

THE BATTLE OF THE BULGE, 1944

# ENEMY ACTION ARDENNES



TWO-PLAYER RULES

DESIGNED BY JOHN BUTTERFIELD



**Compass Games**  
*New Directions in Gaming*

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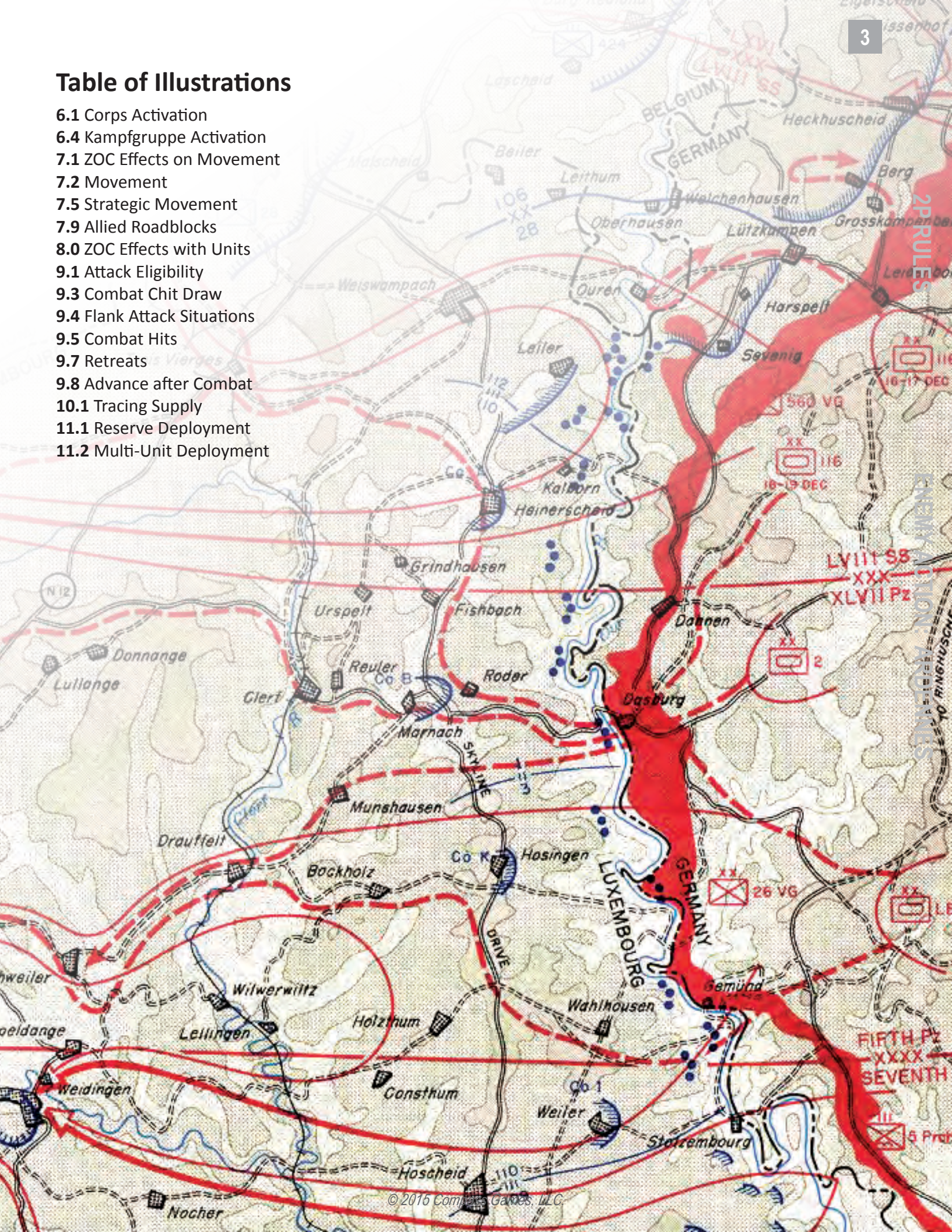
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## 1. INTRODUCTION

*Enemy Action* is a series of card-driven wargames about pivotal military operations in the 19<sup>th</sup> and 20<sup>th</sup> centuries. Each game in the series may be played by two players or one player, playing either side in the conflict simulated. The focus of the games is on command and capabilities.

*Ardennes* is the first game in the *Enemy Action* series, which portrays the German offensive launched against the western Allies in December 1944, popularly known as the Battle of the Bulge. Each player controls the German or Allied (US and British) side. If playing solo, the game system controls the other side.

This rules volume covers the TWO PLAYER version of *Enemy Action: Ardennes*.

**RECOMMENDATION FOR NEW PLAYERS:** The Two Player version of *Enemy Action: Ardennes* is a moderate-complexity wargame, with several new play concepts. We recommend playing the Two Player game first before trying out the Allied and German Solo games. Doing so will get you familiar with the game system before taking on the additional complexity of the “paper AI” in the two solo games. If you want to dive right into solo play, we suggest starting with the German Solo game.

## 2. GAME COMPONENTS

*Enemy Action: Ardennes* includes the following components:

- Three game maps, one each for the Allied Solo, German Solo, and Two Player games
- 504 playing pieces on three die-cut sheets
- 110 cards
- Fifteen player aids, some of which are used in the Two Player game (2.4)
- Three rules booklets, one for each game
- One ten-sided die
- One box and lid set

**DATE DEPENDENCIES:** Throughout the rules, cards, displays and player aids, date dependencies are highlighted uniquely as follows:

- **Individual dates** – the rule, function, action, or process applies to the particular date (game turn) only
  - Example: **18** (the December 18 game turn)
- **Starting dates** – the rule, function, action, or process applies both to the listed date and to every date after that

- Example: **18+** (starting on the December 18 game turn and continuing in effect every game turn after that)
- **Date ranges** – the rule, function, action, or process applies to the range of dates, inclusive of the first and last one listed in the range
  - Example: **18-23** (starting on the December 18 game turn continuing in effect through the completion of the December 23 game turn)

**ABBREVIATIONS:** Throughout the rules, cards, displays and player aids, certain abbreviations are frequently used and may appear in advance of their formal definition as follows:

- **FAR** – Fixed Artillery Range – defined on the calendar for the *Fixed Artillery* German combat tactic (see the **EVENTS & TACTICS** player aid).
- **IP** – Improved Position – defined in 12.3.
- **MP/MPs** – Movement Point(s) – defined in 7.0.
- **OOS** – Out of Supply – defined in 10.2.
- **RP/RPs** – Replacement Point(s) – defined in 13.0.
- **VP/VPs** – Victory Point(s) – defined in 14.0.
- **ZOC** – Zone of Control – defined in 8.0 but also for movement effects in 7.1.

### 2.1 Map

The map for the Two Player game portrays the Ardennes Forest region of northwest Europe encompassing parts of Germany, Luxembourg, Belgium and France, where Germany’s Ardennes Offensive occurred in December of 1944. A hexagonal grid is superimposed over the terrain features to regulate the placement and movement of the playing pieces. Each hex is numbered for identification, and represents an area four km (2.5 miles) across.

**Terrain** The map’s terrain and other key features are identified in the map’s terrain key. The primary **in-hex** terrain types are clear, broken, woods, forest and city. Road, town and Westwall are terrain features that can appear in the terrain types. The primary **hexside** terrain feature is river.

**Meuse River** This river extends from the north map edge to the west map edge as follows: it splits Liège along the 0116-0117 hexside then heads west, passing just north of Huy, then just east of Namur along the 0625-0626 hexside, then just west of Dinant, then just east of Givet, and finally passing through the 1728-1729 hexside before exiting.

**Operational Boundary Lines** define operational areas for the three German Armies and six US Corps. German and US boundary labels border the east and west map edges respectively. Note that operational boundary areas overlap each other.

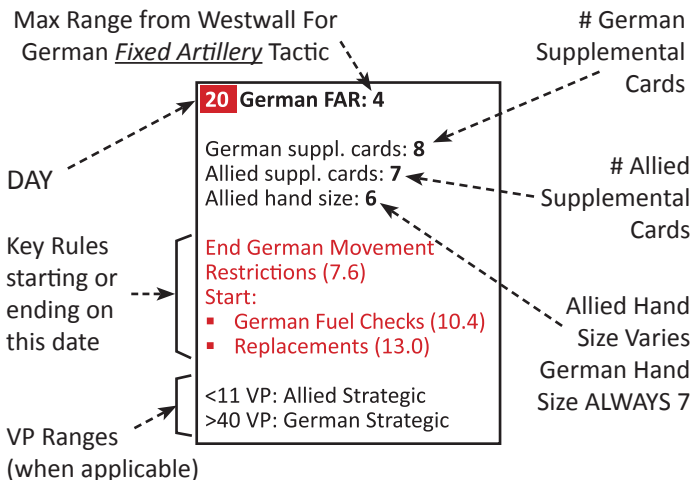
- **20+** German army boundaries limit where German units move and German reserves deploy, and are lifted beginning with the December 20 game day.
- Allied corps boundaries limit where Allied reserves deploy for the entire game; they do not restrict Allied movement.

**German Exit Hexes** Hexes along the north, south and west edges of the map with a road leading off the map are German exit hexes, unless marked “**No Exit.**” German units may move off the map from exit hexes. Some exit hexes are marked with a calendar date, such as **18** in hex 2605. Such a hex is a valid exit hex on or before the listed day. After that date, German units may not exit from that hex. Allied units do not exit the map at all.

**Victory Point (VP) Hexes** Towns and cities with a printed Victory Point value are VP hexes. The German player earns the VPs listed for holding each such VP hex.

**The Calendar** The game is played in game days, representing one day of historical time. The rules will refer to these game days as **days** or by particular calendar dates, for example, “starting on December 17”. The players record the passage of days by moving the *Day* marker along the calendar on the map. Each day space of the calendar lists card allotments and other date-dependent game information. Note that an enlarged copy of the calendar appears at the end of the rule booklet.

**Typical Calendar Entry**



**German Victory Point Track and Schedule** As the German player gains or loses Victory Points for the accomplishments listed in the VP schedule, he moves *VP* markers along the VP track to indicate his current VP total.

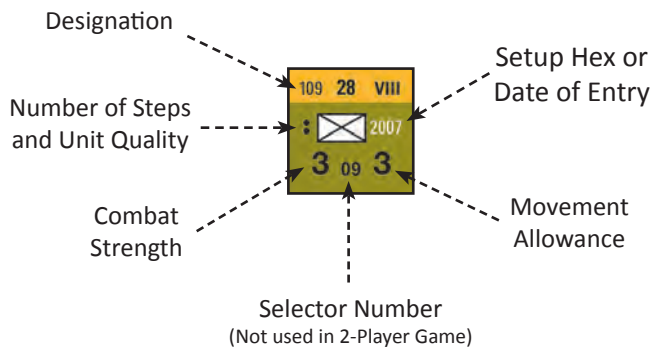
**Unit Boxes** Both players have boxes to hold Reserve Units and Eliminated Units. The German player also has boxes to hold his OKW Reserve units, the von der Heydte unit, and units that exit the map.

**2.2 Playing Pieces**

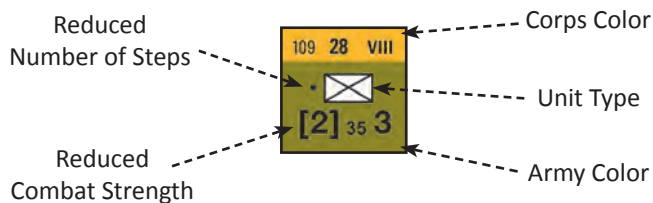
The 504 playing pieces consist of **units**, representing specific German and Allied military forces; **combat chits**, used to resolve combat; and **markers**, placed on units, tracks, or the map to denote information or status.

**2.21 UNITS**

**Sample Unit: Front [full strength]**



**Sample Unit: Back [reduced strength]**



**Unit Colors** Colors identify the army and corps to which the unit belongs, used when determining which units are activated by play of a command card.

A unit’s overall field color denotes the unit’s nationality and army:

Allied Field Colors	US 1 <sup>st</sup> Army	Dark Green
	US 3 <sup>rd</sup> Army	Olive Green
	British XXX Corps	Tan
German Field Colors	6 <sup>th</sup> Panzer Army	Light Gray
	5 <sup>th</sup> Panzer Army	Dark Gray
	7 <sup>th</sup> Army	Blue
	OKW Reserve	Gray

A color stripe across the top of each unit denotes the unit's corps. A unit's corps is also identified with roman numerals in the rightmost part of the unit's designation. **Exception:** British units and units of the German OKW Reserve have no corps stripe. Corps affiliations are as follows:

- US 1<sup>st</sup> Army: V, VII and XVIII Corps
- US 3<sup>rd</sup> Army: III, VIII and XII Corps
- German 6<sup>th</sup> Panzer Army: I SS, II SS and LXVII Corps
- German 5<sup>th</sup> Panzer Army: XLVII, LVIII and LXVI Corps
- German 7<sup>th</sup> Army: LIII, LXXX and LXXXV Corps

### Unit Types

Non-Mechanized Units	
Infantry	
Airborne, Glider, or Parachute Infantry <sup>(1)</sup>	
Mechanized Units	
Mechanized Infantry	
Armor	
Recon	
Combined Arms <sup>(2)</sup>	

- Note 1: Airborne, glider, and parachute infantry are functionally identical to infantry in all respects.
- Note 2: Combined arms units include both armor and mechanized infantry capabilities. Any unit with the two unit symbols is a combined arms unit.

**Designation** Every unit has a two-part or three-part historical designation.

- A unit with a three-part designation is a regiment or brigade that is part of a division. The first part of the designation identifies the regiment or brigade, the second part is the division to which the unit belongs, and the third part is the corps to which the division belongs, always expressed as a roman numeral.
- A unit with a two-part designation is a regiment, brigade or entire division attached directly to a corps. The first part of the designation identifies the regiment, brigade, or division, and the second part is the corps to which the unit belongs.

A brigade or division designation in large bold type indicates the formation appears on a command card. All corps appear on command cards.

#### **Examples:**

501.101.VIII is the 501<sup>st</sup> Regiment of the 101<sup>st</sup> Airborne Division in VIII Corps, and the 101<sup>st</sup> Airborne Division appears on a command card.

14 Cav.XVIII is the 14<sup>th</sup> Cavalry Regiment attached directly to XVIII Corps. This formation does not appear on its own command card. However, its higher echelon formation, XVIII Corps, appears on two command cards.

### Designation Abbreviations

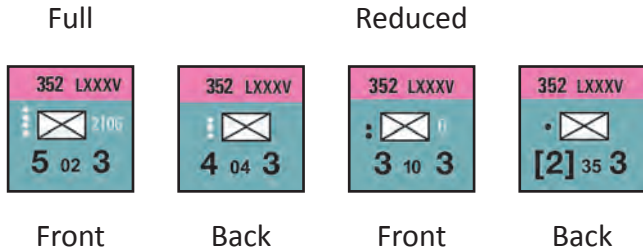
**A:** Armored; **Cav:** Cavalry; **F:** Fallschirmjäger; **GA:** Guards Armoured; **P:** Panzer; **PG:** Panzergrenadier; **VG:** Volksgrenadier; **FuhrBg:** Führer Begleit; **FuhGren:** Führer Grenadier; **OKW:** Oberkommando der Wehrmacht; **VDH:** von der Heydte.

**Combat Strength** is a numerical expression of the unit's combat effectiveness, used when resolving combat. When a unit takes a combat loss (but is not eliminated), its combat strength is reduced and in some cases is both reduced and bracketed. A bracketed combat strength indicates the unit may not attack on its own and does not exert control when by itself unless in a town or city, or if German, in a Westwall hex. It also does not contribute a combat chit when included in an attack (9.4).

**Movement Allowance** is the number of Movement Points (MP) the unit may spend to move during one activation (see 7.0 and the TERRAIN EFFECTS CHART).

**Steps** Each unit possesses one to four steps, as shown by the number of step dots on the unit's counter. Steps indicate the unit's overall manpower. Units lose steps as a result

of combat losses. A unit with one or two steps has one counter with one or two printed sides. A unit with three or four steps has two counters, with two printed sides on one counter and one or two printed sides on a replacement counter, distinguished by the replacement symbol **R** on the counter. Only one counter for a given unit is in play at a time.



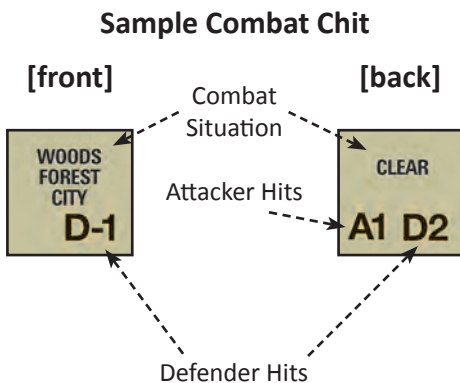
**Unit Quality** Units with black step dots are regular line units. Red step dots denote an *elite* unit. White step dots denote a *green*, inexperienced unit. The quality of a unit may change as it loses or gains steps.

**Setup Hex** Four-digit ID number of hex in which the unit starts the game. An underlined ID number indicates that the unit starts with an *Improved Position* marker. Disregard the asterisk on some ID numbers; this affects only the solo games.

**Date of Entry** The two-digit calendar date in December 1944 on which the unit is available to enter play as a reserve. Dates on certain Allied units are appended with an **S** symbol indicating the unit is a strategic reserve. German units with **OR** instead of an entry date enter per 11.4.

**2.22 COMBAT CHITS**

The sixty combat chits are drawn randomly from a cup to resolve combat. An additional identical set of sixty combat chits are provided with the game to use if the first set become overly worn from use.



**Combat Situation** A situation that may apply to the combat being resolved.

**Example:** If the defending unit in a combat is in woods, forest or city terrain, the front of the chit shown above applies. If in clear terrain, the back of the chit applies. If in broken terrain, the chit does not apply at all.

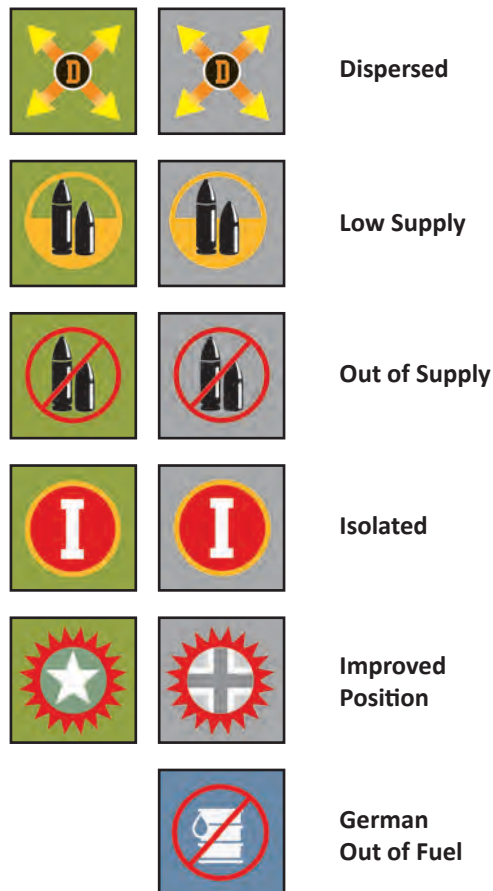
In most cases, the situations listed on the two sides of a combat chit are mutually exclusive. However, when both situations apply, the side of the chit with a Priority Symbol **P** takes precedence (9.4).

**Attacker Hits / Defender Hits** The number of combat hits applied to the attacker or to the defender if the situation on the combat chit applies. A positive number indicates hits added to the hit total. A negative number indicates hits subtracted from the hit total.

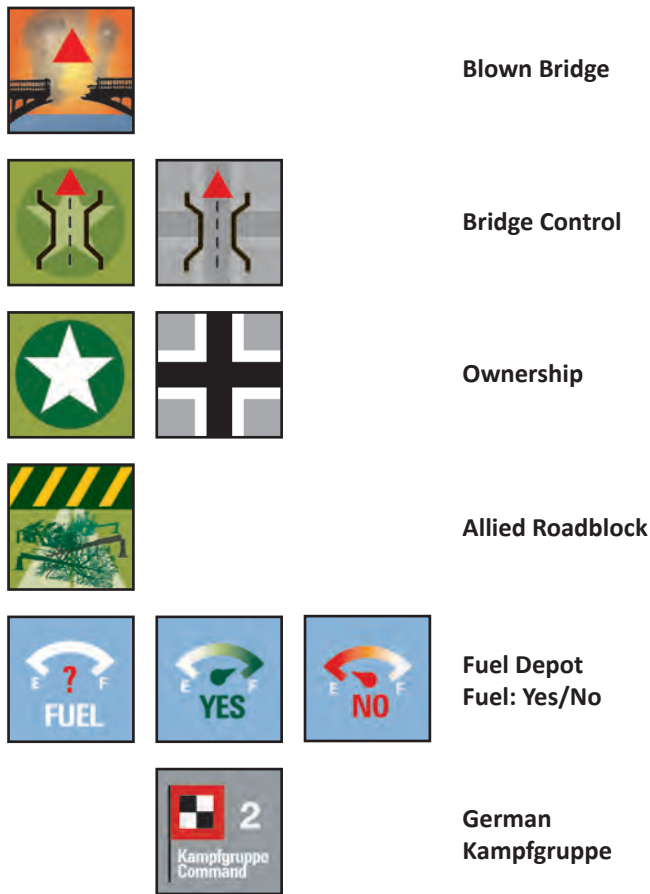
Blue combat chits operate like other combat chits and also trigger a remixing of all combat chits (9.41).

**2.23 MARKERS**

These are the markers used in the Two Player game. The following markers are placed on **units** to indicate unit status:



The following markers are placed on the **map** to indicate special conditions:



- The **Formation section** displays one or more formations (groups of units) and lists commands that the player may undertake by playing the card, including commands involving the formation.
- The **Support section** lists support functions for which the players can play the card at times other than as a command card play for the impulse.

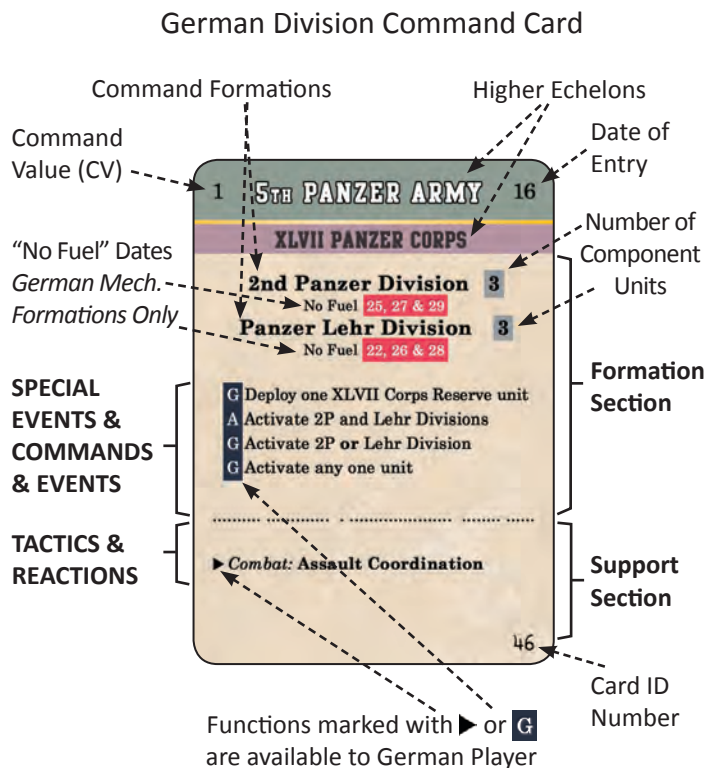
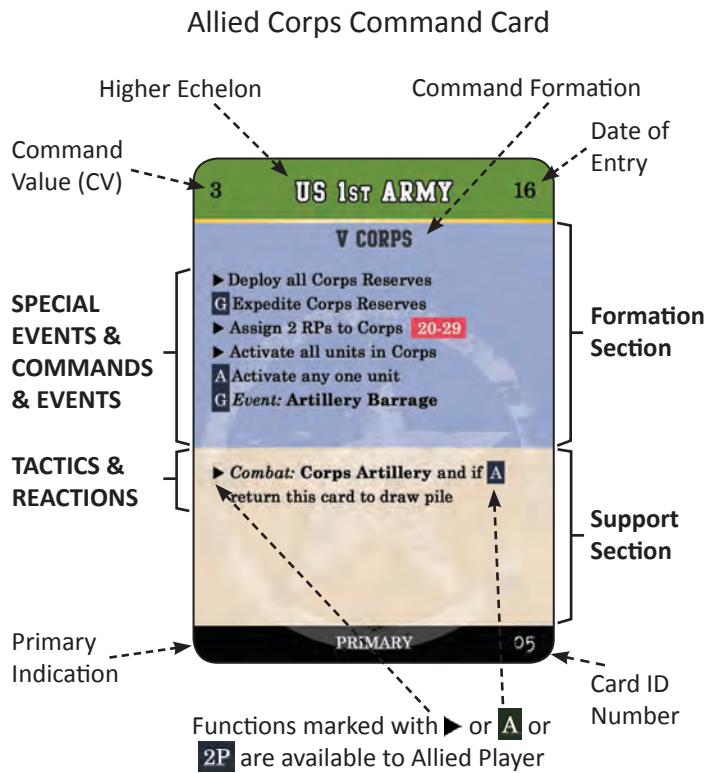
The following markers are placed and moved on **tracks**:



### 2.3 Card Sets

Two sets of cards are used in the Two Player game: 37 German Command cards and 34 Allied Command cards. The Allied Action cards and German Setup cards are not used in the Two Player game.

The cards are the heart of the game; all game actions are initiated by the play of cards from the players' hands. You start each of your turns (called impulses) by playing a card from your hand to initiate a command. Each card has two main sections:





**Command Formation** A command formation can be a single unit, a division (one to four units), a corps (several divisions), an army (several corps), or an army group (all the player's forces). Each card lists either (a) a single army group, army or corps formation or (b) one to three divisions or smaller unit formations.

**Command Value** Not used in the Two Player game.

**Component Units** If the command formation is a division, the number of units in the division is given.

**Higher Echelons** indicate the larger formations to which the command formation belongs. Formations are color coded to match unit colors, for ease of identification.

**Example:** On Command Card 46, the 2<sup>nd</sup> Panzer Division and Panzer Lehr Division belong to the XLVII Panzer Corps, which in turn belongs to the 5th Panzer Army.

**Commands** are functions you may undertake with the play of a card. Some commands apply to the formation listed on the card, while others do not, as stated in the command text. Commands are coded to show which game they apply to. In the Two Player game:

- Functions on Allied cards marked with an arrow ► or the **2P** or **A** code are available to the Allied player; those marked **G** are not available to the Allied player.
- Functions on German cards marked with an arrow ► or **G** code are available to the German player; those marked **A** are not available to the German player.

Some commands are marked with a date or date range, limiting the days in which the command may be played. Certain commands are "events": the **command events** and **special events** are fully described on the EVENTS & TACTICS player aid.

**Example:** Command Card 19 lists the *Artillery Barrage* event prefixed with the **G** code. This Allied command event is only available in the German Solo game; hence, there is no description of this event on the EVENTS & TACTICS player aid for the Two Player or Allied Solo games.

**The Support Section** lists functions you may initiate by playing the card at a time other than your command card play for your impulse. Support functions include **combat tactics**, playable when attacking or defending in combat, and **reactions**, playable in immediate response to an enemy

card play or move. Some support functions are marked with a date or date range, limiting the days in which the function may be played. All support functions are fully described on the EVENTS & TACTICS player aid. Support functions are independent of the formation listed on the card.

**Date of Entry** indicates when the card becomes available to the player, expressed as a calendar date in December 1944. German cards with **OR** instead of an entry date become available per 11.4.

**Primary Indication** A Card marked PRIMARY is available to the player every day. Cards without the primary indication are **supplemental** and are available to the player on a random basis.

**"No Fuel" Dates** appear on cards for German Mechanized divisions and brigades indicating dates on which the formation may be out of fuel (10.4).

The name of the formation's commanding officer is listed on all army and army group cards, for historical interest only.

## 2.4 Player Aids

Key reference aids for the Two Player game are at the back of the rule book:

- DAILY SEQUENCE OF PLAY
- CALENDAR

Other charts and summaries for the Two Player game are included on the following player aids:

- KEY RULES SUMMARIES
- COMBAT PROCEDURES
- EVENTS & TACTICS (Allied & German)

The Two Player game uses both command displays:

- ALLIED COMMAND CARD DISPLAY
- GERMAN COMMAND CARD DISPLAY

All games use the following player aids:

- TERRAIN EFFECTS CHART & MISCELLANEOUS
- CARD & UNIT REFERENCE

## 2.5 Ten-sided Die

A ten-sided die is used for all die rolls in the game, generating a number from 1 to 10.

If you should find yourself using a ten-sided die that is numbered from 0 to 9, treat each roll of 0 as a 10.

### 3. SETTING UP FOR PLAY

Lay out the map for the Two Player game so that the Allied player is sitting on the north side and the German on the south. Each player places his own COMMAND CARD DISPLAY to the side of the map.

#### Choose a Scenario to Play

All scenarios except *Crisis at the Meuse* begin on December 16 and use the setup instructions in this rules section.

- **The Initial Assault** is an introductory scenario covering the first day of the battle, December 16. See 15.1 for modifications specifically for this scenario.
- **The Allies Surprised** covers the first three days of the campaign during which the German forces penetrated the Allied lines and sought a meaningful breakout. This scenario is recommended for tournament play, taking two to three hours to complete. See 15.2 for modifications specifically for this scenario.
- **The German Breakout** covers the first six days of the campaign as the Germans raced to exploit breakouts in the face of rapidly arriving Allied reserves. This scenario takes about five hours to complete. See 15.3 for modifications specifically for this scenario.
- **The Battle of the Bulge** presents the full campaign, from December 16-29, taking about 10 hours to complete. See 15.4 for modifications specifically for this scenario.
- **Crisis at the Meuse** covers the critical seven days from December 22-28 as the Allies struggled to contain the breakout of the 5<sup>th</sup> Panzer Army, taking about six hours to complete. See 15.5 for complete setup instructions.

#### Card Preparation

Sort the command cards by side – German and Allied. Within each nationality separate the initial cards (those with the date of December 16 in the upper right corner) from the reinforcement cards (those with a later date or the designation **OKW**). Then further separate the initial cards into two piles, those marked **PRIMARY** and all others. After sorting, card quantities should be as follows:

	Initial Primary Cards	Initial Supplemental Cards	Reinforcement Cards (primary and supplemental)
German	7	18	12
Allied	3	9	22

Each player places his cards on his own COMMAND CARD DISPLAY. Place initial primary cards in the Draw Pile box face down, initial supplemental cards in the Available

Supplemental Cards box face down, and all reinforcement cards in the Cards Entering Play box face up.

#### Unit Placement

Every unit has a placement designation on its front side:

- Place each unit with a **4-digit hex number** in the indicated hex on the map.
- Place each unit with a **2-digit date** in the indicated space of the calendar. For ease of play, organize units into stacks by corps.
- Place aside each unit with an **R** (for replacement). These will enter play as certain units lose steps.
- Place German units with an **OKW** in the German OKW Reserve box.
- Place the German **VDH** unit in the Von der Heydte box.

#### Marker Placement

- Place Allied **Improved Position markers** on each of the six US units with underlined hex placement numbers.
- Mix up the five **Fuel Depot markers** face down, then randomly place them face down in the five hexes on the map with a fuel depot symbol. The Allied player may inspect them once in place; the German player may not.
- Place four **Blown Bridge markers** pointing to bridges bordering hexes 1707, 1907, 2106 and 2303.
- Place the **Day marker** in the December 16 space of the calendar.
- Place two German **VP markers** in the “0” space of the German Victory Point Track.

Finally place one set of sixty **combat chits** in a coffee mug or other wide-mouth container to draw from during play. The other set of combat chits is not used in the game.

## 4. SEQUENCE OF PLAY

**Enemy Action: Ardennes** is played in **Days**, each representing one day of the campaign. Each day consists of five phases, conducted in sequence. In the first three phases the players prepare for the day's operations by receiving reserve units, setting up their card decks and checking supply status of all units. The Command Phase is the heart of the day, consisting of a repeating cycle of German and Allied impulses during which players play cards to activate units to move and attack, or to implement other functions. In the End of Day Phase, the game map is cleared of status markers placed during the day.

### I. RESERVE PHASE

Take units from the calendar space for the current day and place them in the respective Reserve Units boxes.

- **18+** If either player has units in his Reserve Units box with a printed entry date two days earlier than the current date, he may deploy them to the map, German player first. (11.3)
- If the conditions for releasing the German OKW Reserve are met, place the German OKW Reserve units in the calendar space for the next day (11.4).

### II. CARD PREPARATION PHASE

Using their respective card displays, each player prepares his draw pile for the day and draws his initial hand, as follows:

1. Place **Reinforcement Cards** scheduled to enter play this date face down in the Draw Pile box if **Primary**, or face down in the Available Supplemental Card box if **Supplemental**.
2. Shuffle the **Available Supplemental Cards**. Draw the number of cards indicated for this calendar date and place them face down in the Draw Pile box.
3. Place all **Supplemental Discards** from the previous day face down in the Available Supplemental Card box.
4. Place all **Primary Discards** from the previous day face down in the Draw Pile box.
5. Shuffle the **draw pile** and draw the number of cards indicated for this calendar date to form your initial hand for the day.

### III. SUPPLY PHASE **17+**

1. The Allied player may play *Engineers* command events and the German player may play *Bridge Engineers* command events to repair and build bridges.
2. Determine supply status of all Allied units and roadblocks, and **19+** all German units (10.0 & 10.1). Remove all *Low Supply*, *Out of Supply* and *Isolated* markers from units determined to be in supply.
3. Adjust supply status (10.2): Place a *Low Supply* marker on each unsupplied unit. If the unit is already in low supply, place an *Out of Supply* marker. If already OOS, place an *Isolated* marker. If already isolated, check for surrender (10.24).
4. **20+** The German player checks his hand for cards indicating German formations are out of fuel, discarding any if required and placing *Out of Fuel* markers on units on the map (10.4). He may play the *Fuel Priority* command event or spend a *Fuel* marker to prevent a formation from being out of fuel.
5. **21+** The Allied player may play one *Airpower* command event to conduct Allied Air Interdiction (5.1). He draws and discards two cards at random from the German player's hand, and the first German Impulse of the day is skipped.

### IV. COMMAND PHASE

The players alternate conducting impulses, beginning with the German player. The player taking his impulse is referred to as the **active** player and his opponent is the **inactive** player.

#### 1. GERMAN IMPULSE

The German player plays one card to initiate one command of his choice listed on the card. All the possible commands are listed below. A given card possesses a subset of these.

- **Activate all units in the formation** listed on the card (6.1 & 6.2).

OR

- Once per day, **activate any one unit** able to trace supply, regardless of formation (6.3). The unit may not attack.

OR

- **Activate a Kampfgruppe** – German player only (6.4). Place the *KG* marker in any hex on the map. All units of the Army (or all units in case of Army Group B card) that start the activation within two hexes of the *KG* marker are activated. Remove the *KG* marker from the map at the end of the activation.

OR

- **Deploy reserve units** in the formation listed on the card by moving them from the Reserve Units box to the map (11.1)

OR

- **20+** **Assign replacements** to units in the formation listed on the card (13.0).

OR

- **Implement the command event or special event** listed on the card, if any. See the EVENTS & TACTICS player aids.

**ACTIVATIONS:** A formation or unit activated in the immediately preceding German impulse may not be activated this impulse (6.5). Activated units conduct operations in the following sequence:

1. Roadblock removal (German player only; 7.9).
2. Movement (7.0).
3. Combat (9.0). You may play additional cards as combat tactics, each in support of one combat.
4. Build improved positions (12.3).
5. Remove *Dispersed* markers.

During an activation, the Allied player may play cards as reactions or combat tactics.

The German player may choose to pass instead of playing any cards if his draw pile is empty **and** he has **fewer** cards in his hand than the Allied player.

After completing a command, the German player draws cards from his draw pile to bring his hand up to seven cards.

- **20+** German Fuel Shortages – Germans Only (10.4). The German player checks the cards just drawn for cards indicating German formations are out of fuel, discarding any if required and placing *Out of Fuel* markers on units on the map. He may play the *Fuel Priority* command event or spend a *Fuel* marker if available.

## 2. ALLIED IMPULSE

The Allied player plays a card from his hand for the same commands as the German player, with the roles reversed. He may pass if his draw pile is empty **and** his hand has the **same number or fewer** cards than the German player's hand. After completing a command, the Allied player draws cards from his draw pile to bring the number of cards in his hand up to his hand size limit for the day.

## 3. REPEAT IMPULSES

The players repeat the impulses (German then Allied) of the Command Phase until both players' draw piles are exhausted and all cards have been played from their hands, at which time the day ends.

## V. END OF DAY PHASE

If the space for the current day on the calendar includes Victory Levels, check to see if either player has won the game (14.2). If not:

- Return all combat chits to the cup.
- Remove all *Dispersed* and *Out of Fuel* markers from the map.
- Advance the *Day* marker to the next day on the calendar and start a new day.

### 4.1 Special Rules on December 16

To recreate the almost total surprise the Germans achieved in their initial assaults, the following rules are in effect on the first day of all scenarios beginning on December 16. **These rules supersede standard rules where they conflict.**

**4.11 GERMAN SURPRISE ATTACKS:** The German player receives three impulses in a row prior to the first Allied Impulse. Each impulse must be used to activate formations in different corps: no unit may be activated more than once in the first three impulses. During these three impulses:

- German units may not move; they may attack and advance after combat. **Exception:** A unit may move via play of the *Reinforce Battle* combat tactic.
- The Allied player may not play cards for any purpose.
- The German player may not play cards as special events, command events or to deploy reserves. He may play cards to activate units and as combat tactics.
- The German player replenishes his hand at the end of each impulse.

After the German player completes his third impulse, the Allied player takes his first impulse, and the rules of 4.11 no longer apply.

**4.12 GERMAN TRAFFIC JAMS:** The following rule is in effect throughout all impulses of December 16:

- Only one German unit may use a given bridge in a single activation. Another unit may cross the bridge hexside, but must do so as if crossing an unbridged river.

**4.13 SLOW ALLIED REACTION:** The following rules are in effect throughout all impulses of December 16:

- Allied non-mechanized units may move only **one** hex when moving during an activation. This does not apply to a unit moving via the *Raise the Alarm* command event or the *Reinforce Battle* combat tactic.
- The Allied player **may not** blow bridges or play the *Artillery* combat tactic.
- The Allied player may play the *Corps Artillery* combat tactic.

## 5. THE DRAW PILE AND HAND

At game start, each player's primary and supplemental cards dated December 16 are potentially available to him. More cards become available over the course of the game per each player's card schedule on the Card Displays.

From his available cards each day, each player assembles a draw pile consisting of all his primary cards plus a number of randomly drawn supplemental cards indicated for the current day on the calendar by following the procedure in the sequence of play and his card display. The supplemental cards in the draw pile come from **all** available supplemental cards **except** those that were in the player's draw pile on the previous day. Once his draw pile is formed, the player uses it to draw and replenish his hand throughout the day.

### Examples:

#### Allied Player, December 16:

- The Allied player begins the game with three primary cards and nine supplemental cards potentially available.
- He shuffles his nine supplemental cards.
- The December 16 space of the calendar indicates that he receives four supplemental cards, so he draws four cards face down from his nine supplemental cards.
- He then shuffles the four supplemental cards together with his three primary cards to form his draw pile for the day, consisting of seven cards.
- From his draw pile, he draws four cards to form his initial hand for the day, as indicated in the current day space of the calendar.
- At the end of each Allied impulse, the Allied player draws cards from his draw pile to bring his hand back up to four, until the draw pile is exhausted.

#### Allied Player, December 17:

- As listed on the ALLIED COMMAND CARD DISPLAY, four new cards become available to the Allied player on December 17 – one primary and three supplemental, giving him a total of four primary cards and 12 supplemental cards potentially available to him.
- However, the four supplemental cards that were in his draw pile on December 16 are not available to him this day, leaving him with eight supplemental cards available.
- He shuffles those eight cards and draws five for this day, as noted on the calendar.
- He shuffles the five supplemental cards together with his four primary cards to form his draw pile for the day.
- He then draws five cards from the draw pile (his hand size this day) to form his initial hand.

The German hand size limit is seven cards, every day of the game. The Allied hand size limit for each day is noted on the calendar starting at four cards on December 16 and increasing on subsequent days.

### 5.1 Playing Cards from Your Hand

In each impulse, the active player plays one card from his hand to initiate one command listed on the card, such as activating a formation, deploying reserves or implementing a command event. Each player may play cards from his hand in other ways and at other times, as follows:

- If a card is played as a command to activate units, the player may play additional cards during that activation as combat tactics for attacks by his active units.
- Cards may be played as combat tactics for units defending against enemy attacks in the enemy impulse.
- During the Supply Phase, the German player may play cards listing the *Bridge Engineers* or *Fuel Priority* command event, and the Allied player may play cards listing the *Engineers* or **21+** *Airpower* command event. These card plays may also be made during the players' respective impulses.
- During the German impulse, the Allied player may play cards listing the *Engineers* reaction to place a roadblock or destroy a bridge in response to German activation (see Reactions on the EVENTS & TACTICS player aid).
- The German player may play a card listing the *Operation Greif* reaction in immediate response to an Allied attempt to destroy a bridge (7.33).

**21+** ALLIED AIR INTERDICTION: During the Supply Phase beginning December 21, the Allied player may play cards listing the *Airpower* command event to implement air interdiction (see the Sequence of Play). He draws and discards two cards at random from the German player's hand, and the first German Impulse of the day is skipped.

**PASS OPTION:** Once a player's draw pile is exhausted, he may pass instead of playing a card during his impulse. The Allied player may pass if his hand has the **same number or fewer** cards as the German hand. The German player may pass if his hand has **fewer** cards than the Allied hand. Passing does not prevent a player from playing cards in subsequent impulses.

### 5.2 Division Command Cards

A division card may be played for **one** of the following commands of the player's choice at the start of his impulse:

- Activate all on-map units in one division or brigade listed on the card (see 6.2).
- Activate (once per day only) any one unit on the map able to trace supply (see 6.3).
- Deploy all available reserve units in the division(s) and/or brigade(s) listed on the card (see 11.1). Cards for divisions with no units in reserve do not list this command.
- Deploy any one reserve unit in the same corps as the division listed on the card.
- If the card lists a command event or special event valid on the current date, play as an event. In addition, some command and special events can be played during the enemy impulse or at another point, as indicated in the event description.

**5.2.1 NON-DIVISIONAL UNITS:** The German Peiper / 150th Panzer Brigade command card functions like other division cards, even though the listed units are not actually divisions. **17-18** If played to activate either Peiper on December 17 or the 150th Panzer Brigade on December 18 as indicated on the command card, the activated unit may ignore enemy ZOCs while moving.

### 5.3 Corps Command Cards

A corps card may be played for **one** of the following commands of the player's choice at the start of his impulse:

- Activate all on-map units in the corps listed on the card (see 6.1).
- Activate (once per day only) any one unit on the map able to trace supply (see 6.3).
- Deploy all available reserve units in the corps (see 11.1).
- **20+** Beginning December 20, assign the number of Replacement Points indicated on the card to units in the

Corps (13.0).

- If the card lists a command event or special event valid on the current date, play as an event.

### 5.4 Army Command Cards

An army card may be played for **one** of the following commands of the player's choice at the start of his impulse:

- Activate all on-map units in one corps in the army listed on the card and if Allied, all units stacked with units in that corps (see 6.1).
- If German, activate a Kampfgruppe made up of units in the army (see 6.4).
- Deploy all available reserve units in the army (see 11.1).

### 5.5 Army Group Command Cards

An army group card may be played for **one** of the following commands of the player's choice at the start of his impulse:

- Activate all on-map units in any one corps and if Allied, all units stacked with units in that corps (see 6.1).
- If German, activate a Kampfgruppe made up of units in any German armies (see 6.4).
- Deploy all reserve units available to the nationality (see 11.1).

### 5.6 Allied "No Command" Cards

These cards list no formation. Each may be played as either an *Engineers* or *Airpower* command event, depending on the calendar date.

### 5.7 Discarding Cards

Once a card has been played for any purpose and its effects are implemented, the player discards it. Each player's card display has two boxes for discards, one for primary cards and one for supplemental cards. This separation facilitates card preparation at the start of the next day.

	Division Command	Corps Command	Army Command	Army Group Command	Allied "No Command"
<b>Allied Cards</b>	<p>US 1st Army 17</p> <p>Y CORPS</p> <p>1st Infantry Division 9th Infantry Division 5th Armored Division</p> <p>Deploy 1, 9 and 5A Division Reserves Deploy one V Corps Reserve unit Activate 1, 9 and 5A Divisions Activate 1, 9 or 5A Division Activate any one unit Event: Withdrawal</p> <p>Combat: Tank Battalion</p>	<p>US 1st Army 16</p> <p>Y CORPS</p> <p>Special Allied Alert 16 Assign 3 RPs to Corps 16-20 Activate all units in Corps Activate any one unit Event: Reserve</p> <p>Combat: Reinforce Battle</p>	<p>US ARMY 18</p> <p>1st Army</p> <p>Deploy all 1st Army Reserves Activate any one Army corps and stacked units, with bonus combat support Activate all Allied units within 8 hexes of Corps unit (does not trigger with Tank Battalion combat event) Event: Any command event</p> <p>Event: Engineers Event: Any battle Event: Artillery and Airpower</p>	<p>US ARMY 16</p> <p>21st Army Group DEBILLY AND BORTHOUMET</p> <p>Deploy all Allied Reserves Activate any one corps and stacked units, with bonus combat support Activate all Allied units within 8 hexes of German unit closest to Namur, with Artillery and Airpower combat event Event: Any command event</p> <p>Event: Engineers Event: Any battle Event: Artillery and Airpower</p>	<p>US ARMY 16</p> <p>NO COMMAND</p> <p>Event: Engineers 16-20 Event: Airpower 21-25</p> <p>Event: Engineers 16-20 Event: Airpower 16-20 Event: Airpower 21-25</p>
<b>German Cards</b>	<p>5th PANZER ARMY 16</p> <p>XLVII PANZER CORPS</p> <p>2nd Panzer Division Panzer Lehr Division No Fuel 16-18, 19, 20, 21</p> <p>Deploy one XLVII Corps Reserve unit Activate 2P and Lehr Divisions Deploy 2P or Lehr Division Activate any one unit</p> <p>Combat: Assault Coordination</p>	<p>5th PANZER ARMY 16</p> <p>XLVII PANZER CORPS</p> <p>Peiper No Fuel 17-18, 19, 20, 21 150th Panzer Brigade No Fuel 17-18, 19, 20, 21</p> <p>Activate Peiper, ignore Allied ZOCs 17 Activate Peiper and 150P 17-18, 19, 20, 21 Deploy one 150th Corps Reserve Unit Activate Peiper or 150P 17-18, 19, 20, 21 Activate any one unit</p> <p>Combat: Combat Engineers</p>	<p>5th PANZER ARMY 16</p> <p>XLVII PANZER CORPS</p> <p>Deploy all Corps Reserves Activate all units in Corps Activate any one unit</p> <p>Event: Artillery and Airpower if 18 returns this card to draw pile</p>	<p>5th PANZER ARMY 16</p> <p>5th PANZER CORPS MARTTEL</p> <p>Deploy all SPA Reserves Activate SPA corps Activate SPA unit with most non-activated SPA units within 8 hexes, and all those units. Activated reserves units in same division as active units. Event: Artillery units with all attacks. Event: Any command event</p> <p>Event: Any battle Event: Artillery and Assault Coordination</p>	<p>GERMAN ARMY 16</p> <p>ARMY GROUP B MOGEL</p> <p>Deploy all German Reserves, if 18 deployment is in addition to formation for which card is drawn Activate Kampfgruppe Activate one German Corps Activate unit with most non-activated units within 7 hexes, and all those units. Activate reserve units in same division as active unit. The Artillery units with all attacks. Event: Any command event</p> <p>Event: Any battle Event: Artillery &amp; Assault Coordination &amp; Combat Engineers</p>

## 6. ACTIVATING FORMATIONS

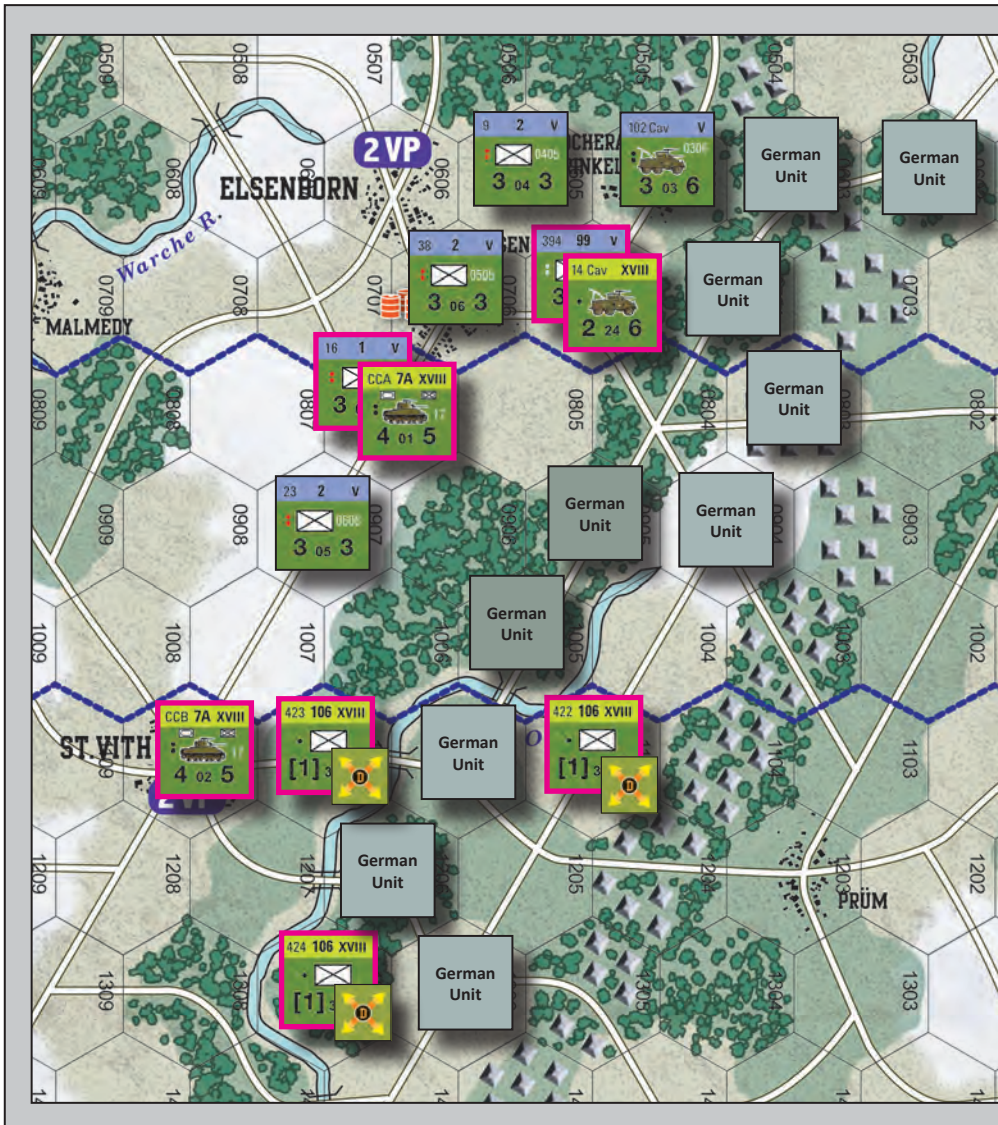
During the active player's impulse, he may play one card to activate on-map units. Activated units perform actions in the following sequence.

1. All activated units may move (7.0).
2. All activated units may attack adjacent enemy units (9.0).
3. Activated units that did not move or attack may build improved positions (12.3).
4. Activated units that are dispersed become undispersed (9.9).

### 6.1 Activating a Corps

The player activates all the on-map units of a corps by playing any of the following cards:

- A corps card activates all of the units in the corps listed on the card.
- An army card activates all the units of one corps of the player's choice **within that army**.
- An army group card activates all the units of one corps of the player's choice.
- For **Allied activations by army or army group card**:
  - Any units stacked with units of the activated corps are **also** activated.
  - All attacks by active units receive a bonus wild card combat tactic (9.23).



### Illustration of Corps Activation [6.1]:

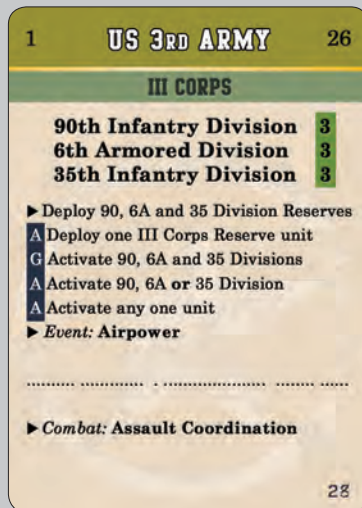
The Allied player plays the 1st Army command card for a corps activation of the XVIII Airborne Corps. All the units of that corps on the map are activated, including units from other formations stacked with units of that corps. Thus, two units from V Corps – the 394.99.V unit and the 16.1.V unit – are also activated. This flexibility is not available when activating the corps with a corps command card and is not available to the German player at all.



## 6.2 Activating a Division or Brigade

The player activates all on-map units of a division or brigade by playing a division card listing the formation. If the card lists more than one formation, the player chooses just one formation to activate.

**Example:** Allied Command Card 28: Activate one of the listed divisions, the 90<sup>th</sup> Infantry Division, the 6<sup>th</sup> Armored Division or the 35<sup>th</sup> Infantry Division.



## 6.3 Activating One Unit

Once per day, each player may activate any one unit able to trace supply at the moment of activation, by playing a division or corps card, regardless of the unit's corps or division assignment. A unit activated in this manner may not attack.

## 6.4 Activating a German Kampfgruppe

Play of an army card allows the German player to activate all on-map units in the army within two hexes of a designated command hex; this is instead of playing the card to activate a corps in the army. Upon playing an army card to activate a Kampfgruppe, the German player places the *KG* marker in any hex on the map (even if occupied by an enemy unit). All units in the army that start the activation within two hexes of the *KG* marker are activated, regardless of their corps assignment and regardless of the presence of enemy units (**Exception:** see 6.5). Remove the *KG* marker from the map at the end of the activation.

Play of the Army Group B card allows the German player to activate all on-map German units within two hexes of a designated command hex, regardless of corps or army assignment (**Exception:** see 6.5).

## 6.5 Consecutive Activation Restriction

The player may not activate a brigade, division, corps, or Kampfgruppe containing units that were activated in his immediately preceding impulse. A player may not activate a unit in a formation that was activated in his immediately preceding impulse. Thus, if a division were activated in one impulse, the player could not activate that same division in his next impulse and could not activate the corps to which the division is attached. If the German player activates a Kampfgruppe (6.4), it cannot include any units activated in the previous German impulse. In the impulse following activation of a Kampfgruppe the German player may not activate any corps or division formation that includes units that were part of the Kampfgruppe.

### Examples:

- The German player plays the 6<sup>th</sup> Panzer Army card to activate a Kampfgruppe made up of units of the I SS Panzer Corps and II SS Panzer Corps. In his next impulse, the German player may not activate any units in either corps. He could activate units in LXVII Corps (also in 6<sup>th</sup> Panzer army), or any formations in his other armies.
- The Allied player plays the XVIII Corps card to activate units in that corps. In his next impulse he cannot play a card to activate XVIII Corps or to activate any division in that corps, and may not play a card to activate a single unit in the corps.
- The German player activates the single FB Brigade unit (in XLVII Corps) by playing a division card. In his next impulse he cannot activate XLVII Corps or any unit in XLVII Corps.

Playing a command card to deploy reserves or assign replacements for a formation are not activations and do not prevent play of a card to activate that formation in the player's next impulse. Conversely, activating a corps does not prevent deploying reserves or assigning replacements for that formation in the player's next impulse.

Bringing a unit into a combat via the *Reinforce Battle* or *Assault Coordination* combat tactic card play is not considered an activation and so is not subject to these restrictions.

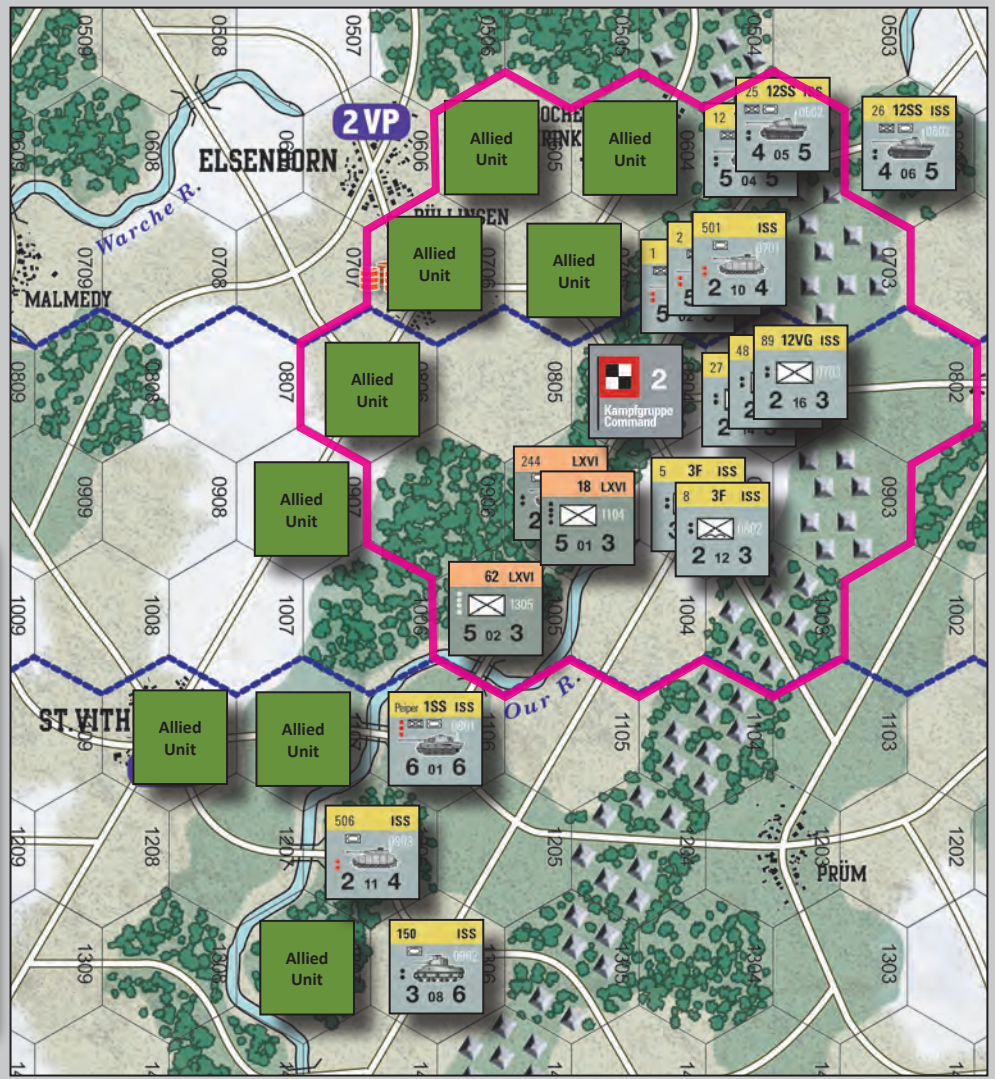
These restrictions do not carry over from the last impulse of one day to the first impulse of the next.



### Illustration of Kampfgruppe Activation [6.4]:

The German player plays the Army Group B command card and places the *KG* marker on hex 0804. All German units within two hexes regardless of corps or army affiliation are activated. This activation includes divisions and attached units from the I SS Panzer Corps of the 6<sup>th</sup> Panzer Army and some of the divisions and attached units from the LXVI Corps of the 5<sup>th</sup> Panzer Army.

5	<b>GERMAN ARMY</b>	16
<b>ARMY GROUP B MODEL</b>		
<ul style="list-style-type: none"> <li>▶ Deploy all German Reserves. If <b>A</b>, deployment is in addition to function for which card is drawn</li> <li><b>G</b> Activate Kampfgruppe</li> <li><b>G</b> Activate one German Corps</li> <li><b>A</b> Activate unit with most non-bracketed units within 2 hexes, and all those units. Activate reserve units in same division as active units. Use Artillery tactic with all attacks.</li> <li><b>G</b> Event: Any command event</li> </ul>		
<ul style="list-style-type: none"> <li><b>G</b> Combat: Any tactic</li> <li><b>A</b> Combat: Artillery &amp; Assault Coordination &amp; Combat Engineers</li> </ul>		
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2P RULES

ENEMY ACTION: ARDENNES



## 7. MOVEMENT

When a player plays a card to activate units, he may move all, some, or none of his active units. Each unit is moved individually through one or more contiguous hexes, up to the limit of the unit's movement allowance. For each hex entered, the unit pays one or more Movement Points. The Movement Point (MP) cost to enter a hex varies with the type of unit moving (infantry or mechanized), the terrain in the hex being entered, and the presence of a river along the intervening hexside, as specified on the TERRAIN EFFECTS CHART.

**BASIC RESTRICTIONS:** A unit may not exceed its movement allowance when moving. A unit with insufficient Movement Points to enter a hex may not do so. The movement of one unit must be completed before the next is begun. Any Movement Points left unused by a unit are lost; they are not saved for a future activation or impulse. Movement Points may not be transferred between units.

- **Exception:** A unit may always move at least one hex, as long as the move is otherwise allowed.

### 7.1 Effects of Other Units on Movement

**ZONE OF CONTROL (ZOC) EFFECTS:** The movement of units is affected by enemy units and their zones of control (8.0). A unit must pay one Movement Point to leave an

**Illustration of ZOC Effects on Movement [7.1]:** Unit A, adjacent to an enemy, shows movement options and prohibitions. Note that moving out of an enemy ZOC costs +1MP in addition to the cost of the terrain for the hex to be entered.



enemy-controlled hex, in addition to the cost of the terrain in the hex being entered. A unit may not move directly from one enemy-controlled hex to an adjacent enemy-controlled hex. There is no additional cost to enter an enemy-controlled hex, but the unit must stop moving upon doing so.

**HEX ENTRY RESTRICTIONS:** A unit may never enter an enemy-occupied hex. A unit may enter an unoccupied enemy town or city, but not if using strategic movement (7.5). Friendly units have no effect on the movement of other friendly units.

### 7.2 Moving on Roads

A unit entering a hex through a connecting road hexside (including an intact bridge) pays just one Movement Point to enter the hex, regardless of the terrain in the hex.

### 7.3 Crossing River Hexsides

**7.31 UNBRIDGED RIVER HEXSIDES:** Units may move across unbridged river hexsides with the following restrictions:

- A unit must spend its entire movement allowance to cross an unbridged river hexside. That is, the unit must start its move in a hex bordering the river hexside to be crossed and end its move upon entering the adjacent hex across the river hexside.
- No more than one unit may cross a given unbridged river hexside in a single impulse. This limit applies to a single river hexside, not the river overall. Two units in a hex bordered by two or more river hexsides could each cross different hexsides, as long as only one unit crosses a specific hexside.
- A bridged river hexside with a *Blown Bridge* marker is considered unbridged.

**7.32 BRIDGED RIVER HEXSIDES:** There is no limit to the number of units that may cross a bridged river hexside, unless the hex being entered is in enemy control. Only one unit may move across a given bridge hexside into an enemy-controlled hex in a single impulse, even if the hex moved into is friendly-occupied.

**7.33 BRIDGE DEMOLITION DURING A GERMAN MOVE:** The Allied player may interrupt the movement of a German unit in a hex bordered by a bridge hexside, by playing a card as an *Engineers* Reaction to destroy the bridge. See the EVENTS & TACTICS player aid for details. The German unit whose move or advance triggered the bridge destruction may continue moving in another direction but may not cross the hexside with the just destroyed bridge in this move. The German player may negate the destruction by playing a card listing the *Operation Greif* reaction.

**Illustration of Movement [7.2, 7.3]:**

- **A:** The armor unit moves 6 hexes expending 6 MPs by using the road at a cost of 1MP per hex entered to threaten the main road going southwest from St. Vith (or it could reach St. Vith directly expending 5 MPs). The mechanized unit movement costs for entering forest and broken terrain (not using a road) are shown.
- **B:** The mechanized unit moves 2 hexes expending 5 MPs. The movement costs for entering woods and broken terrain (not using a road) are shown.
- **C:** The infantry unit moves 3 hexes expending 3 MPs. Unlike mechanized units, infantry movement costs 1 MP per hex unless entering into forest.
- **D:** A unit must start adjacent to an unbridged river to cross it.
- **E:** Only one unit may cross an unbridged river hexside (including a blown bridge), so each of the four units must cross the river at different hexsides.

**7.4 Stacking Units**

More than one friendly unit may occupy a hex; this is called stacking. The maximum number of units that may occupy a hex is **three units or six steps**.

**Example:** If a four-step unit and a two-step unit occupy a hex, a third unit could not stack with them. If three one-step units occupy a hex, no more units can stack with them.

Stacking limits must be observed at all times, except during the movement portion of an activation and during retreat or advance after combat. That is, units may move through other units in violation of stacking limits but when all movement in an impulse is complete, or when all retreats and advances after a combat are complete, stacking limits are enforced. If units are found to be in violation of stacking limits after completing movement, retreat or advance, the owning player must reduce or eliminate units to meet the limits.

## 7.5 Strategic Movement Bonus

An active unit in supply that begins its move in a road hex and not adjacent to an enemy unit may move with an increased movement allowance as long as it conducts its entire movement within the following restrictions:

- The unit must move through hexes connected by roads.
- The unit may not move adjacent to an enemy unit, even a unit that exerts no control.
- The unit may not enter an enemy town or city.
- The unit may not cross an enemy bridge.

Allied and German units have additional specific restrictions on strategic movement:

- An Allied unit may not enter a Westwall hex.
- A German unit may not move adjacent to a hex with an Allied roadblock.
- A German unit may not enter a hex further west than the westernmost unit in its army.
- A German unit may not exit the map and may not enter a hex on the map edge.

**Example:** If the farthest west unit in the 5<sup>th</sup> Panzer Army is in hex 1316, a unit in the 5<sup>th</sup> Panzer army using strategic movement may not enter any hex ending in a number higher than xx16.

A unit conducting strategic movement has its movement allowance increased as follows:

- Armor, recon, and mechanized infantry: Movement Allowance is **doubled** (to 10 or 12)
- Allied infantry: Movement Allowance is **tripled** (to 9)
- German infantry: Movement Allowance is **increased by two** (to 5)

## 7.6 German Army Boundaries

German units are initially restricted in the areas they can move on the map depending on the army to which the unit belongs.

**7.61 RESTRICTIONS:** Boundary lines for the German 6<sup>th</sup> Panzer Army, 5<sup>th</sup> Panzer Army and 7<sup>th</sup> Army are printed on the map. Until movement restrictions are lifted (7.62), no German unit may move outside of its army boundary (**Exception:** units of the OKW Reserve may move anywhere on the map). The boundaries of the German 5<sup>th</sup> Panzer Army overlap the 7<sup>th</sup> Army to the south and the 6<sup>th</sup> Panzer Army to the north. Units of both armies may operate in overlapping areas.

A German unit may attack across its army boundary but may not advance across the boundary. A unit may retreat across an army boundary only if that is the only possible

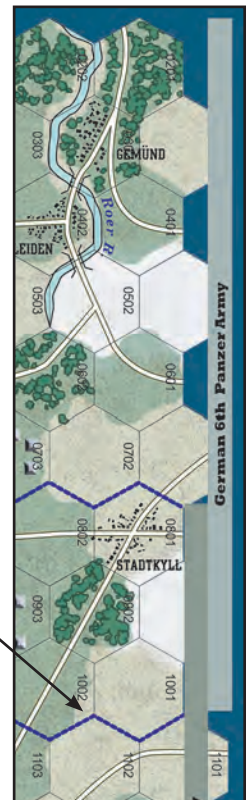
### Illustration of Strategic Movement [7.5]:

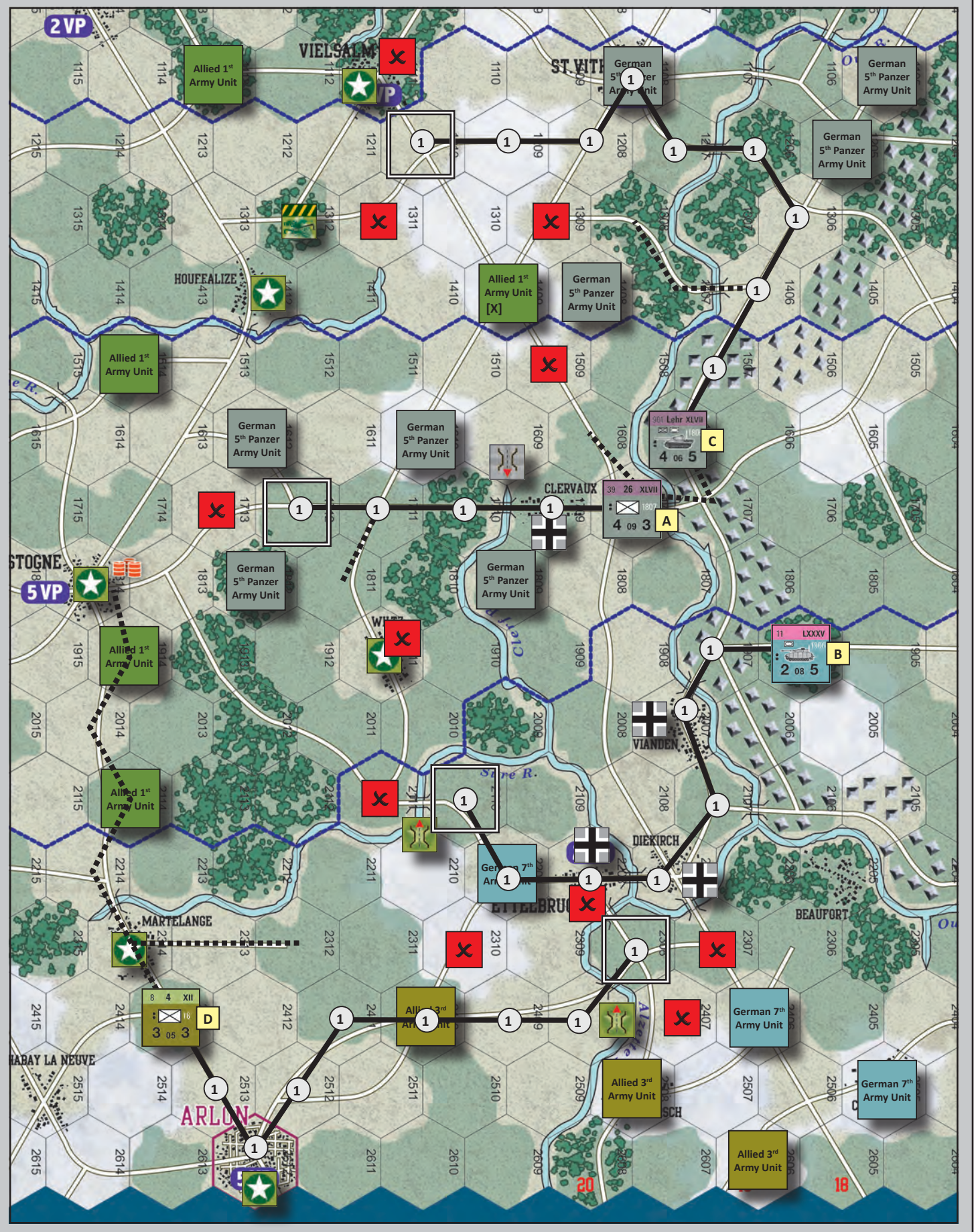
- **A:** The German infantry unit (hex 1708) has 5 strategic MP allowance (3 MP plus bonus of 2 MP), but it cannot spend the last MP available in hex 1713 since this would place it further west than any other unit in its army. It also cannot enter Wiltz (Allied town).
- **B:** The German armor unit (hex 1906) has 10 strategic MP allowance (5 MP x 2). After expending 7 MP, it stops, since it cannot cross an Allied bridge.
- **C:** The German armor unit (hex 1607) has 10 strategic MP allowance (5 MP x 2). Two movement options are blocked by the well-placed (if weak) Allied unit at the crossroads southwest of St. Vith. Using 9MP, the unit follows a circuitous route to reach adjacent to Vielsalm. It cannot proceed further because of the Allied roadblock. Regardless, it cannot enter Vielsalm (Allied town).
- **D:** The Allied infantry unit (hex 2413) has 9 strategic MP allowance (3 MP x 3). Moving the Allied unit to hex 2312 reaches a dead-end. It could move outside the XII corps boundary north to Bastogne (no Allied boundary restrictions) or nearby east of Martellange. Instead, it moves eastward (avoiding moving adjacent to enemy units): having spent 8 MP, it must stop because it cannot enter an enemy zone of control. Regardless, it cannot cross the German bridge into the German town of Ettelbruck.

route of retreat for the unit. A unit that retreats across an army boundary may subsequently move only if each hex entered is across or closer to the unit's army boundary line. This requirement is immediately removed as soon as the unit moves within its army boundary.

**7.62 RESTRICTION DATES 16-19 :** German Army boundary restrictions are in effect at the start of December 16. All such restrictions are lifted beginning December 20.

**Until movement restrictions are lifted, German 6<sup>th</sup> Panzer Army units cannot move south of this boundary (outside of the army's area)**





## 7.7 Allied Corps Boundaries

Corps boundaries only affect where Allied reserve units may be deployed.

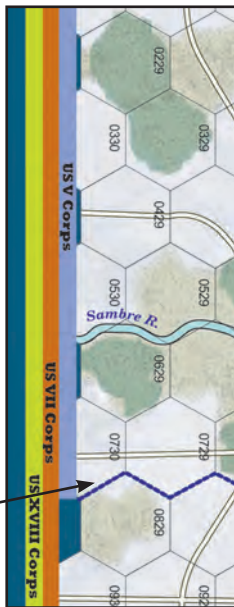
**7.71 RESTRICTIONS:** Boundary lines for the Allied corps are printed on the map. Once deployed to the map, Allied units may move, retreat or advance without restriction due to corps boundaries (**Exception:** 7.72).

**7.72 BRITISH XXX CORPS RESTRICTIONS:** Units of the British XXX Corps may not move or advance into a hex east of the Meuse River until:

- the moment a German unit enters a hex adjacent to the Meuse River, or
- 26+** the game day is December 26 or beyond.

Once either of these occur, units of XXX Corps may move anywhere on the map. **Exception:** if **29A.XXX** is deployed in 1126 (Dinant) per 11.51, the unit may move anywhere on the map.

Active US V Corps units in reserve may only be deployed north of this line



## 7.8 Exiting the Map (German only)

Hexes along the north, south and west edges of the map with a road leading off the map are German exit hexes, unless marked “No Exit.” Some exit hexes are marked with a calendar date, such as **18** in hex 2605. Such a hex is a valid exit hex on or before the listed day.

A supplied German unit may exit the map from a valid exit hex by spending one Movement Point. A unit may not exit the map from a hex controlled by an enemy unit. A unit may not exit the map if using strategic movement, or if in low supply, out of supply, or isolated. German units are restricted in where they may exit by their army designation:

- 6<sup>th</sup> Panzer Army: May exit along the north or west map edge.
- 5<sup>th</sup> Panzer Army: May exit along the west map edge.
- 7<sup>th</sup> Army: May exit along the south map edge.
- OKW Reserve: May exit along the west map edge and along the north map edge west of the Meuse River.

**7.81 EXIT OPTION LIMITATION:** German exit options become limited if German units exit the north map edge east of the Meuse River, or anywhere along the south map

edge. If any units exit the north map edge east of hex 0116, the south map edge may no longer be exited. Conversely, if any units exit the south map edge, the north map edge east of the Meuse River may no longer be exited.

**7.82 EXIT VPS AND NO RE-ENTRY:** The German player earns VPs for exiting his units. Once a unit exits the map, it may not re-enter play (see 14.1).

## 7.9 Allied Roadblocks

The Allied player may play an *Engineers* reaction at the start of a German activation to place **two Roadblock** markers on the map, to temporarily block German movement through specific hexes; see the EVENTS & TACTICS player aid for details.

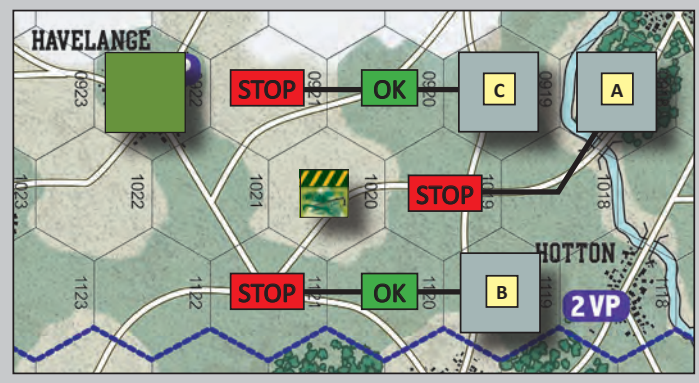
EFFECTS OF ALLIED ROADBLOCKS: A German unit...

- may not enter a hex with a *Roadblock* marker **at any time**.
- must stop moving or advancing upon entering a hex that is (a) adjacent to the roadblock's hex **and** (b) has a direct road connection to that hex with the roadblock.
- need not stop if it enters a hex adjacent to a roadblock but not connected by a road, or if it is retreating.
- using strategic movement may not enter any hex adjacent to a roadblock hex.

*Roadblock* markers do not exert control and do not negate German zones of control for purposes of tracing Allied

### Illustration of Roadblocks [7.9]:

- A:** The German unit must stop as soon as it enters the second hex adjacent to an Allied roadblock because the two hexes are connected by a road.
- B:** The German unit can enter the first hex – even though it is adjacent to an Allied roadblock, the two hexes are not connected by a road. When it enters the second hex, it must stop because it has entered a hex that is adjacent to the roadblock and the two hexes are connected by a road.
- C:** The German unit can move and continue past the Allied roadblock (it does not enter an adjacent hex that is connected to the roadblock hex by a road) but must stop when it enters an enemy zone of control (8.0).



supply and retreat routes. German supply may be traced adjacent to but not through a roadblock.

A *Roadblock* marker remains on the map until removed for any of the following reasons:

- An Allied unit enters its hex.
- The roadblock is adjacent to an active German unit at the start of a German activation.
- During the Supply Phase, you cannot trace Allied supply to the roadblock.

If the German special event *Manteuffel Directs Traffic* is in effect, you may not place a *Roadblock* marker within four hexes of a unit in the 5<sup>th</sup> Panzer Army.

## 8. ZONES OF CONTROL (ZOC)

Every undispersed, non-isolated unit with a non-bracketed combat strength exerts control into the six adjacent hexes. Control inhibits enemy movement, retreat, advance and the tracing of enemy supply.

**BRACKETED COMBAT STRENGTH:** Some units lose the ability to exert control as they lose steps, noted by their combat strength becoming bracketed. A unit with a bracketed combat strength does not exert control unless in a town or city hex or a German unit in a Westwall hex. Two non-dispersed units with bracketed combat strengths stacked together in a hex **do** exert control.

**ISOLATED & DISPERSED:** Units that are isolated or dispersed do not exert control, even if in a town or city or stacked with another unit.

### 8.1 Effects of Control

- A unit must stop movement upon entering an enemy-controlled hex and cannot move further that activation.
- A unit that starts its move in an enemy-controlled hex must pay an additional Movement Point to exit the hex, and may not move directly into an adjacent enemy-controlled hex. The presence of other friendly units in the adjacent hex does **not** negate this effect.
- Friendly supply may be traced from but not through an enemy-controlled hex, unless that hex is occupied by a friendly unit.
- A unit may retreat into an enemy-controlled hex, within the retreat priorities of 9.7. If the hex is occupied by a friendly supplied unit there is no penalty. If the hex is unoccupied, or occupied only by a friendly unsupplied unit, the retreating unit or stack must lose a step.
- A unit may ignore enemy zones of control when advancing one hex. If advancing a second hex, the unit may not advance from one enemy-controlled hex to an adjacent enemy-controlled hex. **Exception:** An advancing unit following the path of retreat of a unit that retreated two hexes may ignore enemy zones of control if following the path of retreat into the second hex.
- A hex may be mutually controlled by opposing units. There is no additional effect when more than one unit exerts control into a hex.

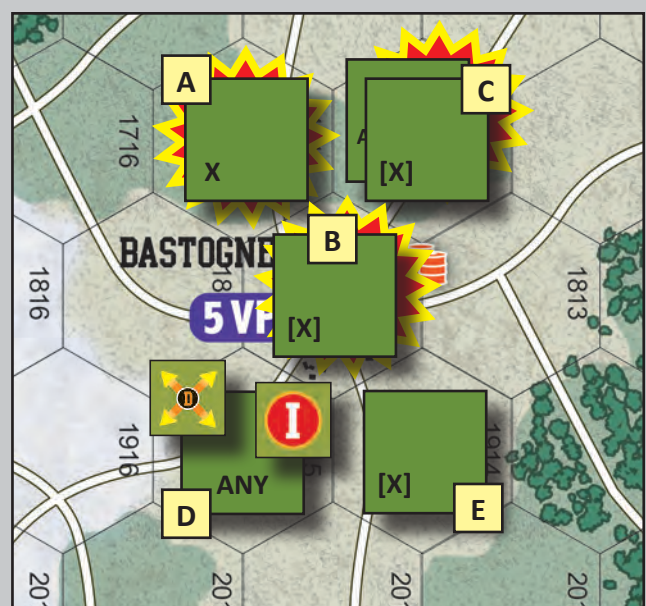
#### Illustration of ZOC Effects with Units [8.0]:

These undispersed units **DO EXERT** a ZOC:

- **A:** unit with **non-bracketed** combat strength;
- **B:** unit with **bracketed** combat strength in a town or city hex;
- **C:** unit with bracketed combat strength stacked with any other undispersed units.

These units **DO NOT** exert a ZOC:

- **D:** any unit that is dispersed or isolated;
- **E:** single unit with **bracketed** combat strength **not** in a town or city hex.



## 9. COMBAT

After a player has completed moving his active units, he may have any of his active units attack adjacent enemy units. Combats are declared and resolved one at a time, in any order chosen by the active player. The active player is termed the **attacker** and the inactive player the **defender**.

### COMBAT SEQUENCE

Each combat is against all the enemy units in one hex and is resolved in the following sequence:

#### 1. ATTACKER DECLARES TARGET & ATTACKING UNITS

The attacker declares an enemy-occupied hex adjacent to at least one active unit as the target of the attack, and declares which of his active units adjacent to the target hex are participating in the attack.

#### 2. ATTACKER PLAYS COMBAT TACTIC CARDS

The attacker may play one or more cards as combat tactics for the attack. If a combat tactic allows additional units to join the attack, he identifies and moves those units.

#### 3. DEFENDER PLAYS COMBAT TACTIC CARDS

The defender may play one or more cards from his hand as combat tactics for his defense. If a combat tactic allows additional units to join the defense, he identifies and moves those units.

#### 4. ATTACKER DRAWS COMBAT CHITS

The attacker draws combat chits from the combat chit cup.

- **Minimum Draw.** He must draw a number of chits equal to the total number of steps in the defending units, at minimum. He may then stop, or he may draw additional chits up to a specified maximum.
- **Maximum Draw.** If he continues, he declares a total chit draw up to the number of his attacking units. Other factors may increase or decrease the maximum allowed (9.3). He must then draw additional chits to reach his declared maximum.
- **Examination.** As each chit is drawn, he checks to see if the situation on either side of the chit applies to the combat. If so, the chit is retained for step 5. If not, the chit is set aside (but still counts as a chit draw).

#### 5. CALCULATE HITS

Once the attacker stops drawing chits, the players add up the number of defender hits and attacker hits listed on the retained combat chits to arrive at hit totals incurred by the defender and the attacker.

#### 6. DEFENDER APPLIES HITS TO HIS UNITS

The defender applies hits to his units by removing one step per hit or retreating all units one hex per hit. If the defending units occupy an improved position, the *IP* marker is removed to satisfy the first hit. Up to two defender hits may be satisfied by retreat; all other hits must be satisfied by step losses.

#### 7. ATTACKER APPLIES HITS TO HIS UNITS

The attacker applies hits to his units. The first attacker hit must be applied as a step loss. The second and third hit may be applied by dispersing all attacking units or as step losses. All subsequent hits must be applied as step losses.

#### 8. ADVANCE AFTER COMBAT

If the defending units retreated or were eliminated and the attacking units are not dispersed, the attacking units may advance into the hex vacated by the defending units. If the defending units retreated two hexes or were eliminated, attacking mechanized units may advance two hexes.

#### 9. CLEAN UP

Both players discard any combat tactic cards played. The attacker sets all the drawn combat chits aside.

### 9.1 Attack Eligibility

The attacker may attack only one hex at a time in a single combat. Any number of active units in any hexes adjacent to the target hex may participate in the attack. Units are not required to attack. Some units in a stack may participate while others do not. Inactive units may not attack, even if stacked with active units, unless allowed by the play of the *Reinforce Battle* or *Assault Coordination* combat tactic card.

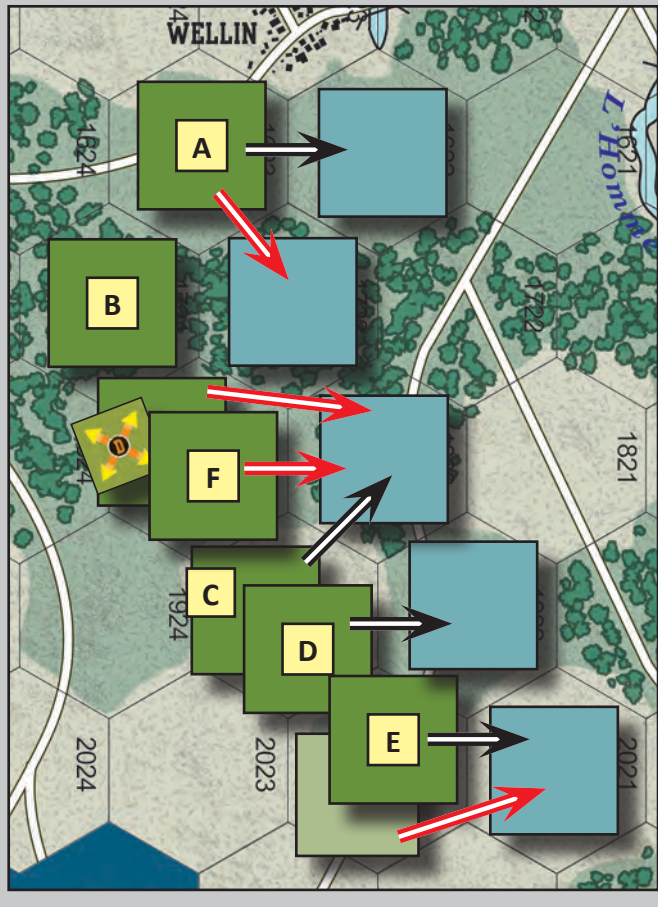
A unit may participate in only one attack in a given activation. A defending unit may only be attacked once in a given activation (however, see 9.74).

Units that are dispersed, out of supply, or isolated may not attack. German mechanized units that are out of fuel (10.41) may not attack.



**Illustration of Attack Eligibility [9.1]:** This illustration applies to both players.

- **A:** The attacker may attack only one hex at a time.
- **B:** Units are not required to attack.
- **C:** A unit may attack while another unit stacked with it attacks a different hex or not at all.
- **D:** A unit may participate in only one attack in an activation.
- **E:** Inactive units may not attack unless allowed by a combat tactic.
- **F:** A defending unit may only be attacked once in an activation and a unit that is dispersed or unsupplied may not attack.



## 9.2 Combat Tactics

After declaring a combat, the attacker then the defender has the opportunity to play cards from their hand as combat tactics, as long as at least one of the player's units involved in the combat is in supply and not dispersed.

**BENEFITS:** Each combat tactic provides a specific benefit described on the EVENTS & TACTICS player aid. In addition, each combat tactic played by the attacker allows him to draw an additional combat chit (9.3), even if that tactic provides no tangible benefit.

**9.21 APPLIES TO ONE COMBAT:** A card played as a combat tactic applies only to the combat for which it is

played. Combat tactics benefit any supplied units on the player's side, regardless of the formation and army listed on the card.

**9.22 COMBAT TACTIC WILD CARDS:** Both players' **Army** and **Army Group** cards may be played as any combat tactic available to the player's nationality, whether attacking or defending. The player chooses a combat tactic from the list of tactics and declares its use when he plays an army or army group card as a combat tactic.

**9.23 ALLIED ARMY & ARMY GROUP ACTIVATION COMBAT BONUSES:** All attacks conducted by Allied units activated by an army or Army group command card benefit from **one bonus** combat tactic wild card. Every attack receives the bonus, and the Allied player may assign each a different combat tactic. This is in addition to any combat tactic cards the Allied player chooses to play in support of a specific attack.

**Example:** Each attack conducted by units activated by the 1<sup>st</sup> Army command card benefit from one combat tactic of the Allied player's choice and the maximum combat chit draws available to each attack is increased by one.

**9.24 VON DER HEYDTE:** Combat tactics may not be played to support the German *von der Heydte* unit, even if in supply. See the details for the *von der Heydte* command event described on the EVENTS & TACTICS player aid.

## 9.3 Drawing Combat Chits

**MINIMUM DRAW:** The attacker in a combat draws combat chits blindly from the combat chit cup one at a time. The required minimum number of draws equals the number of **steps** in the defending units, regardless of any combat tactics played or other factors.

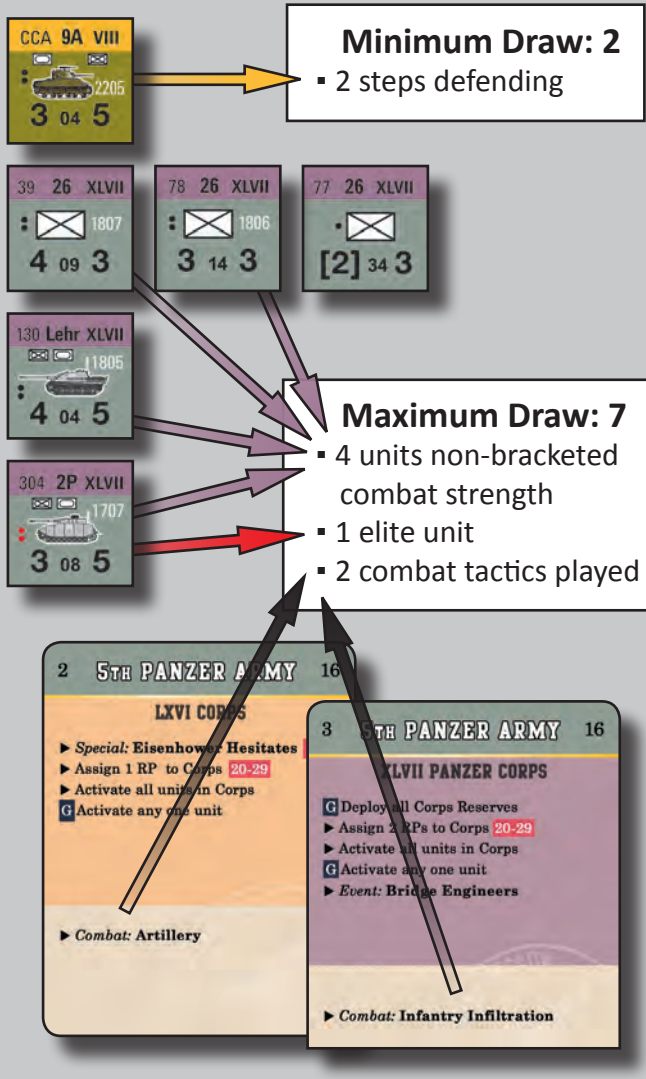
**Example:** If a hex under attack contains a two-step unit and a one-step unit, the attacker must draw three combat chits.

**OPTION TO CONTINUE:** Once the attacker has drawn the minimum number of combat chits required, he may choose to stop there or to draw any number of additional chits, up to a total equal to the maximum allowed. The attacker must choose the total number he will draw prior to drawing any additional chits. Once he has decided, he draws that number of chits and only that number of chits.

**MAXIMUM DRAW:** The maximum equals the number of attacking **units** (not steps) **with non-bracketed combat strength**, with the following modifications:

- +1 chit for every combat tactic played by the attacker.
- +1 chit if the attacking units include one or more elite units.
- +1 chit for each attacking unit with three or four steps.
- +1 chit if the defender is out of supply.
- +2 chits if the defender is isolated.
- 2 chits if the Allied defender played the *Screen* combat tactic.

**Illustration of Combat Chit Draw [9.3]:** Five German units are attacking an Allied unit with two steps. One of the five units has bracketed combat strength. The German player played two combat tactics and one attacking unit is elite. A minimum of two chits must be drawn and a maximum of seven chits may be drawn. After drawing and inspecting the first two chits, the German player must declare that he is drawing zero to five more chits. Once declared, he must draw that number and abide by the results of the drawn chits.



**MANDATORY MINIMUM:** If the calculated chit draw maximum is equal to or less than the required minimum draw, the attacker draws just the required minimum number of combat chits. Never draw less than the required minimum.

## 9.4 Combat Chit Situations

As the attacker draws combat chits, the players check the situation listed on the front and back of each chit.

- **EITHER:** If either situation applies to the combat, the chit is retained with the applicable side up, for both players to see.
- **BOTH:** In some cases, both situations on the chit may apply. If so, use the side with priority, indicated by a **P** symbol.
- **NEITHER:** If neither situation applies, set the chit aside; it is not returned to the cup and still counts as a chit draw.

Combat chits list the following situations:

**Combat Ratios** are a comparison of the attacker's combat strength to the defender's combat strength. To determine if a combat ratio situation applies, add up the strength of all attacking units and all defending units and compare the two. The attacker's strength is given first in the ratio. Include bracketed combat strengths in the calculation.

### Examples:

- ≥ 3:1 The attack strength is at least three times the defense strength *e.g.* 9:3
- > 1:1 The attack strength is greater than the defense strength *e.g.* 5:4
- < 2:1 The attack strength is less than two times the defense strength *e.g.* 5:3
- ≥ 8:1 The attack strength is at least eight times the defense strength *e.g.* 16:2
- < 1.5:1 The attack strength is less than one and a half times the defense strength *e.g.* 7:5

Terrain affects the calculation of combat ratios in the following situations:

- The strength of units defending in a city hex is **doubled**.
- The strength of German units defending in a Westwall hex is **doubled**.
- The total strength of units attacking across a river hexside is **halved**; round down any fractions to the nearest whole number.

**Example:** If two units with a total strength of seven are attacking across a river, their strength is halved and rounded down to three.

**Terrain** such as **clear, broken, woods, forest, town** or **city** applies if the defending units occupy a hex with one or more of the terrain features listed on the combat chit. Both natural terrain (clear, broken, woods, forest) and built terrain (town or city) can apply in a combat situation.

**Example:** An attack on Trois Ponts (hex 0812) gives the defending unit(s) the benefit of both town and forest terrain. If the attacker draws a combat chit that lists either or both terrain features, the effect still applies only once for that particular combat chit (9.5).

**Dec 16 or Dec 17** applies if the attack occurs on the listed date.

**Allied or German Airpower** applies if the attacker or defender has played the corresponding combat tactic card.

**Attacker or Defender Artillery** applies if the attacker or defender has played the corresponding combat tactic card.

**Attacker or Defender Elite** applies if any attacking or defending units are elite.

**Attacker or Defender Green** applies if any attacking or defending units are green.

**Combat Engineers** applies if the attacker (only) played the *Combat Engineers* combat tactic.

**Defender Adjacent** applies if the defender is adjacent to a non-dispersed unit in supply and friendly to the defender, and which has not yet been attacked in the current impulse.

**Defender Recon** applies if the Allied units defending against a German attack include a recon unit type.

**Dispersed or Unsupplied** applies if all defending units are dispersed, in low supply, out of supply, isolated or out of fuel.

**Flank Attack** applies if the attacking units occupy at least three hexes or occupy two hexes not adjacent to each other; or if a German attack is supported by the *Infantry Infiltration* combat tactic. Flank Attack does not apply if the defender is in a town or city.

**Large Attack** applies to any attack in which at least seven combat chits are drawn.

**Allied Attack** applies to any attack by Allied units.

**5 PZ Army Attack** applies to a German attack in which at least half the attacking units are in the 5<sup>th</sup> Panzer Army.

**IP Crossfire** applies if the defender occupies an Improved Position.

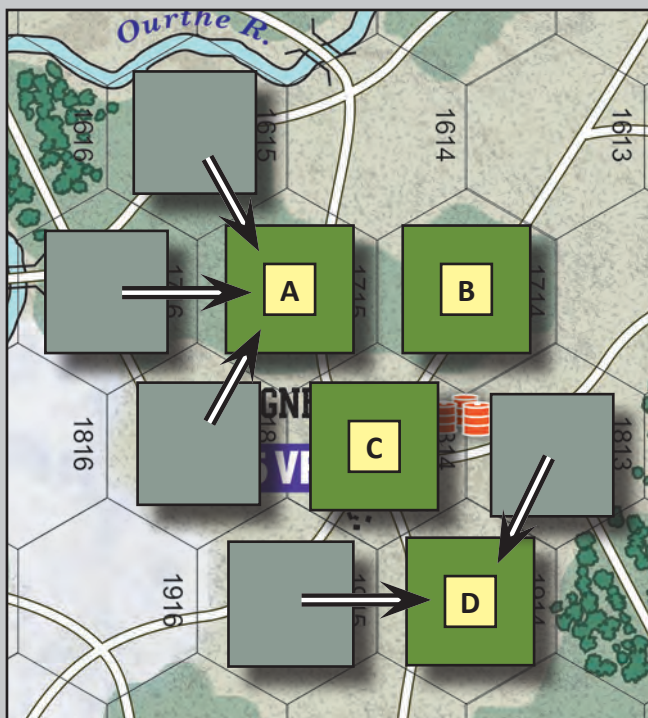
**One-Hex Attack** applies if all the attacking units are in a single hex. This situation is negated if a German attack is supported by the *Infantry Infiltration* combat tactic.

**Only Attacker or Defender Armor** applies if only one side has an armor unit in the combat. The *Tank Battalion* or *Panzer Battalion* combat tactic card fulfills this requirement.

**Only Attacker or Defender Combined Arms** applies if only one side has both armor plus infantry or mechanized infantry unit types in the combat. All units with both armor and mechanized infantry symbols possess combined arms on their own. The *Tank Battalion* or *Panzer Battalion* combat tactic card fulfills the armor part of this requirement.

#### Illustration of Flank Attack Situations [9.4]:

- A: Unit A is flanked because enemy units are attacking it from three hexes.
- B: Unit B is not flanked because only one enemy unit is adjacent to it.
- C: Even though three enemy units are adjacent to Unit C, it is **not** flanked because it is in a town.
- D: Unit D is flanked because it is adjacent to two enemy units which are not adjacent to each other.



Combined Arms?			
NO	YES	YES	NO

**9.41 REPLENISHING THE COMBAT CHIT CUP:** Once drawn, combat chits are kept out of the cup. After resolving a combat, place the drawn combat chits to the side with any previously drawn chits until replenishment occurs. Replenishment is triggered when a blue combat chit is drawn. Upon drawing a blue combat chit, return all drawn chits from previous combats to the cup and resume drawing chits for the current combat. Retain chits drawn for the current combat, including the blue chit. The combat chit cup is also replenished at the end of the day; return all chits to the cup at that time.

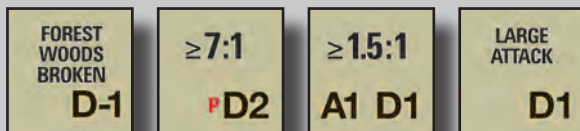
## 9.5 Combat Hits

After drawing combat chits and determining which ones apply to the combat situation, the players calculate the total hits incurred by the attacking and defending units. Each combat chit lists an **A** (for attacker) or **D** (for defender) followed by a numerical hit result, for example **A1** or **D2**. Some chits list hit results for both the attacker and defender, such as **A1 D1**. Some chits list a hit result subtraction, such as **D-1**. Still other chits list **G** for German or **U** for US/Allied followed by a hit number; these apply to units of that nationality, whether attacking or defending.

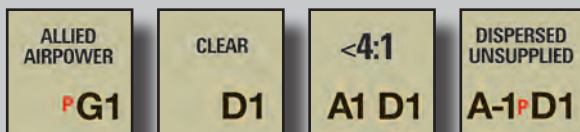
### Illustration of Combat Hits [9.5]:



These three chits total A2 D2; two hits to the attacker and two to the defender.



These five chits total A1 D2; although the chits show four defender hits, the two D-1 results reduce the total defender hits to two. If the attacker had stopped drawing with the fourth chit in the sequence, the result would be A1 D3.



If the German player is attacking, these four chits total A1 D3; if the German player is defending, these chits total A0 D4.

Calculate the hits (add and subtract as necessary) on all the chits for the defender and attacker to arrive at a hit total for each side.

**HIT TOTAL ADJUSTMENTS:** The hit total is adjusted in the following situations:

- If the defender occupies a town, city or improved position, or Westwall hex in case of German defenders, the total number of defender hits is reduced by one. The *IP* marker is removed upon conferring this reduction.
- If all defending units are any combination of dispersed, out of supply or out of fuel, the total number of attacker hits is reduced by one.
- If all defending units are isolated, all attacker hits are ignored.

**HIT TOTAL LESS THAN 0:** A hit total less than 0 (due to subtractions) is treated as 0.

**PROCESSING HITS:** After calculating each side's hit totals, the defender applies defender hits to his units, then the attacker applies attacker hits to his units. Apply each hit by removing a step from a unit participating in the combat or by retreating or dispersing all participating units, within the following restrictions:

- The defender may retreat his units one hex to satisfy one hit, or retreat two hexes and disperse all defending units to satisfy two hits. All other defender hits must be satisfied by step losses.
- The attacker must apply his first hit as a step loss. He may satisfy up to two additional hits by dispersing all his attacking units. All other attacker hits must be satisfied by step losses.
- A player is never required to retreat or disperse his units. He may choose to apply all hits as step losses, even if this results in the elimination of the units.

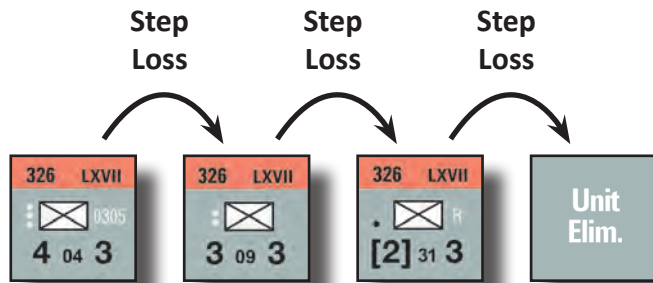
**Example:** Five German units have attacked two Allied units, with one step and two steps respectively, resulting in 3 hits against the defender and 2 hits against the attacker.

The defender must process hits first. The Allied player has three options: (1) apply all hits to the defending units resulting in their elimination; (2) satisfy one hit by retreating one hex but then apply the other two hits as step losses resulting in the elimination of one of the two Allied units; or (3) satisfy two hits by retreating two hexes, dispersing all his defending units, and finally applying the remaining hit as a step loss to the stronger unit – this enables German advance but preserves both units to fight again.

Next, the German player must apply the first hit to one of the attacking units. Now he has two options: (1) if he disperses all his attacking units, he can satisfy the one remaining hit – only up to two hits after the first hit can be satisfied this way; or (2) he applies the second hit to another one of his attacking units (now satisfying both hits as step losses) – if the defender retreated, then his attacking units may advance.

## 9.6 Applying Step Losses

A combat hit assigned as a step loss is applied to one unit that participated in the combat, chosen by the owning player. To apply a step loss, flip the unit from its full strength side to its reduced strength side, or replace the unit with its replacement counter (marked **R**), showing one less step dot. A one-step unit assigned a step loss is eliminated.



**9.61 ASSIGN STEP LOSSES EVENLY:** If the player is assigning more than one step loss to units in a given combat, no unit may be assigned a second step loss until all participating units have been assigned one step loss. Furthermore, when the attacker is assigning step losses to units that attacked from multiple hexes, units in a given hex may not be assigned a second step loss until one step loss has been assigned to every hex containing attacking units.

## 9.7 Retreats

The defender in a combat may satisfy one hit by retreating all defending units one hex, or two hits by retreating and dispersing all defending units two hexes. The attacker may not retreat. **Exception:** The German VDH parachute infantry unit and out of fuel units may **not** retreat at all.

**RETREAT PRIORITIES:** Units are retreated by the defending player, by moving the units one hex away from the hex they occupied during combat, observing stacking limits at the completion of the retreat, in the following priority order:

1. Into a hex not in enemy control. If none available...
2. Into a hex in enemy control, occupied by a friendly supplied unit. If none available ...
3. Into an unoccupied hex in enemy control and in friendly supply. This retreat requires the removal of a step from one of the retreating units. The step loss does not count toward satisfying a combat hit.
4. Into an unoccupied hex in enemy control and not in friendly supply **or** into a hex in enemy control and occupied only by friendly unsupplied units. This retreat requires a step loss, as in Priority 3.

**MORE THAN ONE CHOICE:** Within any of these priorities, retreat into any hex regardless of terrain. However, retreat is allowed across an unbridged river or into a forest hex not via road **only if** no other hex is available in that priority.

**9.71 RESTRICTED HEXES:** A unit may not retreat into an unoccupied enemy town or city. An Allied unit may not retreat into a Westwall hex unless occupied by an Allied unit.

**9.72 AVOID ELIMINATION:** If following the above retreat priorities would result in a unit's elimination when another valid retreat route of lesser priority would not, the lesser priority route may be taken.

**9.73 STAY TOGETHER:** When more than one unit in a hex is retreating, all retreating units must retreat together and end in the same hex.

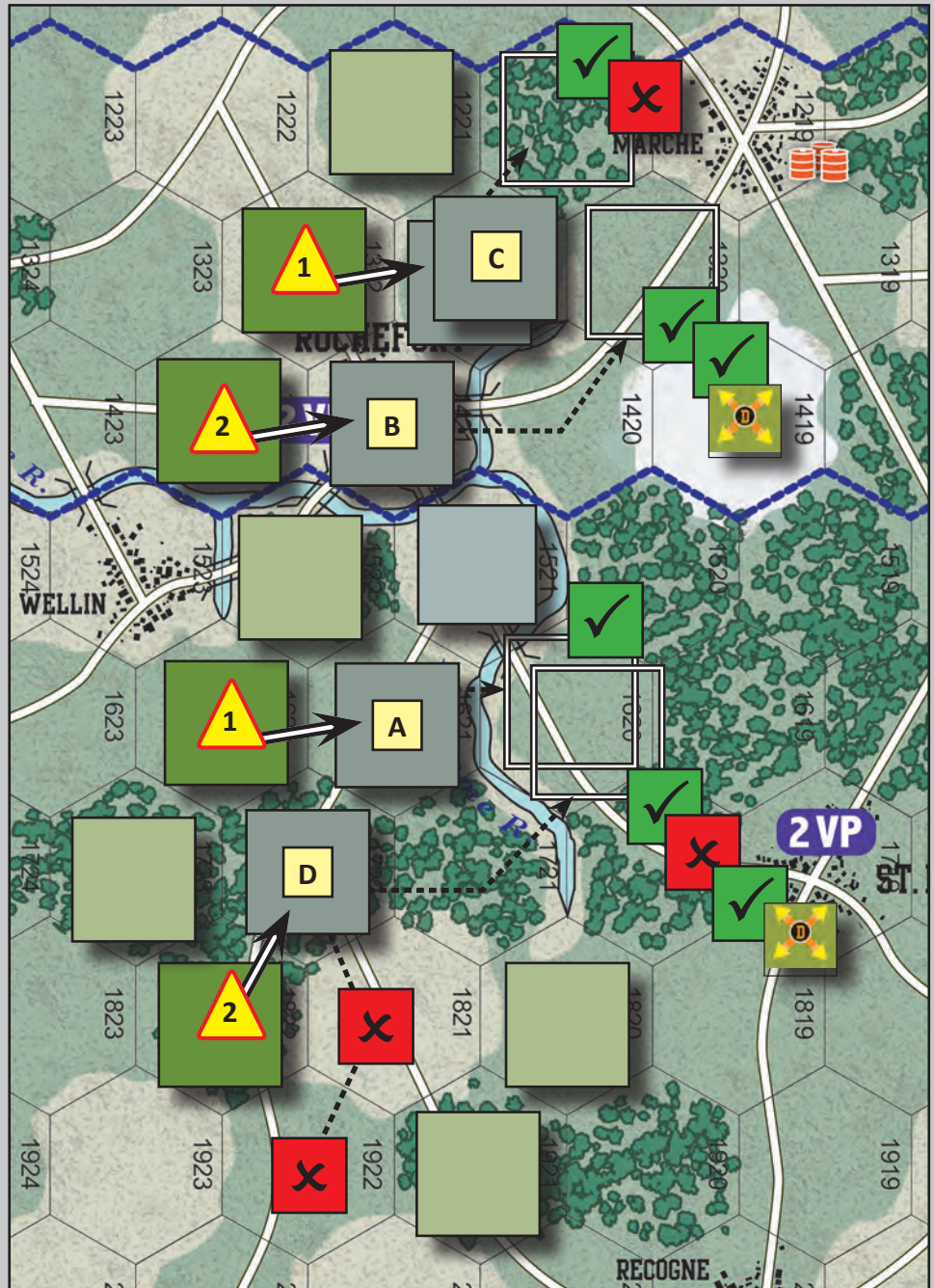
**9.74 ALREADY RETREATED UNITS:** If a unit ends its retreat in a hex occupied by a friendly unit, and that friendly unit is subsequently attacked in the same activation, the retreated unit contributes nothing to the defense in the attack, its steps are not counted in determining combat chit draws, and its steps may not be removed to satisfy step losses. If the defending unit retreats or is eliminated by the attack, the previously retreated unit is eliminated.

**9.75 TWO-HEX RETREAT:** The defender may retreat undispersed units two hexes to satisfy a second combat hit. When he does so, the retreating units become **dispersed**. A unit retreating two hexes may retreat through friendly units, even in excess of the stacking limit. A two-hex retreat must end two hexes away from the combat hex.

**Illustration of Retreats [9.7]:** Since combats are resolved one at a time, the order of resolution will affect the retreat priorities available. Each of the attacking Allied units in this illustration will advance one hex in the direction of the attack arrow (the triangle symbol shows how many defender hits have to be processed by the defending unit). Hits satisfied by retreat and/or dispersal are noted by green checkmark symbols. Hits incurred are noted by red “x” symbols.

- **A:** This unit incurs one hit in combat and can satisfy that hit by retreating one hex. Using retreat priority 1, its only choice is to retreat directly across the unbridged river hexside to the woods hex.
- **B:** This unit incurs two hits in combat and can satisfy both of them by retreating two hexes and becoming dispersed. It uses retreat priority 1 to retreat across the bridge. For the second hex, retreat priority 1 allows retreat into the clear or woods hex, the unit chooses the woods hex.
- **C:** Two two-step units incur one hit in combat. If both units hold position, one step loss is taken. If a one-hex retreat is attempted, both units must retreat together and end up in the same hex together. They cannot use retreat priority 1 to enter hex 1220 or hex 1420 because those hexes are now in enemy ZOC. Nor may the units enter hex 1320 because the overall number of steps in the hex (seven steps for three units) would exceed the stacking limit. Therefore, the two retreating units must now use retreat priority 3, losing an extra step for retreating into an enemy ZOC. In the end, the two units retreat one hex to hex 1220, satisfying the original hit, and then one of them incurs a step loss for using retreat priority 3.

- **D:** This unit is a two-step unit and it incurs two hits in combat. Note that the unit which attacked unit A has advanced and now occupies the hex formally occupied by unit A (blocking one retreat path option). Normally, unit D must use retreat priority 3 and with more than one choice must first enter the broken hex instead of the forest hex. However, if it follows this path (broken hex then woods hex), it will have satisfied the original two hits from the combat, but will be forced to take two additional step losses, one for each hex using retreat priority 3 – thereby being eliminated. In this case, the alternate path (forest hex then woods hex occupied by the retreated unit A), only incurs one additional step loss penalty. In the end, unit D satisfies two hits by using a two-hex retreat, suffers only one penalty step loss when it passes through the forest hex adjacent to an enemy ZOC, and survives as a dispersed unit.



## 9.8 Advance after Combat

If the defender vacates the hex under attack, by retreat or elimination, the attacking player may advance any and all undispersed attacking units into the hex, within stacking limits. This advance may be made regardless of the presence of enemy zones of control. *Refer to illustrations of Advance after Combat on the following page.*

**9.81 TWO-HEX ADVANCE:** If the defending units retreat two hexes or are eliminated, the attacking player may advance any and all of his attacking **mechanized** units two hexes, as long as stacking limits are met when the advances are completed.

- The **first** hex entered in the advance must be the attacked hex.
- The **second** hex entered in the advance may be any hex adjacent to the attacked hex. However, when deviating from the path of retreat, the advancing unit may not move directly from one enemy-controlled hex to another, may not cross an unbridged river and may not enter a forest hex unless entering along a road.
- When more than one unit is advancing two hexes, they may advance into different hexes.

**9.82 ADVANCING ACROSS RIVERS:** This depends on whether the river has a bridge or not (12.2).

**BRIDGED HEXSIDE:** Any number of attacking units may advance across bridged river hexsides. A unit advancing across a bridged river hexside may advance two hexes, if otherwise allowed. However, no more than one unit may advance across a given bridged river hexside into an enemy-controlled hex in a single combat, even if the hex is friendly occupied.

**UNBRIDGED HEXSIDE:** A unit may only advance across an unbridged river hexside if it attacked across that hexside or is following the path of retreat. A unit advancing across an unbridged river hexside must stop in the hex across the river, even if the unit is mechanized and has advanced only one hex. Furthermore, only one unit may advance across a given unbridged river hexside in a single combat.

## 9.9 Dispersal

A unit becomes dispersed in the following situations:

- The unit is defending in combat and retreats two hexes.
- The unit is attacking and becomes dispersed to satisfy combat hits.



**EFFECTS:** Place a *Dispersed* marker on the unit.

A dispersed unit:

- does not exert control;
- may not move, attack or build an improved position;
- may not advance after combat.

A dispersed unit and any units stacked with it:

- may retreat only one hex if attacked.

If all units defending in a combat start the combat dispersed:

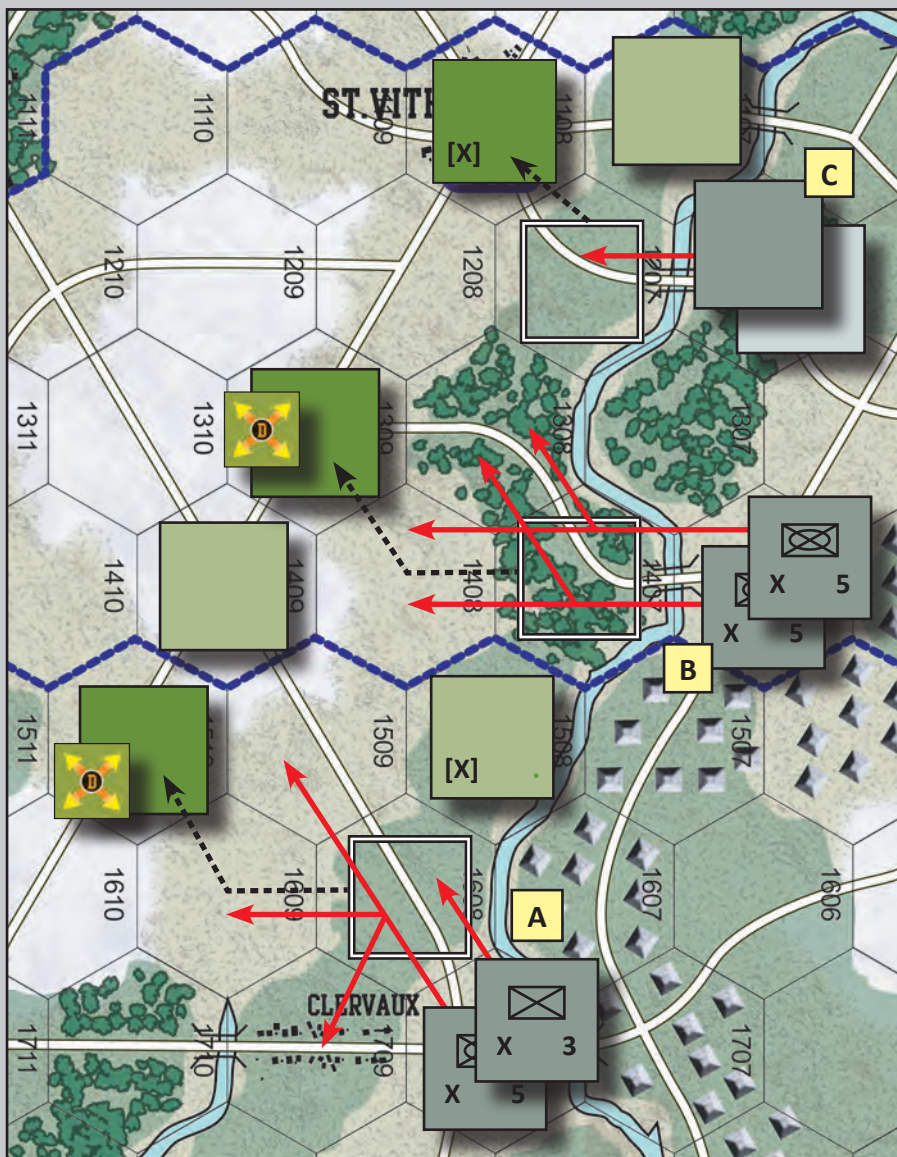
- the attacker subtracts one hit from his hits incurred;
- the defender may not be the recipient of combat tactics.

**REMOVAL:** A dispersed unit becomes undispersed as follows:

- The unit is activated. After all other units in the activated formation have completed their actions, the unit's *Dispersed* marker is removed. An attacking unit that becomes dispersed does not become undispersed at the end of the same activation.
- An attacking unit that becomes dispersed does not become undispersed at the end of the same activation.
- All *Dispersed* markers are removed at the end of the day.

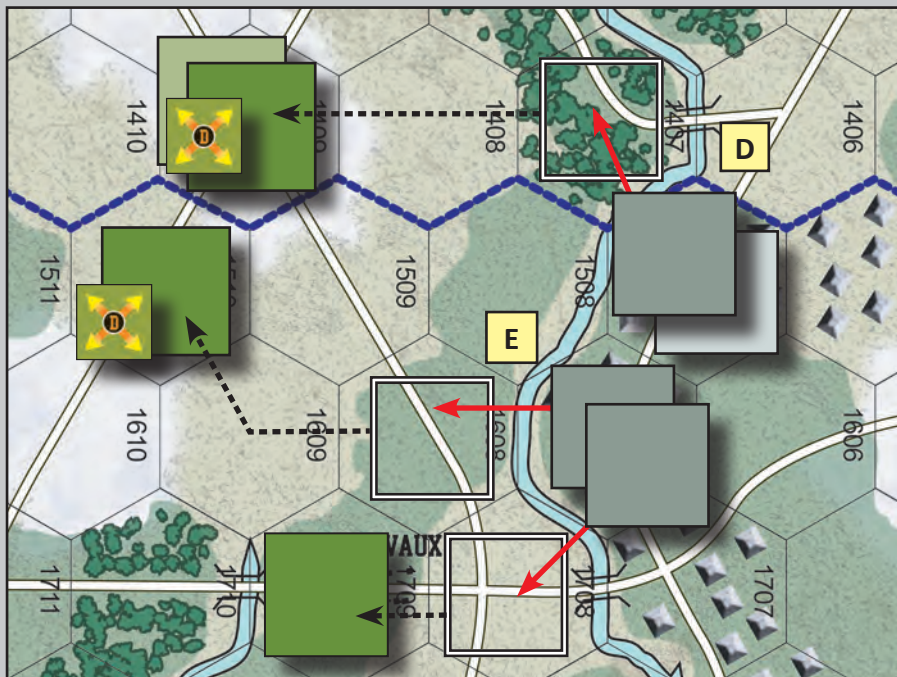
### Illustration of Advance after Combat (1) [9.8]:

- **A:** The defending unit retreated two hexes, allowing the mechanized and infantry unit to both advance into the vacated hex. The mechanized unit can advance a second hex and does not have to follow the retreat path and has three options. Note that it can enter hex 1509 because it is not moving directly from one enemy ZOC to a second enemy ZOC (otherwise, that option for advance would be prohibited).
- **B:** The defending unit retreated two hexes, allowing both mechanized units to advance across the bridge into the vacated hex. Since an adjacent defending unit does not have a ZOC, both can advance a second hex. If any of the attacking units advance a second hex, none can enter a forest hex (unless by a road).
- **C:** The defending unit retreated one hex, but since an enemy unit still exerts a ZOC into the just vacated hex, only one attacking unit can advance across the bridge.



### Illustration of Advance after Combat (2) [9.8]:

- **D:** Although the defending unit retreated two hexes, only one attacking unit can cross the unbridged hexside into the just vacated hex and that unit must stop.
- **E:** Since only one unit can advance across an unbridged hexside, the attacker decided to split his force into two separate combats (both resulting in very unlikely but possible retreats by the defender) to gain the advantage of moving both attacking units across the river (across two different hexsides).





## 10. SUPPLY

Units and hexes are considered to be in supply or unsupplied. A unit must be in supply in order to function at full effectiveness. A unit becomes unsupplied if it cannot trace a supply line during the Supply Phase.

**SUPPLY PHASE 17+**: All units start the game in supply. Starting December 17, the Supply Phase is conducted each day.

**FRIENDLY MAP EDGES:** For purposes of tracing supply lines, the following map edges are friendly as follows:

- German-friendly: the east map edge plus those portions of both the north and south map edges that contain or are east of a Westwall hex.
- Allied-friendly: the west map edge plus those portions of both the north and south map edges that are west of a Westwall hex.



**SUPPLY FOR UNITS:** Supply for all units in play is determined during the Supply Phase of the day. Supply determinations made for units in the Supply Phase apply throughout the day. **Exception:** Allied Air Resupply (10.3).

**SUPPLY FOR HEXES:** Supply for a hex is determined at the moment any one of the following functions is to be performed in the hex:

- In order for Allied *Engineers* to destroy a bridge, at least one hex bordering the bridge hexside must be in Allied supply.
- In order for German *Bridge Engineers* or Allied *Engineers* to repair or build a bridge across a given river hexside, at least one hex bordering that hexside must be in friendly supply.
- To place a reserve unit in a hex, the hex must be a friendly supply head.
- To assign replacements to a unit, the unit must be in supply and able to trace supply from its hex.
- To earn Victory Points for a German unit west of the Meuse River, the unit's hex must be in German supply during the End of Day Phase.

Additional supply requirements apply to the Two Player game:

- In order to release the OKW Reserve a German unit must be adjacent to or across the Meuse River in a hex in German supply during the Reserve Phase (11.4).
- In order to play the “Activate any one Unit” command (6.3) the unit must be in a hex in supply.
- To place an Allied *Roadblock* marker, the hex must be in Allied supply.

### 10.1 Tracing Supply

**SUPPLY PATH CONSIDERATIONS:** A unit or hex is in supply if a path of no more than **four** hexes can be traced from the unit or hex to a hex on a friendly map edge or to a road hex that is a valid supply head.

- First, the hex for which supply is being traced may be in an enemy ZOC.
- From there, the four-hex path may not pass through enemy town or city hexes, across enemy bridges, or through hexes occupied by enemy units.
- The path may be traced through a hex in an enemy ZOC **only if** occupied by a friendly unit.
- The path may be traced through a hex adjacent to an enemy unit that does not exert a ZOC.
- If the path crosses an unbridged river hexside, its allowed length is shortened to one hex; that is, the unbridged river hexside must border the unit's hex and a valid supply head must be in an adjacent hex across the river in order for the unit to be in supply.

**SUPPLY HEAD CONSIDERATIONS:** A road hex is a valid **supply head** if a path of connected road hexes can be traced from the hex to a hex on a friendly map edge with a road leading off the map.

- The road path may be of any length but may not pass through enemy town or city hexes, across enemy bridges or through hexes occupied by enemy units.
- The road path may be traced through a hex in an enemy ZOC only if occupied by a friendly unit.
- The road path may be traced through a hex adjacent to an enemy unit that does not exert control.

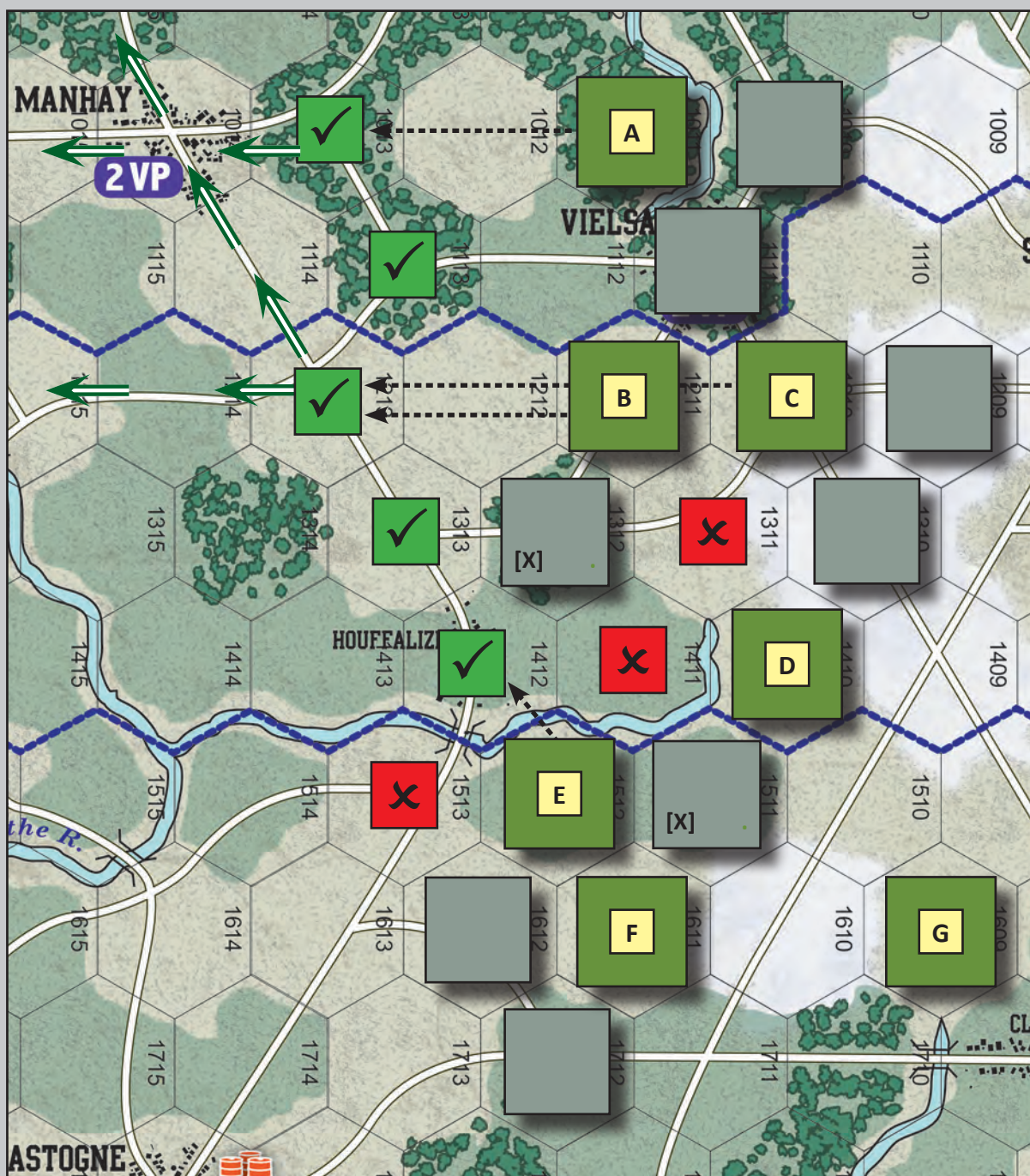
**10.11 SUPPLY AT MAP EDGE:** A unit in a hex along a friendly map edge is always in supply.

**10.12 GERMAN INITIAL SUPPLY 16-18:** All German units are in supply throughout December 16, 17 and 18, regardless of their situation. **Exception:** See the *von der Heydte* command event.

**10.13 SUPPLY AND WESTWALL:** Allied supply may not be traced through a Westwall hex unless occupied by an Allied unit.

**Illustration of Tracing Supply [10.1]:** Hexes marked with a green check symbol are valid supply head hexes, whereas those marked with a red "x" symbol are not.

- **A:** In Supply: this unit's path exits an enemy ZOC and reaches a supply head in two hexes.
- **B:** In Supply: this unit's path exits an enemy ZOC into a hex adjacent to an enemy unit that does not project a ZOC (bracketed combat strength) and reaches a supply head in two hexes.
- **C:** In Supply: this unit's path exits an enemy ZOC and immediately enters a friendly-occupied hex in an enemy ZOC followed by a hex adjacent to an enemy unit that does not project a ZOC (bracketed combat strength) and reaches a supply head in three hexes.
- **D:** Out of Supply: this unit's supply path directly across an unbridged river hexside is only one hex; the hex the path enters is not a supply head (it is one hex short of the road).
- **E:** In Supply: this unit's supply path directly across an unbridged river hexside is only one hex but the unoccupied hex the path enters has a road and due to lack of enemy ZOC is a supply head.
- **F:** Out of Supply: although the unit's path gains the advantage of directly entering a friendly-occupied hex, its path did not start immediately adjacent to an unbridged river hexside.
- **G:** Out of Supply: this unit cannot trace a valid path to a supply head: it is within four hexes of Houffalize by two different routes, but neither path is valid for unit G due to the presence of enemy ZOCs.



## 10.2 Effects of Unsupply

A unit that cannot trace supply during the Supply Phase enters one of three successive states of unsupply: low supply, out of supply (OOS) or isolated. A unit in any of these three states is considered unsupplied.

**10.21 LOW SUPPLY:** An unsupplied unit that was in supply before the current Supply Phase receives a *Low Supply* marker. **A unit in low supply operates normally, except for the following:**



- No combat tactic may be played in the unit's support. If the combat includes other friendly units in supply, combat tactics may be played on their behalf.
- The unit may not exit the map.



**10.22 OUT OF SUPPLY:** An unsupplied unit already in a state of low supply during the Supply Phase (from a previous day) receives an *Out of Supply* marker. **An out of supply unit suffers the effects of low supply, plus the following:**



- If mechanized, the unit may move only one hex.
- The unit may not build an IP, but may retain one previously placed.
- The unit may not attack.



▪ **Out of supply only:** If attacked, the enemy attackers may draw **one** extra combat chit and may disregard **one** attacker hit.

**10.23 ISOLATED:** An unsupplied unit already out of supply during the Supply Phase receives an *Isolated* marker. **An isolated unit suffers all the effects of being out of supply, plus the following:**



- The unit does not exert a ZOC, even if in a town or city.
- An infantry unit may move only one hex, and if attacked may retreat only one hex.
- A mechanized unit may not move or retreat.
- The unit may not exit an enemy ZOC.
- The unit may not enter an enemy town or city, and may not cross an enemy bridge.
- The unit does not affect the placement of enemy reserve units (except in its own hex).



▪ **Isolated only:** If attacked, the enemy attackers may draw **two** extra combat chits and disregard **all** attacker hits on all chit draws.

- An isolated Allied unit may not enter an unoccupied Westwall hex.

**10.24 SURRENDER:** An unsupplied unit already isolated during the Supply Phase continues to suffer all the effects of being isolated. In addition the owning player must roll the die and check for surrender of the isolated unit. If the die result falls into the die roll range for the unit quality, the owning player must **remove one step** from the unit. If this was the last step, remove the unit from the map and place it in the Eliminated Units box. Check surrender for each unit in an isolated stack separately.

UNIT TYPE	SURRENDER RESULT
Green	1-6
Regular	1-4
Elite	1-2

## 10.3 Allied Air Resupply

The Allied player may play an *Airpower* command event as his card play for his impulse to place an unsupplied Allied unit or stack of his choice in supply. When he does so, the stack immediately returns to supply; remove the *Low Supply*, *Out of Supply* or *Isolated* marker from the stack. During the next Supply Phase, the unit will again be subject to a normal supply check.

## 10.4 German Fuel Shortages 20+

Beginning on December 20, German mechanized units are subject to fuel shortages. During the Supply Phase each day and each time he replenishes his hand, the German player must check all the division cards in his hand to see if any of the listed formations lack fuel on the current date. If so, the German player must place *Out of Fuel* markers on all units of the formation, and must then discard the card, without drawing another.

**Example:** On December 23, the German player draws into his hand the command card for the 1<sup>st</sup> SS and 12<sup>th</sup> SS Panzer Divisions, indicating no fuel for the 1<sup>st</sup> SS on December 22 and 26, and no fuel for the 12<sup>th</sup> SS on December 23 and 29. Since it is December 23, the 12<sup>th</sup> SS Panzer Division has no fuel. He places *Out of Fuel* markers on the three units of the 12<sup>th</sup> SS Panzer Division (if in play) and then discards the command card.

The German player may prevent a formation from being out of fuel by playing the *Fuel Priority* command event (see the event descriptions) or by spending a *Fuel* marker (10.42). If he spends a *Fuel* marker, the card is not discarded.

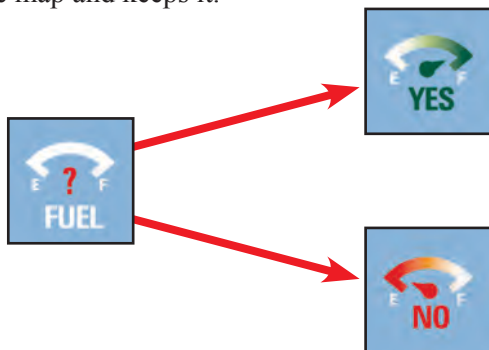
**10.41 EFFECTS OF NO FUEL:** An out of fuel unit suffers the following effects:

- The unit may not move, retreat or advance after combat.
- The unit may not attack.
- If the unit is attacked, the enemy attackers may disregard **one** attacker hit.



The effects of being out of fuel last throughout the day incurred. *Out of Fuel* markers are removed during the End of Day Phase. The effects of being out of fuel are cumulative with the effects of being in Low Supply or Out of Supply. An isolated unit may not also be out of fuel, however, if its division card indicates the unit's division is out of fuel, the card is still discarded.

**10.42 FUEL DEPOTS:** Five *Fuel Depot* markers are placed on the map at the start of play. Two of these say NO on their hidden side (just a rumor of fuel) and three say YES (available fuel). When a German unit enters a hex with a *Fuel Depot* marker, the German player reveals the hidden side. If NO, he discards it. If YES, he removes the marker from the map and keeps it.



**USE OF FUEL DEPOTS:** If the German player possesses a fuel depot when he draws a card indicating a formation is out of fuel, he may spend (discard) the fuel depot to ignore the out of fuel effects – he gets to keep the card and does not place *Out of Fuel* markers on the units.

## 11. RESERVES

Reserves are units that have not yet entered play. During the reserve phase of each day, each player places newly arriving reserve units (those marked with the current date) in his Reserve Units box. Units in the Reserve Units boxes are deployed onto the game map by the play of a card, or after two days have passed since their scheduled day of arrival.

### 11.1 Deploying Reserves

As his card play in his impulse, the active player may play a card to deploy all the reserve units in the formations listed on the card.

- Play a **Division** card to deploy reserve units in all formations listed on the card. Alternatively, he may deploy any one unit in the same corps as the formations on the card.
- Play a **Corps, Army or Army Group** card to deploy all reserve units in the corps, army or army group listed on the card.

**STANDARD RESERVE DEPLOYMENT:** To deploy reserve units, the player places them in hexes of his choice on the map within all the following restrictions:

- In the unit's operational area: if Allied, in the unit's corps area; if German, in the unit's army area.
- In a road hex that is a valid friendly supply head (10.1).
- At least three hexes away from an enemy unit or enemy town or city, excluding isolated enemy units. This distance is reduced to two hexes if placing the unit in a map-edge hex.

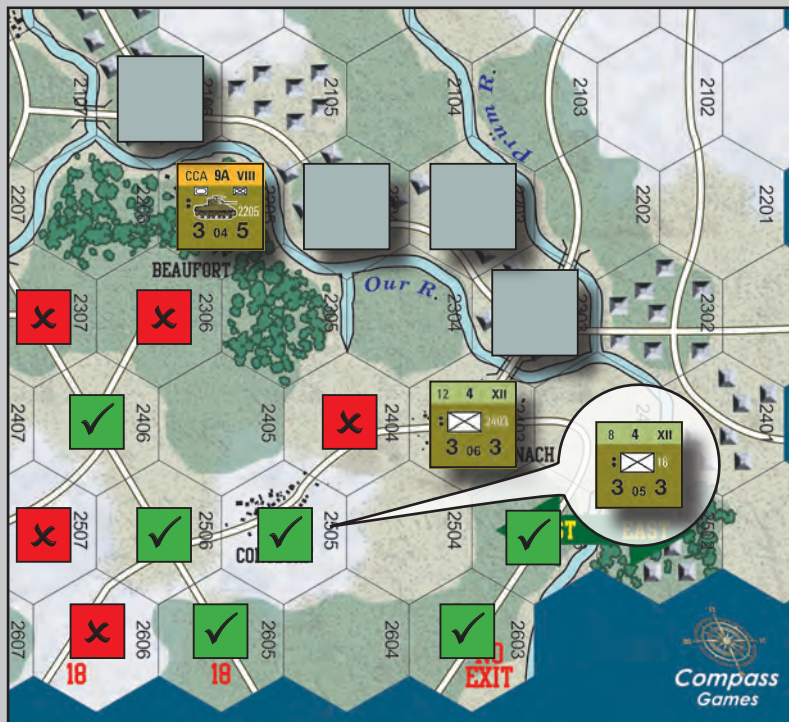
Within these restrictions, place the unit within three hexes of a unit in the same division. If this is not possible or no units of the division are on the map, then place the unit within three hexes of a unit in the same corps. If this is not possible then place the unit within three hexes of a unit in the same army.

**ALTERNATE ALLIED STRATEGIC RESERVE DEPLOYMENT:** An Allied reserve unit with a printed entry date marked with an S or whose printed entry date is earlier than the current date is considered an Allied strategic reserve. Such a unit may be deployed by the standard method described above or may alternately be placed in any valid friendly supply head road hex in the unit's corps area, and at least **five** hexes away from all enemy units and enemy towns and cities, excluding isolated German units. This distance is reduced to two hexes if placing the unit in a map-edge hex.

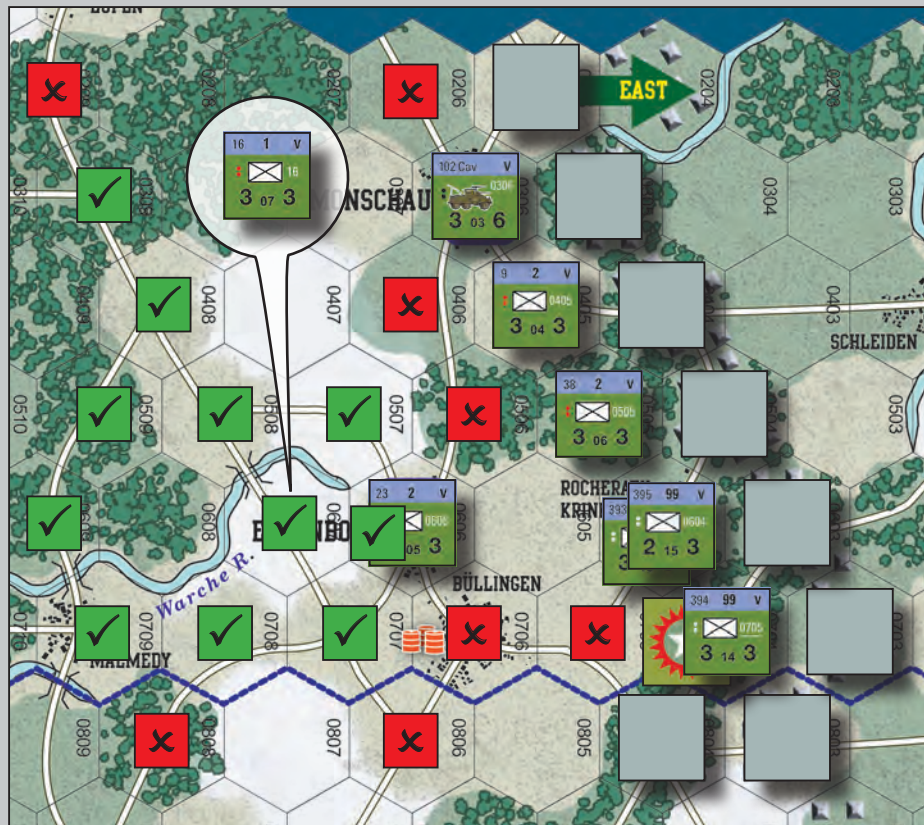
**Illustrations of Reserve Deployment:** On December 16, five units start in the Allied Reserve Units box. The Allied player has the following choices in deploying these units shown in the following three illustrations. Note that on December 17, any of these units that are still in the Reserve Units box may be entered via the standard method or the alternate Allied strategic method.



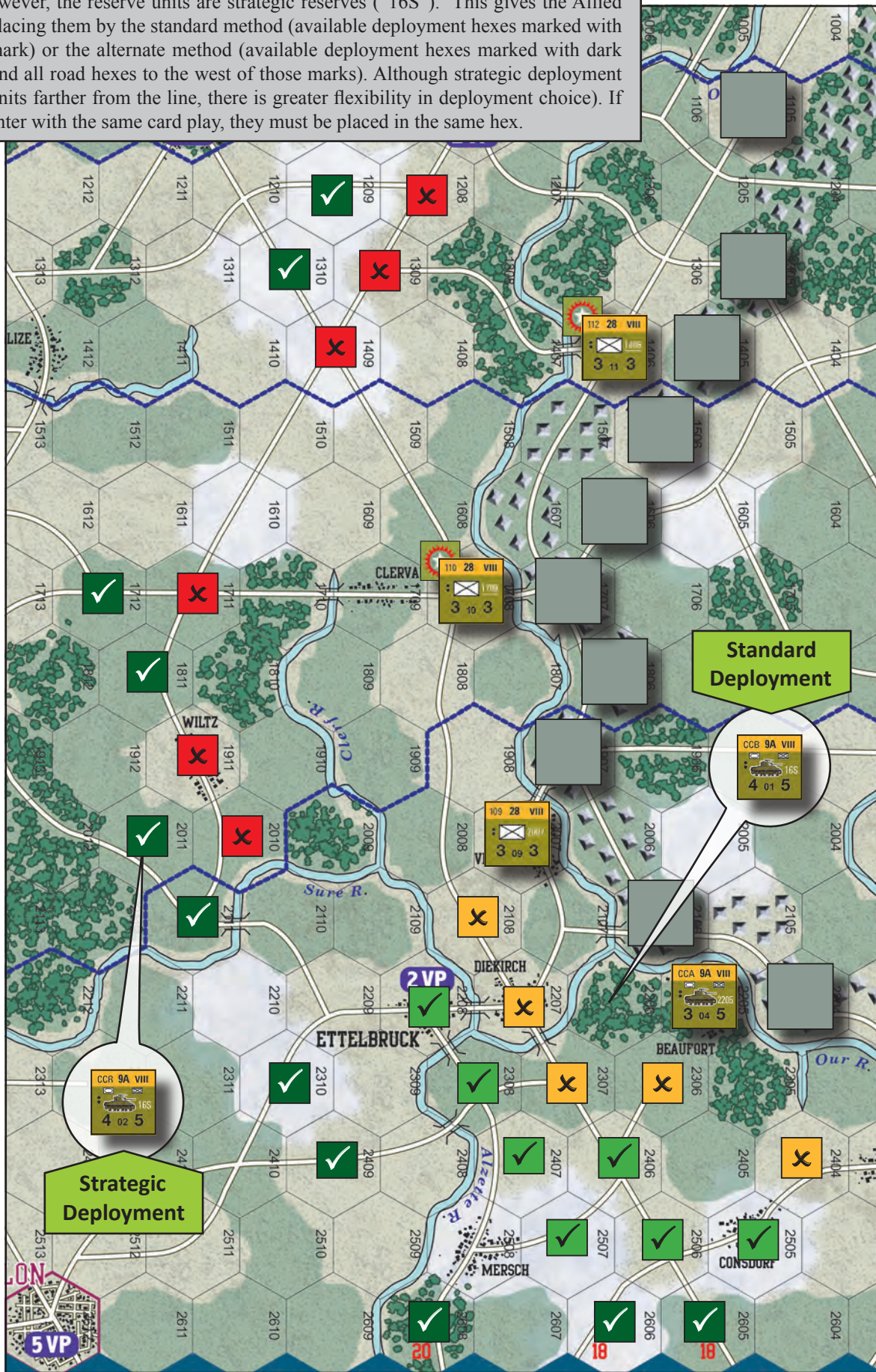
**Illustration A [11.1]:** 4<sup>th</sup> Infantry Division (1 unit): Since a unit of the 4<sup>th</sup> Infantry Division is already in play (2403), the reserve unit must be placed within 3 hexes of a 4<sup>th</sup> Division unit and at least 3 hexes away from an enemy unit (2 hexes away if in a map edge hex), per the standard deployment method. The Allied player chooses to hold off deploying the other unit of the 4<sup>th</sup> Infantry Division.



**Illustration B [11.1]:** The 1<sup>st</sup> Infantry Division reserve unit must be placed within 3 hexes of any unit in V Corps (and within the V Corps boundary area), since no units of the 1<sup>st</sup> Infantry Division are on the map, per the standard deployment method.



**Illustration C [11.1]:** 9<sup>th</sup> Armored Division (2 units): A unit of the 9<sup>th</sup> Armored Division is already in play (2205). However, the reserve units are strategic reserves (“16S”). This gives the Allied player a choice of placing them by the standard method (available deployment hexes marked with light green check mark) or the alternate method (available deployment hexes marked with dark green check mark and all road hexes to the west of those marks). Although strategic deployment puts the deployed units farther from the line, there is greater flexibility in deployment choice). If both reserve units enter with the same card play, they must be placed in the same hex.



## 11.2 Multi-Unit Deployments

Units from the same division entering as reserves in the same impulse must be placed in the same hex.

**Example:** Three units of the 3rd Armored Division are in the Reserve Units box. If all are deployed with the same card play, they must all be placed in the same hex.

Reserve units may be deployed in hexes with other friendly units as long as stacking limits are observed.

When deploying reserve units from different divisions in the same impulse, the player may deploy them in any sequence. The moment a unit is placed it is considered in play when determining where subsequent reserves may be placed in the same impulse.

**Example:** If two divisions in a corps are being deployed, you may place the units of one division within three hexes of an on-map unit in the same corps, and then place the second division within three hexes of the just placed division.

**US AIRBORNE DIVISIONS:** Three US airborne divisions consist of four units each. When deploying all units of an airborne division at the same time, place the four units in two adjacent hexes, so as to avoid over-stacking. Both hexes must be valid reserve placement hexes.

## 11.3 Delayed Reserves 18+

During the Reserve Phase any units in each player's Reserve Units box with a printed date two days earlier than the current date may be deployed to the map without a card play, in accordance with the reserve placement rules.

**Example:** A unit with the date December 16 would be deployed during the Reserve Phase of December 18, if still in the Reserve Units box.

## 11.4 German OKW Reserve

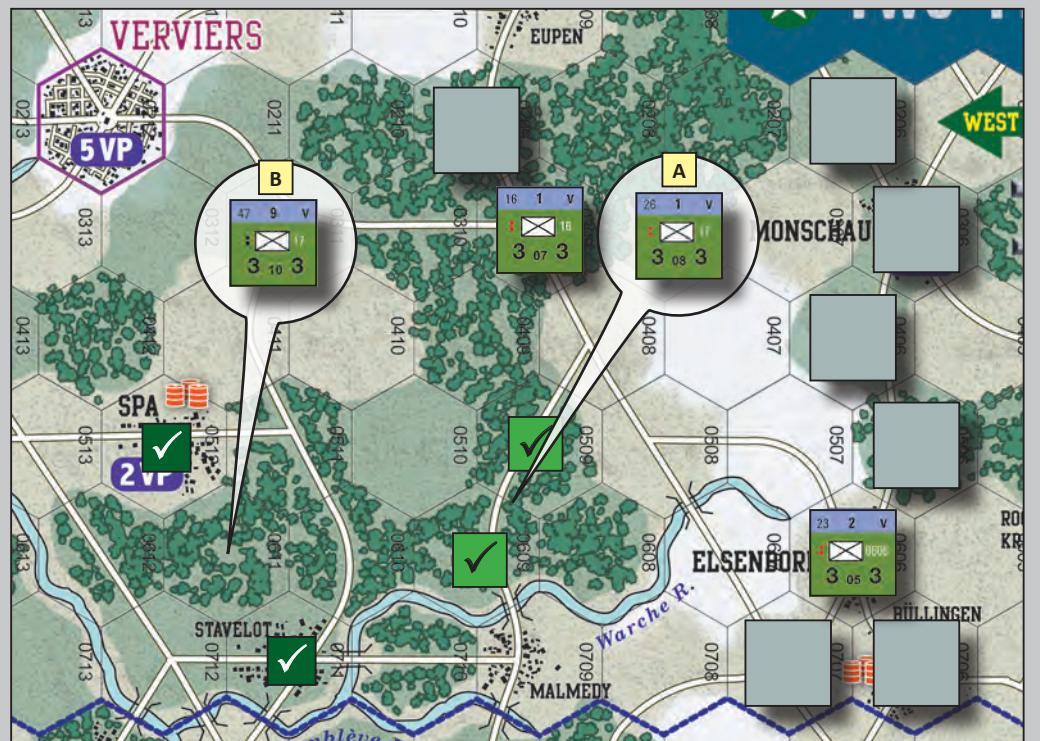
The German OKW Reserve, consisting of eight units in three mechanized divisions, is released to the German player during the Reserve Phase if at least one German unit is in a hex adjacent to or across (west or north of) the Meuse River **and able to trace supply** at that time. When this first occurs, move all units from the OKW Reserve box to the calendar space for the **next** day.



During the Reserve Phase of the next day, move the OKW Reserve units from the calendar to the Reserve Units box and add the four OKW command cards to the cards available to the German player, one to his draw pile and three to his available supplemental cards.

**11.41 DEPLOYING OKW UNITS:** The OKW Reserve is not attached to a specific army. Once in the German Reserve Units box, all OKW units may be deployed by play of the Army Group B card or the OKW Reserve Corps card. OKW units may also be deployed by the play of

**Illustration of Multi-Unit Deployment [11.2]:** If units from different divisions in a corps are being deployed, the player may place the units of one division within three hexes of an on-map unit in the same corps, and then place the units from the other division within three hexes of the just placed division. If the Allied player uses the V Corps card to deploy the 26.1.V (1<sup>st</sup> Division) and the 47.9.V (9<sup>th</sup> Division), and places the 1<sup>st</sup> division unit (A) into either hex marked with light green check, then he will be able to place the 9<sup>th</sup> Division unit (B) into either Spa or Stavelot (marked with dark green check), thereby extending the defensive line.



their respective division cards. The first OKW division to be placed on the map must be placed in a road hex that is a valid German supply head, within three hexes of any German unit, and at least three hexes away from a non-isolated Allied unit or Allied town or city. Thereafter, other OKW Reserve units must be placed within the above restrictions within three hexes of an OKW unit on the map.

**11.42 ACTIVATING OKW UNITS:** Once on the map, OKW units are all considered to be in one corps. They may be activated as a corps by playing the Army Group B card or the OKW Reserve corps card. OKW units may also be activated by one of the three German army cards, depending on the OKW units' map location:

- 6<sup>th</sup> Panzer Army card -- If all on-map OKW units are within the 6<sup>th</sup> Panzer Army boundary.
- 5<sup>th</sup> Panzer Army card – if at least one OKW unit occupies a hex between the 6<sup>th</sup> Panzer Army boundary and the 7<sup>th</sup> Army boundary, or if OKW units occupy both army boundaries.
- 7<sup>th</sup> Army card – if all on-map OKW units are within the 7<sup>th</sup> Army boundary.

OKW units may be included in a Kampfgruppe activated by any army or army group card, if within two hexes of the *KG* marker. OKW units in a particular division may be activated by playing the corresponding division card.

### 11.5 British XXX Corps

The deployment of reserve units of British XXX Corps is governed by the following special rules.



**11.51 DEPLOYMENT:** If deploying reserve units from British XXX Corps prior to a German unit entering a hex west of the Meuse River, place each unit within these special restrictions:

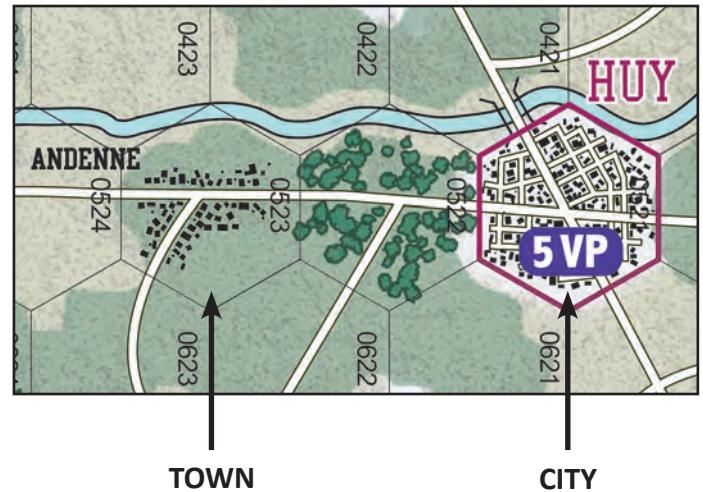
- In a road hex in Allied supply, west or north of the Meuse River. **Exception:** The unit designated **29A.XXX** may be placed in Dinant (hex 1126).
- If any units of XXX Corps are already on the map, then within three hexes of a unit in the same division. If no units of the division are on the map, then within three hexes of a unit in XXX corps.
- At least two hexes away from a German unit or German town or city, excluding isolated German units.

Once a German unit enters a hex west of the Meuse River (7.7), reserve units of XXX Corps are deployed as if in a corps in the US 1<sup>st</sup> Army.

## 12. TOWNS, CITIES, BRIDGES & IMPROVED POSITIONS

### 12.1 Towns and Cities

**DEFINITION & OWNERSHIP:** Every town and city hex is considered owned by the Allies or the Germans, even if not occupied by a unit. At the start of play, all towns east of the line of Westwall hexes are German, and all towns and cities west of the Westwall are Allied. Ownership of a town or city changes the moment an enemy unit enters the hex. From that point forward, the town or city is owned by the player whose unit last entered the hex, even if his units subsequently leave the hex.



**EFFECTS:** An **enemy** town or city has the following effects:

- A unit may not retreat into an enemy town or city.
- A unit conducting strategic movement may not enter an enemy town or city.
- Supply may not be traced through an enemy town or city.
- A reserve unit must be placed at least three hexes away from an enemy town or city.

Ownership of a town or city is not affected by being in an enemy zone of control or by being out of friendly supply; an enemy unit must actually enter the town or city to take ownership.

German and Allied *Ownership* markers are provided for marking ownership. Players may use these at their option to mark towns or cities where ownership is not obvious.

### 12.2 Bridges

**DEFINITION:** Where a road depiction crosses a river hexside, this hexside is defined as a **bridged river hexside**.

- A bridged river hexside that is **not** marked with a *Blown Bridge* marker has an intact bridge, otherwise, if marked, it has a blown bridge.



Where **no** road depiction exists crossing a river hexside, this hexside is defined as an **unbridged river hexside**.

- A bridged river hexside marked with a *Blown Bridge* marker is considered an unbridged river hexside.

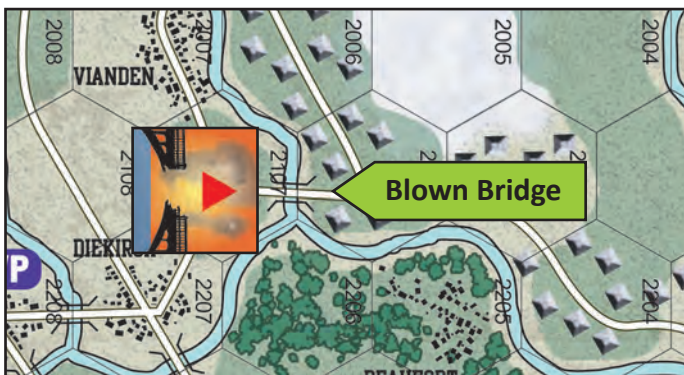
**CONTROL AT START:** Every bridge is Allied or German owned. At the start of play the four destroyed bridges listed in the Terrain Key (at hexes 1707, 1907, 2106 and 2303 going west across the Our River) and the three intact bridges behind the German lines (at hexes 1802, 1903 and 2202 going west across the Prüm River) are German. All other bridges are Allied.

**CHANGE OF CONTROL:** A bridge changes ownership (i) when a non-owning unit crosses the bridge, or (ii) when a non-owning unit begins its activation in a hex bordering the bridge and no owning unit occupies the hex across the bridge.

When bridge ownership changes, place a German or Allied *Bridge Control* marker in either hex adjoining the bridge. If ownership of the bridge later reverts to the original owner, remove the marker.

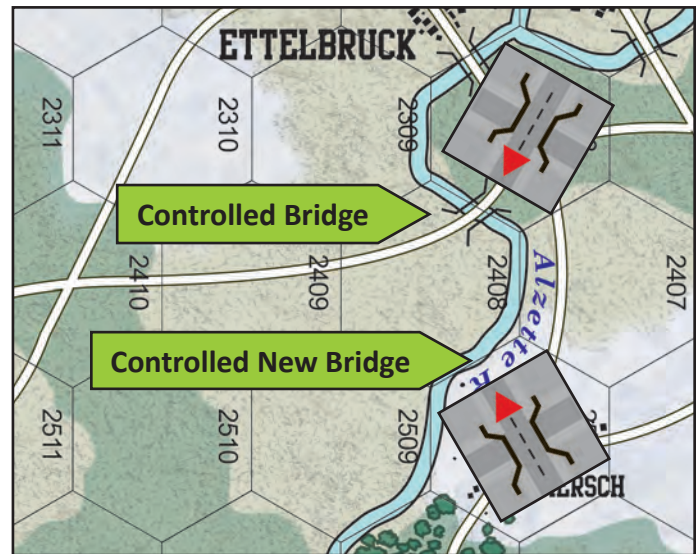
- Supply may not be traced across an enemy bridge.
- A unit moving via strategic movement may not cross an enemy bridge.

**12.21 DESTROYED BRIDGES:** Four bridges start the game destroyed (see the map's terrain key), noted by a *Blown Bridge* marker. You may destroy other bridges by playing the *Engineers* command event. A blown bridge may be repaired by the play of an Allied *Engineers* event or German *Bridge Engineers* event, as long as the requirements in the event description are met. When a blown bridge is repaired, remove the *Blown Bridge* marker; the bridge and the road crossing the bridge are now intact.



**12.22 NEW BRIDGES:** A new bridge may be built across any river hexside by the play of an Allied *Engineers* event or a German *Bridge Engineers* event as long as the requirements in the event description are met. When a new bridge is built, place a *Bridge Control* marker (for the

side that built it) pointing toward the hexside crossed by the bridge. If later destroyed, remove the *Bridge Control* marker.



**12.23 CONNECTION BENEFITS:** A new or repaired bridge allows units to move across the hexside with no river penalty and allows supply to be traced across the river. A repaired bridge connects the roads leading to the river hexside; a new bridge does not connect roads.

### 12.3 Improved Positions

**DEFINITION:** An improved position (IP) is a defensive preparation that aids units defending in combat.



- When a unit with an IP marker is attacked, the **total number of hits** incurred by the defender is **reduced by one**.
- An IP marker confers this benefit just once – the marker is removed when the IP absorbs a hit.



**12.31 BUILDING IMPROVED POSITIONS:** As noted in the setup instructions, several Allied units start the game with IP markers. In addition units of either side may gain an IP marker during play in the following ways:

- At the end of an impulse, the active player may place an IP marker on each active unit that is in supply or low supply that did not move or attack in the impulse.
- The Allied player may play the *Engineers* command event as his card play for his impulse to place an IP marker on any one Allied unit in supply.
- During a combat the defender may play the *Engineers* or *Combat Engineers* combat tactic to place an IP marker on his defending units.

Dispersed units may not build an IP (9.9).

**12.32 NOT IN TOWN OR CITY:** An *IP* marker may not be placed in a town or city hex, or in a hex that already has an *IP* marker.

**12.33 ADDITIONAL EFFECTS:** If a unit moves into a hex occupied by a friendly unit with an *IP* marker, the arriving unit gains the benefit of the *IP*, even if the unit originally in the hex moves out. *IP* markers do not count against stacking limits. An *IP* marker may remain in a hex indefinitely, as long as friendly units occupy the hex.

**12.34 REMOVING IMPROVED POSITIONS:** An *IP* marker is removed in any of the following situations:

- The hex with the *IP* marker is attacked and the defender incurs at least one hit – the marker is removed after reducing the number of defender hits by one, before conducting retreats and advances. The *IP* marker is not removed if the defender receives no hits.
- The hex with the *IP* marker is attacked and the attacker is supported by the *Engineers* combat tactic (if Allied) or the *Combat Engineers* combat tactic (if German). The *IP* marker is removed before resolving the combat, negating its benefit to the defender.
- All units in a hex with an *IP* marker participate in a combat as attackers – the *IP* marker is immediately removed.
- A unit moves out of a hex with an *IP* marker, leaving the hex unoccupied. An *IP* marker is removed if abandoned; it never moves with a unit.

## 13. REPLACEMENTS

REPLACEMENTS START **20+** : Beginning on December 20, German and Allied units may receive replacements to enable reduced units to regain steps.

Both players may play a Corps card during their impulse to rebuild lost unit steps via replacements. Playing a card for replacements counts as the card play for the impulse but is not considered a unit activation.

### 13.1 Replacing Lost Steps

Each corps card lists a number of Replacement Points (RP), which is the number of steps that may be replaced within that corps per card play. Upon playing a corps command card to assign replacements, the player assigns replacement steps to units up to but not exceeding the number of Replacement Points listed on the card. Replacement steps are assigned by flipping a reduced unit over so that it gains one step or by exchanging a reduced unit with its original unit so that it gains one step. One replacement step is expended for each step gained when doing so.

**Example:** The Allied player plays the V Corps command card to assign two replacement steps to units in V Corps. He decides to flip a reduced unit of the 99<sup>th</sup> Division from its one-step side to its two-step side. Then he flips a reduced 9<sup>th</sup> Division unit.

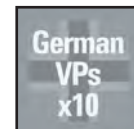
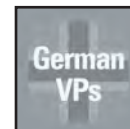
**13.11 SUPPLY REQUIREMENTS:** A unit must be in supply and be able to trace supply at the moment replacements are being assigned in order to receive replacements. The unit receiving replacements may be in an enemy-controlled hex, and may be dispersed.

**13.12 ELITE REPLACEMENTS:** A unit may only receive an elite replacement step if there are no non-elite units in the corps eligible to be assigned non-elite steps.

**13.13 RESTRICTIONS:** A given unit may be increased by no more than one step via replacements in a single impulse. Eliminated units may not be returned to play by replacement assignment. Unused replacement steps are lost if not assigned in the impulse received.

## 14. VICTORY CONDITIONS

Victory is determined by the number of Victory Points (VPs) earned by the German player. The Allied player does not earn VPs.



### 14.1 German Victory Points

The German player starts the game with no Victory Points. As he gains and loses Victory Points, the German player adjusts the *VP* markers on the *VP* track to show his current total. Two markers, one for single VPs and one for VPs x10, allows from 0 to 99 VPs to be recorded. The German player gains and loses VPs for the following:

**OWNING VP TOWNS & CITIES:** Certain town and city hexes on the map contain a **VP value**. The moment a German unit enters a *VP* hex, the German player earns the VPs listed. If an Allied unit subsequently enters the *VP* hex, the German player loses the VPs.

**CROSSING THE MEUSE RIVER:** If a German unit occupies a hex west of the Meuse River from which German supply can be traced during the Victory Check (in the End of Day Phase), the German player is awarded **10 VPs**. Do not place or adjust a *Supply* marker when making this special check. These VPs are awarded just once per game

regardless of how many units cross the Meuse River, and once awarded cannot be lost.

**GERMAN UNIT EXIT:** German units in supply may exit the map in accordance with the restrictions of 7.8. Exited units gain the German player VPs at the moment of exit. Once gained, VPs for exiting units may not be lost.

CONDITION	AWARD
Infantry unit exits <b>east</b> of the Meuse River	1 VP per step
Mechanized unit exits <b>east</b> of the Meuse River	2 VPs per step
Infantry unit exits <b>west</b> of the Meuse River	1 VP per strength point
Mechanized unit exits <b>west</b> of the Meuse River	2 VPs per strength point

**ALLIED UNITS ELIMINATED:** The German player gains **1 VP** for every **two** Allied units eliminated.

**VON DER HEYDTE RELIEF:** If a German unit enters the hex occupied by the *von der Heydte* (VDH) airborne infantry unit, the VDH unit is removed from the map and the German player gains **1 VP**.

**ALLIED UNIT IN WESTWALL HEX 18+ :** Starting with the December 18 turn, the German player **loses 5 VPs** for each Westwall hex that is owned by the Allies. He loses these VPs the moment an Allied unit enters the hex and regains the VPs if a German unit subsequently enters the hex. *Ownership* markers may be used to show status.

## 14.2 Winning the Game

The scenario instructions in Section 15 state when the players conduct victory checks and the number of VPs that result in an Allied or German victory, as well as the level of victory achieved. Levels of victory may be compared to the historical outcome (14.3).

## 14.3 Meanings of Victory Levels

**GERMAN STRATEGIC VICTORY:** Hitler's Ardennes Offensive succeeds in smashing through the thin Allied front. Disorganization and intelligence failures in SHAEF result in piecemeal arrival of reserves, unable to stop the onslaught of the 5<sup>th</sup> and 6<sup>th</sup> Panzer Armies. The Germans pour across the Meuse River, driving toward Antwerp in force, while destroying the fighting capability of four US Corps and rendering the Western Allies incapable of offensive operations for at least a year.

**GERMAN OPERATIONAL VICTORY:** While the German offensive lacks the depth to make a serious drive on Antwerp, it holds the Meuse River and severs communication between the US and British forces, decimating three US Corps in the process. Allied command and supply is thrown into disarray, delaying the western drive into Germany by six months.

**GERMAN TACTICAL VICTORY:** The Germans reach the Meuse River and deliver a serious blow to Allied forces and morale before running out of steam. Two US Corps are crippled, though at heavy cost to German armor. Disorganized, Allied operations to reduce the bulge will not get underway until late January, buying the Wehrmacht a two-month respite in the west.

**ALLIED TACTICAL VICTORY (Historical Result):** Overcoming their initial surprise and disorganization, the Allies rally to stop the German offensive short of the Meuse River. Three Allied divisions are shattered but the Germans suffer much worse, as their offensive capabilities and reserves in the west are depleted. Allied operations to eliminate the bulge are underway in January, and broader offensive plans resume in February. The war will end in May 1945.

**ALLIED OPERATIONAL VICTORY:** Recovering quickly from the German surprise attacks, the Allies counter the offensive with an effective response. The Germans cannot capitalize on isolated breakthroughs and manage to create only a shallow bulge in the line, a bowl in which their armored might is destroyed. The end of the war is accelerated by one month.

**ALLIED STRATEGIC VICTORY:** After breaking the crust of the thin Allied front line, the attacking Germans meet a wall of rapidly arriving Allied reinforcements. With Allied communication and logistics unaffected, a broad counteroffensive against the depleted Wehrmacht destroys the German reserves and rolls across the Rhein. The war will end in March with the western Allies possibly reaching Berlin before the Soviets.

## 15. SCENARIOS

### 15.1 The Initial Assault

GAME DURATION: One day, December 16.

SETUP: Per Section 3 with the following adjustments:

- Do not set up *Fuel Depot* markers.
- Place only those reserve units dated December 16 on the calendar.
- Use only those command cards dated December 16.
- Skip rules for Replacements (13.0).

SPECIAL VP AWARDS: Each town initially held by the Allies without a VP value is worth 1 VP in this scenario only. In addition, all standard VP awards apply (14.1).

VICTORY CONDITIONS: The German player wins the game immediately if a German unit enters a hex adjacent to the Meuse River or exits the map per 7.8. If this does not occur, determine the winner during the end of Day Phase based on German VPs accrued:

GERMAN VPs	VICTORY LEVEL
8 or more VPs	German Tactical Victory
7 or fewer VPs	Allied Tactical Victory

### 15.2 The Allies Surprised

GAME DURATION: Three days, December 16-18.

SETUP: Per Section 3 with the following adjustments:

- Do not set up *Fuel Depot* markers.
- Place only those reserve units dated December 16, 17 and 18 on the calendar.
- Use only those command cards dated December 16, 17 and 18.
- Skip rules for Replacements (13.0).

VICTORY CONDITIONS: Determine the winner during the End of Day Phase on December 18 based on German VPs accrued:

GERMAN VPs	VICTORY LEVEL
26 or more VPs	German Operational Victory
18 – 25 VPs	German Tactical Victory
11 – 17 VPs	Allied Tactical Victory
10 or fewer VPs	Allied Operational Victory

### 15.3 The German Breakout

GAME DURATION: Five or six days, December 16-21.

SETUP: Per Section 3 with the following adjustments:

- Place only those reserve units dated December 16-21 on the calendar.
- Use only those command cards dated December 16-21.

VICTORY CONDITIONS: Check for victory during the End of Day Phase on December 20 and 21, as described in the 15.4 Victory Conditions. However on December 21, use the following VP values instead of those shown on the calendar:

GERMAN VPs	VICTORY LEVEL
50 or more VPs	German Strategic Victory
43 – 49 VPs	German Operational Victory
36 – 42 VPs	German Tactical Victory
33 – 35 VPs	Draw
26 – 32 VPs	Allied Tactical Victory
21 – 25 VPs	Allied Operational Victory
20 or fewer VPs	Allied Strategic Victory

### 15.4 The Battle of the Bulge

GAME DURATION: Up to 14 days, December 16-29.

SETUP: Per Section 3.

VICTORY CONDITIONS: The game can end in a victory for either player at the end of any day beginning December 20, if the number of German VPs is sufficiently high or low.

At the end of each day, beginning December 20, the players compare the current number of German VPs to the Victory Levels shown for the current day on the calendar.

- If the number of VPs equals or exceeds the value listed for a German victory, the game immediately ends in a German victory of the level listed.
- If the number of VPs is equal to or less than the value listed for an Allied victory, the game ends in an Allied victory of the level listed.
- If the number of VPs falls between the two values, the game continues.

## 15.5 Crisis at the Meuse

GAME DURATION: Up to seven days, December 22-28.

SETUP: Follow the setup instructions below for units, markers and cards.

UNITS IN HEX LOCATIONS: Place the following units in the hexes indicated. Units marked “-R” start the scenario reduced by **one** step. Hexes marked “-IP” start with an improved position. Hexes marked “-Low Supply” are marked with a *Low Supply* marker. Place units listed as *Eliminated* in their respective Eliminated Units box.

### GERMAN UNITS

LXVII Corps (5 units)	
272-R	0205
326-R	0305
277-R, 8.3PG, 29.3PG	0604

I SS Panzer Corps (15 units)	
Peiper.1SS-R	0612 – <i>Low Supply</i>
48.12, 2.12-R, 89.12-R	0705
1.1SS	0810
2.1SS	0911
150-R	0809
5.3F-R, 8.3F-R, 9.3F	0808
12.12SS-R, 26.12SS-R, 25.12SS	0806
501-R	0909
506-R	1215
VDH	<i>Eliminated</i>

II SS Panzer Corps (7 units)	
9.9SS, 19.9SS, 20.9SS	1010
2.2SS, 3.2SS	1213
4.2SS	1312
519	1008

LXVI Corps (3 units)	
18-R	1108
62-R	1207
244	1308

LVIII Panzer Corps (6 units)	
16.116P	1117
60.116P, 156.116P-R	1116
560-R	1215
LVIII armor	1316
1129.560	1410

XLVII Panzer Corps (11 units)	
FuhBg	1008
304.2P-R	1417
3.2P-R	1518
2.2P	1517
39.26-R, 78.26	1715
243-R, 77.26-R	1813
130.Lehr, 902.Lehr-R	1816
901.Lehr	2014

LXXXV Corps (6 units)	
14.5F	2015
13.5F	2215 – IP
15.5F-R	2314
11-R	2213 – IP
352-R	2208
79	2007

LIII Corps (3 units)	
104.15PG, 115.15PG	1712
FuhGren	2010

LXXX Corps (5 units)	
276-R	2206
423.212	2404
316.212-R	2403
320.212	2503
LXXX armor	2209

### ALLIED UNITS

V Corps (11 units)	
102 Cav	0306
39.9	0405
47.9, 9.2, 38.2-R	0506
395.99-R	0507
393.99, 23.2	0606
16.1	0607
18.1-R, 26.1	0707
394.99	<i>Eliminated</i>

XVIII Corps (12 units)	
119.30	0512
120.30	0709
117.30	0711
504.82	0812

<b>XVIII Corps <i>continued</i></b>	
505.82	0912
325.82, 508.82	1212 – <i>IP</i>
CCA.7A	1111
CCB.7A-R	1109
CCR.7A	1311
517	0615
424.106-R	1208
14 Cav, 422.106, 423.106	<i>Eliminated</i>

<b>VII Corps (7 units)</b>	
4 Cav	0617
CCA.3A	0816
CCB.3A	0513
CCR.3A	1017
333.84	1219
334.84	1218
335.84	0521

<b>VIII Corps (7 units)</b>	
CCB.9A-R	1208
CCA.9A-R	2307
112.28	1309
502.101, 327.101	1814 – <i>Low Supply</i>
501.101	1915 – <i>IP, Low Supply</i>
506.101-R	1815 – <i>Low Supply</i>
CCR.9A, 109.28, 110.28	<i>Eliminated</i>

<b>XII Corps (6 units)</b>	
CCA.10A-R	2306
CCB.10A-R	1815
CCR.10A-R	2308
12.4	2505
8.4	2504
22.4	2603

**INSTRUCTIONS FOR OTHER UNITS:** Place the following units as indicated.

- Place the German OKW units in the OKW Reserve box.
- Place all German and Allied units with an entry date of December 22 in their respective Reserve Units boxes.
- Place all other units on the calendar in their dates of entry.

**MARKERS:**

- Roadblock* markers: 1014, 2410, 2413
- Blown Bridge* markers: 1118, 1515, 0812 (two), 2107. All other bridges on the map are intact / repaired.
- German *Ownership* markers: The Germans own all unoccupied towns and bridges behind their front lines plus St. Hubert (1719).
- German VPs: 11 (St. Vith, Ettelbruck, La Roche, St. Hubert, 7 Eliminated Allied units).
- Day* marker: December 22.

**CARDS:** Set up the command cards as described in Rules Section 3, *Card Preparation*. However add all cards dated December 22 and earlier to the initial decks. Card displays should have the following quantities:

	Primary cards	Supplemental cards	Reinforcement cards
German	9	23	5 (including OKW)
Allied	7	24	3

**SPECIAL RULES:** The scenario starts after the Supply Phase on December 22. The Allied side has already played one airpower event during the Supply Phase to conduct Interdiction, giving the Allies the first impulse of the day.

Place Allied command card 13 in the Allied discard pile. Then draw only seven supplemental cards and shuffle them together with the seven primary cards to form the Allied draw pile. Then the Allied player draws his initial hand for the day of seven cards.

After the German player draws his initial hand for the day, the Allied player blindly draws two cards from the German player's hand and discards them, to complete the air interdiction.

The Allied player takes the first impulse.

**VICTORY CONDITIONS:** The German player wins an Operational Victory if, at the end of any day, he has 35 or more VPs. The Allied player wins an Operational Victory if, at the end of any day beginning December 24, the German player has 15 or fewer VPs. If neither player has won by December 28, use the following victory thresholds at the end of that day:

GERMAN VPs	VICTORY LEVEL
25 or more VPs	German Tactical Victory
21 – 24 VPs	Draw
20 or fewer VPs	Allied Tactical Victory

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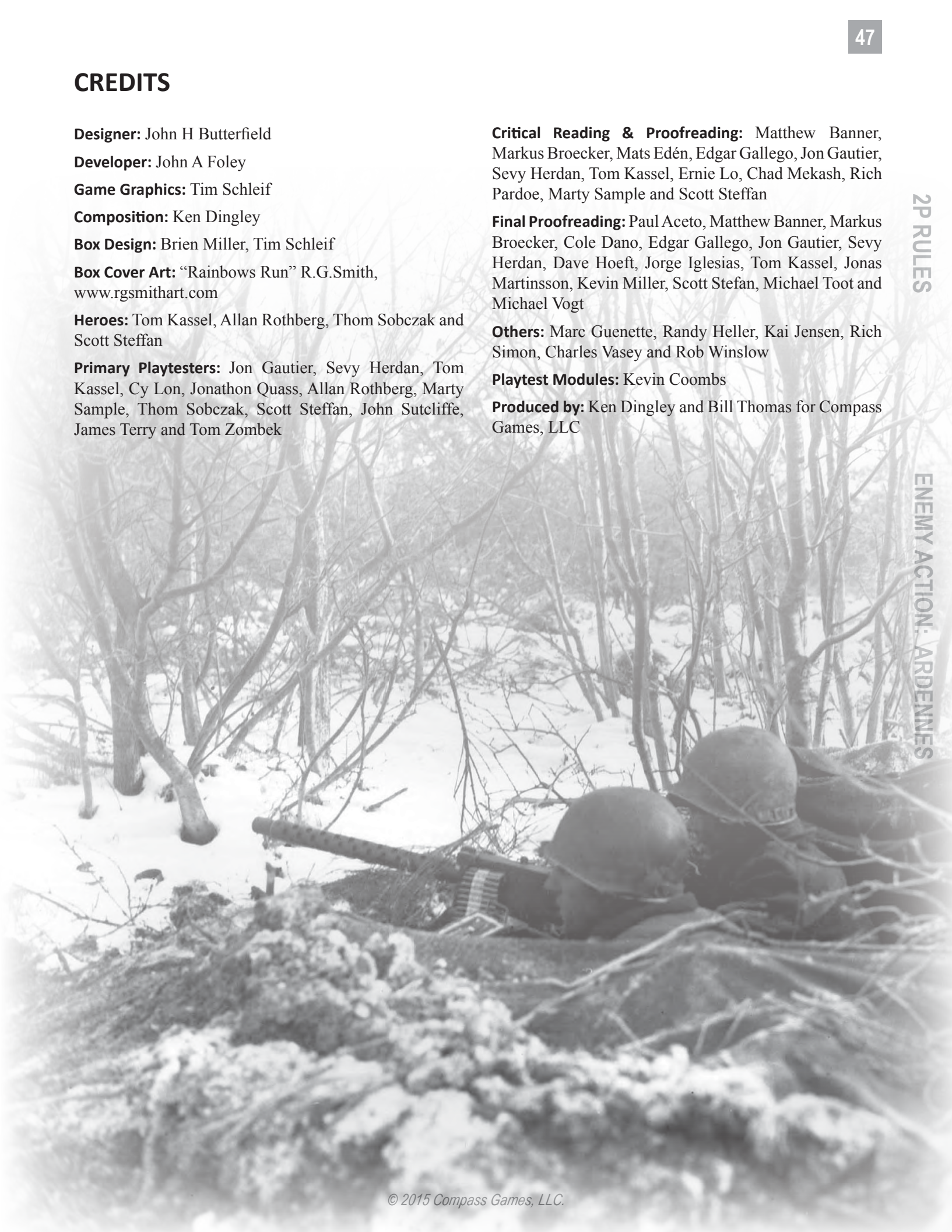
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## DESIGNER NOTES

After my designs for *D-Day at Omaha Beach* and *RAF* were published in 2009, two game design challenges were on my mind.

I had long assumed that the traditional hex-based operational-scale wargame was beyond the reach of paper AI due to the open nature of movement and the complex patterning of a mobile front line. *DDOB* began to erode this assumption, giving the Allied player full maneuverability over a large hex field, against a primarily static defending German AI. In the second half of the game, the Germans gain limited abilities to reposition and react in ways that simulate a mobile enemy. These building blocks laid the foundation for AI concepts in *Enemy Action: Ardennes*.

At the same time, I came to enjoy card-driven wargames such as *We the People* and *Combat Commander*. I wondered how the card-driven approach might work for operational level two-player wargames.

Putting these two challenges together led to the Enemy Action game system – operational level wargaming for two-player and solo play.

### The Two Player Game

Unlike my previous design for both solo and two players *RAF*, I determined to design EA:A as a successful two-player game before designing for solo play. I employed a card-driven system to simulate the lack of control army and army group commanders have over their subordinate formations, as the command chain, terrain obstacles, weather, supply logistics and unreliable intelligence on enemy dispositions create a layer of chaos between orders and execution. A card-based command system can also create fog-of-war – though the players may see an exploitable gap in the line or a unit in danger, the actual commanders may not always have that intelligence. Therefore, you may see an opportunity for a killer move, but can only act on it when you have the command resources in hand to execute the order.

I wanted to incorporate a wide range of factors into combat resolution without the bean-counting of a traditional combat results table with its column shifts, die modifiers and numerous combat results. *Enemy Action* introduces a combat chit draw system. As chits are drawn, the narrative of the combat's outcome is revealed, resolving combat while taking into account terrain, unit quality, combat strength, number of units committed, supply state, attack frontage, supporting artillery, armor, and airpower. For example, if you commit air power to an attack and two air power chits are drawn, your ground support had devastating effect; whereas if no airpower chits are drawn, your air

strike missed its targets. In another example, if several of the drawn chits show attack ratios, then the relative sizes of the opposing forces determine the outcome. If no chits show attack ratios, other factors such as terrain or armor superiority make the difference. This uncertainty encourages players to focus on tactical planning, not on column shifts and die roll subtractions.

### Solitaire Framework

With the Two Player game working, I turned my attention to the Allied and German Solo games. The card-driven system provided a perfect mechanism for alternating player and AI actions. Each command card activates a single corps or division, allowing the player to focus on decisions and AI processing in a limited area and for just a few units at a time. Early playtesting showed that activating AI formations by random card draw was smart enough to compete with the player selecting formations from his limited hand of cards.

The solo games simulate more fog of war than the two-player experience. Many enemy units in the solo games are not revealed to you until your forces move to contact or face them in combat. Enemy units behind the front line often disappear from the map to reappear where you least expect or want them, all within realistic movement limitations.

Though the German and Allied Solo games share the same overall play structure with the Two Player game, it became clear in early planning that two different AI systems were required.

### The German Solo Game

For the German Solo game, the Allied AI needed to be about Allied reaction and keeping the player guessing where his thrusts would meet Allied resistance. In the game's narrative, the Allies first attempt to delay and channel unavoidable German advances, then contain the overall German offensive. In the early game the Allies string together defensive positions through roadblocks and reserve placement. Then Allied action cards instruct formations to make tactical moves to protect themselves, then to begin local counterattacks as opportunities arise. Late in the game the action cards direct the Allies in larger offensive operations with the aim of squeezing the Bulge.

### The Allied Solo Game

On the other hand, in the Allied Solo game the German AI needed to push the Germans relentlessly and effectively toward their goals. No time to react, just go! Situational action cards were not the way to keep the Germans attacking and seeking gaps to exploit. Therefore I developed the German Movement Methods -- a set of prioritized actions that the player processes to land on the best offensive



move for a formation's tactical situation. The sequencing and definition of these methods went through extensive modification, expansion and compression during testing to arrive at the most "intelligent" method given the German goals in the Ardennes. In this effort I am most indebted to Tom Kassel who provided invaluable stress testing and suggestions.

The German set-up cards are another unique feature of the Allied Solo game. It occurred to me that with unit deployment set on December 16, why burden the AI with trying to analyze the situation to generate optimal opening moves? Instead, the set-up cards randomly depict countless plausible results of the initial German attacks, up to that moment on the morning of Dec 16 when the Allied command is first aware that something big is underway and able to react – the Allied player's first move. In this way, the Allied player faces different first-move challenges every game.

### Other Elements of the Design

**PROTECTING THE FLANKS:** A goal specific to simulating the Ardennes offensive is to allow development of a threatening bulge – a thrust toward a breakout with disregard for flanks. In most Bulge games, the tendency is toward a traditional continuous line of units and zones of control pushing forward at an even pace, to prevent problems caused by a gap in the front or a unit out of line. This was not the case in the actual battle, especially on the southern flank where broad gaps developed as the Germans pushed to and beyond the Ourthe river. In *Enemy Action: Ardennes*, the Allies often hold the north and south shoulders, as they did historically, while a battle of breakout and maneuver rages in the center.

In the Two Player and Allied Solo games, the Germans may threaten the allied flanks – gaining VPs for exiting the south or north map edge east of the Meuse River. But in the German Solo game, the German player may only exit the map west of the Meuse, per Hitler's directives. Why are flank exits prohibited in German Solo but allowed in Two Player and Allied Solo? To put the Allied player in the mindset of December 1944, when they did not know the German objectives. Historically, the Allies put great importance on securing their flanks to the extent that they did so while keeping the middle wide open. If the Allied player knows the Germans cannot win by heading north or south, they will ignore their flanks – an ahistorical response. In the German Solo game, the Allies are "programmed" to protect their flanks, rendering the need for alternate German strategies unnecessary.

To keep the German player somewhat honest in the Two Player game, he cannot threaten everywhere. If he does exit a unit on the north or south flank, the other flank becomes

closed to exiting. This represents German commitment to a single alternate strategy -- a swing to encircle Allied troops to the north or south of the Ardennes.

**MECHANIZED UNITS AND COMBINED ARMS:** Many mechanized units in EA:A possess both armor and mechanized infantry, as shown by dual unit type symbols on their counters. For German Panzer divisions, this departs from the traditional organization of one armor and two mechanized infantry regiments. While the tradition matches the division's paper organization, in reality armor was parceled out to infantry formations to create small combined arms *Kampfgruppen*. This is reflected in the combined arms status of many German mechanized units. However, German units were not as deep in armor and tracked vehicles as their counterparts in the Allied armored divisions. Therefore, as German mechanized units lose steps, they lose combined arms.

**RIVER CROSSINGS:** Some players have asked about the generous river crossing rules – any type of unit can cross a river by spending all their movement points to do so. This represents the presence of many small capacity bridges and fords, not shown at the game's scale. To counter this abstraction, units crossing an unbridged river will be unable to trace supply as they move away from the river.

### The Good Shepherd

I have been fortunate to partner with John Foley for this project, in my opinion the best game developer in our hobby. He undertook the huge task of transforming the designs into a finished product – taking three games through testing, numerous rounds of revision and managing the production of all final elements. Where rules needed to be the same in the games, John aligned their presentation. Where rules differ, he codified the exceptions. His clarity of expression is essential in guiding players through the processing of the game's complex AI. His task was larger than either of us envisioned and I am most grateful to John for his dogged dedication to the highest standard of quality in seeing *Enemy Action: Ardennes* through to publication.

*John H Butterfield*

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## TWO PLAYER CALENDAR December 1944

German Hand Size Every Day: 7  
Allied Hand Size Varies

<p><b>16 German Fixed Artillery Range: 3</b></p> <p>Available supplemental cards added to the respective Draw Piles: German supplemental cards: 9 Allied supplemental cards: 4 Allied hand size: 4</p> <p>Special Rules in effect this day only:</p> <ul style="list-style-type: none"> <li>▪ German Surprise Attacks (4.11)</li> <li>▪ German Traffic Jams (4.12)</li> <li>▪ Slow Allied Reaction (4.13)</li> </ul>		<p><b>17 German FAR: 3</b></p> <p>German suppl. cards: 7 Allied suppl. cards: 5 Allied hand size: 5</p>	
<p><b>18 German FAR: 4</b></p> <p>German suppl. cards: 7 Allied suppl. cards: 6 Allied hand size: 5</p> <p>Start:</p> <ul style="list-style-type: none"> <li>▪ Delayed Reserves (11.3)</li> <li>▪ VP Loss for Allied-Occupied Westwall (14.1)</li> </ul>	<p><b>19 German FAR: 4</b></p> <p>German suppl. cards: 7 Allied suppl. cards: 7 Allied hand size: 6</p> <p>Start: German Supply Checks (10.12)</p>	<p><b>20 German FAR: 4</b></p> <p>German suppl. cards: 8 Allied suppl. cards: 7 Allied hand size: 6</p> <p>End German Movement Restrictions (7.6) Start:</p> <ul style="list-style-type: none"> <li>▪ German Fuel Checks (10.4)</li> <li>▪ Replacements (13.0)</li> </ul> <p>&lt;11 VP: Allied Strategic &gt;40 VP: German Strategic</p>	<p><b>21 German FAR: 5</b></p> <p>German suppl. cards: 8 Allied suppl. cards: 8 Allied hand size: 6</p> <p>Start: Allied Air Interdiction (5.1)</p> <p>&lt;11 VP: Allied Strategic &gt;45 VP: German Strategic</p>
<p><b>22 German FAR: 5</b></p> <p>German suppl. cards: 8 Allied suppl. cards: 8 Allied hand size: 7</p> <p>&lt;15 VP: Allied Strategic &gt;50 VP: German Strategic</p>	<p><b>23 German FAR: 6</b></p> <p>German suppl. cards: 8 Allied suppl. cards: 9 Allied hand size: 7</p> <p>&lt;20 VP: Allied Strategic &gt;55 VP: German Strategic</p>	<p><b>24 German FAR: 6</b></p> <p>German suppl. cards: 8 Allied suppl. cards: 9 Allied hand size: 7</p> <p>&lt;25 VP: Allied Strategic &gt;60 VP: German Strategic</p>	<p><b>25 German FAR: 6</b></p> <p>German suppl. cards: 8 Allied suppl. cards: 9 Allied hand size: 7</p> <p>&lt;27 VP: Allied Operational &gt;55 VP: German Operational</p>
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## I. RESERVE PHASE

Take units from the calendar space for the current day and place them in the respective Reserve Units boxes.

- **18+** Deploy delayed (by 2 days) reserves (11.3), German 1st.
- Release the German OKW Reserve units to the next calendar day space if conditions have been met (11.4).

## II. CARD PREPARATION PHASE

## Both Players Prepare Cards &amp; Draw Initial Hand:

1. Place **Reinforcement Cards** scheduled to enter play this date face down in the Draw Pile box if Primary, or face down in the Available Supplemental Cards box if Supplemental.
2. Shuffle the **Available Supplemental Cards**. Draw the number of cards indicated for this calendar date and place face down in the Draw Pile box.
3. Place the previous day's **Supplemental Discards** face down in the Available Supplemental Cards box.
4. Place the previous day's **Primary Discards** face down in the Draw Pile box.
5. Shuffle the **Draw Pile** and draw your initial hand for the day per hand sizes listed on the calendar.

III. SUPPLY PHASE **17+**

1. **Build & Repair Bridges:** Allied Player may play *Engineers* command events and German Player may play *Bridge Engineers* command events to build and repair bridges.
2. **Determine supply status **19+**** of all German units in play and **17+** of all Allied units in play (10.1). Remove all *Low Supply*, *Out of Supply* and *Isolated* markers from units in supply. Remove Roadblocks without supply.
3. **Adjust Supply Status:** Place a *Low Supply* marker on unsupplied units. If already in low supply, place an *Out of Supply* marker. If already out of supply, place an *Isolated* marker. If already isolated, check for surrender (10.24).
4. **20+ Out of Fuel:** German Player checks hand for cards indicating formations out of fuel discarding any if required and placing *Out of Fuel* markers on units on the map (10.4). He may use Fuel Depots (10.42) or the *Fuel Priority* event if available to prevent a formation from being out of fuel.
5. **21+ Allied Aid Interdiction:** Allied Player may play one *Airpower* command event to conduct interdiction (5.1). He draws and discards two cards at random from the German Player's hand, and the first German Impulse of the day is skipped.

## IV. COMMAND PHASE

## 1. GERMAN IMPULSE

Play one card to initiate ONE of the following commands:

- **Activate all units in one formation** listed on the card (6.1 & 6.2).
- Once per day, **activate any one unit** able to trace supply regardless of formation (6.3). It can't attack.
- **Activate a Kampfgruppe** (German only; 6.4).
- **Deploy reserve units** in the card's formation from the Reserve Units box to the map (11.1).
- **20+ Assign replacements** to units in supply (13.0).
- **Implement the command event or special event** listed on the card (see EVENTS & TACTICS player aid card).

**Activations:** You can't activate a unit that was activated in the immediately preceding impulse (6.5). Activated units conduct operations in this order:

1. Roadblock removal (German Player only; 7.9).
2. Movement (7.0).
3. Combat (9.0) plus play of additional cards as reactions or tactics.
4. Build Improved Positions (12.31).
5. Remove *Dispersed* markers (9.9).

**During an activation**, the inactive player may play cards as reactions or combat tactics.

The German Player may pass if his draw pile is empty and he has fewer cards in his hand than the Allied Player.

**After completing a command** the German Player draws cards from his draw pile to replenish his hand.

- **20+** German Player checks hand for cards indicating formations are out of fuel (10.4). Use Fuel Depots (10.42) or the *Fuel Priority* event if available.

## 2. ALLIED IMPULSE

The Allied Player plays a card from his hand for the same commands as the German Player, with the roles reversed. He may pass if his draw pile is empty **and** he has the **same number or fewer** cards in his hand than the German Player. After completing a command, the Allied Player draws cards from his draw pile to replenish his hand.

## 3. REPEAT IMPULSES

The players repeat steps 1 and 2 of the Command Phase until both players' draw piles are empty and all cards are played from their hands. Day ends.

## V. END OF DAY PHASE

Check the Victory Conditions of the scenario to see if either player won (14.2). If not:

- Return all combat chits to the cup.
- Remove all *Dispersed* and *Out of Fuel* markers from the map.
- Advance *Day* marker on the Calendar. Start a new Day.