

"Battle Before the Meuse"

23-26 December, 1944

Turn Record Track

23 Dec. PM	24 Dec. AM	24 Dec. PM	25 Dec. AM	25 Dec. PM	26 Dec. AM	26 Dec. PM
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Current Weather

<input type="radio"/> Clear	<input checked="" type="radio"/> Overcast	<input type="radio"/> Bad	<input type="radio"/> Fog	<input type="radio"/> Snow	<input type="radio"/> Blizzard
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Current Ground Conditions

<input checked="" type="checkbox"/> Firm	<input type="checkbox"/> Mud	<input type="checkbox"/> Frozen	<input type="checkbox"/> Snow
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Replacement Point Track

German Replacement Points

1	2	3	4	5	6	7	8	9	10
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Allied Replacement Points

1	2	3	4	5	6	7	8	9	10
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Settlement Control Track

1	2	3	4	5	6	7	8	9	10
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Map: "Battle Before the Meuse" (Small Map)

Setup/Reinforcements/Air Missions: "Battle Before the Meuse" OOA

Weather: Clear for the entire game

Ground Conditions: Frozen for the entire game

23AM Supply: See the special scenario rules

Scheduled Replacements: The German begins with 1 infantry replacement point. The U.S. begins with 1 armor and 1 infantry replacement point and receives 1 infantry replacement point each AM turn. Unless isolated, the three units of British 29th Armoured Brigade receive 1 armor replacement point for each unit on 24 AM.

Combat Replacements: Begin 25AM for both sides

Beginning Turn/Phase: 23PM German Movement Phase

Game Length: 23 DEC PM – 26 DEC PM (7 game turns)

Optional Rules / Variants: Optional rules 11.3 and 11.10 are recommended. Optional rules 11.11, 11.12, 11.13, 11.14, 11.15, 11.17, 11.18, 11.20 and 11.22 may be used by agreement. German variant 6 and Allied variants 6, 8, 9 and 12 may be used by agreement. No other optional rules or variants are suitable to this scenario

SPECIAL SCENARIO RULES:

1. Supply. All on-map units are in general supply on 23PM. The German player may trace supply to any highway, road or trail hex leading off the south or east map edge between hexes 1724 and 3315 (inclusive). Some of these hexes are behind the U.S. front lines on 23PM. On 24AM, all on-map units trace supply normally and then all units of German 2nd Panzer Division (except KG von Bohm) are arbitrarily Unsupplied in lieu of a German Fuel Shortages dice roll. On 25AM and 26AM, roll twice on the German Fuel Shortages Table.

2. Air Operations. One German V-1 attack occurs against Liège each day (4.2). Allied Air Superiority (4.7) is in effect.

3. Movement. Neither player may conduct a forced march (5.1.5) on 23PM. The Allied player may not occupy any hex on hex-column 33xx. Units that enter the map on hex-column 33xx must move west of it unless blocked by German combat units or their zones of control.

4. Combat. Only the British 31T/1 FFY/B flame-throwing tank squadron may stack or attack with U.S. units (5.8.2).