

GAME PROFILE

GOOD WOODS

Battles for the Ardennes Is a Player

by Karl E. Wieggers

Years from now when some game company or other does the 47th Battle of the Bulge game, I think we'll still be able to look back upon *Battles for the Ardennes* as one of the more successful renderings of an endlessly fascinating subject. The appeal of the battle (I believe) lies in the theatrical and desperate nature of the German plan. For me, *Battles for the Ardennes* strikes the right balance between accurate representation and enjoyable play. I say these flattering words to seduce all you big game lovers into this manageable medium sized game. —RAS

Those gamers who have been protesting that there are already too many Bulge games on the market have probably not yet seen SPI's *Battles for the Ardennes*. This quadrigame was designed out-of-house by Danny S. Parker, and the result is one of SPI's best releases in recent years. With a smooth playing system, clear and unambiguous rules, and top-notch graphics, these games are destined to be played until the counters are worn thin.

BFTA consists of four folio games. *St. Vith*, *Clerveaux*, and *Celles* simulate portions of the Battle of the Bulge in 1944, and *Sedan, 1940* covers one segment of the 1940 attack through Belgium and France. Each folio game has both an historical and a variant scenario. In addition, owners of the entire quad may link together the game components to recreate both the 1940 (Blitzkrieg to the Meuse) and the 1944 (Battle of the Bulge) campaigns, as well as several smaller variant campaign scenarios. The folio games are seven to twelve game-turns long; the 1944 Campaign Game lasts 36 twelve-hour turns. Each hex represents 3.2 kilometers of real terrain. Most unit counters represent regiments or battalions, and nearly all counters are backprinted.

The terrain on the four game maps is, of course, dominated by forest, with light and heavy woods differentiated by color. Broken and clear terrain are also shown, but green is the overwhelming color of all four maps. Several cities and numerous small towns are linked by an extensive road network. The heavy terrain makes for very sluggish movement, so control of roads and crossroads becomes important. Several rivers cross the mapboards; these play a critical role in determining the avenues of the German attacks. Vital river bridges can be both blown and (re)constructed. Units have a nominal 50% chance of blowing a bridge on each try, so

occasionally combat tactics involve a race between die rolling and advancing enemy units.

The game system is an adaptation of the successful design introduced in *Panzergruppe Guderian*, with numerous special rules to simulate the unique character of combat in the Ardennes. The alternating sequence of play (German player first, of course) includes supply, air power, and bridge blowing and building phases, with combat following the single movement phase. Units may be moved out of enemy zones of control at a cost of one additional movement point. Movement is enhanced by the use of *march mode*, in which units on roads may move several times their normal road movement rate. A consequence of march mode is that units must remain at least two hexes apart, simulating the traffic flow problems experienced on these roads.

BFTA utilizes an odds-ratio Combat Results Table incorporating column shifts for terrain modifications and divisional integrity combat bonuses. Defending units are eligible for divisional integrity so long as all elements of the division are in adjacent hexes. Combat results may be taken as either retreats or step losses, or combinations of the two. A unique rule permits retreats *through* enemy zones of control, at a cost of one additional step loss for each such hex entered. The length of advance after combat depends on the type of victorious unit; infantry can consolidate captured terrain and mechanized forces may exploit the victory.

Supply is handled in fairly typical fashion in *BFTA*. Units must be within four hexes of a friendly-held road which leads to a friendly supply source off-map. Supply is determined for both sides during each player's phase of each game-turn. A unit may be in one of three supply statuses: in supply, out of supply, or isolated. Units out of supply defend at full strength, but their attack and movement capabilities are halved. Surrounded units that are more than three hexes from friendly supplied units are isolated; they can neither move nor attack, and they defend at half strength. Friendly units negate enemy zones of control for supply (and retreat) purposes. In the 1944 campaign game the Allied player may expend air points to improve the supply status of unsupplied or isolated units.

While *BFTA* rates high in such categories as component and rules quality, playability, game length, and solitaire playability, it gets mixed reviews on set-up time suitability.

In *Celles* and *Sedan, 1940* the initial deployments are indicated on the game-maps, and reinforcements are shown on the turn record track, which is extremely convenient. Not so for *St. Vith* and *Clerveaux*, where the only clues to set up are found on the original countersheet and the counters themselves, plus the fact that the individual folio rules say how many units of each side should be on the map at the beginning of the game. Since no complete order of battle for these games appears in the rules folder, be very careful to sort the counters properly in the first place.

The rest of this article describes the situation simulated in each of the four folio games in *Battles for the Ardennes*, as well as discussing German and Allied tactics. The campaign games will not be discussed specially, but the general concepts, strategies, and tactics of the folios will pretty much apply to the campaign scenarios. (One interesting special campaign rule allows both sides to accept limited replacements to compensate for step losses or eliminated units.) Victory conditions in the individual scenarios are described below. While the games are quite well balanced, there seems to be a tendency toward Allied victories. This is probably because Allied defensive tactics are quite straightforward, whereas the German player will have to do more experimenting to develop the most successful plans of attack.

St. Vith

The northern front of the Battle of the Bulge is depicted on the *St. Vith* game map. The game simulates the first six days of the 1944 offensive, twelve game-turns. The heavy woods and the rivers dictate the possible avenues of German attack, but the German player has a few options to choose from. *St. Vith* is a small town at an important crossroads (like Bastogne) just west of the Our River (like Clerveaux). German victory is dependent upon achieving points by capturing towns and exiting mechanized units off the west mapedge (the American player does not earn victory points). Neither side has air power in this game.

The initial set-up has a nearly solid line of U.S. units in heavy woods between Monshau and Rocherath-Krinkelt. Two regiments of the 107th Infantry are stranded in the Schnee Eifel. The weak link in the American line is clearly the 113/14 recon battalion in hex 1022, a 2-7 in an improved position. Opposing this fragile unit are several German

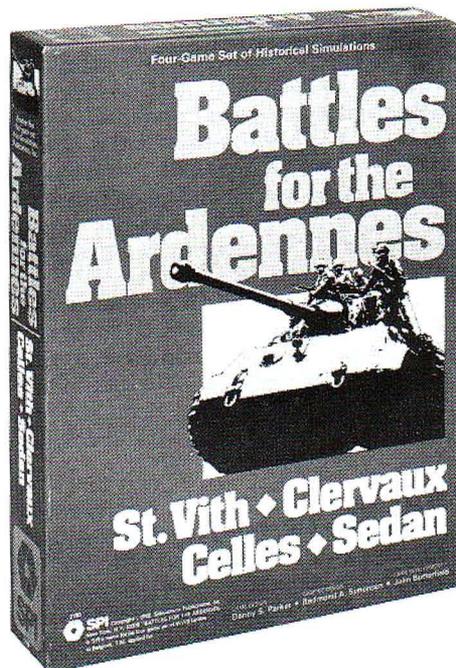
infantry regiments, and, not far away, the 1 LAH SS Panzer division, the strongest division in the game with a total of 30 strength points.

German Tactics. On game-turn one no German units may move, and the most important attack is on the 113/14 battalion in hex 1022. It is vital to exploit this weakness in the U.S. line as quickly as possible, using the 1 LAH Panzer to head the bulge-forming process. The large advances after combat that are possible will help make up for the slow movement in the heavy woods. Capturing the crossroads in hexes 1117 and 1214 will slow the arrival of American reinforcements to the southern part of the front. Try to keep a "junk" panzer brigade along with the big guys in each attack, to take step losses. Also, the divisional integrity attack bonus will be helpful against the thinly spread U.S. forces.

Several other directions of attack are also feasible. The two regiments of the U.S. 106th Infantry in hexes 0620 and 0721 should be surrounded and mopped up as quickly as possible, but don't let them pin down important units for too many game-turns. Drive across the Our River as soon as you can to capture the bridges intact. Since only German engineer units can build bridges in the 1944 games, get the available engineers to the river right away to repair blown bridges. The northern part of the battle front poses a harder problem. The firmly entrenched U.S. units south of Monshau look pretty tough, but it would be very nice to cut the road into Elsenborn and bottle up all that American infantry. If the 12 HJ SS Panzer division can get into position and break through with the available artillery support, that approach might work. Otherwise, use the 12 HJ to back up Peiper's 1 LAH, driving to Bullinger and beyond. A successful paratroop drop (1/2 probability) by the Heydte Paratroop Regiment can significantly distract and delay American reinforcements.

Later in the game thrusts should be extending west to Vielsam and Malmedy. The going is a bit easier to the south, but U.S. reinforcements can slow the advance down unless St. Vith is taken early in the game. The rapid advance must rely solely upon the mechanized units, since most of the German artillery moves terribly slowly. (Some of those artillery units are probably still creeping toward Antwerp in 1979.) For this reason, artillery units not immediately involved in the fighting must be placed out of battery and moved each game-turn. It will be essential to keep the engineers busy to insure open supply lines across the Our River (all German units are automatically in supply for the first six game-turns of *St. Vith* and *Clerveaux*). Beginning with game-turn nine the German player must roll each turn for random supply shortages which may immobilize a complete mechanized division for an entire game-turn. Bad luck here can upset the tight timetable needed for victory. Above all, do not become distracted by easy victories over American units or capturing pretty terrain. Towns are worth victory points, and towns are where the Germans must head.

Allied Tactics Have faith that the 2nd and 99th infantry divisions will hold the Monshau-Elsenborn line, unless the main German assault comes there. The real trick comes in delaying the enemy attacks in the central and southern parts of the map until reinforcements arrive. The restrictions on U.S. movement early in the game (only the 32/14 Reconnaissance Battalion may move on game-turn one, and only mechanized units on the next turn) leave the exposed 18/14 reconnaissance battalion and the 422/106 and 423/106 regiments to the mercy of the enemy. The CCB/9 unit in hex 1316 should spend the first game-turn building an improved position, to be occupied later by one of the units from around Verviers. The 32/24 must race east to back up (or replace) its hard-pressed sister unit at the point of the German offensive.



In *St. Vith* the Americans have an abundance of artillery, no fewer than six corps-level units whose Final Protective Fire capabilities are sorely needed. Artillery units should be placed in towns (Elsenborn, St. Vith, Malmedy, Vielsam) or improved positions. Spread the available tubes across the front; only one artillery unit may contribute its barrage strength to an attack, but the FPF from several units can be combined. Don't let the artillery (or armor, for that matter) get trapped against an unbridged river, or step losses must be taken instead of retreats.

St. Vith must be held as long as possible. The 112/28 and 424/106 infantry regiments can help with this task early in the game. As long as they survive, the other 106th Infantry elements will tie down several enemy units. Blowing as many bridges as possible across the Our River will keep the German engineers busy, and the heavy woods of Bois de Wallerode helps to protect the northern approach to St. Vith. When the 7th Armored appears on game-turns three and four it will probably be needed to reinforce St. Vith.

Unless a major attack is directed between Monshau and Rocerath-Krinkelt, it should be possible to disengage some elements of the 2nd and 99th divisions. These units can garrison Bullinger and Elsenborn. If such reshuffling can be done, try to keep three units of one division in adjacent hexes to qualify for the divisional integrity defensive bonus. When the 82nd Airborne appears on game-turn six it should take up defensive positions between Vielsam and Houffalize. To the 30th and 9th Infantry falls the task of securing the central portion of the battle zone, in the Malmedy-St. Vith-Vielsam sector. The 3rd Armored may be needed to cut off deep penetrations of German mechanized forces. Barring an early and decisive enemy breakthrough, these tactics will probably result in an American victory.

An additional supply of good fortune will be needed for U.S. victory in the optional *St. Vith* variant scenario. Beefed-up German reinforcements, including three full SS Panzer divisions, more than compensate for the earlier appearance of American reinforcements. Removal of the first game-turn movement restrictions benefits both sides, but rapid German penetration and consolidation are still the keys to success.

Clerveaux

The *Clerveaux* map is an extension of the southern edge of the *St. Vith* map, and this game simulates the first twelve game-turns of action in the southern half of the 1944 battle front. Clerveaux itself is a small town near the Belgium-Luxembourg border. Its strategic importance in the game derives from its location between two rivers, the Clerf and the Our. The German attack is based upon crossing these rivers as quickly as possible, and opposing units in Clerveaux greatly hinder the German advance. As in *St. Vith*, no German units may be moved on game-turn one, and the Americans have very limited movement on the first two turns. Opposing the massed German forces is a handful of American infantry battalions, plus a few other units near the main front. Neither side has air power in *Clerveaux*. At the beginning of the scenario all bridges between the opposing armies are blown, and again the only German units that may build bridges are the engineers. Victory points are based for both sides on the capture of towns (Bastogne has an extra high value) and the elimination of enemy units.

German Tactics. The bonus column shift for German attacks on game-turn one helps compensate for the inability to move any units (the German high command does not seem to have been aware of Danny Parker's three-high stacking rule, as no more than two German units begin the game in a single hex). Worthwhile, although not overwhelming, attacks may be made on the 112/28 in hex 2317, the 1/110 battalion in 1915, and the 1/109 in 1417. Remember that mechanized infantry units (but not armor) can be dismounted during any game-turn, permitting them to move and advance after combat across unbridged river hexsides. The

slowly moving German artillery will really only be useful on the first couple of game-turns, when all units that are within the three-hex artillery range may fire at a single target.

The German attack should have two major prongs: one directed to the west, directly toward Bastogne; and the second toward the southwest, heading for Luxembourg City and Arlon. Rapid bridge building is essential to both thrusts, and the engineer units must be correctly positioned to avoid wasting much time running from blown bridge to blown bridge. The 212, 276, and 352 Volksgrenadier Divisions will lead the southwestern attack, unfortunately without the support of the unbearably slow artillery. This strategy has the advantages both of garnering victory points by capturing towns, and of stretching the American line and keeping the powerful U.S. 4th Infantry engaged.

The assault toward Bastogne has the initial task of clearing Clerveaux and securing bridges over the Our and Clerf Rivers for both movement and supply purposes. The attack will lose some punch when the 560 VG division is exited on game-turn six and the 116 Panzer on game-turn eight. Be sure these units can make it off the map during the movement phase of the correct turns, or your opponent gets free victory points. Also, be sure their disappearance doesn't leave a gap in the line; the 2nd Panzer will have to take over for these missing divisions. Fortunately, three of the artillery units in that sector of the mapboard have movement allowances of two, so they can just about keep up with the attack (they can also be placed in march mode). The 5FJ division should try to cut the Bastogne-Martelange road to delay the approach of game-turn 10 and 11 reinforcements to Bastogne. A German victory in *Clerveaux* will hinge upon a rapid penetration to an isolated Bastogne, since exiting German mechanized units is an important condition for victory.

American Tactics. It looks pretty hopeless. A handful of 2-3 infantry battalions, a couple of engineer regiments, and a bit of armor staring at nine German divisions. The 4th Infantry division is off in the boondocks southeast of the main enemy force. At least the infantry battalions are in towns or improved positions and behind a river, but most won't last long. Only one U.S. unit can move on game-turn one, and a good plan is to move the 2/110 battalion into Clerveaux town. Units in Clerveaux really impede the movement of enemy units across the Our River into hex 1915. On game-turn two, CCR of the 9th Armored can further reinforce Clerveaux.

On the third turn the 2/VIII artillery unit should be placed in march mode and driven for Bastogne, where its FPF will be vital during the struggle for that key town. The 4th Infantry should begin a controlled retreat toward Luxembourg City. Early in the game the bridges around Ettelbruck, Diekirch, and Mersch must be blown to hamper the supply status of penetrating German units. Blowing the bridge in hex 1312

will delay the linkup of the two enemy prongs. The U.S. engineer units can build improved positions east of Bastogne, to be occupied by 101st Airborne units when they arrive on game-turn six, and to be retreated into by front-line units. The massive American reinforcements that arrive on and after game-turn 10 can be directed to the relief of either Luxembourg City or Bastogne, whichever is harder pressed.

The optional variant, like that in *St. Vith*, involves no first turn restrictions, and features accelerated American and enhanced German reinforcements. The additional German units will probably be needed to replace the withdrawn 560 VG and 116 Panzer divisions, and overwhelm the 101st Airborne at Bastogne. In either scenario Bastogne is the key to victory for both sides.

Celles

Celles is the least interesting of the folio games. It covers game-turns 16 through 22 (December 23-26), after the Germans had pressed beyond Bastogne. Between the mechanized German spearhead and the Meuse River lay the U.S. 84th and 75th Infantry divisions and the powerful 2nd Armored, plus several smaller units. The German attack begins in the southeast corner of the map, in the densest terrain on the map. Victory centers about the number of towns captured by the Germans, eight towns comprising a German strategic victory and three or less resulting in Allied victories. The reason this game is not so exciting is that eleven suitable towns lie in just one-third of the game map, so the action is quite confined.

German Tactics. This is one game in which the German strength cannot be fully exploited. Just 21 German units are in play — powerful, but not enough to both securely hold the line and concentrate forces for major penetrations. The dense woods around La Roche greatly slow down the attack, even after ground freeze goes into effect on game-turn 17 with decreased movement costs for most kinds of terrain. A two-pronged attack can again be made, to the north toward Manhay and toward Celles in the west, but don't leave too thin a line in between.

The 2 DR SS Panzer division and the 560 VG division lead the attack on Manhay, with the support of the IISS rocket brigade when it appears on game-turn 18. When the Panzer Lehr division appears on game-turn 16 it can promptly surround and eliminate (hopefully) the American garrison in Rochefort. Capturing Marche and Hotten will require at least two panzer divisions unless the American units withdraw into the Bois de Baillonville. And even the best-laid plans can be disrupted by the German supply shortage die roll on all but the first turn of the game. An alternative plan is to concentrate the attacks in the western zone and forget about Manhay.

An instant strategic victory may be won by the German player if he has at least three supplied mechanized units in any hexes across the Meuse River during any Supply Determination Phase. Not only will it be

hard to even reach the Meuse, but crossing would mean the German line is strained to the utmost, and possibly broken. Good luck.

The optional variant again brings extra and earlier reinforcements, but then the Germans can only win by satisfying the conditions for instant victory. It looks a bit more feasible now, but watch out for the British XXX Corps.

Allied Tactics. In addition to the American units mentioned above and a few U.S. reinforcements, elements of the British XXX Corps are positioned to the north and west of the Meuse River. However, these units must be activated by nearby enemy units before they can do anything. The activation rules are more liberal in the variant scenario, but in most games the British units will remain inactive.

To avoid just giving victory to the Germans the Americans must hold Marche, Hotten, and Manhay. Manhay should survive for several game-turns, as the reinforcements that arrive in hex 1128 can be moved right into that town. The 75th Infantry can secure Durbuy and back up CCB of the 3rd Armored in Hotten. Holding Marche looks less certain, but remember how hard it is for the Germans to concentrate decisive forces. The reserves that start out near Huy will be needed to close off a German attack to the west, toward Celles. In fact, the powerful 2nd Armored division can pose a real counterattack threat to an overextended enemy line.

Since the weather cleared on 23 December 1944, the Allies have two air points available each game-turn in *Celles*. These air points can be used for either combat support or air interdiction attacks. In combat support, the expenditure of one air point provides a one-column odds-ratio shift in the Allies' favor in either an attack or a defense. Air interdiction attacks are applied to road hexes, and a die roll gives the result of the attack. Possible outcomes are interdiction (the road is negated for both movement and supply purposes for a full game-turn), dispersal (all units in the hex are dispersed, which means they can neither move nor attack for one game-turn and defend at half strength), or lose one step (a unit in march mode only loses one step, and all units in the hex are dispersed). Proper application of air power will not only help even the combat odds, but can also render entire enemy divisions temporarily useless by interdiction. Just what the Germans need, together with their supply shortage problems. Unless the German player has a great deal of luck, the Americans should hold their own in *Celles*.

Sedan, 1940

Sedan, 1940 simulates part of the action during five days of the 1940 German blitzkrieg through the Ardennes. Overwhelming German forces race through Belgium and France against pitifully scanty resistance. But the French forces have the advantages of time and terrain — the Meuse River and dense woods around Sedan. Skillful delaying tactics and a bit of good fortune will upset the German timetable and result in French victory.

In the ten game-turns of *Sedan, 1940*, 15 Wehrmacht divisions must enter the eastern edge of the mapboard and press as far west as possible. To achieve victory the German player must attain four objectives, involving exiting mechanized units off the west mapedge, capturing strategic cities and towns, and losing fewer than twelve mechanized strength points. The German units are of uniform high quality, highly mobile and durable, with nearly all having two strength steps. The ground attack is aided by the availability of two German air points on each game-turn, whereas the French may expend but one air point during the entire game. The rapidity of the German advance is increased by using the forced march rule (optional in the other folio games, but a standard rule in *Sedan, 1940*), which raises the effective movement allowance of an infantry unit in march mode to eight and that of a mechanized unit to 21. A disadvantage of moving so many units in march mode is that the regiments in a division may not arrive at a strategic battle zone on the same game-turn, delaying the attacks somewhat.

The poor French forces are enormously outnumbered, possessing an aggregate total of only 49 infantry and cavalry strength points and 17 mechanized SP's, compared to the German totals of 111 non-mechanized and 117 mechanized SP's. Artillery is evenly balanced at 19 French barrage points and 20 German. Moreover, the French units are generally less mobile than their opponents, and 45% of the French units possess only one strength step. But the French player can win the game by denying only one of the four victory conditions to the German, which is easier to do than it might look.

German Tactics. Success in the German attack will be dependent, as always, upon mobility and concentration of force. The movement of units in march mode must be sequenced so that each unit moves as far as possible each game-turn. It is especially important to avoid having infantry units blocking roads and impeding the movement of the mechanized forces, which must have movement priority.

The main attacks should be directed toward Sedan in the south and Givet in the north. On game-turn three (the first turn of the scenario, actually) place the Gross Deutschland brigade in march mode and move to hex 0418 to prevent the French unit in Florenville from blowing the 0418/0419 bridge. Move the 1st Panzer division to hex 1121; the 8/10 should go to 0921, and both the 7/10 and 69/10 to 0721. These forces, plus one air point, will give an adjusted (for terrain, etc.) odds ratio of 5:1 against the 5/5DLC in Neufchateau. It should also be possible to destroy the 1Cav unit in hex 0507 this turn. Move the 36th Infantry in march mode to the south bank of the Semois River, and drive the other game-turn three reinforcements as fast as possible to the west toward Givet.

On game-turn four the 2/2DLC should be cleared from Florenville by the 36th In-

fantry and 10th Panzer. The 1st Panzer can secure Bertrix and head for either Bouillon or Herbeumont. Don't forget to send at least 30 mechanized strength points toward the northwest to satisfy the exiting victory condition. By game-turn seven or eight a bridgehead should be established across the Meuse at Givet or Vireaux, depending on how efficient the French have been at blowing bridges. A frontal assault on Sedan may not be worthwhile if it has been fortified properly; other possible avenues of attack include the bridges in hexes 1009 and 1108, or at Montherme. The Kleist Artillery Corps should be sent to support the Sedan assault. Use the air points to slow French reinforcements and to obtain overwhelming odds in critical battles. All in all, it's going to be tough to satisfy all four victory conditions unless several French units can be eliminated early in the game.

French Tactics. Delay and blow bridges! Use the 5DLC division to hamper the German advance, retreating into towns and crossroads whenever possible. The 3 Spahi cavalry in hex 1919 should head directly for hex 2305, but may get caught and destroyed by force-marching German infantry. The 2/2DLC regiment in Florenville is tough enough to hold up the attack for two or three turns. Blow as many of the bridges across the Semois River as possible, thereby channeling the German attack and forcing the enemy to slog through the woods. The bridges near Florenville, Herbeumont, and Bouillon are especially crucial.

The units to the west have a bit more time to prepare defenses. On game-turn three the 61st Infantry should enter the mapboard in hexes 1701 and 2101 to blow the bridges in hexes 1702, 2103, and 2305. It may not be possible to obtain divisional integrity while covering that broad front, so dig in behind the Meuse. The 184/102 regiment should march east to destroy the bridges in hexes 1108 and 1009 and discourage river crossings by enemy infantry in that sector. Move the X Corps artillery into Sedan town to extend the FPF coverage of front-line units. The 3rd North African division and other infantry near Sedan should build improved positions within the three-hex FPF range of the French artillery. The 3rd NA is not only capable of divisional integration bonuses, but also negates the German initiative die roll bonus. The fortress infantry units near Montherme should hold both that town and Revin.

Reinforcements should be used to support both Sedan and the Revin-Montherme line. In the latter sector the Germans must attack on a very narrow front in heavy woods; denying them just one of those towns can result in a French victory. Place additional reinforcements near Sedan to replace step losses taken by units in the improved positions.

With terrain and time on his side, the French player stands an excellent chance of winning this game. Not so in the optional variant scenario. The increased French strength (34 additional SP's) will certainly save Sedan, but since the Germans must now

satisfy only two of the four basic victory conditions the play balance shifts. The German player should have little trouble in exiting 30 mechanized SP's from the northwest mapedge while losing less than 12 mech strength points.

Conclusion

These brief sketches of the four folio games in *Battles for the Ardennes* ought to convey the impression that the games are well-designed, easy to play, fast-moving, and challenging for both players. The extensive playtesting done on this system is evident in the nearly unambiguous rules and smooth play of the games, a welcome change from some other recent designs. The Parker-SPI coalition has produced a top-notch balance between playability and accuracy of simulation. The ebb and flow of combat in the Ardennes will be recreated many times in *St. Vith*, *Clerveaux*, *Celles*, and *Sedan, 1940*.

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