

THOSE DAMNED ENGINEERS!

Scenario Design: Ray Trochim

BACKGROUND:

On December 16, 1944, the Germans launched a major offensive through the densely forested Ardennes region. Better known as the Battle of the Bulge, the Germans caught the Allies by surprise and made early progress. At times, however, the efforts of American engineers caused havoc and much grief as they delayed the advancing German elements, especially those of Kampfgruppe

Peiper. American engineer units blew up bridges, planted landmines, obstructed roadways, and did whatever they could to help defend important key positions in the face of oncoming German Panzer columns. Upon seeing another bridge blown up just as his Panzers reached it, Joachim Peiper is said to have uttered, "Those damned engineers!" In the end, Kampfgruppe Peiper was contained and the Panzer

crews had to abandon most of their vehicles on their way back home.

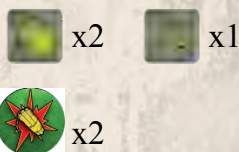
OBJECTIVE:

At the end of any game round, the German player immediately wins if he controls the Victory Objective marker (board 39B). The American player wins if the German player is unable to fulfill his victory conditions by the end of round 7.

AMERICAN SETUP

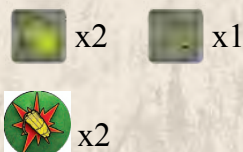
DIVISION 1

- 5 Squad Bases
 - 15 Regular Infantry
 - 1 Officer
 - 1 Mortar Crew
 - 1 Machine Gun Crew
 - 1 Concealed Marker



DIVISION 2

- 6 Squad Bases
 - 18 Regular Infantry
 - 2 Officers
 - 2 Machine Gun Crews
 - 3 Concealed Markers

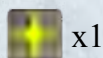


- Starting Strategy Cards: 2
- Starting Command Points: 2
- Strategy Decks
 - Morale Deck I
 - Winter Tactics Deck I (shared) (remove the Frostbite and Sniper Attacks cards from the deck)
- Operations Cards
 - Satchel Charges (#23)
 - Desperate Defenders (#13)
 - Heavy Fog (#2) (shared)
- Deployment Zone
 - Division 1: Any hex on map 31A or 39B.
 - Division 2: Any hex on map 35A or 38B.

GERMAN SETUP

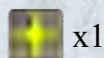
DIVISION 1

- 5 Squad Bases
 - 13 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 SdKfz 251 Half-track



DIVISION 2

- 5 Squad Bases
 - 13 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 SdKfz 251 Half-track



- Starting Strategy Cards: 2
- Starting Command Points: 3
- Strategy Decks
 - Command Deck I
 - German Reinforcements Deck I (No Opel Blitz)
 - Winter Tactics Deck I (shared) (remove the Frostbite and Sniper Attacks cards from the deck)
- Operations Cards
 - Inspiring Leadership (#10)
 - Heavy Fog (#2) (shared)
- Deployment Zone
 - Divisions 1 and 2: Any reinforcement hex on map 37B or 36A.



- **Rounds:** 7
- **Starting Initiative:** Germans
- **Actions per Turn:** 2 actions per nation

- See next page.

The Germans receive reinforcements as noted below:

- 2 King Tiger tanks

- The stream is *Deep*.
- Buildings are *Destructible*.
- All five swamp hexes on map 37B are woods hexes.

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SPECIAL RULES

- All the Command Objective Markers start the game already controlled. Place American control markers on the American and Neutral Command Objective Markers, and German control markers on both the German Command Objective Markers.
- All American squads are trained engineers and are considered to have the Engineer specialization, but do not place Engineer Specialization tokens on the squads.

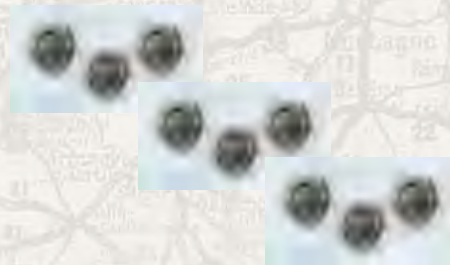


- The American player(s) receive four concealed markers and may designate up to four American squads as being concealed at the start of the scenario - see American Setup.



CONCEALED
SQUAD MARKERS

- The Americans receive three Instant Mines markers and may place them in three different hexes anywhere on maps 35A and 38B.
- **Bogging Down:** A vehicle must check for bogging down for each hex that it enters except while on a road hex. On a roll of 5 or 6 the vehicle immediately stops moving. Mark the unit with a crater token to denote that it is bogged down. A bogged-down vehicle cannot move for the rest of the game, but may still fire. As long as a vehicle is moving continuously along a road, it does not have to check for bogging down.



Balance Option

- For a less experienced German player, change the number of "**Game Rounds**" to **8** and have the 2x King Tigers arrive on **Status Phase 5** instead of **4**. This gives the German player one extra turn.