

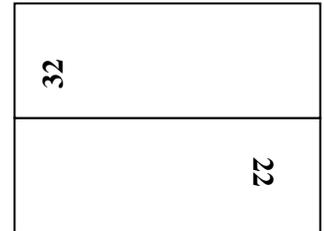


ST. EDOUARD, Belgium, December 22, 1944. The Battle of the Bulge was in full swing, and the Americans were hard pressed to repulse the German onslaught. But by this time, the counter-offensive was beginning to pay off. Surrounding Kampfgruppe Peiper, the Americans held them to two small villages, Stoumont and La Gleize. Held in a crumbling sanitarium, the German forces were trying to hold off American tanks and troops. The Sanitarium was the key to getting Stoumont. The Americans poured it on, and the Germans and civilians holed up in the cellar were to take a pounding.

BOARD CONFIGURATION:

BALANCE:

- ☆ Add a HMG to the OB.
- ⚡ Add one 6-5-8 squad to OB.



VICTORY CONDITIONS: The American player wins by controlling building 4 or the 7 hexes of building 22 F4 by games end.

TURN RECORD CHART

⚡ GERMAN Sets Up First	☆ 1	2	3⚡	4	5	6	END
☆ AMERICAN Moves First [140]							

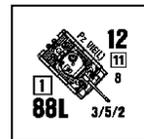


Elements of Kampfgruppe Peiper [ELR: 5] set up in building Y on board 22. {SAN: 3}

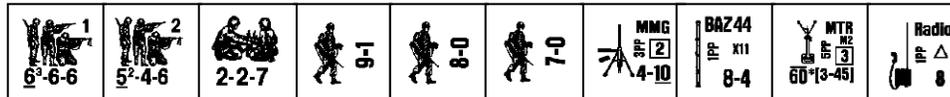


7 5 2 2 2 4

Elements of Kampfgruppe Peiper [ELR: 5] enter on turn 3 on south edge of board 22.

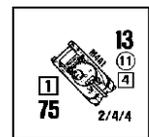


Elements of the 30TH Division [ELR: 4] enters on the north edge of board 32 {SAN: 2}



8 4 2 2 2 3 2

Elements of the 704th Tank Battalion [ELR: 4] enters on the north edge of board 32



4



SPECIAL RULES:

1. EC are wet with ground snow.
2. The Sanitarium is considered rubbled.
3. The Americans get one module of 155+mm OBA.
4. The German AT gun sets up in the Sanitarium.

AFTERMATH: The Sanitarium was taking a beating, and was little more than rubble. A German AT gun was pounding out rounds in an effort to stall the American attack. When the fighting stopped, the civilians in the basement came out to find a sea of bodies. The dead held the upper floors.

Scenario design: Rudy Marmaro