KGP 8.4 CAMPAIGN GAME SPECIAL RULES

CGI. MAPS: Each CG uses its own Map Group; see 8.51-.53 and SSR KGP1.

CG2. KGP SSR: All KGP# SSR (see the Chapter P divider) are in effect except as amended below.

CG3. WEATHER: The historical weather for each CG Date is listed in 8.617. Alternatively, players may agree to use the optional 8.6171 random weather rules

CG4. ELR/MASSACRE: Each side's printed ELR given in the Initial Scenario (8.51-.53) of each CG is also treated s that side's printed ELR for all subsequent scenarios of that CG [EXC: for non-SS German ELR see SSR KGP11; if a Asssacre (A20.4) occurs during any CG scenario/RePh, all effects listed in A20.3-4 are applicable for the remainder of that CG; the Scenario Defender's ELR at night is one< it would be in a daytime scenario]



CG5. CG NIGHT SCENARIO: The NVR of a CG Night scenario is determined using El.II and the historical Moon Phase and Cloud Cover given in the 8.617 chart. The side(s) selecting the Attack chit in a night Assault scenario (8.6233) is considered the Scenario Attacker (El.4; despite usually having units available to set up on-

map); a side selecting the Idle chit is the Scenario Defender (El.2). The Scenario Defender in a CG night Assault (8,6233) scenario has automatic Freedom of Movement (following any enemy attack besides a successful Ambush; El.21) for his two best non-Reserve leaders. The Scenario Attacker may use normal Cloaking (El.4-.43) for his Infantry, even if they set up on-map. (German Cloaking counters must be a different color than those used for any Reserves [SSR CG7a; sk4). Cloaking-counter HIP is NA. On-map Cloaked SW need not be dm. Scenario Defender reinforcements Retained off-map may enter at an Eligible Entry Area only following a RPh reinforcement dr of < the current Game Turn number, or automatically once any Scenario Defender unit has been attacked by other than OBA/Sniper or has seen a Known enemy unit. A reinforcing AFV with a radio releases other friendly AFV with radio as per El.21 [EXC: those in Reserve; SSR CG7b]. See also SSR CG4 and CG23.

CG6. ENTRY AREAS: A large arrow denotes the center hex of each nine-hex-wide Entry Area (EX: StGGl; StN56; ChA10). If it is a U.S. Entry Area, the arrow contains a U.S. star and is color-coded to match ≥ one of the colors in the "Entry Code" column (8.6197) of the U.S. RG Chart. If it is a German Entry Area, the arrow is gray and contains a German cross. An arrow that is partly gray and partly a U.S. Entry-Code color indicates a U.S. and German Entry Area.

a) U.S.: A U.S. unit may initially enter only at an Entry Area whose arrow color-code matches at least one colored dot in the Entry Code column (8.6197) for the RG that unit is part of [EXC: if the unit Escaped, or Shifted, to its currently occupied Entry Area (8.6061; 8.613)], and only on/after the CG Date listed or that arrow (SSR CG6c) for the U.S. side [EXC: U.S. Early Entry (8.6194b)], regardless of the hex's current Control.

b) GERMAN: German units generally set up on-map, but may enter at an Eligible Entry Area if Retained in a Holding Box due to exit (SSR CG21), Escape (8.6061), Shift (8.613), or purchase for off-map reinforcement (8.6194a). See also SSRCG6c.

c) ELIGIBILITY: An Entry Area is Eligible to a side if the center (arrow) hex displays that side's nationality symbol and that side's CG Date listed on the arrow is (or antecedes) the current CG Date [EXC: if the U.S. uses Early Entry (8.6194b) in a CG scenario, that Entry Area is considered Eligible for the U.S. side during that scenario. nario-but only for each U.S. RG using Early Entry therein, and for all U.S. units/equipment exiting (SSR CG21) via, or Escaping (8.606) or Shifting (8.613) to, that Area after Early Entry has been used there]. Furthermore, the center (arrow) hex of a German Entry Area must also be German-Controlled in order for the German to consider it Eligible [EXC: German units/equipment Retained in an otherwise-Eligible Entry-Area Holding Box at the start of a CG scenario may enter at that Entry Area regardless of who currently Controls its center (arrow) hex]. If the Germans currently have no Eligible Entry Area on the Map Group, all German units/equipment Retained off-map (including all purchased since the previous CG-Scenario End) may only enter from off-map at a Gennan Entry Area; i.e., none of them may be set up on-map [EXC: on the "Le" (only) Map Group, they must set up on-map [and in Reserve as per SSR CG7a if "\"-,\"\"\" or "\H\"\"-1\yeta FG], 1.2 U.S. Entry Area may be used by the U.S. side regardless of who Controls the center (arrow) hex. See also SSR CG20.

CG7. RG SETUP/ENTRY: Each RG listed in an Initial Scenario's OB is available for on-map setup/entry as specified below. If set up on-map, units/equipment of a RG must be set up in the friendly Setup Area they are Retained in (or as defined by Initial Scenario setup restrictions). All units/equipment that set up off-map during the RPh (A2.51) but do not enter during that same Player Turn are returned to the shaded portion of their Entry Area's Holding Box; they forfeit their entry in the present, but are Retained for the next CG scenario. All units/equipment of the same RG must initially either be set up in the same Setup Area or enter at any hex(es) of the same Entry Area. In addition, certain purchased RG must also set-up/enter as per the following nationality-specific rules:

a) GERMAN RG: Each German RG whose ID (8.6191) on the German RG Chart begins with "I", "V" or "HW" which was purchased on the same CG Date as the CG scenario being played may be set up on-map only if set up in Reserve using the principles of Cloaking (E1.4; see also below) [EXC: if it would set up on the "St" or "Ch" Map Group but the Germans have no Eligible Entry Area thereon; if purchased at extra CPP-cost for Standard On-Map Setup (8.6194a); Initial Scenario SSR 1.2 (8.51)], even when the German is the Scenario Attacker/Defender at night. If unable to be set up in Reserve, such a RG is instead Retained in the unshaded portion of any German-Entry-Area Holding Box of that Map Group and may enter on/after Turn 1 [EXC: as per Initial-Scenario SSR or SSR CG5] as per SSR CG6c; all, some or none (including individual RG units) may enter on each turn. For non-Reserve German RG, see SSR CG15 and 8.6194..6194a.

For each Reserve RG purchased, the German receives one Reserve Cloaking counter (i.e., a 1/2" "?" of any unused nationality) for each MMC that will set up as Infantry, plus one for each vehicle, in that RG. Each Reserve RG purchased may (at its owner's option) also automatically include one Reserve Dummy Cloaking counter (usable in a day/night scenario). Each Reserve Cloaking counter may represent a maximum of one vehicle (plus its PRC and towed Gun or trailer) or one Infantry unit/stack (and its possessed Equipment), and must be set up at ground level in a non-Isolated, friendly Setup-Area Location ≥ eight hexes (or, if this is not possible, as far away in hexes as possible) from all U.S. Setup-Area and all U.S. Entry-Area hexes. Reserve Cloaking-counter HIP is NA. The pertinent CA/CA-status information of each Reserve vehicle must be recorded (each Reserve AFV is considered CE unless noted otherwise by the owning player; see also SSR CGIO and SSR KGP8). The Cloaking counter of a Reserve vehicle in Bypass is set up in the hex in the normal manner rather than straddling its hexside, but that hexside and the vehicle's CAFP must be recorded. Reserves cannot Deploy/- Recombine, and are ignored for the purposes of Deployment/HIP/"?" limits.

b) RELEASE: During a CG scenario, each Reserve unit/stack must remain Cloaked - and may conduct no action whatsoever – until an enemy ground unit is in its LOS within six hexes, or until subjected to an ener attack (including Bombardment/WP/Sniper) that results in loss of the Cloaked Reserve unit's/stack's conce ment, at which time its owner may (or must, if the Reserve Cloaking counter was so attacked or was revealed by Detection as per A12.15) reveal that Reserve Cloaking counter's contents (if any) by placing them on-map unconcealed. In general, the contents (if any) of a Reserve Cloaking counter are considered to not exist until they are revealed. The following apply to Reserve Cloaking counters:

- · A Reserve Cloaking counter is ignored for all Overstacking, concealment loss/gain, Interrogation and Control purposes;
- A non-Cloaked Dummy stack and a Reserve Cloaking counter may neither set up, nor end a phase, together in the same Location
- · A Reserve Cloaking counter is an ineligible Sniper target (Al4.22);
- · A Reserve Cloaked leader may not use his leadership benefits for any purpose;
- . If a Flame/Blaze occurs in a Location that contains a Reserve Cloaking counter (even a Dummy), that counter may move davance once to an ADJACENT non-Blazing Location – provided it is not moving closer (in hexes) to an enemy ground unit regardless of LOS. If it cannot do so, its owner may at that time place it anywhere within three hexes of its current hex, though he may not place it closer to an enemy ground unit and must otherwise abide by the rules pertaining to Reserve setup.
- Each Dummy Cloaking counter is Eliminated at the end of play (8.602e).
- Each RG unit/Equipment piece that is still Cloaked at scenario end is revealed (8.602g) and Retained (8.605-

c) U.S. RG: Each U.S. RG whose ID (8.6191) on the U.S. RG Chart begins with 'I', "V" or "G" purchased on the same CG Date as the CG scenario being played enters on/after Turn 1 as per SSR CG6a [EXC: parciased with a same Co Date as the Co scientario exing played their solution from the previous CG scenario SSR, SSR CG5, or 8.6194a], as do all U.S. units/equipment Retained off-map in Holding Boxes from the previous CG scenario. All, some or none (including individual RG units) may enter on each allowed turn. U.S. RG cannot be set up in Reserve. For other U.S. RG types, see SSR CGI5 and 8.6194-.6194b. CG8. OPTIONAL VEHICULAR EQUIPMENT: All desired optional armament (e.g., AAMG; bow-mounted FT [U.S. Vehicle Note F]) must be rolled for individually (HJ.41). Consult the applicable Vehicle Note(s). If so equipped, no additional CPP cost is assessed. For Schiirzen see SSR KGP14. For Gyrostabilizers see SSR KGP17.

CG9. WEAPON/CREW REMOVAL: A Retained vehicle may begin (i.e., set-up/- enter) a CG scenario with any/ all eligible armament Removed (D6.631). A Retained vehicle may begin a CG scenario abandoned. Such a Removed-Weapon/-crew counter must begin that CG scenario in the same Setup/Entry Area as the vehicle it came from

CG10. STATUS MARKERS: During its setup, each side may opt to secretly record the BU, CE, TCA, bogged (SSR KGP8), Immobilized, abandoned, Out-of- Gas, malfunctioned, disabled, Fanatic and/or Low-Ammo status of its vehicles/Guns/personnel in lieu of placing the appropriate marker(s) on them. Place the actual marker(s) when the piece is non-concealed and within 16 hexes of any enemy ground unit that has a LOS to it.



CG11. CONCEALMENT: Each Infantry unit (and its possessed Equipment) setting up in Conceal ment Terrain mayset up concealed, regardless of enemy LOS. Each vehicle may begin concealed if it is set up in Concealment Terrain ≥ six hexes from the nearest enemy Setup-Area Location. Such "?" need not be purchased; i.e., each is placed freely. Otherwise, Al2.12 applies in the normal manner. The side setting up

first may conceal each eligible unit before the opponent views the setup; likewise, the side setting up second may conceal all eligible units before his opponent views that setup. For purposes of "?" placement prior to the start of play, a Location is also considered Concealment Terrain if it is out of the LOS of all opposing Setup Area Locations (including an Initial Scenario's listed setup limits), considering current Mist/NVR visibility limits. "?" purchased in the RePh (8.621) and those received at night (El.2) are intended mainly for use as Dummies.





CG12. BORE SIGHTING & GUNS: Bore Sighting is NA [EXC: Eligible SW MG may Bore Sight at night]. A12.34 applies in the normal manner. Each non-vehicular Gun that ended the last CG scenario on-map must be set up within three hexes of the Location in which it ended that scenario [EXC: 81mm MTR; Escape (8.606-.6061); Shift (8.613); if at the start of setup (RePh step 8.624) it is hooked up to a Mobile vehicle; if a CG Idle Date has been generated; instead, it may set up anywhere in

its current Setup Area], regardless of whether it will be set up (un)hooked. Each SW/Gun in a Setup Area that contains Personnel may be set up (un)hooked/(un)limbered/(non-)dm unless otherwise prohibited.



CG13. GERMAN PF: For each CG scenario, the number of PF initially available to the German side is 11/2 times the number of non-Reserve German squads set up on-map. During play, whenever ≥ one squad is released from Reserve (SSR CG7b) or enters as a reinforcement, the number of available PF is immediately increased by 1½ per such squad. (To indicate an extra "½ PF", move the PF Remaining marker halfway into the next box of the PF Usage Track; a "½ PF" does not itself entitle the German to a PF attempt.)



CG14. GERMAN FANATICISM: For two CG scenarios of each CG [EXC: once during CG II], the German may declare that all of his Personnel are Fanatic for the entire scenario (including vs Bombardment). This must be declared immediately upon the conclusion of all on-map setup.



CG15. OBA: Each side's available OBA is limited to a maximum of two (including U.S. 60mm) modules per Map Group per CG Date [EXC: this limit does not apply to U.S. RG "03" (M12 GMC OBA); a Bombard-ment RG is not an OBA module]. For the purposes of this rule, "available" means having the module's radio/

field-phone in play (or using its Offboard Observer) at any time during a CG scenario. A radio/field-phone counter (and its associated OBA module) is immediately Eliminated when its OBA is exhausted, or in the RePh (8.602d) if its OBA was "used" as per SSR CG22 in the previous scenario. On an OBA RG's CG Date of purchase, its radio or field phone is placed with non-Isolated Personnel in any friendly Setup/Entry Area [EXC: field phones may be used only by the U.S., and only if they set up on-map with non-Isolated Infantry; see also U.S. RG Chart footnote "o"]. Each field phone's Security Area (C1.23) must comprise Enterable (by Infantry) Locations that are not within an enemy Setup Area, and must be drawn to a map-edge that contains \(\) five adoption and must be drawn to a map-edge that contains \(\) five adoption and must be drawn to a map-edge that contains \(\) five adoption and \(\) five adoption non-Isolated friendly Setup (or, for the radio, Eligible Entry) Area. See also SSR CG22 and 8.6206





CG16. SNIPERS: Each side may use two Sniper counters per CG scenario per Map Group [EXC: only one on the "Ch" Map Group]. If > one Sniper per side is in play, each must still be set up initially as per the first two sentences of A14.2, but with \geq 15 hexes between them (or as [EXC: only one on the "Ch" Map Group]. If > one Sniper per side is in play, each must still be set up initially as per the first two sentences of A14.2, but with ≥ 15 hexes between them (or as far apart as possible if they cannot set up ≥ 15 hexes apart), when a Sniper attack can occur, make a dr to randomly determine which one actually attacks (assign numbers so that each has an equal chance). The SAN is

never altered by the presence of > one friendly Sniper in play simultaneously. Any result (e.g., Pin) affecting a Sniper counter affects all friendly Snipers on that Map Group simultaneously. See also 8.6122.

CG17. U.S. AMMO SHORTAGE REMOVAL: When a Good Order U.S. Infantry unit suffering from Ammunition Shortage due to Isolation (8.6241) begins a friendly Player Turn in the same Location as an armed, Good Or Infantry MMC that is not itself suffering from Ammunition Shortage and whose US# is ≥ that of the other MMC, its Ammunition Shortage ceases to exist at the end of that Player Turn provided both units become Tl and remain in Good Order throughout that Player Turn. A U.S. MG [EXC: 50-cal HMG] SW's Ammunition Shortage is removed whenever it is possessed by an armed, Good Order U.S. MMC that is not suffering from Ammunition Shortage. All other U.S. ons suffering from Ammunition Shortage lose that status only by ending a CG scenario non-Isola

CG18. SELF-RALLY: Each side is allowed a number of non-Disrupted MMC Self Rally attempts (per Map Group) equal to the number of Map Sections of that Map Group, provided (as per A18.11) each such attempt is carried out before other friendly MMC Rally attempts.

CG19. TERRAIN CHANGES: Each alteration of printed terrain that occurs during a CG is permanent, barring sub quent Clearance/removal (as applicable). All Fortification, Rubble, Breach, Trailbreak, Shellhole and (Burnt-Out; SSR KGP10) Wreck counters are left on-map from scenario to scenario (unless removed due to a Blaze or falling rubble, Not 10) Meck commens are left off-map from scenario to scenario (unless temoved due to a braze of falling futbole, etc.; for Wrecks, see also the 8.2 definition of "Eliminated"). Each terrain Blaze is resolved in RePh step 8.609-.6095. No Wreck is removed from play due to being in a terrain Blaze; it remains on-map (still treated as a LOS Hindrance), and in RePh step 8.6091-.6093 it becomes/remains a Burnt-Out Wreck [EXC: 8.60951]. Whenever a vehicle is Out of Gas, Immobilized, Abandoned, and all of its present Inherent Weapons are disabled (or it has no Inherent Weapons), it is immediately replaced by a Burnt-Out Wreck (if this occurs during play, the opponent is awarded the appropriate number of Casualty VP). However, a vehicle that has no Wreck depiction (D1.9) can never be turned into a (Burnt-Out) Wreck: it is instead simply removed from play. Whenever a non-Burnt-Out Wreck is Out of Gas and Scrounged (if it had any Scroungeable Weapon), it is immediately replaced by a Burnt-Out Wreck.

CG20. VIADUCT ENTRY AREA: No vehicle may ever use (i.e., enter/exit via, Escape to, or Shift to/from) the ChHH0 "Viaduct" Entry Area.13

CG21. MAP EXIT: Each Personnel/Equipment piece that exits the map via an Eligible Entry Area during play cannot re-enter during that scenario, but is Retained (unless Shifted; 8.613) in that Entry Area's Holding Box [EXC; all German Personnel/Equipment so exited off the "Lg" Map Group during CG III are immediately Eliminated]. However, each such broken Personnel unit must take a NTC (a Good Order leader's DRM can apply) immediately upon exiting; failing this NTC causes its Casualty Reduction (if it is Eliminated, so is its possessed Equipment). Everything exited at any other Location during play is Eliminated. In both cases, such Elimination counts for Casualty VP purposes. Retained exited units/Equipment are placed in the shaded portion of that Entry Area's Holding Box.

CG22 RETAINED RG: Regardless of whether it was used during a CG scenario, each purchased/OB-given RG (or part thereof, including each Pre-Registered-hex/radio/field-phone assigned to an OBA RG, even if that radio/field-phone counter was Eliminated during play), is Retained until Eliminated/Recalled in a CG scenario or its subsequent RePh. For purposes of this rule, an OBA RG is considered to have been used (and thus will be Eliminated in the next RePh; SSR CG[5) if ≥ one FFE:1 counter from that module was placed during the previous scenario. (If Retained, the OBA's Draw Pile [C1.211] is restored to the number of red and black chits it had at the start of the previous scenario, and its radio or field phone is restored if it was Eliminated. During the RePh, each radio/field-phone may be freely relocated within its present Setup Area, or Shifted [8.613], and each non-Eliminated Pre-Registered hex may have its hex coordinate changed to that of a legal new hex.) A FB RG is considered to have been used if \geq one of its FB made a Sighting TC DR; once so used (or if the FB RG was Recalled as per SSR KGP3), the entire FB RG is Eliminated at the end of the cenario, Each unentered RG (or part thereof) is Retained in the Holding Box of its Entry Area [EXC: if Shifted: 8.6131. U.S. 60mm OBA is considered an OBA RG for the purposes of SSR CG15 and CG22 (only).

CG23. GAME END: A Turn Record Chart is printed on one map of each Map Group. Each CG scenario has a variable Game Turn length. At the end of each Player Turn of Turn 6, and at the end of each Player Turn thereafter, the AT-TACKER makes a Game End dr; if it is ≤ the circled number in the current turn's box on the CG Turn Record Chart, the scenario ends immediately. There is a +1 drm to each CG Night scenario Game End dr

KGP SSR: SPECIAL RULES for all KGP Scenarios

(Unless noted otherwise, all SSR below apply in all KGP scenarios-both CG and non-CG type)



KGP1 KGP MAPS: The five Map Sections included in the KGP modules are organized into three Map Groups, as illustrated at right (e.g., the "St" Stoumont Map Group contains two Map Sections, one east and one west, while the "Ch" Cheneux Map Group has only one Map Section). Only Map Sections within the same Map Group overlap to form one continuous playing area (e.g., the east edge of the "St" Map Group neither overlaps nor abuts against the west edge of the "Lg" Map Group). Each Map Group's name and ID are derived from the name of its primary village. When the Map Group is not otherwise stated, each KGP-map hex will be referenced by its two-letter Map Group abbreviation, followed by the hex coordinate

(e.g., the Stoumont cemetery occupies hexes StH14 and StI15).

The colors used to depict the various elevation levels on the KGP maps do not in all cases correspond to those on other ASL maps. The KGP Base Levels range from Level -2 (the Amblève River) through Level 9

(The Map Groups are shown in their proper geographical relationship)

KGP2 EC, WIND & WEATHER: EC are always Wet, Through Dec 22 PM, Wind Force is always "No Wind" and Gusts are NA; Wind Change DR are still made, but can affect only building collapse (B2.5.66), NVR change (E1.12), Interrogation (SSR KGP18), and whether or not rain starts/stops (or intensifies; E3.51). As of 22 Dec N, there is always a Mild Breeze from the Southeast at scenario start, and Wind Change DR apply in the standard manner. Weather is Clear or Overcast only if so specified by SSR, or as per P8.617 or P8.6771.

KGP3 KGP MIST: Due to the extremely misty conditions during most of the fighting, the E3.32 Mist rules have been expanded to allow for greater degrees of Mist density, ranging from Very Light to Extremely Heavy, as indicated in the following chart. Mist still affects all levels. Note that Very Light Mist is the same as E3.32 Mist, while Light Mist equates to the effects of "heavy rain" (E3.51). Very Heavy and Extremely Heavy Mist are LOS - not LV - Hindrances.

KGP MIST LV DRM CHART

RANGE:	≤1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
V Light	-	-	-	-	-	-	+1	+1	+1	+1	+1	+1	+2	+2	+2	+2	+2	etc.
Light	+1	+1	+1	+1	+1	+1	+2	+2	+2	+2	+2	+2	+3	+3	+3	+3	+3	etc.
Mod.	+1	+1	+1	+1	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4	+4	+4	+5	etc.
Heavy	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6		
V. Heavy	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6							
X, Heavy	+1	+2	+3	+4	+5	+6												

Treat as a LOS (not LV) Hindrance that neither affects the placement/attack LOS of (A9.22), nor applies as a DRM to

MIST DENSITY CHANGE: Whenever rain starts (or intensifies to "heavy rain"; E3.51), the Mist density increases one level ("no mist" would become Very Light Mist, etc.). Conversely, whenever rain stops, the Mist density decreases one level ('no mist would become very Light Mist, etc.). Conversely, many addition, immediately following each Wind Change DR, a Mist Change DR is made (unless stated as NA) to determine whether the Mist density (if any) changes. There is a -1 DRM to the Mist Change DR in each "PM" scenario. If the Final Mist Change DR is s 3, the Mist Change DR is each "PM" scenario. If the Final Mist Change DR is s 3, the Mist Change DR in each "PM" scenario. If the Final Mist Change DR is s 3, the Mist Change DR is set and the Mist Chan density decreases one level (Very Light Mist would become "no mist") [EXC: if it is raining, the Mist density cannot fall below that of the rain's current intensity]; if the Final DR is ≥ 11 , the density increases one level. Mist density can never exceed Extremely Heavy. The current Mist density can be conveniently recorded on the Mist Density Track found near each Map Group's CG Turn Record Chart (SSR CG23; P8.4).



AIR SUPPORT: During a KGP scenario, the use of Air Support is NA whenever the Mist density is > Light - as well as at night, or if the Weather is specified as Overcast. Air Support that is already on-map when the as well as at night, or it the weather is specified as Occasion support and immune to all AA Fire) during that Mist density is/secomes > Light remains available but unusable (and immune to all AA Fire) during that scenario until Mist conditions again allow its use [EXC: while the Mist density is currently > Light, a Recall dr must be made for each group of FB that arrived on-map together; the dr is made during the reinforcement step of the made for each group of FB that arrived on-map together; the dr is made during the reinforcement step of the made for the

group's ATTACKER RPh, and if it is a 6 that group is immediately Recalled]. Air Support may still be rolled for when the Mist density is > Light, but once it arrives it is treated as per the preceding sentence (including the EXC)

KGP4 TERRAIN: The river is Deep, with a Moderate current flowing in a northerly direction. All streams are Shallow (B20.4) [EXC: the LgA44-M48-U57 stream is Deep]. All bridges are one-lane stone [EXC: LgH46 and LgS55 are onelane wooden, and entry by vehicles is NA].

KGP5 SOFT GROUND: To reflect the soggy conditions, each vehicle must expend one additional MP per hexside (as per E3.9) unless crossing/traversing a paved-road or stream hexside or entering a building/woods/rubble obstacle. In addition, each Bog Check receives the Soft Ground DRM (D8.21) [EXC: if on a paved road or in a building (D8.21); if crossing a barbed-wire-fence hexside (P3.3)].

KGP6 OFF-MAP ROADS: Any road that exits off-map (i.e., to beyond the printed mapsheet area of the Map Group) is considered for the purposes of A2.51 to extend beyond that map edge either along the same lettered hexrow, or in hexes of the same coordinate, as that edge hex (depending on the configuration of the Map Group's hex grid). The off-map road is considered to be the same (un)paved type as the on-map road hex it connects to. All terrain in the off-map setup area is still considered Open Ground [EXC: half-hexes; A2.51].

EX: On the Stoumont map, a paved road extends off the east edge along hexrows E, J and Q, while an unpaved road extends off the south edge along each hex with a coordinate of 7 or 25.

On the other hand, all on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement/ entry purposes during that scenario.

KGP7 SINGLE-LANE ROADS: Each unpaved Sunken Road is a Sunken Lane (B4.43), and each unpaved road in a (normal or pine) woods hex is one-lane (i.e., the restrictions of B6.43-.431 apply as if the road were road in a (normal or pine) woods hear is one-lane (i.e., the less institutions of 10-05-05-13 apply as it the load week as one-lane bridge). These two road types are referred to collectively as Single-Lane Roads. P5.122 applies to a vehicle that wishes to change its TCA relative to its VCA while on a Single-Lane Road.

A vehicle with a +2 Target Size (D1.75) treats a path in a (normal or pine) woods hex as an unpaved one-lane road, even if towing a Gun

KGP8 CELLARS: The B23.41 Cellar rules apply only to multi-hex buildings. An AFV falls into such a cellar (B23.41) on a Bog DR Original colored dr of ≥ 4. Every AFV that sets up in a building must immediately undergo a Secret Bog DR [EXC: A vehicle ending a CG scenario in a building location may set up in that location with the same VCA without a Bog DR]



KGP9 FIRES: Kindling Attempts (B25.11) are NA. Furthermore, due to the extremely wet EC, a Flame (B25.15) can occur only in a building/rubble Location



KGP10 BURNT-OUT WRECKS: A Burnt-Out Wreck cannot be Scrounged, set Ablaze or removed from play as per D10.4. A Burnt-Out wreck is a LOS Hindrance exactly like a normal wreck.

KGP11 SS UNITS: All units in each KGP German OB are SS (A25.11), including CG RG and a vehicle's "inherent" Passenger (i.e., German Vehicle Note 58) [EXC: 4-4-7/2-3-7 MMC, and each MMC subsequently created from such, are not SS and have a "printed" ELR of "3"]. Each German Depletion number is one > the printed number (C8.2) until Ammunition Shortage applies to the Weapon (A19.131).

KGP12 GERMAN STUN/RECALL: A vehicle of the German OB (including a captured U.S. vehicle) does not suffer Recall due to MA disablement. A Recall due to attack effects (D5.341-342) suffered by a German Inherent crew is always treated as a Stun result only [EXC: an armor leader may be Eliminated as per D5.341]; i.e., no Recall ensues. However, the +1 DRM effects of all Stun results vs a German Inherent crew are cumulative. In addition, when these total +DRM equal one < the vehicle's CS# (D5.6), its Inherent crew's abilities are limited to those of a SMC crew (A21.22); when the total +DRM equal the CS#, the crew is Eliminated and the vehicle abandoned (leave the "+#" [Stun] counter[s] on the vehicle). Infantry wishing to re-crew that vehicle during play must first, using Hazardous Movement in the vehicle's Location (and position - e.g., not in an entrenchment), expend one MF separately

to reduce the total "+#" by one; and only when that total "+#" equals zero (or "1" if OT or unarmored) may the vehicle



KGP13 GERMAN FUEL SHORTAGE: Commencing on Dec 20 AM, before at on-map German vehicle attempts to expend its first MP during its MPh, and whenever it attempts to change its VCA in any other phase, it must first (even before any applicable Stall DR; German Vehicle Note H) make

an Out-of-Gas DR [EXC: a Stopped vehicle (un)loading, firing armament/sD/sN, or attempting to place smoke genades (F.10)]; if the Final DR is ≥ 12 the vehicle is out of fuel and thus immobilized; mark it with an "Out of Gas" counter. A +1 DRM applies per day after 21 December.24 If in Motion, the vehicle immediately Stops without expending any MP. If it is the start of the vehicle's MPh and it has not yet expended any MP, its PRC may immediately Abandon-it-(DS.4-411) unload if in the present Player Turn it/they have not engaged in (un)loading, firing armament/sD/sN and/or an attempt to place smoke grenades. If the German player forgets to make an Out-of-Gas DR, the U.S. player can thereafter call for it to be made immediately at any time during that MPh as the vehicle expends any MP.

While "out of gas", an AFV with a 75LL/88LL/90L MA, or "T" Type (D1.3) 75/75L/76L MA, has its TH Case A TCA - change DRM increased by one for the "1st Hexspine" adjustment in its TCA (as explained in C5.1; i.e., to +2 for "T" type and +3 for "ST" type).25

For the purposes of SSR KGP13, each vehicle in the German OB at the start of the current scenario is considered German during that scenario; i.e., neither a captured German vehicle starting the scenario as part of the U.S. OB (even if recaptured by the Germans during play) nor a U.S. vehicle captured by the Germans during play, is considered German for that scenario.

KGP14 SCHÜRZEN: All PzKpfw IVH and IVJ have Schürzen (D11.2)

KGP15 U.S. CAPTURED PF: Each non-Assault-Engineer U.S. 7-4-7 squad (and hero created from such a 7-4-7 or its 3-3-7 HS) has an Inherent PF usage number of "1". C13.31 and C13.32-.36 apply normally, with no penalty for Captured use. The number of such PF TH DR made may not exceed the number of non-Assault-Engineer 7-4-7 squads in the U.S. scenario OB.26.



KGP16 U.S. 60mm MTR/OBA: Each 60mm mortar counter may fire WP as if it were 1945. The range of each 60mm OBA module (U.S. Ordnance Note 1) is traced from a separate, secretly pre-recorded edge-hex of an Eligible (SSR CG6c; P8.4) U.S.-Controlled Entry Area. 60mm OBA may fire WP, but only one WP Fire Mission if the scenario is ≤ ten turns long or two WP Fire Missions if it is ≥ eleven turns in length. Each 60mm OBA module receives one Pre-Registered hex

KGP17 GYROSTABILIZERS: Before assigning armor leaders, the U.S. player may make a Secret dr, using the H1.42 table, for each eligible AFV to determine if it has a functioning Gyrostabilizer (D11.1)

KGP18 INTERROGATION: Civilian (only) Interrogation (E2.4) is allowed. The Americans are considered to be in a friendly, and the Germans in a hostile, country