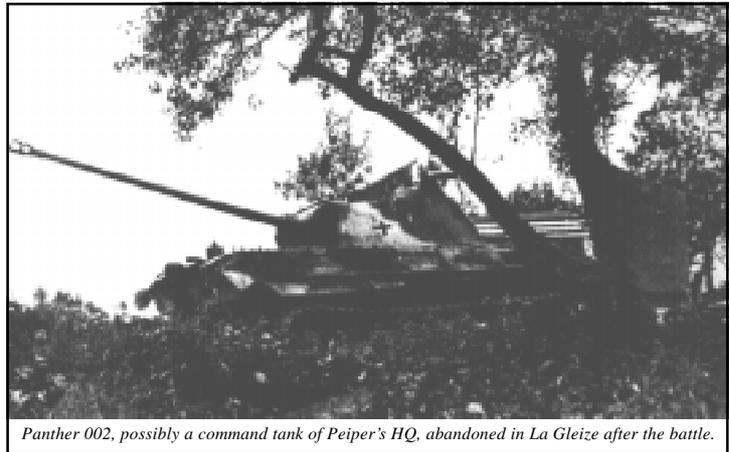


KGP Campaign

Game V:

SQUEEZING PEIPER'S BULGE

Mark McGilchrist



Panther 002, possibly a command tank of Peiper's HQ, abandoned in La Gleize after the battle.

CG Date: 20PM to 21PM (4 CG Dates)

After the breakthrough of Kampfgruppe Peiper on the 18th December, Peiper sought to find an exit from the Ambleve Valley. Peiper had seized the bridges at Stavelot and Cheneux, but had been re-buffed at Trois-Ponts and Habimont. After these setbacks, the Kampfgruppe attempted another armoured breakthrough at Stoumont on the 19th. Seizing the village after a battle of several hours, Peiper failed to breakthrough the American lines due to a disciplined retrograde action by 2 tank platoons under Lt. Macht of Company C, 743rd Tank Battalion, and the timely arrival of Company C, 1/119th Infantry.

Thwarted at Stoumont, and now cut off from his supplies by the recapture of Stavelot, Peiper had reached his high water mark. It now fell to the American forces to squeeze the bulge Peiper had created. On the morning of the 20th, several probing attacks were mounted, including an armoured probe by Task Force Jordan from Theux, a reconnaissance of Cheneux by scouts of the 504th Parachute Infantry, and the occupation of Borgoumont by Company K. 3/117th Infantry supported by 2nd Platoon, Company A. 743rd Tank Battalion. On the afternoon of the 20th, the American attacks began in earnest.

MAP GROUP: "St, Ch, & Lg"

CGV VICTORY CONDITIONS: The Americans win if they control 40 LVP at Game End, or if during the 4 CG-Scenarios their CG-LVP Total > 79. If these conditions are not fulfilled, but the German has suffered greater than 200 CVP of eliminated/captured units; then the game is a draw. Otherwise, the Germans win.

ATTACK CHIT LIMITS: U.S. 9 ; German 3

INITIAL-SCENARIO VICTORY CONDITIONS: The Americans win if at CG-Scenario end they have amassed > 49 CVP or they control 10 LVP (or both).

INITIAL-SCENARIO SETUP SEQUENCE: Germans setup first on all 3 Map Groups, Americans move first on all 3 Map Groups.

GERMAN INITIAL OB

Stoumont - Elements of SS Panzer Regt. 1 and SS Panzer Grenadier Regt. 2 [ELR:5] set up anywhere on St. Map Group within 3 hexes of any Stone Building Rubble Location {SAN:2}
 RG: SS PzGr Pltn x4 RG: Para Inf Pltn x3 RG: Pz VI Sect

RG: SS PzGr HW Pltn RG: Pz V Sect x3 RG: SPAA Sect
 RG: SS MG Pltn RG: Pz IV Sect x3 RG: AT Sect
 RG: SS Engineer Pltn RG: Amphib Car Sect 90 FPP

Cheneux - Elements of Battalion II, SS Panzer Grenadier Regt. 2, and of FlaK Sturm Abteilung 84 [ELR:5] set up on/east of (Alternate) Hex Grains ChG1-ChG14-ChCC25-ChTT25; however, a maximum of one German MMC (and all SMC/SW stacked with it) or one vehicle (and all its PRC), may be setup per hexrow on/west of hexrow V (even if in Reserve, and each Entrenchment set up on/west of hexrow V must contain at least one German MMC. {SAN:4}

RG: SS Inf Pltn x2 RG: AAht Sect I x2 Roadblock
 RG: SS MG Pltn RG: AAht Sect II 30 FPP
 RG: AAtr Sect

La Gleize - Elements of Kampfgruppe Peiper [ELR:5] set up on/west of (Alternate) Hex Grains LgA5-LgI46-LgGG46-LgTT39 {SAN:2}

RG: SPA Pltn PzKw VIB (see SSR V.6)
 RG: SS PzGr Pltn RG: SS Engineer Pltn RG: AC Sect
 RG: SS Inf Pltn x3 RG: AAht Sect I 20 FPP

Peiper HQ - Elements of Kampfgruppe Peiper [ELR:5] set up in any allowable set up area on any/all of the 3 Map Groups, or in the Stoumont, Chateau de Froidcour, Viaduct (not Vehicles), or La Venne Crossroads Entry-Area Holding Boxes. All German RG whose ID begins "I", "V" or "HW" must set up in Reserve unless Standard On-map setup costs are paid.
 75 CPP

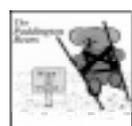
U.S. INITIAL OB

Elements of Task Force Harrison [ELR:3] set up in the Targnon Entry-Area Holding Box {SAN:2}
 RG: Med. Tank Pltn II RG: Inf Pltn x3 17CPP

Elements of Task Force Jordan [ELR:3] set up in the Theux Entry-Area Holding Box
 RG: Med. Tank Pltn I RG: Arm'd Inf Pltn M5A1 x3
 27CPP

Elements of the 1st Battalion, 504th Parachute Infantry Regt. Companies B & C [ELR:5] set up in the Rahier Entry-Area Holding Box. {SAN:2}
 RG: Para Inf Pltn x3 SPW 251/9 (see SSR V.4) 24 CPP

Elements of 3rd Battalion, 117th Infantry Regt. Company L; and the 1st Platoon of Company A, 743rd Tank Battalion [ELR:4] setup in the Roanne Entry-Area Holding Box. {SAN:2}
 RG: Inf Pltn x3 RG: Med. Tank Pltn II (see SSR V.7)





GERMAN REINFORCEMENT CHART



RG ID	Kampfgruppe Peiper Group Types	Full/Depl	Units/ Equipment	CPP	Scen. Max.	CG Max.	Note
I1	Para Infantry Pltn.	3/2	4-4-7 MMC	5	0	0	dlrw
I2	SS Infantry Pltn.	3/2	6-5-8 MMC	9	3	6	dlrw
I3	SS Panzer Grenadier Pltn.	3/2	6-5-8 MMC & SPW 251/1	12	2	4	dlrw
I4	SS Engineer Pltn.	3/2	8-3-8 MMC	14	2	2	delrw
V1	Panzer IV Sect.	2/1	PzKw IV H/J MT	8	1	1	adj
V2	Panzer V Sect.	2/1	PzKw V G MT	14	2	4	ad
V3	Panzer VI Sect.	2/1	PzKw VIB HT	16	1	3	ad
V4	Armoured Car Sect.	2/1	PSW 234/2 AC	7	1	1	ad
V5	Flamm Halftrack Sect.	2/1	SPW 251/16 ht	7	1	1	d
V6	SPA Sect.	2/1	sIG 38(0)M SPA	7	1	2	d
V7	SPAA Sect.	2/1	FlaKpz IV/20 SPAA	8	0	0	d
V8	Staff Car Sect.	2/1	Kfz 1 tr	1	1	1	d
V9	Amphibious Car Sect.	2/1	Kfz 1/20 tr	1	1	1	d
V10	Halftrack Flak Sect. I	2/1	SdKfz 10/4 AAht	2	1	1	d
V11	Halftrack Flak Sect. II	2/1	SdKfz 6/2 AAht	4	1	1	d
V12	Halftrack Flak Sect. III	2/1	SdKfz 7/1 AAht	6	1	1	d
V13	Halftrack Flak Sect. IV	2/1	SPW 251/16 AAht	6	1	1	d†
V14	Flak Truck Sect.	2/1	2cm FlaK LKW AAtr	2	1	1	d
G1	INF Gun Sect.	2/1	7.5cm leIG 18 INF & SdKfz 2 htMC	6	1	1	cdR
G2	Panzerjäger Sect.	2/1	7.5cm PaK40 AT & SdKfz 11	8	0	0	cdR
G3	Artillery Sect.	2/1	10.5cm leFH 18 ART & SdKfz 7 ht	8	1	1	cdR
G4	AA Sect.	2/1	2cm FlaK 38 AA & Opel Blitz tr	6	1	3	cdR
G5	Heavy Mortar Sect.	2/1	120mm MTR & SdKfz 11 ht	5	1	1	cdR
HW1	SS Hvy. Wpns. Pltn.	2xHMG & 2xMMG		12	1	1	cd
HW2	SS Pz Grdr HW Sect.	One each: SPW 251/2 ht & SPW 251/9 ht & SPW 251/sMG ht		11	1	1	hd
O1	Btn. Mortar		120+mm OBA (HE, S)	7	1	3u	mpRs
O2	Heavy Artillery		120+mm OBA (HE, S)	9	2	3u	pRs
M1	Fortifications		15 FPP	1	6	24	a
M2	Sniper		=1 SAN	2	3	6	

GERMAN RG CHART NOTES:

- a Roll for Armour Leader availability on table 8.6206.
- c Each German MMG/HMG is accompanied by a 3-4-8 HS, each Gun by a 2-2-8 Crew.
- d Subject to Depletion.
- e Assault Engineers (H1.22)/Sappers (H1.23).
- h Each German SPW 251/sMG arrives with a 2-3-8 HS as Passenger. The initial inherent crew of each SPW 251/2 is a 2-2-8 Crew (not a 1-2-7 Crew).
- i Has IFE of "6" (German Ordnance Note 26).
- j German player may choose any available PzKw IVH or PzKw IVJ vehicles.
- k SW and leader types are determined as per 8.6204 and 8.6206 respectively.
- m Receives a -2 DRM to its Radio Contact Maintenance DR (C1.22).
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module my have > 2 Pre-Registered hexes). Each Pre-Registered 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.
- R Cannot be set-up in Reserve (SSR CG7a; 8.4).
- s Each German OBA has Scarce Ammo and may fire only HE and Smoke.
- u The second module cannot be purchased until the first has been eliminated as per SSR CG15 (8.4). In addition, the O1 RG cannot be purchased unless at least one Section of the G5 RG remains unpurchased.
- † SPW 251/21: When the Luftwaffe began uparming its aircraft with 30mm machine-cannons, numbers of the now surplus MG151 15mm and 20mm rapid-fire aircraft guns were made available to the Heer. Some of these were installed in specially built half-tracks for use in both ground and AA roles. Designated the SPW 251/21, this half-track carried in its passenger compartment a modified Kreigsmarine pedestal mount with three such guns of the same calibre. Production of the SPW 251/21 began in late summer 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*.

27CPP

Company K; and the 2nd Platoon of Company A, 743rd Tank Battalion [ELR:4] setup within 4 hexes of LgRR47.
 RG: Inf Pltn x3 RG: Med. Tank Pltn II RG: Truck Sect II

Elements of Task Force McGeorge [ELR:4] set up in the Borgomont Entry-Area Holding Box
 56 CPP

INITIAL SCENARIO SPECIAL RULES:

- The following SSR apply only to the 20PM Scenario of CGV
- V.1 See KGP SSR. Weather is Very Heavy Mist (SSR KGP3)
- V.2 Each hex that is not an eligible German setup hex is considered a US Setup-Area hex for the purposes of Reserve setup (SSR CG7; 8.4) only.
- V.3 Place a Burnt-Out Wreck in ChK10, ChGG8, LgS52, StGG17 & StKK19
- V.4 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).
- V.5 No mines or German vehicles may be set up in, or may any German vehicle voluntarily stop, change VCA or attempt ESB in, bridge location ChNN6.
- V.6 The OB-given PzKpfw VIB must be set up Immobilized (not Out of Gas) in hex LgR44 (VCA: R43-S44)
- V.7 The Medium Tank Pltn in the Roanne Entry-Area Holding Box must use Random Selection to eliminate one (only) tank from the Initial OB.

KGP V - Squeezing Peiper's Bulge

8.451 MULTIPLE PLAYERS SPECIAL RULES:

CGV is intended for multiple players to play simultaneously on the different Map Groups. The following is a suggested list for nine players:

German

- Peiper HQ - Overall German Commander, extra player for largest scenario, purchaser of all German reinforcements.
- SS Panzer Regt.1 HQ - Stoumont Map Group Commander
- SS PanzerGrenadier Regt.2 HQ - La Gleize Map Group Commander
- SS FlaK-Sturm Abteilung 84 HQ - Cheneux Map Group Commander

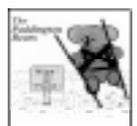
American

- Task Force Harrison HQ - Stoumont Map Group - Blue Entry Area troops
- Task Force Jordan HQ - Stoumont Map Group - Red Entry Area troops
- 1st Battalion, 504th Parachute Inf Regt. HQ - Cheneux Map Group - Green Entry Area troops
- Task Force McGeorge HQ - La Gleize Map Group - Red Entry Area troops
- 3rd Battalion, 117th Inf Regt. HQ - La Gleize Map Group - Blue Entry Area troops (includes 743rd Tank Battalion units)

For 8 player CG: Combine Task Force McGeorge HQ and 117th Infantry Regt. HQ

For 7 player CG: As for 8 player, plus combine task Force Harrison HQ and Task Force Jordan HQ

For 6 player CG: As for 7 player, plus combine Peiper HQ and SS PanzerGrenadier Regt 2 HQ





U.S. REINFORCEMENT CHART



RG ID	U.S. Forces	Units/Equipment	CPP	TF Max	Harr	Jorda	504	117	McG	Note
F1	Air Support	1-3 FB 44	2	1	3	0	0	3	0	f
I1	Infantry Pltn.	3x Squad; 1x HS	7	4	12	0	0	0	0	lqr
I2	Paratrooper Pltn.	3x 7-4-7; 1x 3-3-7	8	5	0	0	12	0	0	lr
E3	Combat Engineer Pltn.	3x 7-4-7	12	1	1	0	0	0	0	elr
H4	HMG Pltn.	3x .30 cal HMG; 1x .50 cal HMG	12	1	3	0	0	1	0	cr
M5	Medium Mortar Sect.	2x 81mm MTR	6	1	2	0	2*	2	0	cr
M6	Mech. Inf Pltn.	3x Squad; 1x HS; 3x M3 ht; 1x M3A1 ht; 1x M3 (MMG) ht	24	1	0	2	0	0	1	lqr
M7	Mech Inf. Mortar Squad.	3x M4A1 MC ht	12	1	0	1	0	0	1	hr
M8	Mech Inf. MG Squad	3x M3 (HMG) ht	22	1	0	1	0	0	0	qr
V1	Light Tank Sect. I	5x M5A1 LT	12	2	0	1	0	0	0	ar
V2	Light Tank Sect. II	2x M24 LT	7	1	1	0	0	0	0	r
V3	Medium Tank Pltn. I	5 x MT	16	2	0	2	0	0	3	art
V4	Medium Tank Pltn. II	5 x MT	18	2	2	0	0	0	0	art
V5	Assault Gun Pltn.	3x M4(105) MT	11	1	0	1	0	0	1	t
V6	Tank Destroyer Pltn. I	2x M10 TD	7	2	1	1	0	0	0	ar
V7	Tank Destroyer Pltn. II	1x M36 GMC TD	5	2	1	0	2	0	0	r
V8	Jeep Sect.	2x 1/4 ton Jeep tr	2	2	2	3	2	1	1	r
V9	Truck Sect. I	2x 1 1/2 ton truck tr	1	2	3	0	0	3	0	r
V10	Truck Sect. II	2x 2 1/2 ton truck tr	2	2	3	0	0	3	0	r
V11	Truck Sect. III	2x 7 1/2 ton truck tr	1	1	1	0	0	1	0	r
G1	AT Pltn. I	3x M1 57mm ATG & Jeep tr	10	1	1	0	1*	0	0	cr
G2	AT Pltn. II	3x M1 57mm ATG & M3 ht	13	1	0	1	0	0	0	cr
G3	AT Sect.	2x M5 3 in ATG & M3 ht	11	1	2	0	0	0	0	cr
G4	ART Sect.	2x M2A1 105mm ART & 2 1/2 ton truck tr	8	1	2	0	0	0	0	cr
G5	AA Sect.	1x M2 90mm ATG & M4 Tractor 27	7	2	1	1	0	1	0	cr
O1	Btn Mortar	80+mm OBA (HE, WP, S)	7	3	0	2	7	0	0	mpS
O2	Medium Artillery	100+mm OBA (HE, WP, S)	8	1v	1	1	1	2	3	pS
O3	M12 GMC Artillery	150+mm OBA (HE, WP, S)	4	1	lg	0	0	0	0	gp
B1	Bombardment	b	8	1	2	1	0	4	0	
M1	Fortifications	15 FPP	1	2	12	4	10	12	8	a
M2	Sniper	+1 SAN Increase	2	1	4	0	4	4	0	

U.S. RG CHART NOTES:

- a Roll for Armour 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 set-up is completed he places an AR counter in the Pre-Registered hex and makes a C1.31 error DR (with the white dr halved; FRU) to determine the Bombardment Centre Hex. He then places a FFE:C counter in that Centre 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 the 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, each Gun by a 2-2-7 Crew.
- e Assault Engineers (A11.5; H1.22) and Sappers (H1.23).
- f 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.
- g Available only on 21PM in CG V. M12 GMC is a 150mm module (HE only) with an offboard observer (in lieu of Radio/phone) who in CG V is at Level 0 on/south of StU1 [EXC: the Observer has no LOS to any hexrow StX]. Normal OBA rules apply to the M12 GMC OBA [EXC: each Red chit fdrawn 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 half-track 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 Contact Maintenance DR (C1.22).
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have > 2 Pre-Registered hexes). Each Pre-Registered 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 16 and 18, 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 SDMOKE. See also SSR CG15 and CG22 (8.4).
- t Determine model type(s) as per 8.6203.
- v See also SSR CG15 and CG22 (8.4).
- * Not available for purchase until 20 N scenario.

8.4511 ADDITIONAL RULES FOR MULTIPLE PLAYERS

Replace the 8.6161 CPP Base Chart. Use the following Chart;

8.6161 CG DATE	20N	21AM	21PM
Peiper HQ	50	50	25
TF Harrison HQ	35	35	10
117 th Inf. HQ	35	18	10
TF Jordan HQ	25	40	10
TF McGeorge HQ	30	20	10
504 th Para. HQ	4	65	10

Germans make a DR and deducts it from their Base CPP
Each American makes a dr and deduct it from their Base CPP

8.4512 REINFORCEMENT TABLES.

Use all the Unit Type and CPP Costs from the 8.619 Tables. However, for CGV use the following tables for the CG Date Max. and CG Max. Note that the CG Date Max. applies to the relevant force for the CG Date, not per Map Group.

8.542 MULTIPLE MAP GROUP SPECIAL RULES:

The use of Multiple Map Groups simultaneously is what gives CGV

the flavour of a massed battle. In doing so, it adds dramatically to the complexity of the Campaign play. All the maps must play at the same rate, with each Movement Phase occurring simultaneously on each Map Group. This is so that units can transit from one Map Group to another without travelling in time as well. In the case where the U.S. Players are moving first on at least one Map Group, and the Germans moving first on another Map Group, play the First U.S. turn first, then start all the German First turns simultaneously. Game End is rolled normally (and separately) for each Map Group.

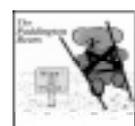
8.5421 ELR & SAN

ELR and SAN and maintained independently on each Map Group. Each side makes rolls during 8.6122 SAN Adjustment step and the ELR of all units in each HQ Group is determined as per SSR CG4. Task Force Harrison and Task Force Jordan share the same ELR and SAN. Task Force McGeorge and the 117th Infantry Regt. share the same ELR and SAN. All Kampfgruppe Peiper units have an ELR as per SSR KGP11.

8.5422 GERMAN AMMUNITION SHORTAGE

The German Ammunition Shortage DR (8.618) is made only by the Peiper HQ Player, but the +1 DRM applies for every scenario completed on any Map Group. EX: On the 20N RePh, there will be a +3 DRM for the three 20PM scenarios completed on the St, Ch & Lg Map Groups.

8.5423 WEATHER



Use the Historical Weather Chart. In addition, the Weather DR and the SSR KGP3 Mist Change DR is made only once for all 3 Map Groups. Any Rain, Mist or NVR change effects all 3 Map Groups. Any Building Collapse, Civilian Interrogation must make a dr to determine which Map Group on which it occurs prior to normal resolution.

1-2	St. Map Group
3-4	Ch. Map Group
5-6	Lg. Map Group

8.5424 MAP GROUP TRANSIT MOVEMENT

The following hexes are considered to be linked, and may be transited by normal movement as calculated by on-map movement costs. To use such Map Group Transit Movement, the side must control both the Entry and Exit hexes. If the side loses control of either the Entry or the Exit point whilst units are in transit, then the units are removed from transit and are placed in the Exited portion of the Entry-Area Holding Box nearest to their hex of Exit. Vehicles may not stop in transit, nor may PRC unload / Bail Out.

StA52 ⇔ ChTT5	20 hexes of Paved Road
StE57 ⇔ LgF0	15 hexes of Paved Road
StJ56 ⇔ LgH0	12 hexes of Paved Road
StQ57 ⇔ LgS1	12 hexes of Paved Road
StW57 ⇔ LgDD0	20 hexes of Unpaved Road
StO57 ⇔ LgO1	10 hexes of Path

Units pay normal movement costs as if they were moving through this terrain. Level changes have been extrapolated into the movement costs. Units that do not complete a full transit between Map Groups in a single MPH should be noted as "In Transit", along with the how many MF/MP have been used and how many hexes have been transited.

Transiting units that enter a Map Group that is Idle may continue movement, but cannot affect Idle units, nor change the Setup areas of Idle scenarios. Units moving into other Map groups are still considered to be under the control of their Original HQ for all purposes, including ELR, but not SAN or Map Group specific functions. Control of units may be passed from one HQ to another during the 8.607 step of the RePh.

8.5425 MAP GROUP HOLDING BOXES

All Map Group Holding Boxes are in play. In addition, SSR CG21 is modified so in the following regard; Personnel/equipment that exits the map via an Eligible Entry Area during play may re-enter during that scenario. German units that exit the Map Groups via the eligible Entry Areas relating to the Stoumont, La Venne Crossroads, Chateau de Froidcour and Viaduct Entry Areas, or at StA37 are not considered Eliminated. At the end of each Player's CCPh, units in the Exited Portion of any Entry-Area Holding Box may be moved to the Reinforcement portion of the same Entry-Area Holding Box and may re-enter the map during the player's next turn.

Units may also Shift from Map Group to Map Group using the Entry-Area Holding Boxes. Units from either the Exited or Reinforcement portion of the following Entry-Area Holding Boxes may be Shifted to the Reinforcement Section of the linked Entry-Area Holding Box of another Map Group. Each such shift uses the 8.613 SHIFT rules except that it is conducted at the end of the players CCPh.

St. Map Group ⇔	Lg. Map Group ⇔	Ch. Map Group
La Gleize ⇔	Stoumont	
La Gleize ⇔	Chateaux de Froidcour	⇔ La Venne Crossroads

8.5426 THE VIADUCT Infantry (only) may exit the St. Map Group at StA37 and are then placed in the Exited portion of the Viaduct Entry-Area Holding Box. Infantry (only) from the Reinforcement portion of the Viaduct Entry-Area Holding Box may setup offboard adjacent to StA37 (only) in the German RPh, and may then enter the St. Map Group as reinforcements normally. All infantry exiting or entering the Stoumont Map Group via StA37 must make a Viaduct

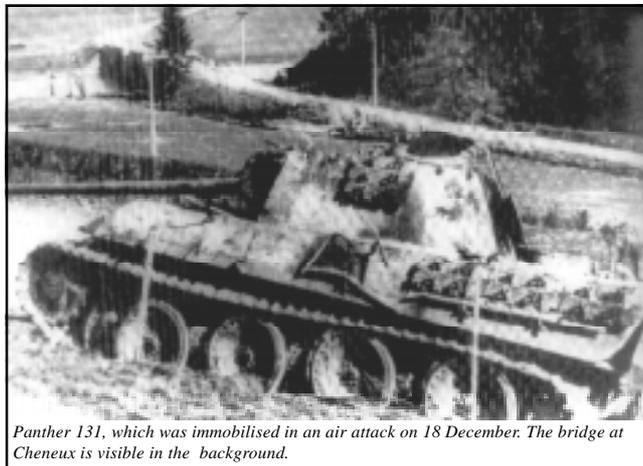
DR. On a DR>12 the unit suffers Casualty Reduction. There is a +1 DRM for each PP an MMC carrying over it's IPC. There is a further +1 DRM for a Night Scenario.

AFTERMATH

At Stoumont, the American attack had some initial success, with the St. Edouard Sanitorium being captured after dusk and a bitter fight. The Germans counterattacked around midnight and quickly retook the building. Simultaneously, paratroopers from the 504th were advancing on Cheneux, where a grim firefight continued all night. Task Force McGeorge and Coy. K 3/117th Infantry advanced along the road from Borgoumont, catching the Germans off guard at Hassoumont. Here, as at Stoumont, the fighting lasted through the night before the Americans were forced to withdraw behind the Nabonru stream. Also at about noon, the 3/119th Infantry advanced from Roanne towards Marechal's mill, but were firmly rebuffed by the German defenders.

Dawn of the 21st brought fresh American assaults. Task Force McGeorge again attempted to gain Hassoumont, unsuccessfully, before undertaking a wide flanking manoeuvre to the South-East to attack along the N.33. Fighting continued around Marechal's mill, whilst American artillery pounded the La Gleize area. Company G, 3/504th Parachute Infantry arrived to bolster the assault into Cheneux, with furious house-to-house combat forcing the Germans back. 2 other companies from the 3/504th Parachute Infantry advanced from the south of Cheneux, pushing through the Monceau hamlet and towards the Cheneux bridge. By late afternoon the German position was desperate, and that evening the Germans retreated across the railroad viaduct, abandoning their heavy equipment.

In the afternoon of the 21st, the 1/119th Infantry again tried to capture the St. Edouard Sanitorium, to no avail. Also that afternoon, Task Force Jordan and the 3/119th Infantry used forest tracks to move through the woods north of Stoumont. Reaching the edge of the trees, German tanks prevented further progress. Peiper's greatest danger at Stoumont that day came from the fresh 2/119th Infantry, moving cross country through the Bois de Bassenge to cut the N.33 near the St. Anne Chapel, only 800 yards from Peiper's HQ. The Germans soon pushed back the American roadblock, but this new threat coupled with the fierce American artillery fire pouring into Stoumont prompted Peiper to order a withdrawal to La Gleize. This was accomplished without incident after dark. However, Kampfgruppe Peiper was now surrounded, low on supplies and in a defensive posture, nothing like the threatening armoured spearhead of two days before.



Panther 131, which was immobilised in an air attack on 18 December. The bridge at Cheneux is visible in the background.

