

“Battle Before the Meuse”

23-26 December, 1944

“Battle Before the Meuse” is an abbreviated scenario that captures the very climax of the Ardennes Offensive, when the German *Fifth Panzer Armee* desperately attempted to cross the Meuse River and the Americans counterattacked to destroy the poorly supplied enemy spearheads. Approximate playing time for experienced players is 3-6 hours.

VICTORY CONDITIONS

The German player earns victory points that determine the winner and level of victory for the game:

Meuse River Approach: At the end of each game turn, the German player earns one (1) victory point for each German combat unit that is not isolated and within two hexes of a Meuse River hexside.

Meuse River Crossing: At the end of each game turn, the German player earns five (5) victory points for each German combat unit in general supply that is across the Meuse River.

Settlement Control: At the end of the game, one (1) victory point is earned for each "town" and each of the following sixteen smaller settlements that the German player “controls”: Beau-raing (1023), Mozet (1011), Celles (1119), Custinne (1219), Have-lange (1812), Humain (1819), Nandrin (2308), Hotton (2417), Barvaux (2614), La Roche (2721), Érezée (2816), Manhay (3016), Werbomont (3113), Fraiture (3218), Durbuy (2414). “Control” is established by being the last player to occupy a given settlement with a friendly combat unit, regardless of supply state. A running count may be kept on the Settlement Control Track.

VICTORY LEVELS

Add all earned victory points together at the end of the game and compare the total to the list below:

- Less than 6 points: Allied Decisive Victory
- 6-9 points: Allied Tactical Victory
- 10-11 points: Allied Marginal Victory
- 12-13 points: German Marginal Victory
- 14-19 points: German Tactical Victory
- 20 points or more: German Decisive Victory

INSTANT VICTORY

If the German player captures any Namur or Liège city hex (0710, 2603, 2702 or 2703), the game ends immediately and the German player is awarded a decisive victory.

British Emergency Commitment: If British units are committed to the game under British Notes B4 and B5, the level of victory is moved one level in the German favor (e.g., a German Marginal Victory becomes a German Tactical Victory).

HISTORICAL NOTES

At the start of the scenario, the German player controls La Roche (2721) and Humain (1819) but no other victory locations. During the historical battle, the Germans occupied Celles (1119) for the equivalent of two turns and Custinne (1219) was lost after being taken temporarily. The Germans lost control of Humain (1819) and Manhay (3016) on 26 December — Humain to the British Crocodile flame-throwing tanks and Manhay to a desperate counterattack. They ended 26 December in control of La Roche (2721), Jemelle (1821), Rochefort (1722) and Fraiture (3218) with an equivalent tally of six (6) victory points — an Allied Tactical Victory.



NARA

VICTORY
CONDITIONS



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THE LAST GAMBLE
The Ardennes Offensive, December 1944

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