

STAVELOT EXPRESS

On December 17th, Lt. Col. Jochen Peiper of the 1st SS Panzer Division broke through the American lines and started his race to the Meuse River. By 1600 hours his advance units reached the outskirts of Stavelot. The town was jammed with supply trucks trying desperately to flee when Peiper's tanks started shelling the town.

At dawn on the 18th, after penetrating the U.S. anti-tank defenses, Peiper's armored units move through the town and seize the bridge. The Americans withdraw, but not before the 526th Armored Infantry Battalion is able to blow up the fuel dump that is vital to Peiper's advance.

OBJECTIVE:

The nation with the most VPs at the end of game round 7 wins.

The Germans earn VPs under the following conditions:

- Each tank that exits the board from one of the blue shaded hexes on maps 9B, 4A, or 8A scores 2 VPs. The Germans must exit a minimum of 5 VPs in units, and 4 of those VPs must be tanks.
- Each SdKfz 251 half-track that exits the board from one of the blue shaded hexes on maps 9B, 4A, or 8A scores 1 VP.
- Each Opel Blitz is worth 1 VP when it exits any of the blue hexes on 9B, 4A, or 8A. Each is worth 3VP if it reaches the VP

marker on 10B by game round 6, but only 1 VP each if arriving in game round 7.

The Americans earn VPs under the following conditions:

- Each GMC CCKW 353 that exits the board from one of the blue shaded hexes on maps 9B, 4A, or 8A scores 2 VPs.
- Each M3A1 Half-Track exited after game round 3 scores 1 VP each
- 1 VP per destroyed or heavily damaged German Tank

See "Scenario Details" on the next page for additional VP information.

AMERICAN SETUP

DIVISION 1

- 7 Squad Bases
 - 23 Regular Infantry
 - 1 Officer
 - 2 Mortar Crews
- 6 GMC CCKW 353s



x4



x3

DIVISION 2

- 8 Squad Bases
 - 25 Regular Infantry
 - 1 Officer
 - 3 Machine Gun Crews
- 4 M3A1 Half-Tracks



x2



x1



x1

Starting Strategy Cards: 3

Strategy Decks

- Supply I
- Morale I

Operations Card

- Lay Smoke
- Lay Mines
- Heavy Fog
- Desperate Defenders

Deployment Zone

Division 1: maps 1A, 3A and 2A.

Division 2: maps 8A, 10B and 11A.

GERMAN SETUP

DIVISION 1

- 4 Tiger Is
- 6 Panzer IVs
- 2 Opel Blitzes

DIVISION 2

- 6 Squad Bases
 - 6 Regular Infantry
 - 10 Elite Infantry
 - 2 Officers
 - 3 Machine Gun Crews
- 6 SdKfz 251 Half-Tracks

Starting Strategy Cards: 3

Also, the Germans start with the "Rapid Mobilization" card from the Command I deck face up in their play area.

Strategy Decks

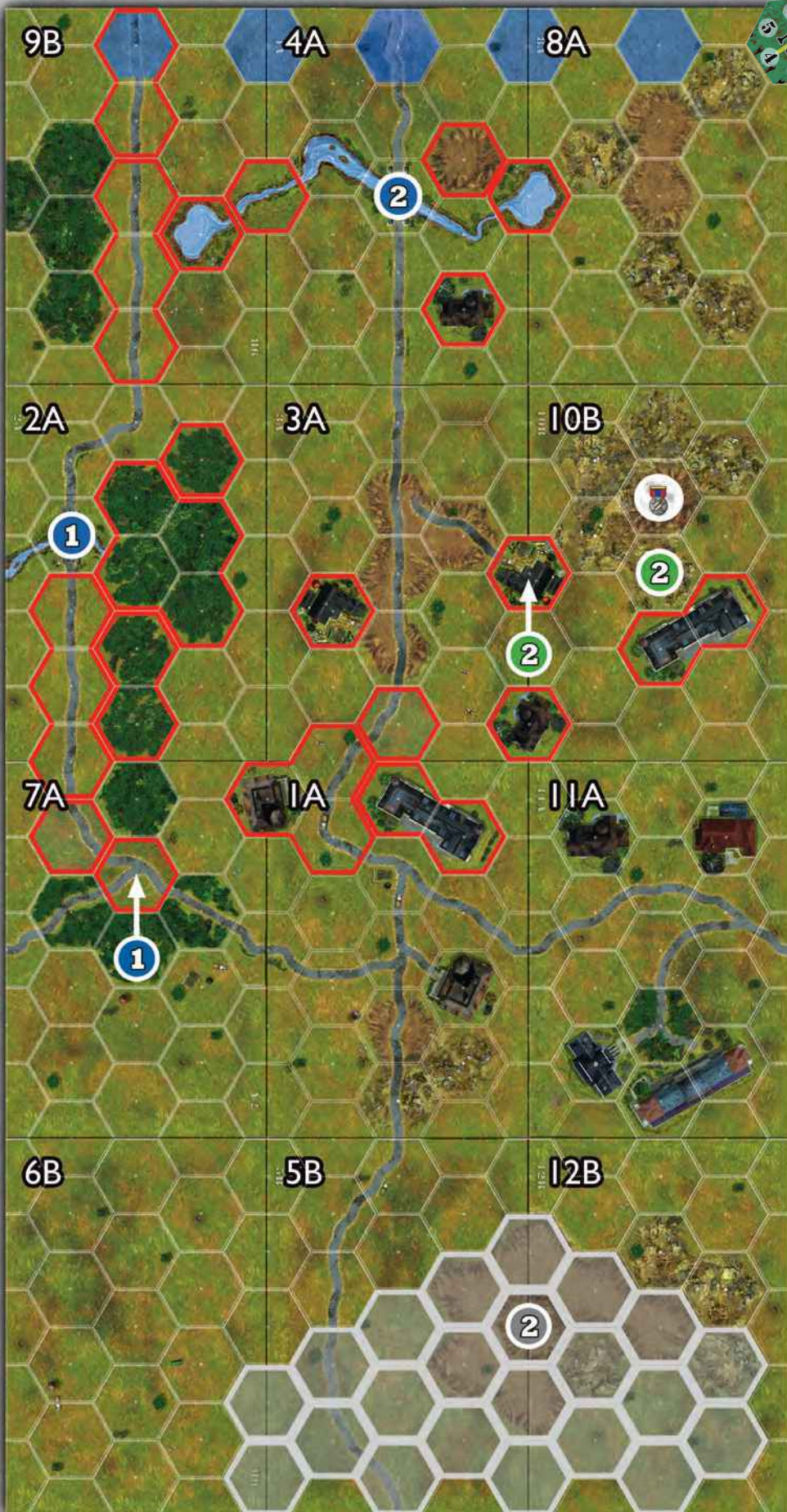
- Ground Support I
- Command I

Operations Card

- Tank Ace

Deployment Zone

Any hex with a gray border.



SCENARIO DETAILS

- **Rounds:** 7
- **Starting Initiative**
Americans
- **Actions per Turn**
3 actions per nation

REINFORCEMENTS

The Americans receive the following reinforcements during the Status Phase of round 3:

- 2 M-10 Tank Destroyers

SPECIAL RULES

- American Trucks may not move until round 3.
- At the end of the Status Phase of round 3, remove the “Heavy Fog” Operations card.
- The blue shaded hexes represent exit points for the retreating American transports and the advancing German armored forces. A vehicle on a blue shaded hex must spend 1 movement point to exit the board.
- Engineer units only need to spend 1 movement point to place a smoke marker in their hex (instead of 2 movement points indicated by the card).

TERRAIN FEATURES

- 4 Entrenchments
- 3 Tank Traps
- Americans may place the above obstacles anywhere in their deployment zone.
- The stream is *Flooded*.