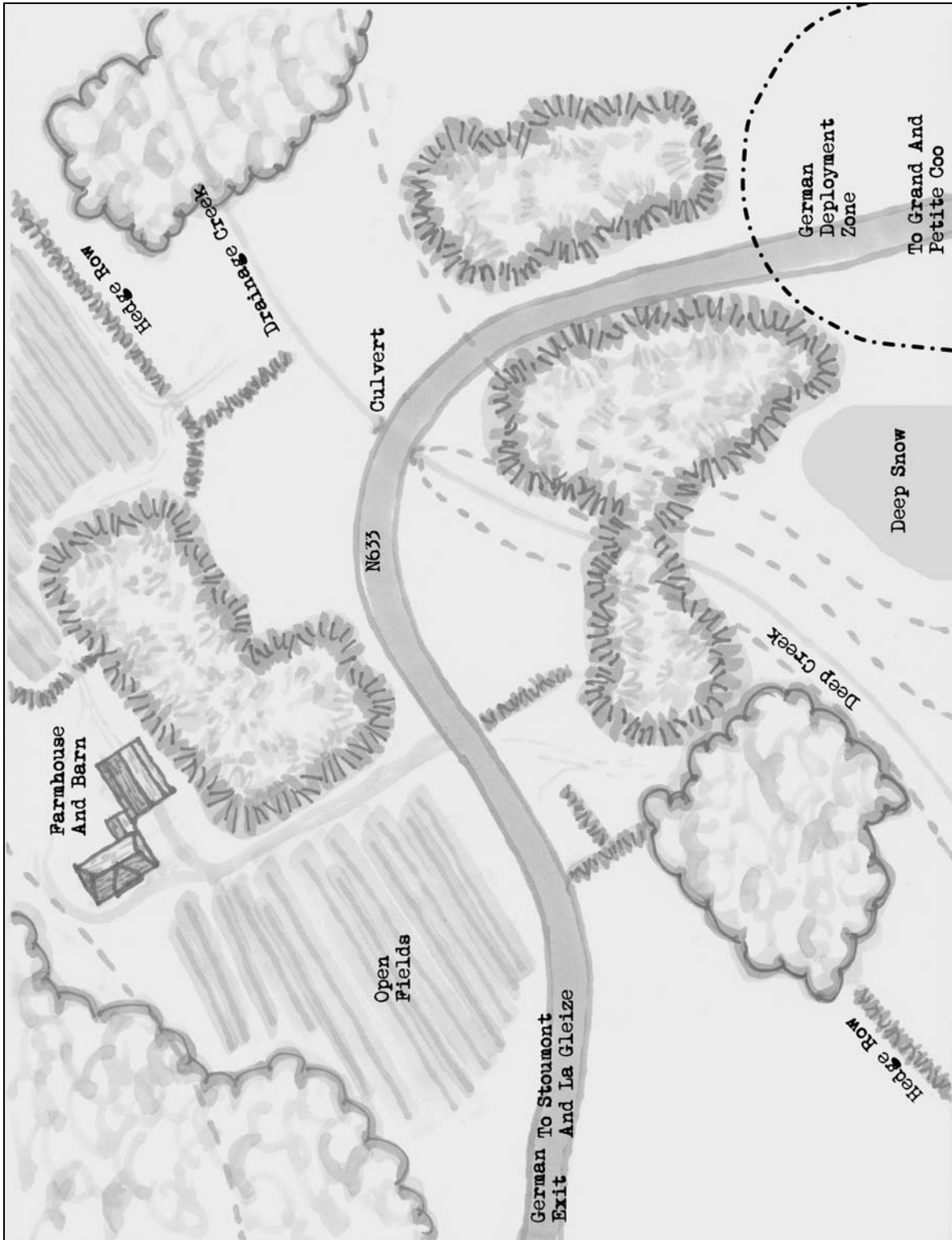
RESULTS

If the Germans are able to exit more than one armored vehicle from the West table edge by turn 12, then play Battle 6 “T.K.O.”.

If US forces prevent the Germans from the exit victory, then play Battle 7 “Shoving back”.

“NUTS!” - PEIPER AT THE GATES

5. BITING AT THE ANKLES



“NUTS!” - PEIPER AT THE GATES

6. “T.K.O.”

BACKGROUND

Brushing aside US defenses, Kampfgruppe Peiper continued to drive towards their objective of reaching the Meuse and beyond. La Gleize and Stoumont villages fell rapidly, with some loss from American guns and tanks, as well as brief allied air attacks during clear weather. A bridge just past Stoumont was within easy reach. It seemed that US forces could not get in place fast enough to stop the Germans, and if they took this bridge, then the 1st SS Panzer Division would be loose in the rear areas and easily able to reach the fuel depots near the Meuse. The upcoming encounter had all the makings of a last stand for the Americans in the vicinity. If they were to fail, all would be lost for the Allies. Several powerful Panther tanks were seen in the German van, and all knew this would not be an easy fight.

SCENARIO

December 19th, Stoumont Bridge, Northwest of Stoumont, Belgium

The bridge near Stoumont, just southeast of Stoumont Station, west of La Glieze, is the last obstacle to KG Peiper before being able to overrun the very weak defenses around Ghweran and Habinmont, leading to the open “tank country” beyond. Capturing this bridge would allow Peiper to bypass the stronger defenses at Stoumont Station proper.

Should the ad hoc defense hold, the Germans would most likely have to turn around and find another way across the river, giving US forces time to set up their defenses and rush reinforcements to the area. It is imperative that the bridge be either held, or destroyed.

OBJECTIVES

US forces must either drive off the German attack, thus holding the bridge, or destroy the bridge to keep it from falling into German hands.

Kampfgruppe Peiper must quickly seize the bridge and keep it from being destroyed for 5 turns.

SETUP

US forces may deploy anywhere within the marked deployment zone, except for Engineers, which must deploy at least 12” away from the bridge. US forces consist of:

- Player’s squad

- 2 Engineer half squads
- 1 bazooka team with 1d6 rockets
- 1 90mm AT gun and crew (unless General Timberlake was captured in battle 2).
- 2 rolls US Table A
- 1 roll US Table B
- 2 rolls US Table C

German units may deploy anywhere within the marked German Deployment Zone. A Panther tank must be in the lead. German forces consist of:

- 1 Pnz.V Panther tank
- 1 Sdfk. 251
- 3 rolls on German Table A
- 1 roll on German Table B
- 3 rolls on German Table C

SPECIAL RULES

This game lasts a maximum of 20 turns. The following special rules apply for this scenario:

- Blowing Bridges.
- If this scenario is being played from battle 5, then Extra Reinforcements: German is in effect.
- If this scenario is being played from battle 4, then neither side has Extra Reinforcements, and all US halftracks are replaced by M10 Tank Destroyers.

MAP NOTES

The “Old Fort” is made of low stonewalls which only protect those within 4” of the walls. Beyond the 4”, the walls do not offer protection of any kind, nor even block LOS. US Must roll to see from where Reinforcements enter.

RESULTS

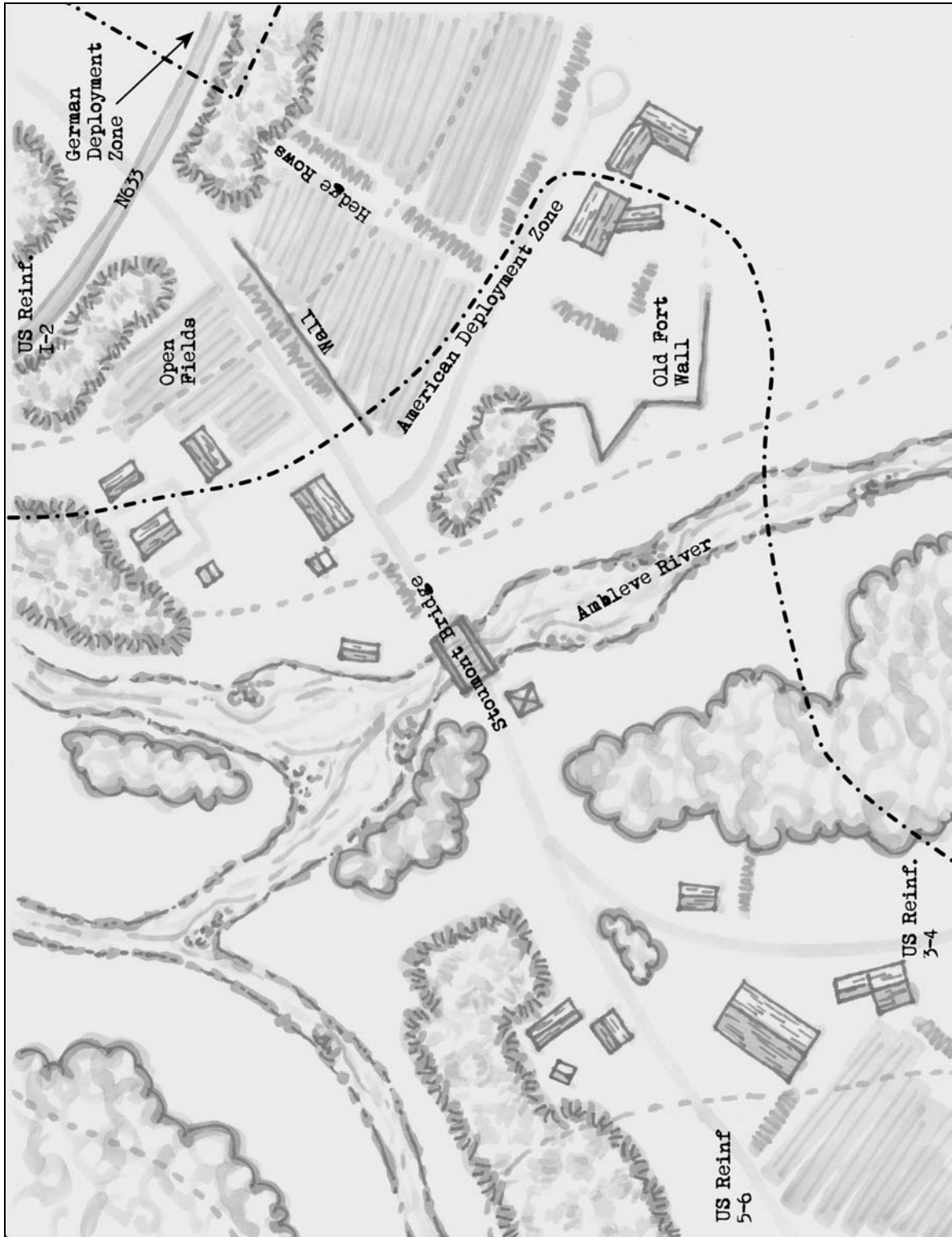
If the bridge is destroyed, then play Battle 7 “Shoving back”.

If German forces are defeated, but the bridge is not blown, then play Battle 8 “A scrap of sanity”.

If bridge is captured by the Germans and held for 5 turns, then Peiper and the Germans win the campaign and are able to take fuel dumps at Liege and make the Meuse River before their fuel supply runs out.

“NUTS!” - PEIPER AT THE GATES

6. “T.K.O.”



“NUTS!” - PEIPER AT THE GATES

7. “SHOVING BACK”

BACKGROUND

Having attempted to rush through Stavelot quickly to keep the advance running, SS-Obersturmbannführer Peiper left most of the town in the hands of the Americans, only fighting to keep what was necessary to keep the route open. Though this conserved his forces for the forward thrust, it allowed the Americans to reinforce and continue to threaten the one point that could isolate the majority of the Kampfgruppe's men and vehicles if it could be taken. Slowly but surely, the Americans were taking more and more of the town, preparing for a final push to gobble up the rest and cut the Germans off.

Both Peiper and his division commander realized that Stavelot was a critical point that must be kept open and under German control. SS-Obersturmbannführer Sandig was ordered to attack through Stavelot from the east with his Kampfgruppe of the 2. SS-Panzergrenadierregiment. Several Königstigers that had fallen behind during the initial advance had now reached Stavelot and were ordered to assist the panzergrenadiers with fire support. However, before the Germans could collect their forces, the Americans struck.

SCENARIO

December 19th, near evening, Stavelot, Belgium

Strong defenses have, for the moment, halted Peiper's forward progress, but it is a very near thing. A pincer of American armored taskforces moves to overwhelm and destroy the enemy vanguard, which may only be possible if the Germans are not allowed to strengthen their forces. Retaking all of Stavelot would be a major step in halting the German advance in this area, cutting their supply line and halting reinforcements from moving forward. To this end, it is imperative that American forces assault the remaining German positions in the town, forcing them out and retaking or destroying the bridge as rapidly as possible. If this cannot be done, it will only be a matter of time before another SS Kampfgruppe arrives to force the issue in their favor.

OBJECTIVES

US forces must take or destroy the bridge. If the bridge was destroyed in a previous battle, then the Americans must destroy or force all German forces in the western side of the river to retreat/route off the table.

German forces must keep the supply route open and the bridge intact. If the bridge was destroyed in a previous battle, then the Germans must maintain control over their deployment zone.

SETUP

US forces deploy within their designated zone, and may not setup as “hidden”. US forces consist of:

- Player's squad
- 1 Engineer half squad
- 1 bazooka team with 1d6 rockets
- 1 M-10 TD
- 4 rolls US Table A
- 2 roll US Table B
- 1 roll US Table C
- 1 roll US Table D

German units may deploy anywhere within their deployment zones. The pair of King Tigers and their Infantry escort must remain on the East side of the Ambleve River. German forces consist of:

- 2 Pnz VI King Tigers
- 1 SS half infantry squad (King Tiger escort)
- 1 Pnz.IVH tank
- 3 rolls on German Table A
- 1 roll on German Table B
- 1 rolls on German Table C

SPECIAL RULES

This game lasts 20 turns. The following special rules apply for this scenario:

- Blowing Bridges
- Low Fuel: German forces only
- Low Ammo: both sides.

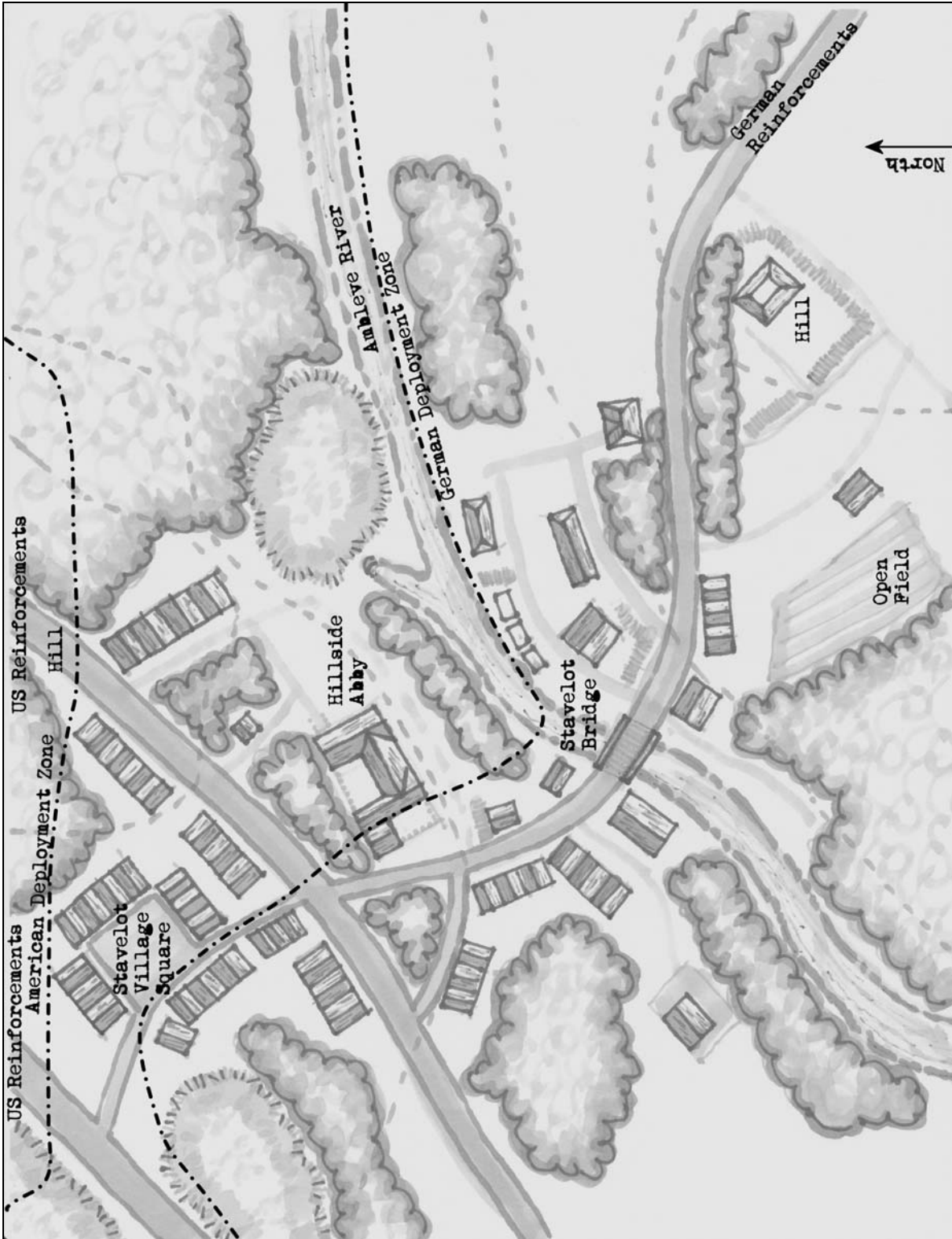
RESULTS

If the bridge is held by the US at the end of the game or destroyed by US forces, then play Battle 9 “Poking the soft underbelly”.

If German forces are victorious, then the supply line remains open. Play Battle 8 “A scrap of sanity”.

“NUTS!” - PEIPER AT THE GATES

7. "SHOVING BACK"



“NUTS!” - PEIPER AT THE GATES

8. “A SCRAP OF SANITY”

BACKGROUND

By December 20th, the advance of Kampfgruppe Peiper had been checked at the bridge near Stoumont Station, forcing the Germans to consolidate their spearhead forces in the area of Stoumont-La Gleize. With American units in Stavelot cutting off Peiper from the rest of the 1st SS Panzer Division, the German position had become the “Peiper Pocket”. Despite being low on fuel and other supplies, the Kampfgruppe was still a strong and very dangerous force.

Nighttime supply drops by the Luftwaffe were inaccurate, and brought only small amounts of badly needed gas and ammunition to Peiper’s forces. Still, the Germans built strong defenses and continually patrolled their area, keeping the Americans off balance with short sharp engagements. Though suffering losses, US forces continued to stream into the area, and armor from Combat Command B arrived and began to prepare to attack.

On the morning of December 20th, a pair of Companies from the 1st Battalion, 119th Infantry with tanks support from the 740th Tank Battalion attacked the commanding German position at Stoumont’s St. Edwards Sanitarium. 200 ill children and old folks took to the basement during the preparatory artillery bombardment, and the Germans were driven off, leaving numerous dead behind.

The US tanks positioned themselves at the bottom of the “fill” the Sanitarium was built upon to refuel, while Infantry dug in around the hill, as well as taking position within the building.

An hour before midnight, German infantry with close tank support suddenly rushed the Sanitarium from uphill shouting “Heil Hitler” while firing on the run. The fight for the commanding position was back on.

SCENARIO

Dec. 20th, near midnight, Stoumont Village, Belgium

US forces are currently dug-in at the Stoumont Sanitarium complex. This important position has a commanding view and lanes of fire covering all of Stoumont Village from its hill. Whoever controls this position has a major advantage in the area. German forces have managed to sneak up on the position from their defensive line up hill, and are willing to risk it all to regain this make-or-break advantage, even if it means close in and hand-to-hand fighting.

OBJECTIVES

US forces must defend the Sanitarium complex and hold onto as much ground as possible, hopefully routing the Germans in the process.

German forces must take control of the position from the Americans, destroying as much of the defending force and hold as much of the area as possible.

SETUP

US forces must deploy 1/3 of their forces in or near the Chateau, in the Sanitarium, and in the woods near the tanks (which deploy as located on the map). US forces are as follows:

- Player’s squad
- 3 M4 tanks
- 5 rolls US Table A
- 2 rolls US Table B

German units may deploy anywhere within the marked German Deployment Zone. German forces consist of:

- 1 Pnz. V Panther
- 2 full SS Infantry squads
- 3 rolls on German Table A
- 2 roll on German Table B
- 2 rolls on German Table C

SPECIAL RULES

The following special rules apply for this scenario:

- Random Readiness: US forces only.
- The battle takes place at night, which will limit visibility.

This game lasts until one side is fully routed, or until 20 turns has passed.

MAP NOTES

The slope of the “fill” that the building sits on is extremely muddy, and impassible to tanks or armored vehicles. It counts as rough terrain for infantry attempting to climb up it. US tanks may only move up to the sanitarium level via the road.

The Sanitarium itself is made up of 2 wings with a connecting building. The first floor is dedicated to

“NUTS!” - PEIPER AT THE GATES

individual rooms with a large entry foyer in the main building, while the second floor of each portion is divided into pairs of open wards. The Chateaux essentially is a large two-story house.

RESULTS

Whichever side controls the majority of the Sanitarium complex at the end is the victor.

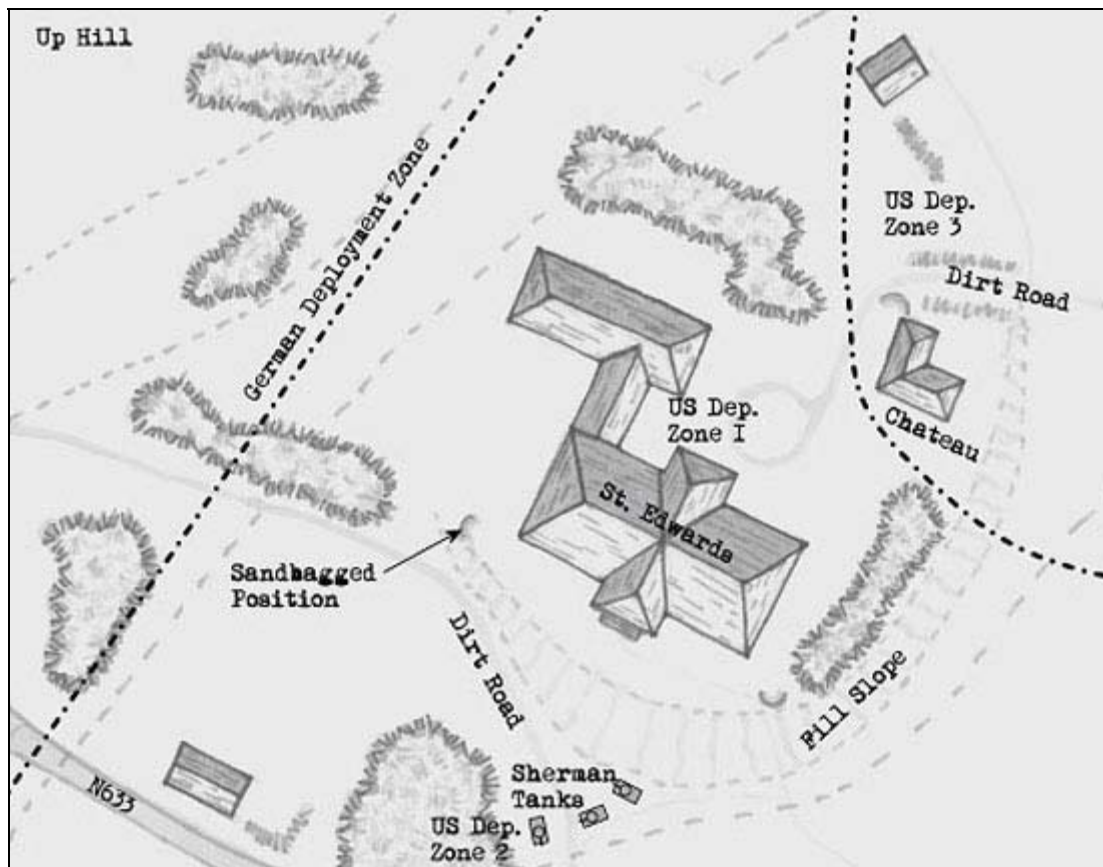
If the Americans win, play Battle 10 “Into the tigers teeth”.

If the Germans gain the position, then they are deemed able to hold out until help arrives from the remainder of the 1st SS Panzer Division. Play Battle 10 “Into the tigers teeth” with 2 extra rolls for the Germans on table A or table C, as well as the immobile King Tiger counting as fully repaired and mobile.



St. Edwards Sanitarium in better days.

8. “A SCRAP OF SANITY”



“NUTS!” - PEIPER AT THE GATES

9. “POKING THE SOFT UNDERBELLY”

Note: this battle can only be played if the US Forces are player controlled. Otherwise, play Battle 10 “Into The Tigers Teeth” normally.

BACKGROUND

As the “Battle of The Bulge” wore on, more and more American units were fed into the theater to stem the German offensive. Elements of the 82nd Airborne had been in the fight almost from the start, but purely on the defensive until around the 21st of December, securing Trois Pontes, Cheneax, and north to just shy of Stoumont. Peiper’s Kampfgruppe had tried to move through the Cheneax area early on the 19th, but collapsed culverts and destroyed bridges forced them to try the Stoumont route, where they were stopped cold by a gritty defense and accurate anti-tank fire. Still, German forces were wide spread and far from beaten, holding the Americans at bay with raw determination.

While attempting to gather enough momentum and weight of force to destroy Kampfgruppe Peiper before further SS units could arrive to relieve or supplement the embattled Germans, the 82nd began to send scouting patrols out into the frozen night to find the best way through the German lines. Cheneax was one such possible place.

SCENARIO

December 22nd, after midnight, near Cheneax, Belgium

Moving through lightly falling snow after midnight, an infantry patrol from the 82nd Airborne must scout German positions guarding a fordable stream, the only German bridgehead south of the Ambleve River. Stealth is of the utmost importance so as not to alert the Germans to the upcoming attempt to tighten the “Peiper Pocket”. It is imperative that the patrol return to friendly lines as intact as possible.

OBJECTIVES

US forces must scout out all of the enemy positions without alerting the Germans using the special rules below.

German forces must eliminate the US patrol once it is discovered.

SETUP

The US patrol is made up of a single squad of up to 10 men, which deploys in the area indicated. Roll 1d6 for equipment:

- 1-3= Anti-tank grenades
- 4-5= satchel charges
- 6= Bazooka with 1d6 rockets.
- Additional US reinforcements must deploy within the designated area and may only take part in combat if the patrol is discovered.

German forces are hidden, and consist of “Hidden Markers” which are only revealed upon being spotted by US forces. The Germans receive no reinforcements during this battle.

SPECIAL RULES

The following special rules apply for this scenario:

- Possible snowstorm (1-3 on d6).
- Night.
- Random readiness (when German unit is scouted).
- Being sneaky.
- Low ammo Germans.

SECRET MARKERS: Place 3 +1d6 markers on the German deployment side at the locations given. Not all locations must be covered, but all markers must be placed. After placement roll 1d6 for each marker.

- If the result is an odd number, then the marker must roll 1d6 at the start of each turn when active.
- On a result of 1 the marker will move 1d6+2” towards the enemy.
- On a result of 2 the marker will move 1d6+2” towards the left of the enemy.
- On a result of 3 the marker will move 1d6+2” away from the enemy.
- On a result of 4 the marker will move 1d6+2” towards the right of the enemy.
- On a result of 5 or 6 the marker will remain in place.
- Any marker that leaves the table does not count towards the US Victory Condition.

“NUTS!” - PEIPER AT THE GATES

- When US troops spot a mobile marker roll on German Table A to determine what the marker represents.
- When US troops spot a non-mobile marker roll 1d6. On a result of 1-3 roll on German Table C to determine what the marker represents. If the result is a 4-6 then roll on German Table A.

BEING SNEAKY: The American patrol may attempt to be stealthy during this battle.

- If moving at 4" or less when within LOS of an enemy or a Hidden Marker, the German unit is -2 to Rep to spot (In-sight) if Unready, or -1 to Rep if ready.
- If out of LOS, but within 6", enemy rolls vs. its Rep to hear (-1 if snowing). If heard, then enemy is alert. If moving 4" or less, enemy is at -1 to Rep to hear. Beyond 6", only Fast Moving soldiers can be heard, at up to 12".
- Alert enemies move towards suspicious sounds at normal movement rate. Gunfire alerts all within 24" of shooters.

RESULTS

If the US patrol observe all markers and escapes the table via the US deployment zone, then the Germans receive 1 less roll on tables A and C for the next battle, Battle 10 "Into The Tigers Teeth".

If the US patrol meets the above condition, and destroys all German armor, then the Germans receive 1 less roll on Table A and none on C for the next battle, Battle 10 "Into The Tigers Teeth".

Should the US patrol's casualties reach more than 50%, and none of the above conditions are met, then play Battle 10 "Into The Tigers Teeth" with no reduction in German starting forces.



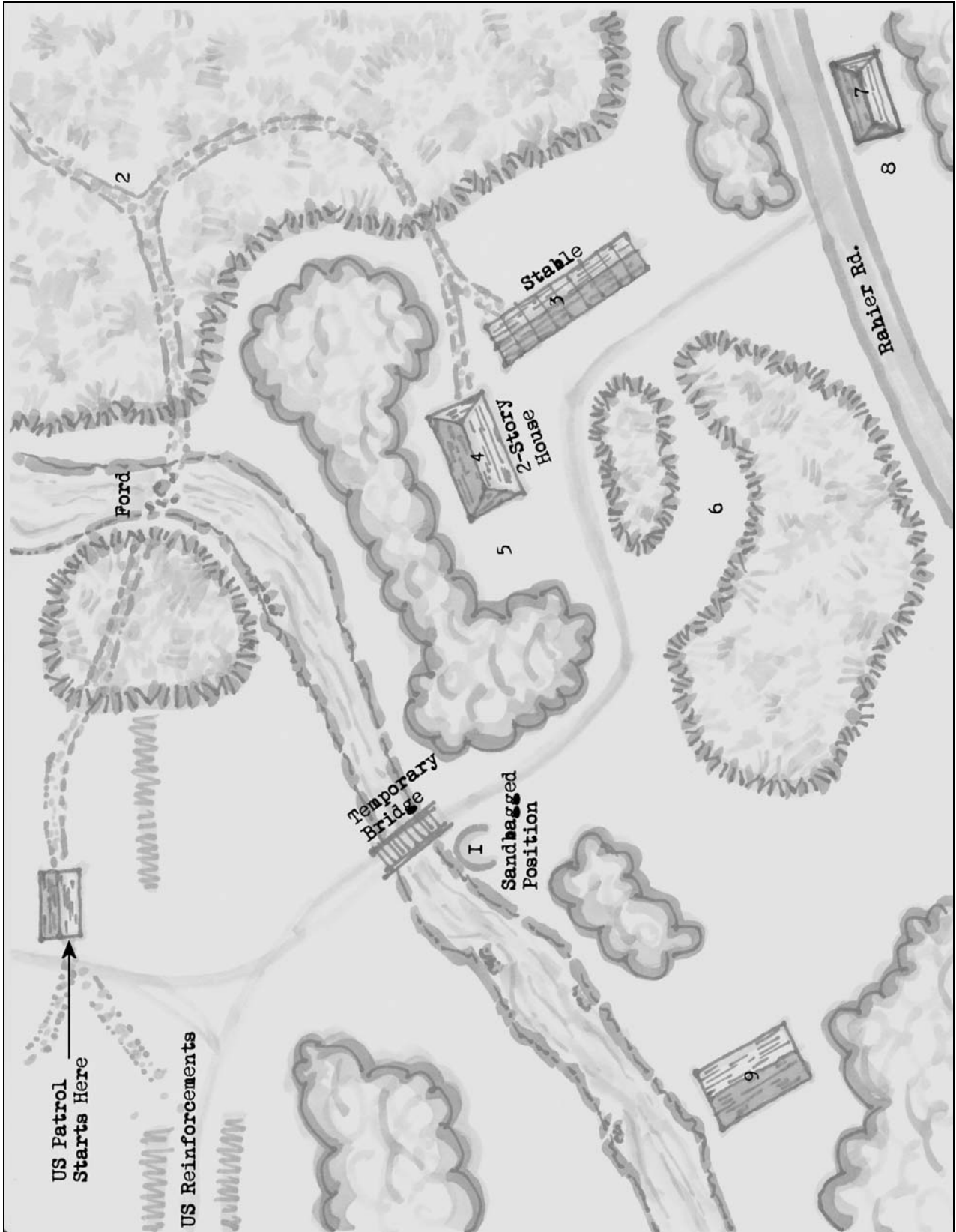
American troops (at right) armed with a "bazooka" stand guard against encroaching German armor, Northern Ardennes



American soldiers patrol in the frozen Ardennes, near Amonines, Belgium

“NUTS!” - PEIPER AT THE GATES

9. “POKING THE SOFT UNDERBELLY”



“NUTS!” - PEIPER AT THE GATES

10. “INTO THE TIGER’S TEETH”

BACKGROUND

The American noose had slowly closed on La Gleize. The 119th Infantry encroached from the west. The 82nd Airborne sealed off the southern bank of the river and the southern woods, and Task Force Lovelady from Combat Command B had cut off Peiper's forces from the remainder of the 1st SS Division in the east. Two more Task Forces, Jordan and McGeorge, pressed in from the north for the knock out blow.

Without the fuel to breakout to the west towards the main objective, nor to attack back towards Stavelot to regain a line of supply and communications, the only alternative Kampfgruppe Peiper had was to defend their strongly held position and hope that relief came soon.

SCENARIO

December 23rd, Outside La Gleize, Belgium

A mixed column of the 3rd Armored Division's Task Force McGeorge, headed by tanks, attacks down the Spa-Cour-La Gleize road. Before them stands the central force of KG Peiper. The Germans are outnumbered and short of just about everything except bravery. But they are dug in deeply in prepared positions with commanding fields of fire.

Despite this advantage, it's only a matter of time before American forces crack this tough nut and eradicate the last vestiges of the 1st SS Panzer Division's drive west.

OBJECTIVES

US forces must attack the German defenses and either do enough damage to force them to retreat, or breakthrough, dividing the defensive area and making it no longer tenable.

German forces must keep the Americans at bay, destroying or halting the forces sent against them. Doing so will allow the extra time needed to reopen the supply routes, bringing fuel and reinforcements and forcing a stalemate in the area.

SETUP

US forces deploy within their designated zone, and may not setup as “hidden”. US forces consist of:

- Player's squad
- 4 M4 Sherman tanks

- 1 bazooka team with 1d6 rockets,
- 3 rolls US Table A
- 1 roll US Table B
- 3 roll US Table C
- 1 roll US Table D

German units may deploy anywhere within their deployment zone, with the exception of the immobilized King Tiger, which is deployed at the location shown on the map. This tank is in full working order, other than not being able to move. German forces consist of:

- 1 Immobilized Pnz VI King Tiger (#334)
- 1 SS infantry squad
- 1 Pnz.IVH tank,
- 3 rolls on German Table A
- 1 roll on German Table B
- 2 rolls on German Table C
- 1 roll on German Table D

An additional 2 rolls may be made on tables A or C if the Germans won Battle 8 “A scrap of sanity”, as well as counting the King Tiger #334 as fully repaired and mobile.

SPECIAL RULES

This game lasts 15 turns. The following special rules apply for this scenario:

- Extra reinforcements: US side only
- Low ammo: German forces only
- Low fuel: German forces only

DEFENSES THINNED: The Germans receive 1 less roll on tables A and C if US forces won Battle 9 via scouting, or receive 1 less roll on table A and non on table C if all armor was destroyed in Battle 9. Otherwise, Germans receive all initial forces rolls.

RETROGRADE MOVEMENT: Once Germans take overall 50% casualties they begin to withdraw to the town. The overall German force must move closer to the south edge each turn during fall back. During this time (but not before the fall back point) if a German vehicle runs out of gas, it is abandoned, even with a working gun.

“NUTS!” - PEIPER AT THE GATES

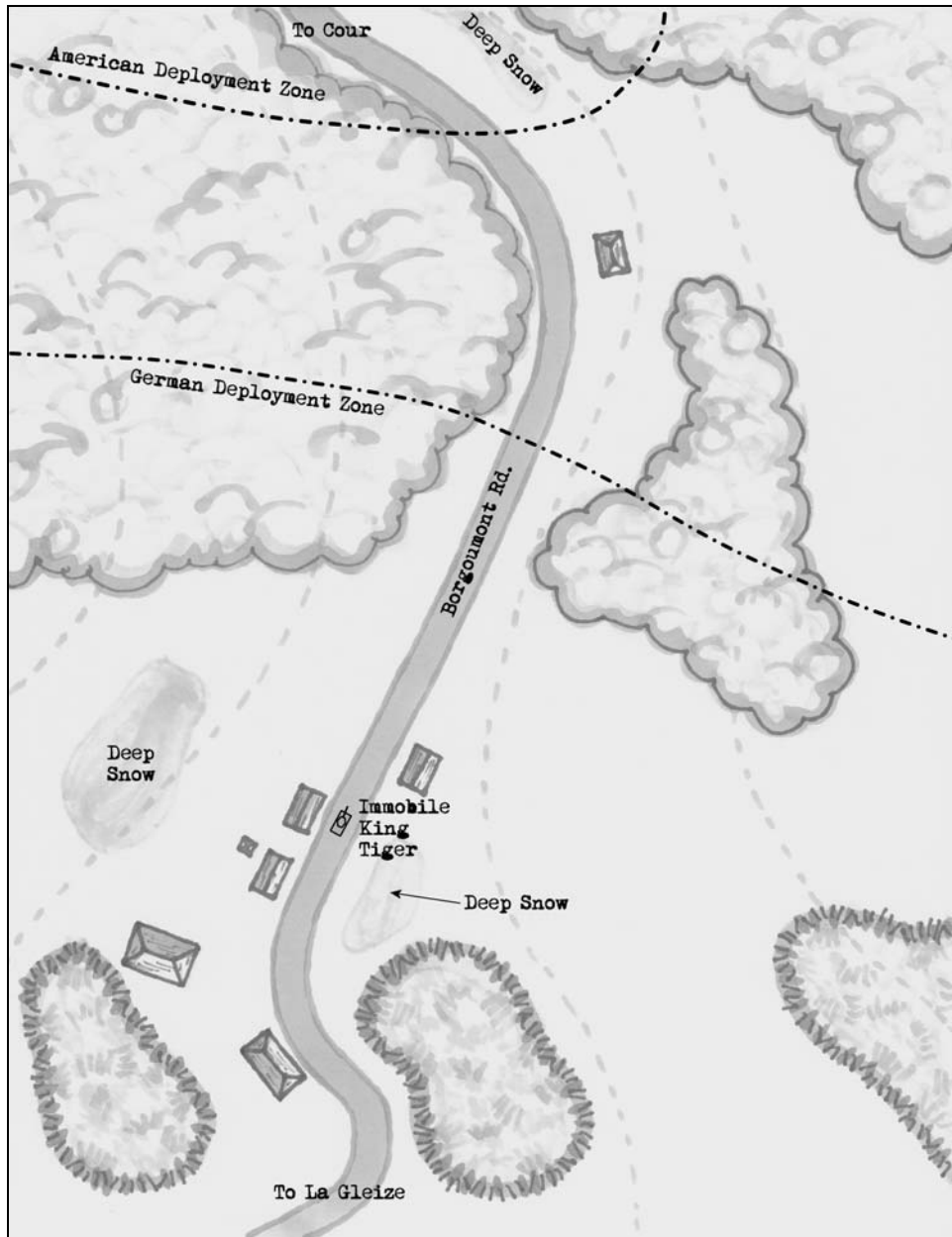
RESULTS

The US wins the campaign by either forcing the German defenders off the map via fall back, or by exiting fully 50% of US forces off the southern edge of the map via the 1 town road.

German forces win a minor victory for the campaign by denying the US Victory Conditions.

If the German forces are forced to fall back due to losses, but US forces do not exit their 50% off the southern exit, then the campaign ends in a draw.

10. “INTO THE TIGER’S TEETH”



“NUTS!” - PEIPER AT THE GATES

11. “HEAD ON”

BACKGROUND

In a feat bordering on a miracle, the lead elements of Kampfgruppe Peiper managed to wrest control of Trois Pontes, and its' three vital bridges, from the Americans before the way could be closed off. Stopping only long enough to consolidate and refuel, the German forward units pressed on towards the fuel dumps at Liege and their goal, now easily in their grasp.

Unknown to the Kampfgruppe, a strong American force made up of all available units from the Habimont area was making its way towards Trois Pontes in a last ditch attempt to halt the German advance.

SCENARIO

Early December 19th, near Basse-Bodeux, Belgium

With the area near the town of Habimont not being conducive to the type of defense necessary to keep the German armored advance at bay, an ad hoc unit of the 82nd Airborne and all available armor has been ordered forward with the aim of retaking Trois Pontes, destroying the bridges there, and halting the German advance.

Surprised by the meeting on the road near a clear area close to Basse-Bodeux, both forces have no choice but to destroy or break through the opposing force, as a loss will open the way for the enemy to break out into the opposing rear areas to wreak much havoc.

OBJECTIVES

US forces must keep the Germans from breaking through and exiting the western table edge via the road. The US wins minor victory by keeping Germans from winning for 8 turns after daylight, or major victory if Germans are routed before then.

German forces win a total victory by breaking through the American force and exiting at least 2 infantry and 2 armor units off of opposite board edge via the road, or if all US forces are routed by 8 turns after daylight.

SETUP

American vehicles units must deploy on the road within the designated area, but infantry may deploy anywhere within their deployment zone. US forces consist of:

- 2 M-10 tank destroyers
- 1 halftrack
- 1 Infantry squad
- 3 rolls US Table A
- 2 rolls US Table B
- 4 rolls US Table C

German vehicles units must deploy on the road within the designated area, but infantry may deploy anywhere within their deployment zone.

- 1 PnzIVH
- 1 PnzV
- 1 Sdfk 251
- 1 Infantry squad
- 3 rolls German Table A
- 2 rolls German Table B
- 3 rolls German Table C
- 1 roll Germans Table D

SPECIAL RULES

This game lasts a maximum of 14 turns. The following special rules apply for this scenario:

- Possible Snowstorm (1-3 on d6 results in storm)
- First 1d6 turns of the game are night.
- Low Ammo: German forces only.

RESULTS

This is the final battle of the Campaign. If the Germans break through, the bridges at Habimont are not well enough defended to stop them, and Kampfgruppe Peiper will reach the Meuse River. Crumpling the American defenses and capturing vital fuel dumps brings Operation Watch-on-the-Rhine to a successful close and sets the stage for the follow on operations to attempt to capture Antwerp, effectively robbing the Allies of a necessary supply port and cutting the Allies in two.

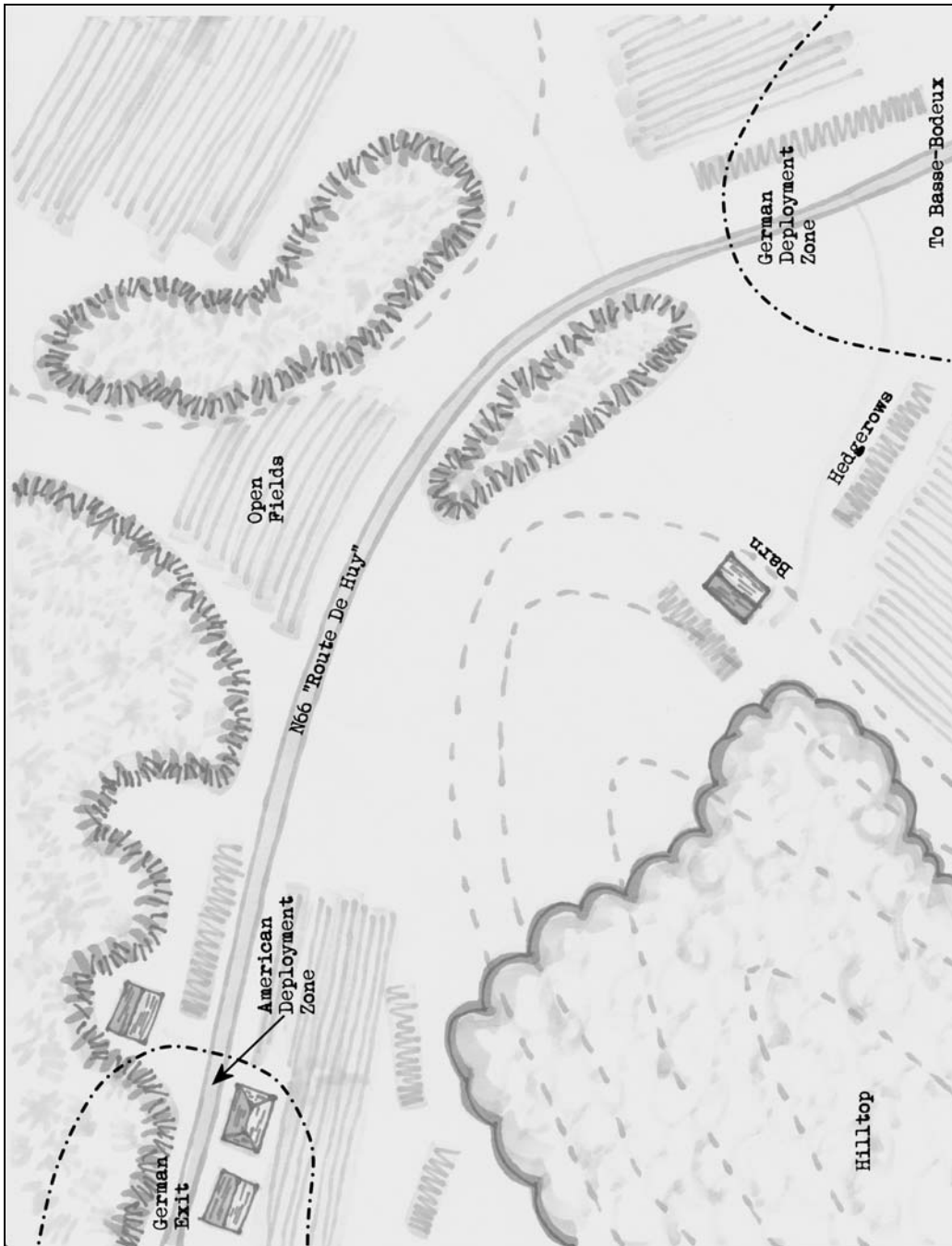
However, if the Germans are stopped, then the way to Trois Pontes is open, allowing the strong American force to pass all the way to Stavelot, cutting off most of the Kampfgruppe from supplies and support. American reinforcements will pour in, pressing the Germans into an ever shrinking defensive position from

“NUTS!” - PEIPER AT THE GATES

all sides until they are either destroyed, or abandon their positions in an attempt to reach friendly lines on foot, ending their threat in this sector.

If the above victory conditions are not met by turn 14, then the entire campaign is a draw, though benefiting the Americans.

11. “HEAD ON”



“NUTS!” - PEIPER AT THE GATES

SOME FINAL WORDS

To many people talking about Kampfgruppe Peiper and the men of the SS are touchy subjects. There is no doubt that the SS perpetrated many atrocities and war crimes, including the massacres of the soldiers near Malmedy and elsewhere, as well as murdering civilians. Some of these crimes could be said to be within the rules of war, as advancing forces few in number do not always have the capacity to control tons of prisoners. Some SS men undoubtedly fought with courage and respected their opponents and civilians and probably went the whole war without committing or participating in atrocities ... but all such arguments are well beyond the scope of this book.

PEIPER AT THE GATES is intended to be entertainment, not a glorification or justification of misdeeds past. I found this particular portion of the “Battle Of The Bulge” to be interesting and full of “gaming potential” and chose to present these scenarios based solely on that basis. I have always found it fun to see “what would have happened if...” and imagining what a different place the world would be had just a few things gone differently throughout history... With that in mind, I’ll skip ahead and answer a few questions that may come up:

ARE THE SCENARIOS PERFECT HISTORY?

No. Liberties have been taken to create a skirmish friendly set of scenarios, some of which only slightly resemble the true battles due to there being far fewer men and machines involved on the tabletop than in the actual battle.

ARE THE MAPS SUPER ACCURATE?

No. A lot has changed in the years since these battles, and recent (and past) maps can only show you so much. So, liberties have been taken to make the playing areas game friendly.

ARE THE MAPS TO SCALE?

No. Everyone has different gaming implements and terrain available to them, as well as their own favorite scale. Due to this issue the maps are really only suggestions of how the gaming table should be laid out. It is recommended, however, that difference in elevation be taken into account in some way, as plunging fire can be very effective against enemy armor. While not absolute they should provide an excellent guide to setting the table up.

ARE THE “WHAT IF” SCENARIOS WHAT COULD HAVE REALLY HAPPENED?

Maybe. We’ll never know.

IT’S TOO HARD FOR THE AMERICANS TO WIN ANYTHING. WHY IS IT SO IMBALANCED?

There is no such thing as a balanced battle. Wars are fought from positions of advantage and disadvantage, and the “better” side usually comes out on top. Use what you have. Fight better weapons with superior numbers, if you have them. If you don’t, be sneaky. Lay ambushes. Hit the enemy in the flank. Sometimes the objective isn’t to win, but rather to not lose! And remember; a few brave souls can do heroic and miraculous deeds in adverse situations. Don’t throw your men away.

As we like to say, here at Two Hour Wargames:

Just Play The Game!

DARBY WOULD LIKE TO THANK:

Lee Johnson – For the first hand stories of your trials and triumphs during World War 2. I’m very happy you were able to stay warm. I still say you should write a book.

Merle Eckles – For all the combat insights, as well as being a super father. You should write a book too.

Steph – Your support and understanding have been crucial.

The Geeks Of Destruction – You’re my bros. Thanks for listening while I blather on and on about this stuff.

Ed Teixeira – For letting me play with my little army men in “your backyard”, as well as being a really good friend.

You, the player – Were it not for you, none of this stuff would be possible. Thank you, I appreciate your interest and support.

AND ED SEZ:

Thanks to Darby for taking on another challenge into the “black hole” of WW2 history and doing a bang-up job!

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“NUTS!” Free Supplement: “MEDIC!!!”

By Darby Eckles

Overview

When a soldier is wounded, he dashed through enemy fire when they call out his name. When a soldier has to take foul tasting medication or receive a painful shot, the curse him for a sadist. But when the chips are down, no soldier would go into battle without him nearby. Whether Axis or Allied, he is the unsung hero of war. He is the Medic.

What follows are some additional rules, which are optional, for using medics in “NUTS!”

Man down!

Medic, Corpseman, Mediziner, Medico. They go by many names, but regardless of the country or service an aidman (medic henceforth) does the same job: he saves lives and administers aid. Medics are specially trained in dealing with combat casualties, and usually carry special bags full of bandages, medicines, supplements, and tools. These brave souls put the lives of others before their own, and have been known to shield wounded comrades from enemy fire with their own bodies. Most importantly, medics have the ability to treat the wounded, giving them a better chance to recover and get back into the fight.

In “NUTS!”, any time a man is put OOF, a medic character may attempt to treat him. If the OOF man can be reached within 3 turns of his being hit, the medic may roll versus his Rep on the table below. This may only be attempted once per OOF figure.



US Army medics tend to wounded on the beaches of Normandy

2

Man Down!

Medics only, vs. medics' REP
If OOF man can be reached within 3 turns

- **Pass 2d6= It's just a flesh wound!** The OOF soldier is considered back in the fight, but currently knocked down, and may operate as normal.
- **Pass 1d6= I'll be OK.** The OOF soldier is back in the fight, but at -1 Rep for the rest of the game. He is currently considered knocked down and may operate normally.
- **Pass 0d6= Hold on, buddy!** The OOF soldier is still OOF, but he may survive.

If the OOF soldier cannot be reached within 3 turns of being put OOF, the medic may still attempt to stabilize him when reached, giving him a better chance of post-battle survival. Spending a turn of activation with an OOF figure allows that figure to take the Recovery After the Battle test at the end of that turn. This test may be taken only once and if the figure fails it may not take it again. This test is in addition to the normal after the battle test

Getting it into the game

Medics can be brought into any game of “NUTS!” (with the opponents permission, of course) as a specialty character. Americans may have one per platoon (approximately 30 men). Germans, Italians, and British forces may have two per 70 men, while Russians may have one medic per one hundred men.



German SS medics attempt to stabilize a wounded comrade.

“NUTS!” VEHICLE SPOTLIGHT: FlakPanzer IV “Wirbelwind”

By Darby Eckles

Overview

The Flakpanzer IV “Wirbelwind” (German for Whirlwind), is a self propelled anti-aircraft weapon developed in 1944 by the Germans, based on the Panzer IV tank. Envisioned to be the successor of the Sd.Kfz. 161/3 “Möbilewagon”, which was essentially a 3.7cm flak gun mounted atop a turretless Pnz IV, the Wirbelwind was designed to take-on the increasing Allied air threat facing the German Army after the loss of air superiority during the Normandy landings.

Ack-Ack

Building on the Möbilewagon concept, the chassis of the highly mobile Pnz IV was modified to be outfitted with a nine-sided open topped turret that incorporated the *Flakvierling 38 L/112.5* gun mount, rather than the standard tank turret. This mount utilizes quad 2cm Flak 38 fast firing canons with 3,200 rounds of ammunition, manned by a five man crew (driver, radio operator, and 3 gun operators). Though a closed topped design would have been preferable to an open one, the shear amount of smoke produced by the four guns in action precluded this. The vehicle is also

armed with a standard German MG34 in the front hull next to the driver.

Despite its high rate of fire, the 2cm guns of the Wirbelwind were found to be less effective at damaging Allied aircraft than had been hoped. However, the combination of armor protection for the crew and high rate of fire made the vehicle a very effective platform against infantry and light vehicles, a manner in which it was often employed.

Due to the poor performance of the Flak 38 gun in its intended role, the Wirbelwind was replaced by the similar Ostwind, which was equipped with a single 3.7cm Flak 43 gun. Approximately 105 Wirbelwinds were produced, most seeing action on the Western Front.

Getting it into the game

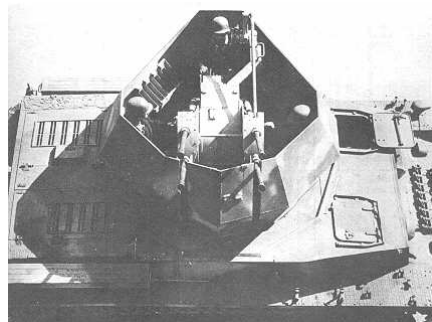
The Wirbelwind can be brought into any game of “NUTS!” (with the opponents permission, of course) utilizing the following stats:

Vehicle	Armor	Main Gun	AA MG	Hull MG	Co-axial MG	Speed	Crew
Wirbelwind	4/3*	**	N	Y	N	20”/14”	5
Notes	*Turret is open topped, but has armor 2 sides. Only driver and radio operator are protected within the hull. **Main gun is a quad 2cm Flak 38						

Weapon	Target	Impact	Effective Range
Quad 2cm Flak 38	8	4/APW 2	48”



Wirbelwind with winter camouflauge.



View into turret. Note crew positions.



Wirbelwind, spring 1945 colors.

“NUTS!” - PEIPER AT THE GATES

2 Machinegun Reload Table

Taken vs. the Rep of the assistant

-1 to Rep if the assistant was not part of the crew at the start of the battle.

PASS 2D6

- The machinegun is reloaded, and may fire when needed, including this turn.

PASS 1D6

- The machinegun is reloaded on the next turn of activation as normal.

PASS 0D6

- The ammunition belt is fouled, and the machinegun will take two full turns of activation to reload. If the gunner has no assistant, then the machinegun will take a full turn to reload as normal.

2

HASTY MACHINEGUN SETUP

Taken vs. Rep of the team leader

PASS 2D6

- The machinegun is setup immediately, and may fire during this activation.

PASS 1D6

- The machinegun will be setup next activation, as normal.

PASS 0D6

- There was a foul up, and the machinegun is not setup. The gun will not be set up until two complete turns of activation have expired. The crew may not take the Hasty Machinegun Setup Test during these two turns.

2

Engineers Received Fire Test

“Star” may choose his reaction.

PASS 2D6

- Chargers will continue.
- “Working” will continue.
- Retrieving wounded will continue.
- Outgunned or unable to fire will Duck Back
- Others finish move and fire.

PASS 1D6

- Chargers armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge.
- “Working” in cover will continue.
- Retrieving wounded will continue.
- Those in cover will return fire counting -1 to Rep.
- Others will Duck Back.

PASS 0D6

- Chargers will Duck Back.
- “Working” will Duck Back.
- Those in cover will Hunker Down.
- Retrieving wounded will go prone.
- Others will Runaway.

2

Assault Pioneer Received Fire Test

“Star” may choose his reaction.

PASS 2D6

- Chargers will continue.
- “Working”/setting charges will continue.
- Retrieving wounded will continue.
- Outgunned or unable to fire will Duck Back
- Others finish move and fire.

PASS 1D6

- Chargers armed with Target 2 or better weapons will stop in place and fire instead, while those not so armed will continue the charge.
- “Working”/setting charges in cover will continue.
- Retrieving wounded will return fire counting -1 to Rep.
- Those in cover will return fire counting -1 to Rep.
- Others will Duck Back.

PASS 0D6

- Chargers will Duck Back.
- “Working” will Duck Back.
- Those in cover will Hunker Down.
- Retrieving wounded will go prone.
- Others will Runaway.

PEIPER QRS:

“NUTS!” - PEIPER AT THE GATES

2 NPC Objective Table

Taken vs. the Rep of the Leader

PASS 2D6

- Unit moves and behaves directly in line with its objectives.

PASS 1D6

- Re-roll test immediately counting a result of pass 1d6 as if pass 0d6.

PASS 0D6

- Armor units will engage the nearest enemy target in sight. Otherwise count as if pass 2d6.
- Infantry units will engage the nearest enemy target within 24" and sight. Otherwise count as if pass 2d6.

2 NPC Infantry Movement Table

Taken vs. the Rep of the Leader
Infantry coming under fire will seek cover

PASS 2D6

- Fast Move down the road or across open terrain.

PASS 1D6

- Move at normal speed down road or open terrain.

PASS 0D6

- Roll 1d6. On a score of 1-3 move at normal speed down road or open terrain. On a score of 4-6 will move through vegetated terrain instead.

2 NPC Tank Movement Table

Taken vs. the Rep of the Leader
Tanks coming under fire will seek cover or hull down position

PASS 2D6

- If without infantry – Move at fastest speed down road or open terrain.
- If with infantry - Move at infantry speed to provide close support.

PASS 1D6

- If without infantry – Move at normal speed down road or open terrain.
- If with infantry - Move at infantry speed to provide close support.

PASS 0D6

- If without infantry – Roll 1d6. On a score of 1-3 move at normal speed down road or open terrain. On a score of 4-6 will move through vegetated terrain if it is closer to the objective when measuring than if staying on the road or open terrain.
- If with infantry - Move at half speed down road or open terrain.

2 ENGINE FREEZE TEST

Taken versus the Rep of the Driver
-1 to Rep if it is snowing

PASS 2D6

- The vehicle may move normally.

PASS 1D6

- The vehicle is frozen to the ground but must take the test again the next time activation dice are rolled.

PASS 0D6

- The vehicle has bogged down, broken down, or is out of fuel and may not move the rest of the game

PEIPER QRS:

"I'd never been so damn cold. The snow was flying sideways like, we could hardly see a thing. I'd never seen a Panther before, and hearing it clanking up put the fear into me, right to my toes. They hit us hard and fast, knocked us dead. Fierce, them SS Krauts. Even though they were people just like us, scared all to Hell, they fought like no one else.

That was The Bulge to me; freezing cold, Kraut tanks, and horror. Horror all around me. Even when we started winning."



On December 16th, 1944, three German Panzer Armies hurled themselves at surprised Allied lines in the Ardennes area. This desperate bid to drive to the English Channel for a second time, attempting to recapture the port of Antwerp and forcing the Allies to sue for peace, would be called The Battle of the Bulge. In the end, this massive offensive would fail, costing the Germans the war.

But it could have gone differently.

PEIPER AT THE GATES is a mini-campaign of branching linked scenarios set during the advance of Kampfgruppe Peiper and the 1st SS Panzer Division towards the Meuse River.

Smash through all opposition as the Germans, capturing the bridges at Trios Pons and driving into the American far-rear.

Hold the Panzer advance at Stavelot, stopping them cold with a small rag-tag band of American fighting men.

Fight the climatic battle of a lone King Tiger against massed Sherman tanks as Task Force McGeorge attacks the La Gleize Cauldron from the north.

Play solo or with friends. Play the Germans. Play the Americans. But just play.

The fate of the Western Front is in your hands.



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