

The Relief of Peiper



Relief-of-Peiper_terrain



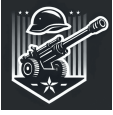
Relief-of-Peiper_overview



Relief-of-Peiper_Axis_right



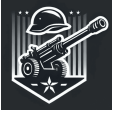
Relief-of-Peiper_Axis_left



Relief-of-Peiper_Axis_center



Relief-of-Peiper_Allies_right



Relief-of-Peiper_Allies_left



Relief-of-Peiper_Allies_center

The Germans threw everything they had into one last gamble to rescue Peiper's trapped Panzers at La Gleize. They failed. American infantry, paratroopers, and armor slammed the door shut, cutting off every road to freedom. Out of fuel, out of options, Peiper abandoned his tanks and slipped away on foot, leaving behind the pride of Hitler's armored force. The relief never came—and with it died the



momentum of Germany's last great offensive in the West.

~~ General Howitzer

6 VP's

Card Balance:

Allies - 5

Axis - 4

Complexity:

4

Conditions:

Winter



Context:

Historical



Location:

Ardennes Forest

Year:

1944

Theater:

Western

Campaign:

Codename:

Summary:

Objectives:

6 VP's, plus the Axis can gain a medal by exiting off the back row

Battlefield:

Winter countryside with trees, hills, and an impassable river

Troops:

Allies – 9 Infantry, 2 Artillery

Axis – 9 Infantry, 3 Armor

Special Rules:

1. Winter Weather – all units can only move two hexes



2. Blow Up Bridges – Allies can sacrifice one sectional card to blow up a bridge in that section; but they forfeit one Command Card for the rest of the game.
3. Winter Combat Cards – each side starts with one Winter Combat card, which can be used anytime with the other Command card played. Each time a Recon (sectional) card is played, you can choose one more Winter Combat card.



☐ **Winning as Allies**

1. Prevent the Axis forces from exiting out the back row!
2. The Allied Artillery are absolutely critical to prevent the forward advance of the Axis.
3. If the Axis are pushing hard toward the back exits, you can blow up a bridge in that section by forfeiting a section card.
4. Eliminating the German tanks is critical so that they can no longer shoot at you across the river.
5. Don't forget to use the Winter Combat cards in conjunction with your regular Command cards at every opportunity. They can give you a great competitive edge.





□ **Winning as Axis**

1. The Axis Infantry can make a great push up the center with the right set of cards. But make use of the forests and towns to advance forward. But you need to cross the bridges before the Allies blow them.
2. Keep pushing forward toward the Exit hexes.
3. The left section also presents a great opportunity for a forward assault.
4. Don't forget to use the Winter Combat cards in conjunction with your regular Command cards at every opportunity. They can give you a great competitive edge.

Author:

Link: