

Wacht am Rhein, 2nd Edition

Rules and Scenarios

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INTRODUCTION

Wacht Am Rhein II is a grand tactical simulation of the Battle of the Bulge. The battle was launched in the heavily forested Ardennes region of Belgium and Luxembourg on Dec. 16, 1944 and continued until mid-January, 1945. The German objective was to get substantial mechanized forces across the Meuse River and maintain a line of supply to those forces. The Americans must prevent the Germans from getting across the Meuse River in strength, while minimizing the German breakthrough and Allied losses. The American victory in this battle helped finalize the end of the Third Reich.

The game allows players to try different strategies and tactics in an attempt to do better than their historical counterparts. An American victory that comes at less cost than was incurred historically is very possible; equally possible is a better German result, especially if they can “get out of the gate” faster than their historical counterpart.

[1.0] GAME COMPONENTS

[1.1.0] Game Map

The game map consists of four map sheets that together form the Ardennes battlefield. The hex grid on the map is used to regulate various game functions. Numbers are printed in each hex for identification. Various terrain features exist both within hexes and along hexsides; the terrain key lists all of these features.

[1.1.1] Roads

There are three grades of road in the game: Primary road, Secondary road and Trail. All are considered “roads” for all purposes.

[1.1.2] Rivers and Streams

Rivers and streams are hexside terrain features that affect movement and combat. For a more natural look, these features do not conform exactly to the hexsides. Use common sense and apply their

effects to the hexside that is nearest to them. Where rivers loop back on themselves, ignore land inside the loop and treat that hexside as though it contained a single river hexside feature.

Bridges and fords over rivers and major rivers are explicitly marked on the map. A bridge is assumed to exist whenever a road crosses a stream.

[1.1.2a] (WaR) Towns, Cities & Rivers

There may be some doubt about which side of the river, or what hex contains, a town or city. La Roche (1602SE) is a good example. In such cases, treat the river just like a hexside. Therefore, La Roche spans two hexes – 1602SE and 1503SE, even though the part in 1503SE looks more like it's in 1602SE.

[1.1.3] Covering Terrain

The concept of covering terrain – terrain in which units are more difficult to see – is an important part of the system. A player that does not exercise covering terrain to its fullest will find himself at a disadvantage. Covering terrain affects movement [7.5.0], [7.12.0] – it's easier to move near enemy units when in covering terrain, observation [8.4.0] – units are less likely to be observed in covering terrain, and combat [13.0] – units may not have to attack adjacent enemy units when in covering terrain.

For simplicity, if a hex contains even a little covering terrain, the entire hex is considered covering terrain.

During **Day** turns, certain terrain types are always considered covering terrain: Fortifications, Woods, Forest, Town and City. These types are collectively known as Movement Covering Terrain. In addition to the above, Observation Covering Terrain includes Location and Village hexes. Last, Combat Covering Terrain includes all Observation Covering Terrain and, in addition, Fieldworks (ETs and IPs.)

During **Night** turns, ALL hexes are covering terrain for all three purposes. *Exception:* when tracing supply paths [15.4.5], only those

terrain types that are Movement Covering Terrain during day turns are Movement Covering Terrain at night.

Further, Active units that are attack designated (in the Attacker Designation phase [11.0]) and Inactive units adjacent to attack-designated units are not considered to be in Covering Terrain for the remainder of the Combat Phase starting the instant units are designated as attackers. This concept has important implications in the Barrage segments immediately following the Attacker Designation segment.

Optional: Locations and Villages are not Observation or Combat Covering Terrain if the observing unit [8.0] is on a Vantage Point and the LOS distance is two or less.

[1.2.0] Game Charts & Tables

Charts and tables are used as explained in the appropriate rules sections. Any discrepancies between the charts and tables in the two rules booklets, or in the separately printed charts, and those printed on the map should be resolved in favor of the former (the booklets and separate charts).

[1.2.1] Joe White's Tables

The play-aids provided by Decision Games were somewhat incomplete. Joe White, one of the many buyers of Wacht II, took the time to craft a set of charts and tables that is much better and moreover up-to-date with the errata and the like. In most cases these charts faithfully reflect the originals, in two cases they do not. First, Joe opted for a D20-based, rather than 2d10-based, combat system for ease of use. Second, he "turned inside out" on both the Ground Assault Table and the Barrage Table to reflect the more traditional way of doing these things – the results are in the center of the table.

There are places in the rules in which information about these tables is given. When the information differs between JW's work and the originals, the information for JW's tables is included parenthetically, using the notation "JW:". Joe posts links to PDFs of versions of his work to the "**Wacht am Rhein II (Decision Games) Rules and Errata**" folder on [Consimworld](http://www.consimworld.com) (an online game discussion forum at <http://talk.consimworld.com>).

[1.3.0] The Playing Pieces

The cardboard pieces in Wacht Am Rhein II are called counters. Unit counters, or simply "units," represent headquarters (HQs) and combat units that either did, or could have, participated in the battle. Most units are identified by historical designations found on the upper corners of the counters. Company breakdown units use generic ID numbers. The other numbers on the units represent their combat capabilities. Units are color-coded by nationality or their political affiliation or branch of service.

Most counters are double-sided and very often the reverse side of counter shows the same unit after it has suffered losses. However, the reverse side of Company breakdown units represents another unit entirely. The front side of artillery units shows the unit "In Battery" (its firing side) and the reverse its "Out of Battery" mode.

Informational markers are used to record information on the map or on off-map record tracks. Markers are also used to keep track of a unit's supply condition, current strength, and mode.

Note: A number of counters were found to contain errors late in the production process. Some we were able to reprint during a final round of reprinting, others were caught at the last stage. Listed in [31.3.0] is the protocol by which counters should be discarded and replaced by the provided errata counters. Also listed are the correct values for those errors found too late in the printing process.

[1.3.1] Unit Type Chart

The Unit Type Chart gives examples of every type of unit, value, and symbol used on the unit counters. A unit's historical ID is shown as battalion/regiment (or brigade if British)/division designations. Sometimes a unit has a Kampfgruppe name (if German) or a Combat Command designation (if US). Independent units attached to corps or armies use battalion IDs and corps or army IDs.

US corps IDs are always displayed using Roman Numerals. Army IDs end with the letter 'A.'

[1.3.2] Unit Breakdown Chart

The Breakdown Chart shows how a unit may be broken down into smaller sub-units (breakdown companies). See rule [19.0] for further explanation.

Design Note: This chart does not explicitly show every conceivable unit and how it breaks down or builds up. It does show the general pattern for regular battalions composed of three identical companies. Use your common sense here.

[1.3.3] Informational Markers Chart

This chart shows the informational marker counters used in the game. The use of each marker is explained in the appropriate rules sections. Note that while the Ace of Spades marker is used as a step loss marker, it may also be used in many other ways throughout the game.

Example: The Ace of Spades may be used to designate stacks as attack eligible by placing markers on top of those stacks until the resolution of combat.

Design Note: The Ace of Spades (hit) marker can be used to signify many different things. As long as it is agreed among the players what a marker is being used for, that's fine.

[1.4.0] The Rounding Rule

When rounding off fractional numbers for such things as ground assault strength and movement allowances, round fractions greater than or equal to 0.5 up, and less than 0.5, down. When summing a series of values (e.g., when calculating ground assault strength for combat), don't round until after the sum is determined.

[1.5.0] Glossary of Terms

This section lists some terms that are commonly used throughout the rules.

Active (Side or Units): the side allowed to perform the activities listed during a segment or a phase within a Game-Turn. An active unit is a unit belonging to that side. The other sides' units are inactive.

Anti-Tank Value: the rating of the effectiveness of a unit's weapons against attacking AFV units.

Armor Value: the rating of an AFV-equipped unit's weapon and armor protection in battle.

Armored Fighting Vehicle (AFV): an armor-protected vehicle (usually tracked) capable (at a minimum) of combat against the enemy at close range. All units displaying an armor silhouette contain AFVs and are either Pure Armor units (if they contain only AFVs) or Hybrid Units (if they also contain an infantry or recon symbol.)

Attachment (or Attach): units of one Formation are temporarily subordinated (for combat, supply and movement) to another Formation.

Attacker: player initiating a Ground Assault or Barrage.

Battalion: a unit that at full strength has three steps. (*Exception:* battalion-sized HQ units – these have only two steps.)

Barrage: the act of attacking enemy units in a hex with artillery units.

Breakdown Unit: a company-sized unit that has formed by breaking down a larger unit.

Command: a Corps or Army.

Covering Terrain: a terrain type which hinders enemy observation and therefore influence on friendly units in the hex. See [1.1.3].

Defender: player whose units are the target of a Barrage or Ground Assault.

Detachment (or Detach): units that have been removed from the control of their parent Formation.

Deployed (German) Heavy Bridge: Heavy Bridge units that are under construction or fully constructed. Vice "undeployed".

d10: indicates the need for rolling one ten-sided die. A “0” is a result of zero. A **2d10** indicates the need to roll two ten-sided dice (with one die representing the tens and the other die the ones).

Final Combat Strength: the unit’s initial combat strength after modifications due to terrain, supply and other items.

Formation: a division, an independent brigade, a US Armored Cavalry group or an Independent Sub-formation. All units of a division or independent brigade have a color box behind their divisional or brigade ID to aid in sorting and identifying the units of that Formation on the map.

Ground Assault: the act of attacking enemy units from adjacent hexes using non-artillery units. Another term for this is simply “attack”.

Hex: the space encompassed by hexsides. Kind of like a checkerboard square in a different shape.

Hybrid Unit: a Mech unit that is a mixture of AFVs and infantry (and sometimes recon).

Independent Unit: a unit that doesn’t belong to any Formation (usually a Corps or Army level asset) or one that has been detached from its Formation and made independent.

Independent Sub-formation: a sub-grouping of units within a Formation (usually a regiment, non-independent brigade, combat command or kampffgruppe of the division) that has been given independent status [9.4.0].

Initial Combat Strength: the unit’s printed attack factor when assaulting or printed defense factor when defending.

Leg Infantry: called combat infantry on the unit type chart; i.e., leg units with the plain infantry type symbol, plus parachute infantry/fallschirmjäger, glider infantry, and fortress MG units, that are not also motorized (i.e., do not have the “wheeled” notation below their unit type box.)

Leg Units: units that move predominantly on foot - usually infantry and engineers. A unit is a Leg unit if it’s not a Mech unit.

Mech(anized) Infantry: armored infantry/panzer grenadiers and any combat infantry that is motorized (i.e., has the “wheeled” notation beneath their unit type box.)

Mech(anized) Units: units that move predominantly using tracked or motorized vehicles. These are all units classified as Mechanized units on the Unit Type Chart, but also include all horse-drawn units and German Heavy Bridge columns.

Movement Allowance: the total number of movement points available to a unit to spend in a movement phase.

Open Terrain: any terrain that is not Covering Terrain.

Pure Armor Unit: a unit that contains only AFVs.

Steps: the number of company-sized units that are still combat effective in a unit.

Sub-formation: a sub-grouping of units within a Formation (usually a regiment, non-independent brigade, combat command or kampffgruppe of the division).

Supply Path: a path of hexes not exceeding a certain length from a unit to the HQ to which the unit is assigned.

Proficiency: a measure of a unit’s training, morale, and leadership efficiency in combat. Unit proficiency on the attack is quantified by their attack proficiency rating and on the defence by their defense proficiency rating.

Road: any trail or secondary or primary road.

Valid Supply Path: a Supply path where in addition the HQ is in turn supplied.

Volley: increments of eight Barrage factors (or less) that each require a d10 to resolve.

Design Note: One term needs to be discussed. In the game, the term Zone of Control (ZOCs) does not explicitly occur. This is because of an early effort to not have traditional ZOCs in the game, but instead, have their effects generated by the presence of artillery and ETs and fortifications. As the game developed, more and more effects became layered in that came to resemble ZOCs. Being rather stubborn, I still refused to put in explicit terms for ZOCs, but if it makes you feel more comfortable, you can still refer to the idea and

terminology of ZOCs to play the game. In essence, any effects that make you completely stop moving a unit due to adjacent enemy units can be referred to as a rigid ZOC (what it was in the old game). Any effect that slows movement because of adjacent enemy units can be referred to as a fluid ZOC. Likewise, you could say a rigid ZOC entirely prevents some functions, while a fluid ZOC attenuates (but does not prevent) others. Keep in mind though, that the actual effects are not due to some artificial concept of the Zone of Control, but instead are caused by the interaction of patrolling, terrain, and ranged heavy weapons of the enemy.

[1.6.0] Commonly Used Abbreviations

AFV: Armored Fighting Vehicle
AM: Morning
AP: Air Point
AT: Anti-Tank
CR: Combat Reserve
DRM: Die-Roll Modifier
ET: Entrenchment
Exploit: Exploitation
FP: Fuel Point
GA: Ground Assault
GAT: Ground Assault Table
GT: Game Turn
HQ: Headquarters
IP: Improved Position
LOS: Line of Sight
MA: Movement Allowance
Mech: Mechanized
MP: Movement Point
MR: Maneuver Reserve
OoB: Out of Battery (artillery)
PA: Prepared Assault
PM: Afternoon-Early evening
PR: Proficiency Rating
?Retreat: Possible Retreat
Recon, Recce: Reconnaissance
RIB: Regimental Integrity Bonus
RP: Replacement Point
SP: Self-Propelled (Artillery)
Strat: Strategic
TEC: Terrain Effects Chart
TP: Truck Point

[1.7.0] Game Scale

One hexagon on the map, side to side, equals approximately one mile on the actual battlefield. Units represent a single company, multiple companies or a battalion. An AM or PM Game-Turn equals about 4 hours of daylight time. The Night Game-Turn represents the hours of darkness. The Extended Night Activity is an abstract period of time, representing additional effort on the part of troops at night when they normally would be resting or refitting.

[1.8.0] Inventory of Game Parts

A complete game of **Wacht am Rhein** includes:

Four Mapsheets: NE, NW, SW and SE maps.

Four US-Allied Countersheets (1120 counters) (There are German units on these sheets)

Three German Countersheets (840 counters)

Two identical Utility Countersheets (560 counters)

Two Game-Turn Record Tracks (one US & one German) Note:

Use the Master Reinforcement Chart instead of those listed on these tracks.

Two Army Level Record Tracks (one US & one German)

Two 11 x 17 inch Game Charts (two-sided)

Two letter-sized Unit Breakdown Charts/Unit Type Charts (backprinted)

One letter-sized Gameplay Flowchart/Master Reinforcement List (backprinted)

One letter-sized Random Events Table & German Transport Table/Miscellaneous Table (backprinted)

One Rules Booklet

One Scenario Booklet

Two ten-sided dice

There are some errors on a few of the components; the corrections are given in [31.0].

[2.0] SETTING UP THE GAME

The players choose which side they will play. The US player controls all American, British, Canadian and French units. The German player controls all German Army, SS and Luftwaffe units.

[2.1.0] Setting Up the Map & Pieces

The four map sections have been designed so that they overlap each other when they are placed together. Each map is identified by a compass heading: NW, SW, NE and SE. The NE map should be placed on the table first. Next, the SE map should be placed so that it overlaps with the NE map. The NW map is then placed over the NE map so that it overlaps it. Finally, the SW map is fitted over the NW and SE map. When placed together correctly, the roads and terrain features should align properly along the hexes on the edges of the maps.

Example (WaR): Bitburg is located in hex number 6319 on the SE map, denoted in the setup manifests as 6319SE.

The units and markers should be sorted by formations and usage. Note that units of the same Formation have a color code behind their parent Formation's ID to aid in identifying them for sorting and during play. Once a scenario has been decided on, units that begin the scenario on the map should be set up according to the scenario rules. When setting up units note that a hex is identified by the letter of the map it is on and the number printed within its borders.

[3.0] THE GAME TURN

The Game-Turn (GT) controls game activity and the measurement of elapsed historical time. Each day of historical time consists of three GTs: the AM turn, the PM turn, and a Night turn. The Night turn can be extended by Extended Night Activity if either side desires. Each GT is composed of phases and segments outlined in the Sequence of Play below.

Design Note: The Night game-turn has a slightly different sequence of play than the AM/PM turns. The main difference concerns units in Exploit mode and the possibility of Extended Night Activity.

[3.1.0] (WaR) December 16th

The first game turn of all December 16 scenarios is a special Pre-Dawn Surprise turn. The specific rules for those scenarios describe the special nature of this turn. This turn is followed by the Dec 16 AM turn.

Occasionally other scenarios will begin with non-standard game turns such as only the second player getting a player turn such as only one side having a player-turn. The details of these special turns are given in the rules specific to those scenarios.

[3.2.0] Sequence of Play

[3.2.1] Active Side

Each GT consists of a US Player-Turn followed by a German Player-Turn. Unless otherwise stated in the Sequence of Play, only the side to which the Player-Turn belongs may be Active during phases and segments within that Player-Turn.

[3.3.0] Game Turn Sequence Outline

Each GT proceeds exactly as described in the following outline.

[3.3.1] Weather Determination Phase

If using the Historical Weather option, the weather for the turn is found on the turn record tracks. Otherwise, the Variable Weather

option is being used. The US side consults the Weather Table and determines the Ground Condition and the Atmospheric Condition for the turn. Markers are adjusted on the appropriate tracks to record these conditions. See [20.0] for details.

[3.3.2] Air Point Allocation Phase (AM and PM Turns)

Both sides determine the number of Air Points they have available for the turn. When using the Historical Weather option, check the GT record track. When using the Variable Weather option, see the schedule in [21.1.0]. Each side then allocates its air points to sectors on the map by adjusting the Air Point marker for that map sector to reflect the number of air points that have been assigned to it. These points can then be used later in the GT.

The US player determines the number of Air Supply Points [15.6.4] he has available for the turn according to the schedule in that section. The German player has the ability to conduct one Air Supply mission per day [15.7.0].

[3.3.3] German Transport Phase (AM Turns)

On AM GTs the German player assigns Truck Points [16.0] to his armies and determines the type of cargo they will carry (Fuel, Ammo, or Units). Starting on the December 20 AM GT the German Transport Table is referenced to determine how many points of fuel are actually delivered to each army, or how effective ammo transport has been.

[3.3.4] Leader Activation Phase (AM Turns)

During AM GTs (starting with the Dec 17 AM GT), both players must check to see what leaders on the map are activated for the rest of the entire day [24.0].

[3.3.5] Surrender Phase (AM Turns)

During AM turns, starting on the December 18 AM GT, both players must check to see if Isolated units surrender [15.9.0].

[3.3.6] Player Turn (Two: US first, then German)

The side whose Player Turn it is called the Active side; the other side is called the Non-active side.

➤ Construction Phase

The Active side may start/finish construction of Fieldworks (IPs and ETs) [18.0] and Bridges [17.1.0] in the following order:

1. Fieldworks (IPs and ETs) under construction are flipped to their completed sides.
2. New Fieldworks construction begins by placing their "under construction" sides face up on top of the unit initiating the construction.
3. Bridge Construction markers are flipped to their completed sides.
4. Begin new Bridge Construction by placing "under construction" bridge markers on the map.

➤ Mode Determination Phase

The Active player determines the mode each of his units will be in for the remainder of the GT. A unit's mode may not be voluntarily changed until the next friendly Mode Determination Phase (exception: units in Maneuver Reserve mode can change to Exploit mode at the beginning of Exploitation phases [5.5.3]). Possible modes are Tactical, Prepared Assault, Exploitation, Maneuver Reserve, Combat Reserve, and Strategic [5.0] modes.

In this phase, the player may assign TPs to non-Mech units in order to mechanize them [7.9.2].

➤ Movement Phase

The Active player may conduct the following activities and types of movement in the following order

1. Allocate Fuel Points (German Player-Turn Only [16.2.1])
2. All units in Strategic Mode may be moved [7.8.0].
3. All units in Tactical Mode using Road movement may be moved [7.8.0].
4. All units in Tactical Mode that are not using Road movement may be moved [7.6.0].

5. All units in Prepared Assault Mode can be moved [7.7.0].
6. Two or more steps of engineer units may complete any fieldworks under construction that they are stacked with (flip the appropriate under construction markers) [18.0].
Units in Combat Reserve [5.6.0], Maneuver Reserve [5.5.0] and Exploit [5.4.0] modes may not move.

During this phase, units in Tactical mode (only) may breakdown or build-up [19.0]. This requires one-half of their current movement allowance.

Engineer units that do not move in this phase may attempt to destroy bridges [17.4.0].

Play Note: The only form of combat that may occur during a Movement phase is enemy air interdiction attacks (against moving units).

➤ **Resting Phase**

Active units in Tactical Mode that are not adjacent to an enemy unit and that did not move during the Movement Phase may remove a Resting marker or flip a Fatigue marker [14.0].

➤ **Non-Active Exploitation Movement Phase:**

Non-active units in Exploit mode may move up to one-half of their movement allowance and may conduct overruns. Units using Road movement must move first, followed by units using Regular movement. German mechanized formations in Exploit mode retain the Fuel status they had at the end of its previous friendly Exploitation phase. (A Night GT's Exploitation Phase is slightly different [3.3.8].)

➤ **Combat Phase:**

The Combat Phase activities are conducted in the following order:

1. Attacker Designation Segment: The Active side designates units that will attack [11.0].
2. US Artillery Barrage Segment: US artillery units may barrage German units [12.0].
Design Note: The US player always barrages first, even during the German Player turn (except for the pre-dawn turn).
3. German Artillery Barrage Segment: German artillery units may barrage US units.
4. Place Possible Retreat Markers Segment: The Active player places "Retreat" markers on friendly units where it is required (usually due to mandatory attack requirements that can't be met).
5. Active Ground Assault Segment: The Active side attacks Non-active units using Ground Assault [13.0].

➤ **Active Exploitation Phase:**

Active units in Exploit mode may move up to one-half of their current movement allowance and conduct overruns.

1. Units using Road movement move.
2. Units using Regular movement move.

➤ **Active Administrative Phase:**

The Administrative Phase activities are conducted in the following order:

1. (AM and PM turns) The player conducts Air Re-supply missions [15.6.4] (US) and [15.7.0] (German).
2. (AM turns) The Active player reduces the amount of supply in each pocket [15.6.2].
3. The supply status of all US units is determined [15.0]. Mark those units that cannot trace a Valid Supply Path or that are isolated with the proper Supply Status marker.
4. Mutual Ammo Replenishment: Depleted US and German Artillery Units check for artillery ammo replenishment [12.8.0]. The Non-active player's dice-rolls are modified by plus one.
5. Eligible Active units may receive replacement steps [23.0]. The Active player checks the GT record track for the number of replacement points received and if he should roll on the Specialist Replacement Table.

6. (Night turns) The Active player may reassign Formations to different Corps [9.2.0]. (German only: Corps may be assigned to different Armies.)
7. The Active player may assign units to different Formations [9.3.0] and attach/detach Independent Sub-formations [9.4.0].

[3.3.7] Game Turn Indication Phase

If this is the last turn in the scenario, the game is over; determine who won. Otherwise, the GT marker is advanced to the next turn, and a new GT begins.

[3.3.8] Night Turn Exploitation Phase

The Sequence of Play for Night GTs is identical to AM and PM GTs except for the Exploitation phases. The following rule applies only to Night GTs.

During Night (and Extended Night) GTs, each side gets only one Exploitation phase. The players choose which one to take: either the one just after the friendly Combat phase or the one just after the enemy Resting phase. This choice affects ALL of a side's units in Exploit mode. The units may move up to their full MA.

Example: The German player has KG Peiper in Exploit mode and the US regular movement phase for the Dec 17 Night turn has just ended. The German player can now choose to move KG Peiper's units up to twelve MPs in an Exploitation phase that occurs now, or he could wait until his night player-turn and take an Exploitation phase following the end of the German Dec 17th Night Combat phase. The German player may not do both, however.

[3.4.0] Extended Night Activity

At the end of the German Administrative Phase of each Night GT, either side may choose to conduct Extended Night Activity. Extended Night Activity uses a special sequence of play [3.4.1]. The Movement and Combat Phases are the same as in Night GTs. Units that move or conduct combat may become fatigued [14.0]. There are no other phases during Extended Night Activity.

[3.4.1] Extended Night Turn Sequence of Play

Extended Night Activity begins with each side secretly choosing how many units (if any) it will attempt to activate. The US player may pick up to 10 units and the German player up to 20. Each side then reveals how many units it pledged and rolls d10. The number of units each side pledged is added to its die-roll result and the side with the higher total chooses who is to be First Player. Extended Night Activity then occurs in the following sequence:

➤ **First Player-Turn**

1. First Player Movement Phase
2. Possible Second Player Exploitation Phase (with all MPs.) If not now, it occurs after Second Player Combat.
3. First Player Combat Phase
4. First Player Exploitation Phase (with all MPs.) If not now, it occurs after Second Player Movement Phase.

➤ **Second Player-Turn**

1. Second Player Movement Phase
2. Possible First Player Exploitation Phase (with all MPs.) If not used in segment 4 above, it occurs now.
3. Second Player Combat Phase
4. Second Player Exploitation Phase (with all MPs.) If not used in segment 2 above, it occurs now.

➤ **Mutual Fatigue Phase**

[3.4.2] Activating Units

Each side conducting Extended Night Activity MUST attempt to activate the number of units it originally pledged for activation. These units may be activated at the beginning of the friendly movement or Exploitation phase. Breakdown units, units in Strat mode and Out of Supply units may not be chosen. Each unit's activation attempt is done separately, unless the Formation's leader is also in Exploit mode, in which case the player may attempt to activate them all at once [24.2.2].

A unit is activated if it makes a successful Proficiency Check [4.3.0] using its attack PR (exception: artillery units use their defense PR). A unit that fails does not become active and is immediately marked with a Fatigue marker (exception: units in their Maneuver Reserve Bonus period are never subject to fatigue [5.5.2].)

[3.4.2a] German Extended Night Activation Advantage

All German units with an attack PR rating of seven or more that are attempting Extended Night Activation have a minus one DRM applied to each of their activation die rolls.

[3.4.2b] German Units and Fuel

A German Mech unit uses the fuel status of its Formation in the immediately preceding Night GT.

[3.4.3] Fatigue and Activation

Each unit that was activated during an Extended Night Activity has a Fatigue marker placed upon it during the Mutual Fatigue Phase. Exception: Units that left Maneuver Reserve Mode in the AM, PM or Night GT of that day are not subject to Fatigue [5.5.0].

[3.4.3a] Fatigue and Extended Night Combat

Each un-activated defending unit that either defends at full strength, or suffers a retreat result due to Ground Assault or Barrage, has a Resting marker placed upon it after the Combat Phase. Defending units may voluntarily fight a Ground Assault at half strength [1.4.0] to avoid Resting status.

[4.0] UNIT CHARACTERISTICS

This section discusses the various characteristics units have.

[4.1.0] Unit Size and Type

Unit size is measured in companies. All units contain between one and three companies. A unit has three companies if the unit is marked with the battalion size symbol (II). The type of those companies is given by the one unit type symbol on the counter. Otherwise, the number of companies in the unit is given by the number of distinct unit type symbols on the counter.

A very few units are formally regiments (symbol III) but for all game purposes are treated as (three-company) Battalions.

All units with three companies are Battalions. All other units are smaller than Battalions. If the unit contains only one company, it is called a company-sized unit or simply a Company.

A unit's size remains the same regardless of the number of step losses it has sustained. Thus, a two company Hybrid unit that has sustained one step loss is still considered to contain two companies (of the types shown on the counter), and a Battalion-sized unit that has sustained two step losses is still a Battalion. Exception: Battalions which have suffered step losses are no longer considered battalions for barrage density purposes (only.)

Unit size has a bearing on certain games mechanics, primarily Stacking [6.0].

[4.2.0] Unit Strength and Step Losses

Related but distinct from unit size is the number of steps the unit has. All units have between one and three steps, representing the number of hits the unit can take before being eliminated. The number of steps in a unit at full strength is equal to the number of companies it contains. Exceptions:

- Battalion-sized HQ units have only two steps.
- All artillery units (regardless of size) and German Heavy Bridge Column units have only one step.

The number of steps in a unit is reduced as the unit takes losses in combat. When a unit loses its last step, it is eliminated and removed from the board.

Play Note: Most eliminated units may be rebuilt although units eliminated while isolated may not [23.3.0].

One step units are eliminated when they take their first step loss. Two and three steps units are inverted to reveal their reduced strength side (indicated by a color band behind the unit's strength values)

when they take one step loss. Two step units are eliminated when they take their second step loss. Three step units suffering a second step loss place a Hit (Ace of Spades) marker under the unit, leaving the reduced strength side up. The combat strengths of three step units with two hits are given in [4.2.1].

[4.2.1] Unit Strength

A unit's strength varies with the number of step losses it has sustained. The strength of a unit is always given by the values of the side of the unit that's up, with the exception of three-step units that have suffered two losses (indicated by the Hit marker placed under its reduced strength side.)

When a three step unit has suffered a second step loss its strength is given by modifying the values on its reduced side as follows:

- if the printed strength is 7 or greater, it is halved
- if it is 4, 5 or 6, subtract two
- if it is 3 or less, subtract one.

Example: Consider a 7-8-0 three-step US infantry battalion. If it takes one loss, it is flipped over to its reduced strength side (the lighter color band denotes this) and is now a 5-6-0. If it were to take another loss a Hit marker would be placed underneath the unit. Its Ground Assault strengths would now be 3-4-0. If the reduced side strength had been 2-3-0, another hit would have reduced the unit to a 1-2-0.

[4.3.0] Unit Proficiency

Quality matters, and never more so than in combat. All units have attack and defense Proficiency Ratings (PR) that measure intangibles like training, morale, and leadership. The Unit Type Chart shows the location of these ratings on the unit counters. Proficiency is used in a number of ways

- the side whose Proficiency Lead (P-Lead) unit has the higher proficiency in a Ground Assault gains an advantage [13.5.1].
- Certain combat results require the P-Lead unit to take a proficiency check [13.6.4c].
- (Optional) Players may attempt to have units take a step loss rather than retreat due to Barrages and Ground Assaults by passing a proficiency check [12.6.1c]
- Surrender checks [15.9.0]

[4.3.1a] Proficiency and Leader Initiative Checks

Units are often required to make Proficiency Checks. Use the following procedure. A d10 is rolled and the result is compared to the unit's Proficiency Rating (PR). If the die-roll is **equal to or higher** than the unit's PR, it has **failed** its Proficiency Check.

Leader [24.0] Initiative Checks use the same procedure, comparing the die-roll against the leader's initiative rating. If the die roll is **equal to or lower** than the leader's initiative rating, the leader has **passed** his initiative check.

[5.0] UNIT MODES

Unit modes represent various mission configurations a player may assign his units. Each mode is suited for different activities; some allow rapid movement across the map, while others sacrifice mobility for greater combat power and coordination. This forces a degree of planning upon players. The mode chosen for a unit may not voluntarily be changed for a full GT (except when leaving Maneuver Reserve for Exploit mode). Some require more than one GT of inactivity in preparation. Choose wisely.

Each unit's mode is chosen individually or as part of a larger Formation during a friendly Mode Determination Phase. Units can not be in more than one mode at the same time. Although an artillery unit's status of In Battery or Out of Battery is not considered a mode, the choice of being in or out of battery is also made during the Mode Determination Phase. A unit is not required to stay in the same mode from turn to turn except by special scenario rules.

[5.1.0] Tactical Mode

Tactical Mode is the most flexible in terms of maneuver and combat. A unit without a mode marker is, by default, considered in Tactical Mode.

Characteristics:

- Units in Tactical Mode may breakdown or build-up during the Movement phase.
- Units in Tactical Mode cannot participate in multi-hex Ground Assaults (as the attacker) and may never advance more than one hex after combat.

[5.2.0] Prepared Assault Mode

Prepared Assault (PA) Mode maximizes attack capability and advances after combat at the expense of mobility. Units in this mode are marked with a Prepared Assault marker.

Design Note: If you're going to launch a heavy assault, this is the mode to do it in.

Eligibility:

- Artillery units can never be placed in PA Mode.
- Units in an overstacked hex may not enter PA Mode.
- Unit may not be in Fatigue or Resting status.

Characteristics:

- Units in PA move using Prepared Assault Movement [7.7.0].
- Enemy units in adjacent hexes do not affect a unit's ability to enter PA.

Units leave PA mode either during the Attack Designation segment if they will not attack during the Combat Phase (because they're not adjacent to enemy units, or they aren't eligible to attack) or otherwise at the end of the Ground Assault Segment. Units enter Tactical mode when they leave PA mode.

[5.2.1] Prepared Assault Mode & Combat

Characteristics:

- Units in PA mode are always considered to be in open terrain regardless of the terrain, fieldworks or fortifications in their hex.
- Units in PA mode may combine with other units in other hexes that are also in PA mode to conduct a multi-hex Ground Assault and may advance more than one hex after combat.
- A greater amount of artillery and air support may be allocated if attacking units are in PA mode [12.3.2a], [21.3.2].
- Units in PA mode conducting a Ground Assault receive a one column shift in their favor.

[5.2.2] (WaR) German PA Mode & Fuel Points

German Mech units assigned PA mode in the Mode Determination phase automatically revert to Tactical mode in the succeeding Movement phase if their Formation is not assigned at least one FP during the Movement phase.

[5.3.0] Strategic Mode

Strategic (Strat) Mode increases mobility on roads and is used for administrative movement over long distances. Units in this mode are marked with a Strategic Move marker.

Eligibility:

- Only Mech units (or units that have been motorized [7.9.2]) may be placed in Strat mode.
- The unit must occupy a hex with a road.
- An artillery unit must be in OoB status.

Characteristics:

- A unit has its MA increased by 50% (round up).
- May only move using Road movement.
- May not end their movement phase stacked with any other Mech units, nor may other Mech units using Road Movement enter a hex containing a unit in Strat mode.
- May not voluntarily move adjacent to an enemy unit.
- May not conduct any construction or demolition.
- May not receive or contribute a RIB.
- May not move during Extended Night Activity.

[5.3.1] Strategic Mode and Combat

Characteristics:

- Units in Strat mode may not attack, but may be attacked.
- They cannot be used to observe for artillery barrages.
- They may not benefit from fieldworks or fortifications.
- Attacking units are awarded a two column shift in their favor if the defending hex contains a unit in Strat mode.
- If a unit in Strat mode is forced to retreat through a non-road hexside the Strat mode marker is removed and the unit enters Tactical mode.

[5.3.2] Assembly Areas

When units enter Strat mode or arrive as reinforcements in Strat mode [22.1.1] they must be given a (secret) *assembly area* – a specific hex on the map. Record on a piece of paper the assembly area's location along with the ID(s) of the unit or units assigned to it. A unit may not (voluntarily) leave Strat mode until the first Mode Determination phase after it has reached a hex within two hexes of the assembly area to which it has been assigned.

A unit's assembly area may be changed at the beginning of a friendly Movement phase if the assembly area is occupied by the enemy, is unreachable due to terrain and/or enemy action or would place units in immediate danger upon arrival at the area. Use common sense and be fair to your opponent.

If a player chooses to move an assembly area, the new assembly area must be at least **10** hexes away from the previous one (in order to prevent micro-management. Strat mode is an operational tool, not a tactical one.)

Play Note: Do not assign more units to an assembly area than can get within the two hex radius if they're going to arrive on the same turn or else units will be delayed in leaving Strat mode. Use multiple assembly areas.

[5.4.0] Exploitation (Exploit) Mode

Units in Exploit mode may move during the friendly Exploitation phases only; they may not voluntarily move in any other phase. Units in Exploit mode may Overrun [7.12.0] during movement. Units in this mode are marked with an Exploitation marker.

Each side has two Exploitation phases on AM and PM GTs, and a single Exploitation phase during the Night GT and Extended Night Activity. A unit may use half of its normal MA during any AM/PM friendly Exploitation Phase, and its full MA during a Night Exploitation Phase.

Design Note: Units in Exploit mode are attempting to move rapidly through enemy-held areas. They are likely to avoid heavy combat with units of equal size and weaponry, but will usually attempt to overrun or "bounce" small enemy forces out of their path. Your Mech units should be in this mode when you expect to rupture the enemy's main line of resistance and need to have a force ready to exploit this "hole" in the enemy line.

Eligibility:

- Only Mech units may be placed in Exploit mode. (Motorized Leg units are not eligible.)
- Units may not be placed in Exploit mode if adjacent to an enemy unit.
- Units that do not receive required FPs in a subsequent Movement phase will have to leave Exploit mode (and enter Tactical mode.)

Characteristics:

- Units in Exploit mode pay no additional MPs to move adjacent to enemy units. However, they may only move adjacent if the hex contains covering terrain or if they intend to conduct an Overrun.
- A unit with On Hand Supply immediately goes Out of Supply if it moves more than three MPs during an Exploitation phase. A unit that is Out of Supply must leave Exploit mode immediately.

- A unit in Exploit mode adjacent to an enemy unit in PA Mode may not move.

[5.4.1] Exploit Mode & Formation

Units do not enter or exit Exploit mode individually; they must do so as part of a Formation or Sub-formation. To enter Exploit mode ALL remaining Mech units of a Formation or Sub-formation (regiment, British brigade, combat command or Kampfgruppe) have to be placed in Exploit mode. Mechanized divisional asset units can be placed in Exploit mode along with a sub-Formation of the same Formation.

[5.4.2] Exploit Mode & Combat/Overrun

Characteristics:

- Units in Exploit mode conducting a Ground Assault or Overrun are penalized by a one column shift against them.
- Active units in Open Terrain are not required to attack an adjacent hex containing enemy units solely in Exploit mode.
- Attacking units are awarded a one column shift in their favor if the defending hex contains any unit in Exploit mode.
- Units in Exploit mode may not gain the benefit of Fieldworks or Fortifications.
- The maximum number of artillery units that a unit in Exploit mode may observe for is two for the US and one for the Germans.

[5.4.3] (WaR) Exploit Mode & Fuel Points (German Only)

German mechanized formations are allocated FPs [16.2.1] during the friendly Movement phase. Units in Exploit mode of a Formation that isn't allocated any FPs immediately reverts to Tactical mode at that point. Otherwise, the MA of units in Exploit mode is determined at the beginning of each Exploitation phase as per [16.2.3].

Example: The 12SS Panzer Division is placed in Exploit mode during the Mode Determination phase of the German player turn of the Dec 21 AM game turn. In the immediately following German Movement phase, the division is allocated some FPs. If it was not been allocated any FPs, the division would have to revert to Tactical mode. Otherwise, the division can remain in Exploit mode. Since the division is in Exploit mode, it waits until the German Exploitation phase following the German Combat phase to move. Prior to moving the units of the division, the German player makes an MA check (see [16.2.3]). The units are then moved up to half the resulting MA. After the following German administrative phase, the Dec 21 AM game turn ends.

During the US player turn of the Dec 21 PM game turn, the Formation still has the fuel status it had when it was assigned FPs in the previous German Movement phase and may move again using half the MA resulting from the fuel MA check.

[5.5.0] Maneuver Reserve Mode

Maneuver Reserve (MR) Mode represents the withholding of fresh formations from combat so that they can be introduced into battle in such a manner that takes advantage of their rested and supplied state. Units must spend several days out of combat to rest and refit before they can receive MR Mode benefits.

Characteristics:

- Units in MR Mode may not move at all.
- For a Formation to remain in MR Mode, no unit (except artillery units) of the Formation can (1) move, or (2) be adjacent to any enemy unit. If any non-artillery unit violates these restrictions, the entire command immediately enters Tactical Mode and receives no Maneuver Reserve Bonus (remove the MR marker from the HQ). Artillery units can operate normally while the command is in MR Mode.

[5.5.1] Placing Units into Maneuver Reserve

Units may not enter MR Mode individually; they must do so as part of a Formation. To enter MR Mode ALL units (currently on the map) of a Formation have to be placed in MR Mode. A Formation

may only do so if all of its units are in supply, within four hexes of the Formation's HQ unit and at least six hexes away from the nearest enemy unit. A Maneuver Reserve marker is then placed on the HQ unit to show that the entire command (with the possible exception of artillery units) is in MR Mode. Units attached to a Formation may enter this mode along with that command.

Example: Units of the 75th Infantry division are attached to the 2nd Armored Division; If the 2nd Armored Division enters Maneuver Reserve, the attached 75th ID units would enter also.

[5.5.1a] Limitations

A Formation cannot enter MR Mode if fewer than three AM GTs have elapsed since it was last awarded a Maneuver Reserve Bonus.

[5.5.1b] (WaR) Maneuver Reserve & Fuel Points

After the Dec 19 Night game turn, German mechanized formations must receive enough FPs to put them in normal fuel status (not low or no fuel) for two full turns, if the German player wishes to place them in Maneuver Reserve. This allocation happens during the Mode Determination phase when the Formation is to be put in MR Mode. When they leave MR, they are fully fueled for two game turns.

[5.5.2] Maneuver Reserve Bonus

After a Formation that was in MR mode for at least six GTs leaves MR mode it qualifies for a *Maneuver Reserve Bonus*. This bonus lasts for two full GTs and confers the following benefits to the units of the Formation:

- The Formation is eligible to change mode into Exploit mode during an Exploitation phase [5.5.3].
- GAs involving units with an MR bonus receive a one column shift in their favor.
- The units of the Formation may get an increase in their MA during phases in which they move [5.5.4].
- All units of the Formation are automatically in supply.
- If units of the Formation are activated during the first Extended Night Activity turn that follows being released from MR, the activated units are not subject to Fatigue [14.0]. This holds even if the units are out of the MR Bonus period (i.e., they were released from MR on an AM GT.)

Players must record and keep track of how many turns a unit has spent in Maneuver Reserve and how many turns its Maneuver Reserve Bonus will remain in effect.

[5.5.3] Maneuver Reserve directly to Exploit Mode

Formations in an MR Bonus period may enter Exploit mode at the beginning of any Exploitation phase. This is the only exception to the rule that all voluntary mode changes occur during the Mode Determination phase.

[5.5.4] Increased MA during MR Bonus Period

Formations (of both sides) that move during a Movement or Exploitation phase during an MR Bonus Period roll on the Reserve Release table to determine their MA for the phase. For German formations, this is in place of rolling on the Fuel table. That is, German formations roll on this table instead of the Fuel table during an MR Bonus period. Note there is a +1 DRM when rolling on the first turn of the Bonus period.

As always, the resulting MA is halved during day Exploitation phases.

Example: A panzer division comes out of Maneuver Reserve on the 17th AM turn. The earliest it could be placed back into Maneuver Reserve would be on the 21st AM turn. After remaining in Maneuver Reserve for six full turns, it could be released and receive another Maneuver Reserve Bonus on the 23rd AM turn (at the earliest).

[5.6.0] Combat Reserve Mode

Units are placed in Combat Reserve (CR) mode to generate Combat Reserve Bonuses for units belonging to the same Formation that are involved in a Ground Assault. Units in this mode are marked

with a Combat Reserve marker. Once a unit in CR Mode provides a Combat Reserve bonus, remove the CR marker and the unit reverts to Tactical Mode.

Eligibility:

- Only infantry battalions (armored, motorized or Leg) and hybrid units, with at least two-step strength, can be placed in CR Mode.
- Units must be in supply, not fatigued or resting and not be adjacent to any enemy unit.

Characteristics:

- Units in CR Mode may not move.
- Attacking (not overrunning) units are awarded a one column shift in their favor if the defending hex contains any units in CR Mode. The CR marker is removed as soon as the combat is over.

[5.7.0] Reinforcements & Mode

See [22.1.1].

[6.0] STACKING

Placing more than one unit in the same hex is called stacking, and all units in that hex are part of the same stack. The maximum number of units allowed in a hex is its *stacking limit*. This limit may vary because of terrain, mode, and unit type. Markers and leaders have no effect on stacking and are not counted against stacking limits. If the number of units in a hex exceeds the stacking limit, those units are in an *overstack* and are *overstacked*. An overstack must be corrected (by moving units out of the hex) as soon as possible. Overstacked units suffer movement and combat penalties.

[6.1.0] Stacking Limits

The stacking limit is three units in non-constricted terrain hexes, two of which may be battalions. The limit in constricted terrain hexes is two units, one of which may be a battalion. Leaders do not count against stacking limits

[6.1.1] When Stacking Limits Apply

Stacking limits are only in effect at the *instant* a unit finishes its movement or advance after combat. Note: this is not the same as saying the end of the movement segment. At these times units cannot be overstacked. At all other times (such as after a retreat) units may overstack, but the overstack must be corrected as soon as movement allows.

[6.1.2] (WaR) German Heavy Bridge Columns

German Heavy Bridge Column units are either *deployed* (under construction or the construction has completed) or *undeployed*. Undeployed Heavy Bridge Column units may not stack with any other Mech unit, and Mech units using Road Movement may not enter their hex. Exception: one army-level (only) Mech Engineer unit may stack with undeployed Heavy Bridge Column units.

Deployed Heavy Bridge Columns are ignored for stacking purposes.

[6.2.0] Stacking Limits & Movement

Units are moved individually, not in stacks. See the Movement rules for the effects of moving through friendly units.

[6.3.0] Stacking & Strategic Mode

Units in Strat mode may not enter a hex already containing a Mech unit nor may a Mech unit enter a hex containing a unit in Strat mode.

[6.4.0] Effects of Overstacking

[6.4.1] Combat Effects

In an overstacked hex, the owning player chooses which units (within normal stacking limits) will participate in combat. A stack that is overstacked suffers a one column shift against it during Ground Assault whether attacking or defending. Overstacked units may not contribute their strengths towards combat (either offensively or defensively) but are affected by combat results.

[6.4.2] Other Penalties

Units in an overstacked hex may not enter Prepared Assault Mode or use Road movement.

[6.5.0] Stacking & Fog of War

A stack of unobserved [8.0] units may not normally be examined by the enemy player [8.6.0]. When more than one unit is present in a hex, the owning player is free to choose any non-HQ unit to be the topmost unit in the stack.

[7.0] MOVEMENT

During the Movement and Exploitation phases players may move their units to new locations on the map.

There are three basic forms of movement: Road movement, Regular movement and Prepared Assault movement. A unit's mode determines the forms of movement available to it. Movement of friendly units is limited by a number of factors including enemy units, terrain and special scenario rules.

Retreat [13.9.0] and Advance [13.10.0] after combat are not considered movement.

[7.1.0] Procedure

Movement occurs only during the friendly Movement and Exploitation phases. Units are moved individually, tracing their path of movement through consecutive hexes of the hexagonal grid superimposed on the map. The total number of MPs a unit can expend in that phase is its Movement Allowance (MA). The player keeps a running total of the number of Movement Points (MPs) expended by the unit during the phase as he moves the unit from hex to hex. A unit cannot enter a hex that would take the total above the unit's MA. The number of MPs expended to enter a hex depend on the Movement Classification of the unit being moved, the terrain in the hex being entered and/or hexside being crossed and the presence (if any) of enemy units in adjacent hexes. MP costs to enter a hex are listed on the Movement and Terrain Effects Chart (TEC). Use the single most expensive terrain MP cost (based on the unit's movement class) to enter a hex, unless Road movement is being used [7.8.0]. Hexside terrain and the cost of moving adjacent to enemy units are cumulative with the cost of the hex's terrain.

There is no "minimum move" – if a unit does not have enough of its MA remaining to enter a hex, it may not do so. However, see [7.7.0] - PA movement is measured in hexes, not MPs.

Units are moved in the order determined on the type of movement they are using and the mode they are in. The Sequence of Play details the order units may move in, as follows:

1. First, units (using Road movement) in Strategic mode.
2. Second, units using Road movement in Tactical or Exploit mode,
3. Third, units using Regular movement in Tactical or Exploit mode,
4. Fourth, units (using PA movement) in Prepared Assault mode.

This order of movement must be strictly adhered to. Note that units in Combat Reserve and Maneuver Reserve mode cannot move.

Design Note: The order in which units are moved is meant to penalize congestion by limiting movement. This is historical. Traffic management and the avoidance of mixing different types of units and formations in the same hexes are important when managing the movement of your forces. Pay close attention to the sequencing of unit movement, stacking and road movement; it's the only way to move your forces efficiently.

[7.2.0] Movement Classifications

All units belong to one of two movement classifications: Mechanized (Mech) and Leg, based on the unit's type. See the Unit Type Chart and note that all units that are not Leg units are Mechanized units. For example, German horse-drawn artillery units are considered Mech units. A unit's movement class determines which MP costs column on the Movement and Terrain Effects Chart

(TEC) is used when moving the unit. Use the MP costs under the column that corresponds to a unit's movement class.

Leaders [24.0] move using Mech movement points.

Some units can temporarily change their movement classification. See [7.9.0].

[7.3.0] Movement Eligibility

During a friendly Movement Phase the active player may move all of his units, except those in Exploit mode or either form of Reserve mode. Units in Exploit mode may only be moved during a friendly Exploitation phase.

[7.4.0] Movement Allowance (MA)

A unit's MA is the total number of Movement Points (MPs) it may expend during one Movement phase or one night (or extended night) Exploitation phase. A unit may spend no more than one half its MA during day Exploitation phases. The MA of units is:

- 14 for recon units (includes hybrid units with a Armored Recon symbol, M5 Lt tank, M8 Greyhound, Daimler/Humber or any unit with 'recon' or 'recce' in the unit ID). Exception: Leg recon units that have been motorized get an MA of 12.
- 9 for German Heavy Armor, German Leg AT, (German) Horse-drawn artillery (those with an H on the Out of Battery side), and German Heavy Bridge Columns
- 12 for all other units (including leaders.)

Units are not required to use their entire MA when they move but unused MPs cannot be saved for use in later phases.

A unit's MA will sometimes, due to circumstances, be reduced or increased:

[7.4.1a] When a Unit's Movement Allowance is Reduced

A unit's MA is reduced under the following conditions (these are cumulative):

- The unit is Out of Supply, halve its MA.
- The unit bears a Resting marker, halve its MA.
- The unit bears a Fatigue marker, quarter its MA.
- The unit is part of a German Mechanized Formation [16.2.3].
- Adverse Ground conditions [20.2.0].
- The unit is In Battery SP artillery, halve its MA [7.10.0].

[7.4.1b] When a Unit's Movement Allowance is Increased

A unit's MA is increased (round fractions upward) under the following conditions (these are cumulative):

- The unit is in Strategic Mode (MA x 1.5.)
- The unit is in a MR Bonus period [5.5.0].
- A Formation's Leader is activated (0 – 2 MP bonus [24.2.2a].)
- Ground Condition of Frozen [20.2.2].

[7.5.0] Movement Restrictions

Friendly units can't move into hexes containing enemy units. Stacking rules are not in effect while a unit is moving; a player may overstack temporarily when moving units. However, a unit may not end its movement overstacked. Units using Road movement [7.8.0] have additional movement restrictions. Unless exclusive or scenario rules state otherwise, there is no limit on how many friendly units may move through a single hex or hexside during a GT.

Movement Covering Terrain [1.1.3] negates or reduces some of the effects for units moving adjacent to enemy units.

[7.5.1] Ending Movement due to Enemy Units

A unit must stop if it moves next to a hex containing at least two enemy *steps* (not of artillery or HQ type), and any of the following conditions apply:

- The hex contains no Movement Covering Terrain and it is within range of an undepleted enemy artillery unit with a red hexagon that is part of the same Formation as some adjacent enemy units.

- The hex contains no Movement Covering Terrain and is adjacent to a German Heavy AT or Flak unit with a red hexagon.
- The enemy units are in ETs or Fortifications (but not IPs).
- The moving unit is in PA Mode.
- The unit attempts to overrun an enemy unit and is unsuccessful.
Design Note: The first three cases take the place of the old Rigid ZOC in the first edition of this game.

[7.5.2] Extra MP Costs due to Enemy Units

Units usually pay extra MP costs when they move adjacent to enemy units. The Movement and Terrain Effects Chart lists the additional MP cost for doing so. Units moving into Movement Covering Terrain subtract one from the cost to move adjacent to enemy units.

There are several cases where moving adjacent to an enemy unit does not cost additional MPs. They are as follows:

- The moving unit is in Exploit mode.
- When the only adjacent enemy units are Mech units and the hex entered is a woods or forest hex that is not connected to any enemy unit's hex by some form of road.

Design Note: This rule roughly takes the place of the old Fluid ZOC in the first edition of this game. Also, note that Leg units become very valuable when trying to slow up enemy units moving through Woods or Forest terrain.

[7.5.3] Exploitation Mode Adjacent to Enemy PA Mode

A unit in Exploit mode that begins an Exploitation phase adjacent to an enemy unit in PA Mode may not move.

[7.5.4] Strategic Mode & Friendly Units

Mech units in Strat mode may not enter a hex containing another Mech unit, nor may a Mech unit using Road Movement enter a hex containing a unit in Strat mode.

[7.5.5] Multi-Formation Penalty

Units entering a hex containing a unit from another Formation must expend one extra MP. All Corps/Army asset units, units attached to a Formation (those bearing an Attached marker [9.3.0]) and all breakdown units [19.0] are considered part of the same Formation.

[7.5.6] (WaR) German West Wall Fortifications

An Allied unit may never move into a hex adjacent to an enemy-occupied Fortification directly from another hex adjacent to that same Fortification hex no matter what form of movement is used.

[7.6.0] Regular Movement

Regular movement represents a flexible form of deployment allowing a unit to move cross-country in an efficient manner, with the possibility of enemy contact planned for. Units not using Road or Prepared Assault movement move using Regular movement. Units must be in Tactical or Exploit mode to use Regular movement. Units moving using Regular movement can't use roads but can use bridges.

[7.6.1] Leg Units and Roads

Leg units using Regular movement may enter hexes through road hexsides as though those hexes were clear terrain – i.e., at a cost of 2 MPs (day or night.)

[7.6.2] Streams

Mech and Leg units using Regular movement may cross stream hexsides if they spend the extra MPs to do so. Exceptions:

- Towed artillery units and US AT may not cross un-bridged stream hexsides.
- German Leg AT units may cross stream hexsides; however they must start adjacent to the hexside to be crossed and expend their entire MA doing so.

Engineers may negate MP costs for Leg units crossing streams [17.3.0].

[7.6.3] Rivers

Mech units using Regular movement may cross river hexsides only if there is a ford or undestroyed bridge crossing the river at that hexside at the cost of 3MPs.

Many German armor units may cause lighter weight bridges to collapse and be unable to cross them as a result. See [17.5.0].

Leg units using Regular movement may cross minor river hexsides as long as they can pay the MP cost to do so. They may also use bridges and fords to reduce or negate the cost of crossing rivers. Leg units can use engineer units to lessen the cost of crossing a minor river. See [17.3.0].

[7.6.4] Major Rivers

Units using Regular movement can cross major rivers only at fords and bridges, just as with rivers. In addition, Leg units may cross an un-bridged or un-forded major river if a friendly engineer unit is present in one of the two hexes involved in the crossing [17.3.0]. This consumes the unit's entire movement for that phase.

[7.6.4a] (WaR) The Meuse River

The only major river in the game is the Meuse River.

[7.6.5] Constricted Terrain

Constricted terrain is depicted by dashed lines drawn from one hexside to another in the same hex; more than one may be in a hex. A unit's movement may be penalized by constricted terrain. Artillery (SP & towed) may only enter constricted terrain using Road movement unless case [7.6.5b] applies. Infantry using a road to enter constricted terrain can still treat it as clear terrain for movement.

[7.6.5a] Constricted Terrain Movement Penalty Cost

A Mech unit that doesn't satisfy the case [7.6.5b] must expend its entire MA to enter or exit a Constricted Terrain hex. A Leg unit must add two extra MPs to the cost of entering or exiting that hex.

[7.6.5b] When the Penalty is Ignored

If a unit enters a constricted terrain hex through a hexside connected to a dashed constricted terrain line, it may ignore the constricted terrain movement penalty. It may also continue moving without penalty if it follows the dashed line (much like a road) when it exits the hex. If more than one such dashed line exists in a hex, only the one used to enter the hex can be used to exit without penalty. Units that start their movement in the hex may exit without penalty using any dashed line in the hex.

[7.7.0] Prepared Assault Movement

Units in Prepared Assault (PA) mode move using Prepared Assault movement. This type of movement does not use MPs. Instead, Leg units can move one hex only, while Mech units can move up to two hexes, regardless of any MP costs. However, a unit cannot enter or cross any terrain that it would be prohibited from entering during Regular movement. Additionally, a Mech unit in PA mode cannot enter more than one Forest, Woods, or Constricted terrain hex per phase unless it does so through road hexsides. If it enters such a hex through a non-road hexside, it must immediately stop moving.

A unit in PA mode must stop when it moves adjacent to an enemy unit.

[7.8.0] Road Movement

Only Mech units (and units that have been Motorized [7.9.2]) may use Road movement. Only units in Strat, Tactical or Exploit mode can use Road movement and they may do so only if they begin a Movement or Exploitation phase in a hex containing a road. A unit cannot mix Road movement with Regular movement in the same phase.

Road movement must be entirely along a contiguous road that connects two adjacent hexes by traversing a common hexside. Trails are a form of road.

[7.8.1] Road Intersections

A unit can only switch movement from one road to another (in the same phase) in hexes where the two roads actually intersect; it isn't enough that the roads merely exist in the hex.

Design Note: Unlike many other games, in this one, you cannot jump onto another road if there is no road connection between the two. You may find yourself having to go one hex further and then backtracking just to get on a road you wish to use.

[7.8.2] Bridges and Road Movement

Units using Road Movement may only cross Rivers and Streams at bridges (not fords).

Many German armor units may cause lighter weight bridges to collapse and be unable to cross them as a result. See [17.5.0].

[7.8.3] Effect of Friendly Mech Units on Road Movement

A Mech unit may use Road movement to enter a hex containing another Mech unit, but this costs two extra MPs and the unit must end its movement. (Exception: units in Strat mode [5.3.0]) Mech units can not Road move into, or out of, a hex already containing two other Mech units. Units starting their move in an overstacked hex may not use Road Movement.

Design Note: The situation could arise where two Mech units enter a hex with prohibited terrain using road movement. In this case, the only way the units could leave or retreat from the hex would be along a road. A third Mech unit could never enter such a hex, since Road movement is not allowed into hexes already containing two such units.

[7.8.3a] Certain Non-Moving Mech Units considered Leg Units

Non-moving In Battery artillery units and HQs are treated as Leg units for stacking purposes, as well as US infantry units that have moved, or will move, using Intrinsic TPs [7.9.2e] this phase (provided they are not in Strat. mode).

This is also true of under-construction and constructed (i.e., deployed) German Heavy Bridge column units, and one Army-level engineer unit stacked with them – see [17.2.3]. In addition, mechanized engineer units performing construction tasks are also considered Leg units for stacking purposes.

Design Note: Once these units deployed for operations, they were no longer taking up road space. Additionally, movement in the game would become horribly congested if this rule was not in place.

[7.9.0] Changing Movement Classification

Mounted Mech units that have an equivalent Leg type may dismount by detaching component companies as Leg companies. Similarly, Leg units can often be motorized using truck assets.

[7.9.1] Dismounting Mech Units

Mech Infantry and Engineer companies (including breakdown companies) can dismount by converting into Leg companies of the same unit type. This costs no movement points, and can happen at any time during the Movement and Exploitation phases.

Example: A motorized infantry battalion may dismount one company by breaking out one Leg infantry company unit. A mechanized infantry battalion may dismount one company by breaking out one Leg infantry company unit.

Breakdown companies that have dismounted may be mechanized again by either reconstituting with the parent unit [19.2.0] or, during a friendly Mode Determination phase, converting to back to their "native" company type by tracing a path (not adjacent to enemy units) no longer than 12 Mech MPs back to their parent unit or Formation HQ. If this path can be established, replace the Leg company with the native company type of the parent unit.

Design Note: Players may find that in bad terrain, they may have to dismount some of their Armored Infantry or Panzergrenadier units to regain a degree of mobility or maintain a line of defense.

Note that writing down which breakdown companies belong to which parent units is helpful (but not required) when implementing this rule.

[7.9.2] Motorizing Leg and Artillery Units

During the Mode Determination phase each player may allocate Army Level Truck Points to motorize Leg units. The US player may only motorize Leg Infantry units (see glossary). The German player may motorize Leg AT, Leg Infantry and Leg Engineer units. Place Motor Unit Markers upon the selected units. Each Leg unit mechanized in this fashion uses one Truck Point. Units that have been mechanized in this fashion may *not* move adjacent to enemy units.

The German player may also motorize most Corps and Army level artillery units that are not horse-drawn – i.e., those units with an “m” on their OoB side. In fact, that is the only way these units can move [7.10.4].

[7.9.2a] Truck Point Allocation

Each TP on an Army’s Record Track allows that army to place one Motor Unit marker on any eligible unit attached to a subordinated Formation. When this is done, reduce the total number of TPs available to that army by one (this is recorded using the Army Trucks marker). When the Motor Unit marker is no longer being used, increase that army’s available TPs by one.

The scenario rules will state how many TPs each US Army starts with, and how many are gained or lost during the course of the game. The number of German Army TPs is dependent upon TP assignments [16.0].

[7.9.2b] (WaR) Campaign Game US Truck Points Available

The number of available TPs for the US side for the campaign scenarios is listed here:

- Start to Dec.18 Night, 1st US Army has six TPs to use per turn.
- Dec 19 AM to Dec 20 Night, 12 TPs are available per turn, and the 101AB and 82AB are not counted against that limit.
- Dec 21 AM to Dec 23 Night: 1st Army has 12 TPs and 3rd Army has 10 TPs per turn.
- From Dec 24 AM until the end of the game, both armies have 12 TPs to use per turn.

[7.9.2c] (WaR) German Towed AT

German Leg AT units are a special case. They are treated like Leg units for most purposes, but their movement class is almost identical to that of horse-drawn German artillery. They have a MA of nine and move like mechanized units. They may move adjacent to enemy units. However, they don’t block movement of other mechanized units using Road movement. They may also be moved as Leg units, but their MA is reduced to six while moving in that manner.

Design Note: This was a tough one. Technically, the medium AT 75mm guns were artillery (they were heavier than mortars), but they were used right up on the frontline and were hauled into all kinds of positions. Earlier in the war they had motor transport but by this time most of the trucks and tractors used to haul them had been appropriated for other purposes.

[7.9.2d] Motorizing US AT & US Engineers

US AT and Leg engineer units can move using either Mech or Leg movement (but not both in the same phase). If moved as a Mech unit, all mechanized movement and stacking restrictions apply. Once such a unit has completed its movement, it immediately reverts to being a Leg unit, even for other units that move during the same phase. Note that this capability it is addition to [7.9.2e].

Design Note: US engineer and AT units all had their own motor assets, mostly trucks or half-tracks.

[7.9.2e] Intrinsic US Divisional Road Movement

Each US Infantry division has three intrinsic truck points. Each Movement phase, each of these points may be used to either put a Leg unit in Strat mode or allow a Leg unit to move using Road Movement as if they were Mech units.

Units placed in Strat mode are marked with Strat mode markers and behave in every way as though they were in Strat mode.

Units using Road Movement must follow all Road Movement restrictions while doing so and may not move adjacent to enemy units. Immediately upon such a unit completing its movement it is once again considered a Leg unit, even for other units that move during the later in the same phase by Road Movement.

The same three units do not have to be chosen to move in this manner in a subsequent movement phase. More than three Leg units of the same US division may be motorized or enter Strat mode, but these additional units would require the use of Army level truck points [7.9.2].

Design Note: Even though US leg units fought on foot, they usually only marched short distances when making administrative moves. There was plenty of truck transport at the Division/Corps level to move these units by road when necessary. What is happening is that the leg unit is shuttled by motor assets to a location, where they disembark and are still leg units. While they are being moved, though, they must follow mechanized road restrictions.

Example: a US Leg unit is “picked up” by one of a division’s three intrinsic truck points. It moves along a primary road for a distance of 3 MP (6 hexes). While doing so, it moves like a Mech unit. It would have to pay 2 extra MPs to enter a hex with another Mech unit and halt its movement.

[7.9.2f] (WaR) British Divisional Road Movement

British infantry divisions have the same intrinsic divisional Road movement capability as US Infantry divisions. Also, all British reinforcements are considered fully motorized until they reach their assembly points and first leave Strategic Mode after entering the map.

Design Note: XXX Corps and 21st Army Group used motor assets to move these troops to their Meuse River guarding points.

[7.9.3] German Heavy Bridge Columns

Un-deployed German Heavy Bridge Columns are mechanized units with an MA of 9 MPs. A deployed Heavy Bridge Column (i.e., one under construction or completed) is a bridge and is not considered to be a unit for movement purposes. Army level (only) Mech engineer units that have not moved in the current phase and are stacked with a deployed Heavy Bridge Column are treated as Leg units for the purposes of stacking and movement.

[7.10.0] Artillery Unit Movement

All Artillery units are Mech units. At any given time an artillery unit is either “In Battery” (IB) or “Out of Battery” (OoB). This status is chosen during the friendly Mode Determination phase and lasts until the next Mode Determination phase.

- When an artillery unit is OoB it has its full MA.
- Towed artillery units may not move while IB (exception: [7.10.2]) and while OoB may never voluntarily stop moving in a hex adjacent to an enemy unit.
- Self-Propelled (SP) artillery units that are IB can move one-half of their normal MA.

[7.10.1] SP Artillery Units and Road Movement

SP artillery units that are In Battery may use Road movement. Rule [7.8.3a] still applies to other units wishing to enter a hex containing an IB SP artillery unit that used Road movement.

[7.10.2] US 105 & 155H Artillery Units

US 105 and 155H mm artillery units may move one hex while In Battery. This is an exception to the rule that Towed artillery units may not move while In Battery.

[7.10.3] Horse Drawn Artillery Units

German artillery units that have an H on their OoB side are horse-drawn. They are Mech units but have an MA of only 9 MPs.

[7.10.4] German Corps/Army Artillery Movement

German Corps and Army-level artillery units that are not horse drawn (i.e., they have an “m” or “M” on their OoB side) may only be

moved if allocated truck points. They require ½ of a truck point to motorize.

Exception: German Army heavy artillery (those with 18 range factor) may never be moved throughout the game.

[7.10.5] German Light Nebelwerfer Units

German Nebelwerfer units of 150mm caliber are considered self-propelled when mechanized through the use of Truck points. One-battalion-sized NW unit requires only ¼ of a Truck point to motorize.

Design Note: These units saw great utility due to their high mobility and ability to mass fires in a fairly easy manner.

[7.11.0] Night Movement

Units that move at night must pay an extra 1 MP for each hex that is entered unless it is using Road Movement or is a Leg unit moving along a road [7.6.1].

[7.12.0] Overruns

Overruns are a combination of movement and combat that represents an attempt by exploiting forces to rapidly displace or destroy small enemy blocking forces. This concept was created to prevent players from stopping exploitation with insignificant forces.

Overrun is allowed only during the Exploitation phase by Mech units in Exploit mode. Artillery, HQ and motorized Leg units may not conduct overruns. A unit that expends the required amount of MPs may overrun enemy-occupied hexes to which they are adjacent. The overrunning unit must expend one MP in addition to the MP cost of entering the hex being overrun. All normal terrain and movement costs apply. An overrunning unit using Road movement may use road MP costs. Units may overrun enemy units that started the phase adjacent to them.

[7.12.1] Overrun Restrictions

Only one unit at a time may overrun a defending hex (recall that units move one at a time.) Units that are Out of Supply may not overrun. All enemy units in the overrun hex (up to the combat stacking limits) defend against the overrun. A specific defending hex may overrun more than once per Exploitation Phase but may not be overrun again after an unsuccessful overrun [7.12.4].

Units cannot overrun from a hex without Movement Covering Terrain that is adjacent to more than one enemy-occupied hex.

Design Note: this is a very important condition that is easily overlooked. Also note that since night converts all terrain into movement covering terrain, adjacent enemy units do not affect overrun ability at night.

[7.12.2] Resolving Overruns

After an overrun is declared, it is resolved using the normal rules for ground assault. The defending units get a favorable one column shift on the GAT. A unit with a Maneuver Reserve Bonus [5.5.2] still receives its favorable one column shift on the GAT.

An overrun is successful if the overrunning unit suffers fewer total hits (discretionary and mandatory) than the defending units.

[7.12.3] Successful Overruns

A unit may keep moving after a successful overrun if it has MPs remaining. If successful but does not clear the hex, the overrunning unit may continue to move (starting from the defender's hex). It may ignore the overrun unit(s). It may *not* however, stop in the defender's hex and if it doesn't have the movement points to continue moving must stop movement in the hex from which it launched the overrun.

[7.12.4] Unsuccessful Overruns

If an overrun does not succeed, the attacking unit must halt all movement for the remainder of the Exploitation Phase in the hex from which the overrun attack was launched. A unit that fails its overrun attempt may not remain adjacent to an enemy unit if the hex it occupies does not contain Combat Covering Terrain. The unit must be marked with a "Retreat Possible" marker.

[7.13.0] (WaR) Bridge Bottlenecks

Certain scenarios use Bridge Bottleneck markers (see scenario rules). Whenever mechanized units in Tactical mode use Road movement to cross a bridge, the owning player must place a Bridge Bottleneck (BB) marker with the highest value pointing to the hexside the bridge crosses. As more mechanized units are moved over the bridge in that way, adjust the BB marker to show the number of units remaining that may cross. For example, after three units have crossed, the marker would be rotated so the value "9" would point to the bridge. Hit markers can be used to keep track of the values in between those printed on the BB marker. Once the marker reaches zero, flip it over to show no more units may cross using the bridge during that phase. Bridge bottleneck markers are not used after the Dec 19 PM turn.

Design Note: technically, the BB markers should be used throughout the game (feel free to do so), but the biggest impact of the movement bottlenecks was during the early stages of the campaign. To simplify play, remove their effects after the 19th.

[7.14.0] (WaR) US Rangers

US Ranger battalions possess the following special movement abilities.

- They may move up to two hexes in PA Mode regardless of terrain (although they may not move into/through terrain to which they are prohibited from moving, as usual.)
- They pay no extra costs to move adjacent to enemy units if the hex they enter contains Movement Covering Terrain.
- On a die-roll of 0-2, they may ignore movement rules that require them to halt due to adjacent enemy units. Subtract three if the hex contains cover, and add two if the enemy occupied hex has a fortification. If the unit fails, it must stop.

[7.15.0] (WaR) Traffic Congestion

To simulate the degree of traffic congestion experienced by both sides early in the battle, the following rules are in effect.

- From Dec 16 to Dec 18 AM, inclusive, a German unit in Strategic mode doesn't increase its MA by 50 percent.
- From Dec 17 AM to Dec 18 PM, inclusive, any US unit in Strategic mode south of the V/VIII Corps boundary and north of the original German 5th PzA/7th Army boundary doesn't increase its MA by 50 percent if its move begins, or would end, within 10 hexes of any enemy unit.

[8.0] OBSERVATION, VISIBILITY & RECONNAISSANCE

Friendly units can observe enemy units in hexes into which they can trace a valid Line of Sight (LOS). Tracing a valid LOS depends on visibility, distance, and the terrain that the LOS traverses. If a valid LOS cannot be traced from a friendly unit into an enemy unit's hex, that enemy unit is unobserved. Unobserved units may not be examined by the opposing player and when barraged receive a DRM in their favor on the Artillery Fire Table. Friendly units which can observe enemy units are not automatically observed by those enemy units; those enemy units must trace their own LOS to observe the units observing them.

Example: A unit on a vantage point in woods can see an enemy unit two hexes away in clear (open) terrain. The enemy unit in clear terrain will not be able to observe the unit in woods due to it being in Observation Covering Terrain.

[8.1.0] Line of Sight

A Line of Sight (LOS) is an imaginary straight line drawn from the center of the observing unit's hex to the center of the target hex. If this line passes through any hex containing blocking terrain, the LOS is not valid. If no blocking terrain interferes [8.2.0], and range [8.3.0] and terrain [8.4.0] permit, a valid LOS exists.

[8.2.0] Blocking Terrain

Hexes containing woods, forest, vantage points and cities that are between the observing unit's hex and the target hex (exclusive) will potentially block LOS. The line of sight will be blocked unless:

- The observing unit is in a town or city. In this case, only another city or vantage point hex will block the LOS.
- The observing unit is on a vantage point. In this case, only another vantage point hex will block its LOS.

A LOS that runs directly along a hexside is blocked only if both hexes of that hexside contain blocking terrain.

[8.3.0] Line of Sight Range

LOS cannot exceed a certain number of hexes in length. The number depends on the terrain in the observer's hex, the terrain through which the LOS passes and that in the target hex. When counting LOS length, count the target hex but not the observer's. The terrain in the observer's hex usually determines maximum range, but this range may be affected by visibility (see below), rough terrain, and any Observation Covering Terrain in the target hex.

- Normal LOS range is **one** hex (adjacent)
- Units in **populated** hexes - location, village, town and city – have a LOS range of **two** hexes
- Units in **vantage point** hexes have a LOS range of **three** hexes.

[8.3.1] Range and Rough Terrain

A LOS traced through or into one or more rough terrain hexes has its range reduced by one (to a minimum of one). Do not count the observer's hex for this.

Example: A unit in a rough hex that is three hexes away from another unit cannot on a vantage point be observed by that unit. A unit in a clear hex two hexes away from another unit in a city cannot be observed by that unit if the intervening hex is a rough hex.

[8.3.2] Range and Visibility

LOS range is reduced in poor weather [20.3.0] and at night:

- In Clear or Partial Overcast weather, the maximum range of an LOS is unaffected.
- In Overcast weather the maximum LOS range is two hexes.
- In Snow weather, and during Night turns, the maximum LOS range is one hex.

[8.3.3] Nebelwerfers and Increased Visibility

Rocket (Nebelwerfer) units that fire can be observed from a distance one hex greater than a unit's usual observation range, regardless of whether or not the rocket unit is in Observation Covering Terrain. Mark these units with a hit marker to remind players that they have fired. Maximum sighting range is still 3 hexes. The hit marker is removed once the units move or at the beginning of the next German Barrage phase, whichever comes first.

[8.4.0] Observation and Covering Terrain

In all cases, a unit in Observation Covering Terrain can only be observed by adjacent enemy units. Further, the unit must either be marked with an Attack or Prepared Assault marker [11.1.0], or an enemy unit attempting to observe the unit must be so designated.

Design Note: In effect, the act of launching an attack negates the benefit of cover for both the attacking and defending units – they've "closed" with each other. Put another way, the only units which can ever observe units in Observation Covering Terrain are units in adjacent hexes, and then only if some kind of attack is taking place. Units "hide" in Observation Covering Terrain if they are not attacking or being attacked.

[8.5.0] US Air Observation

When a turn's atmospheric condition is clear, any German stack that is not in Fieldworks, Fortifications or Observation Covering terrain is considered Observed regardless of proximity of US ground units. Likewise, units in Strat mode (even if in Observation Covering

terrain and recall they can never be in Fieldworks or Fortifications) are always considered Observed.

[8.6.0] Fog of War – Examining Enemy Stacks

A stack of unobserved units may not be examined by the enemy player. When more than one unit is present in a hex, the owning player is free to choose any non-HQ unit to be the topmost unit in the stack.

Optional: If players have enough blank counters, feel free to place them on top of unobserved stacks.

[8.6.1] Exception: Fieldworks and Fortifications

Even if observed, units under a constructed Fieldworks marker may only be examined if the observer is on a vantage point, or at the beginning of Ground Assault resolution. Units in Fortifications may only be examined at the beginning of Ground Assault resolution.

Design Note: This is another reason vantage points are important.

[8.6.2] Exception: Reconnaissance Units

When an Active recon unit ends movement adjacent to an enemy stack (even if unobserved) the Active player may examine the contents of that enemy stack unless the enemy stack is in fieldworks or a fortification.

[8.6.3] Fog of War and Barrage

If a stack that cannot be examined due to these FoW rules is barraged, the owning player only has to reveal the density modifiers and if there are any mixed or armor modifiers to the barrage.

[9.0] UNIT ASSIGNMENT

All units, except American Corps HQs and German Army HQs, are at all times assigned (subordinated) to some HQ. This HQ is called the unit's *parent* HQ. Assignment is important for a number of game functions, especially supply [15.0]. Most, but not all, combat units are assigned to Formation HQs. Formation HQs are always assigned to Corps HQs. German Corps HQs are always assigned to Army HQs. There are no American Army HQs – they have been abstracted out of the game.

The assignment printed on each combat unit's counter is the unit's *inherent* assignment. Players may choose to assign units to HQs other than the HQ to which they are inherently assigned [9.3.0]. A unit assigned to an HQ other than the HQ to which it is inherently assigned is said to be *attached* to that HQ. Note that HQ units do not have an inherent assignment; the players choose the HQ to which an HQ is assigned once each day.

Combat units whose inherent assignment is to a Corps or Army HQ are called *independent* units. While most independent units are inherently assigned to Corps HQs, a few are inherently assigned to Army HQs. These units, unless attached elsewhere, are for all game purposes treated as being simultaneously assigned to all of the Corps HQs currently assigned to the Army HQ.

Players may also choose to make US Combat Commands and German Kampfgruppe Independent Sub-formations [9.4.0]; this is usually done for supply reasons.

[9.1.0] HQs

[9.1.1] Army HQs

Army HQs are available to the German player only. Army HQs are the parent HQs of German Corps HQs and all Corps HQ are assigned to some Army HQ. Any number of Corps HQs may be assigned to a given Army HQ provided at least one is, but see [15.4.3a]. Any number of independent units may be assigned to an Army HQ.

[9.1.2] Corps HQs

Corps HQs are the parent HQs of Formation HQs and all Formation HQs are assigned to some Corps HQ. Formations cannot be assigned directly to an Army HQ. Any number of Formation HQs

may be assigned to a Corps HQ so long as at least one division-sized Formation is, but see [15.4.3b].

Additionally, any number of independent units may be assigned to a Corps HQ.

[9.1.2a] Exception: Strat mode German Formations

German formations entirely in Strat mode may be directly assigned to an Army HQ as it moves within that army's area of operations. The Formation is in supply [15.0] as long as it can trace a Valid Supply path to any Corps HQ assigned to that Army and, further, it doesn't count against the capacity [15.4.3b] of the Corps HQ to which it does trace. The Formation still requires and uses fuel points [16.2.0].

Design Note: the Formation is basically operating within the army's logistics network and, while requiring fuel, it doesn't require extensive corps command resources to execute a basic administrative road march.

[9.2.0] Assigning Corps and Formation HQs

Once a day, during the Night turn's friendly Administrative Phase, the players decide to which Corps HQs his Formation HQs, and the German player decides to which Army HQs his Corps HQs, will be assigned for the duration of the next day (i.e., three game turns.) Assignments of HQs may only happen at this time. Players are free to set these assignments as they wish subject to the restrictions in [9.1.0] and keeping in mind [15.4.3]. Assignments should be written down if there may be confusion.

Optional: Players must set "Corps Attachment" areas. All Formations within a designated area must be assigned to the same Corps HQ. Players should use counter sheet sprues to delineate the boundaries of Corps Attachment areas.

Design Note: Historically all the formations assigned to a Corps would be found in the same general vicinity. If unfortunate events separated units from their Corps, they were quickly reassigned to new Corps. It was important for armies to organize Formation assignments to avoid the problems inherent to overlapping supply columns.

[9.3.0] Assigning Combat Units

Unit assignments are set during the friendly Administrative phase of each turn (not each day). Units will normally be assigned to the HQ to which they are inherently assigned and nothing needs to be done. However, if the player chooses to attach a combat unit to a different HQ, this is recorded on paper and an "attachment" counter is placed on the unit.

A combat unit may be assigned to any Formation, Corps or Army HQ, subject to these restrictions.

- The Combat units inherently part of a Formation may be assigned (attached) to other Formations.
- Independent combat units may be assigned to Formations or to other Corps or Army HQs.
- Combat units inherent to a Formation may be assigned to Corps and Army HQs *only* when they cannot trace a Valid Supply path [15.4.0] to *any* Formation's HQ.

Units attached to a Formation are for all purposes treated exactly like units inherent to the Formation.

There are some limitations regarding the reassignment of combat units:

- No more than six units of a Formation may be attached to other Formations at one time. Also, no Formation may act as the supply source for more than six attached units [15.4.3c].
- German divisional assets attached to Formation cannot confer RIBs [13.5.2d].
- The (attack) proficiency rating of all attacking units in a particular Ground Assault is reduced by one if any of the attacking units is currently attached.

[9.3.1] German Mechanized Units Assigned to Leg Formations

Mechanized units that are assigned to (even if inherently part of) VG or FJ divisions are required to be stacked with or adjacent to the infantry units assigned to the division in order to be in supply. If, when supply status is determined, such a unit doesn't fulfill the above conditions, it is immediately marked Out of Supply (skipping On-Hand supply status.)

No more than one mechanized unit (in addition to any inherent to the division) may be attached to a VG or FJ division.

Design Note: this rule exists to prevent players from forming mechanized spearheads that don't require fuel points to move; the units are tied to the leg infantry of the divisions.

[9.4.0] Independent Sub-formations

US armored divisions are organized into brigade-sized all-arms formations called Combat Commands. Similarly, German mechanized (panzer and panzergrenadier) divisions are organized into Kampfgruppen. The CC or KG to which a unit belongs is marked on the unit counter. Not all units of these Formations are part of a CC or KG, although most are. Both Combat Commands and Kampfgruppen may be detached from their Formation and made into Independent Sub-formations. They may be reattached at a later time. Both detachment and reattachment is done during friendly Administrative Phases and is recorded on a piece of paper.

Independent Sub-formations are treated in every way as a Formation with the exceptions listed now.

[9.4.1a] Characteristics

When an Independent sub-Formation is created, the player chooses one unit in the sub-Formation to act as its HQ. All other units in the sub-Formation trace supply to that unit as though it were a Formation HQ itself. Mark the unit chosen with an "Independ(ent)" Marker. This temporary HQ must trace supply directly to its Corps HQ unit.

Only one Independent Sub-formation may exist per Formation at any given time.

Play Note: The best unit to designate an artillery unit as the HQ of an Independent Sub-formation.

[9.4.1b] Composition

An Independent Sub-formation may consist of:

- some or all of the units of the chosen Combat Command or Kampfgruppe,
- any other unit of the Formation that is not marked as being part of any CC or KG,
- any artillery unit of the Formation regardless of whether the unit is marked as being part of a CC or KG,
- at most one independent unit (i.e., inherently assigned to a Corps or Army HQ.)

Again, the precise set of units in an Independent Sub-formation will need to be recorded by the player on a piece of paper.

[10.0] THE COMBAT PHASE

Combat in the game has two forms: Barrages and Ground Assaults. Both are part of the combat process and occur during the Combat Phase. Barrages are explained in [12.0]. Ground Assaults are explained in [13.0].

[10.1.0] Combat Phase Sequence of Play

1. The Active player designates which units will attack in the upcoming Ground Assault Segment [11.0]
2. The US player conducts Barrages [12.0]
3. The German player conducts Barrages [12.0]
4. Ground Assaults are resolved in the order chosen by the Active player [13.0].

[11.0] ATTACKER DESIGNATION

The Attacker Designation segment begins the Combat Phase in which the Active side designates which friendly units will attack adjacent enemy units. Some units must attack [11.1.1] while others may choose to attack [11.1.2].

[11.1.0] Designating Attacking Units

Friendly units that will attack in the upcoming Ground Assault segment are marked with an “Ace of Spades” marker (when used to designate attacks, this marker is called an Attack marker). Since units in PA mode that are eligible to attack must attack, there’s no need to mark them with Attack markers. Units not marked with Attack or PA markers will not be able to attack in the upcoming Ground Assault Segment.

The Active player does not at this point identify the specific enemy-occupied hexes his units will attack, only which units will attack.

PA mode markers on units that will not attack (because they’re not eligible) are removed at the end of the attacker designation phase.

Play Note: Players may be forced to place an Attack marker upon a unit even though they’re not intending to attack with that unit during the upcoming GA segment. Such a unit may be given a ?Retreat marker during the GA Segment - see [13.1.2].

[11.1.1] Mandatory Attacks

Active units not in Combat Covering Terrain that are adjacent to enemy units are *required* to attack and must be marked with an Attack marker. Note units in PA mode are *never* considered to be in covering terrain.

There is one exception. If [11.1.3] holds for the unit (i.e., it can’t attack at all, or it is prevented by terrain from attacking any enemy-occupied adjacent hex) or either of the following two cases apply to all adjacent enemy units/hexes, the unit is not attack-designated:

- Units are never required to attack adjacent enemy-occupied hexes across by a river (but not a stream). The presence of bridges or fords does not change this. If, however, a unit does choose to attack a hex across a river, all enemy-occupied hexes across rivers adjacent to the attacking unit must be attacked.
- Units are never required to attack adjacent enemy units that are in Exploit mode.

Design Note: The intent here is that units that are not attacking cannot just remain in the combat area as idle spectators – unless they are in combat covering terrain. The influence of enemy mortars, MGs, and counterattacks is the driving force for Mandatory combat in Open terrain.

[11.1.2] Discretionary Attacks

Active units that are not required to attack [11.1.1] may still choose to attack, provided they aren’t limited by [11.1.3]. This is termed a *discretionary* attack. Not all units in the same stack must be so designated. A player may choose one, some or all units comprising the stack.

Important: In hexes containing Combat Covering terrain, only the unit(s) actually designated to attack are considered to be in Open terrain.

[11.1.3] Attack Prohibitions

- A unit cannot attack a hex if it is prohibited from entering the hex during movement by the terrain of either the hexside common to the hex containing the unit and the target hex, or the target hex itself.
- Artillery units cannot attack.
- A unit with a parenthesized attack factor (e.g., an HQ unit) cannot attack unless it is stacked with a unit that has an unparenthesized attack factor and is participating in the same attack.

Units that may not attack cannot be designated as attacking units and must be marked with ?Retreat markers [13.1.2].

[11.2.0] Units that must be Attacked

All enemy units adjacent to friendly units marked with Attack markers (or in PA mode) must be attacked by some friendly units during Ground Assault, unless [11.1.3] applies.

[11.3.0] Unit Participation in Ground Assaults

A hex may be attacked from any of the six adjacent hexes as long as the terrain permits. All units in a defending hex can only be attacked as part of the same Ground Assault; they can’t be attacked individually. All units in that hex are affected by the combat results of an attack against them.

[11.3.1] Multi-Unit and Multi-Hex Ground Assaults

Active units in two or more hexes may participate in the same attack only if they are all adjacent to the defending hex and in PA Mode. Multiple hexes may be attacked as part of a single Ground Assault if all the attacking units are adjacent to all of the defending hexes. If the defending hexes contain more than one terrain type, the terrain most favorable to the defender is used.

[11.3.2] Unit Stacks and the Attacker

Attack designated units in the same hex aren’t required to participate in the same attack if all attack requirements are met. Units in the same hex may attack different hexes. Active units that don’t participate in a Ground Assault are not affected by the results of that attack.

Play Note: There are many possible attack combinations. If it is not expressly prohibited it is allowed.

[11.3.3] One Ground Assault Per Unit

No unit may participate in more than one Ground Assault per segment. If a non-active unit retreats into a hex that is subsequently attacked in the same phase, it contributes nothing to that defense though it is affected by any result inflicted on the defenders. Similarly, if an active unit retreated into a hex from which an attack was later launched *are* affected by any result inflicted on the attackers (this is an exception to [11.3.2].)

Play Note: you can use a ?Retreat marker to keep track of retreated units in this case.

[11.3.4] Constricted Terrain and Attack Limits

Attacks into constricted terrain hexes are limited to at most two units – of which at most one can be a battalion – from each adjacent hex. The remaining units, if any, in the attacking hexes would not be affected by the results of the attack (positive or negative.)

Design Note: The uneven nature of some terrain and the steepness of slopes, gullies or ravines, make deployment and attack into such terrain very difficult if not impossible.

[12.0] BARRAGES

Artillery units attack enemy units using barrages. Barrages are conducted during the two Barrage segments (one for each side) of the Combat phase just prior to the Ground Assaults segment. As such, they are useful for weakening or eliminating enemy units prior to Ground Assaults.

A Barrage is an attack by one or more artillery units against a specific hex. Barrages are conducted one at a time; another Barrage may not be started until all of the results of the current Barrage have been satisfied. Barrages are never mandatory and artillery units are never affected by the results of their own barrages.

[12.1.1] Target Hex

Barrages are initiated by the active player choosing a target hex. A given hex cannot be barraged more than once in the same Barrage segment, although units may be barraged multiple times should they leave one hex (via retreating from a barrage) and enter a second hex that is subsequently barraged. All units in a target hex are subject to the effects of a Barrage (including unobserved units) in hex attacked by an observed Barrage [12.2.0].

[12.1.2] Barrage Participation

A friendly artillery unit may take part in a Barrage if the following conditions are met:

- The unit is within range of the target hex [12.1.3].
- It has not used all of its Barrage Factors in the current Barrage Segment [12.1.4].
- If the barrage is observed, the unit is affiliated with the observing unit [12.3.1].
- The number of artillery units allowed to participate in that Barrage has not been exceeded [12.3.0].
- The Artillery unit is not Ammo Depleted [12.8.0].

[12.1.3] Barrage Range

Artillery units participating in a Barrage must be within range of the target hex. The range is the shortest path of hexes from the barraging artillery unit to the target hex – do not include the firing unit's hex. If the range is equal to or less than the unit's Range (see Unit Type Chart), the target hex is in range. Terrain has no effect on range – each hex counts as one hex.

If an artillery unit is adjacent to an enemy-occupied hex containing units in PA mode or otherwise designated to attack, its barrage range is reduced to one and so may only barrage adjacent hexes.

[12.1.4] Barrage Factors

An artillery unit's Barrage Factors (see Unit Type Chart) are used when it participates in a Barrage. A Barrage Factor can only be used once per Barrage Segment. A unit may participate in a number of different barrages but the total number of Barrage Factors it contributes to the Barrages can't exceed the unit's printed total. When a unit has used all of its factors, it should be marked with an "Artillery Fired" marker. Players may use numbered chits (not supplied) to mark how many Barrage Factors artillery units have expended in the phase.

Note that an artillery unit always counts as one towards the Barrage Limit whether it uses all or only some of its Barrage Factors. Barrage Factors are never adjusted for range.

[12.1.4a] (WaR) German Artillery and Split Fire

A German artillery unit's barrage strength is indivisible and may not be split between two hexes. All its barrage factors must be allocated to the same hex during a barrage.

Exception: a German Infantry Division artillery unit with three Barrage Factors may allocate one point separately and that one point has a range of seven hexes.

Design Note: this represents the batteries of 150 mm field howitzers present with those divisions. These divisions often didn't have sufficient numbers of those guns to be represented as separate units.

[12.1.4b] (WaR) German Light Nebelwerfer Units

German Nebelwerfer units of 150mm caliber may fire at half-strength when motorized and on their Out of Battery sides.

[12.2.0] Observed vs. Unobserved Barrages

Barrages that are unobserved are quite limited in their effects and so it is normally in the barraging player's best interests to execute observed barrages when possible. To do so, the player nominates, if one exists, one friendly unit with a LOS [8.1.0] to the target hex. If the player cannot (or chooses not) to nominate an observer, the barrage is considered unobserved.

An artillery unit can, if it is otherwise eligible, observe for a barrage in which it participates. A given unit may act as observer for any number of barrages in a given Barrage segment.

[12.3.0] Barrage Limits

The number and affiliation of artillery units which may participate in an observed barrage is limited by the mode, location and affiliation of the observing unit. Unobserved barrages are also

limited to exactly one artillery unit (which can be of any affiliation.) These limits are called Barrage Limits.

An artillery unit participating in a barrage against an adjacent hex does not count against Barrage Limits.

[12.3.1] Observed Barrages & Unit Affiliation

Only artillery units belonging to the same Formation as a given barrage's observing unit, or that Formation's parent Corps or Army HQ, may participate in the barrage. Exception: see [12.3.2a].

[12.3.1a] German Divisional Artillery Support

The artillery units of a German division may always be used in any barrage observed by units of that division, regardless of any KG identity either the barraging artillery or observing unit may have or whether some of the units are in Independent Sub-formations.

[12.3.2] Observed Barrage Limits

Barrage limits of observed Barrages are determined by the nature of the observing unit. Units are "attacking" if they are marked with an Attack (or PA mode) marker. If the observing unit is:

[12.3.2a] ...attacking in Prepared Assault mode:

- The US side may use any artillery units of the same Formation, plus any units from one other Formation, plus any artillery units assigned to the Formation's parent Corps HQ.
- The German side may use any artillery units of the same Formation, plus up to three artillery units assigned to the parent Corps or Army HQ.

[12.3.2b] ...attacking in any other mode:

- The US side may use up to two artillery units. At least one must be assigned to the same Formation; the other may be assigned to the Formation's Parent Corps HQ.
- The German side may use only one artillery unit from the same Formation.

[12.3.2c] ...in a Fortification or Entrenchment:

Same as [12.3.2a].

[12.3.2d] ...in an Improved Position:

- The US side may use any artillery units of the same Formation, plus two artillery units assigned to the Formation's parent Corps HQ.
- The German side may use any artillery units of the same Formation, plus one artillery unit assigned to the Formation's parent Corps or Army HQ.

[12.3.2e] ...in Strat mode:

Units in Strat mode may not act as observers.

[12.3.2f] ...in any other mode:

Same as [12.3.2b].

[12.3.2g] ...on a Vantage Point:

If the observing unit is in a Vantage Point hex, the Barrage Limit (from [12.3.2a] through [12.3.2f]) is increased by one.

[12.3.2h] ...a Company:

If the observing unit is a Company and is either attacking or is defending outside of a fieldwork or fortification, then the Barrage is limited to one artillery unit. This overrides all previous cases.

[12.3.3] Unobserved Barrage Limits

If a Barrage is unobserved, the Barrage Limit is any one artillery unit.

[12.3.4] Air Observed Barrages

German units may at times be observable from the air [8.5.0] and so barrages targeting them are considered Observed provided also there is a US unit (assigned to a Formation) within five hexes of the target hex. If this is the case, the US player picks one such unit and the German units are considered observed by that unit's Formation (i.e., it is treated as the observing unit of that barrage.) The Barrage Limit is that given in [12.3.2f], and is not modified if the unit

chosen as the observer is on a Vantage Point. Otherwise the barrage is unobserved.

Design Note: Each US division has about 6 to 12 light observer aircraft attached. These planes would fly a radius around the division's units. The ground unit is not actually spotting, but the planes near it are. This is another good reason for the German to stay in covering terrain when the weather clears.

[12.4.0] Volleys & Barrage Values

Once the target hex, observer (if any) and the participating artillery units have been picked, the number of volleys and their Barrage Values must be calculated. This is done by totaling the Barrage Factors allocated to the Barrage and dividing by eight. Every whole number is one 8 factor volley, and any remainder is an additional volley with Barrage Value equal to the remainder. A volley may not be subdivided into multiple volleys with smaller Barrage Values.

Examples: Four artillery units each contribute 5 Barrage Factors for a total of 20 Barrage Factors allocated to the Barrage. 20 divided by 8 equals 2, with a 4 remainder. There are then three volleys, two with a Barrage Value of 8 and another with a value of 4. A player could not take one of the 8 value volleys and split it into two volleys of 4. If only 5 Barrage Factors were allocated to a Barrage, there would be a single volley with a BV of 5.

[12.5.0] Resolving a Barrage

A Barrage is resolved by first determining the DRM (if any) that will apply to each of the volleys of the Barrage [12.5.1] and then, for each volley, rolling a d10 (the Initial DR), modifying that DR by the DRM – yielding the Final DR – and cross-referencing the Barrage Value with the Final DR on the Barrage Table to find the Volley result. The Barrage Result is determined by adding the individual Volley results as described in [12.5.2]. The result is then applied as described in [12.6.0].

[12.5.1] Volley Die-Roll Modifiers

There are a number of modifiers that apply to Initial DRs – see the list to the right of the Barrage Table. Most are self-explanatory. Modifiers are generally cumulative but there are exceptions, noted on the table.

Note that the DRM is the same for all volleys of a Barrage.

[12.5.1a] Reminders: Unit Modes and Barrage DRMs

Units in PA mode get no terrain or fieldworks benefits when they are barraged (as they are always considered in open ground.) Units in Exploitation or Strat mode do not benefit from fieldworks when barraged (or ever.)

[12.5.1b] (WaR) US Barrages and POZIT Fuses

The US player gets the POZIT fuse DRM starting with the Dec 27 AM turn.

[12.5.2] Barrage Result

After the Volley result of the last volley of a Barrage has been determined, the results for all of the volleys are added, resulting in the Barrage Result. Numerical hits are added up, but Artillery Shift results (AS) are not. At most one AS can result from each Barrage.

Example: a Barrage composed of two volleys results in the first volley inflicting one hit and one shift (AS). The second volley does the same. After adding the two results together, the Final Barrage Result is one AS and two hits.

[12.6.0] Applying Barrage Results

Applying the Barrage Result is the last step of barrage resolution. Observed Barrage results apply to all enemy units in the barraged target hex, even those not observed.

[12.6.1] Applying Hits

Numerical barrage results are hits that must be satisfied by having targeted units take some combination of step losses and retreats. Each hit requires one step loss or a one hex retreat. Barrage

Magnitude [12.6.1c] limits the number of losses each unit can take to one; further, at most one loss can be satisfied by retreating. If hits remain unfulfilled, an Overkill [12.6.1d] has occurred and all units become Fatigued [14.0] in addition to any other result.

[12.6.1a] Step Losses

Barrage hits can be satisfied by suffering step losses (but see [12.6.1c].) The owning player chooses which units take step losses. Each step loss satisfies one hit result.

[12.6.1b] Retreat

Barrage hits can also be satisfied by retreating all affected units in the target hex one hex. This satisfies one hit of the result, and only one hit can be satisfied in this way. Use the rules for retreat after combat [13.9.0]. Units that retreat are marked with an Artillery Shift marker unless already marked in this way. Units in PA mode that retreat revert to Tactical mode and are Attack-designated [11.0].

[12.6.1c] Barrage Magnitude

No unit can be forced to lose more than one step as a result of a barrage. If all units have taken a step loss and additional hits remain to be satisfied, the stack must retreat. If, even after the retreat, results remain to be satisfied, an Overkill has happened [12.6.1d].

Exception: If no retreat is possible to begin with, the units involved must take the step losses. Losses must be evenly distributed – no unit can take $n + 1$ step losses before all have taken n step losses (unless, of course, they are eliminated prior to taking n step losses.)

Exception: Barrage Magnitude is independent of the step losses that stacks must take when they retreat into non-Movement Covering Terrain adjacent to enemy units [13.9.5c]. Step losses due to this must be taken whether or not the units have satisfied barrage results by taking step losses.

(Optional) Exception: Players can attempt to take step losses rather than retreat due to Barrage Magnitude restrictions. To do so each unit designated to take such a step loss must pass a Proficiency Check [4.3.0]. If successful, the unit takes a step loss and satisfies one hit.

[12.6.1d] Overkills

Any hits not satisfied by either step losses or retreats are termed Overkills. When this happens, all units in the barraged hex are marked with Fatigue markers.

[12.6.2] Applying Artillery Shifts (AS)

If the result includes an Artillery Shift, or if the defending units retreated to satisfy a hit, an Artillery Shift marker is placed upon the defenders. No more than one Artillery Shift marker is ever placed due to a Barrage.

An Artillery Shift penalizes the target hex by awarding a one column shift to the opposing side in the upcoming Ground Assault segment.

Remove all Artillery Shift markers at the end of the Ground Assault segment.

[12.7.0] Post-Barrage Advance

If a friendly Barrage empties a hex of enemy units, friendly units in PA Mode adjacent to that hex may advance into the hex. If the hex contains Combat Covering Terrain, some or all the units may choose to remove their PA markers and revert to Tactical mode at this time. They may not attack in the upcoming GA segment. Units that advance and remain in PA mode are still required to attack in the upcoming Ground Assault segment.

A unit may only advance after a barrage once per Barrage Segment and advancing units may not be used to observe for later artillery barrages.

Design Note: What's happening here is that units are allowed to follow up a successful barrage if they were in some form of attack posture. If the units then advance into non-open terrain, they are allowed the luxury of calling off further attacks.

[12.8.0] Artillery Ammo Depletion

Artillery units that barrage may enter Ammo Depletion state. Ammo Depletion abstractly simulates the availability of munitions for each side's artillery units. Ammo Depleted units may not barrage and are penalized in terms of combat ability and other game functions. During the Administrative phases, both sides may attempt to replenish Ammo Depleted units if they can trace a Valid Supply path.

[12.8.1] Ammo Depletion Die-Roll

To determine if a Barrage results in Ammo Depletion, roll an extra d10 after the first Volley of the Barrage. The die-roll result is compared to the firing side's artillery depletion value. The US depletion value is 7, possibly modified if the artillery unit is using a Pocket Supply Source [15.6.3]. The German depletion value is 3, possibly modified by the number of truck points allocated to carrying ammo [16.3.0] and Extended Corps Supply [15.4.7].

If the die-roll exceeds the side's artillery depletion value, a number of barraging artillery units equal to the difference suffer Ammo Depletion. Mark these units with an Ammo Depleted marker. If an artillery unit is splitting its fire and suffers an Ammo Depletion result before participating in a second barrage, those remaining Barrage Factors are lost and can't be used until the unit is replenished.

[12.8.1a] Thaw Weather Modifier (Optional)

During Thaw weather [20.2.4] one is subtracted from a unit's Ammo Depletion value for both sides due to the difficulty of re-supply in adverse ground conditions.

[12.8.1b] Ammo Depletion & Scenario Instructions

Some scenario instructions may list different ammo depletion values and/or protocols than those given for the campaign games or other scenarios. That's been done to abstract certain conditions specific to those scenarios.

[12.8.2] Effects of Ammo Depletion

When an artillery unit suffers ammo depletion, it may not barrage, it defends against a ground assault with a Final Combat strength of one and it has an AT value of one. Also, the artillery unit's red hexagon [7.5.0] capability is lost while the unit is Ammo Depleted.

[12.8.3] Replenishing Ammo Depleted Units

During the Mutual Ammo Replenishment step of an Administrative Phase, each side may attempt to replenish Ammo Depleted artillery units that can trace a Valid Supply path [15.1.0]. Out of Supply artillery units may not attempt to replenish ammo. Roll one d10 for each unit. If the roll is equal to or less than that unit's current Ammo Depletion value, the Ammo Depleted marker is removed.

Important: replenishment die rolls for the artillery units of the non-Active side are modified by a +1.

[12.8.4] Automatic Ammo Depletion

When an artillery unit in Low Supply status fires, it is immediately marked Ammo Depleted.

[13.0] GROUND ASSAULTS

The Combat phase is concluded by the resolution of Ground Assaults. Note we abbreviate Ground Assault Table to "GAT" frequently in this section.

The Active side is always the attacker and the other side the defender, regardless of the overall situation. Ground Assaults are declared and resolved in any order the Active side chooses. Each Ground Assault follows the sequence below. While at first this may seem daunting, it is very typical of operational-level wargames and will soon become second nature.

- The Active player indicates which units are attacking and the target hex(es) [13.1.0].

- Determine the terrain line that will be used on the GAT, based on terrain of the defending hex [13.2.0].
- Determine the combat strengths of the involved units and the initial odds column [13.3.0].
- Determine the net column shifts that apply. If not zero, shift the initial odds column left or right to determine the final odds column [13.4.0].
- Determine the DRMs for which the attacker and defender have qualified and from that the final DRM.
- Determine the terrain line to be used on the GAT based on the terrain of the defender's hex.
- Both players roll 2d10 (JW: 1D20) and both add or subtract the final DRM from their roll. Each player cross-references their modified die roll with the final odds column, revealing the result that has been inflicted on the other player's units.
- The attacker applies the result against his units.
- The defender applies the result against his units.
- If eligible (and he chooses to, or is required), the attacker advances after combat.

The above sequence is followed to completion before the next Ground Assault is resolved.

[13.1.0] Declaring the Attack

The Active player starts a Ground Assault by declaring which units of his units are will be attacking in this Ground Assault and the hex or hexes that are being attacked. The units chosen to attack must have been previously designated attack-eligible during the Attacker Designation segment [11.0]. This is the attacking Force.

The defending Force consists of all units in the hex(es) being attacked.

Design Note: What's happening is that the active side first identified (during the Attack Designation Segment) which friendly units were attack eligible. The choice of where, who and how for each Ground Assault is then determined during the Ground Assault Segment, which follows the Barrage Segments.

[13.1.1] Unit Participation in Ground Assaults

A unit that was designated as attack-eligible must participate in some Ground Assault later in the Combat phase, unless one or more of these conditions hold:

- there are no longer any adjacent enemy-occupied hexes,
- the unit has advanced after a barrage into covering terrain and has left PA mode, or
- the unit bears a Possible Retreat Marker [13.1.2].

Design Note: Barrages may have retreated or destroyed intended enemy target units.

[13.1.1a] (Optional) Attack Coordination

When units from more than one Formation are in the same Ground Assault, apply the following:

Roll one d10 for each Formation involved. If the die-roll equals or exceeds the attack PR of at least one of the Formation's participating units, no unit of the Formation may participate in the assault and all are marked with a Possible Retreat marker. If all formations fail this check, the attacking player may attack with the Formation containing the attacking unit with the highest attack PR (if more than one, the attacker chooses.) A Formation's roll is modified by

- minus two if all attacking units are in PA mode,
- minus one if the units of all the divisions are adjacent or stacked in the same hex,
- minus one if an activated leader of any Formation is present in one of the attacking stacks (division or KG leaders only).

Design Note: This rule has not been playtested. It benefits the defending side, so it can be used as a balancing mechanism.

[13.1.2] Possible Retreat Markers

After the Barrage segments are completed the active player may need to place Possible Retreat Markers (?Retreat). A unit or stack of

units designated to attack [11.0] MUST be marked with a ?Retreat marker if the rules for multi-hex combat and combat eligibility [11.3.0] would prevent that unit or stack from attacking. As long as an enemy unit exists that could legally be attacked, the unit or stack must be marked with a ?Retreat marker.

Units in PA Mode can never be marked ?Retreat. Only Attack Designated units not in PA Mode may be so marked.

Example: Two stacks of friendly units are adjacent to an enemy occupied hex. Both stacks are designated to attack, so they are both required to attack. But if they were not both in Prepared Assault Mode, they could not jointly attack the enemy hex. The Active player would choose which stack to attack with, and would mark the other with a ?Retreat marker. In this example, if both active stacks had been adjacent to two enemy-occupied hexes, one stack would have to attack one of the enemy hexes, while the other active stack attacked the other enemy hex.

[13.2.0] Locating the Defender's Terrain Line

At the top of the GAT, there are four Defender Terrain Lines arranged as follows:

- City (most favorable to the defender)
- Forest, Town, Rough-Woods
- Rough, Woods, Village
- Clear (most favorable to the attacker)

Use the terrain line that matches the terrain in the defending hex. If the terrain matches more than one of the four lines, use the matching line most favorable to the defender (the higher the line, the more favorable it is for the defender); the same rule applies if the defender is in multiple hexes.

[13.3.0] Determining the Initial GAT Column

The next step in the Ground Assault sequence is to determine the Initial GAT column. This is done by comparing the total final combat strengths of the each side's units, expressing that as a ratio or differential and finding the ratio or differential on the terrain line determined in [13.2.0].

[13.3.1] Declare Player Choices

This step begins with players declaring their choices about the upcoming combat:

- Whether armor units will adopt a Stand-Off role [13.5.3h].
Remember: not in Open or Rough Terrain.
- Whether units in On Hand Supply status will not go to Out of Supply status [15.5.0].
- Whether units defending during Extended Night Activity will not go to Resting status [14.0].

[13.3.2] Determine Bridge Status

Once player choices have been made, determine whether there is Bridge Collapse (simulating attacking German Armor units not in Stand-off mode collapsing a bridge as they attempt to enter the defender's hex) [17.5.0]. Next, the defending player declares and executes any Hasty Bridge Destruction attempts [17.4.2].

[13.3.3] Determine Final Combat Strengths

A unit's Printed Combat strength is defined in [4.2.0]. Its Final Combat strength is its Printed Combat strength after possible modification when the circumstances below apply.

[13.3.3a] When a Unit's Printed Strength is Halved

A unit's Printed strength is halved when exactly one of the following conditions applies:

- The unit attacks across a river (not stream) hexside. Bridges and fords do not reduce this affect.
- The unit is a pure armor unit that is not stacked with any type of infantry or engineer unit and defends in, attacks out of or attacks into a woods, forest, town or city hex.
- The unit is a hybrid or pure armor unit that defends in, attacks out of or attacks into a marsh/soft ground hex.
- The unit is Resting.

- The unit is Out of Supply.
- The unit is an artillery unit that is defending while stacked with another unit.
- (Player choice) The unit is an armor unit that Stands-off during a combat [13.5.3h].
- (Player choice) The unit is in On Hand Supply status that does not want to go Out of Supply status [15.5.0].
- (Player choice) The unit defends during Extended Night Activity and does not want to go to Resting status [14.0].

[13.3.3b] When a Unit's Printed Strength is Quartered

A unit's Printed strength is quartered when it is Fatigued or more than one of the previous conditions applies. A unit's Final strength is never reduced to less than one quarter of its Printed strength (exception: [13.3.3c].)

[13.3.3c] Strength of Ammo Depleted Artillery Units

Ammo-depleted artillery units [12.8.2] always defend with Final Combat strength of one.

[13.3.4] Determining the Initial GAT Column

To determine the initial GAT column each side totals the Final Combat strengths of each of their involved units and rounds the result according to [1.4.0]. Players then compare the total strengths to determine the Initial GAT column for that attack.

Compare the strengths in two ways: determine both a) the ratio of the attacker to defender strength and b) difference between the attacker's and defender's strengths. (In practice, players only need to bother calculating the differential if the ratio is between 1:2 and 3:2.) Then, find the column on the GAT furthest to the right (i.e., the one most favorable to the attacker) on the defender's terrain line that doesn't exceed the ratio or differential. That is the Initial GAT column.

Examples:

- 11 attacks 8 in Woods. Differential: +3. 11:8 is more than 1:1 but less than 3:2. The 1:1 column is the rightmost ratio column but since the differential column +3 is to the right of 1:1 it is used.
- 11 attacks 8 in City. Differential: +3. 11:8 is more than 1:1 but less than 3:2. Again, 1:1 is the rightmost ratio column and since the differential column +4 exceeds +3, 1:1 is the column used.
- 9 attacks 11 in Clear. Differential: -2. 9:11 is more than 1:2 but less than 1:1. So 1:2 is the rightmost ratio column but since the differential column -2 is to its right, the -2 column is the column used.

[13.4.0] Determining the Final GAT Column

The Final GAT column is the Initial GAT Column as determined in [13.3.0], possibly modified by any applicable column shifts.

All possible column shifts are listed near the GAT. Start with the Initial GAT column. Each Attacker shift moves the Final column one to the right; each Defender shift moves the Final column one to the left. Total the number of attacker shifts and from that subtract the total number of defender shifts. The result is the net number of shifts. If this number is positive, the Final GAT column is that many columns to the right. If the number is negative, the Final GAT column is that many columns to the left. If the net number would take the column off the table to the right (left), use the rightmost (leftmost) column on the table. The result is the Final GAT column – the column upon which the assault will be resolved.

Most shifts are self-explanatory. Those that aren't are now discussed.

[13.4.1a] Combat Shifts & HQ Movement

If a Formation HQ moves more than six MPs during a Movement phase, all GAs involving units assigned to the HQ which occur prior to the HQ's next Movement phase suffer a one column shift to the left when attacking and the right when defending. There

can be at most one shift per assault due to this regardless of the number of units or formations affected.

Players should record that an HQ has moved more than 6 MPs by placing a blank counter on it. The blank is removed at the beginning of next friendly Movement phase.

Design Note: This rule represents the pain of shifting logistical networks and communications over a distance that would be greater than just a tactical move. It also makes it harder for players to switch the focus of a division's operations haphazardly in response to the opponent's turn.

[13.4.1b] Engineer Assault Benefits

If a defending unit occupies a fieldwork, fortification, town or city, an attacker can use engineer units to negate the defender's column shifts. For each stack of attacking units with any combat engineer unit in PA Mode, the attacker gains one shift to the right on the GAT. The attacker can get no more shifts of this type then the defender gets for occupying terrain of that type.

[13.5.0] Determining the DRM

Now that we've determined the GAT column on which the assault will be resolved there's one more step to do before actually resolving the attack: determining the die-roll modifier (DRM) that applies to the assault. The DRM is limited to be no more than +45 (JW: +9) or less than -45 (JW: -9).

There are four ways in which the die-roll can be modified: Combat Proficiency effects, Regimental Integrity effects, Armor/Anti-tank effects and Combat Reserve effects.

These are all discussed now.

[13.5.1] Combat Proficiency Bonus

Each player must choose one of his participating units to be his Proficiency Lead (P-Lead) unit. Often players will choose the unit with the highest attack or defense Proficiency rating, as applicable, but they need not. In fact, there is no restriction on what unit may be chosen as the lead unit in a combat with the exception that Armor units in a Standoff role [13.5.3g] can not be chosen.

We now determine the Combat Proficiency Bonus (if any). If there's a difference in the attack proficiency rating of the P-Lead attacking unit and the defense proficiency rating of the P-Lead defending unit, the side with the higher rating receives a 5 (JW: 1) DRM multiplied by the difference.

Defensive proficiency ratings are increased by plus two (to a maximum of nine) in fortifications [18.4.0].

[13.5.2] Regimental Integrity Bonuses (RIBs)

Units belonging to the same sub-Formation fought more effectively when operating near each other. Regimental Integrity Bonuses (RIBs) reward players who keep the component regiments, brigades, combat commands and Kampfgruppen together. Each RIB awarded to a player is a 5 (JW: 1) DRM on the Ground Assault die-roll.

[13.5.2a] How to Receive RIBs

If two or more units of the same sub-Formation are in or adjacent to the defending hex, that sub-Formation's side may be eligible for a RIB. Each attacking unit of a sub-Formation awards one RIB to the attacking side. Each unit of a defending sub-Formation in the target hex, or in a hex adjacent to the target hex that is itself not being attacked, one RIB is awarded. Units that have been attached to a sub-Formation or Formation are considered part of that sub-Formation or Formation for this rule.

Example: All units of the American 9th Infantry Regiment are in PA Mode adjacent to the German 1/78th Battalion. The 11/78th Battalion is adjacent to the defending unit and is not under attack, so it may contribute a RIB to the defense. The US receives three bonuses, the Germans two, for a net US of one RIB, which is a DRM of one point on the GA dice-rolls in favor of the US player.

[13.5.2b] RIB Requirements

Units contributing RIBs cannot be in Strat mode, fatigued, resting, out of supply or stacked with a unit of a different Formation. A unit in an adjacent hex can only contribute a RIB to an assault if at least one defending unit of its sub-Formation is not stacked with any units of another Formation.

Example: Three units from the US CCA/9th Armored Division, in this case stacked separately, are attacking. The US player would be awarded a total of three RIBs. Had some of the CCA units been stacked with units from other divisions, they would not be able to contribute to the bonus unless the entire CCA was attached to that other division.

[13.5.2c] Limits on the Number of RIBs

A unit can only contribute a RIB once per GA segment. No more than three RIBs can be awarded to each side per combat but more than one sub-Formation may be used to get those RIBs.

Play Note: A RIB award will never be less than two or more than three.

[13.5.2d] German Divisional Assets & RIBs

German divisional engineer, reconnaissance (rec or recon) and fusilier (fus) units (but not ersatz units or companies broken down from divisional assets) may be used to provide RIBs to any sub-formations of that division. They are treated as though they were attached to those sub-formations for this purpose.

[13.5.3] Armor/AT Bonuses

An important dimension of WWII combat is the effect of armor against forces with poor anti-tank defenses – an effect often highly disproportionate to the numbers involved. This is simulated by awarding Armor/AT bonuses to the side with the more effective armor or anti-tank ratings in ground assaults involving armor.

The bottom right number on a unit's face is its Armor/AT factor – see the Unit Type chart. The factor is called the "Armor factor" if the unit is a Pure Armor, Hybrid or Armored Recon unit and otherwise it is called the "AT factor".

Units with Armor factors that attack or defend may generate Armor/AT bonuses for the owning side. Units with AT factors may offset the other side's Armor factors, reducing or even reversing the Armor/AT bonuses.

Generally, the attacker picks the attacking unit with the highest Armor factor and the defender picks the defending unit with the highest Armor factor. If no defending units have an Armor factor, he picks the defending unit with the highest AT factor (after taking into account adjustments due to terrain and other factors.) The difference between the two numbers after modification gives the side with the higher number that many Armor/AT bonuses.

Each bonus translates to a favorable Ground Assault DRM worth 10 (JW: 2) points to the receiving side. The attacker can receive no more than four Armor/AT bonuses and the defender no more than a one. Exceptions:

- Terrain: Defending units in city, woods, forest or fortification terrain limits the attacker to at most two bonuses.
- Night: the attacker is limited to at most one bonus.

[13.5.3a] Calculating the Number of Armor/AT Bonuses

During the DRM Determination step, the attacker *must* either pick one unit with an Armor factor (if any are present) or declare that all his armor units will Stand-off [13.5.3h]. The defender must then pick one unit with an Armor factor (if any are present) or declare that that all his armor units will Stand-off [13.5.3h]. If the defender has not picked a unit with an Armor factor, he may pick any one (other) friendly participating unit. The chosen units are called the Armor/AT Lead (A-Lead) units. These units may be, but need not be, the same units picked earlier as the P-Lead unit [13.5.1].

Now, modify the Armor/AT factor of the chosen A-Lead unit(s) according to [13.5.3b] through [13.5.3g]. Then:

If the attacker did choose a unit, compare its modified Armor factor against the modified Armor or AT factor of the defending A-

Lead unit. The side with the larger value receives a number of Armor/AT bonuses equal to the difference between the two, subject to the limits given above. No bonus is awarded if the values are equal.

If the attacker didn't or couldn't choose a unit and a) the defender's A-Lead unit has an Armor factor and b) that unit's Armor factor (after adjusting for the terrain of the hex it is in, excluding fieldworks) is larger than the largest printed (unmodified) AT factor among all attacking units, the defender receives one Armor/AT bonus. If there is an attacking unit with an equal or larger AT value than the defending unit's Armor factor, no Armor/AT bonus is awarded to either side.

If the attacker didn't or couldn't choose a unit and the defender did not choose a unit with an Armor factor, no bonus is awarded.

Example: The two units of CCR/11th Armor Division are in PA mode so they may all attack the enemy I/78th Battalion, which is entrenched in rough terrain. The US player chooses an 8-7-4 as his lead unit (Armor factor of 4), modified to 3 since the defender is entrenched in rough. Since the defender is entrenched, his modified AT factor is 0 + 3 (entrenchment) for a modified AT factor of 3. (He gets no modifier for being in rough.) Since the defender's AT factor is equal to the attacker's Armor factor, no Armor/AT bonus is awarded. If the defending unit had not been entrenched, the Armor/AT bonus would be a DRM of +30 (JW: +6) (i.e., in the attacker's favor.)

[13.5.3b] Combined Arms

Units with an Armor factor must be stacked with infantry type units in order to be able to use their full Armor factor. Hybrid and Armored Recon units automatically qualify (due to their inherit infantry component.) If a Pure Armor unit is the unit chosen as the A-Lead unit by either the attacker or defender, there must be one step of infantry-type units in the hex for every two steps in the Pure Armor unit. Infantry-type units in the case mean infantry-, engineer- and any Mech recon-type unit except M5 Lt tanks. (Mech recon-type units are defined in [7.4.0], first bullet.) The infantry component of Hybrid units, besides qualifying their own unit, contributes one step of support to a Pure Armor unit.

If an A-Lead unit is not adequately supported, its Armor factor is reduced to one.

Exception: Combined Arms is not required of a Pure Armor unit if the unit is attacking into or defending in a clear terrain hex, unless it is a night GT.

Examples:

- A US 12-10-4 Hybrid unit is attacking along with a three-step 12-9-4 Sherman battalion in woods. The Sherman battalion's Armor factor is reduced to one since although the Hybrid unit contributes one step in combined arms support, the unit has three steps.
- If the attacking stack also contained an infantry company the Sherman battalion now is adequately supported (by two steps of infantry.)
- A three-step German 18-12-6 Panther battalion is attacking into a rough hex supported by one company of infantry. The battalion's Armor factor is reduced to one due to lack of infantry support.
- If the attack was into clear terrain (even if the defender was, say, in fieldworks) the Panther II would be able to use its full Armor factor (provided it wasn't a Night turn.)

[13.5.3c] Underlined Armor Factors

If an *attacking* unit's Armor factor is underlined, it is reduced by one. These are Armor units more suited for defense, such as tank destroyers.

[13.5.3d] Ammo Depleted Artillery

Ammo Depleted artillery units have an AT value of one.

[13.5.3e] Out of Battery Artillery

Out of Battery SP artillery units retain their In Battery AT value. Out of Battery Non-SP artillery units have an AT value of zero.

[13.5.3f] Terrain and Fieldworks/Fortification Modifiers

Armor/AT factors are modified according to the terrain in the defender's hex. The modifiers are listed on the Ground Assault and Terrain Effects Chart.

Armor factors are decreased in certain terrain (there is no terrain which results in them being increased.) The Armor factor of defending units is not modified by fieldworks and fortifications – only that of attacking units. A unit's Armor factor is never reduced below one due to terrain.

AT values are increased in certain terrain (there is no terrain results in them being decreased.) AT factors of towed AT units are modified according to the AT column. AT factors of Artillery and Heavy Flak units are never modified. The AT factor of all other units are modified according to the Leg (sic) (should be "Infantry") column.

The only Armor/AT modifiers that are cumulative with other modifiers are fieldworks and fortification modifiers due units with Infantry AT. Otherwise, use the single largest modifier for Armor/AT values.

Play Note: The defending player should choose his unit carefully as terrain modifiers have a major effect on Armor/AT values. Likewise, the attacking player should carefully consider whether to Stand-off based on the defending terrain – attacking a fortified position in difficult terrain with Armor may be simply handing the defender a -10 DRM.

[13.5.3g] Armor/AT Factors and Supply

Out of Supply units have their Armor/AT factor halved (rounded according to [1.4.0]) after applying all other modifications listed in [13.5.3b] through [13.5.3f].

[13.5.3h] Armor in a Standoff Role

Sides may choose to have all their units with Armor factors adopt a "Stand-off" role. While the combat strength of those units is lowered, it confers some benefits:

1. If the attacking armor units stand-off, the defending side does not get any bonus due to units with AT factors (although they may still get one due to units with Armor factors.)
2. If the defending armor units stand-off, the defender may choose as his A-Lead unit a unit with an AT factor, which will presumably reduce or eliminate the Armor/AT bonus the attacker would have received had the defender led with his best armor unit.
3. An attacking German armor unit that stands-off does not cause a check for Bridge Collapse [17.5.0] to be made.

"Standing-off" is declared in Step 2 before combat strengths are revealed. It can't be that *all* units on a side Stand-off; that is, if all units have Armor factors, the side cannot choose to stand-off.

Stand-off may not be chosen when the units are in Clear or Rough terrain (regardless of the presence of fieldworks or fortifications.) Note that standing-off doesn't remove the requirements of [11.1.3] – the attacking unit must still be able to attack the defending hex.

A unit that Stands-off halves its Printed Combat strength (at least – see [13.3.3]) and it may neither be selected as the A-Lead unit nor as the P-Lead unit.

[13.5.3i] Examples of Armor/AT Bonuses

- A US 2-2-0 infantry company and a 1-1-3 towed AT company are defending in a village hex in an IP. The US player consults the GATEC and sees infantry unit's AT factor is increased to three (+1 for the village and +2 for the IP.) His AT company's AT factor is increased to four (+1 for the village.) So he chooses his AT unit as his A-lead unit.
- Suppose instead the hex was a town with an entrenchment. Now the infantry unit's AT factor is five and the AT company's AT factor is four (since the +1 for the town and the +1 for the entrenchment aren't cumulative.) The US player chooses his infantry company as his A-lead unit.

[13.5.4] Combat Reserve Bonus

Units in Combat Reserve mode can generate Combat Reserve bonuses for nearby units belonging to the same Formation that are involved in a Ground Assault. A Combat Reserve bonus is a favorable DRM worth 5 (JW: 1) points to a player's Ground Assault dice-rolls.

[13.5.4a] Using the Combat Reserve Bonus

If a Ground Assault occurs within three hexes of a unit in Combat Reserve, the owning player (attacker or defender) may receive a Combat Reserve Bonus if the following conditions are satisfied:

- At least one unit from the same Formation is involved in that combat.
- The unit in Combat Reserve mode could hypothetically move into the same hex as a unit in its Formation in one Movement phase using Regular movement.

Units in Combat Reserve mode are unaffected by the results of a combat to which they provided a bonus. A maximum of three Combat Reserve Bonuses may be received per GA per side. Once a unit in Combat Reserve mode provides a bonus, it is removed from Combat Reserve mode and reverts to Tactical mode. It can provide no more Combat Reserve bonuses this GA segment.

[13.6.0] Determining the Combat Result

The Ground Assault Table (GAT) is used to determine the outcome of each assault. Earlier, both the Final GAT Column [13.4.0] and the DRM [13.5.0] were determined. Find the Final GAT column on the selected Terrain line [13.2.0]. Each player then rolls 2d10 (JW: 1d20) and adds the (possibly negative) DRM. In the Final column, locate each modified dice-roll in the appropriate section of the table: use the attacker's modified roll in the top section and the defender's in the bottom section. Then, depending on the location of the Final column in relation to the Favorable Attack line, determine the opponent's result on either the left side or the right side of the table on the same row as the modified dice-roll. Results appear as mandatory and discretionary hits which are satisfied by step losses and/or retreats and possibly fatigue.

[13.6.1] Determining the Final Dice-Rolls

The attacking and defending sides each roll 2d10 (use two colors, with one die representing the "tens" value and the other the "ones" value.) A '00' roll equals zero. (JW: 1d20) Then add the DRM (which may be negative) to both their dice-rolls. The results are the Final dice-rolls for each side.

[13.6.2] Attacker and Defender Results Sections

The body of the GAT consists of two sections: in the upper section the attacker's Final dice-roll is used to determine the defender's combat result. In the lower section, the defender's Final dice-roll is used to find the attacker's combat result.

This is done by reading down the Final GAT column in the appropriate section of the GAT (upper or lower) and looking for the row containing the Final dice-roll. A row with two values separated by a hyphen (or dot) represents all die-rolls in that range (inclusive). A row with only one value contains that value and all those that are either greater, or less than that value, depending on the presence of a \geq or \leq sign.

A dash indicates that there are no results in that row.

If no row contains the given dice-roll, the result is "no effect". (There is an implicit row at the top of the attacker's section (at the bottom of the defender's section) that includes all dice-rolls below (above) the lowest (highest) dice-roll listed for which the result is "no effect".)

Some results are negative or exceed 99; they exist to account for modified dice-rolls.

Example 1: A column result shown as 80-89 contains all the numbers from 80 to 89 (inclusive). A column result of ≥ 135 contains all numbers equal to or greater than 135.

Example 2: The attacker in a Ground Assault has a Ground Assault dice-roll of 76 that is modified by a DRM of 5, to 81. If the defender hex was Clear terrain and the Final GAT column was 3:2, the eighth dice-roll column from the left would be used by both the attacker and defender. The fourth column result (75-85) is the one that contains the Final dice-roll of 81, and therefore it is the one that matches.

[13.6.3] Locating Ground Assault Results

To determine the combat results for each side, first determine whether the Final GAT column is to the right or the left of the Favorable Attack Line on the GAT. If the column is to the right of the line, the combat results to use are listed on the far right of each row. If the column is to the left of the line, the combat results to use are listed on the far left of each row.

[13.6.4] How to Read the Ground Assault Results

Results can include a proficiency check (an asterisk), discretionary hits (an unparenthesized number), and mandatory step losses (a parenthesized number). Any or all combinations of results might apply to units participating in a Ground Assault as either the attacker or defender.

*Example: Continuing with the example in [13.6.2], the Final GAT column (3:2 in clear) is to the left of the Favorable Attack line and so the results are to be taken from the left side of the table. The attacker's Final dice-roll of 81 is on the row with the defender result of 1(1). This means the defender must take one step loss and then apply one discretionary hit (by either retreating one hex or taking one more step loss.) Suppose the defender's Final dice-roll was 33. This is on the row with an attacker result of *(1), which means the attacker must take a proficiency check and then take a step loss.*

[13.6.4a] Discretionary Hits

Unparenthesized numbers are discretionary hits and may be taken as step losses and/or retreats in any combination as long as the distance of any retreat in hexes plus the number of losses incurred equals this number. All hits incurred from a failed Proficiency check [4.3.1a] due to an asterisk result are discretionary hits.

[13.6.4b] Mandatory Step Losses

Parenthesized numbers are mandatory step losses.

[13.6.4c] Proficiency Checks

If the result contains an asterisk, the affected player must take a proficiency check.

[13.7.0] Applying Ground Assault Results

Results must be satisfied before initiating a new Ground Assault. This includes all step losses, retreats and advances.

The attacker must always satisfy his combat result (including any retreats) before the defender. Each side satisfies its combat result by doing the following in the indicated order:

- A. If called for, perform a Proficiency check [4.3.1a] on the P-Lead unit, using the appropriate proficiency rating. If failed, increase the number of discretionary hits by one (this is the only effect.)
- B. (Defender only) If all defending units are Mech Recon units, convert one mandatory step loss into one discretionary hit [13.7.2].
- C. Suffer all mandatory step losses. GA Magnitude [13.8.1] may prevent the player from taking all mandatory hits. Those not taken are converted to discretionary hits.
- D. Decide if discretionary hits will be satisfied by retreat and/or step losses. GA Magnitude may prevent some or all discretionary hits from being taken as step losses. In addition, artillery units cannot take discretionary hits as step losses [13.7.3]. These two items may force some or all discretionary hits to be taken as retreat hexes. The number of discretionary hits assigned to the retreat is the length of the retreat in hexes.
- E. Suffer step losses from discretionary hits chosen to be taken as step losses, if any.

- F. Carry out the retreat, if any. Maximum retreat distances [13.9.4] may prevent some or all units from retreating chosen distance. If this is the case, the force loses one additional step for each hex of the retreat not satisfied by at least one unit. These step losses must come from units that did not retreat the full amount. If these losses can't be satisfied due to GA Magnitude limitations, units that do not retreat the full distance become Fatigued [13.10.0]. *Exception:* if a retreat was called for and a unit was unable to retreat at all (i.e., the unit is surrounded by enemy units and/or prohibited terrain) GA Magnitude does not apply to that unit and it may take more than one step loss.
- G. (Attacker only, at end of Defender sequence) If the attacker did not retreat, he may advance after combat with any eligible units.

[13.7.1] Defender Results Reduced by Attacker Retreats

The defender's combat result is reduced by one for each discretionary hit taken as a retreat by the attacker. First, reduce the mandatory step losses by one and then reduce the discretionary hits by the remainder.

Example: If the attacker achieved a 2(2) result against the defender but chose to retreat two hexes. The result against the defender becomes 1(1).

[13.7.2] Recon Units

If all defending units in a GA are Mech Recon units, one mandatory step loss result is converted into one discretionary hit (normally freeing the units to retreat one hex instead of taking a step loss.)

[13.7.3] Artillery Units

Artillery units which remain after mandatory step losses are removed may not be chosen as the units that take step losses for discretionary hits.

[13.8.0] Step Losses

There are a number of causes of forces suffering step losses in GA:

1. mandatory step losses*
2. discretionary hits the player chose to take as step losses*
3. units not being able to retreat the full retreat distance*
4. retreating into hexes adjacent to enemy units [13.9.5c]
5. units being unable to retreat at all.

The points marked with * are limited by GA Magnitude [13.8.1]; the other points aren't so limited.

[13.8.1] Ground Assault Magnitude

No unit can lose more than one step as a result of a GA.

Exceptions: A unit may have to take more than one step loss if (1) a retreat is called for and the unit is unable to retreat even one hex or (2) it is in a stack that retreats into open terrain adjacent to enemy units (that is, points four and five from above.)

[13.8.2] Step Loss Priority

The units of a side which take the first (and possibly second) step losses caused by mandatory step losses or discretionary hits chosen to be taken as losses are predetermined. The first step loss must come from the A-Lead unit if a) one was selected and b) it is an Armor unit (i.e., it has an Armor factor). The next step loss must from the P-Lead unit.

[13.9.0] Retreats

Retreats may result from Ground Assault, Barrage and ?Retreat markers. In all three cases, the rules for satisfying a retreat requirement are identical.

[13.9.1] Units Affected by Retreats

All units in the target hex of a barrage must retreat if the player chose to take a barrage hit as a retreat, even if it was an Observed barrage and the hex contains unobserved units. Only units that actually participated in a GA must retreat (i.e., Active units that share a hex with attacking units in a GA which resulted in a retreat do not

have to retreat.) Finally, at the end of a Ground Assault segment all units with a ?Retreat marker that are still adjacent to enemy units must retreat one hex. Remove the marker after the retreat.

[13.9.2] How to Retreat

The owning player conducts all retreats. When retreating, move each affected stack of units as a group (not individually). Units may have to drop out of the retreat due to maximum retreat distance [13.9.4], but units in the same stack may not be retreated along different retreat paths. Each hex of retreat must, if possible, end at least one hex further away from the originally occupied hex and from the enemy hexes involved in that combat. A unit may retreat in violation of stacking restrictions, in which case an Overstack [6.4.0] has occurred.

[13.9.3] Retreat Priorities

Although the owning player retreats his own units, he is limited in his choices. Stacks must retreat according to the following priorities in the order that they appear:

- Into a hex that is not adjacent to an enemy unit.
- Into a hex that is not currently observable by the enemy.
- Toward friendly supply. Players should try to retreat to a location that would keep retreating units in supply and closer to the source (usually a road).
- Along a road, if possible.
- To a hex that is the maximum possible distance from an enemy unit.
- Not into an Overstack.

Within these priorities, a player may retreat his units as he sees fit.

[13.9.4] Maximum Retreat Distances

The distance a unit may retreat is dependent upon its Movement Classification (only.) Mechanized units may not retreat more than *three* hexes. Leg units may not retreat more than *two* hexes.

[13.9.4a] In Battery Artillery Units

US towed artillery units and German SP artillery may retreat at most one hex while In Battery. A German towed artillery unit In Battery is eliminated if forced to retreat. US SP artillery units retreat like all other Mech units.

[13.9.5] Retreats & Terrain Restrictions

A unit may not retreat into a hex or across a hexside that it is prohibited from moving into or across during movement.

[13.9.5a] Terrain and Mech Unit Retreats

A Mech unit cannot retreat through more than one forest, woods or marsh/soft ground hex without using roads (the retreating Mech units may use roads either before or after this one hex).

[13.9.5b] Retreats into Constricted Terrain

Mech units that retreat into constricted terrain must halt after entering the first such hex unless retreating along a road. Rule [7.6.5] does not apply here; Mech units cannot keep retreating through a constricted terrain hex regardless of the direction of the contours in the hex.

[13.9.5c] Retreats into Non-Movement Covering Terrain

A group of units retreating into a hex without Movement Covering terrain [1.1.3] that is adjacent to enemy units must lose one step of strength from one unit in the group for each such hex retreated into. GA Magnitude does not apply here – the step loss must be taken. Enemy units in Exploit mode or Strat mode are ignored for the purposes of this rule.

[13.9.6] Retreated Units and Further GA

Units that retreat into a hex that is subsequently attacked during the same phase do not contribute to that hex's defense but are still affected by all results.

[13.10.0] Overkills

If some units of a force that retreated did not retreat the full distance called for and not all step losses required in this situation could not be taken due to GA Magnitude, all units in the force that did not retreat the full distance become Fatigued [14.0].

[13.11.0] Advance after Ground Assault

An Advance after Ground Assault allows attacking units to enter hexes defending units vacated because of retreat or elimination. Advance after Ground Assault is not considered movement *per se* and does not cost MPs. However, a unit cannot advance across a hexside or enter a hex prohibited to its movement classification or into hexes containing enemy units. Additionally, while advancing, stacking limits must be observed at all times.

[13.11.1] Who May Advance After Ground Combat

If the attacking force may advance after combat, all of its units may advance. The player may advance as many or as few of the units in the force as desired provided, should the attacking units be in PA mode, at least one unit advances. Only units in the attacking force (not merely those stacked with them) may advance. Defending units may never advance.

[13.11.2] Path of Retreat

The Path of Retreat consists of all hex(es) vacated by the defender and all hexes any retreating stack passes through. If the defender was eliminated before satisfying all obligations, the defender will still declare a path of retreat (within the retreat priorities listed in [13.9.3]) equal in distance to the unfulfilled obligations.

Example: an infantry company defending alone takes a 2(2) result. One mandatory hit eliminates the unit; the defending player must then declare a three hex Path of Retreat.

[13.11.3] Length of Advance

The maximum number of hexes a unit may advance is equal to the length of the defender's retreat (even if some units were unable to retreat the entire distance.) *Exception:* Mech Recon units may advance one hex further than the length of the defender's retreat, provided the entire advance follows a road.

Given this, units are limited as to how far they can advance by their mode and movement classification. Units not in PA mode may advance a maximum of one hex. Leg units in PA mode may advance a maximum of two hexes. Mech units in PA mode may advance a maximum of four hexes.

Finally, Mech units that have no fuel [16.2.1] may never advance more than one hex regardless of their mode.

[13.11.4] How to Advance After Combat

Units are advanced one at a time. The first hex entered must always be one of the hexes attacked. Thereafter, advancing Leg units can only enter hexes that are part of the enemy Path of Retreat [13.11.2]. Mechanized units may either follow the Path of Retreat or deviate from it into clear hexes or hexes with connecting roads.

Units following a Path of Retreat may ignore adjacent enemy units unless those units are in fortifications (in which case the advancing units must stop). Units that deviate from the Path of Retreat must immediately halt their advance as soon as they enter a hex adjacent to an enemy unit.

[13.11.5] Advances & Terrain Restrictions

A Mech unit cannot advance into more than one constricted terrain, forest, woods, constricted terrain or marsh/soft ground hex without using roads (the advancing Mech units may use roads either before or after advancing one hex into this terrain).

A Leg unit that advances over a river must stop after crossing the river hexside unless an intact bridge exists in that hexside.

[14.0] FATIGUE

Soldiers in battle can only be pushed so far. After just a few days in combat, their effectiveness drops off and the sharp edge dulls. Rather than show this by trying to track the fatigue level of every unit on a turn-by-turn basis, two design-for-effect mechanisms have been created to simulate some level of exhaustion (and disruption).

First, units that remain in combat continuously will eventually suffer Overkill results that result (at best) in the units being fatigued – a state in which the units are ineffective until rested.

Second, some units can be pushed throughout the night (when they would ordinarily be resting) to exploit fleeting advantages. They (normally) will pay for this by becoming exhausted and needing rest all the next day. But the reward may be worth the penalty. Choose wisely. Historically, KG Peiper pushed on for almost 48 hrs before fatigue claimed even the notorious Peiper himself. Sometime on the night of the 18th/19th, Peiper slept in Ligneuville when the road through Stavelot to Spa and beyond was actually almost undefended.

[14.1.0] Fatigue & Resting Status

Units may become Fatigued due to Overkill results from Ground Assaults and Barrages, and from Extended Night Activity actions. Each unit selected for activation during an Extended Night Activity will become Fatigued regardless of whether it does activate. Units that are not activated for Extended Night Activity but nonetheless are attacked at Night and either a) use their full strength on defense and/or b) suffer any kind of retreat are marked with a Resting marker – if already marked with a Resting marker, they become Fatigued.)

Mark the Fatigue or Resting status of units by placing the appropriate marker on the unit.

[14.1.1] Effects of Fatigue and Resting Status

Fatigue or Resting status has the following effects. Units whose status is:

- Fatigue: Quarter their combat strengths and MA
- Resting: Halve their combat strengths and MA
- Either: Cannot receive or contribute RIBs or enter PA or Combat Reserve mode. Cannot construct bridges or fieldworks.

[14.1.2] Recovery from Fatigue

Units in Tactical Mode that did not move during the Movement Phase and are not adjacent to enemy units may remove a Resting marker or replace a Fatigue marker with a Resting marker during the Resting phase.

[14.1.3] Maneuver Reserve and Fatigue

Units that come out of Maneuver Reserve Mode do not enter Fatigue or Resting status for any reason during the first Extended Night Activity phase after leaving MR Mode.

Design Note: Units that leave Maneuver Reserve have rested for days prior to their actual commitment to battle and so can usually push on well for the first 24 hours.

[15.0] SUPPLY

Supply represents the flow of ammo, POL, and food that units need to maneuver and fight effectively. Each unit in play has its supply status checked once each GT. When a unit is out of supply it is penalized in a number of game functions. Out of supply units may also be Isolated; those that are during an AM GT will usually need to check for surrender.

[15.1.0] Supply Status

A unit is either in supply or out of supply. A unit is in supply if it:

1. can trace a Supply path [15.4.0] to the HQ to which the unit is assigned *and* that HQ is in turn in supply (called a *Valid Supply path*), or, if the unit is an American Corps XXX or German Army HQ, to an Ultimate Supply Source [15.3.0] **or**
2. has On-Hand supply [15.5.0].

A unit is out of supply if it cannot trace a supply path and has exhausted its On-Hand supply. Units that are out of supply suffer the limitations outlined in [15.8.0]. Out of supply units may also be Isolated and be subject to Surrender [15.9.0].

[15.2.0] Determining Supply Status

Each side determines the supply status of its units during each friendly Administrative Phase. A unit that is not already marked with either an On-Hand Supply marker or an Out of Supply marker which cannot trace a Valid Supply path during the Administrative phase is marked with an On-Hand supply marker. The unit is still considered in supply but should it undertake certain kinds of activity [15.5.1] the unit will (immediately after the activity is complete) become out of supply. This is recorded by flipping the On Hand Supply marker is flipped to its Out of Supply side.

A unit's supply status remains with the unit until the next Administrative Phase even if the unit's supply situation changes in the meantime. Exceptions: units expending On Hand supply [15.5.0] immediately go to out of supply state.

Play note: Unit reassignment takes place after unit supply status is determined during the Administration phase, so if a unit is somehow prevented from tracing a Valid Supply path to the HQ of the Formation to which it is assigned and is reassigned in one Administrative phase, it will have to wait to the next Administrative phase before drawing supply from the Formation to which it is newly assigned.

[15.3.0] (WaR) Ultimate Supply Sources

US Corps and German Army HQs must be able to trace a Supply Path to an ultimate supply source in order to be in supply.

US Ultimate Supply sources are the primary road hexes along originally friendly map edges (i.e., the northern, western, and southern edges of the game map that were not initially under German control on Dec 16th.)

German Ultimate Supply sources are the primary road hexes on the east edges of the NE and SE maps and the following towns: Gemünd (6411NE), Schleiden (6313NE), Stadkyll (6526NE), Prüm (5902SE), Waxweiler (5611SE), Oberweiss (5820SE), Bitburg (6319SE) and Trier (6933SE).

[15.3.1a] The Bastogne – St. Vith Supply Complex

If and when all hexes of Bastogne, St. Vith and the primary Road linking them come under German control, Bastogne becomes an ultimate supply source for one army chosen by the German player and St. Vith an ultimate supply source for a second army. Normally these will be the 5PzA and 6PzA, respectively.

“Control” in this case means that a) there is a path of primary road hexes from each of named hexes to a map edge German Ultimate Supply source and b) no American units can trace a LOS to any of the named hexes. Once this condition holds, the Complex becomes operational during the German Administrative Phase of the sixth turn after the turn in which these conditions are satisfied. The Complex remains operational until the instant the conditions no longer hold. If the conditions are reestablished, the German player must again go through the six turn waiting period.

Design Note: the Germans had intended to put back into operation the rail line from Germany – St. Vith – Bastogne and use those two towns as supply railheads. Note that taking the two towns and clearing the primary road between them will immensely improve the German supply situation. Note that is also a simple way to account for all of the supply dumps and logistical preparations carried out behind German lines

[15.4.0] Supply Paths

A Supply Path is a sequence of contiguous hexes traced from a unit (exclusive) to its supply source (inclusive) (an HQ or an Ultimate Supply source) whose total cost, measured in Supply Path points (SPPs), does not exceed the unit's Supply Path Limit.

[15.4.1] Supply Path Points

Supply Paths cannot exceed a certain length. The length of a Supply Path is measured in Supply Path points and is the sum of the Supply Path point cost of each hex/side traversed by the path. The TEC lists the Supply Path point cost for each terrain type. The costs may differ depending on whether a Mech (or HQ) unit or a Leg unit is tracing the path. Use the values to the left of the slash for Leg units and the values to the right for Mech units (and HQs).

The US player may, if he desires, choose to trace the supply path from a given Leg unit using Mech supply path points.

[15.4.2] (WaR) Supply Path Limits

Maximum Supply Path lengths depend upon the type and nationality of the unit from which the Path is being traced:

- All Leg units – 12 points.
 - All German Mech and HQ units – 12 points.
 - US Mech and Formation HQ units (or Leg units that choose to trace supply as a Mech unit) – 18 points.
 - US Corps HQ units – 24 points.
- Halve these limits for units tracing Pocket Supply [15.5.0].

[15.4.3] HQ Limits

A unit may only use the HQ to which it is assigned as a supply source. Although any number of units can be assigned to a given HQ, an HQ can only be a supply source for a limited number of HQs.

[15.4.3a] Army HQ Limits

An Army HQ may act as a supply source for up to four of the Corps HQs assigned to it. If more than four HQs are assigned to a given Army, some of them will have no supply source.

[15.4.3b] Corps HQ Limits

A Corps HQ may act as a supply source for up to five division formations, of which no more than three can be mechanized (armor, panzer, or panzergrenadier). German independent (mechanized) brigades do not count against this limit; nor do Independent sub-formations. If the number of division formations assigned to an HQ exceeds this limit, some of them will have no supply source.

Any number of independent (non-HQ) units may use the Corps HQ to which they are assigned as a supply source.

[15.4.3c] Formation HQ Limits

Formation HQs act as the supply source for all inherent units still assigned to that Formation plus a maximum of six (6) other units (attached to the Formation.) Independent Sub-formation HQs [9.4.0] act as the supply source for all inherent units still assigned to the HQ plus at most one other unit that is normally an independent unit (i.e., normally assigned to a Corps or Army HQ.)

[15.4.4] Corps & Army HQ Supply Paths

Corps and Army HQ units can only trace supply paths along roads.

[15.4.5] Supply Paths & Enemy Units

A friendly supply path cannot be traced into an enemy-occupied hex. A friendly supply path can be traced into a hex adjacent to enemy units, provided the hex contains a friendly unit.

Also, a friendly supply path can be traced into hexes containing Movement Covering terrain that are adjacent to enemy units and that do not contain friendly units to a maximum of two such hexes per path. Important note: for the purposes of tracing a supply path (only), Night does not convert non-Movement Covering terrain into Movement Covering terrain [1.1.3].

[15.4.6] Weather & Supply Path Costs

If the Ground condition is Thaw, half a point is added to the Supply Path point cost of any supply path traced into a hex without using a road of any kind.

[15.4.7] (WaR) Extended German Corps Supply Paths

When the length of a Supply Path from a German Corps HQ to its Parent Army HQ exceeds **nine** Supply Path points, the Supply

Path is considered “Extended.” Extended Supply Paths make it more costly (less efficient) to operate units at a distance. This condition adversely affects the Fuel Table results and the Ammo Depletion die-rolls. If a Corps suffers from an Extended Supply Path, all units assigned (directly or indirectly) to that Corps are affected as follows:

- Add two to all Ammo Depletion die-rolls [12.8.1].
- Subtract two from the Fuel Table die-rolls [16.2.3].

[15.4.7a] Exception: Army HQs Behind Start Line

Supply paths from German Corp HQs to the Army HQ to which they’re assigned are never considered extended when the Army HQ is east of the Dec 16th front line.

[15.4.8] (WaR) (Optional) German Rollbahnen

Each German mechanized division initially had a designated supply road for its own use. To abstractly simulate this, do the following: when tracing a supply path from a German mechanized division HQ to its Parent (corps) HQ, if any part of that supply path coincides with another German mechanized division’s supply path, or a unit from another mechanized division occupies a hex through which the path is traced, the Supply Path point cost is increased by one for each hex in which this occurs.

[15.5.0] On Hand Supply

On Hand supply represents the supply which units carry with them. Even when cut off from their normal source of supply, the unit can function as though supplied for a limited period of time.

A unit not already marked with an Out of Supply or On Hand Supply marker is marked with On Hand Supply markers if it cannot trace a Valid Supply path. On Hand (and Out of) Supply markers are removed as soon as the unit can once again trace a Valid Supply path.

Note that HQs can go into On Hand supply status (for Formation HQs, this often happens after a pocket supply dump is exhausted.) An HQ in this state can act as a supply source for one turn.

[15.5.1] Unit Actions & On Hand Supply

Units in On Hand Supply status may expend what supply they have left and become out of supply in the following manner (flip marker to Out of Supply side):

- A Mech unit (including HQs) expends more than six MPs during a Movement phase.
- A unit in Exploit mode expends more than two MPs during an Exploitation phase.
- A combat unit participates in a ground assault at greater than half strength. A player may choose to have a unit fight at half strength to avoid using up its On Hand Supply.
- An artillery unit barrages.
- An HQ unit acts as a supply source.

[15.6.0] Pocket Supply

Formation (only) HQ units that cannot trace a supply path of any length to its parent HQ are “pocketed”. Pocketed HQs may remain in supply for a number of turns after being pocketed by drawing supplies from a “pocket supply dump”, formed in the first Administration Phase in which it is determined the HQ is pocketed [15.6.1]. The HQ can draw from that dump until the dump is exhausted, at which time it goes to On Hand supply status.

[15.6.1] Determining the Amount of Pocket Supply

During the first friendly Administrative Phase in which a Formation’s HQ cannot trace a supply path to its parent HQ, the owning player establishes a pocket supply dump for that HQ by determining the initial amount of Pocket Supply. The amount of Pocket Supply is recorded on the Formation’s Army’s Record Track Chart using a numbered Pocket Supply Points marker. Place the corresponding Pocket Supplied marker (i.e., the one bearing the same number) upon the HQ unit.

[15.6.1a] Procedure

Roll a d10 to determine the amount of Pocket Supply Points available and place the Pocket Supply marker on the resulting space.

If the modified die-roll result is: -1 or less = Zero points; 0-3 = One point; 4-5 = Two points; 6-7 = Three points; 8 or more = Four points. Apply the following cumulative modifiers to the die-roll:

- If there is a village, town or city on a primary road within two hexes of the HQ and that village, town or city has been controlled by that side since the beginning of the game, add one to the die roll for a village or two for a town or city. This modifier can be applied no more than once.
- If it is a US Formation add two, if German Formation, subtract two.
- If the HQ unit could not trace a supply path (no longer than the supply path limit) even in the absence of enemy units, subtract two.

[15.6.2] Consuming Pocket Supply

The Formation remains supplied until the Pocket Supply dump has no points remaining (i.e., is empty). In step two of the friendly Administrative Phase of each AM turn, the Pocket Supply marker is moved one box lower towards zero. At the time the marker is moved to the zero box, the dump is exhausted and all supply has been consumed. Remove the marker.

Also, in each Movement or Exploitation Phase in which a Mech unit assigned to the Formation moves more than one-half its MA for that phase, immediately reduce the Pocket Supply by one.

[15.6.3] Artillery Ammo in the Pocket

The Artillery Ammo Depletion value for artillery units assigned to the pocketed Formation is:

- For the US player, modified by adding the current value of the Pocket Supply marker to a base value of three.
- For the German player, the current value of the Pocket Supply marker.

This becomes the current Ammo Depletion value for all units in the pocket.

Example: If the Pocket supply marker is currently at three in a US pocket, the Ammo Depletion value of all artillery units in that pocket is six (3 + 3 = 6). For a German pocket, it would be three.

[15.6.4] US Air Re-supply

The US player may attempt to increase the size of pocket supply dumps using Air Re-supply missions. Successful Air Re-supply missions deliver one or two Pocket Supply points to the pocket; each point delivered increases the Pocket Supply Marker by one. Air Re-supply missions may be conducted during friendly AM or PM Administrative Phases (in the AM turn, prior to consuming pocket supply) of turns with clear atmospheric conditions but can only be conducted once per day per pocket.

Pocket Supply may never exceed four.

[15.6.4a] US Air Supply Points

The US player is allotted a certain number of Pocket Supply points that can be air dropped (called Air Supply points), depending on the weather and scenario exclusive rules. The availability of these points is tracked with the Air Supply point markers placed on the Army Record Track.

[15.6.4b] (WaR) Campaign Game Allotment

The US player has one Air Supply point (total) available from Dec 18 AM to Dec 20 PM. Beginning with the Dec 21 AM game turn, the US player has a total of four air supply points per day. Points unused on a given day cannot be accumulated.

[15.6.4c] US Air Re-Supply Missions

Each mission may attempt to deliver either one or two Air Supply points. The HQ unit receiving the supply cannot be adjacent to enemy units and there must be at least one clear or rough terrain hex within 3 hexes of the HQ to which it can trace a Supply Path. To resolve the mission, nominate one such hex as the “drop zone”. Then, for each Air Supply point the US player is attempting to deliver, roll a d10. On a modified roll of **eight (8) or less** the point is successfully

delivered; increase the number of Pocket Supply points in the Pocket by one (but not to more than four.)

Die-rolls are modified by plus one for every four German units (round down) within two hexes of the drop zone. Heavy Flak units count as two units.

[15.6.5] Multiple Formations in a Pocket

If multiple formations are encircled in the “same” pocket, each Formation establishes a Pocket Supply dump. Each dump is tracked of separately. Pocket Supply points may be transferred from one dump to another if the Formation HQ that’s the target of the transfer can trace a supply path no longer than 12 SPPs to the HQ of the Formation that’s the source of the transfer.

This transfer happens at the *end* of step two (i.e., after pocket supply points have been expended) of the US Administrative phase of AM turns only, and at most one point can be transferred.

[15.6.6] Destroyed Divisional HQ and Pocket Supply

If the HQ of a Formation on pocket supply is destroyed, the dump is destroyed and all units assigned to the Formation in the pocket go to On hand supply if not already on it or OOS.

[15.7.0] Special German Air Supply Missions

The German player may attempt Air Supply missions, too, but these are much more limited than US Air Supply missions. The German player may attempt only one Air Supply Mission per day and only on turns with Clear and Partially Overcast atmospheric conditions. German Air Supply missions are limited to being able to only re-supply Independent Sub-formations (i.e., Kampfgruppe) [9.4.0]. Units that receive such supply must be able to trace a supply path (1/2 allowable length, that is, 6SPPs) to the KG HQ unit. The HQ receiving the air supply cannot be adjacent to enemy units and there must be at least one clear or rough terrain hex within 2 hexes of the HQ to which the HQ can trace a Supply Path.

The effect of a successful mission is that all units assigned to the KG HQ are supplied for the turn. If the KG is in a pocket, pocket supply is not increased nor does a successful mission offset the need to reduce pocket supply on AM turns.

[15.7.1] Procedure

German Air Supply Missions consume Air Points [21.1.0]. Air Supply missions require one AP to be allocated. Up to three additional AP may be allocated; for each that is, subtract one from the Mission Success die-roll. The mission is successful on d10 result of two (2) or less.

[15.8.0] Effects of Being Out of Supply

A unit that is marked with an Out of Supply marker is indeed, out of supply. All of the Out of Supply effects listed below apply to the unit until it can again trace a valid supply path during a friendly Administrative Phase. When that happens, the Out of Supply marker is removed from the unit.

[15.8.1] Out of Supply Effects on Combat Units

Units that are Out of Supply suffer the following penalties:

- Their Movement Allowance is halved.
- Units in Exploit mode must immediately leave Exploit mode and enter Tactical Mode.
- Combat strengths are halved.
- Armor or AT values are halved.
- Artillery units may not barrage, and their red hexagon function is ignored (includes AT units).
- Engineer units may not construct or demolish bridges.

[15.8.2] Out of Supply Effects on HQ Units

Out of Supply HQ units suffer all of the effects listed for combat units above plus they cannot be used as supply sources.

[15.9.0] Isolation & Surrender

Out of Supply units which cannot trace a supply path of any length to a Supply source (remember that an out of supply HQ is not

a supply source), and are not within two hexes of a friendly unit that is not Isolated, are considered Isolated and therefore subject to surrender. Nearby Leaders may free units from having to check for surrender [24.2.1a].

[15.9.1] AM Surrender Checks

Units only check for Isolation during the friendly Administrative phase of AM turns. If, during this phase, a unit is found to be Isolated, it must make a proficiency check [4.3.0] using its defensive PR. If the unit fails this check, it has surrendered and is permanently removed from play. If a Formation HQ is Isolated and it surrenders, all units assigned to that Formation that are a) Isolated and b) able to trace a Supply Path to the HQ also surrender.

[15.9.1a] Surrender Check Modifier

Each additional day a unit remains Isolated the probability it surrenders increases. For each consecutive Surrender phase a unit has been Isolated, three is added to the unit’s Surrender check die-roll.

This is easily recorded by placing a bridge bottleneck marker on the “3” position immediately after the first Surrender check made by a unit, reminding the player there’s a +3 modifier on the next check. If the unit passes the second check, rotate the marker once again, to its “6” position, and so on. The marker is removed immediately upon the unit establishing regaining Supplied state.

[15.9.2] Combat Surrender Checks

Each time a Ground Assault is made upon an Isolated unit, roll for surrender before the actual resolution of the attack. Once again, a nearby Leader may free the unit from having to check for surrender [15.9.1].

[15.9.3] Units That Don’t Surrender

German SS units (white on black), units of the 82nd and 101st US Airborne Divisions, and the British Paratroop units, never check for Surrender.

[16.0] GERMAN LOGISTICS

The German side is hindered by an additional logistic headache: there are only a limited number of vehicles and wagons to transport fuel, ammo, and units. This rule simulates these problems but also allows the German side some latitude in managing things by allowing players to determine where the logistic shortfalls will tend to be.

This is simulated by requiring the German side to assign Truck Points (TPs) to armies and use those TPs to make available Fuel (required for mechanized Formations to move effectively), Artillery Ammo (in order to positively modify the poor German ammo depletion value) and transport units (primarily Corps- and Army-Level artillery units, which can’t move without transport.)

Scenario rules will provide the number of Truck Points (TPs) available to each army and may allow the freedom to re-assign these points.

The Germans have ammo and fuel stockpiles available Dec 16.

The Americans had plenty of transport available and are not affected by this rule.

[16.1.0] Assigning Truck Points to Armies

During the German Transport Phase of each AM GT starting with the Dec 20 AM turn the German player assigns his available Truck Points (TPs) to his armies. No army may ever be assigned more than 12 TPs. Each TP assigned to an Army is assigned to one of three roles: transporting fuel, ammo, or units. Each Army has a set of TP markers (labeled “Army Trucks Ammo”, “Army Trucks Fuel” and “Army Trucks Motor”). These markers are placed on the Army’s Record track in the numbered box equal to the number of TPs assigned to that role.

No more than seven TPs can be allocated to Ammo transport per army per day. No TPs may be allocated to Ammo or Fuel transport prior to Dec 20 AM [16.5.0].

[16.1.1] (WaR) Campaign Game Allotment

The German player has a total of 20 TPs to assign to his armies which may be assigned as he sees fit, although each Army must always be assigned at least one TP for Ammo transport.

[16.1.2] Scenario Allotments

TP allotments for individual scenarios are given in the scenario listings.

[16.1.3] (WaR) Bastogne-St Vith Supply Complex

If the Germans can get the Bastogne – St. Vith supply complex operational [15.3.1a], they add four (4) to all fuel and ammo delivery die rolls for as long as they satisfy that condition.

[16.2.0] Fuel

German mechanized formations require fuel points to move at their maximum ability. An army's TPs assigned to transporting fuel are used with the German Transport Table to determine how many Fuel points (FPs) are actually delivered to that Army that day. Using the Transport Table, roll a d10 and cross-index the result with the number of TPs assigned to Fuel transport. All of the results without a slash, and those to the right of a slash, are FPs. Record the number of FPs received by placing the Army Fuel marker in the numbered box equal to the number of FPs received.

[16.2.1] Allocating Fuel Points to Formations

Fuel Points are allocated to mechanized formations during each friendly Movement phase (only). FPs cannot be allocated during any other phase. A mechanized Formation is only eligible to receive a FP if its HQ is in supply. The FPs can only come from the Formation's parent Army. All FPs are allocated before any units start moving, and they are used up (lost) once allocated. An Army's Fuel marker is moved down one space (to the left) for each FP it allocates.

[16.2.2] Fuel Supply & Fuel Markers

A divisional HQ that receives two FPs, or a brigade or kampfguppe ([9.4.0]) HQ that receives one FP, has a normal Fuel Supply. Fuel Supply markers are not placed on HQ units with normal fuel supply. If a division only receives one FP, or a brigade or KG half an FP, a Fuel Low marker is placed on the HQ. (A half FP point can be recorded by flipping the Army Fuel marker upside down.) If a Formation receives no FPs, a No Fuel marker is placed on the Formation's HQ. Fuel status markers remain in place until the beginning of the next Friendly movement phase.

Play Note: During Extended Night Activity a German Mech unit uses the fuel status of its Formation in the immediately preceding Night GT.

[16.2.3] Fuel Supply and Movement Allowances

The German player determines a Formation's actual MA just before any units of a Formation are moved by referencing the Fuel and Reserve Release Table. The player rolls d10 and cross-indexes the result with the fuel status of the Formation. The German player is then given a choice. He can choose to make the resulting number either

- the MA for all units of the Formation for that phase, or
- the number of units of the Formation that may move their full MA that phase. The other units may not move at all.

That is, instead of moving all units of a Formation up to the MA number on the Fuel table, the German player may choose to have that number of units move their full MA and the remainder not move at all.

Note that even formations with Normal fuel levels must roll on the Fuel and Reserve Release Table.

[16.2.4] Saving Fuel Points

The German player may save up to four fuel points per Army from one day to the next.

[16.2.5] (WaR) Starting Fuel Stockpiles

The German player starts the campaign (Dec 16) with 4 days supply of fuel accumulated. All mechanized formations have Normal fuel status until Dec 20 AM.

Note: Some Dec 16 scenarios end Dec 20. During all these scenarios, all mechanized formations have Normal fuel status for the duration. This applies to all Dec 16 scenarios except the full campaign game in which the normal rules are used starting Dec 20 AM as per the above.

[16.3.0] Artillery Ammo

The base Ammo Depletion value of all German armies is three (3). Each day, this number can be increased for a given Army by expending Ammo points in its Ammo stockpile. Unfortunately, no markers are supplied to record the level of an Army's stockpile; use a blank marker. Ammo points may not be reassigned between the stockpiles.

The stockpile may be reduced if the Army is very short of Ammo. As described in [16.3.1], armies start each scenario with a stockpile of zero or more points. The number in the stockpile may be increased by allocating sufficient TPs to Ammo transport, and it may be decreased if too few are allocated. After adjusting the stockpile during the German Transport Phase of AM turns by following the procedure below, the German player decides how many (if any) ammo points he's going to expend from each army's stockpile to adjust the Ammo Depletion value upwards. No more than four (4) may be expended per Army per day. He cannot choose to reduce the Ammo Depletion value. Record an Army's Ammo Depletion level for the day using the provided markers.

An army's TPs assigned to transporting Ammo are used with the German Transport Table to determine how to adjust the Ammo stockpile for that Army. Using the Transport Table, roll a d10 and cross-index the result with the number of TPs assigned to Ammo transport. All of the results to the left of the slash are used. A negative sign means the army's Ammo stockpile is reduced by one. A zero means no change. A plus sign indicates an increase in the Ammo stockpile. A "+" sign indicates an increase of one. A number followed by a plus sign indicates an increase by that number.

If the Ammo stockpile was at zero prior to this procedure and a "-" is rolled, the army's Ammo Depletion number is decreased by one for the day (to 2) and the marker remains in the zero box.

[16.3.1] (WaR) Starting Ammo Point Stockpiles

The Germans start the Dec 16 campaign scenario with ten Ammo points available for allocation to their armies' stockpiles. For the Dec 21st campaign scenario, the Germans initially have six ammo points available to allocate. For the Dec 28th campaign, the number is ten. These points may be allocated among the three armies as the German side sees fit.

When playing a campaign scenario, the German side always receives eight ammo points on the AM game turns of Dec 22 and Dec 29 and six ammo points on the Jan 5 AM game turn. When they're received, allocate them using the procedure above.

When playing any of the smaller scenarios, the number of ammo points initially available to the Germans is given in the scenario listings, but none are received for the rest of the scenario, even on the dates given above (except of course those received by normal methods.)

This rule is in effect for all scenarios except [33.0] and [34.0].

[16.4.0] Unit Motorization

A German army's TPs assigned to unit movement can motorize static artillery units and Leg units – see [7.10.4] and [7.9.2]. Each TP on a German Army's Record Track allows that army to place one Motor Unit marker on any two attached artillery units or any one Leg unit.

[16.4.1] (WaR) German 7th Army & Mechanized Formations

German 7th Army may never have more than one mechanized Formation within its command unless more TPs are assigned to it. Two TPs per mechanized division, and one TP per mechanized brigade, beyond one, are required each day they are assigned to Corps assigned to 7th Army.

Note: Formation assignments are determined during the Administrative phase of Night GTs while TP allotment is done at the beginning of AM GTs. It is sufficient to allot the TPs in the AM turn immediately following the assignment of the Formation to the 7th Army.

Design Note: this reflects the non-mechanized role assigned to that army and its orphan status with regard to mechanized assets. If you want more mechanized formations, you have to assign a higher priority of mechanized logistic support to this army.

[16.5.0] (WaR) TP Allocation Prior to Dec 20 AM

Between Dec 16 AM and Dec 19 Night, the following rules apply. The Germans can only use TPs to move artillery units and motorize other units [16.4.0]. They may not be used to haul fuel or artillery ammo.

Initially, 10 TPs are assigned to 6th PzA, eight to 5th PzA, and two to 7th Army. Each AM GT, the German player can allocate some number of those assigned to each army to the unit motorization role. Once allocated, they are “used up” until Dec 20 AM.

Example: The German player wants to try to keep the 5PzA artillery up to his spearheads and decides that all he’s going to do with the 5PzA TPs from Dec 16th – 19th is move artillery units. Since artillery units can’t move until Dec 17th AM, he allocates none of the 5PzA’s TPs on Dec 16. On the 17th, progress has been somewhat slow, so again he chooses to leave the artillery in place. On the 18th, though, the front has advanced considerably and he decides to make his move. He allocates four of the eight TPs available to 5PzA to unit motorization on Dec 18 AM, allowing him to motorize eight artillery units each turn of the day. This leaves him four more to use on the 19th.

[17.0] CROSSING WATER OBSTACLES

The Ardennes is a hilly, wooded terrain frequently intersected by rivers that are considerable obstacles to military operations. These rivers often ran perpendicular to the German axis of advance. These rules consider the pronounced effects rivers had on the campaign.

Players may use their engineer units to build [17.1.0] and demolish [17.4.0] bridges. Many of the German tank types at this stage of the war were too heavy to use smaller bridges and any attempt to do so may cause those bridges to collapse [17.5.0]. The German side may construct heavy bridges [17.2.0], which are not subject to collapse.

Engineers can also be used to ferry Leg units over rivers [17.3.0].

[17.1.0] Bridge Construction

Bridges are constructed using engineer units. With the exception of German Heavy bridges, the material to build bridges is available on the spot whenever an engineer begins construction of a bridge. Once built, either side may use an engineer-constructed bridge.

[17.1.1] Engineers and Bridge Construction

Engineer units that begin a Construction phase adjacent to a river or stream may begin construction of a bridge provided the hex “across” the river is not occupied by an enemy unit. A bridge construction marker is placed on top of the unit when construction begins, with one hit marker under the marker for each turn over one that the bridge will take to construct. Each succeeding Construction phase, remove one hit marker from those remaining under the Bridge Construction marker; if none remain, the bridge is completed. Flip the marker over to its “completed” side.

If the bridge is being constructed by two or more steps of engineer units, the bridge will take

- one turn to complete if over a minor river or stream, and
- two turns to complete if over a major river.

If the bridge is being constructed by a single step of engineers, construction costs are doubled:

- two turns to complete if over a minor river or stream, and
- four turns to complete if over a major river.

[17.1.1a] Delaying or Halting Bridge Construction

If one or more of the engineer units building a bridge construction leaves the hex, becomes Fatigued or Resting or is eliminated before the bridge is finished, construction halts and the Bridge Construction marker is removed. If a barrage inflicts any other result on a hex in which an engineer unit is building a bridge, the time needed to finish the bridge is increased by one GT. Signify this by adding a hit marker under the Bridge Construction marker.

This can occur any number of times before the bridge is actually finished.

[17.1.1b] Bridges & German Armor Weight

Note the constructed bridges are subject to Bridge Collapse (see [17.5.0].)

[17.1.1c] Bridge Construction Restrictions

The same engineer unit may not construct a bridge and fieldworks simultaneously. Engineers must be in Tactical mode to attempt bridge construction. Bridge construction cannot start or take place during an Extended Night Activity since there’s no Construction phase at that time.

[17.1.1d] Constructed Bridges & Roads

A constructed bridge connects any road or trail hexes separated by rivers as long as the ends of the separated roads or trails point to each other across a common hexside.

[17.2.0] German Heavy Bridge Columns

The German Heavy Bridge Column units represent “J” and “B” class bridges. These units have a mechanized MA of nine (9) and may not go into Exploit mode. All normal rules for Bridge Construction [17.1.0] apply except that the engineer unit(s) must be Army-level engineer units. (That is, engineer units whose inherent assignment is to an Army.) When construction is finished the bridge unit is flipped to its completed side and the engineer unit(s) may move away.

[17.2.1] Heavy Bridges and German Armor

A German Heavy Bridge is treated exactly like a regular bridge, except that Heavy bridges never collapse.

[17.2.2] Relocating Heavy Bridges

Deployed Heavy Bridge units may be dismantled and rebuilt elsewhere. Reverse the construction process to dismantle it; once complete, the unit will be in undeployed (mobile) state.

[17.2.3] Heavy Bridge Columns and Stacking

Heavy Bridge Column units may not stack with any other Mech unit (nor can a Mech unit using Road Movement enter their hex) unless they are under construction or have been completed.

Exception: one Army level engineer unit may stack and move with a Heavy Bridge Column unit. Army level Mech engineer units stacked with a deployed Bridge Column are treated as Leg units and don’t inhibit the movement of other Mech units (see [7.8.3a].)

[17.3.0] Ferrying Leg Units

Engineers can be used to ferry Leg units over major rivers and assist them in crossing minor rivers and streams. When an engineer unit in Tactical Mode starts a Movement or Exploitation phase adjacent to a river or stream hexside the following applies:

- Any one Leg unit may cross a major river hexside that’s part of a hex containing the engineer unit provided it moves only one hex.

- Any Leg units crossing a minor river hexside adjacent to an engineer may treat the river like a stream.
- Any Leg units crossing a stream hexside adjacent to an engineer may ignore the stream. *Exception:* German Leg AT units must pay the cost of the stream hexside (+2).
Engineers who assist other units across water obstacles may not move during the phase.

[17.4.0] Bridge Demolition

Bridge demolition may occur at two points of the GT:

- **Prepared Bridge Demolition:** at the beginning of the friendly Movement phase.
- **Hasty Bridge Demolition:** when defending against a Ground Assault or Overrun.

Engineer units in Strat mode or Out of Supply may not attempt bridge demolition. A destroyed bridge cannot be used again (although an engineer-constructed bridge can be built in its place.)

[17.4.1] Prepared Bridge Demolition

An engineer unit that, at the start of a friendly Movement phase, occupies a hex adjacent to a bridged river (not stream) hexside may attempt to destroy the bridge. The player rolls a d10, applies the appropriate modifiers, and consults the Bridge Demolition Table. If the attempt succeeds, a Destroyed Bridge marker is placed in one of the hexes adjacent to the bridge.

You cannot attempt to destroy a bridge unless enemy units are within 8 hexes. Only one demolition attempt per Movement phase is allowed. Each demolition attempt requires one step of engineers to be dedicated to it; that is, this step cannot participate in any other demolition attempts during that Movement phase.

Engineer units that attempt bridge demolition cannot move in the Movement phase in which the attempt occurs.

[17.4.2] Hasty Bridge Demolition

If the enemy player attempts to attack through a bridged hexside (whether he uses the bridge or not), the defending player may attempt Hasty Bridge Demolition. Use the above procedure [17.4.1], but modify the demolition die-roll by plus one.

[17.5.0] Bridge Collapse

Certain bridges may be too light to carry German Medium and Heavy Armor units. These are:

1. Non-engineer constructed bridges that carry trails over rivers (not streams.)
2. German engineer constructed bridges (except Heavy bridges.)
3. American engineer constructed bridges.

If a German medium armor unit attempts to cross a type 1 or 2 bridge, it may collapse.

German heavy armor units will automatically collapse type 1 and 2 bridges. If a German heavy armor unit attempts to cross a type 3 bridge, it may collapse.

No other bridges collapse.

“Attempting to cross” means either trying to move, retreat or conduct a ground assault across the bridge. Armor in Stand-off mode during a GA does not cause a bridge collapse check.

To check, a d10 is rolled and the Bridge Demolition Table is consulted. Use the line for Bridge Collapse (there are no modifiers). If the result is “collapse”, the bridge has collapsed before the unit could cross it; the bridge is destroyed. Place a destroyed bridge marker in a hex adjacent to the hexside the bridge was spanning.

If the bridge does not collapse on the first attempt it is never rolled for again.

[18.0] FIELDWORKS & FORTIFICATIONS

Fieldworks are positions constructed to improve defensive capability. German and US combat units may construct two kinds of Fieldworks: Improved Positions (IPs) and Entrenchments (ETs). Fortifications are more permanent defensive positions. In Wacht Am Rhein II the only fortifications are found in West Wall hexes.

[18.1.0] General Rules for Fieldworks

The following general rules apply to both Improved Positions and Entrenchments. More specific rules for the individual types follow further below.

[18.1.1] Halting Fieldwork Construction

The construction of a fieldwork is halted if the unit constructing it is either ground assaulted (regardless of the result), retreats because of a barrage or becomes Fatigued or Resting. Remove the construction marker.

[18.1.2] Fieldworks and Combat

Fieldworks aid the units occupying fieldworks whenever they are barraged or defend in a ground assault. This aid comes in the form of:

- DRMs (for Barrages) or GAT column shifts. The specific benefits are found on the Barrage and GA Tables.
- Units in fieldworks may observe for more artillery units (see 12.1.6).

All units stacked with Fieldworks benefit from the fieldworks with the exception of units in Strat and Exploit mode. Further, even if there are units that can receive fieldwork benefits, the adverse column shifts for Strat and Exploit mode still apply to the combat. Units in Maneuver Reserve and Combat Reserve do benefit from being in Fieldworks.

Fieldworks are Combat Covering terrain.

[18.1.3] Vacated Fieldworks

A fieldwork unoccupied at the end of a Movement phase is removed from the map. Fieldworks in a hex which was the target of a ground assault or barrage that resulted in all defending units leaving the target hex are removed.

[18.2.0] Improved Positions

Improved Positions (IPs) are the easier to build than ETs but offer less protection.

[18.2.1] Constructing Improved Positions

Two or more steps of combat units may construct an IP in the hex they occupy. Construction starts during a friendly Construction phase. Note the construction by placing an IP marker on top of the unit(s), under-construction side up. Construction is completed in the next friendly Construction phase – flip the IP marker over to its completed side.

Quick construction: two or more steps of engineer units may start and complete an IP in the same player-turn if they do not move. Construction is completed at the end of the Movement phase that immediately follows the Construction phase in which construction was started.

[18.3.0] Entrenchments

Entrenchments offer greater protection against attack than IPs. The process to build ETs is identical to that of building IPs except that:

- ETs can only be constructed in hexes already containing IPs, and
- ETs can only be constructed by engineer units.
- Two or more engineer steps can quick-construct an ET. This implies that an ET can be built in two turns by two engineer steps in a hex that initially has no IP.

[18.4.0] Fortifications

Fortifications offer significant protection.

The only Fortifications in WaR II are the hexes containing the West Wall fortifications. They only benefit German units. Their location is printed not on the map but instead on the reduced-size setup maps found in the scenario booklet.

In addition to their effects noted elsewhere, German units in West Wall hexes have their defensive PR rating increased by two to a maximum of 9.

Fortifications may not be built during play and, once destroyed, they cannot be rebuilt. Fortifications can only be destroyed by enemy occupation: a US engineer unit in Tactical mode must spend one full turn in a West Wall hex to destroy the fortification in the hex.

A number of fortification hexes have already been destroyed prior to Dec. 16, as noted on the setup maps in the scenario booklet. Players should note the hexes containing destroyed fortification hexes using blank markers or on (copies of) the setup maps.

[19.0] UNIT BREAKDOWN

Most units may detach company-sized units. Units may also reattach detached companies. Units may break down by detaching all their companies and similarly reform from breakdown companies. Detachment and reattachment occurs during the friendly Movement phases. Only units in Tactical mode may do this. It costs units one-half of their Movement Allowance to do so. The Unit Breakdown Chart shows pictorially the company composition of most unit types.

[19.1.0] Detachment and Breaking-Down

Most units composed of companies of the same type (i.e., non-Hybrid units) may detach company-sized units of that type. For each company detached, place a breakdown company of that type in the hex and increase the number of step losses of the parent unit by one. Players may choose to detach all companies from the unit (called *breaking down* the unit), in which case the unit is removed from the map. It is available to be reformed at a later time.

Full-strength Hybrid units may also detach companies, but when doing so must break down completely into their constituent companies.

Should an Overstack [6.4.0] result from breaking down, the stack does not suffer movement overstack penalties [6.4.2] during the Movement or Exploitation phase in which the breakdown occurred unless additional units move into the hex prior to the overstack being alleviated.

Restriction: A company cannot be detached if after detachment either of the combined combat factors of the two units is greater than that combat factor of the unit prior to detachment.

Restriction: Units with a red triangle may never detach or reattach companies.

[19.2.0] Reattachment and Reformation

Non-Hybrid units that have taken one or more step losses (possibly due to an earlier detachment) may have companies reattached to them. Non-Hybrid units that have been broken down may be reformed and returned to be map at partial or full strength. Hybrid units that have been broken down may be reformed and returned to the map, but only at full strength.

[19.2.1] How to Reform Units

To reform a broken down unit, all breakdown units must start the Movement phase in the same hex. Remove the breakdown units from the map and replace them with the parent unit. A reformed unit's step total is equal to the number of companies that were present when it reformed. Hybrid units must be reformed to full strength; non-Hybrid units need not be.

[19.2.2] Reattaching Companies

Players may reattach detached breakdown companies into the parent unit. Both units must occupy the same hex at the start of the Movement phase. Remove the breakdown company from the map and increase the parent unit's strength by one step for each re-incorporated company.

[19.3.0] Breakdown Special Rules

[19.3.1] Proficiency Ratings

Breakdown units all have a generic Proficiency Rating in order to reduce record keeping. German Leg units have an attack PR of 5 (five) and a defense PR of 6 (six). German Mech companies have ratings one higher. US Leg companies have an attack and defense PR

of 6 (six). All US Mech companies have attack ratings of 6 (six) and defense ratings of 7 (seven).

Optional: give German Infantry 2-2-0 companies a proficiency rating of 6 on attack and defense.

[19.3.2] Back-Printed Breakdown Units

All company-size units are back-printed with another type of company-size unit. This is not a reduced strength side, but is an entirely different unit provided for breakdowns of other types of battalions.

[19.3.3] Reforming into TO & E Battalions

Some generic battalion-sized units have been provided for the Germans. This is to allow players to break down some hybrid units into their separate armor and mechanized infantry companies and then recombine some of those units into pure mechanized infantry or armor battalions. All normal rules for breakdown and build-up are used when forming or disbanding these types of units.

Note that the battalion-sized panzer unit on the back of some reserve panzer units is not an at start unit. It exists so that players may form up a panzer battalion unit by breaking down hybrid panzer teams and using the breakdowns plus the reserve company to form a panzer battalion.

[19.4.0] (Optional) Maintaining Unit Affiliation

As an optional rule, players keep track of the parent units to which breakdown companies belong. When doing this:

- The breakdown companies use the proficiency ratings of their parent unit.
- When reattaching or reforming, only those companies of the original parent unit may reattach to the unit or be used to reform the unit. If a breakdown company is lost, the parent unit cannot fully reform. Hybrid units may not reform at all until replacements have been used to rebuild the lost companies.

[20.0] WEATHER

Wacht Am Rhein II weather effects are represented by measuring both ground and atmospheric conditions. Poor ground conditions will negatively impact movement. Poor atmospheric conditions will negatively affect visibility and air point availability.

[20.1.0] Weather Determination

Players decide before starting a game whether to use variable or historical weather.

[20.1.1] Historical Weather

The historical weather is shown on the German Turn Record Track. The background color of the box containing the turn number indicates the atmospheric condition that turn according to the legend on the track. The prevailing Ground condition appears as text in the same box. If there is no text, the ground condition is normal.

[20.1.2] Variable Weather

When using variable weather, determine the prevailing atmospheric and ground conditions for the GT during the Weather Determination phase. The US player consults the Weather Table on the German Turn Record track and rolls a d10 for each condition, applying the DRM for that condition (as given on the German Turn Record track). Extended Night Activity uses the atmospheric and ground conditions of the immediately preceding Night turn.

Note that it is required to determine atmospheric conditions during Night turns since a "snow" atmospheric condition implies a "snow" ground condition.

Due to an oversight, weather condition modifiers for night turns are missing. Use the modifiers for the preceding PM game turn and increase the ground condition modifier by +5 (as it generally gets colder at night.)

Starting with the Dec 27 PM turn, if the atmospheric condition was determined to be "partial overcast", roll a second d10; on a 0-4, the atmospheric condition is "overcast" instead.

Starting with the Dec 28 AM turn, treat all ground condition results of “normal” as “snow” if the atmospheric condition is “overcast”.

[20.2.0] Ground Conditions

There are four ground conditions in the game: Normal, Snow, Thaw, and Frozen. Ground conditions may affect:

- Unit MAs
- Whether soft ground is ignored (due to being frozen)
- Ammo depletion die-rolls.

Adjustments to unit MAs due to weather are always made to the base MA before the consideration of any other effect such as supply, fatigue and the halving of unit’s MAs during Exploitation phases.

[20.2.1] Normal

Normal represents sufficiently dry and packed snow, along with bare ground. Movement allowances are unmodified.

[20.2.2] Frozen

Frozen is the best condition for Regular movement during the battle. It is a combination of frozen ground and sufficiently dry and packed snow. Increase the MA of any unit not using Road Movement by one MP. The Marsh/Soft Ground terrain type is ignored.

[20.2.3] Snow

Snow hinders movement. Unit MAs are reduced by two unless only Road Movement along primary or secondary roads is used.

[20.2.4] Thaw

The worst ground condition is Thaw. Unit MAs are reduced by three unless only Road Movement along primary roads is used. Two is added to the MP and Supply Path point costs to enter Marsh/Soft Ground hexes. One is added to all Ammo Depletion die-rolls for both sides.

[20.3.0] Atmospheric Conditions

There are four atmospheric conditions in the game: Clear, Partial Overcast, Overcast and Snow. Atmospheric conditions affect observation [8.0] and air point availability [21.1.0].

[20.3.1] Clear

There are no adverse effects on visibility or the availability of Air Points to either side.

[20.3.2] Partial Overcast

Visibility is unaffected, however only one-half of the available Air Points are received by each side.

[20.3.3] Overcast

Maximum visibility is two hexes and no Air Points are available.

[20.3.4] Snow

Maximum visibility is one hex and no Air Points are available. It also implies a ground condition of Snow.

[21.0] AIRPOWER

Airpower is handled by the use of Air Points (APs) that are allocated to both sides. The availability of air points [21.1.0] is highly dependent on the weather; during clear weather, the Allied air forces were capable of severely curtailing German offensive operations.

APs may be used to attack enemy units during friendly Barrage segments (in either player’s Combat phases) [21.3.0] or when they move during enemy Movement and Exploitation phases [21.4.0]. The US player can also use his APs to attack the German logistical transport system [21.5.0]. Friendly APs can also be used to escort friendly missions and intercept enemy missions [21.6.0].

Note that Air Resupply missions ([15.6.4] and [15.7.0]) are not covered by these rules, although German Air Resupply missions do use APs.

[21.1.0] Air Point Availability

Players will receive zero or more APs to use each game turn. Those not used during the turn may not be saved to be used in later turns.

When playing with the historical weather option, the number of APs granted to each player is shown on the Turn Record Tracks and is not adjusted for weather conditions (that’s already been accounted for in the number allotted.) There are two adjustments to the values shown on the TRTs: the values shown on the US TRT for GTs 20 and 21 should be zero, not four.

When playing with the variable weather option, the number available is as follows, prior to reduction due to weather effects:

For the US side:

- Dec 17 AM to Dec 17 PM: eight APs per turn
- Dec 18 AM to Dec 18 PM: 12 APs per turn
- Dec 19 AM to end of game: 24 APs per turn.

For the German side:

- Dec 16 AM to Dec 18 PM: three APs per turn;
- Dec 19 AM to Dec 22 PM: two APs per turn;
- Dec 23 AM to end of game: six APs available on first clear game turn, two APs thereafter.

[21.1.1a] Operation Bodenplatte (Base Plate)

Jan 1, 1945 the Germans launched the surprise last-gasp Operation Bodenplatte against Allied airfields. It temporarily disrupted Allied air efforts.

When using the historical weather option, this operation occurs on the Jan 1 AM turn. When using the variable weather option, the operation occurs on the first Clear or Partial Overcast turn on or after Jan 1 AM.

On this turn, the German player has available a total of 8 APs available. If he chooses to allocate all of them to this operation, none are available for normal operations during the turn. The effect is that six US APs per turn are lost for the rest of the game.

The German player can choose to not execute the operation; in this case, the 8 APs may be used for normal activities.

[21.1.2] Allocating APs

At the start of the Air Allocation Phase both players must allocate all APs received this turn to specific sectors of the map [21.1.2a]. Record the number of APs assigned to each sector by placing the appropriate Sector Air Point marker on the corresponding Army Track. Note these markers have a 10+ value on one side for use when more than 10 APs are allocated to a given sector.

[21.1.2a] Map Sectors

For the US player, the map is divided into four sectors, each corresponding to a map section: NE, NW, SE and SW. For the German player the map is divided in two, simply North (NE and NW maps) and South (SE and SW maps).

An AP that has been assigned to a sector may not be used in a different sector.

[21.2.0] Using Air Points

An AP may only be used once per GT and once used the corresponding Sector “AP Allocated” marker is moved to the left to show the reduced number of APs remaining. APs can be used for four types of missions: Ground Support, Ground Interdiction, Air Superiority and Supply Interdiction.

[21.3.0] Ground Support

Enemy units that are observed may be attacked by Air Points during the friendly Barrage Segment. This is a Ground Support (GS) mission.

[21.3.1] How to Conduct Ground Support

To conduct a GS mission, the player picks an enemy-occupied hex and states how many APs he is using. Any number up to the limits below can be allocated to one mission. The player resolves it exactly like an artillery barrage. Each AP equals one Barrage factor.

A hex may be attacked by GS once per Combat phase and, if it is, it may not also be attacked by an artillery barrage in the same Combat phase.

[21.3.2] Ground Support Limits

The maximum number of AP that may be allocated to a GS mission is dependent upon the form of observation:

- If the observing unit is in PA Mode [12.3.2a]: eight (8).
- Otherwise: four (4).

[21.3.3] Defensive Ground Support

If a GS mission occurs during the other side's player-turn, it is considered a defensive GS mission. In this case, each AP participating in the mission counts for only ½ a barrage factor.

[21.4.0] Ground Interdiction

Enemy units that move four or more consecutive hexes while being observed (including by US Air Observation [12.3.4]) during turns with Clear atmospherics may be attacked by Air Points executing a Ground Interdiction mission (GI). GI missions are resolved like an artillery barrage, with each AP equaling ½ a barrage factor. A moving unit may be attacked using GI only once per Movement or Exploitation phase.

[21.5.0] Supply Interdiction

The US player may attack the German Logistical infrastructure by executing Supply Interdiction (SI) missions. Any time the German player is about to roll on the Transport Table, the US player is told for what Army and role the German player is rolling for and is given the opportunity to conduct one or more SI missions. An SI mission, if successful, "consumes" one TP. The number of TPs available for that roll is reduced by one and the "consumed" TP cannot be assigned to another role that turn.

[21.5.1] How to Conduct Supply Interdiction

An SI mission requires two APs to be allocated. These AP can be from any sector or sectors. The US player may allocate up to three APs to a mission; if an extra one is allocated, subtract one from the die roll. The mission is successful on a modified 2 or less.

[21.6.0] Air Superiority

Friendly APs can intercept enemy APs that are conducting any of the above missions against friendly units. Likewise, a player conducting a mission can send additional APs to escort the mission, protecting it from intercepting enemy APs. APs used in either manner are conducting Air Superiority.

[21.6.1] When to Conduct Air Superiority

When a player announces his intention to conduct a GS, GI or SI mission he must declare how many APs, if any, are escorting the mission. The opposing side may now allocate APs to intercept the mission. Both escorting and intercepting APs must come from the same sector as the mission APs.

[21.6.2] How to Conduct Air Superiority

For each escorting AP, one intercepting AP is driven off. For each remaining intercepting AP, one mission AP does not contribute to the mission. The mission is then conducted by remaining (non-escorting) mission APs.

[22.0] REINFORCEMENTS

Both sides receive reinforcements throughout the game. Most reinforcements arrive unconditionally but some appear only when certain conditions hold. Additionally, some units must be withdrawn at certain times. The Master Reinforcement List shows when and where arrivals and withdrawals occur; the full-map scenarios use this information directly. The smaller scenarios pick and choose information from this list.

[22.1.0] Arrival & Entry of Reinforcements

Reinforcements enter play during the friendly Movement phase of the turn of arrival. Units normally arrive from off-map and enter play at any one of the listed entry hexes, paying the MP cost of the entry hex. Other units appear at locations on the map. Place these units in the given locations; they begin movement from there.

[22.1.1] Reinforcements & Entry Mode

Reinforcements generally enter the map in Strat mode. A player may choose to bring reinforcements on to the map in Tactical or Prepared Assault Mode, but if so:

- they arrive one turn later than their listed entry time, but
- they can be brought on anywhere within three hexes of the original entry hex.

Units entering in Strat mode must designate an assembly area prior to entering the map [5.3.2].

[22.1.2] Breakdown Companies and Map Entry

Units may not detach companies prior to entering the map unless they choose to enter play fully broken-down.

Design Note: Many times a regiment or Combat Command entered with a division "slice" of assets attached, usually one third of recon, armor, AT and/or engineers.

[22.2.0] Reinforcements & Supply

Reinforcements arriving in Strat mode are automatically in supply until they reach their destination hex. Units entering in another mode trace supply back to their entry hex just as though their Parent HQ was in that hex, until the HQ itself is brought onto the map.

[22.3.0] Entering the Map on Roads

Reinforcements that enter the map using Road movement must expend equal to the number of MPs expended by the previous unit that entered the map that phase using Road movement along the same road, plus the cost of the hex itself. Thus the first stack of Mech units entering the map along a given road (using Road movement) would expend ½ an MP to do so, the second 1 MP, the third 1 ½ MPs, and so on.

[22.4.0] (WaR) US Entry Hexes

German units may not occupy US entry hexes, or any map edge hex within three hexes of an entry hex, at any time. Those hexes effectively only exist only for US units. If a US unit is forced to retreat off the map from one of these hexes, the unit may not return until it has spent one full US player turn off map.

[22.5.0] Master Reinforcement List

The Master Reinforcement List is found on one of the player aid cards and contains the reinforcement listings for both sides. This list takes precedence over the reinforcement schedules on the Game Turn Record Tracks.

Design Note: Unfortunately, there was some more last minute tweaking of the reinforcement arrival dates that occurred after the Game Turn Record Tracks were printed.

Each entry in the List contains the turn (given by month, date and AM, PM or Night) and the reinforcements or withdrawals which occur on that turn, grouped by entry area.

[22.5.1] Map Edge Entry Codes

The set of units that arrive on a given turn are grouped by entry area. The entry area is indicated by a map edge code, which indicates the set of roads at which the group may enter. In the case of Allied units, the code is in brackets following the entry. It will either be a single code or a range of codes (e.g. "193 FA/VII [H-I]"). In the case of German entries, the code precedes the entry (e.g., "5th PzA: 9 Pz. Div.").

Allied reinforcement entry groups are preceded by a letter (N, W, S, etc.) in order to indicate the side of the map the entry codes of the group lie.

The set of roads of a given code includes not only the roads explicitly labeled with that code but also all roads on either side of those roads up to the next labeled road.

Additionally, all US SW reinforcements are allowed to use the primary road that runs from 2733SW to 4333SW as though it ran through full hexes.

[22.5.2] Unit Abbreviations

The unit type abbreviations as they appear on the reinforcement list are explained in the setup abbreviation section of the scenario rules and on the master reinforcement list. Whenever a reinforcement entry lists a combat command, Kampfgruppe, brigade or regiment as appearing, all the units of that sub-Formation arrive.

[22.5.3] Condition Codes

Some entries on the reinforcement list have special conditions associated with them:

- If the entry is marked with an asterisk (*), the unit may not move south or east of the Meuse River until released.
- If the entry is marked with a light gray background, it is a unit of the Br 30 XXX [30.8.0].
- If the entry is marked with a dark gray background, it is released from whatever movement limitation it was under.

[22.6.0] Withdrawals

Some units may have to be withdrawn from the game on certain game turns or due to other circumstances.

[22.6.1] 150 Pz Brigade

The 150th Panzer Brigade is withdrawn on the Dec 27 AM game turn. Simply remove it from the map regardless of where it is. If the brigade has been completely eliminated, the US player gains two victory points for the campaign game. If more than 10 steps of strength have been lost from the unit, the US player gains one victory point. Steps that have been replaced still count as losses for this purpose.

Design Note: Otto Skorzeny (the unit CO), was one of Hitler's favorites. Getting Otto killed in the Ardennes would make him unhappy. Additionally, I didn't want the German player using the Formation for suicide missions knowing it would be withdrawn anyway.

[22.6.2] VIII US Corps Artillery

All US VIII Corps artillery units in play on the NE or NW map on GT 39 (Dec 28 PM) are removed from play. They reappear 12 game turns later, entering as reinforcements on the SW map edge. If at withdrawal time it would not be possible to move one of these units off the map, it is eliminated instead.

Design Note: The wear and tear on these units as they withdrew from the battle zone, and supporting other units in such an ad hoc manner, forced their withdrawal for rest and refit before being used again.

[22.6.3] US Armored Division Withdrawals

CCB/9Arm of the 1st Army must be withdrawn from the game after Montgomery declares a strategic withdrawal [24.3.0]. This must be done as soon as the units are safely behind US lines. Use common sense here. If it isn't done, the German player gains a victory point. If the units of that Formation have been destroyed, in its place remove from play all units of the US 5th Armored Division.

The US player must also remove all units of the 10th Armored Division on the first turn after Dec 28 PM in which none of its units are encircled (i.e., would be unable to move off map.) The US player may ignore these 10th Armored Division restrictions at a cost of two VPs.

Design note: US commanders were loathe to be without some kind of mechanized reserve for each corps command. Additionally, the planners were already thinking ahead to the need for fresh armored divisions in the coming weeks.

[22.7.0] US Divisional Slices

A divisional "slice" represents a portion of the division's combat support units (usually a third) that have been doled out to one of the three regiments or combat commands of the division. That allows a player to bring in some of the engineers, TD, ArmC or TK support with those sub-formations of the division when the division doesn't arrive in play as a whole. Unless the reinforcement schedule or scenario instructions state otherwise, the US player may always break down the support assets of a division into companies and bring on a "slice" of them with each sub-Formation of the division that arrives on map.

[23.0] REPLACEMENTS

Replacement Points (RPs) are used to replace steps that units have lost in combat or to "resurrect" eliminated units. RPs are received according to the Turn Record Track and from the Specialist Replacement Table. In addition, each side can also recycle step losses of armor and infantry to gain RPs. Assimilating RPs occurs during a friendly Administrative Phase.

Replacements are available only in the three full map scenarios and in any of the campaign games.

[23.1.0] Replacement Steps

There are a variety of RP types. An RP will be in one of four categories: Armor/Panzer, Infantry, Tank Destroyer (TD)/Panzer-Jäger(PzJ)/Assault Guns and Specialists. Specialist RPs correspond to engineers, AT, recon, HQ and artillery steps.

[23.1.1] Getting RPs

The Turn Record Track for each side lists the number of infantry and armor RPs a side receives on a turn-by-turn basis. On a game turn marked with an asterisk, a side rolls a d10 and uses the Specialist Replacement Table. Also, armor and infantry step losses may be recycled to receive additional RPs.

[23.1.1a] Infantry Replacements Multiplied

The number of infantry replacement steps received by each side is twice the value shown on the Turn Record Track. That means if the track indicates two steps, the affected side receives four instead. (JW: Corrected.)

Design Note: Late playtesting results showed the need for higher rates for infantry, hence the multiplier.

[23.1.2] Recycling RPs

Replacement steps may be generated by "Recycling" steps eliminated in combat.

Whenever a player loses an armor (any AFV) or infantry step (all others) he records that loss on the effected unit's Army Track with an Infantry or Armor Losses marker. During the friendly Administrative phase the player may create an RP by subtracting a certain number of these accumulated losses from the Army Track. The RPs so created, are then added to the RP tracks of their corresponding army.

To create one RP subtract the following amount from an Army Track:

- US Infantry = 4 step losses.
- US Armor = 3 step losses.
- German Infantry = 5 step losses.
- German Armor = 6 step losses.

Design Note: The Allies could replace tanks more easily than riflemen, while for the Germans everything was scarce.

[23.1.3] Saving RPs

Only infantry and armor RPs may be saved from turn to turn. Saved RPs are recorded with Infantry and Armor RP markers on each Army Track. When an RP is received, it is assigned to an army by adjusting the RP marker of the appropriate type to show the addition of that RP. All other types of RPs must be used the turn they are received, or they are lost.

[23.1.4] Specialist RPs

During a GT in which a Bullet point is present on his Turn Record Track, the affected player rolls a d10 on the Specialist Replacement Table and a d10 on the TD/Lt Armor or Panzerjäger/Assault Gun table to see what type of replacement points he may receive. The results indicate the types of RPs received (always several). Some results may require a second d10 be rolled with a specific result required to gain that RP. Results marked with one or more asterisks are not RPs themselves, but allow a player to convert a saved infantry RP into an HQ or Armored/Motorized Infantry RP step. A result with a *** allows the US player to replace one SP Artillery Battalion unit if no other specialist RPs are taken that turn (no infantry RP is required). Scenario rules may list other restrictions on these types of RPs.

[23.2.0] Replacing Steps

When a unit receives an RP, it regains one step of strength. If a loss marker is underneath the unit, it is removed. If the unit is on its reduced strength side, flip it back over to its full strength side. A step loss can only be replaced by an RP of the same type as that of the step loss. A unit may never recover more than one step per turn.

[23.2.1] Units Eligible to Receive RPs

To be able to receive a RP a unit must satisfy the following requirements:

- Must be in Tactical Mode.
- Must be In Supply and not Fatigued (may be Resting).
- If adjacent to an enemy unit, must be in covering terrain.

[23.2.2] Reorganizing Elite Units

Any unit with an attack or defense PR of nine requires two replacement steps for each infantry type step of losses recovered. Both players may, however, take steps from infantry that's similarly rated (meaning at least one of the PR factors is a nine) and use them for replacements on a one for one basis. Example: the US player may take one step from a parachute battalion of the 517th Paratroop Regiment and use it to replace a step loss in a parachute infantry unit from the 101st Airborne Division.

[23.2.3] Hybrid Units & Replacements

Hybrid units (those composed of two types of steps) must use an Armor RP to replace the first step loss. A three-step Hybrid unit requires armor RPs to replace the first and second step losses.

[23.2.4] German Panzer Replacements

When German panzer replacement steps are received, either from the Game Turn Record Track or through culling of losses, their type must be determined. A d10 is rolled; if the result is 0-3, the replacement step is for MkIVs; if the result is 4-9, it's a MkV step. There are no markers to keep track of this, but players may use a breakdown counter of each type on their record tracks to record the type. Optionally, you can record the type of steps lost and disregard the die roll and just cull losses by type.

[23.3.0] Rebuilding Eliminated Units

A unit that was eliminated from play while in supply may be rebuilt with RPs and brought back into play. A unit that surrendered was eliminated while unable to trace a supply path (of any length) to its HQ may not be rebuilt. Rebuilding occurs during a friendly Administrative Phase only.

[23.3.1] How to Rebuild Units

An eliminated unit that is rebuilt arrives with only one step. However, to rebuild a unit two RPs are required. One must be of the same type as the last step of the unit and one is an infantry RP. Hybrid units can replace their last step with infantry RPs.

[23.3.2] Where Rebuilt Units Arrive

Rebuilt divisional/brigade units are placed in or adjacent to their Formation's HQ unit. Rebuilt corps are placed adjacent to their corps HQ. Rebuilt army units are placed adjacent to any corps HQ.

[23.3.3] HQ Rebuilds

An HQ unit that is eliminated is brought back into play after three full GTs have elapsed (place the HQ on the Turn Record Track three turns down the line). The HQ is placed in or adjacent to a unit from its Formation. If no such unit exists, the HQ arrives adjacent to the Corps HQ it will be subordinated to.

[23.3.3a] Rebuilding Restrictions

If an HQ is eliminated, it must be rebuilt before any subordinate units of the same Formation can be rebuilt.

[23.3.4] No Elite Rebuilds

US parachute/glider and German SS infantry units may not be rebuilt if lost.

[23.3.5] Replacing US Armored Infantry

US armored infantry steps are treated like leg infantry steps for purposes of replacement. Note: since only the last step of a hybrid unit is infantry, it only needs replacing when the unit loses its last step.

[23.4.0] German Ersatz Battalions

German Ersatz battalions (Erst) may transfer steps directly into any infantry battalions of the same division, regardless of proficiency ratings. The two units must be stacked together during the friendly Administrative Phase when this occurs.

[23.5.0] German Consolidation

German units with the same divisional/brigade ID that have step losses may exchange steps or combine into a single unit as long as the same number of steps exists after the exchange as before it. To exchange or combine both units must start the Movement phase stacked together and cannot move or fight during the phase. Units must be completely of the same type (including type of panzer) and proficiency ratings.

[23.6.0] (WaR) US Armor Replacement Pool

The US player receives a one time allotment of eight armor replacement steps at the beginning of the Dec 28 AM game turn. They may be allocated to any US units not within 10 hexes of an enemy unit.

[24.0] LEADERS

Both sides possess Leader counters. These units start stacked, or arrive as reinforcements, with their HQs (*exception*: Patton, who arrives on the Dec. 20 Night GT.) These represent personages that had a significant personal impact on the battle. In game turns, leaders can increase unit MAs, improve the chances of activating during extended night activity, provide shifts in combat and decrease the chance of a unit surrendering in addition to certain individual characteristics. These are listed in [24.2.0].

Leaders must be activated [24.1.0] in order to confer their benefits. Inactive Leaders provide no benefits although they can perform all other game functions.

Leaders have an MA of 12 and expend Mech movement points. They stack for free and in no way interfere with other Mech units or are interfered with by other Mech units.

[24.1.0] Activating Leaders

During the Leader Activation Phase (which occurs during the AM turn of each day), the active player makes an Initiative Check for each leader on the map. Roll a d10. If the result is equal to or less than the leader's initiative rating, the leader counter is flipped to its activated side. A leader remains activated for the entire day (AM, PM, Night and Extended Night Activity).

[24.2.0] Activated Leader Benefits

[24.2.1] General Leader Benefits

The following benefits are given by all Leaders.

[24.2.1a] Surrender

Any units subordinated to an activated leader that are within two hexes of that leader may not need to check for surrender [15.9.0]. Roll a d10; if the result is equal to or less than the leader's initiative rating then all these units need not check for surrender. If a leader does not pass this check, units check for surrender on an individual basis.

[24.2.2] Formation Leader Benefits

The following benefits are given to activated divisional and lower-level (brigade or Kampfgruppe) Leaders.

[24.2.2a] Movement Bonus

At the beginning of a friendly Movement phase (or Exploitation phase if the leader is in Exploit mode), an activated leader may attempt to increase the MA of ALL subordinated units (including his own MA). Roll a d10; if the result is

- 0-1: no effect
- 2-6: one MP is added to their MA
- 7-9: add two MPs to their MA

[24.2.2b] Extended Night Activation

Units attempting to activate for Extended Night Activity [3.4.0] may use an activated leader's initiative rating instead of their own proficiency ratings; in addition, groups (of the player's choosing) of subordinated units may attempt to activate all at once with one die roll. Roll a d10; if the result is less than or equal to than the leader's initiative rating all units of the group are activated for extended night activity. If higher, no units are activated – they do not get to try again individually.

[24.2.2c] Combat

Leaders within one hex of subordinate units attacking or defending in a Ground Assault give a one column shift bonus on the GAT. Only one such bonus per Ground Assault Segment may be awarded per leader, and only one such bonus can be awarded per side per Ground Assault.

[24.2.3] Army & Corps Leader Benefits

The following are army leaders: Patton (3rdA), Dietrich (6th PzA), Manteuffel (5thPzA), and Brandenburg (7thA). The corps leaders are: Collins (VII), vLuettwitz (47PzK), and Krueger (58PzK). In addition to the benefits given in [24.2.1], these leaders (when activated) confer the following special benefits.

[24.2.4] (WaR) German Leaders

These German leaders have special abilities when activated.

[24.2.4a] Dietrich (6th PzA)

If Dietrich starts a turn stacked with an SS division's HQ, all ground assaults involving a unit of that division may automatically convert asterisked (PR check) results against US units into discretionary hits: the PR check is not made. The desire to do so must be announced before the actual results are determined.

[24.2.4b] Manteuffel (5th Pz Army)

If Manteuffel starts an AM turn stacked with a Corps HQ, one mechanized division assigned to that HQ receives an extra MP for both the AM and PM turn of that day and one combat (attack or defense) per day involving units of that division receives a column shift in its favor. He may not add that shift to a combat already receiving one from another leader.

[24.2.4c] Brandenburg (7thA)

If Brandenburg starts a turn stacked with a division's HQ, up to two column shifts may be awarded to defensive combats involving units of that division per turn. The shifts may be used for the same combat or split between two different combats.

[24.2.4d] vLuettwitz (47thPzC)

If vLuettwitz starts an AM turn stacked with a division's HQ, up to two combats (attack or defense) per day may a column shift in

their favor. He may not add that shift to a combat already receiving one from another leader.

[24.2.4e] Krueger (58thPzC)

If Krueger starts the AM turn stacked with a division's HQ, one of that division's attacks during the day receives a one column shift in its favor.

[24.2.5] US Special Leaders

These US leaders have special abilities when activated.

[24.2.5a] Patton (3rd Army)

If Patton starts the AM turn stacked with a division's HQ, all of that division's units may advance one additional hex (beyond that conferred by their combat result) after any attacks in which they participate. The units must be in PA mode and all other maximum advance limits apply

[24.2.5b] Collins (VII Corps)

If Collins starts the AM turn stacked with a division's HQ, all of that division's units may perform their movement during a friendly regular movement phase in any order they wish regardless of the type of movement used. Collins was a great organizer and attacker.

[24.3.0] Montgomery

As soon as an in-supply German unit crosses the Ourthe River, Montgomery takes command. The US 1st Army is split into two commands: V Corps and the 1st Army are now subordinated to 21st Army Group (Monty), and VIII Corps and the 3rd Army are under Patton. It's up to the US player to draw the army boundary but it should be within two hexes of the boundary found on the Dec 21 scenario maps.

Montgomery has no counter, but his presence will be felt. Once per game, Monty may declare a Strategic Withdrawal. If that's done, all the units assigned to one of the corps assigned to 21st Army Group may automatically activate for one extended night activity and move before the Germans. Those units may move their full MA as long as they move closer to supply and away from the mass of enemy units (use your common sense here; this is a withdrawal from danger). These units are not fatigued at the end of the turn but no unit that executed this move may go into PA mode in the following day.

Additionally, once Monty takes command, the US corps attack limitation rule [29.2.1] takes effect the following day.

[24.4.0] Leader Casualties

If a leader is stacked with units that participate in ground combat or are barraged, and the units suffer a step loss, that leader may become a casualty. Roll 2d10; if the result is 5 or less the leader is eliminated.

[25.0] RANDOM EVENTS

These rules have been removed due to their infrequency (one in 100 combats) and the difficulty in implementing some of them. If you still want to play using them, see the original rule book.

[26.0] (WAR) ARMY BOUNDARIES

An army boundary is a line of hexsides (generally straight, but sometimes following a geographic feature such as a river), defining the boundary of operations between two friendly armies and their units. The area enclosed by an army's boundary represents that army's area of responsibility in which it oversees logistic and command functions. Such boundaries are practically inviolable to units from another army. In the game, the army boundaries are initially defined by the boundary lines either printed on the map (Dec 16 scenarios), or those printed or drawn on the scenario description maps. As play proceeds for each scenario, players may be allowed to redraw army boundaries if scenario instructions permit it.

[26.1.0] Army Boundary Penalties

Units assigned to an HQ of one Army that begin a friendly Player turn in another army's area have their MA reduced by half and suffer a one column shift combat penalty for ground assault. They may not enter PA mode. Units may operate in hexes that are part of a boundary without penalty.

Formations may switch from one army to another to avoid penalties, but they may not enter PA Mode on the game turn following such a switch. If a Formation switches, it may use its normal MA to move toward and into its new army's area of responsibility.

Reinforcing units in Strat mode may cross army boundaries and be reassigned from one Army to another without penalty until they reach their assembly areas and leave Strat mode.

[26.2.0] US 1st & 3rd Army Boundaries

Until Dec 21 AM, the 1st Army controls all areas of all four maps. Starting with the Dec 21 AM turn, US Corps HQ which trace to one of the two northern map edges is under 1st Army command while those tracing to either of the two southern map edges are under 3rd Army's command. Corps HQs tracing to the western map edges can be placed under either Army's command.

[26.3.0] US ComZ Boundary

The area west of the Meuse River running from Herstal (2101NE) to Namur (4113NW) to Sedan (4033SW) is under command of the US Communication Zone (COMZ). Units assigned to COMZ may not move east of the river unless released by scenario instructions or the Game Turn Record Track. As soon as a unit of British XXX Corps occupies Givet, the COMZ boundary is permanently changed to that shown on the Dec 21 scenario map.

[26.4.0] British XXX Corps Boundary

Once a XXX Corps unit occupies Givet (3732NW), all of the area west of the Meuse River (see above) from Herstal to the COMZ boundary becomes the area of operations of XXX Corps. British units may not leave that area unless released by scenario instructions or the Game Turn Record Track. As soon as a division-sized Formation of XXX Corps crosses the Meuse River, the US player must define the XXX Corps boundaries east of their. No XXX Corps unit may enter the 3rd Army Area of operations, nor may it move east of the Ourthe River from La Roche-Hotton-Petit Han. No US division-sized Formation may operate inside XXX Corps's area of operations.

[26.5.0] VIII/V Corps Boundary

This boundary line is printed on the NE map. US units that start the Dec 16 scenarios on the map may not cross that boundary until the Dec 18 Night GT. Units that enter the map as reinforcements aren't affected by this rule until they reach their assembly areas.

[26.6.0] German Army Boundaries

The German army boundaries for the Dec 16 scenarios are all printed on the map and are in effect until the Dec 19 AM game turn. The 6th Panzer Army boundary is the xx27 hex row on the NE map, out to the 59XX column of hexes on the NW map. All 6th Panzer Army units must operate north and east of that boundary. The northern 5th Panzer Army boundary is also the xx27 hex row on the NE map, out to the 59xx column of hexes on the NW map. The southern boundary for that army is the xx20 hex row on the SE map, out to the 63xx column of hexes on the SW map. The 7th Army boundary is everything south of the 5th Panzer Army boundary, which is XX20 hex row, out to the 63xx column of hexes. The 5th FJ division may move up to five hexes north of the 7th Army boundary without restrictions. Starting on the Dec 19 AM game turn, the German players may adjust their army boundaries as they see fit, but [26.7.0] should be followed.

[26.7.0] Redrawing Army Boundaries

When a player redraws an army boundary, it should be drawn in a manner that's either easily drawn (mostly straight lines, one or two bends at most), and/or that can be easily defined by a geographic feature (along a river's hexsides or along a straight primary road). Players should draw new boundaries on a photocopy of the reduced map in this booklet; they are granted permission to do so by the publisher. They may also use, as physical markers, the printed counter sprues (trees that held the unit counters) that have been labeled with the names of the armies. Boundary changes are made during a friendly night game turn administrative phase, and such changes should not be made more than once every two days.

[27.0] (WAR) SOUTHERN MAP EDGE

These rules deal with the peculiar situation of the US southern operational area (initially 4th Infantry Division and 9th Armored Division) being so devoid of US units and so near to Luxembourg City, which was a sensitive issue for the US command. If not addressed, gross anomalies will occur during game play if either player is allowed to pursue without restriction whatever course he desires. Note that some of the 4th Infantry Division's special rules also address these issues.

Designer Note: I have seen too many games in which the US player just writes off defending the south because there is no reason to stay adjacent to the Sauer River or defend the entry zones for 3rd Army early in the game. Conversely, putting victory point goals along that map edge gives the Germans too much incentive for thrusting out that far with 7th Army, or the chance to seal off US reinforcements is too high.

[27.1.0] Retreating or Exiting off the Southern Map Edge

If a US unit retreats or exits off the SE or SW map edge, it may not reenter the map until the second US Player Turn after the unit left the map. It may return within three hexes of where it left, although it may not enter the map east of the Dec 16 frontline.

[27.2.0] Clearing the Southern Map Edge

If no US unit occupies the area south of the Sauer River and east of Grosbous (hex row 3500) all the way to hex 6234SE, all US reinforcements due to enter reinforcement areas A through D are delayed for six game turns. If the area between the 2200SE hex row and the 4000SE hex row and within 10 hexes of the SE Map edge doesn't contain any US units, the reinforcements listed above are delayed three game turns. This rule is applied in addition to that given above.

As soon as a US unit remains in an area for more than one game turn, any delay is lifted. This delay can never recur.

[28.0] (WAR) FUEL DUMPS

The US Army had several large supply dumps in urban hexes in the area of V Corps, from Stavelot to Liege, which was actually the main 1st Army supply dump. Those dumps contained food, ammo and fuel. Fuel was the critical element for the German Army. Capturing urban hexes within that area will increase the chances of capturing a fuel dump.

Designer Note: instead of allowing the US player to place the fuel dumps himself (which, if he could, would be in the most inaccessible area of the map), or allowing the German player to see counters on a map (which he would most certainly go after), I have decided to let the capture of a geographic area affect the likelihood a fuel dump has been captured. The Allies were not expecting an offensive through the Ardennes, and the Germans had no clue as to where the US dumps were located. So capturing more of the area in which the dumps were located will increase the chances of discovering them.

[28.1.0] Fuel Dump Markers

At the start of the game, a coin (or two in Verviers), heads side up, is placed in each of the following hexes: Francorchamps (NE3618); Jalhay (NE3710); Tiege (NE3413); Spa (NE3215); Verviers (2) (NE3208); Eupen (NE4105); Louveigne (NE2412); Fleron (NE2305); Theux (NE2911). Starting with the Dec 18 Night turn, the US player removes one coin per AM or PM turn, and two during a night turn, during his Construction phase. Which is removed is chosen *randomly*. Once all coins have been removed, fuel dumps may not be captured.

[28.2.0] Capturing Fuel Dumps

Any time a German unit enters a hex containing a coin, the coin is captured and removed from the map. Capturing a coin allows the German player to move one mechanized division at full MA on the following turn without paying fuel points. Additionally, he rolls a 1d10. If the roll is a “zero”, the German player has stumbled across the main 1st Army fuel dump, with these effects:

- Leave the coin in the hex, “tails” side up, as a reminder of its location. On all subsequent turns, German mechanized divisions that can trace a supply line (no longer than 12 supply path points) from their HQ to the hex where that coin is located are allowed to move their full MA without their army expending fuel points to do so.
- US 1st Army units moving as mechanized units move at half their MA for three full turns after the capture of that dump. Thereafter, they move normally.

[29.0] (WAR) OFFENSIVE CAPACITY

It wasn't usually possible for an army to involve all its formations in heavy combat, especially offensively, for extended periods of time especially if there had been no period of inactivity in which to build up ammo and POL stocks for the coming battles. The rules listed here will limit the number of divisions a player may offensively engage each day for each army.

Designer Note: US V Corps basically went quiet after Dec 21 and didn't go back on the offensive until Jan 14. The German 7th Army only had one corps (the LIII) engaged in offensive activity after Dec 21. You can't be attacking everywhere all the time.

[29.1.1] When is Offensive Capacity in Effect?

At the start of the Dec 23 AM game turn the offensive capacity limits go into effect. Additionally, if Montgomery declares a strategic withdrawal, this rule is instantly in effect for US 1st Army.

[29.2.0] How Offensive Capacity Works

Offensive capacity works by limiting how many divisions of an army may be placed into PA or Exploit mode. At the start of each day, both sides choose which divisions will be available for offensive purposes. Divisions not chosen are marked by placing a hit marker on top of each one's HQ unit (or you may simply note it on a piece of paper). Those divisions may not place any units into PA or Exploit modes.

[29.2.1] US Army Attack Limits

The offensive capacity for a US army is eight divisions and two cavalry groups. A cavalry group may consist of up to three non-artillery units. Additionally, no more than 16 battalions of non-divisional artillery may be assigned to any one US corps. A sub-Formation not attached to any division counts as a full division for the purposes of this capacity.

[29.2.2] German Army Attack Limits

The offensive capacity for a German army is only six divisions, but a VG division is only counted as half a division for this rule. The 7th Army is further restricted in that its capacity is only three, though the German player may increase that by one for every two truck points assigned.

[29.2.3] Montgomery

As soon as Montgomery takes over, and after he has declared strategic withdrawal, these rules instantly take effect. Additionally, no more than two of 1st Army's corps may contain divisions that have been chosen to be used offensively. V Corps must always contain one division on the map.

Design Note: After Montgomery took command, he was reluctant to go on offensive until he believed he was fully ready, whatever that meant. Nevertheless, one full corps containing five full divisions basically remained on the defensive for a full three weeks until Jan 14.

[30.0] (WAR) SPECIAL UNIT RULES

The following rules deal with special unit capabilities and circumstances. They affect only the units listed.

[30.1.0] von Der Heydte

The Germans planned to drop von Der Heydte and his parachutists behind V Corps lines to prevent US reinforcements from linking up. The drop was not successful.

[30.1.1] Units

The German player selects three leg infantry breakdown companies of 1-2-0 strength. At the start of the Dec 16 AM (note: not Dec 16 PM as stated on the German Master Reinforcement List) game turn, he rolls 1d10. On a roll of zero, von Der Heydte's troops were actually able to load into transports on the night of the 15th and the drop is made as planned on Dec 16 AM. On any other roll, the drop will not be made until Dec 17 AM.

[30.1.2] The Drop

The German player takes the three units and places them within one hex of NE4212. After they have been placed, roll for each unit. If the result is 0-5, the unit is lost; if 6-8, roll for one hex scatter. Scatter die rolls are: on a roll of 0, the unit lands in the hex to the north; a roll of 1-2 it lands to the NE; 3-4 = SE; a 5 = S; 6-7 = SW; 8-9 = NW. If the original result was a nine, the unit lands in the chosen hex.

[30.1.3] On The Ground

Once on the ground, the units function normally except they may never capture fuel markers. They are in supply for the first turn they land, after that they must trace to some divisional HQ to be in supply. They can't observe for German artillery. *Note:* The reinforcement track entries are incorrect for the vDH drop.

[30.2.0] Einheit Stielau

Otto Skorzeny's jeep commando teams that were part of Operation “Grief” are represented by the six German units labeled “Truppeneinheit.” They arrive on the Dec 16 PM game turn at any of 6th PzA's ultimate supply source hexes. (Note: the Master reinforcement list entry incorrectly states Dec 16 Night.)

[30.2.1] The Units

The units have no intrinsic combat abilities and may not attack or be attacked. They may be moved during a regular German movement phase up to 18 hexes along any type of road. They may not be activated for Extended Night Activity.

Each time one of these units moves into a US occupied hex, roll 1d10. If the roll is zero, the unit is eliminated.

The units are always in supply, and with the exception of the effects listed below, they have no other effect on play. By themselves they can never be used to establish German control in a currently US controlled hex. All Truppeneinheit units are removed from play at the end of the Dec 22 PM game turn.

[30.2.2] Effect

Any time a US unit enters a hex containing a Truppeneinheit counter, the German player may attempt to redirect that US unit's movement. The hex may not contain a town or city or an Active US leader. Roll 1d10. If the result is a 0-4, the German player may move

the US unit down any road hex he wishes for the remainder of the unit's movement. On a roll of 5-7, the US unit may continue its movement normally. If an 8 or 9 is rolled, the Truppeninheit is eliminated. Each day after the 18th, a one is added to the die roll.

Truppeninheit units may also interfere with US bridge destruction attempts. Add +1 to the bridge destruction die-roll if a Truppeninheit unit is in either hex adjacent to the hexside containing the bridge. If the attempt fails, the Truppeninheit is eliminated.

[30.3.0] 150th Panzer Brigade

These three units represent the armored "Trojan Horse" units of the brigade that was commanded by Skorzeny for the Ardennes offensive. The other units of the brigade don't really have the capacity (Panthers made to look like M-10 TDs) to fool US soldiers.

[30.3.1] The Units

The units of this brigade are treated like all other mechanized ground combat units in the game, with the following exceptions.

- They may not receive replacements.
- They never pay MPs to move adjacent to enemy units.
- Whenever a unit of the brigade enters a hex in which it would normally be required to stop due to adjacent enemy units [7.5.1], the unit has enough its MA left to move to an adjacent hex, and the player wants to continue moving it, the player rolls a d10. If the result is 0-3, the unit may continue its movement. If the roll is 4-9, the unit must immediately stop.

[30.4.0] 4th US Infantry Division

This division presents a unique situation: part of it is being used to hold the line of the Sauer R. on the map, while the other two regiments are either in reserve or continuing the line off map to the south. As such, it's not available to be moved elsewhere on the map and is tied to its initial area of operations.

[30.4.1] Area of Operations

The division's HQ is always considered to be three hexes off map down the primary road in hex 5234SE (in the town of Consthum.) All assigned units may trace supply to any mapedge hex of the SE map between 4834 and 6034. The supply path can be no longer than nine Supply Path points.

Units of the division may not voluntarily move out of the area defined by the 4700SE hex row and the Sauer River. If retreated out of that area, they must either be assigned to another division or either moved back into the area or off map.

[30.5.0] 9th US Armored Division

Combat Commands CCB and CCR of this division were used as corps reserves for both the VIII and V US Corps, respectively. For this reason, they are unavailable to the division for most of the game. As an exception to rule [9.4.0], both of these combat commands may be designated as Independent Sub-formations. The Division HQ and CCA were tasked to hold a small front along the Sauer River between the 28th and 4th Infantry Divisions.

[30.5.1] CCA Area of Operations

The division HQ and CCA must remain either within the region on the SE map formed by the Alzette and Sauer Rivers or within six hexes of Colmar (4130SE) as long as the Germans have a unit south of the Sauer between the 4100 hex row, inclusive. If no German units are in this area and Ettlebruck is held by the US, this division is freed from this restriction.

[30.6.0] CCA, 5th US Armored Division

The 5th Armored XX has one combat command (CCA) in the battle, but it generally acted as a reserve for the duration of the battle and so is under these movement restrictions:

- One two-company hybrid unit of CCA is released Dec 16 Night to backstop the position at Monschau. It must move to Monschau and remain within one hex thereof unless forced to

abandon this position. If so, it is free from any movement restrictions.

- The remainder of CCA is released Dec 17 AM but may not move further than 10 hexes from Eupen.
- If German units (other than those of vDHeydte and Truppeninheit) move to within 10 hexes of Eupen, all units of CCA are freed from all movement restrictions.
- The 95/5A SPA begins the game attached to the 78th Inf XX and is never subject to these movement restrictions.

[30.7.0] 1st US Infantry Division

The "Big Red One" was actually billeted in the vicinity of Herve (2904NE) after its grueling fight in the Hurtgen Forest. If any German unit other than vDHeydte or a Truppeninheit unit moves within eight hexes of Eupen or Verviers (3208NE or 4205NE), all units of the 1st Infantry Division that have not already arrived as reinforcements are immediately placed on the map within two hexes of 2904NE.

[30.8.0] XXX British Corps

All of the British units in the game are under command of XXX Corps. That corps was originally in the area of Hasselt, Belgium, resting and refitting for the upcoming 21st Army Group offensives in February. They were committed as a backstop to the US Army in case the Germans should approach or cross the Meuse River. As such, they represent a vital and important reserve, but one that was not to be squandered needlessly.

[30.8.1] Area of Operations

The scenario description maps for Dec 21 and Dec 28 depict the area of operations for XXX Corps. That area is bounded by the Meuse River and the NW and NE map edges. No British unit may ever leave that area unless activated by the conditions below. Once British units have been activated, they may move across the Meuse River, but they may never enter the COMZ or 3rd Army area of operations, nor may they move east of the Ourthe River or the 1300 NE hex row. Also, any divisional Formation of XXX Corps requires the designation of XXX Corps boundaries [26.4.0]. Until activated, each British Formation must also guard a specific area of the Meuse River within 12 hexes of its HQ, and it may not leave that area. It's simplest to write down a hex number for the HQ and not move the HQ until it is activated. Each British armored sub-Formation (tank or armored brigade), may be attached to one British leg division.

[30.8.2] Releasing the British

British Units are released according to the following conditions.

- On the US Game Turn Record Track, a British unit or Formation appears with a green band behind its name. That happens for the 53rd Division, the 6th Parachute Division, and the HH Cavalry Recon unit. In addition, the British 29th Armored Brigade should be released on the Dec 25 PM game turn.
- The turn after a German unit crosses the Meuse River, any one British Formation within 10 hexes may automatically activate. Additionally, during the US administrative phase, the US player rolls 1d10. For every five German units across the Meuse River, add one to the die roll result. If the US player's modified die-roll is nine or more, all of XXX Corps has activated.

[30.9.0] US V Corps

US V Corps is an interesting case because it holds the corner of the northern shoulder and is in the closest position to launch an offensive from which to cut off the German penetration at its base. Yet the corps's divisions never fully attacked after Dec 22. Supply was one factor, but Monty's reluctance to do so was another. In the game, especially when starting with the Dec 28 scenarios, V Corps should not be allowed to have more than one division under its control on the map. The out of play area actually contains the 99th, 2nd, 9th and 78th US Infantry Divisions, which are all still part of V Corps. Further, no V Corps artillery units should be allowed to

transfer to another corps command. The US player should be allowed to activate 9th Infantry Division and bring it on the map within the 1st Division's area if the US player is allowed the option to attack the base of the German salient. The 9th would be the one other division definitely chosen for that kind of role, as it was still in relatively good shape.

[30.10.0] German LXVII Corps

This corps was actually reassigned to 15th Army when it became obvious no breakthrough was going to be made on Elsenborn Ridge. The area to the northeast of Bullingen all the way to Kesternich was also put under command of another of 15th Army's Corps. In the game, if Elsenborn, Kalterherberg and Mutzenich have not been taken by Dec 22 AM, the section of the front marked out of play for the Dec 28 scenarios goes out of play immediately and the LXVII Corps HQ, the 12th VG Division, and the 3rd Panzer Grenadier enter the map between 5123NE-5129NE on the next turn. Additionally, the US V Corps units in that area of play also go inactive.

Design Note: keeping those areas in play would mean a lot of overhead for little activity. If players wish, they may continue to keep those areas active, but the Germans should then receive one more VG division equivalent of troops (you can use replacement steps for that purpose).

[30.11.0] German LIII Corps

This German HQ enters per the reinforcement chart. The German player can attach any formations he'd like to the HQ, up to the supply limit.

[30.12.0] 10SS & 11 Pz Divs

These divisions were held in OKW reserve for use after the German armored spearheads had reached and crossed the Meuse River. The 10SS was going to be part of 15th Army's Spätles offensive, but was still refitting on Dec 16. The 11th Panzer Division was held in reserve against the southern portion of 3rd Army's sector, to be used if Nordwind went well or to reinforce 5th Panzer Army. Both of those divisions are unavailable for any possible use until 22 Dec. When they become available, the German player must check to see if the conditions for their release (see below) have been met.

[30.12.1] Releasing 10SS Pz Div

This division is released and appears in the 6th PzA area of the map edge if 6th PzA has at least one full mechanized division (all the units of that division) across the Meuse River and at least one unit of that army has exited the NW map edge.

[30.12.2] Releasing the 11th Panzer Div

This division is released and appears in the 5th PzA area of the map edge if 5th PzA has at least one full mechanized division (all the units of that division) across the Meuse River and at least one unit of that army has exited the western or northern map edge of the NW map.

[30.13.0] The 653rd Panzerjaeger

This unit is being saved for a variant rule in the upcoming Player's Guide. For now, on the Dec 16PM GT roll a d10. If the result is 0-2, you get the unit during the German movement phase, entering in any of 6th Panzer Army's entrance hexes on the east map edge.

[30.14.0] 217th Sturmpanzer

This unit arrives in either the 5th Panzer or 6th Panzer Army's entrance hexes on the east map edge during the Dec 16 Night GT. In later scenarios, treat the unit as eliminated due to mechanical breakdowns and losses.

[31.0] COMPONENT CORRECTIONS

[31.1.0] Chart Corrections

The Ground Assault Table, under Attackers Results, third column, second row, should read "01-06" instead of "02-06." (JW: N/A.)

The Barrage Results Table, under the 8 point Barrage Value Column, the third die roll range from the top should read "4-5", not "3-5". (JW: N/A)

The Ground Assault and TEC Chart, Leg units attacking across minor rivers are halved. (JW: Corrected.)

On the German Transport Table, the columns (die rolls) should read 0 – 9, left to right, and the rows (truck pts.) should read 1 – 10. (JW: Corrected.)

Some of the entries of the reinforcement lists on the Turn Record Track sheets are incorrect. Use the Master Reinforcement List on the Player Aid cards.

On the Information Markers Summary, the captions for Entrenchments and Improved Positions are reversed.

There are two adjustments to the number of APs available to the US Player when using historical weather: the values shown on the US TRT for GTs 20 and 21 should be zero, not four. (JW: Corrected.)

The number of Inf. replacements given on the Turn Record Track is *half* the number each side should receive. Double them. (JW: Corrected.)

The Master reinforcement list incorrectly states that Einheit Stielau is release Dec 16 Night; it should read Dec 16 PM.

The Master reinforcement list shows the US 957 FA/VII in two spots: 18AM and 20AM. The correct entry is the 20AM entry.

On the Fuel and Reserve Release Table, there is -2 DRM if the (German) Formation's parent Corps HQ is at Extended range. The table notes this is "more than 6"; in fact, it should read "more than 9." (JW: Corrected.)

[31.2.0] Map Corrections

The bridge in hex 4925SE is missing.

The trail between hexes 3417 and 3516 on the SE map should be connected.

The TEC on the map is incorrect. Use the TEC on the player aid cards.

[31.3.0] Counter Corrections

Some errors in the counters were found after partial printing. Some, unfortunately, weren't caught until after the counters were printed. Below are instructions on which counters to discard, and how to replace them. Additionally, some ID errata are noted. Instructions in *italic* indicate replacing an incorrect counter with its corrected replacement. Underlined instructions indicate counters that should be thrown out.

In this listing you will find the instructions listed for which counters to discard from the playing set and which counters (if any) with which to replace them. German Sheet Three and US-Allied Sheet Four contain the replacement counters. There are about 24 German counters and about 29 US-Allied counters to swap out. With the exception of the missing 9th SS Recon Bn and Lt towed AT bns for the 101st and 82nd AB Divisions, all the counters needed are in the box.

For the 9th SS Recon, use the 10ss Pz Div's recon bn (or two generic recon breakdown companies) instead. For the AT units of the AB divisions, use three breakdown AT companies for each division.

[31.3.1] German Counter Replacements

1. The 1SSpz HQ on Allied counter sheet 4 is a replacement counter.
2. The replacement for the 1SS Pz division's JpIV double-company units is incorrect, too. Don't use it.
3. Some motorized German artillery units have white "wheel" symbols instead of black; the two are treated exactly the same;

the white wheels are vestiges of a rule discarded after printing the counters.

4. The 406/V 150 artillery unit on Allied counter sheet four replaces the 406/V artillery unit on German counter sheet three.
5. The 406/IV 122 artillery unit on German counter sheet four replaces the 406/V 122 on German counter sheet three.
6. The 406/III 105 artillery unit (9H) on Allied counter sheet four replaces the same unit on German counter sheet three. The 406th VAK should then consist of the III, IV, V and VI battalions (four units).
7. The 766/II, 766/V, and 408/II artillery units on Allied counter sheet four replace the same units on German counter sheet three.
8. Don't use any of the German VAK units on German counter sheet three (top row - 766/II, 766/V, 408/II, 406/V), as they have all been replaced as noted here.
9. Discard the LXVII Korps HQ on German sheet three. The LXVI Korps HQ replaces this and is found on Allied sheet four.
10. Discard the German infantry and armor replacement markers on German sheet three and instead use the corrected markers on Allied sheet four – the backs were incorrect.
11. Discard the two 3-18-2-0 heavy artillery units (5th PzA & 6th PzA) and the 1125/1124 heavy 2-14-2-0 artillery unit; they are not used.
12. Discard the two 2-6-7 heavy FLAK companies (with 5 FJ and 3 FJ divs) on German sheet two and replace them with the correct (2-3-7) counters found on Allied sheet four.
13. On Allied sheet four these seven German artillery units all correct the mistaken combination of "wheels" and "H" symbols on the out of battery side for the same units originally found on German sheet two: 388/III, 402/III, 402/IV, 405/III, 401/III, 766/III, and 408/III. Discard the units found on sheet two and use these replacements instead.
14. 405/IV on Allied sheet four replaces the 405/IV on German sheet two. The original unit was mistakenly classed as horsedrawn.
15. The following units on Allied sheet four replace incorrect German units on German sheets one through three: Hard 600/150PzX, Fus Co 287, 12 StG/12VG Div, and Führer Gren Artillery/Führer Gren X. Discard the incorrect units on sheets one through three and use the correct counters instead.

[31.3.2] Allied Counter Replacements

1. All American Armored Recon battalions have an armor value of two (2).
2. There are two Allied Air Supply markers labeled "N" on German sheet three. Discard one and *replace it with the Allied Air Supply Marker labeled "S" on Allied sheet four.*
3. The following units on Allied sheet four replace any of the same units found on Allied sheets one through three. Discard the identical counters on sheets one through three.
4. 893TD/78, 899TD, 813TD, 643TD/3Axx, 773TD/VII, 628TD/82Abxx, 629TD/VII, 607TD/87xx, 704TD/4Axx
5. 712TK, 746Tk IIs
6. 1/502/101Abxx, 1/505/82Abxx Parachute Infantry IIs
7. 241FA/XII, 776FA/III, 980FA/XVIII, 809FA/XVIII.
8. The backs of the breakdown British Parachute Companies are mistakenly printed with assault factors of "3-4"; they should be "1-2" instead.
9. The 51st Highland Division's artillery mistakenly has two 128 Artillery Regiments. One of the regiments should instead be 127.
10. The 16th and 18th Regiments' battalions of 1st US Inf Div on US counter sheet one should all be replaced with the same battalions found on German counter sheet three. The same applies to the 2/394, 3/394 Battalions of the 99th US Inf Div and the 1/110 Infantry battalion of the 28th US Inf Div.

11. The three following artillery units should be discarded: 18FA/VII, 924FA/V, and the 268FA/V (G version). Those units are not used in the game.
12. The following artillery units are replaced with the correct counters on Allied sheet four: 776FA/3A, 809FA/VXIII, and 980FA/VII. *The correct units are 776FA/III, 809FA/XVIII and the 980FA/XVIII, respectively.*
13. The 328th Inf Rgt of the 26th US Inf Div was mislabeled as the 181st Inf Rgt.

[31.3.3] Counter Errata

This section lists the counters in error for which no replacements are (as yet) available.

1. The reverse sides of both the 10SS and 1SS Pz division's JpIV double-company units should have the values 2-2-4. A replacement counter was provided for the 1SS Pz division's unit, but it is incorrect, too.
2. There are two KG vPorsch #2 units for Pz Lehr Div. The JpIV hybrid units should be the #3 unit of that KG.

[31.3.4] Variant Unit Clarifications

A number of units are included in the game but unused. They are intended to be used in variants to be published in the future.

These units are:

1. US 78th Infantry XX: 311 III
2. 2 and 3 II/118 III (ComZ units)
3. US 4th Infantry XX: 1/8, 3/8, 1/22 & 44FA
4. Panzer companies identified with "Res"

[31.4.0] Reinforcement Listing Corrections

1. Dec 16 PM: von Der Heydte. This should read Dec 16 AM, as per [30.1.0].
2. The 217th StMorIV I appears in any setup area of either the 5th or 6th PzA, Dec 16 Night.
3. The HQ/1xx enters at Herve on the NE map on the Dec 18 Night turn.
4. The 1st Combat Engineer/1xx is initially broken down, with one Eng Co appearing with each of the division's regiments as they appear on the map.
5. Patton enters Dec 20 night turn on any SE map edge. Note there is no 3rd Army HQ unit.
6. 635/4 Cav enters Dec 22 AM, N edge [H-I] as part of 4th Cav Grp.
7. 751 AFA/V set up in the 78th Div Sector. 5005NE is the hex setup number, though.

[32.0] SCENARIOS

This section of rules provides all the setups, special rules and victory conditions for all the scenarios in the game. It's recommended players start with the "Fight for Kesternich" scenario, as its short and simple and only uses the rules needed to move and fight in a limited area. After that, the "To Save Bastogne" scenario is the best to play, since it's also of short duration, uses fewer units than any of the later scenarios, and is actually a close little game in itself. Once you have begun to get the feel of the movement and combat systems, you can go on to the full map and multi-map scenarios with greater ease.

[32.1.0] Scenario Presentation

Each of the scenarios is a self-contained smaller game cut out of the full campaign, which actually lasts from Dec 16 all the way through Jan 8. There are three groups of scenarios built around three key phases of the campaign: Dec 16, the initial period in which the Germans heavily outnumber and surprise the American command; Dec 21, the mid-phase of the German attempt to reach the Meuse River, which is still possible; and Dec 28, the point at which it's clear no German unit will cross the Meuse and Hitler switches emphasis to attempt to take Bastogne because of the irritant it's become.

[32.2.0] Scenario Maps

Along with a description of each scenario is a scenario map depicting all the boundaries, frontlines and major units at the time the scenario begins. Scenario boundary lines are drawn on the scenario map to allow players to physically see a representation of the playing area. For the scenarios not involving the southern map edge, a unit forced to retreat into a section of the map not in play may not reenter play for that scenario.

Design Note: this is not the same as a unit retreating off of a southern map edge hex and being able to return to play. In that case, the scenario has a finite scope of time and space, and units leaving the area enter the realm of a different scenario.

[32.3.0] Master Set Up Manifest

The three scenario starting dates given above are each accompanied by a set-up manifest that lists the starting location and strength for every unit for both sides. Many smaller scenarios will instruct players to use only certain formations or units listed on it. Players should consult the Unit Type Chart and the abbreviation descriptions on the Master Reinforcement List to decode the setup listings.

A few notes on the unit set up listings are in order. US recon units were all called armored reconnaissance or armored cavalry. On the set up lists, the abbreviation ArmC is used. German recon was called Auklarungs Abteilungen, meaning reconnaissance battalion. On the list Auf or Aufk may sometimes appear instead of recon. German engineers are called Pionere; hence the abbreviation Pio for those units. Gepanzert means armored; so GepPio would be armored engineers. The US engineer units are combat engineers and are listed as CE. US armored engineers are listed as ArmE.

German corps may be listed by either their Roman numeral (XLVII PzK) or Arabic (47PzK) designations. The K means Korps, and the Pz means Panzer. An army is denoted by using the ordinal suffix (6th vs 6) and a capital. Thus Sixth Panzer Army is listed as 6th PzA. The US Army designations generally follow the same pattern (1stA and 3rdA). US Corps always use the Roman numeral convention (VII Corps). A division is named using either "Div" or just a double "xx" (3Axx). US armored divisions are listed as previously shown, a number followed by a capital A and "xx."

VAK is an abbreviation for Volks Artillerie Korps and means the unit is an artillery battalion from the indicated VAK. VW stands for Volks Werfer (Nebelwerfer), and represents the VW brigade ID (each brigade usually consists of four units).

If a size description isn't given, the unit is usually a battalion. US armored cavalry units of company size were called "troops"; so the listing "1 ArmC Trp" indicates one US armored cavalry unit (a company-sized unit with the M-8 silhouette). Breakdown company units are indicated by the number of such units and type. For example, two German MkIV panzer companies would be shown as "2 x Mk IV Cos"; and one US tank company (always M4s) would appear as "1 M4 Co". "TK" is an abbreviation for tank, and "Pz" for panzer (tank in German.)

It's advisable to take a German panzer division (say, 1SS Panzer) and study the units and how they are listed in the Dec 16 scenario. That will help accustom the German player to how those units are listed. Do the same for each type of division in the game.

The hex set up IDs are to the left, followed by the units that either set up in that hex or in proximity to it. NE, NW, SE, SW all refer to the map on which the hex is located. Remember, due to map overlap, some locations will have multiple hex IDs, depending on which map is on top.

If the hex ID is followed by a number in parentheses it means the unit may set up in, or within that number of hexes of that hex. If brackets ("[]") follow the parentheses, it indicates that the friendly unit must not be set up any *closer* to enemy units than the number of hexes indicated inside the brackets. For example, [2] is the same as saying "not adjacent." Note each line may contain set up information for more than one unit. Players can refer back to the Unit Type Chart and the Master Reinforcement Key to help identify each unit.

IP means an improved position is located in the hex, while ET indicates the presence of an entrenchment.

The hierarchy of listings is army, corps, division or brigade. All the units listed after an army is identified belong under the command of that army, until the next army HQ is listed. The same applies to Korps. Non-divisional units listed as part of an army may support any unit or Formation in that army, while a unit listed under a Korps ID can only support or affiliate with units in that Korps command. That also applies to the Divisional level.

Example: The 5th Pz Army commands the XLVII Pz Korps and all the units in it. The 1094/1095 artillery unit could support any unit in that Korps. The II/766/VAK is under the command of the Korps; so it could support any of the divisions under that Korps's command as well (26thVG, 2nd Pz and Pz Lehr Divs). That artillery unit could not be used to support any unit in LVIII Pz Korps. Note Korps affiliations may be changed; these are only the initial command arrangements for Dec 16.

Units that start organic to a corps are listed directly after that corps HQ and aren't necessarily identified with the corps designation; it may have been left off for brevity. For example: if the 176 FA/V battalion is listed under its corps HQ (the Vth), it may appear as just the 176 FA in those setup lists.

Some units are initially assigned to formations other than their organic Formation; these will be identified by their full designation (including divisional ID), and they will appear in the same grouping as the division to which they are attached, not with their parent division.

All units must set up in Tactical mode unless explicitly otherwise listed. Artillery units can set up In Battery or Out of Battery.

All units may break down into component companies during setup provided stacking limits are not violated.

"Man Res" means all the units of that Formation are in maneuver reserve at the start of Dec 16.

"(div)" indicates the unit may start stacked with any other unit of the division that has a set up hex; stacking restrictions still apply.

"(any div)" indicates the unit may start stacked with any unit that has a set up hex of any division of the corps or army under which the unit is listed; stacking restrictions still apply.

"(corps)" indicates the unit may start stacked with any other unit of the corps that has a set up hex; stacking restrictions still apply.

A number in parentheses after the unit's ID indicates a step loss or that one of the companies has been detached.

Sometimes a special instruction will indicate along what hex rows a unit may or may not set up (for example, xx11).

"KG" refers to the Kampfgruppe sub-Formation within a division. Those units usually operate near each other.

"Co" indicates a company.

[32.4.0] Before Punching out the Counters

It is recommended that players study the counter sheets (and even make photocopies of them) before punching them out and sorting them. The counters are generally arranged by Formation for divisions, and by type for corps/army artillery and combat engineers and other assets. It will be much easier to find a counter if you have a copy of the counter sheets. Also, read the Designer's Notes. They will help you understand the intent of many rules that may seem obscure at first.

[32.5.0] General Scenario Stuff

Each scenario has a number of rules dealing with duration (number of game turns), victory conditions, special aspects, deployments and reinforcements, which are all applicable to the situation being simulated. Special rules presented in one scenario don't apply to others unless specifically stated. Unless the Master Setup Manifest specifically indicates a unit has taken a step loss or detached a company breakdown unit (a number in parentheses after a unit's ID), all units begin a scenario at full strength. Artillery units not in strategic mode may be deployed in or out of battery (even those whose formations are in maneuver reserve). Stacking rules are in effect during deployment unless otherwise noted. New units may enter play as reinforcements in accordance with the Master Reinforcement Schedule and special scenario rules.

[33.0] SCENARIO ONE: FIGHT FOR KESTERNICH

This scenario represents the attempt by the 78th US Infantry Division to seize the village of Kesternich on the way to capturing one of the Roer River dams. It's a perfect learning scenario. The scenario map below displays the boundaries for the scenario and shows the units of both sides and where they start.

The scenario map is in the original Scenarios book.

History: the division had entered the line for the first time in December and was tasked by V Corps, along with the 2nd Infantry Division, to drive toward the Roer River Dams in a pincer movement with the 2nd. The battle actually began on Dec 13 and the scenario shows the advance (roughly) after a day and a half of fighting. The going was tough because of the presence of many pillboxes and entrenchments in the area. By the night of Dec 15-16, the 309th Infantry Regiment managed to get a foothold in the village, aided by tanks and engineers. The Germans counterattacked (using the 272nd VG Division, which was slated for the attack on Monschau, to preserve their northern anchor of the Ardennes Offensive. The next day, the Germans launched their Ardennes counter-offensive.

[33.1.0] Special Rules

The scenario lasts four game turns. The night game turn has been skipped for ease of play and because the US tended not to attack at night. Deploy units as shown above. Only the rules sections dealing with sequence of play, movement (skip road and strategic movement), Prepared Assault mode and Tactical mode, stacking, combat (9.0, 10.0, 11.0, & 12.0), and fieldworks are used. The weather is normal with overcast (so no airpower). There are no artillery units, just barrage points (as if there were artillery units). The Germans receive eight points per player turn, and the US player gets 16. The German may use up to eight points in any barrage. The US player may not use more than six points per barrage unless the target is adjacent to a US unit in Prepared Assault mode, or the German player is attacking a US unit that's entrenched.

All German frontline units (those starting the scenario adjacent to US units) are entrenched. The US 1/309 Battalion is also entrenched. German units may not move or attack beyond the line of West Wall hexes in the scenario playing area.

[33.2.0] Victory Conditions

At the end of Game Turn 4, The US player wins if he controls both hexes marked with the iron cross symbol. If he controls none, he loses. Any other result is a draw.

[34.0] SCENARIO TWO: TO SAVE BASTOGNE

This is a great two to three hour scenario that's meant to be played tournament style: it's very competitive. It uses only one small section of the NE map and the units of 2nd Panzer Division, Panzer Lehr Division, and elements of 26th VG and possibly 5th FJ for the Germans, and CCR/9Axx, CCB/10Axx, two CE bns, three corps-level artillery units, and the entire 101st Airborne Division for the US side.

History: The 47th Pz Corps had just spent the previous two days crossing the Our River and destroying the 110th Infantry Regiment of the 28th Division. Due to the gallant stand of numerous company sized outposts along "Skyline Drive" (a road running along the ridgeline containing the international highway), the von Luetwitz's panzer corps had fallen behind schedule. A last-ditch defense at Clervaux (which was to have been taken on the 16th) finally crumbled early on the morning of the 18th. Now, at last it seemed, the panzers would break out into the relatively open terrain on the Taille plateau and resume the drive to the Meuse. But the Americans had not been idle. The CCR of 9th Arm Division, which was the VIII Corps reserve, was busy setting up armored roadblocks, and CCB of 10th Armored was on the move from south of Luxembourg City. The biggest reinforcement, however, was the 101st Airborne Division, which had been resting and refitting at Camp Mourmelon, near Reims, along with the 82nd Airborne. Both divisions were originally slated for action near Werbomont, but the 101st was hastily rerouted to its historic destiny. CCR/9A was practically destroyed, and CCB/10A was roughly handled, but each bought enough time for the three parachute infantry regiments and the glider regiment of the 101st to emplace and protect Bastogne.

Sticking to his strict timetable, Manteuffel could not divert the full resources needed to take Bastogne. So instead, he invested it with the 26th VG Division and a detached KG from Panzer Lehr.

[34.1.0] Special Rules

The scenario lasts eight game turns, from Dec 18 PM until the end of the Dec 20 Night game turn. The area of play is displayed on the scenario map above. The only units in play are those shown above, with one *exception*: on the Dec 20 AM game turn, the German player rolls a d10. If the result is 0-3, two additional battalions of the 14 FJ Rgt/5th FJxx may arrive anywhere between 1317SE and 2917SE. The hex of arrival must not be US occupied or adjacent to a US unit; partial hexes are in play. Units that have been marked with an Ace of Spades have one step loss.

The 101st AB arrives using Road movement, but isn't in strategic mode. All other units arrive at the hexes indicated in Tactical mode. No US unit may move east of the 3400 hex row, nor may it move adjacent to any of the German entry hexes. The units of the 101st may not move more than six hexes away from Bastogne at any time during play, and no US unit may move in or adjacent to Houffalize. The 420 AFA/10Axx should arrive with CCB

There is no airpower; weather is full overcast and the ground condition is normal. All supply rules are ignored and the German ammo depletion value is three, while the Americans' is seven. On Dec 20 AM, the German rolls a d10. If the result is 0-3, the 2nd Pz Div's MA is halved (round up). If it's 4-6, Panzer Lehr is affected instead. A roll of 7-9 means there is no fuel shortage. There are no replacements for this scenario; so ignore those rules. No units may attempt to activate for extended night activity. Don't use any leaders or random events.

[34.2.0] Victory Conditions

At the end of the scenario, each side totals up its victory points, and the side with the higher total wins. If the totals are equal, the game is a draw. The Americans receive four VPs for each hex of Bastogne in US control, which means a US unit occupies the hex or was the last to do so and no German unit is adjacent (that adjacency

applies to the second part of the condition). The US player loses a VP if there aren't at least two units still remaining of CCB/10Axx, and they must not be company breakdown units.

The German player receives two VPs for every KG that exits the playing area from a hex with a black cross symbol. Such a KG must have at least five units exited in order to count. Note that vPorsch/Lehr must exit the map either through a victory hex or off the south edge. The Germans gain no VPs for Bastogne. If the German manages to get any KG off the map before Dec 20, he gains an extra VP.

[35.0] DECEMBER 16 SCENARIO GROUP

The next group of scenarios deals with the first week of the campaign. Some are long; some are short; with the exception of the last scenario, all are played on two maps or less. The scenarios are modular in nature, in that some of them may be combined to provide larger slices of the campaign. The one thing they have in common is all of them use the "Offensive Begins" special rules listed below.

Each scenario will list what units from the Master Setup Manifest are in play. All units start at full strength unless otherwise noted on the manifest. The US player always sets up first (though that doesn't matter as much in this version of Wacht, since almost all set ups are listed on a hex by hex basis for each unit). Use the scenario description maps for Dec 16 to view the playing area of each scenario and general set up areas for all formations. The map also displays which West Wall hexes have already been destroyed (they have a black "X" in their hex). All Bridges along the frontline (the dotted black line on the scenario maps running along most of the Our River and up to, and just beyond, Kesternich on the NE map) are destroyed.

Each scenario will also list which reinforcements and withdrawals are in effect (if any) from those shown on the Master Reinforcement List. Some units may be detailed to arrive from other sections of the map that are out of play. They will also be listed in that scenario's rules section. The duration of most of these scenarios goes from Dec 16 to Dec 20, though some are shorter. The last scenario, "March to the Meuse," combines all the previous scenarios into one that uses all four maps and can be played all the way through to Jan 8, the last few turns of the game, if desired.

[35.1.0] Offensive Begins Special Rules

Unless specifically stated otherwise, all the following special rules apply to any Dec 16 scenario. There are also special rules specific to some game turns, starting with the special pre-dawn surprise turn, and ending with the finish of the Dec 19 night game turn. Some rules are historical options, meaning the original commanders either chose, or were ordered, to perform or not perform a certain task. If players wish to more closely duplicate history, take the historical option.

[35.1.1] Automatic Supply & Normal Fuel

All units on both sides are in automatic supply until the end of the Dec 17 night game turn (including any extended night activity). Both sides use the ultimate supply sources listed in [15.3.0]; specific scenario rules may also designate other supply sources for those scenarios. The Germans don't use the Transport Table or fuel rules until the start of the Dec 20 AM game turn. Until then, all German mechanized divisions are considered to have normal fuel status. The 2SS and 9SS may still have fuel problems when they enter per the scenario rules.

[35.1.2] Surprise Combat Shifts

All German ground assaults, except those against the US 4th Inf Div units, receive an extra one column shift in their favor for the pre-dawn surprise turn and the Dec 16 AM game turn.

Design Note: Gen. Barton, the division CO, had a bad feeling the night before and canceled all leaves, etc. Therefore his division was at a higher readiness status.

[35.1.3] Leaders

No leaders are activated on Dec 16. They may attempt activate normally beginning with the Dec 17 AM GT.

[35.1.4] Restrictions on Inactive US Units

US units may not be moved, construct fieldworks, destroy bridges or voluntarily change Formation (from Tactical mode) until activated. A unit is activated after it has been ground assaulted (barrages don't count, even if the unit retreats). Inactive units in mandatory combat situations must retreat if possible. If they can't, they must attack. Following the attack or retreat, they are activated.

Once a unit has been activated, it remains activated for the rest of the game.

Inactive artillery units may barrage and may observe for barrage.

The rules listed below detail the procedure for each game turn for activating more units, until Dec 17 PM, when all units are activated. Corps artillery units and corps or army engineer units may not be activated voluntarily until the Dec 17 AM game turn (the Germans could make them active by attacking them). Its suggested players orient units at a 90 degree angle once they have been activated. After all units are active, orientation is no longer necessary.

Activation occurs during the Mode Determination phase.

Dec 16 Surprise Turn: there is no US movement during the pre-dawn special turn, except for units that retreat after combat.

Dec 16 AM Game Turn: only US units that have been activated by being ground assaulted in the pre-dawn turn, and the two units at Vielsalm (3429SE): 32 ArmC Sqdn (Bn), and the 1 LtTk Co may be moved.

Dec 16 PM Game Turn: the US side activates US units that have been ground assaulted, plus the result of a d10 die roll divided by two (round down). That die roll activation is for both maps (NE and SE), not per map. Units of CCB and CCR/9th Arm Div or 5Axx may not be activated. No unit in fieldworks may voluntarily be activated.

Dec 16 Night: activation is the same as the Dec 16 PM turn except a d10 die roll is made for each eastern map (NE and SE; remember to halve each die roll), and the US player may activate one of the following two: all of CCB/9Axx, or all of CCR/9Axx. If CCB is activated, it must first end its movement within one hex of St Vith (4430NE) before being allowed to move freely for the rest of the game. (The unit was promised as a divisional reserve for the 106th Infantry Division if that unit got in trouble.) If CCR is activated, it may not move onto the NE map until after the Dec 18 AM game turn.

Dec 17 AM Game Turn: all US units, except those in fieldworks and those not able to trace a supply path of any length, are activated. The supply path is only for determining activation, as supply is still automatic for both sides. All units of 2nd US ID are activated.

Dec 17 PM Game Turn: All US units are activated.

[35.1.5] German Movement Restrictions

German units also have limitations placed on their movement for the first several days of the game.

No German artillery unit (except those in Maneuver Reserve) may move until the Dec 17 AM game turn. After that turn, until the Dec 20 AM game turn, when the Germans start having to use the Fuel Table and truck points, the 6th PzA and 5th PzA may use two truck points each to move artillery units. The 7th Army may use one. Starting with Dec 20 AM, the German side may allocate and use its TPs as it sees fit.

The Germans must use Bridge Bottleneck markers until the end of the Dec 19 PM game turn.

Pz Lehr is allowed to use the Heavy Bridge in 5th FJ xx's sector and move within five hexes of it without suffering the penalties for moving out of its army's (the 5th Pz Army) sector.

Dec 16 Surprise Turn: German units may only move using PA movement. Artillery units, HQs and units in Maneuver Reserve may not move. Units that end their movement next to enemy units are marked with a PA marker (except for those not eligible to participate in GAs). On this turn only, German Leg AT units may ignore rivers for the purposes of movement and so can PA move across river hexsides.

Dec 16 AM Game Turn: German units in Maneuver Reserve are free to be released if not using the historical option.

Dec 16 PM Game Turn: German units in Maneuver Reserve are free to be released if using historical options.

[35.1.6] Pre-Dawn Turn

These additional rules apply to this turn. The game turn consists of a German special movement phase, German combat phase (mutual

barrage segment followed by German GA segment), and a German administrative phase, in that order.

This is *not* a night turn.

1. All German barrages are considered *unobserved*.
2. A maximum of three German artillery units may participate in the same barrage (even though unobserved.)
3. The US player can't have more than two units participating in the same barrage, and the observer must be in fieldworks. Otherwise only one unit may barrage.
4. All US barrages suffer a minus one DRM.
5. During this turn (and only this turn) the German Barrage phase precedes the US Barrage phase.
6. Neither side makes ammo depletion checks.
7. Recon units may not convert mandatory step losses into retreats.
8. German units may not begin bridge construction, but bridge units and Army-level Mech engineer units may be ignored for stacking purposes.
9. The German player may ignore the effects of overstacks in hexes that are overstacked at set-up time. However, no new overstacks may be voluntarily created or worsened during the turn.

[35.1.7] Dec 16 AM Game Turn

On this GT, the sequence of play reverts back to normal. The US player may not destroy bridges. Neither side checks for ammo depletion. The US player may use TPs for units that have been activated. German engineers may initiate bridge construction. The US limitation on how many artillery units may barrage together is lifted, but the minus one DRM for US barrages is still in effect.

The German player may choose to assign TPs to unit motorization (but not fuel or ammo hauling). The German player may choose to expend ammo points to increase the ammo depletion value of one or more of his armies, but note that on this turn (and the Pre-Dawn turn) no ammo depletion rolls are made, so this expenditure isn't as "efficient" as when used on later days.

[35.1.8] Dec 16 PM Game Turn

The extra shift for German GAs is no longer in effect. German engineers successfully complete a bridge if they roll a 0-3 with a d10. The German ammo depletion value is four, while the US value is six. The US player may not attempt any bridge demolitions. US artillery units may only activate voluntarily if they are adjacent to an enemy unit.

[35.1.9] Dec 16 Night Game Turn

The German ammo depletion value is now at its normal value of three. The US ammo depletion value is now at its normal value of seven. Reinforcements don't count against the number of units the US side may activate. Bridge completion no longer requires a die roll.

[35.1.10] Dec 17 PM Game Turn

The US player may now attempt bridge demolition.

[35.1.11] Unit Set Up According to Groups

For some Dec 16 scenarios, US formations or corps assets are split between different set up groups. When the scenario set up calls for a group of units, all formations and units labeled with that group number are used. For example, "Group Two" indicates all units labeled "Group Two" are used. In some cases, sub-formations (usually regiments, KGs or combat commands), or individual units, may belong to a different group than their parent Formation, or the unit may be a corps/army asset that sets up on its own.

[35.1.12] (Optional) Free Set Up

If players wish to opt for non-historical play, they may choose to freely set up according to the following priorities.

The US player sets up first, with the exception of the 2nd US Infantry Division and CCB and CCR of 9th Armored Division. There must be a US unit within three hexes of every front line hex, and no

US battalions may be stacked together within that area. The original corps command structure must be adhered to.

The German player sets up next. The 6th PzA boundary may be moved up to 12 hexes south of the present line. Truck assignments may be changed. Any panzer divisions placed in maneuver reserve may have their deployments written down in secret without placing the counters on the map. All original command assignments must be adhered to. The boundary between 5th PzA and 7th Army may be moved six hexes in either direction.

Once the German is finished, the US player may write down the location of the 2nd US Infantry Division on the map (not yet placing the units on the map). The two combat commands of 9th Armored Division (CCB and CCR) may be designated set up hexes in secret (write them down or note them on a reduced map photocopy), if they are set up at least eight hexes from the front line. Any closer and they are deployed on the map at the start.

When play begins, the German units in maneuver reserve only have to be revealed when they are released from reserve. The US 2nd Infantry Division is only revealed if a German unit begins adjacent to one of the 2nd Div's units during a movement phase. The two combat commands are revealed when released, or when a German unit attempts to enter a hex containing those US units.

[35.2.0] Scenario 1, Ride of the Valkyries: 6th PzA Attacks

This scenario depicts what was intended to be the main effort for Hitler's winter offensive: his vaunted SS panzer divisions led by his old cohort Sepp Dietrich. It's a fairly involved scenario with a lot of units. Give yourself around two days for this one.

History: 6th Pz Armee's assault was spearheaded by ISS Panzer Corps, which contained two of Hitler's more notorious units: Leibstandarte Adolf Hitler (1SS Pz) and Hitler Jugend (12SS) Panzer Divisions. It was thought an infantry assault led by four VG divisions and one FJ division would quickly blow open a hole open in the thin crust of American defenses in this section of the front. What the planners failed to catch was the presence of the entire US 2nd Infantry Division, plus many more assets attached to it, for its attack on the Wahlerscheid crossroad. The crust suddenly was a lot thicker in the critical northern zone of army operations. The terrain was also unfavorable to the deployment of mechanized formations, thus aiding the Americans in their frantic defense of the northern shoulder. Eventually, only one element of the two panzer divisions ever achieved anything close to a breakthrough. That unit was KG Peiper of the 1SS Pz Div. His intermediate objective was the village of Werbomont, about 35 miles to the west of his start line. He only got as far as La Gleize before the reinforcing 30th Infantry Division and attached command of 3rd Armored finally corralled him and his unit.

The 12th SS fared worse. The 277th and 12th VG could not clear the roads through and over Elsenborn Ridge, being stopped at the twin villages of Rocherath-Krinkelt. It was there Hitler Jugend dashed itself to pieces on the stout defense of the Indianhead Division. The superiority of the US artillery arm was the decisive factor, as it broke up attack after attack, even before the Germans could leave their assembly areas.

[35.2.1] Scenario Length

The scenario starts with the Dec 16 Pre-Dawn surprise turn and ends at the conclusion of the Dec 20 PM game turn.

[35.2.2] Initial Deployment

Use the scenario situation maps to determine the area of play. Most of the NE map is used. The scenario's western boundary is the 1000 hex row. The location of major formations for each side is also noted on those maps. When using the historical set-up, use the Master Set-up Manifest to place all in-play units in their correct locations. All Group One units for both sides are in play except for the 5th FSJ Rgt/3FJ plus one Pio Co, and CCB/9Arm Div.

[35.2.3] Reinforcements

The German player receives all 6th Panzer Army reinforcements up until Dec 19 AM. Those that appear after that would be too late getting into any significant scenario actions. The Germans may use four of the Einheit Stielau commando units. Don't forget to check for von Der Heydte and his paras. Also, the 5th FJ Regt (three units of the 3rd FsJ Div) appear at 4626NE on Dec 19 PM with two step losses.

The US player receives all reinforcements due to arrive at zones G through I. The 7th Armored Division may be kept for use in the playing area, but it costs the US player two VP, and an assembly point must actually be written down before the division enters the map. If the US player doesn't wish to keep the division, simply don't enter it on the map. The 82nd Airborne Division arrives in strategic mode on the Dec 18 night turn at hex 1029NE. The 508th PIR, 325th GIR, and two divisional artillery units don't enter the playing area with the division; they aren't used in this scenario. The division may move outside the playing area until reaching its assembly point, which must be designated on the Dec 17 PM game turn.

[35.2.4] Activations

Instead of rolling a die for activation, the US player may activate only one unit for the first die roll, and two more for the second roll. The special activation rules for the 1st Infantry and 5th Armored Divisions are still in effect [30.6.0] [30.7.0].

[35.2.5] Air Point Availability

On any game turn in which the atmospheric weather condition is partial overcast, the US player receives four APs and the German player two APs.

[35.2.6] Truck Point Availability

The Germans have one TP to use as they see fit to move artillery units or motorize other units. It does not need to haul fuel and it cannot haul ammo.

The US has two TPs available for unit motorization.

[35.2.7] German Fuel and Ammo Availability

All German mechanized formations are at Normal Fuel for the duration of the scenario. The 6PzA starts with four ammo points accumulated [16.3.1].

[35.2.8] Special Rules

Special rules [30.1.0], [30.2.0] and [30.3.0] are in effect. They deal with the von Der Heydte paradrop, Einheit Stielau and the 150th Pz Bgde.

All of the "Offensive Begins" special rules are in effect [35.1.0].

[35.2.8a] Monschau & Barrages

Either Model or Hitler, history is not sure which, forbade heavy artillery barrages on Monschau because the town was very popular before the war as a resort town, especially for honeymooners. Because of that, the Germans may never direct more than two artillery units' worth of barrage on the town. Players may mutually decide to ignore this rule, giving the Germans a little more edge in this area.

[35.2.9] Victory

The German player wins an outright victory (smashing success) if he can exit part of 1SS Pz Div (one KG with at least four units) from any hex on the west edge of the playing area above the xx18 hex row, or capture a bridge over the Meuse River between 1007-1705NE. (Liege was not a 6th PzA objective.) A supply path (of any length) must exist from the exit hex or bridge back to a German ultimate supply source at the end of the game. Additionally, the Germans must control any two German victory point hexes east of the 30xx hex column.

The US player needs to prevent the Germans from reaching their VP hexes and keep the Germans from exiting the map or crossing the Meuse River.

If the German player fails to meet the instant victory condition by Dec 20 Night, both players count up the number of VPs they

control (one for each star or black cross). The Germans get no points for a star, and the US get none for a cross. The side with the higher total wins. The smaller the difference, the smaller the victory. A tie is a draw.

[35.3.0] Scenario 2, An Egg is Laid: St. Vith and the 106th

This scenario depicts the LXVII Corps attack on the 106th Infantry Division and its attempt to take St Vith, and the LVIII PzC's attempt to dash to the Ourthe River. The failure to take St Vith would result in the "fortified Goose Egg."

History: Manteuffel planned to use the 62nd and 18th VG Divisions in a classic pincer movement to ensnare and destroy the 106th Infantry Division, which had two regiments exposed on the Schnee Eifel Ridge occupying captured West Wall bunkers. The 106th was newly arrived and had barely a week to acclimatize to the rigors of front line duty before the German offensive fell on them. The previous occupant, 2nd ID, was a veteran division that had prepared positions for a unit stocked with much more equipment than straight T0&E would normally call for.

The German offensive had fully engulfed the two regiments by the middle of the second day and St Vith itself was threatened. Only the timely arrival of the US 7th Armored Division, along with the stout defense put up by the 81st and 158th Combat Engineers and elements of 28th Infantry Division and 9th Armored Division, made it possible for the Americans to hold St Vith until Dec 23, when it was finally about to be swallowed by the II SS PzC and Führer Begleit Brigade.

The 116th Pz, meanwhile, wasted much time fighting for a bridge at Ouren that would not support the weight of a Panther (MkV) tank. The division was forced to detour all the way around to Dasburg and the 2nd Pz Div's bridgehead over the Our. Eventually, the division, along with the 560 VG, would make it out to the Soy-Hotton area, where it was engaged by the newly arriving 3rd Armored and 82nd AB Divisions.

[35.3.1] Scenario Length

The scenario starts with the Dec 16 pre-dawn surprise turn, and ends at the conclusion of the Dec 20 PM game turn.

[35.3.2] Special Rules in Effect

All of the "Offensive Begins" special rules are in effect [35.1.0].

[35.3.3] Initial Deployment

Both players use the scenario situation map to locate the boundaries and locations of major formations for this scenario. The bottom half of the NE map and the top portion of the SE maps are both used. The scenario's western boundary is the 1500 hex row. Use the Master Setup Manifest to place all units beginning on the map in their historic locations. All Group Two units for both sides are in play, plus the 5th FJ Rgt (three units) and 1 Pio Co from the 3rd FJ Div, which are set up in 6125 (all overstacked together, but may ignore effects of overstacking for the first turn of this scenario). The Germans also get two barrage points every game turn, with a range of nine, counting from any Dec 16 front line hex.

[35.3.4] Reinforcements & Withdrawals

The German player receives all 5th Pz Army reinforcements up until Dec 19 AM. The 5th FJR/3FJ must withdraw on the Dec 19 AM game turn – remove it from the board.

The US player receives the 7th Armored Division on any road between 4627NE and 3327NE. The division's assembly point must actually be written down two game turns before the division enters the map. Additionally, the US player receives the CCB/9th Arm Div on any road between 4627NE and 4227NE on the Dec 16 night game turn. The 7th Arm Div arrives in Strategic mode. CCB/9th Arm Div arrives using tactical Road movement. On the Dec 18 night game turn, the 508th PIR, 325th GIR, and any two divisional artillery units and one AT Co enter the playing area at 1024NE of 1029NE.

[35.3.5] Activations

The US player activates the 32nd Arm Cav at Vielsalm (plus the 1 M5 LtTK with it) on the Dec 16 AM game turn. On the Dec 16 PM game turn, the US player may activate only one unit (instead of using a die-roll), and the same is true for the Dec 16 night game turn.

[35.3.6] Air Point Availability

Neither side receives any air points in this scenario.

[35.3.7] Truck Point Availability

The Germans have one TP available for moving artillery units and motorizing other units.

The US has one TP available for unit motorization.

[35.3.8] German Fuel and Ammo Availability

All German mechanized formations are at Normal Fuel for the duration of the scenario. The 5PzA (the army to which all Corps are assigned for the duration of the scenario) starts with one ammo point accumulated [16.3.1].

[35.3.9] Special Rules

All of the “Offensive Begins” special rules are in effect [35.1.0].

[35.3.10] Other US Supply Sources

82nd AB units are always in supply if they can trace a supply path no longer than eight hexes (yes, hexes – not supply path points) to 2929NE. All US HQs must trace a supply path to 2627NE, 2127NE, 1927NE or 1527NE.

[35.3.11] Victory

The German player wins a huge victory if he can control La Roche (1603SE), Erezee (1527NE), Manhay (2128NE), and Parker’s Crossroads (2431NE), and trace a supply path from them, plus exit one KG (four units at least) from 116th Pz Div out of the playing area at Erezee or Amonines (1529NE). The instant that occurs, the Germans win. If that doesn’t occur, each side totals up the number of VP hexes it controls (and from which they can trace a supply path). If the 5FJ/3FJ regiment has suffered more than five step losses, the US player gets one VP.

The player with the most VP wins.

[35.4.0] Scenario 3, A Beautiful Skyline: 47th PzC vs the 110th Infantry Regiment

This scenario presents the assault of the XLVII Pz Corps on the 110th Infantry Regiment of the 28th US Infantry Division. The last ditch stand of that regiment along a road running the length of the ridge (hence the nickname “Skyline Drive”) overlooking the Our River disrupted 5th Panzer Army’s timetable enough to prevent a swift and easy capture of Bastogne.

History: unlike 6th PzA, Manteuffel chose to place his panzer divisions right on the frontline and attack with them immediately. 2nd Panzer Division was rated highly as an attack-capable division. Elements of it and 26th VG Division (another highly rated Formation composed of many east front veterans) had already infiltrated across the Our River before the actual barrage signaling the beginning of the attack. Isolated US company sized strongpoints built around sturdy villages put up unexpected resistance. In many cases they inflicted far heavier casualties on the attacking formations than they suffered themselves. The failure to emplace heavy bridges early in the morning held up armored support for the German assault columns, while the US commanders. Dutch Cota and Hurley Fuller were able to throw in support immediately.

Marnach, Hosingen, Munshausen, Holsthum, and Consthum held out the entire first day and, in some cases, into the middle or evening of the next. Finally, Clervaux ended up holding out until the early morning of the 18th (defended by regimental HQ units and remnants that had fallen back). The gallant defense ended, but the next phase began: the race for Bastogne.

With the fall of Clervaux, it seemed as though the road to the Meuse was open. But elements of two US combat commands (CCR/9A & CCB/10A) fought a delaying action that enabled the 101st

AB Division to reach and defend Bastogne. CCR was practically destroyed, and CCB suffered moderate casualties, but they had done their job.

Manteuffel’s concern was not with capturing Bastogne; his eyes were on reaching the Meuse River within a day or two. Accordingly, 2nd Panzer Division ended up skirting the town by way of Noville on the way to Ourtheville, where fuel shortages plagued it. Panzer Lehr left behind one KG (Hauser) to assist 26th VG in its investment of Bastogne, while the rest of Lehr side-slipped to the southeast on its way to St Hubert. The 26th VG and the attached KG were, in fact, too weak to actually take Bastogne. Both sides wondered what would happen over the next week once Patton started driving up from the south.

[35.4.1] Scenario Length

The scenario starts with the Dec 16 pre-dawn surprise turn and ends at the conclusion of the Dec 20 PM game turn.

[35.4.2] Initial Deployment

Use the scenario situation map to locate the boundaries and locations of major formations for this scenario. It’s played entirely on the SE map. The scenario’s western boundary is the 1000 hex row. Use the Master Setup Manifest to place all units beginning on the map in their historic locations. All Group Three units for both sides are in play with the following exceptions.

Germans: 1099/1119/5thPzA Art. Additionally, the units of 14th FJ Regt (three bns + 1 Pio Co.) are set up in 4719SE, 4518SE, and 4619SE. These units may not move more than four hexes north of the 5th PzA/7th Army boundary, and are considered attached to the 26th VG Div for this scenario.

[35.4.3] Reinforcements & Withdrawals

The Germans receive no reinforcements.

The US player receives CCB/10th Arm Div (plus the division slice and the 420 AFA) on any road between 2123SE or 1623SE on the Dec 18 PM game turn. The US player also receives the 101st AB in strategic mode at hexes 1024SE or 1015SE (but not both). The 705 TD/101AB arrives on Dec 19 PM at 1603SE in strategic mode. Three AT COs should accompany the 101st AB Div.

[35.4.4] Activations

On the Dec 16 PM game turn, the US player may activate only one unit (instead of using a die-roll), and the same is true for the Dec 16 night game turn. The US player may also activate the 2/110 Infantry on the Dec 16 night game turn. No unit from CCR/9A may be activated until Dec 17 AM. The Germans may not activate Panzer Lehr until the Dec 16 PM game turn.

[35.4.5] Air Point Availability

Neither side receives any air points in this scenario.

[35.4.6] Truck Point Availability

The Germans have one TP available for moving artillery units and motorizing other units.

The US has two TPs available for unit motorization.

[35.4.7] German Fuel and Ammo Availability

All German mechanized formations are at Normal Fuel for the duration of the scenario. The 5PzA starts with three ammo points accumulated [16.3.1].

[35.4.8] Special Rules

All the “Offensive Begins” special rules are in effect [35.1.0].

[35.4.9] Other US Supply Sources

All US units may treat Bastogne as an ultimate supply source. Bastogne was the VIII Corps HQ site and numerous supply dumps were in the area.

[35.4.10] Victory

The German player wins big if he can exit at least four KGs (minimum of four units per KG) off of the west edge of the map and controls La Roche (1503SE) and hex 1008SE at the end of any game

turn. He must also trace at that time a supply path (of any length) from the exit hexes to a German supply source. The instant that occurs, the German player wins. Failing that, at the end of the scenario both sides add up the victory hexes they control (stars for the US, crosses for the Germans). Bastogne counts as two stars for each hex. Each KG the German exits off of the map counts as half a victory point. Each star or cross is worth one VP. If the 14th FJ Rgt has suffered more than five step losses, the US player gets one VP.

The player with the most VPs wins. A tie in VP is a draw.

[35.5.0] Scenario 4, A Hard Left: 7th Army and the Southern Shoulder

The 7th Army's attack on elements of the 28th, 9th Armored and 4th US Infantry Divisions is depicted in this scenario. Due to the limited nature of its objectives and the paucity of units, the scenario is limited to only the first three days.

History: German 7th Army, under Lt. Gen. Erich Brandenburger, was the bastard child of the German offensive. Originally slated to command a mechanized division (probably the 3rd or 15th PzGren) plus five VG divisions, the army's actual starting order of battle had been pared down to just four divisions. The objective of 7A was to establish a blocking position in the south in anticipation of the Allied riposte that was bound to materialize there in the form of US 3rd Army. Stretching from Echternach to Martelange, that line was to delay long enough for the panzers to cross the Meuse and drive for Antwerp.

The first day of the offensive delivered mixed results. The Germans crossed the Our and Sauer Rivers in force and drove in the US outpost positions. US artillery took a heavy toll on the attackers, however, and prevented medium bridging from being completed on the first and second days. German engineer inexperience also led to lengthy delays. Eventually, as the US forces were driven back to better positions and more reinforcements arrived, the Germans stopped and began digging in after having reached their objectives, which were limited in regard to driving south.

[35.5.1] Scenario Length

The scenario starts with the Dec 16 pre-dawn surprise turn and ends at the conclusion of the Dec 18 night game turn.

[35.5.2] Initial Deployment

Use the scenario situation map to locate the boundaries and locations of major formations for this scenario. It is played entirely on the SE map. The scenario's western boundary is the 40xx hex row. Use the Master Setup Manifest to place all units beginning on the map in their historic locations. All Group Four units for both sides are in play. The units of 14th FJ Regt (three bns + 1 Pio Co.) are not available, remove them from play.

[35.5.3] Reinforcements

The German player receives no reinforcements.

The US player receives all those reinforcements listed as appearing on the southern map edges, with the exception of CCB/10Axx. The rest of 10th Arm Div plus two division slices arrive per the Master Reinforcement List.

[35.5.4] Activations

On the Dec 16 AM game turn, the US player may activate only one unit. On the Dec 16 PM game turn, one more unit may be activated. Additional units may be activated per rule [35.1.4]. Activating engineer and artillery units, or units in fieldworks, is still restricted per rule [35.1.4].

[35.5.5] Air Point Availability

On any game turn, if the atmospheric weather condition is partial overcast, the US player receives two APs and the German one.

[35.5.6] Truck Point Availability

The Germans have one TP available for moving artillery units and motorizing other units.

The US has one TP available for unit motorization.

[35.5.7] German Fuel and Ammo Availability

All German mechanized formations are at Normal Fuel for the duration of the scenario. The 7A starts with two ammo points accumulated [16.3.1].

[35.5.8] Special Rules

Rules [26.7.0], [30.4.0] and [30.5.0] are all in effect. Those rules address the southern map edge and use of the 9th Arm and 4th Inf Divs.

All the "Offensive Begins" special rules are in effect [35.1.0].

The heavy bridge that begins the game under construction in the 5FJ division's sector does not begin rolling for completion until the Dec 16 PM turn (like all other bridges.)

[35.5.9] Victory

The German player wins big if he can clear the entire triangle (see [27.2.0]) by the end of the scenario. If not, both players add up their VP symbols (stars for the US, crosses for the Germans). Each star or cross is worth a VP. If the German total is three or more points higher than that of the US, the German wins. If the difference is one or two, it's a draw. And, if the difference is zero or less, the US player wins.

[35.6.0] March to the Meuse

This scenario combines the previous Dec 16 scenarios into a two map affair. Play starts with the Dec 16 pre-dawn surprise turn and lasts until the end of the Dec 20 night game turn. It's a long scenario that's suited for team play. The entirety of both the NE and SE is used, with the exception of the "Out of Play" area. Supply sources are those listed in [15.3.0].

The scenario may also be used as a Campaign Game starting point. See Campaign Game scenario rules [38.0].

[35.6.1] Initial Deployment

All German and US units on the Dec 16 Master Setup Manifest are placed on the map. The free set up may be used if both players agree to that. Keep in mind that will invalidate all playtesting and listed victory conditions but it could be lots of fun watching what happens.

The units of the 78th Inf and 272nd VG Divs may be left off by mutual agreement. If that's done, the US player should also not place the following units on the map: 300 CE/1stA, 296 CE/1stA, 76 FA/V, 997 FA/V and the 2nd Ranger Bn. In addition, the German player should not place the III/405 VAK artillery on the map.

[35.6.2] Reinforcements & Replacements

German and US reinforcements arrive as per the Master Reinforcement List. If the 2SS and 9SS Pz Divs don't arrive early due to the capture of Werbomont, Malmedy, or Spa (by the Dec 18 AM game turn), they both arrive on the Dec 19 PM game turn at low fuel status and must roll on the Fuel & Reserve Release Table located on the German Game Turn Record Track to see how many MPs they may expend.

There are no withdrawals.

The replacement rules [23.0] are in effect. Neither side has any RPs accumulated.

[35.6.3] Activations

Use the activation rules listed in [35.1.4] and [35.1.5].

[35.6.4] Air Point Availability

Both sides receive air points per [21.1.0].

[35.6.5] Truck Point Availability

The Germans have 20 TPs initially available. They are consumed as described in [16.5.0] and can be used only for artillery unit movement and unit motorization. On Dec 20 AM, all of [16.0] applies.

US TP availability is given in [7.9.2b].

[35.6.6] German Fuel and Ammo Availability

All German mechanized formations are at Normal Fuel until Dec 20 AM, when [16.2.0] kicks in. The three German armies start with ten ammo points accumulated, as described in [16.3.1].

[35.6.7] Special Rules

Rules [26.0], [26.7.0], [28.0], [30.1.0], [30.2.0], [30.3.0], [30.4.0], [30.5.0] are all in effect.

Use all "Offensive Begins" special rules [35.1.0].

[35.6.8] Victory

If the German player can fulfill the conditions for an outright victory presented in scenario one of the group [35.2.9], he instantly wins. If that doesn't occur before the end of the scenario, victory is calculated by comparing the number of VPs accumulated by each side. Using the scenario map, players count the total number of hexes with VP symbols belonging to their side that they control (stars for the US, crosses for the Germans). Each such hex is worth one VP to that side. Each Pz Div KG (with at least four units) exited off of the west edges of the map above the XX16SE hex row is worth a VP to the German side. A supply path (of any length) must be traced from the exited hex back to a German supply source at the conclusion of the game for this VP to count.

If the Germans have twice as many VP as the US, it's a German operational victory. If they have more VPs than the US player, it's a German marginal victory. It's a draw if the Germans have equal or fewer VPs.

If the US player has three times as many VP, he's won an operational victory. If twice as many, it's a US marginal victory.

If players extend the game and use all four maps, the Campaign Scenario victory rules should be used.

DEC 16 GERMANY

GROUP 1

6th Pz Armee

7019NE 6th PzA HQ, Dietrich (Ldr)
(326VG) 663 AT
6721NE 62 Pio
6813NE 253 Pio
7029NE 73 Pio
7019NE (4) Five Hvy Bridges
6824NE 1120/428 Art
6824NE 1098/1110 Art
6723NE 501SS Art
6723NE 502SS Art

150th Pz Bgde (SKorzeny)

7028NE KG Hardieck (2 units)
6821NE KG Scheff (2 units)
6819NE KG Wolff
6819NE 150Pz x HQ

I SS Pz Korps HQ

6721NE I SS Pz Korps HQ
6120NE (5)[2] 51/4VW/6th PzA (NW)
6120NE (5)[2] 53/4VW/6th PzA (NW)
5919NE 210/4VW/6th PzA (NW)
6019NE 210/4VW/6th PzA (NW)
6024NE (4)[2] 14/9VW/6th PzA (NW)
6024NE (4)[2] 54/9VW/6th PzA (NW)
6021NE 210/9VW/6th PzA (NW)
6024NE 210/9VW/6th PzA (NW)
6523NE VI/402 VAK/6th PzA
6323NE V/402 VAK/6th PzA
6123NE IV/402 VAK/6th PzA
6122NE III/402 VAK/6th PzA
6020NE III/388 VAK/6th PzA
6219NE IV/388 VAK/6th PzA
6220NE V/388 VAK/6th PzA
6519NE VI/388 VAK/6th PzA

1st SS Pz Division (All in Man. Res)

6928NE 1st SS Pz xx HQ
6525NE KG Peip #1 MkV
6425NE KG Peip #2 MkV, Peiper (Ldr)
6425NE KG Peip #3 MkIV
6525NE KG Peip #4 MkIV
6524NE KG Peip I/Iss Art
6526NE KG Peip I/Iss Pio Co
6524NE KG Peip 1/501ssPz (MkVIb)
6526NE KG Peip 2/501ssPz (MkVIb)
6624NE KG Knit 1Auf/Iss ArmRec
6624NE KG Knit 2/Iss Pio
6726NE KG Hans IVss/Iss Art (NW)
6625NE KG Hans I/Iss MotInf
6725NE KG Hans II/Iss MotInf
6626NE KG Hans JpzIV
6626NE KG Hans III/Iss MotInf
6727NE KG Hans II/Iss Art
6827NE KG Sand I/Iss Pio Co
6827NE KG Sand I/2ss MotInf
6927NE KG Sand II/2ss MotInf
6828NE KG Sand III/Iss Art

12th SS Pz Division (All in Man. Res.)

6715NE 12th SS Pz xx HQ
6415NE KG Kuhl #1 MkV
6416NE KG Kuhl #2 MkIV
6415NE KG Kuhl #3 MkIV
6416NE KG Kuhl #4 MkIV
6516NE KG Kuhl I/560ss Jpz (JpzV)
6515NE KG Kuhl I/12ss Pio Co
6516NE KG Kuhl I/12ss Art
6517NE KG Müller I/25ss MotInf
6618NE KG Müller II/25ss MotInf
6618NE KG Müller 560JpzIV Co
6517NE KG Müller JpzIV Co

6718NE KG Müller III/25ss MotInf
6718NE KG Müller 2/12ss Pio Co
6719NE KG Müller II/12ss Art
6617NE KG Krause I/26ss MotInf
6617NE KG Krause II/26ss MotInf
6616NE KG Krause IVss/12ssArt (NW)
6715NE KG Krause 3/12ss Pio Co
6616NE KG Krause III/12ss Art
6515NE KG Brem 12Aufk/12ss Rec

3rd FSJ Division

6026NE 3rd FSJ Div HQ
6026NE I/3FJ Art
7020NE III/3FJ Art
(The 5 FsJ Rgt & 1 Pio Co are part of Scenario Group 2's units also.)

6025NE I/5 FSJ
6025NE II/5 FSJ
6125NE III/5 FSJ
5926NE I/9 FSJ
5924NE II/9 FSJ
5925NE III/9 FSJ
5925NE 1 Pio Co
6125NE Ersatz Bn 3FJ
5924NE 3FJ AT Co
6920NE 3FJ Pio Bn (-1)
6920NE 3FJ HvyFlk Co

12th VG Division

6024NE 12th VG xx HQ
5723NE I/27 VG, II/27 VG
(overstack OK)
5823NE I/48 VG, II/48 VG
(overstack OK)
6023NE I/89 VG
6024NE 12 AT Co
5923NE II/89 VG
5923NE II/12 Art
6023NE III/12 Art
(div) 12 Pio
5923NE 12 StG
6022NE Fus Bn 12

277th VG Division

6019NE 277th VG xx HQ
5818NE I/989 VG
5920NE I/990 VG
5920NE II/990 VG
5919NE II/991 VG
5918NE II/277 Art
5918NE III/277 Art
6117NE (1) 277 AT Co
(div) 277 Pio
6117NE (1) Fus Co 277
5817NE II/989 VG
5819NE I/991 VG
6117NE (1) 277 Hetz

LXVII Korps

5912NE LXVIIHQ
5910NE III/405th VAK/6th PzA
5813NE IV/405th VAK/6th PzA
6112NE V/405th VAK/6th PzA
6213NE VI/405th VAK/6th PzA
(any div) (1) 88/17VW/6th PzA (NW)
(any div) (1) 89/17VW/6th PzA (NW)
(5912NE) (1)[2] 300/17VW/6th PzA (NW)
(5912NE) (1)[2] 210/17VW/6th PzA (NW)

326th VG Division

5612NE 326th VG xx HQ
5413NE I/751 VG
5615NE IP II/751 VG
5412NE I/753 VG
5311NE I/752 VG
5210NE IP II/752 VG
5411NE II/326 Art
5613NE III/326 Art

5615NE IP 326 AT Co
(div) 326 Pio
(div) Fus Co 326

GROUP 2

LVIII Pz Korps

5507SE LVIII PzK HQ, Krueger (Ldr)
4811SE (3)[2] 84/7VW/5th PzA
4811SE (3)[2] 85/7VW/5th PzA
4811SE (3)[2] 210/7VW/5th PzA
4811SE (3)[2] 300/7VW/5th PzA
4911SE (2)[5] 401VAK/5th PzA (4 units)
(401 VAK & 7VW both N. of xx11 hex row)

560th VG Division

4611SE 560th VG xx HQ
4310SE I/1128 VG
4310SE 1560 Pio (-1)
4410SE II/1128 VG
4410SE Fus/1560 Bn
4509SE I/1130 VG
4509SE II/1130 VG
4509SE 1 Pio Co
4611SE II/560 Art

116th Pz Division

5209SE 116th Pz xx HQ
5108SE KG Bayer #1 MkV
5108SE KG Bayer #2 MkV
5209SE KG Bayer #3 StG
5009SE KG Bayer JpzIV Co
5009SE KG Bayer I/675 Pio Co
5009SE KG Bayer I/146 Art (SP)
4708SE KG Voght MkIV Co
4708SE KG Voght I/156 MotInf
4609SE KG Voght II/156 MotInf
5110SE KG Stephan Arm Recon
4810SE KG Voght III/146 Art
4609SE KG Voght 3/675 Pio Co
4808SE KG Zand #2 MkIV
4907SE KG Zand #3 StG
4809SE KG Zand #1 MkV
4909SE KG Zand II/146 Art
4907SE KG Zand 2/675 Pio Co
5210SE Res 116Pz JpzIV
5210SE Res StG Pz
5209SE 228 AT Co

LXVI Korps

5902SE LXVI Korps HQ
5902SE (8)[2] 86/16VW/5th PzA (NW)
5902SE (8)[2] 87/16VW/5th PzA (NW)
5402SE 210/16VW/5th PzA (NW)
6128NE 300/16VW/5th PzA (NW)

62nd VG Division

5406SE 62nd VG xx HQ
5006SE 164th VG Rgt (2 units)
5104SE 190th VG Rgt (2 units)
5203SE 183rd VG Rgt (2 units)
5206SE III/162 Art
5205SE II/162 Art
(div) 162 AT Co
(div) 162 Fus Bn
(div) k 162 Pio
(div) 1162 Hetz Co

18th VG Division

Bkdn Box 18 Fus Bn
5901SE 18th VG xx HQ
5301SE 293rd VG Rgt (2 units)
5930NE 244 StG
5930NE I/295 VG
5929NE II/295 VG
5928NE 294th VG Rgt (2 units)
5932NE III/1818 Art
5701SE II/1818 Art

5401SE IP 1 Inf Co (2-2)
 5633NE IP 1 Inf Co (2-2)
 5832NE IP 1 Inf Co (2-2)
 (div) 1818 Hetz
 (div) 1818 Pio
 (div) 1818 AT Co

GROUP 3

5th Pz Army

5708SE 5th Pz Army HQ, Manteuffel (Ldr)
 5413SE Three Heavy Bridges
 5013SE 1094/1095 Art
 5013SE 1099/1119 Art
 4912SE 25/975 Art

XLVII Pz Korps

5511SE XLVII PzK HQ, v Luettwitz (Ldr)
 4816SE II/766VAK/5thPzA
 4616SE III/766VAK/5thPzA
 4715SE IV/766VAK/5thPzA
 4715SE V/766VAK/5thPzA
 4915SE VI/766VAK/5thPzA
 4417SE 65/15VW/5thPzA (NW)
 4417SE 55/15VW/5thPzA (NW)
 4516SE 300mm15VW/5thPzA (NW)
 4415SE 210mm15VW/5thPzA (NW)

26th VG Division

4617SE 26th VG Div HQ, Kokott (leader)
 4514SE I/78 VG
 4515SE II/78 VG
 4617SE II/26 Art
 4616SE III/26 Art
 4615SE IV/26 Art
 4517SE 207/5thPzA Pio, Heavy Bridge
 4516SE Kunkle/26, 26 Hetz
 4417SE 1 Pio Co
 4317SE II/39 VG
 4316SE I/39 VG
 4414SE I/77 VG
 4315SE II/77 VG
 4415SE 26 Pio (-1)
 4515SE 26 AT

2nd Pz Division

Bkdn Box KG Holt II/2 MotInf
 4612SE 2nd Pz xx HQ, vLauchert (Ldr)
 4513SE KG Coch #1 MkV
 4513SE KG Coch #2 MkV
 4613SE KG Coch #3 MkV
 4312SE KG Coch I/38 Pio Co
 4613SE KG Coch I/74 Art (SP)
 4711SE KG Holt 2/38 Pio
 4711SE KG Holt MkIV
 4612SE KG Holt StG
 4612SE KG Holt I/304 Bicy Inf
 4411SE KG Holt III/74 Art
 4411SE II/74 Art
 4413SE KG vBohm 2Auf ArmRec
 4413SE 600/5thPzA Pio, Hvy Bridge
 4511SE 3/38 Pio Co
 4412SE KG Gütth MkV, I/2 MotInf
 4511SE KG Gütth 38 JpzIV Co
 4511SE 38 AT
 4213SE 3 x 1 Inf Co (2-2) (overstack OK)

Pz Lehr Division

On road: 5216-5318-5820SE:
 Man. Res. KG von Fallois
 Man. Res. KG von Porsch.
 Man. Res. KG Haus.
 Man. Res. Div HQ & Res units

GROUP 4

Seventh Army

6024SE 7thA HQ, Brandenburg (Ldr)
 6234SE 999th Penal (Inf)
 6232SE 44 FortMG
 5/2/2007

6834SE Service School Bn
 5621SE 1092/1093 Heeres Batt.
 5621SE 1122/1125 Heeres Batt.

LXXX Korps

5724SE LXXX Korps HQ
 5724SE (5)[2] Lhr/8VW/7thA (NW)
 5724SE (5)[2] 2/8VW/7thA (NW)
 5728SE 210mm/8VW/7thA
 5627SE 300mm/8VW/7thA
 5426SE III/408VAK/7thA
 5724SE (5)[4] IV/408VAK/7thA
 5626SE II/408VAK/7thA
 5724SE (5)[4] VI/408VAK/7thA

212th VG Division

5828SE 212th VG Div HQ
 5929SE II/320 VG
 6129SE I/320 VG
 5830SE Fus 212 Bn
 5729SE II/423 VG
 5629SE I/423 VG
 5727SE II/212 Art
 5928SE III/212 Art
 5927SE I/316 VG
 5827SE II/316 VG
 (div) 1212 StG
 (div) 212 Pio
 (div) 212 AT
 (div) 212 Rec Co
 (div) 657th Hvy PzJ Bn (AT)

276th VG Division

5624SE 276th VG Div HQ
 5327SE I/988 VG
 5427SE 1276 AT Co
 5226SE II/988 VG
 5624SE (3) I/987 VG
 5624SE (3) II/987 VG
 5125SE I/986 VG
 5125SE II/986 VG
 5324SE III/1276 Art
 5425SE II/1276 Art
 5326SE 276 Fus Bn
 (div) 276 Pio

LXXXV Korps

5522SE LXXXV Korps HQ
 5522SE (4)[3] III/406VAK/7thA
 5522SE (4)[3] IV/406VAK/7thA
 5522SE (4)[3] V/406VAK/7thA
 5522SE (4)[3] VI/406VAK/7thA
 5522SE (2)[2] 90/18VW/7thA (NW)
 5522SE (2)[2] 91/18VW/7thA (NW)
 5023SE 210mm/18VW/7thA (NW)
 5123SE 300mm/18VW/7thA (NW)
 5224SE I/47 MotPio, Heavy Bridge
 (LXXXVK) 668 PzJ/7A (AT)

5th FSJ VG Division

5020SE 5th FSJ Div HQ
 5020SE Ersatz Bn 5 FJ
 5020SE 5 FJ AT Co
 5021SE I/13 FSJ
 5022SE II/13 FSJ
 4920SE III/13 FSJ
 4821SE I/15 FSJ
 4822SE II/15 FSJ
 4822SE II/47 MotPio/5PzA
 4822SE Heavy Bridge (under construction)
 4720SE III/15 FSJ
 4720SE 1 Pio Co
 4820SE I/5 FJ Art
 4718SE III/5 FJ Art
 (The 14th FSJ regt plus 1 Pio Co are also part of Group 3 setup.)
 4719SE I/14 FSJ
 4518SE II/14 FSJ
 4619SE III/14 FSJ

(13FSJ) 5 FJ StG
 (13FSJ) 5 FJ Hvy Flak Co
 (div) 5 FJ Pio Bn (-1)
 (div) 5FJRec

352nd VG Division

5221SE 352nd VG Div HQ
 4823SE I/915 VG
 4923SE II/915 VG
 4924SE I/916 VG
 5024SE II/916 VG
 5024SE I/914 VG
 5124SE II/914 VG
 4922SE III/352 Art
 4922SE II/352 Art
 (div) 352 Fus Bn
 (div) 352 Pio
 (div) 352 AT Co
 (div) 352 Hetz Co

Out of Play

272nd VG Division

5810NE 272nd VG xx HQ
 5710NE III/272 Art
 5610NE II/272 Art
 5607NE I/982 VG
 5707NE ET II/982 VG (-1)
 5707NE ET 272 AT Co
 5409NE ET I/980 VG (-1)
 5509NE ET II/980 VG (-1)
 5708NE ET II/981 VG (-1)
 5609NE ET I/981 VG (-1)
 5708NE ET 272 Hetz
 5309NE ET 272 Fus
 (div) 272 Pio (-1)

DEC 16 UNITED STATES

First US Army

Group One

3606NE 61 CE
3618NE 9Can/A Forest Co
3215NE 825/A TD
3215NE 99/A Inf
2412NE 526/A Arm Inf

Group Three

2216SE 158 CE
1706SE 1278 CE

Group Four

4427SE 299 CE

Scenario Five or Campaign

2101NE 300 CE
5209NE 146 CE (-1)

V Corps

Group One

4105NE Vth Corps HQ
5217NE 18 Rckrt
4911NE 62 AFA
5205NE 76 FA
5317NE 87 Chem M
4815NE 186 FA
4914NE 196 FA
4514NE 200 FA
4812NE 176 FA
4514NE 941 FA
3521NE 202 CE
4919NE 254 CE
4105NE 296 CE
4020NE 291 CE
4816NE 955 FA

Group Two

1527NE 51 CE
4129NE 168/V CE (-1)

Scenario Five or Campaign

4708NE 987 FA
5002NE 997 FA
4605NE 272 FA
4704NE 268 FA
5404NE 2 Ranger

78th Inf Division

Group One

4905NE 78 Div H.Q.
5403NE 307 FA
5206NE 308 FA
5306NE 309 FA
5204NE 903 FA
5506NE IP 1/310 Inf
5507NE IP 2/310 Inf (-1)
5507NE 1 CE co
5508NE IP 3/310 Inf
5508NE 303 CE (-2)
5608NE 1/309 Inf (-1)
5608NE 1 M4 co
5608NE 1 CE co
5408NE 3/309 Inf (-1)
5408NE 1 M4 co
5308NE 709/78 Tk (-2)
5308NE 2/309 Inf (-1)

5th Arm Division

Group One

5207NE 95 AFA/5Axx
4102NE (1) CCA/5A XX (3 units)
(5Axx) 1 Arm CE co
(5Axx) 1 ArmC Trp

102nd Cav Grp

Bkdn Box 38 ArmC
Bkdn Box 893 TD

Group One

5110NE ET 1 ArmC Trp
5110NE ET 1 LtTk
5110NE ET 1 CE Co
5111NE ET 1 ArmC Trp
5111NE ET 1 M10 Co

Scenario Five or Campaign

5209NE ET 1 M10 Co
5209NE ET 1 ArmC Trp
5109NE ET 102 ArmC (-1)
5109NE ET 1 M10 TD

99th Inf Division

Group One

4821NE 99th Inf Div HQ
5215NE IP 99 ArmC Trp
5320NE 324 CE (-2)
5121NE 1 CE Co
5223NE 1 CE Co
5118NE 16 AFA/9Axx
5213NE ET 3/395 Inf
5213NE ET 1 AT Co
5617NE IP 2/395 Inf
5618NE IP 1/395 Inf
5619NE IP 2/393 Inf
5720NE ET 3/393 Inf
5721NE ET 1/393 Inf
5721NE ET 1 AT Co
5722NE ET 2/394 Inf
5523NE ET 1/394 Inf
5523NE ET 1AT Co
5424NE IP 3/394 Inf
5420NE IP 370 FA
5422NE 371 FA
5320NE 372 FA
5319NE 924 FA
Bkdn Box 801 AT

2nd Inf Division

Group One

5018NE 2nd Inf Div HQ
5016NE 15 FA
5017NE 12 FA
5318NE 37 FA
5217NE 38 FA
5220NE 741 Tk (-1)
5319NE 2 CE (-1)
5319NE Robertson (Ldr)
5220NE 612 TD
5121NE 644 TD
5315NE IP 2 ArmC Trp
4818NE 1/23 Inf
4917NE 2/23 Inf
4818NE 3/23 Inf
5516NE IP 1/9 Inf
5515NE IP 2/9 Inf (-1)
5515NE IP 3/9 Inf (-1)
5515NE IP 1 CE co
5417NE 1/38 Inf
5418NE 2/38 Inf
5416NE IP 3/38 Inf

VIII Corps

Group Two

5326NE 275 FA
4402SE 333 FA
4831NE 559 FA
4402SE 771 FA
4231NE 578 FA
4331NE 740 FA
4431NE 770 FA

4431NE 965 FA
4832NE 561 FA
3419SE 969 FA

Group Three

2216SE VIII Corps H.Q.
2215SE 35 CE
3318SE 44 CE
3918SE 687 FA

Group Four

5132SE 159 CE
5234SE 81 FA
5234SE 174 FA

14th Arm Cav Grp

Group Two

5527NE IP 1 LtTk Co
5728NE ET 1 ArmC Trp
3429NE 1 LtTk Co
5725NE ET 1 AT Co
3429NE 32 ArmC
Bkdn Box 18 ArmC

Group One

5626NE ET 1 ArmC Trp Gp 1

106th Inf Division

Bkdn Box 820 AT

Group Two

4430NE 106th Inf Div H.Q.
4430NE 81 CE (-1)
5132NE 1 CE Co
5330NE 592 FA
5331NE 590 FA
5430NE 589 FA
4702SE 591 FA
5731NE IP 1/422 Inf
5730NE ET 2/422 Inf
5632NE IP 3/422 Inf
5433NE ET 1/423 Inf
4426NE IP 2/423 Inf
5532NE IP 3/423 Inf
4733NE 1/424 Inf (Com Res)
4904NE ET 2/424 Inf
4902SE ET 3/424 Inf (-1)
4902SE ET 1 AT Co
5101SE ET 1 ArmC Trp
5101SE 1 Inf Co
5233NE ET 1 AT Co
5233NE ET 1 CE Co
5233NE ET 106 ArmC Trp

28th Inf Division

Bkdn Box 103 CE
Bkdn Box 602 AT
Bkdn Box 707 Tk
Bkdn Box 2/109 Inf
Bkdn Box 1/110 Inf
Bkdn Box 3/110 Inf

Group Two

4706SE ET 1/112 Inf
4706SE ET 1 AT Co
4308SE ET 2/112 Inf
4507SE ET 3/112 Inf
4305SE 229 FA

Group Three

3318SE 28th Inf Div H.Q.
3318SE 28 ArmC Trp
3412SE 2/110 Inf
3813SE 1 M4 Co
3915SE IP 109 FA
4011SE 1 LtTk Co
4109SE ET 1 Inf Co
4013SE ET 1 Inf Co
4013SE ET 1 AT Co

4115SE ET 1 Inf Co
4115SE ET 1 CE Co
3814SE IP 1 Inf Co
4017SE ET 1 Inf Co
4219SE ET 1 Inf Co
4520SE ET 1 Inf Co

Group Four

3615SE 1 M4 Co
4322SE IP 1 Inf Co
4424SE IP 1 CE Co
4424SE IP 1 AT Co
4325SE 108 FA
4425SE 107 FA
4426SE 1/109 Inf
4426SE 1 M4 Co
4623SE ET 1 Inf Co
4725SE ET 3/109 Inf (-2)
4925SE ET 1 Inf Co
4825SE ET 1 Inf Co

9th Arm Division

Bkdn Box CCA #1
Bkdn Box CCA #3
Bkdn Box CCA #2
Bkdn Box 811 TD
Bkdn Box 9 ArmE
Bkdn Box 89 ArmC Sq

Group Four

5031SE 9Axx HQ
5026SE ET 1 ArmInf Co
5128SE IP 1 ArmInf Co
5227SE ET 1 ArmInf Co
5128SE LtTk Co
5129SE M4 Co
5128SE ArmC Trp
5129SE ArmE Co
5129SE M18 Co
5030SE AFA
4829SE ArmC Trp
4829SE 1 M4 Co
5130SE 1 M4 Co

Group One

4421NE CCB #1
4422NE CCB #3
4521NE CCB #2
(CCB/9Axx) 1 ArmC Trp
(CCB/9Axx) 1 M18 Co
(CCB/9Axx) 1 ArmE C

Group Three

3608SE (1) CCR #1
3608SE (1) CCR #3
3608SE (1) CCR #2
3608SE (1) 1 ArmE Co
3608SE (1) 1 M18 Co

3608SE (1) 73 AFA

4th Inf Division

See 4th ID rules (30.4.0)

Bkdn Box 70 Tk
Bkdn Box 1/12 Inf
Off map 803 TD
Off map 802 TD
Off map 4 CE
Off map HQ

Group Four

5333SE 29 FA
5833SE 42 FA
5834SE 4 ArmC Trp
5432SE IP 3/12 Inf
5432SE 1 At Co
6033SE IP 1 Inf Co
6032SE ET 1 Inf Co
5832SE ET 1 Inf Co
5832SE ET 1 M10 Co
5730SE ET 1 Inf Co
5631SE ET 2/12 Inf
5631SE 1 AT Co
5429SE ET 1 Inf Co
5332SE 1 M4 Co
5332SE 1 CE Co
5333SE 1 LtTk Co

[36.0] DECEMBER 21 SCENARIO GROUP

The next set of scenarios deals with the situation after the first week of the offensive. They differ in presentation from the Dec 16 group in that they are more modular. Each scenario group is letter coded and generally falls within a specific geographic area as shown on the Dec 21 scenario description map. Scenario Group B is unique because it has sub-groups B1 through B3. Different scenarios may be presented by adding or subtracting some of the letter code areas (and the units within them) from those of other areas. Each scenario below will describe what letter codes are in play.

The frontline is represented by the type of dotted line that, for example, surrounds Bastogne. In certain areas the frontline is not well defined because it wasn't clear who controlled the area in question.

[36.1.1] Special Rules Not in Effect

The following special rules are no longer in effect. All other special rules apply.

1. Bridge Bottlenecks [7.13.0]
2. Fuel Dumps [28.0]
3. von Der Heydte [30.1.0]
4. Einheit Stielau [30.2.0]

[36.1.2] The British

All rules pertaining to the British are in effect [30.8.0]. Montgomery is in command of 1st Army [24.3.0].

[36.1.3] Offensive Capacity in Effect

Rule [29.0] regarding offensive capacity goes into effect at the beginning of the Dec 22 AM game turn.

[36.1.4] Army Boundaries

In any scenario involving units from more than one army, the owning player must establish army boundaries per rule [26.0]. The US players should note there is already a 1st US Army – 3rd US army boundary drawn on the map. That boundary may be reset any time after the Dec 22 AM game turn.

[36.1.5] Destroyed West Wall Hexes & Bridges

West Wall hexes destroyed Dec 16 also start the Dec 21 scenarios destroyed. Below is a list of destroyed bridges.

5. All those along the Our and Sauer Rivers except where the Germans have constructed new bridges (noted on the Dec 21 Master Setup Manifest).
6. NE map: 3521/3522, 3322/3323, all bridges in 3223, 3224, 3120 and 2921.
7. SE map: 1014, 1907, 4126/4127 and 4426/4427.

[36.1.6] Units in Breakdown Boxes

A number of units start these scenarios in the Breakdown Box, as noted on the For the Germans, KG Peiper #3 and #4 (the MkIV hybrids) are both broken down. For the US, the units in the Breakdown Boxes are as follows.

North:

899 TD and 746 TK (9th Inf Div), 709 TK/78th xx, 825 TD/1st A, 743 TK/30th xx, 823 TD/30th xx, 634 TD and 745 TK (both 1st Inf Div), 741 TK and 644 TD (both 2nd Inf Div), abd 740 TK/82nd AB Div.

South:

705 TD (101st AB Div), 803 TD/4th Inf Div, 4 CE/4th Inf Div, 802 TD/4th Inf Div.

[36.1.7] Eliminated Units

The units below start the Dec 21 scenarios in the eliminated units pile.

German eliminated units: 326th VG Div-(326 Pio, II/751 VG, I/752 VG, 326 Fus Co); 3rd Pz Gren Div-(103 StG Co); 62nd VG Div-(1162 Hetzer Co); 277th VG Div-(I/991 VG, II/989 VG, 277 Fus Co, 277 Hetzer); 3rd FJ Div-(Ersatz Bn); 12th VG Div (Fus Bn, 12 StG Co); 12SS Pz Div-(Kuhl #2, Krause 3/12 Pio Co, Muller 2/12 Pio Co); 116th Pz Div-(Voight3/675 Pio Co, Res StG 116 Pz Co); 2nd Pz

Div-(GüttJpIV); 212th VG Div-(212 Rec Co); 352VG Div-(352 Hetzer Co).

US eliminated units: 4th Inf Div-(2/12 Inf); 9th Arm Div-(73 AFA, CCR #1, CCR #2, CCA #2); 10th Arm Div-(CCB #1, CCB #2); 28th Inf Div-(103 CE, 2/110 Inf, 3/110 Inf, 602 TD, 109 FA, 707 TK); 106th Inf Div (all of the 422nd and 423rd Inf Regts [6 units], 590 FA, 591 FA, 106 ArmC Trp) 589 FA: (underlined units may not be rebuilt); 99th Inf Div (2/394 Inf, 801 AT, 2/393 Inf); 14th Cav Gp-(18 ArmC Sqdn); 2nd Inf Div-(1/9 Inf, 2/23 Inf, 612 TD); 333 FA/VIII, 687 FA/ VIII, 771 FA/VIII.

[36.2.0] Scenario A: Sparring on the Sauer

The LXXX and LXXXV Korps have almost reached the defense lines that were their objectives at the start of the campaign. There is still some battling going on for the villages of Waldbilling and Cristnach, but generally both sides are too weak to push on each other.

History: the arrival of the 10th Armored Div and the advanced detachment of the 5th Infantry Div signaled the end of the advance for most of Brandenburger's 7th Army. CCA/10A launched counterattacks toward Echternach that were beaten off by the 212th VG Div. Elsewhere, the 352nd VG Div marched toward the west in an attempt to form a more solid line with 5 FJ Div. Within a day or two, however, 7th Army began falling back behind the Sauer River in an attempt to form a firm shoulder for the bulge that had now formed.

[36.2.1] Scenario Length

The scenario starts with the Dec 21 AM game turn and ends at the conclusion of the Dec 24 PM game turn.

[36.2.2] Initial Deployment

All Group A units of both sides set up according to the Master Setup List. The area in play is that section of the SE map depicted on the scenario description map for Dec 21, Scenario Group A. The western boundary for this scenario is the 3700 hex row.

[36.2.3] Reinforcements

The German player receives the 79th VG Div, 1 AT Co, and 1 Pio Co on the Dec 21 AM game turn at any 7th Army map edge entry hex.

The US player receives the reinforcements for the South map edge on Dec 21 PM. One infantry regiment of 80th Inf Div is not available (owning player may pick). Additionally, one 105 mm FA Bn from the division is not available. The XII Corps reinforcements for Dec 22 AM and Dec 22 PM are received normally. Should the US player cross into Germany over the original Dec 16 frontline, the German player may bring in the 11th Pz Div at Trier or Bitburg one turn later. If that occurs, the US player gets four VP.

[36.2.4] CCR/10th Armored Div Activation

The entire CCR of 10th Arm Div is actually in corps reserve, meaning the sub-Formation (three units plus the 419 AFA Bn) has not been activated. Those units are set up within three hexes of 4133SE, and they may not move unless a German unit moves within four hexes of any unit in the sub-Formation. Once activated, they are free to do as they please.

[36.2.5] Air Point Availability

The US player has a total of four air points available each turn. The numbers given are reduced during poor flying weather as usual.

[36.2.6] Truck Point Availability

The Germans have two TPs to use as they see fit. The US has 6 TPs to use for unit motorization.

[36.2.7] German Fuel and Ammo Availability

No German formations require fuel in this scenario. The 7A starts with three ammo points accumulated, as described in [16.3.1].

[36.2.8] Victory

The German player wins an outright instant victory (smashing success) if he can clear the playing area of all US units. Failing that,

the players add up their victory hexes (stars for the US, black crosses for the German) in their control and the side with the higher total wins.

[36.3.0] Scenario B: Nuts!

XLVII PzK has encircled Bastogne and is prepared to drive west with the 2nd Pz and Pz Lehr Divisions. The 7th Army's 5th FJ Div has set up a defense line to prevent Patton from driving quickly up the Bastogne-Arlon road to relieve the 101st AB Div. Meanwhile, Patton is gathering his III Corps for the relief drive slated to begin one 22 Dec.

History: 2nd PzD and Pz Lehr were both plagued by fuel shortages on the afternoon of the 20th, but by the next morning enough had been obtained to move portions of each division. Pz Lehr's KG von Fallois and KG von Porschinger both side-slipped around the SW section of the Bastogne perimeter and moved off toward St Hubert and the Meuse River. 2nd Pz moved over Ourtheville bridge on its drive to Rochefort and the Meuse. Major portions of both those divisions would therefore never play a part in the effort to capture Bastogne.

Left behind were the 26th VG Div, with major attachments from Pz Lehr (KG Hauser and elements of 559PzJ Bn). The units were too weak to actually assault the Americans at Bastogne; so a siege began. At one point, the Germans encircling the town attempted to parlay with the Americans for their surrender (which was not authorized by Manteuffel), but the US general in command (MacAuliffe) replied with an answer that's been boiled down to one word ever since—"Nuts!"

Eventually, Patton's III Corps (with 4th Armored and 26th Infantry Divisions) drove up from the south and southwest and established a tenuous corridor on the 26 December. The units that first broke through belonged to CCR/4th Armored Division, led by the 37th Tank Bn (Creighton Abrams commanding), with 53rd Armored Infantry Bn. Lt Charles Boggess drove the first vehicle into Bastogne to lift the siege.

[36.3.1] Scenario Length

The Scenario starts with the Dec 21 AM game turn and ends at the conclusion of the Dec 26 night game turn.

[36.3.2] Initial Deployment

All German units belonging to Groups B and B3 are deployed.

All US units belonging to Groups B1 and B2 are deployed, with the exception of those units set up on the SW map. Units may be in or out of battery. The US deploys first, Germans second. Only the SE map is used, and the area of play is enclosed by the west edge of the map and the dotted lines for Scenario Group B on the scenario description map. The COMZ area and the SW map are only used for scenario C and the campaign scenarios.

[36.3.3] Reinforcements

The German player receives the Führer Gren Bgde at hex 3620SE entering using tactical Road movement on the Dec 21 PM game turn. The LIII Korps HQ, 15th Pz Gren Div, 741PzJ arrive as scheduled. They are moved from the east map edge and become active as soon as they enter the playing area. They may enter in Strategic mode. 15th Pz Gren enters with low fuel.

The US player receives all reinforcements for the south map edge listed as belonging to III Corps, plus the units of the 26th Inf Div, 4th Arm Div, 35th Inf Div, and any one regiment (three units plus one FA Bn) of the 80th Inf Div according to the schedule on the Master Reinforcement List. The 807 TD Bn also arrives. Bring all those reinforcements on between entry areas C and D within the playing area.

[36.3.4] US Bastogne Group Restrictions

All units are active, but the US units of Group B1 are restricted in their movement. These units may not attack any enemy units not within the B1 perimeter (see scenario map), and they may not voluntarily move out of that perimeter into a hex adjacent to an

enemy unit. As soon as a US unit not belonging to the initial B1 Group enters the original B1 perimeter, and a supply path can be traced to the south edge of the SE map, those restrictions are lifted.

Design Note: the US commanders had no idea of the strength or weakness of the German forces investing Bastogne. As such, they were not about to attempt an offensive from within the pocket without the prospect of reinforcement and resupply from the outside.

[36.3.5] Air Point Availability

The US and German players receive half of the air points that are available for a particular game turn; see [21.1.0]. The numbers given are reduced by poor weather.

[36.3.6] Truck Point Availability

The Germans have the use of five TP. For every Pz Div exited off of the west edge, the Germans lose the use of one TP. As soon as an entire KG has exited, that division is counted as having exited.

The US has 4 TPs to use for unit motorization.

[36.3.7] German Fuel and Ammo Availability

The 5PzA has no fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. The 5PzA starts with three ammo points accumulated, as described in [16.3.1].

The Germans use the Transport Table normally to determine their fuel and ammo status.

[36.3.8] Supply

US Group B2 units use the normal South map edge ultimate supply sources. Additionally, any VIII Corps unit or 28th Inf Div unit may trace supply to 1024SE or 1026SE. That supply path can't exceed eight supply path points (SPPs). The US player has the use of four air supply air points. The Bastogne forces are supplied by pocket supply [15.6.0] until [36.3.4] no longer applies. Start the pocket supply marker at three.

The German ultimate supply source is Clervaux (3813SE), but any path traced to it must not exceed nine SPPs. The 5th FJ Div and Führer Gren Bgde may trace supply to Wiltz (3327SE) until the LIII arrives to trace supply to. Once the LIII Korps HQ reaches Wiltz, 7th Army formations must trace supply to it.

[36.3.9] Victory

If the German side can completely eliminate all the units in the Bastogne perimeter, they win an automatic victory. Once the US player relieves the pocket (see [36.3.4]), the Germans can no longer achieve an automatic victory. The US player can achieve an automatic victory if he controls Houffalize at the beginning of any GT.

If no side achieves an automatic victory, use the victory conditions listed below.

Each side receives one VP for each of their VP hexes they control (stars for US, crosses for German). Bastogne hexes count as two VP each. The German side loses a VP for each KG of Pz Lehr (besides KG Haus) or 2nd Pz Divs that hasn't exited the playing area off of the west edge of the map above the xx15 hex row by the end of the Dec 21 night game turn. The US player receives a VP when 33.2.4 is no longer in effect. The side with the most VPs wins. If equal, the game is a draw.

[36.4.0] Scenario A + B: The Southern Shoulder

This scenario combines scenarios A and B into one. It will take longer to finish, but offers more insight into the relief of Bastogne.

[36.4.1] Scenario Length

The scenario starts with the Dec 21 AM game turn and ends at the conclusion of the Dec 26 night game.

[36.4.2] Initial Deployment

All German units belonging to Groups A, B and B3 are deployed. All US units belonging to Groups A, B1 and B2 are deployed, with the exception of those units set up on the SW map. The US deploys first, Germans second. Only the SE map is used, and

the area of play is enclosed by the west edge of the map and dotted lines for Scenario Groups A and B on the scenario description map. The COMZ area and the SW map are only used for scenario C and the campaign scenarios.

The US and German players may receive half of whatever air points are available for a particular game; see 19.1.0. These AP are affected by weather.

[36.4.3] Reinforcements

The German player receives all scheduled 5th PzA and 7th Army reinforcements. They are moved from the east map edge and become active as soon as they enter the playing area. They may be placed into strategic mode. 15th Pz Gren enters with low fuel.

The US player receives all reinforcements for the south map edge listed to arrive until the Dec 26 PM game turn.

[36.4.4] US Bastogne Group Restrictions

Rule [36.3.4] is still in effect for this scenario.

[36.4.5] Air Point Availability

The US and German players receive half of the air points that are available for a particular game turn; see [21.1.0]. The numbers given are reduced during poor flying weather as usual.

[36.4.6] Truck Point Availability

The Germans have the use of five TP for 5th Pz Army and two for 7th Army. Rule **Error! Reference source not found.** is still in effect regarding exited divisions and lost TP.

The US has 10 TPs to use for unit motorization.

[36.4.7] German Fuel and Ammo Availability

The 5PzA has no fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. The 5PzA starts with three ammo points accumulated, as described in [16.3.1].

The Germans use the Transport Table normally to determine their fuel and ammo status.

[36.4.8] Supply

The US side uses the normal south map edge ultimate supply sources. Additionally, any VIII Corps unit or 28th Inf Div unit may trace supply to 1024SE or 1026SE. The supply path can't exceed eight supply path points (SPPs). The US player has the use of four air supply air points. The Bastogne forces are supplied by pocket supply ([15.6.0]) until [36.3.4] no longer applies. Start the pocket supply marker at three.

The German side uses the normal ultimate supply sources as defined in [15.3.0].

[36.4.9] Victory

The victory conditions for Scenarios A and B are combined. If either side can achieve any of its automatic victory conditions, play stops and that side wins. Failing that, players should use the two sets of victory conditions in combination. The side with the most VP wins.

[36.5.0] Scenario C: Last Gasp for the Meuse

This scenario depicts just the panzer spearhead of XLVII PzK and its lunge for the Meuse River during Christmas week. It's fast playing and can be completed in an evening.

History: 2nd Pz and Pz Lehr advanced on Rochefort via Champlon and St Hubert during the day of the 22nd. Inadequate fuel slowed the divisions as much as sporadic resistance put up by engineer companies and isolated detachments of rear area outfits. Elements of the US 4th Cavalry Group screened the area around Ciney as the US 2nd Armored Division began to concentrate with the objective of counterattacking the German spearheads. The US 84th Infantry Division held on to March-en-Famenne and Hotton, thus anchoring the Allied left to the Ourthe River.

Eventually, advanced elements of the reconnaissance battalion of 2nd Pz reached an area around Foy-Notre Dame (near hex 4728NW), which marked the farthest advance of any German unit in

the offensive. The next day, low on fuel, the panzer division was hit by two combat commands of 2nd US Armored Division. KG Cochenhausen was pounded by artillery, surrounded near Conneux (5030NW), and abandoned all its vehicles, with several hundred men breaking out on foot back to German lines. The German hope of reaching the Meuse was finally dashed. Now there could only be the hope of falling back slowly and trading space for time.

[36.5.1] Scenario Length

The scenario starts with the Dec 22 AM game turn and ends at the conclusion of the Dec 25 night game turn. There is no US player turn for the Dec 22 AM game turn. Instead, that turn begins with the German player turn. Thereafter play proceeds using the normal sequence.

[36.5.2] Initial Deployment

The entire US 84th Inf Div is deployed within five hexes of Marche (6430NW), but not in any full hexes on the SW map. The units of the 4th Cav Gp (2nd ArmC, 24th ArmC, 759 LtTk, 773 TD, and 951 FA, all with VII) are set up within three hexes of 5417NW (Ohey) in strategic mode, as is the 207 CE/VII. The 75th US Inf Div sets up in strategic mode on the primary (red) road running from 5224NW back to 4112NW.

British XXX Corps Group C sets up according to the Master Setup Manifest. Only the 2HH recon unit is released. All rules for XXX Corps are in effect (see 28.6.0).

For the Germans, KG vonFallois and KG Porschinger, along with the Pz Lehr HQ (all from group B3) are set up on road hexes between 6512SW and 7012SW in Tactical mode. KG Bohm and KG Coch from 2nd Pz are all deployed within two hexes of 7008SW. Both divisions are in low fuel status.

[36.5.3] Reinforcements

The German player receives the remainder of 2nd Pz Div at hex 7008SW on the Dec 22 PM game turn. The 116th Pz Div arrives at 7008SW on the Dec 24 AM game turn with six additional step losses to those indicated on the Group E set up for Dec 21. The division arrives with low fuel status.

The US player receives the British 6 TK Brigade, 6th AB Div, Guards Armored Div, and the entire 4th Artillery Group Royal Artillery (AGRA) as scheduled on the Master Reinforcement List. Those units may not cross the Meuse River unless released. The US player also receives the entire US 2nd Armored Div as listed on the Master Reinforcement List, and the four VII Corps artillery units listed to arrive on the Dec 23 AM game turn (83C, 87FA, 172FA, 981FA). The 191 FA/VII, and 188 FA/VII arrive as listed on the Dec 23 night game turn.

[36.5.4] Air Point Availability

The US and German players receive half of the air points that are available for a particular game turn; see [21.1.0]. The numbers given are reduced during poor flying weather as usual.

[36.5.5] Truck Point Availability

The Germans have the use of two TPs until the game turn of the arrival of the 116th Pz Div, when the number of available TP is increased to three.

The US has 3 TPs to use for unit motorization.

[36.5.6] German Fuel and Ammo Availability

The 5PzA has no fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. The 5PzA starts with three ammo points accumulated.

The XLVII PzK is at extended range supply [15.4.7]. Further, the base ammo depletion value for the Germans is reduced to two for this scenario. The German supply situation is grim.

The Germans use the Transport Table normally to determine their fuel and ammo status.

[36.5.7] Supply

All British divisions west of the Meuse are in automatic supply throughout the scenario. US divisional HQs and the 4th Cav Gp units are in supply if they can trace a supply path to 6020NW. If that hex is lost to the Germans, any town or city on the Meuse River may be treated as a supply source.

The German supply sources are hexes 7001SW, 7008SW and 7014SW. Divisional HQs must be within four supply path points to trace to those sources.

[36.5.8] Victory

If the Germans can get at least one KG (four units minimum) across the Meuse River for one full game turn, and trace a supply path to them of any length using primary or secondary roads, they achieve an automatic victory. At least one US player turn must elapse between the turn of crossing and the automatic victory. If the US player can completely eliminate all the KGs of at least one German mechanized division, he achieves an automatic victory. Also remember, if more than eight British unreleased steps are lost, the German player achieves an automatic victory.

If no side achieves an auto victory, the following victory conditions are applied instead.

Each side receives one VP for each of their VP hexes they control (stars for US, crosses for German). Hexes across the Meuse River count as two VP each for the German side. The German player also receives a VP for every six British steps eliminated. The side with the most VP wins. If the VP totals are equal, the game is a draw.

[36.6.0] Scenario E: LVIII PzK to the Meuse

The panzer spearhead of LVIII PzK attempted to break through the US line that was being established from Marcouray to Odeigne by elements of the US 3rd Arm Div and VII Corps. This scenario presents that effort and the US objective of holding the line and not allowing the Germans to breakout into the more open terrain to the west.

History: The LVIII PzK became embroiled in a swirling series of firefights with the 3rd US Armored Division, which delayed and counterattacked long enough to allow VII Corps to form a line of defense that would hold. The failure to capture Hottot led to the bottling up of the German spearhead, ensuring no significant German advance on this front would occur for the rest of the campaign.

[36.6.1] Scenario Length

The scenario starts with the Dec 21 AM game turn and ends with the conclusion of the Dec 25 night game turn.

[36.6.2] Initial Deployment

All units of both sides belonging to Group E1 are deployed. Units may be in or out of battery. The US deploys first, Germans second. Only the NW and NE maps are used, and the area of play is displayed on the scenario description map within the dotted area marked "E."

[36.6.3] Reinforcements

All German reinforcements arrive at hex 2606NE. The Germans receive the 84/7VW/5PzA (NW) on the Dec 22 AM game turn. The LVIII PzK HQ arrives on Dec 22 Night, and all of the 2SS Pz Div arrives on the Dec 22 PM game turn with low fuel. All are attached to LVIII PzK.

The US receives the following north edge reinforcements as listed on the Master Reinforcement List: 193 FA/II, VII Corps HQ, 517P/XVIII, 509P/XVIII, 237 CE/VII, 238 CE/VII, 297 CE/VII; 75th Inf Div, 183 FA/VII, Brit 43rd Div, Brit 51st Div, 5th AGRA (five units), 148 CE/1stA, 294 CE/1stA, 298 CE/1stA, 629 TD/VII, 738 TK/VII. US Group E2 arrives as reinforcements on Dec 21 night game turn CCA/3Axx (division slice + 391 AFA/3Axx). The elements of retreating units of the "Fortified Goose Egg" also arrive as reinforcements on the Dec 24 night game turn. On that turn, at hex

2628NW, CCR/7thAxx and 489AFA arrives with two step losses in Tactical mode.

[36.6.4] 116 Pz Div Withdrawal

If the Germans don't control hex 1422NE by the end of the Dec 23 PM game turn, 116th Pz Div must be removed from the map. Simply take it off, no matter where it is.

Design Note: This panzer division was tasked with forming a hard right flank for XLVII PzK off to the west. The failure to capture Hottot or break through along the Erezee-Soy front required the division to backtrack over the Ourthe River and take position in front of the 84th US Inf Div.

[36.6.5] Special Turn Sequence

Both players roll a d10 at the start of the scenario, and the German player adds seven to his die-roll. If the US side rolls a lower result, the US player turn will consist of only a movement phase in which US units can move only four MP; all other phases of that player turn are skipped. The regular sequence of play resumes with in the following German player turn.

[36.6.6] Air Point Availability

The US and German players receive half of the air points that are available for a particular game turn; see [21.1.0]. The numbers given are reduced during poor flying weather as usual.

[36.6.7] Truck Point Availability

The Germans have the use of one TP.

The US has 3 TPs to use for unit motorization.

[36.6.8] German Fuel and Ammo Availability

The 5PzA has no fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. The 5PzA starts with three ammo points accumulated.

The LVIII PzK is at extended range supply [15.4.7].

The Germans use the Transport Table normally to determine their fuel and ammo status.

[36.6.9] Supply

The US side uses the normal north map edge ultimate supply sources. The German ultimate supply source is 12 SPPs from hex 2606NE. When the LVIII PzK arrives, it's placed in that hex.

[36.6.10] Victory

Each side receives one VP for each of their VP hexes they control (stars for US, crosses for German). Each hex across the Meuse River counts as two VP for the German player. The German player also receives a VP for every six British steps eliminated. The side with the most VP wins. If the VP totals are equal, the game is a draw.

[36.7.0] Scenario C + E: 5th PzA & the Meuse River

This scenario combines scenarios C & E.

[36.7.1] Scenario Length

The scenario starts with the Dec 21 PM game turn and ends with the conclusion of the Dec 25 night game turn.

[36.7.2] Initial Deployment

The set ups for Scenarios C and E are combined. The scenario playing area uses maps SW, NW and NE. The playing area of the two scenarios is combined.

[36.7.3] Special Rules

Despite being a PM turn, the first turn contains a German Transport phase and a Leader Activation phase. German Transport table results are reduced by 1/3 (i.e., multiply them by 2/3.)

[36.7.4] Reinforcements

Combine the reinforcement arrival schedules for Scenarios C and E. Rule [36.6.5] is no longer in effect.

[36.7.5] Air Point Availability

The US and German players receive half of the air points that are available for a particular game turn; see [21.1.0]. The numbers given are reduced during poor flying weather as usual.

[36.7.6] Truck Point Availability

The Germans have the use of three TPs for this scenario.
The US has 6 TPs to use for unit motorization.

[36.7.7] German Fuel and Ammo Availability

The 5PzA has no fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. The 5PzA starts with three ammo points accumulated.

All German Corps HQs are at extended range supply [15.4.7].

The Germans use the Transport Table normally to determine their fuel and ammo status

[36.7.8] Supply

The US supply sources are as listed in 14.2.1c. Additionally, all British units are in auto supply west of the Meuse River. The Germans use the supply sources of Scenarios C and E combined, but not 7001SW. Hex 1806SE is now a supply source. With the exception of 2606NE, all other supply source hexes are considered 47PzK sources, and the divisional HQs must be within four SPPs to trace to them.

[36.7.9] Victory

Combine the victory conditions for scenarios C and E. If there is no auto victory, total the VP for each side. The side with the higher total wins.

[36.8.0] Scenario D: The Fortified Goose Egg

The stand of the 7th Arm and 106th Inf Divs (with the attached CB/9Axx and 112/28xx) is depicted in this scenario. For one critical week, the cork was kept in the bottle of 6th Panzer Army's southern flank, preventing an advance in depth along a broad front.

History: The LXVI Korps of 5th Panzer Army was originally tasked to take St Vith. The unexpectedly stout resistance of the 424th Inf Rgt and CCB/9th Arm Div allowed 7th Arm div to arrive in the nick of time and build a horseshoe shaped defense around the town, though nothing could be done for the two regiments of the 106th Div surrounded on the Schnee Eifel, about 10 miles east. Lacking sufficient armor and artillery, the infantrymen of 62nd and 18th VG Divisions were unable to press home the attack and capture St Vith early. Not until the arrival of armor (in the form of the Führer Begleit Brigade), and the movement of IISS Panzer Korps on the flanks, did the issue become critical for the US units defending St Vith. By 22 December, the question was not one of holding on, but whether the Americans could escape encirclement.

[36.8.1] Scenario Length

The scenario starts with the Dec 21 AM game turn and ends with the conclusion of the Dec 24 night game turn.

[36.8.2] Initial Deployment

All units of both sides belonging to Group D are deployed. The US deploys first, Germans second. The SE and NE maps are used, and the area of play is shown by the dotted lines for Scenario Group D on the scenario description map. The 9SS Pz Div may move one hex north of the scenario boundary and still be in play.

[36.8.3] Reinforcements

The 2SS Pz Div (as it is listed for Dec 21) arrives at hex 2705SE on the Dec 22 PM game turn. Its fuel status is low.

[36.8.4] Special Rules

Despite being a PM turn, the first turn contains a German Transport phase and a Leader Activation phase. German Transport table results are reduced by 1/3 (i.e., multiply them by 2/3.)

[36.8.5] Air Point Availability

Neither player receives any air points.

[36.8.6] Truck Point Availability

The Germans have the use of two TP for 5th Pz Army and three TP for IISS PzK of the 6th Pz. Army.

The US has 3 TPs to use for unit motorization.

[36.8.7] German Fuel and Ammo Availability

Neither the 6PzA nor the 5PzA has any fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. The 5PzA starts with three no ammo points accumulated and the 6PzA one.

The Germans use the Transport Table normally to determine their fuel and ammo status.

[36.8.8] Supply

The US side may trace ultimate supply to hex 2727NE, and may use hex 3330NE as an ultimate supply source for any three game turns of the scenario.

Design Note: the area from Bovigny up to Vielsalm was used as a rear area logistics complex for VIII corps.

The German side uses 2705SE, 4106SE, 4626NE, 5103SE and 4026NE as supply sources. The Formation HQs trace to those hexes as though they were Korps HQs. The supply path may not be more than eight SPPs in length. Units tracing to the southern edge of the scenario area are assigned to the 5PzA. Those tracing to the northern edge are assigned to the 6PzA.

[36.8.9] Victory

Victory is determined by who has the most VP. Each side receives one VP for controlling a VP hex with its symbol. Each side also receives one VP for each enemy sub-Formation that is destroyed or not able to trace a supply path by the end of the scenario. The side with more VPs is the winner.

[36.9.0] Scenario F: The Nibelungen: End of KG Peiper

By the end of the first week, KG Peiper, which had bolted out on 17 December in spectacular fashion, found itself surrounded and under fire from elements of 3rd Armored and 30th Infantry Divisions. Farther east, the US 1st Infantry Division was making a stand at Dom Butgenbach that would end the threat to the US northern shoulder. The 6 PzA's efforts focused on those two areas, with Skorzeny's 150th Pz Bgde making a futile attempt to capture Malmedy in between.

History: 1SS Pz Div attempted in vain to push through to Peiper's force at La Gleize and Stoumont. Forced to consolidate around the former village, Peiper was pounded by US artillery and chipped away at by US attacks. Eventually, he would break out on and march with about 800 men (out of an original 4,000), leaving behind all his vehicles and heavy weapons.

The 12SS Pz Div, just reorganized after its terrible battles around Rocherath-Krinkelt, dashed itself to pieces on the 2/26th Bn of 1st Inf Div. US artillery and the timely arrival of a handful of AFVs proved to be the end of 12SS's hopes of finally breaking through to the vital ground beyond.

[36.9.1] Scenario Length

The scenario starts with the Dec 21 PM game turn and ends with the conclusion of the Dec 25 night game turn.

[36.9.2] Initial Deployment

All units of both sides labeled Group F are deployed on the map. Only the NE map is used for this scenario, and the playing area is shown on the scenario description map.

[36.9.3] Reinforcements

There are no reinforcements.

[36.9.4] Special Rules

Despite being a PM turn, the first turn contains a German Transport phase and a Leader Activation phase. German Transport table results are reduced by 1/3 (i.e., multiply them by 2/3.)

[36.9.5] Air Point Availability

???

[36.9.6] German Truck Points

The Germans have the use of six TP.

The US has 3 TPs to use for unit motorization.

[36.9.7] German Fuel and Ammo Availability

The 6PzA has zero fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. The 6PzA starts with three ammo points accumulated.

The Germans use the Transport Table normally to determine their fuel and ammo status.

[36.9.8] Supply

The German side uses the normal ultimate supply sources as defined in [15.3.0]. KG Peiper is in pocket supply. There are two supply points in the pocket, but no fuel.

[36.9.9] Victory

Victory in this scenario is determined by counting VP. Each side totals how many of its victory hexes it controls (stars and crosses again). The side with the higher total wins. The Germans gain a VP if more than one unit of KG Peiper that started in La Gleize or Stoumont is still surviving at the end of the scenario.

[36.10.0] Scenario D + F: 6PzA Last Gasp

This scenario combines the previous two. By combining the two, the dynamics of the St Vith Pocket and the containment of KG Peiper become more interrelated and present both sides with dilemmas.

[36.10.1] Scenario Length

The Scenario starts with the Dec 21 PM game turn and ends with the conclusion of the Dec 26 PM game turn.

[36.10.2] Initial Deployment

The initial set ups for both scenarios D and F are combined.

[36.10.3] Reinforcements

Only the reinforcements from [36.8.3] are available. If taken, the Germans lose a VP.

[36.10.4] Special Rules

Despite being a PM turn, the first turn contains a German Transport phase and a Leader Activation phase. German Transport table results are reduced by 1/3 (i.e., multiply them by 2/3.)

[36.10.5] Air Point Availability

???

[36.10.6] Truck Point Availability

The Germans have the use of two TP for 5 PzA and seven for 6PzA.

The US has 6 TPs to use for unit motorization.

[36.10.7] German Fuel and Ammo Availability

Both the 5PzA and the 6PzA have zero fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. The 6PzA starts with three ammo points accumulated and the 5PzA one.

The Germans use the Transport Table normally to determine their fuel and ammo status.

[36.10.8] Supply

Combine the supply conditions for the two scenarios, except hex 4626NE is no longer considered a supply source.

[36.10.9] Victory

The Germans must rescue Peiper and prevent US forces in the St Vith salient from escaping. They must also try to capture Elsenborn Ridge before the end of the scenario. If the Germans accomplish all three, they have won a stunning victory. If only two are

accomplished, he still isn't doing badly. One out of three is a marginal victory, while anything less is a US victory. If the US player holds St Vith at the end of the scenario and can trace a supply path from it back to the road hex at 2727NE, he wins a decisive victory.

Rescuing Peiper means a line of supply has been established and at least three units of the KG that started on the north side of the Ambleve River are still in play. The German player captures Elsenborn Ridge if he controls hex 5018NE by the end of the scenario. If two out of three combat commands of 7th Armored Division are eliminated or unable to trace a supply path, the second German victory condition above has been fulfilled.

[36.11.0] Scenario D + E + F: Black Christmas

Players may combine scenarios D, E and F into one large scenario showing most of the action in the northern sector of the offensive.

[36.11.1] Scenario Length

The scenario starts with the Dec 21 PM game turn and ends with the conclusion of the Dec 26 night GT.

[36.11.2] Initial Deployment

Combine all the deployments of all three scenarios.

[36.11.3] Reinforcements

Combine all reinforcements. Units that are part of any starting group are no longer reinforcements for the other sectors included in this scenario. For example, the US units in the Goose Egg don't arrive as "reinforcements" for the Scenario E sector of this larger scenario.

[36.11.4] Special Rules

Despite being a PM turn, the first turn contains a German Transport phase and a Leader Activation phase. German Transport table results are reduced by 1/3 (i.e., multiply them by 2/3.)

[36.11.5] Air Point Availability

???

[36.11.6] Truck Point Availability

The TP listed for each scenario are all used normally in this scenario.

The US has 9 TPs to use for unit motorization.

[36.11.7] German Fuel and Ammo Availability

Both the 5PzA and the 6PzA have zero fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. Both the 6PzA and 5PzA start with three ammo points accumulated.

The Germans use the Transport Table normally to determine their fuel and ammo status.

[36.11.8] Supply

The Germans use the supply sources listed in [15.3.0] and hex 2606SE as a supply source for LVIII PzK. The HQ must be located there and may not leave that hex. KG Peiper is in pocket supply. There are two supply points in the pocket, but no fuel.

The US supply sources are per [15.3.0].

[36.11.9] Victory

Use the victory conditions for scenario D + F [36.10.0] above, adding one new German automatic victory condition: if the German side at any time crosses the Meuse River with at least one KG, they achieve an automatic victory.

[36.12.0] We Cannot Force the Meuse

This scenario combines all the previous scenarios into a four-map scenario that can be played until Dec 26, or extended into a Full Campaign Scenario.

[36.12.1] Scenario Length

The scenario starts with the Dec 21 PM game turn and ends with the conclusion of the Dec 26 Night game turn.

[36.12.2] Initial Deployment

All the units shown on the Dec 21 Master Setup Manifest are deployed on the map. The US player sets up first.

[36.12.3] Reinforcements and Replacements

All reinforcements for both sides are used starting with the Dec 21 AM game turn. The replacement rules [23.0] are in effect. Neither side has any RPs accumulated.

[36.12.4] Army Boundaries

The army boundary rules [26.0] are in effect. Players must designate those boundaries before play begins.

[36.12.5] Special Rules

Despite being a PM turn, the first turn contains a German Transport phase and a Leader Activation phase. German Transport table results are reduced by 1/3 (i.e., multiply them by 2/3.)

[36.12.6] Air Point Availability

Both sides receive air points per [21.1.0].

[36.12.7] Truck Point Availability

The Germans have 20 TP they can allocate to their armies as per [16.1.1]. As the scenario does not start on an AM turn, they are allocated before the start of the first game turn.

US TP availability is given in [7.9.2b].

[36.12.8] German Fuel and Ammo Availability

Both the 5PzA and the 6PzA have zero fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. The German player has six ammo points accumulated, to be distributed as desired among their three armies.

The Germans use the Transport Table normally to determine their fuel and ammo status.

[36.12.9] Supply

Both sides use the normal ultimate supply sources as defined in [15.3.0]. Bastogne starts in pocket supply as described in [36.3.8]. Peiper starts in Pocket Supply as described in [36.9.8].

[36.12.10] Victory

If the Germans get at least three mechanized KGs across the Meuse River and keep them in supply for at least one full game turn, they win a decisive victory at the conclusion of the game turn in which those conditions have been fulfilled. If they fail to achieve that, both sides add up the number of victory hexes with their symbol that they control. The player with the higher total wins. The degree of difference is related to the magnitude of the win. Also, if more than 10 British steps that have not been released are eliminated, the Germans win a marginal victory.

[36.13.0] Group G & Additional Scenarios

The Group G section has been left out of these scenarios because the inactivity that characterized that sector after the first week of battle. Players are free to include that sector with any scenario including the Scenario F area, or they may do Group G by itself. Also keep in mind the offensive capacity rules come into effect starting with the Dec 22 AM game turn; so many of those formations will not attack effectively.

Additionally, players are free to try any permutation of the scenario groups they wish. Be creative and design your own situations and victory conditions.

Dec 21 Master Setup Manifest

The explanations used for the Dec 16 Master Setup Manifest apply to the Dec 21 and Dec 28 Master Setup Manifests as well. Note that no units start in maneuver reserve.

DEC 21 GERMANY

GROUP A

7th Army

4721SE 7thA HQ, Brandenburg (Ldr)
6234SE Serv School
6230SE 44 Fort MG
6131SE IP 999th Penal (Inf)
(7thA unit) I/47 MotPio
(7thA unit) II/47 MotPio
(7thA unit) 668 HvyAT Bn
(7thA unit) 657 HvyAT Bn
5025SE Finished Hvy Bridge
4822SE Finished Hvy Bridge
5428SE Bridge
5730SE Bridge
6230SE Bridge
5621SE 1092/1093 Heeres Batt.
5621SE 1122/1125 Heeres Batt.

LXXX Korps

5724SE LXXX Korps HQ
5728SE 210mm/8VW/7thA
5627SE 300mm/8VW/7thA
5128SE (1) Lhr/8VW/7thA (NW)
5830SE (1) 2/8VW/7thA (NW)
5429SE III/408VAK/7thA
5723SE (1) IV/408VAK/7thA
5626SE II/408VAK/7thA
5723SE (1) VI/408VAK/7thA

212th VG Division

5730SE 212th VG Div HQ
5929SE II/212 Art
5529SE III/212 Art
6031SE IP I/320 VG (-1)
6031SE II/320 VG (-1)
5631SE IP I/316 VG (-1)
5831SE IP II/316 VG (-1)
5731SE Fus 212 Bn (-2)
5431SE IP I/423 VG (-1)
5331SE IP II/423 VG (-1)
(div) 1212 StG
(div) 212 Pio (-1)
(div) 212 AT
Eliminated 212 Rec Co

276th VG Division

5128SE 276th VG Div HQ
4628SE II/1276 Art
4928SE III/1276 Art
4931SE ET II/987 VG (-1)
4931SE ET 276 Fus Bn (-2)
5131SE IP I/987 VG (-1)
4730SE ET I/988 VG (-1)
4630SE IP II/988 VG (-1)
4329SE IP I/986 VG (-1)
4430SE IP II/986 VG (-1)
(div) 1276 AT Co
(div) 276 Pio (-1)

LXXXV Korps

4426SE LXXXV Korps HQ
5421SE (4) III/406VAK/7thA
5421SE (4) IV/406VAK/7thA
(use 150 V/406)
5421SE (4) V/406VAK/7thA
5421SE (4) VI/406VAK/7thA
4426SE (1) 90/18VW/7thA (NW)
5/2/2007

4226SE 91/18VW/7thA (NW)
5023SE 210mm/18VW/7thA (NW)
5123SE 300mm/18VW/7thA (NW)

352nd VG Division

4426SE 352nd VG Div HQ
4126SE II/352 Art (OoB)
4126SE III/352 Art (OoB)
4027SE I/916 VG (-1)
4027SE II/916 VG (-1)
3827SE I/915 VG (-1)
3827SE II/915 VG (-1)
4228SE IP I/914 VG (-1)
4127SE IP II/914 VG (-1)
4127SE IP 352 Fus Bn (-2)
(div) 352 Pio (-1)
(div) 352 AT Co
Dead 352 Hetz Co

Campaign Game Only or B Reinforcements

Führer Gren. Bgde

On primary road from 4115SE to 4020SE

GROUP B

5th FSJ VG Division

2522SE 5th FSJ Div HQ
1922SE I/5 FJ Art
2525SE III/5 FJ Art
2624SE Ersatz Bn 5 FJ (-1)
2526SE ET I/13 FSJ (-1)
2826SE ET II/13 FSJ (-1)
2526SE ET III/13 FSJ (-1)
1719SE I/14 FSJ (-1), 5FJRec (-1)
1823SE II/14 FSJ (-1)
1821SE III/14 FSJ (-1)
1924SE IP I/15 FSJ (-1)
2227SE ET II/15 FSJ
2125SE ET III/15 FSJ (-1)
2323SE 55/15VWx/5thPzA (NW)
(div) 5 FJ AT Co (-1)
(div) 5 FJ Pio Bn (-1)
(div) 5 FJ StG (-1)
(div) 5 FJ HvyFlk Co

XLVII Panzer Korps

2814SE XLVII PzK HQ
2814SE vLuettwitz, Manteuffel

5th Panzer Army

3213SE 600 MotPio
2611SE 207 MotPio
3311SE Hvy Bridge (mobile side)
3411SE Hvy Bridge (mobile side)
3511SE Hvy Bridge (mobile side)

Campaign Game Only

4413SE 5th Pz Army HQ,
5013SE 1094/1095 Heeres Batt.
5013SE 1099/1119 Heeres Batt.
4912SE 25/975 Art
4413SE Hvy Bridge (finished)
4517SE Hvy Bridge (finished)

Campaign Game Only or B Reinforcements

XLVII Panzer Korps

4516SE 300mm15VW/5thPzA (NW)
4415SE 210mm15VW/5thPzA (NW)
4816SE II/766VAK/5thPzA
4616SE III/766VAK/5thPzA
4715SE IV/766VAK/5thPzA
4715SE V/766VAK/5thPzA
4915SE VI/766VAK/5thPzA

GROUP B

KG Haus

2417SE KG Haus #1 StG
2417SE KG Haus #2 StG (-1)
2516SE KG Haus #3 MkIV (-1)
2516SE KG Haus II/901 MotInf (-1)
2616SE KG Haus III/130 Art
2616SE 65/15VW/5th PzA (NW)

26th VG Division

2615SE 26th VG Div HQ, Kokott (Ldr)
2412SE II/26 Art
2318SE III/26 Art
2514SE IV/26 Art
2218SE I/39 VG (-1)
2018SE II/39 VG (-1)
2212SE I/77 VG (-1)
2012SE II/77 VG (-1)
2415SE I/78 VG (-1)
2413SE II/78 VG (-1)
1818SE KG Kunkel Rec (-1), 26 Hetz Co
(div) 26 Pio (-1)
(div) 26 AT Co
(div) KG vPorsch 559 JpzIV/Pz Lehr xx
(div) 559 JpzV/Pz Lehr xx

GROUP B 3

Panzer Lehr Division

2816SE Pz Lehr HQ
1918SE KG vFallois #1 MkIV
1919SE KG vFallois #2 JpzIV
2119SE KG vFallois 2/130Pio Co
2319SE KG vFallois II/130Art
2619SE KG vPorsch #1 MkV (-1)
2619SE KG vPorsch #2 MkV
2718SE KG vPorsch #3(MkJpzIV) (-1)
2718SE KG vPorsch II/902 MotInf
2917SE KG vPorsch I/130 Pio Co
2816SE KG vPorsch I/130 Art
(div) 130/Lehr AT

2nd Panzer Division

2411SE 2nd Pz xx HQ (Low Fuel)
2411SE vLauchert (Ldr)
2010SE KG Gütt MkV
2010SE I/2 MotInf (-1)
2210SE KG Gütt 38 JpzIV Co
2210SE 3/38 Pio Co
2109SE II/74 Art
1711SE KG Coch #1 MkV
1711SE KG Coch #2 MkV (-1)
1811SE KG Coch #3 MkV
1811SE KG Coch I/38 Pio Co
1910SE KG Coch I/74 Art (SP)
2510SE KG Holt 2/38 Pio
2409SE KG Holt MkIV (-1)
2409SE KG Holt II/2 MotInf (-1)
2309SE KG Holt I/304 Bicy (-1)
2309SE KG Holt StG (-1)
2410SE KG Holt III/74 Art
1309SE KG vBohm 2Aüf ArmRec
(div) 38/2 AT

LVIII Panzer Korps

Campaign and Scenario E (rein)

3707SE LVIII PzK HQ, Krueger (Ldr)
2913SE (1) 84/7VW/5th PzA (NW)

Campaign Scenarios Only

4811SE (1) 210/7VW/5th PzA (NW)
4811SE (1) 300/7VW/5th PzA (NW)
4007SE (1) 85/7VW/5th PzA (NW)
4911SE (1) 401VAK/5th PzA (4 units)

GROUP E1

116th Panzer Division

2609SE 116th Pz xx HQ (Low Fuel)
1531NE KG Bayer #1 MkV (-1)
1531NE KG Bayer #3 StG
1632NE KG Bayer #2 MkV
1632NE KG Bayer JpzIV Co
1732NE KG Bayer 1/675 Pio Co
1732NE KG Bayer I/146 Art (SP)
1832NE KG Voght MkIV Co
1832NE KG Voght I/156 MotInf (-1)
1833NE KG Voght II/156 MotInf (-1)
1833NE KG Stephan Arm Recon
1933NE KG Voght III/146 Art
1933NE KG Voght 3/675 Pio Co
2001SE KG Zand #2 MkIV (-1)
2001SE KG Zand #3 StG (-1)
2002SE KG Zand #1 MkV (-1)
2002SE KG Zand II/146 Art
2102SE KG Zand 2/675 Pio Co
2102SE Res 116Pz JpzIV (-1)
(div) 228/116 AT

560th VG Division

2304SE 560th VG xx HQ
2233NE I/1128 VG
2333NE II/1128 VG (-1)
2705SE I/1129 VG
2604SE II/1129 VG, 1560 Hetz
2302SE Fus Bn 1560 (-1)
2302SE 1560 Pio (-1)
2303SE II/1560 Art

Campaign Scenario & E2

2nd SS Panzer Division

3908SE 2nd SS Pz xx HQ (No Fuel)
3707SE KG Ensel #1 MkV
3707SE KG Ensel #2 MkV
3608SE KG Ensel #3 MkV
3608SE KG Ensel #4 MkV
3808SE KG Ensel I/2ss Pio Co
3808SE KG Ensel I/2ssArt (SP)
3108SE KG Wisy MkV Co
3108SE KG Wisy I/4ss MotInf
3209SE KG Wisy II/4ss MotInf
3209SE KG Wisy JpzIV Co
3308SE KG Wisy 508ss Art (NW)
3509SE KG Weid I/3ss MotInf
3409SE KG Weid StG 2xCo's
3409SE KG Weid II/3ss MotInf
3508SE KG Weid MkIV 2xCo's
3508SE KG Weid III/3ss MotInf
3609SE KG Weid 3/2ss Pio Co
3609SE KG Weid III/2ss Art
2908SE KG Krag 2Auf/2ss ArmRec
2908SE KG Krag JpzIV Co
3009SE KG Krag 2/2ss Pio Co
3009SE KG Krag II/2ss Art

LXVI Korps

GROUP D

5004SE 86/16VW/5th PzA (NW)
5004SE 87/16VW/5th PzA (NW)

Campaign Game

5406SE LXVI Korps HQ
5402SE 210/16VW/5th PzA (NW)
6128NE 300/16VW/5th PzA (NW)

GROUP D

62nd VG Division

4706SE 62nd VG xx HQ
4304SE I/164 VG (-1)
4005SE II/164 VG (-1)
4503SE 162 Fus Bn (-1)

4633NE I/183 VG (-1)
4632NE II/183 VG
4601SE I/190 VG (-1)
4603SE II/190 VG (-1)
4406SE II/162 Art
4802SE III/162 Art
(div) 162 AT Co
(div) 162 Pio (-1)
(div) 519 PzJ Bn (3 units)/6thPzA
Dead 1162 Hetz Co

18th VG Division

5129NE 18th VG xx HQ
4827NE I/293 VG (-2)
4827NE II/293 VG (-2)
4631NE I/294 VG (-1)
4630NE II/294 VG (-1)
4729NE 18 Fus Bn (-1)
4929NE I/295 VG (-1)
4929NE II/295 VG (-1)
4830NE II/1818 Art
4831NE III/1818 Art
(div) 1818 Hetz
(div) 1818 AT Co
(div) 244 StG (-1)
(div) 1818 Pio (-1)
(div) 902 StG/6thPzA (-1)
(div) 506thPz/6thPzA (2 units)

Führer Begleit Bgde

4627NE FB x HQ
4627NE 120 Pio Co
4627NE Auf (recon) Co
4227NE Gren I MotInf
4326NE Gren II MotInf
4326NE zbV 928 Inf
4628NE zbV 828 Inf
4628NE I/17 StG
4727NE I/17 MKIV
4727NE FBx Art
4525NE 200 StG bn

9th SS Panzer Division

4725NE 9th SS Pz xx HQ (Low Fuel)
4725NE KG Telk #4 MkIV
4725NE KG Telk I/9ss Pio Co
4625NE KG Telk #1 MkV
4625NE KG Telk #3 MkV
4525NE KG Telk #2 MkV
4525NE KG Telk I/9ss Art
3926NE KG Geig II/20ss MotInf
3926NE KG Geig JpzIV (2xCo's)
4026NE KG Geig I/20ss MotInf
4026NE KG Geig 2/9ss Pio Co
4425NE KG Geig II/9ss Art
4125NE KG Geig 502ss/9ss Art (NW)
3625NE 9ss Auf (Recon) (1xBkdown Co)
4524NE KG Zoll III/9ss Art
4724NE KG Zoll I/9ss MkIV (2xCo's)
3626NE KG Zoll I/19ss MotInf
3726NE KG Zoll III/19ss MotInf
3726NE KG Zoll 3/9ss Pio Co

560th VG Division

3606SE I/1130 VG (-2), 1560 AT Co
3206SE II/1130 VG (-1)
3206SE III/1560 Art

IIss Panzer Korps

GROUP D

5228NE IIss PzK HQ

GROUP F

5323NE (1) III/388VAK/6thPzA
5323NE (1) IV/388VAK/6thPzA
5322NE (2) 51/4VW/6th PzA (NW)
5321NE (2) 53/4VW/6th PzA (NW)

Dec 21 Campaign Scenario Only

6519NE VI/388VAK/6thPzA
6220NE V/388VAK/6thPzA
5919NE 210/4VW/6th PzA (NW)
5918NE 210/4VW/6th PzA (NW)

GROUP F

6th Panzer Army

6025NE 6th PzA HQ, Dietrich (Ldr)
5224NE 501ss Art
4024NE 73 MotPio, Hvy Bridge (mob.)
4322NE 62 MotPio, Hvy Bridge (mob.)
4924NE 253 MotPio, Hvy Bridge (mob.)

Dec 21 Campaign Scenario Only

6824NE 1120/428 Art
6824NE 1098/1110 Art
6723NE 502ss Art

GROUP F

3rd FSJ VG Division

4322NE 3rd FSJ Div HQ
4722NE I/3FJ Art
4322NE III/3FJ Art
4522NE Ersatz Bn 3FJ (-1)
4320NE I/5 FSJ (-1)
4421NE II/5 FSJ (-1)
4421NE III/5 FSJ (-1)
4721NE I/8 FSJ
4721NE II/8 FSJ
4822NE III/8 FSJ (-1)
4521NE I/9 FSJ (-1)
4521NE II/9 FSJ (-1)
4622NE III/9 FSJ (-1)
(div) 3FJ AT Co (-1)
(div) 3FJ Pio Bn (-1)
(div) 3FJ HvyFlk Co

Iss Panzer Korps

5322NE Iss PzK HQ
6021NE 210/9VW/6th PzA (NW)
6024NE 210/9VW/6th PzA (NW)
5322NE (5) [2] 14/9VW/6th PzA (NW)
5322NE (5) [2] 54/9VW/6th PzA (NW)
5322NE (2) [2] III/402VAK/6thPzA
5322NE (2) [2] IV/402VAK/6thPzA
6323NE V/402VAK/6thPzA
6523NE VI/402VAK/6thPzA

150th Panzer Bgde (Skorzeny)

4122NE 150th Pz x HQ
4122NE KG Schef StG
4122NE KG Schef I/200 MotInf
4022NE KG Hard MkV
4022NE KG Hard 600 MotInf
4121NE KG Wolf II/200 MotInf

9th SS Panzer Division

3625NE KG Zoll II/19ss MotInf
3625NE KG Zoll I/9ss StG (2xCo's)

1st SS Panzer Division

4123NE 1st SS Pz xx HQ
4123NE Hvy Bridge (mobile)
2920NE ET KG Peip #1 MkV (-1)
3120NE KG Peip #2 MkV, Peiper (Ldr)
3120NE KG Peip 1/501ss Pz (VIb)
3120NE KG Peip 1/Iss Pio Co
3322NE KG Peip I/Iss Art
Bkdn Box KG Peip #3 MkIV
Bkdn Box KG Peip #4 MkIV
3021NE 1 PzGrn Co (from Peip MkIV #3)
3121NE 1 PzGrn Co (from Peip MkIV #4)
3323NE KG Sand I/Iss Pio Co
3622NE KG Sand I/2ss MotInf
3823NE KG Sand II/2ss MotInf
3624NE KG Sand III/Iss Art
3523NE KG Hans IVss/Iss Art (NW)

3223NE KG Hans I/1ss MotInf (-1)
 3223NE 1MkIV Co
 3422NE ET KG Hans II/1ss MotInf (-1)
 3422NE ET 1MkIV Co
 3422NE ET KG Peip 2/501ss Pz (VIb)
 3522NE KG Hans JpzIV (-1)
 3522NE KG Hans III/1ss MotInf
 3424NE KG Hans II/1ss Art
 3321NE KG Knit 1Auf/1ss ArmRec (-1)
 3321NE KG Knit 2/1ss Pio

12th SS Panzer Division

5223NE 12th SS Pz xx HQ (Low Fuel)
 5122NE KG Kuhl #1 MkV (-1)
 5023NE KG Kuhl 1/560ss Jpz (JpzV)
 5122NE KG Kuhl 1/12ss Pio Co
 5223NE KG Kuhl I/12ss Art
 5121NE KG Kuhl #3 MkIV (-1)
 4922NE KG Müller I/25ss MotInf (-2)
 5023NE KG Müller II/25ss MotInf (-1)
 4922NE KG Müller 560JpzIV Co (-1)
 5023NE KG Müller JpzIV Co (-1)
 4922NE KG Müller III/25ss MotInf (-1)
 5123NE KG Müller II/26ss Art
 5123NE KG Krause IVss/12ssArt (NW)
 5122NE KG Krause I/26ss MotInf (-1)
 5121NE KG Krause II/26ss MotInf (-1)
 5321NE KG Krause III/12ss Art
 4923NE KG Brem 12Auf/12ss ArmRec
 Dead KG Kuhl #2 MkV
 Dead KG Kuhl #4 MkIV
 Dead KG Krause 3/12ss Pio Co
 Dead KG Müller 2/12ss Pio Co

12th VG Division

5320NE 12th VG xx HQ
 5319NE IP I/27 VG (-1)
 5319NE II/27 VG (-2)
 5221NE I/48 VG (-1)
 5221NE II/48 VG (-2)
 5220NE IP I/89 VG (-2)
 5220NE IP 12 AT Co
 5221NE II/89 VG (-1)
 5320NE II/12 Art
 5420NE III/12 Art
 5320NE 12 Pio (-1)
 Dead 12 StG
 Dead Fus Bn 12

3rd Pz Gren Division

5519NE 3rd PzGrn xx HQ (full fuel)
 5519NE 2/33 Pio Co
 5519NE Res JpzIV (2 x Co's)
 5318NE KG 8 II/8 MotInf (-1)
 5318NE KG 8 III/8 MotInf (-1)
 5318NE Aüf (ArmRec)
 5517NE KG 8 II/3 Art
 5317NE KG 8 I/8 MotInf
 5317NE KG 103 1/3 Pio Co
 (div) KG 103 #2 StG
 (div) KG 103 #1 StG (-1)
 (div) KG 103 #3 StG (-1)
 5918NE KG 103 I/3 Art
 5518NE KG 29 I/29 MotInf
 5518NE KG 29 II/29 MotInf
 5518NE 3 MotAT Co
 5718NE KG 29 III/3 Art

GROUP G

LXVII Korps

5912NE LXVIIK HQ
 (326VG/272VG) 663 AT (may breakdown)
 (326VG/272VG) 394/667StG
 5413NE 210/17VW/6th PzA (NW)
 5610NE 300/17VW/6th PzA (NW)
 5311NE 88/17VW/6th PzA (NW)
 5411NE 89/17VW/6th PzA (NW)

277th VG Division

5515NE 277th VG xx HQ
 5216NE IP I/989 VG (-1)
 5214NE IP I/990 VG (-1)
 5214NE II/990 VG (-2)
 5215NE IP II/991 VG (-1)
 5415NE II/277 Art
 5415NE III/277 Art
 (div) 277 AT Co
 (div) 277 Pio (-1)
 Dead Fus Co 277
 Dead II/989 VG
 Dead I/991 VG
 Dead 277 Hetz

246th VG Division

5813NE 246th VG xx HQ
 5210NE WW I/352 VG
 5210NE WW II/352 VG (-1)
 5615NE I/404 VG
 5615NE II/404 VG
 5814NE Fus Bn 246
 5814NE 246 Pio
 5714NE I/689 VG
 5714NE II/689 VG
 5914NE I/246 Art
 6014NE II/246 Art
 5813NE 246 AT Co

326th VG Division

5612NE 326th VG xx HQ
 5213NE I/751 VG (-1)
 5213NE II/751 VG (-1)
 5212NE I/753 VG (-1)
 5211NE II/753 VG (-2)
 5412NE II/326 Art
 5512NE III/326 Art
 (div) 326 AT Co
 (div) 326 Pio (-1)
 (div) 1000/1001Strm Mor IV/OKW
 Dead Fus Co 326
 Dead I/752 VG
 Dead II/752 VG

272nd VG Division

5810NE 272nd VG xx HQ
 5409NE ET I/980 VG (-1)
 5409NE ET II/980 VG (-1)
 5607NE ET I/982 VG (-1)
 5608NE ET II/981 VG (-1)
 5608NE ET II/982 VG (-1)
 5607NE ET 272 Hetz
 5608NE ET 272 AT Co
 5508NE ET I/981 VG (-1)
 5710NE II/272 Art
 5310NE III/272 Art
 (div) 272 Pio (-1)
 5309NE 272 Fus Co

Dec 21 US Set-up

1st US Army

Campaign Scenario & Scenario E2

4007NE** CCA #1/3Axx
3808NE** CCA #2/3Axx
3806NE** CCA #3/3Axx
3806NE** 391AFA/3Axx
4006NE** 1 ArmE Co

Campaign Scenario only

3606NE** 61 CE/1stA
3618NE 9 Cdn For/1stA

VII Corps

GROUP C

6929NE IP 1 M4 Co, 1 CE Co

GROUP E

6812NW Strat 193 FA/VII
6616NW Strat 86 Chm/VII
6924NW 991 FA/VII
1224NE 195 FA/VII
1326NE 957 FA/VII

GROUP C

The 84th Inf Div uses this setup for the Dec 21 Campaign Scenario. For Scenario C, follow the scenario instructions for setup.

84th Inf Div

6813NW Strat 84xx HQ
6235NW Strat 84 ArmC Trp
6532NW Strat 1/334 Inf
6432NW Strat 2/334 Inf
6332NW Strat 3/334 Inf
6431NW Strat 909 FA
6523NW Strat 2/333 Inf
6522NW Strat 1/333 Inf
6422NW Strat 3/333 Inf
6421NW Strat 3/335 Inf
6520NW Strat 1/335 Inf
6519NW Strat 2/335 Inf
6518NW Strat 77 TK
6517NW Strat 638 TD
6516NW Strat 325 FA
6615NW Strat 326 FA
6714NW Strat 327 FA
6713NW Strat 309 CE

GROUP E

3rd Arm Div

1328NE 83 ArmC
1328NE 1 LtTK Co
1527NE 3Axx HQ
1527NE Rose (Leader)
1529NE 1 ArmE Co
1529NE 1/33 LtTK Bn
1529NE 1 ArmE Co
1628NE 67 AFA
1727NE 551P/XVIII
1730NE CCR #1 (-1)
2028NE ET CCR #2, 1 M10 Co
1433NE CCR #3

XVIII Airborne Corps

GROUP E

2215NE XVIII Corps HQ
2216NE 740 FA/VIII
2217NE 559 FA/VIII

GROUP D

2718NE 400 AFA/XVIII
2817NE 254 FA/XVIII
3215NE 578 FA/VIII
3314NE 561 FA/VIII

82nd Ab Div

GROUP D

2729NE 1/325G
2930NE IP 2/401G, 1 M10 Co
3129NE 376PA
3229NE 3/508P
3231NE IP 2/508P
3326NE IP 1/508P

GROUP E

2222NE 82Abxx HQ
2222NE Gavin (leader)
2431NE ET 1 M4 Co
2431NE ET 1 Inf Co
2431NE ET 1 ArmC Trp
2629NE 320 PA
2630NE IP 2/325G, 1 M10 Co

GROUP F

2720NE 3/504P, 1 M4 Co
3022NE 2/504P
2921NE 1/504P (-1)
2921NE 628 TD (-2)
2824NE 319PA
3025NE 456PA
3124NE 312PEng
3124NE 51 CE/V (-1)
3224NE IP 1/505 PInf
3123NE 3/505P, 1 M4 Co
3122NE 2/505P
Bkdn Box 740 TK (-1)

30th Inf Div

GROUP F

3413NE 30th Inf Div HQ
3220NE 1/119 Inf, 1 M4 Co
3118NE 2/119 Inf (-1)
3118NE 643 TD/3Axx (-1)
2820NE IP 3/119 Inf (-1)
2820NE IP 1 M10 Co
2919NE IP CCB #2/3Axx
2919NE IP 1 AT Co
3019NE CCB #3/3Axx
3019NE 1 M10 Co
3019NE 1 ArmE Co
3219NE CCB #1/3Axx
3317NE 54 AFA/3Axx
3519NE 1/32 LtTk/3Axx
3419NE 118 FA
3320NE IP 2/120 Inf, 1 CE Co
3221NE IP 3/120 Inf, 1 M10 Co
3421NE IP 1/120 Inf
3421NE IP 1 M4 Co
3421NE IP 1 CE Co
3621NE IP 3/117 Inf
3621NE IP 30 ArmC Trp
3621NE IP 202/V CE (-1)
3821NE ET 1/117 Inf
3821NE ET 105 CE (-2)
4119NE ET 2/117 Inf
4119NE ET 1 M10 Co
3719NE 230 FA
2718NE 197 FA
3218NE 113 FA
4020NE ET 99 Inf/1stA
4020NE ET 291 CE/1stA (-)
4020NE ET 1 AT Co
3521NE IP 526 ArmInf/1stA
3521NE IP 1 CE Co
3521NE IP 1 AT Co
Bkdn Box 743 Tk
Bkdn Box 823 TD
Bkdn Box 825 TD/1stA

GROUP D

The Fortified Goose Egg

3832NE 770 FA/VIII
3832NE 965 FA/VIII
4131NE 275 AFA/VIII

GROUP D

106th Inf Div (-)

4430NE 106xx HQ
2933NE IP 1 Inf Co, 1 M10 Co
3103SE IP 1 Inf Co, 1 M10 Co
3403SE IP 32/VIII ArmC (-2)
3403SE IP 1 M10 Co
4303SE ET 1/424 Inf (-1)
4303SE ET 820TD (-2)
4103SE IP 2/424 Inf (-1)
4403SE ET 3/424 Inf (-1)
4101SE 592 FA
3603SE IP 2/112 Inf/28xx (-1)
3804SE ET 1/112 Inf/28xx (-1)
4004SE ET 3/112 Inf/28xx (-2), 1 AT Co
3802SE 229 FA/28xx att.
4501SE ET CCB #1/9Axx (-1)
4531NE ET 81 CE (-2), 1 M10 Co
4533NE IP CCB #2/9Axx (-1)
4502SE IP CCB #3/9Axx, 1 ArmE Co
4201SE 16 AFA/9Axx

7th Armored Div

3429NE 7Axx Div HQ, Clark (Ldr)
4331NE 443 AFA
4230NE 480 AFA
3830NE 489 AFA
4531NE ET 87 ArmC Bn (-2), 1 M10 Co
4328NE ET CCA #1, 33ArmE (-2)
4029NE ET CCA #2
4229NE ET CCA #3
4429NE ET CCB #1, 1 CE Co
4429NE ET 814TD (-2)
4530NE ET CCB #2
4530NE ET 168CE/VIII (-2)
4530NE ET 1ArmE Co
4529NE ET CCB #3, 1 ArmE Co
3628NE ET CCR #1
3428NE ET CCR #2
3828NE ET CCR #3

V Corps

GROUP F

4105NE Vth Corps HQ F
4715NE 186 FA/V
4605NE 272 FA/V
4513NE 200 FA/V
4513NE 176 FA/V
4514NE 955 FA/V
4415NE 190 FA/V
4415NE 953 FA/V
4106NE 296/V CE
4417NE 987 FA/V
4714NE 196 FA/V
4815NE 87 Chm/V

GROUP G

5205NE 76 FA/V
5005NE 751 FA/V
4904NE 997 FA/V
4514NE 941 FA/V
5010NE 62 AFA/V
4306NE CCA #2/5Axx
4307NE CCA #3/5Axx
4407NE CCA #1/5Axx
4709NE 95 AFA/5Axx
5109NE ET 893 TD (-1)
5109NE ET 102 ArmC/V (-1)
4812NE 18 Rckt
5505NE ET 2 Rng

GROUP G

78th Inf Div

4905NE 78th Inf Div HQ
5107NE 309 FA
5006NE 903 FA
5209NE IP 1/309 Inf [-1], 1 M10 Co
5209NE IP 2/309 Inf [-1]
5308NE IP 3/309 Inf [-1]
5308NE IP 303 CE [-1]
5307NE 1/310 Inf [-1]
5305NE 308 FA
5205NE 307 FA
5408NE ET 2/310 Inf [-1], 1 M4 Co
5408NE ET 3/310 Inf [-1]
5507NE ET 3/311 Inf, 1 M4 Co
5507NE ET 1/311 Inf [-1]
5506NE ET 2/311 Inf
5506NE ET 146 CE/1stA (-1)

9th Inf Div

4910NE 9th Inf Div HQ
4910NE 38 ArmC/V (-1)
4612NE 34 FA
4912NE 60 FA
5010NE 84 FA
5014NE IP 2/39 Inf, 1 M4 Co
5014NE IP 3/39 Inf
5013NE ET 1/39 Inf, 1 M10 Co
5011NE IP 9 CE (-1), 1 M4 Co
5011NE IP 9 Arm C Trp
5111NE ET 3/47 Inf, 1 M10 Co
5110NE ET 2/47 Inf, 1 M4 Co
5110NE 1/47 Inf

99th Inf Div

4818NE 99th Inf Div HQ
4716NE 372 FA
4816NE 371 FA
4816NE 924 FA
4817NE 1/393 Inf (-1)
4817NE 3/393 Inf (-2)
4917NE 370 FA, 324 CE (-2)
5118NE ET 1/395 Inf (-1), 1 AT Co
5118NE ET 3/395 Inf (-2)
5117NE ET 2/395 Inf (-1)
5117NE ET 1 M10 Co, 1 CE Co
5017NE 3/394 Inf (-1)
5016NE 1/394 Inf (-2)
5115NE ET 99 ArmC Trp

GROUP F

2nd Inf Div

4818NE 2nd Inf Div HQ, Robertson (Ldr)
4717NE 38 FA
4717NE 37 FA
4716NE 12 FA
4819NE 15 FA
4819NE 3/23 Inf (-2)
4919NE 2 CE (-1)
4919NE 1/23 Inf (-2)
5020NE ET 1/38 Inf (-1), 1 M10 Co
5019NE ET 2/38 Inf (-2), 1 At Co
5019NE ET 3/38 Inf (-2)
5018NE IP 2/9 Inf (-2), 1 M4 Co
5018NE IP 3/9 Inf (-2)
5115NE ET 2 ArmC Trp

1st Inf Div

4417NE 1st Inf Div HQ
4718NE 5 FA
4418NE 7 FA
4517NE 32 FA
4718NE 33 FA
4218NE 1st ArmC Co
4319NE IP 2/16 Inf, 1 CE Co

4420NE IP 1/16 Inf Bns, 1 M10 Co
4420NE IP 3/16 Inf Bns
4619NE ET 3/18 Inf
4619NE ET 1 CE Co, 1 M4 Co
4820NE ET 3/26 Inf
4820NE ET 254 CE/V, 1 M10 Co
4719NE IP 1/18 Inf, 1 M10 Co
4920NE ET 2/18 Inf, 1 M4 Co
4920NE 703 TD (-1)
5021NE ET 1/26 Inf, 1 M4 Co
5021NE ET 2/26 Inf

GROUP A

4th Inf Div

6034SE IP 3/22 Inf
6032SE IP 1 Inf Co, 1 CE Co
5834SE 20 FA
5832SE ET 2/22 Inf, 1 AT Co
5634SE 4th XX HQ
5633SE IP 1 Inf Co, 1 M10 Co
5532SE ET 2/8 Inf (-1)
5532SE ET 70 Tk Bn (-2)
5434SE 3/10/5xx Inf
5434SE 42 FA
5234SE 19 FA/5xx
5333SE 2/10/5xx
5333SE 29 FA
5332SE ET 3/12 Inf (-2)
5332SE ET 1 CE Co, 1 ArmC Co
5133SE 1/10/5xx
5133SE 1 CE Co, 1 M4 Co
5132SE ET 1/12 Inf (-1)
5132SE ET 159 CE/VIII (-1)

9th Arm Div

4433SE 9Axx HQ
4932SE ET CCA #2 (-1)
4932SE ET 89 ArmC
4833SE 3 AFA
4731SE ET CCA #1 (-2)
4531SE 811TD (-2)
4531SE 9 ArmE (-2)

28th Inf Div

4330SE IP 2/109 Inf (-2)
4233SE 108 FA
4130SE IP 90 ArmC/10Axx (-1)
4032SE 107 FA
3930SE IP 1/109 Inf (-2)
3930SE IP 1 AT Co
3730SE IP 3/109 Inf (-1)
3431SE IP 299CE/1A (-1)

10th Arm Div

4034SE 10Axx HQ
4034SE 55 ArmE
4834SE - 4933SE CCA #1 (-1)
4834SE - 4933SE CCA #2
4834SE - 4933SE CCA #3
4834SE - 4933SE 609 M18 Bn
Special Reserve CCR #1
Special Reserve CCR #2
Special Reserve CCR #3
Special Reserve 419 AFA

GROUP B 2

III Corps/3rdA

2433SE 145 CE/III
2532SE 179 FA/III
2932SE 178 CE/III
2732SE 1 ArmC Trp
2732SE 249 CE/III
3232SE 183 CE/III
4133SE 188 CE/III

GROUP B 2

4th Arm Div

Entry hex C Gaffey (Ldr)
Entry hex C Patton (Ldr)
Entry hex C 4th Axx HQ
2330SE CCB #1
2231SE CCB #2, 1 M18 Co
2430SE CCB #3
2329SE 1 ArmE Co
2330SE 94 AFA

VIII Corps

1525SE 299 CE/1st A (-1)
1421SE 1278 CE/1A
1421SE 1/110/28xx (-2)

GROUP B 1

Bastogne Perimeter

101st AB Div

2215SE HQ, McAuliffe
2315SE ET 1/501P (-1)
2315SE ET 3/501P (-1), 1 M18 Co
2316SE ET 2/501P (-1)
2316SE ET 2/327G, 1 M18 Co
2017SE ET 1/327G
1747SE IP 1/401G
2314SE ET 1/506P (-1), 2/506P
2313SE ET 3/506P
2013SE ET 1/502P, 1 M18 Co
2213SE ET 2/502P
1813SE IP 3/502P
2117SE 326 PEng, 1 ArmE Co
1914SE 771 FA/VIII
1914SE 377 PA
2016SE 463 PA
2114SE 907 FA
2216SE 321 PA
2216SE CCB #2/10Axx
1816SE IP 420 AFA/10Axx, 1 Inf Co
2116SE CCR #3/9Axx (-1)
2116SE 58 AFA/VIII
2114SE 755 FA/VIII
2015SE 969 FA/VIII

GROUP B 2 (Campaign Only)

VIII Corps

6725SW VIII Corps HQ
5816SW 158 CE/1A (-1)
6320SW 81 FA/VIII
6825SW 28th Inf Div HQ
6825SW 28 ArmC Trp
6825SW 174 FA/VIII

COMZ

SW map, all of the following:
W of Meuse R. 1303GS**
W of Meuse R. 1306GS**

GROUP C Dec 22AM

NW Map
W of Meuse R. 1313GS**
W of Meuse R. 341GS**

XXX Corps

4113NW (5) 53rd Division – not released
except for the 71st Bgde of the division, which
arrives on the Dec 25AM GT.

W. of Meuse R. between 3922NW and 4229
NW: 29th Armored Brigade – not released.

5417NW (10) 2HH/XXX Recon – released

[37.0] DECEMBER 28 SCENARIO GROUP

The final set of scenarios takes place in late December. There is now almost no hope of getting across the Meuse River; so the battle has turned into one of grinding attrition in Hitler's attempt to save face by capturing the US irritant centered on the town of Bastogne. There are three scenarios presented in this group, none of which were present in the first edition of the game. Please note none of these scenarios were playtested (we would have needed another two years for that), but they should work fine as investigative studies into the later stages of the campaign. And I have a feeling they will turn out to be competitive and fun in their own right. As more feedback on these scenarios comes in, we can tweak them as necessary with regard to victory conditions. Feel free to break up these scenarios into smaller sections if you wish.

[37.1.0] Bastogne – Redux

The final battles for Bastogne and the battles along the Sauer River are presented in this scenario. It's a big one; so give yourself lots of time to finish.

History: The goal of reaching the Meuse River was, for the Germans, dead. Now Hitler's attention focused on the little town of Bastogne, where so much had eluded the Germans. ISS Pz Corps (along with the remnants of 1st SS Pz Div, and eventually 12th SS and 9th SS Pz Divs) was brought down from 6th PzA, which was only left with 2nd SS Pz Div in terms of mechanized formations. Korps and army artillery were concentrated as Manteuffel prepared to hit Bastogne with everything he could muster.

Meanwhile, Patton was bringing up his own hammers to pry open farther the German defenses around Bastogne. The veteran 6th "Super Sixth" Armored Div was moved over from XII Corps and paired up with the fairly fresh 35th Inf Div. 11th Arm Div and 87th Inf Div and 17th AB Div would all be brought in from the west as part of a reconstituted VIII Corps. Inevitably, both sides' attacks ran into each other and a chaotic swirling battle of attrition began. But in the end, such battles favored the Americans.

[37.1.1] Scenario Length

The scenario starts with the Dec 28 AM GT and ends at the conclusion of the Jan 4 Night GT.

[37.1.2] Initial Deployment

Both sides set up their Southern Group units per the Master Setup Manifest and scenario description map. The German player sets up first, followed by the US. Each side may deploy 15 ET markers and 20 IP markers on their units as they see fit.

[37.1.3] Reinforcements

The German player receives 39PzK HQ and the 340th VG Div. The US player receives all south and SW reinforcements.

Additionally, the 1SS Pz Div arrives on Dec 31 PM at 2607SE with the strength shown on the Master Setup Manifest. The I SS PzK HQ arrives at 2607SE on Jan 1 AM game turn; and 9th SS Pz arrives at 2607SE on Jan 2 AM with four more step losses than are shown on the set up manifest.

[37.1.4] Air Point Availability

The US and German players receive half of the air points that are available for a particular game turn; see [21.1.0]. The numbers given are reduced during poor flying weather as usual.

[37.1.5] Truck Point Availability

German 5PzA has eight TP assigned, while 7A has two. The US side has 12 TP assigned to 3rd Army.

[37.1.6] German Fuel and Ammo Availability

Neither the 5PzA (LVIII PzK) nor the 6PzA have any fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. 6PzA and 5PzA have three ammo points accumulated.

The Germans use the Transport Table normally to determine their fuel and ammo status.

[37.1.7] Supply

Both sides use the supply sources listed in [15.3.0].

[37.1.8] Victory

If the US player can capture Houffalize he wins an automatic victory the instant that occurs. If the German player can capture, and hold for one game turn, the two hexes of Bastogne, he wins an automatic victory. If neither player achieves an automatic victory, both sides total the number of VP hexes they control (those with their side's symbol). The player with the higher total wins. The Bastogne hexes are each worth two VPs, all others are worth only one VP.

[37.2.0] 6th Pz Army Turns Out the Lights

II SS Pz Korps makes one last attempt to break through on the northern front using 2SS Pz Div and elements of 12SS and 9SS Pz. When it becomes clear that has failed, most of the panzers are directed south to 5PzA, and 6PzA goes on the defensive. Farther west, the units of XLVII and LVIII PzKs begin the process of trying to extricate themselves from the Rochefort La Roche area.

History: Not much to say except that after the failure of the II SS PzK attack, this sector goes quiet.

[37.2.1] Scenario Length

The scenario starts with the Dec 28 AM game turn and ends at the conclusion of the Jan 4 Night game turn.

[37.2.2] Initial Deployment

Both sides set up their Northern Group units per the Master Set Up Manifest and scenario description map. The German player sets up first, followed by the US. Each side may deploy 15 ET markers and 20 IP markers on their units as they see fit.

[37.2.3] Reinforcements

The German player receives the 39PzK HQ and the 340th VG Div. The US player receives all south and SW reinforcements.

[37.2.4] Withdrawals

If the Germans don't capture any hexes with US stars and hold them by the Dec 30 AM game turn, the German player must remove from play I SS PzK HQ, 1SS Pz Div and 9th SS Pz Div. That occurs at the end of the German player turn of Dec 30 AM.

[37.2.5] Air Point Availability

The US and German players receive half of the air points that are available for a particular game turn; see [21.1.0]. The numbers given are reduced during poor flying weather as usual.

[37.2.6] Truck Point Availability

The LVIII PzK has 3 TPs assigned, while the 6th Pz Army has four.

The US has 12 TP assigned to 1st Army.

[37.2.7] German Fuel and Ammo Availability

Neither the 5PzA nor the 7A have any fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. Each army has three ammo points accumulated.

The Germans use the Transport Table normally to determine their fuel and ammo status.

[37.2.8] Supply

Both sides use the supply sources listed in [15.3.0]. LVIII PzK uses hex 1309SE as its supply source, but it can only trace a supply path no longer than two SPPs to that hex.

[37.2.9] Victory

If the US player can capture St Vith or clear the 5th Panzer area of all German units, he wins an automatic victory the instant that occurs. If the German player can capture and hold for one game turn the two hexes of Bastogne, he wins an automatic victory. If neither player achieves an automatic victory, both sides total the number of

VP hexes they control (those with their side's symbol). The player with the higher total wins. The Bastogne hexes are each worth two VP; all others are each worth only one VP.

[37.3.0] Feat of Arms: The US Army Prevails

The two previous scenarios are combined into a four mapper that can go from Dec 28 AM to Jan 5 Night. The playing area north of Bullingen on the NE map has been removed so players can better focus on the main action in the salient. There is also an option allowing Hodges to launch his counteroffensive with 1st US Army at the base of the salient a week earlier than actually occurred.

History: There were many in the US Army who felt Montgomery could have, and should have, authorized Hodges to counterattack with V Corps toward St Vith during the opening week of 1945. In the event, that didn't happen, and VII Corps (aided by XVIII AB Corps) played the main role, with 2nd and 3rd US Armored Divs teamed with the 83rd and 75th Infantry Divs. This scenario allows you to study both options, along with the fighting around Bastogne.

[37.3.1] Scenario Length

The scenario starts with the Dec 28 AM game turn and ends at the conclusion of the Jan 5 Night game turn.

[37.3.2] Initial Deployment

Combine the two previous scenarios' setups. The German side sets up first.

[37.3.3] Special Rules

Montgomery has already declared a general withdrawal [24.3.0] at the start of the scenario.

[37.3.4] Reinforcements and Withdrawals

Both sides receive all listed reinforcements.

Rule [22.6.0] lists certain withdrawals that must be performed; some apply during this scenario.

The replacement rules [23.0] are in effect. Neither side has any RPs accumulated.

[37.3.5] Redirection of German Effort

If the Germans on the northern maps don't capture any hexes with US stars and hold them by the Dec 30 AM game turn, the German player must determine if Hitler has redirected the effort of his attack to Bastogne or some other location. That occurs at the end of the German player turn of Dec 30 AM. To do that, the German player rolls a d10. If the result is 0-7, the German player can win a tactical victory if he captures both hexes of Bastogne and holds them until the end of the scenario. On a roll of 8, Hitler has decided to launch everything north against the XVIII AB Corps in an attempt to capture Verviers and surround the V Corps and US units in the Hürtgen Forest. If that happens, the Germans win a tactical victory if

they can capture and hold all of Verviers by the end of the scenario. On a roll of 9, Hitler has decided to go for Luxembourg City. The Germans must clear the southern edge of the map from the 4th US ID sector all the way to Martelange (hex row 2200SE). If he accomplishes that, the German player wins an operational victory.

Players should note Vervier and Luxembourg goals are far-fetched. I'm just trying to throw a crazy Hitler twist in here. Feel free to ignore those two options and treat the 8-9 roll as a freedom of action event. In any case, the Germans are allowed to reshuffle and redraw army boundaries and commands to meet any goals they deem necessary.

[37.3.6] V Corps Early Offensive to St Vith

The US side may choose to launch their main attack early, from the V Corps sector toward St Vith. Note that offensive capacity rules are in effect. If the US side chooses this option, 9th Inf Div is available in the V Corps area, and either one or both of the VII Corps armored divisions (2nd and 3rd) may be redeployed into V Corps. The US side must start attacking (with units in PA mode) by the Jan 1 AM game turn. St Vith must be taken by the end of the scenario or the US side automatically loses. If it is taken, consult the regular victory conditions for this scenario.

[37.3.7] Air Point Availability

The US and German players receive air points as per [21.1.0].

[37.3.8] Truck Point Availability

Each US Army has 12 TP; the German side has 20, which they may allocate in any manner they see fit.

[37.3.9] German Fuel and Ammo Availability

No German armies have any fuel points accumulated. German mechanized formations begin the scenario with the fuel state given in the setup listings. Each army begins with three ammo points accumulated.

The Germans use the Transport Table normally to determine their fuel and ammo status.

[37.3.10] Supply

Both sides use the supply sources listed in [15.3.0].

[37.3.11] Victory

If the US player can capture St Vith and Houffalize he wins an automatic victory. If the German player can capture and hold (for one GT) the two hexes of Bastogne, he wins an automatic victory. If neither player achieves an auto victory, both sides total the number of VP hexes they control (those with their side's symbol). The player with the higher total wins. The Bastogne hexes are each worth two VPs, all others are worth only one VP.

German Dec 28 Setup

SOUTHERN GROUP

7th Army (All on SE map)

4517 7thA HQ, Brandenburg (Ldr)
4517 Hvy Bridge-built
6230 Serv School Bn
6234 44 FortMG (fort Inf)
6232 999th Penal (Inf)
4116 I/47 MotPio (-1)
4116 II/47 MotPio (-1)
(Any 7A Div) 668 HvyAT Bn
(Any 7A Div) 657 HvyAT Bn
5025 Finished Hvy Bridge
4822 Finished Hvy Bridge
4517 Finished Hvy Bridge
5023 210mm/18VW/7thA (NW)
5123 300mm/18VW/7thA (NW)
5621 1092/1093 Heeres Batt.
5621 1122/1125 Heeres Batt.

LXXX Korps

5520 LXXX Korps HQ
5626 210mm/8VWx/7thA
5727 300mm/8VWx/7thA
6229 Lhr/8VWx/7thA (NW)
5928 2/8VWx/7thA (NW)

212th VG Division

5726 212th VG Div HQ
5627 II/212 Art
5828 III/212 Art
6029 I/320 VG (-1)
5830 II/320 VG (-2)
5729 I/316 VG (-1)
5629 II/316 VG (-1)
5628 I/423 VG (-2)
5527 II/423 VG (-1)
(div) 212 Pio (-1)
(div) 212 AT Co
Elimin 212 Rec Co
Elimin Fus 212 Bn
Elimin 1212 StG

276th VG Division

4721 276th VG Div HQ
5224 II/276 Art
4723 III/276 Art
4825 I/986 VG (-1)
4725 II/986 VG (-2)
5226 I/987 VG (-1)
5427 II/987 VG (-1)
5125 I/988 VG (-1)
4925 II/988 VG (-1)
Elimin 276 Fus Bn
(div) 1276 AT Co
(div) 276 Pio (-1)

LXXXV Korps

4115 LXXXV Korps HQ
5322 IV/406VAK/7thA
5421 VI/406VAK/7thA
4723 II/408VAK/7thA
5727 III/408VAK/7thA
5723 IV/408VAK/7thA
5624 VI/408VAK/7thA

352nd VG Division

4322 352nd VG Div HQ
4424 II/352 Art
4424 III/352 Art
4224 I/916 VG (-1)
Elimin II/916 VG
4225 I/915 VG (-1)
4226 II/915 VG (-1)
4426 I/914 VG (-1)
4525 II/914 VG (-1)
Elimin 352 Fus Bn

5/2/2007

div 352 Pio (-1)
div 352 AT Co
Elimin 352 Hetz Co

79th VG Division

4322 79th VG Div HQ
3920 II/179 Art
4121 III/179 Art
3822 I/212 VG
3721 II/212 VG
4023 I/208 VG (-1)
4123 II/208 VG (-1)
4022 I/226 VG (-1)
3922 II/226 VG
div 79 Fus Bn (-1)
div 179 Pio

LIII Korps

3318 LIII Korps HQ
3318 III/406VAK/7thA
2917 V/406VAK/7thA
3318 (2) 90/18VWx/7thA (NW)
3318 (2) 91/18VWx/7thA (NW)
3017 (3) 84/7VW/5th PzA (NW)
3017 (3) 85/7VW/5th PzA (NW)
3017 (3) 300/7VW/5th PzA (NW)

5th FSJ Division

2818 5th FSJ Div HQ
2718 I/5 FJ Art
2718 III/5 FJ Art
Elimin Ersatz Bn 5 FJ
2620 I/13 FSJ (-1)
2621 II/13 FSJ (-1)
2621 III/13 FSJ (-2)
2418 I/14 FSJ (-1)
2519 II/14 FSJ (-2)
2419 III/14 FSJ (-1)
2520 I/15 FSJ (-1)
2520 II/15 FSJ (-1)
2519 III/15 FSJ
div 5 FJ AT (-1)
div 5 FJ Pio (-1)
Elimin 5 FJ StG
div 5 FJ HvyFlk Co
div 5 FJ Rec (-1)
attached from 15th PzGren Div (Low Fuel):
2821 I/104 MotInf/15PzGxx (-1)
2821 II/104 MotInf/15PzGxx (-2)
2720 III/104 MotInf/15PzGxx
2720 JpIV Co (Bkdn)
2819 104/II/33 MotArt/15PzGxx

Führer Gren. Bgde

3118 Führer Gren x HQ-Low Fuel
3118 Führer Gren MotArt
2920 zbV 929 Inf (-1)
2920 911 StG (-2)
3031 99 Gren MotInf (-1)
3031 1124 MotAT Co
3031 MkV Co (Bkdn)
3121 99 FusPzG (-2)
3121 1124 Aüfk Co
3121 MkV Co (Bkdn)
Bkdown Box I/101 MkV (-1)
3221 I/36 VG/9thVGxx (-2)
3221 I/101 JpIV Co
3320 II/36 VG/9thVGxx
3320 I/101 StG Co

9th VG Division

3718 9th VG Div HQ
4107 II/9 Art
4109 III/9 Art
4012 I/57 VG
4013 II/57 VG
3631 I/116 VG
3531 II/116 VG
att. To Führer Gx I/36 VG

att. To Führer Gx I/36 VG
div 9 Pio
3631 9 AT Co
3421 9 Rec
3531 9 Fus Co

5th Panzer Army

4413SE 5th Pz Army HQ
1907SE Hvy Bridge (finished)
3230NE Hvy Bridge (finished)
3326NE Hvy Bridge (finished)
5013SE 1094/1095 Heeres Batt.
5013SE 1099/1119 Heeres Batt.
4912SE 25/975 Art
4915SE VI/766VAK/5thPzA

XLVII Panzer Korps

1309SE XLVII PzK HQ
1309SE vLuettwitz (Ldr)
1309SE Manteuffel (Ldr)
(corps) Hvy Bridge (mobile)
(corps) Hvy Bridge (mobile)

NORTHERN GROUP

2nd Panzer Division

5908SW 2nd Pz xx HQ-Low Fuel
5908SW vLauchert (Ldr)
5607SW KG Gütt MkV
5607SW I/2 MotInf (-2)
5707SW KG Holt MkIV (-1)
5707SW 3/38 Pio Co
5908SW Gütt II/74 Art
5708SW KG Holt I/304 Bicy (-1)
5708SW KG Holt StG (-1)
5709SW KG Holt II/2 MotInf (-1)
5709SW KG Holt 2/38 MotPio
5908SW KG Holt III/74 Art
5910SW 207 MotPio/5thPzA (-1)
5910SW 38 AT Co
Elimin KG Coch #1 MkV
Elimin KG Coch #2 MkV
Elimin KG Coch #3 MkV
Elimin KG Coch I/38 Pio Co
Elimin KG Coch I/74 Art (SP)
Elimin KG vBohm 2Auf ArmRec
Elimin KG Gütt 38 JpzIV Co

SOUTHERN GROUP

Panzer Lehr Division

6413SW Pz Lehr HQ-Low Fuel
6314SW KG vFallois #1 MkIV
6013SW KG vFallois #2 JpIV
6314SW KG vFallois 2/130 Pio Co
6212SW KG vFallois II/130 MotArt
1118SE KG vPorsch #1 MkV (-1)
6515SW KG vPorsch #2 MkV (-1)
6817SW KG vPorsch #2 JpIV
6817SW KG vPorsch II/902 MotInf (-1)
1118SE KG vPorsch I/130 Pio Co
6915SW KG vPorsch I/130 SP Art

26th VG Division

2411SE 26th VG Div HQ
2411SE Kokott (Ldr)
1813SE II/26 Art
2614SE III/26 Art
2411SE IV/26 Art
1915SE I/39 VG (-1)
1914SE II/39 VG (-2)
2012SE I/77 VG (-2)
2012SE 559 JpzIV/Pz Lehr xx
2212SE II/77 VG (-1)
2415SE I/78 VG (-1)
2415SE 559 JpzV/Pz Lehr xx
2413SE II/78 VG (-1)
1814SE KG Kunkel Rec (-2)
1814SE 26 Hetz Co

2312SE 26 Pio
 2312SE 130 AT Co/PzLehr xx
 div 26 AT Co
 following units attached from Pz Lehr Div:
 2417SE KG Haus #1 StG (-1)
 2417SE KG Haus #2 StG (-1)
 2416SE KG Haus #3 MkIV (-1)
 2416SE KG Haus II/901 MotInf (-2)
 2617SE KG Haus III/130 MotArt

Führer Begleit Bgde

1414SE Führer Begleit X HQ-Low Fuel
 1414SE FB X MotArt
 1515SE I/17 MkIV (-1)
 1515SE Gren I MotInf (-1)
 1515SE 120 Pio Co
 1615SE I/17 StG (-1)
 1615SE Gren II MotInf (-1)
 1514SE Auf (recon) Co
 1514SE zbV 828 Inf (-2)
 1614SE 200 StG bn (-1)
 1614SE zbV 928 Inf (-1)

XXXIX Panzer Korps

2814SE 39th PzKorps HQ
 3707SE 15VW/300mm/5thPzA (NW)
 3707SE 15VW/210mm/5thPzA (NW)
 2611SE (1) 55/15VW/5thPzA (NW)
 2611SE (1) 65/15VW/5th PzA (NW)
 2409SE (1) II/766VAK/5thPzA
 2409SE (1) III/766VAK/5thPzA
 2409SE (1) IV/766VAK/5thPzA
 2409SE (1) V/766VAK/5thPzA
 2712SE (1) III/401VAK/5th PzA
 2712SE (1) IV/401VAK/5th PzA
 2712SE (1) V/401VAK/5th PzA
 3410SE 501SS Art/6th PzA

3rd PzGren Division

2210SE 3rd Pz xx HQ-Low Fuel
 1613SE KG 103 #1 StG (-1)
 1613SE KG 103 #3 StG (-1)
 1512SE KG 103 1/3 Pio Co
 1512SE KG 103 1/3 MotArt
 1412SE KG 29 I/29 MotInf
 1412SE 3 MotAT Co
 1511SE KG 29 II/29 MotInf (-1)
 1511SE KG29 2/33 Pio Co
 1611SE KG 29 III/3 MotArt
 1811SE KG 8 I/8 MotInf (-1)
 1910SE KG 8 II/8 MotInf (-1)
 1711SE KG 8 III/8 MotInf (-1)
 1711SE Res JpzIV (2 x Co's) (-1)
 2109SE KG 8 II/3 MotArt
 2010SE Auf 103 ArmRec (-1)
 Elimin KG 103 #2 StG

15th PzGren Division

1213SE 15th Pz xx HQ-Low Fuel
 1317SE II/115 MotInf (-1)
 1317SE 115 Aufk ArmRec (-1)
 1317SE 33 MotAT Co
 1417SE I/115 MotInf (-1)
 1417SE Res JpzIV (2 x Co's) (-1)
 1417SE 2/33 MotPio Co
 1715SE KG Mauk #1 MkIV (-1)
 1715SE KG Mauk 1/33 Pio Co
 1713SE KG Mauk I/3 MotArt
 1315SE III/33 Art
 Elimin KG Mauk #2 StG
 Elimin KG Mauk #3 StG

167th VG Div

3113SE (3) all units
 3113SE (3) 1 AT Co (Bkdn)
 3113SE (3) 1 Pio Co (Bkdn)

NORTHERN GROUP

LVIII Panzer Korps

1603SE LVIII PzK HQ, Krueger (Ldr)
 1603SE 600 MotPio
 Corps (1) [2] 210/7VW/5th PzA (NW)
 Corps (1) [2] 86/16VW/5th PzA (NW)
 Corps (1) [2] 87/16VW/5th PzA (NW)
 Corps (1) [2] 210/16VW/5th PzA (NW)

116th Panzer Division

6901SW 116th Pz xx HQ-Low Fuel
 6601SW KG Bayer #1 MkV (-1)
 6601SW KG Bayer #3 StG (-1)
 6601SW KG Bayer 1/675 Pio Co
 6702SW KG Bayer I/146 SPART
 1032NE KG Voght I/156 MotInf (-1)
 1032NE 228 MotAT Co
 1131NE KG Voght II/156 MotInf (-1)
 6733NW KG Stephan Arm Recon (-1)
 1133NE KG Voght III/146 Art
 1231NE KG Voght 3/675 Pio Co
 1231NE Res StG Co 116 Pz
 6733NW KG Zand #2 MkIV (-1)
 6932NW KG Zand #3 StG (-1)
 6901SE KG Zand II/146 Art
 6932NE KG Zand 2/675 Pio Co
 1131NE Res 116Pz JpzIV (-1)
 Elimin KG Zand #1 MkV
 Elimin KG Bayer JpzIV Co
 Elimin KG Voght MkIV Co
 Elimin KG Bayer #2 MkV

9th Panzer Division

6005SW 9th Pz xx HQ-Low Fuel
 6502SW KG 11 StG Co
 6502SW KG 11 2/86 MotPio Co
 6402SW KG 11 I/11 BicyInf (-1)
 6402SW KG 11 II/11 MotInf (-1)
 6402SW KG 11 MkIV (-1)
 6404SW KG11 III/102 MotArt
 6102SW KG Ding MkV
 6102SW Ding 3/86 MotPio Co
 6202SW KG Ding I/10 MotInf (-1)
 6202SW KG Ding JpIV (-1)
 6204SW KG Ding II/102 MotArt
 5804SW KG 33 #1 MkV
 5804SW 50 MotAT Co
 5703SW KG 33 #2 MkV (-1)
 5703SW 301 MkVI Co
 5605SW KG 33 #3 MkV
 5605SW KG 33 1/86 Pio Co
 5805SW KG 33 I/102 SPART
 6003SW Res MkIV
 6003SW 60 Auf ArmRec

560th VG Division

1531NE 560th VG xx HQ
 1529NE I/1128 VG (-2)
 1529NE II/1128 VG (-1)
 1430NE I/1129 VG (-1)
 1430NE II/1129 VG (-2)
 1330NE I/1130 VG (-2)
 1330NE II/1130 VG (-1)
 1330NE 1560 Hetz
 1529NE 1560 AT Co
 1430NE 1560 Pio (-1)
 1531NE III/1560 Art
 1731NE II/1560 Art
 Elimin Fus Bn 1560

6th Panzer Army

4430NE 6th PzA HQ
 4430NE Dietrich (Ldr)
 3330NE 502ss Art
 (LXVIK or LXVIIK) (bkdn)
 663 AT
 (LXVIK or LXVIIK)

2 x HvyAT Cos
 (LXVIK or LXVIIK)

253 MotPio
 3626NE Hvy Bridge (mobile)
 3230NE Hvy Bridge (built)
 4425NE (5) VI/388VAK/6thPzA
 4425NE (5) III/388VAK/6thPzA
 4425NE (5) V/388VAK/6thPzA
 4425NE (5) IV/388VAK/6thPzA
 (LXVIK or LXVIIK) 902 StG/6thPzA
 4430NE 506 Hvy Pz (VIb)
 (LXVIK or LXVIIK) 519 StG
 (LXVIK or LXVIIK) 519 JpV
 (LXVIK or LXVIIK) 506thPz/6thPzA (1 Co)
 (LXVIK or LXVIIK) 210/9VW/6th PzA (NW)
 (LXVIK or LXVIIK) 210/9VW/6th PzA (NW)
 (LXVIK or LXVIIK) 14/9VW/6th PzA (NW)
 (LXVIK or LXVIIK) 54/9VW/6th PzA (NW)
 (LXVIK or LXVIIK) 210/4VW/6th PzA (NW)
 (LXVIK or LXVIIK) 210/4VW/6th PzA (NW)

II SS Panzer Corps

3403SE IISS PzKorps HQ
 2530NE 73 MotPio (-1)
 2630NE 62 MotPio (-1)
 2630NE (1) 2 x Hvy Bridges (mobile)
 (II SS Korps) 51/4VW/6th PzA (NW)
 (II SS Korps) 53/4VW/6th PzA (NW)

2nd SS Panzer Division

1933NE 2nd SS Pz xx HQ-Low Fuel
 2030NE KG Ensel #1 MkV (-1)
 2229NE KG Ensel #2 MkV (-1)
 2328NE KG Ensel #3 MkV (-1)
 2030NE KG Ensel #4 MkV (-1)
 2229NE KG Ensel 1/2ss Pio Co
 2329NE KG Ensel I/2ss SPART
 2129NE KG Wisy MkV Co
 2328NE KG Wisy I/4ss MotInf (-2)
 2129NE KG Wisy II/4ss MotInf (-1)
 2130NE KG Wisy 508ss Art (NW)
 2327NE KG Weid I/3ss MotInf (-1)
 2327NE KG Weid StG 2xCo's (-1)
 2527NE KG Weid II/3ss MotInf (-1)
 2527NE KG Weid MkIV 2xCo's (-1)
 2427NE KG Weid III/3ss MotInf
 2427NE KG Weid 3/2ss Pio Co
 2528NE KG Weid III/2ss MotArt
 1630NE KG Krag 2Auf/2ss ArmRec (-1)
 1630NE KG Krag JpzIV Co
 1630NE KG Krag 2/2ss Pio Co
 1731NE KG Krag II/2ss MotArt
 Elimin KG Wisy JpzIV Co

12th SS Panzer Division

1832NE 12th SS Pz xx HQ-Low Fuel (-1)
 1630NE KG Müller I/25ss MotInf (-1)
 1729NE KG Müller II/25ss MotInf (-1)
 1729NE KG Müller III/25ss MotInf (-2)
 1831NE KG Müller II/26ss Art
 1832NE KG Krause IVss/12ss Art (NW)
 2132NE KG Krause I/26ss MotInf (-1)
 2132NE 1 x MkV Co
 2033NE KG Krause II/26ss MotInf (-1)
 2033NE 1 x MkIV Co
 1832NE KG Krause III/12ss Art
 1929NE KG Brem 12Auf/12ss ArmRec (-1)
 1729NE KG Müller 2/12ss Pio Co
 Elimin KG Kuhl #1 MkV
 Elimin KG Kuhl I/12ss Pio Co
 Elimin KG Kuhl I/12ss Art
 Elimin KG Kuhl #3 MkIV
 Elimin KG Kuhl I/560ss Pz (JpzV)
 Elimin KG Kuhl #2 MkV
 Elimin KG Kuhl #4 MkIV
 Elimin KG Krause 3/12ss Pio Co
 Elimin KG Krause III/26ss MotInf
 Elimin KG Müller 560JpzIV Co

Elimin KG Müller JpzIV Co

Iss Panzer Korps

3333NE I SS PzK HQ
3329NE (5) III/402VAK/6thPzA
3329NE (5) IV/402VAK/6thPzA
3329NE (5) V/402VAK/6thPzA

9th SS Panzer Division

2729NE 9th SS Pz xx HQ-Low Fuel
2525NE KG Telk #4 MkIV (-1)
2525NE KG Telk #1 MkV (-1)
2626NE KG Telk I/Iss Pio Co
2626NE KG Telk #2 MkV (-1)
2627NE KG Telk I/9ss Art
2825NE KG Zoll I/9ss MkIV (2xCo's) (-1)
2825NE KG Zoll II/19ss MotInf (-1)
2825NE KG Zoll III/19ss MotInf (-1)
2924NE KG Zoll I/19ss MotInf (-1)
2924NE KG Zoll I/9ss StG (2xCo's) (-1)
2729NE 9ss Auf (Recon) (1xBkdown Co)
2927NE KG Zoll 3/9ss Pio Co
2927NE KG Zoll III/9ss Art
2724NE KG Geig II/20ss MotInf (-1)
2724NE KG Geig JpzIV (2xCo's) (-1)
2625NE KG Geig I/20ss MotInf (-1)
2625NE 1 x JpIV Co (Bkdn)
2827NE KG Geig 2/9ss Pio Co
2827NE KG Geig II/9ss Art
2725NE KG Geig 502ss/9ss Art (NW)
Elimin KG Telk #3 MkV

1st SS Panzer Division

3330NE (2) 1st SS Pz xx HQ-Low Fuel
3330NE (2) KG Sand MkIV Co
3330NE (2) KG Sand I/Iss Pio Co
3330NE (2) KG Sand I/2ss MotInf (-2)
3330NE (2) KG Sand II/2ss MotInf (-2)
3330NE (2) KG Sand JpzIV Co
3330NE (2) KG Sand III/1ss Art
3330NE (2) KG Hans IVss/1ss Art (NW)
3330NE (2) KG Hans I/1ss MotInf (-1)
3330NE (2) KG Hans II/1ss MotInf (-2)
3330NE (2) KG Peip 2/501ss Pz (VIb)
3330NE (2) KG Hans JpzIV (-1)
3330NE (2) KG Hans III/1ss MotInf (-2)
3330NE (2) KG Hans II/1ss Art
3330NE (2) 2 x MkIV Co (Bkdns)
Elimin KG Peip #1 MkV
Elimin KG Peip #2 MkV, Peiper (Ldr)
Elimin KG Peip 1/501ss Pz (VIb)
Elimin KG Peip I/Iss Pio Co
Elimin KG Peip I/Iss Art
Elimin KG Peip #3 MkIV
Elimin KG Peip #4 MkIV
Elimin KG Knit 1Auf/1ss ArmRec
Elimin KG Knit 2/1ss Pio

LXVI Korps

4129NE LXVI Korps HQ
3324NE Hvy Bridge (Mobile)

62nd VG Division

The frontline setup for this division is: 3024NE - 3123-3223-3323-3423. The infantry units and fusilier unit may be set up in any of these hexes.

3324NE 62nd VG xx HQ (-1)
I/164 VG (-1)
II/164 VG (-2)
Fus Bn 162 (-2)
I/183 VG (-1)
II/183 VG
I/190 VG
II/190 VG (-2)
3425NE II/162 Art
3325NE III/162 Art
div 162 AT Co
div 162 Pio (-1)
Elimin 1162 Hetz Co

5/2/2007

18th VG Division

4026NE 18th VG xx HQ (-1)
3722NE I/293 VG (-2)
3822NE II/293 VG (-2)
3921NE I/294 VG (-1)
4022NE II/294 VG (-1)
3822NE Fus Bn 18 (-2)
3622NE I/295 VG
3522NE II/295 VG (-1)
3823NE II/1818 Art
3624NE III/1818 Art
div 1818 Hetz
div 1818 AT Co
div 244 StG (-1)
div 1818 Pio (-1)

LXVII Korps

4725NE LXVIIK HQ

3rd FSJ VG Division

4423NE 3rd FSJ Div HQ
4423NE I/3 FJ Art
4924NE III/3 FJ Art
4121NE Ersatz Bn 3FJ
4121NE I/5 FSJ (-2)
4221NE II/5 FSJ (-1)
4421NE III/5 FSJ (-1)
4822NE I/8 FSJ (-1)
4621NE II/8 FSJ (-1)
4721NE III/8 FSJ
5121NE I/9 FSJ
5022NE II/9 FSJ (-1)
4921NE III/9 FSJ (-1)
div 3 FJ AT Co (-1)
div 3 FJ Pio Bn (-1)
div 3 FJ HvyFlk Co

12th VG Division

Enter as reinforcements Dec 28AM:
at 5123NE 12th VG xx HQ (-1)
at 5123NE I/27 VG (-1)
at 5123NE II/27 VG (-2)
at 5123NE I/48 VG (-2)
at 5123NE II/48 VG (-2)
at 5123NE I/89 VG (-2)
at 5123NE 12 AT Co
at 5123NE II/89 VG (-1)
at 5123NE II/12 Art
at 5123NE III/12 Art
at 5123NE 12 Pio (-1)
Elimin 12 StG
Elimin Fus Bn 12

US Dec 28 Setup

NORTHERN GROUP

1st US Army

(div) 49 CE/1stA
(corps) 148 CE/1stA
(corps) 164 CE/1stA
(corps) 203 CE/1stA
(corps) 294 CE/1stA
(corps) 298 CE/1stA
(corps) 348 CE/1stA

V Corps All on NE map

4105NE Vth Corps HQ
4716 (5) 176 FA/V
4716 (5) 190 FA/V
4716 (5) 200 FA/V
4716 (5) 272 FA/V
4716 (5) 941 FA/V
4716 (5) 953 FA/V
4716 (5) 955 FA/V
4716 (5) 997 FA/V
4716 (5) 87 Chm/V
(1st Inf Div) 202 CE/V
(1st Inf Div) 254 CE/V

1st Inf Div (all NE map)

4417 1st Inf Div HQ
4417 1st ArmC Trp
4516 5 FA
4918 7 FA
4717 32 FA
4218 33 FA
div 745 TK (-1)
div 703 TD (-1)
div 634 TD (-1)
div 1st CE
4119 1/16 Inf
4419 2/16 Inf
4319 3/16 Inf
4820 1/18 Inf (-1)
4719 2/18 Inf
4619 3/18 Inf (-1)
5021 1/26 Inf
4920 2/26 Inf (-2)
4920 3/26 Inf (-1)

XVIII Airborne Corps

2218NE XVIII Corps HQ
XVIII Corps 153 FA/XVIII
XVIII Corps 266 FA/XVIII
XVIII Corps 268 FA/XVIII
XVIII Corps 551 FA/XVIII
XVIII Corps 79 FA/XVIII
XVIII Corps 86 Cm/XVIII
XVIII Corps 187 FA/XVIII
XVIII Corps 240 FA/XVIII
XVIII Corps 254 FA/XVIII
XVIII Corps 259 FA/XVIII
XVIII Corps 264 FA/XVIII
XVIII Corps 400 AFA/XVIII
XVIII Corps 552 FA/XVIII
XVIII Corps 809 FA/XVIII
XVIII Corps 980 FA/XVIII
1527NE 509 P/XVIII
1425NE 1/517 P/XVIII (-1)
1425NE 2/517 P/XVIII (-1)
1524NE 3/517 P/XVIII (-1)
(corps) 51 CE/V (-1)
(corps) 296 CE/V
(corps) 300 CE/V

30th Inf Div

3618NE 30th Inf Div HQ
3618NE 30th ArmC Trp
3520NE 230 FA
3320NE 197 FA

3518NE 113 FA
3819NE 118 FA
3621NE 1/117 Inf (-1)
3721NE 2/117 Inf (-1)
3621NE 3/117 Inf (-1)
3422NE 1/119 Inf
3322NE 2/119 Inf (-1)
3521NE 3/119 Inf
3820NE 1/120 Inf (-1)
3920NE 2/120 Inf
3821NE 3/120 Inf
div 743 TK (-1)
div 823 TD (-1)
div 105 CE
div 825 AT/1stA (-1)
4020NE 526 Arml/1stA (-2)
4020NE 99 Inf/1stA (-1)
div 291 CE/V
div 61 CE/V

82nd Ab Div

2422NE 82nd Ab Div HQ
2422NE Gavin (leader)
2425NE 1/504 P (-1)
2524NE 2/504 P
2325NE 3/504 P (-1)
2923NE 1/505 P (-1)
3122NE 2/505 P
3023NE 3/505 P (-1)
2824NE 1/508 P
2424NE 2/508 P (-1)
2723NE 3/508 P (-1)
2227NE 1/325 G (-1)
2227NE 2/325 G (-1)
2326NE 2/401 G
2424NE 319 PA
2623NE 320 PA
3021NE 456 PA
2324NE 376 PA
div 312 PEng
div 628 TD (-1)
div 740 TK (-2)

7th Armored Div

2222NE 7Axx Div HQ, Clark (leader)
2225NE 443 AFA
1925NE 480 AFA
2125NE 489 AFA
Div 87 ArmC Bn (-2)
2127NE CCA #1 (-1)
2127NE CCA #2 (-1)
Dead CCA #3
2028NE CCB #1 (-1)
2028NE CCB #2 (-1)
Dead CCB #3
2126NE CCR #1 (-1)
Dead CCR #2
Dead CCR #3
Div 814 TD (-1)
Div 33 ArmE (-1)
1629NE 1/289 Inf/75xx
1829NE 2/289 Inf/75xx
1928NE 3/289 Inf/75xx
1726NE 899 FA/75xx

106th Inf Div

2116NE (1) 106th Inf Div HQ
2116NE (1) 1/424 Inf (-1)
2116NE (1) 2/424 Inf (-1)
2116NE (1) 3/424 Inf (-2)
2116NE (1) 592 FA
2116NE (1) 820 TD (-2)
2116NE (1) 81 CE (-2)
1823NE (1) 1/112/28xx (-1)
1823NE (1) 2/112/28xx (-2)
1823NE (1) 3/112/28xx (-1)
1823NE (1) 229 FA/28xx
2216NE (1) CCB #1/9Axx (-2)

2216NE (1) CCB #2/9Axx (-1)
2216NE (1) CCB #3/9Axx (-1)
2216NE (1) 16 AFA/9Axx

VII Corps

6322NW VII Corps HQ
6322NW Collins (VII-Ldr)
(corps) 183 FA/VII
(corps) 195 FA/VII
(corps) 183 FA/VII
(corps) 981 FA/VII
(corps) 193 FA/VII
(corps) 951 FA/VII
(corps) 991 FA/VII
(corps) 172 FA/VII
(corps) 191 FA/VII
(corps) 266 FA/VII
(corps) 286 FA/VII
(corps) 666 FA/VII
(corps) 957 FA/VII
(corps) 83 Cm/VII
(corps) 207 CE/VII
(corps) 237 CE/VII
(corps) 238 CE/VII
(corps) 297 CE/VII
(corps) 629 TD/VII
(corps) 773 TD/VII
(corps) 744 LtTk/VII
(corps) 738 Tk/VII

3rd Arm Div

1224NE 3rd Arm Div HQ
1224NE Rose (Leader)
1528NE CCA #1
1528NE CCA #2 (-1)
1428NE CCA #3
1428NE 551 P/XVIII (-1)
1126NE 391 AFA
1227NE CCB #1 (-1)
1325NE CCB #2
1227NE CCB #3 (-1)
1028NE 67 AFA
1328NE CCR #1 (-2)
1229NE CCR #2 (-1)
1129NE CCR #3 (-1)
1325NE 54 AFA
1028NE 1/32 LtTk
1328NE 1/33 LtTk (-1)
div 23 ArmE (-1)
div 643 TD (-1)
div 83 ArmC Trp (-1)
1129NE 1/290 Inf/75xx
1229NE 2/290 Inf/75xx
1128NE 3/290 Inf/75xx
1127NE 898 FA/75xx

2nd Arm Div

5226NW (2) 2nd Arm Div HQ
5226NW (2) Harmon (Leader)
5226NW (2) CCA #1 (-1)
5226NW (2) CCA #2 (-1)
5226NW (2) CCA #3
5226NW (2) 14 AFA
5226NW (2) CCB #1 (-1)
5226NW (2) CCB #2 (-1)
5226NW (2) CCB #3
5226NW (2) 78 AFA
5226NW (2) CCR #1
5226NW (2) CCR #2 (-1)
5226NW (2) CCR #3 (-1)
5226NW (2) 92 AFA
5226NW (2) 1/66 LtTk (-1)
5226NW (2) 1/67 LtTk (-1)
div 82 ArmC (-1)
div 702 TD (-1)
div 23 ArmE

75th Inf Div (-289, 290 Rgts)

6924NW (1) 75th Inf Div HQ
 6924NW (1) 75 ArmC Trp
 6924NW (1) 1/291 Inf
 6924NW (1) 2/291 Inf
 6924NW (1) 3/291 Inf
 6924NW (1) 730 FA
 6924NW (1) 897 FA
 6924NW (1) 750 TK Bn
 6924NW (1) 772 AT
 6924NW (1) 275 CE

84th Inf Div

6432NW 84th Inf Div HQ
 6101NW 84 ArmC Trp
 6831NW 1/333 Inf (-1)
 1030NE 2/333 Inf
 6930NW 3/333 Inf
 6333NW 1/334 Inf
 6433NW 2/334 Inf (-1)
 6234NW 3/334 Inf
 6632NW 1/335 Inf (-1)
 6532NW 2/335 Inf
 6731NW 3/335 Inf
 6929NW 325 FA
 6431NW 326 FA
 6430NW 327 FA
 6232NW 909 FA
 div 77 TK Bn (-1)
 div 309 CE
 div 638 TD Bn

4th Cav Grp

5932NW 87 FA/VII
 6101SW 24 ArmC/VII
 6101SW 1 LtTK Co
 6002SW 759 LtTK/VII
 6002SW 4 CavGp AT
 5902SW 2 ArmC/VII
 5902SW 1 LtTK Co

83rd Inf Div

5102SW 83rd Inf Div HQ
 5603SW 1/329 Inf
 5702SW 2/329 Inf
 5803SW 3/329 Inf
 5503SW 1/330 Inf
 5504SW 2/330 Inf
 5504SW 3/330 Inf
 5406SW 1/331 Inf
 5505SW 2/331 Inf
 5506SW 3/331 Inf
 5501SW 322 FA
 5403SW 323 FA
 5203SW 324 FA
 6232NW 908 FA
 5305SW 774 TK
 div 308 CE
 div 772 AT
 div 83 ArmC Trp

UK 29 Arm x

5208SW (1) 3 X units

XXX Corps

Units XXX Corps are set up according to the Scenario Map. Each Formation indicated on the map is set up within the boundaries containing that Formation ID. None of these units are released yet, and none may setup on the Eastern side of the Meuse River.

SW GROUP**COMZ**

3306SW-4133SW All must be W. of Meuse R.
 342 GS Rgt

366 GS Rgt
 392 GS Rgt
 1303 GS Rgt
 1306 GS Rgt
 1308 GS Rgt
 342 GS Rgt
 5510SW 1/118 Inf/CZ

17th Airborne Div

3013SW-3130SW All must be W. of Meuse

SOUTHERN GROUP**US 3rd Army**

5221SW (10) 4/20 Inf/CZ (French)
 5221SW (10) 5/20 Inf/CZ (French)
 5221SW (10) 6/2 Inf/CZ (French)
 5221SW (10) 12/30 Inf/CZ (French)
 5221SW (10) 2/106 Inf/CZ (French)
 5221SW (10) 5/106 Inf/CZ (French)

VIII Corps

6725SW VIII Corps HQ
 6725SW 5 Rang/3rdA
 5714SW 1/29 Inf/CZ
 5816SW 2/29 Inf/CZ
 5613SW 3/29 Inf/CZ
 29 Rgt (1) 115 FA/CZ
 5816SW 35 CE/VIII
 5816SW 58 AFA/VIII
 6823SW 81 FA/VIII
 5823SW 174 FA/VIII

28th Inf Div

6320SW 28th Inf Div HQ
 6519SW 1/109 Inf
 6620SW 2/109 Inf
 6318SW 3/109 Inf
 6620SW 28 ArmC Trp
 6420SW 107 FA
 6320SW 108 FA
 6519SW 1 AT Co
 6318SW 1 M10 Co

11th Arm Div

4133SW (3) 11th Armored Div HQ
 4516SW 41 ArmC
 4416SW CCA #1
 4415SW CCA #2
 4314SW CCA #3
 4215SW 490 AFA
 4133SW (3) Rest of Div.

III Corps

2433SW III Corps HQ
 2433SW Patton (Ldr)
 2433SW 188CE/III
 (corps) 253 FA/III
 (corps) 696 FA/III
 (corps) 177 FA/III
 (corps) 179 FA/III
 (corps) 731 FA/III
 (corps) 274 FA/III
 (corps) 3 Cm/III
 (corps) 83 FA/III
 (corps) 278 FA/III
 (corps) 742 FA/III
 (corps) 762 FA/III
 (corps) 776 FA/III
 (corps) 777 FA/III

6th Cav Group

6820SW 745 LtTk
 6820SW 1278 CE/1stA (-1)
 1120SE 28 ArmC/III (-1)
 1120SE 807 AT (-1)
 1319SE 178 CE/III
 1319SE 1 ArmC Trp
 1518SE 1 ArmC Trp
 1518SE 1 M18 Co

1421SE 241 FA

9th Arm Div

1621SE 9th Arm Div HQ
 1719SE 3 AFA
 1717SE CCA #1 (-1)
 1717SE 249 CE/III
 1916SE CCA #2 (-1)
 1916SE CCA #3 (-1)
 1916SE 1 ArmE Co
 Bkdn Box 89 ArmC (-2)
 Bkdn Box 811TD (-2)
 Bkdn Box 9 ArmE (-2)

6th Armored Div

2227SE (2) all units

4th Arm Div

2022SE 4th Arm Div HQ
 2022SE Gaffey (Ldr)
 2022SE Patton (Ldr)
 2218SE CCA #1 (-1)
 2218SE CCA #2 (-1)
 2218SE 1 M18 Co
 2317SE CCA #3 (-1)
 2317SE 3/318 Inf/80xx (1)
 1919SE 22 FA
 2220SE CCB #1 (-1)
 1918SE CCB #2 (-1)
 1918SE 1 ArmC Trp
 2119SE CCB #3 (-1)
 2119SE 2/318 Inf/80xx (1)
 2117SE 94 AFA
 2315SE CCR #1 (-1)
 2016SE CCR #2 (-1)
 2316SE CCR #3 (-1)
 2118SE 66 FA
 1920SE 24 ArmE (-1)
 2221SE 1 ArmC Trp
 2221SE 1 M18 Co
 Bkdn Box 705 TD (1)
 Bkdn Box 25 ArmC (-1)

“Bastogne Force”**101st Airborne Div**

2216SE 101st Ab Div HQ
 2216SE McAuliffe (Ldr)
 2315SE 1/501P (-1)
 2314SE 2/501P (-1)
 2314SE 1 M10 Co
 2314SE 3/501P (-2)
 2013SE 1/502P (-1)
 2113SE 2/502P (-1)
 2013SE 3/502P (-2)
 2013SE 1 M10 Co
 2213SE 1/506P (-1)
 2313SE 2/506P (-1)
 2313SE 3/506P (-1)
 2016SE 1/327G (-1)
 2015SE 2/327G (-1)
 2014SE 1/401G (-1)
 2316SE 326 PEng (-1)
 2214SE 377 PA Bn
 2215SE 463 PA Bn
 2114SE 907 FA
 2216SE 321 PA Bn
 2015SE CCB #2/10Axx (-1)
 2115SE 420 AFA/10Axx
 2014SE CCR #3/9Axx (-1)
 2116SE 755 FA/VIII
 2116SE 969 FA/VIII
 Bkdn Box 705 TD (-1)

35th Inf Div

2324SE 35th Inf Div HQ
 2324SE 35 ArmC Trp
 2318SE 1/134 Inf (-1)
 2319SE 2/134 Inf

2318SE 3/134 Inf
 2420SE 1/137 Inf
 2420SE 2/137 Inf (-1)
 2421SE 3/137 Inf
 2721SE 1/320 Inf
 2521SE 2/320 Inf
 2622SE 3/320 Inf
 2423SE 161 FA
 2221SE 216 FA
 2222SE 219 FA
 2323SE 127 FA
 div 654 TK
 div 60 CE
 div 145 CE/III

26th Inf Div

2324SE 26th Inf Div HQ
 2324SE 35 ArmC Trp
 3324SE 1/181 Inf
 3324SE 2/181 Inf
 3425SE 3/181 Inf
 3122SE 1/101 Inf (-1)
 2921SE 2/101 Inf
 3022SE 3/101 Inf (-1)
 3222SE 1/104 Inf (-1)
 3321SE 2/104 Inf (-1)
 3422SE 3/104 Inf
 3025SE 180 FA
 3224SE 263 FA
 2923SE 102 FA
 2924SE 101 FA
 div 735 TK Bn
 div 818 TD
 div 101 CE
 div 183 CE/III
 2822SE 6 ArmC/III
 2822SE 1 AT Co

XII Corps

4833SE XII Corps HQ
 (corps) 334 FA/XII
 (corps) 336 FA/XII

(corps) 695 FA/XII
 (corps) 802 FA/XII
 (corps) 974 FA/XII
 (corps) 945 FA/XII
 (corps) 255 FA/XII
 (corps) 215 FA/XII
 (corps) 512 FA/XII
 (corps) 752 FA/XII
 (corps) 273 FA/XII
 (corps) 161 FA/XII
 (corps) 244 FA/XII
 (corps) 276 FA/XII

80th Inf Div

3826SE 80th Inf Div HQ
 4024SE 1/317 Inf (-1)
 4124SE 2/317 Inf
 3923SE 3/317 Inf
 3823SE 1/318 Inf
 det to 4Axx 2/318 Inf
 det to 4Axx 3/318 Inf
 3722SE 1/319 Inf
 3622SE 2/319 Inf
 3522SE 3/319 Inf (-1)
 3524SE 313 FA
 3624SE 314 FA
 3724SE 315 FA
 3926SE 905 FA
 div 702 TK Bn
 div 610 TD
 4126SE 80 ArmC Trp
 4126SE 243 CE/III
 4125SE 305 CE

10th Arm Div

4729SE 10th Armored Div HQ
 4427SE 90 ArmC (-1)
 5027SE CCA #1 (-1)
 4827SE CCA #2
 5026SE CCA #3 (-1)
 4726SE CCR #1
 4526SE CCR #2

4627SE CCR #3 (-1)
 4927SE 419 AFA
 4528SE 423 AFA
 div 609 TD (-1)
 div 55 ArmE (-1)

5th Inf Div

5332SE 5th Inf Div HQ
 5528SE 1/2 Inf
 5529SE 2/2 Inf (-1)
 5428SE 3/2 Inf (-1)
 5831SE 1/10 Inf (-1)
 5730SE 2/10 Inf
 5630SE 3/10 Inf (-1)
 5227SE 1/11 Inf
 5228SE 2/11 Inf (-1)
 5126SE 3/11 Inf
 5531SE 19 FA
 5330SE 21 FA
 5128SE 46 FA
 5329SE 50 FA
 div 737 TK Bn (-1)
 div 813 TD (-1)
 div 7 CE
 5229SE 5 ArmC Trp

4th Inf Div

5834SE 4th Inf Div HQ
 6031SE 1/22 Inf
 5930SE 2/22 Inf (-1)
 6031SE 3/22 Inf (-1)
 6034SE 1/8 Inf (-1)
 5833SE 20 FA
 5833SE 44 FA
 5832SE 42 FA
 5732SE 29 FA
 div 70 TK Bn (-2)
 div 802 AT (-2)
 div 803 TD (-2)
 Div 4 CE (-1)

[38.0] CAMPAIGN SCENARIO

This last scenario is the big one; the whole shebang (thanks William Hung). This scenario puts it all together so the entire first month of the battle can be played. It's long, and all the units are deployed. You need a team for this one.

[38.1.0] Scenario Length

Campaign Scenarios are based on the full-map scenarios of each of the Scenario groups above: [35.6.0], [36.12.0], and [37.3.0] and differ only in that they are extended to the end of the Jan 8 Night GT (GT 73.)

[38.2.0] Initial Deployment

Deploy according to the chosen base scenario. If both sides agree, they may use the free set up rules listed in section [35.1.12].

[38.3.0] Reinforcements & Replacements

Both sides receive all reinforcements listed on the Master Reinforcement List.

The replacement rules [23.0] are in effect. Neither side has any RPs accumulated at the start of any campaign scenario.

[38.4.0] Withdrawals

See [22.6.0].

[38.5.0] Air Point Availability

Use the rules from the base scenario.

[38.6.0] Truck Point Availability

Use the rules from the base scenario.

[38.7.0] German Fuel and Ammo Availability

Use the rules from the base scenario.

[38.8.0] Supply

Use the rules from the base scenario.

[38.9.0] Special Rules

No matter which start date is chosen, all the exclusive rules should be used (with the possible exception of any optional rules). If starting with the Dec 16 start date, all the "Offensive Begins" special rules are used [35.0] until they are no longer in effect.

[38.10.0] Victory

Each side uses the automatic victory conditions according to the scenario time frame in which the current game turn is occurring. If it's not yet Dec 21 AM, the German uses the Dec 16 automatic victory conditions. Once the current game turn falls within the Dec 21 scenario range, use those automatic victory conditions, and so on for the Dec 28+ game turns. If an automatic victory isn't achieved by the last game turn, use the victory conditions listed above in 34.3.

The thing to keep in mind here is if the Germans fail to attain an automatic victory (either badly damaging XXX Corps or getting mech divisions over the Meuse River and beyond), the best they can hope for is to severely cripple US divisions while minimizing their own losses, and to hold enough real estate to turn the US drive back to the Our River into an interminable slog through the worst winter in decades. By the end of the game, players should be able to look at the situation and decide how things went. The Germans still had St Vith, Houffalize and Clervaux by the end of the game. The US 28th, 99th, 7th Arm, 9th Arm, and 2nd divisions had all been roughly handled, but so had the German formations. The US 106th Inf Div was virtually destroyed (and never fought again as a division), but so was 2nd Pz, 1SS, 12SS and other precious German mechanized reserves. The exchange was not worth it for the Germans over the long haul.

I could have provided a bunch of alternative victory conditions, but I think that would have been invalid. The Germans massed here for one reason, to break through a supposedly thin crust of Americans and drive on to Antwerp. They weren't going for Paris, and any other objective would not have been worth the time and effort placed into preparing for this offensive. Hitler was a gambler, and that's what this campaign boiled down to. In the end, the cards didn't come up right for him. Thank God.

[39.0] HOW-TOS

This section consists of a number of “how-to” postings by designer Joe Youst taken verbatim from the WaRII rules discussion folder on the Consimworld.

Conversational in nature, they are terrific guides to the tricky areas of the rules. By their nature, however, they’re not complete and should be considered as clarifications to the rules body rather than rules themselves.

[39.1.0] How-To: Movement Details

Examples:

1. Any mech unit in a hex containing three units (fully stacked) of any type (leg or mech) may not utilize Road movement in that movement phase. Because Road movement occurs before tac and prep assault movement, there is no way to reduce stacking to allow the mech unit to road move in that phase.

2. A mech unit may never move through a hex containing another mech unit. HQs and artillery units in battery are treated as Leg units for this purpose.

3. A mech unit may enter a hex that already contains no more than one other mech unit, but it must then stop and the MP cost to do so is 2 extra MPs above the normal cost of entering the hex.

4. Leg units may move tactically and treat any kind of a road hexside as a clear terrain hex, but they are not actually using Road movement. (e.g., a Leg unit could use tac movement along any kind of a road and pay only 2 MPs for each such hex entered-the cost of clear terrain).

5. German VG divisional artillery that is Horsedrawn (a MA of 9H) has nine MPs for its basic MA and moves like a mech unit.

6. Units in Strat mode may only move using roads. And they move before other units using Road Movement.

[39.2.0] How To: Breakdown Units

Breaking down units costs one-half of their current Movement allowance. Since you are allowed to temporarily overstack when moving, it is permissible to break down a unit and temporarily be overstacked until all those bkdwn companies have moved.

Generally, when you breakdown, you cannot do so in such a way that you would gain combat strength when all of the bkdwn companies and parent unit's strengths on the map are added up.

One exception to this rule are the US Armored Cavalry Squadrons (those battalion sized armored cavalry units that are generally rated 7-7-1 or 6-6-1). These squadrons are all supposed to each have one M5 Stuart Lt Tk (they enter the map with one M5 Lt Tk bkdwn co each). When these units breakdown or split off a ArmC recon Trp (Bkdwn CO), remove the Lt Tnk company (it is considered to be split up somewhere amongst the bkdwn companies and parent unit it belonged to.) If the ArmCav Sqdn is reformed back to three steps, the Lt Tank Co is placed back on the board with the parent unit. For the Arm Cav Sqdns already on the map, the Lt Tnk Company has been accounted for in the setup.

To simplify this, you may optionally treat all Arm Cav Sqdns as having an Armor value of 2, but eliminate the Lt Tank companies if you do.

[39.3.0] How To: Combat Magnitude

When resolving combats, it is important to understand how the combat magnitude rule works. This rule prevents excessive historical losses when the number of units involved is small, yet still inflicts the right amount (and kind) of punishment on a player's units.

Basically, a unit can never really lose more than one step per barrage or Ground Assault in a single Barrage segment or Ground Assault Segment unless the unit is unable to retreat and certain other conditions apply. Or, unless a player is willing to take the extra losses and passes a proficiency check to do so (optional).

The first thing to remember (which is related to how units take step losses) is that no unit can take a second step loss until all the units that were involved (either target of the barrage or participating in the same GA) have taken at least one step loss.

Next, if the number of step losses inflicted by a combat result would require a unit to lose more than one step, the unit must retreat instead. If the unit can't retreat, the hits are taken as step losses instead. If the unit can retreat, it must retreat a number of hexes equal to the number of hits that were converted into overkills. If a unit has reached its maximum allowable retreat distance and overkills still remain, the unit is marked with a Fatigue Marker and must use the recovery process (13.1.2) to remove the Fatigue Marker. In the case of discretionary hits and overkills, retreats first satisfy discretionary hits, and then overkills.

The max allowable retreat distances are 2 for defending Leg and 3 for defending Mech units, and one less for attacking units.

If a player successfully passes his proficiency check, the affected unit may ignore Combat Magnitude and take additional losses, thus avoiding the overkill results and placement of Fatigue Markers.

Any losses due to retreating adjacent to enemy units must be taken and are not nullified by the Combat Magnitude rule.

As a super optional, if a unit couldn't retreat and took the extra step losses, mark it with a fatigue marker if it does not pass its PR check. For multiple units in a hex, make only one PR die roll for all the units.

Example: A battalion of the 424th Rgt/106th Div (with three steps) is ground assaulted and the result is 1(2). Two mandatory hits are called for but the Combat Mag rule stipulates that only one step may ordinarily be taken. There is also one discretionary hit-which may usually be taken as a hit or retreat, but because of the Combat Mag rule, it has to be taken as a hex of retreat. This means the unit must ordinarily take one hit and retreat two hexes. If the result had been a 2(2), the unit would have been marked with a Fatigue Marker (because the unit could only have retreated a max of two hexes-leaving one overkill). Now, the US player could have decided to try and take one additional hit to avoid the overkill situation. He would make a Proficiency check using his defensive Prof rating. If he passed, he could take the hit and then only retreat two hexes. Attacking units use their attack proficiency rating.

As a super optional rule, if a unit has no path of retreat, it must take the step losses (overkills) and be marked with a Fatigue Marker if it does not pass its PR check.

The easy explanation is that a small force that can't absorb lots of punishment is going to run-unless they have really good leadership and morale. If they can't run far enough (the combat was just too devastating) they are gonna suffer lingering adverse effects. I found that using the fatigue mechanism (which was already in place) for this purpose worked just fine. Deciding when to take losses or when to allow your units to cut and run is a critical aspect of the combat system.

You will come to appreciate units like the 82nd AB and 101st AB Divs when compared to the 106th Inf Div or some of those lousy German VG divisions.

[39.4.0] How to: Set-up by Division

When looking at the setup lists, realize that the scenario usually identifies a grouping to use first, and then, within that grouping, it sorts out by Corps/Army level assets and the divisions or independent brigades. In some cases, a division's units will be split among different scenarios (which will result in multiple group listings for the same division).

For example, let's say we are gonna setup scenario four (32.5.0) for the Dec 16th Group of scenarios. The scenario length is given in 32.5.1. The initial deployment tells you to locate the scenario boundaries on the scenario situation maps provided for Dec 16th (p20 & p21). You'll see the big black boundary with Dec 16th Scenario 4 labeled on one side. The playing area will be that which is to the south of this line. Additionally, on the sit map, you'll see Formation ID's that generally locate where each of these formations sets up. I like to just pile all units of that Formation in this area before I go searching for the actual setup numbers for the units of each of these divisions. Note that Corps setup areas are also included for the Germans, since they start with so much of this stuff on Dec 16.

Now the Initial deployment states that all Group Four units for both sides are in play. So, for the Germans, I see that Group Four setups are first listed on p22 (starting with the 7th Army).

1. I would take all 7th Army assets and pile them around Bitburg so that I could pick them out as I need them. Separate all of the VAK/VW into little piles according to their designations (406VAK, 408VAK 18VW, 8VW). Note that each VAK and VW brig is associated with a particular Korps.

2. Next, I would see that LXXX Korps is the first Korps to be setup, with the Korps attachments and assets from 7th Army listed directly under the Korps HQ. set those little buggers up. Then you'll see the setup by divisions, for the two divisions under this Korps, 212VG and 276VG divisions. This is the divisional setup for those divisions.

3. After setting up the LXXX Korps, the next set of units are those belonging to LXXXV Korps. Note that it follows the same outline as that above for LXXX Korps: Korps HQ, followed by assets, followed by 5th FJ Div and then 352nd VG Div. The 14th FJ Rgt and 1 pio bkdown Co are also ID'd as part of Group 3 setups (because they are used for that scenario as well). That should be it for the Germans.

For the US player, I go down the list looking for Group 4 units. For scenario four, I see that the 299 and 159 CE bns are the first units that need to be pulled out, and they should be found with the other 1st Army assets. There is no other way to ID these units as they are not divisional or Corps level units.

Next, there is a group four set of units under the VIII US Corps heading-the 81FA and 174FA Bns on p23.

Now we come to the 28th Inf Div. On page 23 in the rightmost column near the bottom, we see the listing "Groups 2, 3, &4-this means that this division will contribute units to each of these scenario groupings. The units of the 28th Div that setup for scenario four are on page 24 under the group four listing-starting with the M4 Co in 3615SE, down to the last bkdown Inf Co in 4825SE that is Entrenched.

Lastly, all the units under Group Four on page 24 starting with CCA/9th Arm Div and followed by the Group Four 4th US Inf Div units.

Notice that within groupings, setups are, for the most part, by divisions. This was the best way (short of enumerable setup charts) to list the setups for all of these divisions. I'll note that OCS generally lists setups using lists like this, and that has always worked for me in the past (along with a whole bunch of others how play that system). But if you need specific help with a scenario, email me and I'll guide you through it.

[39.5.0] How to: Things Easy to Miss during Combat

Watch out for these...

1. Vantage Points-remember, they award the defender one column shift on the GA Table, and if the spotter for a barrage occupies such a hex, they allow the player to use one additional artillery bn beyond his normal limits. (for example, the Germans may ordinarily use only one artillery battalion if the spotter is in Tactical mode during their player turn. This allows the German to barrage with an additional arty bn).

2. Constricted Terrain: Stacking is reduced to 2 units (max of one bn). Also, when attacking such a hex, this stacking limit applies to the number of units which may attack that hex from EACH of the surrounding hexes.

3. Mech units cannot retreat or advance more than one hex into these types of terrain unless through a road hexside: Forest, Woods, Marsh/Soft Ground, Constricted Terrain. Note that retreating or advancing through an access hexside (the hexside that the constricted terrain contour touches) does not nullify this rule. If the unit cannot fully satisfy its combat results with retreats, it will either have to take additional step losses, or convert overkills into a Fatigue status.

4. If you are in Tactical mode, you can never adv more than one hex.

5. Mech units can deviate from the path of retreat (after the first hex) if they follow some type of road (trail, 2nd Rd, Primary Rd). Recon units can do this and add one additional hex of advance if they follow some type of road.

6. If the attacker takes any retreats, the defender's results (start with mandatory losses first, then discretionary) are reduced by the number of hexes the attacker retreated.

7. Even though you must still pay MPs for moving adj to enemy units on the other side of a Minor River (yeah, weird I know, but I didn't want to make many exceptions to the movement rules), enemy units separated by nullify this rule.

8. a mech unit may Minor (and Major) River hexsides are never forced to attack each other, regardless of the terrain in their hexes. An intact bridge or ford does not use armor effects through a bridge or ford hexside-but remember, attack strengths are halved.

[39.6.0] How to: Conduct Retreats

The owning player always conducts the retreat of his own units. The maximum retreat distance for defenders is 2 hexes for Leg and 3 hexes for Mech units. It is one less for attacking units.

1. Retreat Priorities are always toward supply, down a road, into hexes not adj to enemy units, and into vacant hexes. Overstacking is allowed but must be corrected at the earliest possible opportunity. Units may not split up when retreating.

2. So if a mech and a leg unit were defending in the same hex together, and the result was a 3(2)-I know, unlikely but let's just go with this result for now-first, each unit would have to take one step loss. After that Combat Mag would kick in. But let's just say the two losses are taken. Now the units have to retreat. They cannot split up. They go back two hexes satisfying two of the three discretionary hits that were remaining after the two mandatory step losses. At this point, the Leg unit could not retreat further. The US player could do one of two things:

a. Take an additional step loss if available from the leg unit. This would mean that the mech and leg unit could stop retreating after two hexes of retreat.

b. Use the Combat Mag rule to avoid the additional step loss-the Leg unit would be marked with a Fatigue marker.

3. The Mech unit from the above example could keep retreating the one additional hex, which would then totally satisfy the full combat result (for itself). No fatigue marker would be required on the mech unit.

4. Of course, if you wanted both units stopping after two hexes of retreat, the smart thing would be to just take a step loss from the infantry unit (as in 2a above).

Basically, each combat is full of such decisions that will affect how well you can either hold or attack in the turns following that combat. Choose wisely, grasshoppers.

5. Regarding retreat and enemy units. If a group of units retreats into a hex adj to enemy units and there is no covering terrain (in this case Forest, Woods, Town or City only), then one step loss must be inflicted on the retreating group. Retreating player's choice, Combat Magnitude does not count for this rule. You do this for each such hex retreated into. It does not matter that this would have been a hex that you could have kept moving through during regular movement.

[39.7.0] How-to: The Surprise Turn

Here is the tricky part concerning the surprise turn: all German attack-capable units on the front line (the Our/Sauer River, and those units forming the frontline trace north of that river) may be put into PA mode, though it is not required. That allows them to move one hex if they are leg, and two if they are Mech. You may ignore the minor river on that turn for movement purposes but not combat. Additionally, any German infantry type unit that could end its PA move adjacent to an enemy unit may also move. (That means some of the German units one hex off the frontline near a US unit.) Also, units that do move in that fashion don't necessarily have to end next to an enemy unit; they can simply move their allowable number of hexes. When, however, all movement is finished, and after all barrages, those units in PA mode will have to assault if they are adjacent to enemy units.

Because this seemed not to be clear enough in the rules and players at Origins: armor (not AT) on defense. If a defending stack has armor (AFV silhouette) and the attacker

has none, the defender may be eligible for one armor bonus (no more) on the defense. Here's how it works: after terrain considerations (subtract for everything except fieldworks or fortifications in the defender's hex), if the defender has a higher armor value than any AT value of any attacking unit (not adjusted for terrain), the defending armor bonus is awarded. The defender is not forced to take his first loss from the armor unit if other units are present (unless he used that unit's PR rating). If the attacker has a unit with a greater AT rating, no bonus is awarded, but the attacker does not get one either.

[39.8.0] How-to: Combined PA and Tactical Mode Attacks

When you have multiple units in the same hex and some are in PA mode and others in Tactical mode what is the situation when it is your combat phase?

Let's have an example. Suppose you have two units in the same hex, and only one of them is in PA mode, the other in Tac Mode. First, the best way to signify this is to place the unit in Tac mode on top of the PA mode marker that is covering the unit in PA mode. (You might want to skew the top unit so that you can still see the PA marker underneath).

Now after movement is finished, and at the start of the combat phase, you could do one of two things:

1. You could still place a Tac attack marker (spades) on top of the unit in Tac mode to signify that it is eligible to attack in the upcoming GA segment.

2. You could opt not to place such a marker on top of the unit in Tac mode, in which case it will not be allowed to attack in the upcoming GA segment. However, if there is combat covering terrain in the hex, any unit without an attack marker of any kind will be able to remain in the hex regardless of the results any upcoming ground assault-there will be no need to mark these units with a Possible Retreat marker after barrage.

During the immediately occurring Barrage Segment, both units in the hex are subject to any barrage directed against the hex, and the presence of any kind of attack marker nullifies the effect on terrain against the barrage. This last point is a simplification so that players don't have to worry about multiple target conditions in the same hex. You can choose (if you want) to play it more complicated and allow for target status based on each unit's status in a hex-but I wouldn't do that, it really slows the game down.

After all barrages have been executed, if the same two units are in the hex, the following happens: The unit in tac mode is marked with a Possible Retreat marker if it does not have a tac attack marker on it (the Ace of Spades in this case) AND the terrain it is in is Open. This means that if enemy unit is still adj at the end of the Ground Assault segment, the unit under the Possible Retreat marker will have to retreat until it is no longer adj to an enemy unit (cover does not matter). If the terrain is Covering, the unit remains in the hex regardless of the results of attacks against adj enemy units.

If the unit in Tac Mode does have a Tac attack marker, it must attack at least one adj enemy occupied hex-unless any previous attacks in the same Ground Assault segment have already retreated all adj enemy units. (since the attacker chooses the order, this could be useful in clearing out strong enemy units first). Note that the unit in PA mode may not be used in combination with the unit in Tac Mode to attack the

same hex. If the unit with the tac attack marker cannot attack any of the adj enemy units (because of multi hex attack prohibitions-and Units in PA mode must attack-first if you will), then replace that marker with a Possible Retreat marker.

Now as a simple fast way around this, feel free to play with a rule that does not allow units in Tac Mode to stack with units in PA mode when their movement is finished, and vice versa. This gets rid of alot of headaches but does take some of the granularity out of the combat system and the ability to hold ground that attacks are launched from-regardless of the outcome of the attack.

[39.9.0] How-to: Regimental Integrity Bonuses

Here's an example of how Regimental Integrity Bonuses work.

Let's assume that two units from KG Peiper (the #1 and #2 Panther teams) and two units from the 12th VG are attacking a US occupied hex. The two sets of units are in PA mode and attacking from different hexes (if any units from different divisions were in the same hex, no RIBs could be given to, or generated from, that hex). Since the two Peiper units are from the same KG attacking the same hex and they also both have an infantry type symbol (PzGren in this case), they qualify for RIB bonuses. The German player would receive two such bonuses (one for each unit) for a total of 10% pts from just that hex.

The other hex contains the I/48th VG Bn from the 12th VG div and the Pionere Bn from the same division. Once again, they are attacking the US occupied hex in question and they both have an infantry type symbol or (in the case of the German side only) a pionere (eng) or Fusilier or recon type symbol or designation. German divisional assets such as the three just mentioned types can be used to award or receive RIBs in conjunction with any other infantry subformation of the division (read regts). The US side cannot do this with divisional assets. So from the hex containing the 12th VG units, the German player, in theory, can get two more RIBs for those two units. However, there is a maximum of 3 RIBs that can be awarded to each Ground Assault per side. So in this case, the German player gets the maximum of three RIBs.

The US player has two bns from the 394th Inf Rgt of the 99th Inf Div in the defending hex. Additionally, another bn from the same Rgt is in an adj hex. The US player therefore receives two RIBs (one for each unit) for the units in the defending hex, and one RIB for the bn that is in the adj hex. (The defender may get RIBs for any qualifying units in or adj to the defending hex. If the German player had retreated the adj bn in an earlier combat so that it was no longer adj, then the US player would only have received two RIBs. For the purposes of this combat, both players have 3 RIBs each, so they cancel each other out.

[39.10.0] How To: Tracing Supply

For Dick V's benefit, I'm going to present a How To on tracing supply, since his group his playing the Dec 21 scenario Nuts!. I'm gonna cover the Germans, since they must use Truck Points and their supply trace is so much more limited.

Dick is playing 33.3.0 (Nut!) so some special rules are in effect.

1. In this scenario, only five Truck Points are available for German use. The Germans may use these points to either move artillery units (two units per point-Lt NW count as half

a unit), transport fuel, transport ammo (affects the German Ammo Depletion value), or mechanize regular combat units (one unit of any size per point).

2. The Germans use Clervaux as their Ultimate Supply Source (in the place of hexes that are further east but Out of Play in this scenario). 5th Pz Army Korps must trace a supply path no more than 9 Supply Path Points long to this location. 7th Army unit may trace either to Wiltz, or the LIII Korps when it arrives. The LIII Korps may also trace to Clervaux and not remain in Wiltz (so as to allow the German player some flexibility in establishing supply to the 7th Army units.

3. So, German players determine what their trucks are doing at the beginning of any AM turn (after Dec 19th). Adjust the markers accordingly on each Army's track. For this scenario, 7th Army is treated as part of 5th Pz Army for fuel and ammo purposes (this keeps things simple). That means that Fuhrer Gren Bgde is allowed to remain in 7th Army for this scenario, even though no TPs are actually assigned to it. The Bgde will be fueled from 5th Pz Army when it needs fuel.

4. The Germans decide to place all of their TPs on Fuel Transport duty. that means no German Korps or Army level artillery will be able to move for the entire day (and night, three GTs). It's all going to the panzers folks. The extended supply range in this scenario is nine. This means that any Korps that traces a supply path longer than 9 Supply Path points will be affected by rule 14.3.6 (p32 in the Basic Book). Let's assume that no Korps is tracing a supply path that long.

{Digression-if such a Korps did trace an extended supply path, any formations under its command would subtract two from Fuel Table Die-rolls, add two to all of its depletion die rolls (both during barrage and recovery attempts), and any Ammo Depl Value gain of 2+ or 3+ would be treated as only a 1+. This last thing means that if you had a bunch of trucks hauling ammo and got lucky with an addition result of +2 or +3 to your basic Ammo Depl Value, you would only being able to increase that depl value by one (from a 3 to a 4).

5. After allocating trucks, the Germans roll on the Transport table. The Germans roll a 7 which means 9 fuel points have been received. (Remember the correction to the Transport Table; it is now 0-9 for die rolls, and 1-10 for Truck Points). The Germans note the 9 fuel points on the 5th Pz Army Record Track. BTW, 2 Fuel points will allow normal (almost) movement for a full Pz div for one GT. One Point does the same for a KG or Independent Bgde. Half these values equates to a low fuel situation for the unit in question, while no points equals no fuel. (actually there is always some fuel-hence the availability, usually, of some movement points). With 9 fuel points, the Germans could move two Pz divs full MA for two turns, and then one Pz div on Low and one with None during the Night. Or any permutation in between.

6. Had any trucks been hauling ammo (let's say 2 for the hell of it), the 7 die roll result cross-indexed with 2 truck points would have yielded a "+" sign, meaning the German Ammo Depl Value would have been increased from three to four for the entire day.

7. Supply isn't traced until the Admin phase, so we generally don't have to worry about it until then. So let's go to mech movement (since mech formations have to worry about fuel right from the very start of their movement phase). BTW, a Leg unit that is Out of Supply has its MA halved.

8. The Germans decide to move 2nd Pz and only wish to allocate one Fuel Point for this phase. A Low Fuel marker is placed on the division HQ and the Germans roll a d10 on the Fuel and Reserve Release Table. Had 2 Pz's Korps HQ traced an Extended supply path, a -2 would have been applied to the die roll. The result is four. Cross-indexing this with Low Fuel under the Fuel Equivalents column, the MA result for 2nd Pz is 6 MPs. This means that all units of the division may either move up to a max of 6 MPs, or 6 units from the division may move their normal full MA. BTW, units from a mech Formation that have no fuel assigned may never advance more than one hex, even in PA mode.

9. BTW, the 2nd Pz div units must be able to a supplypath at the moment they begin moving-if they can't they are considered to have no fuel. For example, had a unit not been able to trace 12 Supply Path points back to its HQ (and that HQ in turn trace a valid supply path back to a Korps, and so on), that unit would have been marked with a No Fuel marker. So in this case, let's assume the German Player moved his units of this division using the 6 MP Movement Allowance that resulted from the Fuel Table die roll. For all the units of the division that could not trace and are marked with a no fuel marker, roll one d10 and consult the Fuel Table for just those units using the No Fuel column. The result is the MA for those units this turn. None of them may expend more MPs than this for the movement phase under any circumstance.

10. Supply is not traced at the moment of combat or any such thing, so there are no more worries about supply until the German Admin Phase.

11. During the German Admin Phase, the German and US player may attempt to undeplete artillery units. The US player would add one to all of his depletion die rolls.

12. Tracing supply. Now, the Germans must trace supply for their ground units. The max supply path distance is 12 supply path points for each unit. Looking at the Movement and Terrain Effects Chart on the far right column are supply path costs for each type of terrain according to the movement class of the unit (this includes HQs). Note that the first value is for Leg units, and the second value is for Mech. So, for example, the cost to trace a supply path into a woods hex is 2 for a mech unit. use the higher cost if two types apply (let's say the terrain was clear and woods-the cost for a mech unit would be 2, not 1). Note that this is not like movement where the cost of woods is added to clear-that's what the plus sign means. If the mech unit were tracing along a secondary road, he could trace through two hexes for every supply path point expended. If a mech division traces a supply path into a hex containing units from any other mech division (or bgde), one extra supply path point must be expended for each such hex. Another reason not to mix up your mech divisions.

13. The unit traces to the division, and the division traces to the Korps, which then traces to the Army which traces to the Ultimate Supply source (which is Clervaux for this scenario). Note that there are limits to how many divisions may trace to a Korps, etc. Note also that a Korps or Army HQ may never use a trail to trace a supply path, as a matter of fact they can only trace a supply path using 2nd or Primary roads.

14. If a unit cannot trace a supply path of proper length, it is marked with an On Hand supply marker. Should the unit move too far or fight at full strength, the On Hand Supply Marker will be flipped to its Out of Supply side.

[39.11.0] How-to: Pocket Supply

Pocket Supply kicks in when a Formation (XX, independent brigade, independent sub-Formation) HQ cannot trace a supply path of any length. This means that the HQ is in some form of pocket (not containing a supply source) which is surrounded either by hexes containing enemy units or hexes through which a supply path cannot be traced (either due to terrain or adjacent enemy units and Open terrain).

Once Pocket Supply comes into use by an HQ, it must be used until that HQ can again trace a normal supply path during a friendly Admin Phase. Note however, that German mech units being allocated fuel may trace at the start of a movement or exploit phase to receive the benefits of the expended fuel points.

So, an example:

1. Let's imagine that the 116th Pz div HQ at Marche is unable to trace a supply path of any length due to enemy units, terrain (perhaps an unbridged minor river), and Open terrain hexes next to enemy units [15.4.5]. The div HQ and any other units in this "pocket" will be forced to operate using Pocket Supply. Any units of the division outside of this pocket will either have to be attached to other division to trace, or they will go into On Hand Supply status – since they can't trace to the div HQ.
2. The first thing to determine is how much supply is actually present in the pocket. Let's say the div HQ is in the town of Marche (through which a primary road runs.) A two would be added to the die-roll because of the town and primary road. Because the Formation is German, two is subtracted. Now, let us also imagine that the division could have traced a valid supply path if the enemy units were not present; this nullifies the possible -2 DRM for the third bullet in [15.6.1a]. So the net DRMs are zero.
3. The German player rolls a d10 and the result is a 5, which yields two points. A pocket supply marker is placed in the "two" box of the corresponding pocket supply track on the German Record tracks and the corresponding "pocket supplied" marker is placed on the Div HQ of the 116th Pz.
4. So this basically means that 116th Pz has two days of supply in the pocket. Each AM game turn (in the German Admin Phase), if a valid supply path has not been re-established, the pocket supply marker on the track is reduced by one. Once it reaches zero, all units in the pocket are marked with an On Hand supply marker (do this in the admin phase of the turn it reaches zero), and On Hand supply rules takeover [15.5.0]. The Div HQ itself is marked with an Out of Supply marker.
5. While Pocket Supply is in effect, each time an individual Mech unit in the pocket moves more than one-half of its MA during a phase, immediately reduce the Pocket supply number by one. So if a hybrid unit of 116th Pz moved 7 points within the pocket, the marker would be moved one box to the left. Let's say this happens on the first day of pocket supply. The marker would be moved from the two box to the one box. This happens immediately each time such a unit moves like this. Fuel Points are not considered for units in the pocket.
6. The ammo depl. value used for all units in the pocket is modified by adding the number of pocket supply points still in the pocket to the base value (3) if the pocket is a US pocket, and (0) if the pocket is German.

- Note that Air Resupply Mission can be flown to increase the value of the Pocket Supply marker for a pocket.

Design Note: The idea here is that when the pocket was formed, the division is a large enough Formation to possibly have had some of its logistic trains surrounded with it in the pocket. If the HQ was near a large town or village and close to a high capacity road, chances are that more supplies were stockpiled with it at the time of encirclement. Additionally, as each day goes by, fuel, food, and ammo are being used up—hence the drop in the pocket supply marker. The units and HQ in the pocket don't have to check for surrender until the Div goes Out of Supply (and only then on AM GTs). Something that was not explicitly covered is multiple divisions in encirclement. Each division should be kept track of and players should be allowed to reallocate pocket supply points within the pocket to divisions that are in danger of going Out of Supply—but this never happened in playtesting so no rule was ever devised to cover it officially. Moving Mechanized units more than half MA should be expensive for units in the pocket, hence the severe penalty each time a unit does so. Don't do it unless absolutely necessary. BTW, I forgot to put in a provision for what happens to pocket supply if the HQ is destroyed. If this happens, all units in the pocket revert to On hand supply if not already on it.

[40.0] DESIGN NOTES

I first played SPI's *Wacht am Rhein* a year after it was originally published in 1977. My recollection from those sessions was the game was a lot of fun if you were on the German side, and then only for the first week of historical time. After that, the weight of Allied reinforcements, and the predictability of Allied artillery snuffing out all German attacks, turned the game into a contest resembling two wrestlers in a mud pit. Either the Germans won big within the first week or the game bogged down thereafter. And playing the Allies was about as exciting as watching grass grow. You got to sit back and watch the Germans rip apart your line without taking any appreciable losses to themselves if they got lucky. None of this has jibed with what I read about the battle over the last 20 years.

When the chance to redo the game appeared, I jumped at it. The first thing that would be changed was the graphic presentation. The original map was a simple abstraction of the terrain that wasn't evocative of the Ardennes, starting with the fact it was just too green for a winter battle. Additionally, the units themselves begged to be color-coded, given the importance of divisional affiliation. Aside from the look of the game, a large number of its mechanics needed to be overhauled to more accurately portray the battle as it occurred. In doing so, the basic system would be changed. Those changes are so many I want to address them as individual topics here in the designer's notes.

Units

The units for the original game were strict representations of battalions with their proscribed TO&E (Tables of Organization and Equipment). The American units were allowed generic breakdown companies to enable them to hold lengthy sections of the front, but the Germans were denied that capability. That presented the game's first two problems that needed to be fixed: you actually got more steps by breaking battalions down into companies, and the Germans

could not use breakdowns later in the game when they went on the defensive.

Because the combat resolution process was based on step losses, the US player actually benefited by breaking down companies and stacking them with battalions. That loophole was eliminated by making the company the basic step, and giving all full-strength battalions three steps of strength. The fourth company (usually heavy weapons) and other battalion assets were abstracted into the other three steps. A battalion will always be stronger than it is when broken down into separate companies. Aside from the German battalions marked with a red triangle (which were poorly trained or lacked proper junior leadership), all other German battalions may now also breakdown into separate companies.

The units are now depicted how they were used in active battle, not according to strict TO&E or unit organization. By that time, both the Allies and Germans tended to break apart their mechanized formations to form self-contained battlegroups (Kampfgruppen or combat commands). That's the reason for the use of hybrid units in the game, which are miniature combined arms teams. You can break down those hybrid units into their component companies, but you will lose combat factors if you do so. Note that while each silhouette or unit box is about equal to a company equivalent, many German armored units actually represent just eight to 10 operational vehicles, which is why a panzer reserve exists for each German panzer division. That reserve represents vehicles in the divisional workshop or held in reserve by the division commander; they can be released to the front line units at almost a moment's notice.

The regular infantry, artillery and engineer battalions have retained their normal organizations. When players want to form battlegroups or task forces with those types of units, they can be broken down into companies that can then be grouped with different types of units, most notably armor. The artillery units possess only one step because I didn't want them being used as front line units that could hold positions against attack as efficiently as other units. That's why they have a decent defense factor but are eliminated if they lose a step.

Proficiency ratings were incorporated into all units in an effort to avoid the cookie-cutter army syndrome. Now a unit's training and morale also affect combat, in addition to the number of men and weapons present. One good US Airborne infantry unit can now hold off a larger number of Volksgrenadier units that have low morale and poor training.

Map

The most disappointing aspect of the original game was the map. The abstracted terrain and overly dark green tones was not evocative of the environment in which the Ardennes campaign took place. Additionally, after laying out the projections of the old map and using some proprietary mapping software, I discovered the point to point distances on the two northern maps was off by anywhere from three to six miles. An overhaul was in order.

The scale of one mile per hex was retained to minimize table space and line of sight issues. Going to one kilometer per hex, as was done in *Atlantic Wall*, would have introduced unwanted complications. The new map was drawn using US Army and British GSGS 1:100,000 and 1:50,000 scale maps along with captured German 1:100,000 topographic maps.

Careful new terrain analysis was performed on a hex-by-hex basis to render what I feel is one of the most accurate depictions of the Ardennes battlefield of 1944.

The road net was significantly edited and three levels of thoroughfares were categorized for game play. Primary roads represent hard-surfaced national highways of three meters or more in width. Those roads are necessary for large military operations. Next were the secondary roads that were generally well-surfaced but of narrower widths than the highways. The trails represent poor roads that were generally not hard-surfaced, and could be anything from good dirt roads to cow trails. The varying cost for trails in clear and non-clear terrain represents the lack of many things, from turnarounds to hard shoulders. In addition to the roads, the soft and/or marshy ground was identified that would have restricted vehicular traffic to road movement during warmer temperatures. That type of terrain was prevalent in many areas of the NE map, particularly in the Hohes Venne.

Topography was extensively rendered in the form of vantage points and constricted terrain. Vantage points are not necessarily specific hills, but are also an abstraction of height and contour relationships with the immediately surrounding terrain. The same is true for constricted terrain hexes. The constricted terrain symbology in those hexes doesn't always depict the exact contours as they existed, but instead may show the channeling nature of the terrain due to gullies, defiles and especially river valleys. Try not to interpret those features literally.

Last, many more towns, hamlets and city hexes were identified and added to the map. Given the sturdy construction and cellars of most buildings in that region, they could easily become strongpoints for defense. Additionally, because of the weather, many of those locations were bitterly fought over just for shelter from what was Europe's harshest winter in many years.

Sequence of Play

The standard sequence of play of move-fight has been retained, but with important exceptions. Basically, players should think of the steps of play as follows: first build or demolish stuff (construction/demolition); then get your units ready to do something (modes); move them around (movement); blast each other with artillery (barrage); close in for close-range fighting (ground assault); move mechanized units through any holes in the line (exploitation); then supply everybody and reorganize them (administrative).

The only big change has been the addition of two exploitation phases for each player per turn: one after friendly combat, and one after enemy regular movement. That was done to add a measure of fluidity and simultaneity to the game. If a unit in Exploit mode is not being tied up by nearby enemy forces, it may be able to move through holes just created by friendly ground assaults and barrages, and then keep moving behind enemy lines. The interleaved nature of exploitation movement injects a degree of uncertainty in each player's planning for what will happen during the turn.

Another thing about exploitation movement: the rules don't forbid its use in a defensive manner. A mechanized unit in Exploit mode can move away from an enemy unit if that enemy doesn't have a PA marker. Because of the exploitation movement that can occur after a regular movement phase, the non-active player could disengage from adjacent enemy units

(those without PA markers). That's useful in using mechanized units to screen against probing enemy units. Additionally, a unit in Exploit mode can move into a hex adjacent to an enemy unit if the hex contains covering terrain, which is another good way to reinforce a defender. So don't just think of exploitation as an offensive tool.

The sequencing of extended night activity allows a player with the initiative (more units chosen to activate and a better die roll) to choose which side moves first during the extended night activity bonus phase. In that way, he can either respond to enemy activity, or force the enemy to react to his moves during the bonus phase.

US forces always barrage first due to superior artillery communications and counter-battery fire. By that late stage of the war, the German artillery arm had eroded due to the lack of equipment (mainly communications) and training. Games in this series simulating events from earlier periods of the war won't see the Germans automatically handicapped in that way. There will be some form of counter-battery mechanic to determine who shoots first.

Movement

The movement rules from the original game have been greatly changed. The new rules add a level of complexity, but I feel they can be assimilated easily over several plays, and the rewards to historicity and tactics are commensurate with the new effort.

The explicit sequencing of movement in the order of recon-strat-road-tactical-prepared assault movement was done for several reasons. First, I wanted to restrict the ability of players to "teleport" their units back and forth without regard to congestion due to too many formations operating in the same area. Even though stacking is only in effect at the end of a unit's movement, the problems posed by units not being moved create a huge headache for a player who hasn't left enough space or properly planned the order in which he will move his units on roads or in contact with the enemy. Those mechanized units in Prepared Assault mode will inconveniently block a road for some other unit attempting to use road movement, or will prevent units moving tactically from moving into a hex the PA mode units will leave before the movement phase is done. Players are specifically not allowed to create an overstacked situation at the end of a unit's move with the intention of moving some of the other units out of the hex later in the same movement phase.

Second, the sequencing of movement in that way allowed me to eliminate the need for road march markers. Units using road movement now move only on roads during a specific part of the movement phase, so they are easy to keep track of. And since they must begin their movement on a road hex, a certain degree of pre-planning is already necessary, and rewards an army that is road moving in an area of high density with regard to road networks, which the Ardennes wasn't.

Lastly, the order of movement aids players new to the game in structuring their activity during a movement phase. Generally, the farther a unit is from enemy units the sooner you will move that unit during a movement phase.

Constricted terrain deserves special mention with regard to movement. Units attempting to enter or exit such terrain through hexsides without access are penalized by reductions in their movement. Access hexsides are those in which the

contour hash lines actually run along a hexside, much like a road. Constricted terrain represents the somewhat inaccessible nature of most of the terrain in that hex. Stacking is also affected because the topography of the hex doesn't allow for easy deployment of larger numbers of troops and weapon systems.

Each mode has a form of movement that is generally associated with it. Strategic mode restricts units to movement only along roads, but it increases MA by 50 percent. The disadvantages are the unit is vulnerable to artillery and ground assault to a much higher degree. That's because the unit is not in fighting posture; weapons have been stowed and the unit is lined up in road Formation.

Tactical mode is the most prevalent mode for units. They can move and fight fairly well (a balance between the two, if you will). Units in that mode are usually operating in a fluid combat situation. A unit in that mode can also use road movement, but it may not combine off-road and road movement in the same phase.

Units in Prepared Assault mode are limited in how far they can move before combat. This mode represents the expectation of heavy resistance to an assault, therefore mobility is not stressed. The unit has essentially been in the area the attack is being launched from for a good portion of the turn. A unit in PA mode has to stop whenever it moves adjacent to an enemy unit because of a design decision to reflect the imminent assault the unit is launching. I didn't want the players side-stepping enemy units when launching heavy assaults; that's done while in Tactical mode. After an assault, a PA mode unit can advance farther than one hex because the time the player turn represents wasn't taken up by merely moving to the location from which the attack was launched.

Exploit mode was created to allow for the development of fluid combat situations in which frontlines barely exist and mechanized units are taking full advantage of that fact. There are so many nuances to exploitation movement it's best if the players discover them on their own.

Managing the different types of movement and mode is one of the keys to successful game play. It was all put in place to give players the feeling of being a leader at all levels, from battalion to army commander, as they marshal forces to confront the enemy. It's a symphony of chaos, destruction and death.

Explicit zones of control have been done away with, but there are still numerous effects due to being adjacent to enemy units. Originally I wanted to avoid ZOCs and the automatic effects (stopping your movement, etc.) that come with them. I wanted to demonstrate the reasons I felt units were hampered by nearby enemy forces. Artillery and the lack of cover played the largest part, in my mind, of halting a unit's movement.

The artillery units with the red hexagons are the only kind that can stop enemy movement. That's because of their rate of fire, direct support doctrine, weight of shell, and direct communications with front line units. Some regular FLAK units (and anti-tank) for the Germans possess the red hexagon because they contain the dreaded 88s, fantastic dual-purpose guns that were effective against armor and infantry. Additionally, the Germans had the doctrine to use them that way.

Cover negated the effects of direct ranged fire, so that was an important aspect of movement. If a friendly unit could call in dedicated artillery fire, that would definitely halt an enemy unit's movement through open terrain. That's why you need artillery, in most cases, to form a solid defensive line.

The other thing that tends to stop enemy movement are friendly fieldworks like entrenchments and fortifications. Fields of fire have generally been cleared, and wire and minefields have been erected to either channel units into killing zones or stop them altogether. That's why entrenchments and Westwall hexes stop movement. In retrospect, maybe I could have retained the ZOC terminology; so feel free to use and relate to it that way if it makes playing the game easier for you.

The extra costs for moving adjacent to enemy units are due to light- and medium-ranged weapons like machineguns and mortars. Those weapons create enough friction (need for caution) to slow adventurous enemy units.

The rule restricting mechanized units from road moving through other mechanized units is meant to create the type of traffic headaches the actual commanders experienced when trying to do the same: chaos and traffic jams. There are no traffic jam rules as such, but the rules restricting road movement, and the penalties for moving through units belonging to other divisions, will create plenty of situations that were historical.

More on Unit Modes

The various modes were created to reward the player who can plan his defense or attack with the most efficiency. It will generally be difficult to quickly switch the axis of an attack or the position of a defensive line. Heavy assaults can only be carried out by units in PA mode, while long distance redeployments are best handled by strategic mode and road movement. A good attack will use units in tactical to surround, prepared assault for multi-hex combat and artillery support, and Exploit mode for movement of reserves into the enemy rear areas.

The defender can use units in combat reserve (as can the attacker) and Exploit mode to aid in the defense. (Think about it. You can move after enemy regular movement and you may enter hexes with covering terrain. Think of it as mobile reinforcement.)

Maneuver reserve gives players a reason to keep some forces from initial contact. That mode gives units an offensive bonus for the entire first day it's committed. The extra shift in combat and the additional MPs represent the relative freshness of such units. The dilemma is when to release those reserves. The fact they activate automatically for extended night activity on the first day they come out of reserve makes them great candidates for such stuff.

Combat reserve represents formations close enough to units in combat they are available for rotation in and out of the line over the course of a few hours. When a player has the luxury of a short frontage for his operations, combat reserve will aid his units on attack or defense.

Overrun

Overruns were put in the game to enable mobile forces the ability to deal with small blocking forces that might be in their way. A player may also attempt to overrun a larger unit, but he usually won't be successful. Units that aren't in Exploit mode actually still have overrun capability. That's what

happens when they receive a two to four hex advance after regular combat. Remember that when you wonder why everybody isn't overrunning.

Stacking

Stacking is basically the same as in the old game: three units in regular terrain. Constricted terrain, however, just begged for a reduction of unit stacking, not only for units in such hexes, but also for those attacking into it. Additionally, I wanted to reduce the need for determining who could attack from a hex, so I made combat eligibility and stacking the same. The old game allowed you to stack three battalions, but you could only attack with two from a hex. That was tossed to get rid of some overhead (and make room for more). Now you can attack with every unit that's legally stacked.

The penalties for overstacking are severe, and you can only end overstacked as a result of retreat after combat. The effects are there to convince players to avoid overstacking.

Observation

Observation rules are a pain; everybody hates them and I hate writing them. But in a game with ranged artillery and high ground, some rules for line of sight are necessary. Actually, if you have artillery superiority and can observe from high ground over open areas, observing for killing barrages can be rewarding.

I abstracted the concept of blocking terrain to have as few LOS issues as possible. Additionally, observation ranges were kept to three hexes due to the nature of the terrain and what was effective in actual combat. Most units will generally be able to observe only one hex, so LOS won't usually be an issue.

Terrain was categorized in two ways: covering and open. Covering terrain allows a unit to conceal itself much more than open terrain. That's not to say all the terrain in a hex is open or covering. It's more of a probability of finding that type of terrain throughout the hex. If units aren't attacking, they are not likely to be well spotted if no enemy force is looking for them. That's why opposing units in cover can be adjacent to each other and not be spotted if neither is attacking.

Vantage points represent high ground relative to the surrounding terrain. They are not always specific hills or the highest points of elevation. They do have just enough slope or advantage to allow increased observation. Populated hexes increase observation ranges due to high church steeples and buildings. That makes them great places in which to defend.

Ground Assault

The only sure way to eliminate enemy units and take territory is by ground assault. I felt that, at this scale, the dynamics of artillery and close assault were different enough to require a separation of the two. The old game folded artillery strengths and ground combat strengths into one value used to resolve ground combat. Assault in this edition represents closing with the enemy after artillery barrages have been conducted. We're talking medium-to-close-range firepower being used directly against enemy forces.

The requirement to pre-designate attacking forces was used so the defender could direct any available artillery at those forces without having terrain affect the barrage. Attackers generally give up the cover of terrain when making their final lunges. Since some active units might be in close

proximity without attacking, they would still benefit from terrain. The attack designation markers help keep track of those differences.

The mandatory combat rule exists because, in open ground next to enemy units, or when launching attacks, the player places his units in a position that requires either an advance or destruction by enemy fire. To craft mechanisms ensuring the latter would be too difficult; it was better to simply force a player to undertake an assault.

The possible retreat rule and markers exist so units not in Prepared Assault mode can be accounted for when they're normally required to attack but may not do so. In that sense, the progress of a unit is sometimes dependent on the success of another against an enemy nearby to both. Note that a prepared assault marker allows multi-hex attacks because the units in that mode have taken the time, by not moving so far, to coordinate their attacks with other units in Prepared Assault mode.

I retained the differentiation of attack and defense factors (as opposed to combining them as Joe Balkoski did in his follow up to this design, Atlantic Wall) because I felt armor needed that distinction to reflect its capabilities on the battlefield. Additionally, many of the German formations were adequate on defense but were not properly trained in large-scale unit maneuvers to perform well on the attack. I wanted to show that.

Terrain effects on combat factors are standard. Important mention must be made of the reduction of an armor unit's assault factors if it's in close terrain and not accompanied by infantry. Armor was vulnerable when fighting without infantry support in such terrain, as witnessed by the horrific armor losses 12th SS Panzer Division suffered in the battles for Rocherath and Krinkelt. Also, the halving effect of a river isn't just due to water depth or the current itself, but also because of the steep embankments and the nature of having to reorganize for combat after crossing a water obstacle.

Regarding armor and anti-tank bonuses, I wanted to go with the same type of armor/anti-tank system presented in Ring of Fire (designed by John Desch and published by Ulrich Blennemann). I felt it gave enough feel for an armor effect without being cumbersome. Pick your lead unit, adjust for terrain, and compare it to the enemy's lead unit: what could be easier? Well, the evolution of the armor values and terrain effects on those factors was more tortuous than it should have been. Balancing the effects of terrain, fieldworks and armor and anti-tank ratings took some juggling, but I feel the result is a good abstraction of those interactions. The standoff mode for armor was a bit of chrome included to allow players a chance to lessen their armor losses and not commit tanks to clearly suicidal efforts.

The combat reserve bonus was created to give players an incentive to keep tactical reserves. A player who has enough units can shorten his attack or defensive frontages and put units into reserve, thereby spelling the front line units. Think of it as a rotation of companies over the course of a few hours. Once a line gets stretched too thin, a player may no longer have that luxury.

The proficiency bonus presented another way to reward unit quality besides that of counting heads and weapons. It represents training, elan and prowess in combat. That's how lightly equipped paratroopers can take on units with many more men and heavy weapons. It also avoids the dilemma of

having cookie-cutter formations; every unit is usually different in some way.

Regimental integrity bonuses are a good way to reward the player who can keep his sub-formations (regiments, brigades, battlegroups) in close proximity to one another. I restricted it to hybrid units and leg battalions because those units are the ones that benefit from habitually working with the same brother units again and again. The German formations have an advantage in that their recon, engineer or fusilier assets can be used by any other sub-Formation of the division to generate RIBs. That's due to the proven tactical ability of German units to form ad hoc combat groups that were effective even in the last stage of the war.

Resolving GAs

The results of barrages made resolution of combat afterward tricky. The possible retreat markers dealt with that problem. Players will have to realize the attacks they thought they would have may be changed. In a sense, the effects of barrage help generate unpredictability and combat coordination failure.

The Ground Assault Table

I wanted to go with percentile combat results because I could make them more unpredictable and have a wider spread. The table is attritional; there are usually results for both the attacker and defender. Having each player roll to see the result for the enemy makes it more fun to be the defender than in the old game, where whoever was defending just had to sit there and take it from the attacker.

The table rewards combats that generate higher odds for the attacker by using the combat results on the far right side whenever the final assault value is to the left of the favorable attack line. That represents the application of firepower to the point it begins to overwhelm the defender.

The attacker must always satisfy his combat results first, before the defender. In a way, that gives the attacker a way of pressing ahead with a determined assault, or falling back when one has failed. If the results are bad, a certain number of hits may be taken as retreats, which lessens the number of hits the defender may also have to take.

Combat Magnitude

Early playtesting showed the system was accurate in duplicating casualties for large-scale battles, but was too bloody when only single battalions were involved. The easiest fix seemed to be the combat magnitude rule (thanks to Mike Resch). Single battalions involved in battle would not find themselves completely destroyed in a single morning (though that did happen, too). Losses from retreating next to enemy forces, or being unable to retreat, were exempted from the rule because entire companies and battalions did surrender when faced with annihilation.

Retreats

The only thing to say about retreats concerns the rule allowing attackers to retreat one or two hexes instead of just taking losses. Try not to think of that as an attacker bouncing off the defender. Over the course of a battle lasting three to four hours, the defender may have counterattacked, driving the attacker back farther than the assault jump-off point.

The restriction on how far units can retreat due to terrain types and movement class are based on the unit being able to

retain cohesion while being heavily pressured by the enemy. The worse the terrain, the shorter the distance a unit could fall back. A unit's mobility class has also been factored into the allowable retreat distances. Troops that were mechanized could usually retreat much quicker and more efficiently than leg units.

Advance After Combat

Advance after barrage was put in to avoid the complaints of players who barrage a hex they are about to attack, only to see the barrage drive off or eliminate the enemy units about to be ground assaulted, thus making an advance impossible. Now a player can follow up a barrage and even assault beyond the original target hex if his unit is in Prepared Assault mode. Units not in PA mode can't advance because of a designer decision to not allow them the flexibility of such an advance. It makes PA mode that much more powerful when attacking.

Artillery

The artillery rules have been completely changed. The old system was barely passable for game play, but never presented the players with a reasonable simulation of how artillery actually functioned on the battlefield. I wanted a system that could show the deadliness of the artillery arm without automatically guaranteeing deadly results. I originally envisioned a system using multiple dice with one "hit value" needed for each dice roll, the classic "box o' dice" combat system. We soon found that repeatedly having to throw six to 10 dice at a time was unwieldy; so I converted to a system of volleys and the Artillery Table, which was a compromise to both approaches that works.

Barrage ranges were purposely reduced by one or two hexes for light and medium artillery, since those guns' effectiveness dropped off when firing at maximum range. Feel free to extend a unit's range (if it is a 105-155mm H type) by two hexes, but the barrage factor should then be halved (round down).

An extensive counter-battery system was avoided, the rationale being US artillery counter-fire was so much more effective by this time in the war. To represent that, and the better Allied artillery infrastructure, the Allies always barrage first in the combat phase. Additionally, the German inability to split-fire or concentrate as many artillery units in each barrage is another measure of Allied artillery superiority, availability of ammo and superior communications.

The ammo depletion values allowed me to avoid the necessity of tracking ammo points. While the availability of ammo is an important factor in its use, the use of a record keeping system based on individual points is a pain. The system now allows for controlling the ammo supply abstractly and with much greater ease. If your ammo depletion value is too low, constantly firing your units will eventually end up in their being captured.

The artillery shift result represents a kind of disruption effect without actually inflicting too many casualties on the unit. That was put in because the original table was too bloody and some of the results needed to be toned down. I still wanted some kind of minimal effect at the lower range of artillery results; however, hence the artillery shift. If you follow up with an attack, the AS result will be of benefit but, without a ground assault, the AS result becomes virtually a no effect.

The artillery DRMs were calculated to reward or penalize artillery fire depending on various target conditions. Unit density, target type (armor or not), terrain advantages, etc., are all included to affect artillery fire. You don't have to memorize them, just be ready to consult the artillery DRM list when you fire.

Night

While the Germans used night operations extensively by 1944, they did that as a matter of necessity, not choice. Allied airpower rendered German day operations hazardous; so they had no choice but to utilize night and bad weather for offensive operations.

The US Army was not accustomed to operating at night. Units tend to move more slowly (they get lost and imagined enemies retard movement), and attacking becomes difficult to coordinate. Artillery barrages are almost impossible to spot for in darkness, not to mention the risk of hitting friendly units.

The rule requiring the expenditure of an additional MP per hex when moving without the benefit of a road represents the difficulty of navigating cross-country in the dark with the enemy nearby. There's a good reason why most commanders rest their troops at night. It is also a good time to reorganize a Formation that's been scattered by combat, or to breakdown and build up units.

The extended activity night rules allow each side to push troops through the night at the cost of rendering them almost ineffective for the entire next day. Units that have just come out of maneuver reserve automatically activate and don't fatigue because the troops are fresh and not yet burned out by continuous fighting. Because the Germans were better at night operations, they have the advantage when committing to extra night activity.

With regard to night activity, the effects of fatigue were made more severe and longer lasting than in the old game. Too many times did I watch a German player in the old game push his troops during the night bonus turn because there wasn't enough downside to persuade him not to. Fatigue has also been used as a form of disruption, specifically when a unit would ordinarily suffer more step losses but doesn't because of combat magnitude. Instead of step losses or retreats, the additional obligations are converted to a fatigue result, which should keep the unit ineffective for awhile.

Supply

The American supply system was much more advanced and efficient than that of the Germans. The availability of US motor transport and the resources to maintain it are the reasons for the longer American supply path and the German requirement to use the Transport Table to allocate scarce resources to various army administrative duties. The supply mechanic was simplified by eliminating the "Isolated 1" and "Isolated 2" states as such, and defining a type of out of supply situation as simply being isolated, and then making such units susceptible to surrender.

Having a chain of supply and using on hand supply made it easier to depict the gradual reduction of supply when a unit was not able to trace a supply path (as long as the unit could still trace to an HQ). That prevented instantaneous cut-offs without the chance to restore supply and still maneuver.

Pocket supply enabled me to recreate the conditions at Bastogne after it was surrounded on 20 December. The

favorable modifiers due to primary roads and towns or cities represent the likelihood of such locations being used as primary corps or army supply dumps. Along with the fact a division HQ is present means more supply was likely to be in the perimeter when the pocket was formed. Such was the case at Bastogne, which was the site for VIII Corps HQ.

Surrender was also tied into being out of supply and not having a friendly supplied unit nearby. I wanted the surrender check to occur once each day because I didn't want players having to constantly check throughout the day. Historically, even the two regiments of the 106th Division didn't surrender right away; it took almost three days before they finally capitulated.

Engineers

Not much to explain here, except entrenching requires engineers because of the planting of extensive minefields, barbed wire entanglements and heavier feats of construction to emplace and protect weapons.

The Germans are saddled with the headache of having to use the right kind of bridge when crossing with armor units. A number of German tank models were too heavy for normal operations, not to mention the lack of materials and expertise needed to build heavy bridges.

Engineers can be used as combat units, and should be when facing fieldworks or fortifications, but their loss will be felt when it comes time to construct a defensive line. Their ability to build IPs in one phase (if they don't move) and the requirement for an engineer to be present to build an ET make them invaluable. Take care with them. Entrenchments will be vital for any side trying to establish and hold a defensive line in the face of a strong attacker. ETs allow the defender to call in the most artillery fire possible when being attacked. And the two combat shifts on the Ground Assault Table aren't bad either.

Unit Breakdown & Build-up

The old game only allowed the US player to break down his battalions into generic company units. I suspect that was a counter limits thing. The problem is there is no logical reason the German player should have been prevented from doing the same thing. Especially on the southern maps when Patton arrives to counterattack toward Bastogne. Now both sides may use breakdown counters. Both sides will especially want to break down army level supporting armor and anti-tank units and parcel them out to line infantry units lacking in anti-tank ability.

I don't require players to track the identities of the breakdown units, as I feel that's too much work to ask on a non-optional basis. Feel free to do it if you are so inclined. If that is the case, use the proficiency ratings of the parent unit instead of the generic ones assigned to each side.

Weather

The weather in the Ardennes in 1944/45 was the worst in decades for Europe. Mobility and airpower will be the two most weather-affected aspects of the game.

Airpower

Airpower is not meant to be the focus of the game, hence the use of abstract air points to represent it. The simplest thing to do was to incorporate airpower usage into the artillery system. Basically, I considered airpower a kind of artillery

from the sky. So four air to ground missions exist: air to ground, movement interdiction, supply interdiction and friendly aerial resupply.

Air superiority is also included to offer some form of protection from enemy assets. For the Germans, there might be just enough to protect one panzer spearhead somewhere on the map, but don't count on it. The American player can almost always ensure their forces are adequately protected from German airpower.

[41.0] BIBLIOGRAPHY

The bibliography for this game would run into the tens of pages. I consulted numerous works over the last 6 years in researching this campaign. US Army After Action Reports, the captured German Army records (the famous T rolls with Army and Korps records), numerous internet resources that provided valuable oral histories from men who served in units ranging from the famous to the obscure. I'll post a bibliography online in the next several months. There were four books that I found highly useful and important to the building of this game:

Hugh Cole's Official US Army history on this campaign, **Ardennes, Battle of the Bulge**, was invaluable as a starting point and guidepost for the campaign. One of the "Greenbooks" that is a must have.

Danny Parker's books on the campaign are equally good. **To Win The Winter Sky** provides a good look at the air campaign over the Ardennes. Battle of the Bulge is a great overall resource for studying the battle, and **Hitler's Last Offensive** provides a good look from the German side.

Time For Trumpets: The Untold Story of the Battle of the Bulge by Charles B. MacDonald is a good look at the battle from the platoon level, all the way on up to the army high commands on both sides.

One of the finest accounts of the battles on the northern shoulder was provided by J.C. Doherty in his two volume work entitled: **The Shock of War**. More detail than you'll ever need.

[42.0] DESIGNER'S PLAY NOTES

I'm not gonna try and give you exhaustive player's notes for **Wacht II**. There are so many nuances to the system and situations that deserve comment they can't all be covered here. We will be putting out a player's guide for this game, and that's where I hope to provide in-depth coverage of the tactics and strategies that can lead to effective game play with this system.

The first thing needs to be addressed is that sustained combat is bloody. You will take losses, probably lots of them, if your opponent has a well entrenched force backed by plenty of artillery. Many previous Bulge games gave the German an initial advantage in terms of blood-letting in order to enable the German attack to have a chance of getting somewhere. Well, it didn't go down that way. In making a hole for KG Peiper, 12thVG and 3rd FJ Divisions lost heavily on the first day. By the middle of the second day, 12 VG, 277 VG and 326 VG Divisions were all considered attack ineffective by their commanders. You're just going to have to put your head down and push on through the enemy fire when you attack. Knowing when to take artillery hits as retreats and when to press the attack is the key thing.

On the first day, the Germans must be almost reckless. That's not the time to try to preserve your force on the northern front. If you succeed to a better degree than occurred historically, you'll eventually have the troops you need to hold what you get.

In the far south, 7th Army has to run a fine balancing act gaining ground, but not at the cost of losing so many troops it can't hold onto it when Patton arrives. Clearing the south map edge always looks enticing, but if you don't accomplish that, and you then also lose a lot of troops, Patton just might get to Bitburg a lot faster than he did historically.

In the center, the temptation is to take Bastogne with panzer divisions if the US player attempts to hold it strongly. But think about that. You need your panzers at the Meuse, and you only have so many turns of free fuel and supply. Bastogne will contribute nothing to winning the game in the first week. And, if you don't get the automatic win, you're dooming the Germans to a long campaign in which they simply try to hold useless ground.

The American force is one that truly benefits from combined arms. Maneuver against the enemy in such a way you can bring your artillery to bear. That's how you will defeat the Germans. Your tanks aren't quite as good, and your troops don't always have the same kind of close action firepower as the Germans. But you have lots of artillery and lots of shells for the guns. And you fire first because of your better artillery infrastructure and communications.

The Germans, on the other hand, will have a problem matching your heavy artillery firepower. They lack mobility and ammo for their guns. The German player ideally wants a fluid battle situation in which he can bring his better tanks and ground firepower to bear on un-entrenched US units.

The other tricky thing will be managing some of the German units in Exploit mode. Time and again I saw playtesters who ignored or forgot to put at least one of the KGs of a panzer division into Exploit mode. The tactic should be that one KG attacks, one stays in combat reserve (to give DRMs to the assaulting KG), and one is in Exploit mode to shoot through any breakthroughs that develop as a result of combat. You take it from here.

[43.0] DEDICATION

Finally, I'd like to dedicate this game to all the men and women who made up the generation that went to war not for glory, but simply to come home again with the world a better place than it was before they left.