

Ardennes '44

The Battle of the Bulge

GAME DESIGN
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PLAY BOOK

4TH EDITION

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DESIGNER'S NOTES

"Most history is guessing, and the rest is prejudice."

—Will Durant

1st Edition Notes

General Design Philosophy: Keep it as simple and as clear as you possibly can. Every rule has to be worth the trouble of learning it; every exception to the rule has to be worth the trouble of confusing the reader. Keep the number of modifiers to a level that can be easily remembered—three. If I forget to use a rule during playtesting then it goes to the chopping block. Don't design a simulation that masquerades as a game, but rather design a game that can stand among the simulations.

Why a New Bulge Game: This game started as an invitation from John Kranz to develop a deluxe game on the subject. I had worked on many other Bulge games for other designers, so I knew what was already out there. None of the games had low stacking, which I felt deserved investigation. I also wanted to show tank types and their effects, which only *Hitler's Last Gamble* had attempted to show before. But most importantly, I was eager to study the Ardennes terrain and depict it for a hex game.

Map: I thank Randy Heller who allowed me to use the same map Danny Parker used for *Hitler's Last Gamble*, which he had received from Hugh Cole (author of the U.S. Army's *The Battle of the Bulge*). The map was scanned and visually enhanced before I drew over it. This was supplemented by a number of present day 1:100,000 and 1:150,000 maps of the Eifel, Luxembourg and Ardennes to confirm topography and roads. I also had the US Army GSGS 1:100,000 maps for the entire area. For rivers, I used a hydro map of the Ardennes from the Atlas de Belgique.

The Semois: I think the most interesting map discovery was what a major barrier the Semois River is. I can now understand why Hitler felt that the 7th Army could handle protecting the entire southern flank—the Semois will do most of the work.

Fuel Shortage: The Germans encountered serious problems with fuel. Not only the lack of it, but the difficulty they had in getting it to their forward units. The two Fuel Shortage tables attempt to show all the following as effortlessly as possible:

1. That supply became more difficult the farther west the advance got ("West of the Ourthe River" result).
2. How the supply situation deteriorated after the weather cleared (the +1 die roll modifier).
3. That a commander of a panzer corps had some flexibility with fuel—if he saw that he only had enough fuel for one division, he could decide which of his two panzer divisions to supply (which is why, as best I could, I paired up the panzer divisions with their corps).

Blowing Bridges: These are pretty standard bridge blowing rules. The main goal was to prevent the Allied player from blowing bridges far behind his lines. Bridges were usually blown at the last minute.

Building Bridges: Why aren't there limits on the number of bridges the German player is allowed to build? The Germans definitely had limits on the number of bridges they could build, but to impose those on a player would lead to some ahistorical situations. For example, the German 7th Army built four bridges in their sector—one per division; but most players would only build one or two if they had limits imposed. And if the German army really needed one more bridge to make a crucial advance, I'm sure something would be found. But most of all, I did not care to see the map cluttered up with a score of Blown Bridge markers. Fix 'em and be done with it!

Stacking: The major theme of this game is low stacking. Divisions in this campaign would cover a large front and a single regiment would often hold up the enemy for a significant amount of time. If the historical Bastogne perimeter is equated in game terms, it would place a regiment in every other hex—not three in the town of Bastogne; which some games show. Just changing this one rule gives this Bulge game a whole new feel.

ZOC Bonds: This rule allows a salient to form which is not possible with standard ZOC rules. With ZOC bonds, a unit can be surrounded on three sides and still have an escape route. This rule also prevents the gamey tactic of two units surrounding an enemy unit.

Tactical Movement: I needed this rule because MP costs can add up fast in some odd situations. For example, an infantry unit exiting a ZOC (+1 MP), and moving two hexes through forest (2 MPs each) is 5 MPs. Since two hexes only equate to 3 miles—something that most infantrymen could accomplish in 8 hours—I wanted to make that move possible and the unit still be able to attack. The rule also works well for motorized units traversing poor roads and Traffic markers—always allowing them to move at least 2 hexes.

Extended Movement: This allows you to increase your MA by two MPs if you don't end in an EZOC. If marching behind the front, an infantry unit should be able to march 16 miles a day (10 hexes in this game). So in a half day period an infantry unit can move 3 hexes (3 MPs) if it attacks, and 5 hexes (5 MPs) if it's on the march.

Truck Markers: What is the logic behind giving up Strategic Movement markers to motorize infantry? The biggest issue is road space—you can only have so many units moving through the Ardennes road net at a time. A panzer or armored division moving along a road takes up about 60 miles of road space. This equates to four units taking up about 36 hexes on the map. So, when you are moving 10 units with Strategic Movement markers, you are actually filling up about 90–100 road hexes at any one time.

Forest Roads (2 MPs): This rule came about as I studied Panzer Lehr's historically slow progress through the first two days. Without any enemy resistance the division took 4 turns to travel 12 to 14 hexes. Its line of march went through the Luxembourg forest, where serpentine roads and mud slowed vehicles to the rate of the marching troops.

Defensive Artillery Table: This rule developed as a means to avoid the defender's artillery shift invariably canceling the attacker's artillery shift (very boring). The present rule adds variety and also allowed me to introduce the concept of a Time on Target result, which was occasionally devastating to the Germans.

Morale: Note that some morale values go up on their reverse side. We did this to reflect those units that hardened into veteran units during the campaign.

The CRT: Notice that the attacker will lose more steps than the defender (on average) in the 2-1 to 4-1 columns. This is intentional—I wanted the attacker to be eventually worn down if he does nothing but frontal assaults.

TQ Ratings and the Armor Shift: This idea was inspired from Danny Parker's *Hitler's Last Gamble*. I liked his idea, but I wanted to make it more user friendly. I originally gave the defender a shift for having a superior TQ rating than the attacker but found this to be too much of a dampener on American attacks. In a way, canceling the attacker's shift is like a shift.

Fire Fight: This came about in the later stages of the design as I attempted to find an easy way to include the effects of morale in combat without burdening the players with a morale modifier or a morale comparison procedure every time they calculated combat odds. In the present system, players need only check morale for combat when requested by the CRT. The Fire Fight Table also fits in nicely with two other design elements: (1) it showed that a player who was willing to risk higher casualties could achieve faster progress; and (2) it allowed a D1 result even in the lower odds columns.

Command and Control: This rule kills two birds with one stone—it keeps players from breaking up their divisions in every direction and also reflects the reality of command and control. Many other games give a shift or a die modifier for divisional integrity, but I wanted to keep shifts and die modifiers to a minimum.

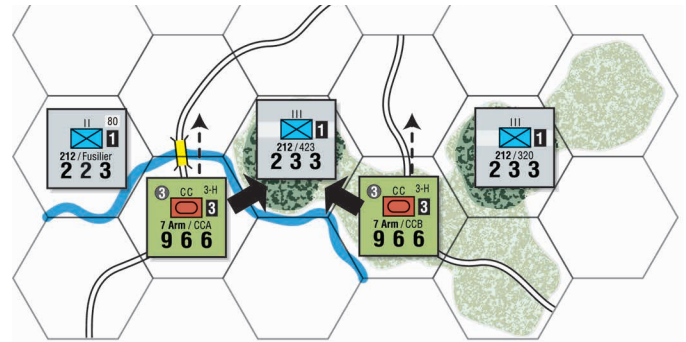
Engaged Results: Some felt that the attacker should be engaged too. But the attacker has already spent his turn attacking the defender, so now the defender must spend his turn defending. Remember, an engaged unit may attack—so the counterattack could end up engaging the original attacker.

Attacker's Advantage: I've always liked the "Engaged" rules typical of Bulge games, but being an impatient person I've never liked getting that same result two turns in a row! I added the Attacker's Advantage rule just to limit that occurrence from happening too much. The unforeseen by-product was a nice bit of detail to combat.

Determined Defense: This is an old SPI rule in disguise. In many of their WWII games you could take an extra step loss to cancel one hex of a retreat. This rule and table essentially does the same thing but adds uncertainty to it. Players should always use this rule when their units are surrounded and have no retreat route, because the EX result will inflict a step loss on the attacker (reflecting how dangerous a trapped defender can be).

Advance After Combat: It started as "A Advance 2," and (of course) the first hex of the advance had to be into the defender's vacated hex. But a problem soon developed with tank units attacking into hexes they could not enter (see the example below). Just because the defender has craftily placed his defender on each side of the bridge hexside shouldn't prevent the tank unit from attacking the bridge. I originally felt that to allow units to advance in any direction was heresy! But I tried it anyway, and it soon became clear that allowing units to advance in any direction was similar to the

way they moved in an Exploitation Phase—so why not? The more I played with it the more I liked it. German players will quickly learn that this is a key tool in their chances to win.



EXAMPLE: The two Combat Commands attack at half strength (they cannot enter that hex). If the attack succeeds they can advance in any direction—it's not required to enter the defender's vacated hex as in other games.

Surrender: This rule is pulled from *Campaign to Stalingrad*, but greatly simplified. Units tended to surrender in groups and the greener they were, the faster the group would surrender. One tough unit could influence the others into holding out.

Traffic Markers: I wanted to avoid traffic rules that allowed a player to circumvent the problem by carefully sequencing the movement of his units—I didn't want players to become traffic control police. Besides representing traffic, this rule allows some forest road sections to be a muddy mess (4 MPs), and it creates some variations in how fast and how far reinforcements arrive (the 7th Armored and the two American airborne divisions especially). Their biggest use, however, is in strangling a narrow advance. For example, let's say the German player bypasses Bastogne and darts towards the Meuse along a single road. The Allied player can place two Traffic markers on the road the first turn and then maybe two more in the next. The single road is now a traffic nightmare. The lead German units can keep moving forward but follow-up units can't keep up. Reversing direction for the lead units is now an extremely difficult undertaking (just like it was for the 116th Panzer Division when it made its fateful turnaround near Houffalize). Players will notice that the more roads you have open, the less effective the Traffic markers become—which is the way they should work.

Roadblocks: As much as I wanted those Traffic markers to represent all the delay factors, they just weren't simulating roadblocks very well. These two markers came late in the design and really helped the Allied player in slowing down the Panzer Lehr Division's march through the Luxembourg forest, and became a welcome tool for both players in plugging holes. The fact that they could use the same rules as Traffic markers was a big plus.

St-Vith Bottleneck: Why are the hexes nowhere near St-Vith? Those three hexes experienced traffic delays throughout the campaign (especially the bridge at Dasburg). Tying them to St-Vith was somewhat arbitrary, but I wanted to give the German player some reward for taking that crucial road junction. Even without the Bottleneck rule, players playing the German side will notice how dramatically the map opens up when St-Vith is captured.

Night Turns: This developed from my initial Kampfgruppe Peiper rule, which allowed those units a night move on the 16th. Not being a fan of special rules, I wanted to turn it into a general rule. The result added a wonderful element to the game. Night turns are a very valuable tool for creating a breakthrough in the mid game if the Americans have managed to form a solid line. I've also used it to capture a Meuse river bridge (in somewhat a coup de main). With a little planning a player can put together a powerful double punch with two turns in a row.

Victory Conditions: The German attack in the Ardennes was an all or nothing affair. I didn't include a partial German victory for making it only "so far," because a player would be tempted to stop, hunker down and entrench before the Meuse—which would never have happened.

Can the Germans Win? If the German player reaches the Meuse by the 21st or 22nd of December he has a fair chance at crossing. The amount of Allied reinforcements arriving around the 22nd and 23rd makes crossing on the 23rd difficult. Allied reinforcements and Allied air power will make crossing on the 24th and later extremely difficult (unless the Allied player has lost a lot of units). Most German players will have either won by the 23rd or will consider throwing in the towel.

Why No Generals: It is hard to determine the actual impact corps or divisional generals had on the outcome of the battle. If a division performed well or poorly, credit or blame often went to the commanding general, but in actuality the actions of subordinates, soldiers, or pure "chance" could have been much more decisive. Patton is the only general I could definitely cite that had an influence on his soldiers—they seemed to be motivated by simply being told they were part of his army. However, something like this is best shown by the morale ratings of his divisions rather than a counter. Finally, the players play the role of the generals.

Supply: Why at the end of the turn? This gives players one turn to get back into supply before they run out. If you become surrounded you still have the fuel in your tanks and the ammunition at hand to last 12 hours.

Kampfgruppe Peiper: The Kampfgruppe had only one battalion of motorized infantry. I added the 1SS/1(-) panzergrenadier regiment for play balance sake.

Playtesters: My poor playtesters. They put up with so many changes and adjustments. I was constantly tinkering with the CRT, the strength of the Engineers, and the maximum DCB limit, etc. All were of great assistance, but two playtesters stand out: Marty Sample and Lew Ritter. If you ever see the names of these gentlemen in the credits for a game, you can rest assured the game has had good care.

Miscellaneous Notes on Units: The two heavy U.S. armored divisions (2nd and 3rd) had a brigade structure, but evidence shows they operated as Combat Commands during this battle. Likewise with the two brigades of the British Guards Armoured Division—one was armored and the other was motorized infantry, but in reality they operated as two combined arms groups.

The 4 TQ on the Fuh Bglt/GD/2 unit is not a mistake. This unit contained about 43 Mk IVs carrying the L70 cannon.

The 560th PzJ Battalion was an army unit attached to the 12th SS.

2nd Edition Notes

I'm really grateful for the opportunity to upgrade this game. I've had a lot of positive comments about it since its publication, but there were a lot of minor blemishes that surfaced over time that began to bother me. I also received constructive criticism from a number of players who enjoyed it but saw items that could be improved upon. All the feedback was helpful. I've gone through all the components of the game and tried to improve them without increasing the cost of the game. I've itemized below the changes in this 2nd Edition.

MAP CHANGES

Since doing the original game map in 2003, I've had the opportunity to travel extensively through the Ardennes. Seeing first-hand some of the valleys and roads in the area, I noticed some errors and over simplifications I made in the original. This 2nd edition has allowed me to fix those and make many other minor alterations. Perhaps the most extensive changes on the map occur in the Ambleve River valley around Stoumont and on the Our River near Dasburg.

COUNTER CHANGES

The counters also received many small changes. All the American divisions with 7 Attack Factors were knocked down to 6—I just didn't think they deserved that kind of offensive power. All American CCRs and Task Forces were reduced by one Attack Factor. The 1st Division's defense strength was increased to 7 to help it stand out in the defensive battles around Elsenborn Ridge. Most of the German Pz IV battalions are now rated 5-4-6 instead of the 4-4-6. The range on the German Nebelwerfer brigades were reduced from 3 to 2, but are now allowed to move one hex on their Fired side.

RULE CHANGES

8.0 Stacking: The stacking rule has been simplified and as it turned out, the simplification made it a much better rule. Each side may now stack only two steps of Silhouetted Tank Units in a hex—divisional identity does not matter. The German player now has full freedom to add the kind of tank support he wants to a stack, up to the two step limit. The rule makes these units excellent support units—allowing a huge increase to the strength of a stack, but prohibiting players from creating killer stacks of three or more silhouetted tank units.

10.0 ZOC Bonds: Artillery units can no longer form ZOC Bonds.

13.4 Capture of Entry Hexes: A lot of questions in the 1st edition came in about Off Map Boxes and Blocking so I attempted to clarify those rules. To that end I've added Blocking Position spaces on the map and explicitly laid out the movement and combat options for each off map space. Very little in actual rule changes occurred in this section.

The 15 Factor Limit: Wargames shouldn't be about piling as many factors into a battle as possible. That is unrealistic and causes a player to spend more time moving his units—counting and recounting hexes to see if he can get another couple of factors into an attack. The 15 Factor Limit puts a stop to that. I like knowing that a hex is relatively safe as long as I get 8 factors in there (counting DCBs). If I really want to make it safe I'll put a tank unit in there and have an artillery unit nearby—but I don't want to waste time wondering

if I should put 1 or 2 more factors in there in case my opponent decides to make a mass attack. As the attacker, I like knowing that once I've moved 15 factors up against the hex I've done all I can and I can move on to other parts of the battlefield. If I really want that attack to succeed I'll try to put in a good tank unit, support it with one or two artillery units and have more units behind the front line ready to exploit any openings. That should be enough.

15.1 Defensive Combat Bonuses (DCBs): This rule changed so now DCBs may not exceed the defender's combined defense strength. In the 1st edition there was no limit.

16.2 Fire Fight Table: The TQ and Elite modifiers are no longer cumulative. The best DRM the attacker can get is now -1. In the original edition the German player was using his elite Panther tanks to get a -2 DRM and getting far too many D1 results.

NOTE: This change was subsequently reversed, such that the FF modifiers are now cumulative again.

16.7 Determined Defense: The DCB value of the defender's hex is now a DRM to the table. So if you are defending in a city hex (DCB = 4) you modify your Determined Defense die roll by -4. This was done to highlight the value of towns and cities. Town and City fighting now becomes a very costly affair and something to be avoided if you need to keep your losses down. Note that an Elite unit (-1) in a City hex (-4) has an excellent chance of turning a retreat into an EX result.

18.1 Disruption Effects: Disruption is now a shift instead of a unit losing an additional step if it retreats again.

18.4 Broken Status: One of the Living Rule changes back in 2005 was to add in a Rout result. I've incorporated it in the 2nd edition but refined it and renamed it Broken instead of Rout.

19.4 Breakthrough Combat: There is now no limit to the number of times a Breakthrough Group can earn the ability to attack again, as long as they can continue to roll a DS result. I did this because I don't want the defender to ever feel safe by putting weak units in the front line—there should be a chance they can all be overrun.

21.1 The Armor Shift: The rule is the same except the TQ numbers were taken off of all recon units. Recon units were for screening—a defensive action—and to allow them the armor shift was wrong.

21.2 Red TQ Numbers: All turret-less tanks and tank destroyers are now rated with Red TQ numbers. To compensate for this, red TQ numbers now qualify for the Armor Shift, but they must reduce their TQ number by one when attacking.

21.4 Recon Units: The special rule for recon units was changed so they now treat D1 and DS results as a DR4 result (the old benefit of treating Engaged results as DR1 results was of dubious value). With this protection they are now more useful in screening. Note that they can still be eliminated in EX and A1/D1 results.

22.6 Artillery Support in General: Artillery units may now only support units with the same army/corps identification color. This helps prevent some unrealistic repositioning of corps artillery by cunning Allied players far from their corps troops.

22.8 Defensive Artillery Support: The defender is now limited to using only one artillery unit in each battle. In the original game the

Allied player was shutting down far too many German attacks by using two artillery units and having a 33% chance of the ToT result.

23.4 Out of Supply Effects: The CRT column shift for being OOS now only applies to the attacker. The defender now defends at full strength until they surrender. This rule will help the 101st Airborne Division hold out at Bastogne and Peiper hold out at La Gleize.

Also, OOS units are now eliminated if they retreat 3 or more hexes. This represents a rout of an already suffering unit. This new rule helps the Allied player hunt down and eliminate the pesky von der Heydte unit. Before it took up to three units to effectively deal with that unit.

25.2.2 Replacements: Units that arrive from the dead pile must now be placed within 5 hexes of another unit with the same Corps/Army identification color. This rule was added to make it less likely that Allied replacements would always pop up right in front of the German advance on the Meuse.

27.1 Engineer Units: These units are now eliminated if forced to retreat 3 or more hexes in a single combat. This was done to show that these units were for emergency purposes only and were not used for prolonged combat.

27.3 British Units: The 29th Armoured Brigade is now allowed to cross the Meuse if the German player crosses the Meuse. In addition, if the German player manages to exit units off the map towards Antwerp, then the Allied player must withdraw British units to counter the threat. This will help the German player if he is able to exit units off the map.

30.0 Victory Conditions: Bouillon and Neufchateau were removed as VP locations from the West map, as well as four other hexes on the East Map. The two on the West Map were not in the direction of Antwerp and the hexes removed on the East Map had no military value. Capture or isolation of Bastogne has been added to the German Victory Conditions to provide incentive for the Allied player to hold and then relieve Bastogne.

33.1 Roadblocks: This rule has been moved to the Optional section because they are complicated and not essential to the game. Also, with the addition of the Wooded-Rough hexes to the Our River they were no longer needed in the initial setup. However, they are fun to use and recommended for experienced players.

THE PATTON COUNTERATTACK SCENARIO

I was very surprised to learn how exciting the situation of December 22nd was. Both sides are poised to make strong attacks. The Germans have three panzer divisions on the west map edge and ready to head to the Meuse. They also have the 2SS and 9SS ready to punch into the Allied line, and the Fuhrer's Begleit Brigade is in position to collapse the St. Vith Goose Egg. The two Fuel Shortage die rolls on the first turn make the German initial move different in every game.

On the Allied side they have British divisions arriving to man the Meuse crossings, three of Patton's divisions coming in from the south (with more to follow) and a number of American divisions coming from the north. A huge influx of strength to attempt to stop the German drive.

On top of that you have the drama of two isolated pockets—Peiper's Kampfgruppe and the Bastogne perimeter. Peiper is pretty well sealed up, but the Allied player should be seriously worried about the 101st. A couple of bad die rolls and McAuliffe will be considering those surrender terms.

CHARTS AND TABLES

Surrender Table: A “≤ 0” row was added to the table and the “Air Drop” result was pushed down to that row. So now the regiments of the 106th on the Schnee Eifel are less likely to hold out for an excessively long time.

Determined Defense Table: This table was slightly modified to account for the new DCB DRM (see 16.7 above).

Fuel Shortage Tables: Minor changes were made to these tables to better distribute the shortage results.

Disengagement Table: The chances for a successful Disengagement are a little better. Now it happens on a 1-3 rather than a 1 or 2. This just felt better. An Elite tank or recon unit can almost always disengage, while a low morale infantry unit needs to roll a 1 or a 2.

Rally Die Rolls: The chances for a successful Rally when adjacent to an enemy unit are now slightly more difficult (1 or 2 instead of 1-3).

3rd Edition Changes

Besides clarifications and the addition of more examples, the following rule changes were made for this 3rd Edition:

6.4.1 West of the Ourthe Line has now been precisely defined and printed on the map.

10.5.3 Silhouetted Units in Wooded Rough hexes can now form a ZOC Bond if the bond exits the hex via a road.

10.6 ZOC Bonds with the Map Edge: This is now only allowed with friendly map edges.

12.5 Strategic Movement and Combat: The penalty for being under an SM marker has been changed.

16.1 The D1* CRT result is now called Defender Shattered (DS). This is just a name change—it has the same effect as before.

16.2 The -1 DRM on the Determined Defense Table for TQ ratings that was in the 1st Edition returns to this edition.

16.7.2 The Determined Defense Table received a new result called “Delay”.

17.1 A small change to the Retreat Priority list was made.

18.5 Broken units may no longer blow bridges.

20.1 Disengagements may now happen at any time in the Combat Phase.

28.1 Forest Roads may now be used for the Road Bonus once Frozen Ground Conditions occur.

29.4 The 106th Division may not move or attack into the 18th Volksgrenadier setup area if there are German units in that area.

31. Night Infiltration from the 1st Edition returns as an optional rule.

34. The Optional Factor Limit was increased from 15 to 18.

Two new Optional Rules were added: a “What if” Operation Bodenplatte rule and a Grief Commando unit to help the German player capture a bridge intact.

CHANGES TO THE MAP

1. A few of the “E” Entry Hexes were changed. This was done to insure the US airborne divisions would enter from the direction that they historically did.

2. The “G” Entry letter at Liège was changed to an H.

3. The road along the Meuse River between Revin and Montherme was added.

4. Entry Letter Codes were enlarged.

CHANGES TO THE COUNTERS

1. All Volkswrfer brigade ranges were returned to the range of 3 as in the 1st Edition. While a range of 2 may reflect their 6-7 km range (each hex is 2.6 km), it made them too hard to use and not reflective of their ability to move quickly into a fire position and move away.

2. The U.S. 4th Armored Division was brought up to full strength. Don M. Fox in his book *Patton's Vanguard, the United States Army Fourth Armored Division* says that Huge Cole was incorrect about the strength of the division when it arrived in the Ardennes.

3. The 18/10+ Flak unit became a silhouettes unit.

4. The two Guards Armoured brigades had their Strength decreased by 2. They are now 10-8-6s.

5. The British 33rd Armoured battalion's TQ was increased from 3 to 4 to reflect the unit was equipped with Sherman Fireflies.

6. The 99th Norwegian battalion was changed to an Independent unit.

7. A few reminder markers have been added for the Ouren Bridge and the St. Vith hexes.

8. Nearly all of the Optional units were removed from the game due to insufficient space on the 3 counter sheets.

3rd Edition Notes

I made more changes than I set out to do, but the vast majority of the changes were to clarify the rules and improve the look.

I brought back a few rules from the 1st edition that players told me they really liked. The TQ DRM on the Determined Defense Table, and Night Infiltration. Both work fine in the game and I'm glad they are back in.

The Factor Limit rule I introduced in the 2nd Edition has officially become optional but I've increased it to 18 Factors (from 15). Curiously this rule players either love or hate.

Yes I took out all those Optional Units. I never used them and I didn't recommend players using them. Its kind of like putting a Godzilla combat unit in the game—yeah, we can study how that would have affected the battle, but why bother. They were good if you were playing your younger brother and he needed help, but

I was short of space on the counter sheets and so they had to go.

Making changes to an existing game can be very dangerous—while the designer may feel it is an improvement, the majority of players may not. They have become accustomed to the original rule. It's almost like the game no longer belongs to the designer, which I understand. With that in mind I treaded carefully and I hope I have not torn any of the game's fabric.

Thanks for your interest in the game. If you have any questions please check out the Ardennes '44 folder at Consimworld or contact me directly at Simon7itch@aol.com

—Mark Simonitch

4th Edition Changes

Besides a number of clarifications the following changes were made to this edition:

CHANGES TO THE RULES

12.2: Units using Strategic Movement may not enter a vacant, but enemy controlled Town or City hex (23.3.4).

13.3: Artillery Reinforcements now arrive on their Ready side.

16.4.2: Players now place 3-step units in the Remnant Display instead of the Eliminated Box.

22.6: Army/Corps Identification can be ignored for Artillery Defensive Support.

23.3.4: Control of hexes defined.

25.2.3: How an eliminated 3-step unit returns to play was clarified.

27.3.1: The Movement restriction of British units changed to allow them to enter two of the Liège hexes.

27.3.2: The British 29th Armoured Brigade and the 4 AGRA are now released earlier.

27.3.5: Many of the British units must now move to the Antwerp Box on Turn 24.

28.2: Clear Weather was extended into Turns 23 and 24.

32.3: Fuel dump markers are now removed on Turn 7 instead of Turn 6.

35: Meuse River Bridges Optional rule added and the Operation Bodenplatte Optional rule deleted.

37: A new method of victory (Supply Destruction) was added.

CHANGES TO THE COUNTERS

- The arrival turns of a number of units were changed.
- SS units changed from dark gray to black.
- The 1SS/2 regiment was broken down into battalions and the composition of Kampfgruppe Peiper changed.
- The 18th Volksgrenadier Flak replaced by Rennhack.
- The German 89th Infantry Division's fusilier battalion was added.
- German 15 PG recon and 521 PzJ units were deleted. The recon battalion was still refitting in Hungary and no primary sources could be found to support the presence of 521 PzJ.
- 3 FJ/8 was reduced to show it was missing a battalion.
- Führer Begleit and Führer Grenadier panzergrenadier regiments were corrected to show their bicycle battalions.
- US 3 Arm/643 TD was deleted (it had towed guns).
- US 9th Infantry Division is now complete.
- 4th Armored Division combat strength changed.
- US 83rd Infantry Division was added.
- Deleted British 6/3 Parachute Brigade (arrived too late).

MAP, CHARTS AND TABLES

Map: There were no changes to the map except the naming of the towns in hexes 1433 (Tinlot) and 1435 (Villers-le-Temple). This has no effect on play.

Order of Appearance Cards: These now include the starting units.

Player Aid Card: A few minor typos were fixed.

UPDATE KIT

Owners of previous editions may purchase an update kit from GMT Games, or download for free the new rules, playbook, and player aid cards at GMTGames.com.

Explanation of At Start Movement Restrictions

The following are the reasons I placed movement restrictions on units on Turn 1.

ALLIED UNITS:

9Arm/CCB was the reserve for V Corps.

9 Arm/CCR was the reserve for VIII Corps.

2 Division was in the middle of an offensive to capture the Roer River Dams.

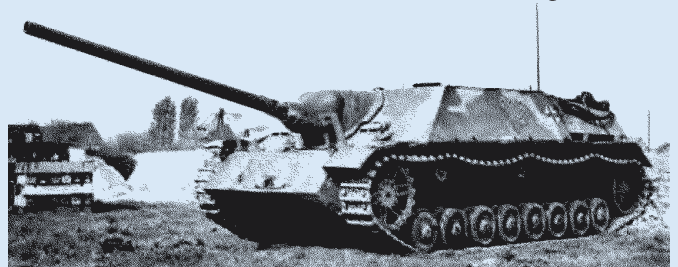
28 Division: The provisional battalion that starts in Wiltz represents the HQ battalion, the divisional marching band and scratch forces pulled together for the defense of the town.

106 Division: The two regiments of the 106th in the Schnee Eifel occupied important ground for a later offensive into Germany.

GERMAN UNITS:

The **5FJ/13 Regt.** had no boats to cross the Our on the first turn.

The **1SS, 12SS** and **Pz Lehr** were held back for exploitation.



(Br) Corps During the German Attack in the Ardennes December 1944 – January 1945 said, “During the early stages of this assault when the course of events was somewhat obscure, the 30 Corps plan had been to allow the enemy over the R. Meuse and then to attack his flanks. It was now [late 12/21] changed to holding the line of the R. Meuse.” It was considered more feasible to defend along the Meuse now that “the enemy’s hopes of bouncing the Meuse crossings have almost vanished.” In his memoir Monty wrote, “I told Dempsey that on no account was Horrocks to allow any Germans over the river.”

But this did not result in the corps immediately deploying everything to the Meuse. Forces only shifted south when the Germans got close to the river. Two possible motivations for this strategy were 1) to retain the flexibility to deploy to the most threatened areas and 2) to avoid disrupting the American supply base and support area that paralleled the Meuse east of Namur. In his January 7 press conference, Monty said, “this power was brought into play very gradually and in such a way that it would not interfere with the American lines of communications.”

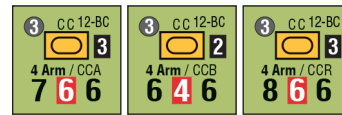
On Christmas, a brigade of the 53rd Division, a brigade of Guards Armoured, and all of 51st Division arrived on map and that’s when they arrive in the game. The rest of 53rd Division, 33rd Armoured Brigade, and 6th Airborne Division also arrive on the historical schedule. 3rd Parachute Brigade’s departure from England was delayed by fog in the English Channel and it did not arrive until the day after the extended game ends, so it has been removed from the game. Removing it and a British remnant created enough space to add the entire US 83rd Division as compensation.

This left the question of what to do about the units that were available but did not enter the map during the defensive phase of the battle: 43rd Division, 34th Tank Brigade, 6th Guards Tank Brigade, and the remaining brigade of Guards Armoured. They would probably have been dispatched to the Meuse if the Germans had gotten close in the Namur-Liège sector. Rather than complicating the game with a reserve release rule, they all start trickling in on Christmas, which was deemed to be the earliest they could have arrived. Historically, 30th Corps received word of the Germans nearing Dinant on 12/23 but didn’t deploy anything until two days later. Late on 12/21 30th Corps had only just arrived at their reserve positions and were sorting themselves out, so if they received intel

on 12/22 it might have taken them three days to deploy. 6th Guards Tank Brigade reached Maastricht on 12/22-23 and on 12/24 was assigned to support 43rd Division in the event of an emergency, so it’s plausible for it to arrive Christmas afternoon. There’s no harm in deploying without an imminent threat because these units can’t cross the Meuse.

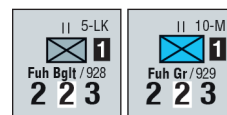
29th Armoured Brigade was released for operations east of the Meuse at dawn on Christmas, so it is released 10 turns earlier than in 3rd edition.

Order of Battle Changes

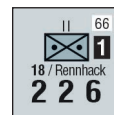


For 4th Armored Division, the 2nd edition strengths were determined to be more accurate than the 3rd edition strengths so

the changes were reversed.



German records were found that identified the third panzergrenadier battalions of Führer Begleit and Führer Grenadier Brigades as 928 and 929, respectively. They were bicycle battalions, but their bikes were useless in the mud so they are treated as ordinary infantry with low morale because the men were old. The designations 828 and 829 found in some books are believed to be errors originating from the hazy memory of Otto Remer (commander of Begleit Brigade) during his postwar questioning.



The 18th Volksgrenadier Flak unit seemed out of place as the only Flak unit to have a counter, so it was replaced by KG Rennhack, which consisted of the division’s Hetzer company, its fusilier company, and a motorized pioneer company.



In earlier editions, for play balance Kampfgruppe Peiper was given a panzergrenadier regiment instead of the historical battalion. This has been toned down to two battalions: the historical 2/3 plus the 2/2 which eventually reinforced Peiper. The King Tiger battalion has been removed from the KG because it lagged behind and should therefore not have the special night turn abilities.

PLAYER'S NOTES:

Here are a few pointers to help first time players:

GERMAN PLAYER:

1. Allow the 12th SS to slide around Elsenborn and head west as soon as possible—don't get involved in a costly battle for Elsenborn or even Bullingen.
2. I've found the Monschau attack direction to be a dead end. Don't try to push that sector.
3. Houfallize is critically important. Once that town is captured the whole board seems to open up with possibilities.
4. Stretch the American line until it snaps! Do this by constantly heading west and bypassing some American units. Keep pushing down every road forcing the Americans to thin themselves out.
5. It almost seems easier to reach the Meuse if you bottle up the 101st Airborne in Bastogne rather than push it back to the forest belt between St. Hubert and La Roche.
6. Send the 3rd Panzergrenadier Division and the 2nd SS Panzer Division west without delay. Those units will be needed badly to expand any breakout that occurs west of Bastogne.
7. The 116th Panzer Division has the most interesting options. Send it against St-Vith and that town will crumble quickly, send it to Houfallize and your breakout will come a day sooner. I tend to favor the Houfallize option, but both directions have their merits.
8. Be sure to prepare yourself for Patton's 3rd Army's arrival from the south. You will definitely need the Führer Grenadier Brigade plus a few independent tank units for this.
9. Don't attack the two regiments of the 106th on the Schnee Eifel—just isolate them and they will soon surrender.
10. 1-1 and 2-1 attacks can often be successful if you have elite and/or Tank Units involved in the attack.
11. Pin some American units with 2-1 attacks (and hope for an engaged result) while you hit flanking units with higher odds.
12. Don't let the Allied player read this list.

ALLIED PLAYER:

1. Read the German list.
2. CCB of the 9th Armored: This is a critical unit. If you send it to the St-Vith sector, as it was historically, you have a good chance at holding St-Vith throughout the 17th. If you send it to block the 1st SS, you'll stymie that division's breakout but you may lose the unit. Hard to make a recommendation.
3. Send the two artillery units of V Corps to the Elsenborn area on Turn 2. This is crucial if you want to hold Elsenborn.
4. Hold the south edge—don't send any units of the 4th Infantry or the 109th Regiment west. It's not crucial that you defend the Redange-Arlon area, because the German player will rarely have the units to send there. But hold in front of Junglinster.
5. It's not a huge upset if you don't win the race to Bastogne. Deploy the airborne units in the forest belt between St. Hubert and La Roche.
6. Garrison Liège with at least one unit.
7. Use your Roadblocks in the 5th Panzer Army sector to prevent the Germans from getting to Bastogne too fast.

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Extended Example of Play

The purpose of the following example of play is to help players get started and to clarify many of the rule concepts in the game. The first illustration can be used by players to help them set up the game. The strategies shown in this example were often used by the designer during playtesting, but should not be considered to represent the best possible moves. The optional 18-Factor Limit is used in the example.

ABBREVIATIONS USED IN THIS EXAMPLE:

arty: Artillery	KG: Kampfgruppe
Bn: Battalion	Pz: Panzer
Div: Division	Rgt: Regiment
FJ: Fallschirmjäger	VGD: Volksgrenadier Division

German Turn 1 (16 AM)

Movement Phase

The German Turn 1 illustration shows the game at the end of the German Movement Phase. A few things to note:

1. The **212/316 Rgt** takes advantage of rule 29.3 and crosses the Sauer below Echternach.
2. The **276/986 Rgt** has moved into the Ernzt Noire (hex 1406)—a wooded rough hex that prevents a ZOC Bond forming between the two American units on each side.
3. The FJ regiment and the 26th VG regiment must use Tactical Movement to exit the non-road Wooded Rough hexes.
4. The **26 VGD's** recon unit (KG Kunkel) is frozen but wouldn't be able to cross the unbridged river hexside anyway (the bridge at Gemünd is under construction). One regiment of the 26th VG and all units of Pz Lehr are also frozen on Turn 1.
5. The units of the **560 VGD** did not move, one of the regiments could have moved into the Wooded Rough hex to outflank the U.S. battalion, but this would have reduced the odds for the upcoming battle.
6. The **116th Pz** movement options on Turn 1 is restricted due to two rules—Silhouetted Tank units cannot enter or exit a West Wall hex unless via a road (11.5) and divisional boundaries may not be crossed on Turn 1 (29.1.2). So only one Tank unit of the 116th Pz can take part in combat on the first turn.
7. Note that several units moved one hex from EZOC to EZOC. This is allowed as long as enemy ZOC Bonds were not entered or crossed.

Rally Phase

There are no disrupted units, so this phase is skipped.

Combat Phase

Determined Defense will only be considered in this example if the defender has more than one step or is surrounded. German Artillery units will be flipped as they are used.

A. During the Combat Phase three units of the **212 VGD** plus one artillery unit attack the **4/12/3 Bn** in Echternach. The 212 Fusilier Bn is not used in this attack, but will be used in Attack-B. Defender's DCB is +3 but only +2 may be used (15.1). The regiment of the 212th attacking across the river is halved, the others are full strength. The odds are 10 to 4 + arty shift = 3-1. A die roll of 3 gives an FF result. The German player decides to push forward and uses the Fire Fight Table rather than take an Eng result. A die roll of 5 results in an Eng+. The defender is engaged and one stack of attackers gain an Attacker's Advantage marker. It is placed on the **212/320 Rgt** on the German side of the Sauer. *Note: you can see many of the combat results and advances by viewing the Allied Turn 1 illustration.*

B. Two regiments of the **276 VGD** plus the Fusilier battalion of the **212 VGD**, plus one artillery unit attack the **4/12/2 Bn** at Berdorf (DCB +2). Note that the German regiment attacking across the Wooded Rough hexside is halved. Odds are 8 to 4 + arty = 3-1. The die roll is a 4, giving an EX result. The American battalion is eliminated and the German player picks the **276/988 (4-5-3)** for the step loss. Since the defender's hex is vacated, the German player may occupy the hex (no other advance is permitted on an EX).

C. Three regiments of the **352 VGD** and one artillery unit attack the **28/109/3 Bn** at the junction of the Our and Saure Rivers. Two of the regiments are halved attacking across river hexsides. Odds are 8 to 4 + arty shift = 3-1. The die roll is a 2, giving a DR2 result. The American battalion is retreated two hexes and becomes Disrupted. Note that the first hex of a retreat may enter an EZOC—as long as an enemy ZOC Bond is not entered or crossed. All three German regiments may advance one hex in *any* direction. A crucial advance by the **352/916** completes the encirclement of the American battalion in Fohren (hex 1810).

D. The three units of the **5 FJ** plus an artillery unit attack the American battalion in Fohren. The two units attacking across the river are halved. The odds are 10 to 4 + arty shift = 3-1. A die roll of 6 results in an Eng. An Engaged marker is placed on the American battalion.

E. Two regiments of the **26 VGD** and one artillery unit attack the **28/110/3 Bn** at Hosingen. Note that the regiment attacking out of the Wooded Rough hex is halved. The odds are 8 to 4 + arty shift = 3-1. A die roll of 5 results in an FF(+1). The German player decides to make it an Engage result, rather than push the attack—an Engaged marker is placed on the American battalion.

F. Both panzergrenadier regiments of the **2 Pz** attack the **28/110/1 Bn** at Marnach with artillery support. One of the panzergrenadier regiments is attacking out of a Wooded Rough hex so it is halved. Odds are 8 to 4 + arty shift = 3-1. A die roll of 1 gives a DR3 result. The American battalion is retreated three hexes and becomes Broken. The two panzergrenadier regiments get the Bonus Advance (two hexes).



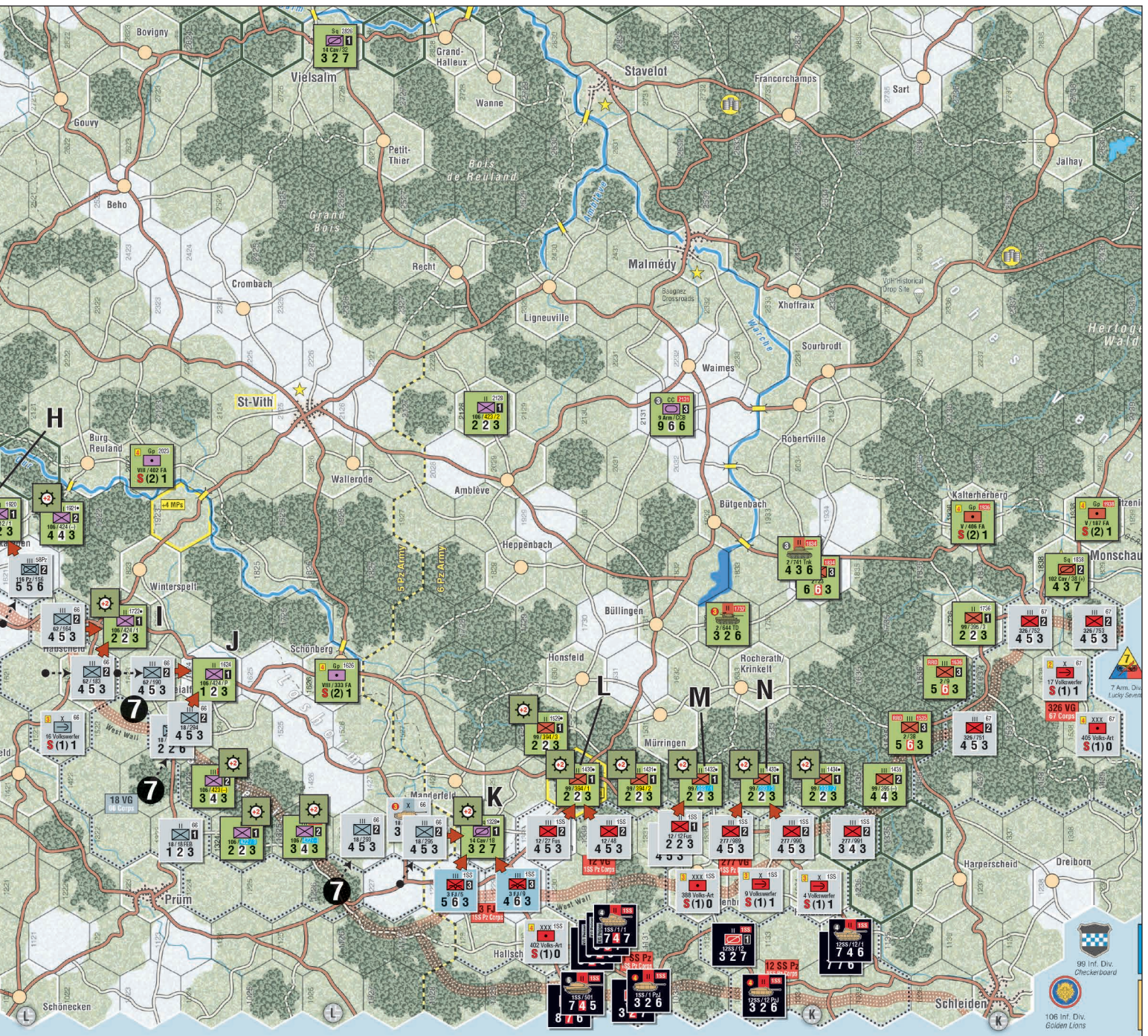
G. The **116Pz/60**, two regiments of the **560 VGD**, plus one artillery unit attack the **28/112/3 Bn** at Sevenig. Odds are 13 to 4 + arty shift = 4-1. A die roll of 2, gives a DR3 result. The American battalion is retreated three hexes and becomes Broken. All three German units receive the Bonus Advance, but their opportunities are limited to one hex due to the **28/112/2 Bn** in hex 2119.

H. Three units of the **116Pz** plus one artillery unit attack the **28/112/1 Bn** at Lützkampen. The odds are 13 to 4 + tank shift + arty shift = 5-1. The die roll is a 5 giving a FF result. The German player decides to push forward and selects the Elite Panther battalion as his Lead Unit. The Elite Tank Unit provides a -2 modifier (Elite and TQ). The German player rolls a 2 (modified to 1) on the Fire Fight Table which results in a D1. The American battalion is

eliminated and the three German units may advance one hex. The Panther battalion and the recon battalion advance into Lützkampen.

I. Two regiments of the **62 VGD** plus artillery attack the **106/424/1 Bn** in front of Winterspelt. Odds are 8 to 4 + arty shift = 3-1. A die roll of 6 results in an Eng. An Engaged marker is placed on the American battalion and no advance for the German units.

J. One regiment of the **62 VGD**, one regiment of the **18 VGD** attack the **106/424/P Bn** at Bleialf. Odds are 8 to 4 = 2-1. A die roll of 3 results in an EX. The provisional battalion is removed and the German player removes a step from one of his infantry regiments (his choice since no Armor Shift was used). Since all defenders were removed, the German player may occupy the defender's vacated hex (Limited Advance [19.1.2]).



K. One regiment of the **18 VGD**, the 244 Stg Brigade, an artillery unit and two regiments of the **3 FJ** attack the **14Cav**/18 squadron in the Losheim Gap. Odds are 16 to 4 + armor shift + arty shift = 6-1. A die roll of 1 results in a DS. Since the cavalry squadron is in an IP it may not use its special ability and so is eliminated. The four German units may advance two hexes in any direction. Note that the German units may not advance across the Army Boundary Line although two of them attacked across it. Also note, that the 244th Stg Brigade may advance an additional hex if it follows the path of a road throughout its advance (Road Bonus [19.1.3]). The 244th Stg may also conduct Breakthrough Combat against the artillery unit (3 factors to 2 with one shift for Armor) but the German player declines to do so.

L. Two regiments of the **12 VGD** with an artillery unit attack the **99/394/1 Bn** in hex 1430. Odds are 8 to 4 + arty shift = 3-1. The die roll is a 6, resulting in an Eng. An Engaged marker is placed on the American battalion.

M. One regiment of the **12 VGD**, plus the fusilier battalion, plus an artillery unit attack **99/393/1 Bn** in hex 1432. Odds are 6 to 4 + 1 arty shifts = 2-1. A die roll of 1 results in a DR2. The American battalion is retreated two hexes and becomes disrupted. The two German units may advance one hex in any direction.

N. Two regiments of the **277 VGD** attack hex 1433 with one artillery unit in support. 8 to 4 + arty shift = 3-1. A die roll of 3 results in a FF. The German player decides to push forward and selects the green **277/990 Rgt** and rolls again. The Fire Fight Table die roll is



modified +1 for the green unit. A die roll of 5 is increased to 6 giving an A1/Eng result. An Engaged marker is placed on the American battalion and a step is removed from the Lead Unit.

326 VGD: *Unless I'm feeling lucky, I don't attack in this sector. The two artillery units will stay on their ready side, waiting for an opportune time or an Allied counterattack.*

The final tally of the turn is five American step losses to four German step losses. The American units, however, are mostly engaged or disrupted, making movement in their turn difficult.

Traffic Marker Phase

None—the German player does not begin to use his until the 17 A.M. turn.

Supply and Isolation Phase

All units are in supply.

Allied Turn 1 (16 AM)

The Allied Turn 1 illustration shows the positions of the Allied units after the Movement Phase and before the Rally Phase. You may also see German Turn 1 advances with this illustration.

Artillery Supply Phase

All Allied artillery units are already on their Ready side (none but the two near Monshau could fire during German Turn 1).

Bridge Phase

No bridge blowing allowed on 16th AM, PM or night.

Movement Phase

The Allied player makes the moves as shown in the illustration. A few things to notice:

1. The VIII/333 Artillery group skedaddled to St-Vith. Its dotted path lines are not shown in the illustration to preserve clarity.
2. The 14Cav/32 squadron moved down from Vielsalm to Schönberg. Its dotted path is also not shown to preserve clarity.
3. The 106/423/2 Bn at Born moved 5 MPs taking advantage of



Extended Movement (11.2). It may do so because it did not move adjacent to an enemy unit.

4. The **9Arm/CCA** created a Breakdown Unit (a Task Force).

5. These units may not move on Turn 1 (29.1.1).

6. The tank battalion of the 28th Division created a Breakdown unit and sent it to Weiswampach. The remainder stayed in Clervaux.

7. A regiment of the 106th created an infantry battalion.

Rally Phase

All Disrupted markers will come off the Allied units (none are adjacent to a German unit). The Broken units will become Disrupted. Allied units that were Disrupted/Broken were not allowed to reenter an EZOC and can only use Tactical Movement (18.3).

Combat Phase

The Allied player has some tough choices with his Engaged units—if he doesn't move them they will be surrounded and destroyed, however, if he attempts to disengage them they may become Disrupted.

A. The **4/12/3** in Echternach does not attempt to disengage and the marker is removed.

B. The **28/110/3** in Hosingen attempts to disengage. The die roll is a 1, allowing the battalion to retreat (one or two hexes). Since the unit is not disrupted in the disengagement attempt, it may stop in hex 2313 or 2314 or continue on to 2414. Those three hexes are the only legal retreat paths. The Allied player retreats it to 2313.

C. The **106/424/1** outside of Winter-spelt is about to be surrounded, so a disengagement is attempted. The battalion is green so the die roll must be modified by +1. A die roll of 6 results in a "No + D." The battalion is disrupted and the disengagement attempt is unsuccessful—no retreat is allowed. The Engagement marker is replaced with a Disruption marker.

D & E. The two engaged battalions of the 99th are fine where they are and no disengagement is necessary. The Engaged markers are removed.

Traffic Marker Phase

Placement of the Allied Traffic markers on 16 AM is very critical. You want to slow up **Pz Lehr**, the **2 Pz** and the **1SS**. The six markers are placed in 2113, 1913, 2216, 1527, 1328 and 1129 (those hexes marked with a "T"). The Allied player then places his two Roadblock

markers in the hexes marked with a "R". These are legal placement hexes because they are currently not adjacent to a German unit and are within four contiguous road hexes of an "in supply" Allied unit. Next, the Allied player rolls two dice to see which two Traffic markers are removed (the roadblocks are not removed). He rolls a 2 and a 5—removing the markers in 1913, 1328. (See the German Turn 2 illustration to view which four markers remain.)

Supply and Isolation Phase

The rapid advance of the **18 VGD** has already surrounded and isolated the two regiments of the **106** on the Schnee Eifel. All three units are indicated as Out of Supply and the Allied player must roll one die to see if any Surrender Points are accumulated (an accumulation of three points will cause the entire group of three units to surrender). A die roll of 2 results in no points accumulated.

Victory Check Phase

The German player is far from winning, so this phase is skipped. The turn is now over.



German Turn 2 (16 PM)

The German Turn 2 illustration shows the positions of the German units after the Movement Phase. Allied ZOC Bonds near the front line are shown to help players visualize the rule.

Artillery Supply Phase

On Turn 2 the German player may flip over six artillery units. He flips over one in the 7th Army, two in the 5th Panzer Army, and the last three in the 6th Panzer Army.

Fuel Shortage Phase

The German player does not start rolling for Fuel Shortage until the 19 AM turn. This phase is skipped until then.

Bridge Phase

The two bridges at Gemünd and Dasburg are completed. The German player also begins construction of two bridges in the 7th Army sector.

Movement Phase

Note the following items about the German Movement Phase:

1. There are two Silhouetted Tank Units stacked in hex 1913—this is legal since both are 1-step Silhouette Tank Units.
2. The Traffic marker in hex 2113 (a forest road) makes the cost of that hex 4 MPs for Pz Lehr and the KG Kunkel.
3. The placement of a Traffic marker at Marnach (2216) adjacent to a St-Vith Bottleneck Hex has created a massive traffic jam. The tank units of the **2 Pz** are only able to move two hexes using Tactical Movement. Apparently the bridge at Dasburg was not completed as fast as planned or pockets of resistance continue to hold out near Marnach.

4. Nebelwerfer brigades are allowed to move one hex even if flipped. If on their ready side, this 1-hex movement does not require them to be flipped.

5. The three units of KG Peiper move forward four hexes.

6. A night marker is placed in hex 1134. This stack plus the three units of KG Peiper will be able to move and fight in the Night Turn.

Combat Phase

Follow the combats with the German Turn 2 illustration and see the retreats and advances using the Allied Turn 2 illustration.

A. The reduced **276/988**, and the **212/423** attack the **2-2-6** Task Force (with a +1 DCB). The odds are 6 to 3 = 2-1. No Armor Shift is possible since the defender is in a Forest hex. A die roll of 1 results in a DR2. The task force is retreated two hexes, becomes Disrupted, and the attackers receive the Regular Advance (one hex). The advance will block the retreat path for Attack B.

B. The other three units of the **212 VGD** attack the **4/12/2** in Echternach. The Allied battalion has a +3 DCB (Town) which is reduced to +2 since DCBs cannot exceed the combined defense strength (15.1). The odds are 8 to 4 = 2-1. The Attacker's Advantage marker brings it to a 3-1. The CRT die roll is a 3 resulting in a FF result. The German player picks the **212/320 Rgt** as his Lead Unit and rolls again. The result is a 4 = A1/DR2. The German player removes a step from the Lead Unit and the **4/12/2** must retreat. The American battalion is surrounded and will be eliminated if it retreats, so the Allied player declares a Determined Defense hoping to get an EX result or at least slow down the German advance. The Town provides a -3 DRM to the Determined Defense Table (modified



down to -2, per 15.1). A die roll of 3 modifies to 1, which results in a “Yes -1 step” result. The American battalion is eliminated but slows the advance down to a Limited Advance.

C. It's a little risky, but the **352/914** attacks the **28/109/3 Bn** in hex 1807 (DCB +1). The odds are 4 to 3 (1-1). A die roll of 3 results in a FF(+1) which the German player accepts as an Eng result. An Engaged marker is placed on the American unit.

D. The four German units that surround the **28/109/2** in Fouchren attack with artillery support. The DCB is +2. The odds are 15 to 4 + arty shift = 4-1. A die roll of 3 results in a DR2. The Allied unit has no retreat route so the Allied player declares a Determined Defense. The Village provides a -2 DRM. He rolls a 3 which modifies to a 1 = Yes (-1 Step). The American battalion is eliminated but the Regular Advance is reduced to a Limited Advance (only into the defender's vacated hex). Note the 11 Stg Bde may not advance across the unbridged river hexside.

E. Three German units of the **26 VGD** attack the **28/110/3 Bn** (with a +1 DCB). The odds are 15 to 3 = 5-1. The die roll is a 5 resulting in a FF. The German player selects the **26/77 Gren** as his Lead Unit and rolls on the Fire Fight Table. A die roll of 4 results in a A1/DR2. The German Lead Unit is reduced a step and the American battalion is retreated two hexes and becomes Disrupted. Note that it is allowed to retreat through an EZOC in the first hex of a retreat. All three German units can advance one hex in any direction.

F. Two panzergrenadier regiments of the **2 Pz** plus an artillery unit attack Clervaux. The defenders get an Armor Shift since the attacker has no Tank Units involved. The Town provides a +3 DCB. The odds are 10 to 6 = 1-1 (the two shifts cancel each other out). A die roll of 4 results in a FF(+1). The German player takes an

Engaged result instead. No advance or retreat, an Engaged marker is placed in Clervaux.

G. The five German units attack the American **28/112/2 Bn** (with a +1 DCB) near Weiswampach. Since the attack is coming across the bridge hexside the German player rolls to see the condition of the bridge (rule 7.8), a die roll of 3 results in the bridge being destroyed—but the units attacking across can still attack. Now for the combat, all attacking units are halved due to attacking out of Wooded Rough or across a river hexside except the **560/1130**. The odds are 14 to 3 = 4-1. The Allied player calls in artillery support and rolls on the Artillery Support Table. A die roll of 2 results in two shifts left. Final odds are 2-1. The German player rolls a 5 getting an Eng result. The American battalion holds.

H. Three German units attack the disrupted American battalion near Winterspelt. The American unit has a +2 DCB for the Improved Position. The odds are 15 to 4 with two shifts right for Armor and the Disruption = 5-1. A die roll of 4 results in a DR2. The unit is retreated two hexes and since it is already Disrupted it now becomes Broken. The German units may advance one hex in any direction. The Pzkv IV Tank Unit uses the Road Bonus to advance two hexes.

I. Three units from the **18 VGD** and one **3 FJ** unit attack the mechanized cavalry unit near Schönberg. The American unit has a +1 DCB for the Forest. Note that the **3 FJ** unit is allowed to attack across the army boundary. The odds are 11 to 3 (3-1). No armor shift since the defender is in Forest. A die roll of 2 = DR2. The defender is retreated two hexes and becomes disrupted. All German units may advance one hex in any direction being careful not to advance across the army boundary. The 244 Stg brigade can use the Road Bonus to advance two hexes.

J. The next attack comes against the flanking battalion of the **99th**. One unit from the **3 FJ** and four units from the **1 SS** attack the **99/394/3**. The 19 German factors are capped at 18, so the odds are 18 to 4 (4-1). A die roll of 2 results in a DR3. The American battalion must retreat three hexes and becomes Broken. All German units may advance two hexes in any direction. Due to the poor secondary roads no units may use the Road Bonus.

K. Two units from the **12 VGD**, two units from the **12SS**, plus one artillery unit attack the **99/394/2 Bn** in hex 1431 (+2 DCB for the IP). The odds are 12 to 4 + arty shift = 4-1. A die roll of 5 gives an EX result. The German player can take the step loss from any of the involved units because there was no Armor Shift used in the battle. The German player removes the **12/Fus Bn** and the Allied player removes his unit. The German player may occupy the vacated hex which cuts off the retreat route of the next American battalion to be attacked.

L. Two regiments of the **12 VGD** plus two units of the **1SS**, plus one artillery unit, attack the **99/394/1**. Odds are 18 to 4 + arty shift = 5-1. A die roll of 4 = DR2. Since there is no retreat path the American battalion attempts a Determined Defense (-2 DRM for the IP) but rolls a 5 and fails. It is eliminated and the German units may advance one hex in any direction.

M. Two units of the **277** plus one artillery unit attack the **99/393/3** (+2 DCB). The odds are 6 to 4 + arty shift = 2-1. A die roll of 5 = Eng. An Engaged marker is placed on the American battalion.



Allied Turn 2 (16 PM)

Artillery Supply Phase

All Allied artillery units are turned face up to their ready sides.

Bridge Phase

No demolition allowed yet.

Movement Phase

The Allied Turn 2 illustration shows the positions of the Allied units at the end of the Movement Phase (I've also added the location of the delay markers which will be placed later). Allied ZOC Bonds near the front line are shown. Notice that the artillery units that moved only one hex are not flipped to their fired side. A few notes about the American moves:

- 1: This is a reinforcement entering from the map edge.
- 2: This Disrupted unit may use only Tactical Movement and must exit the EZOC it is in (18.3).
- 3: The **9Arm/CCR** moves to Weiswampach. It should stay near the Clearvaux-Bastogne road to slow up the German advance.
- 4: The **9Arm/CCB** is the Allied player's big reserve unit. Historically it moved to the St-Vith area and helped stem the tide there. In this game it does the same to form a strong St-Vith group.
- 5: The Allied player begins to build a strong position around Büllingen and Rocherath-Krinkelt.

- 6: It's important for the Allied player to get these two artillery units in position to help defend the Elsenborn area.

Rally Phase

All five Disrupted markers are removed from American units that are not adjacent to a German unit. The two Broken units rally to become Disrupted.

Combat Phase

The Allied player has three units that are engaged, but all are fine where they are (the three Engaged markers are removed). There are no combats.

Traffic Marker Phase

The Allied player can place Traffic markers #2 and #5 (the two that were removed last turn). He places one in Hosingen and the other in front of KG Peiper. He then places his two roadblocks—one on the road to Wiltz and the other in the way of Peiper. He then rolls the die two times to see which Traffic markers are removed. He rolls a 4 and 6 and removes those two markers.

Supply and Isolation Phase

All units are in supply except the two regiments of the **106th** in the Schnee Eifel. Those three units are also isolated, and so must check for Surrender Points. A die roll of 3 results in one Surrender Point (two more and those three units will surrender). Note that one marker is sufficient for all units in that Isolated Group.



Dec 16th Night Turn

Replacement Phase

Neither player has replacements on the first night turn.

Allied Night Movement Phase

The Allied player has no Night Movement.

German Night Movement Phase

The German player can move all three units of KG Peiper plus the two units of 12SS that were under the Night marker.

1. The three KG Peiper units that start in this hex move adjacent to the Allied unit at A. The two panzergrenadier units use Tactical Movement to move two hexes. The Panther battalion unable to move through Forest hexes moves forward one hex.
2. The two units of the 12SS move to engage at hex B.

German Night Combat Phase

A. The three KG Peiper units attack the 99/394/3 Bn. The Panther battalion is halved because it is attacking across a hexside it could not cross in normal movement (15.4). The odds are 10 to 3 with 1 shift right for Disruption = 4-1. A die roll of 2 results in a DR3 which will eliminate the battalion (Disrupted units that suffer a Broken result are eliminated [18.3]). The three German units may advance two hexes in any direction. All three can take advantage of the Road Bonus to move three hexes—with the infantry units advancing as far as the hex marked “Y”.

B. The two units of the 12SS perform a Night attack. Note that the road into the forest hex allows the Panther battalion to attack at full strength. The forest terrain prevents any armor shifts. The odds are 14 to 4 = 3-1. A die roll of 2 results in a DR2. The American battalion

is retreated two hexes and becomes disrupted. The two attacking units may advance one hex in any direction.

Conclusion

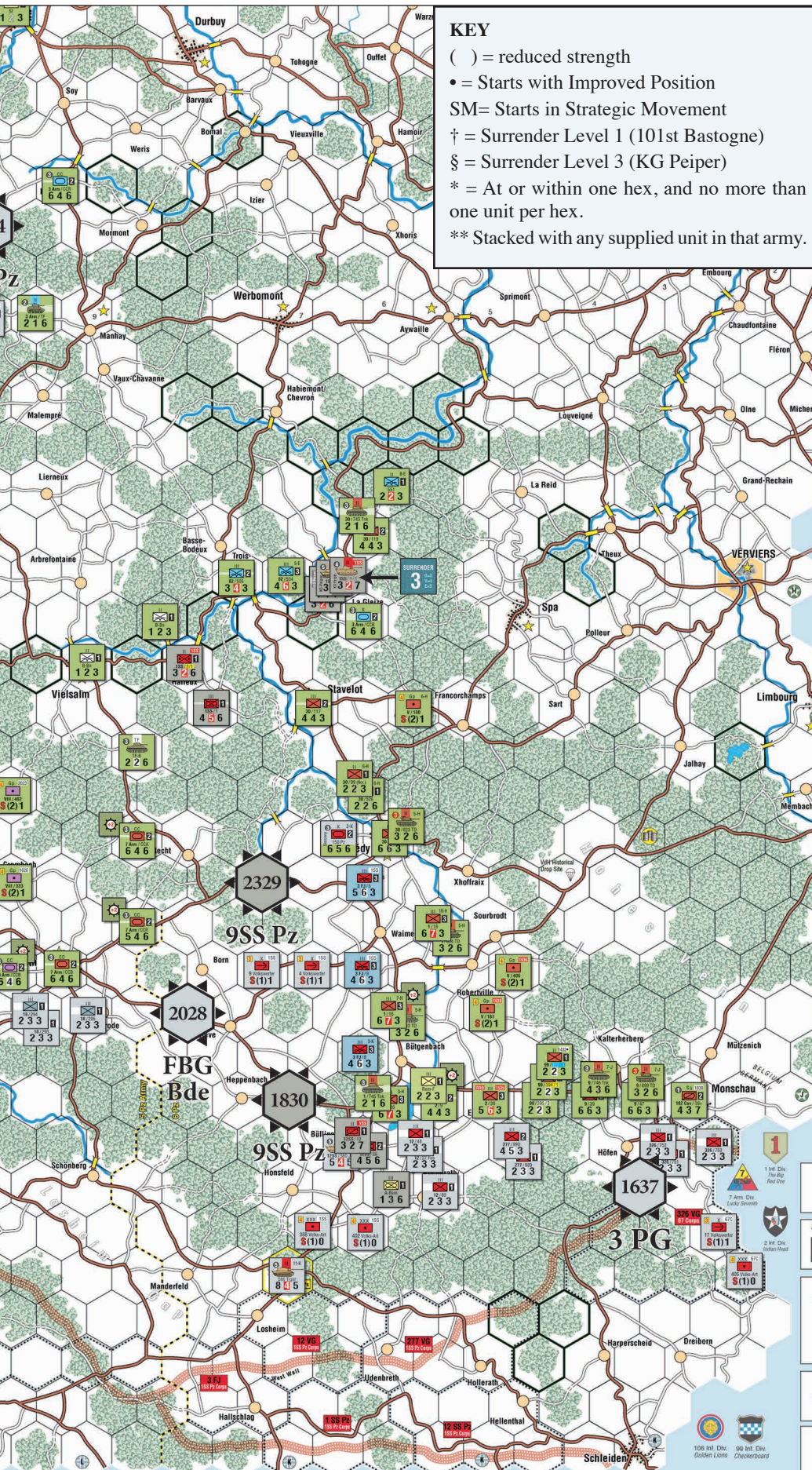
The German player is in good shape—the road is wide open for KG Peiper in the 17 AM turn. The Allied player is also happy with his situation—the southern front is shaken but not broken, he is still in possession of Clervaux, and he has a strong group forming around St-Vith. So what if a few units of KG Peiper break out...



Position of units after the German player has finished his Night Movement but before German Night Combat.

Patton's Counterattack SETUP MAP





KEY

() = reduced strength

• = Starts with Improved Position

SM = Starts in Strategic Movement

† = Surrender Level 1 (101st Bastogne)

§ = Surrender Level 3 (KG Peiper)

* = At or within one hex, and no more than one unit per hex.

** = Stacked with any supplied unit in that army.

Patton's Counterattack Scenario

All hexes are on the East Map unless indicated with a "W" prefix.

GERMAN AT START

Unit	Factors	TQ	Hex
7th Army			
212 / 316	(2-3-3)		1105
212 / 320	(2-3-3)		1104
212 / 423	(2-3-3)		1305
212 / 212 Fus	2-2-3		Elim
276 / 986	(1-3-3)		1706
276 / 987	(1-3-3)		1606
276 / 988	(2-3-3)		1506
352 / 914	4-5-3		2306
352 / 915	(2-3-3)		2105
352 / 916	(2-3-3)		1906
5 FJ / 13	5-6-3		3007
5 FJ / 14	5-6-3		3709
5 FJ / 15	(3-4-3)		3408
5 FJ / 11 Stg	3-2-6	[3]	3408
44 Festung	1-2-2		Elim
Fuh Gr (all 4 units at full strength)			2508*
79 VG (all 3 units at full strength)			1810*

8 Volkswrfer	S-(1)-1		1307
18 Volkswrfer	S-(1)-1		1808
406 Volks-Art	S-(1)-0		2107
408 Volks-Art	S-(1)-0		1007

5th Panzer Army

2 Pz / 3 Panther	(3-2-6)	4	4017*
2 Pz / 3 Mk IV	(3-2-6)	3	4017*
2 Pz / 38 PzJ	3-2-6	[3]	4017*
2 Pz / 2 Pzg	(3-3-6)		4017*
2 Pz / 304 Pzg	5-5-6		4017*
2 Pz / 2 Recon	3-2-7		4017*
Lehr / 130 Panther	5-4-6	4	W1113*
Lehr / 559 PzJ	3-2-5	[5]	Elim
Lehr / 243 Stg	3-2-6	[3]	W1113*
Lehr / 902 Pzg	4-5-6		W1113*
Lehr / 130 Recon	4-3-7		W1113*
Lehr / 901 Pzg	4-5-6		3214
Lehr / 130 PzJ	2-2-6	[4]	3611
116 Pz / 16 Panther	(3-2-6)	4	3722*
116 Pz / 60 Pzg	(3-3-6)		3722*
116 Pz / 16 Mk IV	5-4-6	3	3824*
116 Pz / 156 Pzg	5-5-6		3824*
116 Pz / 116 Recon	3-2-7		3824*
116 Pz / 228 PzJ	2-2-6	[4]	3824*
26 / 39 Fus	(3-3-3)		3311
26 / 77 Gren	5-5-3		3615
26 / 78 Gren	5-5-3		3416
26 / KG Kunkel	3-2-7		3712
560 / 1128	4-4-3		3624
560 / 1130	4-4-3		3422
560 / 1129	4-4-3		3722

18 / 293	(2-3-3)	2025
18 / 294	(2-3-3)	2025
18 / 295	(2-3-3)	2026
18 / 18 FEB	1-2-3	Elim
18 / 244 Stg	3-2-6 [3]	Elim
18 / Rennhack	2-2-5	Elim
62 / 164	(2-3-3)	2221
62 / 183	(2-3-3)	1923
62 / 190	(2-3-3)	1921
Fuh Bglt (all 4 units at full strength)		2028*

7 Volkswerfer	S-(1)-1	3015
15 Volkswerfer	S-(1)-1	3217
16 Volkswerfer	S-(1)-1	3617
401 Volks-Art	S-(1)-0	1823
766 Volks-Art	S-(1)-0	1920

6th Panzer Army

1SS / 1 Panther	(3-2-7)	4	\$3031
1SS / 501 Tiger	(4-2-5)	5	\$3031
1SS / 2 / 2 Pzg	3-2-6		\$3031
1SS / 2 / 3 Pzg	(1-1-7)		\$3031
1SS / 2 / 1 Pzg	3-2-6		2828
1SS / 1 Pzg	(4-5-6)		2728
1SS / 1 Recon	3-2-7		Elim
1SS / 1 PzJ	3-2-6 [4]		Elim
2SS (Any 3 units)			3018*
2SS (the remaining 3 units)			2618*
9SS (Any 3 units)			1830*
9SS (the remaining 3 units)			2329*
12SS / 12 Panther	7-4-6	4	Elim
12SS / 12 Recon	3-2-7		1731
12SS / 25 Pzg	7-7-6		Elim
12SS / 26 Pzg	(4-5-6)		1731
12SS / 12 PzJ	3-2-6 [4]		Elim
12SS / 560 PzJ	5-4-5 [5]		1731
Pzg (SS) Remnant	1-3-6		1632
12 / 27 Fus	(2-3-3)		1732
12 / 48	(2-3-3)		1732
12 / 89	(2-3-3)		1633

12 / 12 Fus	2-2-3	Elim
277 / 989	(2-3-3)	1734
277 / 990	4-5-3	1734
277 / 991	3-4-3	Elim
3 FJ / 5	5-6-3	2331
3 FJ / 8	3-4-3	1931
3 FJ / 9	4-6-3	2131
326 / 751	(2-3-3)	1737
326 / 752	(2-3-3)	1737
326 / 753	(2-3-3)	1738
3 PG (all 5 units at full strength)		1637*
506 Tiger	8-4-5	5 1430
150 Pz Bde	6-5-6	3 2431
von der Heydte	2-2-3	Elim

4 Volkswerfer	S-(1)-1	2130
9 Volkswerfer	S-(1)-1	2129
17 Volkswerfer	S-(1)-1	1538
388 Volks-Art	S-(1)-0	1530
402 Volks-Art	S-(1)-0	1531
405 Volks-Art	S-(1)-0	1439

Discretionary Units: The following units must be stacked with any unit that is in supply and matching its army color code. No more than one discretionary unit per hex.

5th Pz Army

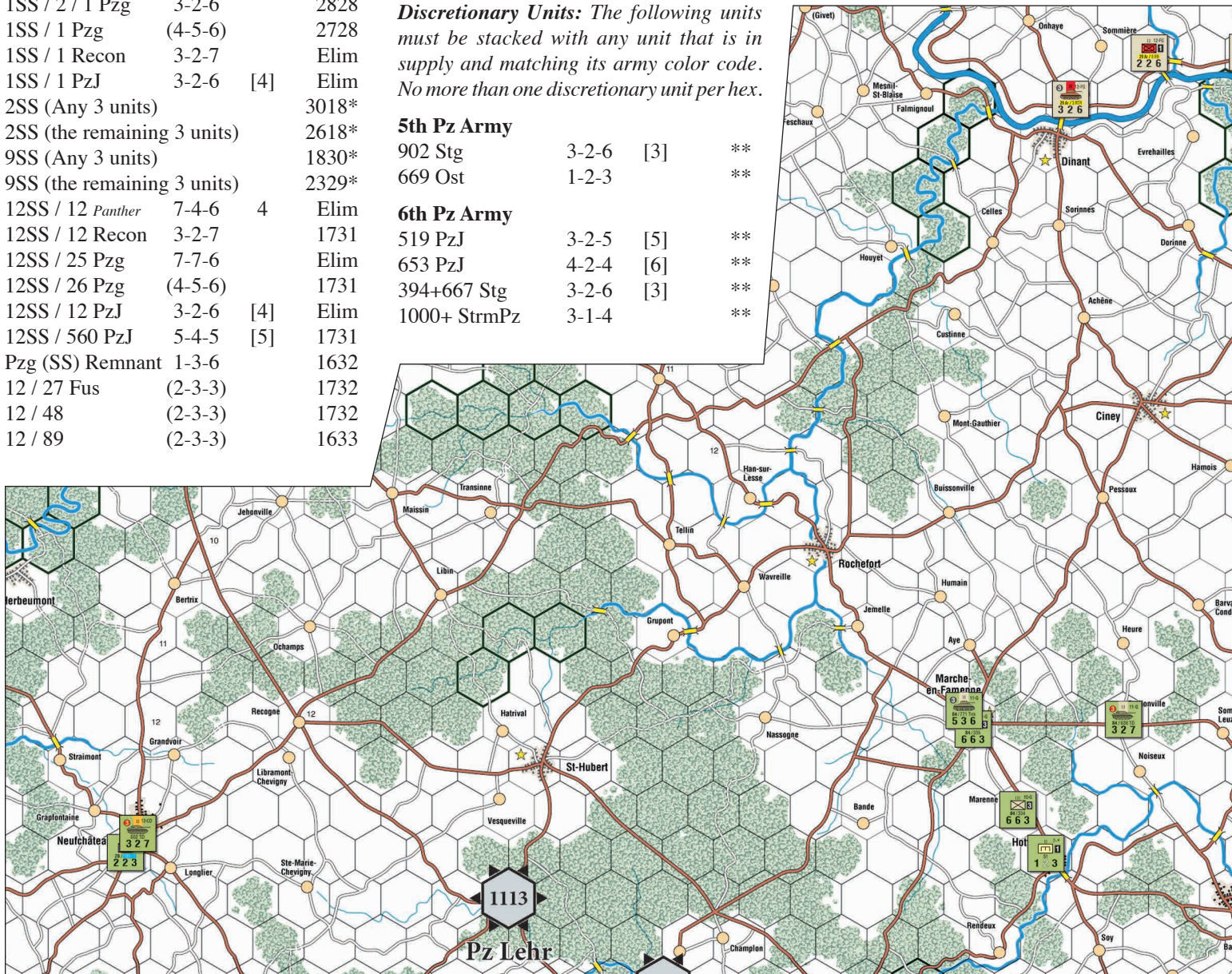
902 Stg	3-2-6 [3]	**
669 Ost	1-2-3	**

6th Pz Army

519 PzJ	3-2-5 [5]	**
653 PzJ	4-2-4 [6]	**
394+667 Stg	3-2-6 [3]	**
1000+ StrmPz	3-1-4	**

ALLIED AT-START

Unit	Factors	TQ	Hex
VIII Corps			
4 / 8 / 2	2-2-3		Elim
4 / 12 / 1	2-2-3		1303
4 / 70 Tnk (-)	3-2-6	3	1303
4 / 12 / 2	2-2-3		Elim
4 / 12 / 3	2-2-3		1504
4 / 22 / 2	2-2-3		1103
4 / 803 TD (-)	2-2-6	[3]	1103
9 Arm / CCA (-)	5-4-6	3	Elim
9 Arm / CCA / 60	3-2-6		Elim
9 Arm / CCB	(6-4-6)	3	•2124
9 Arm / CCR	7-6-6	3	Elim
28 / 109 / 1	2-2-3		W1206
28 / 109 / 2	2-2-3		2503
28 / 109 / 3	2-2-3		Elim
28 / 110 / 1	2-2-3		Elim
28 / 110 / 2	2-2-3		Elim
28 / 110 / 3	2-2-3		Elim



28 / 112 / 1	2-2-3	2522
28 / 112 / 2	2-2-3	•2321
28 / 112 / 3	2-2-3	2321
28 / 707 Tnk	4-3-6	3 Elim
28 / P	1-2-3	Elim
106 / 422 (-)	4-4-3	Elim
106 / 422 / 3	2-2-3	Elim
106 / 423 (-)	3-4-3	Elim
106 / 423 / 2	2-2-3	Elim
106 / 424 (-)	3-4-3	•2122
106 / 424 / 1	2-2-3	Elim
106 / 424 / P	1-2-3	Elim
14 Cav / 18	3-2-7	Elim
14 Cav / 32	3-2-7	Elim
333 FA	S-(2)-1	2324
402 FA	S-(2)-1	2524
174 FA	S-(2)-1	1602
35 Engineer	1-2-3	Elim
44 Engineer	1-2-3	Elim
159 Engineer	1-2-3	Elim
168 Engineer	1-2-3	Elim

V Corps

1 / 26	6-7-3	1832
1 / 18	6-7-3	2233
1 / 16	6-7-3	•2032
1 / 634 TD	3-2-6	[3] 2233
1 / 703 TD	3-2-6	[4] 2032
1 / 745 Tnk	(2-1-6)	3 1832
2 / 9	(4-4-3)	•1833
2 / 23	6-6-3	Elim
2 / 38	5-6-3	1834
2 / 741 Tnk	4-3-6	3 Elim
2 / 644 TD	3-2-6	[3] Elim
99 / 393 / 1	2-2-3	1835
99 / 393 / 2	2-2-3	Elim
99 / 393 / 3	2-2-3	Elim
99 / 394 / 1	2-2-3	1835
99 / 394 / 2	2-2-3	Elim
99 / 394 / 3	2-2-3	Elim
99 / 395 (-)	4-4-3	Elim
99 / 395 / 3	2-2-3	1835
7 Arm / CCA	(6-4-6)	3 •2427
7 Arm / CCB	(6-4-6)	3 2125
7 Arm / CCR	(5-4-6)	3 •2227
7 Arm / 814 TD	3-2-6	[4] Elim
9 / 47	6-6-3	1837
9 / 39	6-6-3	1836
9 / 746 Tnk	4-3-6	3 1836
9 / 899 TD	3-2-6	[3] 1837
30 / 117	(4-4-3)	2730
30 / 119	(4-4-3)	3131
30 / 743 Tnk	(2-1-6)	3 3131
30 / 823 TD	3-2-6	[3] 2432
30 / 120	6-6-3	2432
30 / 526	2-2-6	2531
30 / 99 (Nor.)	2-2-3	2531
102 Cav / 38 (+)	4-3-7	1838
146 Engineer	1-2-3	Elim
190 FA	S-(2)-1	2732
187 FA	S-(2)-1	2034
406 FA	S-(2)-1	2134

XVIII Corps

82 / 504	4-6-3	3030
82 / 505	(3-4-3)	3029
82 / 508	4-6-3	2823
82 / 325G	(3-4-3)	3023
101 / 501	4-6-3	•3314†
101 / 502	(3-4-3)	•3514†
101 / 506	4-6-3	•3415†
101 / 327G	4-6-3	3312†
3 Arm / CCB	(6-4-6)	3 2931
3 Arm / CCR	(6-4-6)	3 3925
3 Arm / TF	(2-1-6)	2 3625
517 Airborne	4-6-3	SM-W2932
551 Airborne	2-2-3	3232

VII Corps

84 / 334	5-6-3	W1323
84 / 335	5-6-3	W1522

84 / 771 Tnk	4-3-6	3 W1522
84 / 333	5-6-3	W1529
84 / 638 TD	3-2-6	[4] W1525

3rd Army

10 Arm / CCA	9-6-6	3 2104
10 Arm / CCB	(6-4-6)	3 3414§
10 Arm / CCR	(5-4-6)	3 1805
10 Arm / 609 TD	3-2-7	[3] Elim
4 Arm / CCA	7-6-6	3 3101
4 Arm / CCB	6-4-6	3 3703
4 Arm / CCR	8-6-6	3 3302
4 Arm / 704 TD	3-2-7	[3] 3302
602 TD	3-2-7	[3] W1206

Independent

51 Eng	1-2-3	W1224
158 Eng	1-2-3	Elim
299 Eng	1-2-3	Elim
705 TD	3-2-7	[3] •3512§
740 Tnk	3-2-6	3 Elim
29 Inf Regt	3-4-3	3840

30 CORPS BRITISH

SAS (-)	1-1-7	W3028
29 Arm / 8 RB	2-2-6	W3026
29 Arm / 2 F&FY	3-2-6	3 W3033
29 Arm / 3 RTR	3-2-6	3 W2924
29 Arm / 23 Hus	3-2-6	3 W3219

Arriving this Turn 13 (22AM)

5 / 10	6-6-3	BC
26 / 101	5-6-3	BC
26 / 104	5-6-3	BC
26 / 328	5-6-3	BC
26 / 735 Tnk	4-3-6	3 BC
26 / 818 TD	3-2-6	[3] BC
80 / 317	6-6-3	BC
80 / 318	6-6-3	BC
80 / 319	6-6-3	BC
80 / 702 Tnk	4-3-6	3 BC
80 / 610 TD	3-2-6	[4] BC
XII / 182 FA	S-(2)-1	BC
509 Airborne	2-2-3	E
3 Arm / CCA	9-6-6	3 H
Ind Thrasher	1-2-3	F

British Units arriving:

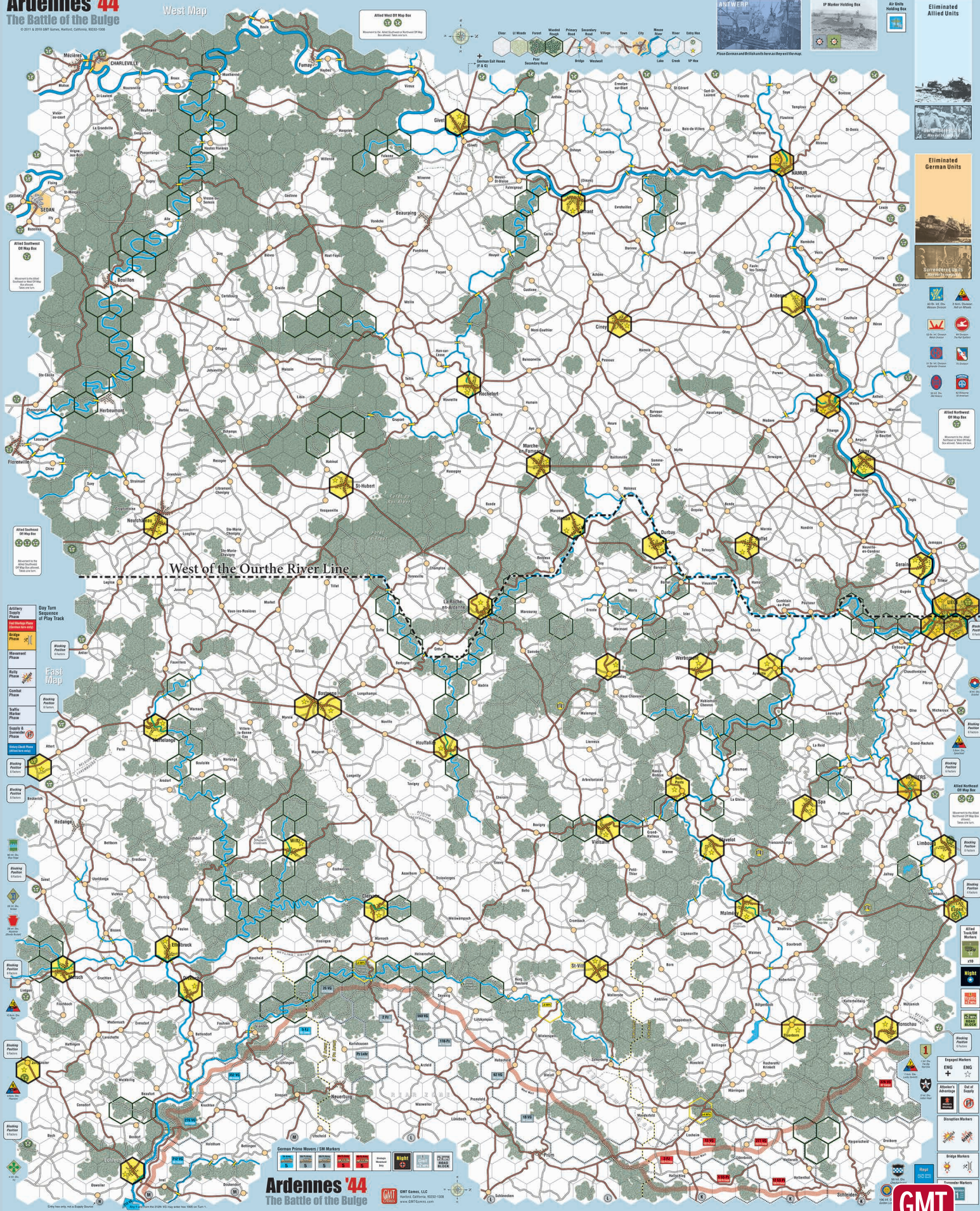
4 AGRA	S-2-1	FG
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Battalions, TFs and Remnants

Inf Bn	1-2-3	3323
Para Bn	1-2-3	3512†
Para Bn	1-2-3	2826
Para Bn	1-2-3	2927
TF	2-2-6	3 3323
TF	2-2-6	3 3922
TF	2-2-6	3 2627
TF	2-2-6	3 2522
Rem Inf	1-2-3	1833
Rem Armor	2-2-6	2 1805
Rem Armor	2-2-6	2 3514



The Battle of the Bulge



Ardennes '44

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