

## BATTLEFIELD WALKAROUND: 01/14/2013

### Kampfgruppe Peiper I & II By Todd Larsen

The five map sections included in the KP games are organized into 3 map groups, Stoumont (ST) east & west, La Gleize (LG) east & west and Cheneux (CH). Located in the Ardennes region the maps cover an area made up of small villages, rough terrain, dense forests and narrow mountain roads during the Battle of the Bulge, December 1944. All information and rules provided here apply to all KP scenarios and Campaign Games.

#### Kampfgruppe Peiper II Errata

**Chenuex MAP** - Delete the hillock in hex FF8 on the FF8/FF9 hexside. Hex AA10 should contain a Steeple Location, making 14 VP on the map.

**Le Gleize MAP** - SS29 is a Forest hex. The M29-N28 hexside is a Hillock hexside on both map sheets.

#### 1.0 ELEVATIONS

Map	-10	+0	+10	+20	+30	+40	+50	+60	+70	+80	+90	+100
ST	N1	P1	Q3	B48	G45	L44	S43	V39	Y41	EE47	HH44	RR43
LG		F12	I13	O14	R14	U14	Y14	Z14	CC14	HH14	NN10	TT9
CH	PP10	HH11	DD15	CC19	Z22	U24	S27					

Note: Hill contour on ST TT28-OO31-MM30-JJ31-JJ32-II33-II34-HH34-HH37-GG38-GG40-HH40-HH47-II48-II54-JJ56.

Hill contour ST M49-M5—N50

#### 2.0 TERRAIN FEATURES

Path(CHOO26), Wall(LGK22/K21), Hedges(LGL11/M12), Brush(STI22), Woods(STY9), Forest(STEE14), Orchard(STG42), Orchard Road(STJ47), Paved road(CHN9), Unpaved road(CHE25), Church Steeple (STJ19) & CH(AA10) , Hillock(LGH16/G16), Shell holes(G48), Rockstewn(CHII6), Ravine (STI53), Barbed Wire(V17/W17), Graveyard(STH14), Ford(STMM10), Paved Sunken Road(LGH22), Unpaved Sunken Road(LGK50), Precipitous terrain(LGK8/J7) or (CHEE9/FF9), Large Building(STAA15), Stairwell Building(STE44), Tower(LGT22), Masonry House(STM13), Wood House(LGN15), Black Bar(LGL22/L23), Swamp(CHF15).

There are several hexes with multiple buildings in a hex (CHII21). These are treated as one location.

**River** (STN1)- Personnel Movement in and/or along is only via Wading at a cost of 4MP+COT(as per 7.3.1) and Ford or Bridge only, no running. UP, Down & Exit as per LD rules. Vehicles no entry except on Bridge or Ford.

**Deep Creek** (LGA44-M48-U57) – This section of creek is the only section of Deep creek (8.31.3) on any of the maps.

Personnel treat as River. Vehicles as per LD rules and TC.

**Shallow Creek** (LGK6)- all Creeks not designated as Deep are considered shallow. Personnel Movement in and/or along via Wading at a special wading cost of 3MP+COT(as per 7.3.1) and Ford or Bridge. UP, Down & Exit as per LD rules, no running. Vehicles as per LD rules and TC.

**Forest** (STEE14)- height is +20 LOS obstacle, Personnel entry cost is 1½ MPs to reflect little or no undergrowth.

**Soft Ground**- To reflect the soggy conditions all vehicles must pay 1MP+COT per hex unless using a paved road or creek hexside or entering a building, woods, forest or rubble hex.

**Building on Hillock**- (CHL10) A building hex that is "UP" behind a hillock hexside is considered to be at the normal elevation of the terrain for that hex, ie the hillock hexside does not increase the elevation of the building by +5. The hillock hexside affects LOS & movement costs across that hexside.

**Culverts** (CHLL7)- Units in a Culvert are placed beneath a +10 LOS marker. Units in a culvert have LOS only to adjacent hexes, can only be fired on from adjacent hexes and are in Stationary cover. Stacking in a culvert is 3 SPs max, cannot be overstacked. Movement costs as per shallow creek. Culverts cannot be destroyed.

**Cellars** – Cellars exist in all Large buildings(LGQ24).

**Barbed Wire (STV17/W17)** – Personnel Movement No Running. Vehicles no cross country. Non Fully tracked vehicles roll on IM table after crossing and No Towing.

**Single-Lane Roads**- All Masonry Bridges(CHNN6), unpaved Sunken roads (STK22) and unpaved roads in Woods(STO40) or unpaved roads in Forests(STS38) are considered Single-Lane roads. Hexside road rules 8.20.6 are to be applied with the following changes:

- Very small vehicles may change their VCA 180 degrees while on a Single-Lane road at a cost of ½ their full movement allowance. All other vehicles must keep at least one road hexside in the VCA at all times while on a hexside road, i.e. they cannot pivot around 180 degrees while on a Single-Lane Road. They may pivot 180 degrees at an intersection of 3 Single-Lane Roads at a cost of ½ their full movement allowance.
- Vehicle movement costs are 1 MP per Single-Lane road hex but vehicles MAY use cross-country movement rates.
- A Maximum of 2 Non very small Vehicles or Wrecks may occupy one Single-Lane hex, this limit cannot be exceeded. Entry by the second vehicle is only allowed using Assault Movement, entry cost is ½ of its Assault Movement allowance, it must stop upon entry. A unit is free to move out of the hex next turn if capable. A vehicle may remove an adjacent **same size or smaller** wreck by spending its **entire** movement impulse adjacent to the wreck. The wreck is removed at the end of the segment.
- Very small vehicles treat paths as unpaved Single-Lane roads.

**Masonry Bridge** (CHNN6) - Single-Lane road as per above.

**Wood Bridge** (LGH46 & LGS55)- These are the only two wood bridges. Wood bridges are impassable to vehicles.

**Hexside Road** (STL18) – To reflect the very narrow streets in this region treat Hexside roads as per the ATS rules with the additional restriction that very small vehicles may change their VCA 180 degrees while on a hexside road at a cost of ½ their MPs. All other vehicles must keep at least one road hexside in the VCA at all times while on a hexside road, i.e. they cannot pivot around 180 degrees while on a hexside road.

#### 3.0 KP I & II Scenario Rules

**Fires** – Due to the wet conditions Flame markers may only be created in a Building or Rubble location.

**US 60mm mortar** – Each US 60mm mortar may fire WP (6.4.8) on a die roll of 1-2. 60mm OBA may fire WP but only 1 shot per battery if the scenario is 10 turns or less and 2 shots if the scenario is 11 turns or more in length.

**US Captured Panzerfausts** – Each 859 US Para squad, full or reduced, of the 504<sup>th</sup> Parachute Regiment has an inherent Panzerfaust usage number of 2. On a die roll of 2 or less place a Pf marker on the unit. The number of Pf markers may not exceed the number of these Pf capable squads in the US scenario OOB.

**US Gyrostabilizers** – The US player makes a secret die roll for each of his "Sherman type based" AFVs to determine if it has a Gyrostabilizer. A roll of 1 or 2 gives that vehicle a gyrostabilizer. A stabilizer provides the vehicle with a -2 mod to all HPT rolls.

**SCW** – US & German SCWs use the 1945 TH & Pen data

**German Schurzen** - All Pz IVH and Pz IVJ are equipped with Schurzen, apply a +2 AF to all turret and hull flank aspect hits.

**German SS Units** – All German Vehicles are SS with a morale of 8. All German SS infantry are Die Hard SS. They suffer -2 on overruns and friendly surrendered or broken enemy units in MSR have no effect.

**German Fuel Shortage** – Beginning on the Dec 20 turn, before a German vehicle attempts to expend its first MP, moving or pivoting, it must first make an Out of Gas die roll and consult the Out of Gas Table. Ex. On Dec 20 a German vehicle is considered Out of Gas if it rolls a 10 and then rolls an 8+ on a second roll. Mark an Out of Gas vehicle as M-Killed, roll for Bail out normally. A vehicle marked with Continuous Movement that fails this Out of Gas die roll stops immediately without expending any movement points. An Out of Gas vehicle with a turreted 75mm+ Main Armament suffers an additional +1 modifier to the 1<sup>st</sup> hexspine turret pivot penalty to reflect the difficulty in traversing a turret with no power.

Out of Gas Table	
Date	Roll
Dec 20	10+ then 8+
Dec 21	10+ then 8+
Dec 22	10+
Dec 23	9+
Dec 24	8+