

## A Time for Trumpets – Review



**A Time for Trumpets**, featuring the Wacht am Rhein operation in the Ardennes in December 1944, is way better game than The Battle for Normandy - the previous WWII monster game released by GMT that suffers so many design flaws that it is basically unplayable.

This game is actually very playable! There are however still some issues due to the complexity of the game that makes it more enjoyable as a game on Vassal than as a real life table top game. This particularly relates to keeping track of what artillery Attack/Defence Factors that has been allocated to which combat as well as all the Dec 16th special rules for individual units.

In Vassal you can note this on the units which really simplifies the flow of the game.

One seemingly odd feature in the game is that, albeit having the flexibility to breakdown and reassemble German Rocket Artillery Brigades, all units of each Brigade may only fire on the same hex during a Combat phase.

Some other interesting features worth mentioning are that units retreating through ZOC, regardless of presence of friendly units, are eliminated no matter how many steps they have.

There is no mechanism to voluntarily breakdown or rebuild battalions and there are no replacements to be received so losses are permanent, hence attrition on the German AFVs will become a major challenge for the German player as the game progress.

Thanks for reading!

Erik Kärnekull

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