KGP Campaign
Game V:
SQUEEZING PEIPER’S BULGE

Mark McGilchrist

CG Date: 20PM to 21PM (4 CG Dates)

After the breakthrough of Kampfgruppe Peiper on the 18th December, Peiper sought to find an exit from the Ambleve Valley. Peiper had seized the bridges at Stavelot and Cheneux, but had been re-buffed at Trois-Ponts and Habiemont. After these setbacks, the Kampfgruppe attempted another armoured breakthrough at Stoumont on the 19th. Seizing the village after a battle of several hours, Peiper failed to breakthrough the American lines due to a disciplined retrograde action by 2 tank platoons under Lt. Macht of Company C, 743rd Tank Battalion, and the timely arrival of Company C, 1/119th Infantry.

Thwarted at Stoumont, and now cut off from his supplies by the recapture of Stavelot, Peiper had reached his high water mark. It now fell to the American forces to squeeze the bulge Peiper had created. On the morning of the 20th, several probing attacks were mounted, including an armoured probe by Task Force Jordan from Theux, a reconnaissance of Cheneux by scouts of the 504th Parachute Infantry, and the occupation of Borgoumont by Company K. 3/117th Infantry supported by 2nd Platoon, Company A. 743rd Tank Battalion. On the afternoon of the 20th, the American attacks began in earnest.

MAP GROUP: “St, Ch, & Lg”

CGV VICTORY CONDITIONS: The Americans win if they control 40 LVP at Game End, or if during the 4 CG-Scenarios their CG-LVP Total > 79. If these conditions are not fulfilled, but the German has suffered greater than 200 CVP of eliminated/captured units; then the game is a draw. Otherwise, the Germans win.

ATTACK CHIT LIMITS: U.S. 9 ; German 3

INITIAL-SCENARIO VICTORY CONDITIONS: The Americans win if at CG-Scenario end they have amassed > 49 CVP or they control 10 LVP (or both).

INITIAL-SCENARIO SETUP SEQUENCE: Germans setup first on all 3 Map Groups, Americans move first on all 3 Map Groups.

GERMAN INITIAL OB
Stoumont - Elements of SS Panzer Regt. 1 and SS PanzerGrenadier Regt. 2 [ELR:5] set up anywhere on St. Map Group within 3 hexes of any Stone Building Rubble Location {SAN:2}
RG: SS PzGr Pltn x4 RG: Para Inf Pltn x3 RG: Pz VI Sect

Peiper HQ - Elements of Kampfgruppe Peiper [ELR:5] set up in any allowable set up area on any/all of the 3 Map Groups, or in the Stoumont, Chateau de Froidcour, Viaduct (not Vehicles), or La Venn Crossroads Entry-Area Holding Boxes. All German RG whose ID begins “I,” “V” or “HW” must set up in Reserve unless Standard On-map setup costs are paid.

75 CPP

U.S. INITIAL OB
Elements of Task Force Harrison [ELR:3] set up in the Targnon Entry-Area Holding Box {SAN:2}
RG: Med. Tank Pltn II RG: Inf Pltn x3 17CPP

Elements of Task Force Jordan [ELR:3] set up in the Theux Entry-Area Holding Box
RG: Med. Tank Pltn I RG: Arm’d Inf Pltn M5A1 x3 27CPP

Elements of the 1st Battalion, 504th Parachute Infantry Regt. Companies B & C [ELR:5] set up in the Rahier Entry-Area Holding Box. {SAN:2}
RG: Para Inf Pltn x3 SPW 251/9 (see SSR V.4) 24 CPP

Elements of 3rd Battalion, 117th Infantry Regt. Company I; and the 1st Platoon of Company A, 743rd Tank Battalion [ELR:4] setup in the Roanne Entry-Area Holding Box. {SAN:2}
RG: Inf Pltn x3 RG: Med. Tank Pltn II (see SSR V.7)
GERMAN REINFORCEMENT CHART

<table>
<thead>
<tr>
<th>RG ID</th>
<th>Kampfgruppe Peiper Group Types</th>
<th>Full/Dep</th>
<th>Units/Equipment</th>
<th>CPP</th>
<th>Sem.</th>
<th>Max.</th>
<th>Note</th>
</tr>
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<tbody>
<tr>
<td>01</td>
<td>Panzer IV Sect.</td>
<td>2/1</td>
<td>6-8 + 3 MG/88 3.7 cm.</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>adj</td>
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<tr>
<td>02</td>
<td>SS Infantry Pltn.</td>
<td>2/2</td>
<td>6-5, 8 MMM</td>
<td>9</td>
<td>3</td>
<td>6</td>
<td>tbr</td>
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<tr>
<td>03</td>
<td>SS Panzer Grenadier Pltn.</td>
<td>2/2</td>
<td>6-5, 8 MMM &amp; SPW 25(U)</td>
<td>12</td>
<td>2</td>
<td>4</td>
<td>tbr</td>
</tr>
<tr>
<td>04</td>
<td>SS Engineer Pltn.</td>
<td>2/2</td>
<td>8-3 MMM</td>
<td>14</td>
<td>2</td>
<td>2</td>
<td>k/bw</td>
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<tr>
<td>V1</td>
<td>Panzer IV Sect.</td>
<td>2/1</td>
<td>SPzKv IV HT MT</td>
<td>8</td>
<td>1</td>
<td>1</td>
<td>d</td>
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<tr>
<td>V2</td>
<td>Panzer V Sect.</td>
<td>2/1</td>
<td>SPzKv V HT MT</td>
<td>14</td>
<td>2</td>
<td>4</td>
<td>d</td>
</tr>
<tr>
<td>V3</td>
<td>Panzer V Sect.</td>
<td>2/1</td>
<td>SPzKv 7 HT</td>
<td>16</td>
<td>3</td>
<td>3</td>
<td>d</td>
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<tr>
<td>V4</td>
<td>Armoured Car Sect.</td>
<td>2/1</td>
<td>PSW 24/2 AC</td>
<td>7</td>
<td>1</td>
<td>1</td>
<td>d</td>
</tr>
<tr>
<td>V5</td>
<td>Flak-Halftrack Sect.</td>
<td>2/1</td>
<td>SPW 251/40 HT</td>
<td>11</td>
<td>1</td>
<td>1</td>
<td>d</td>
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<tr>
<td>V6</td>
<td>SPA Sect.</td>
<td>2/1</td>
<td>mGl 3 cm SPA</td>
<td>7</td>
<td>1</td>
<td>2</td>
<td>d</td>
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<tr>
<td>V7</td>
<td>SPA Sect.</td>
<td>2/1</td>
<td>FlakPz 90/70 SPA</td>
<td>6</td>
<td>0</td>
<td>1</td>
<td>d</td>
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<td>V8</td>
<td>Staff Car Sect.</td>
<td>2/1</td>
<td>Kfz 1 tr</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td></td>
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<tr>
<td>V9</td>
<td>Amphibious Car Sect.</td>
<td>2/1</td>
<td>Kfz 120 tr</td>
<td>1</td>
<td>1</td>
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<tr>
<td>V10</td>
<td>Halftrack Flak Sect. I</td>
<td>2/1</td>
<td>SiKrs 104 A/Aht</td>
<td>2</td>
<td>1</td>
<td>1</td>
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<tr>
<td>V11</td>
<td>Halftrack Flak Sect. II</td>
<td>2/1</td>
<td>SiKrs 62 A/Aht</td>
<td>4</td>
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<td>V12</td>
<td>Halftrack Flak Sect. III</td>
<td>2/1</td>
<td>SiKrs 7/1 A/Aht</td>
<td>6</td>
<td>1</td>
<td>1</td>
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<tr>
<td>V13</td>
<td>Halftrack Flak Sect. IV</td>
<td>2/1</td>
<td>SPW 251/40 HT</td>
<td>11</td>
<td>1</td>
<td>1</td>
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<tr>
<td>V14</td>
<td>Flak Truck Sect.</td>
<td>2/1</td>
<td>2cm Flak LKW A/Atr</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td></td>
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<tr>
<td>D1</td>
<td>INF Gun Sect.</td>
<td>2/1</td>
<td>7.5cm Infantry &amp; Inf. &amp; SdKfz 2 6 cm.</td>
<td>11</td>
<td>1</td>
<td>1</td>
<td>d</td>
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<tr>
<td>D2</td>
<td>Panzerjager Sect.</td>
<td>2/1</td>
<td>7.5cm Pak40 AT &amp; SiKrs 11</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>d</td>
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<tr>
<td>D3</td>
<td>Artillery Sect.</td>
<td>2/1</td>
<td>10.5cm FH10 ABT &amp; SiKrs 7 tr</td>
<td>8</td>
<td>6</td>
<td>6</td>
<td>d</td>
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<tr>
<td>D4</td>
<td>AA Sect.</td>
<td>2/1</td>
<td>2cm Flak 33 AA &amp; Opel Bitte tr</td>
<td>6</td>
<td>1</td>
<td>3</td>
<td>d</td>
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<tr>
<td>D5</td>
<td>Heavy Mortar Sect.</td>
<td>2/1</td>
<td>120mm MTR &amp; SiKrs 11</td>
<td>5</td>
<td>3</td>
<td>3</td>
<td>d</td>
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<td>FW1</td>
<td>SS Panzer Trupp.</td>
<td>2/2</td>
<td>2xSPW &amp; 2x MG 30</td>
<td>12</td>
<td>1</td>
<td>1</td>
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<tr>
<td>FW2</td>
<td>SS Panzer Trupp.</td>
<td>2/2</td>
<td>SPW 251/2 II &amp; SPW 251/9 II &amp; SPW 251/30 II</td>
<td>11</td>
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<td>1</td>
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<td>01a</td>
<td>Bn. Mortar</td>
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<td>120mm OBA (HH.5)</td>
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<td>Heavy Mortar</td>
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<td>120mm MTR &amp; SiKrs 11</td>
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<td>1</td>
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<td>d</td>
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<tr>
<td>03a</td>
<td>Fortifications</td>
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<td>15 FPP</td>
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<td>04a</td>
<td>Sniper</td>
<td>2/2</td>
<td>+1 S.30</td>
<td>1</td>
<td>2</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

27CPP


RG: Inf Pltn x3

RG: Med. Tank Pltn II

RG: Truck Sect II

Elements of Task Force McGeorge [ELR:4] set up in the Borgoumont Entry-Area Holding Box

56 CPP

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply only to the 20FM Scenario of CGV V1. See KGP SSR. Weather is Very Heavy Mist (SSR KGP3)

V2. Each hex that is not an eligible German setup hex is considered a US Setup-Area hex for the purposes of Reserve setup (SSR CG7; 8.4) only.

V3. Place a Burnt-Out Wreck in ChK10, ChGG8, LgS52, StGG17 & StG39

V4. The U.S. OB-Given SPW 251/9 is manned by a U.S. vehicle crew (A21.22). Captured penalties apply, but for this inherent crew (only), all such penalties are reduced by one (A21.11-.12) [EXC: the MA's ROF is '1']. MA / Immobilization repair attempts and the optional CMG are NA. Red MP penalties apply (D2.51)

V5. No mines or German vehicles may be set up in, or may any German vehicle voluntarily stop, change VCA or attempt ESB in, bridge location ChNN6.

V6. The OB-given PzKpfw VIB must be set up Immobilized (not Out of Gas) in hex LgR44 (VCA: R43-S44)

V7. The Medium Tank Pltn in the Roanne Entry-Area Holding Box must use Random Selection to eliminate one (only) tank from the Initial OB.

27CPP

Company K; and the 2nd Platoon of Company A, 743rd Tank Battalion [ELR:4] setup within 4 hexes of LgR47.

RG: Inf Pltn x3

RG: Med. Tank Pltn II

RG: Truck Sect II

Elements of Task Force McGeorge [ELR:4] set up in the Borgoumont Entry-Area Holding Box

56 CPP

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply only to the 20FM Scenario of CGV V1. See KGP SSR. Weather is Very Heavy Mist (SSR KGP3)

V2. Each hex that is not an eligible German setup hex is considered a US Setup-Area hex for the purposes of Reserve setup (SSR CG7; 8.4) only.

V3. Place a Burnt-Out Wreck in ChK10, ChGG8, LgS52, StGG17 & SiK19

V4. The U.S. OB-Given SPW 251/9 is manned by a U.S. vehicle crew (A21.22). Captured penalties apply, but for this inherent crew (only), all such penalties are reduced by one (A21.11-.12) [EXC: the MA's ROF is '1']. MA / Immobilization repair attempts and the optional CMG are NA. Red MP penalties apply (D2.51)

V5. No mines or German vehicles may be set up in, or may any German vehicle voluntarily stop, change VCA or attempt ESB in, bridge location ChNN6.

V6. The OB-given PzKpfw VIB must be set up Immobilized (not Out of Gas) in hex LgR44 (VCA: R43-S44)

V7. The Medium Tank Pltn in the Roanne Entry-Area Holding Box must use Random Selection to eliminate one (only) tank from the Initial OB.

8.451 MULTIPLE PLAYERS SPECIAL RULES:

CGV is intended for multiple players to play simultaneously on the different Map Groups. The following is a suggested list for nine players:

German

Peiper HQ - Overall German Commander, extra player for largest scenario, purchaser of all German reinforcements.

SS Panzer Regt.1 HQ - Stoumont Map Group Commander

SS PanzerGrenadier Regt.2 HQ - La Gleize Map Group Commander

American

Task Force Harrison HQ - Blue Entry Area troops

Task Force Jordan HQ - Red Entry Area troops

Task Force McGeorge HQ - Stoumont Map Group Commander

SS Flak-Sturm Abteilung 94 HQ - Cheneux Map Group Commander

For 8 player CG: Combine Task Force McGeorge HQ and 117th Infantry Regt. HQ

For 7 player CG: As for 8 player, plus combine Task Force Jordan HQ and SS PanzerGrenadier Regt 2 HQ

KGP V - Squeezing Peiper's Bulge 2
8.4511 ADDITIONAL RULES FOR MULTIPLE PLAYERS

Replace the 8.6161 CPP Base Chart. Use the following Chart;

8.6161 CG DATE  20N  21AM  21PM
Peiper HQ  50  50  25
TF Harrison HQ  35  35  10
117th Inf. HQ  35  18  10
TF Jordan HQ  25  40  10
TF McGeorge HQ  30  20  10
504th Para. HQ  4  65  10

Germans make a DR and deduct it from their Base CPP
Each American makes a dr and deduct it from their Base CPP

8.4512 REINFORCEMENT TABLES.

Use all the Unit Type and CPP Costs from the 8.619 Tables. However, for CGV use the following tables for the CG Date Max. and CG Max. Note that the CG Date Max. applies to the relevant force for the CG Date, not per Map Group.

8.542 MULTIPLE MAP GROUP SPECIAL RULES:
The use of Multiple Map Groups simultaneously is what gives CGV

8.5423 WEATHER

U.S. Forces
1. Infantry Pltn. 1x Squad: 1x HS
2. Paraatrooper Pltn. 3x 7-4-7 3x 7-3-7
3. Combat Engineer Pltn. 3x 7-4-7
4. HMG Pltn. 3x 30 cal HMG 3x 30 cal HMG
5. Medium Mortar Sect. 2x 61mm MTR
6. Mech. Inf. Pltn. 3x Squad: 1x HS 3x M3A1 1x: M3 (MMG) M
7. Mech Inf. Mortar Squad. 1x M4A1 MC tk
8. Mech Inf. MG Squad 1x M3 (GMG) tk
9. Light Tank Sect. I 12 1
10. Light Tank Sect. II 3x 7-4-7 1x 3-3-7
11. 100+mm OBA (HE, WP, S) 12 0
12. 2x 81mm MTR
13. Mech. Inf. MG Squad 1x M3 (GMG) tk
14. 1x M5A1 LT
15. 1x M24 LT
16. Medium Tank Pltn. I 1x MT
17. Medium Tank Pltn. II 1x MT
18. Assault Gun Pltn. 1x M105 MT
19. Tank Destroyer Pltn. I 1x M10 TD
20. Tank Destroyer Pltn. II 1x M6 GMT TD
21. 2x 1/4 ton Jeep tr
22. 2x 1/2 ton truck tr
23. 2x 1/2 ton truck tr
24. 2x 1/2 ton truck tr
25. 2x 1/2 ton truck tr
26. 1x M3A1 75mm ATG & Jeep tr
27. 1x M3A1 75mm ATG & M3 MT
28. 1x M3A1 75mm ATG & M3 MT
29. 2x M1A1 105mm ART & 2 1/2 ton truck tr
30. 1x M1A1 90mm ART & M4 tractor 27
31. 1x M110 80mm-OBA (HE, WP, ST) 7 0 2 0 0
32. Medium Antillery 155mm-OBA (HE, WP, S) 3 3 1 0 0
33. M12 GMC Antillery 155mm-OBA (HE, WP, S) 8 1 lg 0 0
34. Bombardment 2 2 2
35. Fortifications 15 FPP
36. Dipper +1 SAN Increase

U.S. RG CHART NOTES:
a Roll for Amour Leader availability on table 8.6206
b When the U.S. player purchases a pre-game Bombardment, he records a secret Pre-Registered hex for it. To resolve each Bombardment, after all on-map set-up is completed he places an AR counter in the Pre-Registered hex and makes a 1:31 error DR (with the white die halved; FRU) to determine the Bombardment Centre Hex. He then places a FFE counter in that Centre Hex. All hexes within seven hexes of that hex now undergo Bombardment as per C1 82-83. There are no “spared hexes”. After the Bombardment has been fully resolved, its FRU is removed and the Bombardment RG is eliminated. Each Bombardment is fully resolved before conducting another Bombardment (if any). The maximum number of Bombardments usable per CG scenario is equal to the number of new CG Dates since the last CG-Scenario End (e.g., if one Idle Date occurred between scenarios, no two Bombardments may be conducted for the current scenario). No Bombardment is resolved on an Idle Date.
c Each MG is accompanied by a 3-4-7 HS, each Gun by a 2-2-7 Crew.
d Assault Engineers (A11.5, H1.22) and Sappers (H1.23).
e Each RGT normally (and separately) for each Map Group.
f No more than one (or one per Hex) may be in play at any given time during the scenario.
g Accurate only on 21PM in CGV. M12 GMC is a 150mm mod-ule (HE only) with an onboard observer (in lieu of Radiophone) who in CG V is at Level 0 on south of StU1. EXC: The Observer has no LOS to any hexes SXJ. Normal OBA rules apply to the M9 GMC OBA [EXC: each Red chit fire is automatically moved into the Draw pool; each FFE can affect (i.e., its Blast Area comprises) only the hex containing the FFE counter; the FFE creates no LOS Hindrance].
h The initial inherent Crew of each M4A1 MC-half-truck is a 2-2-7 (not a 1-2-6).
i Determine SW and leader type(s) as per 8.6204 and 8.6206 re-spectively.
j Receives a -2 DRM to its Radio Contact Maintenance DR
k Increase CPP cost by one per Pre-Registered hex (C1.73) pur-chased with module (no mod minus CN >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module is assigned to it (Retained see SSR CG22, 8.4). Barrage (E12.) is NA. See also SSR CG15.
l Determine MMC types as per 8.6203. For RG 16 and 18, see also U.S. Vehicle Note 30.
m Must enter as reinforcements if entered on the CG Date of pur-chase (SSR CGC6: 8.4). See also 8.619a. SSR CG15 and CG22 (8.4).
* Determine model type(s) as per 8.6203.
+ See also SSR CG33 and CG22 (8.4).
* Not available for purchase until 20N scenario.

flavour of a massed battle. In doing so, it adds dramatically to the complexity of the Campaign play. All the maps must play at the same rate, with each Movement Phase occurring simultaneously on each Map Group. This is so that units can transit from one Map Group to another without travelling in time as well. In the case where the U.S. Players are moving first on at least one Map Group, and the Germans moving first on another Map Group, play the first U.S. turn first, then start all the German First turns simultaneously. Game End is rolled normally (and separately) for each Map Group.

8.5421 ELR & SAN

ELR and SAN and maintained independently on each Map Group. Each side makes rolls during 8.6122 SAN Adjustment step and the ELR of all units in each HQ Group is determined as per SSR CG4. Task Force Harrison and Task Force Jordan share the same ELR and SAN. Task Force McGeorge and the 117th Infantry Regt. share the same ELR and SAN. All Kampgruppe Peiper units have an ELR as per SSR KGP11.

8.5422 GERMAN AMMUNITION SHORTAGE

The German Ammunition Shortage DR (8.618) is made only by the Peiper HQ Player, but the +1 DRM applies for every scenario completed on any Map Group. EX: On the 20N RePh, there will be a +3 DRM for the three 20PM scenarios completed on the St, Ch & Lg Map Groups.
Use the Historical Weather Chart. In addition, the Weather DR and the SSR KGP3 Mist Change DR is made only once for all 3 Map Groups. Any Rain, Mist or NVR change effects all 3 Map Groups. Any Building Collapse, Civilian Interrogation must make a dr to determine which Map Group on which it occurs prior to normal resolution.

1-2 St. Map Group
3-4 Ch. Map Group
5-6 Lg. Map Group

8.5424 MAP GROUP TRANSIT MOVEMENT

The following hexes are considered to be linked, and may be transited by normal movement as calculated by on-map movement costs. To use such Map Group Transit Movement, the side must control both the Entry and Exit hexes. If the side loses control of either the Entry or the Exit point whilst units are in transit, then the units are removed from transit and are placed in the Exited portion of the Entry-Area Holding Box nearest to their hex of Exit. Vehicles may not stop in transit, nor may PRC unload / Bail Out.

8.5425 MAP GROUP HOLDING BOXES

All Map Group Holding Boxes are in play. In addition, SSR CG21 is modified so in the following regard; Personnel/equipment that exits the map via an Eligible Entry Area during play may re-enter during that scenario. German units that exit the Map Groups via the eligible Entry Areas relating to the Stoumont, La V enne Crossroads, Chateau de Froidcourt and Viaduct Entry Areas, or at StA37 are not considered Eliminated. At the end of each Player’s CCPh, units in the Exited Portion of any Entry-Area Holding Box may be moved to the Reinforcement portion of the same Entry-Area Holding Box and may re-enter the map during the player’s next turn.

Units may also Shift from Map Group to Map Group using the Entry-Area Holding Boxes. Units from either the Exited or Reinforcement portion of the following Entry-Area Holding Boxes may be Shifted to Portion of the following Entry-Area Holding Boxes may be Transited to either the Exited or Reinforcement portion of the same Entry-Area Holding Box and may re-enter the map during the player’s next turn.

8.5426 THE VIADUCT

Infantry (only) may exit the St. Map Group and are then placed in the Exited portion of the Viaduct Entry-Area Holding Box. Infantry (only) from the Reinforcement portion of the Viaduct Entry-Area Holding Box may setup offboard adjacent to STA37 (only) in the German RPh, and may then enter the St. Map Group as reinforcements normally. All infantry exiting or entering the Stoumont Map Group via STA37 must make a Viaduct DR. On a DR>12 the unit suffers Casualty Reduction. There is a +1 DRM for each PP an MMC carrying over it’s IPC. There is a further +1 DRM for a Night Scenario.

AFTERMATH

At Stoumont, the American attack had some initial success, with the St. Edouard Sanitorium being captured after dusk and a bitter fight. The Germans counterattacked around midnight and quickly retook the building. Simultaneously, paratroopers from the 504th were advancing on Cheneux, where a grim firefight continued all night. Task Force McGeorge and Coy. K 3/117th Infantry advanced along the road from Borgoumont, catching the Germans off guard at Hassoumont. Here, as at Stoumont, the fighting lasted through the night before the Americans were forced to withdraw behind the Nabonru stream. Also at about noon, the 3/119th Infantry advanced from Roanne towards Marechal’s mill, but were firmly rebuffed by the German defenders.

Dawn of the 21st brought fresh American assaults. Task Force McGeorge again attempted to gain Hassoumont, unsuccessfully, before undertaking a wide flanking manoeuvre to the South-East to attack along the N.33. Fighting continued around Marechal’s mill, whilst American artillery pounded the La Gleize area. Company G, 3/504th Parachute Infantry arrived to bolster the assault into Cheneux, with furious house-to-house combat forcing the Germans back. 2 other companies from the 3/504th Parachute Infantry advanced from the south of Cheneux, pushing through the Moneau hamlet and towards the Cheneux bridge. By late afternoon the German position was desperate, and that evening the Germans retreated across the railroad viaduct, abandoning their heavy equipment.

In the afternoon of the 21st, the 1/119th Infantry again tried to capture the St. Edouard Sanitorium, to no avail. Also that afternoon, Task Force Jordan and the 3/119th Infantry used forest tracks to move through the woods north of Stoumont. Reaching the edge of the trees, German tanks prevented further progress. Peiper’s greatest danger at Stoumont that day came from the fresh 2/119th Infantry, moving cross-country through the Bois de Bassenge to cut the N.33 near the St. Anne Chapel, only 800 yards from Peiper’s HQ. The Germans soon pushed back the American roaddblock, but this new threat coupled with the fierce American artillery fire pouring into Stoumont prompted Peiper to order a withdrawal to La Gleize. This was accomplished without incident after dark. However, Kampgruppe Peiper was now surrounded, low on supplies and in a defensive posture, nothing like the threatening armoured spearhead of two days before.

Panther 131, which was immobilised in an air attack on 18 December. The bridge at Cheneux is visible in the background.