

Ardennes '44: The Battle of the Bulge

Combat Results Table (CRT)

ODDS (Attacker to Defender)

Die Roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1+	Die Roll
1	FF(+1)	EX	FF	DR2	DR3	DR4	D1*	D1*	D1*	1
2	Eng	FF(+1)	EX	FF	DR2	DR3	DR4	D1*	D1*	2
3	A1/Eng	Eng	FF(+1)	EX	FF	DR2	DR3	DR4	D1*	3
4	A1	A1/Eng	Eng	FF(+1)	EX	FF	DR2	DR3	DR4	4
5	A1	A1	A1/Eng	Eng	FF(+1)	EX	FF	DR2	DR3	5
6	A1	A1	A1	A1/Eng	Eng	FF(+1)	EX	FF	DR2	6

D1* = The defender loses 1 step. Surviving Defenders must retreat 4 hexes and become Broken. The attacker receives the Bonus Advance and Breakthrough Combat.

DR3, DR4 = The defender must Retreat 3 or 4 hexes respectively and becomes Broken. The attacker receives the Bonus Advance.

DR2 = The defender Retreats 2 hexes and becomes Disrupted. The attacker receives the Regular Advance.

FF = Fire Fight. The attacker may either take an ENG Result, or roll again on the Fire Fight Table (16.2).

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

EX = Each side loses 1 step (attacker must select a Tank Unit if he had an Armor Shift [16.3]). The surviving defenders are Engaged. No Retreat. If the defender had only 1 step, then the attacker receives a Limited Advance (19.1).

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

A1/Eng = Same as Eng except attacker loses 1 step.

A1 = Attacker losses 1 step. No retreat or advance

FOUND ONLY ON THE FIRE FIGHT TABLE:

D1 = The defender loses 1 step. Surviving defenders must Retreat 2 hexes and become Disrupted. The attacker receives the Regular Advance.

A1/D1 = Both sides lose 1 step. The defender must Retreat 2 hexes and becomes Disrupted. The attacker receives the Regular Advance.

A1/DR2 = The attacker loses 1 step. The defender must Retreat 2 hexes and becomes Disrupted. The attacker receives the Regular Advance.

Eng+ = Same as Eng except the attacking units receive one Attacker's Advantage marker.

Summary of CRT Column Shifts

Attacker	Number of Shifts
The Armor Shift (21.1)	1
Attacker has 1 or 2 Artillery Units providing support (22.7)	1 or 2
At least one defending unit is Disrupted (18.2)	1
Defender is using Strategic Movement (12.5)	1
Attacker has an Attacker's Advantage marker (16.6)	1
Attacker has Air Support—Allied Player only (15.6)	1
Defender	
Defender has both infantry and tanks and the attacker has no Tank Units (21.1)	1
At least one attacker is OOS (23.4)	1
Defender has an Artillery Unit providing support (22.8)	*
Defender has Air Support, Allied Player only (15.6)	**
* Use the Defensive Artillery Table	
** Use the Jabos Table	

Defensive Artillery Table

Die Roll	Allied	German
1	ToT	2
2	2	2
3	1	1
4	1	1
5	1	-
6	-	-

ToT = Time on Target (22.8)

> No more than one Artillery Unit may be used for each Defensive Support (22.8).

Fire Fight Table (16.2)

Die Roll	Result
≤ 1	D1
2	DR2
3	A1/D1
4	A1/DR2
5	Eng+
≥ 6	A1/Eng

DRMs:

+1 Lead Unit is Green
-1 Lead Unit is Elite.
(If the defender's hex contains a Tank Unit then Elite unit must be a Tank Unit).

Determined Defense (16.7)

Dice Roll	Result
≤ 0	Yes (EX)
1,2	Yes (-1 step)
3-5	No
≥ 6	No (-1 step)

DRMs:

+1 Lead Unit is Green
-1 Lead Unit is Elite
-? DCB of Defender's hex (16.73).

Bridge Demolition Table

Die Roll	Result
1-4	Blown
5+	-

DRMs:

+1 if during enemy turn.
+2 if Disrupted or Engaged

Surrender Table (23.7)

Die Roll	Result
≤ 0	-1 (air drop)
1	0
2	0
3-6	1

DRM: -2 for the Allied player once Clear Weather starts (23 AM).

Disengagement Table (20.0)

Die Roll	Result
≤ 3	Yes
4	Yes + D
5	No
≥ 6	No + D

DRMs:

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



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Fuel Shortage Table 1

Die Roll	Result
1	No Shortage
2	West Map: 5th PzA*
3	15 Pzg Div or 9 Pz Div
4	Füh Bglt and Füh Gr
5	47 Pz Corps: 2nd Pz or Pz Lehr
6	56 Pz Corps: 116 Pz Div
7	Any one Pz Div. in 5th PzA*

Start using on the 19 AM Turn. DRM: +1 starting on 23 AM *Allied Player picks division (6.5).

Fuel Shortage Table 2

Die Roll	Result
1	No Shortage
2	West Map: 6th PzA*
3	3 Pzg Div
4	2SS Pz Corps: 2SS or 9SS Pz Div
5	1SS Pz Corps: 1SS or 12SS Pz Div
6	2SS Pz Corps: 2SS and 9SS Pz Div
7	1SS Pz Corps: 1SS and 12SS Pz Div

Jabos Table (15.6)

Start using on the 23 AM Turn.

Die Roll	Result
1	3
2	2
3	1
4	-
5	-
6	-

= Column Shifts left



von der Heydte Table

Die Roll	Result
1	Successful
2, 3	Flip
4-6	Eliminated

Surrender Thresholds

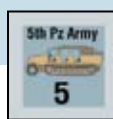
Green	3
Veteran	4
Elite	5

Skorzeny's 150 Pz Bde

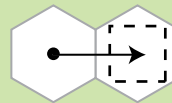
1-3	Successful
4-6	Detected see 27.8

Summary of Prime Mover Markers

- Each Prime Mover marker may move one Artillery Unit up to 5 MPs or 2 hexes (22.3).
- Prime Mover markers are *Vehicle Units* and use the *Mechanized Movement Rate*.
- Return all 5 markers to the German Prime Mover Display at the start of each German Artillery Supply Phase (5.1).
- Moving a German artillery unit does not flip it—German artillery units are only flipped if they fire or retreat (22.5).
- German Artillery Units may not fire when under a Prime Mover marker (22.3).
- German Artillery Units are eliminated if they retreat unless currently stacked with a Prime Mover marker (17.7).
- Prime Mover Markers may only move artillery units belonging to the same army as the marker (22.3).

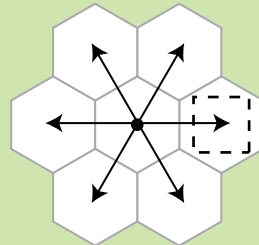


Summary of Advance Results (19.1)



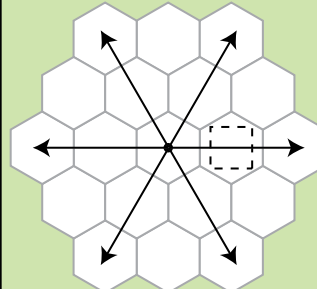
Limited Advance

- Into the Defender's vacated hex only.



Regular Advance

- One hex in any direction.
- Mechanized units may advance two hexes if using the Road Bonus.



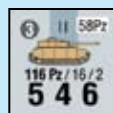
Bonus Advance

- Two hexes in any direction.
- Mechanized units may advance three hexes if they use the Road Bonus.

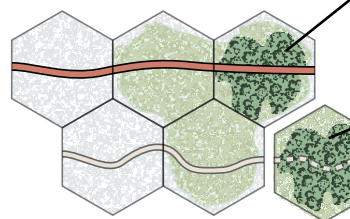
= Defender's vacated hex

Summary of Silhouetted Tank Units

- Have no stacking value (8.1).
- Their ZOCs only enter or exit Wooded Rough hexes along roads (9.4).
- Receive a maximum DCB of +1 (15.1).
- May not build IPs (15.8).
- When attacking, provides an Armor Shift to the attacker if its TQ is > the defender's TQ. Reduce red TQ numbers by one when attacking.
- When defending with Infantry, can provide an Armor Shift if the attacker has no participating Tank Units (21.1).



Road Bonus (19.1)



The Road Bonus may be used on all Primary Roads and on Secondary Roads in Clear and Lt Woods hexes.

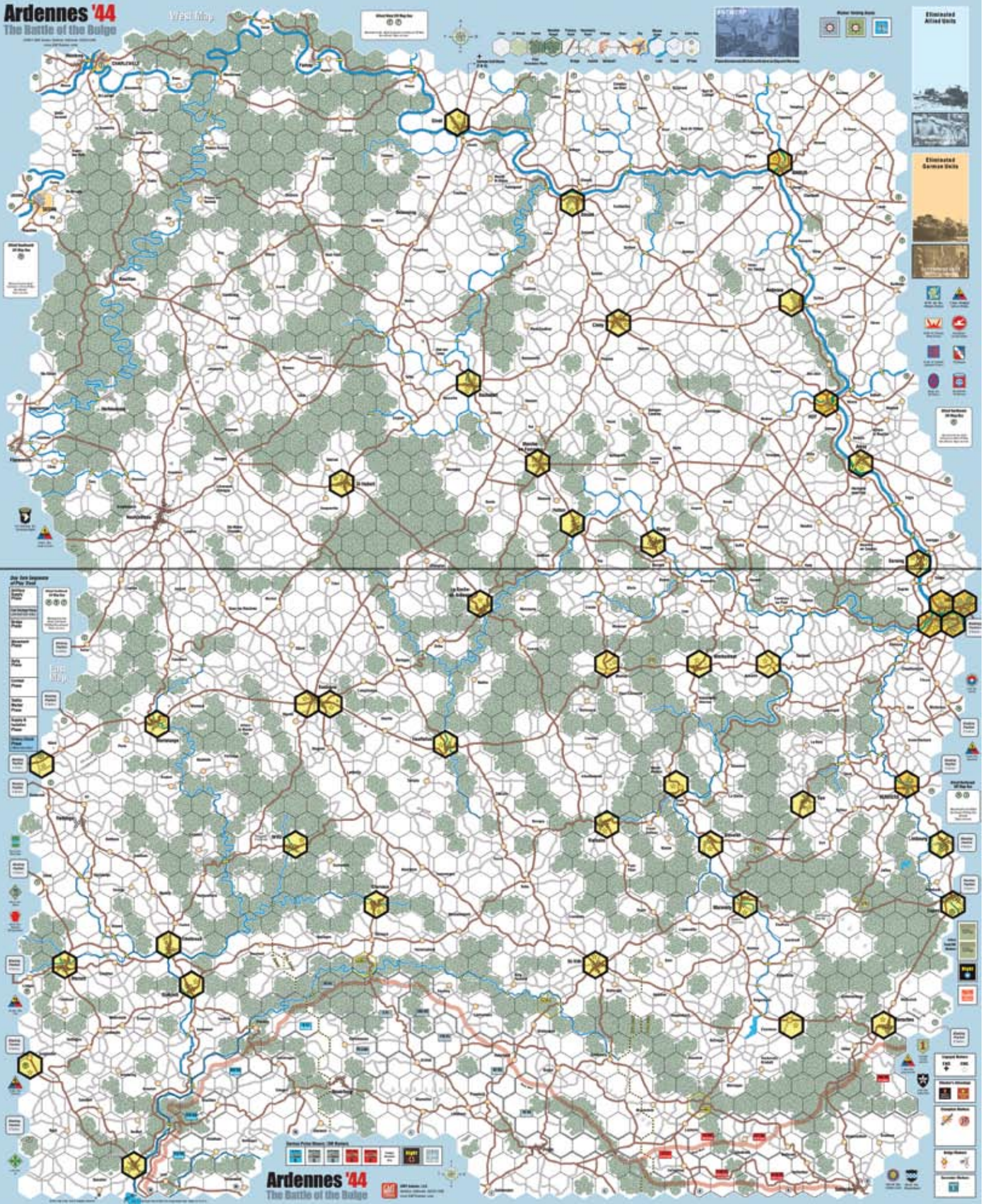
The Road Bonus may *not* be used on Poor Secondary Roads.



Victory Hex Location Map

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Wasthory



Victory Point Hex

TERRAIN EFFECTS CHART (TEC)

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Terrain	Movement Pts.			DCB	Armor Shift?	Notes	Effects Advance? (19.1)
	Non-Mech	Mech	Vehicle				
Clear	1	1	1	-	YES	-	-
Lt Woods	1	3 (2)	3 (2)	+1	YES	-	-
Forest	2	4 (3)	P	+1	NO	Vehicle Unit's Attack Factor halved if they cannot enter defender's hex (15.4).	Yes
Wooded Rough	TM ¹	TM ¹	P	+1	NO	All units halved attacking out of a Wooded Rough hex (15.5). ²	Yes
Village	OT	OT	OT	+2	OT	-	-
Town	OT	OT	OT	+3	OT	-	-
City	1	1 ⁶	1 ⁶	+4	NO	-	-
Minor River Hexside	TM ¹	TM ¹	P	-	Yes/No ³	Attacker halved attacking across	Yes
Meuse River Hexside	TM ¹	TM ¹	P	-	Yes/No ³	Attacker halved attacking across Retreat across non-bridge hexsides prohibited	Yes
Lake Hexside	P	P	P	-	NA	Attacking or retreating across prohibited	Yes
Primary Road	1	1/2	1/2	OT	OT	-	-
Secondary Road (Good)	1	1	1	OT	OT	-	-
Secondary Road (Poor)	1	2 (1)	2 (1)	OT	OT	-	May not be used for Road Bonus
Exit EZOC	+1	+1	+1	-	OT	Units that start in an EZOC may use Extended Movement (11.2).	-
Improved Position	OT	OT	OT	+2 ⁴	OT	-	-
West Wall	OT	OT	P	+3 ⁵	NO	Vehicle Unit's Attack Factor halved if they cannot enter defender's hex (15.4).	-

(P) Movement cost in parentheses are for Frozen Ground Conditions that start on the 21st Mid Turn.

TM – May only be entered or crossed if the unit is using Tactical Movement;
DCB – Defensive Combat Bonus; OT – Other Terrain in hex; P – Prohibited (unless using a road or bridge);

Y/N – Yes or No, depending on situation.

TEC NOTES:

1 Units must start their movement adjacent to an unbridged river or non-road Wooded Rough hexside to cross.

2 Armor shift is possible across a Wooded Rough hexside if the defender is not in a Forest, City or Wooded Rough hex and a road crosses the hexside.

3 Armor shift is possible across an intact bridge if the defender is not in a Forest, City or Wooded Rough hex.

4 Situated Tank Units defending in IP's receive a maximum of +1 DCB.

5 Only German units may benefit from the West Wall DCB.

6 Motorized units pay 1/2 MP if moving through a City hex on a Primary Road.