THE ATTEMPT TO RELIEVE PEIPER

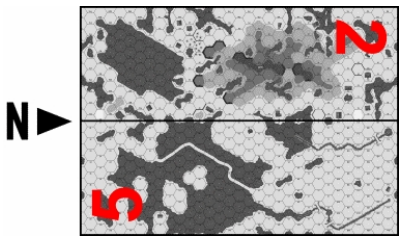
Scenario H (SQL)

080508

VICTORY CONDITIONS: To win, the German player must exit 7 squads (an AFV counts as 2 squads) off the west edge of board "2" via hexes 2Z10 thru 2P10 by the end of the game. The American player wins by avoiding the German victory condition.

THE ARDENNES, December 21, 1944: The key to the German Ardennes offensive lay with a quick breakthrough and deep penetration. In the north the success of a breakthrough rested heavily with Colonel Peiper's Kampfgruppe from the 1st SS Division. But the quick victories which had taken Peiper's Kampfgruppe so close to the Meuse bridges also left it in a position of danger. The Kampfgruppe had outraced most of its follow up units and had almost completely run out of fuel. The back door to Peiper had not been kept open. On the morning of the 21st, Mohnke, the commander of the 1st SS Panzer Division, collected the remaining assault elements and launched an attack in an effort to reach Peiper's Kampfgruppe. The main German effort came at a point south of Trois Ponts on the Salm River. There a company of the 505th Parachute Regiment had set up a small bridgehead on the cliffs across the river.

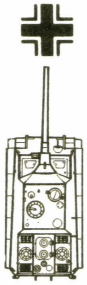
BOARD CONFIGURATION:



This scenario has been retrofitted for use with the original Squad Leader rules. Its was originally first seen in The General magazine as Scenario H and designed originally for GIA as a quick play American variant scenario. Its intended use here is for play using VSQL. This version of Scenario H has not yet been playtested.

TURN RECORD CHART:

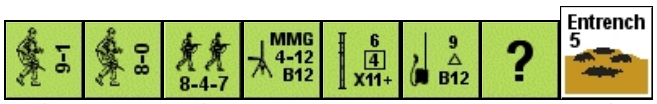
☆ American Sets up First ✚ German Moves First	1	2	3	4	5	6	7	8	9	10	END



Elements, 2nd Panzer Grenadier Regiment, 1st SS Panzer Division - enter turn 1 on any east edge hex(s) of board "5" on/from 5L10 to 5B10:

2 11 6 2

Elements, Go. E, 2nd Battalion, 505th Parachute Regiment, 82nd Airborne Division - set up anywhere on board "2" and anywhere on board "5" on/west-of hex row "3":



2 8 4 11 2

SPECIAL SCENARIO RULES:

H.1 Consider all hexes of Hill 538 as ground level woods. (VSQL Note: A customized board 2h (bd2h) is available for download on the Yahoo groups "VSQL-Group" files section which already contains this SSR terrain alteration.)

H.2 Because of frozen ground conditions, units may not roll for entrenchments.

H.3 The American player may not make an "artillery request" until game turn "3".

H.4 The American artillery module is based on 105mm guns.

AFTERMATH: In the morning hours the local civilians had informed the American patrols of German tanks and infantry assembling around Wanne. Just before noon a company of grenadiers supported by self-propelled guns appeared along a road which ran past the rise held by the paratroopers. Infantry teams equipped with bazookas knocked out the assault gum as they advanced but sustained heavy losses. Finally artillery support called in from positions west of the river, disrupted the German advance. Further attempts continued in an effort to relieve Peiper but each met with little or no success. On December 24th Peiper's men, leaving all their vehicles in the pocket escaped on foot and Christmas morning rejoined the rest of the 1st SS Division south of Stavelot.

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