The Ardennes offensive

(16th December 1944 – 25th January 1945)

the Tide of Iron campaign*

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American soldiers in Ardennes. The photo taken from the Wikipedia.

*Playing this campaign requires the TOI base game with both its expansions (DOTF and Normandy).

Introduction

Everyone who has ever tried to design or already has designed his own TOI scenario knows that it is an interesting work. The process itself evolves from an early stage, when an idea (usually based on some historical or hypothetical war event) starts to take shape in your head. Then you start to put it in reality via the scenario editor and your idea is slowly getting a skelet (frame) on a monitor. After this *beta version* scenario is done, there comes to call its testing. After playing several games, you see (realize) what has been designed well, what is useless, what is contraproductive and what could be done better. Then comes a phase of tuning and then the testing phase again. When you are satisfied with your testing results, you will probably publish your scenario on the FFG TOI fan-scenario web page. There your scenario usually will be put to another kind of testing (from other players) and you may be given an evaluation from their side.

Until coming of the Normandy expansion, there were none real guidelines as how to create a TOI campaign. Except a fact that those scenarios should be somewhat connected via a common theme (a periodical or a territorial one). In this way I understood it, when I created four scenarios thematically belonging to the time period of the Ardennes offensive. They were all designed as a (typical) stand-alone scenarios, which were bound together only with a common theme.

With coming of the Normandy we have been given instructions as how to create a campaign and we could also see (play) one such campaign prepared for us (4 scenarios covering some historical events of the 29th infantry division). This was an impulse that I (and probably not alone) was waiting for and after some time, before I have got my copy of the Normandy, I started to re-create (revise) those former stand-alone scenarios into real campaign scenarios.

My conception of this campaign
(differences from the standard campaign rules)

When I designed first four scenarios of this campaign, it was during October and November 2008, when there was not any Normandy expansion. They were designed as stand-alone scenarios, which thematically belonged to the Ardennes offensive and took place in a chronological order.

My main source of information as to what happened in the period between December 1944 and January 1945 in the Ardennes was the Wikipedia.

My four scenarios covered 2 preliminary diversionists operations (Operation Greif and Operation Stoesser), an assault of the 5th Army at Schnee Eiffel and a siege (and following surrender) of St. Vith.

If you look to any historical sources, you will find that these were only several pieces in a mosaic of smaller or bigger battles that occured there. I have to mention at least an assault of the 1st SS Peiper's division (Malmedy, Stavelot), a siege of Bastogne, Wittman's counterattack, holding bridges over the Meuse at Dinant, Namur and Givet, an Allied counterattack and meeting of both the Allied armies at Houffalize (though the British arrived there late).

Some these battles have already been *processed* and are at disposal as either official or fan scenarios (Stavelot express, Siege of Bastogne, Wittman's breakout and two scenarios included in Designer series booklet), as to mention some that I can remember now.

So knowing this and knowing official campaign rules I had to deal with following problems:

a) I may not end the campaign in the middle (after finishing St. Vith). It has to end as it did in the history (let's say by meeting of both Allied armies at Houffalize). Shall I remake existing Ardennes scenarios (Stavelot express, Siege of Bastogne) or rather make others?

b) Due to the fact that in existing 4 scenarios figured two different American divisions, then even after adding additional scenarios, there will not be probably possibility to upgrade their survived squads up to the Medal of Honor. And making additional 4 scenarios to a total 8 was unacceptable for me.

c) What about Germans squads? Include them also into a campaign (promoting) system or not?

d) How should work a promoting system, if passing between scenarios, that would engage 2 different American/German divisions?

e) How many changes should I make in existing 4 scenarios to fit in campaign rules possibly the most?

f) What suitable scoring system should be used to adequately measure results of campaign scenarios? Counting only a number of promoted squads, counting a number of own survived or destroyed enemy squads?

After pondering awhile I concluded:

a) I will add two additional scenarios that have not been yet published.

b) My campaign will have 3 parts (2 scenarios in each). Within these parts will promoting or rather transferring of squads work as usual. Transferring squads between different parts of the campaign will not be possible with few exceptions. Squads will usually promote only once or twice.

c) Due to the fact that within each part German forces were almost always the same, the promoting process may work for them as well.

d) After finishing each scenario, survived squads on both sides (with at least 2 figures) may promote. Squads on either side may promote, no matter whether their player lost or won. A mechanism of promoting is subordinated to a mechanism of transferring. Not all promoted squads may be transfered to the next scenario (either due to some limit restrictions or due to belonging to a different division).

e) It will be enough to incorporate into them new Normandy features and revised some elements which could be done better.

f) If either side scored a victory (minor or major), it will receive a fixed number of campaign points (2 points for a minor and 4 points for a major victory) and a fixed number of command points (2 points for a minor and 4 points for a major victory) that are transferred to the next scenario. In every case, each side will note a number of its promoted squad after the end of each scenario. These individual numbers will be summed up after the last scenario and taken into account, even if some promoted squads would not be transferred to other scenario. This way every promoting and every kind of scenario result will be taken into account.

List of the campaign scenarios

Part 1:   *„What the hell is going on?"*   (preliminary diversionist operations)

Scenario 1 – *Operation Greif*

(9 map boards, 10 rounds, cca 10 American squads vs. 6 German squads and 6 tanks)

Scenario 2 – *Operation Stoesser*

(9 map boards, 10 rounds, cca 10 American squads vs. cca 10 German squads, up to 2 transferred squads from the Scenario 1 for each side)

Part 2:   *Rolling thunder*   (the attack of the 5th Army)

Scenario 3 – *Schnee Eiffel*

(9 map boards, 8 rounds, cca 10 American squads vs. 12 German squads and 2 tanks)

Scenario 4 – *St. Vith*

(12 map boards, 8 rounds, 12 American squads, 4 ATs and 6 tanks vs. 12 German squads and 10 tanks, up to 3 transferred squads from the Scenario 3 for each side)

Part 3:   *Tide turns*   (German advance ends, the Allied counterattack)

Scenario 5 – *The Meuse river*

(12 map boards forming 3 maps [2 x 2 tiles]), 6 rounds, cca 12 British squads vs. cca 10 German squads and 6 tanks)

Scenario 6 – *Pocket at Houffalize*

(12 map boards, 8 rounds, 12 American, 6 British squads and 12 tanks vs. 12 German squads and 6 tanks, up to 6 transferred squads from the Scenarios 4 and 5 for each side)

Part 1

„What the hell is going on?"

(preliminary diversionist operations)

First two scenarios of this campaign are dedicated to two preliminary operations preceeding to the Ardennes offensive itself, that were carried out by German commandos or paratroopers units. Though both operations did not scored their expected results (as to an inflicted damage), they did succeed in spreading chaos among American forces.

Both scenarios try to simulate a situation when several experienced (and specialized) German squads manage to penetrate behind American lines under the cover of fog (or thanks to concealed squad tokens) and then begin their sabotage work.

American forces (the 99th Infantry division) are represented by mostly greenhorn soldiers, who are suprised and „paralyzed" by a sudden and enexplicable presence of German commandos or by a barrage of a German artillery. This shock is represented by using several operational cards (like *Massive confusion* or *Shattered morale*). A main task of the Americans is to prevent German units (tanks or squads) from penetrating their lines or accomplishing their objectives (and thus taking more or less a defensive role). It may seem at the first glance that they have a disadvantage (for example when trying to slow/stop several German tanks), but I guess that these events could happen just this way.

The German player on the other hand has to time(plan) well splitting of his limited specialized squads to be able to accomplish in time his objectives (removing obstacles, blowing up buildings,...). Additional help will provide him either operational cards (like *Double time, Merciless assault, Seize the initiative*) or a proper using of *Disruption* (resp. *Tactician*) or *Command* (resp. *Assaulter*) decks.

A role of engineers will come to a foreground on both sides (when laying smoke, building trenches or removing obstacles). Also demolitions squads, being a brand new specialization, will earn their pay.

Part 2

Rolling thunder

(the attack of the 5th Army)

The next two scenarios of this campaign are dedicated to the start of the offensive itself.

We will leave the 99th Infantry division and German soldiers under command of Scorzeny and von der Heydte behind and move our attention to the 106th (American) Infantry divison and the 18th (German) Volksgrenadier division.

Schnee Eifel scenario reperesents the attack of the 18th Volksgrenadier divison, which led to surrendering of the American defenders. In its former version I used 8 German tanks instead of German infantry, but for more trustworthy character of that battle I rather inclined to use a greater number of German squads and supply them with only two medium tanks. For a victory Germans not only have to conquer weaker American forces, but also sweep behind their lines and leave a map. Though German infantry can wade through a local river, their vehicles can not. (Transport) vehicles can speed up a transport of German squads through the map, so conquering at least one bridge is essential for a success.

St Vith scenario represents rather an extreme scenario. I did its former version as a certain lab-rat, trying to use in it possibly the most components (operational and strategy cards) and still keep it playable and balanced for both sides. In its revised version I took a more pragmatic and realistic view and therefore I reduced the number of operational cards and also a number of used strategy deck.

St. Vith is designed as a typical siege scenario. Dozen squads of American defenders with 4 AT guns in a town facing an assault of German Panzer division from several directions. But ten German tanks and dozen German squads have to first overcome not only tough resistance of defenders but also several minefields and tank traps blocking the entrance to the town. Even if they manage to get into the town, American tank reinforcements will support retreating squads and will complicate their objective in capturing the bridges. This scenario is designed as a practice for coordinated using of tanks and infantry in a greater scale (the Germans) and defense against them (the Americans) with a coordinated retreat.

However with the Normandy option of „destructible buildings", the German task of entering the town became far easier, because they tanks can shoot away any building standing in their way. This was a reason why I included far more tank traps, which really can slow down ANY vehicle. Due to arrival of American tanks in the second half of the scenario, their squads will have to perform brilliantly to slow German forces. Both their strategy decks and thermite charges should be more than needy for it.

Part 3

Tide turns

(German advance ends, the Allied counterattack)

These two scenarios have been added to the previous four. They are dedicated to the events in a period of a turning point in the Ardennes offensive. In both scenarios are engaged also British forces (as a part of Allied armies).

The Meuse river scenario is more or less simplified version of the Operation Greif scenario, but it takes place on three different battlefields at the same time. Inexperienced British troops doing their best to hold bridges over the Meuse against (adequatly reduced) combined forces of German infantry and tanks. *American air support* deck and *Fuel shortages* operational card should provide them enough time and resources to slow (or stop) an incursion of German forces.

Pocket at Houfallize scenario is as a final scenario. At Houffalize (from which the Germans were evacuating their forces) should meet both American and British forces and surround (and cut off) retreating German soldiers. Unfortunately, due to Montgomery's slow and too cautios advance, the British forces arrived there late, after most of the Germans had successfully escaped. However, due to a lack of fuel most of heavy vehicles (tanks) had been left abandoned. This fact is represented by the fact that German combat vehicles may not move at all after their deploying during a setup.

Moreover I intended to design this scenario as one that would offer to both players „more freedom" than normally. For example the player of Allies may adapt deployment of his forces to his like. Additionaly, both players may play cards from their decks for free CPs, so they are not restricted on having enough disposable CPs (while the initiative keeps switching each round, so the players know who will act as the first during the next round). Another „discrepancy" is a possibility to allow transferring of promoted squads for both sides (from Meuse river and St. Vith scenarios) which, taken rigorously historically, could not be there (because they belonged to different divisions). But I meant it as a small *reward* for this final scenario for both players.

Campaign features and advices

1) Squad promotion(transfer), transferrable CPs

a) After the end of each scenario, all survived squads (with at least 2 figures), may be promoted as usual (no matter the score of their player). Each player will note how did he finish the scenario (a lose, a major or a minor victory), how many squads did he promote and to which level.

b) If playing the second scenario within each part of the campaign, there is a limit as to how many (promoted) squads may be transferred. The only exception is the last scenario (Pocket at Houffalize), to which may be transferred also (promoted) squads from the St. Vith scenario. Thus if playing a scenario with an odd number (1, 3 or 5), you may not transfer any squads from previous scenario. If playing a scenario with an even number (2, 4 or 6), you will be said as to how many promoted squads from the previous scenario you may transfer.

c) If playing any scenario (except the first and the last one), do not forget to take reward Command points, if you scored at least a minor victory in the previous scenario.

d) This idea is not from my head, but I met it in the Mediterranean campaign designed by Matt Siegel. It solves the problem of promoting Alfa, Bravo and Recon specialization squads which do not have their appropriate campaign promotion tokens. Matt came with the idea of using national command objective markers, where their value (a number printed on them) will state a level of promotion (i.e. token with 1 means a bronze star, token with 2 means a silver star, etc.). These tokens are put under a squad base of a promoted squad and move with the squad. Only problem that could occur is interferring command objective tokens used „this" way and those used in their „normal" way. But this situation can be solved by using command objective markers of a nation that is not engaged (in a given scenario), so no confusing should occur.

2) Using leadership decks

This feature is almost always optional in all these scenarios. If both players agree, use them but only those suggested. Otherwise I can not guarantee a scenario balance. The suggested decks have been chosen as the best substitution of those former (standard) decks. Only in the St. Vith scenario are both leadership decks mandatory.

3) Using a weather deck

Due to a fact that the whole Ardennes offensive took place during a winter, all weather cards like *Light* or *Heavy rain*, resp. *Thunderstorm* should be interpreted as a *Light* or *Heavy snow* resp. „little Snowstorm". The result effect is the same, but it's clear that during a winter never rains :-).

4) Order of playing scenarios

Though the scenarios (within this campaign) are sorted by a chronological order, you do not have to play them only this way. Due to splitting into 3 independent parts, you may start playing the first scenario of whatever part you want. But remember to play the Scenario 6 after finishing the Scenario 4 and 5 due to squads to transfer.

5) Initiative and setting up forces

Except the last scenario, the Germans have always the initiative, but the Americans have to set up their forces first. In the last scenario it is vice versa.

6) Strategy and operational cards coming to play during a scenario

Because some strategy decks and operational cards come to play after certain events (conditions) happened during a scenario, do not distribute them already during a setup, but use them as late as their proper time (for example after an enemy artillery barrage, after losing a certain number of squads, etc.). Always read carefully the special rules to a given scenario, where these facts are detailed.

Usually all these decks and operational decks come to play during the Status phase, in the Scenario events step, of a specified round.

7) Destructible buildings, crater tokens

These new Normandy features are incorporated this way:

a) Except the St. Vith scenario and in a limited way in the Operation Stoesser scenario, the buildings ARE NOT destructible.

b) Crater tokens may be put to game after meeting this condition:

If a normal (not a suppresive) area attack (except mortars) would cause at least 2 hits on a given hex, put on that hex a crater token. So using certain Artillery or Air support cards can have other consequences.

8) Alternative initiative cards

If a scenario allows it a player may choose to use an alternative initiative card instead of the standard one of his nation. There are two such cards: *Sturdy defenders* and *Great offensive*.

The *Great offensive* initiative card says: „*During the first two rounds of a scenario all your units have 1.5 times more movement points than usually.*"

The *Sturdy defenders* initiative card says: *„Once during a scenario choose a round (except the 1st round), before the start of the Action phase of that round. During the whole Action phase of this round all your units may ignore one successfull hit from each suppresive attack that will be made against them.“*

8) Counting the final score of the campaign

Supposing that you have made a score of each finished scenario during the campaign, now comes the time to find out who has won and who has lost.

a) Sum up campaign points, awarded for accomplished victories in scenarios (2 points for a minor victory and 4 points for a major victory). Notice that sometimes may both sides achieve a minor victory in the same scenario.

b) Now take a list of promoted squads in each scenario. Notice that this list may include squads that might not be transferred to other (next) scenario because of some restriction (belonging to a different division or having an „unallowed“ specialization, etc.).

i) for each promoted squad with a bronze star, add +1 campaign point
ii) for each promoted squad with a silver star, add +2 campaign points
iii) for each promoted squad with a medal of honor, add +3 campaign points (only possible in a final scenario for promoted squads which passed from Schnee Eiffel and St.Vith scenarios)

Each player sums up campaign points for all his promoted squads and adds this number to the number received from a paragraph *a)*.

Both players then compare their result numbers and easily find out who is winner in this campaign. In a case of a tie, no side has won.

Scenario 1 - Operation Greif

by Pavel "Artemis" Dushek

One of the two major operations that were planned for the Ardennes offensive was the Operation Greif. By October 1944 it was decided that Otto Skorzeny, the German commando who had rescued the former Italian dictator Benito Mussolini, was to lead a task force of English speaking German soldiers in Operation Greif. These soldiers were to be dressed in Americans and British uniforms and wear dog tags taken from corpses and POWs. Their job was to go behind American lines and change signposts, misdirect traffic, generally cause disruption and to seize bridges across the Meuse river between Liege and Namur.

Although they failed to take the vital bridges over the Meuse, the battalion's presence produced confusion out of all proportion to their military activities and rumors spread quickly. Checkpoints were set up all over the Allied rear, greatly slowing the movement of soldiers and equipment. Military policemen drilled servicemen on things every American was expected to know, such as the identity of Mickey Mouse's girlfriend, baseball scores or the capital of Illinois.

The tightened security nonetheless made things harder for the German infiltrators and some of them were captured. Even during interrogation they continued their goal of spreading disinformation. When asked about their mission, some of them claimed they had been told to go to Paris to either kill or capture gen. Eisenhower. Because these prisoners had been captured in American uniforms, they were later executed by a firing squad. This was the standard practise of every army at the time.

Because the Ardennes was considered a quiet sector, economy-of-force considerations led it to be used as a training ground for new units and a rest area for units that had seen hard fighting. The U.S. units deployed in the Ardennes were thus a mixture of inexperienced troops (such as a raw U.S. 99th and 106th "Golden lions" divisions) and battle hardened troops sent to that sector to recuperate (the 2nd Infantry division).

(the text taken from the Wikipedia)

OBJECTIVE:

This scenario takes place near the Elseborne ridge and tries to simulate a combined operation of German diversants, pre-offensive artillery fire and the start of the offensive itself. In reality only 20-30 German soldiers in Scorzeny commandos were really engaged in sabotage actions. And though their actions did not do much damage, an unpleasant surprise or rather a shock of perfect English speaking German soldiers disguised as American soldiers compensated it more than enough.

The Germans:

The first objective the Germans have is clearing a mined and jammed pass on the map tile 5A through which will roll tanks of the 2nd SS Panzer division.

The second objective (optional) is capturing a building with American radio-transmitter (the building hex on the map tile 8A). If the Germans capture it, they will be able to use the radio-transmitter to call for an artillery fire (and correct that fire).

The third objective is capturing a bridge over a local river, which is the only way (for vehicles) how to cross it. German tanks may start deploying (or continue in deploying) only if the bridge is under the German control.

The forth and the main objective is reaching a black bordered hex (on the map tile 2A) and leaving a map from it (at the cost of 1 MP) with at least four tanks till the end of the round 10 (not neccessarily in one round).

Conditions for the Germans:

Lose - None German tank passes through a black bordered hex on the map tile 2A.

Minor victory - At least 2 German tanks pass.

Major victory - At least 4 German tanks pass.

The Americans:

The only objective of the Americans is preventing the German tanks from penetrating their lines till the end of the round 10, while taking the less possible casualties.

Conditions for the Americans:

Lose - At least 2 German tanks pass.

Minor victory - Only 1 German tank passes.

Major victory - None German tank passes.

Rounds: 10
Starting Initative
Germans

Actions
3

99th 'Checkerboard' Infantry Division

393rd Inf. Regim.

- 9 Squad Bases
- 22 Regular Infantry
- 4 Elite Infantry
- 2 Officer
- 2 Mortar Crew
- 2 Machine Gun Crew
- 2 GMC CCKW 353 Truck

x 1   x 1

Reinforcements deck

- 0 Squad Bases

Starting Strategy Cards: 0
Stategy Decks
- American Reinforcements I

Operations Cards
- Massive Confusion
- Shattered Morale
- Desperate Defenders
- Lay Razor Wire
- Lay Smoke

6th Panzer Army

Scorzeny Commandos

- 6 Squad Bases
- 16 Regular Infantry
- 6 Elite Infantry
- 2 Officer
- 2 SdKfz 251 Half Track
- 2 Opel Blitz Truck
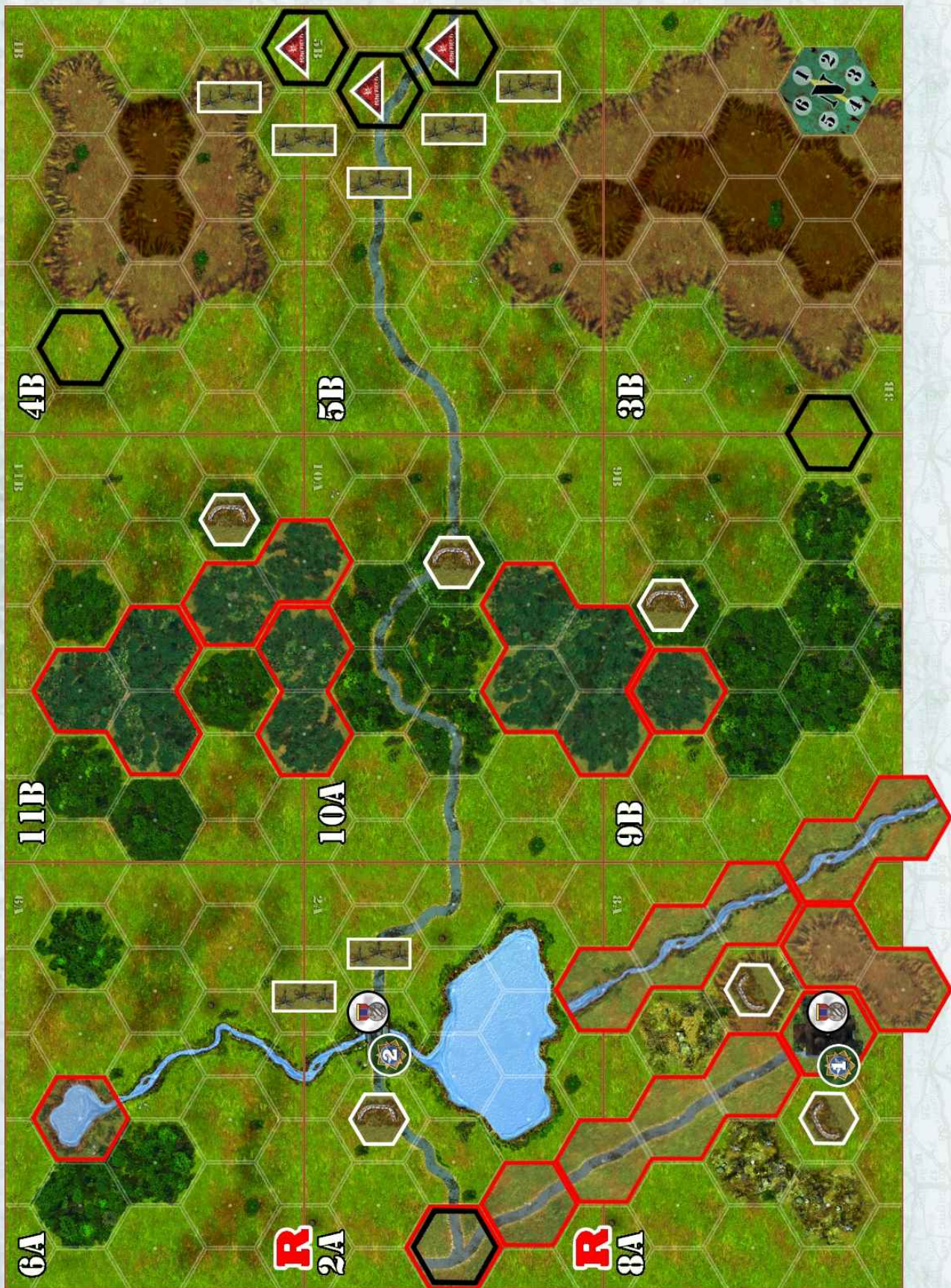
x 1   x 2

x 6

2nd SS Pzr Division

- 0 Squad Bases
- 3 Panzer IV Tank

Starting Strategy Cards: 2
Stategy Decks
- Artillery II
- Command I

Operations Cards
- Seize The Initative
- Camouflage
- Clear Mines
- Clear Tank Traps
- Double Time
- Lay Smoke

Special rules for the Operation Greif scenario (revised version 1.1)

Summary of changes in the scenario

a) Reduced a length of the scenario from 12 rounds to 10.

b) Removed both AT guns. They were probably positioned farther behind front lines. Also removed all squads of the 2nd Infantry division due to Reinforcements deck.

c) The Germans foremost have to clear a pass for allowing an advance of their tanks. Moreover they have to capture a bridge and may capture an enemy HQ with a radio-transmitter. In a former scenario these conditions were vice versa.

d) Due to 6 used commandos squads instead of former 4, there are used 2 Opel trucks (representing American GMCs) and 2 Sdkfz halftracks (representing American jeeps).

e) Added posibility for leadership decks and alternative initiative cards, added using of crater tokens, a demolition specialization and weather cards from the Normandy expansion.

f) Changed conditions for victories (minor, major) and a lose for both players.

g) Changes in position and number of obstacles.

Used DOTF components

a) *Morale 2* and *Disruption* decks

b) 2 Alfa specialization tokens

c) 3 Panther tanks

Used Normandy components

a) 6 crater tokens (as a result of an artillery fire)

If a normal artillery area attack scores at least two succesfull hits on a hex, put a crater token on that hex. Jeeps like trucks may not pass through hexes with a crater token. Only forest, river, bridge and pond hexes are excluded from this rule.

b) 1 Demolitions specialization token, 2 German charge tokens, *Satchel charges* operational card

c) Weather deck: Composition: 1 Fog, 2 Clear skies, 2 Light rain

d) Leadership decks: *Assaulter* and *Hero*

1) Rules for strategy decks

The third deck the German player will use in this scenario is *Disruption* deck .

The second deck the American player will use in this scenario is *Morale 2* deck .

a) *When do decks come to play?*

Disruption and *Command* decks come to play during a setup.

Morale 2 deck comes to play in the Status phase (the Scenario events step) of a round when any commandos squad has been revealed for the first time.

Artillery 2 deck comes to play in the Status phase (the Scenario events step) of a round when Germans have captured an American building with a radio-transmitter.

American reinforcements deck comes to play in the Status phase (the Scenario events step) of a round when Germans have deployed all (or the first part) of their tanks.

a) *Using Morale 2 deck*

After coming in play, the American player may draw 1 card from this deck. After the German player has finished his artillery barrage (via *Artillery 2* deck), the American player may put (for free) the *Take cover* card in his play area, unless it is already there or has been already used. If he does so, he has to reshuffle the deck.

b) *Using Command deck*

Before using it the German player puts away both *Rapid mobilization* cards and may for free put to his play area both *Critical objective* cards. If he does so, he has to reshuffle the deck and he may not draw any more cards during a setup. If he wants to use an alternative German initiative card, he has to remove also both *Critical objective* cards from this deck before using it.

c) *Using Artillery 2 deck*

Artillery 2 deck is used in a different way in this scenario. As said above, it comes to play under the condition that the Germans control a victory objective hex on the map tile 8A.

Before using it the German player puts away both *Increased priority* cards, because they have no meaning in this case, and shuffles the deck . Then he draws cards (from this deck), one at time, and solves their effect until he uses all the cards. Then the deck is put away.

Any requires for establishing a contact are skipped, they're supposed successfull.

As for the *Spotting round* card: If the card is active, all following *Artillery 2* cards drift 1 hex fewer, but any *Artillery 2* cards that hit for less than 2 hits are put away (after solving their effects), they don't stack for other use.

As for a rolling for drift, standard rules apply with a fact that all German units are fresh in this step.

If an *Artillery 2* card effect would cause pinning or disrupting of a squad, the squad's status token is assigned to such a squad as usual and carries over to the next round (no matter of a possible officer's presence on the hex with such a squad). The *Shattered morale* card's effect will be solved in the following round during the Status phase, Remove tokens step.

d) *Using American Reinforcements deck*

This deck is used normally. Squads gained via this deck belong to the American Division 2, i.e. they have light green squad bases. These squads do not belong to the 99th Infantry Division and thus may be neither promoted nor transferred to the next scenario.

Before using it, following cards are put away: *3 Battalion reinforcements*. After coming in play the American player may put for free to his HQ one *Specialized reinforcements* and one *Reinforcements* card. If playing *Hardened veterans* card, figures granted via it may be used only in light green squads bases. No trucks may be bought as an optional transport.

e) Leadership decks

If playing with this Normandy option:

i) the German player may choose to change his *Command* deck for *Assaulter* deck. He removes *Take down the beast* and *Rapid mobilization* cards from *Assaulter* deck before using it. In case of using *Assaulter* deck, the German player should use alternative initiative card *Great offensive* and may during a setup normally draw 2 cards.

ii) the American player may choose to change his *Morale 2* deck for *Hero* deck.

2) Special rules for both sides

Operational cards:

Lay smoke card is a shared one. But only the German player may use it since the beginning of the scenario.

Operational cards *Massive confusion, Lay razor wire* and *Lay smoke* (for the American player) come to play (together with *Morale 2* deck) in the Status phase (the Scenario events step) of a round, when any German commandos squad for the first time has become revealed.

Operational card *Shattered morale* comes to play in the Status phase (the Scenario events step) of a round, when the German player has used *Artillery 2* deck.

Operational card *Desperate defenders* comes to play in the Status phase (the Scenario events step) of a round, when the German player has deployed or started deploying his tanks.

Terrain modifications

3 mine fields, 7 tank traps, 6 entrenchments

A river is deep (i.e. impassable for vehicles and requires 4 MPs to pass for infantry, an explanation follows).

Because of a winter season (snow, ice, cold) a terrain difficulty is greater than usually.

Each hex (except all road and building hexes) requires 1 more MP to pass. The ability *Efectivity on road*, relating to trucks and jeeps may not be availed in its original way. However a truck (or a jeep) passing (during its movement) only over road hexes gains 6 MPs instead of normal 4 MPs.

Building on the map tile 8A is on a hill hex level 1 (for reasons of spotting).

Weather deck

Weather card the *Light rain* should sound rather *Light snow* in this scenario, but its effect is the same.

During a setup the *Fog* card is activated and remains in play till the beginning of the round 3. Then it is removed from a game.

Meteo-checks occur in round 3, 6 and 9.

Battle experience and other specializations

Scorzeny commanndos receive 2 Alfa unit and 1 Demolitions specialization tokens.

Demolitions squad

The German demolition squad receives 2 (German) charge tokens (Satchel charges).

CPs for the German player

The German player earns command points (CPs) this way:

At the beginning of each Command phase he receives X CPs, where X is number of still living Scorzeny commandos squads divided by 3, rounded up.

Example: With 5 commandos squads the German player receives 2 CPs, while with 2 squad he receives only 1 CP.

Other source of CPs is the *Seize the initiave* operational card.

A promotion and a transfer of (promoted) squads

Promoting occurs in a standard way (see Normandy expansion rules). But not all possible promoted squads may be always transferred to the next scenario. However every promoted squad will be counted to the final campaign scoring.

Promoting of Alfa, Bravo or Recon squad (where there are not any promotion tokens) is explained in the section „Campaign features and advices".

Both players may transfer up to 2 their promoted squads to the next scenario (Operation Stoesser).

However, both players should not forget to note a number and a composition of all their promoted squads for reasons of later campaign scoring.

Special initiative cards

Special initiative cards should be used either on both sides or on none side.

3) Deployment zone sections

Rules for the German deployment zone

Scorzeny commandos deploy during a setup in any black bordered hexes with in a map til 4B (the western border) or 3B (the eastern border). Each squad receives a concealed squad token and has to load for free MPs in one of German transport vehicles. 2 loaded vehicles deploy in the map tile 4B and the other two on 3B.

Tanks of the 2nd SS Panzer division deploy in the 3 black bordered hexes in a map tile 5B The German player may decide to deploy them in 2 rounds (but not more than 2 rounds), due to possible not yet cleared (unmined) hexes in their deployment zone.

Rules for the American deployment zone

The American player deploys his units first, despite an initiative.

Units of the 99th division may deploy in any hexes in any map tiles except tiles 3B, 4B and 5B. On the other map tiles there is no restriction for deploying, except river (or pond) hexes and black bordered hex on the map tile 9B. The Americans may not load squads into their transporting vehicles during a setup.

4) **Special rules for the American player**

Alternative initiative card

The American player may use an alternative initiative card *Sturdy defenders* instead of his standard one.

The *Sturdy defenders* initiative card says: „*Once during a scenario choose a round (except the 1st round), before the start of the Action phase of that round. During the whole Action phase of this round all your units may ignore one successfull hit from each suppresive attack that will be made against them.*"

5) **Special rules for the German player**

Tanks

The German player receives additional 3 Panther tanks.

Alternative initiative card

The German player may use an alternative initiative card *Great offensive* instead of his standard one.

The *Great offensive* initiative card says: „*During the first two rounds of a scenario all your units have 1.5 times more movement points than usually.*"

Disguised squads

All squads of Scorzeny commandos represent English speaking German soldiers disguised as Americans who, as history says, were passing in jeeps behind american lines and doing different sabotage actions (during the start or short before the beginning of the Ardennes offensive).

A commando squad can be found in two states: It is either disguised (everyone supposes it to be an American squad) or it is revealed (and is then treated as any other enemy squad). A concealed squad marker helps to distinguish these two states. This token relates to a squad, no matter whether it sits in a jeep or walks. Rules for jeeps/trucks are written below.

Commandos squads are treated this way:

1) During a setup all 6 commandos squads receive concealed squad markers and are supposed „concealed". (Use 4 German concealed squad tokens and 2 other, taken from a British or an American pool of these tokens).

2) Due to the (corrected) operational card *Camouflage*, a „concealed" squad may be revealed only after it has made an attack with at least 2 succesfull hits. Logically we can add a rule that after declaring an assault a commandos squad is also „revealed". Another reason for revealing a concealed squad is using its special ability (i.e. clearing a hex of mines, of tank traps, removing razor wire, laying smoke, laying or detonating charges). Building trenches does not cause revealing. However a possible revealing occurs only if the „problematic" squad is within LOS of any American unit (see a text of the *Fog* card). The problem relating to revealing or not revealing a squad after entering an objective hex is mentioned below.

3) If a „revealed" squad remains at least 1 (full) round out of LOS of all American units, it may start to pass itself off again as an American squad – i.e. it again receives a concealed squad marker.

4) If a commandos squad is „concealed", the Americans may not attack it. Nor via mortars. Area attacks (via Artillery cards) may target (hit) it, if such a squad is on the hex with a normal (revealed) unit or if the fire drifts to a hex with a „concealed" unit.

5) If a squad is „concealed", (whether in a transport vehicle or walking), it may pass without any hindrance through hexes with American units and may even stop on it, unless it exceeds a hex limit.

6) Being on an objective hex does not cause a „concealed" commandos squad to become „revealed".

i) If a "concealed" squad does not want to take control of an objective hex, because it does not want to become revealed, the objective remains in control of its current owner, and the squad stays „concealed".

ii) If a „concealed" squad is in an objective hex and wants to take control of it, it must first „reveal" itself (at the end of its action). If there are enemy unit(s) on the same hex, they must be destroyed during (or before) the action, when the commandos squad has become „revealed". Only a „revealed" squad may take control of an objective hex.

7) Following rules cover some aspects of commandos squad attack actions (move and fire action and an assault action) and an enemy Op fire:

a) If a „concealed" squad is on the same hex with enemy unit(s), any its attack is supposed to be a close range attack.

b) If a „concealed" squad wants to move and fire at enemy, after dealing at least 2 hits it becomes revealed. If it is so and the first part was move and the second fire, then no enemy Op Fire may be applied. In the other case (first fire with at least 2 succesfull hits, and then move), Op fire applies/triggers as normal.

c) An enemy Op fire is triggered whenever a commandos squad has become „revealed" and is moving (i.e. an assault and fire-and-move action). If a commandos squad has to retreat to any adjacent hex, enemy may not react with to it with an Op fire.

d) If a „concealed" commandos squad declares an assault, it becomes immediately „revealed" and enemy units may react to it with an Op fire. But in a case when a „concealed" commandos squad would declare an assault, standing on the same hex as enemy units, enemy units may not react to it with Op fire (commandos are to near).

8) In case of a combined commandos fire, all squads participating in the fire are „revealed", if at least 2 hits have been dealt.

American jeeps and trucks (represented by German transports)

For easier distinguishing real American trucks from American trucks and jeeps loaded with Scorzeny commandos, we will use German transports. Since there is not a jeep miniature, the Germans will use 2 SDkfz halftracks instead of them. German Opel Blitz trucks will represent American GMC trucks. Jeep and truck has the same stats (movement, armor, ...) except for a transport capacity, which is logically 1 squad.

The German transports are supposed somewhat „neutral" transport vehicles in this scenario. It means that:

a) They may not take control of objective hexes.

b) The Americans cannot steal them or use them.

c) The American player may attack them only after he has alredy received *Massive confusion* operational card and:

     i) if they transport at least one „revealed" squad or

     ii) if they are not in a hex together with only „concealed" squad(s)

d) The German player may control (use) them only:

     i) if none of his „concealed" squads has been yet „revealed" (no matter whether they are empty or loaded) or

     ii) if at least one „concealed" squad has just loaded unto them or if they transport at least one „concealed" squad.

Retreating after revealing a squad

When transports and commandos squads (if revealed), standing on the same hex as enemy unit(s), have to retreat and when not?

1) **Before** the first German succesfull attack (for at least 2 hits) or **Before** any special action of an engineer or a demolition squad (see section *Disguised squads*), that would both lead to revealing a „concealed" squad.

German transports (no matter if empty or loaded) and „concealed" commandos squads may pass through hexes with enemy units without any hindrance and may even stop on a hex with any enemy unit(s), unless they exceed a hex limit.

And vice versa, enemy units may pass through hexes with German transports and (only) „concealed" German squads and may also end their movement on a hex with them, unless they exceed a hex limit.

2) **After** any attack action of commandos squad (for at least 2 hits) or **After** any special action of an engineer or a demolition squad (see section *Disguised squads*) or **Afte**r any action that did a „revealed" German squad.

In next paragraphs we suppose that there is one concealed commandos squad, one German transport and one enemy squad in the same hex.

If an attack of a „concealed" commandos squad would cause „revealing" of the attacking squad and supposing that an enemy unit has survived, the „revealed" German squad has to retreat to any allowed adjacent hex without enemy units (as after an assault). Like a retreat after an assault, an enemy may not react to it with an Op fire. If there is not such a hex, the „revealed" retreating squad is destroyed.

Simply said after „revealing" of a commandos squad, there may not be other enemy units on that hex, otherwise all „revealed" commandos squads in that hex have to retreat.

If such an attack did not cause revealing of the attacking squad or all enemy units on that hex have been destroyed, then the commandos squad does not have to retreat.

In a case of a German transport, which may be present in the hex together with a „concealed" commandos squad and an enemy unit:

a) If the (attacking) commandos squad has not become „revealed" or if all enemy units on that hex have been destroyed, the transport may stay on the hex.

b) If the (attacking) commandos squad has become „revealed" and an enemy unit has survived its attack, then the „revealed" commandos squad has to retreat and the transport may stay on the hex only if it is empty (because then the German player loses control over it) or if it transports another „concealed" squad. In all other cases it has to retreat too.

When may German transports and commandos squad pass through or stop on the hexes with enemy units?

After the first German successfull attack (for at least 2 hits) or after a special action of a demolition or an engineer squad (which both leads to revealing of a squad), the German player loses control over all his empty transports (see conditions relating to their control above). Enemy (American) units since then may not pass through nor stop on hexes with German transports (no matter whether empty or loaded).

A „concealed" commandos squad (in a transport or alone) may whenever pass through hexes with enemy units or even stop on them, unless it exceeds a hex limit.

Scenario 2 - Operation Stoesser

by Pavel "Artemis" Dushek

By late November another ambitious special operation (beside the Operation Greif) was added. Colonel Friedrich August von der Heydte was to lead Fallschirmjaeger (paratrooper) Kampfgruppe in Operation Stoesser - a nighttime paratroop drop behind Allied lines aimed at capturing a vital road junction near Malmedy.

Originally planned for the early hours of the 16th December, Operation Stoesser was delayed for a day because of bad weather and fuel shortages. The new drop time was set for 3:00 on the 17th December. Their drop zone was 7 miles north of Malmedy and their target was the "Baraque Michel" crossroads. Von der Heydte and his men were to take it and hold it for approximately 24 hours until being relieved by the 12th SS Panzer Division, thereby hampering the Allied flow of reinforcements and supplies into the area.

Just after midnight on the 17th December, 112 Ju 52 transport planes with around 1 300 Fallschirmjager took off amid a powerful snowstorm, with strong winds and extensive low cloud cover. As a result, many planes went off course, and many men were dropped as far as dozen kilometres away from the intenended drop zone, with only a fraction of the force landing near it. Strong winds also took off-target those paratroopers whose planes were relatively close to to the intended drop zone and made their landings far rougher.

By noon a group of around 300 managed to assemble, but this force was too small and too weak to counter Allies. Colonel von der Heydte abandoned plans to take the crossroads and instead order his men to harass the Allied troops in the vicinity with guerilla-like actions. Because of the extensive dispersal of the jump, with Fallschirmjaeger being reported all over the Ardennes, the Allies believed a major divison-sized jump had taken place, resulting in much confusion and causing them to allocate men to secure their rear instead of sending them off to the front to face the main German thrust.

(the text taken from the Wikipedia)

OBJECTIVE:

This scenario tries to simulate a situation of one team of these dispersed von der Heydte Fallschirmjaeger. Instead of accomplishing their former objective they have to rescue captured German soldiers and intend to destroy a nearby American supply relay-storage.

The Germans:

The minor (optional) objective is destroying American fuel supplies (see the section Fuel depot and trucks in the American Special Rules section). These are located in a fuel depot which is situated in a double-hex building on the map tile 1A.

The first major objective is rescuing the captured German soldiers, who are held in a prison. The prison is represented with a double-hex building on the map tile 7A (see the section Rescue of prisoners in the German Special Rules section).

The second major objective is capturing the big building (5 hexes) representing the American supply relay-storage (ammo, weapons, food, remedies, etc.) on the map tile 9A and destroying it (see the section Supply relay-storage)

Lose:

The Germans do not accomplish any of their major objectives till the end of round 10.

Minor victory:

The Germans accomplish only one of their major objectives till the end of round 10.

Major victory:

The Germans accomplish both their major objectives till the end of round 10.

The Americans:

The American main objective is preventing the Germans from accomplishing their major objectives.

Major victory:

No German major objective accomplished.

Minor victory:

Only one of German major objectives accomplished.

Lose:

Both the German major objectives accomplished.

Rounds: 10
Starting Initative
Germans

Actions
3

99th 'Checkerboard' Infantry Division

394th Inf. Regim.

- 9 Squad Bases
- 30 Regular Infantry
- 4 Elite Infantry
- 2 Officer
- 4 GMC CCKW 353 Truck

393rd Inf. Regim.

- 0 Squad Bases

Starting Strategy Cards: 0
Stategy Decks
- Morale I
- Supply I

Operations Cards
- Massive Confusion
- Shattered Morale

The Germans

Fallschirmjaeger

- 8 Squad Bases
- 24 Regular Infantry
- 6 Elite Infantry
- 2 Officer

x 1   x 1

Captured Scorz. men

- 0 Squad Bases

Starting Strategy Cards: 2
Stategy Decks
- Command I

Operations Cards
- Merciless Assualt
- Seize The Initative
- Double Time
- Lay Smoke

25

The special rules for the Operation Stoesser scenario (revised version 1.1)

Summary of changes in the scenario

a) The American player's squads start with no specializations and no heavy weapons. They have to gain them via the *Supply* deck or *Ammunition depot* operational card.

b) Instead of destroying supply trucks and holding a supply relay storage building for several rounds the Germans will now use demolitions squads.

c) Added other specializations (except Recon) to the German diversants (engineer, medic, demolitions).

d) Added Normandy expansion features – demolitions squad, charge tokens, ruins tokens, weather deck and leadership decks.

e) Both players may transfer up to 2 promoted squads from the previous scenario, that will be deployed as reinforcements (in case of the Americans) or prisoners (in case of the Germans) during the scenario.

f) Changed conditions for victories (minor, major) and a lose for both players.

Used DOTF components

a) *Disruption* deck

b) 4 Recon and 2 Alfa unit (for possible transferred squads) specialization tokens

Used Normandy components

a) 2 Demolitions specialization tokens and 4 German charge tokens (generic explosive ones)

b) 3 ruins tokens, used for destroyed (blown up) buildings

c) Weather deck: Composition: 1x Fog, 1x Heavy rain, 3x Clear skies

d) *Ammunition depot* operational card

e) Leadership decks: *Tactician* and *Hero*

1) Rules for strategy decks

The second deck the German player will use in this scenario is *Disruption* deck .

a) *When do decks come to play?*

*Disruption (*resp. *Tactician), Command 1* and *Supply* decks come to play during a setup.

Morale 1 (resp. *Hero*) deck comes to play in the Status phase, during the Scenario events step, in a round when the Germans for the first time attacked.

b) *Using Morale 1 deck*

Put away both *Take down the beast* cards before using it. After coming to play the American player may put the *Desperation* card for free CPs to his play area. The deck is then shuffled.

c) *Using Supply deck*

Before using it, put away the *Supply drop* and both *Supply priority* cards. The American player starts a game with both *Request resupply* cards in his play area.

The American player may use the *Supply* deck as long as he has under his control the relay-storage building. Moreover he may play all *Supply* cards for free CPs (due to a presence of the supply storage). If playing the *Munitions resupply* cards the American player may not change regular infantry figures for elite ones (only for a MG or a mortar crew).

d) *Using Command 1 deck*

Before using it, put away both *Rapid mobilization* cards. The deck is then shuffled.

e) *Using Disruption deck*

Put away the *Disrupt fuel supplies* card before using it. The deck is then shuffled.

f) *Leadership decks*

If playing with this Normandy option:

i) the German player may choose to change his *Disruption* deck for *Tactician* deck. Before using it, the German player puts away both *Critical objective* cards and then shuffles the deck.

ii) the American player may choose to change his *Morale 1* deck for *Hero* deck.

2) Special rules for both sides

Command points at the start of the scenario

In case that either side has achieved a minor or a major victory in the previous scenario (Operation Greif), it gains also 2 command points (CPs) (for a minor victory) or 4 CPs (for a major victory) as a bonus, that is transferred to the next (i.e. to this) scenario. These CPs may be used already during a setup, but may not be put on the initiative card (and thus change the side which would have the initiative). Since the Action phase of the round 1, they may be used normally (i.e. also be put to the initiative card).

Terrain modifications

All rivers are deep.

Hex on the map tile 3A marked with a black border is connected with a road to an adjacent road hex to the northeast.

Weather

The weather card *Heavy rain* should sound rather *Heavy snow* in this scenario, but its effect is the same.

During a setup the *Fog* card is activated and remains in play till the beginning of the round 3. Then it is removed from a game.

Meteo-checks occur every third round (i.e. 3, 6 and 9).

Deployment zones

German units may not block both blue bordered hexes on the map tiles 10A and 11A to impede the deployment of enemy units (reinforcements of the 393rd) in a round when it may occur.

Squads transferred from the previous scenario

Each player may transfer up to 2 promoted squads from the Operation Greif scenario. Promoting of Alfa, Bravo and Recon is discussed in the section „Campaign features and advices".

Squads transferred to the next scenario

No player may transfer any of his promoted squads in this scenario to the next scenario (Schnee Eifel) due to the fact that there will be used different divisions.

3) Deployment zone sections

Rules for the German player deploy zone

Fallschirmjaeger deploy

Due to their dispersion after a drop, Fallschirmjaeger deploy this way:

During a setup deploy 3 squads. During a Status phase of the round 1 another 3 squads do so and during a Status phase of the round 2 do so the remaining 2 squads. All these squads deploy in any yellow bordered hex on the map tiles 6A, 2A or 4A.

Prisoners deploy

Up to 2 squads representing prisoners (i.e. all transferred promoted German squads from the previous scenario) are during a setup put aside of a map. After their liberation (see the section *Rescue of prisoners*), they are deployed in any of two prison building hexes on the map tile 7A.

Rules for the American player deploy zone

The Americans deploy first, despite an initiave.

Deploying units of the 394th regim.

Trucks (with fuel) deploy on two fuel-depot building hexes (2 trucks on each hex) on the map tile 1A.

Infantry of the 394th deploy anywhere on the map tiles 7A, 9A, 1A, 11A, 3A or 10A with a restriction that 5 squads deploy on map tiles 7A, 9A or 1A and the rest of squads on map tiles 11A, 3A or 10A.

Deploying squads of the 393rd regim. (reinforcements)

During the Status phase of the specified round up to 2 squads (i.e. all transferred promoted American squads from the previous scenario) deploy on any of the blue bordered hexes on a map tile 10A or 11A. They may be loaded (for free MPs) into any truck of the 394th, if there is any at their disposal on these deployment hexes.

See the section *Deploying squads of the 393rd inf. regiment* for more info.

4) Special rules for the American player

Initiative card

The alternative American initiative card *Sturdy defenders* may not be used, use the standard American one.

Operational cards

Shattered morale operational card comes to play during the Status phase of the round, if at least 5 American squads have already been destroyed.

Massive confusion operational card comes to play during the Status phase of the round, after the first German attack and remains in play until the Status phase of the round, when the reinforcements from the 393rd have deployed (if ever).

Ammunition depot

Due to another possibility to gain heavy weapons squads (via *Supply* deck), an effect of this operational card may be used only up to 3 times during the scenario. After each using put some marker on this operational card to keep number of its using. Amunitional depot hex is the objective hex of the supply relay-storage building.

Fuel depot and fuel trucks

Fuel depot is represented by a double-hex building on the map tile 1A. Both those hexes use the stats for „*Supply depot*" overlay (from the Normandy). It means that *they provide +1 cover for any unit in it. A squad may enter it for 1 MP and a truck for 2 MPs.*

4 GMC trucks of the 394th infantry regiment represent trucks loaded with fuel barrels. At the begining of the scenario all 4 trucks are deployed on 2 building hexes representing the fuel depot (two trucks on each hex). At the end of every second round, one truck (of these 4) is unloaded and may leave a depot hex and be used as a transport vehicle. Yet unloaded trucks may not leave a depot hex. So for example, by the end of the round 8, all 4 trucks will be unloaded, while in the round 3 only the first truck may start to serve as a transport. Moreover the American player may not control (it means assign an activation token) any truck that has not yet finished unloading fuel. Only after unloading is such a truck disposable for normal activity.

One of the German objectives is destroying this fuel depot. The depot can be destroyed only by a demolition squad (using 1 charge at each hex of the building – though it deals only 3 hits instead of needed 6 for destroying a building). But due to an explosive nature of fuel deposits, we can be sure that the whole building on the hex will blow up. Possible presence of *only* enemy truck(s) does not prevent a German demolitions squad from entering either of these 2 hexes and laying a charge. However, no other German squad may use this exception.

As a side effect, if any American truck is being unloaded (or was on the hex) during a blow up, it is automatically destroyed (no need to roll dice).

After detonating a charge on a fuel depot building hex, place a ruins token on that hex.

If the German player manages to destroy the fuel depot (both its hexes), all (survived) American trucks may not use their *Effective on road* ability and have 1 MP less.

Determining control over a relay-storage building

The building is controlled by a nation, who controls its victory hex and there are no enemy squads in the other 4 of its building hexes.

In a round when the American player loses control of the relay-storage building, he loses all *Supply* cards (those used, being used and those not yet drawn). This occurs in the Command phase, after the step of *Determining control over objective hexes*. If he manages to recapture the relay-storage later, he may not use the *Supply* deck again.

Destroying the supply relay-storage

One of the German objectives is destroying the supply relay-storage. The building occupies 5 hexes. For matters of capturing it, the German player has to control the victory hex and moreover there may not be any enemy units in other 4 its building hexes.

Before the German player tries to lay charges, he has to take/(have under) control of the building in the previous round.

For destroying the building a demolitions squad(s) has to lay 2 charges on any of its 5 building hexes (it has to be the same hex) and then detonate them.

As in case with destroying the fuel depot, destroyed building hex will receive ruins token and is then treated as such. However command or victory objective tokens placed there remain on those hexes intact.

Deploying squads of the 393rd inf. regim.

Reinforcements squads may use any available GMC truck of the 394th, if it is located on a blue bordered hex (on the map tile 10A or 11A) during the Status phase of the round, when occurs the deploying.

This deploying occurs only if the American player has transferred any squads from the previous scenario and if the Germans have succeeded in accomplishing at least one their major objective, which means that :

a) either the Germans have taken control of the relay-storage (see conditions in the *Determining control over a relay-storage* section above) **or**

b) the Germans have rescued their prisoners (see *Rescue of prisoners section*).

5) Special rules for the German player

Initiative card

The alternative German initiative card *Great offensive* may not be used, use the standard German one.

Demolitions squads

Each demolition squad receives 2 charge tokens (generic explosive ones), which are not transferable. For better keeping track of used charge tokens, put both charge tokens during a setup under a squad base of each demolitions squad. During a movement of these squads move these tokens along. After using any, put it away. So if one demolition squad is killed, its unused charge tokens are also lost.

The only other possibility how to regain charge tokens is after capturing the supply relay-storage. When a demolition squad is on the relay-storage victory hex, then during Status phase, the Scenario events step, it may gain for free up to 2 charge tokens (generic explosive), but it may not have at any time more than 2 charge tokens. Each demolitions squad may use this supply only once during the scenario. Another restriction is that German demolitions squads may not have together at any time more than 4 charge tokens (components limit).

Other way of a substitution a killed demolitions squad is a transferred promoted demolitions squad from the previous scenario. If the German player loses all his demolition squads, he may not gain any charge tokens.

Rescue of prisoners

In a prison are held captured German soldiers. The prison is represented by a double-hex building on the map tile 7A. The German player may liberate them, if he controls the prison building objective hex and there is no enemy squad on the other building hex.

If the German player has not transferred any squads from the previous scenario, a prison will be empty, but capturing of the prison will count as an accomplished objective.

Scenario 3 - Schnee Eifel

by Pavel "Artemis" Dushek

Battle of the Bulge, 17.12. 1944

The Germans fared better in the center (the 20 mile (30 km) wide Schnee Eifel sector) as the Fifth Panzer Army attacked positions held by the U.S. 28th and 106th Infantry Divisions. The Germans lacked the overwhelming strength as had been deployed in the north; but they succeeded in surrounding two regiments (422nd and 423rd) of the 106th Division in a pincer movement and forced their surrender, a tribute to the way Manteuffel s new tactics had been applied.The official U.S. Army history states: "At least seven thousand [men] were lost here and the figure probably is closer to eight or nine thousand. The amount lost in arms and equipment, of course, was very substantial. The Schnee Eifel battle, therefore, represents the most serious reverse suffered by American arms during the operations of 1944-45 in the European theater."

(the text taken from the Wikipedia)

OBJECTIVE:

This scenario tries to simulate a situation when one pincer of the the 18th Volksgrenadier division sweeps through positions of the 422nd Regiment in order to secure a bridgehead to following forces and to finish their outflanking maneuver with the second pincer that is advancing from the southeast.

The Germans:

Minor victory: at least 4 German squads have left a map and at least 5 enemy squads (including reinforcements) destroyed or disrupted (by the end of the scenario).

Major victory: at least 6 German squads have left a map and at least 8 enemy squads (including reinforcements) have been destroyed or disrupted (by the end of the scenario).

Lose: any other result.

The Americans:

Minor victory: At least 7 destroyed enemy units (squads or vehicles).

Major victory: At least 11 destroyed enemy units (squads or vehicles).

Lose: any other result.

Rounds: 8
Starting Initative
Germans

Actions
3 (Americans), 6 (Germans)

106th "Golden lions" Infantry Division

422nd Inf. Regim.

- 8 Squad Bases
- 20 Regular Infantry
- 2 Elite Infantry
- 2 Officer
- 2 Mortar Crew
- 2 Machine Gun Crew
- 2 GMC CCKW 353 Truck

✚ x 1	⚔ x 1		
⚙ x 1	❓ x 2		

Reinforcements

- 0 Squad Bases

Starting Strategy Cards: 0
Stategy Decks
- Morale I

Operations Cards
- Massive Confusion
- No Surrender
- Shaken Defenders
- Shattered Morale
- Desperate Defenders
- Double Time
- Inspiring Leadership
- Lay Smoke

18th Volksgrenadier Division

293rd Inf. Regim.

- 6 Squad Bases
- 19 Regular Infantry
- 2 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 1 Panzer IV Tank
- 2 SdKfz 251 Half Track
- 2 Opel Blitz Truck

⚙ x 1

294th Inf. Regim.

- 6 Squad Bases
- 19 Regular Infantry
- 2 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 1 Panzer IV Tank
- 2 SdKfz 251 Half Track
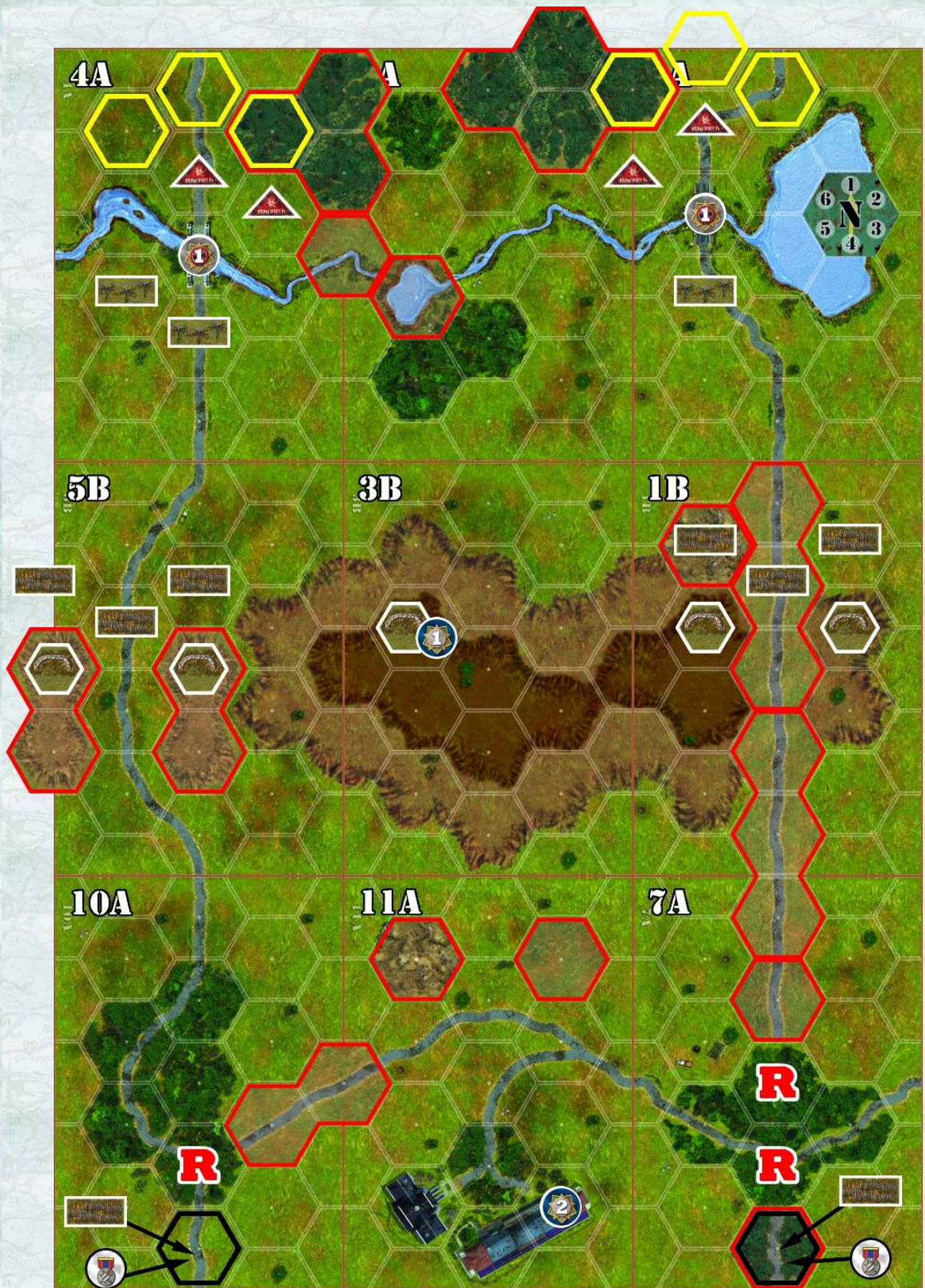- 2 Opel Blitz Truck

⚙ x 1

Starting Strategy Cards: 3
Stategy Decks
- Artillery I
- Command I
- Ground Support I

Operations Cards
- Seize The Initative
- Clear Mines
- Clear Tank Traps
- Lay Smoke

The special rules for the Schnee Eiffel scenario
(revised version 1.1)

Summary of changes in the scenario

a) Used a smaller and a little modified map (only 9 map tiles instead of 12).

b) The Germans now have twice that much squads (12) but only 2 tanks.

c) Added additional deck for the German player – *Artillery 1*.

d) The American player now use both *Morale* decks (added *Morale 2* deck). Instead of *American reinforcements* deck he will use *Barracks* operational card.

e) Added more (conditional) operational cards for the American player, which can be removed via certain *Morale* cards. Other operational cards are provided only under condition of a presence of officers.

f) Added optional using of crater tokens, demolition squads, weather deck and leadership decks from the Normandy expansion.

g) Changed conditions for victories (minor, major) and a lose.

Used DOTF components

a) *Morale 2* deck

b) 1 AT M1 gun

c) 2 Alfa unit specialization tokens

Used Normandy components

a) 2 crater tokens (as a result of an artillery fire)

b) 2 Demolitions specialization tokens and 2 German charge tokens

c) *Barracks* and *Satchel charges* operational cards

d) Weather deck. Composition: 3x Clear sky, 2x Light rain and 1x Heavy rain

e) Leadership decks: *Hero* and *Assaulter*

1) Rules for strategy decks and operational cards

The second strategy deck for the American player is the Morale 2 deck.

All decks come to play during a setup.

a) Using Command 1 deck

Put away both *Rapid mobilization* cards before using it. During a setup the German player may put both *Critical objective* cards in his play area. In that case he does not draw any more cards during a setup.

b) Using Artillery 1 deck

The German player starts a game with the *Increased priority* card in his play area. This deck is used a little bit differently. First, all its cards are played for free CPs. Second, the German player draws each round one card (but not more) from this deck beside his normal drawing from *Command* or *Ground support* deck.

Operational cards

c) As long as at least 2 American officers are in any hill hex on map tiles 1B, 3B, 5B or 12B, then *No surrender, Inspiring leadership, Desperate defenders* and *Double time* operational cards are in play. In the other case all these 4 cards are put away from a game. This rule is in play since the round 1.

d) Shaken defenders, Shaterred morale, Massive confusion cards come to play after the *Draw cards* step in the round, when the German player for the first time played any *Artillery* card (except *Spotting round* and *Increased priority*).

Negative effects of these cards can be canceled via playing a certain *Morale* card and by a presence of both American officers on the hill hex range. *Shaken defenders* card may be canceled (put away from a game) by playing *Take cover* card. *Shattered morale* card may be canceled by playing *Rally Cry* or *Rally* card. *Massive confusion* card may be canceled by playing *All or nothing* card.

e) American player receives during a setup the *Barracks* operational card. This operational card may be used only up to 3 times during the scenario. Put a marker on this card after each using (even if you roll badly). The barracks building is situated in a double hex building on the map tile 11A – the hex with an objective marker. Squads received via this operatonal card will use light green squad bases and may not be promoted or transferred to the next scenario.

f) *Lay smoke* operational card is shared.

g) The German player receives during a setup *Satchel charges* operational card.

h) Leadership decks

If playing with leadership decks, the American player may choose to exchange either of his *Morale* decks for the *Hero* deck. The German player may choose to exchange his *Command* deck for the *Assaulter* deck. In such a case he removes *Rapid mobilization* and *Take down the beast* cards from it.

2) Special rules for both sides

Command points at the start of the scenario

In case that either side has achieved a minor or a major victory in the previous scenario (Operation Stoesser), it gains also 2 command points (CPs) (for a minor victory) or 4 CPs (for a major victory) as a bonus, that is transferred to the next (i.e. to this) scenario. These CPs may be used already during a setup, but may not be put on the initiative card (and thus change the side which would have the initiative). Since the Action phase of the round 1, they may be used normally (i.e. also be put to the initiative card).

Used map tiles

Listed from left to right, in 3 rows: 4A, 6A, 2A, 5B, 3B, 1B, 10A, 11A and 7A.

Terrain modifications

8x razor wire, 4x minefields, 3x tank traps, 5x entrenchments

All rivers are deep.

All half-hexes (or partial-hexes) that either have a yellow border or there is an obstacle token placed on them or a map overlay are supposed normal (legal) hexes.

Road hexes

Every hex marked with a „R" letter represents a (continuing) road hex. I used this method due to a lack of suitable overlays.

Crater tokens

If any normal artillery area attack scores at least two hits on a hex, put a crater token on the hex.

Weather

The weather cards *Heavy* or *Light rain* should sound rather *Heavy* or *Light snow* in this scenario, but their effect is the same.

Meteo-check occurs in the round 1, 3, 5 and 7 (odd turns).

Squads transferred to the next scenario

Up to 3 squads (on both sides) may be transferred to the next scenario.

The German player may transfer to the next scenario (St. Vith) any of his promoted squads except those with Demolitions specialization.

In case of promoting Alfa unit squads see the section „Campaign features and advices".

The American may transfer to the next scenario (St. Vith) any of his promoted squads which do not have Medic specialization.

Squads transferred from the previous scenario

No squads may be transferred to this scenario.

3) Deployment zone sections

The American player deploy zone

Initiative and deployment

The Americans deploy first despite an initiave.

During a setup 5 squads deploy on any hill hex on the map tiles 3B, 1B or 5B. The remaining 3 squads deploy on any hex on the map tiles 11A, 7A or 10A. If there is an entrenchment on such a hex, a squad may enter it for free MPs.

Trucks deploy on any road hex (without an obstacle) on the map tiles 11A, 7A or 10A.

AT gun is deployed during a setup on the objective hex on the map tile 3B.

No American unit may enter either of victory hexes through which will German units leave the map.

Both hexes with American objective markers come during a setup under control of the Americans.

The German player deploy zone

Both divisions deploy in any of the three yellow bordered hexes on the map tile 4A (the 293rd regiment) and 2A (the 294th regiment). All squads are during a setup loaded in transport vehicles in any way the German player wishes.

4) Special rules for the American player

Initiative card

The alternative American initiative card *Sturdy defenders* may be used.

AT gun

The American player receives one AT M1 gun, which he deploys on the map tile 3B on the objective hex with an entrenchment. The Germans may not attack (nor via *Artillery* cards) this masqueraded gun, until it fires for the first time. AT may be normally moved.

5) Special rules for the German player

Initiative card

The alternative German initiative card *Great offensive* may be used.

Drawing cards during a setup

During a setup the German player draw one card from *Artillery 1* deck and then may choose to:

a) draw 2 cards from *Command* or *Ground support* deck **or**

b) draw any combination of *Critical objective* (*Command* deck) or *Suppresive support* (*Ground support* deck) strategy cards with the limit of 2 such cards together. Then he has to shuffle the deck(s) from which he took the cards.

Specializations

German player receives 2 Demolitions squad (together with 2 charge tokens) and 2 Alfa squad specialization tokens. Each division receives one of these tokens.

Demolitions squads

Each demolitions squad receives 1 charge token that is not transferrable. During a setup put these tokens under the base of each demolitions squad. These tokens move along with the squad. Demolitions squads use charges granted via *Satchel charges* operational card.

Leaving the map

Any German unit may leave a map from any of two black bordered hex (with a victory hex marker) on the map tile 7A or 10A by spending 1 MP.

Scenario 4 - St. Vith

by Pavel "Artemis" Dushek

In the centre, the town of St. Vith, a vital road junction, presented the main challenge for both von Manteuffel s and Dietrich s forces. The defenders, led by the 7th U.S. Armored Division, and including the remaining regiment of the 106th U.S. Infantry, with elements of the 9th U.S. Armored and U.S. 28th Infantry, all under the command of General Bruce C. Clarke, successfully resisted the German attacks, thereby significantly slowing the German advance. Under orders from Montgomery, St. Vith was given up on 21 December; U.S. troops fell back to entrenched positions in the area, presenting an imposing obstacle to a successful German advance. By 23 December, as the Germans shattered their flanks, the defenders position became untenable, and U.S. troops were ordered to retreat west of the Salm River. As the German plan called for the capture of St. Vith by 18:00 on 17 December, the prolonged action in and around it presented a major blow to their timetable.

(the text taken from the Wikipedia)

OBJECTIVE:

This scenario tries to simulate a siege (conquering) of St. Vith, where American defenders were succesfully repelling several German attacks led from different directions. Finally, due to orders from their HQ they were to withdraw from St. Vith and leave the town to the enemy.

The Germans:

Major victory:

Capturing the town (i.e. control all 3 buildings with victory objective markers), capturing at least 2 bridges, destroying at least 9 enemy squads and all American tanks.

Minor victory:

Capturing the town, capturing at least 1 bridge, destroying at least 6 enemy squads and at least 3 American tanks.

Lose: Any other result.

The Americans:

Holding the town and bridges as long as possible. In case of losing the town evacuate the most of units behind a river.

If the Germans manage to capture all 3 buildings (with victory objective markers) or if at least 9 American squads have been destroyed, the Americans have to start withdrawing immediately.

Major victory:

Holding the town (at least 1 building with a victory objective marker) and holding all 3 bridges till the end of the scenario.

Minor victory:

Holding at least 2 bridges till the end of the scenario, destroying at least 5 German tanks and at least 6 enemy squads).

Lose: Any other result.

Rounds: 8
Starting Initative
Germans

Actions
3 (Americans), 5 (Germans)

106th "Golden lions" Infantry Division

424th Inf. Regim.

- 12 Squad Bases
- 25 Regular Infantry
- 12 Elite Infantry
- 3 Officer
- 2 Mortar Crew
- 2 Machine Gun Crew
- 2 GMC CCKW 353 Truck

x 2   x 2

x 12

7th Armoured Div.

- 0 Squad Bases
- 2 Sherman Tank

Starting Strategy Cards: 4
Stategy Decks
- Ground Support I

Operations Cards
- Massive Confusion
- No Surrender
- Shaken Defenders
- Shattered Morale
- Camouflage
- Clear Tank Traps
- Desperate Defenders
- Double Time
- Inspiring Leadership
- Lay Smoke

18th Volksgrenadier division

293th Inf. Regim.

- 12 Squad Bases
- 29 Regular Infantry
- 12 Elite Infantry
- 3 Officer
- 2 Mortar Crew
- 4 SdKfz 251 Half Track
- 4 Opel Blitz Truck

x 1   x 2

9th Panzer Div.

- 0 Squad Bases
- 4 Tiger I

Starting Strategy Cards: 4
Stategy Decks
- Command I
- Ground Support I

Operations Cards
- Merciless Assualt
- Tank Ace
- Clear Mines
- Clear Tank Traps
- Elite Tank Crew
- Lay Smoke

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The special rules for the St. Vith scenario
(revised version 1.1)

Summary of changes in the scenario

a) The Americans have in St. Vith 4 ATs but none Shermans. Their tank reinforcements (2 Shermans and 4 M10s) will arive later.

b) The Germans deploy all their units during a setup.

c) Removed some strategy decks. Each player now has 2 decks plus one shared.

d) Added other conditional operational cards for the American player. Some „alternating" operational cards removed and some assigned „permanently" to one player (tendency for more realistic and less enthusiastic sceanrio :-))

e) Added using of ruins and charge tokens. Added optional using of alternative special initiative cards for both players.

f) Added demolitions squads, weather deck and leadership decks from the Normandy expansion.

g) Buildings in St Vith are now destructible (the Normandy feature), which allows to the Germans a different method for entering the town. This required some modifications in a map (adding more TTs).

h) Changed conditions for victories (minor, major) and a lose.

General special rules

Used DOTF componets

a) 2 Alfa and 2 Recon squad specialization tokens

b) 4 AT M1 guns and 6 Panther tanks (take 2 Panthers from Normandy expansion)

c) *Fuel shortages* operational card

d) 4 British concealed squad markers

e) *Morale 2* strategy deck

Used Normandy components

a) Ruins tokens (used for destroyed buildings)

b) 4 M10 tanks

c) 2 demolitions squad spec. tokens and 4 (American) charge tokens.

d) *Hospital* and *Thermite explosive* operational cards.

e) Weather deck. Composition: Heavy rain, Fog, 2 x Clear skies, 2x Light rain. Meteo-check occurs every odd round (i.e. round 1, 3, 5 and 7).

g) Leadership decks: *Blietzkrieger* and *Tank buster.*

1) Rules for strategy decks and operational cards

The second strategy deck for the American player is the *Morale 2* deck.

All decks come to play during a setup.

Drawing cards during the Status phase

Both players may during Draw card step in any Status phase (in an order given by initiative) draw two cards instead of one.

Using Ground Support deck

The *Ground support* is a shared deck.

Following cards are during a setup put to a „general HQ", from where either player may play them for usual CP cost: 2 *Suppresive support* and 2 *Sniper attack* cards. The deck is then shuffled.

Leadership decks

The American player receives during a setup *Tank buster* deck. He does not have to change *Tank buster* deck for his other deck (*Morale 2*), because he will use both of them. He removes the *Bombing run* card from the *Tank buster* deck before using it.

The German player receives during a setup *Command* and *Blitzkrieger* decks. He does not have to change *Blitzkrieger* deck for his other deck (*Command*), because he will use both of them.

The German player removes both the *Rapid mobilization* cards from the *Command* deck before using it. He also removes *Bombing run, Rapid mobilization, Veteran tank crew* and *Tank commander* cards from the *Blitzkrieger* deck before using it.

Operational cards

Used operational cards can be divided into following groups:

a) common or shared (give bonuses/penalties to both players): *Clear TT* and *Lay smoke.*

Clear TT and *Lay smoke* cards grant their abilities to engineer squads of both players.

b) belong during all scenario to one player:

Clear mines, Elite tank crew, Double time, Merciless assault, Tank ace, Desperate defenders, Camouflage (it is an exception, it stays in a game only during first two rounds)*, No surrender* and *Inspiring leadership.*

c) alternating (during each round may change their owner): *Fuel shortages* and *Seize the initiative.*

Seize the initiave card belongs to a player, who has more CPs in his initiative pool. This decision is done after Determine initiative step in the Command phase, during each round. During a setup it is put aside. In case of a tie (of CPs on initiative cards), no player receives this card for the current round.

Fuel shortages operational card belongs to a player who does not control fuel depot. It changes its owner during the step of Determining control over objectives in the Command phase each round since the round 5. The fuel depot is represented by a double-hex building (with a victory objective hex) on the map tile 11A.

d) conditional (on a certain condition they may come to play, but do not have to). These cards do not come to play during a setup, but only if a certain event occurs.

Shattered morale – comes to play for the American player, if the 424th inf. regiment loses at least 9 its squads (and thus has to start retreating).

Shaken defenders – comes to play for the American player, if he has to start withdrawing before the end of the round 6 (no matter how many squads he has lost). If this operational card comes to play, then *No surrender* and *Desperate defenders* cards are put away from a game.

Massive confusion – comes to play for the American player, if at the beginning of the American withdrawal (no matter when it occurs) have not been destroyed or heavily damaged at least 4 German tanks.

2) Special rules for both sides

Command points at the start of the scenario

In case that either side has achieved a minor or a major victory in the previous scenario (Schnee Eifel), it gains also 2 command points (CPs) (for a minor victory) or 4 CPs (for a major victory) as a bonus, that is transferred to the next (i.e. to this) scenario. These CPs may be used already during a setup, but may not be put on the initiative card (and thus change the side which would have the initiative). Since the Action phase of the round 1, they may be used normally (i.e. also be put to the initiative card).

Promoting and transferring squads

Both players may transfer up to 3 squads from the previous scenario (Schnee Eifel). See the relevat section there relating to possible restrictions.

Up to 3 promoted squads from this scenario (even those who may have been transferred from the Schnee Eifel scenario) may be transferred to the last scenario (Pocket at Houffalize) with this restriction:

The American player may transfer only squads without AT and Demolitition specializations.

Distribution of CPs (Command points)

The German player

X is the number representing a sum of (yet survived) player's squads and tanks. Each round, during the *Receive command points* step, in the Commmand phase, the German player receives $X/5$ CPs, rounded down

The American player

Each round, during the *Receive command points* step, in the Commmand phase, the American player receives number of CPs equal to the number of victory objective hexes he controls.

Terrain

All rivers are deep.

Both black circles mark hexes which are connected with a road.

7 minefields, 4 entrenchments, 16 tank traps.

Weather deck

During a setup is put to play *Fog* weather card, which remains in play till the next weather check (i.e. in the round 3). Then it is removed from a game.
In the same way, if a *Heavy rain* weather card is put to play, then after its expiring it is also removed from a game.

Destructible buildings

All buildings in St. Vith are destructible. Read the appropriate section in the Normandy rulebook for detailed information.

Reduced Concussive fire

Due to a previous fights and bombarding of the town, local houses are partially destroyed, so that concussive fire (from tanks or ATs) is not so effective. It means that if a tank (or an AT) uses this ability, it gains only +1 bonus instead of +3. The +3 range bonus remains as it was.

Further information about a setup

i) During a setup the German player may load in his transports any number of his squads for free MPs.

ii) All American squads receive during a setup a concealed squad token – because of need of 8 additional tokens, use 4 German and 4 British tokens. During the rounds 1 and 2 the *Camouflage* operational card is active for the American player. During the Status phase, Scenario events step, of the round 2 it is removed from a game.

Camouflage operational card (little modificated). During the first 2 rounds, when is this operational card active, treat American squads and ATs this way:

a) ATs are also concealed. It means that the Germans may not attack a particular AT, unless it already has fired. An AT loses its masquerading after first time it fires or if at the end of the status phase it is adjacent to any German unit.

b) Concealed American squads. If they are moving through hexes containing a tank trap (but not other cover terrain), they do not lose their concealment, even if they are within LOS of German units (combined with effects of *Fog* weather card).

iii) All buildings with victory objective markers go during a setup under American control, even if there is not placed any American unit there.

iv) No bridge goes during a setup under any player's control.

Capturing buildings

The German player has as his main objective capturing the three buildings (with victory objective marker) inside the town. He gains control of any such building, if he controls its victory objective hex and there is no enemy unit in the other building hex (hexes).

In case of destroyed buildings (or part of a building), the rule is the same.

The Americans have to start withdrawing only if the Germans have captured all 3 buildings with victory hexes (a hospital, a fuel depo and a command centre) or if they have lost at least 9 squads.

3) Deployment zone sections

The American player deploy zone

The 424th deploys on any hex on map tiles 1A, 11A, 9A and 10A.

The 7th Armoured division deploys on any blue bordered hex on map tiles 4A and 2A, during the Status phase of the round 4.

The German player deploy zone

Both German divisions deploy in any of the yellow bordered hexes on map tiles 5B, 12B, 3A and 7A.

4) Special rules for the American player

Initiative card

The alternative American initiative card *Sturdy defenders* may be used.

Operational cards

The American player receives during a setup *Hospital* and *Thermite explosive* operational cards.

ATs

The 424th receives 4 AT M1 guns. ATs may be normaly moved during scenario and be destroyed or stolen as usual. The American player may place on each hex where he deploys an AT one entrenchment token. A squad operating this AT may enter it for free CPs during a setup. Also see section relating to „masquearading of these ATs".

M10 tank destroyers

The 7th Armoured division receives 4 M10 tanks.

Battle experience and other specializations

The 424th receives 2 Demolitions squad specialization tokens. Additionally they receive 4 charge tokens. They will use charges granted via *Thermite explosive* operational card.

Hospital operational card

The third building with victory objective marker (on the map tile 9A) is a field hospital (using the *Hospital* operational card). It serves similar as a medic squad. While the Americans keep control of it, they may use its abilities. The Germans, however, after its capturing may NOT use its abilities.

5) Special rules for the German player

Initiative card

The alternative German initiative card *Great offensive* may be used.

Additional tanks

German 9th Panzer division receives 6 Panther tanks.

Battle experience

The German player receives 2 Alfa unit and 2 Recon squad specialization tokens.

Scenario 5 - Meuse River

by Pavel "Artemis" Dushek

Meuse River

To protect the river crossings on the Meuse at Givet, Dinant and Namur, on 19 December Montgomery ordered those few units available to hold the bridges. This led to a hastily assembled force including rear echelon troops, military police and Army Air Forces personnel. The British 29th Armoured Brigade, which had turned in its tanks for re-equipping, was told to take back their tanks and head to the area. XXX Corps in Holland began their move to the area.

The furthest westward penetration made by the German attack was by the 2nd Panzer Division of the Fifth Panzer Army, coming to less than ten miles (16 km) of the Meuse by 24 December.

On 23 December the weather conditions started improving, allowing the Allied air forces to attack. They launched devastating

bombing raids on the German supply points in their rear, and P-47 Thunderbolts started attacking the German troops on the roads. Allied air forces also helped the defenders of Bastogne, dropping much-needed supplies medicine, food, blankets, and ammunition. A team of volunteer surgeons flew in by military glider and began operating in a tool room.

By 24 December, the German advance was effectively stalled short of the Meuse. Units of the British XXX Corps were holding the bridges at Dinant, Givet, and Namur and U.S. units were about to take over. The Germans had outrun their supply lines, and shortages of fuel and ammunition were becoming critical. Up to this point the German losses had been light, notably in armor, which was almost untouched with the exception of Peiper s losses. On the evening of 24 December, General Hasso von Manteuffel recommended to Hitler s Military Adjutant a halt to all offensive

operations and a withdrawal back to the West Wall. Hitler rejected this.

(the text taken from the Wikipedia)

OBJECTIVE:

This scenario tries to simulate a situation when the British rather inexperienced troops held bridges over the Meuse river at three different towns (Dinant, Namur and Givet) against the advance of the German 2nd Panzer division.

Both sides have the same conditions for victories or a lose:

Minor victory: To control by the end of the scenario at least 2 bridges.

Major victory: To control by the end of the scenario all 3 bridges.

Lose: Any other result.

Rounds: 6
Starting Initative
Germans

Actions
3 (British), 5 (Germans)

Terrain
All rivers are deep.

3 entrenchments, 6 tank traps.

Due to snow, winter and ice, all hexes (except building hexes) demand +1 MP for entering. "Effectivity on road" ability may not be used at all.

Special Rules
Strategy decks

Disruption deck is shared.

Used DOTF and Normandy components:

a) British soldiers miniatures
b) 3 Recon special. tokens
c) Disruption deck
d) Fuel shortages operat. card
e) 4 crater tokens
f) Weather cards (see below)
g) Leadership decks (Hero and Blitzkrieger)

Crater using

If the Bombing attack card (Air support) causes at least 2 hits on a hex, put a crater token on that hex. Exceptions are any river, building, bridge or forest hexes.

Weather deck is composed of following cards:
2x Clear sky, 2x Light rain, Heavy

rain.
Heavy rain card is after its first "use" discarded.
Meteo-check occurs every round.

CPs management

Players receive during every Receive CPs step a number of CPs equal to the:

a) number of bridges under his control (the British player)

b) number of tanks divided by 2, rounded up (the German player)

Do not forget to collect during a setup CPs awarded from the previous scenario, if you have achieved at least a minor victory there.

The British

XXX. Corps

- 12 Squad Bases
- 33 Regular Infantry
- 3 Officer
- 3 Mortar Crew
- 3 Machine Gun Crew

[⚙] x 3   [?] x 3

Division Two

- 0 Squad Bases

Starting Strategy Cards: 2
Stategy Decks
- American Air Support Deck I
- Morale I

Operations Cards
- Desperate Defenders
- Lay Smoke

Deployment Zone
The British deploy first (inspite of the initiative) and deploy their forces equally on all 3 maps - i.e. 4 squads on each map.

Deploying occurs on the 2 lower map tiles of each map - i.e. map tiles 4A, 6A, 8B, 2A, 5B and 12B.

Special Rules
All bridges come during a setup under British control.

The British use British soldiers figures (instead of the American ones).

Squads to transfer

The British player may transfer to the final scenario up to 3 squads (from this scenario), except those with Engineer specialization.

Air support deck

The British player starts a game with the Air superiority strategy card in his play area. He removes the Paratroopers card from this deck before use.

This deck is used a little bit differently. First, all its cards are played for free CPs, unless the Light rain weather card is in play. In such a case the British player has to pay 1 CP to play whatever Air support card. Second, the British player draws each round one card (but not more) from this deck beside his normal drawing from Disruption or Morale 1 deck.

Officers and Desperate defenders card

If the British player does not have any officer on a given map (which consists of 4 map tiles), he may not use effects of the Desperate defenders operational card on that map.

Leadership decks

If playing with leadership decks, the British player may choose to change his Morale 1 deck for Hero deck.

5th Panzer Army

2nd Panzer Division

- 9 Squad Bases
- 21 Regular Infantry
- 6 Elite Infantry
- 3 Officer
- 3 Mortar Crew
- 6 Panzer IV Tank
- 3 SdKfz 251 Half Track
- 3 Opel Blitz Truck

Division Two

- 0 Squad Bases

Starting Strategy Cards: 3
Stategy Decks
- Ground Support I

Operations Cards
- Seize The Initative

Deployment Zone
The Germans deploy their forces equally on all 3 maps - i.e. 2 tanks, 1 fully loaded Opel and 1 loaded SdKfz 251 on each map. Deploying occurs on black bordered hexes.

Special Rules
The German player receives 3 Recon specialization tokens and the Fuel shortages operational card.

Leadership decks

If playing with leadership decks, the German player may choose to change his Ground support deck for Blitzkrieger deck. In such a case he removes from the deck the following cards: Veteran tank crew, Bombing run and Rapid
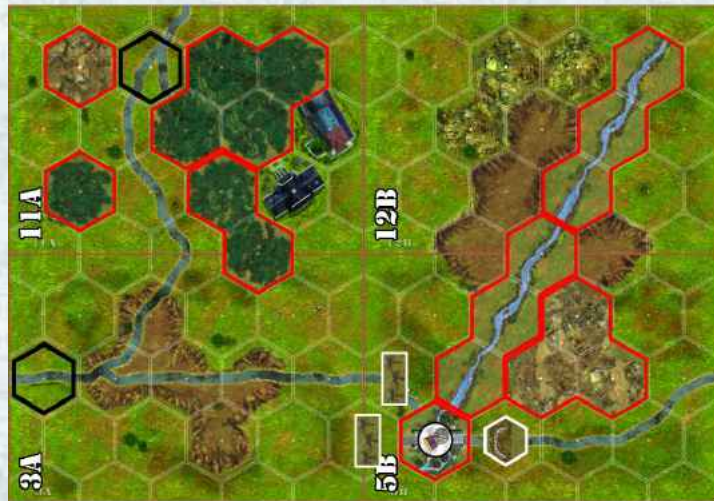
mobilization.

Squads to transfer

The German player may transfer to the final scenario up to 3 squads (from this scenario).

Special initiative card

The German player may choose to use "Great offensive" initiative card instead of his normal one.

Scenario 6 - Pocket at Houffalize

by Pavel "Artemis" Dushek

Allies prevail

While the German offensive had ground to a halt, they still controlled a dangerous salient in the Allied line. Patton s Third Army in the south, centred around Bastogne, would attack north, Montgomery s forces in the north would strike south, and the two forces planned to meet at Houffalize.

The temperature during January 1945 was extremely low. Trucks had to be run every half hour or the oil in them would freeze, and weapons would freeze. The offensive went forward regardless.

Eisenhower wanted Montgomery to go on the counter offensive on 1 January, with the aim of meeting up with Patton s advancing Third Army and cutting off most of the attacking Germans, trapping them in a pocket. However, refusing to risk underprepared infantry in a snowstorm for a strategically unimportant area, Montgomery did not launch the attack until 3 January, by which time substantial numbers of German troops had already managed to successfully disengage, albeit with the loss of their heavy equipment.

At the start of the offensive, the two armies were separated by about 25 miles (40 km). American progress in the south was also restricted to about a kilometer a day. The majority of the German force executed a successful fighting withdrawal and escaped the battle area, although the fuel situation had become so dire that most of the German armor had to be abandoned. On 7 January 1945, Hitler agreed to withdraw forces from the Ardennes, including the SS panzer divisions, thus ending all offensive operations.

(the text taken from the Wikipedia)

OBJECTIVE:

The Germans:

Evacuate possible the most of their squads (included the transferred ones) .

Major victory: Succesfully evacuate at least 2/3 of all German squads.

Minor victory: Succesfully evacuate at least 1/2 of all German squads.

Lose: any other result.

The Allies:

Prevent the Germans from an evacuation and keep the most of their units alive

Major victory: Destroy or capture at least 2/3 of all German squads

Minor victory: Destroy or capture at least 1/2 of all German squads.

Lose: any other result.

Rounds: 8
Starting Initative
Americans

Actions
4

The Allies

3rd Army (American)

- 12 Squad Bases
- 25 Regular Infantry
- 12 Elite Infantry
- 3 Officer
- 2 Mortar Crew
- 2 Machine Gun Crew
- 8 Sherman Tank
- 2 M3A1 Half Track
- 5 GMC CCKW 353 Truck

➕ x 1   ⬡ x 3

British avantgarde

- 6 Squad Bases
- 11 Regular Infantry
- 8 Elite Infantry
- 1 Officer
- 1 Mortar Crew
- 1 Machine Gun Crew
- 2 M3A1 Half Track
- 2 GMC CCKW 353 Truck

Starting Strategy Cards: 2
Stategy Decks
- American Air Support Deck I
- Artillery I
- Ground Support I

Operations Cards
- Merciless Assualt
- Tank Ace
- Clear Mines
- Clear Tank Traps
- Lay Smoke

XIII. Armeekorps

18th Volksgrenadier

- 12 Squad Bases
- 21 Regular Infantry
- 12 Elite Infantry
- 3 Officer
- 3 Mortar Crew
- 3 Machine Gun Crew
- 3 Opel Blitz Truck

➕ x 1   ⬡ x 2

9th Panzer Division

- 0 Squad Bases
- 6 Tiger I
- 4 SdKfz 251 Half Track

Starting Strategy Cards: 4
Stategy Decks
- Ground Support I
- Morale I

Operations Cards
- Desperate Defenders
- Double Time
- Elite Tank Crew
- Intelligence Report
- Lay Smoke

The special rules for the Pocket of Houffalize scenario

Used DOTF components

a) British miniatures

b) 2 *Recon* specializzation tokens

c) *Morale 2* deck

Used Normandy components

a) 4 M10 tanks

b) Weather deck. Composition: 2x Light rain, 1x Heavy rain, 2x Clear skies

c) 3 crater tokens

d) Leadership decks: *Watchdog* and *Blitzkrieger*

1) Rules for strategy decks

The second deck the German player will use in this scenario is *Morale 2* deck .

The *Ground support* deck is shared.

Both players play all their strategic cards for *free CPs*.

a) *Using American Air support deck*

Put away *Paratroopers* and *Cut supply lines* cards before using it. If using it, American player puts during a setup one *Air superiority* card to his play area for free. The deck is then shuffled.

Due to not using CPs during this scenario, if *Light rain* card is in play, then instead of its effect that says „pay an additional one CP to play *Air support* or *Air raider* cards", all *Strafing run* and *Bombing run* cards has by one number higher drift (so that: in case of a perfect LOS it is 4 instead of 3, in case of a normal LOS it is 5 instead of 4, and it is not usable in case without LOS).

b) *Using Artillery 1 deck*

If using it, American player puts during a setup one *Increased priority* to his play area for free. The deck is then shuffled.

c) *Leadership decks*

If playing with this Normandy option:

i) the American player may choose to change either *Artillery 1* deck or *American Air support* deck for *Blitzkrieger* deck. Before using it, the American player puts away *Tank commander* and *Rapid mobilization* cards and then shuffles the *Blitzkrieger* deck. If using it, American player puts during a setup one *Blitzkrieg* card to his play area for free. The deck is then shuffled.

ii) the German player may choose to change either of his *Morale* decks for *Watchdog* deck. Before using it, the German player puts away *Desperate defenders* and *Hidden minefield* cards and then shuffles the *Watchdog* deck.

Drawing cards during Draw cards step

Each player may draw 2 cards during Draw cards step instead of normal 1. If his first drawn card has a „+" symbol, he draws this bonus card (as usual) and then draws no more cards. If his second drawn card has a „+" symbol, he may not draw any more cards.

2) Special rules for both sides

Crater tokens

Crater tokens are used in the same way as in previous scenarios.

Command points

In this scenario the CPs are not used.

If any CPs have been gained from the previous scenario (*the Meuse river*) due to a minor or a major victory, they have no meaning (and may be removed).

Terrain modifications

All rivers are deep.

All hill hexes on the map tiles 1B, 3B, 5B have level 2.

Lay smoke operational card is shared.

The weather cards *Light/Heavy rain* should sound rather *Light/Heavy snow* in this scenario, but their effect is the same.

During a setup the *Light rain* card is activated and remains in play till the first weather check in round 2.

If the *Heavy rain* card is drawn, then after it expires, discard it and do not return it to the weather deck (i.e. it may remain (act) in this scenario max. for 2 rounds, if ever).

Meteo-checks occur every second round (i.e. round 2, 4, 6 and 8).

Squads transferred from the previous scenario

The Americans may transfer up to 3 promoted squads from the *St. Vith* scenario (but only those without Demolitions and AT specialization). These units will substitute (up to) 3 squads from the American division.

The British may transfer up to 3 promoted squads from the *Meuse river* scenario (but only those without Engineer specialization). These units will substitute (up to) 3 squads from the British forces.

The Germans may transfer up to 3 promoted squads from the *St. Vith* scenario (but only those without Flamethrower and Engineer specializations) and up to 3 promoted squads from the *Meuse river* scenario. These squads represent a part of squads to evacuate (beside the squads of the 18th VG division).

Color of squad bases

British forces uses their own tan squad bases, while German squads (transferred from previous two scenarios) use light grey squad bases.

3) Deployment zone sections

Rules for the German player deploy zone

The Germans deploy first, despite an initiave.

German tanks and halftracks may deploy in any (legal) hex (except all black and yellow bordered hexes) on the map tiles 6A, 2A, 4A, 11A, 7A, 9A and 10A with a restriction that on

each such a map tile may be deployed only up to 2 combat vehicles (tanks or halftracks). Opels do not count toward this limit (because they can move and can not attack :-)).

Opels and squads of the 18th VG division deploy on any hexes on the map tiles 11A, 7A, 9A and 10A.

Evacuated squads and trucks

Squads for evacuation are consisted of the transferred promoted squads from the previous scenarios (see the section below). Deploying of Opel trucks loaded with these squads starts in the round (6 - (number of transffered squads divided by 2, rounded up)).

Each following round deploys another (loaded) Opel. These Opel trucks deploy in the black bordered hex on the map tile 11A

Example: In case of 5 transferred squads, 3 (additional) Opels will be used and they will deploy during the Status phase of the round 3, 4 and 5 (one loaded Opel in each round). In case of no transferred squads, no additional Opels are given and the German player has to evacuate only the squads of the 18th VG division.

Rules for the American player deploy zone

Only the units of the 3rd Army deploy during a setup.

Units of the 3rd Army may deploy in two waves, if the American player wishes. The first part will deploy normally during a setup and the second part will do so during the Status phase of the round 1. The number of units, which will deploy in the first wave and which in the second wave, decides the American player. The American player may also decide to deploy all his (American) units in one wave and/or to load only a part of his squads in the transports.

The American forces deploy in any of the yellow bordered hexes on map tiles 5B or 12A.

The British deploy their forces during the Status phase of the round 4. During their deployment all British squads start loaded in their (British) transports.

The British forces deploy in the yellow bordered hexes on map tile 8B.

4) Special rules for the American player

Initiative card

The American player may choose the alternative initiative card *Great offensive* instead of his standard American one.

Additional tanks

The Americans receive during a setup additional 4 M10 tanks.

British units

The British use their own miniatures (soldiers and vehicles).

The British receive 2 *Recon* unit specialization tokens.

5) Special rules for the German player

Initiative card

The German player may choose the alternative initiative card *Sturdy deffenders* instead of his standard German one.

Lack of fuel

German tanks and halftracks may not move at all. During a setup they are deployed and then may not move from a deployment hex. They may fire without any restrictions.

German Opel trucks may move normally.

Evacuation

The Germans try to evacuate possible the most of their squads. Armored vehicles may not evacuate due to lack of fuel (though Opel trucks may do so).

A squad is supposed to be successfully evacuated, if it leaves (for spending 1 MP) a map from one of black bordered hexes on map tiles 2A or 4A. Evacuating may be sped up by using Opels.

If an Opel leaves a map through one of black bordered hexes (on map tiles 2A or 4A) for spending 1 MP, it may not return.

All German squads that have not managed to evacuate by the end of the scenario are supossed captive and count as loses for the German player.

The German player may start evacuating his squads since the round 4 (i.e. round 4 is the first round where any German squad or Opel with squads may leave a map through one of „exit hexes").

„The Ardennes offensive campaign" errata (version 1.0)

When I was localizing (translating) this campaign to my native language, some discrepancies, overlookings and unclarities have emerged, which deserved closer explanation or clarification.

1) *Operation Greif scenario*

i) page 12, lose condition for the Germans:

there should be:

„Lose: None **or only 1** German tank passes through a black bordered hex on the map tile 2A."

ii) page 21, paragraph 4), relating to area attacks on a „concealed" commandos squad.

there should be:

„If a commandos squad is „concealed", the Americans may not attack it. Area attacks (via Artillery cards **or via mortars**) may target (hit) it, if such a squad is on the hex with another **revealed commandos** squad or if the fire drifts to a hex with a „concealed" unit.

iii) page 22, paragraph 7, d), relating to an assault attack of a „concealed" commandos squad:

there should be:

„But in a case if a „concealed"commandos squad would declare an assault, standing on the same hex as enemy units **or on an adjacent hex to a hex with enemy units**, enemy units may not react to it with Op fire (commandos are to near **and they do not need to move to perform the assault**)."

iv) page 22, section *American jeeps and trucks*, sentence c), omit the former sentence *i)*

there should be:

„c) The American player may attack them only after he has alredy received *Massive confusion* operational card and:

i) if they are not in a hex together with **only** „concealed" squad(s)"

v) page 22, section *American jeeps and trucks*, paragraph d), sentence ii):

there should be:

„ii) if at least one „concealed" squad has just loaded unto them or if they transport **only „concealed" squad(s)**."

vi) page 23, paragraph 2)

there should be:

„**After** any attack action of commandos squad (for at least 2 hits) or **After** any special action of an engineer or a demolition squad (see *Disguised squads* section), **that would both lead to revealing a „concealed" squad.**"

vii) page 23, paragraph 2), sentence b):

omit the sentence:

„In all other cases it has to retreat too.“

add the sentences:

„A situation, when a „revealed" commandos squad would be loaded in a German tranport vehicle, should never happen.

So, simply said: In a case, when an enemy unit survives an attack of „just revealed" commandos squad, only that squad has to retreat, German transport vehicle never has to retreat.“

2) *Operation Stoesser scenario*

i) Ignore all possible cover rolls (for buildings) during detonating charges (in case of fuel storage and supply relay-storage).

ii) page 32, *Deploying squads of the 393rd inf. reg.* section, sentence a)

there should be:

a) either the Germans have taken control of the relay-storage **and blowed it up** (see conditions in the *Determining control over a relay-storage* section above) **or**

3) *Schnee Eifel scenario*

i) page 39, add a following sentence to *Weather* section:

„*Heavy rain* weather card is after its first „use" removed from a game instead of returning to a weather deck.“

4) *St. Vith scenario*

i) page 45, map of a battlefield:

a) Simply ignore „R" symbols (for reinforcements"). It is a *relict* from a previous version of the map, where were used *Reinforcements* decks of both nations.

b) 7 used minefield tokens are not a mistake but a purpose. Use any suitable token (coin, stone, ...) to represent the seventh minefield.

ii) page 48, *Operational cards* section, *Seize the initiave* card:

last sentence should be:

„In case of a tie (of CPs on initiative cards), no player receives this card for the **next** round.“

iii) page 49, section *Promoting and transfering squads*, add the bold typed sentence:

„The American player may transfer only squads without AT and Demolitition specializations.

The German player may transfer only squads without Engineer and Flamethrower specializations.“

6) Pocket at Houffalize scenario

i) page 60, *Using of American air support deck* section, add the following sentence:

„In case of using any American air support card while the „Light rain" card is in play, simply ignore its requirement for paying additional CP (because CPs are not used in this scenario)."

Additionaly, ignore the paragraph (in the same section) *„Due to not using CPs ... in case without a LOS",* because attacks via *Air support* cards can not drift inspite of *Artillery* cards.

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There are probably other minor or major mistypes or grammatical mistakes, but I think that their (mentioning) or correcting is not neccessarily needy for playing the campaign :-).

Pavel „Artemis" Dushek, 09/21/2009