

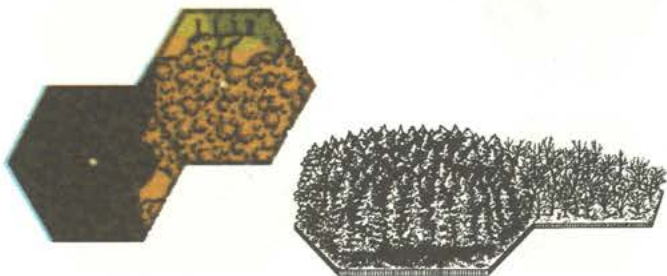


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P. KAMPFGRUPPE PEIPER

ORDER OF PRESENTATION:

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5. Village Terrain
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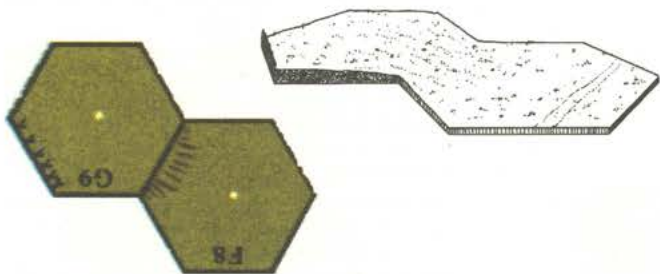


1. PINE WOODS

1.1 *KGP* includes a new type of terrain representing extensive stands of pine (ever-green) woods.¹ On the *KGP* maps, the standard “woods-green” background color in a woods hex indicates a pine-woods hex (EX: StKK13) while a normal (B13) woods hex (EX: StLL12) has a thin black outline and no standard background color. A pine-woods hex is treated exactly like a normal woods hex except as stated otherwise.

1.2 **OBSTACLE HEIGHT:** Pine woods are a two-level LOS Obstacle.

1.3 **MF COST:** Infantry enter pine woods at a cost of 1½ MF (3 MF for Cavalry).

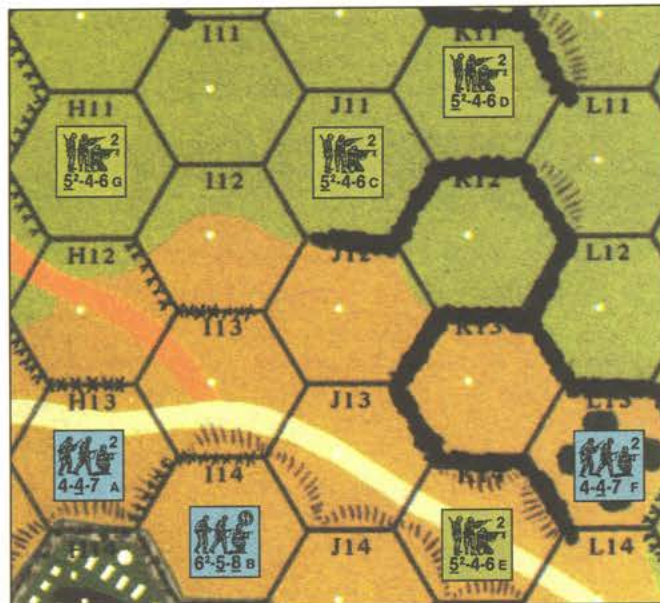


2. SLOPE HEXSIDES

2.1 A slope hexside² represents an undulation in the terrain substantial enough to give an Up-Slope (2.2) unit a LOS advantage. On the *KGP* maps a slope hexside is represented by brown hash-marks along that hexside (EX: StG9-F8). The entire hexside (inclusive of vertices) marked by a slope, but *not* the slope artwork itself, is considered part of that slope hexside.

2.2 **UP-SLOPE/DOWN-SLOPE:** A Location whose hex contains ≥ one slope hexside is either Up-Slope or Down-Slope to LOS drawn across that hexside to or from that hex. If the slope lines are *in* the Location's hex, the Location is defined as being Down-Slope across that hexside; if the lines are in an adjacent hex along the hexside common to both hexes, the Location is Up-Slope across that hexside. A Location can be both Up- and Down-Slope across two different slope hexsides.

2.3 **LOS:** Slopes are neither obstacles nor Hindrances. Being Up-Slope affects LOS *only* in that an Up-Slope Location is treated as being ¾ of a level higher than normal to LOS that *begins or ends* in that Location *and crosses* an Up-Slope hexside of that Location.³ Thus, barring other obstructions to LOS, an Up-Slope unit—even if not in a hill Crest-Line hex—can trace a LOS across an Up-Slope hexside of its hex to a lower elevation (i.e., across a hill Crest Line) and/or over (B.4) obstacles and Hindrances whose topmost obstacle/Hindrance height is < the Up-Slope elevation of the viewing unit [EXC: entrenched LOS restrictions would still apply as per B9.21, as would wall/hedge TEM as per B9.3 (see also 6.2-3)]. Otherwise, being Up-Slope or Down-Slope *itself* has no effect on LOS (e.g., slopes are ignored if the LOS goes *through* their hex or *along* their hexside, and also when calculating an A6.41-43 increase or decrease in the number of Blind Hexes caused by an intervening obstacle). Being Up-Slope *itself* can neither grant HA nor allow an Up-Slope unit to make a HD attempt. The presence of ≥ one slope hexside does *not* change the elevation of that hex's Base Level.



EX: Squad A's LOS to squads B, E and F (and to hex J13) is unaffected by slopes. Squad A (which is at Level 3) has no LOS to Level 2 squads G, C or D. Squad B has a LOS to all squads depicted. Squad B could claim Height Advantage only if fired on by squad G or squad(s) C/D. Squad E can see squads A, B and F. Squad F has a LOS to squads A, B, D and E; however, it could see squads C and G (and hex I12) as well if it were Up-Slope from them along hexside K13-L13. In all cases, LOS reciprocity (A6.5) applies. See also the 6.2 example.

If hexes J11-K12 contained a two-hex Two Story House (B23.22), K11 would be a Blind Hex to squad B but L10 would not be (since the building's topmost height would be Level 3½; whereas squad B is at Level 3½ due to its being Up-Slope along that LOS).

An AFV/wreck in J13 would Hinder squad A's—but not squad B's—LOS to squad E (and vice versa), but would not Hinder squad A's/B's LOS to squad F (or vice versa). An AFV/wreck in H12/I13, and/or a wall/hedge/slope along hexside(s) H11-H12/H12-I13, would not Hinder squad B's LOS to/past squad G.

2.31 FIRE LANE: For the purposes of Fire Lane LOS/LOF drawn across ≥ one slope hexside, assume that the term “same-level” means “same-Base-Level”. See also 2.42 and its example.

2.4 COVER: A slope can, in certain instances, provide a +TEM (2.41) or a +DRM (2.42).

2.41 DIRECT-FIRE TEM: Ground-level Infantry in a hex containing ≥ three (or two non-contiguous) Down-Slope hexsides may claim a +1 slope TEM vs Direct Fire [EXC: FT], provided the attack originates from a non-adjacent firer whose elevation advantage (if any) over that of the target is < the range of the attack *and* the attacker's LOS crosses ≥ one of the target hex's Down-Slope hexsides. (A.5 applies to a FG attack.) Slope TEM is cumulative with no other +TEM [EXC: Mud/Deep-Snow TEM]. Being Up-Slope *itself* provides no TEM, does not negate the FFMO/FFNAM DRM, and does not affect Wall Advantage rules.

EX: See the 2.3 illustration, and assume that the following attacks are Small Arms. Squad E can claim slope TEM if fired on by squad B (or from hex J12 or H14), but not if fired on by squad A (whose LOS does not cross a Down-Slope hexside of K14) or from H12, I12, etc. Squad F can fire on adjacent squad E with no slope TEM, regardless of which unit has Wall Advantage. If squad E is fired on by squad A or F, the -1 for FFMO can be claimed if otherwise applicable. If squad E is fired on by squads A and B (even in conjunction with [an]other firer[s] in J13/I14/K13) as a FG, squad E can claim slope TEM (A.5).

2.42 FIRE-LANE DRM: Infantry being attacked by a Fire Lane receives a +1 Fire Lane slope DRM if the firer is Up-Slope from, ¾ of a level higher than, and not adjacent to, that target [EXC: if the Infantry is attacked by a Fire Lane Snap Shot (A9.221), the DRM applies only if these three conditions apply to *each* of the two hexes that form the Snap Shot hexside, as determined by the firer's separate LOS to each of them]. An Up-Slope attacker's Fire Lane cannot affect a target that lies at a different Base Level (see 2.3) from that of the attacker.

EX: See the 2.3 illustration, and assume that squads A and B each have a MG. If squad A places a Fire Lane counter in hex L13 (or beyond L13 along that same LOF), all moving Infantry in I13, J13, K13 (or I14, J13, K14; A9.221) and L13 can be attacked by that Fire Lane with no slope DRM (since squad A is not Up-Slope from any of those Locations). If squad B places a Fire Lane counter in K14, all moving Infantry in J13 (or J14) can be attacked by that Fire Lane with no slope DRM (since those hexes are adjacent to the firer), but moving Infantry in K14 could claim both the slope TEM (2.41) and slope DRM. If that Fire Lane counter were instead placed beyond K14 along that same LOF (e.g., in M14), moving Infantry in J13 (or J14) and K14 would be affected no differently while moving Infantry in L13 (or L14) would be attacked with no slope DRM (note that I14 is *not* Up-Slope from L13 and L14 along squad B's individual LOS to each of those two hexes), nor (for the same reason) would the slope DRM apply to Infantry attacked by a Fire Lane Snap Shot at hexside L13-L14. If squad B places a Fire Lane counter in I12 (or beyond I12 along that same LOF), moving Infantry in I12 and I13 could be attacked by that Fire Lane, but those in I12 would receive the slope DRM.

2.5 ENTRY: A unit crossing a slope hexside that it is Down-Slope from is moving Up-Slope. A unit crossing a slope hexside that it is Up-Slope from is moving Down-Slope.



2.51

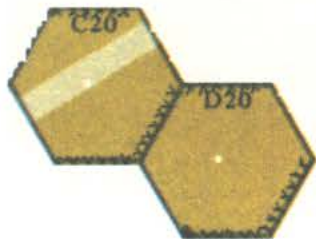
2.51 MF COST/BONUS: Infantry/Cavalry (or a Wagon) must expend 1/2 MF + COT in order to move Up-Slope. Infantry on skis would receive a 1/2-MF bonus for each Down-Slope hexside they cross (cumulative with any bonus received for moving to a lower elevation). Crossing a slope hexside while moving on a road does not negate the B3.4 MF road bonus.

EX: See the 2.3 illustration. Squad A must expend 2 1/2 MF to enter hex I14 (1 [COT] + 1 [crossing a barbed-wire-fence hexside; 3.2] + 1/2 [moving Up-Slope] = 2 1/2); if it were also crossing a Crest Line to Level 4, the cost would be 3 1/2 MF ((1 [COT] x 2 [ascending across a Crest Line]) + 1 [crossing a barbed-wire-fence hexside; 3.2] + 1/2 [moving Up-Slope] = 3 1/2). Squad A would expend 2 1/2 MF to enter graveyard hex H14. Squad B would expend one MF to enter J13, since there is no additional cost to move Down-Slope.

2.52 MP COST: A unit that expends MP must pay one MP + COT in order to move Up-Slope.

2.53 CREST-LINE SLOPE: No vehicle (or charging cavalry) may cross a combination Crest-Line-slope hexside (EX: StJ6-K6; ChX3-Y4).⁴

2.54 RAIN/SNOW: When crossing a slope hexside, E3.54 (or E3.723), if otherwise in effect, applies just as if the moving unit is changing elevation (in addition to any application of that rule due to crossing a Crest Line).



3. BARBED-WIRE FENCES

3.1 A barbed-wire fence is depicted by a series of small black Xs overlaying a hexside (EX: StC20-D20; ChB3-B4). Barbed wire is neither an obstacle nor a Hindrance, provides no TEM, does not negate the FFMO/FFNAM DRM, and cannot be Cleared or eliminated in any way.⁵

3.2 MF COST: Infantry must pay one MF + COT to cross a barbed-wire-fence hexside, unless using Armored Assault or moving within a trench or tunnel (in which case only the COT applies). The cost for Cavalry is two MF + COT. No Wagon, ridden bicycle, Infantry on skis, or currently-CX Infantry/Cavalry/horse may cross a barbed-wire-fence hexside. All barbed-wire-fence hexside MF costs are doubled at night. A Straying unit required, but unable, to cross a barbed-wire-fence hexside becomes TI instead.

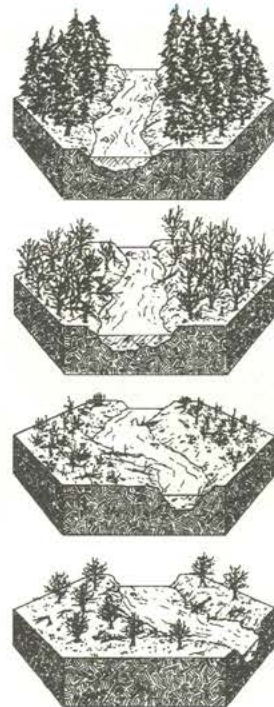


3.21 TEMPORARY BREACH: A non-Straying, Good Order Infantry MMC neither beneath an Entrenchment/Pillbox nor above a Wire counter may create a temporary breach in one barbed-wire-fence hexside of its hex by expending two MF in its MPH while at ground level in (but not IN) that hex. Place the top edge of the MMC counter over the selected barbed-wire-fence hexside and mark the unit TI. For as long as that MMC remains TI, unpinned and in Good Order, it is considered to be using Hazardous Movement but that hexside's barbed-wire cost for Infantry [EXC: if broken, berserk, Manhandling, or part of a Human Wave] becomes 1/2 MF. (A vehicle crossing that hexside would still be subject to Bog as per 3.3, but would not affect that hexside's temporarily-breached status.) Creating a temporary breach in barbed wire is a concealment-loss activity (A12.141).

3.3 MP COST & BOG: Barbed wire has no effect on MP costs; however, no motorcycle may cross a barbed-wire-fence hexside. Each vehicle that enters a new hex by crossing a barbed-wire-fence hexside must undergo a Bog DR, in addition to any other Bog Check required for entry of the Location. If it Bogs, it is left in the hex it was attempting to enter. (If it Bogs twice, due to both crossing a barbed-wire-fence hexside and other terrain in the hex, mark it with a Mired—not a Bog—counter.) The only DRM that can apply to a barbed-wire Bog Check are:

- +1 Vehicle is not fully-tracked;
- +2 Vehicle has Truck-type MP expenditure.

3.4 BYPASS: The barbed-wire-fence artwork (i.e., the small black Xs) along such a hexside has no effect on a unit's normal ability (if any) to Bypass along that hexside.



4. STREAM-HEX TERRAIN

4.1 STREAM- WOODS/BRUSH/ORCHARD: The KGP maps feature stream-woods (both pine [EX: StMM5] and normal [EX: StMM6]), stream-brush (EX: StMM11), and stream-orchard (EX: StLL14) hexes. Each such supplemental terrain type always rises (to its normal height) from the Crest level of—not from IN—the stream hex. See also B19.5-52.

4.11 ENTRY: A unit enters a stream- woods/brush/orchard hex across a stream hexside at the normal (for its depth; B20.4-44) stream cost. If entering across a non-stream hexside, movement costs are cumulative (e.g., five MF to enter a shallow-stream woods/brush hex—three for the shallow stream [B20.43] plus two for the woods or brush [EXC: 4 1/2 MF if a shallow-stream pine-woods hex]—or four MF to enter a shallow stream-orchard hex).



4.12 CREST: All rules for Crest status (B20.9) apply in a stream-woods/brush/orchard hex. [EXC: Good Order Infantry may gain Crest status in such an Accessible hex, along the non-stream hexside they cross, at a cost of three MF for a stream- brush/woods hex (2 1/2 MF if pine woods) or two MF for a stream-orchard hex. Otherwise, B20.91 applies unchanged.]

4.13 TEM: Disregarding SMOKE and Hindrances, a unit IN a stream- woods/-brush/orchard hex is in Open Ground if the LOS INTO that hex emanates from within, or lies within the stream depiction (B20.2) as it enters, that hex. Otherwise, a unit in/IN such a hex is not in Open Ground and can claim the hex's woods, brush or orchard (or entrenchment, if applicable as per B20.91-92) TEM [EXC: Air Burst TEM can also apply to a unit(s) IN a stream-woods hex].



4.2 STREAM CULVERT: A Stream Culvert⁶ (EX: hex ChLL7; LgL5) represents a man-made, subterranean passage for a stream. It is a separate Location that is indicated by thick black dashed lines showing its outline underground. A unit IN a Stream Culvert is placed beneath a Culvert counter, is considered to be in Open Ground, and has a LOS only to ADJACENT stream (and Stream Culvert) Locations. The normal Stacking limit (A5.1) IN a Stream Culvert is one squad-equivalent. Normal rules pertaining to subterranean units/Locations apply unchanged (e.g., E1.923).



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4.21 SETUP & ENTRY: No unit/Equipment/Fortification may be set up IN a Stream Culvert. Infantry enter a Stream Culvert as if entering INTO another hex of that stream, but such entry is allowed only from IN an ADJACENT stream (or Stream Culvert) Location [EXC: entry is NA if the stream is flooded]. No $\frac{3}{8}$ " vehicle/Gun counter may enter a Stream Culvert.

4.22 CREST: Crest status cannot be gained in a Stream Culvert hex, nor can it be gained along a stream-and-Stream-Culvert hexside (e.g., hexside ChLL6-LL7).

4.23 FRIGID: Each Infantry unit IN a Stream Culvert at the end of a Player Turn is subject to Replacement/Disruption at that time, just as if it were IN a frigid Water Obstacle (B20.7).

4.24 ATTACKS vs: No type of attack (or Bombardment) can affect a Stream Culvert itself. Nothing IN a Stream Culvert can be affected by Indirect Fire or Aerial attack. A unit IN a Stream Culvert is an ineligible (A14.22) Sniper target.



4.3 FORD: Printed fords exist on the KGP maps (EX: StMM10). All rules applicable to fords represented by counters (B20.8) apply unchanged.

5. VILLAGE TERRAIN



5.1 NARROW STREET: A Narrow Street⁷ is represented on the KGP maps by a road depiction overprinting \geq one hexside (EX: hexside StN17-O17). A Narrow Street can be paved or unpaved.



5.11 MOVEMENT: A Narrow Street is always one-lane (i.e., the restrictions of B6.43-431 apply as if that "road"⁸ were a one-lane bridge). A unit Bypassing along a Narrow Street hexside is always assumed to be on the road within its hex—and, if that hexside is also a Crest Line hexside, in the *lower* of those two hexes. VBM along a Narrow Street is allowed regardless of hexside-to-obstacle clearance (D2.3), and costs *half* the normal Bypass MP expenditure [EXC: VCA change (D2.33) remains one MP (MF for a Wagon)]. Infantry/Cavalry Bypassing along a Narrow Street pay normal Bypass MF costs, but can still (as could a Wagon) qualify for the MF road bonus (B3.4). Contrary to the B3.4 example, a unit moving along/across a Narrow Street hexside cannot enter an obstacle at the road MF rate. Dashing (A4.63) across/along, as well as routing along, a Narrow Street is NA.⁹ SMOKE in *either/both* of the two ground-level Locations common to a Narrow Street hexside adds an extra MF/MP to the cost of using Bypass along that hexside [EXC: if the hexside is also a Crest Line hexside, only SMOKE in the *lower* hex can do so].

EX: See the 5.141 illustration. If squad G Bypasses along Narrow Street hexside O18-N18, it must still expend two MF to enter building O19 even though part of that Narrow Street extends into O19. The same would be true if squad G moved from N17 into the O17 building.

5.12 MOVEMENT RESTRICTIONS: The following movement-related restrictions apply on a Narrow Street (see also 5.141):



5.121 TCA: A turreted vehicle with a MA Caliber Size of \geq 50mm and a Barrel Length of other than "*" may be Non-Stopped on a Narrow Street only if its TCA coincides with its VCA or "rear" VCA.

5.122 TCA CHANGE: A vehicle with a MA Caliber Size of \geq 50mm attempting to change its TCA relative to its VCA while on a Narrow Street (or Single-Lane Road; SSR KGP7) must first make a Final TCA-Change dr of \leq 3. (See also 5.121.) A maximum of two such dr per vehicle may be made per phase. In its MPH, each failed TCA-change attempt costs the vehicle two MP. Only the follow-

ing cumulative dr can apply:

- +2 "LL" Barrel Length
- +1 "L" Barrel Length
- +1 If BU
- +x Armor Leader modifier
- 1 "*" Barrel Length

5.123 VCA CHANGE: A motorcycle may expend $\frac{1}{4}$, while a very small (D1.75) Target Size vehicle may expend $\frac{1}{2}$, of its printed MP allotment to change its VCA 180° while on a Narrow Street. No other vehicle type may change its VCA [EXC: as per D2.33], nor may any vehicle change its VCA as part of a Motion attempt (D2.401), while on a Narrow Street.

5.124 TOWING: A vehicle towing a Gun or trailer *may* use VBM along a Narrow Street unless otherwise prohibited. However, such a Gun cannot be unhooked while in Bypass during play. A trailer may be unhooked while in Bypass during play (and is eliminated for all purposes thereafter), but only by the crew of the vehicle towing it.

5.125 (UN)LOADING: PRC may (un)load (and their possessed 76-107mm MTR [C10.1] may be "[un]hooked") from/onto a vehicle on a Narrow Street into/from either/both of the ground-level Locations forming that hexside.

5.126 RUBBLE/BLAZE/WRECK: All Bypass along a Narrow Street hexside is NA if either/both of the *hexes* forming that hexside contain(s) another vehicle/wreck in Bypass along that hexside, a Blaze counter [EXC: burning wreck along *another* hexside], and/or a Rubble counter. No wreck (or Immobile vehicle) on a Narrow Street may be removed as per D10.4.

5.13 ATTACK EFFECTS: The following special cases apply to attacks by/vs a firer/target in Bypass on a Narrow Street (see also 5.141-142):



5.131 SMOKE/RESIDUAL-FP: SMOKE/Residual-FP in *either* of the two ground-level Locations common to a Narrow Street hexside can affect a unit in Bypass along that hexside. However, if *each* such Location contains SMOKE/Residual-FP of a different strength from that in the other Location, only the *higher* amount applies. [EXC to both: If that hexside is also a Crest Line hexside, the SMOKE/Residual-FP in the lower-Base-Level hex applies.]



5.132 CC: A vehicle on a Narrow Street is subject to Street Fighting (A11.8) when attacked in CC (including CC Reaction Fire) if its attacker occupies the ground level of a building in one of the two hexes common to that Narrow Street hexside. A +1 DRM applies to all CC CMG attacks by a vehicle currently in CC/Melee on a Narrow Street.

5.14 FORTIFICATIONS: Fortifications not normally allowed in a paved road hex may be placed in a hex with \geq one paved Narrow Street hexside unless prohibited by other terrain in the hex.



5.141 ROADBLOCK: A roadblock may be placed "across" a Narrow Street by setting up the counter so that it straddles, with its arrow pointing to a *vertex* of, that hexside. For LOS and movement purposes, the roadblock is considered to extend from center dot to center dot of the two hexes formed by that hexside. A Narrow Street roadblock cannot convey Wall Advantage, provides *no* TEM vs Indirect Fire or Residual FP, and prohibits VBM *along* the straddled hexside. As a non-Bypassing unit *crosses* a hexside that is straddled by a Narrow Street roadblock, it must declare a vertex of that hexside in order to establish, vs any ensuing Snap Shot, which "side" of the roadblock it is on (thus determining whether it will be able to claim the roadblock's protective benefits vs that attack).



EX: A roadblock has been placed in hexes StO17-O18, with its arrow pointing toward the O17-O18-P17 vertex. Since the roadblock is considered to extend from the center dot of O17 to the center dot of O18, squads F and G have *no* LOS to each other (B9.2), and squad H can claim neither roadblock TEM nor Wall Advantage if fired on by squad F. Squad G must also expend one MF to cross the roadblock if it Bypasses directly to vertex O17-O18-P17 (the two MF being expended simultaneously).

Squad H may enter O17 (whether entering or Bypassing the building) without the roadblock affecting its entry cost. If it directly enters building O17, its owner must declare if it crossed the hexside on the vertex O17-O18-P17 or O17-O18-N17 side of the roadblock; if he chooses the latter, an ensuing Snap Shot conducted by squad F (or by any other unit—including one in Bypass at vertex O17-O18-P17—whose LOS to vertex O17-O18-N17 first crosses the roadblock) will be subject to the roadblock's TEM. If squad H instead enters O17 by Bypassing along Narrow Street hexside O17-N17, each ensuing attack vs it [EXC: Indirect Fire] at vertex O17-O18-N17 by any unit whose LOS to that vertex first crosses the roadblock will likewise be subject to roadblock TEM.



5.1411

5.1411 REMOVAL: Clearance attempts vs a Narrow Street roadblock can be made only from any of the four ground-level Locations that touch the straddled hexside. A unit wishing to use a DC to eliminate a Narrow Street roadblock must occupy one of the three hexes that form a vertex of the straddled hexside, and must declare the attempt to eliminate it. The DC is then Placed/Thrown/Set vs that vertex, and can affect nothing but the roadblock when it detonates. Direct Fire ordnance can eliminate a Narrow Street roadblock only if the firer has a LOS to the entire straddled hexside and declares the roadblock as its sole target prior to firing; the attack can affect nothing but the roadblock. Indirect Fire HE eliminates a Narrow Street roadblock with the proper result vs either of the two ground-level Locations that form the straddled hexside. B29.5 applies otherwise unchanged.



5.142 MINES: All mines set up in a hex that contains \geq one paved Narrow Street hexside must be placed on-map revealed (i.e., with the type and strength of that minefield displayed) unless all the Narrow Street hexsides of that hex are also Crest Line hexsides formed by lower-Base-Level hexes. The removal of such revealed mines as per B28.53 is NA. Mines in either of the two hexes common to a Narrow Street hexside (or in both such hexes, if one contains A-P mines and the other A-T mines) can possibly affect a unit using Bypass along that hexside; however, if each such hex contains mines of the same type but of a different strength from that in the other Location, only the higher strength can be used to attack the Bypassing unit. [EXC to both: If that hexside is also a Crest Line hexside, only the mines in the lower-Base-Level hex are used.]

EX: See the 5.141 illustration, and assume that N17, O18 and N18 contain A-P minefields of six, eight and twelve factors respectively. The minefields in N17 and O18 have to have been set up revealed. Any unit Bypassing along the N17-O17 Narrow Street hexside, regardless of which hex that unit occupies, will be attacked by the six-FP N17 minefield. A unit Bypassing along the N17-O18 Narrow Street hexside would undergo the eight-FP attack of the O18 minefield. Note that mines set up in N18 could use HIP since its sole Narrow Street hexside is unpaved.



5.15 RUBBLE: Placing a Rubble counter in a hex that contains a Narrow Street hexside eliminates any roadblock across that hexside, affects all units/Equipment (see 8.2 definition) currently in Bypass (in either/both hexes) along that hexside as if they were hit by falling rubble (i.e., as per B24.121), and eliminates all mines along that hexside (in both hexes).



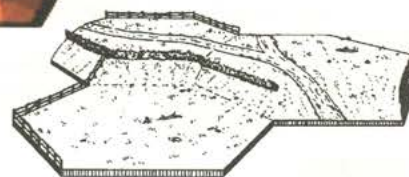
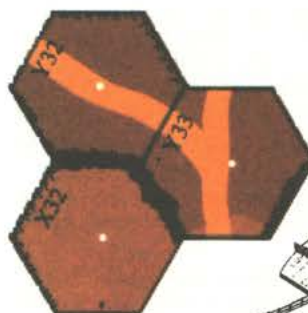
5.2 STEEPLE: A building hex with a black center dot in a white cross (EX: StJ19) denotes a church with a Steeple Location in that hex—i.e., an additional building Location, with an inherent stairwell leading to it from ground level, above what would otherwise be the highest building Location of that hex. Except as stated otherwise, a Steeple Location is treated as a normal building Location [EXC: it cannot be Fortified, has no Rooftop Location, and the +1 drmm for stone rubble determination (B24.11) is NA]. Each building Location in the hex beneath the Steeple Location is a normal building Location in all respects.

EX: Building StJ19 contains normal ground- and 1st-level building Locations, but hex StJ19 also contains a 2nd-level Steeple Location. Hex ChAA10 has a 1st-level Steeple Location with an inherent stairwell leading to it from the otherwise-normal ground-level building Location.

5.21 STACKING: A Steeple Location has a normal stacking limit (A5.1) of one HS-equivalent. No Gun may be set up in a Steeple Location.



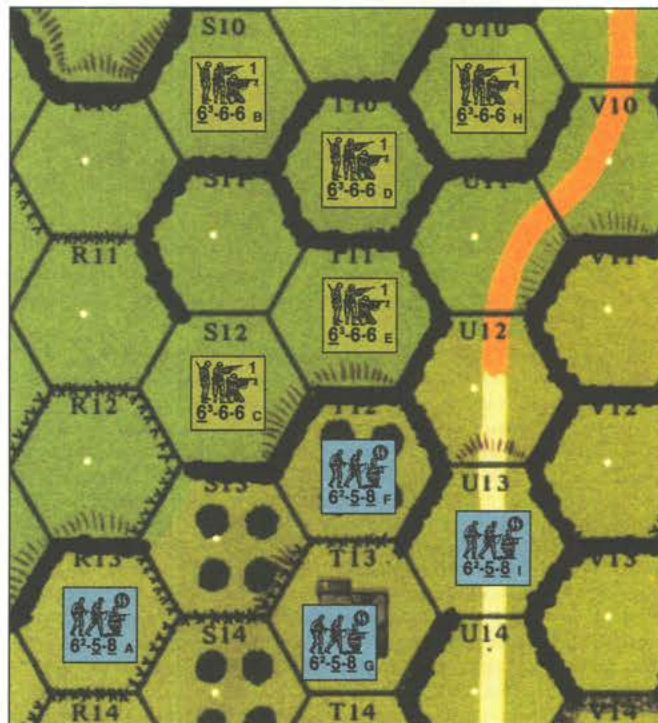
5.3 SINGLE-HEX TWO-STORY HOUSE: A building with a large white center dot (EX: LgI20) is a 1 1/2-level LOS obstacle with both a ground- and first-level Location and an inherent stairwell. Like a Single Story House (B23.21), it has no Rooftop Location. In all other respects it is a normal building.



6. HILLSIDE WALLS & HEDGES

6.1 A Hillside wall/hedge¹⁰ is one which lies along a hexside that is common to two adjacent hexes with different Base Levels, with none of the lower Base-Level's terrain appearing between the wall/hedge depiction and the higher Base-Level's terrain depiction. Examples of Hillside hedges are StX32-Y32 and ChK2-K3; an example of a Hillside wall is StS17-T16. All normal wall/hedge rules apply to Hillside wall/hedges except as modified herein.

6.2 LOS: A Hillside wall/hedge (including both its depiction and its associated hexside; B9.1) is ignored when determining whether or not a LOS exists between units whose elevations differ by \geq one full level [EXC: a unit entrenched behind a Hillside wall/hedge still has its LOS restricted as per B9.21]. It is likewise ignored when determining the number of Blind Hexes created by a Crest Line. If a hill Crest Line ends at a Hillside wall/hedge, the line along which the hill depiction meets the wall/hedge depiction is considered to be the actual Crest Line.



EX: The following serve to further illustrate various LOS possibilities with Hillside hedges/walls and slopes:

Squad A (whose Base-Level elevation is Level 2) has a LOS to squads B, C, D, F, G and I. If squad A were entrenched, it would have a LOS to all squads except B, C, D, E and H.

Squad B (at Level 1) has a LOS to all squads except G (since G is not Up-Slope across hexside T12-T13).

Squad C has a LOS to all squads except H and I.

Squad D has a LOS to all squads except G.

Squad E has a LOS to all squads except A and G.

Squad F has a LOS to all squads. If entrenched, it would have a LOS to all squads except B, D and H.

Squad G has a LOS to squads A, C, F and I.

Squad H has a LOS to squads B, D, E, F and I.

Squad I has a LOS to all squads except C (since squad I is not Up-Slope across hexside T12-U13).



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6.3 ELEVATION, TEM & WALL ADVANTAGE: A Hillside wall/hedge is always at the *higher* of the two Base Levels it lies between, and is treated as a normal wall/hedge when calculating the TEM of targets at \geq the wall/hedge's base elevation. However, a unit at any level *lower* than that on which a Hillside wall/hedge sits never receives *any* benefit (including Wall Advantage; B9.32) from that wall/hedge hexside. A unit in Crest status may claim Wall Advantage over a Hillside wall/hedge that forms a hexside of that unit's hex only if both are at the same elevation and on the same side of the Depression. Otherwise, a unit's inability to claim Wall Advantage over a Hillside wall/hedge hexside does not prevent it from claiming Wall Advantage over another wall/hedge hexside, provided the unit meets all the other B9 criteria for doing so.

EX: See the 6.2 illustration. Only squad F can claim Wall Advantage across hillside hedges T12-S12/T12-T11. Furthermore, squads C and E can never receive any benefit from the hillside hedges along hexside(s) of their hexes, as the units are both *lower* than those hedges.

7. KNOWN MINEFIELDS



7.1 Special minefield counters have been included in *KGP*. These are termed Known Minefield¹⁰ counters, and are treated as normal mines except as specified otherwise.

Known Minefield counters have the normal depiction on the front but list no attack strength; the reverse side is the same but with the strength shown. When Known minefields are called for in any scenario (or RePh; 8.6073), the owner places the desired number of these counters onboard (with the strength-side down). Once the strength of such a counter has been revealed, it is flipped over. Known Minefield counters may represent minefields previously discovered by reconnaissance or in a previous engagement; therefore, Known minefields are set up onboard even in night scenarios. If a Known Minefield counter has its strength reduced or eliminated by OBA/bomb attack (B28.62), that counter is replaced by one having the appropriate new strength (or by a Dummy Minefield counter [7.2] if its strength was eliminated); if its strength was unrevealed at the time, its new strength remains unrevealed.

EX: A player whose OB contains 24 Known minefield factors may set up two Known Minefield counters with 12 factors each, or three with 8 factors each, or four with 6 factors each, or two with 6 factors each plus one with 12 factors, etc.



7.2 DUMMY MINEFIELDS: Some Known Minefield counters have "Dummy" printed on their reverse side in lieu of a FP factor, thus representing Dummy minefields.

When the opponent discovers that it is a Dummy (which must be announced when *any* ground unit enters, or successfully Searches [A12.152], its Location), simply remove it from play. A Dummy minefield is unaffected by a K/KIA resulting from a bomb/OBA attack (B28.62). The number that may appear beneath a Dummy Minefield counter depiction in a printed scenario OB represents the number of Dummy counters allotted. In a scenario that does not allot Dummy minefields (which includes all CG scenarios), a player may add (at no extra FPP cost) one Dummy Minefield counter to his OB for every 24 Known minefield factors he sets up. In addition, in *any* scenario in which a player has received \geq one Dummy Minefield counter, he may make a Secret dr (halved; FRD) and receives an additional number of Dummy mine counters equal to the result.

7.3 HIDDEN MINES: Known Minefield counters may also be used to mark hexes containing hidden mines whose presence (but not strength) is discovered either by Searching (A12.152) or by a unit's being subjected to a mine attack DR therein. In addition, any "normal" Minefield counter (i.e., one of the types covered in Section B28) is considered to indicate the presence of Known mines when placed onboard. Normal mines may not be otherwise exchanged for or converted to Known mines [EXC: 8.6073].

8. KAMPFGROPPE PEIPER CAMPAIGN GAMES

8.1 INTRODUCTION: The *KGP* Campaign Games offer two or more players a series of interrelated scenarios dealing with the advance and subsequent entrapment of *Kampfgruppe Peiper* in the Stoumont-Cheneux-La Gleize area of Belgium during the German "Ardennes Offensive" of December 1944. Using this system, a variable number of scenarios are played, each simulating a part of the actual battle occurring on those days of the campaign. Up to three scenarios may be played *per "day" per Map Group* (see the 8.2 definition of "CG Date").

8.11 BETWEEN SCENARIOS: Between Campaign Game (CG) scenarios, players make use of a special CG phase called the Refit Phase (RePh) wherein each side takes stock of what has happened and prepares for further combat in the next CG scenario. In the RePh, Reinforcement Groups (RG) in the form of infantry/vehicle/gun sections/platoons and OBA modules—to name a few—may be purchased through the expenditure of Campaign Purchase Points (CPP).

8.12 CASUALTIES: Casualties suffered in a CG scenario, as well as those suffered in the ensuing RePh *through CG-Scenario End* (defined in 8.2), should be recorded on the *ASL* Scenario Aid Card (Chapter E divider) since amassed Casualty VP (A26.2) totals are used to determine certain RePh DRM (e.g., 8.6113).

8.13 TEAM PLAY: Each CG herein (8.51-53) is easily adapted—indeed, recommended—for team play, with each player commanding certain unit types (e.g., one player controlling all the armor, and another all the Infantry, on their side). In addition, U.S. units may be easily apportioned according to their Entry Code color (8.6197). If desired, an overall commander may determine which RG his subordinate players will receive, assigning each to the one who requires it most.

8.14 CG ROSTER & RG PURCHASE RECORD: The enclosed printed copies of the *KGP* "CG Roster" and "RG Purchase Record" should be photocopied and used by players to record important CG information. See RePh steps 8.617-619, 8.6032-33 and 8.622 for most information on updating the CG Roster. See 8.6198 for specifics on the RG Purchase Record.

8.15 CHAPTER P DIVIDER: The Chapter P divider provides an offboard Holding Box for each mapboard Entry Area, for both available reinforcements and already-exited units/Equipment that are Retained for the next scenario. Units/Equipment eligible to enter play should be kept in the top (unshaded), and Retained exited units/Equipment in the lower (shaded), portion of the box. Since reinforcements (and even Retained units) for each side can be kept secret, it is suggested that players make two photocopies of this divider so that each side has one on which to keep its forces out of the opposing side's view.

8.2 DEFINITIONS & ABBREVIATIONS: The following glossary explains abbreviations and important terms used in the *KGP* Campaign Game system.

CG: Campaign Game.

CG Date: Each CG Date consists of the calendar date plus an AM, PM or Night reference (e.g., "19 AM"). One CG scenario may be played per Map Group per CG Date—hence up to three CG scenarios may be played per Map Group per calendar day: one in the morning (AM), one in the afternoon/early-evening (PM), and one at night (N).

CG End: The CG-Scenario End (see definition below) that occurs on the final CG Date listed in 8.51-53 (and on the CG Roster) for that CG—or, if one side concedes CG victory, the CG-Scenario End that occurs at the conclusion of the final CG scenario played in that CG—is also the CG End (i.e., is the end of the CG).

CG-LVP Total: The LVP value calculated by adding the side's Current-LVP Total (see definition below) to that side's CG-LVP Total from the *preceding* CG Date (if any); see 8.6033.

CG Roster: The sheet used to record information for each CG Date. During the RePh, one line is filled out for each CG Date. Players are urged to photocopy the one provided herein.

CG-Scenario End: Occurs when both the CG scenario being played *and* the ensuing RePh step 8.6031 have been completed.

CPP (Campaign Purchase Points): Used for purchasing RG in RePh step 8.619.

Current-LVP Total: The LVP value of all LVP Locations currently Controlled by the side.

Depleted: A German RG received at < Full Strength (see definition below).

Eligible: The status of an Entry Area enabling its use by a side for entry (and numerous other) purposes; see SSR CG6c (8.4).

Eliminated: Units/Equipment/Fortifications/RG "Eliminated" in a CG are removed from that side's OB (i.e., are not Retained). A vehicle/Burnt-Out-Wreck that is Eliminated while on-map is removed from the map.

● **Enterable:** A hex/Location that the unit in question could enter (disregarding its occupation by a Fortification/enemy-unit) during a hypothetical MPh/APH. If defined in relation to a Setup/Entry Area (or to a "path" of hexes drawn to/from/between such), the hex/Location may be Enterable along that "path". Neither a terrain-Blaze hex nor a river Location is Enterable.

Entry Area: Each map-edge hex that contains a large arrow with a blue/red/green/grey background color, plus each edge-hex within four hexes of that hex, plus the Holding Box (see definition below) of that Entry Area. The nationality symbol(s) in the arrow indicate(s) if the Entry Area is U.S./German. See also SSR CG6 (8.4).

Equipment: Any SW/Gun/Vehicle/Daisy-Chain that can be part of a side's OB. Any counter that can be Portaged/driven/Manhandled about on the map.

Escape: The RePh process by which a unit attempts to exit an Isolated Location, No Man's Land, an enemy Setup Area, or Uncontrolled Territory that it cannot remain in, to a friendly Setup Area or Eligible Entry Area; 8.606.

FPP (Fortification Purchase Points): Used to purchase Fortifications in RePh step 8.621.

Front-Line Hex: A Setup-Area hex that shares \geq one hexside with \geq one hex of an enemy-Setup-Area/No-Man's-land/Uncontrolled-Territory hex.

Full Strength: A RG received *in toto*. (U.S. RG are always received at Full Strength, while some German RG may be Depleted; see 8.6193 & 8.6201.)

Holding Box: The off-map (see 8.15) portion of an Entry Area. It is used for holding *all* units/Equipment that are Retained (including those that Shift/Escape/Exit to), as well as those that will enter play as reinforcements via, that Entry Area. Each Holding Box contains (from top to bottom) the hex coordinate of that Entry Area's center (arrow) hex, the name of the Entry Area, the name(s) of the formation(s) that entered there historically, the CG Date on which the Entry Area becomes Eligible, an unshaded portion for the placement of reinforcements, and a shaded portion for exited units/Equipment. See also 8.15.



Idle Date: A CG Date in which both sides have picked an Idle chit (meaning that no scenario is played); 8.6232.

Initial Scenario: The first scenario of a CG (see 8.51-53). A CG's Initial Scenario gives each side's setup/entry restrictions, Initial-Scenario Victory Conditions, starting OB (including certain predetermined RG and a pool of CPP to spend on additional RG), and SSR applicable only to that Initial Scenario. Each RG *not* available for use in an Initial Scenario is marked by a "‡" next to the number in that CG's "CG Maximum" column of the side's RG Chart.

Isolated: A unit/Weapon in a friendly Setup-Area Location from which it cannot trace a path of contiguous, Enterable, Uncontrolled-Territory/friendly-Setup-Area Locations to an Eligible Entry Area (or, for Germans on the "Lg" Map Group, to a designated "HQ hex"); see 8.6052. A Location/hex/Setup-Area is considered Isolated if an Infantry MMC would be Isolated upon being set up therein. See also SSR CG17 (8.4), 8.6057 and 8.6241.

KGP: Of, or pertaining to, the *Kampfgruppe Peiper* Historical ASL Modules.

LVP (Location Victory Point): Each KGP Map Group has several hexes marked with a red dot that contains a white number. This number corresponds to the VP value of each *playable* Location of that feature. For example, each *existing* non-rooftop/cellar Location (even if rubble) of a building so marked is worth a number of LVP equal to the number in that red dot, even if that particular hex of the building does not contain the dot. Rubble falling from an LVP building (B24.12-121) is worth no LVP itself, and has no effect on the LVP value (if any) of the Location it falls into [EXC: whenever the rubble of a LVP building/bridge reduces the number of its playable Locations, its total LVP value is correspondingly reduced]. See also the definitions of Current-LVP Total and CG-LVP Total.

EX: If all ten Locations of the St. Edouard sanatorium building (StAA15) are still non-rubbed and Controlled by one side at CG-Scenario End, they are worth 20 LVP to that side, since each such Location is worth two LVP. If, however, two ground-level Locations of the sanatorium have been rubble, the building's LVP value is only 16 (two LVP for each of its eight existing, playable building/rubble Locations).

Map Group: Each Map Group¹¹ comprises two Map Sections [EXC: the "Ch" Map Group (used in CG II) contains only one Map Section]; see SSR KGP1. The "Ch" and "Lg" Map Groups will be contained in KGP II.

Map Section: One of the five KGP mapsheets. The five Map Sections included in the KGP modules are organized into three Map Groups.

No Man's Land: A non-Strategic Location within two hexes of both friendly- and enemy-Controlled Strategic Locations; 8.6051.

OB (Order of Battle): All units, Equipment, Fortifications and RG of a side that are eligible to participate in the next CG scenario.

- **Objective Hex:** Each initial-OB-given or purchased RG whose ID on a Reinforcement Group Chart begins with an "I" or "HW" allows the owning side to secretly designate an Objective Hex during RePh step 8.6198. An Objective Hex remains a *potential* Strategic Location even if not revealed on the CG Date it was designated. As soon as (but never before) such an Objective Hex is Controlled (as per A26.11-12; even if during setup) by *Infantry* of the *designating* side, its identity must immediately be revealed to the opponent and it becomes a permanent Strategic Location. Once revealed, use a Control marker of the Controlling side to mark the hex. When *designated*, such a hex *cannot already be a Strategic Location* and must have at least one of the following attributes:
 - Any in-hex TEM of $\geq +1$;
 - Any combination of \geq three Crest-Line/slope/wall/hedge/road hexsides;
 - A ford Location.

Pltn (Platoon): A CG RG organization type.

RePh (Refit Phase): The series of steps performed after each CG scenario. All Chapter P rules beginning with "8.6" are KGP CG RePh rules/steps. See also 8.6.

Reserve: German "I", "V" and "HW" type RG purchased on the same CG Date as the CG scenario being played must be set up in Reserve status (SSR CG7a; 8.4) [EXC: as per Initial-Scenario SSR, or if purchased at extra CPP cost for Standard On-Map Setup (8.6194a)].

Retained: All units, Equipment and RG in a side's OB that are available for setup/entry in the next CG scenario; i.e., all Initial-Scenario OB-given/purchased units/Equipment (or all units/Equipment remaining available from the previous scenario of the CG), and all RG purchased since the previous (if any) scenario of the CG. In KGP, such a unit/Equipment is required either to be set up in the Setup Area it was Retained in (8.6055; 8.6061) or to enter at an Eligible Entry Area (SSR CG6; 8.4) if Retained off-map; e.g., a unit ending a CG scenario in friendly Setup Area "X" must begin the next CG scenario in that same Setup Area [EXC: if Shifted to another Setup/Entry Area; 8.613].

RG (Reinforcement Group): Usually a number of units/Equipment purchased, as a group, for use in the CG as additions to a side's OB. Also includes FPP, Air Support, SAN increase, Bombardment, OBA, and Pre-Registered-hex capability.

RG Purchase Record: The sheet used to record the units-in/information-for each CG RG type (see 8.6198). One line is filled out for each RG purchased. Players are urged to photocopy the one provided herein.

Sect (Section): A CG RG organization type.

Setup Area: Each Strategic Location Controlled by a side, plus each non-Strategic-Location hex that is within two hexes of such a Strategic Location but *not* within two hexes of an enemy-Controlled Strategic Location (i.e., not a No-Man's-Land hex; 8.6051). Each such non-Strategic-Location hex must also be Enterable by *Infantry* from \geq one Strategic Location of that Setup Area. Friendly Setup Areas that touch/overlap are treated as a single Setup Area. For an Initial Scenario, see also 8.5.

Shift: The RePh process by which a Retained unit attempts to exit its current Setup/Entry Area to another friendly Setup Area or Eligible Entry Area; 8.613.

- **Strategic Location:** Each building/rubble/bridge/entrenchment Location, each Objective Hex, and each Location that is occupied by a non-Abandoned Immobile vehicle with functioning MA of ≥ 20 mm (or functioning FT MA) and/or by an unhooked non-malfunctioned Gun, is a Strategic Location [EXC: an Objective Hex not yet occupied by the designating side; see Objective Hex definition above].

Strength: A Pltn/Sect RG is received at Full—or, if German, possibly at Depleted—Strength (8.6193).

Uncontrolled Territory: All non-No-Man's-Land hexes that are part of *no* Setup Area; i.e., that are $>$ two hexes from all Controlled Strategic-Location hexes (8.6053).

Weapon: Any SW/Gun/Vehicular-armorment/Daisy-Chain using the IFT/TH table(s) to cause damage to the opponent.

8.3 THE CG SCENARIOS: The parameters of the Initial Scenario for each CG are given in 8.51-53. Additional scenarios for that CG (and the Victory Conditions for each) are generated in a special between-CG-scenario sequence called the Refit Phase (RePh); 8.6. The CG continues until the specific CG Victory Conditions are fulfilled by one side (if applicable) or the completion of the last CG Date of that CG, whichever occurs first. Each side's initial Setup Area(s) for a non-Initial CG scenario is determined by the Strategic Locations Controlled by both sides at the previous CG-Scenario End.

8.31 CG BALANCE PROVISIONS: Should each player wish to play the same side (A26.5), the following Balance is used throughout each CG:

- ✦ The German Secret DR of 8.616 is halved (FRD).
- ☆ The U.S. Secret DR of 8.616 is halved (FRD).

8.4 CAMPAIGN GAME SPECIAL RULES: The following CG SSR apply in all KGP CG scenarios and RePh:

CG1. 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 as that side's printed ELR for all subsequent scenarios of that CG [EXC: for non-SS German ELR see SSR KGP11; if a Massacre (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].

- **NVR CG5. CG NIGHT SCENARIO:** The NVR of a CG Night scenario is determined using E1.11 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 (E1.4; *despite* usually having units available to set up on-map); a side selecting the Idle chit is the Scenario Defender (E1.2). The Scenario Defender in a CG night Assault (8.6233) scenario has *automatic* Freedom of Movement (following any enemy attack besides a successful Ambush; E1.21) for his *two* best non-Reserve leaders. The Scenario Attacker may use normal Cloaking (E1.4-43) 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; 8.4].) 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 E1.21 [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: StGG1; StN56; ChA10). If it is a U.S. Entry Area, the arrow contains a U.S. star and is color-coded to match \geq 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 on 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 SSR CG6c.



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- **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—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 *German* Entry Area; i.e., none of them may be set up on-map [EXC: on the "Lg" (only) Map Group, they must set up on-map (and in Reserve as per SSR CG7a if "I", "V"- or "HW"-type RG)].¹² A 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 I.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 \geq 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/CE-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 CG10 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 CAFPP 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 *enemy* attack (including Bombardment/WP/Sniper) that results in loss of the Cloaked Reserve unit's/stack's concealment, 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 (A14.22);
 - 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/advance 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-.606).

c) U.S. RG: Each U.S. RG whose ID (8.6191) on the U.S. RG Chart begins with "I", "V" or "G" which was purchased on the same CG Date as the CG scenario being played enters on/after Turn 1 as per SSR CG6a [EXC: as per Initial-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 CG15 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 (H1.41). Consult the applicable Vehicle Note(s). If so equipped, no additional CPP cost is assessed. For Schürzen 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 Concealment Terrain may set up concealed, regardless of enemy LOS. Each vehicle may begin concealed if it is set up in Concealment Terrain \geq six hexes from the nearest enemy Setup-Area Location. Such "??" need not be purchased; i.e., each is placed freely. Otherwise, A12.12 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 (E1.2) 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 1 1/2 times the number of non-Reserve German *squads* set up on-map. During play, whenever \geq one *squad* is released from Reserve (SSR CG7b) or enters as a reinforcement, the number of available PF is immediately increased by 1 1/2 per such *squad*. (To indicate an extra "1/2 PF", move the PF Remaining marker *halfway* into the next box of the PF Usage Track; a "1/2 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 "O3" (M12 GMC OBA); a Bombardment RG is not an OBA module]. For the purposes of this





8.4 (SSR CG15)

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 \geq five edge-hexes of a U.S. Eligible Entry Area. A new Security Area may be recorded for each CG scenario. If no legal Security Area can be traced during setup, that field phone is Eliminated but the player may immediately add a new radio or field phone (for the Eliminated phone's OBA module) to some other 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 far apart as possible if they cannot set up \geq 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 Order U.S. Infantry MMC that is not itself suffering from Ammunition Shortage and whose US# is \geq that of the other MMC, its Ammunition Shortage ceases to exist at the end of that Player Turn provided both units become TI 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. Weapons suffering from Ammunition Shortage lose that status only by ending a CG scenario non-Isolated.

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.

EX: Two Self Rallies may be made on the "St" Map Group per friendly Player Turn.

CG19. TERRAIN CHANGES: Each alteration of printed terrain that occurs during a CG is permanent, barring subsequent 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, 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: 8.6095]. 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 ChHHO "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 CG15) if \geq

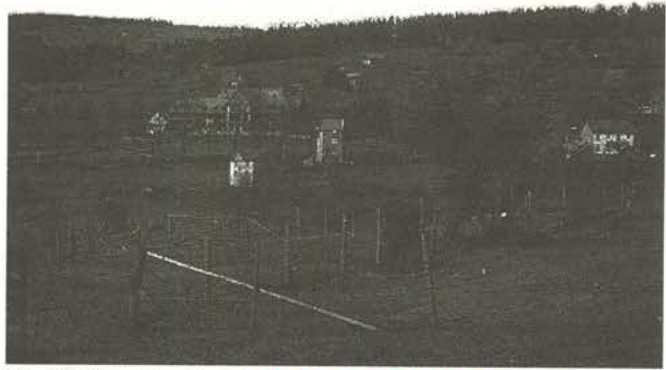
one FFE:1 counter from that module was placed during the previous scenario. (If Retained, the OBA's Draw Pile [C1.211] is restored to the number of red and black chits it had at the start of the previous scenario, and its radio or field phone is restored if it was Eliminated. During the RePh, each radio/field-phone 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 scenario. Each unentered RG (or part thereof) is Retained in the Holding Box of its Entry Area [EXC: if Shifted; 8.613]. 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 \leq 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.

EX: At the end of either Player Turn of Game Turn 7 in a daytime scenario, play ends immediately on a Game-End Original dr of \leq 3.

8.5 INITIAL SCENARIO: The special information needed to play each CG's Initial Scenario is provided in 8.51, 8.52 and 8.53 respectively. For each Initial Scenario, players begin with RePh step 8.618 (German Ammunition Shortage) and complete RePh steps 8.618-621 (these steps are preceded by a † in the RePh Sequence; 8.6). In addition, for each Initial Scenario:

- The actual Strengths of most German OB-given and purchased (8.619) RG must be determined in the normal manner (8.620);
- German Initial-Scenario OB-given (as opposed to purchased) RG need not be set up in Reserve;
- The Quality (8.6202) and exact unit type (8.6203) of certain U.S. OB-given and purchased RG must be determined in the normal manner (8.620);
- Weapons and leaders are determined in RePh steps 8.6204-6206;
- Each side is considered to initially Control each Strategic Location and Entry Area within—but not those outside of—its initial setup boundaries.



8.51 KGP Campaign Game I: CLASH AT STOUMONT

CG Dates: 19 AM – 21 PM [eight CG Dates]

One of the two armored spearheads of the German 6. Panzer Armee in the Ardennes offensive was Kampfgruppe Peiper of SS-Panzer Division 1 "Leibstandarte Adolf Hitler". This Kampfgruppe comprised various elements of SS-Panzer Regiment 1, SS-Panzergrenadier Regiment 2, SS-Panzer Artillerie Regiment 1 and SS-Panzer Pionier Bataillon 1, with schwere SS-Panzer Abteilung 501 and FlaK-Sturm Abteilung 84 attached. After a slow start on 16 December due to poor road conditions, traffic jams, minefields, and the less than satisfactory progress of Volksgrenadiers trying to breach the initial American positions, the Kampfgruppe rolled through the U.S. lines with relative ease. A bridge across the Amblève river at Stavelot was seized on the morning of the 18th; but at Trois-Ponts, a village nestled amidst high hills and named after its three bridges, American engineers blew the bridge that controlled the exit west from the Amblève valley, forcing Peiper to follow the right bank of the river to La Gleize through the most mountainous terrain in Belgium. After capturing another bridge over the Amblève at Cheneux that afternoon, Peiper's lead column was re-buffed farther on near Habiémont. Denied exit from the river valley once again, the armored tip of KG Peiper halted for the night in the woods between La Gleize and Stoumont. At about the same time, the U.S. 3/119th Infantry began detouring in the latter village. To the sound of Germans singing loudly in the distance, the GIs deployed and dug in—though darkness prevented them from choosing positions with optimum fields of fire. Just before dawn, several Shermans and two 90mm AA guns arrived to bolster the defenses; unfortunately for the Americans, one of the latter fell into a ditch as it was being positioned and had to be abandoned. On this ominous note, the stage for the coming battle was set.

MAP GROUP: "St"



P

CG I VICTORY CONDITIONS: The Americans win if their CG-LVP Total is ≥ 130 at any CG-Scenario End—or if they Control all hexes occupied by buildings AA15, J19 and P56 (even if \geq one of these buildings becomes partially/totally rubble at ground level) at CG End.

ATTACK-CHIT LIMITS (8.6231): U.S. 5; German 3.

INITIAL-SCENARIO VICTORY CONDITIONS: The Germans win if at CG-Scenario End they have amassed ≥ 50 Casualty VP *more* than the Americans and/or the German Current-LVP Total is ≥ 28 .

INITIAL-SCENARIO SETUP SEQUENCE: U.S. sets up first; German moves first.



INITIAL U.S. OB:

- Elements of the 3rd Battalion, 119th Infantry Regiment, of Company C, 743rd Tank Battalion, of the 823rd Tank Destroyer Battalion (SP), and of Battery C, 143rd AAA Gun Battalion (Mobile) [ELR: 3] set up within three hexes of any *building* hex(es) with a coordinate of ≥ 19 but ≤ 34 [EXC: see SSR I.2]; each Gun, and ≥ 15 non-crew MMC squad-equivalents, must set up in non-building Locations: {SAN: 3}

RG: Inf Pltn $\times 6$	RG: AT Pltn I	2-2-7 $\times 5$
RG: Med Tank Pltn II	76L AT $\times 4$	1S Foxhole $\times 15$
M4A3 MT $\times 3$	90L AA (M2)	25 CPP
M8 AC $\times 2$	M4 Tractor	



INITIAL GERMAN OB:

- Elements of SS-Panzer Regiment 1 and SS-Panzer Grenadier Regiment 2 [ELR: 5] set up on/east-of Hex Grains A29-S38-S57 [EXC: \leq three infantry-type pltns (RG I1/I2/I4 *only*) may enter along the south edge on/after Turn 1; all, some or none may enter on each turn]: {SAN: 2}

RG: SS PzGr Pltn $\times 4$	RG: Pz V Sect $\times 4$	85 CPP
RG: SS PzGr HW Pltn	RG: Pz IV Sect $\times 4$	

INITIAL-SCENARIO SPECIAL RULES:

The following SSR apply *only* to the 19 AM Initial Scenario of CG I.

I.1 See KGP SSR. Weather is Extremely Heavy Mist (SSR KGP3).

I.2 All OB-given and purchased RG of both sides may be set up on-map at no extra CPP cost [EXC: Germans need not set up in Reserve; the U.S. OB-given Med Tank Pltn II RG must enter at HH0 following a reinforcement dr of two < the current Game Turn number; if still unentered at scenario end, it is Retained in the Holding Box of the Targnon Entry Area].

I.3 Each U.S. Gun must be set up unhooked and unlimbered, and its starting CA is determined by a dr when it is *initially* revealed. If this dr is ≤ 2 the Gun uses its *pre-recorded* CA; on a dr of 3-4 it must pivot one hexspine clockwise; on a dr of ≥ 5 it must pivot one hexspine counter-clockwise. [EXC: If an AT is attacked by non-ordnance fire before its CA has been determined, its owner makes the dr secretly; this sets the CA (thus determining, as applicable, if the gunshield will modify the attack) even if the Gun is not revealed by the attack.]

- **I.4** U.S. cannot purchase trenches. One M4A3 MT in the initial U.S. OB may be recorded as *automatically* equipped with a FT as per U.S. Vehicle note F (Only one of the three initial M4A3's may be equipped with a FT).

AFTERMATH: At first light, through a dense early-morning mist, the Germans mounted a full-scale assault. The main push came from the east, with smaller groups attacking from the south and northeast. With visibility so poor, they were almost into the American defenses before the latter could open fire. The GIs resisted bravely for several hours, and for a time the German attack seemed to falter—but the eventual loss of all the U.S. AT guns shifted the balance in the Germans' favor. The Americans were finally forced to fall back, and, covered by the remaining Shermans, most withdrew along the N.33 through the lines of the 1/119th Infantry some 3000 yards west of Stoumont. In its defense of the town the 3/119th had suffered losses of over 250 men, including about 100 taken prisoner. A small German force probed ahead on the heels of the withdrawal, but was stopped cold—with the loss of three Panthers—in front of the 1/119th. To conserve his dwindling stocks of fuel and ammunition, Peiper called a halt to await resupply and pulled most of his advance force back down the N.33 to the edge of Stoumont. That village, along with Cheneux and La Gleize, were to become strongholds until the supply situation permitted further advance. However, unbeknownst to Peiper, U.S. forces had already cut his link to the rear by retaking Stavelot. On the 20th, Task Force Jordan arrived from Theux and probed the defenses of the rocky pass just north of Stoumont; but the loss of two tanks to German fire, combined with the restrictive terrain, forced it to halt for the night. In the late afternoon, the 1/119th Infantry and the "bastard tanks" of the 740th Tank Battalion (their crews had not yet seen action and on the previous day had hurriedly drawn a menagerie of AFVs from a nearby repair depot) attacked from the west along the N.33; at dusk they reached the outskirts of Stoumont, and later that night captured the St. Edouard Sanatorium. Around mid-

night, however, the Germans unexpectedly counterattacked the building and quickly retook most of it. Shortly before daybreak they also tried to push the Americans back along the N.33, but were stopped with little gain. On the afternoon of the 21st, the 1/119th attempted, to no avail, to recapture the sanatorium. At the same time, TF Jordan and the 3/119th tried using the forest tracks through the woods north of Stoumont; they reached the edge of the trees despite heavy resistance, but German tanks prevented further progress. In the meantime, however, the fresh 2/119th Infantry, moving through the Bois de Bassenge, reached the N.33 near the St. Anne Chapel only about 800 yards from Peiper's HQ. The Germans soon pushed them back, but this new and dangerous threat to Peiper's rear, combined with U.S. artillery fire pouring incessantly into Stoumont, prompted him to order a withdrawal to La Gleize. This was accomplished without incident after dark; and on the afternoon of the 22nd the Americans—who ironically had decided to forego further attacks until reinforcements could be brought up—entered Stoumont virtually unopposed.



8.52 KGP Campaign Game II: THE BRIDGE AT CHENEUX

CG Dates: 20 PM – 21 PM [four CG Dates]

Although Peiper's attempt on the 18th to exit the Ambève valley via Cheneux had been stopped by the "damned engineers" near Habiémont, the German commander decided to hold Cheneux as a bridgehead across the river. To this end he ordered it garrisoned, mainly by elements of *FlaK-Sturm Abteilung 84*. Even as this was being done, the U.S. 82nd Airborne Division was moving east to plug the gap in the American defenses between the 30th Infantry and 7th Armored divisions. When scouts from the 504th Parachute Infantry Regiment, already warned by civilians that the Germans were in Cheneux, approached the western outskirts of the village on the morning of the 20th, they spotted a woman standing between two houses. Her warning gestures clearly indicated that her house was occupied by Germans; having also spotted two *flakwagens* and a machinegun position near Boutet's house, the scouts withdrew to report. Consequently, the paratroopers of B and C Companies were ordered to move up from Rahier. In the meantime the German bridgehead was reinforced by the last elements of *KG Peiper* to reach La Gleize before the Americans shut the door completely in the Trois-Ponts area: *Battalion II* of *SS-Panzer Grenadier Regiment 2*, which arrived on foot with only the supplies and equipment its men could carry. As Company B neared Cheneux, it was met by a wall of fire from automatic weapons. Both paratroop companies then deployed in the dense mist and advanced, supported by a captured German halftrack mounting a 75mm howitzer.

MAP GROUP: "Ch"

CG II VICTORY CONDITIONS: The Americans win if they Control ten LVP hexes [EXC: the NN6 bridge Location counts as 5 such hexes] at game end, or immediately if the Germans cause (even accidentally) that bridge's destruction.

ATTACK-CHIT LIMITS (8.6231): U.S. 3; German 1.

INITIAL-SCENARIO VICTORY CONDITIONS: The Americans win if their Current-LVP Total is ≥ 1 at CG-Scenario End.

INITIAL-SCENARIO SETUP SEQUENCE: German sets up first; U.S. moves first.



INITIAL GERMAN OB:

Elements of *Battalion II*, *SS-Panzer Grenadier Regiment 2*, and of *FlaK-Sturm Abteilung 84* [ELR: 5] set up on/east-of (Alternate) Hex Grains G1-G14-CC25-TT25; however, a maximum of one German MMC (and all SMC/SW stacked with it), or one vehicle (and all its PRC), may be set up *per hexrow* on/west-of hexrow V (even if in Reserve), and each entrenchment set up on/west-of hexrow V must contain \geq one German MMC: {SAN: 4}

RG: SS Inf Pltn $\times 2$	RG: AAht Sect I $\times 2$	Roadblock
RG: SS MG Pltn	RG: AAht Sect II	35 CPP
	RG: AAtr Sect	

**INITIAL U.S. OB:**

Companies B and C of the 1st Battalion, 504th Parachute Infantry Regiment [ELR: 5] enter along the west edge as per SSR CG6a (8.4); {SAN: 2}

RG: Para Inf Pltn x3 SPW 251/9 (see SSR II.5) 24 CPP

INITIAL-SCENARIO SPECIAL RULES:

The following SSR [EXC: II.5 and II.6] apply only to the 20 PM Initial Scenario of CG II.

II.1 See KGP SSR. Weather is Very Heavy Mist (SSR KGP3).

II.2 Each hex that is *not* an eligible German setup hex is considered a U.S. Setup-Area hex for the purposes of Reserve setup (SSR CG7; 8.4) only.

II.3 Place one Burnt-Out Wreck in hex K10 and one in GG8.

II.4 Purchased U.S. "I#" and "V#" RG units enter on/after Turn 2. All, some or none may enter on each allowed turn.

II.5 The U.S. OB-given SPW 251/9 is manned by a U.S. vehicle-crew (A21.22). Captured penalties apply, but for *this* Inherent crew (only), all such penalties are reduced by one (A21.11-12) [EXC: the MA's ROF is "1"]. MA/Immobilization repair attempts and the optional CMG are NA. Red MP penalties apply (D2.51).

II.6 No mines or German vehicle may be set up in, nor may any German vehicle voluntarily Stop, change VCA or attempt ESB in, bridge Location NN6.

AFTERMATH: As the paratroopers moved through the thick mist, the Germans again unleashed a hail of fire from machine guns and 20mm flak pieces. To make matters worse, the Americans also found their path of advance down the bare hill crossed by numerous barbed-wire fences which greatly impeded their movement. With losses mounting rapidly, they were forced to pull back and await further orders. The 504th's commander, Col. Reuben Tucker, insisted that they resume the attack, so after nightfall the two companies advanced again. This time, with the darkness aiding their concealment but facing no less intense fire from the defenders, they managed to close in on Boutet's house and engage several *flak-wagens* in close combat. As this was occurring, two self-propelled tank destroyers sent forward by Col. Tucker made a fortuitous appearance, enabling the surviving paratroopers to take the house. They now had a toehold in the western outskirts of the village; despite heavy losses, the fighting continued all night. On the 21st, Company G of the 3/504th arrived to bolster the assault on the village. Furious house-to-house combat continued, with the Germans slowly yielding ground. In the meantime the other two companies of the 3rd Battalion, now south of Cheneux, pushed north through the hamlet of Monceau with the Amblève bridge as their objective. By late afternoon the German position was desperate, and that evening they retreated across the railroad viaduct to La Gleize, leaving behind all their heavy equipment. Peiper's bridgehead was eliminated, at a cost of some 225 "All-Americans" of the 504th. B Company had only 18 men left and no officers; C Company but 38 men and 3 officers. The Germans had suffered about 200 killed in the fighting, plus an unknown number of wounded and 31 taken prisoner.



8.53 KGP Campaign Game III: DECISION AT LA GLEIZE

CG Dates: 19 PM – 23 PM [thirteen CG Dates]

The picturesque village of La Gleize, situated on a small promontory some 700 yards north of the Amblève river, commanded the road north to Spa, those leading west to Stoumont and Cheneux, and those going south to Trois-Ponts and Stavelot where the main body of *SS-Panzer Division 1* was laboring to catch up with *Kampfgruppe Peiper*. La Gleize was thus the linchpin of Peiper's defenses, and throughout the fighting he retained a significant portion of his forces in that area. When on the morning of the 19th the Americans first detected enemy activity around La Gleize, the commander of the 117th Infantry Regiment moved his Company K to Cour and Company L to Roanne, allotting each some Sherman tanks for support. In the afternoon, the first platoon of GIs to arrive at Roanne was ordered to push on toward La Gleize, some 2000 yards to the southeast, to reconnoiter the situation there.

MAP GROUP: "Lg"

CG III VICTORY CONDITIONS: The Americans win if at any CG-Scenario End their CG-LVP Total is ≥ 160 and/or they Control *all* existing LVP Locations.

ATTACK-CHIT LIMITS (8.6231): U.S. 8; German 3.

INITIAL-SCENARIO VICTORY CONDITIONS: The Americans win if at CG-Scenario End they have amassed ≥ 10 Casualty VP and/or Control both hex S55 and bridge Location R46.

INITIAL-SCENARIO SETUP SEQUENCE: German sets up first; U.S. moves first.

**INITIAL GERMAN OB:**

Elements of *Kampfgruppe Peiper* [ELR: 5] set up, using HIP if in Concealment Terrain and not in Reserve, on/west-of Hex Grains A44-AA57-FF56 and on/south-of Hex Grain FF1-FF56; {SAN: 2}

RG: SS PzGr Pltn PzKpfw VIB (see SSR III.4)

RG: SS Inf Pltn 30 CPP

**INITIAL U.S. OB:**

Elements of Company L, 3rd Battalion, 117th Infantry Regiment, and the 1st Platoon of Company A, 743rd Tank Battalion [ELR: 4] enter as per SSR III.5; {SAN: 2}

RG: Inf Pltn RG: Med Tank Pltn II 8-0 14 CPP

INITIAL-SCENARIO SPECIAL RULES:

The following SSR apply only to the 19 PM Initial Scenario of CG III.

III.1 See KGP SSR. Weather is Moderate Mist (SSR KGP3).

III.2 Each hex that is *not* an eligible German setup hex is considered a U.S. Setup-Area hex for the purposes of Reserve setup (SSR CG7; 8.4) only.

III.3 The German player may not spend additional CPP for Standard On-Map setup (8.6194a) of purchased RG, nor may he purchase any roadblock(s).

III.4 The OB-given PzKpfw VIB must be set up Immobilized (not Out of Gas) in hex R44 (VCA: R43-S44).

III.5 The U.S. OB-given Inf Pltn RG and 8-0 enter on Turn 1 within two hexes of V56. All other U.S. "I#" "V#" "G" RG enter as per SSR CG6a (8.4) following a reinforcement dr of < the current Game Turn number (make a separate dr for each such RG).

III.6 Beginning on Turn 3, the German player may make a DR during each friendly RPh. If this Final DR is \leq the current Game Turn number, any one Reserve Cloaking counter (German's choice) is immediately Released (SSR CG7b; 8.4). A +1 DRM applies for each Reserve Cloaking counter that has already been Released.

AFTERMATH: The small force of GIs duly moved out, and advanced uneventfully at first—but near a ford across the Roannay stream they were ambushed by hidden *SS-panzergrenadiers*. Their supporting Shermans arrived shortly thereafter, and began firing through the mist at a King Tiger sitting on the N.33 where it had thrown a track the previous day. Suddenly one of the Shermans blew up violently, hit by a German gun firing from Hassoumont. These reverses stopped the Americans cold; they pulled back to Roanne and, after such an inauspicious start, made no further moves against La Gleize that day. In the meantime, however, U.S. troops and equipment continued to arrive. On the morning of the 20th, Company K and its supporting Shermans advanced to Borgoumont, where around noon they were joined by the tanks and armored infantry of Task Force McGeorge. Shortly afterward they advanced along the road toward La Gleize, catching the Germans offguard in Hassoumont. However, after heavy fighting that lasted into the night, the GIs were forced to withdraw behind the Nabonru stream. Also at about noon, U.S. forces advanced from the east toward Marechal's mill, but were rebuffed by the Germans holding the buildings. The 21st saw TF McGeorge, following another futile attempt to close in on La Gleize, abandon Borgoumont for a wide flanking move to the east and south in order to attack northward along the N.33. Fighting continued around Marechal's mill as well—and all the while, American artillery pounded the defenses in and around La Gleize. That night the Germans abandoned the mill, and the exhausted survivors of the fighting at Stoumont and Cheneux made their way into the perimeter, only to be sent immediately into the line. Before dawn on the 22nd, a force of *SS-panzergrenadiers* infiltrated into Les Tehéous. After daylight they, along with several tanks coming up the Spa road, attacked toward Borgoumont in a last desperate attempt to break the encirclement. Heavy and accurate artillery fire, along with that of a 90mm AA gun newly set up on the Roanne heights, forced them to withdraw, leaving behind a King Tiger and two Pz IVs. While this was happening, TF McGeorge made another push on La Gleize, but this attack also gained little and the task force found itself stalled along the Les Minières road. That night, the temperature dropped sharply and a rising breeze cleared the clouds and mist. The Luftwaffe attempted to drop supplies to Peiper, but most fell into American hands. On the morning of the 23rd, U.S. artillery fire increased even more in ferocity, leading the Germans to dub their position *der Kessel* ("the Cauldron"). An earlier-requested air strike failed to materialize, however, the planes instead mistakenly hitting Malmédy, killing a number of soldiers and civilians in the U.S.-held town.



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When the terrific bombardment on La Gleize eased, the Americans attacked from all sides: TF McGeorge pushed west along the N.33 while the 90mm AA gun and Sherman tanks on the Roanne heights dueled with Tigers around the Wèrimont farm; the GIs in Borgoumont, supported by mortar concentrations and a few Shermans, moved southwest; and TFs Harrison and Jordan attacked eastward and toward La Venne. The latter were quickly halted at the La Venne crossroads and by accurate fire from the Dinheid and Les Montis heights—while elsewhere the Americans fared not much better, as the Germans threw every last able-bodied man into the fray. The fighting was furious, but the defenders frustrated every assault. Finally the attack was called off, and in its place was substituted another intense bombardment. Though his men had fought brilliantly, supplies of every kind were now almost totally exhausted, and amidst the deluge of artillery shells Peiper knew his position was no longer tenable. Around 1700 hours he received permission from *I. SS-Panzerkorps* to evacuate to the main German lines, though with the stipulation to bring out his heavy equipment. With virtually no fuel left, Peiper ignored this demand, and at about 0200 on the 24th he and some 800 of his men quietly abandoned the La Gleize defenses and walked south to La Venne. Left behind was a small rearguard to delay the Americans and destroy the remaining guns and vehicles. The sun rose to the sound of demolitions, and a renewed American attack met with minimal resistance instead of the expected desperate last stand. GIs cautiously entering the smoldering ruins of La Gleize liberated about 170 Americans and captured some 300 Germans, almost all of the latter too seriously wounded to have accompanied Peiper. Just before dawn on Christmas Day, Lt-Col. Peiper and about 770 others, almost asleep on their feet, reached the main force of *SS-Panzer Division 1*—a formation now effectively reduced to being armored in name only.

8.60 REFIT PHASE (RePh): The following steps (8.601-.625) are performed simultaneously by each side during the RePh, which occurs after each CG scenario. Each step (and sub-step) must be carried out in the numbered/lettered order given; those not applicable to the current situation may be omitted (e.g., if there are no Flames/Blazes on the map, skip RePh step 8.609). Those steps listed below preceded by “†” are the only steps to be completed before setting up to play a CG *Initial Scenario*. Those preceded by “‡” are performed only if, as per the result of Initiative Determination (8.623), a non-Initial CG scenario is to be played on the current CG Date. Those preceded by “§” are the only steps necessary to achieve CG-Scenario End after the last-Player-Turn CcPh. Those preceded by “*” are performed in repeated sequence until a new CG scenario is generated in RePh step 8.623.

RePh Sequence

- §8.601 Conclusion of Melee
- §8.602 Marker Removal
- §8.603 Rally, Unloading, Victory Determination, & CG-LVP Totals
- 8.604 Encirclement, Minefields, Bog & Shock
- 8.605 Setup Area Determination
- 8.606 Escape
- 8.607 Equipment Possession & Hidden Fortifications
- 8.608 Prisoners
- 8.609 Extinguishing Flames & Blazes
- 8.610 Wounded Leaders
- 8.611 Battle Hardening & Promotion
- *8.612 New CG Date & SAN Adjustment
- *8.613 Shift
- *8.614 Equipment Repair & Replenishment
- *8.615 Fortification & Wreck Removal
- *8.616 CPP Replenishment
- *8.617 KGP Weather
- †8.618 German Ammunition Shortage
- †8.619 Purchasing Reinforcement Groups
- †8.620 RG Strength, Quality, Weapons & Leaders
- †8.621 Purchasing Fortifications
- *8.622 Purchasing Reconnaissance
- *8.623 Initiative Determination
- ‡8.624 Unit Setup
- ‡8.625 Scenario Commencement



8.601 CONCLUSION OF MELEE: First, each unit currently on a Climb marker must be placed in either the Location it was attempting to reach or the Location it left when it began to climb, at the owner's choice. If the Location the unit is placed in contains an enemy unit(s), mark them all with a *Melee* counter.

All opposing units in the same Locations are now assumed to be in *Melee*, and must undergo an (unlimited) number of *Melee* rounds until no more CC attacks can be made. Such units are free to perform any/all normal CcPh activities associated with *Melee* (i.e., attack, Capture attempts, Withdrawal, etc.; Ambush is NA). Consider the side that moved first in that scenario to be the ATTACKER. Following the conclusion of the *first* round of RePh *Melee* in a Location, each still-hidden/concealed unit therein is revealed, each pinned unit therein becomes unpinned, each CX counter is removed, each vehicle currently in Motion therein has its Motion counter removed, and each Stun counter on a vehicle therein is flipped over to its “+##” side (the vehicle is still subject to Recall, if applicable, and may be marked as CE if so desired).

8.6011 ORDER OF RESOLUTION: Resolve all *Melees* in alphanumeric sequence (e.g., A1, then B16, then B35, then C19, etc.).

8.602 MARKER REMOVAL: All markers/counters listed below are removed from the map at this time (Right of Inspection does *not* apply to revealed stacks):

- a) SR and FFE counters;
- b) SMOKE counters;
- c) Acquired counters;
- d) Radios and Field Phones [EXC: if Retained; SSR CG22 (8.4)];
- e) DM, Disrupted, Fanatic, Berserk, Wall Advantage and HD markers, Dummy stacks, Dummy Cloaking counters, and “?”;
- f) CX, Motion, CE, BU and Labor markers;
- g) All hidden/Cloaked units, entrenchments and Equipment are placed on-map in their setup Location¹⁴ (other still-hidden Fortifications need not be revealed at this time);
- h) Sniper counters;
- i) FB counters (see also SSR CG22; 8.4).

8.603 RALLY, UNLOADING, VICTORY DETERMINATION, & CG-LVP TOTALS

8.6031 RALLY & UNLOADING: All currently broken units of both sides automatically rally, even if Disrupted. No DR are made. All Passenger/Rider Personnel and Equipment are then unloaded into their vehicle's Location (a unit unloading into an A-P minefield is not immediately attacked, but 8.6042 will apply). All Guns hooked up and in tow remain so (for now—see SSR CG12 [8.4]); if its vehicle is Eliminated in the RePh, so is the Gun that is being towed. When step 8.6031 has been completed, CG-Scenario End has occurred.

8.6032 CG-SCENARIO VICTORY DETERMINATION: Final hex/building Control and Casualty-VP/Current-LVP totals are now determined, and the winner of the just-completed CG scenario is determined as per 8.6234 or 8.51-.53 as applicable. Units-/Equipment Eliminated in the RePh *after* CG-Scenario End never count for CG-scenario Victory Determination (nor for MMC Battle Hardening DRM; 8.6113) [EXC: prisoners count for Casualty VP purposes as per A26.21]. On its CG Roster, each side records its Current-LVP Total in the upper half of the “LVP” column, and the winning side in the “Win” column, on the line for the current CG Date.

8.6033 NEW CG-LVP TOTALS: Each side now calculates its new CG-LVP Total by adding its Current-LVP Total to its preceding CG Date's CG-LVP Total, and records this number below its Current-LVP Total on its CG Roster. The total LVP value of each Map Group is:

Stoumont: 52 Cheneux: 14 La Gleize: 34

EX: If the Americans end the CG 1 Initial Scenario Controlling Locations worth 10 LVP, their Current-LVP and CG-LVP Totals for that CG Date are “10”. If at the next CG-Scenario End, on 19 Dec PM, they Control additional Locations worth 5 LVP without having lost any of those they Controlled at scenario start, their new Current-LVP Total is “15” and their new CG-LVP Total is “25” (15 + 10). If on 19 Dec N at the next CG-Scenario End their Current-LVP Total has dropped to “12”, their CG-LVP Total will then be “37” (12 + 25).

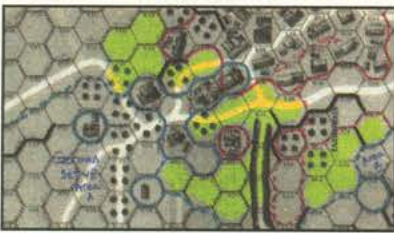
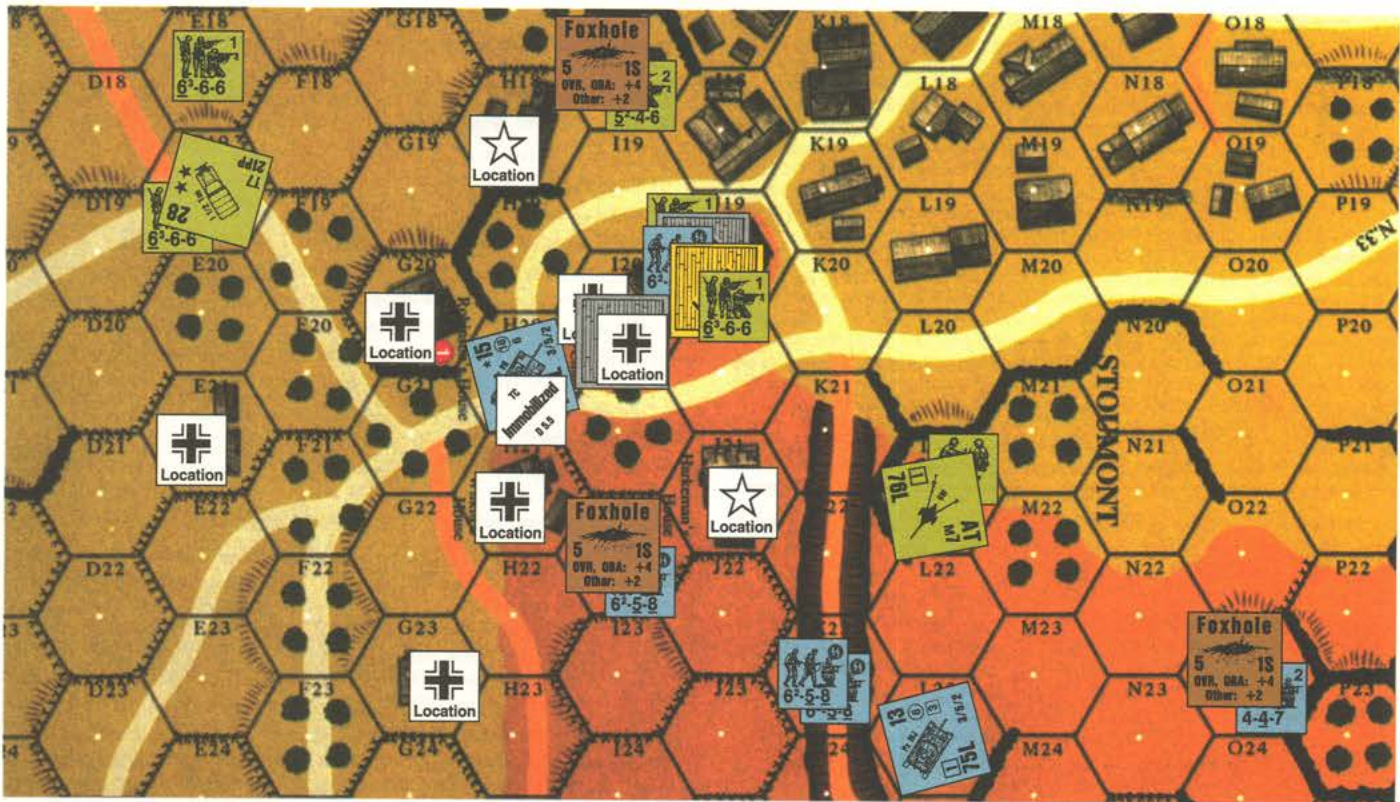
8.604 ENCIRCLEMENT, MINEFIELDS, BOG & SHOCK



8.6041 ENCIRCLEMENT: Each Encircled unit [EXC: prisoner] must take a separate ITC (leader's DRM can apply). If it passes its ITC, it remains in its present Location (Encircled markers are not removed until 8.6062). Failing the ITC results in the unit's immediate Elimination [EXC: the Encircled Vulnerable PRC of an Immobile vehicle are Eliminated, leaving the vehicle abandoned]. Each prisoner that an Eliminated Encircled unit was Guarding must if possible be claimed by another unit in that Location friendly to the Eliminated unit. If the prisoner is not claimed, it is considered Rearmed (A20.551) and may automatically possess any Equipment dropped by its Eliminated Guard. Otherwise, any Equipment that an Eliminated Encircled unit possessed is left in the Location unpossessed.



8.6042 MINEFIELDS: Each Mobile vehicle (and its Vulnerable Inherent crew, if required; B28.43) in any type of minefield undergoes the appropriate type(s) of mine attack(s), fully resolved in the normal manner, as if it is attempting to exit the minefield Location [EXC: if the crew breaks, it is unloaded in *Good Order* into the minefield's Location]. Each Infantry unit in an A-P minefield *hex* (including a crew that just unloaded due to a minefield attack) must take a NTC (leader's DRM can apply); failure of the TC causes Casualty Reduction. [EXC to both: A unit theoretically able to exit the minefield *hex* without being attacked by the mines *and* without having to enter a minefield/enemy-Controlled Location need not take the NTC.] In all cases, each surviving unit must remain in its respective Location in that minefield hex until its Setup Area is determined in 8.605-606.



EX: These illustrations show a portion of the Stoumont Map Group at the end of a CG scenario and how the Setup Areas, No-Man's-Land and Uncontrolled-Territory hexes have been marked; see 8.605-6054 and "MARKING THE MAP" above 8.6054. Strategic-Location Control is indicated by a solid-colored line (red for U.S., blue for German; where feasible, units have been removed from Strategic Locations for the sake of clarity). Each player has marked his own allowed Setup Area(s) for the next CG scenario with dashed lines of the matching color; e.g., the two German Setup Areas comprise those hexes within the blue dashed- and solid-line areas. By comparing the proximity of opposing-Controlled Strategic Locations, players have also highlighted all No-Man's-Land (8.6051) hexes in yellow. Hexes neither enclosed by a colored line nor shaded yellow are Uncontrolled Territory (8.6053).

The U.S. Setup Area includes all Strategic Locations outlined in red, as well as all hexes enclosed by the red dashed lines (non-Strategic Locations within two hexes of a friendly-Controlled Strategic Location but *not* within two hexes of an enemy-Controlled Strategic Location). The German Setup Area has been likewise marked in blue.

Note that both sides Control \geq one Location in hex J19 (the St. Hubert church's Steeple hex), putting that hex within each side's Setup Area A. The ground-level and second-level-Steeple (5,2) Locations are in the U.S. Setup Area. With the first-level Location being German Controlled, the U.S. unit in the Steeple is Isolated since it lacks the required path to a friendly-Controlled, non-Isolated, non-Blazing, ground-level building Location (8.6057). The German unit in that first-level Location is *not* Isolated, because it *can* trace such a path (through I20's first level, thence to ground level in that hex). However, if there was no immobilized German vehicle with functioning MA of \geq 20mm in H20, all German-Controlled Locations of the church would be Isolated because H20 would then be a No-Man's-Land hex (since it would be a non-Strategic Location within two hexes of both German- and U.S.-Controlled Strategic Locations).

The U.S.-Controlled J21 Strategic Location is Isolated since it is surrounded by hexes that are either No-Man's-Land or German-Controlled Strategic Locations. The U.S. Gun in L21 is not Isolated, as it is not thusly surrounded.

SHOCK
BU
1-2: OK
3-6: NG

8.6043 SHOCK/UK: Each Shocked/UK AFV must undergo \geq one recuperation attempt (C7.42) until either the marker is removed or the AFV is Eliminated.

BOG
DR \geq 12

8.6044 BOGGED/MIRED: Each non-abandoned, bogged/mired vehicle must undergo \geq one Bog Removal attempt (D8.3) until it is either unbogged or immobilized (MP expenditure is immaterial). If Vehicle Note L applies to the vehicle, one squad-equivalent (as explained in the Note) in its Setup Area may be used to claim a -2 (-1 per crew or HS) drm to the colored dr of its Bog Removal DR. Every non-captured, bogged/mired U.S.-color vehicle in a U.S. setup Area but not in a Front-Line Hex receives a -1 drm.¹⁵

8.605 SETUP AREA DETERMINATION: Each side now determines its Setup Area(s) for the next CG scenario. If a side Controls *no* non-Isolated Strategic Location on the Map Group, all of its currently on-map Personnel/Mobile-vehicle units in Uncontrolled Territory on that Map Group must be Retained into a Holding Box (8.6053), while such units in enemy Setup-Area hexes must attempt Escape (8.606).

Each side may, at any time during/after a CG scenario, place a friendly Location Control marker (supplied in the KGP I counter mix) in a Strategic Location that it currently Controls, especially if that Location's Control might become disputed at some later point. A Control marker must be removed (or flipped over) if the Controlling side loses Control of that Location. A non-Strategic Location may still be Controlled (as per A26.11-.12), but does not receive a Control marker.

A Setup Area may currently contain no units, but can still have friendly units Shifted into it unless it is Isolated.

8.6051 NO MAN'S LAND: As each side determines its Setup Area(s), there will be portions of the map where two opposing Setup Areas "overlap". A *non-Strategic Location* within two hexes of both friendly- and enemy-Controlled Strategic Locations is a No-Man's-Land hex. A No-Man's-Land hex can *never* be part of a Setup Area. A Strategic Location can never be No Man's Land (though it can be Isolated). Each manned, Immobile vehicle without functioning MA (or whose functioning non-FT MA is $<$ 20mm) in No Man's Land becomes abandoned, and its crew (if any) must attempt Escape as per 8.606. See also 8.6056 and 8.6072.

8.6052 ISOLATED UNIT: An Isolated unit/Weapon is one in a friendly-Setup-Area Location from which that unit (or, for a Weapon only, a hypothetical Infantry MMC) would be *unable* to trace a path of contiguous, Enterable, Uncontrolled-Territory/friendly-Setup-Area Locations to an Eligible Entry Area. [EXC: On the "Lg" (only) Map Group, the *German* path must instead be traced to Location LgN25 ("Peiper's HQ"). Should that (or any such subsequently designated "HQ") Location become U.S.-Controlled, the German must, as part of step 8.6052 and before determining Isolated units/Weapons, record some other *secret* "HQ" Location (using any ground-level building level of his choice) on that Map Group.] See 8.6057 for upper-building-level Isolation, 8.606 for Escape requirements, 8.6241 for setup restrictions and penalties, and SSR CG17 (8.4). See also 8.6056.

● **8.6053 UNCONTROLLED TERRITORY:** Uncontrolled Territory refers collectively to all hexes that are neither No-Man's-Land nor part of either side's Setup Area (i.e., \geq three hexes from all Controlled Strategic Locations). Each Personnel/Mobile-vehicle unit (and its portaged/possessed/towed Equipment) in an Uncontrolled-Territory hex at scenario end is Retained into the nearest (along the shortest path of contiguous, Enterable, Uncontrolled-Territory hexes) friendly Setup Area (even if Isolated) or Eligible Entry Area (Holding Box); unit's owner's



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choice of Area if equidistant. Each Personnel/Mobile-vehicle unit unable to trace such a path is required to attempt Escape (8.606). Each Immobile vehicle without functioning MA (or whose functioning non-FT MA is < 20mm) becomes abandoned, and its crew (if any) is then either Retained (if it can trace such a path) or required to attempt Escape. See also 8.6056 and 8.6072.

8.6054 SURROUNDED HEXES: Each Uncontrolled-Territory, and each *unoccupied* Strategic, Location that is currently *completely* enclosed within a Setup Area of only one side becomes part of that Setup Area [EXC: a Location vacated later due to the Escape of an enemy unit; 8.6131].

8.6055 IN FRIENDLY SETUP AREA: Each unit/Equipment currently in a friendly Setup Area is Retained therein.

IMPORTANT: Each Gun must (for now; see SSR CG12 [8.4] and 8.613) remain in its *current* Location, due to setup restrictions.

8.6056 NOT IN FRIENDLY SETUP AREA: Use the following chart to determine what happens to on-map units/Equipment that do *not* end a CG scenario non-Isolated inside a friendly Setup Area. Note, however, that the actions listed are to be implemented in their proper RePh order (8.6).

MARKING THE MAP: Included in the KGP modules is a reduced-size map of each KGP Map Group. Each side should now record its Setup Area(s) on a new photocopy of the respective reduced-size map. Both sides outline (using different color pens, but on the same photocopy) each Strategic Location Controlled by them. Other Strategic Locations can be marked by an appropriate letter inside a square; e.g., "E" for Entrenchment, "F" for Fortification, "G" for a functioning Gun, "V" for a manned, Immobile vehicle with functioning MA of $\geq 20mm$ or functioning FT MA. See the illustration on page P12.

Once all Strategic Locations have been indicated, mark all No-Man's-Land hexes using another color (suggestion: a yellow "highlighter"). Next, each side draws its Setup-Area boundaries, enclosing all non-Strategic Locations within two hexes of each friendly-Controlled Strategic Location (excluding No Man's Land).

After all Setup Areas have been determined, each side should record (on the reduced-size map) an ID for each one. Subsequent changes in the status of (potential) Strategic Locations (e.g., Blazing wooden rubble turned to shell-holes [8.6092], a manned, immobilized vehicle with functioning MA of $\geq 20mm$ that becomes Mobile [8.6141b], etc.) do not alter or otherwise affect either side's Setup Area(s) in any way; once all Setup Areas have been correctly marked, they remain thus until the start of the next CG scenario.

Personnel/Mobile-Vehicle:	
in enemy Setup Area	must attempt Escape (8.606)
in No Man's Land	must attempt Escape (8.606)
in Uncontrolled Territory	is Retained into the nearest friendly-Setup/Eligible-Entry Area or must attempt Escape (8.6053)
if Isolated	may attempt Escape or remain in place [EXC: if Overstacked]; 8.606
Abandoned (but otherwise Mobile) Vehicle—or Unpossessed Non-Vehicle Equipment other than Functioning Gun:	
in enemy Setup Area	is Captured or Eliminated (enemy's choice; 8.6071)*
in No Man's Land	is left in place unpossessed (8.6072)
in Uncontrolled Territory	is left in place unpossessed (8.6072)
if Isolated	is Retained by the Controlling side (8.6071)
Crewed, Immobile Vehicle <i>without</i> Functioning MA (or with Functioning non-FT MA of < 20mm):	
in enemy Setup Area	is Captured or Eliminated (enemy's choice; 8.6071)*
in No Man's Land	is Abandoned; the crew (if any) must attempt Escape (8.6051)†
in Uncontrolled Territory	is Abandoned (8.6053); the crew (if any) is Retained into the nearest friendly-Setup/Eligible-Entry Area or must attempt Escape (8.6053)†
if Isolated	is Retained by the Controlling side (8.6071)
Crewed, Immobile Vehicle <i>with</i> Functioning MA of $\geq 20mm$ (or FT)—or Functioning Gun:	
in Bypass of enemy-Controlled Strat. Loc.	is Captured or Eliminated (enemy's choice; 8.6071)*
in any other Location	becomes a Strategic Location

* Capturing/Eliminating side may Remove/attempt-to-Scrounge allowed Weapon(s) and/or turn vehicle into (Burnt-Out) Wreck.
 † Abandoning crew may Remove allowed Weapon(s) and/or turn vehicle into (Burnt-Out) Wreck.



8.6057 UPPER-LEVEL ISOLATION: Any Infantry/Weapon in an upper-level building Location is not Isolated if a path (of \geq one contiguous, Enterable, friendly-Controlled building Location) exists to a friendly-Controlled, non-Blazing, non-Isolated ground-level building Location. Such Infantry/Weapon(s) are Retained in the Setup Area the path is traced to. If such a path cannot be traced, the Infantry/Weapon is Isolated (see 8.6052 and 8.6241).

8.606 ESCAPE: Each Personnel/Mobile-vehicle unit ending a scenario in No Man's Land, or in an enemy Setup Area, or in Uncontrolled Territory from which it is required to attempt Escape (8.6053), *must* attempt Escape. Each Personnel-/Mobile-vehicle unit ending a scenario Isolated *may* attempt Escape [EXC: each such Isolated, Overstacked unit must attempt Escape (or be freely moved to another Location within that *same* Isolated Setup Area) until the Location is not Overstacked]. If > one Personnel unit in the same Location wishes to Escape, they may combine into one or more stacks; each stack then makes its own DR on the Escape table. When attempting to Escape, each MMC may portage \leq five PP, and each SMC may portage \leq two PP [EXC: a wounded SMC can portage nothing]. Each squad stacked with a leader may freely Deploy. Prior to its possessor's Escape attempt, each SW/Gun may (must, if the unit exceeds its allowed portage limit) be dropped or freely Eliminated/Transferred/dismantled-if-possible. A non-dm Gun can Escape only if already hooked up to an Escaping vehicle.

ESCAPE TABLE

Final DR	Infantry	Mobile Vehicle
≤ 8	Escapes ¹	Escapes
9	Escapes; Replaced ^{2,3}	Abandoned; ^{4,5} crew (if any) Escapes
10	Escapes; Casualty Reduced ³	Eliminated; ⁶ crew (if any) Escapes
11	Escapes; Replaced, then Casualty Reduced ^{2,3}	Abandoned; ⁵ crew (if any) is Eliminated
≥ 12	All units and Equipment Eliminated	Eliminated; crew (if any) is Eliminated

¹ An Original 2 DR results in Escape and Heat of Battle for an eligible unit (A15); use Random Selection to determine the unit(s) affected in a stack. [EXC: Any result other than Hero-Creation/Battle-Hardening results in Elimination of the unit(s).]

² A crew, or unit that would become Disrupted, is Eliminated instead.

³ Use Random Selection for a stack.

⁴ The surviving crew (if any) may turn the vehicle into a (Burnt-Out) Wreck.

⁵ In current hex and VCA; the surviving crew (if any) may attempt to Scrounge the vehicle/Wreck.

⁶ The surviving crew (if any) may attempt to Scrounge the vehicle prior to its Elimination.

DRM:

- 1 If lone, un wounded SMC
 - 1 If an OT AFV
 - 2 If a CT AFV
 - 1 If current CG Date is Night
 - 2 If adjacent to a Friendly Setup Area. -1 If two hexes away from a Friendly Setup Area.
 - +x (Armor-)Leader/Hero DRM (NA to Personnel Leader/Hero if alone)
 - +y Total Stun DRM (DS-34; SSR-KGP12) currently applicable to vehicle's Inherent crew
 - +1 If in enemy Setup Area, or if it must trace a path through \geq one enemy Setup-Area hex to intended area of Retention
 - +1 Per HS-equivalent > one HS using the same Escape DR*
 - +1 Per PP > IPC being carried (unit with most excess PP determines this DRM for a stack (a stacked leader may combine to increase a MMC's IPC)*)
 - +1 If unarmed
 - +1 If a Captured vehicle
 - +2 If Encircled*
 - +2 If Isolated
- * NA to vehicle Escape attempt.

8.6061 ESCAPE RESULTS: If a unit survives the Escape attempt, it and all Equipment it took with it are Retained into a friendly Setup Area or Eligible Entry Area—whichever is nearest in a path of contiguous, Enterable, Uncontrolled-Territory/enemy-Setup-Area Locations (Escapee's choice if \geq two such Areas are equidistant, but always using as few enemy Setup-Area Locations as possible). A U.S. unit that Escapes to an Eligible Entry Area may subsequently enter play at that Entry Area even if its Entry Code color (8.6197) does not match the (partial) background color of that Entry Area's center (arrow) hex.

If a unit is Eliminated by the Escape attempt, all Equipment it took with it is Eliminated on a subsequent dr of ≥ 4 ; on a dr of ≤ 3 the Equipment is left in the Eliminated unit's last-occupied Location. See also 8.6131.

EX: See the illustration on page P12. The U.S. squad in Uncontrolled-Territory hex E18 is freely relocated into any Location of the U.S. Setup Area. The U.S. squad and Mobile truck in German Setup Area A must attempt Escape. The U.S. player must roll for each attempt separately, and rolls an Original 6 and 7 respectively. The squad successfully Escapes on a Final DR of 8 (+1 DRM for being "in an enemy Setup Area") and +1 "per HS-equivalent > one HS using the same Escape DR", and is relocated into the nearest U.S. Setup Area. The truck's DR, a Final 9 since it is both unarmed and in an enemy Setup Area, results in "Abandoned; crew Escapes". However, since an unarmed truck has no crew, it is simply left in place, marked by an Abandoned counter. In RePh step 8.6071 the German Retains the truck as Captured, and may even use it (as one of the three vehicles required) to "gas up" a same-Setup-Area Out-of-Gas vehicle (8.6141c). The Mobile German tank in U.S.-Setup-Area hex L23 and the two German squads in No-Man's-Land hex K23 must also attempt Escape. The tank successfully Escapes on a Final DR of 7 and is Retained into German Setup Area B. The squads roll an Original 8 and 10 respectively for their Escape



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DR: since both DR are modified by +1 ("per HS-equivalent > one HS using the same Escape DR"), the Final DR of 9 and 11 result in one squad being Replaced by two 3-4-8 HS and the other Replaced and then Casualty Reduced (one 3-4-8). Thus three 3-4-8s are added to the units Retained in either German Setup Area shown, since the closest hex of each is three Uncontrolled-Territory hexes from K23. The Isolated U.S. squad in the J19 Steeple Location must attempt to Escape (due to being Overstacked; 5.21), and will have a +3 Escape DRM (+1 per HS-equivalent > one HS using the same Escape DR, and +2 for being Isolated). Despite being vacant, that Location will still be U.S.-Controlled at the start of the next scenario (8.6131). If the squad in the steeple had been a HS instead, it could have opted to remain in place (and 8.6241 would have applied to it).



8.6062 ENCIRCLED-MARKER REMOVAL: All Encircled markers are now removed.

8.607 EQUIPMENT POSSESSION & HIDDEN FORTIFICATIONS

8.6071 IN SETUP AREA: Each piece of Equipment in a setup Area is Retained (as Captured, if applicable) therein by the side Controlling that Setup Area. At its (new) owner's option, each such non-vehicle piece may be Eliminated by any Personnel (even an Abandoning crew) Retained in that Setup Area, and each such vehicle may be Abandoned, etc. exactly as per 8.6145. The Inherent crew of each now-Captured Immobile vehicle with no functioning MA is also Captured. Each unpossessed/abandoned Equipment piece in a Setup Area may remain unpossessed/abandoned (in which case it retains its present CA), or may be automatically repossessed/remanned and operated (as per A21.11-.13, A21.21-22, D5.42 or D6.631) by Personnel Retained in that Setup Area. Each Immobile vehicle must remain in its present Location and VCA until such time as it becomes Mobile.

8.6072 NOT IN SETUP AREA: All unpossessed/abandoned Equipment in No Man's Land or Uncontrolled Territory must remain in its present Location (and vehicular/Gun CA) until Eliminated or repossessed/remanned in (or after: 8.6071) a subsequent scenario. Each Immobile vehicle must remain in its present Location and VCA until such time as it becomes Mobile.



8.6073 HIDDEN FORTIFICATIONS: Each still-hidden Fortification within a Setup Area of the purchaser's opponent is placed on-map. Each such minefield is marked by placing a Known Minefield counter as per 7.1 to reveal its presence but not its strength/type. Each on-map Fortification (i.e., from previous CG scenarios) is Controlled by the side (if any) Controlling its Location.



8.608 PRISONERS: Each prisoner Guarded by a non-Isolated unit is Eliminated.¹⁶ An Isolated Guard may retain possession of his prisoner(s), freely transfer them to another friendly unit (capable of being a Guard) in the same Isolated Area, Massacre them (see SSR CG4; 8.4), or free them. If freed, a prisoner is automatically Retained (by the side friendly to it) into the nearest (in the shortest path of contiguous, Enterable Locations) friendly-Setup/Eligible-Entry Area (of the Unarmed-unit side's choice if ≥ two such Areas are equidistant). An unarmed MMC is Replaced by a friendly Conscript (Green if U.S.) MMC of the same size; a freed SMC is Replaced by his original SMC type (if unknown, replace him with a 6+1 leader).



8.609 EXTINGUISHING FLAMES & BLAZES: Each building/rubble Location currently marked with a Flame/Blaze counter is considered fully consumed by the fire. Players must remove each Flame/Blaze counter and make the appropriate terrain alterations when performing the following sub-steps (8.6091-.6095):



8.6091 BURNING WRECK: Each Burning Wreck has its Blaze marker removed [EXC: if that Wreck is in a building/rubble hex, move the Blaze marker to the building/rubble so that it is now a terrain Blaze]. Replace the wreck with a Burnt-Out Wreck.



8.6092 WOODEN RUBBLE: Remove both the Rubble and Flame/Blaze marker, and place a Shellhole counter in the Location. All other previous terrain in the Location is eliminated (each vehicle/wreck in the Location becomes/remains a Burnt-Out Wreck).



8.6093 STONE RUBBLE: Remove the Flame/Blaze marker. The stone rubble still exists (each vehicle/wreck in the Location becomes/remains a Burnt-Out Wreck), and the Location may catch Fire again in a later scenario.

8.6094 BUILDING: Place the correct Rubble counter in all ground-level Locations of each building that has at least one Flame/Blaze in any of its Locations, removing each Flame/Blaze marker. Such rubble may catch Fire again in a later scenario.

8.6095 ELIMINATIONS: All Fortifications/Equipment in what were (as per 8.6092-.6094) building/rubble Flame/Blaze Locations (including all building Locations just rubbled as per 8.6094) are Eliminated. All (Burnt-Out) Wrecks in buildings just rubbled as per 8.6094 are Eliminated. All Isolated units/Equipment that would have been confined to setting up in Locations (/rubbled-buildings; 8.6094) from which a terrain Flame/Blaze has just been removed are Eliminated.



8.610 WOUNDED LEADERS: Each side makes a dr on the following table for each currently wounded Retained leader:

WOUNDED LEADER TABLE

Final dr	Result
≤ 1	Retained unwounded
2-3	Retained wounded
≥ 4	Eliminated (evacuated)

drm:
-1 If German
-1 If Heroic
+1 If Isolated

8.611 BATTLE HARDENING & PROMOTION

8.6111 (RE)COMBINING: All Retained same-class HS with the same Strength Factors within the same Setup/Entry Area must now Recombine (A1.32) so that no more than one of each HS type is Retained in that Area [EXC: each side may Retain one HS per Retained (.50-cal) HMG, and the U.S. side may Retain one HS per Retained 60mm mortar, counter in that Setup/Entry Area even if that SW is currently malfunctioned].



8.6112 VEHICLE-CREW COMBINING: A side Retaining ≥ two vehicle-crews currently marked with a "+#" (Stun) counter (see also SSR KGP12) as Infantry in the same Setup/Entry Area must Eliminate all but one such unit within each such Area. However, for every two so Eliminated per Area, one vehicle-crew not marked with a "+#" (Stun) counter is added as Infantry to that Area.¹⁷

EX: The German player has three 1-2-7 vehicle-crews Retained as Infantry in the same friendly Setup Area. One is marked with a "+1" (Stun) counter, and the other two with a "+2" (Stun). In RePh step 8.6112 the German player must eliminate any two of those crews and replace them with a single 1-2-7 crew not marked with a "+#" (Stun) counter.



8.6113 HEROES & MMC: On each side, each Retained hero [EXC: leader; 8.6114] is Eliminated; however, each such Elimination enables that side to Battle Harden one non-crew MMC of the owner's choice within the same Setup/Entry Area as that hero [EXC: if unable to so Battle Harden a MMC in that Area, the hero is Retained]. Each side also makes one Secret DR to determine the number of Retained non-crew MMC eligible for Battle Hardening. In all cases, an Elite non-crew MMC that Battle Hardens becomes Fanatic (but only for the duration of the next scenario; 8.602e). No MMC may Battle Harden > once per RePh.

MMC BATTLE HARDENING TABLE†

Final DR	# of MMC
≤ -1	5
0	4
1	3
2-3	2
4-5	1
≥ 6	-

DRM:
-2 Friendly side won this CG Date's scenario
-1 Per 25 Casualty VP amassed by friendly side on the current CG Date [EXC: see 8.6032]

† Crews are ineligible



8.6114 LEADERS: On each side, each Retained heroic leader Battle Hardens and loses his heroic status [EXC: a heroic 10-3 loses his heroic status with no additional effect]. Each side also makes one Secret DR on the following table [EXC: 8.6115] to Battle Harden a Retained Personnel leader. If the leader selected is not currently Retained by that side, the player must Battle Harden his lowest-grade, non-wounded Retained Personnel leader.

LEADER BATTLE HARDENING TABLE†

Final DR	Type‡
≤ 2	10-2
3	9-2
4	9-1
5	8-1
6-7	8-0
8-9	7-0
≥ 10	6+1

DRM:
-2 Friendly side won this CG Date's scenario (the player may, after the DR, choose to ignore this DRM or apply only a -1 DRM)

† Or may create a 7-0 (8.6115)
‡ Armor leader NA

8.6115 PROMOTION OUT OF THE RANKS: In lieu of making a DR on the 8.6114 Table, the player may instead automatically create one 7-0 leader.

8.612 NEW CG DATE & SAN ADJUSTMENT

8.6121 NEW CG DATE: Each passage of this RePh step represents the start of a new CG Date. Should no scenario be generated (8.623), players return to this step and repeat steps 8.6121-.623 until one is.



8.6122 SAN ADJUSTMENT: Each side whose SAN is currently ≥ 4 must make a dr, with a +drm equal to that side's current SAN minus four. A Final dr of ≥ 5 immediately reduces that side's current SAN by two.

Each side whose SAN is currently < 2 has it automatically raised to 2 (no CPP expenditure necessary).

EX: The U.S. SAN is currently 6. Due to the +2 drm (6 - 4 = 2) to the U.S. Sniper adjustment dr, an Original dr of ≥ 3 will lower the U.S. SAN to 4.



P

8.613 SHIFT: A Personnel/Mobile-vehicle unit (or group of such) Retained in a Setup Area may attempt to Shift to another friendly Setup Area, or Eligible Entry Area, of that Map Group [EXC: in CG II, no German vehicle may Shift to an Entry Area]. A Personnel/Mobile-vehicle unit (or group of such) Retained in an Entry Area may attempt to Shift to the next Eligible Entry Area along the edge of, or to a non-Isolated friendly Setup Area on, that Map Group. A unit/group that wishes to Shift from a Setup Area must be able to trace a path (of any length) of contiguous, Enterable (by all units of the Shifting group), Uncontrolled-Territory/friendly-Setup-Area/Eligible-Entry-Area hexes from any friendly-Controlled hex of that Setup Area to any hex of the Area to which it is attempting to Shift.

Each MMC may portage ≤ five PP, and each SMC may portage ≤ two PP [EXC: a wounded SMC can portage nothing]. Prior to its possessor's Shift (attempt), each SW/Gun may (must, if the unit exceeds its allowed portage limit) be dropped or freely Eliminated/Transferred/dismantled-if-possible. A non-dm Gun can be Shifted only if already hooked up to a Shifting vehicle. Each squad stacked with a leader may freely Deploy.

Make a separate Secret DR on the following table for each unit/group attempting to Shift [EXC: no DR is required if a unit/group Retained in a Setup Area wishes to Shift to an Eligible Entry Area that is part-of/adjacent-to that Setup Area; i.e., such a Shift is automatically successful]. Only one Shift attempt may be made per unit/group per CG Date, and all units attempting to Shift from the same, and to the same new, Entry or Setup Area must do so as a single group. A unit/group that successfully Shifts to an Entry Area is placed in the unshaded portion of that Area's Holding Box. A U.S. unit/group that Shifts to an Eligible Entry Area may subsequently enter play at that Entry Area even if its Entry Code color (8.6197) does not match the (partial) background color of that Entry Area's center (arrow) hex.

SHIFT TABLE

Final DR	Result
≤ 8	Shifted safely
9-10	No Shift*
11	Shifted with Casualties†
≥ 12	All units, Inherent crews and Equipment Eliminated

DRM:

- 1 If that entire path can be traced on road hexes‡
- +1 Per every five Uncontrolled-Territory hexes along that path between the current Setup/Entry Area and the desired new Setup/Entry Area‡

* Unit/group cannot Shift (the orders were not received or could not be carried out). It may not attempt to Shift again until the next CG Date, and must remain in its current Holding Box (if Retained off-map) or Setup Area (if Retained on-map), though it may participate normally in the next CG scenario.

† Each Personnel unit suffers Casualty Reduction on a subsequent dr of ≥ 4. Each vehicle is Eliminated on a subsequent dr of ≥ 5; if it is Eliminated, make a CS DR for its Inherent crew (if any; Casualty Reduction is NA). Roll separately for each unit.

‡ Not applicable to a Shift from one Entry Area to another.

8.6131 VACATED SETUP AREA: If the last unit in a friendly Setup Area is Eliminated or successfully Escapes/Shifts elsewhere, each Location of that Setup Area remains Controlled by the last Controlling (i.e., by the vacating) side.¹⁸ [EXC: The German must be informed if all Retained, on-map U.S. units on a Map Group are Eliminated or successfully Escape/Shift to (a) Holding Box(es). In such a case the Germans immediately gain Control of all Strategic Locations on that Map Group, and may automatically include them within their Setup Area for the next CG scenario. See also 8.6095.]

8.614 EQUIPMENT REPAIR & REPLENISHMENT

8.6141 VEHICLES: Each side performs the applicable step(s) below for each vehicle in a friendly-Setup/Eligible-Entry Area.

stun
SU
No Repair/
Fire/Move

stun
+2

NA
Abandoned
8.614

a) **STUNNED/ABANDONED:** A side Retaining ≥ two Inherent crews currently marked with a "+#" (Stun) counter (see also SSR KGP12) in the same Setup or Entry Area may Eliminate ≥ one of those crews. For every two so Eliminated per Area, one vehicle-crew not marked with a "+#" (Stun) counter is added as Infantry to that Area. Each abandoned vehicle may remain abandoned, or may be remanned and operated (as per A21.22 or D5.42/D6.631) by Personnel (including each just-created vehicle-crew) Retained within the same Setup Area.

NA
Immobilized
8.614

b) **IMMOBILIZATION REPAIR:** Each non-captured, non-abandoned, immobilized vehicle that is not Out of Gas must make a dr on the following table to determine if the immobilization is repaired:

IMMOBILIZATION REMOVAL TABLE

Final dr	Effect
≤ 2	Becomes Mobile*
≥ 3	No change

drm:

- +x Per armor leader DRM
- +1 If only Non-Qualified Use (A21.13) possible
- +1 If in a Front-Line Hex
- +1 If Isolated
- +1 If German

* And is Retained in its current Setup Area.

Out of Gas

c) **GERMAN GAS SIPHONING:** For each three vehicles/wrecks (including any captured U.S. vehicle[s]) that are neither Out of Gas nor Burnt-Out but that are retained in the same German Setup Area and are now voluntarily marked by the German player as being Out of Gas (SSR KGP13), the German may "refuel" one currently Out-of-Gas vehicle within that same Setup Area [EXC: PSW 234/2 (their non-Burnt-Out Wrecks) may be used to refuel only other such PSW and M10 TD and vice-versa]. Each otherwise-Mobile vehicle now marked as Out of Gas may be placed in any Enterable (by that vehicle) Location [EXC: not in a building] within its Setup Area. He may then replace any/all of those now-Out-of-Gas vehicles with one Burnt-Out Wreck apiece.

If the current CG Date is Dec 22 N, the German may make a Secret dr and automatically refuel a number of currently Out-of-Gas vehicles [EXC: PSW 234/2 and U.S. M10 TD] equal to that dr.²⁰

A refueled vehicle need not make its first otherwise-required Out-of-Gas DR.

RECALL
+1
TR/MC/TC
FT/CC/WR

d) **U.S. AFV RECALL:** Each Mobile, non-Isolated Retained U.S. AFV under Recall is Eliminated. If Mobile, under Recall and Isolated, such an AFV begins the next scenario under Recall (as well as suffering from Ammunition Shortage; 8.6241).

• **8.6142 WEAPON REPAIR:** Each side now makes a separate dr on the table below for each malfunctioned, non-captured Retained Weapon in each friendly Setup/Entry Area that contains Personnel (or, for a vehicular Weapon, an Inherent crew in that vehicle).

WEAPON REPAIR TABLE†

Final dr	Effect
≤ 2	Repaired
≥ 3	Eliminated‡

drm:

- 2 If vehicular-mounted
- 1 If U.S.
- +1 If only Non-Qualified Use (A21.13) possible
- +1 If Isolated
- +1 If German and suffering from Ammunition Shortage

† Captured Weapon NA.

‡ If vehicular-mounted, the Weapon is disabled; if MA, the AFV is immediately Recalled (8.6141d applies) [EXC: see SSR KGP12].

• **8.61421 BAZ/PSK/FT/DC:** Each player makes a separate dr for each SCW, FT (including vehicular-mounted FT) and DC of his nationality that was eliminated (by any means) in the previous scenario. If the Final dr is ≤ 4, that SW is Retained in functioning order. Each dr made for a German SW receives a +1 drm, and an additional +1 drm if Ammunition Shortage (8.618) is already in effect. Each SW so Retained may be added to any friendly Entry/non-Isolated-Setup Area in which the current ratio of Squad counters to such SW counters is > 4:1 [EXC: > 2:1 for DC; ignore all engineer squad counters when determining the ratio for SCW; ignore all non-engineer squad counters when determining the ratio for FT/DC; no SW may be added if it would lower the ratio in that Setup/Entry Area to < 3:1 (< 3:2 for DC)].

• **8.6143 VEHICULAR-MG EXCHANGE:** A disabled, non-captured, vehicular MG may be automatically repaired (even if disabled in step 8.6142) by Eliminating a MG of the type that would be given were the disabled MG to be Removed. If the disabled MG is one whose Removal is NA (e.g., a CMG), use a German LMG if the AFV is German-color or a U.S. MMG (or U.S.-color British LMG—see 8.6145) if the AFV is U.S.-color. In all cases, the MG to be Eliminated must be one Retained within the same Setup/Entry Area as the AFV. See also SSR CG9 (8.4).

• **8.6144 CAPTURED EQUIPMENT:** Each side makes a separate dr for each functioning, captured, Retained Weapon in each friendly Setup/Entry Area that contains Personnel: if ≥ 4 it is Eliminated (disabled if vehicular). Each already-malfunctioned Captured Weapon is Eliminated (disabled if vehicular). Disablement of MA by either means does not cause Recall. At its captor's option, a captured vehicle may remain in play if it has any functioning Weapon (even if its MA is disabled); otherwise, it is turned into a (Burnt-Out) Wreck as per 8.6071.

• **8.6145 ABANDONING, SCROUNGING & REMOVAL:** At the Controlling player's option, ≥ one non-Recalled vehicle in each friendly Setup Area may be Abandoned and/or turned into a (Burnt-Out)Wreck and/or have allowed armament Removed. Likewise, he may attempt to Scrounge ≥ one non-Recalled-vehicle/non-Burnt-Out-wreck in each friendly Setup Area. [EXC to all: Such actions are NA unless ≥ one Personnel unit (even an Abandoning crew) is Retained in that Setup Area.] Use a U.S.-color British LMG (provided in KGP II) for a MG Scrounged from a U.S.-built vehicle.

8.6146 SPECIAL AMMO: Each non-captured, non-Isolated U.S. Weapon in a U.S. Setup/Entry Area has all of its Depleted ammunition types (if any) replenished to normal availability. Each such German Weapon in a German Setup/Entry Area must make a Final dr of ≤ 3 (a +1 drm applies if Ammunition Shortage [8.618] is already in effect) for each Depleted Ammo type in order for that special ammunition to be restored. Adjust side records accordingly.

Low Ammo
B# -1

8.6147 U.S. LOW-AMMO REMOVAL: Each Low Ammo marker on each non-captured, non-Isolated U.S. unit/Weapon in a U.S. Setup/Entry Area is removed.



8.615

8.6148 U.S. AMMUNITION-SHORTAGE REMOVAL: Each non-captured, non-Isolated U.S. Infantry-unit/Weapon in a U.S. Setup/Entry Area and currently suffering from Ammunition Shortage now has that penalty lifted.

8.6149 SW/GUN dm/ELIMINATION: At the Controlling player's option, ≥ one SW/Gun in each friendly Setup/Entry Area that contains Retained Personnel may be Eliminated/dismantled/assembled.



8.615 FORTIFICATION, WRECK & IMMOBILE-VEHICLE REMOVAL: Attempts may be made to Eliminate (Burnt-Out) wrecks, Immobile vehicles, roadblocks and

Known minefields in friendly-Controlled Locations [EXC: an attempt vs a roadblock is allowed only if the removing side Controls both ground-level Locations that form the roadblock's (Narrow-Street; 5.141) hexside]. Vs roadblocks/minefields, the number of removal attempts cannot exceed the number of squad-equivalents Retained within that Setup Area; vs (Burnt-Out)-wrecks/Immobile-vehicles, the number of removal attempts cannot exceed the number of Mobile tracked vehicles of ≥ 30 tons Retained within that Setup Area.

Only one removal attempt dr may be made per item per completion of this RePh step (and does not create a Labor marker). If a Location contains > one of the above-mentioned items (all mines in the same Location are considered one minefield for this purpose), the side may roll once for each (if so allowed as per the preceding paragraph), but must announce which item it is currently rolling for [EXC: a Location must be devoid of mines before a removal dr may be made vs a (Burnt-Out) wreck, or Immobile vehicle, in a non-Bypass position in that Location; vs a (Burnt-Out) wreck, or Immobile vehicle, in Bypass along—or vs any roadblock that lies along/across—a hexside, both ground-level Locations sharing that hexside must be devoid of mines before its removal may be attempted].

FORTIFICATION/WRECK/IMMOBILE-VEHICLE REMOVAL TABLE

Table with 2 columns: Final dr, Result. Rows: ≤ 3 Eliminated†, ≥ 4‡ No Effect

drm:

- +2 Minefield/(Burnt-Out)-wreck/Immobile-vehicle is in a Front-Line Hex.
+2 Roadblock is along/across a hexside of ≥ one Front-Line Hex.
+1 Minefield/(Burnt-Out)-wreck/Immobile-vehicle is ADJACENT to, but not in, a Front-Line Hex.
+1 Roadblock is not along/across a hexside of a Front-Line Hex, but is along/across a hexside of a hex that is ADJACENT to a Front-Line Hex.
-1 Per Assault Engineer HS-equivalent Retained in that Setup Area (vs minefield/roadblock only).

† Vs a Known minefield, this result Eliminates all mines (A-P and A-T) in the Location.
‡ An Original dr of 6 results in Casualty Reduction of a non-Isolated Elite MMC within that item's Setup Area (Assault Engineer if possible, otherwise owner's choice; if no Elite MMC is available, Reduce a First-Line MMC, etc.).

8.616 CPP REPLENISHMENT: CPP are replenished according to the following formula: the CPP Base # (8.6161) minus a Secret DR (see also 8.31) = the final amount of CPP Replenished. This final amount should be kept secret. See also 8.6162.

8.6161 CPP BASE NUMBER: Each side's CPP Base # is given below for the current CG Date and CG:

Table with 7 columns: CG Date, CG I, CG II, CG III. Rows from 19 PM to 23 PM.

8.6162 CG ROSTER UPDATE: On the line for the current CG Date in the CG Roster's "Repl" column, record the final amount of CPP Replenished. (The 19 AM box is shaded, since CPP Replenishment is NA prior to each CG's Initial Scenario.) Copy the number in the preceding CG Date's "Left" box (8.619) into the current CG Date's "Start" box, then add it to the number just written in the "Repl" box and record the sum in the "Total" box of the same line. This is the total CPP available for RG/Recon purchases.

EX: Players have just completed the 19 AM Initial Scenario of CG I, which resulted in a German victory. In® RePh step 8.6121 the CG Date changes to 19 PM. In RePh step 8.616 each side replenishes its CPP. The German, with a CPP Base # of 30 (8.6161), makes a CPP Replenishment DR of 6. This DR is subtracted from the German CPP Base # to yield a final replenishment of 24 CPP (30 - 6 = 24), so on the German CG Roster the German player writes "24" in the "Repl" box of the 19 PM line. The German also has two unspent CPP from the preceding CG Date (as evidenced by a "2" in the "Left" box of the 19 AM line), so he writes "2" in the "Start" box of the 19 PM line. He then adds the "2" to the "24", and writes "26" in the "Total" box of the 19 PM line. He thus has 26 CPP to spend.

8.617 KGP WEATHER: Consult the Historical Weather Chart²¹ for each CG Date's weather (plus Moon Phase and Cloud Cover information if night). Alternatively, by mutual consent players may choose to use the optional 8.6171 table(s) to randomly determine the weather. Record the current weather on the CG Roster, in the "Weather" column on the line for the current CG Date. For Wind see SSR KGP2.

KGP HISTORICAL WEATHER CHART

Table with 4 columns: CG Date, CG Weather, Moon Phase, Cloud Cover. Rows from Dec 19 AM to Dec 23 PM.

*8.6171 RANDOM WEATHER: In lieu of using the KGP Historical Weather Chart (see 8.617), the U.S. player makes a DR on the KGP Random Weather Table to determine the weather for the current CG Date. Record the results on the proper line of the CG Roster for the current CG Date.

*KGP RANDOM WEATHER TABLE§

Table with 2 columns: Final DR, Result. Rows: ≤ 3 Mist† & Overcast, 4-8 Mist†, 9 Overcast‡, ≥ 10 Clear‡.

DRM:

- 1 If the preceding CG Date's Weather was Overcast
-1 If the current CG Date is AM or Night
+1 If the preceding CG Date's Weather was Clear
+6 If the current CG Date is Dec 22 N or later

§ Wind applies as per SSR KGP2.

† Also make a subsequent dr on the KGP Random Mist Density Table below.

‡ There is no Mist initially, but make Mist Change DR as per SSR KGP3 unless the current CG Date is Dec 22 N or later.

*KGP RANDOM MIST DENSITY TABLE

Table with 2 columns: Final dr, Density. Rows: 0 Extremely Heavy, 1 Very Heavy, 2-3 Heavy, 4-5 Moderate, 6-7 Light, ≥ 8 Very Light

drm:

- 1 If the current CG Date is AM
+1 If the current CG Date is PM
+2 If the current CG Date is Dec 21 N or later

8.618 GERMAN AMMUNITION SHORTAGE: Beginning on Dec 20 AM, and on each CG Date thereafter (if necessary), the German makes a DR. On a Final DR of ≥ 12 the German OB suffers from Ammunition Shortage (A19.131) for the duration of the CG. A +1 DRM applies per CG scenario completed after 20 AM.

8.619 PURCHASING REINFORCEMENT GROUPS: Both sides now secretly allot CPP for the purchase of RG. All CPP expended are subtracted from that side's current CPP total. The CPP expended, those remaining, and the RG(s) purchased may all be kept secret. Each side consults its respective RG chart for the different types of RG historically available, the CPP cost of each, the number of each that may be purchased during the course of the CG being played,²² and any pertinent footnote(s). As each RG is selected, record its ID (and the CPP expended to purchase it) in the "RG Purchased" column, on the line for the current CG Date, on the CG Roster. After all RG are selected, write the total CPP expended in the "Spent" column of the CG Roster for the current CG Date; then write the number of CPP remaining, even if zero, in the "Left" column for the current CG Date. Any CPP remaining may be used in Recon (RePh step 8.622), or to purchase further RG in any subsequent RePh step 8.619 (-.6198).

See SSR CG6-CG7 (8.4), 8.6194a, 8.6197 and 8.6198 for setup/entry restrictions on purchased RG. Each RG chart contains the following columns:

8.6191 ID: Provides an alphanumeric identification for each RG; e.g., vehicular-type RG have an ID of "V#", infantry-type RG have an "I#" ID, etc.

8.6192 GROUP TYPE: Lists the name of the RG. This name and its ID are secretly recorded on the purchasing side's RG Purchase Record (8.6198).



U.S. REINFORCEMENT GROUP CHART



ID	Group Type	Unit Type(s)	CPP COST	CG Date Max.	CG Maximum			Entry Code
					I	II	III	
F1	FB 44	1-3 FB 44 ^f	2	1	2	0	3 $\frac{1}{2}$	—
I1	Inf Pltn	3x Squad; 1x HS ^{1a}	7	4	16	0	5+ ^g *	●●
I2	Para Inf Pltn	3x 7-4-7; 1x 3-3-7 ^{1a}	8	5	0	12	0	●●
I3	Combat Eng Pltn	3x 7-4-7 ^{1a}	12	1	1	0	1*	●●
I4	HMG Pltn	3x .30cal HMG; 1x .50cal HMG ^{cr}	12	1	3	0	1+*	●●
I5	Med MTR Sect	2x 81mm MTR ^{cr}	6	1	2	2	2	●●
I6	Arm'd Inf Pltn	3x Squad; 1x HS; 3x M3 <i>hr</i> ; 1x M3A1 <i>hr</i> ; 1x M3(MMG) <i>hr</i> ^{1a}	24	1	3	0	1+*	●●
I7	Arm'd MTR Pltn	3x M4A1 MC <i>hr</i> ^{hr}	12	1	1	0	1+*	●●
I8	Arm'd MG Pltn	3x M3(HMG) <i>hr</i> ^{hr}	22	1	1	0	1*	●●
V1	Lt Tank Pltn I	5x M5A1 <i>LT</i> ^{ar}	12	2	2	0	2*	●●
V2	Lt Tank Pltn II	2x M24 <i>LT</i> ^r	7	1	1 $\frac{1}{2}$	0	1*	●●
V3	Med Tank Pltn I	5x <i>MT</i> ^{ar}	16	2	3	0	3+2*	●●
V4	Med Tank Pltn II	5x <i>MT</i> ^{ar}	18	1	2 $\frac{1}{2}$	0	1+*	●●
V5	Aslt Gun Pltn	3x M4(105) <i>MT</i> ^r	11	1	1	0	1+*	●●
V6	TD Sect I	2x M10 <i>TD</i> ^{ar}	7	2	2 $\frac{1}{2}$	0	1*	●●
V7	TD Sect II	1x M36 GMC <i>TD</i> ^r	5	2	1 $\frac{1}{2}$	2 $\frac{1}{2}$	1*	●●
V8	Jeep Sect	2x 1/4-Ton <i>Jeep tr</i> ^r	2	2	3	2	3	●●
V9	Truck Sect I	2x 1 1/2-Ton <i>tr</i> ^r	1	2	3	0	3	●●
V10	Truck Sect II	2x 2 1/2-Ton <i>tr</i> ^r	2	2	3	0	3	●●
V11	Truck Sect III	2x 7 1/2-Ton <i>tr</i> ^r	2	1	1	0	1	●●
G1	AT Pltn I	3x M1 57mm <i>AT</i> ; 3x 1/4-Ton <i>Jeep tr</i> ^{cr}	10	1	1	1 $\frac{1}{2}$	1	●●
G2	AT Pltn II	3x M1 57mm <i>AT</i> ; 3x M3 <i>hr</i> ^{cr}	13	1	1	0	1*	●●
G3	AT Sect	2x M5 3-in. <i>AT</i> ; 2x M3 <i>hr</i> ^{cr}	11	1	2	0	0	●●
G4	ART Sect	2x M2A1 105mm <i>ART</i> ; 2x 2 1/2-Ton <i>tr</i> ^{cr}	8	1	2 $\frac{1}{2}$	0	0	●●
G5	AA Sect	1x M2 90mm <i>AA</i> ; 1x M4 <i>Tractor</i> ^{27cr}	7	2	2 $\frac{1}{2}$	0	1 $\frac{1}{2}$ *	●●
O1	Btln Mortar	80+mm OBA Module ^{mp} ^s	7	1 ^v	3	2	7 ^o	—
O2	Med Artillery	100+mm OBA Module ^{ps}	8	1 ^v	2 $\frac{1}{2}$	1 $\frac{1}{2}$	5 $\frac{1}{2}$	—
O3	M12 GMC	150+mm OBA Module ^p	4	1 ^v	1 ^s	0	1 ^s	—
B1	Bombardment	^b	8	1	3 $\frac{1}{2}$	1 $\frac{1}{2}$	6 $\frac{1}{2}$	—
M1	Fortifications	15 FPP	1	5	18	10	14	—
M2	Sniper	SAN Increase +1	3	1	7	4	12	—

* Each colored number represents the maximum number of such RG that may be purchased for entry (or setup as per 8.6194a) via an Entry Area of that same color (see 8.6197).

8.6193 (FULL/DEPL) UNIT TYPE(S): Lists the type(s) of units that each RG contains. U.S. RG always include each unit listed (i.e., are always at Full Strength), while most German RG are subject to Depletion (see 8.6201).

8.6194 CPP COST: Lists the CPP cost of the RG (regardless of its later-determined Strength, if German). This is the number of CPP that must be subtracted from the purchasing side's current CPP total in order to receive that RG. If purchased on a CG Date on which a scenario will be played (8.6232), most German RG types must be set up on-map in Reserve (SSR CG7a; 8.4) while most U.S. RG types enter play during the course of the scenario (SSR CG6a and CG7c) [EXC: as per Initial Scenario SSR, or if purchased for Standard On-Map Setup as per 8.6194a]. Place all counters for each entering RG in an Eligible-Entry-Area Holding Box (as per 8.15) until they set up to enter. The listed CPP cost of certain RG may be altered as follows:

a) STANDARD ON-MAP SETUP: Unless otherwise prohibited, each U.S./German RG whose ID on the RG Chart begins with the letter "I", "V", "G" or "HW" may be set up on-map in a friendly, non-Isolated Setup Area in a scenario played on the same CG Date that it is purchased if it has its listed CPP cost increased by three [EXC: German "G" type RG need not pay the extra three CPP in order to use Standard On-Map Setup]. A German RG purchased for Standard On-Map Setup is not set up in Reserve—and, if it can use an Eligible Entry Area, may instead be Retained in that Entry Area's Holding Box to enter as a reinforcement (see SSR CG6c; 8.4). A U.S. RG may be purchased for Standard On-Map Setup only if there is \geq one Eligible Entry Area with that RG's Entry Code (8.6197) on the Map Group it will be set up on, and for setup purposes that U.S. RG must be able to trace a path (of any length) of contiguous, Enterable (by all units of that RG) friendly-Setup/Uncontrolled-Territory Locations from its Setup Area to that Entry Area. Only the listed CPP is paid to gain current-CG-Date use of an "M" or "B" type RG, regardless of nationality.

b) U.S. EARLY ENTRY: By increasing the listed CPP cost of a U.S. RG

U.S. RG CHART NOTES:

- ^a Roll for armor leader availability on table 8.6206.
- ^b When the U.S. player purchases a pre-game Bombardment, he records a secret Pre-Registered hex for it. To resolve each Bombardment, after all on-map setup is completed he places an AR counter in the Pre-Reg. hex and makes a C1.31 error DR (with the white dr halved; FRU) to determine the Bombardment Center Hex. He then places a FFE:C counter in that Center Hex. All hexes within seven hexes of that hex now undergo Bombardment as per C1.82-823. There are no "spared hexes". After the Bombardment has been fully resolved, its FFE:C is removed and that Bombardment RG is Eliminated. Each Bombardment is fully resolved before conducting another Bombardment (if any). The maximum number of Bombardments useable per CG scenario is equal to the number of new CG Dates since the last CG-Scenario End (e.g., if one Idle Date occurred between scenarios, no > two Bombardments may be conducted for the current scenario). No Bombardment is resolved on an Idle Date.
- ^c Each MG is accompanied by a 3-4-7 HS [EXC: 3-3-7 HS in CG II]; each Gun by a 2-2-7 crew.
- ^d Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7).
- ^e Determine arrival turn, number of FB and presence/lack-of bombs as per E7.2-21. (All bombs are HE.) No > two FB RG may enter play per CG scenario, and no > one (or part thereof) may be in play at any given time during the scenario.
- ^f Available only on 21 PM in CG I and 23 PM in CG III. M12 GMC OBA²³ is a 150mm module (HE only) with an Offboard Observer (in lieu of a radio/phone) who in CG I is at Level 0 on/south-of StU1 [EXC: he has no LOS to any hex on/north-of hexrow StX], and in CG III is at Level 3 on/south-of LgK1; secretly record the actual hex during U.S. setup. Normal OBA rules apply to M12 GMC OBA [EXC: each red chit drawn is automatically mixed back into the Draw Pile; each FFE can affect (i.e., its Blast Area comprises) only the hex containing the FFE counter; the FFE creates no LOS Hindrance].
- ^h The initial Inherent crew of each M4A1 MC halftrack is a 2-2-7 (not a 1-2-6).
- ⁱ Determine SW and leader type(s) as per 8.6204 and 8.6206 respectively.
- ^m Receives a -2 DRM to its Radio Maintenance DR (C1.22).
- ^o As of 23 AM in CG III, an Offboard Observer (in lieu of a radio/phone) is automatically available for each module (if so desired, and at no extra CPP cost) at Level 3 on/south-of LgK1; secretly record the actual hex during U.S. setup.
- ^p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with the module (no module may have > two Pre-Reg. hexes). Each Pre-Reg. hex is Retained as long as the module it is assigned to is Retained (see SSR CG22; 8.4). Barrage (E12.) is NA. See also SSR CG15.
- ^q Determine MMC types as per 8.6202. For RG I6 and I8, see also U.S. Vehicle Note 30.
- ^r Must enter as reinforcements if entered on the CG Date of purchase (SSR CG6c; 8.4) [EXC: 8.6194a]. See also 8.6194b.
- ^s May fire only HE and SMOKE [EXC: no Smoke for 80+mm].
- ^t Determine model type(s) as per 8.6203.
- ^v See also SSR CG15 and CG22 (8.4).
- ^w Purchase for use during the Initial Scenario of the CG is NA.

whose ID begins with "I", "V" or "G" by 50% (FRD), that RG may enter at a U.S. Entry Area of the proper (for that RG) Entry Code color (8.6197) one CG Date prior to the CG Date printed in that Entry Area's arrow. See also SSR CG6c (8.4).

EX: The CG Date is 20 N of CG I. U.S. RG must still normally enter within four hexes of StGG1/StTT19. However, each "blue"-Entry-Code ("I#"/"V#"/"G#") RG the U.S. side purchases at 150% (FRD) of its printed CPP cost may instead enter within four hexes of StQQ53 on 20 N, one CG Date earlier than the "21 AM" date printed in the arrow in that hex.

8.6195 CG DATE MAX.: Lists the maximum number of RG of this type that may be purchased per CG Date per Map Group.

8.6196 CG MAXIMUM: Lists the maximum number of RG of this type that may be purchased during the course of each CG. Players must keep a written record (using the RG Purchase Record; 8.6198) of each RG purchased during the CG in order to know if additional RG of that type are still available for purchase. RG given in a CG's Initial-Scenario OB (8.51-.53) never count against this maximum. EX: The German side may purchase a maximum of six SS Inf Pltn RG during CG II.

8.6197 U.S. ENTRY CODE: The "Entry Code" column of the U.S. RG Chart contains \geq one color-coded dot for each "I", "V" and "G" RG type. This dot corresponds to the (partial) background color of the arrow in the Entry Area that in most cases must be used by that RG initially (see SSR CG6a; 8.4), and also serves to identify that RG's parent formation:

- ("St" Map Group): Task Force Harrison (the 119th Infantry Regiment of the 30th Infantry Division, and the 740th Tank Battalion), with elements of the 743rd Tank Battalion and 823rd Tank Destroyer Battalion (SP) attached;
- ("Lg" Map Group): Elements of the 117th Infantry Regiment (30th Infantry Division) and 743rd Tank Battalion;
- ("St" Map Group): Task Force Jordan (elements of the 1st Battalion, 33rd Armored Regiment, and of the 36th Armored Infantry Regiment) of Combat Command B, 3rd Armored Division;



GERMAN REINFORCEMENT GROUP CHART



ID	Group Type	Full/Depl	Unit Type(s)	CPP COST	CG Date Max.	CG Maximum		
						I	II	III
I1	Para Inf Pltn	3/2	4-4-7 ^{dl}	5	3	3	0	2‡
I2	SS Inf Pltn	3/2	6-5-8 ^{dl}	9	2	5	6	4
I3	SS PzGr Pltn	3/2	6-5-8; SPW 251/1 <i>hr</i> ^{dl}	12	2	4	1	4
I4	SS Eng Pltn	3/2	8-3-8 ^{del}	14	1	1	0	4
V1	Pz IV Sect	2/1	Pz IV H/J <i>MT</i> ^{adj}	8	2	1	1*	3
V2	Pz V Sect	2/1	Pz VG <i>MT</i> ^{ad}	14	3	4	1*	7
V3	Pz VI Sect	2/1	Pz VIB <i>HT</i> ^{ad}	16	1	1	1*	3
V4	AC Sect	3/2	PSW 234/2 <i>AC</i> ^{ad}	7	1	0	0	1
V5	Flam ht Sect	2/1	SPW 251/16 <i>hr</i> ^d	7	1	1	0	1
V6	SPA Sect	2/1	sIG 38(t)M <i>SPA</i> ^d	7	1	0	0	3‡
V7	SPAA Sect	2/1	FlaKPz IV/20 <i>SPAA</i> ^{ad}	8	1	1	0	1
V8	Staff car Sect	2/1	Kfz 1 <i>tr</i> ^d	1	1	1	1	1
V9	Amphib car Sect	2/1	Kfz 1/20 <i>tr</i> ^d	1	1	1	1	1
V10	AAht Sect I	2/1	SdKfz 10/4 <i>AAht</i> ^d	2	1	0	0	1
V11	AAht Sect II	2/1	SdKfz 6/2 <i>AAht</i> ^d	4	1	0	1	0
V12	AAht Sect III	2/1	SdKfz 7/1 <i>AAht</i> ^d	6	1	0	2	0
V13	AAht Sect IV§	2/1	SPW 251/21 <i>AAht</i> ^{d†}	6	1	0	1	1
V14	AAtr Sect	2/1	2cm FlaK LKW <i>AAht</i> ^d	2	1	0	1	0
G1	INF Pltn	2/1 2/1	7.5cm leIG 18 <i>INF</i> ; SdKfz 2 <i>htMC</i> ^{cdR}	6	1	1	1	1
G2	AT Sect	2/1 2/1	7.5cm PaK 40 <i>AT</i> ; SdKfz 11 <i>hr</i> ^{cdR}	8	1	1	0	1
G3	ART Sect	2/1 2/1	10.5cm leFH 18 <i>ART</i> ; SdKfz 7 <i>hr</i> ^{cdR}	8	1	0	1	0
G4	AA Sect	2/1 2/1	2cm FlaK 38 <i>AA</i> ; Opel Blitz <i>tr</i> ^{cdIR}	6	1	1	1	3
G5	Hvy MTR Sect	2/1 2/1	12cm GrW 42 <i>MTR</i> ; SdKfz 11 <i>hr</i> ^{cdR}	5	1	0	0	2‡
HW1	SS MG Pltn	2x HMG; 2x MMG ^{cd}		12	1	2	2	2
HW2	SS PzGr HW Pltn	One each: SPW 251/sMG <i>hr</i> ; SPW 251/2 <i>hr</i> ; SPW 251/9 <i>hr</i> ^{hd}		11	1	2	1	2
O1	Btln Mortar	120+mm OBA Module ^{mpRs}		7	1	2 ^u	1	0
O2	Hvy Artillery	150+mm OBA Module ^{pRs}		9	1	2 ^u	1	0
M1	Fortifications	15 FPP ^R		1	5	15	12	14
M2	Sniper	SAN Increase +1 ^R		2	1	4	3	4

GERMAN RG CHART NOTES:

- * Roll for armor leader availability on table 8.6206.
- † Each MG is accompanied by a 3-4-8 HS; each Gun by a 2-2-8 crew.
- ‡ Subject to Depletion (8.6201).
- § Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7).
- ¶ The initial Inherent crew of each SPW 251/2 halftrack is a 2-2-8 (not a 1-2-7).
- ⊖ Has IFE of "6" (German Ordnance Note 26).
- ⊗ The German player may freely select Pz IV H or J, but each such Section must be of the same model.
- ⊘ SW and leader types are determined as per 8.6204 and 8.6206 respectively.
- ⊙ Receives a -2 DRM to its Radio Maintenance DR (C1.22).
- ⊚ Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with the module (no module may have > two Pre-Reg. hexes). Each Pre-Reg. hex is Retained as long as the module it is assigned to is Retained (see SSR CG22; 8.4). Barrage (E12.) is NA. See also SSR CG15.
- ⊛ Cannot be set up in Reserve (SSR CG7a; 8.4).
- ⊜ Each German OBA module has Scarce Ammunition, and may fire only HE and smoke.
- ⊝ The second module cannot be purchased until the first one has been Eliminated as per SSR CG15 (8.4).
- ⊞ Purchase for use during the Initial Scenario of the CG is NA.
- ⊟ In CG II, the German may purchase only *one* of these three Pz Sect RG. Once one is purchased, the remaining two become unavailable.
- ⊠ §SPW 251/21: When the *Luftwaffe* began uparming its aircraft with 30mm machine-cannons, numbers of now-surplus MG 151 15mm and 20mm rapid-fire aircraft guns were made available to the *Heer*. Some of these weapons were installed in specially built halftracks for use in both ground and AA roles. Designated the 251/21, this halftrack carried in its passenger compartment a modified *Kriegsmarine* pedestal mount with three such guns of the same caliber. Production of the SPW 251/21 began in the late summer of 1944, but relatively few were produced. It was apparently intended that three such vehicles would equip the AA section of the 4th (heavy weapons) platoon in each *panzergrenadier kompanie*. Two SPW 251/21 were left behind in La Gleize by *Kampfgruppe Peiper*.
- ⊡ †The MA has AA capability—as signified by "MA: AA" on the counter.

- ("Lg" Map Group): Task Force McGeorge (elements of the 1st Battalion, 33rd Armored Regiment, and of the 36th Armored Infantry Regiment) of Combat Command B, 3rd Armored Division;
- : Elements of the 504th Parachute Infantry Regiment (82nd Airborne Division) and 703rd Tank Destroyer Battalion (SP);
- : Elements of Task Force Harrison and 823rd Tank Destroyer Battalion (SP), and of Task Force Jordan.

8.6198 RG PURCHASE RECORD: After all RG for the current CG Date have been selected and CPP expended for them, the RG Purchase Record must be updated. In order to record all units/Equipment received in an RG, one line of this sheet must be filled out for each RG purchased, in order to keep track of the number purchased thus far in the CG. If preparing for a CG Initial Scenario, one line is also filled out for each RG given in the Initial-Scenario OB (but these latter do not apply towards RG purchase limits; 8.6196) The following listing explains how each column of the RG Purchase Record is intended to be used.

- CG Date:** The CG Date the RG is purchased (e.g., "20 PM").
- RG ID:** The RG's alphanumeric ID (e.g., "I2" for a German SS Inf Pltn).
- Group Type:** The RG's name (e.g., "SS Inf Pltn" for German RG I2).
- #P (Number Purchased):** The total number of friendly RG of this Group Type purchased thus far during the CG.
- #R (Number Remaining):** The number of this RG Group Type still available for subsequent purchase in the CG. This number is derived by subtracting the number in that RG's #P column from the number listed in the "Maximum" column (for that RG for that CG) in that side's RG Chart.
- Str. (German RG only):** The RG's strength, as determined in RePh step 8.6201. Record "F" for a Full, or "D" for a Depleted, RG.
- # Units:** The number of units received in that RG of the Unit Type listed in the respective RG Chart (e.g., "3" for a Full Strength German SS Inf Pltn), and the unit type (if subject to Quality; 8.6202).
- SW/Gun(s) Received:** As each SW/Gun for that RG is determined (RePh steps 8.6203-.6205), record the number of each Weapon type received. For a "G#" RG simply record (in any convenient box) the Gun Caliber Size and Barrel Length of each Gun received.

- Pltn/Sect Leader:** As each eligible RG's (armor) leader is determined (RePh step 8.6206), record his A10.7/D3.4 Strength Factor.
- Objective Hex:** This column is used to record the Objective Hex of each "I"-type RG when it is initially purchased, or that of each Initial-OB-given "I"-type RG before the opponent sets up. See also the 8.2 definition.
- Setup/Entry Area ID:** On its CG Date of purchase, each RG [EXC: each whose ID begins with "F" or "M"; U.S. RG O3 and B1] must have a friendly, non-Isolated Setup Area or Eligible Entry Area recorded for it (or, if OBA, for its radio/field-phone). Use the hex coordinate of each Entry Area's center (arrow) hex as the ID for that Area.

8.620 RG STRENGTH, QUALITY, WEAPONS & LEADERS

8.6201 GERMAN RG STRENGTH: Each German RG whose ID begins with "I", "V", "G" or "HW" is subject to Depletion. For each such RG the German player has just purchased (as well as for each such RG he receives in an Initial-Scenario OB; 8.5), he must make one DR on the RG Strength Table to determine whether it is received at Full or Depleted Strength. A Full-Strength "I", "V" or "G" RG contains the number of specified units/Guns listed to the left of the "I" in the Full/Depl column of the German RG Chart, while such a Depleted RG contains the number listed to the right of the "I". For German "HW" RG, see 8.6205. U.S. RG are always received at Full Strength (8.6193).

● GERMAN RG STRENGTH TABLE

DR	RG Strength	DRM:
≤ 11	Full Strength	+1 per day after Dec 19 N
≥ 12	Depleted	-1 If "V" or "G"-type RG

8.6202 U.S. INFANTRY-TYPE-PLTN QUALITY: Each U.S. Inf Pltn (RG I1), Arm'd Inf Pltn (RG I6) and Arm'd MG Pltn (RG I8) is subject to a quality dr on the following table. The U.S. player must make one dr for each such just-purchased (as well as for each such Initial-Scenario OB-given) RG. Each MMC of that RG must be of the dr-determined type.



P

U.S. (ARM'D) INF PLTN QUALITY

Final dr	MMC type
≤ 1	Elite (6-6-7/3-4-7)
2-4	1st Line (6-6-6/3-4-6)
5	2nd Line (5-4-6/2-3-6)
6	Green (5-3-6/2-2-6)

drm:
-1 If "Arm'd" RG (I6 or I8)

EX: The U.S. player has purchased one Inf Pltn RG and one Arm'd Inf Pltn RG. In this step he must make a quality dr for each. An Original dr of 5 for the Inf Pltn results in its being composed of three 2nd-Line 5-4-6 squads and one 2-3-6 HS. A Final dr of 1 for the Arm'd Inf Pltn results in elite MMC being received, resulting in a Personnel/vehicle composition of three 6-6-7, one 3-4-7, three M3 ht, one M3A1 ht, and one M3(MMG) ht with an additional 6-6-7 Passenger squad (or its two HS; see U.S. Vehicle Note 30). SW and leaders for these RG will be determined as per 8.6204 and 8.6206.



8.6203 U.S. MEDIUM TANK MODELS: Make a DR on the appropriate table below for each purchased or OB-given U.S. Med Tank Pltn (RG V3 or V4).

MED TANK PLTN I ●●

DR	Model Type(s)
2	M4A1 x4; M4A3E2(L)
3	M4A1 x3; M4A3E2; M4A1(76)W
4-5	M4 x4; M4A3(76)W
6-8	M4A1 x5
9-10	M4A1 x3; M4 x2
11-12	M4A1 x3; M4A1(76)W; M4

MED TANK PLTN II ●●

DR	Model Type(s)
2	M4A3(76)W x2; M4A3(75)W x2; M4A3E2(L)
3	M4A3 x4; M4A3E2
4-6	M4A3(75)W x4; M4A3(76)W
7-8	M4A3 x5
9-10	M4A3(75)W x3; M4A3(76)W x2
11	M4A3(76)W x5
12	M4A3(76)W x2; M4A3(75)W x2; M4A3E2



8.6204 INFANTRY-TYPE-PLTN SW: Determine the number of SW received by each infantry-type RG listed in the following "Infantry-Type-Platoon SW Charts". A Full-Strength platoon receives the entire complement of SW listed for it. A Depleted (German; 8.6201) platoon RG must have a Secret dr made for each SW listed as available to a Full-Strength platoon of that same type. On an Original dr of ≤ 4 the SW is in the platoon's OB; otherwise it is forfeit. Record each SW received in its appropriate column on the RG Purchase Record on that RG's line.

INFANTRY-TYPE-PLATOON SW CHARTS§					
U.S.					
Platoon Type	MMG	MTR (M2)†*	BAZ 45	FT	DC
Inf	1	1	1		
Para Inf	1	1	1		
Combat Eng	1			1	2
Arm'd Inf		1 ^m			

† Each M2 MTR, as well as its manning HS, that is traded for 60mm OBA as per U.S. Ordnance Note 1 is Eliminated. See also SSR CG15 (8.4) and SSR KGP16.
* WP ammo is available as if it were 1945.

GERMAN					
Platoon Type‡	LMG	Lt MTR	PSK	FT	DC
Para Inf	1	1			
SS Inf	2		1		
SS PzGr	1		1		
SS Eng	1			1	2

‡ If the platoon is Depleted, each listed SW is received only on a dr of ≤ 4.
§ Each SW received must set-up/enter stacked with (and possessed by) a unit of its respective RG during the first CG scenario in which its RG participates [EXC: if it is Retained off-map for an entire scenario].



8.6205 GERMAN HW PLTN: Each Full-Strength German "HW"-type Pltn RG receives all Equipment/Personnel counters listed for it. If Depleted (8.6201), the German makes a Secret dr for each listed piece of Equipment: an Original dr of ≤ 3 results in that piece of Equipment being received (each MG SW received is accompanied by a 3-4-8 HS); if ≥ 4 that piece of Equipment (and its respective HS) is forfeit. [EXC: At least two pieces of Equipment must be received with a German "HW" Pltn RG; if the Platoon's final total is < two pieces of Equipment, ignore this result; roll again for each piece of Equipment in the Pltn until a final total of ≥ two are received after rolling for each.] Each piece of Equipment received must set-up/enter stacked with (and possessed by) another unit of its RG during the first (only) CG scenario in which it participates. Record each piece of Equipment received in its respective column on the RG Purchase Record.

EX: The CG Date is 21 AM in CG I. The German has just purchased two SS Inf Pltn, a Pz IV Sect, an

SS PzGr HW Pltn and a 120-mm battalion mortar OBA module. The German OBA automatically has Scarce Ammunition (German RG Chart footnote "s"). All other RG purchased are subject to Depletion (8.6201). The German now makes a separate Secret DR for each; a +2 DRM applies as the day is two days past 19 December. The Final DR are 12, 6, 8 and 13 respectively, resulting in one Depleted and one Full SS Inf Pltn, a Full Strength Pz IV Sect, and a Depleted SS PzGr HW Pltn.

Since one SS Inf Pltn is Depleted, two 6-5-8 squads are received but the types and numbers of their SW must be determined by dr (8.6204). Three Secret dr are required, one per SW (two LMG and one PSK) allotted to a Full-Strength SS Inf Pltn. For the LMG the dr are 6 and 4; for the PSK it is 3. Since a dr of ≤ 4 grants a SW to a Depleted Pltn, the Depleted SS Inf Pltn receives one LMG and one PSK. The Full-Strength SS Inf Pltn automatically receives both LMG and the PSK with no dr needed.

Now the units of the Depleted SS PzGr HW Pltn are determined (8.6205). The German makes a separate Secret dr for each piece of Equipment allotted to a Full-Strength SS PzGr HW Pltn (i.e., one apiece for the SPW 251/sMG, SPW 251/2 and SPW 251/9). The respective dr are 2, 5 and 6. Since a dr of ≤ 3 grants an Equipment piece to a Depleted HW Pltn, the only Equipment this RG would receive is the SPW 251/sMG. Therefore, the German rolls again for each Equipment since ≥ two Equipment pieces must be received (8.6205) by each HW Pltn. This time the three dr are 6, 2 and 3 respectively, resulting in the SS PzGr HW Pltn receiving the SPW 251/2 (with a 2-2-8 Inherent crew) and the SPW 251/9.

Using the above methods for Depleted RG, it is possible to receive all, some or none of the Equipment listed for those types of RG [EXC: each HW Pltn will always receive ≥ two Equipment pieces].



8.6206 LEADER DETERMINATION: For each purchased/OB-given "I"-type RG marked with RG-chart footnote "I", and for each "V"-type RG marked with RG-chart footnote "a", make one Secret DR on the appropriate column of the following table to determine the type of leader received for that RG. Each leader must set-up/enter with a unit of his respective RG during the first (only) CG scenario in which he participates [EXC: if he possesses a radio/phone (see SSR CG15; 8.4), or is Retained off-map for an entire scenario].

LEADER TABLES

Final DR	☛	☆	☛ ☆	DRM:
	Personnel Leader	Personnel Leader	Armor Leader	
1	10-3	10-3	-	-1 If all MMC in the RG are Elite (NA to armor leader) +1 If the RG is Depleted (NA to U.S.) +1 If the current CG Date is on/after 21 Dec PM (NA to U.S.) * Exchange for a 9-1 armor leader if for a Pz VIB RG
2	10-2	10-2	10-2	
3	9-2	9-2	9-2	
4	9-1	9-1	9-1	
5	8-1	8-1	8-1*	
6	8-1	8-0	-	
7-8	8-0	7-0	-	
9	7-0	7-0	-	
10	6+1	6+1	-	
≥ 11	-	-	-	



8.621 PURCHASING FORTIFICATIONS: Fortifications, which are obtained by spending FPP, may be purchased on each CG Date if the player has the requisite FPP (purchased in step 8.619). All FPP unspent upon the completion of this step are forfeit.

As Fortifications are selected, the specific type (and strength, if mines) must be recorded in the "FORTIFICATIONS" area of the CG Roster.

EX: The German player has 30 FPP to spend on Fortifications. He spends 16 FPP on four factors of A-T mines, so on his CG Roster he writes "4" beside "A-T:" in the "Total # of Factors" area at the bottom of the "Mines" column. (Use of a soft-lead pencil is recommended, since these per-CG-Date totals are erased after determining the specific map Location.) He spends 9 FPP buying HIP for one squad (3 FPP), two HS (4 FPP), one crew (1 FPP) and one SMC (1 FPP), so at the bottom of the "HIP Locations" column he writes "1", "2", "1" and "1" after "Squad:", "HS:", "Crew:" and "SMC:" respectively. With his remaining 5 FPP he purchases five "?" for use as Dummies. Note that no actual map Locations are recorded at this time, as actual on-map placement does not occur until that side is setting up. Later, during setup (steps 8.6241-6242), the player uses the tallies written at the bottom of the various Fortifications columns to determine how many such "Fortifications" he has, and records the specific Locations (as applicable) on his Fortification record, erasing all notations made in the various "Total #" boxes so that the tally areas may be used for subsequent Fortification purchases.

FORTIFICATION PURCHASE TABLE

Fortification Type	FPP Cost
Trench ^{1S}	7
Foxhole ^{1S}	3/2/1 ¹
A-P Mine Factor ⁵	1/1.5 ²
A-T Mine Factor ⁵	3/4 ²
Roadblock ^{1S}	7
Booby Trap ^{1S}	1
HIP ^{1S}	3/2/1/1 ³

¹ For 3-, 2- and 1-squad capacity respectively.
² U.S./German cost respectively, regardless of whether hidden or Known (7.1) mines. Each side may spend no > 30 FPP per CG Date per Map Group on mines. During setup, the strength of pre-existing minefields may be increased by the Controlling side, if their strength is known to that side, by adding extra A-P/A-T factors to them (in allowed increments and to allowed maximums). Minefields may not be decreased in this manner. Mine factors purchased on this table cannot be exchanged for Booby Trap (B28.9) capability. A-T mine factors may be used in a Daisy Chain (B28.531). See also 7.2.
³ Squad/HS/crew/SMC cost respectively. No > 10% (FRU) of a side's non-Reserve Infantry squads (plus all SW/SMC set up with them in the same Location) may use HIP in a daytime scenario. For Emplaced-Gun HIP see also SSR CG12 (8.4). HIP is NA for Cloaked (including Reserve) units.
⁴ Must be added to a Setup-Area Location. Of the items in this table, only those items marked with an "F" may be set up in a Front-Line Hex.
⁵ Of the items in this table, only those items marked with an "I" may be added to an Isolated Location.
⁶ This type of Fortification may be added only to a Setup Area that contains ≥ one Retained squad-equivalent. Furthermore, the number of all Fortifications (counting each 6-A-P/2-A-T factor minefield [or part thereof], and each "1S" foxhole capacity, as one Fortification) added to a Setup Area during a RePh cannot exceed the number of squad-equivalents Retained within that Setup Area.



- 8.622 PURCHASING RECONNAISSANCE: Each side may now make a Recon dr, provided it first expends the required CPP for this purpose and the players are not preparing to play an Initial Scenario. If Recon can be purchased, that side deducts one (or two, for a beneficial dr on its Recon dr) from its current CPP total in the CG Roster's "Left" column, and records the new total in the "Start" column of the next CG Date. (The number in the "Start" column shows the side's CPP total at the start of that CG Date.) If a side cannot or opts not to use Recon, its current CPP total is simply copied in the "Start" column of that next CG Date.

A Recon Final dr is the number of Locations in which the opponent will have to reveal units and Fortifications, if he has in fact set up in them; see 8.6243. The Recon dr is modified by the following cumulative dr:

- +5 Spent 2 CPP
- 1 Reconnoitering side's Majority Squad Type (E.4) is Lax

The number of Locations that may be reconnoitered (8.6243) per Map Group per CG Date is recorded on the CG Roster in the "Recon" column of the current CG-Date line. The number recorded for each Idle CG Date is cumulative with the number recorded for each succeeding CG Date, but not beyond the next CG scenario.

8.623 INITIATIVE DETERMINATION: Each side selects its Initiative for the current CG Date, either to "Attack" or stand "Idle", representing its desired tactical plans.

8.6231 ATTACK-CHIT LIMITS: Each CG (8.51-53) lists the maximum number of Attack Chits (8.6232) each side may select during the course of that CG. (There is no limit otherwise on selecting Attack Chits on consecutive CG Dates.) For purposes of this rule, neither side is considered to have selected an Attack Chit for an Initial Scenario.



8.6232 PROCEDURE: Each side takes its respective Initiative Chit and secretly places it on the playing area, hidden from the opponent's view, with the chit's face-up side displaying the side's Initiative selection (i.e., either an Attack Chit or an Idle Chit) for the next CG scenario. The counters are then revealed simultaneously and cross-indexed on the following matrix to determine if a new CG scenario is generated and, if so, what type it will be.

INITIATIVE MATRIX

Chit selected	☆ Attack	☆ Idle
♣ Attack*	Dual Attack ¹	German Assault ¹
♣ Idle	U.S. Assault ¹	Idle ²

* The Attack Chit cannot be selected by the German player if the U.S. player currently has no on-map Retained units (8.6131).

¹ Scenario generated; consult proper scenario type below for further information.

² No scenario generated for this CG Date; each side calculates its Current-LVP and CG-LVP Totals and records them (in the current CG Date's line) on its CG Roster, then repeats RePh steps 8.612-6233.

8.6233 SCENARIO TYPES

a) DUAL ATTACK: Represents a CG Date when both sides have planned offensive action. The U.S. player makes a dr to determine which side sets up first; if ≤ 3 the U.S. does; otherwise the German does. The side moving first, however, is not determined until after all setup is complete (step 8.625).

b) NIGHT DUAL ATTACK: If both sides choose Attack for a Night CG Date, both are considered Scenario Attackers. Both sides may use Cloaking as per SSR CG5 (8.4). Neither side is restricted by the use of No Move counters (E1.21), and neither side receives the benefits/penalties of a Scenario Defender (E1.2; E1.22). The side moving first is still determined in step 8.625. See also SSR CG5.

c) GERMAN ASSAULT: On this CG Date the German side is attacking. The U.S. sets up first, and the German moves first.

d) U.S. ASSAULT: On this CG Date the U.S. side is attacking. The German sets up first, and the U.S. moves first.

8.6234 KGP CG-SCENARIO VICTORY CONDITIONS: The following Victory Conditions apply to the pertinent type of CG scenario (as determined in 8.6232). However, the Victory Conditions for each CG's Initial Scenario, as well as those for each CG, are given with the other information for the respective CG and its Initial Scenario (8.51-53). A side may concede prior to the end of play in a CG scenario only if allowed by the opposing side.

a) DUAL ATTACK: The Americans win if at CG-Scenario End their Current-LVP Total is $>$ what it was at scenario start.

b) U.S. OR GERMAN ASSAULT: The Assaulting side wins if at CG-Scenario End its Current-LVP Total is $\geq 20\%$ (FRU, with a minimum increase of 1 LVP) more than it was at scenario start, and/or it has amassed $\geq 25\%$ more Casualty VP (see also 8.6032) than the Idle opponent.

EX: If the Assaulter Controls no LVP Locations at scenario start (regardless of his present CG-LVP Total), he must have a Current-LVP Total of ≥ 1 at CG-Scenario End in order to win the scenario by LVP. If the Assaulter's Current-LVP Total is (e.g.) "26" at scenario start (regardless of his present CG-LVP Total), at CG-Scenario End his Current-LVP Total must be higher by ≥ 6 (i.e., must equal ≥ 32) in order to win by LVP ($26 \times .2 = 5.2$ [FRU] = 6).

8.624 UNIT SETUP

8.6241 ISOLATED UNIT SETUP: The side that sets up first (8.6233) now sets up all of its Retained units, Equipment and new Fortifications which will go in Isolated Locations, after which the other side does likewise. Each Isolated unit/Equipment piece may be set up only in its current Setup Area [EXC: in its current Location and VCA, if an Immobile vehicle; 8.6071]. For Fortifications, see also footnotes "F", "S" and "S" in the Fortification Purchase Table (8.621). See also SSR CG7-CG12 (8.4) and SSR KGP8.

Each unit/Weapon that sets up Isolated [EXC: Captured Weapon; A21.11] is automatically affected by Ammunition Shortage (A19.131); if already so affected (e.g., as per 8.618) at start, there is no additional effect. The ID of an Isolated unit/Weapon should be recorded to distinguish it from others not suffering the same penalties. See also SSR CG17 (8.4).

8.6242 NON-ISOLATED UNIT SETUP: The side that sets up first now sets up the remainder of its Retained units, Equipment and new Fortifications in eligible Locations of the Setup Area each is Retained in [EXC: each Immobile vehicle must remain in its current Location and VCA (8.6071); for Fortifications see also footnotes "F" and "S" in the Fortification Purchase Table (8.621)]. Record the hex coordinates of new Fortification setup Locations on the CG Roster, in the appropriate line(s) and column(s) under "FORTIFICATIONS". Units/Equipment Retained in a Holding Box are placed in its unshaded portion for entry as reinforcements (see SSR CG15 [8.4] and 8.6206 for radios). See also SSR CG6-CG12, SSR KGP6 and SSR KGP8. Once the side setting up first has completed its setup, the other side follows the same 8.6242 procedure.

8.6243 RECON INSPECTION: After all setup is complete (but prior to Bombardment, if any), each side may declare the Location(s) they wish to reconnoiter (8.622), if any. Each reconned Location must be within six hexes of a friendly Setup/Eligible-Entry Area hex. The sides take turns declaring one Location at a time, with the U.S. declaring first. Each hidden unit/Equipment in a reconned Location is placed on-map concealed, and all hidden Fortifications in the Location are revealed [EXC: the type/strength of mines is not revealed; use a Known Minefield counter as per 8.6073]. All concealed (including Cloaked/Reserve) units/Equipment therein then lose their "?" (Eliminating Dummies) and the opponent receives Right of Inspection vs the Location (A12.16), regardless of LOS. All units/Equipment in Concealment Terrain in the Location then immediately regain any "?" (but not HIP) they previously had, regardless of LOS [EXC: all Reserve units/Equipment regain their Cloaked Reserve counter (and status), even if not in Concealment Terrain].

8.625 SCENARIO COMMENCEMENT: Players are now ready to begin the CG scenario. Each side announces its current SAN. If this is an Assault scenario, the side setting up second always moves first (8.6233). If this is a (day/night) Dual Attack scenario, the side that will move first is determined by the U.S. player making a dr on the following table:

DUAL ATTACK TABLE

dr	Side Moving First
≤ 3	U.S.
≥ 4	German

CHAPTER P FOOTNOTES

1. 1.1 PINE WOODS: The KGP pine woods represents old stands of conifers, where many boughs are above "head" level and in which undergrowth is reduced by the limited amount of sunlight able to filter down to the forest floor.

2. 2.1 SLOPE HEXSIDES: The normal ASL hill rules, having been composed for the smaller hills depicted on the standard 8"x22" mapboards, do not portray the very large KGP hills realistically in the sense that the per-level width between Crest Lines effectively creates a series of plateaus (or wide terraces) that greatly restrict LOS between different levels. Slopes were devised primarily to alleviate this plateau/terraced-hillside effect.

3. 2.3 SLOPE LOS & ELEVATION ADVANTAGE: Giving an Up-Slope unit a $\frac{1}{2}$ -level elevation advantage may seem overly complicated, but it in effect allows the unit to see over half-level—yet not over full-level—obstacles/Hindrances rising from the same Base Level as that unit. The "half-level" Hindrances referred to are brush, bridge, grain, marsh, crag and AFV/wrecks.

4. 2.53 CREST-LINE SLOPES: The presence of a slope along a Crest-Line hexside sometimes also represents an embankment. These often occurred along the roads, some of which were cut far enough into the hillside that the high-side embankment completely blocked vehicular movement. Since the two embankments along the opposite sides of such a road usually differed significantly in height/steepness, it could not be considered a true sunken road.

5. 3.1 BARBED WIRE FENCES: Farmers' barbed-wire fences so criss-crossed some of the areas depicted on the KGP maps that they had a definite impact on the outcome of several battles. In game terms, it was decided early on to prohibit the elimination of barbed-wire-fence hexsides simply because otherwise the maps would quickly become cluttered with the dozens of counters that would be needed to mark such hexsides.



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6. 4.2 **STREAM CULVERT:** The Stream Culvert represents a three- to five-foot-wide pipe beneath the road, providing an underground passageway for the stream. Its small size and the continuous presence of cold water in it should make the reasoning behind its many game restrictions and penalties self-evident.

7. 5.1 **NARROW STREETS:** The local villages and hamlets had quite a number of narrow streets, which are represented on the *KGP* maps by "hexside roads". Such streets were notorious for restricting the maneuverability of even average-size vehicles.

8. 5.11 **ONE-LANE:** Here "road" is defined to mean a string of \geq one contiguous Narrow Street hexside between the two vertices/hexsides where that string either ends (EX: vertex ST018-O19-N18), joins with two other Narrow Street hexsides (EX: vertex O17-O18-N17), or becomes a non-hexside road (EX: vertex P17-O18-O17). Hence, each of the following constitutes a separate "road" for one-lane purposes: hexsides N17-O18 and N18-O18; hexside N17-O17; hexside O17-O18; hexsides N16-O16 and N16-O17; hexsides N15-O15 and N15-O16; hexside N15-N16 to hexside L15-M15 (inclusive); hexside N16-N17 to hexside J18-K19 (inclusive); hexside J18-J19; hexside J19-K19—and so on.

9. 5.11 **DASHING/ROUTING:** Dashing across/along a Narrow Street is NA mainly to prevent any conflict between the rules for First Fire vs a Dashing unit and those for Snap Shots. Routing along a Narrow Street is NA because a routing unit may not Bypass (A4.3).

10. 6.1 **HILLSIDE WALLS & HEDGES;** & 7.1 **KNOWN MINEFIELDS:** These are essentially reprints of the Hillside Walls & Hedges (F10.) and Known Minefield (F7-7C) rules in *WEST OF ALAMEIN*. They are reprinted (and Known Minefield counters are provided) in *KGP I* so that *WOA* need not be a prerequisite for this module.

11. 8.2 **MAP GROUP:** Phrases like "per Map Group" and "of that Map Group" might be construed to imply that > one Map Group is being used. This is, of course, not true for CG I-III, but such phrases have been left in the body of the rules in case another CG using all the Map Groups appears in some future edition of the *ASL Annual*.

12. 8.4 **SSR CG6c ELIGIBILITY:** If the Germans have no Eligible Entry Area on the "St" or "Ch" Map Group, newly purchased German RG must enter from off-map (representing a relief force attempting to break through to their isolated compatriots). If the same situation occurs on the "Lg" Map Group, newly purchased German RG are instead added directly to a friendly Setup Area (representing units that were already in the pocket but not yet committed to the battle).

13. 8.4 **SSR CG20 VIADUCT ENTRY AREA:** Vehicles are prohibited from using this Entry Area on the northern edge of the "Ch" map due to the presence (just off-map) of a very steep embankment beside a set of railroad tracks which cross the Ambève via a narrow viaduct. Infantry were able to traverse the viaduct and embankment with no problem.

14. 8.602g **MARKER REMOVAL:** Each unit still hidden at scenario end is placed on-map concealed (in its respective setup Location) so that it cannot "magically" escape from an Isolated Area, and for use in determining Controlled Strategic Locations. As a house rule, such a unit could be kept off-map unless in danger of being Isolated or needed to verify Control of Strategic Terrain. However, if such a unit's Location is later determined to be Isolated or part of an enemy Setup Area, it must immediately be placed on-map concealed in that Location.

15. 8.6044 **BOGGED:** Each bogged, non-captured U.S.-color vehicle receives a -1 drm to reflect the greater chance of support being available to aid in its unbogging—and also to help minimize the possible U.S. "sleaze tactic" of intentionally trying to bog a vehicle in the hope that it will become Immobilized, thus forming a Strategic Location.

16. 8.608 **PRISONERS:** Prisoners are actually being withdrawn to a holding area. Historically, the Germans kept the U.S. POWs they had captured in Stoumont (as well as all German wounded) at the Château de Froidcour. When the château was abandoned during the night of 21-22 December, most able-bodied prisoners and the German walking wounded were taken to La Gleize; severely wounded men remained at the château in the care of two U.S. medics and a German doctor.

17. 8.6112 **CREW COMBINING:** The German side, especially, tends to accumulate "dismounted" vehicle-crews, due in part to less-important Mobile vehicles (e.g., halftracks) being abandoned in order to enable the refuelling of more valuable Out-of-Gas vehicles. Frequently such a crew has also been previously stunned, leaving it marked with a "+#"(Stun) counter when it is not Inherent (D5.34). Even though this counter imparts no penalty to the vehicle-crew counter, it does represent the wounding, incapacitation or death of one or more crewmen. This rule represents the combining of two such crews into one "full" one.

18. 8.6131 **VACATED SETUP AREA:** Due to the normally limited visibility conditions, the enemy is assumed not to notice that all friendly units have vacated their positions.

19. 8.6141c **U.S. M10 & GERMAN SPW 234/2:** The special restrictions on siphoning gas from and refuelling M10 TD and SPW 234/2 arise from the fact that, unlike all other vehicles used in *KGP*, these two required diesel fuel (see U.S. Vehicle Note 23 and German Vehicle Note 75).

20. 8.6141c **GERMAN REFUELLING dr:** This represents the fuel obtained from a Luftwaffe air-drop made on the evening of the 22nd.

21. 8.617 **HISTORICAL WEATHER:** During the *KGP* playtest the most commonly asked question about the CG weather was, "Where's the snow?". The answer is that during the period 19-23 December there was none to speak of in the area depicted by the maps. This was due to a thaw that began on 18 December, melting the snow and turning the frozen ground soggy. For several days thereafter, dense mist blanketed the wet battlefield. Gradually it began to thin out (particularly in the afternoons), and on the morning of 22 December an alternating mixture of rain and snow fell. Then, on the night of 22-23 December, a "Russian high" moved in from the east, bringing freezing temperatures, clear skies, and a breeze that dispersed the last of the mist. The temperature was not to rise above freezing again for weeks—and 29 December would bring blizzards and arctic winds.

22. 8.619 **RG COUNTERMIX LIMITS:** Normal countermix limits do not apply to RG purchases (including any associated Availability DR for optional armament; H1.41). Players should agree on the substitution of other types for those lacking—or purchase more countersheets.

23. **U.S. REINFORCEMENT GROUP CHART footnote "g", M12 GMC OBA:** On 21 December a lone M12 Gun Motor Carriage (U.S. Vehicle Note 45) appeared at Targnon (off-map to the west of

FOOTNOTES

the "St" Map Group) and positioned itself there to fire into Stoumont. After Peiper withdrew to La Gleize the M12 moved to the Château de Froidcour, from where it plastered La Gleize with 196 155mm rounds on 23 December.

24. **SSR KGP13 GERMAN FUEL SHORTAGE:** Some playtesters disliked the "abruptness" with which German vehicles run out of gas, and wondered why its occurrence couldn't be preceded by a "low fuel" status similar to the way Low Ammo (D3.71) works. The reasoning behind the present rule is that, historically, Peiper's vehicles were *already* low on fuel by the 19th, and by the 20th the situation was becoming critical. Hence in game terms players might visualize each German vehicle's fuel gauge as being almost on "Empty" on the 19th, and on or below the Empty mark after the 21st.

25. **SSR KGP13 TCA-CHANGE DRM:** This extra DRM represents the fact that, when the AFV was out of fuel, the turret's electric/hydraulic power-traverse system was inoperable. Hence when the gunner traversed the turret he had to do so manually, using a handwheel—a significantly slower (and more fatiguing) method.

26. **SSR KGP15 U.S. PF:** The 504th Parachute Infantry Regiment had captured an entire truckload of PF in Holland. The firing instructions were translated and disseminated to the men, who then underwent training in the use of the weapon.

27. **8.619 U.S. REINFORCEMENT GROUP CHART; G5 AA SECT; M4 18-Ton High Speed Tractor:** During the war, the U.S. Army desired to have all artillery towed by purpose-built, fully-tracked vehicles, but their supply could never meet the demand. One of the more commonly used types was the M4 18-Ton High-Speed Tractor, which was designed and produced by Allis-Chalmers. Entering production in late 1942, it was used for towing the 3-in. or 90mm AA gun, or (with different ammunition racks and a small swing crane at the rear) the 155mm gun, 8-in. howitzer. The M4 utilized chassis components of the obsolete M2A1 Medium Tank, and was powered by a Waukesha 6-cylinder gasoline engine.

IMPORTANT: Note the existence of a Level 8 Crest Line in "St" hexrows TT28-0031-MM30-JJ31-JJ32-II33-II34-HH34-HH37-GG38-GG40-HH40-HH47-II48-II54-JJ54-JJ56. Also, the Level 3 Crest Line in StM49 runs into hexes M50 and N50, and thence off-map along the south side of unpaved road N51-O57.

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Kampfgruppe Peiper RG Purchase Record (8.6198)



Fill out one line for each RG purchased

CG:

Side:

Sheet #:

CG Date	RG ID	Group Type	#P	#R	# Str.	No. Units	SW/Gun Received							Pltn/Sect Leader	Objective Hex	Setup/Entry Area ID		
							.50c	HMG	MMG	LMG	MTR	LATW	FT				DC	