Ardennes '44

The Battle of the Bulge

GAME DESIGN

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4TH EDITION

GMT GAMES

RULE BOOK

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1. INTRODUCTION

"All I had to do was to cross a river, capture Brussels, and then go on and take the port of Antwerp. And all this in December, January, and February, the worst three months of the year; through the Ardennes where the snow was waist deep and there wasn't room to deploy four tanks abreast, let alone six armored divisions; when it didn't get light until eight in the morning and was dark again at four in the afternoon and my tanks can't fight at night; with divisions that had just been reformed and were composed chiefly of raw untrained recruits; and at Christmas time."

—Sepp Dietrich

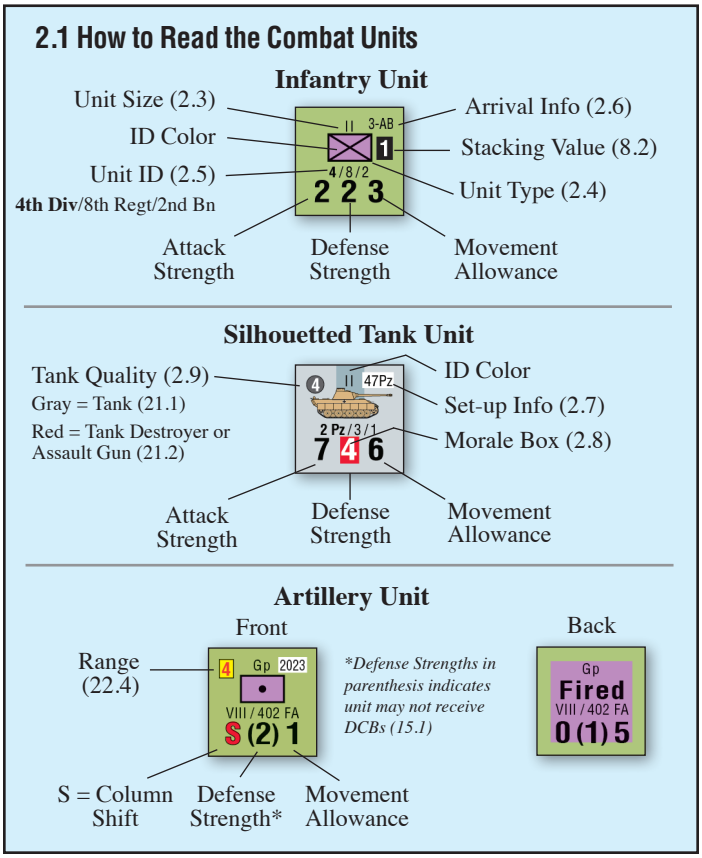
Ardennes '44 is a two-player game depicting Hitler's surprise attack in the Ardennes during 1944. One player plays the German side and tries to reach the west side of the map. The other player takes the Allied side and tries to stop the German player.

1.1 Inventory

Ardennes '44 includes the following:
2 map sheets
3 sheets of counters
2 (identical) Player Aid Cards
2 Reinforcement Cards
1 Turn Record Track
1 Rules Booklet
1 Play Book
2 dice

1.2 Game Scale

Each game-turn represents approximately 8 hours of real time. Each map hex represents about 1.6 miles (2.6 kilometers). Units represent battalions, regiments and brigades.



2. GAME PIECES

2.1 How to Read the Combat Units

Please review the chart in the lower left corner of this page.

2.2 Attack, Defense and Movement Factors

These numbers indicate how well the unit can attack, defend and move. These numbers will be further explained in the appropriate rule section.

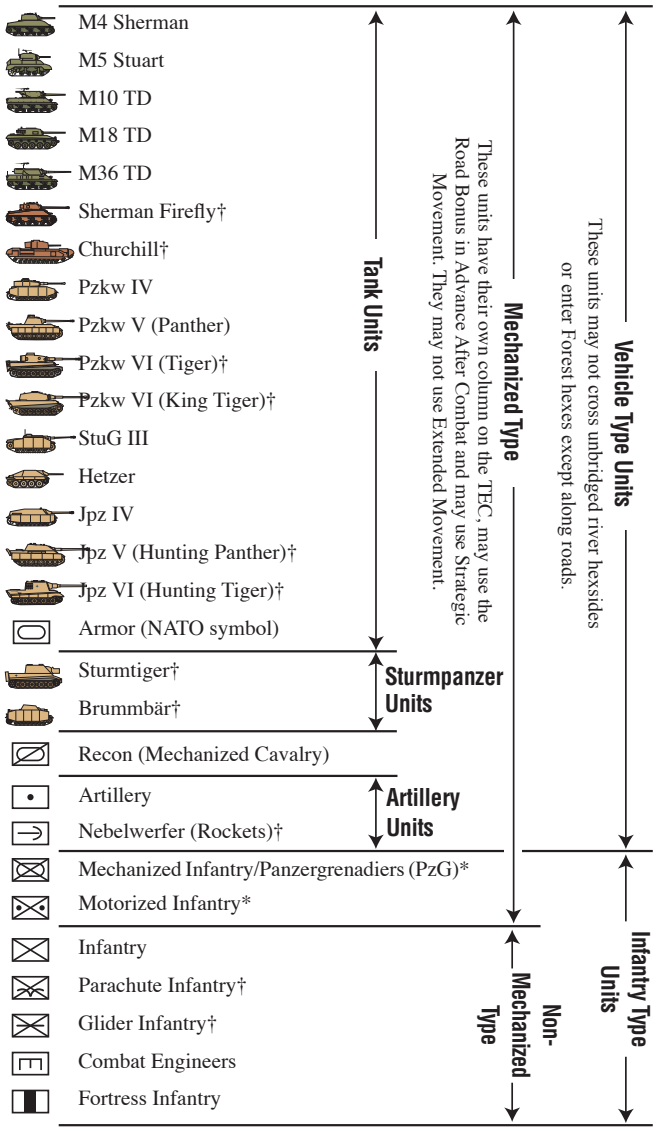
2.3 Unit Sizes

Sq = Squadron	I = Company	II = Battalion
TF = Task Force	III = Regiment	CC = Combat Command
X = Brigade	Gp = Group	XXX = Corps

(–) = with less elements (+) = with added elements

2.4 Unit Types

All ground combat units belong to one of two basic categories: mechanized or non-mechanized (important for movement purposes). The following is a list of the different unit types:



**Mechanized Infantry per the TEC.*
†Cannot receive Replacements (??)

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TANK UNITS: Tank Units come in two types: silhouetted or with a NATO symbol. The NATO symbol represents a mixed force of tanks and infantry. A silhouetted Tank Unit represents a battalion of armored vehicles with little or no infantry support. A summary of silhouetted Tank Unit properties can be found on the player aid card.

ARTILLERY UNITS: Artillery and Nebelwerfer units are collectively called Artillery Units.

2.5 Unit ID

The Formation ID is printed first and in bold for easy recognition—it is the only ID number that is relevant in game play. If there is no bold ID, the unit is Independent. The final ID number is the specific unit represented by the counter. A middle number, if present, is the regiment.

2.6 Arrival Information

Indicates the turn the unit arrives and the Entry Hex it arrives at.

EXAMPLE: 3-AB means the unit arrives on Turn 3 in either Entry Area A or B.

2.7 Set Up Information

A white box indicates an at-start unit. A red box indicates an at-start unit with set up and/or movement restrictions (29.1). Each Allied unit lists a starting hex number while German units list the Corps they belong to at the start of the game.

2.8 Morale Box

All units are either Elite, Normal, or Green. A red box around the Defense Strength means the unit is Elite, a white box around the Defense Strength means the unit is Green, and no box means Normal. Morale is used for Fire Fights (16.2), Determined Defense (16.7), Disengagements (20.2), and Surrender Checks (23.8).

2.9 Tank Quality (TQ)

A general rating given to Tank Units. The higher the better. Used to determine Armor Shifts (21.1). TQs in red indicate a Tank Destroyer or Assault Gun (21.2).

2.10 Color Schemes

The colors used to identify the nationality of combat units are:

	Green	U.S. Army
	Tan	British Army
	Black	German Waffen SS
	Gray	German Wehrmacht
	Blue Gray	German Fallschirmjäger

2.11 Army/Corps Identification Colors

Each combat unit is color coded according to the army or corps it starts in at the beginning of the campaign. German identification colors are used for the "Ourthe River" result on the Fuel Shortage Tables (6.4), Army Boundaries (11.10), and Prime Movers (22.3). Both players use the colors for Artillery Support restrictions (22.6).

GERMAN:

Red:	Dietrich's 6th Panzer Army
Gray:	Manteuffel's 5th Panzer Army
Blue:	Brandenberger's 7th Army

ALLIED:

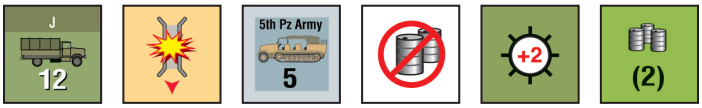
Purple:	Middleton's VIII Corps
Burgundy:	Gerow's V Corps
Orange:	Patton's 3rd Army (Milikin's III & Eddy's XII Corps)
Beige:	Collin's VII Corps
Blue:	Ridgeway's XVIII Airborne Corps
Red:	Horrock's 30 Corps (British). *The British used Arabic numerals for corps and switched to Roman numerals after the war to conform to NATO standards.*

BOTH:

Yellow:	Remnants and Army level troops (US)
White:	Breakdown units

2.12 Game Markers

The game also includes a variety of markers that are used to help facilitate play of the game. Their use is explained through the rules.



Truck | Bridge Blown | Prime Mover | Out of Supply | Improved Position (IP) | Fuel Dump

3. THE MAP

3.1 Setup

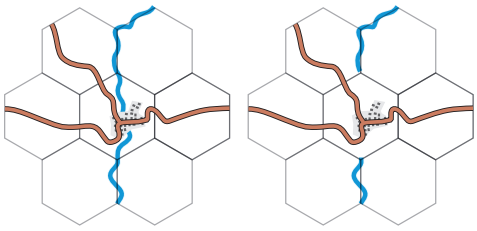
Place the maps so the East Map overlays the West Map. Players may sit on any side they wish. Marker holding boxes are provided along the edge of the map for players who wish to keep these markers handy and organized.

3.2 Entry Hexes and Blocking Positions

Entry Hexes are indicated by a star for Allied units or a Balkenkreuz for German units. Connected to each Entry Hex on the East Map is a Blocking Position box to hold Allied units that are abstractly blocking German movement down that particular road.

3.3 Rivers That Flow Through Hexes

Ignore rivers that flow through the middle of a town (such as at Malmédy) or in the middle of a Wooded Rough hex. The importance of the river as a movement barrier and defensive terrain has been mitigated by the other terrain. Also ignore the lake in the middle of hex E2639.



See this *Think this*

3.4 The Terrain Effects Chart (TEC)

Refer to the Terrain Effects Chart for a complete list of terrain and its effects on Movement and Combat.

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4. SEQUENCE OF PLAY OUTLINE

Each AM and PM game-turn consists of a German Player Turn followed by an Allied Player Turn. The sequence of each game-turn must be strictly followed.

A. GERMAN PLAYER TURN

1. The Artillery Supply Phase (5.0)
2. The Fuel Shortage Phase—*German Turn only* (6.0)
3. The Bridge Phase (7.1)
4. The Movement Phase (11.1)
5. The Rally Phase (18.6)
6. The Combat Phase (14.1)
7. The Traffic Marker Phase (24.3)
8. The Supply and Surrender Phase (23.1)
9. The Victory Check Phase—*Allied Turn only* (30.1)

PLAY NOTE: Night Turns follow a different and much shorter sequence (25.1).

B. ALLIED PLAYER TURN

The Allied Player Turn is identical to the German Player Turn (switching the term German for Allied), except the Allied player has a Victory Check Phase and no Fuel Shortage Phase.

C. END TURN

Record the completion of a game-turn by advancing the Game Turn marker one box.

5. THE ARTILLERY SUPPLY PHASE

5.1 In General

During this phase the phasing player flips over a number of his Artillery Units from their Fired side to their Ready side. If it is the German Turn, the German player should remove all his Prime Mover markers from the map in order to take stock of these important markers and better view his Artillery Units (22.3).

5.2 Artillery Supply Procedure

Artillery supply may not be accumulated—those not used are lost. The number of Artillery Units each side may flip over each friendly Artillery Supply Phase is:

- GERMAN: Three per turn. On Turn 2 (only) the German player may flip over six (5.4).
- ALLIED: All units may flip

5.3 Artillery Supply Restrictions

Artillery Units that are Disrupted/Broken (18.1), Out of Supply (23.4), or using Strategic Movement (Allied only [12.1]), may not be flipped to their Ready side.

NOTE: Artillery Units in an EZOC or Engaged (16.5) may be flipped. There is no need to trace a Line of Supply during this Phase (it is assumed ammunition was delivered during the most recent friendly Supply Phase).

5.4 Turn 2 Special Artillery Supply

To reflect the accumulation of supply for the offensive, the German player may flip six Artillery Units to their Ready side on Turn 2.

6. THE FUEL SHORTAGE PHASE

6.1 Procedure

Starting on Turn 7 (19 AM) the German player checks for Fuel Shortage. Fuel Shortage is checked using the Fuel Shortage Tables (see below). Roll once for each table. If the result has an asterisk, the Allied Player picks one Formation from the indicated army. If the result has an "or", the German player picks one of the indicated divisions. All the units of a Formation affected by Fuel Shortage are considered out of supply and suffer all the penalties of that status (23.4). The result often gives a choice of two divisions; the German player may choose either one.

DESIGN NOTE: Units marked OOS for Fuel Shortage can have the marker removed in the Supply and Surrender Phase (at the end of the German player's turn) if they can trace a Line of Supply.

Table 1		Table 2	
Die Roll	***Result***	***Die Roll***	***Result***
1	No Shortage	**1**	No Shortage
2	*West of the Ourthe:* **5 PzA***	**2**	*West of the Ourthe:* **6 PzA***
3	15 PG or 9 Pz	**3**	3 PG
4	Füh Bglt and Füh Gr	**4**	2SS or 9SS Pz
5	2 Pz or Pz Lehr	**5**	1SS or 12SS Pz
6	116 Pz	**6**	2SS and 9SS Pz
7	*Any one Pz Div in* **5 PzA***	**7**	1SS and 12SS Pz

DRM: +1 starting on Turn 15 (23 AM)

**Allied Player picks Formation (6.4).*

6.2 Fuel Shortage Die Roll Modifier

Starting on Turn 15 (23 AM) the German player must modify his die roll by +1 to account for Allied bombing of the rail net west of the Rhine.

6.3 Fuel Shortage and Reinforcements

If fuel shortage targets a Formation that is arriving as a reinforcement that turn, it arrives in an unsupplied state (it may use only Tactical Movement). If only one of the formations listed has arrived, the German player must select the one that is on the map. If neither division has arrived the result is treated as a "No Shortage" result.

6.4 Any Division Results

(6.4.1) West of the Ourthe: The Allied player selects the German Formation belonging to the appropriate army (5 PzA or 6 PzA). Only the units of that Formation that are west of the Ourthe River Line *at that moment* are affected

PLAY NOTE: The Ourthe River Line starts from the south edge at hex 1003, runs straight north to the Ourthe Occidentalle, along that river to the Ourthe, and along the Ourthe to the Meuse. Any units on or west of this line are considered west of the line.

(6.4.2) Any One Pz Div: The Allied player can pick any one panzer division in the 5th Pz Army on the East or West Map.

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7. BUILDING AND BLOWING BRIDGES

7.1 The Bridge Phase

During this phase the phasing player may destroy or rebuild bridges.

7.2 Bridge Demolition

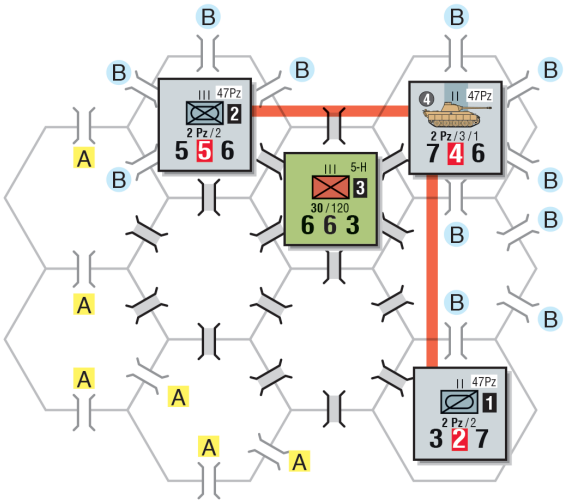
Both players may destroy (or the colloquial "blow") bridges. Bridge demolition occurs in the friendly Bridge Phase or during your opponent's Combat Phase. Only one attempt on each bridge is allowed per player turn. Supply has no effect on blowing bridges. Success or failure is determined using the Bridge Demolition Table. If the result is "Blown" the bridge is destroyed and a Blown Bridge marker is placed. Players must treat a blown bridge as an unbridged river hexside.

Bridge Demolition Table	
Die Roll	***Result***
1-4	Blown
5,6	No Effect

DRMs:
+1 if during enemy turn
+2 if Disrupted or Engaged
All modifiers are cumulative. Treat results more than 6, as 6.

7.3 Bridge Demolition in a Friendly Bridge Phase

You may only attempt to blow a bridge during your turn if an enemy Combat unit is within one hex of that bridge (see the example below). Bridge demolition requires that you have a friendly, non-Broken Combat Unit within one hex of the bridge hexside. The 1-hex range may be traced through EZOCs, but not through enemy units, enemy Roadblocks (33.0), or into or across an enemy ZOC Bond.



EXAMPLE: It is the Bridge Phase of the Allied player turn. The American player selects the unit shown to blow as many bridges as possible. The bridges marked A may not be blown because they are not within one hex of an Allied unit. The bridges marked B may not be blown because the 1-hex range may not enter or cross an enemy ZOC Bond or a hex containing an enemy unit. All other bridges may be blown by the Allied unit on a die roll of 1–4.

7.4 Bridge Demolition in the Combat Phase

Bridge blowing is allowed during your opponent's Combat Phase whenever an enemy unit is about to attack across the bridge hexside. Successful demolition of a bridge during the Combat Phase will:

- Prevent any Tank Unit that is attacking across the bridge from gaining the Armor Shift (21.3).
- Prevent any Vehicle Type Unit from being used as the Lead Unit in a Fire Fight (16.2).
- Prevent any Vehicle Type Unit from Advancing After Combat across the river hexside (19.2).
- Allow the attacker the opportunity to cancel the attack (14.4).

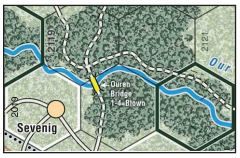
7.5 Bridge Demolition Modifiers (cumulative)

+1 If the attempt is made during your opponent's Combat Phase.
+2 If the friendly unit conducting the demolition is either Disrupted or Engaged.

7.6 Demolition Restriction

- FIRST DAY: No bridge blowing is allowed on Turns 1 and 2 (including the first Night Turn). Exception: the German player must check the Ouren bridge (7.7).
- Broken Units or units using Strategic Movement, Trucks or Prime Movers may not blow bridges.
- When a river flows through the middle of a town hex (example Clervaux and Houffalize), no demolition is possible (3.3).

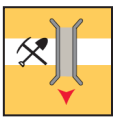
7.7 The Ouren Bridge (E2020/2119)



DESIGN NOTE: The bridge near Ouren actually represents two weak bridges. These were crucial to the advance of the 116th Panzer Division which, upon reaching the bridges on the second day of the offensive, found the bridges inadequate for tanks and heavy equipment. In this game there is a chance one of the bridges is adequate.

The first time a German unit attempts to move, attack, or advance across the Ouren bridge the Allied player rolls a die. On a die roll of 1-4 the bridge collapses and is considered destroyed (and a Blown Bridge marker is placed). On a die roll of 5 or 6 the bridge remains intact and is considered a normal bridge. This special die roll occurs only once—if the bridge is destroyed and later rebuilt it is considered a normal bridge in all respects; if the bridge remains intact it can be blown like all other bridges starting on Turn 3.

7.8 Rebuilding Bridges



(7.8.1) General Rule: Bridges may be rebuilt by either player at original bridge sites. To build a bridge the following two conditions are necessary:

- Both hexes tangent to the bridge hexside must be clear of enemy units and either be: a) occupied by friendly units, or b) clear of enemy Zones of Control (9.1).
- A Supply Path using roads only (23.3) must be possible from at least one of the hexes tangent to the bridge hexside.

DESIGN NOTE: If there are no enemy units projecting a ZOC on the construction site, then a friendly unit is not physically needed in the hex to repair a bridge.

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(7.8.2) Procedure: Bridge construction is conducted in a two-part process. In the first friendly Bridge Phase that the two conditions above are satisfied, the Blown Bridge marker is flipped to its Under Construction side. In the next friendly Bridge Phase, if the two conditions above are still met, the Blown Bridge marker is removed and the bridge may be used normally that turn. If the conditions are *not* met in the second Bridge Phase, the Under Construction marker must be flipped back to its Blown side.

8. STACKING

8.1 Stacking Limits

Stacking occurs when multiple units are in one hex. The stacking limit for both sides is **3 Stacking Points plus Free Stacking Units.** Markers have no Stacking Point value and may freely stack in a hex without limit.

8.2 Stacking Points

Each Stacking Point represents approximately a battalion, so a 3-battalion regiment would have a Stacking Point value of 3 while a 2-battalion regiment would have a Stacking Point value of 2. Stacking Points are indicated on all non-silhouetted units by the number in the small black box to the right of the unit-type symbol.

FREE STACKING UNITS: All silhouetted units (the Brummbär, Sturmtiger, and all Tank Units depicted by a picture) and all Artillery Units have no Stacking Point value and can stack in a hex for free under the following conditions:

- No more than one Artillery Unit per hex.
- No more than two **steps** of silhouetted units per hex.

NOTE: For ease of identification, all 2-step silhouetted units have a Defense Strength of 3 or 4. All 1-step silhouetted units have a Defense Strength of 2 or 1.

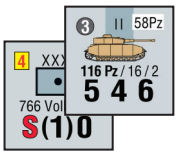
8.3 Stacking Restrictions

The stacking limit must be strictly observed at the completion of the Movement Phase, and after each Retreat and Advance After Combat. The owning player must correct all stacking violations at these times by eliminating enough steps from the hex to satisfy the stacking limit.

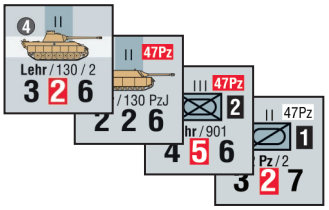
EXAMPLES OF STACKING:

3 Stacking Points of infantry and a 2-step silhouetted unit.

2 Stacking Points of Mechanized Infantry and a 2-step silhouetted unit.



0 Stacking Points = The silhouetted unit and the Artillery Unit have no stacking value.



3 Stacking Points plus two 1-step silhouetted units.

8.4 Allied Cooperation

British and American units may stack and defend together in the same hex, but may not participate in the same attack (27.3.3).

9. ZONES OF CONTROL (ZOC)

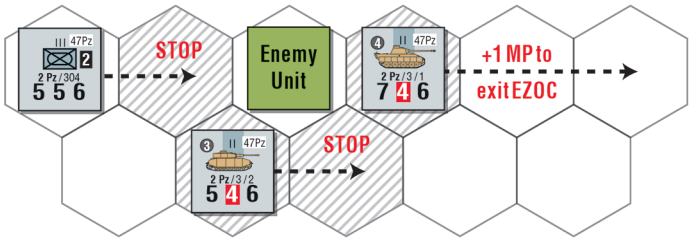
9.1 General Rule

The six hexes immediately surrounding a hex occupied by one or more combat units constitute the Zone of Control (ZOC) of those units. All combat units exert a ZOC. Multiple Enemy ZOCs give no additional effect. A hex can have friendly ZOCs and Enemy ZOCs simultaneously.

9.2 ZOCs and Movement

(9.2.1) Stops Movement: Units must stop upon entering an enemy Zone of Control (EZOC). Units that start their movement in an EZOC may move away. It costs all units one additional Movement Point (+1 MP) to exit an EZOC. It costs no additional movement points to enter an EZOC.

(9.2.2) ZOC to ZOC Movement: A unit that starts its move in an EZOC may move directly into another EZOC (and stop) of the same or different enemy unit as long as it does not cross or enter a ZOC Bond (10.2).



9.3 ZOCs and Terrain

A ZOC is not blocked by any terrain, except that ZOCs from silhouetted units do not extend into or out of Wooded Rough hexes, except along a road (of any type).

9.4 Other Effects of ZOCs

- ZOCs and Off Map Boxes (13.7)
- ZOCs and Blocking Positions (13.7)
- EZOCs and Retreats: 17.1, 17.2
- EZOCs and Advances: 19.3
- EZOCs and Supply Paths: 23.3

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10. ZOC BONDS

10.1 General Rule

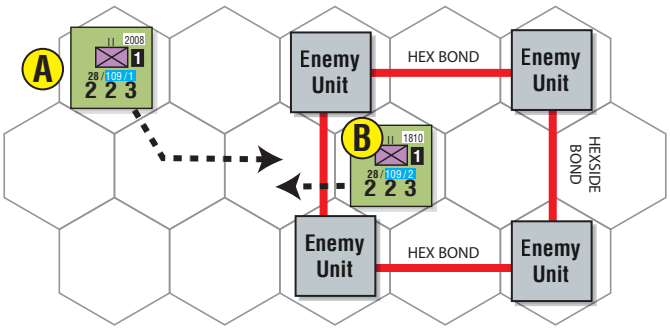
When two friendly *non-Artillery* Units are two hexes apart (with one vacant intervening hex) and in Good Order (18.1), they create a bond between them that no enemy unit may enter or cross. Artillery Units, Disrupted/Broken units and units using Strategic Movement/Trucks have ZOCs but may not form ZOC Bonds. Due to the pattern of a hex grid, there are two types of ZOC Bonds—Hex Bonds and Hexside Bonds.

10.2 Effects of ZOC Bonds

- Units may not enter an enemy Hex Bond or cross an enemy Hexside Bond during the Movement Phase.
- Units forced to Retreat into an enemy Hex Bond or across an enemy Hexside Bond are eliminated (17.2).
- Supply can never be traced into an enemy Hex Bond or across an enemy Hexside Bond.

10.3 Negating ZOC Bonds

A Hexside Bond is negated when enemy units are located on each side of the intervening hexside (as with units C and D in the diagram at the bottom of the page). A Hex Bond is negated when the intervening hex contains an enemy unit (as with units D and E in the same diagram). A ZOC Bond is negated as soon as the condition occurs.



EXAMPLE: Unit A moves adjacent to unit B, thereby breaking the German ZOC Bond. Unit B can now move into the hex with unit A.

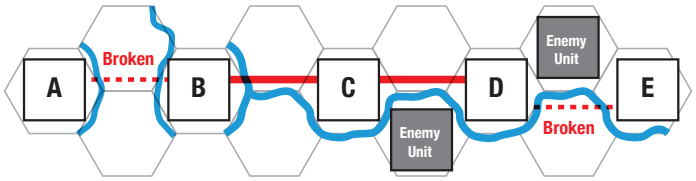
10.4 Intersecting ZOC Bonds

If both players have intersecting ZOC Bonds, then neither player may cross the other's ZOC Bond until it is negated.

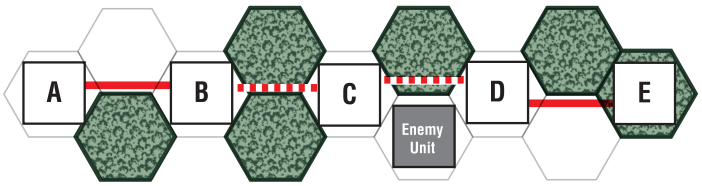
10.5 ZOC Bonds and Terrain

(10.5.1) A ZOC Bond cannot extend ACROSS two river hexsides or two Wooded Rough hexsides or any combination of those two, with roads and bridges having no effect on that. Lakes also have no effect on ZOC Bonds.

(10.5.2) Pushing Hexside Bonds: When determining if rivers or Wooded Rough terrain breaks a friendly ZOC Bond, push the ZOC Bond to the side of the hexside of your choice but it may not be pushed into a hex containing an enemy unit.



EXAMPLES: A-B is broken because it crosses two River hexsides; D-E is broken because the ZOC Bond must be pushed below the River and so crosses two River hexsides.

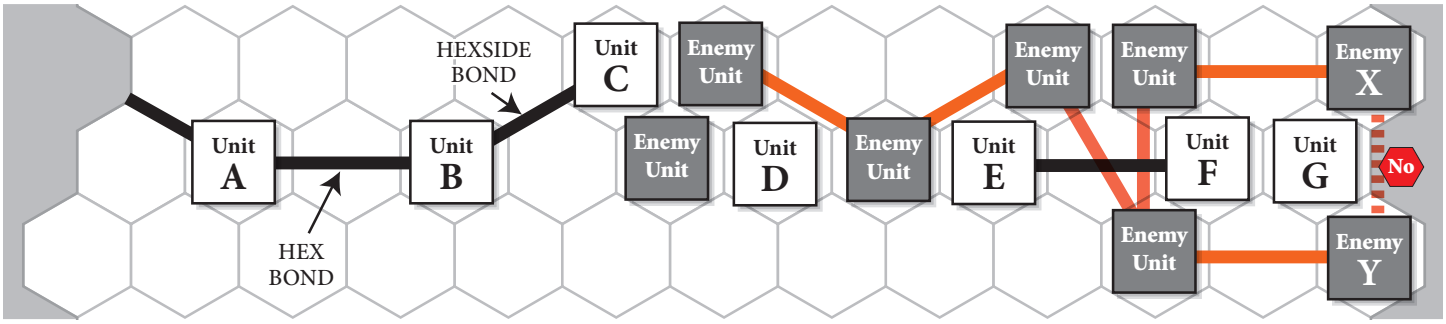


B-C is broken because of the Wooded Rough hexes. C-D is broken because the Bond cannot be pushed into a hex containing an enemy unit.

(10.5.3) Silhouetted Units and Hex Bonds: Silhouetted vehicle units in a Wooded Rough hex may only form a ZOC Bond across a Wooded Rough hexside if a road exists through that hexside.

10.6 ZOC Bonds With the Map Edge

A unit can form a ZOC *Hexside* Bond with a friendly map edge. Allied units can form a ZOC Bond with the South, West and North map edges and the five East edge hexes that are south of the Sauer River. German units can form a ZOC Bond with only the East edge.



EXAMPLES OF ZOC BONDS: Black lines indicate friendly ZOC Bonds, red lines indicate enemy ZOC Bonds. Due to enemy units there is no Hexside Bond between units C and D, nor a Hex Bond between Units D and E. Note how Units E and F still have a ZOC Bond even though it is intersected by the enemy ZOC Bonds. Note how Unit A has Hexside Bond with the map edge, but not a Hex Bond with it. Enemy Units X and Y do not have a ZOC Bond that extends into the off map area.

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11. RULES OF MOVEMENT

11.1 The Movement Phase

During the Movement Phase the phasing player may move all, some, or none of his combat units. Each unit has a Movement Allowance (MA) that is the maximum number of Movement Points (MPs) it may expend for movement during the Movement Phase and still be able to attack in the Combat Phase. Each hex entered costs a certain number of MPs to enter as determined on the Terrain Effects Chart (TEC). You must complete the movement of one unit (or stack) before starting to move another.

11.2 Extended Movement

Non-Mechanized type units may use Extended Movement to increase their Movement Allowance by 2 MPs. Mechanized Type units may not use Extended Movement (Mechanized units have Strategic Movement). Units that use Extended Movement may not move adjacent to an enemy unit (even if the hex is not in an EZOC). However, a unit may start adjacent to an enemy unit and use Extended Movement.

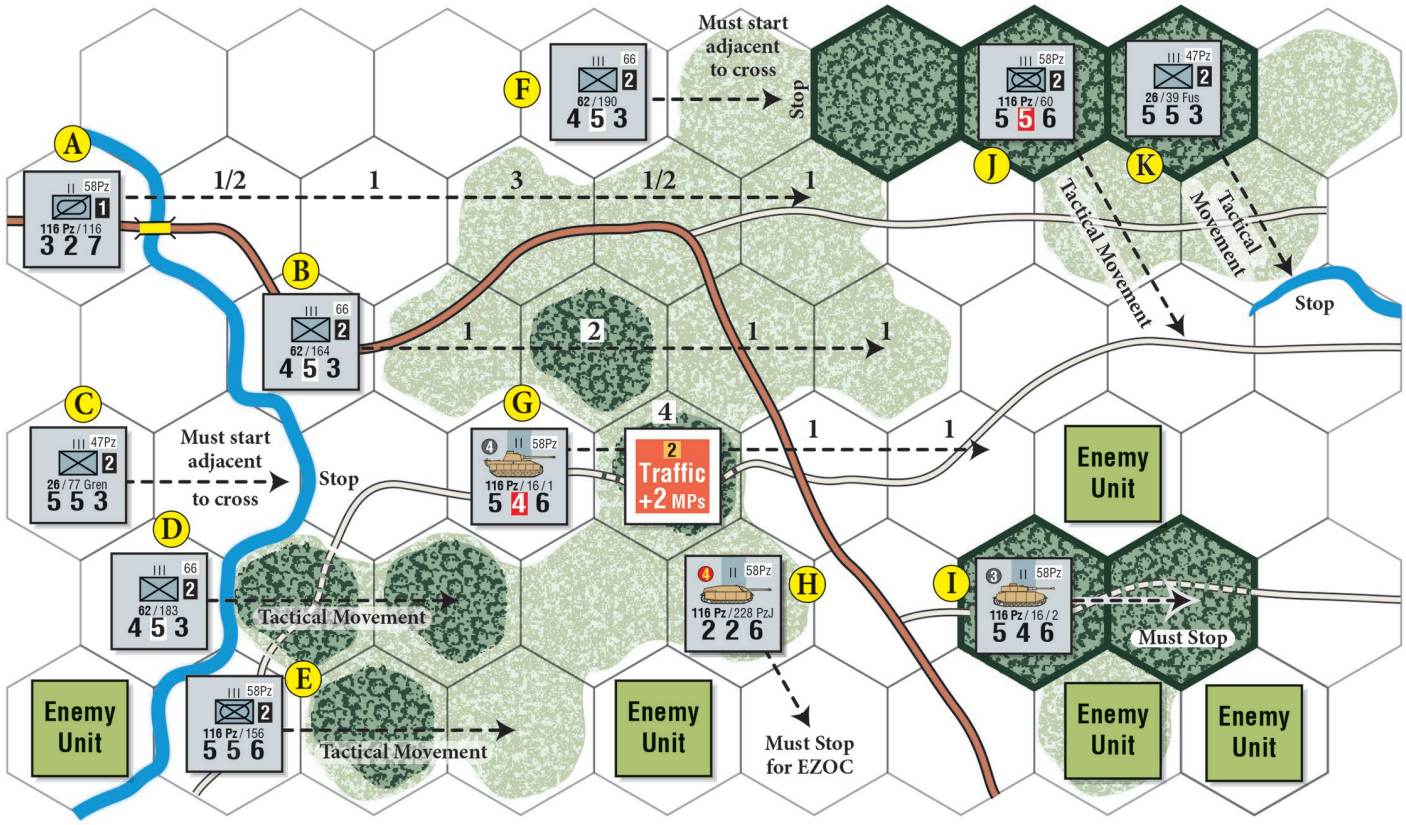
11.3 Tactical Movement

Any unit with a MA of 2 or more may forgo regular/Extended/Strategic movement and instead move one or two hexes, ignoring all MP costs (for terrain, EZOCs, etc.). This is called Tactical Movement. Units that use Tactical Movement may attack normally in the following Combat Phase. Units that use Tactical Movement must still stop upon entering an EZOC, may not cross enemy ZOC Bonds and may not enter or cross prohibited terrain *(example: Vehicle Type units and non-road Forest hexes)*. Tactical Movement can only be used to cross a river or Wooded Rough hexside if the unit started the Movement Phase adjacent to it.

DELAY MARKERS: Traffic markers (24.1), Roadblocks (33.0) and St. Vith Bottleneck hexes (24.7) are ignored when using Tactical Movement.

11.4 Movement and Rivers

(11.4.1) Rivers: Vehicle Type units (2.4) may not cross an unbridged river hexside—they must use bridges. Infantry Type units may only cross if they start adjacent to the river hexside and use Tactical Movement (move a maximum of two hexes).



EXAMPLE: The numbers indicate how many MPs each hex costs to enter (before the Ground Freeze [28.1]). Unit A moves 6 MPs. Unit B uses Extended Movement to increase its MA to 5 (11.2). Unit C may not cross the river hexside because it didn't start adjacent to it (11.4). Unit D must use Tactical Movement to cross an unbridged river hexside (11.4). Unit E uses Tactical Movement because it would cost 8 MPs otherwise (+1 MP to exit an EZOC, 4 MPs for the Forest hex and 3 MPs for the Light Woods). Unit F cannot enter the Wooded Rough hex because it did not start adjacent to it (11.6). Unit G has to pay 4 MPs for the Forest Road with a Traffic marker (24.2). Unit H must stop after one hex because it enters an EZOC (9.2). Unit I takes advantage of the Wooded Rough hexes canceling the enemy ZOC Bond (10.5) but must stop after entering a ZOC. Note that Unit I can only enter Forest and Wooded Rough hexes along roads (11.5). Units J and K must use Tactical Movement to cross a non-road Wooded Rough hexside (11.6). Unit K may not cross a non-road Wooded Rough hexside plus an unbridged river hexside.

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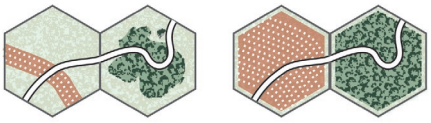
(11.4.2) The Meuse: Is treated as a regular river for movement and combat purposes. However, units are eliminated if they Retreat across the Meuse (17.2).

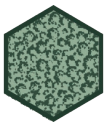
11.5 West Wall and Forest Hexes

Vehicle Type Units may only *enter and exit* West Wall and Forest hexes if following the path of a road.



See this Think this

11.6 Wooded Rough (Dark Green) Hexsides

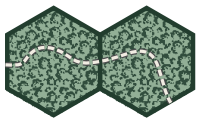


Wooded Rough represents a wooded valley with a lake or small river running through the middle of the hex. Crossing a *non-road* dark green hexside is the same as crossing an unbridged river hexside. Vehicle Type units may not cross, Infantry Type units may only cross if they start adjacent to the Wooded Rough hexside and use Tactical Movement. Infantry Type units may not cross two non-road Wooded Rough hexsides in the same Movement Phase.

11.7 Road Movement

A unit that follows the path of a road when it moves may use the reduced rate of the road. The road rate may be used when moving into or out of an enemy ZOC.

11.8 Forest Roads



Secondary Roads in Forest or Wooded Rough hexes that don't share the hex with a Primary Road are called Forest Roads. Forest Roads are indicated with a dashed line. This type of Secondary road cost 2 MPs for Mechanized units (1 if the ground is frozen). See 19.1.3 for its effects on Advance After Combat.

11.9 Exiting the Map

(11.9.1) Allied Units: Allied units may exit the map through the south, west or north map edge. An Allied unit that exits the map is placed in the Off Map Box associated with that map edge (southwest, southeast, west, northwest or northeast). Allied units may exit the map via movement, Retreat, or Advance After Combat. During the Movement Phase the cost to exit the map from a map edge hex is always 1 MP. During an Advance After Combat it costs 1 hex from the unit's advance rate.

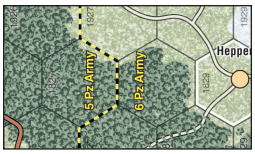
See 13.4–13.8 for additional details on Off Map Boxes.

(11.9.2) German Units: German units may never enter Off Map Boxes, and may only exit the map to fulfill their victory conditions. No unit from either side may exit the east edge.

(11.9.3) To Antwerp: German units that exit the map through any F or G Entry Hex to fulfill their victory conditions are placed in the Antwerp Box. German units must exit via an Entry Hex (paying the road cost), they may not exit between two Entry Hexes. They may not re-enter the map after exiting. Once a German unit uses an Allied Entry Hex to exit the map, that particular hex is no longer available as an Entry Hex for Allied units.

(11.9.4) Retreat off the Map: An Allied unit that retreats off the map is placed in the appropriate Off Map Box. If the retreat called for the unit to become Disrupted or Broken, then it must be marked as such. That unit may not re-enter the map, or even exit the Off Map Box until it Rallies (18.6).

11.10 Army Boundaries



(11.10.1) Movement Restrictions: German units may not cross the Army Boundary Lines before Turn 5 (18 AM). Army Boundary Line restrictions are removed at the start of Turn 5. The boundary lines do not extend beyond the hexes marked on the map—so German units that move west of the boundary lines may move in any direction.

(11.10.2) Effects on Combat: German units may attack across army boundaries but may not Advance After Combat across them. If a German unit is forced to retreat across an Army Boundary Line it may not Rally (18.6) until it has recrossed the boundary line or until Turn 5. Army Boundaries have no effect on ZOCs or ZOC Bonds.

12. STRATEGIC MOVEMENT AND TRUCK MARKERS

12.1 Strategic Movement in General

Mechanized units (including Allied Artillery Units) may use Strategic Movement (SM) to double their MA. Strategic Movement is not available to German non-Mechanized units, German Artillery Units (22.3), Disrupted/Broken units, or units that are out of supply. Non-Mechanized Allied units may use Strategic Movement if they are assigned Trucks (12.4.3). Units using Strategic Movement must move entirely along roads (all types). Reinforcements entering the map may arrive using Strategic Movement.

EXAMPLE: A Cavalry Squadron (MA=7) using Strategic Movement could move 28 hexes along a primary road.

12.2 Restrictions

Units that use Strategic Movement may start stacked with other units but are under the following restrictions:

- May not start their move adjacent to an enemy unit or at any time move adjacent to an enemy unit.
- May not enter a vacant, but enemy controlled Town or City hex (23.3.4).
- May not end their move stacked with any unit (exception 12.4.2), nor may other friendly units end their move stacked with them.
- May not blow bridges or build Improved Positions.
- May not end their move adjacent to another unit that bears a Strategic Movement or Truck marker. If the unit is adjacent but on a different road, then it is not considered adjacent for this rule.

12.3 Strategic Movement and Traffic Markers

Units using Strategic Movement may enter and pass through St. Vith Bottleneck hexes (24.7), and hexes containing a Traffic marker (24.1) by paying the additional movement cost.

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12.4 Strategic Movement (SM) Markers

(12.4.1) Limit: The number of units that may use Strategic Movement in a single Movement Phase is strictly limited to the number of SM markers available to each side (6 for the German player, 10 for the Allied player). Allied SM markers are printed on the back of Truck markers, German SM markers are printed on the back of Prime Mover markers.

PLAY NOTE: This means that for every infantry unit trucked, one less Allied Mechanized unit can use Strategic Movement; and for every German Mechanized unit using Strategic Movement, one less German Artillery Unit can be moved (22.3). German SM markers can be used for any Mechanized unit.

(12.4.2) Procedure: Place a SM marker on every unit (including Reinforcements) that used Strategic Movement. Use the Truck side of the Strategic Movement marker for non-Motorized units. Units that are part of the same regiment or British brigade may stack together during Strategic Movement and use only one SM marker. *For example, the **106**/424(-) and the **106**/424/1 would require only one Truck marker if stacked together.*

PLAY NOTE: Units that are part of the same regiment or brigade have a colored stripe as part of their ID.

(12.4.3) Truck Markers: Allied non-Mechanized units must be assigned trucks to use Strategic Movement. A non-Mechanized unit moving in trucks is identical to a Mechanized unit using Strategic Movement—trucks are SM markers. An Allied non-Mechanized unit may be assigned trucks if it starts its Movement Phase on a road (any type) and is not adjacent to an enemy unit, or it is currently in an Off Map Box. A unit must expend its entire MA to load up on trucks (i.e., 1st turn place the Truck marker—2nd Turn move the unit).

Exception: Allied non-Mechanized reinforcements may enter the map in trucks—they do not need to spend their first turn loading.

(12.4.4) Truck Movement Rate: Allied non-Mechanized units in trucks receive 12 MPs and move at the rate of Mechanized units. Units in trucks are considered to be using Strategic Movement and must abide by all the rules of Strategic Movement. However, do not double the 12 MPs, the movement rate has already been adjusted for Strategic Movement.

EXAMPLE: A non-Mechanized unit being transported by truck could move 24 hexes along a primary road.

12.5 Strategic Movement and Combat

Units under an SM or Truck marker may not attack and have their Defense Strength halved (round up). They may not benefit from DCBs, be used as a Lead Unit in a Determined Defense, or form ZOC Bonds. Their TQ and ZOCs are unaffected.

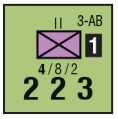
12.6 Removing SM and Truck Markers

The SM/Truck marker is removed at the conclusion of combat if the unit is attacked. They are voluntarily removed at any time in a friendly Movement Phase as long as the unit has not moved. Unloading does not cost any MPs. Once removed the unit may be moved normally. The SM/ Truck marker removed is immediately available for use with another unit.

13. REINFORCEMENTS, ENTRY HEXES, OFF MAP BOXES, AND BLOCKING POSITIONS

13.1 Reinforcements

Reinforcements receive their full MA on their turn of entry and enter play during the Movement Phase by paying the terrain cost (the road rate) of the first hex entered. Reinforcements must enter through Entry Hexes, they may not enter through hexes between two Entry Hexes. Reinforcements may enter the map by moving into an enemy ZOC but must stop and move no farther. Reinforcements may use Strategic Movement on the turn of entry. Allied non-Mechanized reinforcements may enter the map in trucks if Truck markers are available. In lieu of entering the map, a reinforcement may be placed in the Off Map Box or a Blocking Position associated with the unit's Entry Hex.



*EXAMPLE: The American **4**/8/2 infantry battalion scheduled to arrive on Turn 3 may either enter the map at Entry Hex A or B, be placed in the Allied Southeast Off Map Box, or be placed in a Blocking Position for Entry Hexes A or B. (Moving to the Blocking Position only makes sense if Entry Hex A or B is German occupied [13.4].)*

13.2 US Engineer Reinforcements

(13.2.1) Arrival: The eight American Engineer units with an asterisk next to their arrival turn do not arrive from off map. Instead, on their turn of arrival the Allied player places them in friendly controlled Town or City hexes (no villages). No more than one in each Town/City hex (one may be placed in each of the two Bastogne hexes for a total of two). They must be placed in a Town or City hex that has a *road-bound* Supply Path to an Allied Supply Source. They may exceed stacking limits upon placement but they may not be placed adjacent to enemy units or in Town/City hexes containing enemy Roadblocks (33.0).

(13.2.2) Movement Restrictions: These seven American Engineer units may use only Tactical Movement on the turn they arrive.

DESIGN NOTE: During the panic of the first three days the US mobilized the corps and army engineer battalions in the area to fight as infantry.

13.3 Artillery Reinforcements

All Artillery Units arrive on their Ready side but must flip to their Fired side if they move more than 1 hex.

13.4 German Capture of Entry Hexes

If a German unit occupies an Entry Hex that has a Blocking Position then no Allied reinforcement scheduled to enter through that Entry Hex or *any* Entry Hex in that "sector" can enter the map until the German threat is "blocked." A Sector is defined as the Off Map Box and all Entry Hexes associated with that Off Map Box. Furthermore, no unit in that sector may move to a different Off Map box.

BLOCKING: German units on an Entry hex present a threat to the Allied player beyond the map. To block this threat, an Allied unit with a Defense Strength of at least 6 (or two or more units with a combined Defense Strength of at least 6) must be moved to the

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Blocking Position Box associated with that Entry Hex. See 13.1 and 13.5 on how to move to a Blocking Position.

*EXAMPLE: It is Turn 4 and the Germans have a unit in Entry Hex A (and the Allied player has only 4 Defense Factors in that Blocking Position). This means that no US reinforcements can enter the map through either Entry Hexes A, B or C until the Allied player places unit(s) with at least 6 Defense Factors in the Blocking Position for Entry Hex A. It also means units in the Allied Southeast Off Map Box may not move to the Allied Southwest Box. At the start of Movement Phase the Allied player places the **4**/22/2 battalion in Blocking Position A, reaching the 6 Defense Strength requirement. Since the threat is now "blocked" the **10Arm**/CCA can enter the map normally.*

DESIGN NOTE: It is extremely important that the Allied player holds his flanks. If he cannot do it, he will have his reinforcements pulled from him to do it.

13.5 Movement from an Off Map Box

Units that start their move in an Off Map Box may:

- Remain in place.
- Move to any Blocking Position associated with that Off Map Box.
- Enter the map through any Entry Hex associated with that Off Map Box.* The unit may use its full MA (13.1).
- Move to an adjacent Off Map Box.*

**Only allowed if all captured Entry Hexes in that sector are blocked.*

13.6 Movement from a Blocking Position

Units that start their move in a Blocking Position may:

- Remain in place or move back to the Off Map Box.
- Enter the map through the Entry Hex connected to that Blocking Position (if the Entry Hex is free of enemy units).* The unit may use its full MA (13.1).

**Only allowed if all captured Entry Hexes in that sector are blocked.*

13.7 Properties of Off Map Boxes and Blocking Positions

- No stacking limits.
- German units cannot attack into these boxes.
- ZOCs do not extend into or out of.

13.8 Allied Attacks onto the Map

(13.8.1) Allied units may attack German units in an Entry Hex during the Allied Combat Phase. Only units in the Off Map Box and/or Blocking Position associated with that Entry Hex may participate. They may combine with other Allied units on the map that are adjacent to the Entry Hex and Artillery that is within Range. The number of Allied units that may attack an Entry Hex from off map is limited to what the Allied player could normally stack in two hexes (6 Stacking Points plus 4 steps of Silhouetted units). Air Support and Artillery on its Ready side (22.5) in the Blocking Position or from the sector's Off Map Box can be utilized. All rules of combat apply.

(13.8.2) Restrictions: An attack onto the map is only allowed if all German-occupied Entry Hexes in that sector are blocked (have at least 6 Allied Defense Factors assigned to them). *In other words, you can't attack onto the map until your flanks are covered.*

(13.8.3) Failed Attacks: If the Allied attack onto the map does *not* succeed in removing the defender from the hex, the attackers remain in the Blocking Position.

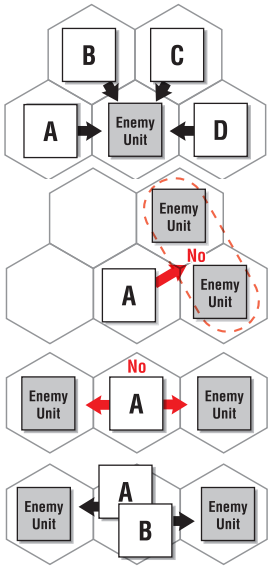
(13.8.4) Successful Attacks: If the attack succeeds in removing the defender from the hex, all participating units may Advance After Combat—the first hex of the advance *must* be the Entry Hex. Any units that do not or could not advance (due to stacking restrictions) must remain in the Blocking Position.

14. RULES OF COMBAT

14.1 The Combat Phase

Phasing units may attack adjacent enemy units in the Combat Phase. Attacking is voluntary; no unit is forced to attack. No unit may attack or be attacked more than once per Combat Phase (exception: Breakthrough Combat [19.4]). All defending units in a hex must be attacked as one combined defense strength. The attacker may conduct his attacks in any order and need not predesignate them.

14.2 Multi-Hex Combat



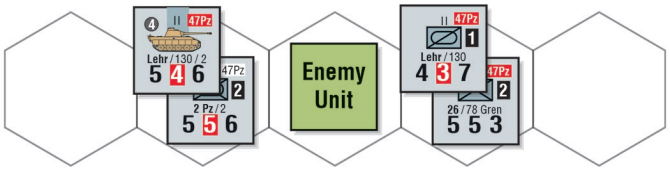
- A defending unit or stack can be attacked from up to six different adjacent hexes.
- The attacker may attack only one hex at a time; he may not target two hexes in a single combat.
- No unit may split its Attack Strength to attack a second hex in a separate attack.
- Units in the same hex may attack adjacent defenders in different hexes as long as each attack is conducted separately.

NOTE: Unlike some other game systems, attacking units are not required to attack all adjacent defending units.

14.3 Command and Control Restrictions

(14.3.1) Two Formation Limit: The attacker may have a maximum of two different Formations participate in each attack. All units belonging to the same Division, Brigade, or Cavalry Group count as one Formation. Every Independent unit (those without an ID in bold) counts as one Formation unless attached (see below). Artillery is not restricted by this rule, but is subject to the Army/Corps ID limitations (22.6).

(14.3.2) Attachments: Each Formation may have *one unit* temporarily attached to it by simply stacking with one of the units of that Formation. The attached unit can be an Independent unit or a unit from another Division/Brigade/Cavalry Group. When "attached" they are considered part of the Formation they are stacked with.



Two German Formations are attacking; the 26th VG Division and

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2nd Panzer Division. Lehr's Panther battalion is attached to the 2nd Panzer Division and Lehr's Recon battalion is attached to the 26th VG Division.

14.4 Combat Procedure

STEP 1: The defender may roll for bridge demolition before the attack takes place (7.4). If the bridge is blown the attacker may cancel the attack.

STEP 2: Compare the combined Attack Strength of the attacking units against the total Defense Strength of the defending units (plus Defensive Combat Bonuses [15.1]) and express the comparison as a numerical odds ratio (attacker to defender). Round off the odds ratio downward so the denominator is 1. Assume that 8-1, 9-1, etc., columns exist until all column shifts have been applied. The odds ratio can be higher than 10-1.

EXAMPLES: A 15 to 4 = 3-1. 7 to 2 would be a 3:1. 9 to 4 = 2:1. 6 to 4 = 1:1, and a 5 to 6 = 1:2.

STEP 3: The attacker declares whether he will use Air Support (15.6) and/or Artillery Support (22.7). Each Artillery Unit used is flipped to its Fired side.

STEP 4: The defender declares if he is using Artillery Support; if so he flips the Artillery Unit to its Fired side, rolls a die and consults the Defensive Artillery Table (22.8) to determine its effect.

STEP 5: If this is a German attack during Clear Weather (Turns 15–24 [23 AM–27 PM]), then the Allied player rolls on the Jabos Table (15.6).

STEP 6: After taking column shifts into account, the die is rolled and the results are implemented. Players immediately remove any step losses (16.3), perform Determined Defense (16.7), Retreats (17.1), Advance After Combat (19.1), and Breakthrough Combat (19.4).

14.5 Minimum and Maximum Odds

Combat at odds less than 1-3 is an automatic A1 result. Combat at odds greater than 7-1 is resolved on the 7-1 column. Attacker and defender column shifts are applied before the minimum and maximum restriction. *Example, 9-1 odds with one shift left would use the 7-1 column.*

15. COMBAT MODIFIERS

15.1 Defensive Combat Bonuses (DCBs)

Instead of column shifts for terrain the defender receives Defensive Combat Bonuses (DCBs). These are strength point additions to the hex (not per unit). Refer to the Terrain Effects Chart (TEC) for a complete list of DCBs. A defender can receive only one DCB—always use the most favorable to the defender.

EXAMPLE: A 6-6-3 infantry regiment in a town hex (+3) would have a defense strength of 9.

RESTRICTIONS:

- The DCB can never exceed the combined defense strength of the defender's stack. *Example, a 2-2-3 infantry battalion in a city hex (+4) would receive only 2 DCBs—not 4.*
- Due to their lack of infantry support, a stack consisting of only silhouetted units (or silhouetted units and Artillery Units) is restricted to a maximum DCB of +1.
- Units with a Defense Strength in parenthesis do not receive DCBs nor do you add their Defense Strength when determining the number of DCBs for the hex (bullet #1).
- Units using Strategic Movement do not receive DCBs (12.5).

15.2 The Halving Rule

When halving, always halve by individual unit—not stack, and round any fractions up to the next higher whole number.

EXAMPLE: Two units with an attack strength of 5 would have a combined strength of 6 after halving (3 + 3 = 6).

IMPORTANT: An attacking unit may never have its attack strength halved more than once for a given attack.

15.3 Rivers

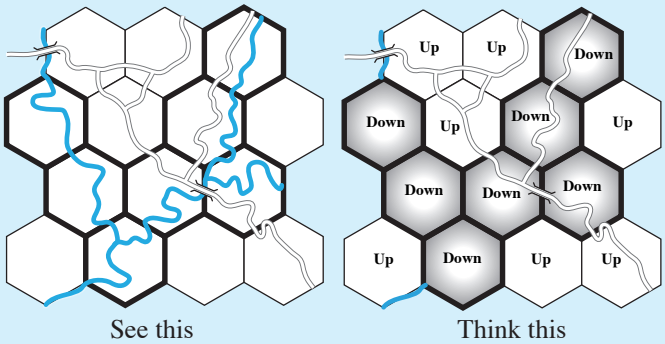
Combat units attacking across a River hexside (including the Meuse), have their attack strength halved. *NOTE: An intact bridge allows a Tank Unit to gain an Armor Shift if applicable (21.3) but does not cancel the halving of its Attack Strength.*

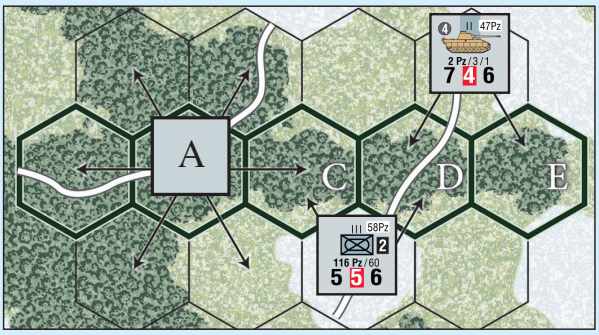
15.4 Vehicle Units and Combat

Vehicle Units have their Attack Strength halved if attacking across a hexside that they normally could not move across (Wooded Rough, Forest hexes, and unbridged river hexsides).

15.5 Wooded Rough and Height Advantage

(15.5.1) Wooded Rough and Combat: Combat units attacking *out of* a Wooded Rough hex or from one Wooded Rough hex to another, have their Attack Strength halved.





EXAMPLE: Unit A would be halved attacking into any of the six surrounding hexes no matter what type of unit it was. The PzG regiment is an Infantry Type unit so is not halved attacking into hex C or D, the tank battalion is a Vehicle Unit so is halved attacking into hex E because it could not legally enter the hex.

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(15.5.2) Height Advantage: Units are not halved attacking *into* a Wooded Rough hex from a non-Wooded Rough hex (this is called Height Advantage). A Vehicle Unit must attack along a road to get Height Advantage (due to 15.4).

DESIGN NOTE: Think of a unit in a Wooded Rough hex as being in a small valley. If it attacks up and out of the valley it is halved. If it is attacked from above, the attacker is not halved. A Wooded Rough hex is not necessarily a good defensive position in this game.

DESIGN NOTE: Always ignore rivers inside Wooded Rough hexes—the Wooded Rough hexside benefit takes account of the river.

15.6 Allied Air Support

(15.6.1) When: On Turns 15–24 (23 AM–27 PM) the Allied player receives Air Support during AM and PM turns. No Air Support is allowed during a Night Turn.

(15.6.2) Offensive Air Support: During the Allied player turn, the Allied player uses Ground Support markers to indicate which attacks will receive air support. The Allied player determines the number of Air Support markers available that turn by rolling a die any time during his Movement Phase and halving the result (round fractions up). *For example, a die roll of 5 would result in three Air Support markers.* Each marker provides a favorable shift of one column to the right on the CRT. A maximum of one marker may be used in each combat. Air Support markers may not be accumulated and any not used are forfeited. The markers are removed after the combat is resolved.

(15.6.3) Defensive Air Support: During the German player turn, Allied Air Support is random and is determined by a die roll on the Jabos Table immediately before *each* attack is conducted (but after artillery commitment). The result on the Jabos Table indicates column shifts to the left. *Example, a result of "3" would cause the German attack to suffer 3 column shifts left on the CRT.* Defensive Air Support is applied to all German attacks and is not tied into the number of Allied Air Support markers.

Jabos Table

Die Roll	*Result*
1	3
2	2
3	1
4-6	0

15.7 West Wall

Only German units may benefit from the +3 DCB for the West Wall (the movement restrictions of 11.5 apply to both players). Vehicle Units attacking into a West Wall hex have their Attack Strength halved.

15.8 Improved Positions

(15.8.1) Combat Effects: Units defending in a hex with an Improved Position (IP) receive a DCB of +2. Units currently using Strategic Movement, and units with their Defense Strength in parenthesis receive no benefit from IPs. The restriction of +1 DCB for silhouetted units (15.1) also applies in Improved Positions.

Important: The +2 DCB is used in lieu of the terrain DCB—it is not cumulative. Building an IP in a Village, Town or City hex has no effect since those hexes already have a DCB value of 2 or more.

(15.8.2) How to Build: Both sides may build IPs in any hex. Any non-engaged, Infantry Type unit in Good Order, that is in supply and not using Strategic Movement may build an IP. Construction is a two-part process—an eligible unit that does not move in its Movement Phase may begin to build an IP. Place an IP Under Construction marker in the hex at that time. It may not attack in the following Combat Phase. If the unit is still there in the next friendly Movement Phase and is not Engaged, it may complete the IP (flip the marker over, even if now OOS [23.5]). The unit may move in the same Movement Phase that it completes the IP.

(15.8.3) Delayed Construction: An IP construction marker that cannot be completed (see above) can remain in the hex and be completed in a later turn (including by a different friendly unit).

(15.8.4) Removing IPs: At the end of each Movement Phase remove any IPs left vacant. During the Combat Phase remove IPs immediately if the occupants are eliminated or forced to retreat.

15.9 Miscellaneous Modifiers

- Units using SM have their Defense Strength halved (12.5).
- Tank Units may provide an Armor Shift (21.1).
- Artillery provides shifts on the CRT. Both the attacker and the defender may use artillery (22.6).
- Units marked Out of Supply have their Attack Strength halved (23.4).
- If the defender is Disrupted/Broken then a 1 column shift to the right is applied (18.3).
- If Panzer Brigade 150 achieves surprise during an attack (27.8.3) then a 1 column shift to the right is applied.

16. COMBAT RESULTS

16.1 Explanation of Combat Results

The words "attacker" and "defender" refer only to the units participating in the combat in question—not to the general strategic situation.

DS = Defender Shattered: The defender loses 1 step (16.3). Surviving defenders must Retreat **4 hexes** and become Broken. No Determined Defense is possible (16.7). The attacker receives the Bonus Advance (19.1) and Breakthrough Combat (19.4).

DR4 = The defender must Retreat **4 hexes** and become Broken. No Determined Defense is possible (16.7). The attacker receives the Bonus Advance (19.1).

DR3 = The defender must Retreat **3 hexes** and become Broken. No Determined Defense is possible (16.7). The attacker receives the Bonus Advance (19.1).

DR2 = The defender Retreats **2 hexes** and becomes Disrupted. The attacker receives a Regular Advance. A Determined Defense is possible (16.7).

ENG = No Retreat or Advance. Place an Engaged marker on the defending stack (16.5).

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A1/ENG = Same as ENG except the attacker loses 1 step (16.3).

FF = Fire Fight: The attacker may either treat this as an ENG result, or immediately roll again on the Fire Fight Table (16.2).

FF (+1) = Same as FF except the attacker must modify his Fire Fight die roll by +1.

EX = Each side loses 1 step (16.3). Surviving defenders are Engaged. No Retreat or Disruption. If the defender had only 1 step, then the attacker receives a Limited Advance (19.1).

A1 = The attacker loses 1 step.

16.2 Fire Fight Table

Die Roll	*Result*
1	D1
2	DR2
3	A1/D1
4	A1/DR2
5	ENG+
6	A1/ENG

DRMs (cumulative):
+1 Lead Unit is Green
–1 Lead Unit is Elite.
–1 Lead Unit is a Tank Unit with a gray TQ that is ≥ the highest TQ rating in the defending hex.* Applicable only in Terrain where the Armor Shift is allowed (21.3).
**The "≥" is intentionally different than the Armor Shift rules (21.1). Treat results less than 1, as 1; and results more than 6, as 6.*

(16.2.1) Purpose: This table is only used when a Fire Fight result occurs on the CRT and the attacker wishes to "push forward." The attacker must first determine the Lead Unit. If the attacker has only one unit involved, then that unit is the "Lead Unit." If the attacker has two or more units participating then the attacker picks one unit as his Lead Unit. The Lead Unit determines any die roll modifiers and will be the unit to suffer a step loss if one is called for. The following units may not be selected as a Lead Unit: Disrupted, Broken, Artillery, and units using SM markers. Only a unit that can legally advance into the defender's hex can be designated as a Lead Unit—if the attacker has no such unit then he may not use the Fire Fight Table.

EXAMPLE: A Tank Unit may not be selected as a Lead Unit when attacking across an unbridged river hexside.

(16.2.2) Results Found Only on the Fire Fight Table:
D1 = The defender loses 1 step. Surviving defenders must Retreat **2 hexes** and become Disrupted. The attacker receives the Regular Advance. A Determined Defense is possible (16.7).

A1/D1 = Both sides lose 1 step. Surviving defenders Retreat **2 hexes** and become Disrupted. The attacker receives the Regular Advance.

A1/DR2 = The attacker loses 1 step. The defender Retreats **2 hexes** and becomes Disrupted. The attacker receives the Regular Advance. A Determined Defense is possible (16.7).

ENG+ = No Retreat or Advance. Place an Engaged marker on the defending stack (16.5) and an Attacker's Advantage marker (16.6) on one of the attacker's stacks.

NOTE: If the Fire Fight result allows an Advance After Combat, all units in the original combat may advance—not just the Lead Unit.

16.3 Selecting Step Losses

The owning player always selects which unit suffers the step loss. On an EX result on the CRT, the owning player must select a Tank Unit for the step loss if he had an Armor Shift in his favor in that combat. The selected Tank Unit must be one that qualified for the shift. When using the Fire Fight or Determined Defense Table, the Lead Unit always takes the step loss if one is called for (16.2, 16.7).

16.4 Indicating Step Losses

(16.4.1) In General: Flipping a unit over indicates the unit has suffered a step loss. If it is a 1-step unit, or a 2-step unit that is already flipped, then it is eliminated. A 3-step unit forms a Remnant on its third step.

(16.4.2) Remnants and the Remnant Display: When a 3-step unit takes a second step loss it may be replaced with a Remnant of the appropriate type. Place the regiment or brigade in the Remnant Display and place the Remnant on the map where the unit was. When a Remnant is eliminated it goes back to the Remnant Display and the original unit goes to the eliminated box. All Remnants are considered Independent units. If there is no Remnant available when a 3-step unit takes a second step loss, then none is created (the step is lost).

NOTE: Allied glider regiments can use the parachute remnants.

(16.4.3) Remnants are Not Mandatory: Players may elect not to use a Remnant and put the 3-step unit directly into the Eliminated Box. In this case the unit is considered to have lost two steps. This option is mandatory if there is not an available Remnant in the display.

16.5 Engaged Markers

Engaged affects the defender only (the attacker does not have to refight an engaged battle in the next turn). Units marked Engaged suffer the following effects:

- may not move in the following Movement Phase.
- may not begin or complete the construction of an Improved Position (15.8).
- suffer a +2 DRM for bridge demolition (7.5).
- ineligible to receive a Night Turn marker (25.3.4).

Engaged markers are removed per 20.5.

16.6 Attacker's Advantage Markers

This marker is applied in an ENG+ result—place it on one of the attacking stacks or units pointing to the defender's hex. The marker provides a favorable column shift if the stack/unit attacks the same hex again in the following turn (by itself or with other units).

REMOVAL: The Attacker's Advantage marker is removed in the following cases:

- Always after resolving the second attack (unless another ENG+ is rolled).
- If the target hex is vacant of enemy units at the start of the owning player's Combat Phase.

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- If all units originally under the marker exit the hex—it does not matter if other friendly units take their place. One or more units can exit the hex as long as at least one of the original attacking units remain.
- The units in the hex containing the Attacker's Advantage marker suffer a Retreat result (even if the Retreat result is canceled by a successful Determined Defense [16.7]).

16.7 Determined Defense

A determined defense represents a counterattack or a hold-at-all-cost order.

(16.7.1) Procedure: The defender may attempt to cancel a Regular Advance (from the CRT or the Fire Fight Table) by using the Determined Defense Table—a Bonus Advance may not be canceled. A successful result on this table will allow the surviving defenders to ignore the retreat and the associated Disruption and the attacker's advance is canceled. Apply step losses from any D1 or A1/D1 result before using this table. If there are two or more units in the defending stack, then the defender picks one unit as the Lead Unit; this unit determines any die roll modifiers and will be the unit to suffer the step loss if one is called for.

NOTE: A successful Determined Defense does not cancel any step losses suffered—only the Retreat and Disruption portion of the result.

The following units may not be selected as a Lead Unit: Disrupted, Broken, Artillery, and units using SM markers.

(16.7.2) Determined Defense Table

Die Roll	*Result*
≤ 0	Yes (EX)
1	Yes (–1 step)
2	Delay (–1 step)
3-5	No
≥ 6	No (–1 step)

DRMs (cumulative):
+1 Lead Unit is Green
–1 Lead Unit is Elite
–? The DCB of the defender's hex. (Use the modified DCB value that the defending stack would be entitled to per 15.1). *Note, the DCB is subtracted not added.*
Treat results less than 0, as 0; and results more than 6, as 6.

(16.7.3) Explanation of Results:

- **Yes (EX):** The Determined Defense is successful. Each side loses 1 step (the attacker may select his step loss) and the defender is marked with an Engaged marker.
- **Yes (–1 step):** The Determined Defense is successful. The defender loses 1 step and is marked with an Engaged marker.
- **Delay (–1 step):** The defender loses 1 step and his surviving units are retreated **2 hexes and become Disrupted.** The Attacker receives a Limited Advance (19.1).
- **No:** The Determined Defense fails.
- **No (–1 Step):** The Determined Defense fails and the defender loses 1 step.

EXAMPLE: The Allied player has an infantry battalion and a tank battalion in Clervaux and has just suffered a DR2 result. Instead of retreating he declares he is making a Determined Defense and selects the tank battalion as his Lead Unit. The Town's DCB provides a –3 modifier. He rolls a 4 which is modified to a 1 which gives a "Yes –1 step" result. The tank battalion is reduced one step and the retreat and disruption are canceled.

(16.7.4) Single Step Defenders: If the defender had only one step, and that step was lost in a successful Determined Defense, then the attacker may advance into the defender's vacated hex (only) and stop (a Limited Advance).

17. RETREATS

17.1 Retreat Procedure

The attacker never retreats, only the defender. A stack of retreating units may retreat to different hexes. The owning player may determine the path, but must follow the guidelines below listed in order of priority:

1. Defending units *must* be retreated the full number of hexes indicated without passing through the same hex twice. If possible, the retreat should end a number of hexes away from the battle hex equal to the number of hexes of the retreat result.
2. EZOCs: If possible, avoid entering a vacant hex in an EZOC. If not possible, the first hex of a retreat may enter a vacant hex in an EZOC as long as the retreating unit does not cross or enter an enemy ZOC Bond. After that first hex, all other hexes in a retreat *must be clear of enemy ZOCs!* A friendly unit (one that did not retreat in the current combat phase) negates an EZOC in the hex it occupies for this purposes.
3. If possible, a unit must end its retreat in Supply.
4. ROADS: Vehicle Units must use roads as much as possible without violating cases 1-4 above.

CLARIFICATION: "If possible" means you can ignore it if its not possible. *For example, ending up the full number of hexes from the battle hex is more important than avoiding enemy ZOCs in the first hex.*

17.2 Elimination due to a Retreat

Units are eliminated if they retreat:

- into a hex occupied by an enemy unit,
- across or into an enemy ZOC Bond,
- into a vacant hex in an enemy ZOC other than the first hex of their retreat,
- across a hexside or into a hex they could not legally enter in the Movement Phase,
- are unable to retreat the full number of hexes required,
- are unable to meet the stacking limit (17.4),
- are already Broken (18.5),
- are OOS and are forced to retreat 3 or more hexes (23.4),
- are Allied Engineer units that become Broken or are forced to retreat 3 or more hexes (27.1).

Additionally, Vehicle Units are eliminated if they retreat:

- into or out of a Forest, West Wall or Wooded Rough hex unless through a road hexside, or

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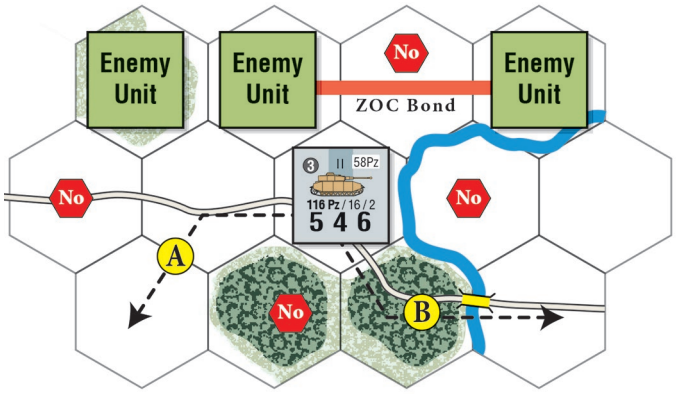

EXAMPLE OF RETREAT PATHS: There are two retreat paths for the tank unit (A and B). The hexes marked "No" are prohibited to the tank unit during this retreat. Priority must go to the path that avoids all EZOCs (Path B).

- across a non-bridged river hexside.

17.3 Unfulfilled Retreats

If the defender does not retreat because it is eliminated, the attacker still receives his full Advance opportunity.

17.4 Overstacking in a Retreat

Overstacking is not allowed after a retreat. A player may avoid an overstacked situation by retreating the stack (or the units in excess of the stacking limit) additional hexes until a hex is reached where stacking restrictions are not violated. Units retreated additional hexes become Broken if not already. If no such hex can be reached, then the steps in excess of the stacking limit are eliminated (owning players choice but the steps must come from those that retreated).

17.5 Combat Against Previously Retreated Units

If a unit or stack is retreated into a friendly occupied hex and that hex undergoes an attack (not Breakthrough Combat) in the same Combat Phase, the retreated units do not add their strength to the combat, and if required to retreat again are eliminated.

17.6 Retreat Off the Map

German units that retreat off any map edge, and Allied Units that retreat off the East Map edge are eliminated. Allied units that retreat off the South, West or North Map edge, are placed in the appropriate Off Map Box. They may reenter the map again after they Rally (18.6).

17.7 Artillery and Retreats

Artillery Units that retreat must flip to their Fired side. This includes German Artillery units under Prime Mover markers. German Artillery units *without* a Prime Mover marker are eliminated if forced to retreat.

17.8 Retreating Units Bearing Engaged Markers

Remove the Engaged marker from the retreating units and retreat normally. Note this can only happen if the unit was engaged in the Night Turn and attacked in the following AM turn.

18. DISRUPTION AND RALLY

18.1 Disrupted, Broken and Good Order

Combat Units are always in one of three states: Disrupted, Broken, or Good Order. A unit that is neither Disrupted or Broken is classified as being in Good Order.

18.2 How Units become Disrupted and Broken

- Any Combat Unit that retreats **2 hexes** becomes Disrupted.
- Any Combat Unit that retreats **3-4 hexes** becomes Broken.
- A Disrupted unit that suffers another 2 hex retreat becomes Broken.

18.3 Effects of Disruption

A Disrupted unit suffers the following penalties:

- MOVEMENT: May only use Tactical Movement. If the unit starts in an EZOC it must move away if possible. If not possible, it may remain in the hex or move to another hex in an EZOC. A Disrupted unit may not intentionally enter an EZOC if it has other choices (even if the hex contains a friendly non-Disrupted unit).
- Has a ZOC but cannot be used to form a ZOC Bond.
- COMBAT: May not attack. If the defending stack contains one or more Disrupted/Broken units the attacker receives one shift right on the CRT.
- ARTILLERY: Disrupted Artillery Units may not provide support, nor flip to their Ready side.
- LEAD UNIT: May not be the Lead Unit in a Fire Fight (16.2.1) or Determined Defense (16.7.1).
- RETREAT: A Disrupted unit that suffers another 2 hex retreat becomes Broken. A Disrupted unit that Breaks is eliminated.
- BRIDGES: Suffer a +2 DRM on the Bridge Demolition Table.
- May not use Strategic Movement (12.0), Determined Defense (16.7), build IPs (15.8), receive Replacements (25.2), or perform Breakdown (26.2).

18.4 Abilities of Disrupted Units

Disrupted units retain their ZOC (but may not form ZOC Bonds), their full TQ value, and can benefit from DCBs.

18.5 Effects of Broken

A Broken unit is considered Disrupted and all rules that apply to a Disrupted unit also apply to a Broken unit with the following additional penalties:

- A Broken unit that suffers any type of retreat is eliminated.
- Recovery for a Broken unit is a 2-turn process. If it can recover (see 18.6) its status is improved to Disrupted. Removal of the Disrupted marker must wait until the following turn per 18.6.
- BRIDGES: May not be used to blow bridges.

NOTE: Allied Engineer units that become Broken are eliminated (27.1).

18.6 The Rally Phase

During the Rally Phase, all friendly Disrupted or Broken units that are not adjacent to an enemy unit automatically recover one level—Disrupted units have their Disrupted marker removed and

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Broken units become Disrupted. If the Disrupted or Broken unit is adjacent to an enemy unit then recovery is determined by a die roll:

Die Roll	*Result*
1, 2	Recover 1 level
3-6	Unit remains Disrupted or Broken
DRMs: +1 Unit is Green, –1 Unit is Elite Treat results less than 1, as 1; and results more than 6, as 6.	

19. ADVANCE AFTER COMBAT

19.1 Advance in General

(19.1.1) Who May Advance: The CRT result determines if the attacker may advance after combat. Only the units that participated in the attack may advance. Units not able to contribute Attack Factors due to the Formation Limit (14.3) or Factor Limit rules (34.0) may advance after combat if they were indicated as being involved and are stacked with attacking units. Artillery Units cannot Advance After Combat.

(19.1.2) Types of Advances: There are three types of Advances: Limited, Regular and Bonus.

- LIMITED ADVANCE: This occurs when the defender is eliminated but was not required to retreat (in an EX result or a successful Determined Defense by a 1-step defender, or a Delay result in a Determined Defense)—the attacker may only occupy the defender's vacated hex.
- REGULAR ADVANCE: The attacker may advance one hex in any direction.
- BONUS ADVANCE: The attacker may advance two hexes in any direction. This occurs on a DR3, DR4 and a DS result.

(19.1.3) The Road Bonus: If a Mechanized unit (that is in Supply [23.4]) follows the path of a primary and/or a secondary road throughout its advance, it may increase its advance rate by one hex. In this way a Mechanized unit could advance two hexes in a Regular Advance and three hexes in a Bonus Advance. Forest Roads (11.8) may not be used for the Road Bonus until Frozen Ground Conditions start (28.1). Traffic markers (24.2) and Roadblocks (33.0) have no effect on the Road Bonus.

19.2 Terrain and Advance

- No unit may advance into a hex or across a hexside that is prohibited during normal movement.
- Infantry Type units may only advance into a Forest hex if it's the first hex of the advance or the unit enters the hex via a road. Vehicle Units may never enter such hexes unless following the path of a road.
- Infantry Type units may only advance across a *non-road* Wooded Rough hexside or an *unbridged* river hexside if it is the first hex of their advance. Vehicle Units may never cross such hexsides.

19.3 EZOCs and Advance

(19.3.1) ZOC Bonds: May never be entered or crossed during an Advance After Combat except when entering the defender's vacated hex.

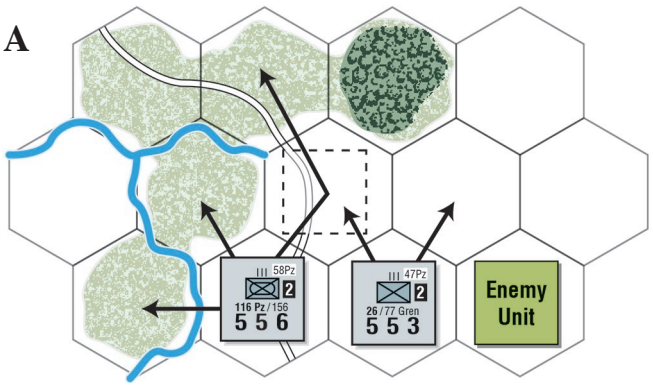
(19.3.2) EZOCs do not stop an advance, but no unit may advance from one EZOC directly into another EZOC of the same enemy unit, except when entering the first hex of its advance.

19.4 Breakthrough Combat

(19.4.1) In General: If the CRT result is DS, then the attacking units may attack again after advancing. This second combat is called Breakthrough Combat. Only one stack of units (Stacking Limits apply) may participate in this second attack, but you are allowed to form the stack (henceforth called the Breakthrough Group) in the defender's vacated hex. This move into the defender's hex costs 1 hex from their advance. A mechanized Breakthrough Group may use its full advance (including using the Road Bonus) and attack again; a non-mechanized Breakthrough Group, or a mix of both, may advance only one hex and attack again.

(19.4.2) Procedure: The Breakthrough Group may not split up and attack two or more target hexes. Finish advancing units

A



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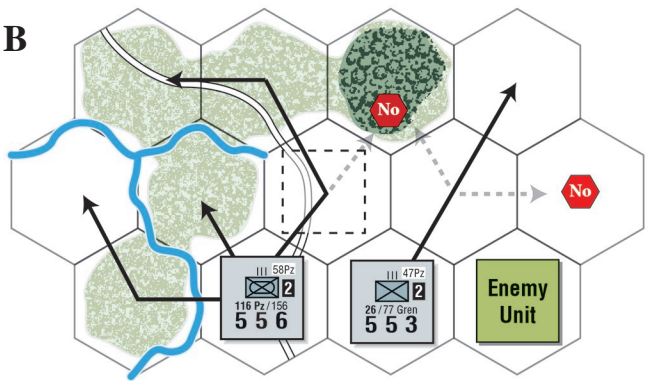

*EXAMPLE A—**A Regular Advance:** The defender's vacated hex is indicated with dashed lines. The two German units can advance in any direction. The Mechanized unit may advance two hexes if it follows the path of the road.*

*EXAMPLE B—**A Bonus Advance:** Units may advance two hexes in any direction. The Mechanized unit may advance three hexes if following the path of a road. Note that the river may only be crossed, and the non-road Forest hex may only be entered, in the first hex of an advance. The **26**/77 Gren VG regiment cannot advance into the hex marked "No" because it may not advance from one EZOC directly into another EZOC of the same enemy unit, except in the first hex of an Advance.*

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from the originating combat before conducting the Breakthrough Combat. The Breakthrough Combat must be conducted before the attacker conducts the next regular attack. Breakthrough Combat is resolved in the same manner as normal combat using all the same rules (except no Air Support is allowed). Artillery on its Ready side may be used (offensively and defensively). Units conducting Breakthrough Combat may Advance After Combat again if allowed by the CRT result.

(19.4.3) Eligible Targets: Breakthrough Combat can target any enemy units that the Breakthrough Group moves adjacent to (including those units that retreated in the regular combat). The Breakthrough Group may not be used to add Attack Factors to a combat involving other friendly units.

(19.4.4) Multiple Breakthrough Results: There is no limit to the number of times a Breakthrough Group can advance and attack again as long as each attack achieves a DS result.

19.5 Supply and Advance After Combat

Units currently Out of Supply may not use the Road Bonus and may not conduct Breakthrough Combat.

19.6 Stacking and Advance After Combat

Stacking restrictions must be observed at the end of an Advance. Units may not end their advance in a hex containing a friendly unit in Strategic Movement.

20. DISENGAGEMENT AND REMOVING ENGAGED MARKERS

20.1 In General

Units that are marked with an Engaged marker may not move in the Movement Phase—but they have a chance at moving in the Combat Phase using the Disengagement Table. At any time during the friendly Combat Phase the phasing player conducts Disengagements. A unit may Disengage rather than attack—it may not do both. If successful, the unit is retreated one or two hexes by the owning player. All units adjacent to an enemy unit may use the Disengagement Table, not just engaged units (20.4). See 16.5 for the effects of an Engaged marker.

20.2 The Disengagement Table

Disengagement occurs on a unit-by-unit basis. Indicate which unit is attempting to Disengage and roll a die. For a stack of units the owning player must roll for each unit disengaging (announce before rolling which units will attempt to Disengage and which, if any, will remain). Apply any applicable DRMs and then find the result on the Disengagement Table.

Die Roll	*Result*
1-3	Yes
4	Yes + D
5	No
6	No + D

DRMs:
+1 Unit is Green
–1 Unit is Elite
–1 Tank or Recon Unit (21.5)

All modifiers are cumulative. Treat results less than 1, as 1; and results more than 6, as 6.

20.3 Explanation of Results

Yes: Disengaging is successful. The unit must retreat one or two hexes abiding by the restrictions of 17.2 and 17.7. If the unit is not Disrupted it may stop in the first hex.

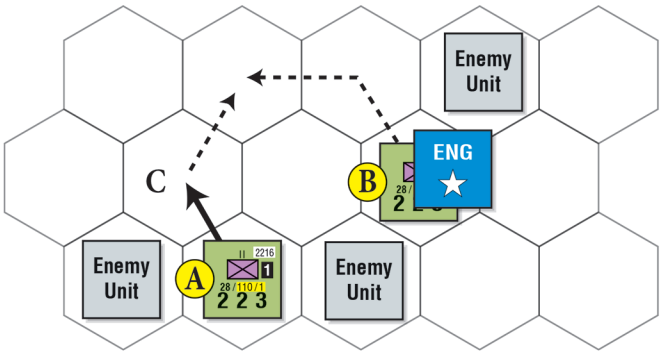
No: Disengagement fails, the unit must remain in the hex.

D: The unit's status is degraded by one level—units in Good Order become Disrupted, Disrupted become Broken, and Broken are eliminated. If the result is a Yes +D, then the degradation is applied at the end of its retreat and the unit is prohibited from stopping in the first hex if that hex is in an EZOC.

20.4 Non-Engaged Units Disengaging

Units that were not Engaged and using the Disengagement Table may not enter an EZOC during their retreat (they were allowed their ZOC to ZOC movement opportunity during the Movement Phase). If the unit has no other option but to retreat into an EZOC, it is eliminated.

NOTE: A unit can move in the Movement Phase and conduct a Disengagement in the Combat Phase.



EXAMPLE: During the Movement Phase Unit A is moved to hex C—the unit must stop because it enters an enemy ZOC. Unit B cannot move in the Movement Phase because it is Engaged. During the Combat Phase both units conduct Disengagement. Unit A is successful and is retreated one hex (it could have retreated two). Unit B is also successful and is retreated two hexes (although it could retreat just one hex).

20.5 Removing Engaged Markers

Remove Engaged markers from your units:

- In the opposing player's turn if forced to Retreat.
- In the owning player's turn during the Combat Phase—all Engaged markers come off at this time. Remove them as you decide whether the unit will Disengage or not. Engaged units that did not Disengage may attack in the Combat Phase.

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21. TANK AND RECON UNITS

21.1 The Armor Shift

ATTACKER: The attacker gains a column shift to the right on the CRT when a Tank Unit participates in the battle in the following two cases:

- The defender does not have a Tank Unit, or
- The Tank Unit has a higher TQ rating than any of the defender's units.

EXAMPLE: If a Tank Unit with a TQ rating of 4 attacks a Tank Unit with a TQ rating of 3, the attacker would receive a shift.

DEFENDER: The attacker suffers a column shift left on the CRT if he does not have a Tank Unit participating in the battle and the defender has both an Infantry Type unit and a Tank Unit defending. For this rule, a US Combat Command (CCA, CCB, CCR), the British Guards Armored Brigades (5, 32) and the 150th Pz Brigade satisfies both the infantry and armor requirement.

EXAMPLE: If the attacker attacked a Combat Command with only infantry, the attacker would suffer one shift left.

21.2 Red TQ Numbers

TQ ratings in a red circle (being Tank Destroyer or Assault Gun units) must be reduced by one when the unit is attacking. The TQ rating is not reduced when the unit is defending.

21.3 Terrain Effects on the Armor Shift

The attacker or defender can never earn the Armor Shift if the defender is in a Forest, Wooded Rough, West Wall, or City hex. The attacker may not gain an Armor Shift from a Tank Unit that cannot legally cross the hexside into the defender's hex, whether due to an unbridged river, or a non-road Forest/Wooded Rough hexside. But the Tank Unit's presence is enough to deny the defender his Armor Shift (i.e., if the attacker has a Tank Unit, then the defender will never earn the Armor shift).

NOTE: With the above in mind, it's possible to get the Armor Shift attacking across a river hexside at an intact bridge, or out of a Wooded Rough hex (along a road) if the defender is in a hex where the base terrain is Clear or Light Woods.

21.4 Recon Units Special Ability

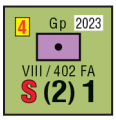
Recon Units defending in a hex without any non-Recon units, and the hex does not contain an Improved Position may treat all D1 and DS results against them as a DR4 result. The attacking units still treat it as a D1 or DS.

21.5 Disengaging From Combat Bonus

Tank and Recon Units receive a –1 DRM when attempting Disengagement (20.2).

22. ARTILLERY UNITS

22.1 Artillery in General



Artillery and Nebelwerfers are collectively called Artillery Units. They cannot move and fire in the same turn unless Shifting Fire Position (22.2). Allied Artillery Units that move more than one hex (or move to an Off Map Box or Blocking Position) must flip to their Fired side. German Artillery Units require a Prime Mover marker to move more than one hex (22.3). Allied Artillery Units on their Fired sides, and German Prime Movers move at the mechanized movement rate. Allied Artillery Units may use Strategic Movement; German Artillery Units may not.

22.2 Shifting Fire Position (1 Hex)

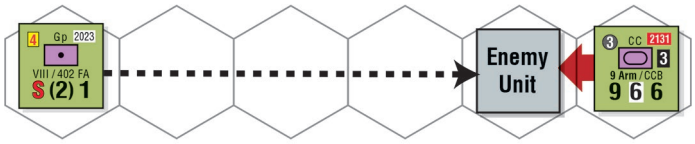
German Nebelwerfer brigades and Allied Artillery Units on their Ready side have an MA of 1. These units can shift one hex and still remain on their Ready side. The one hex move may be made into any hex, regardless of the MP cost, as long as the unit could legally enter the hex under normal rules of movement. Primary roads may not be used to move two hexes.

22.3 German Prime Movers

Germany was short of Prime Movers for their corps level artillery and much of it was left behind after the initial attack. Therefore German Artillery Units are nearly immobile. However, up to five Artillery Units per turn may have their MA increased to 5 if they use a Prime Mover marker (they move as a Vehicle/Mechanized unit but they may not use Strategic Movement—they may use Tactical Movement). There are five Prime Mover markers—two for the 6th Pz Army, two for the 5th Pz Army, and one for the 7th Army. A marker belonging to one army may not be used to move an Artillery Unit belonging to a different army. A Prime Mover may move an Artillery Unit (including Nebelwerfer brigades) on its Fired or Ready side (a German Artillery Unit is not flipped if it moves). Leave the Prime Mover marker on the Artillery Unit until the next Artillery Supply Phase to indicate the Artillery Unit cannot fire until then. There is no combat penalty for being under a Prime Mover marker. The German player removes all his Prime Mover markers from the map during the German Artillery Supply Phase (5.1).

22.4 Range

Each Artillery Unit has a range printed in a small box on the upper left side of the counter. This is the maximum distance (measured in hexes) that the Artillery Unit may be from the target hex and still provide artillery support (22.6). Intervening terrain and combat units have no effect. Both the attacker and the defender trace range to the hex under attack. Count the target hex but not the hex of the Artillery Unit.



The Artillery Unit is in Range of the armored unit's attack.

CLARIFICATION: Artillery Units in a Blocking Position may support an attack onto the map (13.8), but not on-map combat.

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22.5 Ready and Fired Sides

All Artillery Units have only one step; the reverse side is used to indicate the Artillery Unit has fired (and/or moved in the case of Allied artillery). The front side is considered the Artillery Unit's "ready" side. Once an Artillery Unit fires (or moves more than one hex if it is Allied), it is flipped to its back side. Artillery Units on their Fired side may flip back to their Ready side only during the Artillery Supply Phase (5.2).

22.6 Artillery Support in General

Only Artillery Units that are in range, in Good Order, on their Ready side and are not Engaged may provide artillery support. Each Artillery Unit may provide support to only one combat, after it is used it is flipped to its "Fired" side.

ARMY/CORPS IDENTIFICATION COLORS: An Artillery Unit may only provide Offensive Support to a combat if there is at least one ground unit participating in the attack that has the same Identification color (2.11) as the Artillery Unit. Ignore army/corps identification colors for Defensive Support.

22.7 Offensive Artillery Support

Each Artillery Unit providing Offensive Support gives the attacker a favorable shift of one column to the right on the CRT. The attacker may use up to two Artillery Units per combat for a maximum of two shifts right.

22.8 Defensive Artillery Support

The defender may use only one Artillery Unit per combat. The defender finds the effect of his defensive artillery by rolling one die and checking the Defensive Artillery Table. The defender's artillery is flipped regardless of the result. If the result is a 1 or 2, the attacker must apply that number of column shifts to the left on the CRT. If the defender is Allied and a ToT (Time on Target) result is achieved, the attacker suffers one step loss and the attack is stopped cold (treat as an A1 result). The attacker chooses the unit to lose the step.

DESIGN NOTE: Time on Target was a practice of coordinating as many artillery batteries as possible to land their shells at one spot, all at one time. The coordination necessary to accomplish this made it infrequent, however, when it did happen it was devastating.

Die Roll	*Allied Artillery*	*German Artillery*
1	ToT	2
2	2	2
3	1	1
4	1	1
5	1	0
6	0	0
# = CRT Column Shifts left		

22.9 Artillery in Ground Combat

Artillery Units may not attack by themselves—they may only provide Artillery Support. Artillery Units that are attacked use their Defense Strength without DCBs and may not provide Defensive Artillery Support to their own hex; however, an Artillery Unit attacked by an enemy unit may still provide Defensive Artillery Support to a different defending hex. An Artillery Unit may use its Defense Strength in the same Combat Phase it provides Defensive Ground Support.

PLAY TIP: It is often best to attack the hex containing the Artillery Unit first, because an Eng or Disrupted result will prevent the Artillery Unit from providing defensive support to another hex.

22.10 Summary of Other Characteristics

- Artillery Units have ZOCs but cannot form ZOC Bonds (9.1, 10.1).
- Artillery in Retreats (17.7).
- Artillery Units may not Advance After Combat (19.1.1).
- OOS Artillery Units cannot flip to their Ready side (23.4).
- Artillery cannot be rebuilt (25.2).

23. SUPPLY AND SURRENDER

23.1 The Supply and Surrender Phase

During the Supply and Surrender Phase the phasing player checks supply and surrender for all his units. Players check for supply by tracing a Supply Path from the unit to a Supply Source. If a Supply Path cannot be traced, the unit receives an Out of Supply marker. If the unit was already Out of Supply there is no additional effect. If any unit bearing an Out of Supply marker from a previous phase can now trace a Supply Path, the marker is removed.

NOTE: This rule also applies to German units that suffered fuel shortage at the beginning of the German turn—they are back in supply if they can trace a Supply Path at this time.

23.2 Supply Sources

Supply is available at certain map edge hexes. German map edge Supply Sources are indicated with a German Balkenkreuz while Allied ones are indicated with a white star in a green circle (these also indicate Entry Hexes). To block a Supply Source an enemy unit must occupy the hex—merely passing through the hex has no effect on a Supply Source. Allied units in Off Map Boxes and Blocking Positions are always in Supply.

23.3 Supply Paths

(23.3.1) Definition: A Supply Path is a path of contiguous hexes from a unit to a Supply Source. A Supply Path can consist of two portions: an Overland Portion and a Road Portion. The Overland Portion (if any) must always come before the Road Portion.

(23.3.2) Overland Portion: The overland portion of the Supply Path may be up to four hexes long. It may traverse all types of terrain (including across rivers) with the following restrictions:

- It may not enter an enemy-occupied hex or cross or enter an enemy ZOC Bond.
- It may not enter a vacant hex in an enemy ZOC other than the first hex of the path. An overland Supply Path may enter that first vacant hex in an EZOC which is useful for units partially surrounded by enemy units. The presence of a friendly unit in a hex will negate the supply blocking effects of EZOCs within that hex.

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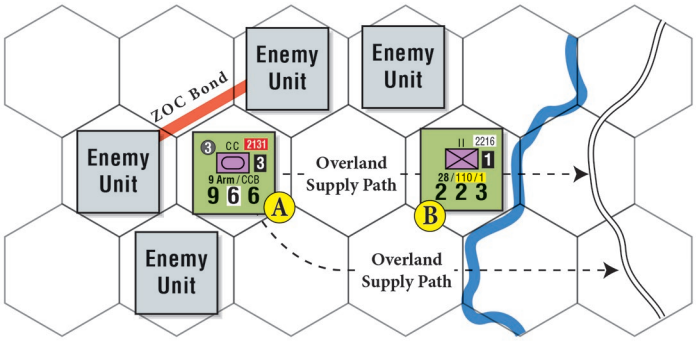
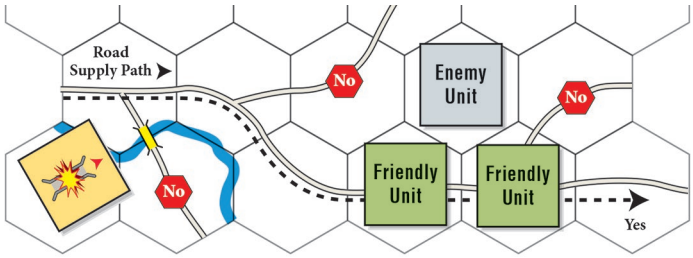


The example above shows two legal overland Supply Paths for unit A. Note how the path can cross unbridged river hexsides and how unit B negates the EZOC in the hex it occupies.

(23.3.3) Road Portion: The road portion of the Supply Path may be of any length but must follow a path of contiguous road hexes (any type). At no time may the road portion of the Supply Path:

- Enter an enemy occupied hex.
- Enter an EZOC unless the hex contains a friendly unit.
- Enter a vacant, but enemy controlled Town or City hex (these hexes are considered garrisoned by non-combat troops).
- Enter a hex containing a Roadblock (33.0).
- Cross a river at a blown bridge hexside.



EXAMPLE: The three hexes marked "No" may not be used in the road portion of a Supply Path, either because of uncanceled EZOCs or blown bridges.

(23.3.4) Control Definition: The last player to occupy or pass through a Town or City hex controls it. All other vacant hexes free of ZOCs are friendly to both players when tracing a Line of Supply. *There are a few control markers provided to indicate control of those Town and City hexes where control is not obvious.*

23.4 Out of Supply (OOS) Penalties

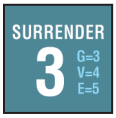
Any unit bearing an Out of Supply marker suffers the following penalties:

- COMBAT: Its Attack Strength is halved (round fractions up [15.2]). May not take part in Breakthrough Combat (19.5).
- MOVEMENT: May only use Tactical Movement (11.3) and may not move at night (25.3.4).
- ARTILLERY: Artillery Units may not flip to their Ready side. They may still provide artillery support as long as they are on their Ready side.
- RETREAT: Are eliminated if forced to retreat 3 or more hexes.
- ADVANCE: May not use the Road Bonus (19.1).
- REPLACEMENTS: It cannot receive Replacements (25.2).

23.5 Out of Supply Abilities

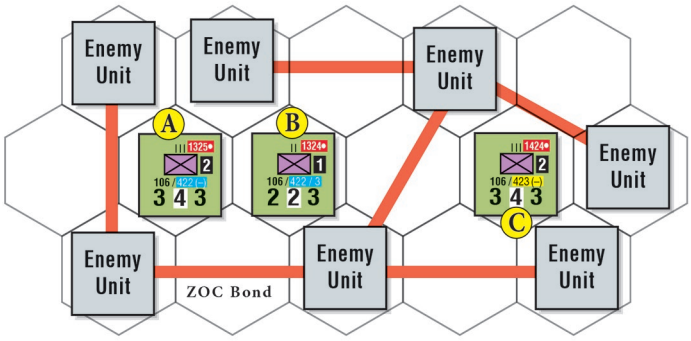
Units marked OOS retain their ZOC, their ability to form ZOC Bonds, their full defense strength, TQ and Tank effects, and can benefit from DCBs. OOS units can blow bridges and complete an IP (15.8) if it had been started.

23.6 Isolation and Surrender



After supply is checked, the phasing player then determines if any of his units bearing an Out of Supply marker are Isolated (including those units just marked). Any unit that cannot trace a Line of Communication (LOC) is Isolated. A LOC is similar to a Supply Path with the exception that the overland portion may be traced to a friendly unit which in turn can trace four hexes to another friendly unit, and so on, with eventually one unit in the chain being able to trace a normal Supply Path. If the unit is not able to trace a LOC, it is considered Isolated. Each Isolated unit or group of Isolated units must immediately check for Surrender.

DEFINITION OF AN ISOLATED GROUP: An Isolated Group may be of any size, but each unit in the group must be able to trace a 4-hex overland Supply Path to at least one other unit in the Isolated Group.



EXAMPLE: Units A and B form one group. Unit C forms a second group.

23.7 The Surrender Table

If units are part of a group then they will surrender as a group. Roll one die for each Isolated Group, and consult the Surrender Table. The result is the number of Surrender Points the Isolated Group accumulates (or removes in the case of an Air Drop). An Isolated Group surrenders if its Surrender Threshold is reached. Surrendered units are immediately removed from play and cannot be replaced.

PLAY NOTE: Since a Surrender Point marker implies the unit is Out of Supply, the Out of Supply marker is not necessary and may be removed.

Die Roll	*Result*
0	–1 (Air Drop)
1, 2	0
3-6	1
DRM: –2 for the Allied player during Clear Weather turns (28.2). Treat results less than 0, as 0.	

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23.8 Surrender Thresholds

Green Threshold: 3 Surrender Points
Normal Threshold: 4 Surrender Points
Elite Threshold: 5 Surrender Points

Use the Elite Threshold if there are *one or more* Elite units in the group. Use the Green Threshold if *all* units in the group are Green. Use the Normal Threshold for all other groups. Keep track of the number of Surrender Points of a group with a Surrender marker next to one of the units in the group.

DESIGN NOTE: Units tended to surrender as a group and good units would inspire others to hold out.

23.9 Splitting and Combining Isolated Groups

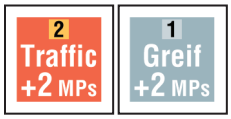
If an Isolated Group splits into separate parts due to friendly or enemy action then each of the splinter groups becomes a separate group with its own marker. If two Isolated Groups combine then the combined group uses only the Surrender Points of the larger group. Larger is defined as the group with the greater number of attack factors (use printed values). If the two groups are identical in size, then use the greater of the Surrender Points.

23.10 Breaking Isolation

The Surrender Points are removed from an Isolated Group if during the friendly Supply Phase at least one unit in the group can trace supply.

24. TRAFFIC MARKERS AND BOTTLENECK HEXES

24.1 Traffic Markers In General



Each player may place available Traffic markers in an attempt to slow the movement of the opposing player's units. Besides traffic, these also represent German commando teams, SNAFUs, psychological disruption and air interdiction (once the weather clears). The Allied player has Traffic markers and the German player has Greif markers (named after Operation Greif). Both markers are identical and are collectively called Traffic markers.

24.2 Effects of Traffic Markers

Traffic markers increase the entry cost (road and off road) of the hex by two MPs for all units. Units using Tactical Movement (11.3) ignore Traffic markers. Traffic markers have no effect on combat, advance, retreat and Supply Paths. German Traffic markers have no effect on German units and Allied Traffic markers have no effect on Allied units.

24.3 The Traffic Marker Phase

(24.3.1) Placement: During this phase the phasing player may place any of his Traffic markers that are in his Traffic Marker Holding Box on the map. Only those markers in the box may be placed—the ones already on the map may not be repositioned.

(24.3.2) Random Removal: After placement he rolls two dice and removes his Traffic markers with the ID of those die rolls (for example, if a 2 and a 4 were rolled, he would remove his Traffic markers numbered 2 and 4). If doubles are rolled, then only one marker is removed. Place the removed Traffic marker(s) back in the Traffic Marker Holding Box for the next turn. Traffic markers are never voluntarily removed once placed on the map—they are removed only as a result of the removal dice roll or by a scheduled removal (24.6).

NOTE: Once German Traffic markers begin to be removed by scheduled removals (24.6) it is possible that the removal dice roll will not remove any markers.

DESIGN NOTE: Letting the opposing player pick where the traffic jams occur seems devious yet is sufficiently realistic—your opponent is apt to place the markers in the road hexes you need to use the most. Removing one or two with a die roll ensures that you never know which will be effective.

24.4 Traffic Marker Placement Restrictions

Traffic markers may not be placed:

- on or adjacent to one another (ignore your opponent's Traffic markers for this restriction),
- the Allied player may not place them in a St. Vith Bottleneck hex, although he may place them adjacent to those hexes.

Beyond those exceptions they can be placed in any hex, in or out of enemy ZOCs, in hexes occupied by enemy units, in German At Start Divisional Set up Areas, behind or in front of enemy lines.

24.5 At Start Situation

All markers start in the Traffic Marker Holding Boxes. The Allied player may place all six during his Traffic Marker Phase of Turn 1 (then roll to see which are removed). The German player does not receive his until Turn 3 (17 AM)—during his Traffic Marker Phase.

24.6 Traffic Marker Scheduled Removals

Starting on Turn 8 (19 PM), one German Traffic marker is removed permanently from play every PM turn. Removal occurs during the German player's Traffic Marker Phase. Markers must be removed in numerical order (i.e., #1 first, #2 second, and so on). Allied Traffic markers have no scheduled removals (once the clear weather starts they begin to represent air interdiction).

24.7 St. Vith Bottleneck Hexes

These three hexes are marked on the map in yellow (E1430, E1923, E2115). They have all the same effects as a Traffic marker (24.2) except units must pay four additional MPs (+4 MPs) instead of +2. The instant the German player gains control of St. Vith (E2125) the cost of these hexes is reduced to +2 MPs. If the German player loses control of St. Vith the bottleneck hexes again cost +4 MPs. St. Vith Bottleneck hexes have no effect on Allied units or Tactical Movement.

NOTE: Allied Traffic markers may be placed adjacent to St. Vith Bottleneck hexes to create serious traffic problems for the German player. When that happens, it is often best for the German player to just use Tactical Movement to traverse it.

PLAY NOTE: +2 St. Vith markers are provided if players need a reminder of the Bottleneck hexes current value.

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25. NIGHT TURNS AND REPLACEMENTS

25.1 In General

Between each PM and AM turn is a mini Night Turn. The player sequence in a Night Turn is flip-flopped (Allied first, followed by German) so each player will have two turns in a row to create some chaos for the other player. Night Turns are also when replacements arrive. The following is the Sequence of Play for each Night Turn:

A. Allied Replacement Phase
B. Allied Night Movement Phase
C. Allied Night Combat Phase
D. German Replacement Phase
E. German Night Movement Phase
F. German Night Combat Phase

NOTE: There are no other phases to a Night Turn (such as Supply, Bridges, Rally, Traffic, etc.).

25.2 Replacements

(25.2.1) In General: During each Night Turn both players receive Replacements. Replacements are used to restore reduced or eliminated units. The number of Replacements each player receives is printed on the Turn Record Track. If a player receives only one replacement, then it may only be used for an Infantry Type unit (2.4). If a player receives two replacements, one may be used for an Infantry Type unit and the other may be used for either a Tank or Recon unit; or used for another Infantry Type unit. Replacements may not be saved, and those not used are forfeited. Players use their Replacements during their Night Replacement Phase.

(25.2.2) Procedure: Each Replacement can restore a reduced unit by one step or bring a unit out of the Eliminated Box. Units adjacent to an enemy unit may receive replacements. If a player uses a replacement to bring a unit from the Eliminated Box, then the unit must arrive under the following restrictions:

- must be placed in a friendly controlled city, town or Entry Hex (no villages) free of enemy Roadblocks which has a road-bound supply path to a friendly Supply Source.
- may not be placed adjacent to an enemy unit.
- must be placed within 5 hexes of another unit with the same Corps/Army Identification color (2.11).

Alternatively, German units may be placed in any Entry Hex labeled K, L or M that is not in an EZOC.

(25.2.3) 3-Step Units: When bringing a 3-step unit out of the Eliminated Box place it in the Remnant Display and place the Remnant on to the map per the restrictions above. If the 3-step unit is in the Remnant Display, then place it on the map (on its reduced side) where the Remnant was and return the Remnant to the display.

(25.2.4) Replacement Markers: Indicate each unit that received a replacement with a Replacement marker. During the upcoming AM Turn, that unit may move a maximum of one hex and may not attack. This marker has no effect on the unit's defense strength, TQ, or Morale and is removed at the end of the owning player's Combat Phase of his AM turn. If the unit becomes Disrupted or Broken, remove the REPL marker and apply the effects of the new marker.

(25.2.5) Restrictions: Only units that are in Supply and in Good Order may receive Replacements. Units marked with an Engaged, Strategic Movement, or Night marker may not receive a replacement. The following units may never receive replacements: German Tank Units with a TQ of 5 or higher, German Sturmpanzer Units with Black Box Attack Strengths (27.4), von der Heydte (27.2), 150th Panzer Bde (27.8), Allied Parachute and Glider units, Artillery Units, British units, and any unit that has Surrendered (23.7).

25.3 Night Movement and Combat

(25.3.1) Movement: Movement in the Night Turn is identical to the normal rules, except each side is limited to three stacks of units moving. The units moved may use their full MA. Extended Movement and Tactical Movement are allowed during a Night Turn, Strategic Movement is not. A stack indicated for Night Movement may break up and move in different directions during the Night Turn.

(25.3.2) Combat: Combat in the Night Turn is identical to the normal rules, except only the units that were marked with Night markers at the start of their move may attack. Artillery on their Ready side may be used for Offensive and Defensive Support in a Night Turn without the need for a Night marker.

(25.3.3) Placing the Night Turn Markers: Players must indicate in the Movement Phase of his PM turn which three stacks will be available for the upcoming Night Turn. To do this, the phasing player places a Night marker on any stack that has not yet moved or only moved 1 hex (25.3.5).

PLAY NOTE: If a player did not indicate any stacks for the Night Turn during his PM turn, then his Night Turn Movement and Combat Phases are skipped.

(25.3.4) Eligibility: Units must be in Good Order. Units that are Engaged or Out of Supply (including from German Fuel Shortage) may not be designated for the Night Turn.

(25.3.5) Restrictions: Units with a Night marker are under the following restrictions during that PM turn:

- if in an Off Map Box or Blocking Position may not leave it.
- may only use 1 MP that Movement Phase, and
- may not attack.

(25.3.6) Bridge Blowing at Night: The only bridge blowing allowed in a Night Turn are those that may occur before combat, as described in 7.4. No bridges can be blown during the first Night Turn (7.6).

(25.3.7) Removal: Night markers are removed in the owning player's Night Turn at the end of the Combat Phase. If a German unit marked with a Night Marker is attacked in the Allied player's PM turn and is forced to Retreat—then the Night marker is removed.

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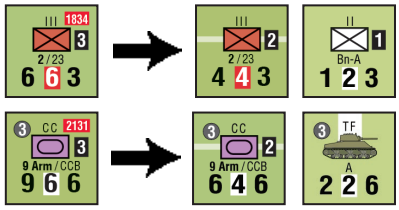
26. BREAKDOWN UNITS

26.1 In General

Both players may create a breakdown unit by reducing a larger unit. An infantry regiment creates an infantry battalion; a parachute, glider or Fallschirmjäger regiment creates a parachute battalion; a Panzergrenadier regiment creates a Panzergrenadier battalion; and a Combat Command or US Tank battalion creates a Task Force. The breakdown unit is placed in the hex with the unit that removed the step and both units may then move, disengage, or advance normally. Alternatively, a 3-step unit may break down into two breakdown units plus the appropriate Remnant unit (16.4.2).

Some examples of creating breakdown units.



In this case a 2-step unit breaks down into a breakdown unit and a remnant.

26.2 Breakdown Restrictions

A unit must perform breakdown before it moves, disengages or advances after combat. Breakdown may only occur during a friendly Movement or Combat Phase—never during the enemy player turn. Disrupted/Broken units may not perform breakdown. EZOCs, OOS and Engagement markers have no effect on the ability of a unit to perform breakdown. The number of breakdown units that may be created is strictly limited by the number in the counter mix.

STRATEGY TIP: An Engaged unit may create a breakdown unit and then the reduced unit could attempt to Disengage while the breakdown unit holds the line.

26.3 Properties of Breakdown Units

Breakdown units are normal 1-step units in all respects. The morale ratings of Breakdown units are often lower than the morale rating of the parent unit to reflect the loss of integrity.

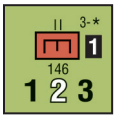
26.4 Rebuilding With Breakdown Units

Breakdown units may only reattach to the unit that created it.* The breakdown unit is removed from the map and the parent unit is increased one step. Rebuilding occurs during the Movement Phase at the instant the two units have completed their movement.

**This may require some bookkeeping.*

27. SPECIAL UNITS

27.1 Allied Engineer Units



Allied Engineer units (13.2) are eliminated if Broken or forced to retreat 3 or more hexes in a single combat. Their defense strength has been outlined as a reminder of this rule. Their Morale rating is Green.

DESIGN NOTE: Allied Engineer units were smaller than a regular infantry battalion and were not trained for sustained fighting. They were used as a stop-gap measure to hold bridges and key locations until larger forces could arrive.

27.2 Von der Heydte (Operation Stösser)

DESIGN NOTE: Operation Stösser was a paratroop drop into the American rear in the High Fens area. Their objective was the "Baraque Michel" crossroads. The parachute drop was a complete failure. Von der Heydte ended up with a total of around 300 troops. Too small and too weak to counter the Allies, they abandoned plans to take the crossroads and instead converted his mission to reconnaissance.

The Von der Heydte unit enters play on Turn 3 (17 AM) via an air drop. It may land in or within 8 hexes of hex 2335 (its historical drop hex) in any Clear or Light Woods hex that does not contain a city, town, village, enemy unit, or EZOC. After placement, the German player rolls for its survival using the Von der Heydte Table. Von der Heydte is a 1-step unit, use the higher strength side if a 1 is rolled on the table, use the reduced side if a 2 or 3 is rolled. The unit may not move on the turn it drops. The unit is considered a normal 1-step unit for all purposes (including supply) once it lands.

PLAY NOTE: The German player is not required to drop it in the 6th Panzer Army sector.

27.3 British Units

(27.3.1) Movement Restrictions: All British units must remain west of the Meuse River at all times. Exception: see 27.3.2.

(27.3.2) 29th Armoured Brigade and 4 AGRA: These five units are released from the British movement restriction rule on Turn 19 (25 AM) or when any German unit crosses the Meuse River.

(27.3.3) Attack Restriction: Due to the difficulty encountered in coordinating inter-Allied operations, British and American units cannot be involved in the same attack. There is no defensive penalty if British and American units are stacked together.

(27.3.4) Antwerp Defense: When German units exit the West Map through an F or G Entry Hex, the Allied player *must* respond by moving British units to the Antwerp Box. The combined Defense Strength of British units in the Antwerp Box must always exceed the combined Defense Strength of the exited German units by at least 6. The Allied player may pick any British units currently on the map. The units are removed at the end of the German turn that the situation occurs—simply pick them up and place them in the Antwerp Box. British factors removed in excess of the required amount may count towards future German map edge exits. If there are insufficient British units on the map to satisfy this condition, then all British reinforcements must be diverted to Antwerp (as they arrive) until the Allied player again has +6 factors.

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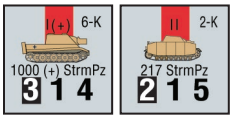
27.3.5 Removal: All units of Guards Armoured Division, 43rd Infantry Division, 6th Guards Tank Brigade, and the SAS battalion are removed to the Antwerp Box at the beginning of the Movement Phase on Turn 24 (27 PM) unless a German unit has crossed the Meuse River or is currently ≤ 4 hexes away from the Meuse. Only the Meuse between Namur and Liège inclusive counts for this rule. Nothing happens to British units that are already in the Surrendered or Eliminated Boxes.

27.4 Sturmpanzers



The 1000(+) Sturmtiger and the 217th Brummbär units have their attack strength doubled when attacking a Village, Town or City hex. These units have their Attack Strength enclosed in a black box to remind players of this special ability. These units are not considered Tank Units for rule 21.1.

The Sturmtiger was equipped with a 38cm mortar while the Brummbär had a 15cm howitzer. Both were ideal for urban fighting.

27.5 Kampfgruppe Peiper

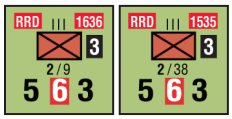
The three units of the 1SS indicated as KG Peiper may move and fight in the first Night Turn of the game (even if they moved their full Movement Allowance and attacked in the PM turn). In addition, they may use any German unit they are stacked with at the end of their Dec. 16th Night Movement Phase to assist them in that night combat (except units that performed Night Infiltration [31.0]). The commandeered units are activated for night combat only—not night movement. The commandeered units may advance after combat if the defender retreats.

DESIGN NOTE: Peiper was a very aggressive commander, and on the night of the 16th commandeered units of the 3rd Fallschirmjäger Division to help him in his attack.

NOTE: Potentially, the German player can have the three Kampfgruppe Peiper units plus the three stacks under the Night markers moving and fighting on the Dec. 16th Night Turn.

CLARIFICATION: KG Peiper units that are Engaged on the 16th PM turn may recover during their Night Combat Phase.

27.6 The US 2nd Division



The two regiments of the 2nd Division that start in hexes 1535 and 1636 may not move at all on Turn 1 (29.1.1) and may only use Tactical Movement on Turn 2. These units are marked with a red RRD (Roer River Dams) as a reminder.

DESIGN NOTE: These two regiments had just spent the last three days in a grueling offensive to outflank the Roer River Dams. These units would not have abandoned their ground lightly. Historically they did not pull out until early on the 17th.

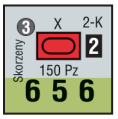
27.7 The 653 PzJ (Jpz VI)

The arrival of the 653rd PzJ is not guaranteed. On Turn 4 (17 PM) roll one die—on a die roll of 1 or 2 the unit arrives that turn. On a die roll of 3 or 4 the unit is delayed (roll again next turn). On a 5 or 6 the unit does not arrive at all.

CLARIFICATION: It's possible to keep rolling 3's and 4's and the unit being delayed again and again.

DESIGN NOTE: This unit was intended to fight in the Ardennes, but it was diverted to the Nordwind Operation.

27.8 Dr Sola and Panzer Brigade 150



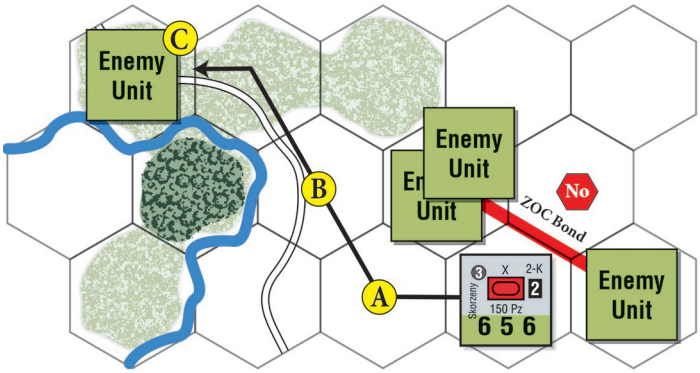
DESIGN NOTE: Dr. Sola was the code name for Col. Otto Skorzeny, who commanded the 150th Panzer Brigade, a unit that was disguised as an American unit and was partially equipped with captured American tanks and vehicles. It was intended to slip through Allied lines during the confusion caused by the attack of the 6th Panzer Army (Operations Greif and Währung).

(27.8.1) General Rule: The German player may use this unit to infiltrate (27.8.2) and/or provide a combat shift (27.8.3). These abilities may be used if the unit is not detected (determined by a die roll). If not detected the unit is automatically detected at the end of the turn in which one or both of its capabilities is used. Once the unit is detected it loses its special abilities and is treated as a normal unit.

NOTE: The German player does not roll for detection if an Allied unit moves adjacent to the 150th Pz Brigade or if the 150th moves adjacent to an enemy unit with no wish to infiltrate.

(27.8.2) Infiltration Movement: This unit may attempt to ignore enemy ZOCs. Resolve the attempt by rolling a die the instant the brigade attempts to ignore an EZOC. On a die roll of 1-3 the deception is successful and the Allied ZOC in that hex is ignored (ZOC Bonds are never ignored). The brigade may continue to move and attempt to ignore more EZOCs (roll for each attempt). On a 4–6 the unit is recognized as enemy (detected) and the ZOC is treated normally (no further deception attempts are possible).

(27.8.3) Combat Bonus: This unit may attempt to surprise a defender and achieve a favorable shift of one column to the right on the CRT. A surprise attempt is only possible if the brigade has not been detected yet. Resolve the attempt by rolling a die during the Combat Phase before the attack is resolved. On a die roll of 1–3 the surprise is successful. On a 4–6 it is unsuccessful. Whether successful or not, the brigade is "detected" and becomes a normal unit after that one attack.



EXAMPLE: The Skorzeny unit is currently undetected and moves as shown in the diagram. In hex A the German player declares he will attempt to ignore the EZOC in hex A and rolls the die. He only rolls once even though there are two enemy units. The die roll is a

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2 which is successful, so he moves Skorzeny to hex B. In hex B he again attempts to ignore the EZOC and rolls successfully = 3. He then moves Skorzeny one more hex and attempts a surprise attack on unit C. On a die roll of 1-3 it would be successful and provide a column shift. If not successful the attack would be resolved normally.

28. WEATHER

28.1 Frozen Ground Conditions

The ground condition from Turn 1–10 (16 AM to 20 PM) is considered muddy. This is the normal condition for the game. Starting on Turn 11 (21 AM) a cold front moves in making off road movement easier. Mechanized Units now use the Frozen MP cost on the TEC.

FOREST ROADS (11.8): These may now be used with the Road Bonus in Advance After Combat.

28.2 Clear Weather

On Turns 15–24 the weather clears and the following rules take effect:

- The Allied player receives Air Support (15.6).
- The Allied player modifies all his Surrender die rolls by –2 (air supply is now possible).
- The German player must modify his Fuel Shortage die rolls by +1 to account for bombing of the rail net west of the Rhine.

29. TURN 1 SPECIAL RULES

29.1 Movement Restrictions

(29.1.1) Red Setup Codes: All units with their setup code printed on a red field may not move, conduct Disengagement (20.1), or build Improved Positions on Turn 1. If any of these units are forced to retreat due to combat, they may retreat normally—but they are not released from their movement restriction. These units may attack but may not advance.

(29.1.2) German Divisional Boundaries: No German unit may enter another division's At Start Area, nor the Rear Zone (those hexes behind the divisional At Start Areas), on Turn 1. Units may freely move and advance into American territory on the first turn. Divisional boundaries are ignored after the first turn.

(29.1.3) Strategic Movement: Neither side may use Strategic Movement on Turn 1.

29.2 Combat Restrictions

(29.2.1) Allied Artillery: The only Allied Artillery Units that may use Defensive Artillery Support on Turn 1 are the V/187 and the V/406 (near Monschau).

(29.2.2) German Artillery: German Artillery Units can only provide Offensive Artillery Support to an attack involving units with the same corps ID (2.7) as the artillery. This restriction is lifted after Turn 1 and Offensive Artillery Support can now be provided to any unit having the same army identification color.

29.3 The 212th Volksgrenadier Division

German units crossed the Sauer River below Echternach on the morning of the 16th. On the first turn, a maximum of one unit from the 212th VG may move into hex 1005 (from hex 1006). It must stop and end its movement in that hex.

29.4 The 106th Division (Turns 1 and 2)

No units of the 106th Division may enter or attack into the 18th VG Division's set up area on Turn 1 or Turn 2 if there is one or more German units in that set-up area.

DESIGN NOTE: The Allies had no idea how lightly the 18th VG Division defended this area.

29.5 The Dasburg (E2016/2115) and Gemünd (E1913/2013) Bridges

These two bridges start the game under construction and are considered completed in the German Bridge Phase of Turn 2 (16 PM), if conditions allow. If either bridge is later blown, then reconstruction occurs normally.

DESIGN NOTE: The construction of these two bridges was planned weeks before the offensive and each had an engineer battalion and bridging equipment committed to its construction, which allowed these two bridges to be completed quickly (approximately by 4 PM on the 16th).

30. HOW TO WIN

"It was a nonsensical operation, and the most stupid part of it was the setting of Antwerp as the target. If we had reached the Meuse, we should have got down on our knees and thanked God—let alone try to reach Antwerp."

—Field Marshal Gerd von Rundstedt

30.1 The Victory Check Phase

(30.1.1) When: Victory is checked and awarded in the Victory Check Phase which only occurs in the Allied player turn. The game ends immediately if the German player achieves a victory.

(30.1.2) Control: Control of Victory Point (VP) Hexes is important for determining victory. A VP Hex is considered controlled by the German player if the hex is either occupied by a German unit/Roadblock (33.1) or a German unit was the last to pass through the hex. In both cases, the VP Hex must have a road-bound Supply Path to a German Supply Source.

30.2 German Victory

The German player wins the game if during any Victory Check Phase if he accomplishes one or more of the following objectives:

- Has exited a number of units whose combined Attack Factors total at least 24, off the West Map through any F or G Entry Hex. At least one of the Entry Hexes used must be able to trace a road-bound Supply Path (during the Victory Check Phase) back to a German Supply Source.
- Control all **4** Liège hexes.
- Control **4** of the following 6 Victory Hexes on the Meuse river: Givet, Dinant, Namur, Andenne, Huy and Amay.
- Control **6** VP Hexes on the West Map.

30.3 Allied Victory

- Prevent the German player from achieving a victory, or
- Occupy three or more German At Start Divisional areas for two consecutive Victory Check Phases with at least one Allied combat unit in each Divisional area. The Allied units must be in supply in each Victory Check Phase. This supersedes any German victory.

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OPTIONAL RULES

The following rules add a bit of complexity to the game and are not essential. They may be used if both players agree.

31. NIGHT INFILTRATION

Each Night Marker that is not used to indicate a stack for Night Movement may instead be used during the Night Turn to move one stack one hex—this is called Night Infiltration. The one hex movement may be into or across any terrain that is not prohibited to the moving units. The stack using Night Infiltration may not attack in the Combat Phase of the Night Turn—even if Commandeered by KG Peiper (27.5).

RESTRICTIONS: Only units that are in Good Order and not under a Replacement, Strategic Movement, or Engaged marker may use Night Infiltration. If the unit is a Normal or Elite unit, then the one hex move may be into an EZOC, or from one EZOC to another—however, the one hex movement may not cross or enter an enemy ZOC Bond.

The stack using Night Infiltration does not have to be pre-designated with a Night marker. A player simply announces how many Night markers he has available and moves that many stacks during the Movement Phase of his Night Turn. A unit that used its full movement allowance during the previous PM turn is still allowed to use Night Infiltration.

EXAMPLE: At the start of the Night Turn a player has just one stack with a Night marker. The player is allowed to move that stack its full movement allowance, while two other stacks may move one hex. Only the stack with the Night marker may attack in the Combat Phase of the Night Turn.

DESIGNER'S NOTE: This rule helps the Germans a little more than the Allies, but the Germans were better at night battles. The Allied Player can also use it to wiggle free of some impending pockets.

32. FUEL DUMPS

32.1 Hidden Fuel Dump

At the start of the game the Allied player randomly places the three Fuel Dump markers on the map—one in each space marked with a Fuel Dump symbol (E2437, E2732, E3424). Only one of the markers contains the real fuel dump—the rest are dummies. The Allied player may examine the markers *after* he has placed them, but the markers remain secret to the German player. The instant the German player moves a unit adjacent to one of the markers, it is flipped over. If it is a dummy, it is removed.

COMMENTARY: 1st Army had a primary fuel dump located outside of Francorchamps. If captured, this was enough fuel to alleviate the German fuel shortages. Kampfgruppe Peiper came within a few miles of the dump without knowing it.

32.2 Combat and Capture

PROPERTIES: The dump has a Defense Strength of 2 representing the Belgian battalion assigned to its defense. The dump by itself has no stacking value, does not receive DCBs nor may it be selected for Determined Defense. If the dump is eliminated, forced to retreat, or suffers a step loss, the German player is considered to have captured the dump and may advance into the hex.

If captured, the German player must hold the dump until his next German Fuel Shortage Phase. If at that time a road-bound Supply Path can be traced from the dump to the German East map edge the dump is removed and he receives the benefits below.

EFFECTS: If captured and the fuel can be removed, the German player skips the Fuel Shortage Phases on Turns 7 and 8 (19 AM and PM).

PLAY NOTE: If the dump is captured on Turn 7 then only Turn 8's Fuel Shortage Phase is skipped.

RECAPTURE: If the Allied player recaptures the dump before the German player removes it, then the dump regains its inherent Defense Strength.

32.3 Destruction

The dump may be destroyed in the same manner as Bridge demolition (1–4 in the Allied Bridge Phase, 1–3 in a German Combat Phase if the German player attacks the dump hex). Demolition in the Allied Bridge Phase may only occur if a German unit is adjacent to the hex. No Allied unit is required for either case. All Fuel Dump markers are automatically removed at the end of Turn 7 (19 AM).

33. ROADBLOCKS

33.1 General Rule

Roadblocks are markers that can control hexes and slow enemy movement. They are like Traffic markers, but are more reliable. Each player has two. They have all the same effects as a Traffic marker with the following additional properties:

- May be repositioned each turn and are not removed by a die roll.
- Units using Strategic Movement may not enter a hex containing an enemy Roadblock.
- Supply Paths and Bridge Demolition paths (7.3) may not be traced through a hex containing an enemy Roadblock.
- They control the hex they are in (30.1).
- U.S. Engineers (13.2) may not be placed in a town or city hex that contains an enemy Roadblock.

33.2 Placement

Roadblocks are placed or repositioned in the owning player's Traffic Marker Phase before the removal die rolls. The following restrictions apply to placement:

- Must be placed on a road hex within 4 contiguous road hexes of a friendly unit. The placement hex must have a valid road-bound Supply Path to the friendly unit and to a friendly map-edge Supply Source. The road hex may be a vacant Town or City controlled by the opposing player.
- May not be placed on or adjacent to an enemy unit.
- May not be placed on or adjacent to a friendly Traffic marker or another Roadblock marker (friendly or enemy).

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33.3 Removal

Friendly Roadblocks must be removed at the end of any enemy Movement Phase or Combat Phase (including Night Turns) in which an enemy unit either ends in the hex or passes through the hex. They are also removed during a friendly Traffic Marker Phase if they no longer have a road-bound Supply Path to a map edge Supply Source. You may voluntarily remove or reposition your Roadblocks every friendly Traffic Marker Phase.

Roadblocks are never eliminated, those that are removed are available to be placed in the next friendly Traffic Marker Phase.

33.4 At Start

The Allied player receives his two Roadblock markers on his first Traffic Marker Phase. The German player does not receive his until Turn 3 (17 AM)—during his Traffic Marker Phase.

34. 18 FACTOR LIMIT

The attacker may use a maximum of 18 Attack Factors in each attack (the limit applies after halving). All factors in excess of 18 are ignored. Attacking units that participate but contributed 0 factors due to the limit may still participate in Advance After Combat.

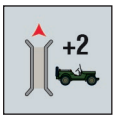
EXAMPLE: Two stacks of German units with a total Attack Strength of 24, attack Allied units with a total Defense Strength of 6. The odds would be 18 to 6 (3-1).

DESIGN NOTE: This rule reflects the difficulties of massing large number of troops against a single objective and also prevents excessive factor counting. It will speed up play.

35. MEUSE RIVER BRIDGES

There is strong evidence that the following Meuse River bridges were never repaired after capture by the Allies so they should start destroyed at the start of every scenario. If using this optional rule place a destroyed bridge marker at the following bridges: W3026, W3028, Nameche, Vezin, Andenne, Amay, Engis, and W1239.

36. GREIF COMMANDO



Once per game, at any time before Turn 7 (19 AM), the German player may place the Greif Commando marker at any one Bridge hexside. It provides a +2 DRM to the Bridge Demolition attempt at that bridge. Once used, the commando marker is removed.

37. SUPPLY DESTRUCTION VICTORY

The German player wins if he moves a unit into or **adjacent to** four of the six hexes listed below. It does not need to occur in a single turn and the hex does not need to be held for any length of time—it may be accomplished over any number of turns.

Namur (3033)
Andenne (2333)
Huy (1835)
Amay (1536)
Seraing (1039)
any one hex of Liège

DESIGN NOTE: The Americans lacked the transport to evacuate their supply base located between Namur and Liège, so they planned to destroy their supplies if the Germans threatened to overrun them. This would have placed First and Ninth Armies out of supply for some time and the Americans would have considered it a defeat.

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SCENARIOS

S1. THE CAMPAIGN GAME

This is the standard game that uses both maps and all the preceding rules.

S1.1 Game Length

22 Turns—16 AM to 26 PM. The game starts with the German Movement Phase of Turn 1 (skip the Artillery Supply Phase, the Fuel Shortage Phase, and the Bridge Phase). The game ends at the completion of the Allied 26 PM turn.

S1.2 Set Up

Allied: The Allied player sets up first. Place your at start units in the hex specified on the counter. A dot after the hexcode indicates the unit starts with an Improved Position.

German: Place your at-start units anywhere within their divisional setup area (indicated by the dashed outlines on the map). Your corps artillery may be placed in any divisional setup area belonging to that corps. Units may be set up adjacent to enemy units (stacking limits must be observed).

- The two units of the 26th Volksgrenadier Division that are marked with a red setup code, may not start in any of the three Wooded Rough hexes.
- The **5FJ**/11 StuG Brigade may not set up in either of the two Wooded Rough hexes.

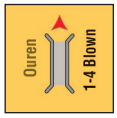
PLAY NOTE: First time players should use the first illustration of the Extended Example of Play to help them set up the game.

S1.3 Turn 1 Special 1 Rules

Refer to 29.0.

S1.4 Markers

(S1.4.1) Bridge Markers: Place a Blown Bridge marker on the four bridge sites labeled #1-4 (between Echternach and Vianden), and place bridge Under Construction markers on bridges #5 and #6 (29.5). There is also an Ouren bridge marker you can place adjacent to hexside E2020/2119 that can be removed or flipped to intact once the bridge is checked (7.7). If playing with Optional Rule 35 indicate the eight blown bridges along the Meuse River.



(S1.4.2) Other Markers: Place the Turn Record Track marker in the Turn 1 (16 AM) Box. Place the 6 Allied Traffic Markers (24.5) in the Allied Traffic Marker Holding Box (24.5). The 2 Allied Roadblock markers become available in his first Traffic Marker Phase (33.4).

S1.5 Artillery

All Artillery Units start on their Ready sides.

S1.6 Victory Conditions

Refer to 30.0.

S2. SIX TURN SCENARIO

S2.1 Game Length

6 Turns—16 AM to 18 PM. The game starts with the German Movement Phase of Turn 1. The game ends at the completion of the Allied 18 PM turn.

S2.2 Set Up, Markers, and Special Rules

Same as the Campaign Game (S1.2–S1.5).

S2.3 Special Rules

(S2.3.1) Use only the East Map. Remove the 101st and 82nd Airborne units from Reinforcements. They are not used in this scenario.

(S2.3.2) The Optional 18 Factor Limit rule (34.0) must be used.

S2.4 Victory Conditions

The German player wins if he has **10** VPs at the end of the scenario. Award 1 VP for each VP Hex he controls, and 1 VP for every 4 Attack Factors he has exited off the west edge of the (East) Map. If the German player exits units off the west edge he must be able to trace a road-bound Supply Path back to a German Supply Source from at least one of the exit hexes, otherwise the VPs for exiting units do not count.

S3. EIGHT TURN SCENARIO

S3.1 Game Length

8 Turns—16 AM to 19 PM. The game starts with the German Movement Phase of Turn 1. The game ends at the completion of the Allied 19 PM turn.

S3.2 Set Up, Markers, and Special Rules

Same as the Campaign Game (S1.2–S1.5).

S3.3 Special Rules

Use only the East Map. The 101st and 82nd Airborne units arrive on Turn 6 (18 PM) in Trucks (12.4.3) having already expended 4 MPs. They may enter on any west edge road hex. The Allied player must use eight SM markers during Turn 6 to move his eight airborne units.

S3.4 Victory Conditions

Same as the Six Turn Scenario except the German player needs **14** VPs to win.

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S4. PATTON'S COUNTERATTACK, DECEMBER 22

S4.1 Game Length

10 Turns—22 AM (Turn 13) to 26 PM (Turn 22). The game ends at the completion of the Allied 26 PM turn.

S3.2 Set Up

Use the Patton's Counterattack Scenario setup pages in the Play Book. The German player sets up first, followed by the Allied player.

S4.3 Special Rules

A. Use both maps.

B. After the Allied player has set up (and before the game starts), he may place his six Traffic markers anywhere on the map and then rolls the dice and removes the appropriate markers per the rules.

C. All German Artillery Units start on their Fired side. The German player starts the game by flipping any three during the German Artillery Supply Phase.

D. Fuel Shortage—The German player must roll on both tables on the first turn.

E. The following bridges are blown: Ortho (E3718/3618), Stavelot (E2730), Trois Ponts (both bridges E2928/3029 and E2929/3029). If playing with Optional Rule 35 the eight bridges along the Meuse River listed there are also blown.

F. ISOLATED GROUPS: The only units OOS are the stack containing the four units of KG Peiper and all Allied units inside the Bastogne perimeter. KG Peiper's group is at Surrender Level 3 and the Bastogne group is at Level 1.

G. FIRST PLAYER: Start with the Artillery Supply Phase of the German player turn.

S4.4 Victory Conditions

Same as the Campaign Game except consider the game a draw if the Allied player is not able to trace a road-bound Supply Path back to an Allied Supply Source from the two Bastogne town hexes.

S5. THE EXTENDED GAME

Players wishing to continue the Campaign Game or the Patton's Counterattack Scenario until the 30th of December can play this Extended Game.

S5.1 Game Length

Additional 8 Turns—26/27 Night to 30 PM. Follow all the rules for the Campaign Game except the game ends at the completion of the Allied 30 PM turn.

S5.2 Victory Conditions

Same as the Campaign Game except the Germans also win if they satisfy *both* conditions below at the end of the game:

- Either controls both Bastogne hexes or prevent the Allied player from tracing a road-bound Supply Path to a Bastogne town hex, and
- Controls **4** VP Hexes on the West Map.

S5.3 Weather

Clear Weather ends on Turn 25 (28 AM) and Allied Air Support (15.6) and the –2 Air Supply modifier (23.7) no longer apply. However, the +1 to the Fuel Shortage Table still applies.

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EXPANDED SEQUENCE OF PLAY

A. GERMAN PLAYER TURN

1. The Artillery Supply Phase

Flip over the appropriate number of German Artillery Units to their Ready side (see 5.3 for restrictions).

2. The Fuel Shortage Phase (German Turn only)

The German player rolls one die for Fuel Shortage Table #1 and one die for Fuel Shortage Table #2 (6.1). The German player places Out of Supply markers on those units affected by the results.

NOTE: This phase is skipped until Turn 7 (19 AM).

3. The Bridge Phase

- The German player may destroy or rebuild bridges (7.0).
- *(Optional)* Destroy Fuel Dumps (32.3)—*Allied Player turn only*

NOTE: No bridge blowing on Turns 1 and 2 (16 AM and 16 PM) with the exception of the Ouren bridge (7.7).

4. The Movement Phase

All non-engaged German units may move.

- Disrupted units may only use Tactical Movement (18.3).
- OOS units may only use Tactical Movement (23.4).
- Units may build Improved Positions at this time (15.8).
- Units may Breakdown at this time (26.1).
- *(Allied Turn only)* Roll for Offensive Air Support (15.6).
- Units may be marked with a Night Turn marker during a PM turn; these units are restricted in their movement (25.3).

5. The Rally Phase

All Disrupted or Broken German units that are not adjacent to an enemy unit recover one level. Roll for those that are adjacent to an enemy unit (18.6).

6. The Combat Phase

- At any time during the Combat Phase the phasing player may remove ENG markers (16.5) from German units. As each ENG marker is removed, decide if that unit (or which units in the stack) will conduct Disengagement (20.0). Resolve Disengagement at that time. Unengaged units may also use the Disengagement Table at this time.
- Conduct all Combats (14.0). Units may breakdown before advancing after combat (26.2).
- Remove replacement markers (25.2.4).

7. The Traffic Marker Phase

A. Place any Traffic (Greif) markers from the German Traffic Marker Holding Box onto the map (24.0).

B. *(Optional)* Place or reposition the two German Roadblock markers (33.2).

C. Roll two dice and remove the German Traffic markers with those ID numbers (24.3).

8. The Supply and Surrender Phase

A. Check Supply for all German units (23.1).

B. Roll for Surrender of all German units that are Isolated (23.7).

9. The Victory Check Phase (Allied Turn only)

Check to see if the German player has won a Victory, if not continue with another game turn (30.2, 30.3).

B. ALLIED PLAYER TURN

The Allied Player Turn is identical to the German Player Turn (switching the term German for Allied), except the Allied player has a Victory Check Phase and no Fuel Shortage Phase.

C. END TURN

Remove all Fuel Dump markers on Turn 7. Record the completion of a game-turn by advancing the Game Turn Marker one box.

Night Turn Sequence of Play

A. Allied Replacement Phase: The Allied player uses his replacements.

B. Allied Night Movement Phase: The 3 Allied stacks marked with Night markers in the PM turn may move.*

C. Allied Night Combat Phase: The 3 Allied stacks marked with Night markers in the PM turn may attack.**

D. German Replacement Phase: The German player uses his replacements.

E. German Night Movement Phase: The 3 German stacks marked with Night markers in the PM turn may move.*

F. German Night Combat Phase: The 3 German stacks marked with Night markers in the PM turn may attack.**

** (Optional) For every Night Marker not placed during PM Turn player may do a Night Infiltration (31.0)*

*** Artillery on their ready side may provide Artillery Support even if not marked with Night markers.*

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