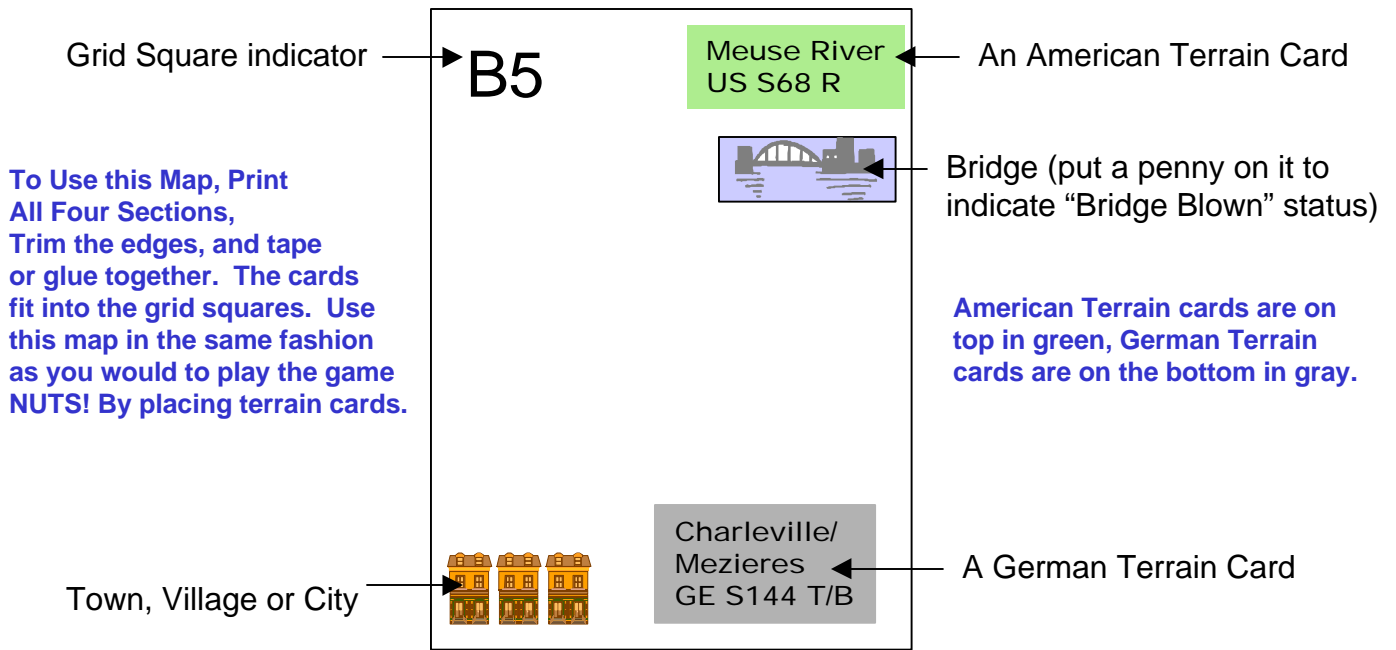
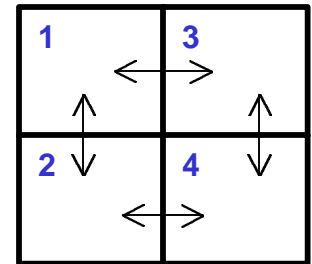
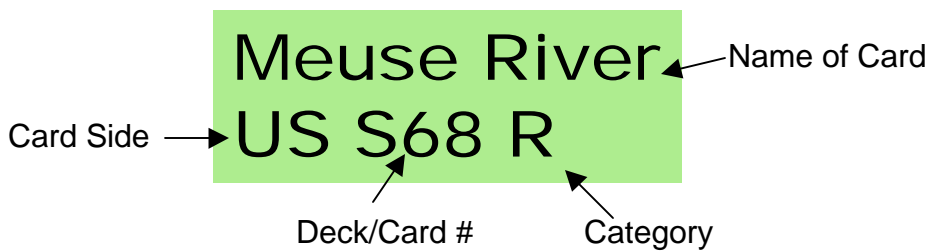


NUTS! PRINTABLE MAP KEY



How the Maps Fit Together



Bridge (indicates a River)



Forest or Wood



City, Town, or Village



Ridge

Categories: R=River, F=Forest/Wood, Ri=Ridge, T=Town/Village/City T/B= Town with a bridge

Rivers are not depicted as a terrain feature on this map. They are assumed to be in any square that has a "River" terrain card placed on them. A Bridge always indicates a river is present in the grid square.

F0 Map
1

E0

D0

The Zero Row is the German Entry Area

F1

E1

Eisenborn Ridge
US N54 Ri



D1

Our River
US N70 R



Monschau
GE N137 T



Rocherath/
Krinkelt
GE N141 V/B



St. Vith
GE N145 C/B

F2

Hertgen Wald
US N74 F



E2

Ambleve River
US N69 R



D2

Bois du Tave
US N75 F



Malmedy
GE N147 T/B



Vielsalm
GE N140 T

F3 Map 2

Meuse River
US N67 R



Leige
GE N142 C/B

E3

Bois du Regmer
US N76 F



Werbomont
GE N139 T

D3

Ourthe River
US N73 R

F4

E4

Ourthe River
US N68 R



D4



Durbuy
GE N148 T/B



Marche
GE N138 T

F5

Meuse River
US N 71 R

E5

Meuse River
US N 72 R



D5

Meuse River
US N66 R



Namur
GE N143 C/B



Dinant
GE N144 C/B

German Exit Area

C0 Map
3

B0

A0

The Zero Row is the German Entry Area

C1

Our River
US S71 R

B1

Our River
US S74 R



A1

Herborner Wald
US S75 F



C2

Clerf River
US S67 R



B2

Clerf River
US S70 R



A2



Wiltz
GE S146 C/B



Ettelbruck
GE S147 T/B



Mersch
GE S150 T

C3 Map 4

B3

A3

Bois du Sure
US S76 F



Bastogne
GE S142 C



Arlon
GE S141 C

C4

Bois du Tellin
US S77 F



B4

A4

Semois River
US S69 R



Neufchateau
GE S149 T

C5

Meuse River
US S73 R



B5

Meuse River
US S68 R



A5

Meuse River
US S72 R



Vieux
GE S145 T/B



Charleville/
Mezieres
GE S144 T/B



Sedan
GE S143 C/B

German Exit Area