


"Battle Before the Meuse": Turning Point in the Ardennes Offensive

25 Dec. PM				25 Dec. AM		+				
26 Dec. AM										
26 Dec. PM						 © 2023 Compass Games Design: Danny S. Parker Artwork: Ilya Kudriashov				
Emerg. B4										
Emerg. B5										

ALLIED NOTES:

SM: Unit begins the scenario in Strategic Movement (5.1.3.2)

R-: Unit sets up or arrives at reduced strength (Introduction).

(XXXX): Unit sets up in Exploitation Reserve (5.4).

{XXXX}: Fuel Depots (Optional Rule 11.3).

A1: 82/505 and 82/508 arrive at "A-B" ONE PLAYER TURN following the arrival of German *KG Peiper*.

A2: Antwerp X/Liège AAA Regiment. This unit was assigned to provide anti-armor and anti-aircraft defense near the city of Liège. It must move to and may only operate in hexes 2602, 2702, 2703 and 2704 for the remainder of the game.

B1: British units with Note B1 may only operate in hexes north or west of ("behind") the Meuse River between Givet (0523) and Cointe (2603) inclusive until they are "activated". Those that setup on the map must remain stationary until they are "activated". Those that enter as reinforcements may only move on their turn of entry and must then stop and remain stationary until "activated". British units are "activated" ONE PLAYER TURN after a German combat unit moves within three hexes of them. Once "activated", they may operate anywhere "behind" the Meuse River.

B2: British 29th Armored Brigade. The three units of British 29th Armored Brigade must remain stationary in their setup hex until "activated" by a German combat unit moving within three hexes of them. Once "activated", they may operate freely in their setup hex or in hexes north or west of the Meuse River between Givet (0523) and Cointe (2603) inclusive.

B3: British 53rd Division: When 53/71 arrives at "J" on 25AM, it may only move on that turn to a hex "behind" the Meuse River, and then must stop and remain stationary until it is "activated" by a German combat unit moving within 3 hexes of it. Once "activated", it may operate freely anywhere "behind" the Meuse River. Beginning on 25AM, the other two units of 53rd Division (53/158 and 53/160) may only arrive if a German combat unit crosses the Meuse River south of Namur (0710).

B4: Emergency Arrival. These units arrive ONE GAME TURN after a German combat unit enters any hex north of the Sambre/Meuse Rivers between Velains (0110) and Cointe (2603). Once arrived, they may operate freely north or west of the Meuse River between Givet (0523) and Cointe (2603) inclusive.

B5: Emergency Arrival. These units arrive ONE GAME TURN after a German combat unit enters any hex west of the Meuse River and south of Namur. Once arrived, they may operate freely west of the Meuse River between Givet (0523) and Namur (0710) inclusive.

B6: British Long-Range Recce: Once activated, this unit may operate in any hex north of hex row XX26 AND west of the Ourthe or West Ourthe Rivers.

B7: 31T/1FFY/B is attached to and may only operate with U.S. 2nd Armor DIV anywhere on the map.