

Ardennes '44

The Battle of the Bulge



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#0304

1. INTRODUCTION

“All Hitler wants me to do is to cross a river, capture Brussels, and then go on and take Antwerp! And all this in the worst time of the year through the Ardennes, where the snow is waist deep and there isn't room to deploy four tanks abreast, let alone armored divisions! Where it doesn't get light until eight and it's dark again at four and with reformed divisions made up chiefly of kids and sick old men—and at Christmas!”

—Sepp Dietrich

GMT's *Ardennes '44* is a two-player game depicting Hitler's surprise attack in the Ardennes during 1944. The game covers the period from December 16th to the 26th when the German attack still had a chance to cross the Meuse. Two shorter scenarios are included which cover the initial stages of the German attack.

1.1 Game Scale

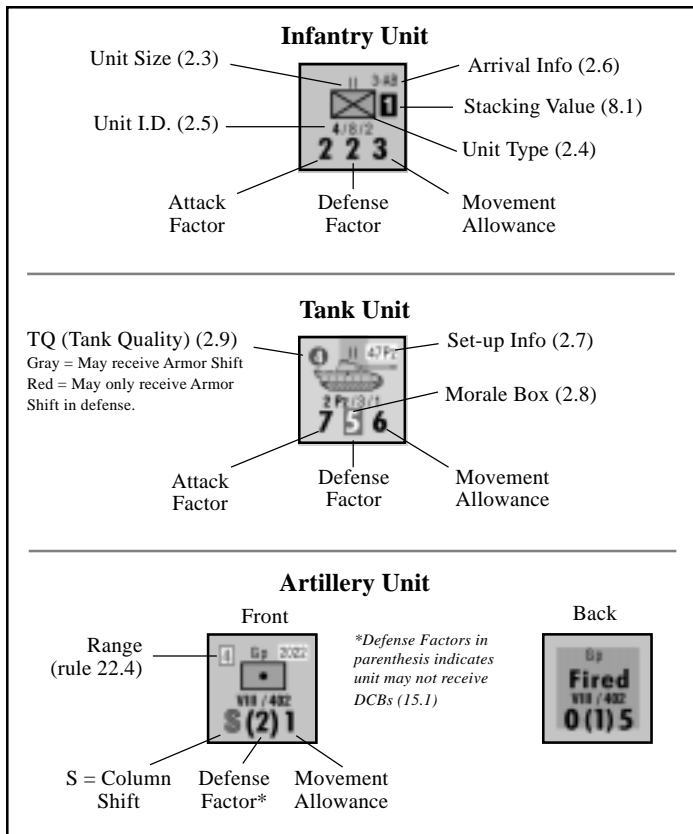
Each game-turn represents approximately 8 hours of real time. Each map hex represents about 1.6 miles (2.6 kilometers). Units represent battalions, regiments and brigades.

2. GAME EQUIPMENT

2.1 Inventory

A complete game of *Ardennes '44* includes the following:

- 2 map sheets (30 x 37" total area)
- 3 sets of counters (570 pieces total)
- 2 Player Aid Cards
- 1 Rules Booklet (40 pages)
- 1 Quick Start Display
- 1 die



2.2 Combat Units and Markers

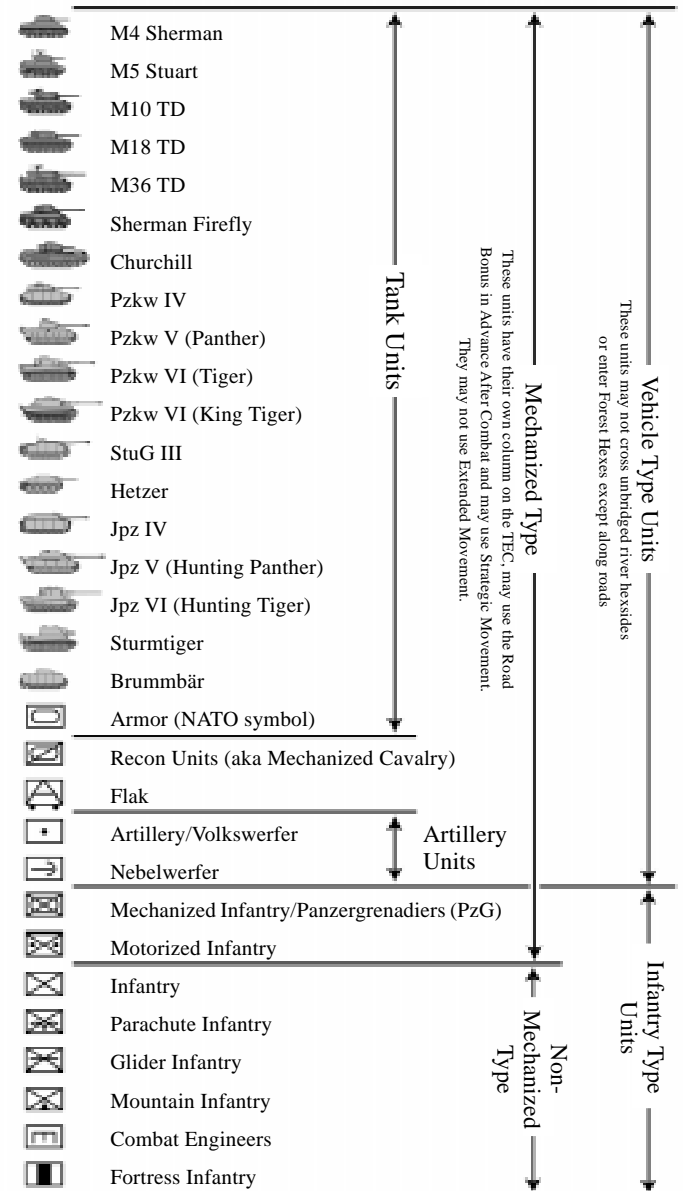
There are two basic types of playing pieces: combat units and game markers.

2.3 Unit Sizes

- X = Brigade
- TF = Task Force
- Sq = Squadron
- (-) = Part of unit detached or missing
- III = Regiment
- Gp = Group
- CC = Combat Command
- II = Battalion
- XXX = Corps

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:



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 I.D.

The divisional IDs are printed first and in bold for easy recognition—it is the only ID number that is relevant in game play. The second number is the regimental number, and the third (if any) is the battalion I.D.

DESIGNER'S NOTE: This is opposite of the standard military practice of battalion/regiment/division.

2.6 Arrival Information: Indicates the turn the unit arrives and the Entry Hex it arrives at.

2.7 Set Up Information: A white box indicates an at-start unit. A red box indicates an at-start unit with movement restrictions (see 29.1). Allied units list the hex the unit starts in, while German units have the corps they belong to at the start of the game.

2.8 Morale Box

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

2.9 TQ (Tank Quality): 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 (21.2).

2.10 Color Schemes

The colors used to identify the combat units are:

GREEN:	U.S. Army
GRAY:	German Army
DARK GRAY:	Waffen SS
TAN:	British Army
BLUE GRAY:	Fallschirmjäger

2.11 Army/Corps Identification Colors: Every combat unit is color coded to the army or corps they originally started the campaign with.

GERMAN:

Red:	Dietrich's 6th Panzer Army
Gray:	Manteuffel's 5th Panzer Army
Blue:	Brandenberger's 7th Army
Green:	Operation Nordwind units (Optional)

ALLIED:

Purple:	Middleton's VIII Corps
Burgundy:	Gerow's V Corps
Orange:	Patton's 3rd Army (III & XII Corps)
Beige:	Collin's VII Corps
Blue:	Ridgeway's XVIII Airborne Corps
Red:	British XXX Corps
Light Yellow:	Army level troops or Remnants

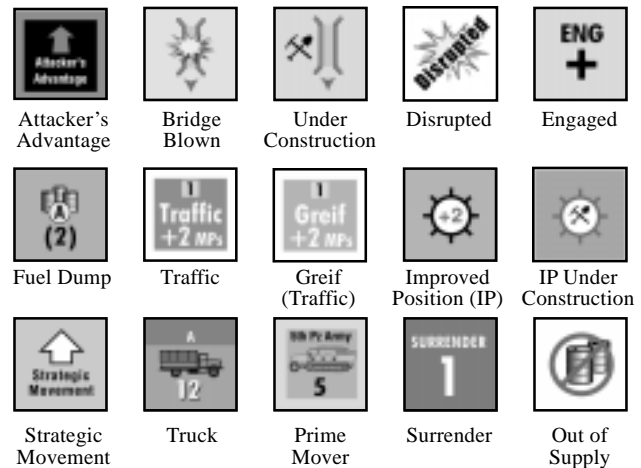
Allied identification colors are for historical interest only (and to help with sorting and setup). German identification colors are used for Prime Movers (22.3), Army Boundaries (11.10), and the West of the Ourthe River result on the Fuel Shortage Tables (6.5). Identification colors never affect combat.

2.12 Game Markers

The game also includes a variety of markers that are used to help facilitate play of the game.

2.13 The Map

The map shows the area in the Ardennes and Eifel where the Battle of the Bulge was fought.



3. PREPARE FOR PLAY

3.1 In General

The Allied player controls elements of the U.S. and British Armies. The German player controls all German Army, SS, and Luftwaffe ground units.

3.2 Reinforcements

Both players should separate their reinforcements from their at-start units. At-start units have their set up code highlighted with a white or red background, all others are reinforcements. Place these units on their arrival turn on the Turn Record Track.

3.3 Allied Set Up

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.

3.4 German Set Up

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).

NOTE: HEX 1331: Units from the 277 and 12 VGD can both start in this hex.

THE 26TH VG DIVISION: The German player may start the two regiments labeled "26/39 Fus" and "26/77 Gren" on the west side of the Our (within the division's setup area). The other two units must be placed on the east side of the Our.

DESIGN NOTE: This division began infiltrating during the night of the 15th and had two regiments across the river before the offensive commenced at 5:30 AM on the 16th.

3.5 Other Markers

Place the Turn Record Track marker in the 16 AM Box. Place a bridge blown marker on the six bridge sites that begin the game blown (indicated on the map).

3.6 Artillery

All Artillery Units start on their ready sides.

3.7 Quick Set Up Display

First time players should use the Quick Set Up Display to help them set up the game.

4. SEQUENCE OF PLAY OUTLINE

Each 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
2. The Fuel Shortage Phase (German Turn only)
3. The Bridge Phase
4. The Movement Phase
 - A. All German units may move.
 - B. Remove Replacement markers from German units.
5. The Rally Phase (remove Disrupted markers)
6. The Combat Phase
 - A. Remove ENG markers and conduct Disengagements
 - B. Conduct all Combats
7. The Traffic Marker Phase
8. The Supply and Surrender Phase
 - A. Check Supply for all Friendly Units.
 - B. Roll for Surrender of all Friendly Units Isolated.
9. The Victory Check Phase (Allied Turn only)

PLAY NOTE: Night Turns (rule 25) follow a different and much shorter sequence.

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 may remove all his Prime Mover/Strategic Movement marker from the map in order to take stock of these important markers and better view his Artillery Units (see 12.7).

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: 3 per turn (exception: 5.4)

ALLIED: All units may flip

5.3 Artillery Supply Restrictions

Artillery Units that are Disrupted (rule 18), out of supply (23.4), or using Strategic Movement (12.1), may not be flipped to their ready side. Artillery Units adjacent to an enemy unit, or in a hex with an Engaged marker (16.5) may be flipped.

5.4 Special 2nd Turn Artillery Supply

To reflect the accumulation of supply for the offensive, the German player may flip to their ready side six Artillery Units on the 16 PM turn.

6. THE FUEL SHORTAGE PHASE

6.1 Procedure

Only the German player checks for fuel shortage and only on or after the 19 AM turn. Fuel Shortage is checked using the Fuel Shortage Tables. Roll once for each table. If the result indicates a division (the Führer Begleit and the Führer Grenadier brigades are considered divisions for this rule), then all units in that division are considered out of supply and suffer all the penalties of that status (see 23.4). The result often gives a choice of two divisions; the German player may choose either one.

6.3 Fuel Shortage Die Roll Modifier

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

6.4 Fuel Shortage and Reinforcements

If fuel shortage targets a division that is arriving as a reinforcement that turn, it arrives in an unsupplied state (it may move a maximum of two hexes). 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 Fuel Shortage” result.

6.5 West of the Ourthe River

If the result says “West of Ourthe River” the Allied player, instead of the German player, selects the German division to be subject to fuel shortage. He must pick a division belonging to the appropriate army (5 PzA or 6 PzA). Only the units of that division that are west of the Ourthe River *at that moment* are affected. See the Victory Hex Map for a precise definition of “West of the Ourthe.”

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 in General

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 affect on blowing bridges.

7.3 Bridge Demolition in a Friendly Bridge Phase

You may only attempt to blow a bridge during your turn if an enemy unit is within one hex of that bridge (please see the example on the next page). Bridge demolition requires that you have a friendly combat unit within one hex of the bridge hexside. The one-hex range may be traced through EZOCs, but not through enemy units or into or across an enemy ZOC Bond (see example). Roll one die and consult the Bridge Demolition Table. If the result is “Blown” the bridge is destroyed and a destroyed bridge marker is placed.

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.

PLAY NOTES: Successful demolition of a bridge during a Combat Phase will:

- Prevent any armor unit that is attacking across the bridge from gaining an armor shift (21.3).
- Prevent Tank and Recon Units 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, Engaged or under a Strategic Movement marker.

7.6 Effects of Blown Bridges

Both players must treat a blown bridge as an unbridged river hexside.

7.7 Demolition Restriction

FIRST DAY: No bridge blowing is allowed on Game Turns 1 and 2 (including the first Night Turn) with the exception of the Ouren bridge (7.8).

RIVERS THROUGH TOWNS: When a river flows through the middle of a town hex (example Clervaux and Houffalize), no demolition is possible in that hex.

7.8 The Ouren Bridge

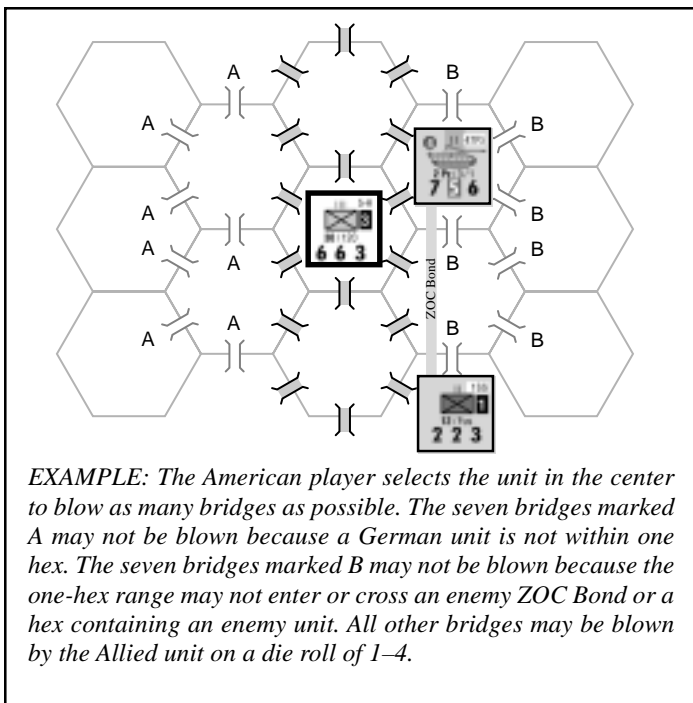
DESIGN NOTE: The bridge near Ouren (2020) actually represents two weak bridges. These were crucial to the advance of the 116th Panzer division which, upon reaching the bridges on the second day of the offensive, found the bridges inadequate for tanks and heavy equipment. In this game there is a chance one of the bridges is adequate.

The first time the German player attempts to move, attack or advance across the Ouren Bridge (2020) with a combat unit the Allied player rolls a die. On a die roll of 1-4 the bridge is considered destroyed (and a blown bridge marker is placed). On a die roll of 5 or 6 the bridge is considered normal and remains intact. This special die roll occurs only once: if the bridge is blown 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 the 17 AM turn.

7.9 Rebuilding Bridges

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: a) occupied by friendly units, or b) clear of enemy



Zones of Control (rule 9).

- A supply path using roads only (23.3) must be possible from at least one of the hexes tangent to the bridge hexside.

PROCEDURE: Bridge construction is conducted in a two-part process. In the first friendly Bridge Phase that the two conditions above are satisfied, the Bridge Blown marker is flipped to it's Under Construction side. In the next friendly Bridge Phase, if the two conditions above are still met, the bridge marker is removed and the bridge may be used normally that turn.

7.10 The Dasburg and Gemünd Bridges

The construction of these two bridges were planned weeks before the offensive and each had an engineer battalion and bridging equipment committed to its construction, hence these two bridges were completed quickly (approximately by 4 PM on the 16th). Therefore, these two bridges are considered completed in the bridge phase of the 16 PM turn. If either bridge is later blown, then reconstruction occurs normally.

PLAY NOTE: It may be helpful to flip the Dasburg and Gemünd Bridge Blown markers to their Under Construction sides on Game Turn 1, to serve as a visual reminder that they are removed during the Bridge Phase on Game Turn 2.

LOCATION: The Dasburg bridge = 2115, Gemünd bridge = 2013.

8. STACKING

DESIGN NOTE: The emphasis of this game is on limited stacking. Generally, players will be limited to three battalions of infantry and one battalion of tanks to a hex.

8.1 Stacking Point Limit

No more than **3 stacking points** in a hex.

NOTE: Silhouetted Tank Units and Artillery Units have no stacking point value, but the number of such units in a hex is limited by the rules of 8.2.

8.2 Unit Limit

No more than two units are allowed in a hex, with the following exceptions:

- All the components of an infantry or PzG regiment may stack together and be counted as a single unit (these units are indicated with a color bar behind their regiment I.D.). Likewise, the two squadrons that make up a Cavalry Group [and the two units of the 9 Arm/CCA](#) count as one unit for stacking purposes.
- Two *single-step* silhouetted Tank Units from the *same division* count as a single unit for stacking purposes ("single-step" includes a reduced 2-step unit). *For example, if both tank battalions of the 2nd Panzer Division are on their reduced side, they could stack together and be counted as one unit.*
- BATTLE GROUP: Any three non-Artillery Units may stack in a hex, as long as their combined *defense strength* does not exceed 7.

8.3 Overstacking Penalty

The stacking limit can never be voluntarily exceeded except during the course of movement and after a retreat. The stacking limit must be strictly observed at the completion of movement or an Advance After Combat (19.1). The owning player must correct all stacking violations at these times by eliminating enough units from the hex to satisfy the stacking limit. Overstacking is allowed after a retreat (17.4), but the stacking limit must be complied with at the completion of the next friendly movement phase, or any excess units must be eliminated by the owning player.

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 (even Disrupted units [18.2], and Artillery Units).

9.2 ZOCs and 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 points (+1 MP) to exit an EZOC. It costs no additional movement points to enter an EZOC.

9.3 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 (rule 10).

9.4 ZOCs and Silhouetted Tank Units

ZOCs from Silhouetted Tank Units do not extend into or out of a Wooded Rough hex except along a road (Primary or Secondary).

EXAMPLES OF LEGAL STACKING:



These 2 single-step Tank Units belong to the same division and so count as 1 unit for stacking purposes.



Count as 1 unit for stacking (part of the same regiment)



BATTLE GROUP

EXAMPLES OF ILLEGAL STACKING:



*No!
Reason: Stacking Point Limit exceeded.*



*No!
Reason: No more than two units per hex (except Battle Groups [8.2]).*



*No!
Reason: No more than two units per hex (except Battle Groups [8.2]).*

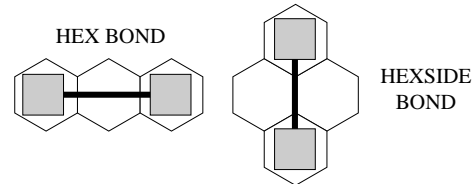
9.5 Other Effects of ZOCs

- EZOCs and Retreats: see 17.1, 17.2
- EZOCs and Advances: see 19.3
- EZOCs and Supply Paths: see 23.3

10. ZOC BONDS

10.1 General Rule

When two friendly units are two hexes apart (with one vacant intervening hex), they create a bond between them that no enemy unit may enter or cross. 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 ZOC Bonds and Terrain

A ZOC Bond cannot extend:

- Across two river hexsides (as in a loop of a river)
- Across two Wooded Rough hexsides. A ZOC Bond can extend along a Wooded Rough hexside as long as that hexside does not join two Wooded Rough hexes. Example: a ZOC Bond is not possible between 1305 and 1505, nor between 1506 and 1305.

PLAY NOTE: A ZOC Bond may extend across a Lake hexside.

10.4 Negating ZOC Bonds

A Hexside Bond is negated when enemy units are located on each side of the intervening hexside (as with units D and E in the diagram on the opposite page). A Hex Bond is negated when the intervening hex contains an enemy unit (as with units E and F in the same diagram).

10.5 Intersecting ZOC Bonds

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

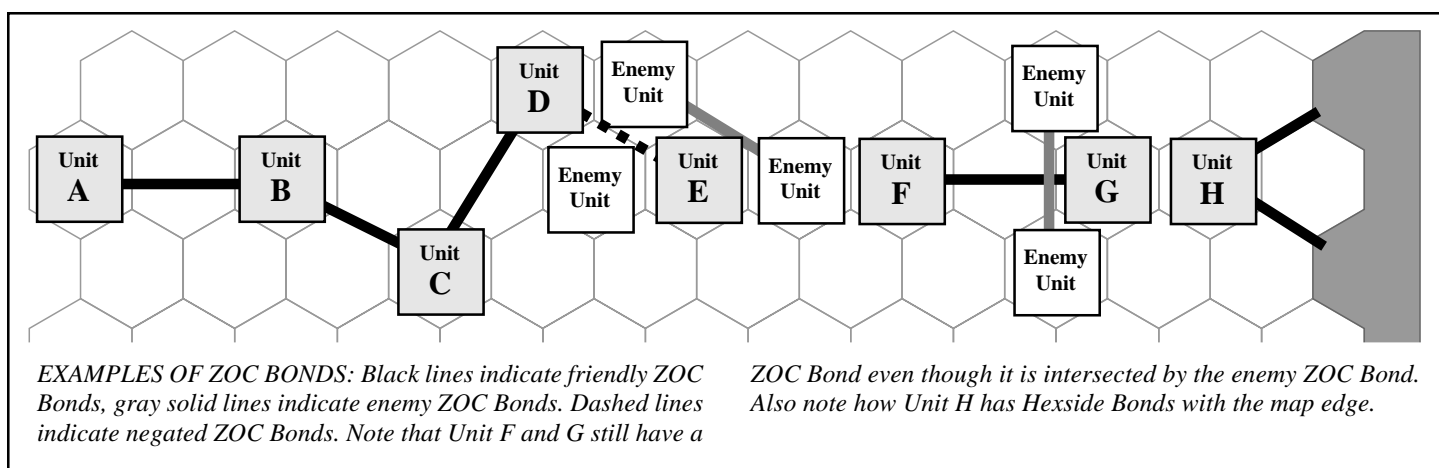
10.6 ZOC Bonds With the Map Edge

A unit can form a ZOC Hexside Bond with the map edge, but not a ZOC Hex Bond.

11. BASIC RULES OF MOVEMENT

11.1 The Movement Procedure

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 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 *end* their move adjacent to an enemy unit. A unit may start adjacent to an enemy unit and use Extended Movement.

11.3 Tactical Movement

A unit may ignore all MP cost and move up to two hexes, this is called Tactical Movement. 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. Units that use Tactical Movement may attack normally in the following Combat Phase.

NOTE: Vehicle Units cannot use Tactical Movement to move through non-road Forest hexes.

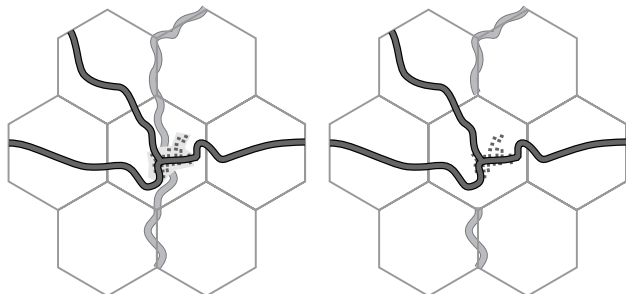
DELAY MARKERS: Traffic Markers, Roadblocks and St-Vith Bottleneck hexes (rule 24) are ignored when using Tactical Movement.

11.4 Movement and Rivers

RIVERS: Vehicle Type Units (see 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). Infantry Type units may not cross two unbridged river hexsides in the same Movement Phase.

THE MEUSE: Is treated as a regular river for movement and combat purposes. See 17.2 for the one exception.

RIVERS THAT FLOW THROUGH TOWNS: Ignore rivers that flow through the middle of a town (such as at Malmédy). The importance of the river as a movement barrier and defensive terrain has been mitigated by the urban surroundings.

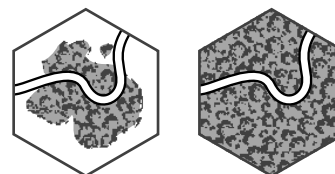


See this

Think this

11.5 Forest and West Wall Hexes

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



See this

Think this

11.6 Wooded Rough (Dark Green) Hexsides

Wooded Rough represents a small wooded valley with a river or stream 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 (move a maximum of two hexes). Infantry Type units may not cross two non-road Wooded Rough hexsides in the same Movement Phase.

11.7 Road Movement and Forest Roads

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.

FOREST ROADS: A secondary road in a forest or wooded rough hex costs 2 MPs for mechanized units.

11.8 Artillery and Movement

See 22.1–22.3

11.9 Exiting the Map and Off Map Boxes

IN GENERAL: An Allied unit that exits the map by movement is placed in the Off Map Box associated with that map edge. The MP cost to exit the map from a Map Edge hex is always 1 MP. In the following turn the unit may reenter the map at any Entry Hex associated with that Off Map Box or move to an adjacent Off Map Box and end their turn. 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.

EXAMPLE: Allied units in the Southeast Off Map Box may enter the map at A, B or C Entry hexes or move to the Southwest Off Map Box.

TO ANTWERP: German units that exit the map between W3420 and

Liege (across the Meuse) to fulfill their victory conditions are not placed in an off map box, but are set aside. They may not re-enter the map after exiting.

RETREAT OFF MAP: An Allied unit that retreats off the map becomes Disrupted and is placed in the appropriate Off Map Box. A Disrupted unit may not exit an Off Map Box until it Rallies (18.4).

11.10 Army Boundaries

MOVEMENT RESTRICTION: German units may not cross the Army Boundary Lines before the 18 AM game turn. Army Boundary Line restrictions are removed at the start of the 18 AM game turn. 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.

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 the unit is automatically Disrupted (18.2) and may not rally (18.4) until it has recrossed the boundary line or until 18 AM. Army Boundaries have no effect on ZOCs or ZOC Bonds.

REPLACEMENTS: While the boundary line is in effect, units that return to play due to replacements must be placed within their army boundary.

12. STRATEGIC MOVEMENT AND TRUCK MARKERS

12.1 Strategic Movement in General

Mechanized units (including Allied Artillery Units) may use Strategic Movement to double their MA. Strategic Movement is not available to non-mechanized units, German Prime Movers, or units out of supply. Units using Strategic Movement must move entirely along roads (primary or secondary). Reinforcements entering the map may arrive using Strategic Movement.

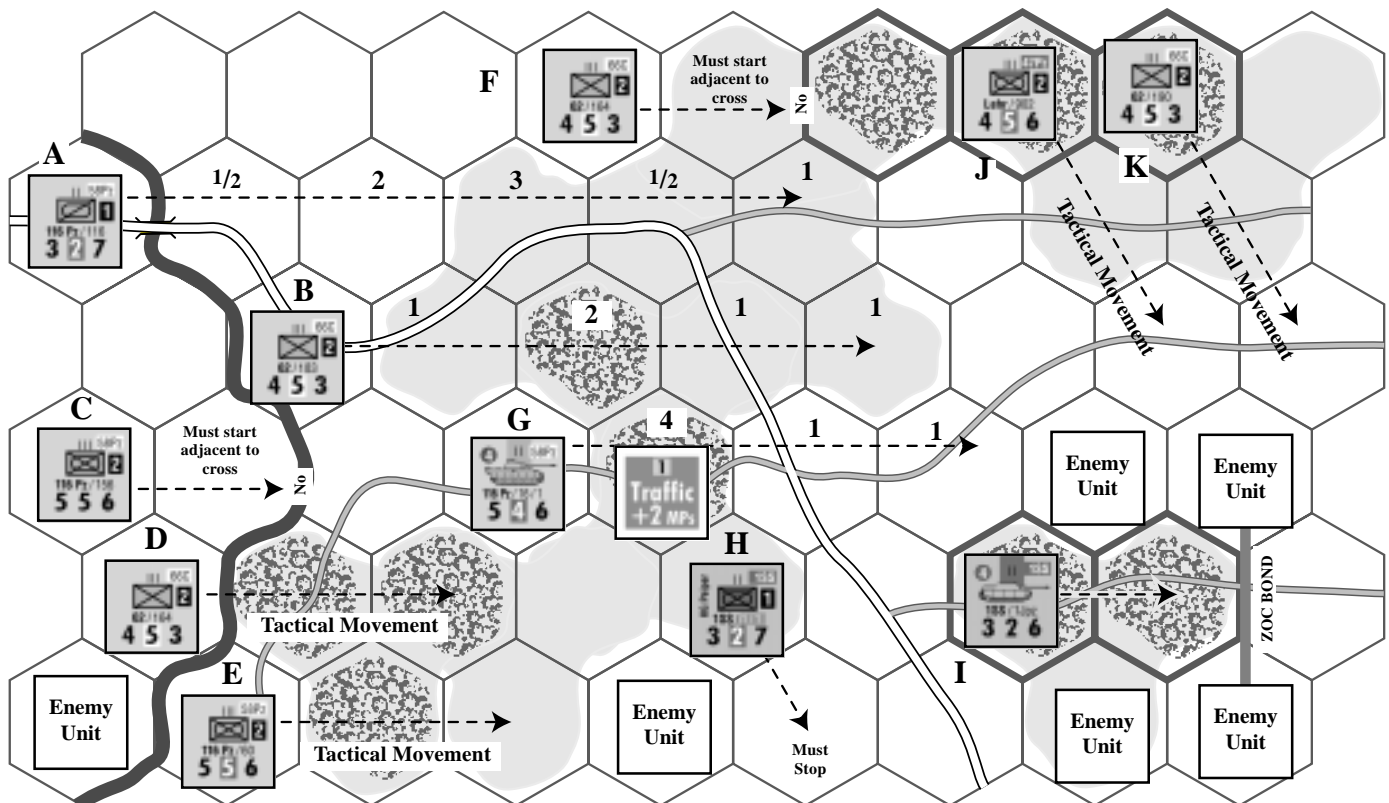
12.2 Restrictions

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

- May not start their move in an EZOC nor at any time enter an EZOC.
- May not end their move stacked with any unit.
- May not end their move adjacent to another unit that bears a Strategic Movement/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 must pay the applicable MP costs for entering a St-Vith Bottleneck hex or hex containing a Traffic Marker. Units using Strategic Movement must stop if they enter a hex with an enemy Roadblock marker (24.8).



EXAMPLE: The numbers indicate how many MPs each hex cost to enter (before the Ground Freeze [28.1]). Unit A moves 7 MPs. Unit B uses Extended Movement to increase its MA to 5. Unit C may not cross the river hexside because it didn't start adjacent to it. Unit D must use Tactical Movement to cross an unbridged river hexside. 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. Unit G has to pay 4 MPs for the forest road with a Traffic marker. Unit H must stop after one hex because it enters an EZOC. Unit I takes advantage of the Wooded Rough hexes to infiltrate the enemy line. Note that Unit I can only enter Forest and Wooded Rough hexes along roads. Units J and K must use Tactical movement to cross a Wooded Rough hexside.

12.4 Strategic Movement (SM) Markers

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). Place a SM marker on every unit (including Reinforcements) that used Strategic Movement.

12.5 Strategic Movement and Combat

Units attacked with an SM marker receive no Defensive Combat Bonuses (DCBs) (15.1) and provide the attacker with one shift right on the CRT. TQ ratings and ZOCs are unaffected by SM. If forced to retreat or become engaged, the SM marker is removed.

12.6 Truck Markers

12.61 GENERAL RULE: Allied non-Mechanized units may be moved in trucks. *An infantry unit moving in trucks is identical to a Mechanized unit using Strategic Movement.* An Allied non-Mechanized unit may be assigned trucks if it starts its Movement Phase on a road (either type) and at least two hexes from an enemy unit, or it is currently in an Off Map Box. A unit must expend its entire MA to load up on the trucks (i.e., the first turn it may not move).

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

Truck markers are printed on the back of SM markers. This means that for every infantry unit trucked, one less Allied mechanized unit can use Strategic Movement.

12.62 TRUCK PROPERTIES: Allied infantry trucked 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: An infantry unit being transported in a truck could move 24 hexes along a primary road.

12.7 Removing SM/Truck Markers

If a unit uses a SM/Truck marker then the marker must remain on the unit until the next friendly Movement phase, unless it is removed in one of the following three cases:

- In the next friendly Movement Phase if the unit will not be using Strategic Movement that phase. The marker is immediately available for use with other units.
- The unit suffers an engaged result or is forced to retreat.
- The German player may remove his SM markers in the Artillery Supply Phase in order to take stock of his SM/Prime Mover markers. The Allied player should not do this because an Allied Artillery Unit using SM may not be flipped to its ready side (5.3).

13. REINFORCEMENTS & ENTRY HEXES

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 associated with the unit's entry hex. In the following turn they may

move to an adjacent Off Map Box or enter any Entry Hex associated with that Off Map Box.

EXAMPLE: The American 4/8/2 infantry battalion scheduled to arrive on Turn 3 may either enter the map at A or B Entry Hex or be placed in the Allied Southeast Off Map Box.

13.2 US Engineer Reinforcements

American Engineer Units do not arrive from off map. On their turn of arrival the Allied player may place them in friendly controlled town or city hexes (no villages) outside of all EZOCs, with 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 may exceed stacking limits upon placement. **They may not be placed in towns or city hexes containing enemy Roadblocks (24.8).**

MOVEMENT RESTRICTION: American Engineer units may move a maximum of two hexes 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. These units were operating in the area repairing roads, cutting trees, etc.

13.3 Artillery Reinforcements

All Artillery Units arrive on their fired side.

13.4 German Capture of Entry Hexes

If a German unit occupies an Entry Hex, Allied reinforcements scheduled to arrive there may either fight their way onto the map (13.5), wait in the Off Map Box until the Entry Hex is open, or follow the procedures of 13.1 to enter at a different location.

BLOCKING: If an Entry Hex is occupied by a German combat unit then no Allied reinforcements scheduled to enter that "sector" may enter the map (or move to a different Off Map Box) until the German unit is "blocked." A Sector is defined as an Off Map Box and all Entry Hexes associated with that Off Map Box. To block a German unit on an Entry Hex, an Allied unit with a Defense Factor of at least 6 (or two or more units with a combined Defense Factor of at least 6) must be placed off map and adjacent to the German unit. The following Allied units are eligible to be blocking units:

- a reinforcement that can arrive through that Entry Hex that turn.
- any Allied unit (including artillery) in that sector's Off Map Box. Artillery may use its parenthetical Defense Factor. **Allied units in an Off Map Box that are Routed and Disrupted may be counted using their full defense Factor.**

EXAMPLE: Say the Germans have a unit in Entry hex A. This means that no US reinforcements can enter through either A, B or C Entry hexes until the US places unit(s) with at least 6 Defence Factors as "blocking" units. It also means units in the Allied Southeast Off Map Box may not move to the Allied Southwest box either.

BLOCKING AND ZOCs: Allied units that are blocking do not project a ZOC onto the map, and are not considered in an EZOC. Hence, they may recover from Rout and Disruption without making a die roll (18.4).

BLOCKING UNITS: During an Allied Movement Phase, Allied Blocking units may do one of three things:

- Remain in place.
- Move back to the Off Map Box.
- Attack onto the map (see 13.5).

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

STRATEGY TIP: The German player should use the 7th Army to capture south edge Entry Hexes—this will prevent the 10th Armored Division from reinforcing the Bastogne area.

13.5 Allied Attacks onto the Map

Allied units (either reinforcements that can enter through that hex, units assigned to block that Entry Hex, or units from that sector's Off Map Box) may be placed adjacent to an Entry Hex and attack onto the map. The number of Allied stacks from off map that may attack an Entry Hex is equal to the number of roads in the Entry Hex that lead off the map. For example, two stacks could attack onto the map at 1601. Artillery on its Ready side (22.5) from the sector's Off Map Box and air support can be utilized. All rules of combat apply.

RESTRICTION: An attack onto the map is only allowed if all enemy-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

FAILED ATTACKS: If the Allied attack onto the map does *not* succeed in removing the defender from the hex, the attackers become blocking units for that Entry Hex.

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 return to the sector's Off Map Box.

IMPORTANT: No unit from either side is allowed to attack an Off Map Box or a blocking unit.

14. BASIC RULES OF COMBAT

14.1 General Rule

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 redesignate them.

14.2 Multi-Hex Combat

- The attacker may attack only one hex at a time; he may not target two hexes in a single combat.
- Units in the same hex may attack adjacent defenders in different hexes as long as each attack is conducted separately.
- No unit may split its attack strength to attack a second hex in a separate attack.

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

14.3 Command and Control

GENERAL RULE: The attacker may have a maximum of two different divisions participate in each attack. Artillery is not restricted by Command and Control and army/corps identification colors have no effect.

NON-DIVISIONAL UNITS: Each non-divisional unit (a unit without a division number in bold) is treated as a separate division if not stacked with another unit. If stacked with a divisional unit, then it is considered a part of that division for Command and Control purposes (temporarily attached). If stacked with another non-divisional unit, then the two units together are counted as one division for Command and Control.

BRIGADES AND GROUPS: The Führer Begleit Brigade, the Führer Grenadier Brigade and all U.S. Mechanized Cavalry Groups (each composed of two squadrons) are all considered divisions for this rule.

The German 150 Pz Brig (Skorzeny) is considered an independent unit if it stacks with a divisional unit. Otherwise, its considered a full division.

14.4 Combat Procedure

Follow these steps for each combat:

STEP ONE: 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 TWO: Compare the combined attack strength of the participating attacking units against the total defense strength (plus Defensive Combat Bonuses [15.1]) of the involved defending units and express the comparison as a numerical odds ratio (attacker to defender). Round off this odds ratio downward to conform to one of the odds ratio categories found on the CRT.

EXAMPLE: a 15 to 4 would be a 3-1.

STEP THREE: The attacker, followed by the defender declares whether he will use Artillery Support (22.6) and, if so, which Artillery Units are providing the support.

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

14.5 Minimum and Maximum Odds

Combat at odds less than 1-3 is resolved on the 1-3 column. 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 1 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 1-1-3 Engineer unit in a town hex (+3) would have a defense strength of 4.

RESTRICTIONS:

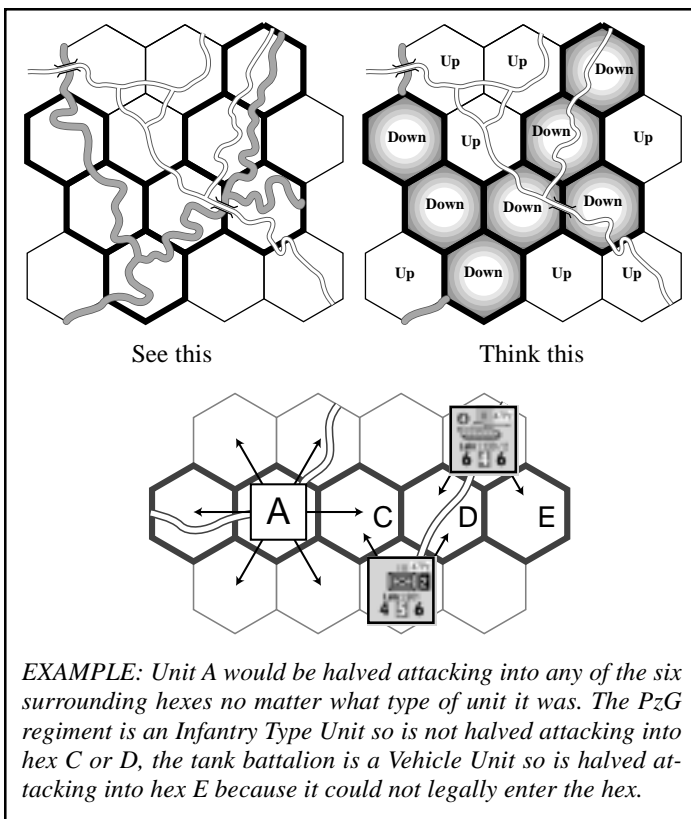
- Units with their Defense Factor in parenthesis may never receive DCBs.
- Units using Strategic Movement cannot receive DCBs (12.5).
- Due to their lack of infantry support, all silhouetted Tank Units are restricted to a maximum DCB of +1.

15.2 Halving

When halving, always halve by individual unit (not stack), and round any fractions up to the next higher whole number (Example: 5 halved would equal 3). 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. An intact bridge allows a Tank Unit to gain an Armor Shift (21.3) but does *not* cancel the halving of Attack Factors.

15.4 Vehicle Units and Combat

Vehicle Units have their Attack Factor halved (rounded up) if attacking *into or out of* a Forest, West Wall or Wooded Rough hex, unless following the path of a road. In other words, if they can't move across the hexside they are attacking across, they are halved.

15.5 Wooded Rough and Height Advantage

Combat units attacking *out of* a Wooded Rough hex or from one Wooded Rough Hex to another, have their Attack Factor halved. 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.

RIVERS & WOODED ROUGH HEXES: Always ignore rivers inside Wooded Rough hexes—the Wooded Rough hexside benefit takes account of the river. Exception: Units attacking into a Wooded Rough hex across a hexside containing a bridge (blown or intact) are always halved (example: hex 2828 to 2928).

15.6 Allied Air Support

Starting on the December 23rd AM turn the Allied player receives Allied Air Support.

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

this 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.

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. Defensive Air Support is applied to all German attacks and is not tied into the number of Allied Air Support markers.

NIGHT: No Air support is allowed during a Night Turn.

15.7 West Wall

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

15.8 Improved Positions

COMBAT EFFECTS: Units defending in a hex with an Improved Position (IP) may use Determined Defense and receive a DCB of +2 (see below for exceptions). This +2 DCB is not cumulative with Terrain DCBs.

EXCEPTIONS: Units currently using Strategic Movement and units with their Defense Factor in parenthesis receive no benefit from IPs. Silhouetted Tank Units can never receive more than a +1 DCB.

HOW TO BUILD: Both sides may build IPs. IPs may be built in any hex except those containing a city, town, village or West Wall (these hexes are already a ready-made improved position). Any non-Disrupted, non-engaged, **Infantry Type Unit** that is in supply 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 Disrupted or under an engaged marker, it may complete the IP (flip the marker over). The unit may move in the same Movement Phase that it completes the IP.

DELAYED CONSTRUCTION: IPs under construction may not be completed if the hex contains an Engaged Marker or all the units are Disrupted, however, the IP construction marker can remain in the hex and be completed in a later turn (including by a different friendly unit). Once an IP is under construction, supply has no effect. Once an IP is begun, the only way to remove it is to dislodge all defenders from the hex.

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 attacked while in Strategic Movement give the attacker one shift right (12.5)
- Tank Units with a Gray TQ may provide an Armor Shift (21.1)
- Artillery provides shifts on the CRT. Both the attacker and the defender may use artillery (22.6)
- Out of Supply Shift (23.4)

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.

D1* = Defender loses one step. Surviving defenders must Retreat four hexes and become Disrupted. The attacker receives the Bonus Advance (19.1) and Breakthrough Combat (19.4).

DR4* = The defender must Retreat four hexes and becomes **Routed**. The attacker receives the Bonus Advance and Breakthrough Combat.

DR3 = The defender must Retreat three hexes and becomes **Routed**. The attacker receives the Bonus Advance.

DR2 = The defender must Retreat two hexes and becomes Disrupted. The attacker receives a Regular Advance.

FF = FIRE FIGHT: The Attacker may either accept 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 Table die roll by +1.

EX = Each side loses one step (the unit that takes the step loss is determined by the owning player [exception: 16.3]). The surviving defenders are Engaged (Eng). No Retreat or Disruption. No Advance unless the defender was completely eliminated in the EX (had only one step to remove), then the attacker may advance into the defender’s hex (only) and stop.

Eng = Place an Engaged marker on the defending stack. No Retreat, Disruption or Advance.

A1/Eng = Same as Eng except one of the attacking units lose one step.

A1 = One of the attacking units lose one step.

***asterisk** = A reminder that the attacker receives Breakthrough Combat (19.4).

16.2 Fire Fight Table

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, that unit is the “Lead Unit.” If the attacker has two or more units that participated in the attack 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. 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 or Recon Unit may not be selected as a Lead Unit when attacking across an unbridged river hexside or a non-road forest hexside.

DIE ROLL MODIFIERS:

+1 Lead Unit is Green.

–1 Lead Unit is Elite.

–1 Lead Unit is a Tank Unit with a gray TQ and the defending hex is not in a Forest, Wooded Rough, or City hex. The TQ rating must be \geq the highest TQ rating in the defending hex.

NOTE: Modifiers are cumulative and the “ \geq ” is intentionally different than the Armor Shift rules (21.1).

EXAMPLE: The 4th Armored Division is attacking towards Bastogne.

The Allied Player rolls a FF result. He selects the CCR of the 4th Armored (an Elite Tank Unit) as his Lead Unit and declares to the German player he is pushing forward “with all guns blazing!” His modifier is –2 (one for the Elite status, and one for the Tank Unit [assuming the German player does not have a Tank Unit with a higher TQ in the defending hex]).

RESULTS FOUND ONLY ON THE FIRE FIGHT TABLE:

D1 = Defender loses one step. Surviving defenders must Retreat two hexes and become Disrupted. The attacker may conduct a Regular Advance.

A1/D1 = Both sides lose 1 step (the defender may pick his unit). Surviving defenders Retreat 2 hexes and become Disrupted. The attacker may conduct a Regular Advance.

A1/DR2 = The attacker losses 1 step. Defender retreats 2 hexes and becomes Disrupted. The attacker may conduct a Regular Advance.

Eng+ = Same as an Eng result except the attacker may place an Attacker’s Advantage marker on any one of his participating units (16.6).

ADVANCE: 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

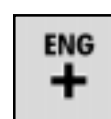
On an EX result, the owning player must select a Tank Unit for the step loss if he had an Armor Shift in his favor in that combat. The selected Tank Unit must be one that qualified for the shift. In all other CRT results (A1, D1, etc.), the owning player may select which unit suffers the step loss.

FIRE FIGHTS: The Lead Unit always takes the step loss if one is called for on the Fire Fight Table (16.2).

16.4 Indicating Step Losses

Flipping a unit over indicates the unit has suffered a step loss. If it is a one step unit, or the unit is already flipped, then it is placed in the Dead Pile.

LARGE UNITS: Any unit with a stacking value of 2 on its reduced side forms a remnant unit when it takes its second step loss. Remove the unit and replace it with a remnant of the same type. The remnant must abide by any retreats or disruptions of the CRT result. If there is no remnant available when a large unit takes a second step loss, then none is created (the player forfeits the step).



16.5 Engaged Markers

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

- may not move in the following Movement Phase,
- suffer a +2 DRM for bridge demolition (7.5).

Those are the only two affects of being Engaged. Engaged markers are removed in the owning player’s Combat Phase (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.
- 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.

16.7 Determined Defense

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

16.71 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 cancelled. Only units defending in a village, town, city, West Wall or IP (15.8) may attempt a Determined Defense. A successful result on this table will allow the unit or stack to ignore the retreat and the associated Disruption and the attacker's advance is cancelled. If there are two or more units in the defending stack, then the defender picks one non-Disrupted 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. If all units in the stack are Disrupted, then no Determined Defense is possible.

CLARIFICATION: A successful Determined Defense does not cancel the step loss on a Fire Fight Table D1 result.

16.72 EXPLANATION OF RESULTS:

- Yes Successful: the retreat is cancelled (along with the Disruption and the attacker's advance, however, see 16.74)
- No The counterattack or hold-at-all-cost order is not carried out or fails; the retreat result stays in effect.

Yes and No results can be accompanied by the following:

- EX Both sides suffer a step loss (the attacker may pick his step loss, the defender's Lead Unit must take the step loss).
- 1 The Lead Unit suffers a step loss.
- CA The defender retreats only one hex and is not Disrupted. The Attacker receives only a Limited Advance. After the advance is complete the defender (if they survived the retreat) *may* immediately conduct a counterattack against the hex they just left. The counterattack is resolved as a normal combat except no artillery or air support is allowed. If the attacker did not advance into the vacated hex, the defending units may freely reenter the hex and stop.

16.73 DIE ROLL MODIFIERS: Same as Fire Fight Table (16.2) except the defender receives a -1 if in a City hex. Also, Tank Units with a red TQ can receive the -1 modifier for a Determined Defense (but not in a Fire Fight).

EXAMPLE: The Allied player has a 2-2-3 infantry battalion and a 4-3-6 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 (with a 3 TQ) as his Lead Unit. The highest TQ rating of the German attackers is 3 so the Allied player qualifies for the -1 modifier. He rolls a 2 which is modified to a 1 and achieves an EX result. The Allied player reduces his tank battalion by one step and the German player removes one step. The retreat and disruption are cancelled.

16.74 SINGLE STEP DEFENDERS: If the defender had only one step, and that step was lost in the 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. When called upon to retreat by the CRT, defending units must be retreated the indicated number of hexes (a unit may only pass through a given hex one time during a retreat). The owning player may determine the path. A stack of retreating units may retreat to different hexes. The retreat, must follow the guidelines below listed in order of priority:

- If possible, the retreat must end a number of hexes away from the battle hex equal to the number of hexes of the retreat result.
- 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) negates an EZOC in the hex it occupies for this purposes.
- If possible, a unit must retreat towards a friendly supply source.
- ROADS: Motorized units must use roads as much as possible.

CLARIFICATION: These cases are in priority order and apply in a way to permit successful retreat with the "if possible" meaning the lowest priority case is the first one you set aside as not possible. So retreating the full number of hexes from the battle hex is more important than entering a vacant hex without an enemy ZOC as the first retreat hex; retreating to a vacant hex without an EZOC is more important than heading towards friendly supply; and heading towards friendly supply is more important than motorized units following roads.

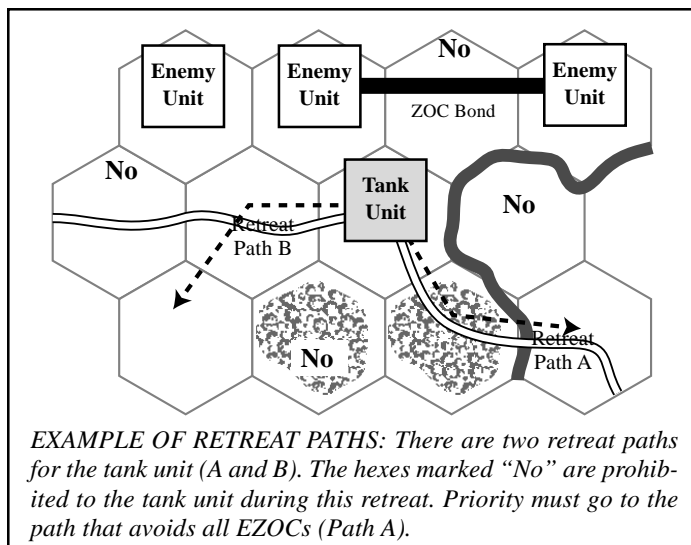
17.2 Elimination due to a Retreat

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 non-bridged Meuse River or Lake hexside.

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.
- 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 allowed after a retreat but the owning player must correct it by the end of his next Movement Phase or suffer the penalties of 8.3.

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 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 disrupted and placed in the appropriate Off Map Box. They may reenter the map again after they Rally (18.4).

17.7 Artillery and Retreats

- Artillery Units retreat like other units—flip them to their fired side first.
- German Artillery Units without a Prime Mover marker are eliminated if forced to retreat more than one hex.

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, ROUT AND RALLY

18.1 How Units Become Disrupted or Routed

Any unit that is retreated 2 hexes becomes **Disrupted**. Any unit that is retreated 3 or 4 hexes becomes **Routed**. Disrupted units that retreat again (2, 3, or 4 hexes) are **Routed**. Routed units that retreat again are eliminated.

18.2 Effects of Disruptions and Rout

A Disrupted OR Routed unit suffers the following penalties:

- May only use **Tactical Movement** and may *not* enter an EZOC. If the unit starts in an EZOC, it must move away if possible.
- May not attack or (if Artillery) provide support.
- May not build an Improved Position (15.8), use Determined Defense (16.7), use the Disengagement Table (20.1), or perform breakdown (26.1).

NOTE: US Truck markers are immediately removed from a unit if it retreats. A Prime Mover marker remains on a Disrupted German Artillery Unit to indicate the unit may not fire.

Combat Penalties for Disruption and Rout

- If the defending stack contains one or more **Disrupted** units the attacker receives one shift right on the CRT.
- If the defending stack contains one or more **Routed** units the attacker receives two shifts right on the CRT. This is not cumulative with the one column shift for Disruption.

18.3 Abilities of Disrupted Units

Disrupted and Routed units retain their ZOC and their ability to form ZOC Bonds. Disrupted and Routed units retain their full defense strength and can benefit from DCBs.

18.4 Rally Phase

During the Rally Phase, all Disrupted units that are not adjacent to an enemy unit rally (remove disruption markers) and all Routed units that are not adjacent to an enemy unit become Disrupted. If the Disrupted or Routed unit is adjacent to an enemy unit (remember units must move out of an EZOC if possible) then roll one die. On a die roll of 1–2 the Disrupted unit rallies or the Routed unit becomes Disrupted. On a die roll of 3–6 the unit remains in its present state. Modify the die roll by +1 if the unit is Green, and by –1 if the unit is Elite.

DESIGN NOTE: The reason for adding a Rout result was that the American line was repairing itself too quickly. The rule corrects that, but also helps the American player by making Disengagements less risky. Players will need to supply their own Rout markers.

19. ADVANCE AFTER COMBAT

19.1 Advance in General

There are three types of Advances: Limited, Regular and Bonus. Artillery Units may never Advance.

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)—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 D1* result.

ROAD BONUS: If a mechanized unit follows the path of a primary road and/or a non-Forest/non-Wooded Rough 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. Due to their poor condition, a secondary road in a Forest hex (Forest Roads) may not be used in a Road Bonus.

NOTE: Traffic Markers have no effect on Advance (24.2).

19.2 Terrain and Advance

- No unit may advance into a hex or across a hexside that is prohibited to it in 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

ZOC BONDS: May never be entered or crossed during an Advance except when entering the defender's vacated hex.

EZOCs: Generally do not stop Advances, 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. See example below.

19.4 Breakthrough Combat

If the CRT result contains an asterisk (*), then the attacking units may attack again after advancing. This second combat is called Breakthrough Combat. Only one stack of units in the group may

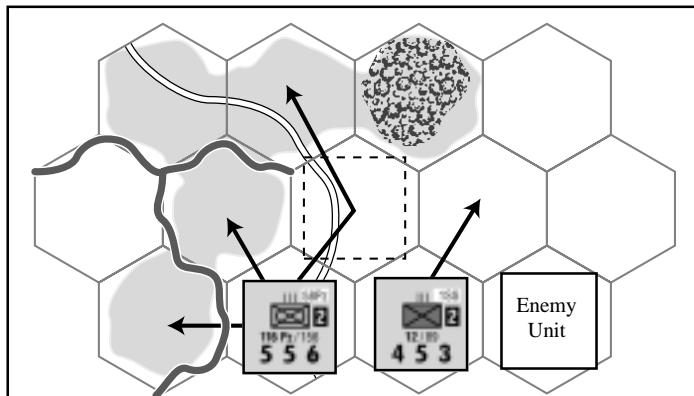
participate in this second attack, but you are allowed to form the stack (henceforth called the Breakthrough Group) during the advance. A mechanized Breakthrough Group may use its full advance and attack again; a non-mechanized Breakthrough Group, or a mix of both, may advance only one hex and attack again.

PROCEDURE: The Breakthrough Group is limited to one additional attack—it may not split up and attack two or more target hexes. Finish advancing units from the initial 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. Artillery on its ready side may be used (offensively and defensively).

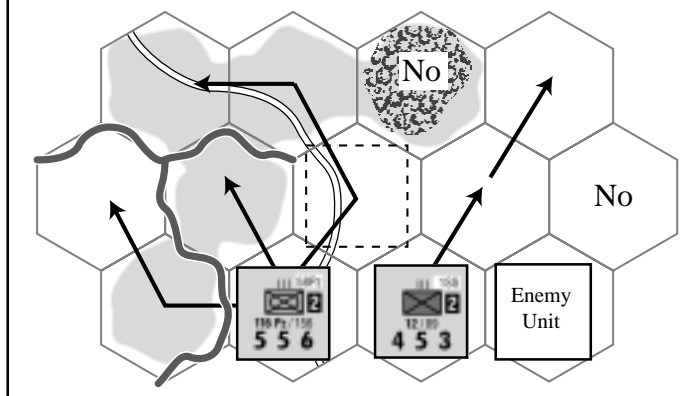
RESTRICTIONS: If the Breakthrough Combat achieves another Bonus Advance, then the Breakthrough Group is limited to a Regular Advance. The Breakthrough Group is limited to one attack—if the attack achieves another asterisk (*) result, they may not attack again.

19.5 The Breakthrough Group Assisting Other Attacks

If the Breakthrough Group advances adjacent to a defending hex which is about to be attacked by other friendly units, the Break-



EXAMPLE OF 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 OF 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. The 12/89 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 (19.3). 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.

through Group may add their strength to the combat and take part in the attack if allowed by Command and Control (14.3). If this happens, this attack must be resolved next.

19.6 Supply and Advance

Units currently Out of Supply may advance a maximum of one hex and may not conduct Breakthrough Combat.

19.7 Friendly Units and Advance

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

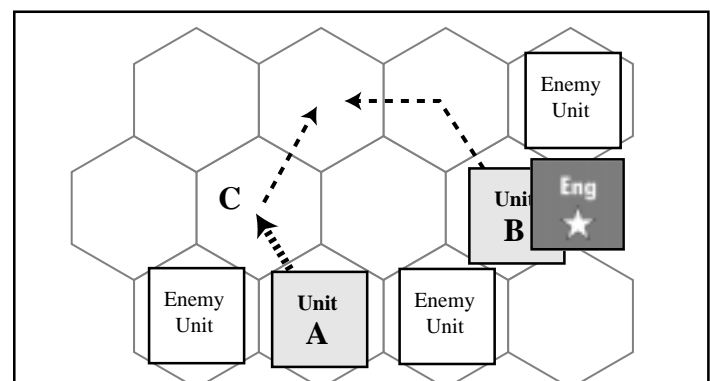
Units that are marked with an Engaged marker may not move in the Movement Phase—but they have a chance at moving in the Combat Phase using the Disengagement Table. During the Combat Phase, before any combats are conducted, the phasing player conducts Disengagements. A unit may Disengage rather than attack—it may not do both. If successful, the unit is retreated one or two hexes by the owning player. Any non-disrupted unit adjacent to an enemy unit may also use the Disengagement Table, not just engaged units.

20.2 Procedure

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 MODIFIERS (cumulative):

- +1 Unit is Green
- 1 Unit is Elite
- 1 Tank or Recon Unit



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).

20.3 Explanation of Results

No: No retreat is allowed, the unit must remain in the hex.

Yes: 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 even if it is in an EZOC (however, it may not cross or enter an enemy ZOC bond).

D: The unit is Disrupted. If the result is a Yes +D, then the unit is disrupted at the end of its retreat and is prohibited from stopping in the first hex if that hex is in an EZOC.

20.4 Non-Engaged Units using the Disengagement Table

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.

20.5 Removing Engaged Markers

Remove Engaged markers from your units at the moment you decide whether the unit will Disengage or not. All Engaged markers come off the phasing player's units during the combat phase. Engaged units that did not disengage may attack in the Combat Phase.

21. TANK AND RECON UNITS

21.1 The Armor Shift

The attacker gains a column shift to the right on the CRT in the following two cases:

- He has a Tank Unit participating in the battle and the defender has no units **with a TQ rating**.
- **Both sides have units with TQ numbers involved, but the TQ rating of the attacker's unit is gray and is greater than the TQ value of the defender's unit.**

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.

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 and a Tank Unit (with a red or gray TQ) in the target hex. A US combat command, **any Recon Unit with a TQ number**, and the full strength side of the 150th Pz Brigade counts as both an infantry and Tank Unit for this purpose.

EXAMPLE: If the attacker had a Tank Unit participating with a 3 TQ and the defender has a Tank Unit with a 4 TQ, the attacker would not receive a shift for armor, but neither would the defender.

21.2 Tank Destroyers

TQ ratings in a red circle may not be used to gain an Armor Shift in an attack—only in defense (when the attacker has no participating Tank Unit). Red TQs can deny the attacker his Armor Shift if the red TQ is equal to or greater than the attacker's gray TQ. Red TQs qualify for the -1 modifier in a Determined Defense (16.7), but not for the -1 modifier in a Fire Fight (16.2).

21.3 Terrain Effects on the Armor Shift

A player NEVER gets the Armor Shift if the defender is in 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 hex-side into the defender's hex, whether due to an unbridged river, or a non-road Forest/Wooded Rough hexside.

CLARIFICATION: With the above in mind, its possible to get the Armor Shift attacking across a river hexside at an intact bridge, or

out of a Wooded Rough hex if the defender is not in a Forest, Wooded Rough, West Wall or City hex.

21.4 Recon Units Special Ability

Recon Units defending alone in a hex may treat an Engaged result as a DR1 (retreat one hex without disruption). If this option is used, the attacker receives a Regular Advance (19.1). **Disrupted or routed Recon units may not use this option.**

21.5 Summary of Other Tank and Recon Unit Properties

- May not move, advance or retreat across an unbridged river hex-side (11.4, 17.2, 19.2).
- May not move, advance or retreat into or out of a Forest, West Wall or Wooded Rough hex except along a road (11.5, 17.2, 19.2).
- Receive a -1 DRM when attempting Disengagement (20.2).
- A qualifying Tank Unit provides a -1 DRM on the Determined Defense Table (16.7).
- A qualifying Tank Unit provides a -1 DRM on the Fire Fight Table (16.2).

22. ARTILLERY UNITS

22.1 Artillery Movement in General

Artillery Units cannot move and fire in the same turn unless Shifting Fire Position (22.2). Allied Artillery Units that move more than one hex 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 may not.

22.2 Shifting Fire Position

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 practically immobile. However, up to five Artillery Units per turn may have their MA increased to 5 if they use a Prime Mover marker (they may not use Strategic 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 Prime Mover 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 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.

The German player removes all his Prime Mover markers from the map during the German Artillery Supply Phase (5.1).

NOTE: Prime Mover markers are printed on the backside of Strategic Movement markers, so every Artillery Unit moved means one less German mechanized unit that may use Strategic Movement. This reflects limited fuel, trucks diverted for ammo transport, road space and other logistical factors.

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). 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.

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, on their ready side and are not Engaged or Disrupted may provide artillery support. Each Artillery Unit may provide support to only one combat. The attacker and defender may each use up to two Artillery Units per combat. The attacker must declare his Offensive Artillery Support before the defender declares his. Ignore army identification colors—an Artillery Unit may provide support to any friendly unit (see 29.5 for the one exception).

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, for a maximum of two shifts.

22.8 Defensive Artillery Support

The defender finds the effect of his defensive artillery by rolling one die and checking the Defensive Artillery Table. If using two Artillery Units, roll only once and modify the die roll by -1. 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.

22.9 Artillery in Ground Combat

Artillery Units may not attack by themselves—they may only provide support. Artillery Units that are attacked use their Defense Factor and may not provide Defensive Artillery Support to their own hex; however, an Artillery Unit adjacent to an enemy unit may provide Defensive Artillery Support to a different defending hex. An Artillery Unit may use its Defense Factor 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 retreat result will prevent the Artillery Unit from providing defensive support to another hex.

22.10 Summary of Other Effects

- Artillery Units have ZOCs (9.1).
- Artillery in retreats (17.7).
- Artillery Units may not advance after combat (19.1).
- Out of Supply artillery cannot flip to their ready side (23.4).

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

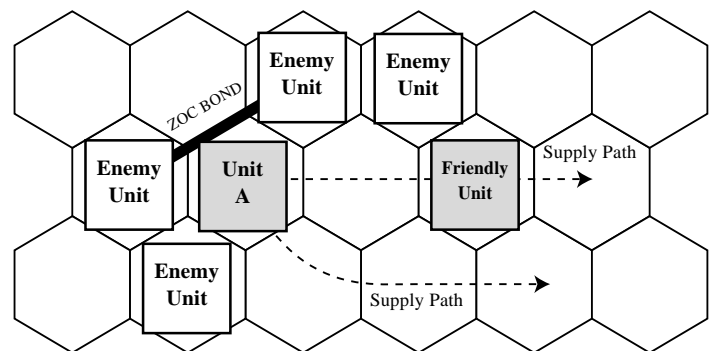
Supply is available at certain map edge hexes. German map edge supply sources are indicated with a German cross while Allied ones are indicated with a white star in a green circle (these also indicate Entry Hexes). To block a supply source an enemy unit must occupy the hex—merely passing through the hex has no effect on a supply source.

23.3 Supply Paths

A supply path consists of two portions: an overland portion and a road portion.

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:

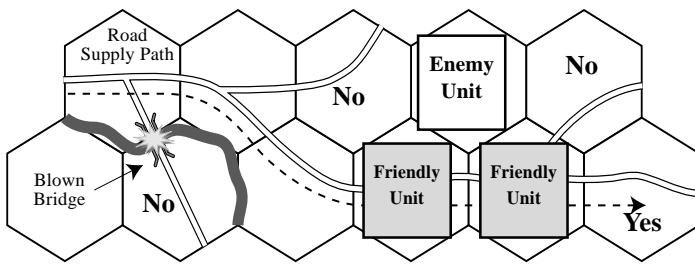
- It may not enter an enemy-occupied hex or cross or enter an enemy ZOC BOND.
- it may not enter two contiguous vacant hexes in an enemy ZOC. Note that an overland supply path may enter one vacant hex in an EZOC, which is useful for units partially surrounded by enemy units. The presence of a friendly unit in a hex will negate the supply blocking effects of EZOCs within that hex.



The example above shows two legal overland supply paths for unit A.

ROAD PORTION: The road portion of the supply path may be of any length but must follow a path of contiguous road hexes (primary or secondary). 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.
- Cross a river at a destroyed bridge hexside.



EXAMPLE: The three hexes marked “No” may not be used in the road portion of a supply path, either because of uncancelled EZOCs or blown bridges.

23.4 Out of Supply (OOS) Penalties

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

- **COMBAT:** If one or more attacking units are OOS the odds are shifted one column to the left (1L). If *all* defending units are OOS, the odds are shifted one column to the right (1R).
- **TQ RATINGS:** Tank Units have their TQ reduced by one.
- **MOVEMENT:** They may only use Tactical Movement (two hexes).
- **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.
- **ADVANCE:** No Bonus Advance or Breakthrough Combat allowed.

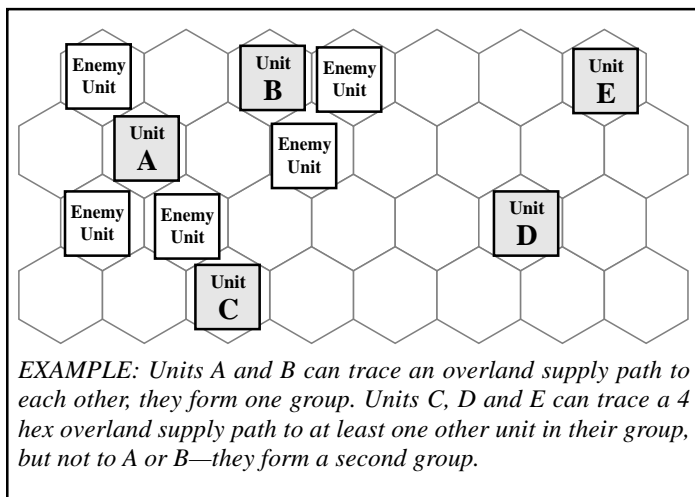
23.5 Out of Supply Abilities

The following are unaffected by lack of supply: Bridge Blowing and the completion of an IP once it has 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 is isolated (including those units just marked as OOS). 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 (four hexes) 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-



EXAMPLE: Units A and B can trace an overland supply path to each other, they form one group. Units C, D and E can trace a 4 hex overland supply path to at least one other unit in their group, but not to A or B—they form a second group.

hex overland supply path to at least one other unit in the isolated group. See example on the next page.

23.7 Surrender Check

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. An isolated group surrenders if its Surrender Threshold is reached.

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.

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 is 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.

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 lesser 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.

23.11 Permanent Elimination

Units which Surrender or are eliminated while associated with a Surrender Point marker may not be replaced. Place them in the Surrendered Box.

24. TRAFFIC MARKERS, BOTTLENECK HEXES and ROADBLOCKS

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, 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

During this phase the phasing player may place on the map any of his Traffic Markers that are in his Traffic Marker Holding Box, plus reposition or place his Roadblocks (24.8).

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. Only Traffic Markers that are in the Traffic Marker Holding Box may be placed; the ones already on the map may not be repositioned or removed.

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 the 17 AM turn (during his Traffic Marker Phase).

24.6 Traffic Marker Scheduled Removals

Starting on the 19 PM turn, 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 3 hexes are marked on the map in yellow. 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 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.

24.8 Roadblocks

EFFECTS: Roadblocks 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.
- **Roadblocks no longer effect Advance After Combat.**
- Units using Strategic Movement must stop if they enter a hex containing an enemy Roadblock.
- Supply Paths may not be traced through a hex containing an enemy Roadblock.
- **Replacements and U.S. Engineers may not be placed in a town or city hex that contains an enemy Roadblock (25.22).**

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

- Must be placed on a road within 4 **contiguous road** hexes of a friendly unit. The placement hex must have a valid road-bound supply path to a friendly map-edge supply source.
- May not be placed on or adjacent to an enemy unit **or enemy roadblock.**
- May not be placed on a friendly unit.
- **May not be placed on or adjacent to another friendly Traffic Marker including another friendly roadblock.**

REMOVAL: **Friendly** Roadblocks must be removed at the end of any enemy Movement Phase (**including Night Movement**) in which an enemy unit either ends in the hex or passes through the hex. They must also be removed at the end of an enemy Combat Phase (**including Night Combat**) if an enemy unit advances into the hex. **You may also 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.

AT START: Both Allied Roadblocks start the game on the map (hexes 2312 and 2111). The German player does not receive his until the 17 AM turn (during his Traffic Marker Phase).

25. NIGHT TURNS AND REPLACEMENTS

25.1 In General

Between the 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. Replacement Phase (both sides)
- B. Allied Movement Phase
- C. Allied Combat Phase
- D. German Movement Phase
- E. German Combat Phase

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

25.2 Replacements

25.21 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, Recon, or Flak Unit; or used for another Infantry Type Unit. Each replacement can restore a reduced unit to its full strength side or bring a unit out of the dead pile on its reduced side (see 25.24 for an exception). Replacements may not be saved, and those not used are forfeited.

25.22 PROCEDURE: Only units in the dead pile or on the map in a supplied and non-Disrupted state can receive replacements. A non-engaged unit adjacent to an enemy unit may receive a replacement if the unit is retreated one hex (follow all retreat rules) and that one hex retreat will put it outside of all EZOCs. This special retreat is only available to the two units receiving replacements in that Night Turn. If a player uses his replacements to bring a unit from the dead pile, then the unit must arrive on its reduced side (or front side for 1-step units) at any friendly controlled city or town hex (no villages) that is not adjacent to an enemy unit, **does not contain an enemy roadblock marker**, and that can trace a road-bound supply path to a friendly Supply Source. Alternatively, German units may be placed in any Entry Hex labeled K, L or M that is not in an EZOC.

25.23 SEQUENCE: The Replacement Phase can be done simultaneously most of the time, but if a delicate situation arises the German player determines which player goes first.

25.24 LARGE UNITS: Any unit in the dead pile with a stacking value of 2 on its reduced side may only be replaced if a supplied and non-Disrupted remnant unit of the same type is on the map. Expend the replacement point, remove the remnant, and place the unit (on its reduced side) where the remnant was located.

EXAMPLE: To bring a 6-6-3 US regiment out of the dead pile, the Allied player must have a 1-2-3 infantry-type remnant on the map.

25.25 MAY NOT MOVE: A unit that receives a replacement may not move in the owning player's next AM Movement Phase (even if attacked and forced to retreat). Place one of the Replacement markers on the unit to so indicate.

25.26 RESTRICTIONS: The following units may never receive replacements: German Tank Units with a TQ of 5 or higher, German Tank Units with Black Box Attack Strengths, von der Heydte, 150th Panzer Bde, American Airborne units, Artillery Units, British units, and any unit that has surrendered (23.7).

25.3 Movement and Combat in the Night Turn

Movement and Combat in the Night Turn is identical to the normal rules, except each side is limited to three stacks of units moving (and fighting) in the Night Turn.

CLARIFICATION: Extended Movement and Tactical Movement are allowed during a Night Turn. Strategic Movement is not.

IMPORTANT: Players must indicate in their PM turn which three stacks will be available for the upcoming Night Turn. To do this, the phasing player places a Night marker on each stack in the Movement Phase of his PM turn. If a player did not indicate any units for the Night Turn during his PM turn, then his Night Turn Movement and Combat phases are skipped.

ELIGIBILITY: To be eligible for the Night marker, the unit may not use Tactical Movement or use more than 1 MP during the PM Movement Phase. Units currently Engaged, Out of Supply (including from German Fuel Shortage) or Disrupted may not be designated for the Night Turn.

PENALTY: Units with Night Markers have limited movement in the PM turn (see above) and may not attack in the PM turn.

BENEFITS: Units under Night Markers may use their full MA and attack during the Night Turn. No Strategic Movement is allowed during a Night Turn.

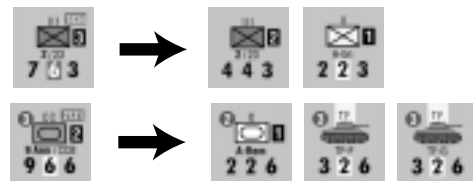
BRIDGE BLOWING: The only bridge blowing allowed in a Night Turn are those that may occur before combat, as described in 7.4.

ARTILLERY: Artillery on their ready side may be used for Offensive and Defensive support in a Night Turn without the need for a Night marker.

26. BREAKDOWN UNITS

26.1 In General

Starting Turn 1, both players may create a breakdown unit by reducing a larger unit. An infantry, parachute or glider regiment creates an infantry battalion, a panzergrenadier regiment creates a panzergrenadier battalion, and a combat command 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. A full-strength combat command may break down into two breakdown units plus the appropriate remnant unit.



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 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 all Breakdown units are Green to reflect the lost of integrity benefits of being part of their parent units.

26.4 Rebuilding With Breakdown Units

A breakdown unit may only be reattached to its original unit.* 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 but since there are so few breakdown units this will rarely be necessary.*

27. SPECIAL UNITS

27.1 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.

27.11 GENERAL RULE: The German player may use this unit to infiltrate and/or provide a combat shift. This ability may only be used on or before the 17 PM turn and may only be used before the unit is detected (determined by a die roll). If not detected by a die roll, the unit is automatically detected at the end of the turn one or both of its capabilities is used. Once the unit is detected it loses its special abilities immediately 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.

27.12 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, 2 or 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).

27.13 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.

27.2 von der Heydte



The von der Heydte unit enters play on 17 AM via an air drop. The landing hex may be 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. The unit may not move on the turn it drops. The unit is considered a normal unit for all purposes (including supply) once it lands.

27.3 British Units

MOVEMENT: All British units must remain west of the Meuse River at all times. No British units may enter the East map.

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

ARTILLERY: Artillery Units may only support a combat that involves at least one unit of its own nationality.

27.4 Sturm Tigers and Brumbärs

The 1000+1001 Sturm Tiger and the 217th Brumbär units have their attack factor doubled when attacking a Village, Town or City hex. These units have their Attack Factor enclosed in a black box to remind players of this special ability.



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

27.5 Kampfgruppe Peiper

The four units of the 1SS indicated as Kampfgruppe 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 ad-

dition, 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. 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 four Kampfgruppe Peiper units plus the three stacks under the Night Markers moving and fighting on the Dec. 16th Night Turn.

27.6 The US 2nd Division and the Roer River Dams

The two regiments of the 2nd Division that start in hexes 1535 and 1636 may not move at all on Turn 1 and only one hex on turn 2.

Exception: if a German unit advances into or through Hofen, Monschau, hex 1837 or hex 1839 (turning the 2nd Division's left flank), then the two regiments may move one hex on turn 1 and two hexes on turn 2.



DESIGN NOTE: These two regiments had just spent the last three days in a gruelling 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 106th Division Sector

No Allied unit may enter or attack into the 18th VG Division's set up area on Game Turns 1 or 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.

27.8 The CCB of the 9th Armored Division (OPTIONAL)

At the start of the Allied Movement Phase of Turn 2 the Allied player rolls one die. On a 1–3 the 9Arm/CCB must be moved to the St-Vith sector. This is defined as any hex south of the 5PzA/6PzA boundary line and within 4 hexes of St-Vith. If this move is not possible, then it is freed from this obligation. On a die roll of 4–6 the unit may be moved as the Allied player wishes. All restrictions for the 9Arm/CCB are removed in the 17PM Turn.

DESIGN NOTE: This is a crucial unit. Historically it moved to the St-Vith sector; however, most players will move it to block Peiper. Since the Allied commanders were not aware of Peiper's intentions they should not be allowed to counter it in every game.

27.9 The 653 Jpz VI



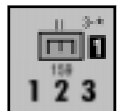
The arrival of the 653rd Jpz VI is not guaranteed. On Turn 4 roll one die—on a die roll of 1 or 2 the unit arrives that turn. On a die roll of 3 or 4 the unit is delayed (roll again next turn). On a 5 or 6 the unit does not arrive at all.

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.

27.10 Allied Engineer Units

To better reflect these small but stubborn units, these units now have a defense strength of two, but are eliminated if forced to retreat 3 or 4 hexes.



28. WEATHER

28.1 Frozen Ground Conditions

The ground condition from December 16th through the 20th (GTs 1–10) is considered muddy. This is the normal condition for the game. Starting on the 21st AM turn (GT 11) a cold front moves in making off road movement easier. Mechanized units now use the Frozen MP cost on the TEC.

28.2 Clear Weather

The weather from December 16th to the 22nd is considered overcast. On the December 23rd AM turn 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 more likely).
- 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

All units with their setup code printed on a red field may not move or conduct Disengagement (20.1) 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. See the Designer Notes for an explanation of the movement restrictions.

Exception: If the Germans advance adjacent to either the V/187th or V/406th artillery units, that artillery unit is freed from its movement restriction and may move its full Movement Allowance.

29.2 The 212 VGD at Echternach

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

29.3 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.

29.4 Strategic Surprise

The offense caught the Americans by surprise; therefore the following rules apply to turn 1:

- The only Allied artillery units that may use Defensive Artillery Support on turn 1 are the V/187 and the V/406 (near Monschau).
- No American units may use Strategic Movement.

NOTE: Extended Movement and Determined Defense is allowed on turn one for both sides.

29.5 German Corps Artillery

German Artillery Units can only provide Offensive Artillery Support to an attack involving units with the same corps I.D. as the artillery. This restriction is lifted after turn 1.

30. HOW TO WIN

“Antwerp! If we reach the Meuse, we should go down on our knees and thank God—let alone trying to reach Antwerp!”

—Field Marshal Karl Gerd von Rundstedt

30.1 The Victory Check Phase

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.

30.2 German Victory

The German player wins the game if during a Victory Check Phase he occupies or was the last to pass through 20 Victory Hexes on the East Map plus accomplishes one or more of the following objectives:

- Has exited a number of units whose combined Attack Factors total at least 24, off the map through any F or G Exit hex. At least one of the exit hexes used must be able to trace a road-bound supply path (during the Victory Check Phase) back to a German supply source. **Once a German unit uses an Exit hex, Allied units are prohibited from using that same hex as an Entry Hex.**
- Occupy with supplied units all 4 Liege hexes.
- Occupy with at least one supplied unit four of the following six Meuse town/city hexes: Givet, Dinant, Namur, Andenne, Huy and Amay (Amay is missing its star, but it is a Victory hex).
- Occupy or be the last to pass through 8 Victory 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 combat Allied unit in each Division area. The Allied units must be in supply in each Victory Check Phase. This supersedes any German victory.

31. SCENARIOS

31.1 Six Turn Game

GAME LENGTH: 6 Day Turns—16 AM to 18 PM. The game ends at the completion of the Allied 18 PM turn.

SET UP: Use the set up for the regular game.

SPECIAL RULES: Use only the East Map. The 101st and 82nd Airborne units arrive on the Allied 18 PM turn in Strategic Movement having already expended 4 MPs. They may enter on any west edge road hex. The Allied Player must use eight SM markers during the 18th to move his eight airborne units.

VICTORY CONDITIONS: The German player wins if he has 10 VPs at the end of the scenario. Award 1 VP for each Victory Hex he controls or was the last to pass through, 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.

31.2 Eight Turn Game

GAME LENGTH: 8 Turns—16 AM to 19 PM. The game ends at the completion of the Allied 19 PM turn.

SET UP: Use the set up for the regular game.

SPECIAL RULES: Use only the East Map. The 101st and 82nd Air-

borne units arrive on the Allied 18 PM turn in Strategic Movement having already expended 4 MPs. They may enter on any west edge road hex. The Allied Player must use eight SM markers during the 18th to move his eight airborne units.

VICTORY CONDITIONS: Same as the Six Turn Scenario except the German player needs 14 VPs to win.

32. FUEL DUMPS (Optional)

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.

32.1 Hidden Fuel Dump

At the start of the game the Allied player places the three dump markers in an envelope and randomly draws and views one of them. This will be the location of a major Allied fuel dump. All three markers remain secret to the German player. The instant the German player moves a unit adjacent to one of the three dump location hexes, the Allied player must inform him whether the hex contains the real dump or not. If it does, the dump marker is placed on the map. The dump marker has no stacking value, may not move or retreat and does not exert a ZOC.

32.2 Combat and Capture

COMBAT: The dump has a Defense Factor of 2 representing the Belgian battalion assigned to its defense. The dump by itself does not receive DCBs nor may it be selected for Determined Defense. It has a single step to lose in combat, but that may only be removed if its the only unit in the hex. It may not retreat. If eliminated or forced to retreat, flip the dump over to its undefended side and the German player may advance into the hex and capture it.

A German unit using Strategic Movement that bumps into a Fuel dump may attack it at a penalty of one column shift left on the CRT.

CAPTURE: If captured, the German player must hold the dump until the fuel can be removed. The German player can only remove the captured dump in a German Fuel Shortage Phase if a road-bound supply path can be traced from the dump to the German East map edge. Once that occurs, the German player modifies his Fuel Shortage Table die rolls by -2 (this is cumulative with the +1 for Clear Weather).

RECAPTURE: The Allied player may recapture the dump marker before the German player is able to remove it. If this occurs the dump no longer has its inherent Defense Factor.

32.3 Destruction

The dump may be destroyed by the Allied player before the German player can capture it. Destruction of the dump is handled similar to bridge demolition (1-4 in the Allied Bridge Phase, 1-2 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. The dump is automatically removed at the end of the 18 PM turn.

33. OPTIONAL UNITS

33.1 In General

Units with a blue background on their Turn of Entry code are optional. Players may use some or all of the optional units as long as both players agree.

33.2 Allied Optional Units

11th Armored Division: Is restricted to the southwest corner of the map (may enter, but not cross, the Semois River).

90th Division: Only enters the map if one or more German units cross the Meuse River (but never before GT22).

5th Armored Division: On GT-17 place it in the Allied Northwest Off Map Box. Must remain there until a German unit crosses or moves adjacent to the Meuse.

33.3 German Optional Units

11th Panzer and 10th SS: **Arrives the turn after one or more German units cross the Meuse River between Givet and Liege (inclusive), but never before GT-11.**

NORDWIND: The **nine** units with a green Army I.D. color were earmarked for Operation Nordwind. This was Himmeler's offensive against the American 7th Army which ended up achieving very little. Players wishing to see what would have happened had they been committed in the Ardennes may use them. They arrive on GT-21 with no restrictions.

FUEL TABLE: If you use any German Optional units, you must assign the motorized units a spot (and a Pz Army) for them on the Fuel Shortage tables.

34. OPTIONAL 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.

RESTRICTIONS: Only non-engaged units without a Replacement marker may use Night Infiltration. If the unit is a Veteran or Elite unit, and is not disrupted or routed, the one hex movement 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.

ALLIED REINFORCEMENT SCHEDULE

<i>Unit</i>	<i>Factors</i>	<i>Entry</i>	<i>TQ</i>	<i>Unit</i>	<i>Factors</i>	<i>Entry</i>	<i>TQ</i>
Turn 2, 16PM				Turn 10, 20PM			
4/70 Tnk (-)	3-2-6	AB	3	84/334	6-6-3	G	
VIII/174	S-(2)-1	B		1/18	7-6-3	H	
				Br. SAS Bn (-)	1-1-7	FG	
Turn 3, 17AM				Turn 11, 21AM			
4/803 TD	2-2-6	AB	[3]	84/333	6-6-3	G	
4/8/2	2-2-3	AB		84/335	6-6-3	G	
35 Eng	1-1-3	Any town or city hex		84/771 Tnk	4-3-6	G	3
44 Eng	1-1-3	Any town or city hex		84/638 TD	3-2-7	G	[3]
159 Eng	1-1-3	Any town or city hex		1/745 Tnk	4-3-6	H	3
168 Eng	1-1-3	Any town or city hex		29 Ind	2-4-3	FG	
146 Eng	1-1-3	Any town or city hex		118 Ind	2-4-3	FG	
7 Arm/CCA	9-6-6	H	3	Turn 12, 21PM			
7 Arm/CCB	9-6-6	H	3	Br. 29 Arm/23 Hus	3-2-6	FG	3
7 Arm/CCR	8-6-6	H	3	Br. 29 Arm/3 RTR	3-2-6	FG	3
7 Arm/814 TD	4-2-6	H	[4]	Br. 29 Arm/2 F&FY	3-2-6	FG	3
1/26	7-6-3	H		Br. 29 Arm/8 RB	3-3-6	FG	
Turn 4, 17PM				4 Arm/CCA	7-5-6	BC	3
4/22/2	2-2-3	AB		4 Arm/CCB	6-4-6	BC	3
10 Arm/CCA	9-6-6	BC	3	4 Arm/CCR	8-6-6	BC	3
10 Arm/609TD	3-2-7	BC	[3]	4 Arm/704 TD	3-2-7	BC	[3]
30/117	7-6-3	H		517 Ind Regt	4-6-3	E	
9/47	7-6-3	J		Turn 13, 22AM			
Turn 5, 18AM				80/317	6-6-3	BC	
299 Eng	1-1-3	Any town or city hex		80/318	6-6-3	BC	
158 Eng	1-1-3	Any town or city hex		80/319	6-6-3	BC	
30/119	7-6-3	H		80/702 Tnk	4-3-6	BC	3
30/120	7-6-3	H		80/610 TD	4-2-6	BC	[4]
1/634 TD	3-2-6	H	[3]	26/101	5-6-3	BC	
1/703 TD	4-2-6	H	[4]	26/104	5-6-3	BC	
10 Arm/CCB	9-6-6	BC	3	26/328	5-6-3	BC	
10 Arm/CCR	8-6-6	BC	3	26/735 Tnk	4-3-6	BC	3
705 TD	3-2-7	H	[3]	26/818 TD	3-2-6	BC	[3]
101/501	4-6-3	E		30/823 TD	3-2-6	H	[3]
101/502	4-6-3	E		3 Arm/CCA	9-7-6	H	3
101/506	4-6-3	E		XII/182	S-(2)-1	BC	
101/327G	4-6-3	E		5/10	6-6-3	BC	
82/504	4-6-3	E		TF Thrasher	1-2-3	F	
82/505	4-6-3	E		Br. 43/129	5-7-3	FG	
82/508	4-6-3	E		Br. 43/130	5-7-3	FG	
82/325G	4-6-3	E		Br. 43/214	5-7-3	FG	
Turn 6, 18PM				Br. 34 Tnk Bde	8-6-5	FG	3
V/190	S-(2)-1	H		Turn 14, 22PM			
30/526 Mech	3-2-6	H		75/289	5-6-3	G	
30/99 Norwegians	2-2-3	H		75/290	5-6-3	G	
30/743 Tnk	4-3-6	H	3	75/291	5-6-3	G	
Turn 7, 19AM				75/629 TD	3-2-6	G	[3]
1/16	7-6-3	H		75/750 Tnk	4-3-6	G	3
9/39	7-6-3	J		Br. 53/71	5-7-3	FG	
Turn 8, 19PM				Br. 53/158	5-7-3	FG	
3 Arm/CCR	10-7-6	H	3	Br. 53/160	5-7-3	FG	
509 Para	2-2-3	E		Turn 15, 23AM			
551 Para	2-2-3	E		2 Arm/CCA	10-7-6	G	3
740 Tnk	3-2-6	H	3	2 Arm/CCB	10-7-6	G	3
3 Arm/32/3	3-2-6	H	2	2 Arm/CCR	10-7-6	G	3
Turn 9, 20AM				2 Arm/702 TD	4-2-6	G	[4]
3 Arm/CCB	10-7-6	H	3	2 Arm/66/3	2-2-6	G	2
3 Arm/643 TD	2-3-7	H	[3]	6 Cav/28	3-2-7	BC	[1]
				6 Cav/6	3-2-7	BC	[1]
				4 Cav/4	3-2-7	G	[1]
				4 Cav/24	3-2-7	G	[1]

628 TD	4-2-6	G	[4]	Turn 19, 25AM			
III/193	S-(2)-1	BC		Br. 51/152	5-7-3	G	
III/203	S-(2)-1	BC		Br. 51/153	5-7-3	G	
XII/177	S-(2)-1	BC		Br. 51/154	5-7-3	G	
Br. Gds/5	12-9-6	FG	3	Br. 33 Tnk Bde	6-4-6	FG	3
Br. Gds/32	12-9-6	FG	3	XVIII/179	S-(2)-1	E	
Turn 16, 23PM				Turn 21, 26 AM			
VII/142	S-(2)-1	G		35/134	6-6-3	BC	
VII/188	S-(2)-1	G		35/137	6-6-3	BC	
VII/18	S-(2)-1	G		35/320	6-6-3	BC	
654 TD	3-2-6	BC	[3]	Turn 22, 26 PM			
Br. XXX/4AGRA	S-(2)-1	FG		6 Arm/CCA	9-6-6	BC	3
Br. XXX/5AGRA	S-(2)-1	FG		6 Arm/CCB	9-6-6	BC	3
Turn 17, 24AM				6 Arm/CCR	8-6-6	BC	3
5/2	6-6-3	BC		6 Arm/603 TD	3-2-7	BC	[3]
5/11	6-6-3	BC					
602 TD	3-2-7	CD	[3]				

GERMAN REINFORCEMENT SCHEDULE

<i>Unit</i>	<i>Factors</i>	<i>Entry</i>	<i>TQ</i>	<i>Unit</i>	<i>Factors</i>	<i>Entry</i>	<i>TQ</i>
Turn 2, 16PM				Turn 9, 20AM			
150 Pz Bde	6-5-6	K	3	519 Hv Jpz V	3-3-5	K	5
217 StrmPz	2-1-5	K		Turn 10, 20PM			
Turn 3, 17AM				Fuh Gr/99(-)	4-4-6	M	
3 FJ/8	4-6-3	K		Fuh Gr/99 Fusilier	3-2-6	M	
von der Heydte	2-2-3	Airdrop		Fuh Gr/911	3-2-6	M	3
44 Festung	1-2-2	MN		Fuh Gr	7-5-6	M	4
394+667 Stg	3-2-6	K	3	Turn 11, 21AM			
Turn 4, 17PM				79/208	4-5-3	M	
12SS/26	7-7-6	K		79/212	4-5-3	M	
653 Hv Jpz VI	4-3-4	K	6 (Rule 27.9)	79/226	4-5-3	M	
Turn 5, 18AM				560/1129	4-4-3	L	
Fuh Bglt/FFB	5-5-6	LK		506 Tiger	8-5-5	K	5
Fuh Bglt/828+928	4-4-6	LK		521 Jpz	3-3-5	LK	5
Fuh Bglt/GD/2	5-4-6	LK	4	Turn 14, 22PM			
Fuh Bglt/200	3-2-6	LK	3	9 Pz/33/1	4-4-6	L	3
Turn 6, 18PM				9 Pz/33/2	6-4-6	L	4
741 Jpz	2-2-6	L	[3]	9 Pz/50 Jpz	2-2-6	L	[4]
1000+1001	3-1-4	K		9 Pz/10	5-5-6	L	
902 Stg	3-2-6	L	3	9 Pz/11	5-5-6	L	
Turn 7, 19AM				9 Pz/60 Recon	3-2-7	L	
3 PG/103	4-4-6	K	3	Turn 15, 23AM			
3 PG/3 Jpz	2-2-6	K	[4]	15PG/104	5-7-6	L	
3 PG/8	5-7-6	K		15PG/115	5-7-6	L	
3 PG/29	5-7-6	K		15PG/115	4-4-6	L	3
3 PG/103 Recon	2-2-7	K		15PG/33 Jpz	2-2-6	L	[4]
Turn 8, 19PM				15PG/124 Recon	2-2-7	L	
2SS/2/1	7-5-6	LK	4	301 Tiger	4-3-5	K	5
2SS/2/2	4-4-6	LK	3	Turn 19, 25AM			
2SS/2 Jpz	3-2-6	LK	[4]	167/315	4-5-3	LM	
2SS/3	7-7-6	LK		167/331	4-5-3	LM	
2SS/4	7-7-6	LK		167/339	4-5-3	LM	
2SS/2 Recon	3-2-7	LK		167/Fusilier	2-2-3	M	
9SS/9/1	5-4-6	LK	4	246th VG Division	3-4-3 (x3)	K	
9SS/9/2	5-4-6	LK	3	Turn 20, 25PM			
9SS/50 Jpz IV	3-2-6	LK	[4]	9th VG Division	4-5-3 (x3)	M	
9SS/19	7-7-6	LK					
9SS/20	7-7-6	LK					
9SS/9 Recon	3-2-7	LK					

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Map Errata:

Missing Bridges: W2927, W3321/3422, E2639, E1007/1008, E1109/1210, and E1110/1211.

Missing white hex outline for Vianden (E1811), and Seraing.

The small numbers along some primary roads are to help count movement cost for arriving Allied reinforcements.

Counter Errata:

- [Allied engineer units should have a defense strength of 2 \(see 27.10\)](#)
- British 33 Arm Bde should be a TQ of 3 on the front and back.
- British 34th Arm Bde should have a NATO symbol, treat it as a combat command.
- German 61 Jpz is supposed to be a one-step unit.
- 7 Arm/CCA: Ignore the little 3 in the yellow box—it has no meaning.

20 Volkswerberfer - Its fired side is the same as its front (ready to fire), when it should probably be 'Fired - (1) 0' like all other German artillery.

The following units are missing their colored bar across their regimental ID that indicates the ability to stack with other units of their regiment:

German

- Fuh Gr/99 (-)

US

- 106/422 (-)
- 106/423 (-)
- 106/424 (-)

Quick Start Map Errata:

There should be an Improved Position in hex 1722.

EXPANDED SEQUENCE OF PLAY

A. GERMAN PLAYER TURN

NOTE: The first German player turn of all scenarios begin with the Movement Phase.

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)*

This phase is skipped until the 19 AM Turn.

- The German player rolls one die for Fuel Shortage Table 1 and one die for Fuel Shortage Table 2 (rule 6).
- The German player places Out of Supply markers on those units affected by the results.

3. The Bridge Phase

- The German player may destroy or rebuild bridges (rule 7).

NOTE: No bridge blowing on GT 1 and 2 with the exception of the Ouren bridge (rule 7.8).

4. The Movement Phase

- All German units may move.
 - Engaged units may not move (16.5).
 - Disrupted units may move a maximum of **two hexes** (18.2).
 - Units may build Improved Positions at this time (15.8).
 - Units may Breakdown at this time (26.1).
 - Units may be marked with a Night Turn marker during a PM turn; these units are restricted in their movement (25.3).
- Remove Replacement markers from German units (AM turn only [25.2]).

5. The Rally Phase

All Disrupted German units that are not adjacent to an enemy unit rally (remove disruption markers) **and all Routed German units that are not adjacent to an enemy unit become Disrupted**. Roll for those that are adjacent to an enemy unit (18.4).

6. The Combat Phase

- Remove all 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 (rule 20). Resolve Disengagement at that time. Unengaged units may also use the Disengagement Table at this time.
- Conduct all Combats (rule 14). Units may breakdown before advancing after combat (26.2).

7. The Traffic Marker Phase

- Place any Traffic Markers from the German Traffic Marker Holding Box onto the map (rule 24).
- Place or reposition the two German Roadblock markers.
- Roll two dice and remove the German Traffic (Greif) markers with those I.D. numbers (24.3).

8. The Supply and Surrender Phase

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

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

Night Turn Sequence of Play

A. Replacement Phase: Both players receive 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 Night Movement Phase: The 3 German stacks marked with Night Markers in the PM turn may move.

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

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

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