ENEMY ACTION
ARDENNES

Allied Solo Rules

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Compass Games
New Directions in Gaming

Table of Contents

Table of Illustrations

1. INTRODUCTION

Enemy Action is a series of card-driven wargames about pivotal military operations in the 19th and 20th 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 ALLIED SOLO version of *Enemy Action: Ardennes*. You control the Allied armies while the game system controls the Germans.

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 Allied Solo 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)

ORDER-DEPENDENT RULES: Rules that check the unit selector number (2.21) in **ascending (▲)** or **descending (▼)** order are marked with the appropriate arrow symbol.

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).
▪ **HV** – Hold Value – defined in 2.1 for hexes on the map, used for German activation terminology in 9.3, used for the German Hold Check in 12.52 and used in various operations with German Detachments in 15.0.
▪ **IP** – Improved Position – defined in 14.3.
▪ **MP/MPs** – Movement Point(s) – defined in 10.0.
▪ **OOS** – Out of Supply – defined in 13.2.
▪ **RP/RPs** – Replacement Point(s) – defined in 16.0.
▪ **VP/VPs** – Victory Point(s) – defined in 17.0.
▪ **ZOC** – Zone of Control – defined in 11.0 and also for movement effects in 10.1.

GERMAN SYSTEM INTELLIGENCE: The Allied Solo game uses a unique methodology for the German System Intelligence, which is primarily documented in rule sections 8.0, 9.0 and 15.0 (along with unique additions in other sections). Special terminology is defined in the German Activation Terminology (9.3) rule section. Note that two important terms – **proximate** and **surround** – are also illustrated in that section.

2.1 Map
The map for the Allied Solo 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. The map's terrain key also includes hex features specific to the Allied Solo game.

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.
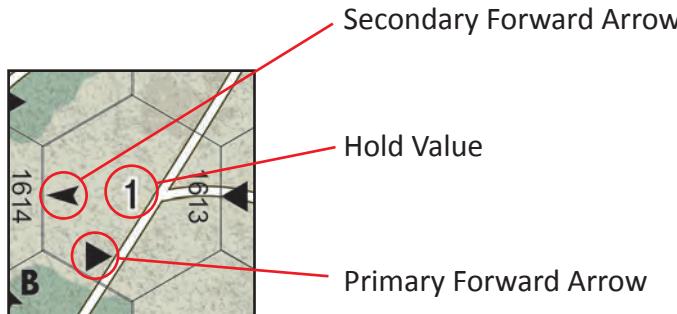
River Names Except for the Meuse River, historical river names have been removed from the Allied Solo map to reduce visual clutter. This does not impact game play.

HEX FEATURES SPECIFIC TO ALLIED SOLO

German Hold Values (HV) A number from **1** to **7** appears in the center of many hexes, representing the value the Germans place on holding the hex. A hex with no printed value is considered to have a Hold Value of **0**. German reserve units and *Detachment* markers are placed in hexes with printed Hold Values during play.

German Movement Arrows Most hexes include at least one arrow, indicating the direction a German unit in the hex will move under certain circumstances or when advancing after combat. The **primary** forward direction is indicated by a wide black arrow. Some hexes have a secondary movement direction, indicated by a thin black arrow. Some movement arrows are marked as conditional:

- An arrow marked with a **5**, **6** or **7** exists only for units of the 5th Panzer Army, 6th Panzer Army or 7th Army respectively.
- An arrow marked with a **B** is considered to exist only if the nearest bridge in the direction the arrow is pointing is intact (not destroyed).

Secondary Forward Arrow

Hold Value

Primary Forward Arrow

US Corps Deployment Areas are defined by boundary lines running east-west across the map. Identifying labels along the west edge of the map define the extent of each corps deployment area.

Example: Reserve units of V Corps may not be deployed south of the 0800 hex row.

Note that many corps areas overlap. Corps boundaries do not restrict movement of Allied units. There are no German boundaries in the Allied Solo game.
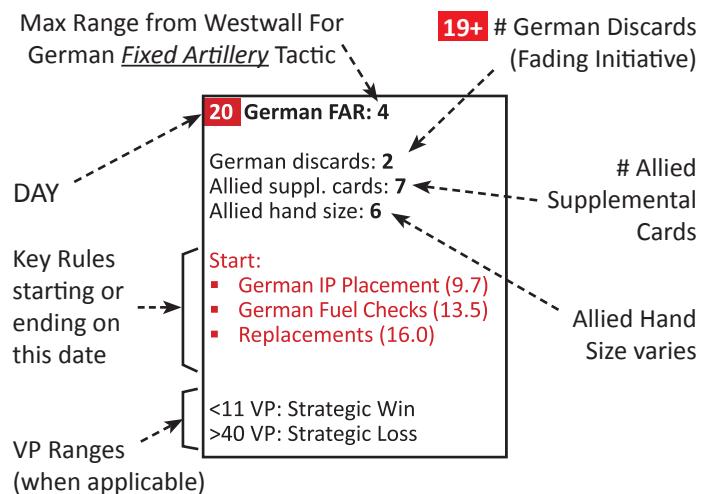
OTHER MAP FEATURES

German Exit Hexes Hexes with a road leading off the map along the west edge of the map and along the north edge west of the Meuse River are German exit hexes. German units may move off the map from exit hexes. Certain hexes along the north and south map edge may become a valid German exit hex if called for by German Army objectives (9.1).

Victory Point (VP) Hexes Towns and cities with a printed Victory Point value are VP hexes. The Germans earn the VPs listed for holding the 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** by particular calendar date, for example, "starting on December 17." You 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

Max Range from Westwall For German *Fixed Artillery* Tactic

19+ # German Discards (Fading Initiative)

20 German FAR: 4

German discards: **2**
Allied suppl. cards: **7**
Allied hand size: **6**

DAY

Allied Supplemental Cards

Start:
- German IP Placement (9.7)
- German Fuel Checks (13.5)
- Replacements (16.0)

Key Rules starting or ending on this date

Allied Hand Size varies

<11 VP: Strategic Win
>40 VP: Strategic Loss

VP Ranges (when applicable)

German Victory Point Track and Schedule As the German forces gain or lose Victory Points, move the *VP* markers along the VP track to indicate the current German VP total.

Unit Boxes Both sides have boxes to hold their Reserve Units and Eliminated Units. The German side also has

boxes to hold OKW Reserve units, the von der Heydte unit and units that exit the map (Exited Units).
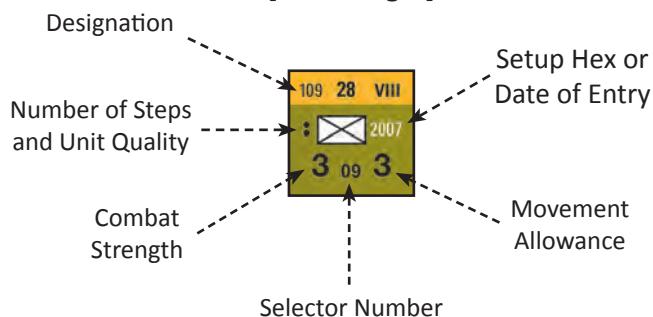
German Card Boxes Boxes hold the Draw Pile, cards in play (Command Card and Support Card) and the discard pile (Discards).

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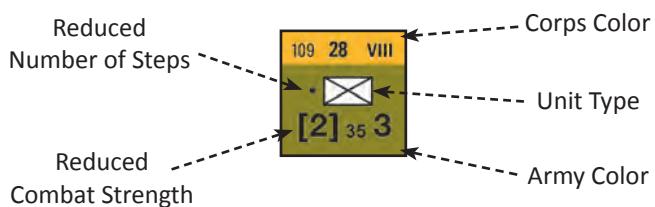
The 504 playing pieces consist of **units**, representing specific German and Allied military forces; **combat chits**, used to resolve combat; and **markers**, placed on units, tracks, or the map to denote information or status.

2.21 UNITS

Sample Unit: Front
[full strength]

Designation

Number of Steps and Unit Quality

Combat Strength

Setup Hex or Date of Entry

Movement Allowance

Selector Number

Sample Unit: Back
[reduced strength]

Reduced Number of Steps

Reduced Combat Strength

Corps Color

Unit Type

Army Color

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 1st Army	Dark Green
	US 3rd Army	Olive Green
	British XXX Corps	Tan
German Field Colors	6th Panzer Army	Light Gray
	5th Panzer Army	Dark Gray
	7th 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 1st Army: V, VII and XVIII Corps
- US 3rd Army: III, VIII and XII Corps
- German 6th Panzer Army: I SS, II SS and LXVII Corps
- German 5th Panzer Army: XLVII, LVIII and LXVI Corps
- German 7th Army: LIII, LXXX and LXXXV Corps

Unit Types

Non-Mechanized Units	
Infantry	
Airborne, Glider, or Parachute Infantry [1]	
Mechanized Units	
Mechanized Infantry	
Armor	
Recon	
Combined Arms [2]	

- 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- 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 501st Regiment of the 101st Airborne Division in VIII Corps. The 101st Airborne Division appears on a card, and its higher echelon formation, VIII Corps, appears on two cards.
>
> 14 Cav.XVIII is the 14th 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.
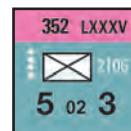
Combat Strength is a numerical expression of the unit's combat effectiveness, used when resolving combat. When a unit takes a combat loss (but is not eliminated) its combat strength is reduced and in some cases is both reduced and bracketed. A bracketed combat strength indicates the unit may not attack on its own and does not exert control when by itself, unless in a town or city hex or, if German, in a Westwall hex. It also does not contribute a combat chit when included in an attack (12.4).

Movement Allowance is the number of Movement Points (MP) the unit may spend to move during one activation (see 10.0 and the TERRAIN EFFECTS CHART).

Steps Each unit possesses one to four steps, 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.
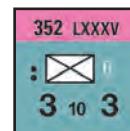
Full   Reduced

Front   Back   Front   Back

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 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, if not otherwise indicated by a Setup card. An asterisked hex number has no special function in the Allied Solo game.
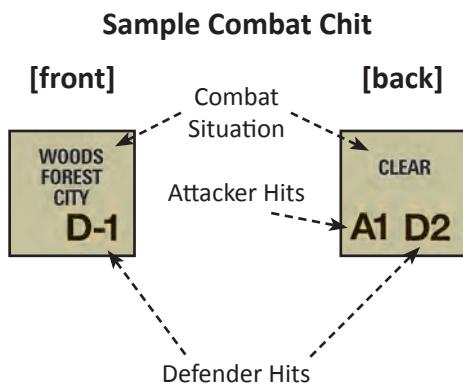
Date of Entry The two-digit calendar date in December 1944 on which the unit is available to enter play as a reserve. Dates on certain Allied units are appended with an **S** symbol indicating the unit is a strategic reserve. German units with **OR** instead of an entry date enter per 9.8.

Unit Selector Number Each unit has a selector number from **01** to **39**, used when selecting a unit from a group or to determine the sequence in which units perform an action.

> **Example**: You may be called on to select German units in ascending (▲) numerical order (starting with the lowest selector number) or in descending (▼) numerical order (starting with the highest selector number).

In the event that you must select from units with the same selector number (possible if units are in different corps), select the unit in the lower numbered corps. Note that a unit's selector number changes as it loses steps.

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.

Sample Combat Chit

[front] Combat Situation **[back]**

Attacker Hits

Defender Hits

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 combat 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 (12.41)

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 (12.42).

2.23 MARKERS: These are the markers used in the Allied Solo Game. The following markers are placed on **units** to indicate unit status:

Dispersed

Low Supply

Out of Supply

Isolated

Improved Position
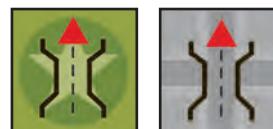
German Out of Fuel

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

Blown Bridge

Bridge Control

Ownership

Allied Roadblock

**Fuel Depot Fuel: Yes**
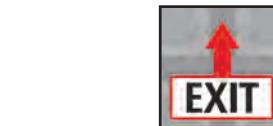
German Detachment

German Army Objective

German Corps Objective

German Exit

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

Day

German VP

2.3 Card Sets

Three sets of cards are used in the Allied Solo game: 34 Allied Command cards, 37 German Command cards, and 17 German Setup cards. The Allied Action cards are not used in the Allied Solo game.

2.31 ALLIED COMMAND CARDS: Your cards drive everything you do. You start each of your impulses (the alternating US and German segments in the Command Phase of each game turn) by playing a card from your hand to initiate a command. Each card has two main sections:

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

Allied Corps Command Card

Higher Echelon

Command Formation

Command Value (CV)

Date of Entry

SPECIAL EVENTS & COMMANDS & EVENTS

US 1st ARMY 3 16

V CORPS

▶ Deploy all Corps Reserves
G Expedite Corps Reserves
▶ Assign 2 RPs to Corps 20-29
▶ Activate all units in Corps
A Activate any one unit
G Event: Artillery Barrage

Formation Section

TACTICS & REACTIONS

▶ Combat: Corps Artillery and if A return this card to draw pile

Support Section

Primary Indication

PRIMARY 05

Card ID Number

Functions marked with ▶ or A **ONLY** are available

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 Each card has a Command Value (CV) ranging from **0** to **5**. Allied Command Values are **not** used.

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 2nd 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 during your impulse, usually with the formation listed on the card. Commands are coded to show which game they apply to. In the Allied Solo game:

- Functions marked with an arrow ▶ or the A code (for "Allied" Solo) are available.
- Functions marked with a 2P or G code are **not** available.

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 05 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.
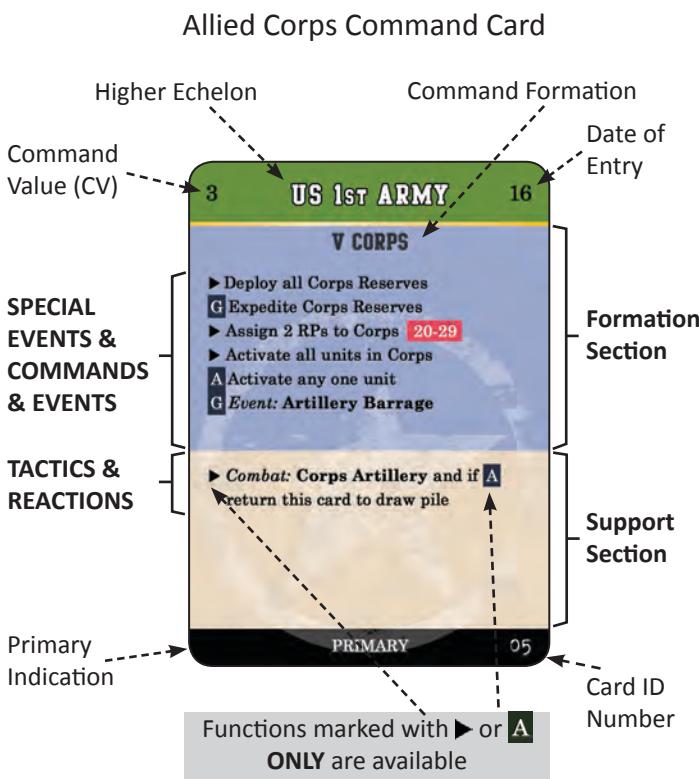
The Support Section lists functions you may initiate by playing the card at a time other than your command card play for your impulse. In the Allied Solo game support functions include **combat tactics**, playable when attacking or defending in combat. Reactions are **not** available in the Allied Solo game. 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 enters play, expressed as a calendar date in December 1944.

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

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

2.32 GERMAN COMMAND CARDS: You draw cards from the German Command deck to activate German formations, bring in German reserves, and check for combat tactics and other German operations.

German command cards are identical in format to Allied command cards. In the Allied Solo game:

- German Command Values help determine German card use during each German impulse (8.1).
- Functions marked with an arrow ▶ or the **A** code (for "Allied" Solo) are available.
- Functions marked with the **G** code are **not** available.
- **"No Fuel" Dates** appear on cards for German Mechanized divisions and brigades indicating dates which the formation is out of fuel (13.5).
- The German Army Group B command card triggers arrival of German reserve units and reinforcement cards, in addition to the function for which the card was drawn (8.2).
- German cards with **OR** instead of an entry date become available per 9.8.

German Division Command Card

Command Formations
Higher Echelons
Command Value (CV)
Date of Entry
"No Fuel" Dates *German Mech. Formations Only*
Number of Component Units
SPECIAL EVENTS & COMMANDS & EVENTS
TACTICS & REACTIONS
Formation Section
Support Section
Card ID Number

1   5TH PANZER ARMY   16
XLVII PANZER CORPS
2nd Panzer Division   3
No Fuel 25, 27 & 29
Panzer Lehr Division   3
No Fuel 22, 26 & 28
G Deploy one XLVII Corps Reserve unit
A Activate 2P and Lehr Divisions
G Activate 2P or Lehr Division
G Activate any one unit
▶ *Combat: Assault Coordination*
46

Functions marked with ▶ or **A** **ONLY** are available

2.33 SETUP CARDS: You use the Setup cards to adjust the starting locations of German and Allied units on the map when setting up the game (see procedure in 3.0). Through random selection of cards, a different setup situation is generated each time you play the game. The selected Setup cards reflect the situation after the initial German attacks on December 16, when the Allies are just about to react (your first impulse).

Corps The title of each card identifies a German Corps and a letter, A, B or C. During the setup procedure, one or more cards for the same corps can sequentially alter the setup.

Map Inset The **first adjustment** to the original unit setup is shown graphically on the map inset.

Second & Third Adjustments If a second card is drawn for a given corps, instruction #2 on that card is performed; if a third card for the corps is drawn, instruction #3 on that card is performed. Follow the procedure in 3.0 and as also graphically outlined on the GERMAN UNIT ADJUSTMENT DISPLAY player aid.

German Setup Card

Command Formation
Sequence Letter
ADJUSTMENTS TO INITIAL SETUP
Illustration of Setup After FIRST Adjustment (compared to original)
Portion of Map with Identified Formation
SECOND adjustment IF First was Letter "A"
SECOND adjustment IF First was Letter "B"
THIRD Adjustment
Hex ID
Unit ID or Other Instruction

XLVII PANZER CORPS   C
2A: **2.2P to 1708; 304.2P to 1807;**
2B: **2.2P to 1708; 3.2P to 1610; 304.2P to 1807** German Control: 1709
3:   **39.26 Reduced; Repair Bridge: 1708** US 110.28.VIII Eliminated (VP)

2.4 Player Aids

Key reference aids for the Allied Solo game are at the back of the rule book:

- DAILY SEQUENCE OF PLAY
- ALLIED SOLO CALENDAR

Other charts and summaries for the Allied Solo game are included on the following player aids:

- KEY RULES SUMMARIES
- COMBAT PROCEDURES
- EVENTS & TACTICS (Allied & German System)
- GERMAN SYSTEM INTELLIGENCE (1, 2 & 3)
- GERMAN SETUP CARD ORGANIZER
- GERMAN UNIT ADJUSTMENT DISPLAY

The Allied Solo game uses one command display:

- ALLIED 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 Allied Solo game so you are sitting on the south side. Note that the GERMAN UNIT ADJUSTMENT DISPLAY and the GERMAN SETUP CARD ORGANIZER are on the back side of the COMMAND CARD DISPLAYS. After using these two displays to guide unit placement, these two displays are not used; place the ALLIED COMMAND CARD DISPLAY face up next to the map.

Choose a Scenario to Play
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 18.1 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 18.2 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 18.3 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

18.4 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 5th Panzer Army, taking about six hours to complete. See 18.5 for complete setup instructions.

Unit Placement on the Map
In the Allied Solo game, units are set up to reflect their positions **after** the initial German attacks on the morning of December 16, at the moment your Allied units are first able to respond. Begin by placing each unit with a **4-digit hex number** in the indicated hex on the map. Disregard any underlines and asterisks on the hex numbers.

Next, adjust the starting locations of all units via the following procedure (which is implemented on the GERMAN UNIT ADJUSTMENT DISPLAY and GERMAN SETUP CARD ORGANIZER player aids):

1. Shuffle the **seventeen** German Setup cards.
2. Draw cards from the Setup card deck one at a time, placing each in the corresponding corps space of the GERMAN SETUP CARD ORGANIZER. Seven piles will be formed in this manner. If you draw a second or third card for a corps place it on top of the previously drawn cards for that corps. Stop drawing cards when you have drawn at least one card for all seven corps **and** a third card for at least one corps.
3. Adjust the positions of units on the map by following the illustrations on the top card in each corps pile. In some cases a card will indicate a unit is flipped to its reduced side. If the card shows *Dispersed*, *Blown Bridge*, or *Improved Position* markers, place them as indicated. An Allied unit marked with a German VP is eliminated; place it in the Allied Eliminated Units box. The eliminated unit counts towards German Victory Points (17.1).
4. If a card pile for a given German corps has two cards, compete the setup shown on the top card, then adjust the setup again, as indicated by the matching lettered notes on the card beneath it.

> **Example**: If the top card for the I SS Panzer Corps is card C, set up the units as shown on Card C then refer to note "2C" on the second card and adjust the placement of the units accordingly.

5. If a corps pile has three cards, adjust the setup for that Corps three times; first according to the picture on the first card, then as indicated by Note 2 on the second card, then again as noted by Note 3 on the third card, according to the letter matching the top card's letter.
6. Place all Setup cards and the two displays used to facilitate setup aside. They are not used for the rest of the game.
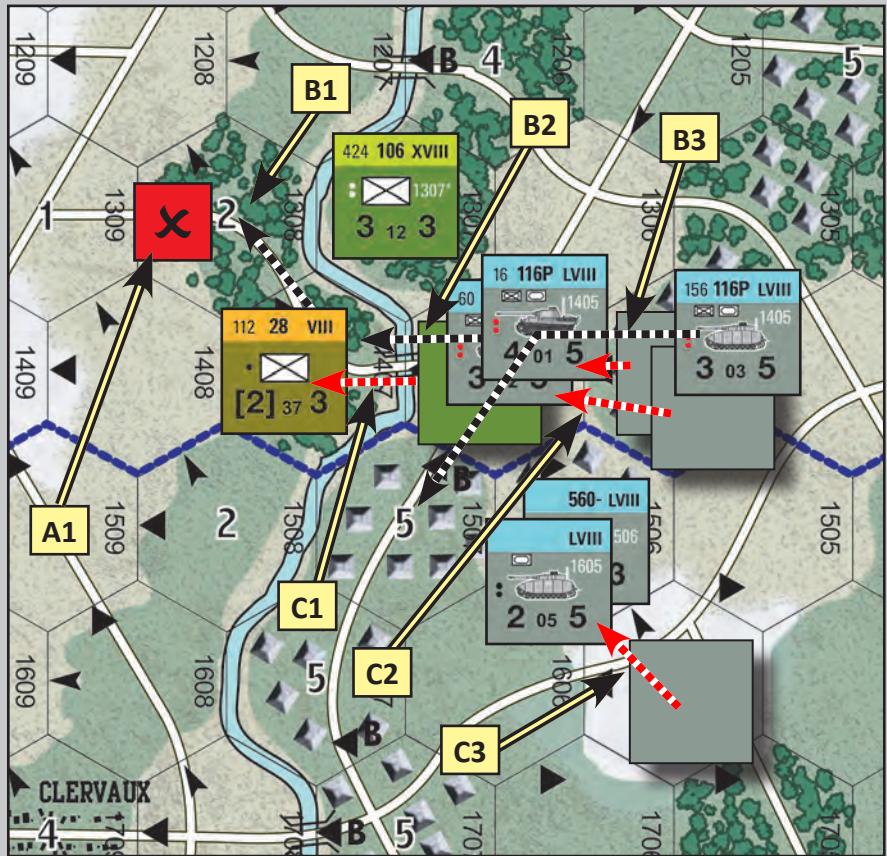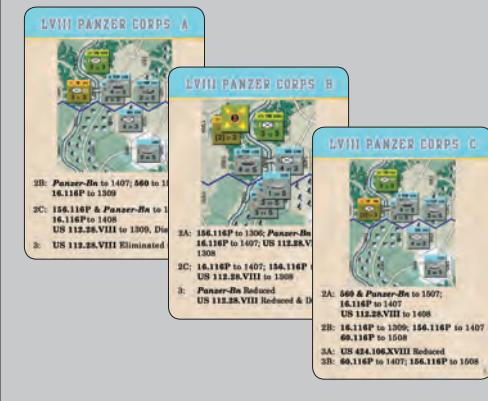
Illustration of Unit Placement & Adjustment [3.0]: Following the unit placement procedure, you deal out German Setup cards until you draw the third Setup card for the German LVIII Corps (after drawing at least one card in the seven spots of the GERMAN SETUP CARD ORGANIZER). Assume you drew the three LVIII Corps cards in A, B, C sequence (with the C last and top card). Now follow the unit placement and adjustment instructions (detailed on the GERMAN UNIT ADJUSTMENT DISPLAY), processing card C first, then card B second, and finally card A last.

Setup Card C: The first card depicts the visual adjustment of the units (both sides) from their original setup positions. C1: Allied 112.**28**.VIII retreats from its original setup hex 1406 back to hex 1407 and is reduced. C2: German 16.**116P**.LVIII and 60.**116P**.LVIII move from their original setup hex 1405 to hex 1406. C3: German Independent Panzer unit moves from its original setup hex 1605 to hex 1506.

Setup Card B: Since the first card was a C card, the adjustments on the second card follow the "2C" instructions. B1: Allied 112.**28**.VIII retreats from hex 1407 to hex 1308. B2: German 16.**116P**.LVIII (hex 1406) moves to the vacated hex 1407. B3: 156.**116P**.LVIII (hex 1405) moves to hex 1507.

Setup Card A: Finally, the adjustments on the third card follow the "3" instructions. A1: Allied 112.**28**.VIII is eliminated.

If setup cards for other corps remain, they are processed in a similar manner.

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 reinforcement cards (those with a later date or the designation **OKW**). Then further separate each side's initial cards into two piles, those marked PRIMARY and all others (referred to as supplemental cards). Also pull out the four German army and army group initial cards (those with a Command Level of **4** or **5**). After sorting, place the cards as follows:

1. Shuffle the **14** German initial supplemental cards and place them face down in the German Draw Pile box on the map.
2. Place the **seven** German initial primary cards (#35, #44, #49, #56, #58, #62, #66) and the **four** German army (#39, #40, #68) and army group (#61) cards in the German Discards box on the map.

3. Place aside the **12** German reinforcement cards for use later in the game.
4. Place the **three** Allied initial primary cards face down in the Draw Pile box on the ALLIED COMMAND CARD DISPLAY.
5. Shuffle the **nine** Allied initial supplemental cards and place them face down in the Available Supplemental Cards box.
6. Draw **four** cards from the Available Supplemental Cards box sight unseen and place face down in the Draw Pile box.
7. Shuffle the Allied draw pile and draw **four** cards for your initial hand.
8. Place the **22** Allied reinforcement cards in the Cards Entering Play box.

Reserve Unit and Marker Placement

- Place the five Allied units with a printed entry date of **16** in the Allied Reserve Units box.

- Place all other units with a **2-digit date** (Allied and German) in the indicated spaces of the calendar. For ease of play, organize units into stacks by corps.
- Place aside all others units 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 **VDH** unit in the von der Heydte box.
- Place three *Fuel Depot* **markers** with YES on the hidden side as follows: one marker in Bullingen (hex 0706) and the other two markers individually in your choice of the other four hexes marked with a fuel depot symbol on the map. The two *Fuel Depot* markers with NO on the hidden side are not used in the Allied Solo game.
- 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 you prepare for the day's operations by receiving Allied reserve units, preparing the German and Allied draw piles and checking supply status of all units. The Command Phase is the heart of the day, during which you draw German cards and play Allied cards in turn, to activate units to move and attack, or to implement other functions. In the End of Day Phase, you clear the game map of status markers placed during the day.

- **16** **Skip the first three phases.** Start the day with the first Allied impulse of the Command Phase.

I. RESERVE PHASE 17+

Take Allied units from the calendar space for the current day and place them in their Reserve Units box. German units remain on the calendar.

- **18+** You may deploy to the map any Allied units in the Reserve Units box with a printed entry date two days earlier than the current date (7.3).
- If the conditions for releasing the German OKW reserve are met (9.8), place the German OKW reserve units in the German Reserve Units box and place the four OKW cards in the German draw pile.

II. CARD PREPARATION PHASE 17+

Using the ALLIED COMMAND CARD DISPLAY, **prepare the Allied draw pile** for the day and draw your initial hand, as follows:

1. Place **Allied Reinforcement Cards** scheduled to enter play this calendar 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 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 for your initial hand for the day as indicated on the calendar.

Prepare the German Draw Pile: Shuffle the German card deck, including discards from the previous day to form the German draw pile.

- **19+** **German Fading Initiative:** After forming the German draw pile, discard the number of cards indicated on the calendar (4.2).

III. SUPPLY PHASE 17+

1. **18+** Generate German Detachments. Conduct a Detachment Generation Check for each German *Detachment* marker and German-occupied town on the map. Also place *Detachment* markers in Westwall HV hexes to which Allied and German supply can be traced (15.4).
2. Determine supply status of all Allied units and roadblocks, and **19+** of all German units (13.0 & 13.1). Remove all *Low Supply*, *Out of Supply* and *Isolated* markers from units determined to be in supply.
3. Adjust supply status (13.2): 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 (13.24).
4. Allied Air Interdiction (5.1). You may play an *Airpower* command event from your hand. If you do so, discard the top **two** cards from the German deck and skip the first German impulse of the day.

IV. COMMAND PHASE

16 Skip the first German impulse.

1. GERMAN IMPULSE

Draw the top **two** cards from the German draw pile.

- **20+** Check both cards for German fuel shortages (13.5), but not if a *Fuel Depot* marker is on the calendar (13.52). If both cards indicate a fuel shortage, the German impulse immediately ends.

Place the card marked PRIMARY in the German Command Card box. If both or neither are primary, place the card with the higher Command Value, then the lower ID number in the Command Card box. Place the unselected card in the Support Card box

- If the support card shows a command event, immediately implement the event and discard the card.

Conduct the first applicable command listed on the command card. Commands may include the following, not necessarily in this order:

- Special event or command event (8.11). See EVENTS & TACTICS player aids.
- **20+** Assign replacements (8.12 & 16.0).
- Activate formation (8.13, 9.0 & 9.42); and conduct the following sequence of steps:
  1. Remove Allied *Roadblock* markers adjacent to active German units.
  2. Check the active unit's *Objective* marker, relocate if called for (9.1).
  3. Move active on-map units (9.2). **17+** Place German *Detachment* markers as units move (15.1).
  4. **18+** Place eligible active reserve units on German *Detachment* markers (15.4).
  5. Conduct attacks with active units (9.5), adding eligible active reserve units. Draw additional German cards as combat tactics for the conducted attacks. Use the German support card as a bonus combat tactic if applicable. You may play Allied cards as combat tactics in response to German attacks.
  6. Remove certain active units to the Reserve Units box (9.6).
  7. **20+** Place *IP* markers on eligible active units (9.7).
  8. Remove *Dispersed* markers from active units (12.9).

After completing a command listed on the command card, discard it; then

- If a card remains in the Support Card box (8.1) move it to the Command Card box and immediately conduct another German command.
- If no card is in the Support Card box, the German impulse is over. An Allied impulse then begins.

2. ALLIED IMPULSE

Play one card to initiate one command of your choice listed on the card. All the possible Allied 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

- **Deploy reserve units** in the formation listed on the card by moving them from the Reserve Units boxes to the map (7.1).

  OR

- **20+** **Assign replacements** to units in the formation listed on the card (16.1).

  OR

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

ACTIVATIONS: You may not activate a formation or unit activated in the immediately preceding Allied impulse (6.4). Activated units conduct operations in the following sequence:

1. Remove German *Detachment* markers adjacent to active Allied units (15.3).
2. Movement (10.0).
3. Combat (12.0). You may play additional cards as combat tactics, each in support of one combat.
4. Build Improved Positions (14.31).
5. Remove *Dispersed* markers (12.9).

You may pass instead of playing a command card; doing so ends your impulse. If you have no cards, you must pass. After completing a command or passing, draw cards from your draw pile if available to bring your hand up to the Allied hand size limit for the day. A German impulse then begins.

3. REPEAT IMPULSES

Repeat German and Allied impulses in the Command Phase until the German draw pile is exhausted. If German cards run out during the German impulse, complete the impulse, then conduct one last Allied impulse to end the day, even if cards remain in your hand or draw pile. If German cards run out during the Allied impulse, complete the impulse to end the day. The day does not end when your cards are exhausted.

If you draw the German Army Group B card for any purpose during either side's impulse, immediately release German reserves (8.2) then perform the function for which the card was drawn.

V. END OF DAY PHASE

If the space for the current day on the calendar includes Victory Levels, check to see if you have won or lost the game (17.2). Then:

- Discard all unplayed cards in your hand and draw pile.
- Return all combat chits to the cup.
- Remove all *Dispersed* and *Out of Fuel* markers from the map.
- Check all German *Detachment* markers for removal (15.3).
- Advance the *Day* marker to the next day on the calendar and start a new day.

4.1 Special Rules on December 16

The following rules are in effect on the first day of all scenarios starting on December 16. **These rules supersede standard rules where they conflict.**

4.11 GERMAN SURPRISE ATTACK COMPLETED: The German initial moves and attacks are handled by the setup procedures (3.0). Skip the German impulse of the day.

4.12 SLOW ALLIED REACTION: The following rules affect your units and card play:

- 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.
- You **may not** play the Allied *Engineers* command event to blow a bridge.
- You **may not** play the Allied *Artillery* combat tactic, but **may** play the *Corps Artillery* combat tactic.

4.2 German Fading Initiative 19+

Starting December 19, after forming the German draw pile, discard the number of cards indicated on the calendar.

> **Example**: On December 21 during the Card Preparation Phase, after the German draw pile is formed and then shuffled, you remove the first three cards from the top of the pile and place them in the German Discards box on the map.

5. ALLIED DRAW PILE AND COMMANDS

At game start, the primary and supplemental Allied command cards dated December 16 are available to you. More command cards become available to you over the course of the game per the reinforcement card schedule on the ALLIED COMMAND CARD DISPLAY.

From your available command cards each day, you assemble a draw pile consisting of all your 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 the ALLIED COMMAND CARD DISPLAY. The supplemental cards you draw for your draw pile come from **all** available supplemental cards **except** those that were in your draw pile on the previous day**.** Once the draw pile is formed, you use it to draw and replenish your *command hand* throughout the day.

> **Examples:**
> **December 16**:
> - You begin the game with three primary cards and nine supplemental cards potentially available.
> - You shuffle your nine supplemental cards.
> - The December 16 space of the calendar indicates that you receive four supplemental cards, so you draw four cards face down from the nine supplemental cards.
> - You then shuffle the four supplemental cards together with your three primary cards to form the Allied draw pile for the day, consisting of seven cards total.
> - From this draw pile, you draw four cards to form your initial hand for the day, as indicated in the current day space of the calendar.
> - At the end of each Allied impulse, you draw cards from your draw pile to bring your hand back up to four, until the draw pile is exhausted.
>
> **December 17:**
> - As listed on the ALLIED COMMAND CARD DISPLAY, four new cards become available to the Allies on December 17 – one primary and three supplemental, giving you a total of four primary cards and 12 supplemental cards potentially available.
> - However, the four supplemental cards that were in your draw pile on December 16 are not available to you this day, leaving you with eight supplemental cards available.
> - You shuffle those eight cards and draw five supplemental cards for this day, as noted on the calendar.
> - Then you shuffle the five supplemental cards together with your four primary cards to form the Allied draw pile for the day, nine cards total.
> - Finally you draw five cards from the draw pile (your hand size this day) to form your initial hand.

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 your impulse, you play a card from your hand to initiate one command listed on the card, such as activating a formation, deploying reserves or implementing a command event. You may also play your cards in other ways and at other times, as follows:

▪ During your impulse, you may play additional cards as combat tactics to support attacks by your active units.

▪ During the German impulse, you may play cards as combat tactics for your units defending against German attacks (see Combat Tactics on the EVENTS & TACTICS player aid).

ALLIED AIR INTERDICTION: As the last step of the Supply Phase sequence (4.0), you may play an *Airpower* command event from your hand. If you do so, discard the top two cards from the German deck and skip the first German impulse of the day.

5.2 Division Command Cards

You may play an Allied division card for **one** of the following commands of your choice at the start of your impulse:

▪ Activate all on-map units in one division 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) listed on the card (see 7.1). 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.

5.3 Corps Command Cards

You may play an Allied corps card for **one** of the following commands of your choice at the start of your 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 7.1).

▪ **20+** Beginning December 20, assign the number of Replacement Points indicated on the card to units in the corps (16.0).

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

5.4 Army Command Cards

You may play an Allied army card for **one** of the following commands of your choice at the start of your impulse:

▪ Activate all on-map units in one corps of your choice in the army listed on the card **and** any Allied units stacked with units of that corps (see 6.1). All attacks conducted by the activated units receive a bonus combat tactic (12.34).

▪ Deploy all available reserve units in the army (7.1).

5.5 *21st Army Group* Command Card
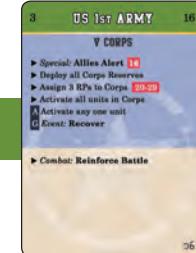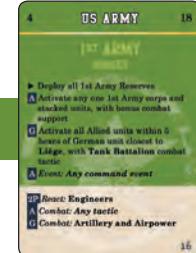
You may play the Allied 21st Army Group card for **one** of the following commands of your choice at the start of your impulse:

▪ Activate all on-map units in any one corps **and** any Allied units stacked with units of that corps (see 6.1). All attacks conducted by active units receive a bonus combat tactic.

▪ Deploy all available reserve units (7.1).

5.6 *No Command* Cards

You may play a card titled *No Command* for the command event listed on the card – either *Engineers* or *Airpower* – at the start of your impulse.

Division Command	Corps Command	Army Command	Army Group Command	Allied "No Command"

Allied Cards

5.7 Discarding Cards

Once you play an Allied card for any purpose and its effects are implemented, discard it. The ALLIED COMMAND CARD DISPLAY has two boxes for discards, one for primary cards and one for supplemental cards. This separation facilitates draw pile preparation at the start of the next day.

6. ACTIVATING ALLIED UNITS AND FORMATIONS

During your impulse, you may play a command card to activate the on-map Allied units in the formation listed on the card. Active units perform actions in the following sequence.

1. Remove all German detachments adjacent to active Allied units (15.4).
2. All active units may move (10.0).
3. All active units may attack adjacent enemy units (12.0).

4. Active units that did not move or attack may build improved positions (14.3).
5. Dispersed units in the active formation become undispersed (12.9).

6.1 Activating a Corps

Activate all the on-map units of a corps by playing any of the following cards:

▪ A corps card activates all the units of the corps listed on the card.
▪ An army card activates all the units of one corps of your choice **within that army**. Any units stacked with units of the activated corps are **also** activated.
▪ An army group card activates all the units of one corps of your choice **and** any units stacked with units of the activated corps.

6.2 Activating a Division

Activate all on-map units of a division by playing a division card listing the division. If the card lists more than one division, choose just one to activate.


Illustration of Corps Activation [6.1]:

You play 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 in 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 side at all.

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

6.3 Activating One Unit

Once per day, you 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 Consecutive Activation Restriction

You may not activate an Allied division or corps containing units that were activated in the immediately preceding Allied impulse. You may not activate a unit in a formation that was activated in the current or immediately preceding Allied impulse. Thus, if you activate a division, (a) you could not activate that same division in your next impulse **and** (b) you could not activate the corps to which the division is attached.

> **Example**: You play the XVIII Corps card to activate units in that corps. In your next impulse you 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.

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 next impulse. Conversely, activating a corps does not prevent deploying reserves or assigning replacements for that formation in the 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 of the next.

7. ALLIED RESERVES

Reserves are units that have not yet entered play. During the Reserve Phase of each day, place newly arriving Allied reserve units (those marked with the current date) in your Reserve Units box. Allied reserve units stay in the Reserve Units box until deployed onto the game map by the play of a command card, or after two days have passed since their scheduled day of arrival.

7.1 Deploying Allied Reserves

As your command card play for an impulse, you 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 divisions listed on the card. Alternatively, you may deploy any one unit in the same corps as the divisions on the card.
- Play a **Corps** or **Army** card to deploy all reserve units in the corps or army listed on the card, respectively.
- Play the **21st Army Group** card to deploy all reserve units.

STANDARD ALLIED RESERVE DEPLOYMENT: To deploy reserve units, place them in hexes of your choice on the map within all the following restrictions:

- Within the unit's corps area.
- In a road hex that is a valid Allied supply head (13.1).
- At least three hexes away from a German unit or German town or city, excluding isolated German units. This distance is reduced to two hexes if placing the unit in a map-edge hex.
- Not in or adjacent to a hex occupied by a German _Detachment_ marker.

Within these restrictions, place the unit within three hexes of a unit in the same division already on the map. If this is not possible, 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.

Corps areas define where Allied reserve units may be deployed, but do not restrict their subsequent movement, retreat or advance.

7.11 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 boundary, 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. You have 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 enter via the standard method or the alternate Allied strategic method.

Illustration A [7.1]: 4th Infantry Division (1 unit): Since a unit of the 4th Infantry Division is already in play (2403), the reserve unit must be placed within 3 hexes of a 4th 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. You choose to hold off deploying the other unit of the 4th Infantry Division.
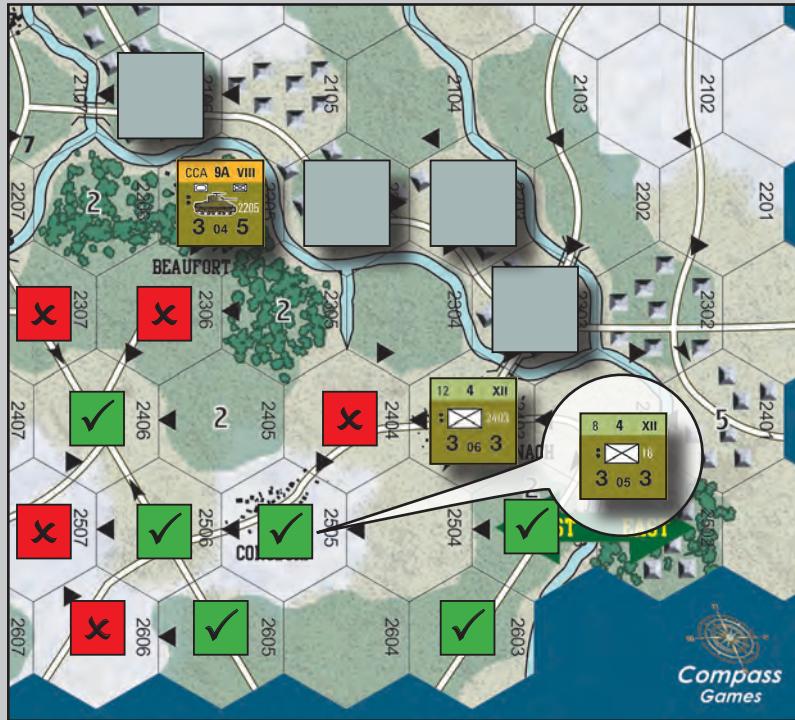
Illustration B [7.1]: The 1st Infantry Division reserve unit must be placed within 3 hexes of any unit in V Corps (and within the V Corps boundary area), since no units of the 1st Infantry Division are on the map, per the standard deployment method.
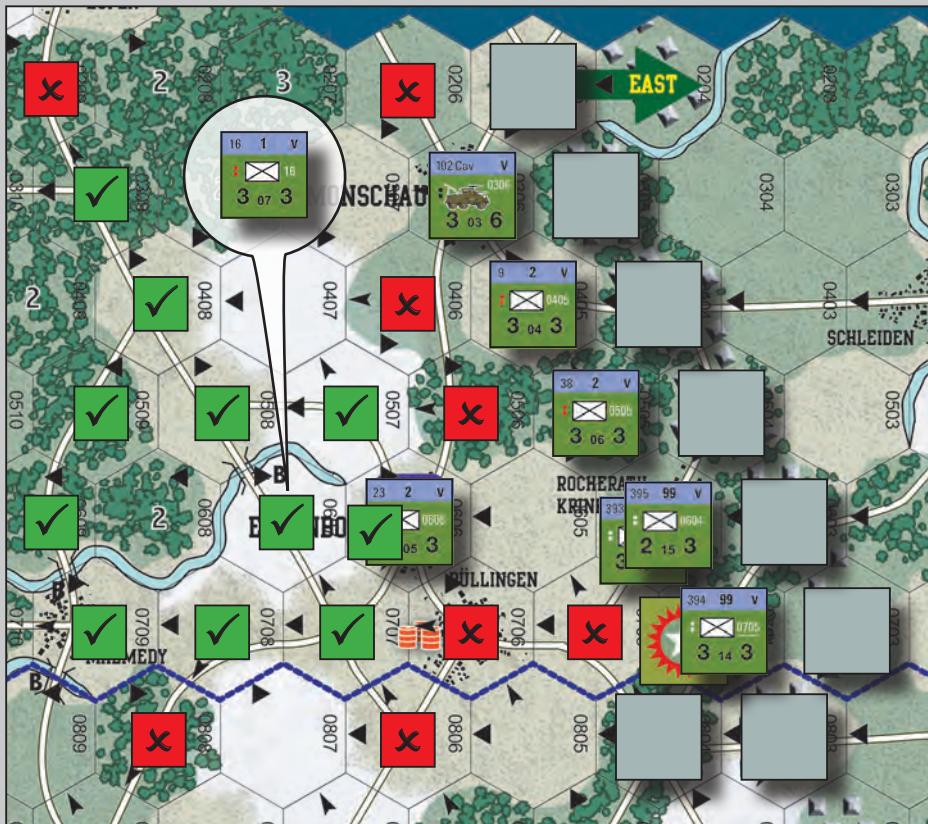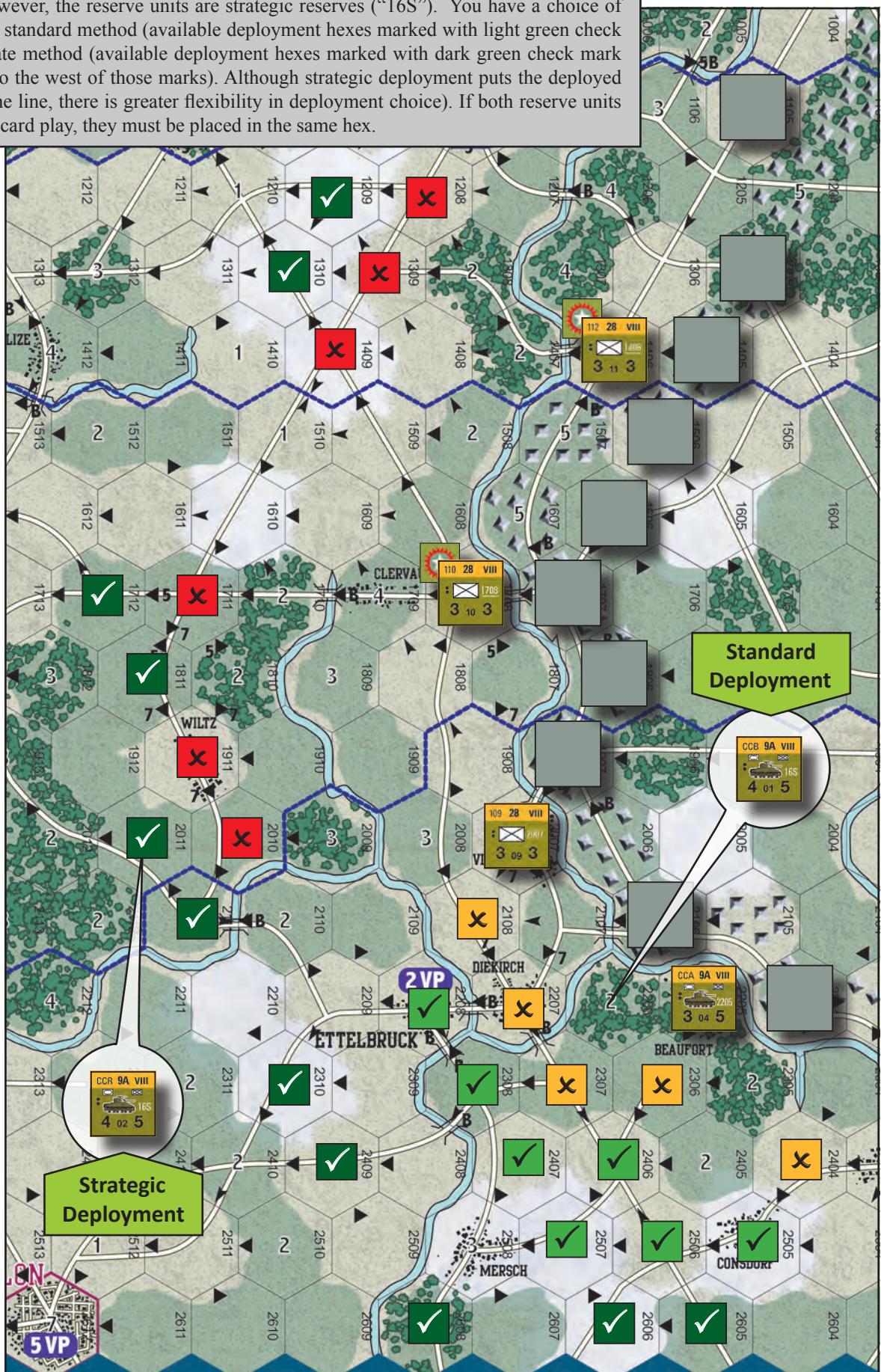
Illustration C [7.1]: 9th Armored Division (2 units): A unit of the 9th Armored Division is already in play (2205). However, the reserve units are strategic reserves ("16S"). You have a choice of placing them by the standard method (available deployment hexes marked with light green check mark) or the 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.

7.2 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 (10.4).

When deploying reserve units from different divisions in the same impulse, you 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.

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.

7.3 Delayed Reserves 18+

During the Reserve Phase any units in the Allied 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.

7.4 British XXX Corps

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

7.41 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 (10.7), reserve units of XXX Corps are deployed as if in a corps in the US 1st Army.

8. GERMAN DRAW PILE AND COMMANDS

At game start, the German draw pile consists of all German cards specified in the game setup (3.0). You add more cards to the draw pile on the days listed in the reinforcement card schedule in the German Draw Pile box on the map, per 8.2.

During the course of the day you draw and reveal German cards from the draw pile for the following:

- At the start of each German impulse draw two cards from the draw pile, selecting one as the command card for the impulse and the other as the support card, per 8.1. **20+** Starting December 20, check both cards for German units out of fuel (13.5).
- During the German impulse, for each attack conducted by German units, draw a card to see if the German attackers benefit from a combat tactic (12.3).
- During your impulse, for each attack Allied units conduct against German units, draw a German card to see if the German defenders benefit from an undetected German defender or a combat tactic (12.22).

If you draw the German Army Group B card for any of the above purposes, immediately deploy German reserve units to the German Reserve Units box, and shuffle reinforcement cards into the remaining command deck (8.2) then use the Army Group B card for whatever purpose it was drawn.

As you complete the use of German cards, place each face up in the German Discards box on the map. When you draw the last card in the deck, complete the function for which the card is drawn, then after one more Allied impulse, the day ends. If only one card is available at the start of a German impulse, draw just one (instead of two) and use it as a command card.

8.1 German Command Card Selection and Use

At the start of each German impulse, draw the top two cards from the German draw pile and select the card marked PRIMARY as the **command card** for the impulse. If both or neither cards are primary, select the card with the higher Command Value as the command card. If the two cards have the same Command Value, select the card with the lower card ID number as the command card. The unselected card is the **support** card.

Place the command card in the Command Card box and the support card in the Support Card box (however, see 8.14 and German Fuel Check 13.5). Then conduct the German impulse, performing functions with the command card and support card in the following sequence:

1. **Support Card:** If the support card has a command event, implement the event and discard the card. If the event cannot be implemented, the card remains in the Support Card box. Special events on the support card are NOT implemented. All command events are fully described on the EVENTS & TACTICS player aid.

2. **Command Card:** On the command card, read through the eligible commands (those marked with ▶ or **A**) in order and perform the first command that is possible to carry out. When the command is completed, place the command card in the discard pile.

   - **Bonus combat tactic**. If units are activated by the command card, and the support card lists an applicable combat tactic, that combat tactic may be applied to an attack by the active units, see 12.31. If applied, the support card is then discarded.

3. **Second Impulse**. If the support card is still in the Support Card box upon completing the command on the command card, move the support card to the Command Card box and immediately repeat step 2 using this new command card. In this way, the German side will sometimes conduct two impulses in a row, although there will be no support card available for the second impulse.

Commands on the command card may include any of the following listed in 8.11 through 8.14.

8.11 SPECIAL EVENT OR COMMAND EVENT**:** This applies to certain division and corps cards only. If the card lists a special event or a command event valid on the current day, implement the event. All special and command events are fully described on the EVENTS & TACTICS player aid.

8.12 ASSIGN REPLACEMENTS: **20+** *Corps cards only*. Beginning December 20, if the listed corps has a number of reduced units in play equal to or greater than the number of Replacement Points listed on the card, assign replacement steps (16.0). If the corps has fewer reduced units than listed Replacement Points, do not perform this command.

8.13 UNIT ACTIVATION: *All cards*.
Activate units in the formation listed on the card, per 9.0.

- DIVISION CARD: Activate all units in all divisions listed on the card, including units on the map and in the German Reserve Units box.

- CORPS CARD: Activate all units in the listed corps, including units on the map and in the German Reserve Units box. **Division and Corps Exception:** If there are no units on the map or in the Reserve Units box in the activated formations, the activation is wasted – discard the command card.

- ARMY CARD: Locate the non-bracketed unit in the card's army that has the most non-bracketed units within two hexes of the unit. To be included in this count the units must be in the same army or an OKW unit. If two or more units have the same number of units within two hexes, use the unit *farthest* from the army's objective hex as the center of the activation. Once the unit is located, activate it and all units within two hexes, including bracketed units, regardless of supply. Also activate reserve units in the same corps as any of the on-map active units. All attacks conducted in this activation benefit from the *Artillery* combat tactic (12.35).

- ARMY GROUP B CARD: Locate the non-bracketed unit with the most non-bracketed German units within two hexes of the unit. If two or more units have the same number of units within two hexes, use the *easternmost* unit as the center of the activation. Once the unit is located, activate it and all units within two hexes, including bracketed units, regardless of supply. Also activate reserve units in the same corps as any of the on-map active units. All attacks conducted in this activation benefit from the *Artillery* combat tactic (12.35).

8.14 PEIPER/150th PANZER BRIGADE SPECIAL ACTIVATION **17-18**: If the two command cards drawn at the start of any German impulse include the Peiper / 150th Panzer Brigade card, select this card as the command card, even if the other card is primary or has a higher Command Value. Use this card to conduct a German command.

- PEIPER **17**: If the command is a unit activation on December 17, activate only the Peiper unit, with the ability to ignore Allied ZOCs during regular movement only (does not apply to extended movement defined in 9.2).

- 150 PANZER BRIGADE **18**: If the command is a unit activation on December 18, activate only the 150th Panzer Brigade unit, with the ability to ignore Allied ZOCs during regular movement only (does not apply to extended movement defined in 9.2).
16, 19+ On any days other than December 17 or 18, the special rules of 8.14 do not apply.

8.2 *Army Group B* Command Card and German Reserves

All German Reserve units start play on the calendar and remain there until released to the Reserve Units box by the Army Group B card. When this card is drawn, regardless of what it is drawn for, take all German units from the current and previous days of the calendar and place them in the German Reserve Units box. At the same time, take all German reinforcement cards due to enter play on the

current date and shuffle them into the remaining German draw pile.

This reserve release function of the Army Group B card is in addition to the function for which is was drawn, even if drawn just to be discarded.

> **Example:** If you draw the Army Group B card as a combat tactic during the Allied impulse, release German reserves **and** apply the card's combat tactic.

Illustration of German Army Card Activation [8.1]:

The German 7ᵗʰ Army command card 68 is the selected command card. Each unit in hex 1906 or hex 1907 has four units within two hexes of its location. The unit in hex 2106 has five units within two hexes of its location. The unit in hex 2204 has three units within two hexes of its location. Each unit in hex 2303 has three units within two hexes of its location. The activation point for the 7ᵗʰ Army card is hex 2106, including the unit in that hex and the five other units within two hexes of its location. If the unit in hex 2204 also had five units within two hexes, it would be selected as the activation point, since it is farthest from the army objective (hex 2508).

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9. GERMAN UNIT ACTIVATIONS
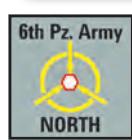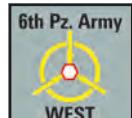
When a German command card calls for the activation of a German formation, conduct the activation in the following sequence of steps:

1. Remove Allied *Roadblock* markers adjacent to active German units.
2. Check the location of the *Objective* marker for the army to which the active units belong, relocating it if required (9.1)
3. Move active on-map units according to the movement methods in 9.2. **17+** Place German *Detachment* markers as units move (15.1).
4. **18+** Place eligible active reserve units on German *Detachment* markers (15.4). Infantry is eligible starting December 18 and mech units starting December 21.
5. Conduct attacks with active units (9.5). Add eligible active reserve units to attacks.
6. Remove eligible active units to the Reserve Units box (9.6)
7. **20+** Place *IP* markers on eligible active units (9.7)
8. Remove *Dispersed* markers from units in the active formation (12.9).

Exception: If no active units are on the map but there are active units in the Reserve Units box, conduct a special activation to place active reserve units on the map, per 9.41, instead of the above steps.

9.1 German Army and Corps Objectives

Each German Army has an *Army Objective* marker, placed in a hex on the map. German units tend to move toward their army's objective unless other movement methods take precedence. As German units approach an army objective, the marker is relocated to keep objectives ahead of the German offensive.

One corps in each German army – LXVII, LXVI and LXXX – has a *Corps Objective* marker that takes priority over the *Army Objective* marker for units in that corps, giving the units corps-specific movement objectives.

9.11 PLACING OR MOVING AN ARMY OBJECTIVE MARKER: Upon activating a German formation check the location of the *Objective* marker for the army to which the activated formation belongs.

OBJECTIVE NOT YET ON MAP: If the marker is not yet on the map, roll the die. Cross reference the die result with the army on the following table. Place the *Objective* marker in the indicated hex, with the side showing the indicated compass direction face up (N = North, W = West, S = South; see 9.22).

FIRST OBJECTIVE PLACEMENT TABLE

Objective Marker	Die Roll		
	1-6	7-9	10
6 Pz Army	Malmedy W	0408 W	St. Vith N
5 Pz Army	Houffalize W	Bastogne N	Vielsalm W
7 Army	Ettlebruck S	Mersch W	Wiltz S

OBJECTIVE IS ON MAP: If the marker is on the map and no German unit is proximate (9.3) to the marker or within two hexes of the marker (regardless of the presence of Allied units), the marker stays in its current location.

If any German unit is proximate to the marker or within two hexes of the marker, roll the die. Cross reference the die result with the *Objective* marker's current location on one of the following two tables. Place the army's *Objective* marker in the indicated hex, with the side showing the indicated compass direction face up.

SECOND OBJECTIVE PLACEMENT TABLE

Objective marker current hex	Die Roll		
	1-6	7-9	10
Malmedy	Spa W	Trois Ponts W	Manhay N
0408	Verviers W	Spa W	Eupen W
St. Vith	Manhay N	Trois Ponts W	Spa W
Houffalize	Marche W	Durbuy W	Rochefort N
Bastogne	Rochefort N	Marche W	St. Hubert N
Vielsalm	Durbuy W	Hotton S	La Roche W
Ettlebruck	Martelange S	Arlon W	1916 S
Mersch	Habay-le-Neuve W	Arlon W	Martelange S
Wiltz	1916 S	Neufchâteau W	Martelange S

THIRD OBJECTIVE PLACEMENT TABLE

Objective marker current hex	Die Roll		
	1-6	7-9	10
Spa	Liège 0117 W	0319 W	Liège 0117 W
Trois Pont	0319 W	Liège 0117 W	Huy W
Verviers	Liège 0117 W	0113 W *Exit*	0319 W
Eupen	0113 W *Exit*	Liège 0117 W	Liège 0117 W
Manhay	0319 W	Huy W	Havelange N
Durbuy	0625 N	0926 N	Huy W
Hotton	0926 W	0625 W	Dinant W
Marche	0926 W	Dinant W	0625 W
Rochefort	Dinant W	1326 W	0926 W
St. Hubert	1326 W	1426 N	Dinant W
La Roche	Havelange W	Dinant W	Rochefort N
1916	Wellin S	St. Hubert S	Recogne W
Neufchâteau	Wellin S	St. Hubert S	Bertrix W
Martelange	St. Hubert S	Recogne W	2615 W *Exit*
Habay-le-Neuve	Recogne W	Bertix W	2615 W *Exit*
Arlon	Rossignol W	Recogne W	2614 W *Exit*

A hex location marked ***Exit*** in the table indicates that the hex becomes a German exit hex for the remainder of the game. Place an *Exit* marker in the hex as a reminder (10.9).

9.12 ARMY GROUP ACTIVATION: If conducting a German activation with the Army Group B card, check all three *Objective* markers for relocation.

9.13 PLACING AND REMOVING A CORPS OBJECTIVE MARKER: Upon activating German Corps LXVII, LXVI or LXXX for the first time, place the *Corps Objective* marker (for the particular corps) in the hex indicated on the back of the marker. A *Corps Objective* marker stays in its objective hex regardless of the proximity of German units, until there are no Allied units within three hexes of the marker. When this condition is met at the start of an activation of the corps, the marker is permanently removed. Once a *Corps Objective* marker is removed, units in the matching corps follow the objective for their army.

9.14 NO EFFECT ON ALLIED UNITS: *Objective* markers have no effect at all on Allied units. An *Objective* marker may be in a hex with an Allied unit or Allied town.

9.15 REACHING AN ARMY'S THIRD OBJECTIVE: Over the course of the game, each *Army Objective* marker is placed in a sequence of up to three objective hexes. Once an *Objective* marker for a given army is placed in its third hex (per the Third Objective Placement Table above), the objective placement tables are no longer used for that army.

Example: The 6th *Pz Army Objective* marker could be first placed in Malmedy, then Spa, then Liège. Liège is not listed on the table as a location for which to roll the die, so the table is not referred to.

Instead the following occurs if an Army's third objective is reached:

- If a unit in the 5th Panzer Army or the 6th Panzer Army enters the third hex occupied by the *Objective* marker for its army, move the marker to hex 0139. The marker remains there, even if German units subsequently enter hex 0139.
- If a unit in the 7th Army enters the hex containing the *7th Army Objective* marker in its third hex, the *Objective* marker remains there. Furthermore, when a 7th Army **infantry** unit first enters the third objective hex, the German movement methods defined in 9.2 immediately change for all units in the 7th Army as follows:
  - Units move by movement methods 1-9 only.
  - Movement methods listed as applying only to infantry now apply to all 7th Army units.

9.2 German Movement Methods

During the movement step of a German activation, move active on-map units via the following numbered movement methods.

- Check units for eligibility to move by a given method in unit selector number order. Check units in **ascending (▲)** or **descending (▼)** order as indicated in the method description.
- Move **all** eligible units by a given movement method **before** proceeding to the next movement method.
- Start with Movement Method 1 and continue down the list of movement methods until all units have moved or until Movement Methods 1-9 have been checked.
- Then, if any active units have not yet moved, check Movement Methods 10-13 for each of those units individually.

Follow the rules for movement (10.0) and the German movement restrictions below (9.21). **Exception**: Active units with a Corps Objective (9.23) or that are unsupplied (9.25) **do not** use these movement methods.

A given unit moves only once per activation. **Suggestion**: As you move a unit, turn its facing to remind you that the unit has completed its move for this activation.

MOVEMENT METHODS 1-4

Movement methods 1-4 enable German units to seize opportunities.

1. SPECIAL MOVES

Special moves are not subject to the restrictions of 9.21.

a) ▲Exit the Map. Move all active units that are able to exit the map in a single move, per 10.9.

b) ▲Move adjacent to the Meuse River. If no German unit in the game has entered a hex bordered by the Meuse River, move **one** active unit to such a hex. If Movement Points remain, continue moving that unit via movement arrows.

c) ▼Enter empty Allied VP Hex. Move active units, each to an empty Allied VP hex. A unit that begins its move in a VP hex to which Allied supply can be traced will only move by this method if it can move to a VP hex of higher VP value.

2. ▲ CLOSER TO OBJECTIVE & NEXT TO VP HEX

Move to a hex **both** closer to unit's army objective **and** adjacent to Allied VP Hex.

3. ▼ CAUSE SURROUND

Move active non-bracketed units, each to a hex that if occupied by the unit would cause one or more Allied units not surrounded to become surrounded (9.3). More than one unit may move, as long as each causes a **different** Allied unit to become surrounded.

- A German unit already causing an Allied unit to be surrounded but that is not in a hex adjacent to that Allied unit, moves adjacent if possible.
- If able to reach more than one hex that would surround a unit, move to the hex that would prevent the Allied unit from tracing supply if able.

4. ▼ OPEN SUPPLY LINE `19+`

Move active German units, each to a hex that if occupied by the unit would enable a German unit currently unable to trace supply to be able to do so (by negating an Allied ZOC in the hex). If the active unit can reach more than one such hex, move to the hex that would enable the most German units to trace supply.

MOVEMENT METHODS 5-9

Movement methods 5-9 enable German <u>INFANTRY</u> units to strengthen the German lines.

- `16-22` Movement methods 5-9 apply only to **non-mechanized infantry** during December 16-22.
- `23+` Movement methods 5-9 now apply to **all** infantry including **mechanized** infantry units starting December 23.

5. ▲ MOVE ADJACENT TO ALLIED VP HEX

Move active infantry units, each to a hex adjacent to an Allied VP hex. A unit starting adjacent to an Allied VP hex moves adjacent to another VP hex only if closer to the unit's army objective and allowed by German movement restriction 9.21a.

6. ▼ ENTER EMPTY TOWN

Move active infantry units, each to an empty Allied town hex, or to an empty German town hex to which Allied supply can be traced.

7. ▼ MOVE ADJACENT TO ALLIED UNIT OR TOWN

Infantry move adjacent to Allied unit or town to which **no** non-bracketed German infantry unit is adjacent. If the unit is already the only non-bracketed German infantry unit adjacent to an Allied town or unit, the German unit does not move and its movement is considered complete.

8. ▼ ENTER TOWN OCCUPIED BY GERMAN ARMOR

Infantry enter town occupied only by German units possessing armor and to which Allied supply can be traced. If the unit starts in such a town hex stacked with only German armor units, the unit does not move and its movement is considered complete

9. ▼ RELIEVE DETACHMENT `18+`

Move active infantry units, each to a hex with a German *Detachment* marker to which an Allied unit is proximate and to which German supply can be traced. Stop there and remove the marker. If proximate to more than one marker, move to a marker adjacent to an Allied unit if any.

▲ MOVEMENT METHODS 10-13

Movement methods 10-13 are only used for any remaining active units not able to move via movement methods 1-9.

- Check methods 10-13 for each unit not yet moved, one unit at a time, beginning with the lowest numbered unit. *In other words, check the lowest numbered unit for methods 10 through 13 then check the next lowest numbered unit, and so on.*

10. FOLLOW MOVEMENT ARROWS

Move if able to expend the unit's **full** movement allowance moving in the direction indicated by movement arrows.

- Follow the direction indicated by the primary movement arrow in each hex, if possible.
- If a move in the primary direction would result in the movement ending 1) before all MPs are expended (due to enemy ZOC or high terrain cost), or 2) in a hex adjacent to an enemy unit; and a move into a hex via a secondary movement arrow would not result in either such ending, then move in that secondary direction.
- The unit may spend an MP to exit an enemy ZOC at the start of its move, if otherwise allowed.

A unit in a hex without movement arrows or that cannot spend its full movement allowance following movement arrows does not move via this method.

EXTENDED MOVE **17+**: Starting December 17, a unit that is not adjacent to an Allied unit upon expending its full movement allowance per method (10) **continues moving** in the direction indicated by movement arrows.

- A mechanized unit expends up to its entire movement allowance again.
- An infantry unit expends up to two additional Movement Points.

During the extended portion of a unit's move it may not move adjacent to an Allied unit, may not enter an Allied town or city and may not cross an Allied bridge.

11. MOVE CLOSER TO ARMY OBJECTIVE

Move to a hex closer to (not the same distance from) the unit's army objective.

- If more than one hex is closer to the objective, move to a hex adjacent to an Allied unit against which the moving unit has a combat strength advantage of at least 3:1. Include in this calculation all German units adjacent to the target, all active units in the Reserve Units box, and all active on-map units proximate to the target that have not yet moved.
- If no hex or more than one hex offers a 3:1 advantage, move to the hex closest to the objective.

12. INFILTRATE TOWARD ARMY OBJECTIVE

One non-bracketed unit (only) is eligible for this move if in supply and stacked with at least one other active non-bracketed unit that has not yet moved. If these requirements are met, the unit moves **one hex** to a hex closer to (not the same distance from) the unit's army objective, **regardless of Allied zones of control.** A mechanized unit may not infiltrate across a river or into a forest hex. Upon completion of this move, all active units in the hex from which the move began are considered to have moved. Movement by this method is allowed to only one unit per activation.

13. MOVE ADJACENT TO ALLIED UNIT

Move adjacent to Allied unit if not already adjacent to an Allied unit.

9.21 RESTRICTIONS ON GERMAN MOVEMENT: Applicable to units moving via methods **2-13.**

a) Do not move a unit starting adjacent to a VP hex occupied by Allied units with strength **5** or less (**3** or less in city), unless moving to another hex adjacent to the same VP hex.
b) Do not move a unit if doing so will cause a currently surrounded Allied unit to become no longer surrounded.
c) Do not move a unit out of a town, city or Westwall hex leaving the hex vacant, if doing so would result in Allied supply being traceable to the hex.
d) Do not move if doing so would create a condition in which Allied supply is traceable to an empty German town, city or Westwall hex.

These restrictions apply to every hex of German movement and advance after combat.

> **Example**: If a unit enters a hex that blocks Allied supply from being traced to an empty town hex, the unit will stop there if leaving that hex would re-establish an Allied supply trace to the town hex (restriction d).

9.22 MOVEMENT METHOD TIEBREAKERS: If more than one destination hex meets the requirements of a given movement method, move to the hex closest to the unit's *Army Objective* marker. When hexes are equidistant from an army objective, move to the hex furthest in the **compass direction** indicated on the marker. Then to the northernmost hex if a choice remains.

9.23 MOVING UNITS WITH CORPS OBJECTIVES: Units with a *Corps Objective* marker move according to these rules specific to them, instead of the methods in 9.2.

- ▲Check German units with a *Corps Objective* marker one at a time in **ascending** numerical order **before** checking any units moving via the normal movement methods.
- Move each unit toward an Allied unit within three hexes of the *Corps Objective* marker, entering a hex adjacent to the unit if possible.
- If more than one Allied unit is an eligible target, move toward the nearest, then the easternmost.
- If able to reach more than one hex adjacent to an Allied unit, move to a hex that would cause the Allied unit to become surrounded, then to an unoccupied hex, then to the easternmost hex.

9.24 TACTICAL ADJUSTMENTS WHEN MOVING ADJACENT TO ALLIED UNITS: These adjustments apply to **all** movement methods in which a German unit is moving adjacent to an Allied unit, and take priority over instructions in a given movement method. These adjustments also apply to German units moving via the *Reinforce Battle* combat tactic during a German attack.

- **Prefer Unoccupied Adjacent Hex:** If a unit would end its move in a hex occupied by a German unit and adjacent to an Allied unit, check to see if the unit could reach an unoccupied hex adjacent to the same Allied unit. If so, move it to the unoccupied hex.
- **Prefer Adjacent Hex is Not Cross-River:** If a unit would end its move in a hex adjacent to and across a river from an Allied unit, check to see if a hex adjacent to

Illustration of German Movement Methods [9.2]: German units are chosen for activation by the command card drawn for the impulse (8.1). If units in a formation are activated (8.13), then you follow the activation sequence (9.0) and move the activated units according to the methods in 9.2. Note that *Detachment* markers placed in position hexes vacated during movement are covered in 15.1.

Illustration A: The German command card 37 (activating 1st SS Panzer Division and 12th SS Panzer Division) is drawn on December 18 and selected to activate the available units of those two divisions (on map and in reserve). First the roadblock in Stavelot is removed. Next the 6th Panzer Army objective (located in Manhay to the west) is checked: it is not relocated (9.11) since no German unit is proximate.

- Now, eligible units can be moved. Note that the three units of the 12th SS Panzer Division were dispersed in a previous attack, so they cannot move during this activation. The three units of the 1st SS Panzer Division are eligible to move. None of these units can be moved by method 1.
- Method 2 (checking in ascending selector number order) can be used by units 01 and 02 – both can move closer to the unit objective and adjacent to an Allied VP hex. Unit 03 cannot use method 2 since it cannot reach a hex adjacent to a VP hex.
- Since method 3 (no units to surround), method 4 (date is not applicable yet) and methods 5-9 (unit is not infantry) cannot be used, the next method to check is method 10. If unit 03 followed the primary movement arrow, it would travel only one hex and stop in hex 0609. If it followed the secondary movement arrow and then continued with primary movement arrows, it would reach Stavelot and stop. In both cases, it cannot spend its entire movement allowance. This means it cannot use method 10.
- The next method to check is method 11. In this case, it can move to a hex that is closer to the objective and that enables at least a 3:1 combat strength advantage against the Allied unit in hex 0712 (including the German units that just moved into hex 0811). Unit 03 moves into Stavelot and as it leaves hexes with Hold Values, a *Detachment* marker is placed in each hex departed (15.1). All activated units have now moved completing step 3 of the activation sequence.

Illustration B: The German command card 46 (activating 2nd Panzer Division and Panzer Lehr Division) is drawn and selected to activate the available units of those two divisions (on map and in reserve). First the 5th Panzer Army objective (located in Houffalize) is checked: it is not relocated (9.11) since no German unit is proximate. Now, eligible units can be moved. None of these units can be moved by method 1. Checking method 2, there are several units that could move adjacent to an Allied-occupied VP hex by moving to hex 1110. However that hex is not closer to the army objective for any units that can move there. No units move by Method 2. For method 3, units are checked in descending numerical order, beginning with the highest – unit 10. It can move to three hexes that surround the Allied unit in 1510 and cut its supply trace: 1410, 1610 and 1611. Hexes 1611 and 1410 are both two hexes away from the objective marker (the first tiebreaker in 9.22) so the unit moves to the hex furthest in the compass direction indicated on the objective marker (the second tiebreaker) – west to hex 1611. Other Allied units cannot be surrounded so no other German units are moved by Method 3.

- Since it is not yet December 19 and no infantry units are active, Movement Methods 4 through 9 do not apply. Methods 10-13 are now checked for individual active units in ascending numerical order.
- Unit 02 cannot move by Method 10 because it can't spend its entire movement allowance doing so. Using Method 11, unit 02 can reach several hexes that are closer to its army objective. Given a choice, the unit will move to a hex in which it has at least a 3:1 strength advantage against an adjacent Allied unit. Included in this calculation are other active units adjacent to, or eligible to move adjacent to the Allied unit. Only hex 1410 meets this criteria – unit 02 could be joined by several other active units to achieve the necessary strength against the US unit in 1510. Hex 1311 does not meet the criteria because the only unit that could help achieve a 3:1 advantage against the Allied unit in 1312 (German unit 03) is "pinned" by the requirement to keep the Allied unit in 1510 surrounded. Unit 02 moves to 1410. In doing so position hex 1309 is left vacant so a Detachment marker is placed there.
- Unit 03 is next. The arrival of unit 02 in 1410 has freed unit 03 from the responsibility of keeping the Allied unit in 1510 surrounded. Unit 03 cannot move by method 10 so it uses method 11. Two hexes are closer to the objective and adjacent to an Allied unit against which a 3:1 advantage can be achieved, 1311 and 1410. Both hexes are equally close to the objective marker, so the westernmost compass direction tie breaker is invoked, resulting in a move to 1311.
- Unit 04 now moves by method 11 to hex 1511. That hex is closer to the objective, adjacent to three Allied units (in hexes 1411, 1510 and 1512) against which a 3:1 advantage could be achieved, and is unoccupied.
- Unit 06 would be eligible to use Method 10 to spend five Movement Points moving to hex 1611 but it cannot because doing so would cause the Allied unit in 1510 to become unsurrounded. Instead, the unit moves by method 11 to 1610, as close to the objective as it can get while still surrounding the Allied unit. Detachment markers are placed in hexes 1709 and 1710.
- Unit 08 finds itself in a situation similar to unit 06: it could use method 10 to follow movement arrows to 1310 if it were not keeping the Allied unit in 1510 surrounded. Instead it uses method 11 to move to 1409 – as close to the objective as it can get while still surrounding the Allied unit. A Detachment marker is placed in 1508.
- All activated units have now moved completing step 3 of the activation sequence.
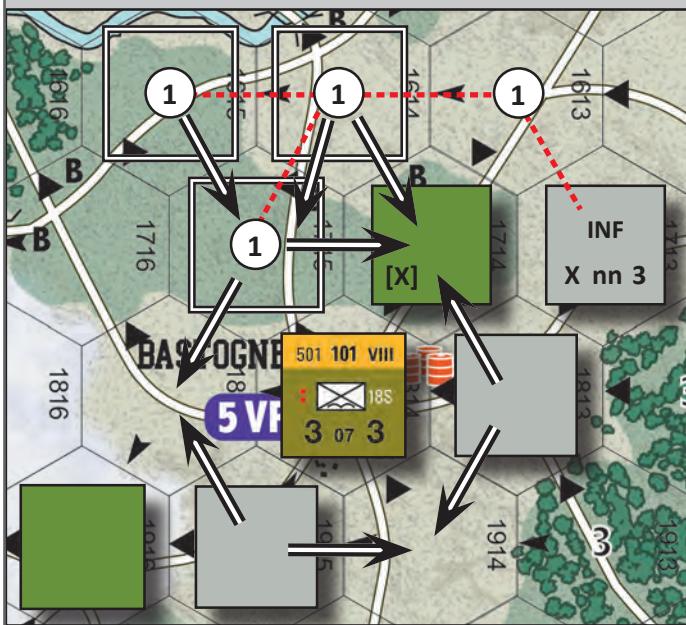
the same Allied unit and not across a river is reachable. If so, move there instead.

- **Tie-breaker:** Moving to an unoccupied hex takes precedence over avoiding a cross-river hex.
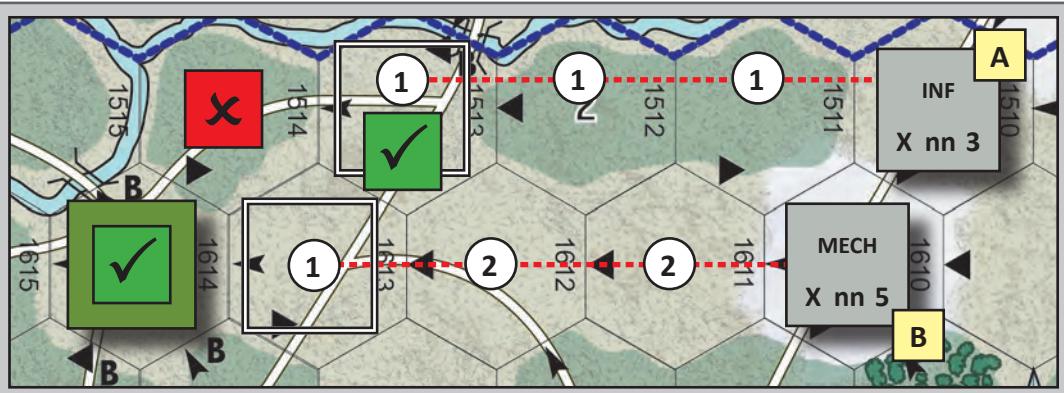
9.25 MOVEMENT METHODS FOR UNSUPPLIED UNITS: A German unit in low supply, out of supply or isolated moves according to movement method 1, if eligible, and within the limitations of its supply state (13.2). If unable to move via movement method 1, do not check subsequent methods. Instead, after completing all movement for supplied units, move the unit toward the closest hex from which supply may be traced, entering such a hex and stopping if possible. If already in a hex from which supply may be traced, do not move.

Illustration of Cause Surround [9.3]: The German infantry unit in hex 1713 can cause surround for the Allied unit in Bastogne since it could reach hex 1614, 1615 or 1715 in one move causing German units or their ZOCs to be in all six hexes around Bastogne.

9.3 German Activation Terminology

Active unit An undispersed German unit in the activated formation, on the map or in the Reserve Units box.

Cause Surround A German unit can **cause surround** if proximate to a hex that, if occupied by that German unit, would result in German units or their ZOCs in all six hexes around the Allied-occupied hex. A German unit is said to be causing surround if the unit's removal from a given hex would cause a currently surrounded Allied unit to become unsurrounded.

HV The Hold Value printed in the hex. A hex without a printed HV has a Hold Value of **0**.

Overwhelming Attack A German attack with calculated combat odds of 9:1 or greater (12.36).

Proximate A unit is proximate to a target hex or unit if it has sufficient Movement Points to reach the target in one move.

- **Proximate to a hex**: A unit is proximate to an empty or friendly-occupied hex if it has sufficient Movement Points to move to and enter the hex.
- **Proximate to an enemy unit, roadblock or detachment**: A unit is proximate to any of these enemy counters if it is adjacent to the counter or has sufficient Movement Points to move to and enter a hex adjacent to the counter.

Movement restrictions imposed by terrain, enemy ZOCs, supply, stacking limits, roadblocks and detachment markers are taken into account when determining proximity (10.4 and 13.2), including that an Allied unit cannot end its move in a hex from which it cannot trace supply (10.6).

Reserve Supply German reserve supply (13.3) is traced like regular supply with the added restriction that it **may not be traced through a hex in an Allied zone of control, even if occupied by a German unit**.

Strongest The unit or stack with the highest total Combat Strength. If tied, the unit or stack with the lower selector number.

Illustration of Proximate [9.3]: Infantry unit A is proximate to hex 1513 (it can enter it in one move) but not proximate to hex 1514. Mechanized unit B is proximate to the Allied unit in 1614 (it can move adjacent to the unit in one move).

Surround A unit is surrounded when every hex adjacent to its hex is occupied by an enemy unit or enemy ZOC, regardless of the presence of friendly units.

Weakest The unit or stack with the lowest total Combat Strength. If tied, the unit or stack with the higher selector number.

9.4 Placing German Reserve Units on the Map

German units go into the Reserve Units box from the calendar when you draw the German Army Group B card, per 8.2. Such units are referred to as reserve units. When a reserve unit's formation is activated, the unit becomes an active reserve.

German reserve units are taken from the Reserve Units box and placed on the map in the following instances:

- During step 1 of the German attack procedure (12.0), activated reserve units are placed on the map and participate in combat per 12.21.
- During step 3 of the Allied attack procedure, reserve units are placed in the defending hex if a German combat card draw calls for *undetected German defenders* per 12.22.
- When a German command card results in the activation of units in a formation with no units on the map, active reserve units of that formation are placed on the map per 9.42. This may occur with formations listed on reinforcement command cards and the OKW. It may also occur if all on-map units of a formation are eliminated.
- **18+** Beginning December 18, active reserve units are placed in hexes containing German detachments during German Activation step 4 (15.4).

9.41 COMMAND CARD ACTIVATION OF RESERVES: When a German division or corps is activated by a division or corps card, all reserve units in that formation are active. When German units are activated by an army or army group card, all reserve units in the same corps as any active on-map units are active.

9.42 PLACING RESERVES IN A NEWLY ARRIVING FORMATION: When the command card for a German impulse results in the activation of units in a formation with no units on the map, check the Reserve Units box for any active units. If any, conduct a special activation to place those units on the map. ▲Place units one at a time in **ascending** numerical order, each in a hex meeting all the following criteria:

- In a road hex that is a valid German supply head from which reserve supply can be traced.
- Within three hexes of a supplied unit in the same army (in the case of OKW, within three hexes of a supplied German unit).

- At least three hexes away from a non-isolated Allied unit.
- At least three hexes away from an Allied town or city.
- Not in a map-edge hex.

If more than one hex meets all these requirements, place the unit in the hex closest to a unit in the same corps (if any), then closest to the current objective hex for the unit's army; in the case of OKW units, closest to the German unit closest to the Meuse River. Units may be placed stacked with other units, as long as stacking limits are not exceeded. Place units of the same division in the same hex, if possible. When all reserve units in the formation have been placed, the activation ends.

9.5 German Attack Determination

During step 5 of a German activation (9.0), active German units attack Allied units if the situation favors a German attack. All active German units adjacent to Allied units are eligible to attack, even if they moved in this activation.

ATTACK CHECK SEQUENCE: ▲Check each active unit with at least two steps that has not yet attacked in this activation and is adjacent to an enemy-occupied hex that has not already been the target of an attack check in the current activation. Check active units one at a time in **ascending** numerical order, to determine if that German unit will attack the units in the target hex. The unit being checked is referred to as the *lead unit*. When checking if the lead unit will attack, include the strengths of the following additional units:

- Include all other active units that have not yet attacked in the current activation and are adjacent to the target hex, including units with just one step.
- Include all active German reserve units that could legally be placed in hexes adjacent to the defending stack and from which reserve supply can be traced. ▲If there are more reserve units than could be placed, include units in **ascending** numerical order. Do not actually place any reserve units at this time.
- If the support card shows the *Assault Coordination* combat tactic, include all non-active German units adjacent to the defender.

Once the group of units eligible for a potential attack has been identified, calculate the situational strength ratio. **Exception**: if all defending units of the attack are isolated, immediately conduct the attack.

SITUATIONAL STRENGTH RATIO: To conduct an attack check, calculate the **situational strength ratio** of the opposing units by comparing the total German strength to the strength of all Allied units in the target hex, with the following situational adjustments:

- Halve the total strength of all German units (rounded down) that would be attacking the target across a river hexside.
- Double the strength of Allied units defending in a city hex.
- Add to or subtract from the defending units' strength for any of the following defender situations:

In Forest terrain	+1
In Improved Position	+1
Adjacent to Supplied Allied unit	+1
In Clear Terrain	-1
Dispersed or Low Supply or Out of supply (any one or more of these yields this modifier once)	-1

Minimum situational strength is **1**. The situational strength ratio is used only to determine attack eligibility, not to resolve the combat.

CONDUCT ATTACK CHECK: Once the situational strength ratio is determined, use it to determine if the attack occurs (but not to resolve the combat).

- If equal to or greater than 4:1, or if all defending units are isolated (regardless of ratio) conduct the attack. All German units included in the situational strength calculation participate.
- If less than 3:1 and all attacking units are in low supply, the attack is cancelled.
- If less than 1:1, the attack is cancelled.
- If the ratio is at least 1:1 and less than 4:1, roll the die, adding applicable die modifiers and consult the Marginal Attack table to determine if the attack is conducted or is cancelled.

Die	Cancel attack if …
0 or less	Attack proceeds, do not cancel
1	Cancel if only defender elite or Only defender armor
2	Cancel if less than 1.5:1 or Defender in non-VP town
3	Cancel if less than 1.5:1 or Attacking from one hex
4	Cancel if less than 2:1 or Only defender armor
5	Cancel if less than 2:1 or Only defender elite
6	Cancel if less than 2:1 or Defender in town
7	Cancel if less than 3:1 or Attacking from one hex
8	Cancel if less than 3:1
9	Cancel if less than 3:1
10	Cancel if less than 4:1

DIE MODIFIERS: Subtract **1** from the die result for each of the following that apply:
- **16** December 16.
- Attackers include elite units and defender has no elite units.
- Attackers activated by an army or army group card.
- Support card shows applicable combat tactic.

CONDUCT VALID ATTACK: Upon determining that an attack is valid, conduct the attack in accordance with the procedures in 12.0. All German units included in the calculation participate in the attack.

CONTINUE ATTACK CHECK SEQUENCE: ▲After completing the attack or if the lead unit is not eligible to attack, check to determine if the next active German unit in **ascending** numerical order is eligible to attack an adjacent enemy-occupied hex. Continue checking units in sequence, and immediately conduct the attack if allowed, until all active units adjacent to enemy occupied hexes have been checked or have participated in an attack.

9.51 ONLY ONE ATTACK CHECK AS LEAD UNIT: If a German unit is adjacent to more than one Allied-occupied hex, calculate the situational strength ratio against each potential target. Conduct the attack check with the highest ratio. If tied for highest ratio, check a VP hex, if none, check the hex closest to the lead unit's *Army Objective* marker.

9.52 ONE COMBAT PER UNIT: A German unit may participate in only one attack in a given activation – once a unit participates in an attack, it is no longer active. An attack check that results in no attack does not count as an attack; a unit in that check is eligible to be included in an attack check by a different lead unit.

9.53 ONE ATTACK CHECK PER ALLIED UNIT: A given Allied unit may be the subject of only one attack check in a given German activation. Thus, if an attack check against a given Allied-occupied hex fails, the hex is not eligible to be checked again during the current activation.
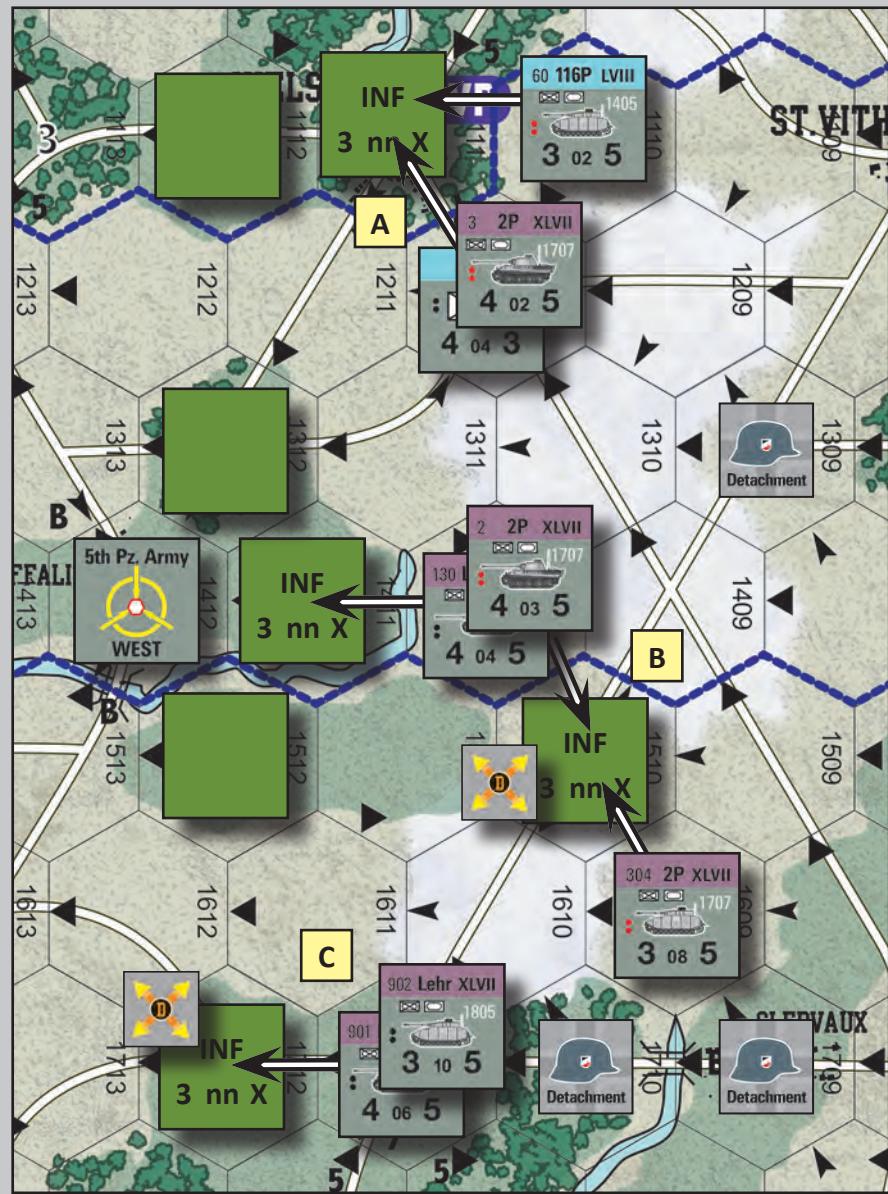
9.54 SUPPLY REQUIREMENT: A German unit must be either in supply or in low supply in order to participate in an attack. An out of supply or isolated German unit cannot attack.

9.6 Removing German Units to the Reserve Units Box

In step 6 of a German activation, check to see if any active units are removed from the map and placed in the Reserve Units box. ▲ Check active units one at a time in **ascending** numerical order. A unit is eligible for removal if **all** the following apply at the moment of the check:

Illustration of German Attack Determination [9.5]: An Attack Check is conducted for the active units of the 2nd Panzer Division and the Panzer Lehr Division in ascending selector number order.

- **A**: First unit 02 is checked as the lead unit for an attack against hex 1111 (Vielsalm). The support card drawn for this activation includes the *Assault Coordination* combat tactic, which allows the adjacent units from the LVIII Corps to be included in the situational strength ratio calculation. The attack strength of unit 02 plus the two other units (11 strength points) is compared against the defender in hex 1111 (3 strength points +1 forest +1 adjacent supplied friendly unit for a total of 5 strength points) yields a 2:1 attack ratio. One is subtracted from the ensuing die roll due to the support card's applicable combat tactic, so the attack will occur on a die roll of 1-6. You roll a 4 modified to a 3. The attack occurs supported by the *Assault Coordination* combat tactic.

- **B:** Next unit 03 is checked as the lead unit for an attack against either hex 1411 or hex 1510. Two situational strength ratios are calculated and compared to see which is more advantageous. First, the attack strength of units 03 and 04 (8 strength points halved for attacking across a river hexside for a total of 4 strength points) is compared against the defender in hex 1411 (3 strength points +1 due to an adjacent supplied Allied unit for a total of 4 strength points) yields a 1:1 attack ratio. Second, the attack strength of units 03, 08 and 04 (11 strength points) is compared against the dispersed defender in hex 1510 (3 strength points – 1 due to being dispersed for a total of 2 strength points) yields a 5:1 attack ratio. The second attack is chosen and immediately conducted (greater than 4:1 attack ratio). Since units 08 and 04 have joined the attack led by unit 03, they are no longer eligible for a subsequent attack check.

- **C**: Next unit 06 is checked as the lead unit for an attack against hex 1712. The attack strength of units 06 and 10 (7 strength points) is compared against the defender (3 strength points – 1 due to being dispersed for a total of 2 strength points) yields a 7:2 or less than 4:1 (but higher than 3:1), so an Attack Check die roll is made without any die modifiers applicable. The attack will be cancelled on a roll of 3 or 7 (attacking from one hex) or 10 (ratio), otherwise it will occur. Note that if the attack is cancelled, unit 10 would not be checked as a lead unit because the only Allied unit to which it is adjacent has already been the subject of an attack check.

- The unit did not move or attack in the current activation.
- The unit was not placed on the map from the Reserve Units box in the current activation.
- The unit is adjacent to an Allied unit.
- The unit can trace reserve supply.
- The removal of the unit from the hex would leave at least two steps in the hex (three steps in a VP hex).

If a unit is eligible for removal, remove it from the map and place it in the German Reserve Units box. It may re-enter as a reserve in a subsequent activation.

9.7 Placing Improved Positions on German Units 20+

In Step 7 of a German activation place an *IP* marker on every active German unit or stack on the map that did not

move or attack and was not deployed as a reserve in the current activation. Do not place an *IP* marker on a stack in a town or city hex, or that already has an *IP* marker, or if all units in the hex are dispersed, out of supply, or isolated.

9.8 The German OKW Reserve

The German OKW Reserve, consisting of eight units in three mechanized divisions, is released 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 at that time, regardless of supply state. When this first occurs:

- move all units from the OKW Reserve box to the German Reserve Units box;
- add the four OKW command cards to the German draw pile.

9.81 DEPLOYING OKW UNITS: The first time you draw an OKW card as the command card draw for the German impulse, place all units of the OKW on the map, per 9.42.

9.82 ACTIVATING OKW UNITS: Once on the map, OKW units are all considered in one corps – the OKW. They are activated as a corps by the draw of an OKW Corps card. OKW units in a particular division may be activated by drawing the corresponding division card. In an army or army group activation OKW units count in determining which units are activated (8.13).

9.83 OKW OBJECTIVES: When moving an OKW unit activated by an OKW card or the Army Group B card, use the nearest *Army Objective* marker as the unit's objective; use the northernmost *Objective* marker if equidistant. If activated by an Army card, use that Army's objective.

10. MOVEMENT

Activated German and Allied units move during their respective impulses.

- During an Allied Impulse, when you play a command card to activate Allied units, you may move all, some or none of those units.
- During a German Impulse, when units in the formation listed on a German command card are activated, German units move in step 3 of the activation as directed by the German movement methods (9.2).

BASIC MOVEMENT: 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.
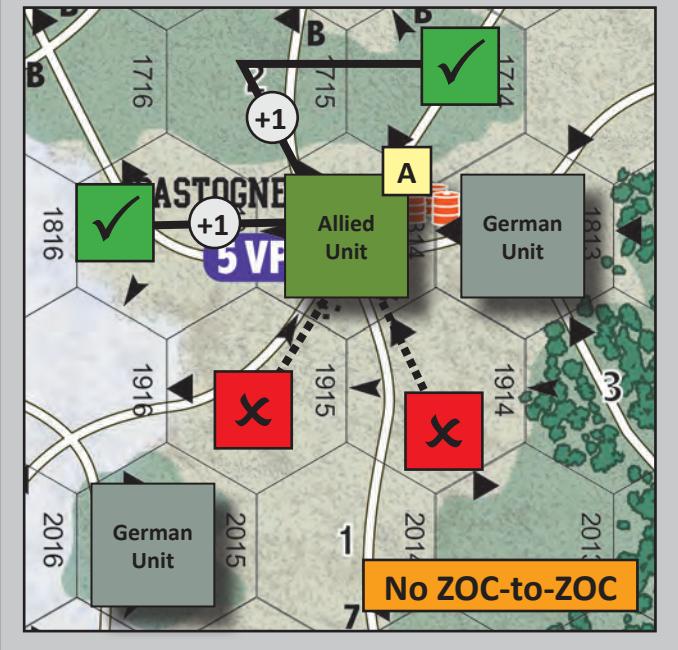
BASIC RESTRICTIONS: A unit may not exceed its movement allowance when moving (however, see 9.2, for German extended moves). A unit with insufficient Movement Points to enter a hex may not do so. The movement of one unit must be completed before the next is begun. Any Movement Points left unused by a 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.

10.1 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 (11.0). A unit must pay one Movement Point to leave an 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 a unit must stop upon doing so.

Illustration of ZOC Effects on Movement[10.1]: 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.

DETACHMENTS: An Allied unit must stop moving upon entering a hex adjacent to a German detachment (15.22).

HEX ENTRY RESTRICTIONS: A unit may never enter an enemy-occupied hex. A unit may enter an unoccupied enemy town or city and cross an enemy bridge, but not if using strategic movement (Allied, 10.5) or extended movement (German, 9.2). Friendly units have no effect on the movement of other friendly units.

An Allied unit may not end its move in a hex from which it cannot trace supply (10.6). Allied units may not enter a hex with a German *Detachment* marker.

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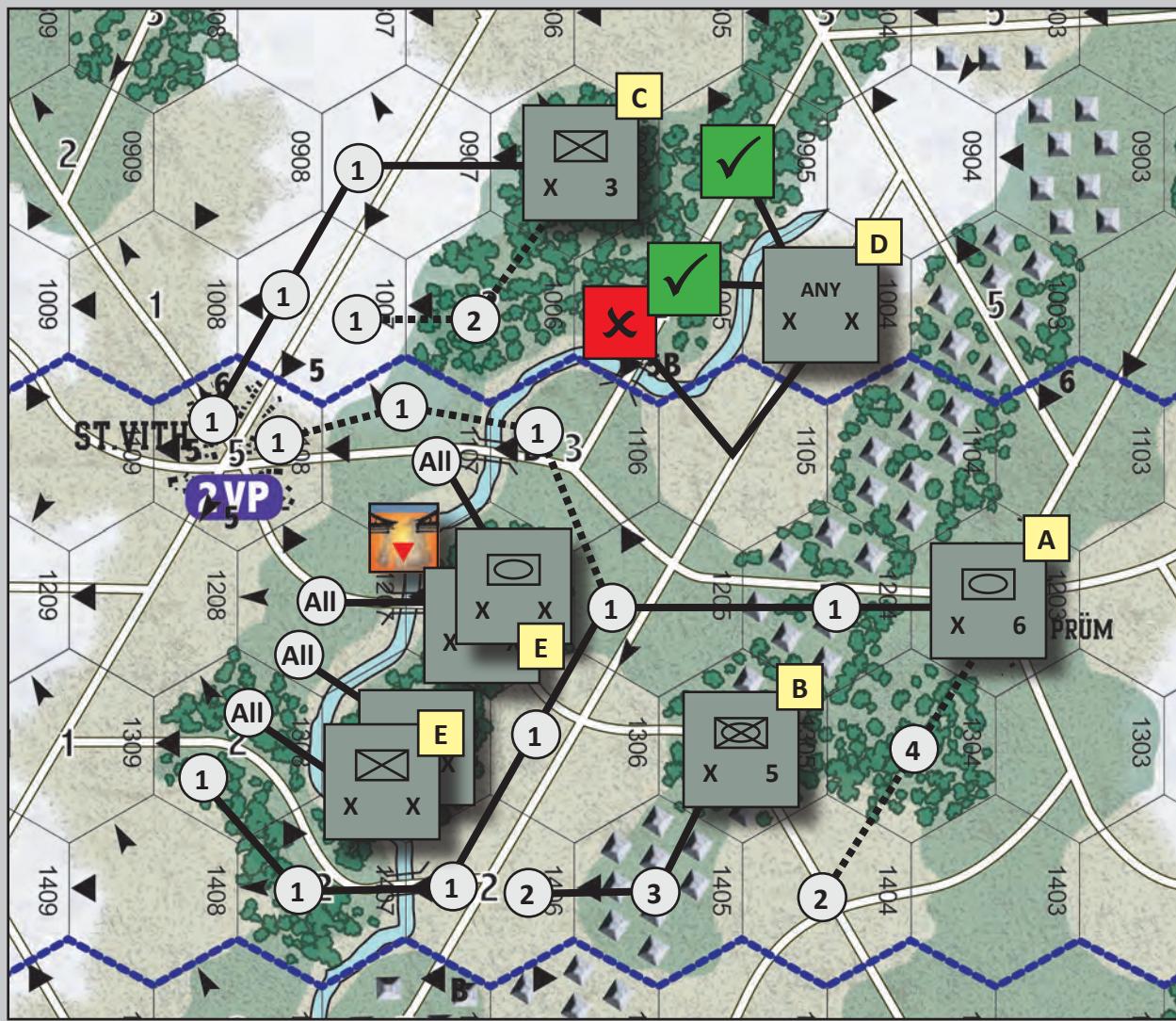
A unit entering a hex through a connecting road hexside (including an intact bridge) pays just one Movement Point to enter the hex, regardless of the terrain in the hex.

10.3 Crossing River Hexsides

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

Illustration of Movement [10.2, 10.3]: Note that for purposes of this example, German movement priorities are not addressed.

- **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 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.

- 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 activation. 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.

10.32 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 cross a given bridge hexside into an enemy-controlled hex in a single activation, even if the hex moved into is friendly-occupied.

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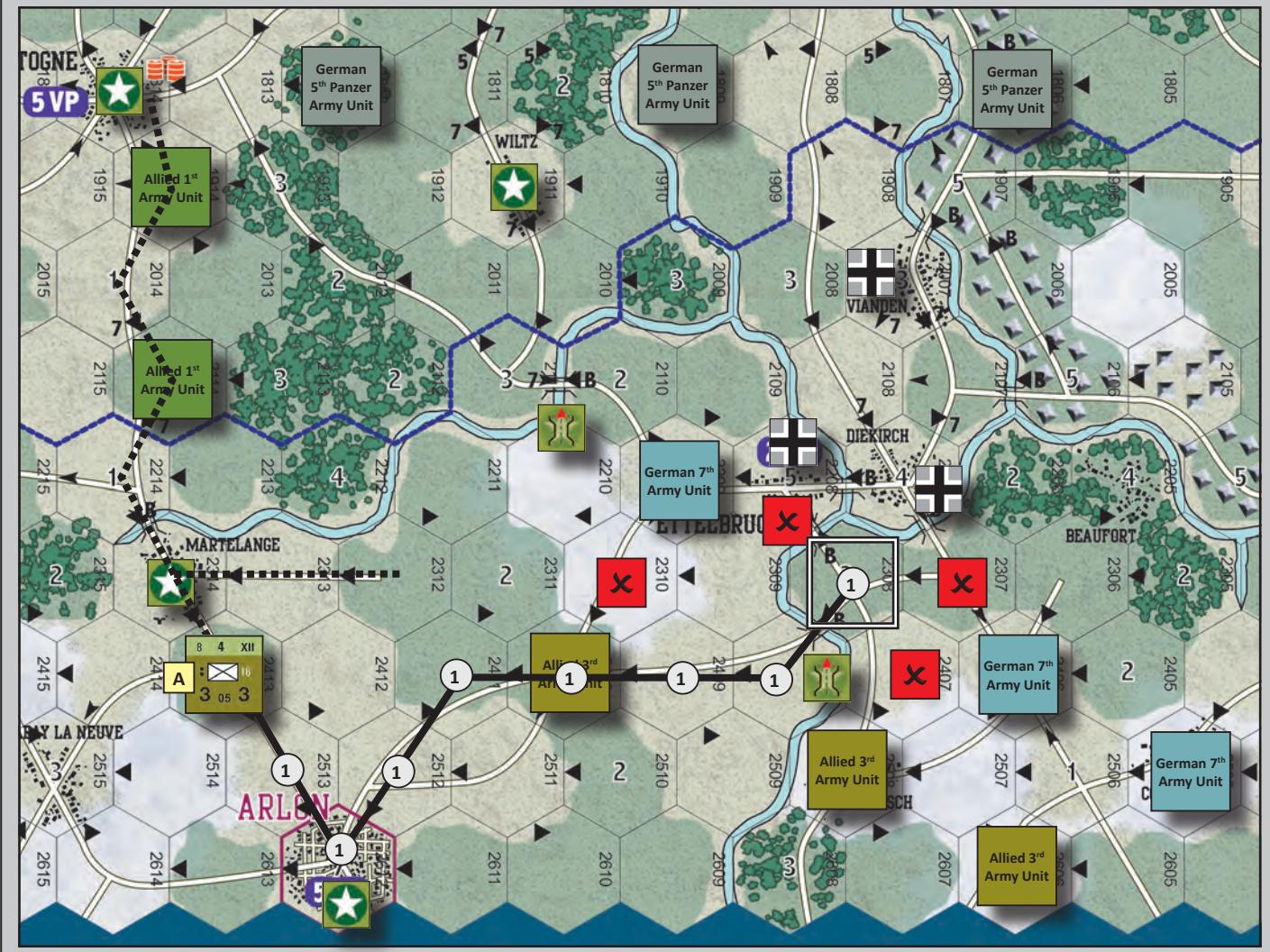
More than one friendly unit may occupy a hex; this is called stacking. The maximum number of units that may occupy a hex is **three units or six steps**.

> **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 activation is complete, or when

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Illustration of Allied Strategic Movement [10.5]:

- **A**: 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 Martelange. 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.

all retreats and advances in a given combat are complete, stacking limits are enforced.

A German unit may end its move in an over-stacked situation as long as it is obvious that other active units in the hex (which have not yet moved) will be leaving the hex when they move, thus correcting the over-stack by the time the movement step of the activation is complete.

If Allied units are found to be in violation of stacking limits after completing movement, retreat or advance, you must reduce or eliminate units to meet the limits.

10.5 Allied Strategic Movement Bonus

An active Allied 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, but may move adjacent to a German detachment.
▪ The unit may not enter a German town or city.
▪ The unit may not cross a German bridge.
▪ The unit may not enter a Westwall hex.

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

▪ Allied armor and recon: Movement Allowance is **doubled** (to 10 or 12)
▪ Allied infantry: Movement Allowance is **tripled** (to 9)

10.6 Allied Movement Supply Restriction

An Allied unit may not **end** its movement in a hex from which it cannot trace supply. **Exception**: an Allied unit that starts its move unable to trace supply and is unable to move to a hex from which it can trace supply, is not bound by this restriction.

10.7 British XXX Corps Restrictions

Units of 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 hex 1126 (Dinant) per 7.41, the unit may move anywhere on the map.

10.8 Allied Roadblocks

You may play a command card listing an _Engineers_ event during your impulse to place _Roadblock_ markers on the map, to temporarily block German movement through a specific hex; see the EVENTS & TACTICS player aid for details.
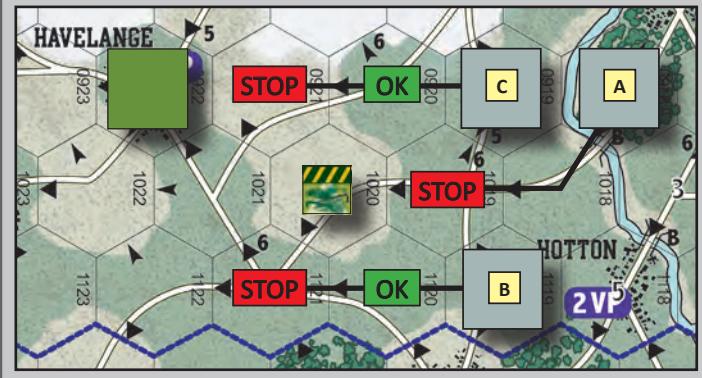
EFFECTS OF ALLIED ROADBLOCKS: A German unit...

▪ 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 road, or if it is retreating.

Roadblock markers do not exert control and do not negate German zones of control for purposes of tracing Allied supply and retreat routes. German supply may be traced adjacent to but not through a roadblock.

Illustration of Allied Roadblocks [10.8]: Note that the principles of the roadblock are illustrated, not actual German movement methods.
▪ **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 (11.0).

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

▪ An Allied unit enters its hex.
▪ At the start of a German activation, the roadblock is adjacent to an active German unit.

▪ During the Supply Phase, the roadblock is unable to trace Allied supply.

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 5th Panzer Army.

10.9 Exiting the Map (German only)

A supplied active German unit may exit the map in accordance with German movement method #1 (9.2). A unit in a valid map edge hex spends one Movement Point to exit the map.

10.91 RESTRICTIONS: A unit may not exit the map from a hex controlled by an enemy unit. A unit may not exit the map if in low supply, out of supply, or isolated.

10.92 GERMAN EXIT HEXES: All map edge hexes with roads leading off the map west and north of the Meuse River are valid German exit hexes. Additional exit hexes along the north and south map edge may be revealed during play by the German Objective Placement tables (9.1). Mark such hexes with a German *Exit* marker to indicate that German units may exit there.

10.93 EXIT VPS AND NO RE-ENTRY: The German side earns VPs when units exit. Once a unit exits the map, it may not re-enter play (see 17.1).

11. 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 a bracketed combat strength. A unit with a bracketed combat strength alone in a hex does not exert control unless in a town or city hex or a German unit in a Westwall hex. Two 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.
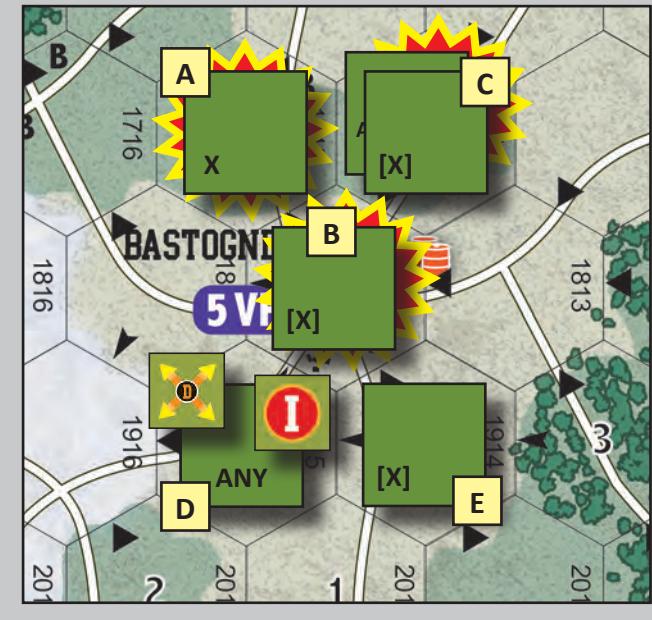

Illustration of ZOC Effects with Units [11.0]:

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.

11.1 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 hex does **not** negate this effect.
▪ Supply for both sides may be traced from but not through an enemy-controlled hex. The presence of a friendly unit in a hex negates enemy control for the purposes of tracing supply for both sides. German reserve supply (13.3) may not be traced through an enemy controlled hex, even if occupied by a friendly unit.
▪ A unit may retreat into an enemy-controlled hex, within the retreat priorities of 12.7. 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.

12. COMBAT

Combat occurs during your impulse, when your units attack German units; and during the German Impulse, when German units attack your units.

GERMAN COMBAT SEQUENCE

Active German units attack Allied units during the German impulse, as called for by the German attack determination procedure (9.5). German combats are resolved one at a time. The Germans are the **attacker** and you are the **defender**. Once you have determined that a specific Allied-occupied hex is the target of a valid German attack, resolve the combat in the following sequence:

1. APPLY GERMAN COMBAT TACTICS

Draw one German card and apply its combat tactic to the combat (12.3). Then, if the combat tactic on the German support card (if any) differs from the drawn combat tactic and would benefit the German attack, apply it as a bonus combat tactic. **Exception**: Overwhelming German attack (12.36).

2. ADD ACTIVE GERMAN RESERVE UNITS

Add active German reserve units to the combat by placing them in valid hexes adjacent to the target hex (12.21).

3. PLAY ALLIED COMBAT TACTIC CARDS

You may play one or more cards as combat tactics against the attack. If you play the *Reinforce Battle* combat tactic you may move an Allied unit into the defender's hex, per the combat tactic description.

4. DRAW COMBAT CHITS

Draw combat chits from the combat chit cup.

▪ **Maximum Draw.** Draw Combat Chits from the combat chit cup equal to the maximum number of chit draws allowed to the German Attackers (12.4).

▪ **Examination.** As each chit is drawn, check 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 you stop drawing chits, 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. APPLY HITS TO YOUR DEFENDING UNITS

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

7. APPLY HITS TO ATTACKING GERMAN UNITS

Apply the first attacker hit as a step loss. Apply additional hits by dispersing all attacking units or applying additional step losses, per 12.53. The total number of German attacker hits may be reduced if the defender is completely eliminated (12.54).

8. ADVANCE AFTER COMBAT

If the defending units retreated or were eliminated and the attacking units are not dispersed, conduct advance checks for German attacking units to see if any advance after combat (12.8). If the defending units retreated two hexes or were eliminated, attacking mechanized units may advance two hexes.

9. CLEAN UP

Discard any combat tactics cards played and set all the drawn combat chits aside.

ALLIED COMBAT SEQUENCE

After you have completed moving your active units in an activation, you may have any of your active units attack adjacent enemy units. Declare and resolve combats one at a time, in any order you choose. You are the **attacker** and the Germans are the **defender**. Each combat is against all the enemy units in one hex and is resolved in the following sequence:

1. DECLARE TARGET AND ATTACKING UNITS

Choose an enemy-occupied hex adjacent to at least one active unit as the target of the attack, and choose which of your active units adjacent to the target hex are participating in the attack.

2. PLAY COMBAT TACTICS CARDS

You may play one or more cards as combat tactics for the attack. If the combat tactic allows additional units to join the attack, select and move those units.

3. DRAW ONE GERMAN COMMAND CARD

Draw one German command card if at least one German unit defending in the combat is in supply.

- If the card's formation matches that of any defending units, and the defending units are in reserve supply (13.3), check for an undetected German defender (12.22).
- If the formation is not a match, and the card lists a combat tactic, implement the tactic (see 12.23), even if the defending units are not in reserve supply.
- If neither of the above applies, the card has no effect on the combat.

4. DRAW COMBAT CHITS

Draw combat chits from the combat chit cup.

- **Minimum Draw.** Draw a number of chits equal to the total number of steps in the defending units, at minimum. You may then stop, or you may draw additional chits up to a specified maximum.
- **Maximum Draw.** If you continue, declare a total chit draw up to the number of your attacking units. Other factors may increase or decrease the maximum allowed (12.4). You must then draw additional chits to reach your declared maximum.
- **Examination.** As each chit is drawn, check 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 you stop drawing chits, 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. APPLY HITS TO DEFENDING GERMAN UNITS

Apply each hit incurred by the defending units as a step loss or retreat, in accordance with the German hit application priorities. If the defending units occupy an improved position, the *IP* marker is removed to satisfy the first hit.

7. APPLY HITS TO YOUR ATTACKING 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, you may advance your attacking units into the hex vacated by the defending units (12.8). If the defending units retreated two hexes or were eliminated, attacking mechanized units may advance two hexes.

9. CLEAN UP

Discard any combat tactic cards played and set aside all the drawn combat chits.

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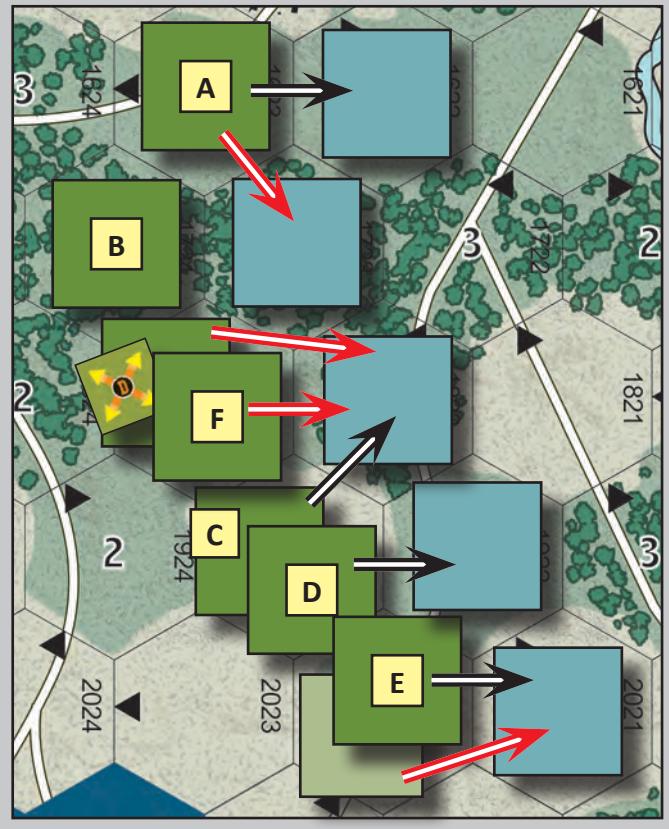
The attacker may attack only one hex at a time in a single combat. Any number of active units in hexes adjacent to the target hex may participate in the attack. Units are not required to attack. Some units in a stack may participate while others do not. Inactive units may not attack, even if stacked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

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 12.74).

Units that are dispersed, out of supply, or isolated may not attack. German mechanized units that are out of fuel (13.51) may not attack.

Illustration of Attack Eligibility [12.1]: This illustration applies to both the Allied player and the German system intelligence, but it does not illustrate how the German system intelligence selects which attacks occur.

- **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.

12.2 German Reserve Units in Combat

During a German attack, active German reserve units may be placed on the map and participate in combat.

During an Allied attack, German reserve units are placed on the map if a German command card draw calls for undetected German defenders (12.22).

12.21 ADDING ACTIVE RESERVE UNITS TO A GERMAN ATTACK: ▲In step 2 of a German attack, check active reserve units one at a time in **ascending** numerical order to determine if each is placed on the map to participate in the attack. Any number of active reserve units may be added to an attack as long as each qualifies. Place the reserve

unit if, at the moment of the check, a hex meets all the following requirements:

- The hex is adjacent to the hex under attack.
- German reserve supply (13.3) can be traced to the hex.
- Placement of the unit in the hex would not cause an over-stacking situation.

If more than one hex meets all these requirements, place the unit in a hex causing the defender to be surrounded, then in a hex not across a river from the defender, then in an empty hex, then in the hex with the fewest German units. If more than one choice remains, place in the hex closest to the reserve unit's army objective.

12.22 UNDETECTED GERMAN DEFENDERS: In Step 3 of an Allied attack, draw one German card from the German draw pile if at least one unit in the defending stack is in supply. If the formation on the card matches that of any of the defending units, and the defending units are in reserve supply and possess fewer than four steps in total, check for an undetected German defender.

Example: You are attacking two German units in I SS Panzer Corps, 12.**12SS**.ISS (reduced) and 5.**3F**.ISS. You would check for an undetected German defender if you drew a card with any of these formations: the 12th SS Panzer Division, the 3rd FJ Division, I SS Corps, 6th Panzer Army or Army Group B.

If there is a match, check to see if one unit in the German Reserve Units box is eligible for placement as an undetected German defender. A reserve unit is eligible if:

- In the division listed on a division card; or
- In the corps listed on a corps card, with preference given to units in the same division as the defending units; or
- In the army listed on an army card, with preference given to unit in the same division as the defending units, then in the same corps; or
- For the Army Group B card, a unit is eligible if in the same army as the defending units, with preference given to unit in the same division, then in the same corps.

PLACEMENT: If a unit is eligible to be an undetected defender, place it in the defending hex. The unit participates in the current combat. If more than one unit is available within the preferences listed above, take only the lowest numbered unit.

12.23 CHECK FOR COMBAT TACTICS: In Step 3 of an Allied attack, if the German card drawn does not result in an undetected defender for any of the following reasons, apply the card's combat tactic(s) to the combat, if any (12.3).

▪ None of the defending units are in the card's formation.
▪ No reserve units are available for placement as an undetected defenders.
▪ The defending units cannot trace reserve supply.
▪ The defending stack has more than two units or three steps.

12.3 Combat Tactics

PLAYING ALLIED COMBAT TACTICS: In step 3 of a German attack and step 2 of an Allied attack, you have the opportunity to play cards from your hand as combat tactics, as long as at least one of your units involved in the combat is in supply and not dispersed.

DRAWING GERMAN COMBAT TACTICS – GERMAN ATTACK: In step 1 of a non-overwhelming German attack (12.36) by at least one supplied unit, the Germans may benefit from one or two combat tactics.

▪ Draw one German card and apply the combat tactic listed on the card, **and**
▪ If there is a card in the Support Card box listing a combat tactic different from the drawn card and applicable to the current combat (12.31), apply the support card's combat tactic.

DRAWING GERMAN COMBAT TACTICS – ALLIED ATTACK: In step 3 of an Allied attack against a supplied German unit, draw one German card. Check the card for an undetected German defender (12.22). If none, and at least one defending unit is not dispersed, then apply the combat tactic listed on the card.

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 (12.4), even if that combat tactic provides no other tangible benefit.

GERMAN CORPS CARD REUSE: The combat tactic listing on certain German corps cards direct you to return the card to the German draw pile (and shuffle the pile) after applying the combat tactic, instead of discarding the card. Return the card unless the German draw pile is exhausted, in which case discard the card.

12.31 GERMAN BONUS COMBAT TACTIC: If during a non-overwhelming (12.36) German attack the support card lists a combat tactic, that combat tactic may be applied to the attack in addition to the normal combat tactic draw. This bonus combat tactic is awarded to the first German attack to which it applies and the support card is then discarded.

The bonus combat tactic is awarded only if it provides a benefit to the attacker **other than an additional chit draw**.

This means some combat tactics would not be applied as a bonus combat tactic in certain situations:

▪ *Reinforce Battle* would not be applied if there are no units available to reinforce.
▪ *Fixed Artillery*, if beyond the fixed artillery range (FAR) specified for the calendar date.
▪ *Infantry Infiltration*, if the attack is a multi-hex attack against a town, or already qualifies as a flanking attack.
▪ *Press the Attack*, in any situation.
▪ Any combat tactic identical to the tactic in the normal combat tactic card draw.

12.32 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 of any formation, regardless of the formation listed on the card.

12.33 COMBAT TACTIC WILD CARDS:

▪ You may play an **Allied Army** or **Army Group** card as a "wild" combat tactic. You choose any combat tactic available to the Allies and declare its use in the combat (whether attacking or defending) when you play the card. (**Exception**: *Corps Artillery* may not be selected as a wild card combat tactic.)
▪ If a **German Army** or **Army Grou**p card is drawn as a combat tactic, the Germans receive two combat tactics for the combat: *Artillery* and *Assault Coordination*. If attacking, the Germans also receive two additional combat chit draws.

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

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

12.35 GERMAN ARMY & ARMY GROUP ACTIVATION COMBAT BONUSES: All attacks conducted by German units activated by an Army or army group card benefit from the *Artillery* combat tactic. Every attack receives the combat tactic and an additional combat chit draw. This is in addition to any combat tactics drawn for a specific attack.

12.36 GERMAN OVERWHELMING ATTACK: If a German attack has odds of **9:1 or greater** and qualifies as a large attack (seven or more combat chits), do not draw a card for

the attack and do not apply the support card's combat tactic to the attack.

12.37 VON DER HEYDTE: Do not draw a German card for combat tactics if you are attacking 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.

12.38 GERMAN DECK EXHAUSTION: If the German deck is exhausted when a combat tactic draw is called for, reshuffle the deck only for the purpose of drawing combat tactics. This reshuffle does not extend German impulses.

12.4 Drawing Combat Chits

MINIMUM DRAW: Draw 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 or other factors.

> **Example:** If a hex under attack contains a two-step unit and a one-step unit, you must draw three combat chits.
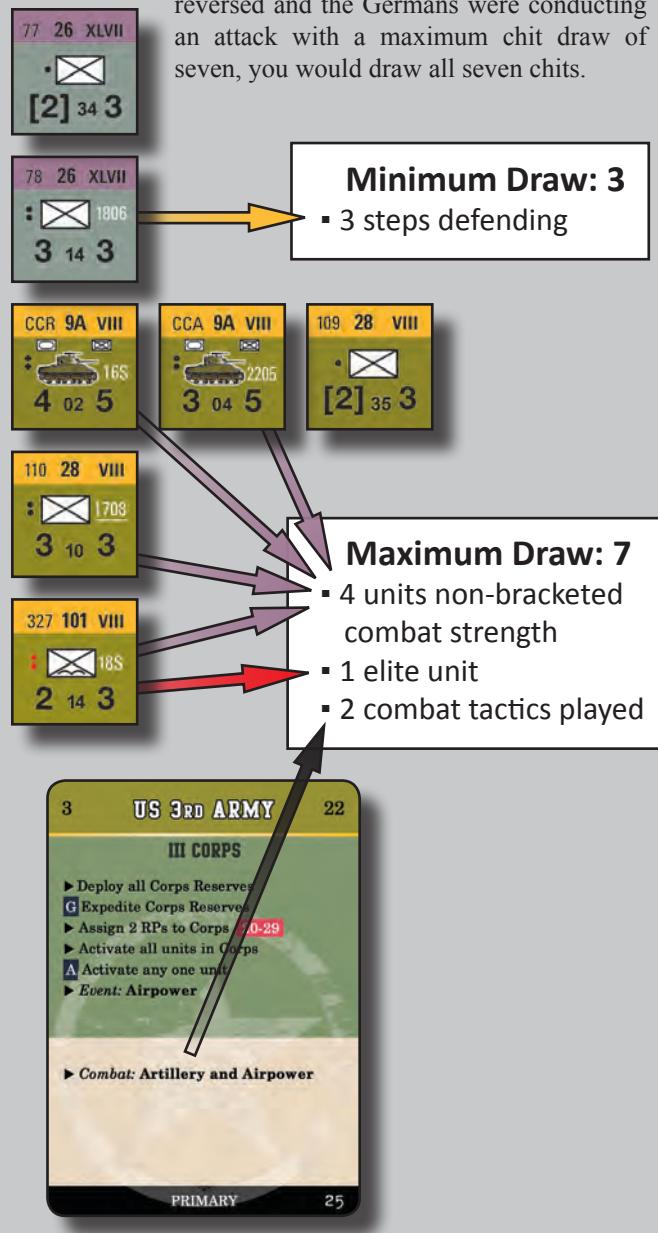
OPTION TO CONTINUE: When the Allies are attacking and you have drawn the minimum number of combat chits required, you may choose to stop there or draw any number of additional chits, up to the maximum allowed. You must choose the total number you will draw prior to drawing any additional chits. Once you have decided, draw that number of chits and only that number of chits.

When the Germans are attacking, draw the maximum number of chits allowed.

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 attacker combat tactic.
+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 *Screen* combat tactic is in effect for the Allied defender.

Illustration of Combat Chit Draw [12.4]: Five Allied units are attacking two German units with a total of three steps. One of the five attacking units has bracketed combat strength. You played two combat tactics and one of your attacking units is elite. The minimum number of chits you must draw is three and the maximum you may draw is seven (four for units, two for combat tactics and one for elite). After you draw and inspect the first three chits, you must declare a number of additional chit draws between zero and four. Once declared, you must draw that number and abide by the results of the drawn chits. If the situation was reversed and the Germans were conducting an attack with a maximum chit draw of seven, you would draw all seven chits.

Minimum Draw: 3
▪ 3 steps defending

Maximum Draw: 7
▪ 4 units non-bracketed combat strength
▪ 1 elite unit
▪ 2 combat tactics played

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.

12.41 COMBAT CHIT SITUATIONS: As you draw each combat chit, check the situation listed on the front and back of the chit.

- EITHER: If either situation applies to the combat, retain the chit and place it in front of you with the applicable side up.
- 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 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 (12.5).

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 5th Panzer Army.
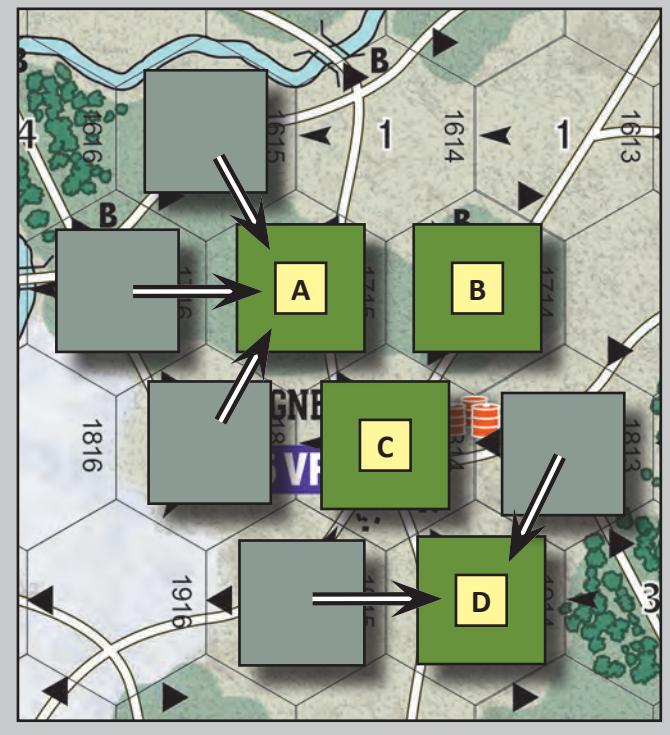
IP Crossfire applies if the defender occupies an Improved Position.

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*

Illustration of Flank Attack Situations [12.4]:

- **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.

12.42 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.
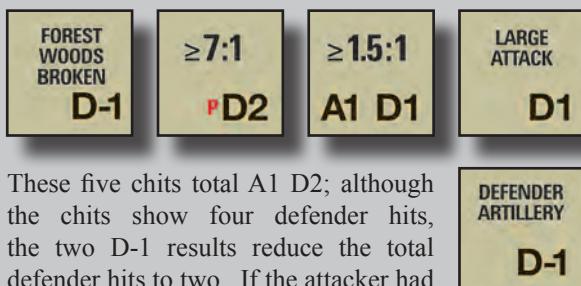
12.5 Combat Hits

After drawing combat chits and determining which ones apply to the combat situation, 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, instead of A or D; these apply to units of that nationality, whether attacking or defending.
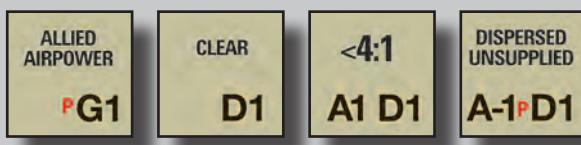
Calculate the hits (add and subtract as necessary) on all the chits for the defender and attacker to arrive at a hit total for each side.

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 Combat Hits [12.5]:

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.

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.
- If conducting a German attack with the *Assault Coordination* combat tactic, hits to the attacker are reduced by one.

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

12.51 PROCESSING HITS: After calculating each side's hit totals, apply defender hits to the defending units, then apply attacker hits to attacking 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:

- Defending units may all retreat 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 first hit incurred by attacking units must be applied as a step loss to one of those units. Up to two additional hits may be satisfied by dispersing all attacking units. All other attacker hits must be satisfied by step losses.
- You are not required to retreat or disperse Allied units; you may choose to apply all hits as step losses.

12.52 ASSIGNING HITS TO GERMAN DEFENDERS: Each hit is assigned to German units defending in combat either as a one-hex retreat of all units, or a step loss to one unit. Assign each hit in accordance with the first of the following priorities that applies. If the German units were defending in a town, city, improved position or Westwall hex, reduce the total number of hits by one (and remove the *IP* marker) before checking these priorities.

A. If the defender has already retreated two hexes in this combat, apply a step loss for each remaining hit not yet applied. If not, proceed to B.

B. If the number of hits remaining is equal to or greater than the number of steps in the defending units, retreat one hex. If the number of hits is less, proceed to C.

C. If losing a step would cause the defending unit to exert no ZOC from the hex it occupies, retreat one hex. If the unit would retain its ZOC, proceed to D.

D. Conduct a Hold Check to determine if the defending units take a step loss or retreat. Calculate the defender's Hold Chance as follows:

GERMAN DEFENDER'S HOLD CHANCE

- **+** **Hold Value** of hex
- **+** **Steps** in defending units
- **+2** if all attackers are across a river
- **-2** if defenders are unable to trace reserve supply (13.3)
- **+2** if all retreat routes would require an extra step loss (that is the defenders would have to retreat into a hex in Allied control but not occupied by a supplied German unit)
- **+3** if the defending units have already retreated one hex

Roll the die; if the result is:

- **equal to or less than** the defender's Hold Chance, apply a step loss;
- **greater than** the Hold Chance, retreat one hex.

With each hit applied, repeat these priorities from the top, beginning with Priority A.

Example: Five Allied units have attacked a German armor unit with two steps, resulting in 2 hits to the attacker and 2 hits to the defender. Defender hits are assigned first, following by attacker hits. Hits assigned to the German defender use the priorities in 12.52. Hits assigned to Allied units (in this case attacker hits) use the standard rules of 12.51.

Process the defender hits first by stepping through the four priorities (A-D) selecting the first one that applies (implementing it) and then returning to the top of the list to continue downward again – repeat this process until all hits are satisfied. The first priority that applies is priority B. Retreat the unit one hex (per 12.7), which satisfies one hit. The two-step unit has one more hit to satisfy. Starting at the top of the list again, the first priority that applies is priority D since the number of hits remaining (1) is less than the number of steps in the defending unit (2). Conduct a Hold Check to determine if the unit takes a step loss or retreats. The Hold Chance is 3 (assume this as the Hold Value of the hex) plus 2 (number of steps) plus 3 (unit already retreated) equals 8 total. The die roll is 10, greater than the Hold Chance, so the unit retreats a second hex (per 12.7), satisfies the second hit, and becomes dispersed.

Next, the Allied player must apply the first hit to one of the attacking units. For the second hit he has two options: (1) if he disperses all his attacking units, he can satisfy the one remaining hit –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.

12.53 ASSIGNING HITS TO GERMAN ATTACKERS:

- **1st hit**: The first hit incurred by German units attacking in combat is assigned as a step loss.
- **2nd hit**: If the attacker now consists of just one step, place a *Dispersed* marker on the attacking unit. Otherwise, roll the die.
    - If the die result is **equal to or less** than the Hold Value of the hex under attack **or** equal to or less than the number of steps in the attacking units at the moment of the roll, assign the second hit as a step loss.
    - If the die result is **greater than** both values, disperse all attacking units.
- **3rd hit if not yet dispersed**: If the attacker now consists of just one step, disperse the attacking unit. Otherwise, roll the die and apply the results as for the second hit.
- **4th hit if not yet dispersed**: Disperse all attacking units.
- **Subsequent hits if dispersed**: The dispersal absorbs a total of two hits. Then, assign all subsequent hits as step losses.

12.54 GERMAN ATTACKER HIT REDUCTION: The number of hits incurred by the Germans in a German attack is reduced if all the Allied units defending in the combat are eliminated and Allied hits remain unfulfilled. The number of German hits is reduced by the number of unfulfilled Allied hits. Assume the Allied units retreated before losing steps if possible.
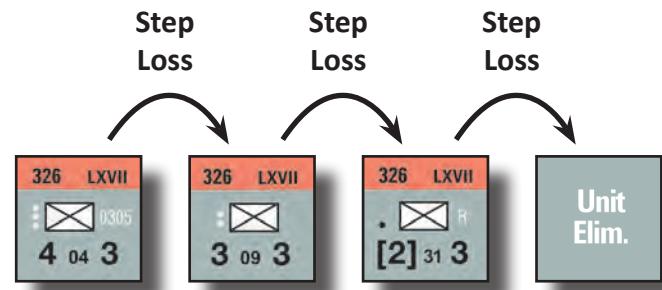
Example: An attack against an Allied unit with two steps results in six hits to the defender and four hits to the attacker (D6/A4). The Allied unit is eliminated; two hits were satisfied by retreat, and two by step loss, leaving two hits unfulfilled. The two unfulfilled hits reduce the hits incurred by the German attacking units, leaving two hits to be applied to the German attackers instead of four.

12.6 Applying Step Losses

A combat hit assigned as a step loss is applied to one unit that participated in the combat.

- Apply an Allied step loss to a unit of your choice (however, see 12.61).
- Apply German step losses as follows:
  1. Apply a German step loss to a 4-step unit.
  2. If no 4-step units, then to a 2- or 3-step unit.
  3. If no 2- or 3-step units, then to a 1-step unit.
  4. If there is more than one choice in any of the above categories, apply the loss to the unit in the hex with the most total steps, then to the unit with the higher selector number. If still more than one, you choose.

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 receiving a step loss is eliminated.

12.61 ASSIGN STEP LOSSES EVENLY: If you are 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 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.

12.7 Retreats

The defender (whether Allied or German) in a combat may satisfy one hit by retreating all defending units one hex, or two hits by retreating 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: Retreats are conducted 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, then …
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.

- ALLIED: If there is still more than one choice available when retreating **Allied** units, you choose.
- GERMAN: If there is still more than one choice available when retreating **German** units, avoid retreating in a direction indicated by any forward arrows in the unit's hex. If choices still remain, avoid retreating in a direction adjacent to a forward arrow in the hex. And if a choice still remains, retreat in the easternmost direction, then closest to Prüm (hex 1203).

12.71 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.

12.72 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, take the lesser priority route.

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

Illustration of Retreats [12.7] – German: Although the retreat priorities of 12.7 always apply to German units, the number of hexes retreated is driven by the hit assignment procedure (12.52) and resolution of more than one choice of retreat hex is assisted by the forward arrrow restrictions.

Two two-step defending German units are in hex 1210 facing an attack by Allied units that incurs 3 hits. First, use the hit assignment procedure to determine whether the hit is assigned as a step loss or as a retreat.

- **Hit 1**: Priority D is the first priority that applies (3 hits remaining are less than 4 steps), so this hit is assigned as a Hold Check. The defending units have a Hold Chance of 5 (number of steps plus Hold Value of hex) and you roll a 7. Both units must stay together and retreat into hex 1310, since this hex is the sole hex that matches retreat priority 1 (12.7).

- **Hit 2**: Priority D is still the first priority that applies (2 hits remaining are less than 4 steps), so this hit is assigned as a Hold Check. The defending units have a Hold Chance of 7 (number of steps plus 3 because the units have already retreated one hex each) and you roll a 9 so this hit is assigned as a retreat. There are three equally valid hexes to retreat into using retreat priority 1 of 12.7 (hexes 1309, 1409 and 1410), but the German retreat direction is restricted: hex 1410 is adjacent to the secondary arrow, so it cannot be used; both hex 1409 and hex 1309 can now be used, but with more than one, the easternmost hex is used (hex 1309).

- **Hit 3**: Now Priority A applies (the units have already retreated two hexes), so the remaining hit is applied as a step loss and the units are finally marked with a *Dispersed* marker in hex 1309 (for the two-hex retreat).

Illustration of Retreats [12.7] - General: Since combats are resolved one at a time, the order of resolution will affect the retreat priorities available. Each of the attacking German 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 two-step unit incurs two hits in combat and can satisfy both hits by retreating two hexes and becoming dispersed. It uses retreat priority 1 for the first hex it retreats into but has more than one choice of hex. It will use the hex directly connected by road (hex 1720) instead of crossing an unbridged river. It must switch to use priority 2 to enter hex 1820, since it could not use priority 1 to retreat to hex 1721 (that hex is not two hexes distant from the hex the unit started in).

- **B**: This three-step unit incurs two hits in combat and could satisfy both of them by retreating two hexes and becoming dispersed. However, it decides to retreat only one hex and stand in Rochefort. It uses retreat priority 1 to retreat across the bridge (which satisfies one hit) and then applies the second hit as a step loss instead of retreating (and does not become dispersed).

- **C**: Two two-step units incur one hit in combat. If both units hold position, one step loss is taken. If 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 because that hex is in enemy control, nor can they retreat to hex 1420 because that hex is enemy-occupied (combat B). Therefore, they attempt to use retreat priority 1 to move into hex 1321. However, the overall number of units in hex 1321 (four) 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 two-step unit incurs two hits in combat. Note that the unit which attacked unit A has advanced and now occupies the hex formerly occupied by unit A (blocking one retreat path option). Normally, unit D must use retreat priority 3 and with more than one choice must enter the woods/town hex (1719) instead of the forest hex. However, if it follows this path (woods/town hex then hex 1819), 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 1720 then woods hex 1820 occupied by a friendly unit) first using retreat priority 3 and then retreat priority 2, 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 enters the unoccupied forest hex adjacent to an enemy ZOC, and survives as a dispersed unit.

12.74 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 retreated unit is eliminated.

12.75 TWO-HEX RETREAT: The defender (only) may retreat undispersed units two hexes to satisfy a second combat hit. Upon doing so, the retreating units become **dispersed**. A unit retreating two hexes may retreat through friendly units in excess of the stacking limit. A two-hex retreat must end two hexes away from the combat hex.

12.8 Advance after Combat

If the defender vacates the hex under attack, by retreat or elimination, all undispersed attacking units may advance into the hex, within stacking limits, and regardless of the presence of enemy zones of control.

- Victorious attacking units (whether Allied or German) use the general advance rules (including 12.81 and 12.82).
- Victorious attacking German units – if eligible to advance – must also be checked using the German advance rules (12.83) to see whether they actually advance.

12.81 TWO-HEX ADVANCE: If the defending units retreat two hexes or are eliminated, attacking **mechanized** units may advance 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.

12.82 ADVANCING ACROSS RIVERS: This depends on whether the river has a bridge or not (14.2).

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.

12.83 GERMAN ADVANCE AFTER COMBAT: ▲Victorious attacking German units advance one unit at a time, in **ascending** numerical order. For each unit eligible to advance, check the movement arrows in the unit's hex to determine if its advance would be into a hex in the primary forward direction, secondary forward direction, closer to the unit's army objective, or some other direction. Consult the following table, cross referencing the route of advance with the number of German units that already occupy the hex via advance (if any). Roll the die; if the die result falls in the indicated range, the unit advances.

Route of Advance	Number of Advancing German Units Already in Hex		
	0	1	2
Primary or secondary forward route OR across river and closer to army objective OR into VP hex OR enables supply*	Advance	1-6	No
Into town OR closer to army objective	1-7	1-3	No
Other Route	No	No	No

*An advance into a given hex **enables supply** if any German units not able to trace supply become able to do so as a result of the advance.

If a unit advancing a second hex has a choice of hexes to enter, check for advance into the hex with highest chance of advance only.

GERMAN ADVANCE RESTRICTIONS:

- Units with bracketed combat strength do not advance after combat.
- A German unit added to an attack via the *Reinforce Battle* or *Assault Coordination* combat tactic does not advance after combat.
- A mechanized unit advancing a second hex will deviate from the path of retreat to follow the primary or secondary route, if able. Otherwise, check for unit advance along the path of retreat.
- A unit will not advance out of a VP or Westwall hex if doing so would result in Allied supply being traceable to the vacated hex.

Illustration of Advance after Combat (1) [12.8]:

- **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 has two options (either hex 1224 or 1424). It cannot enter hex 1225 or hex 1324 since it cannot cross an unbridged river hexside to the second hex of its advance unless it was the path of retreat. Note that if the river hexside was absent, hex 1324 still could not be entered (as the second hex of the advance) since units cannot enter a forest hex unless by a road (which is not present).

- **B**: The defending unit retreated two hexes, however only one unit can advance across the bridge since an adjacent defending unit exerts control. The advancing mechanized unit has three options for the second hex of its advance. It can enter hex 1124 (following the path of retreat, hex 1224 (not moving from one ZOC to another ZOC), and finally hex 1225 (no restrictions). The unit cannot advance into hex 1024 because the unit would be deviating from the path of retreat and moving from one enemy-controlled hex to another.

- **C**: The defending unit retreated two hexes, but since enemy units still exert a ZOC into the just-vacated hex, only one attacking unit can advance across the bridge. The advancing unit then has the option of advancing a second hex along the path of retreat into hex 0925.
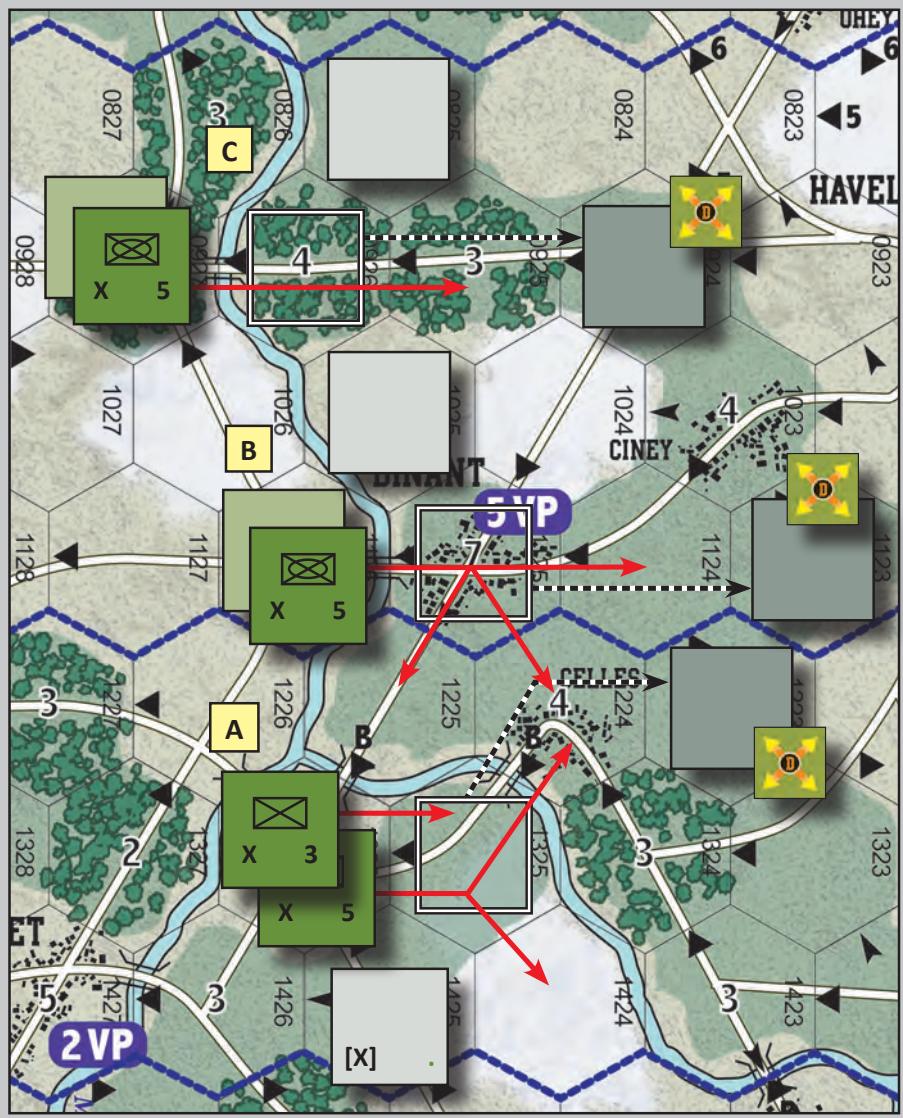
Illustration of Advance after Combat (2) [12.8]:

- **D**: Although the defending unit retreated two hexes, only one attacking unit can cross the unbridged river hexside into the just-vacated hex, and that unit must stop.

- **E**: Since only one unit can advance across an unbridged river 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).
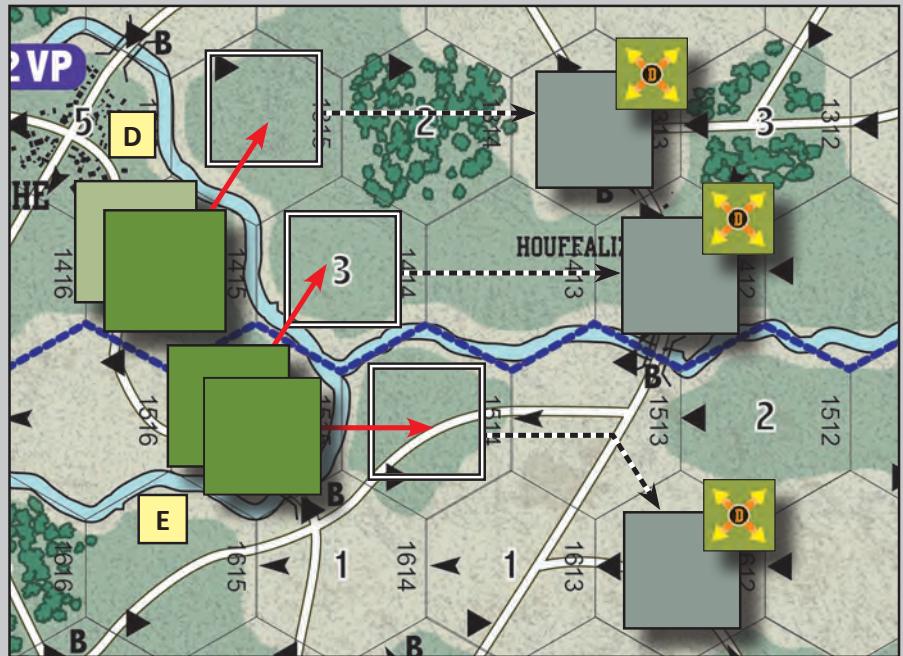
Illustration of German Advance Restrictions (1) [12.8]:

The advancing German units depicted use a simplified selector numbering for ease of explanation only.

▪ **A**: The Allied unit has conducted a two-hex retreat from La Roche, enabling the two German mechanized units the possibility of a two-hex advance. First check unit 01: it is eligible to advance into the attacked hex (per 12.81) but it must stop since it cannot advance out of VP hex because an Allied unit in hex 1415 is proximate to that hex. Next check unit 02: it is also eligible to advance across the bridged hexside but since unit 01 already occupies the hex, unit 02 must make a check; it will advance on a die roll of 1-6; the roll is 4 and so it advances. It is eligible to advance yet another hex. The route of advance is "primary route"; since no other German unit is in this hex, unit 02 will advance without having to make a check.
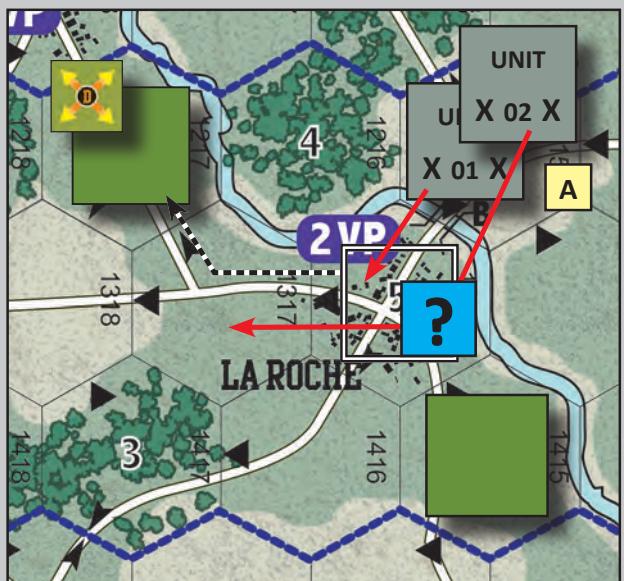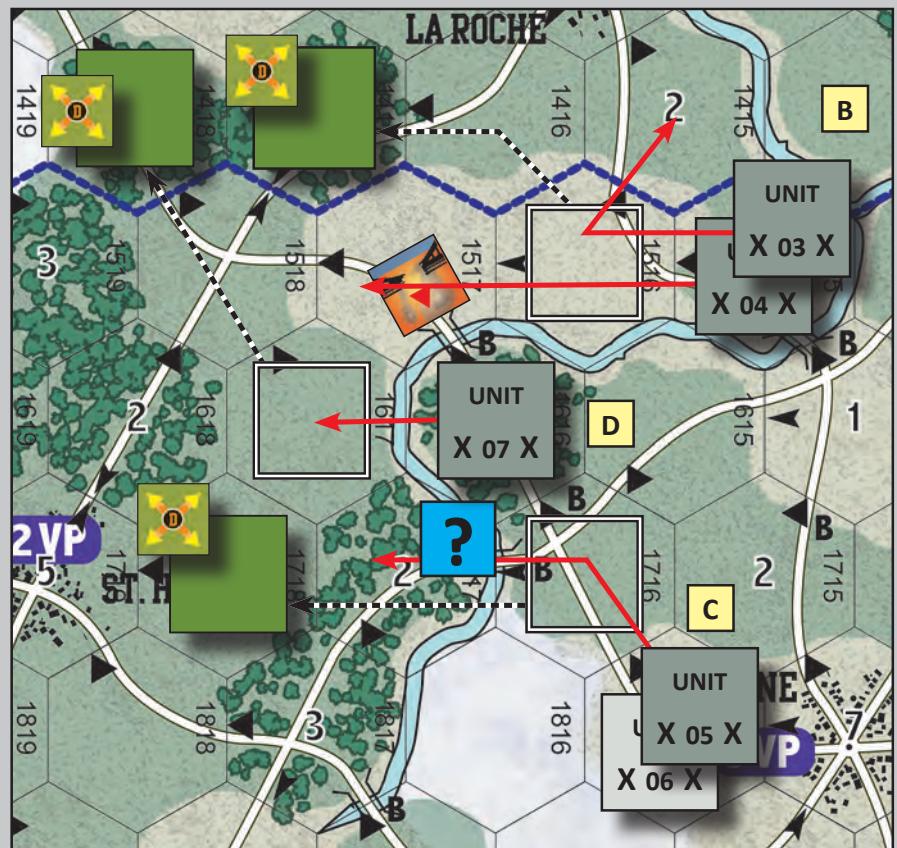
Illustration of German Advance Restrictions (2) [12.8]:

▪ **B**: The Allied unit has conducted a two-hex retreat to hex 1417, enabling the two German mechanized units the possibility of a two-hex advance. First check unit 03: it is eligible to advance into the attacked hex following a direction marked with a primary arrow; since no other Allied unit is in this hex, unit 03 will advance without having to make a check. It is eligible to advance yet another hex. Since it may deviate from the path of retreat, its first choice must be in the direction of the primary arrow and since no German unit is hex 1415, unit 03 advances directly into that hex. Next, check unit 04: like unit 03, it is also eligible to advance without checking (no German unit in hex 1516). It is eligible to advance yet another hex. Since the hex in the direction of the primary arrow already contains a unit, it may go in the direction of the secondary arrow; hex 1517 is unoccupied and so unit 04 advances directly into that hex.

▪ **C**: The Allied unit has conducted a two-hex retreat to hex 1718, enabling the two German mechanized units the possibility of a two-hex advance. First check unit 05: it is eligible to advance into the attacked hex following the primary arrow and does so without making a check. It is also eligible to advance yet another hex. In this case, the primary route is marked with the **B** symbol, which signals that this route is a primary route only if the bridge on that route of advance (the hexside between 1616 and 1517) is not blown. Because the bridge is blown, the route does not qualify as a primary route so another route takes priority. The secondary route can be chosen (which also happens to be along the path of retreat); since no German units are in the hex, the advance is automatic along this route and the unit ends up in hex 1717. Unit 06 is not checked for advance; it is from an unactivated formation that participated in the attack via the *Assault Coordination* combat tactic.

▪ **D**: The Allied unit has conducted a two hex-retreat to hex 1418, enabling the German mechanized unit the possibility of a two-hex advance. Check unit 07: it is eligible to advance into the attacked hex and this route fulfills the condition of "across river and closer to Army objective"(located in Dinant); the advance is automatic but it can only move one hex since it has crossed an unbridged river hexside.

- If a unit advancing a second hex has a choice of advancing in the primary or secondary forward direction, choose the hex occupied by the fewer units, then the primary direction.
- **22+** Beginning December 22, a German unit will advance into a surrounded hex only if the hex has a Hold Value of **4** or higher or the advance enables any German units currently unable to trace a line of supply to do so.

12.9 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.
- All *Dispersed* markers are removed at the end of the day.
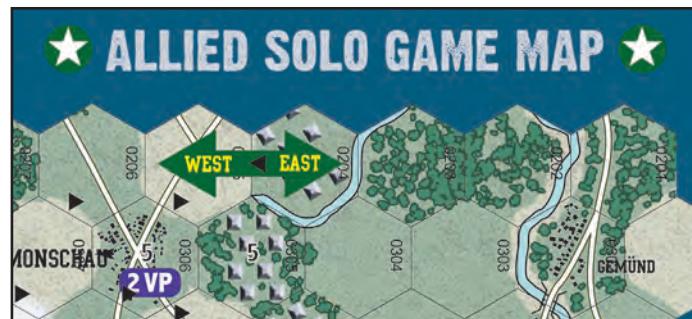
13. SUPPLY

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 remain in effect throughout the day. **Exception**: Allied Air Resupply (13.4).

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 (even if unoccupied):

- 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 an Allied reserve unit in a hex, the hex must be an Allied supply head.
- To assign replacements to an Allied unit, the unit must be in supply and able to trace supply from its hex.
- To assign replacements to a German unit, the unit must be in reserve supply (13.3).

- To award VPs 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 Allied Solo game:

- An Allied unit that is moving or advancing may not end its move or advance in a hex from which it cannot trace supply (10.6).
- To place an Allied *Roadblock* marker, the hex must be in Allied supply.
- A roadblock in a hex not in Allied supply during the Supply Phase is removed from the map.
- In order for a German *Detachment* marker to generate a new *Detachment* marker (15.5) both Allied and German supply must be traceable to the existing *Detachment* marker's hex and to the hex in which the new detachment will be placed.

13.1 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.

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

13.12 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.

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

13.14 LOSS OF ALLIED SUPPLY SOURCES: Certain road hexes along the north and south map edge cease to be valid Allied supply sources if certain towns are German owned:

GERMAN TOWN	INVALID SUPPLY HEX
Eupen or Verviers	0109
Consdorf	2603
Mersch	2608, 2606 & 2605
Arlon	2612

13.2 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.

13.21 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.
- A German unit has special movement objectives, per 9.25.
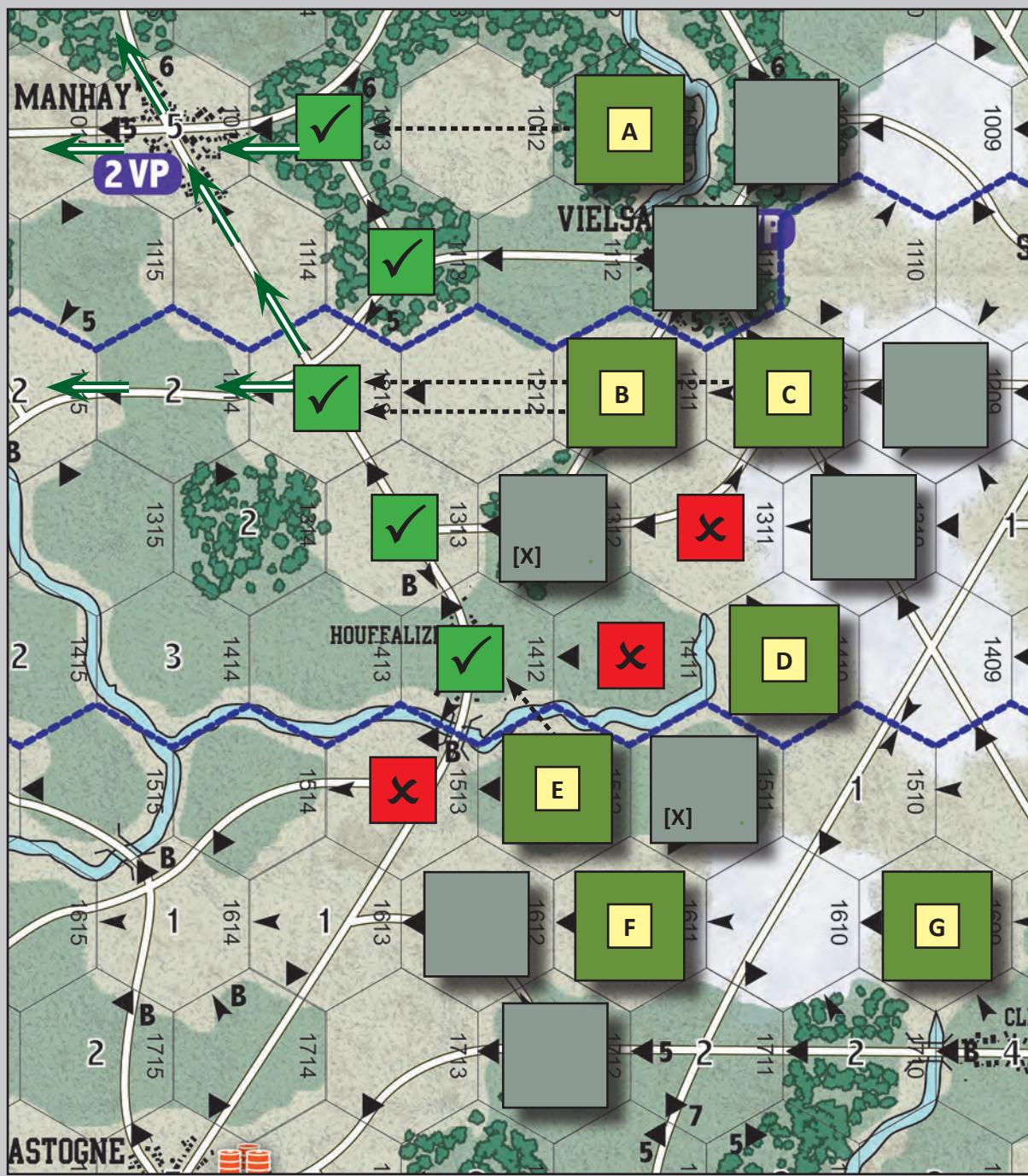
13.22 OUT OF SUPPLY: An unsupplied unit already in a state of low supply during the Supply Phase (from a previous day) receives an *Out of Supply* marker. **An out of supply unit suffers the effects of low supply, plus the following:**

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

Illustration of Tracing Supply [13.1]: Hexes marked with a green check mark 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.

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

13.23 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.

- Allied isolated units are eligible to be attacked by German units regardless of situational strength (9.5).

13.24 SURRENDER: An unsupplied unit already isolated during the Supply Phase continues to suffer all the effects of being isolated. In addition, 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, **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.
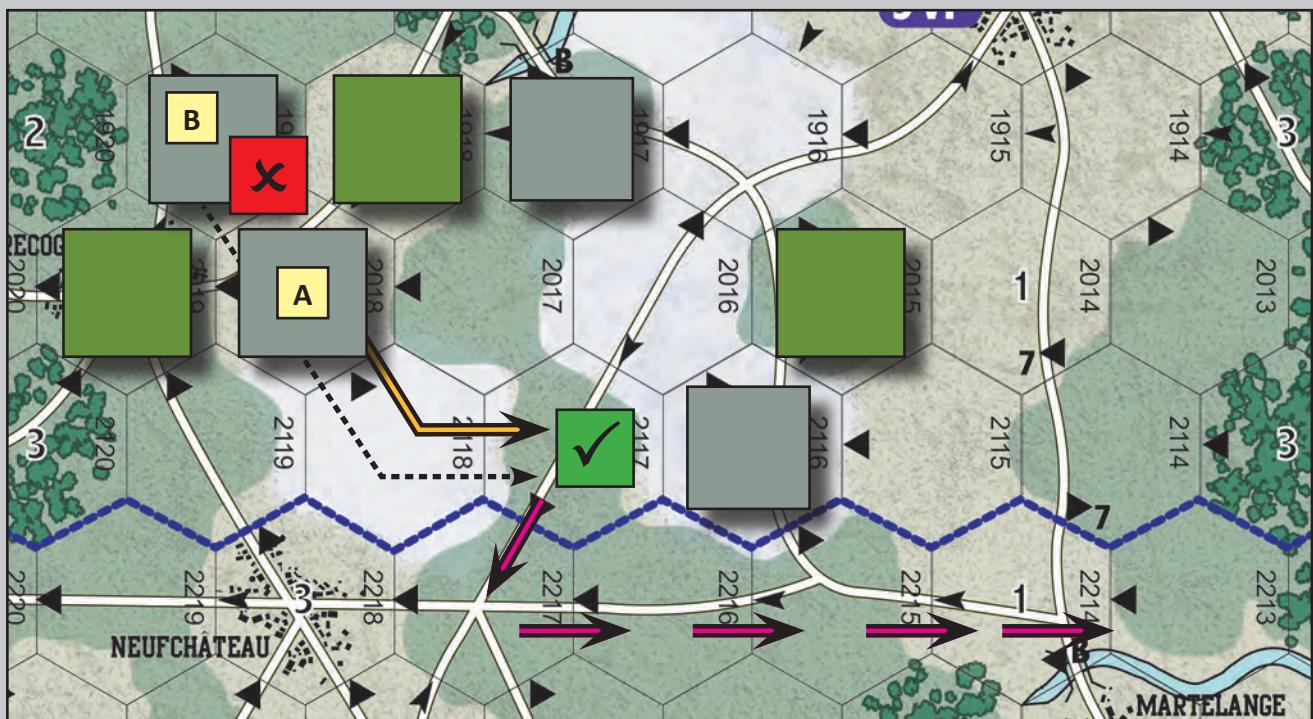
UNIT TYPE	SURRENDER RESULT
Green	**1-6**
Regular	**1-4**
Elite	**1-2**

13.3 German Reserve Supply

A more restrictive form of supply called **reserve supply** applies to placement and removal of German reserves and replacements. Reserve supply is traced like regular supply with the added restriction that it **may not be traced**

Illustration of German Reserve Supply [13.3]

- **A**: In Supply and in Reserve Supply: this unit's path exits an enemy ZOC and reaches a supply head in two hexes; it does not trace through a hex in an enemy ZOC.
- **B**: In Supply: this unit's path exits an enemy ZOC and immediately enters a friendly-occupied hex in an enemy ZOC and reaches a supply head in three hexes.
- **B**: But Not in Reserve Supply: although this unit is in supply due to the friendly unit in hex 2018, it cannot trace reserve supply **through** a hex in an enemy ZOC.

through a hex in an Allied ZOC, even if occupied by a German unit.

A hex must be in **reserve supply** in order to:

- Place a German reserve unit in the hex.
- Place an undetected German defender in the hex during an Allied attack.
- Remove a German unit from the hex to the Reserve Units box.
- Assign a replacement step to a German unit in the hex.

German reserve supply requirements are in effect on all calendar days.

13.4 Allied Air Resupply

You may play an *Airpower* command event as your card play for the impulse to restore an unsupplied Allied unit or stack of your choice to supply. When you do 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.

13.5 German Fuel Shortages 20+

Beginning on December 20, German mechanized units are subject to fuel shortages. Each German division card lists specific dates on which the formations on that card may be out of fuel. When you draw two cards at the start of a German impulse, check both cards drawn. **Exception**: Fuel Depots (13.52).

- If neither card indicates that a formation is out of fuel on this date, conduct a normal German impulse.
- If only one card indicates that a formation is out of fuel on this date, place *Out of Fuel* markers on all units of that formation on the map and in the Reserve Units box then discard the card. Use the other card drawn as the command card for the impulse.
- If both cards indicate that a formation is out of fuel on this date, discard both cards. The German impulse immediately ends without a command being performed. Do not place *Out of Fuel* markers on the indicated formations in this case.

> **Example:** At the start of a German impulse on December 23, you draw a corps command card listing the LXXX Corps and a division command card listing the 1st SS and 12th SS Panzer Divisions. The division card indicates no fuel for the 1st SS on December 22 and 26, and no fuel for the 12th SS on December 23 and 29. Since it is December 23, the 12th SS Panzer Division has no fuel. Place *Out of Fuel* markers on the three units of the 12th SS Panzer Division (if in play) and then discard the division card. Use the LXXX Corps card to conduct a German command for the impulse.

13.51 EFFECTS OF NO FUEL: A unit with an *Out of Fuel* marker 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.
- If the unit is in the Reserve Units box, it may not be placed on the map.

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.

13.52 FUEL DEPOTS: Three *Fuel Depot* markers (with YES on the hidden side) are placed on the map at the start of play. When a German unit enters a hex with a fuel depot, remove the marker from the map and place it on the earliest date on the calendar without a *Fuel* marker and after the current date, but not earlier than December 20. Once placed on the calendar, the fuel depot remains there for the rest of the game.
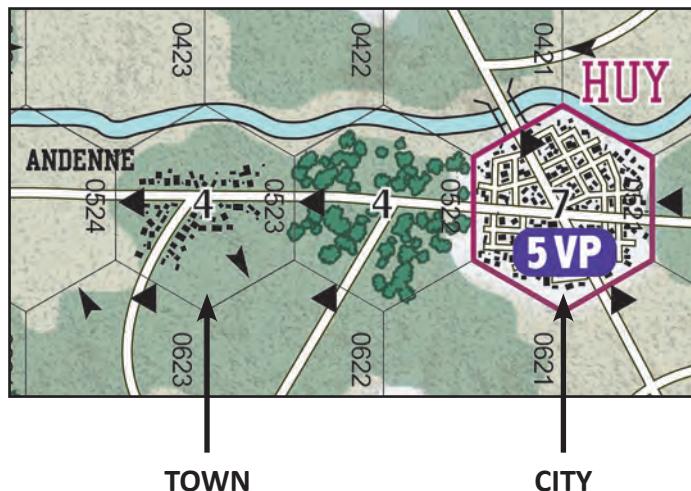
If the current calendar date has a *Fuel Depot* marker, do not conduct fuel checks for German units throughout the day.

13.53 FUEL PRIORITY COMMAND EVENT: If this command event occurs on a day in which fuel checks are being conducted, conduct no more fuel checks for the remainder of the day. Place this card by the calendar as a reminder (discard at day's end). If a *Fuel Depot* marker is in the calendar space for the current day when the *Fuel Priority* command event occurs, move the marker to the next day space without a *Fuel Depot* marker.

14. TOWNS, CITIES, BRIDGES AND IMPROVED POSITIONS

14.1 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-owned, and all towns and cities west of the Westwall are Allied-owned. 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 side whose unit last entered the hex, even if that side's units subsequently leave the hex.

TOWN　　　　**CITY**

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

▪ A unit may not retreat into an enemy town or city.
▪ An Allied unit conducting strategic movement may not enter a German town or city.
▪ A German unit conducting extended movement may not enter an Allied town or city.
▪ Supply may not be traced through an enemy town or city.
▪ An Allied reserve unit must be placed at least three hexes away from a German town or city.
▪ A German reserve unit may not be placed in an Allied town or city.

Ownership of a town or city is not affected by being in an enemy zone of control or out of supply; an enemy unit must actually enter the town or city to take ownership. A German *Detachment* marker is considered a unit for this purpose.

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

14.2 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.
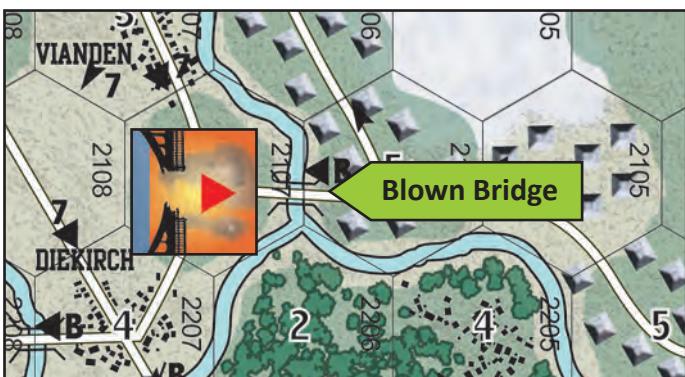
CONTROL AT START: Every bridge is Allied or German owned. At the start of play the four destroyed bridges listed in the Terrain Key (at hexes 1707, 1907, 2106 and 2303 going west across the Our River) and the three intact bridges behind the German lines (at hexes 1802, 1903 and 2202 going west across 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.
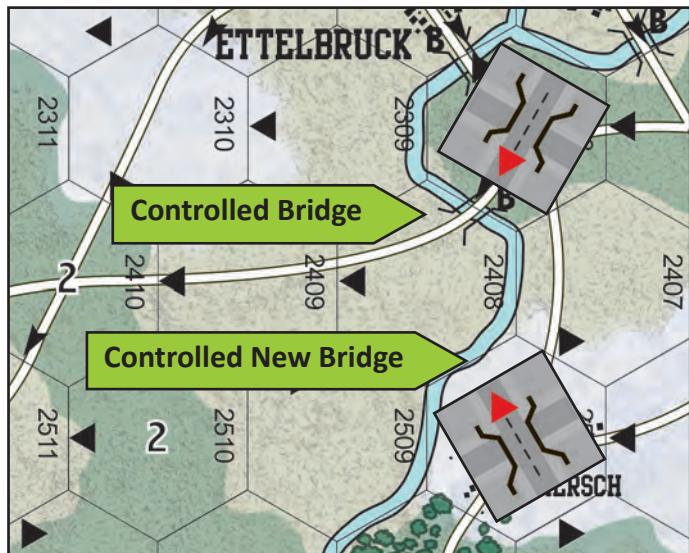
When bridge ownership changes, place a German or Allied *Bridge Control* marker in either hex adjoining the bridge. If ownership of the bridge later reverts to the original owner, remove the marker.

▪ Supply may not be traced across an enemy bridge.
▪ An Allied unit moving via strategic movement may not cross a German bridge.
▪ A German unit moving via extended movement may not cross an Allied bridge.

14.21 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 destroyed bridge may be repaired by the play of an Allied *Engineers* command event or German *Bridge Engineers* command event, as long as the requirements in the event description are met. When a destroyed bridge is repaired, remove the *Blown Bridge* marker; the bridge and the road crossing the bridge are now intact.

Blown Bridge

14.22 NEW BRIDGES: A new bridge may be built across any river hexside by the play of an Allied *Engineers* or a German *Bridge Engineers* command 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.

Controlled Bridge

Controlled New Bridge

14.23 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.

14.3 Improved Positions

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

- When a unit with an *Improved Position* 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.

14.31 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 during play in the following ways:

- At the end of an Allied activation, you may place *IP* markers on active Allied units in supply or low supply that did not move or attack in the activation.
- **20+** At the end of a German activation on and after December 20, place an *IP* marker on active German units that did not move or attack or that were not placed on the map as reserves in the current activation (9.7).
- If the *Combat Engineers* combat tactic is drawn when German units are defending in combat, place an *IP* marker on the defending units, unless they occupy a town or city, or already have an *IP* marker.
- During a combat in which Allied units are defending, you may play an *Engineers* combat tactic to place an *IP* marker on your defending units unless they occupy a town or city, or already have an *IP* marker.

Dispersed units may not build an IP (12.9).

14.32 NOT IN A 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.

14.33 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.

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

- The hex with the *IP* marker is attacked and incurs at least one hit – the marker is removed after reducing the number of defender hits by one, before conducting retreats and advances.
- 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.

15. GERMAN DETACHMENTS

German detachments represent small garrison forces tasked with patrolling German rear areas and flank positions. They are similar in some ways to Allied roadblocks.

## 15.1 Placement of Detachments during German Activations 17+
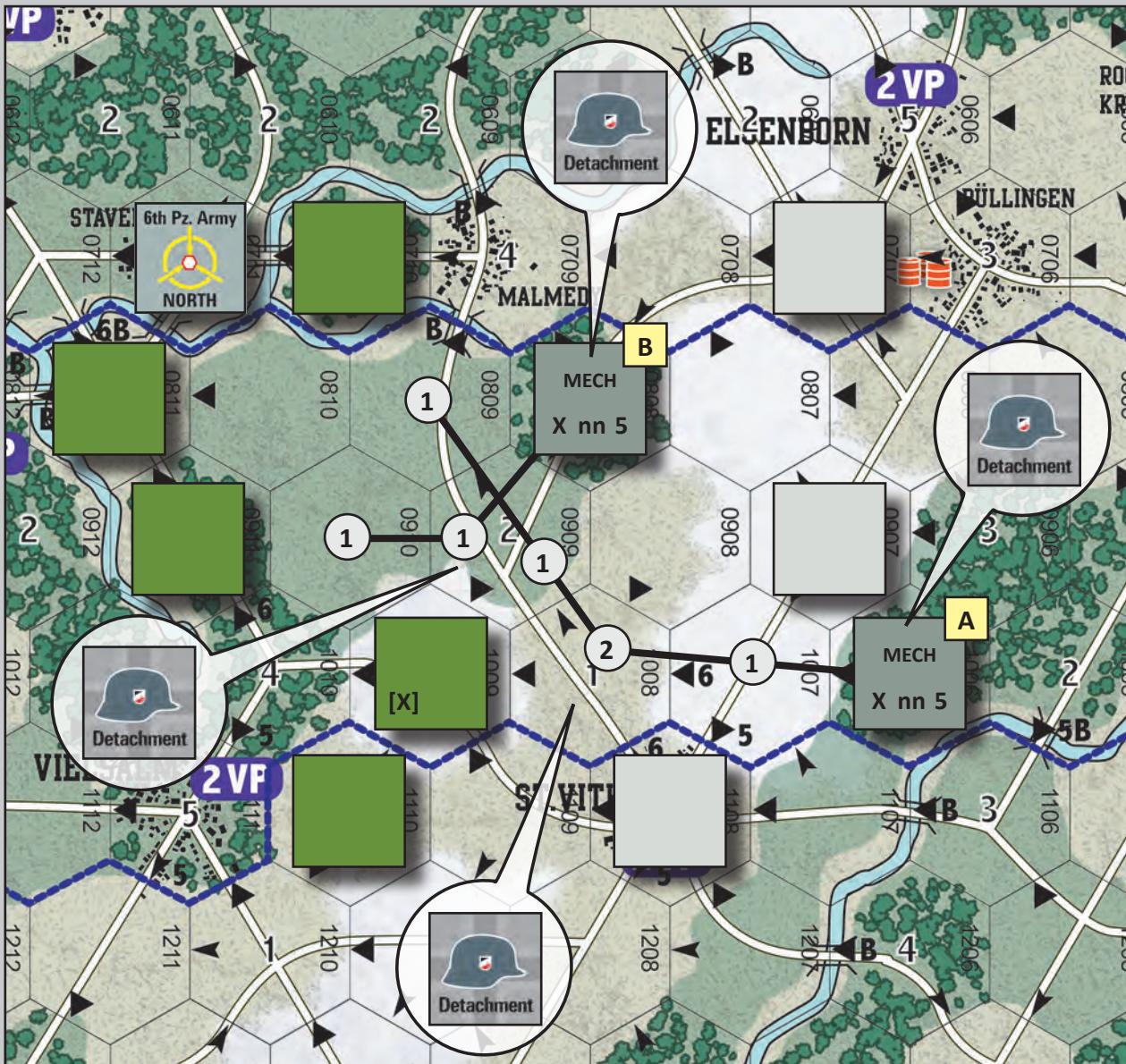
Beginning December 17, each and every time a German unit moves or advances out of a hex with a printed Hold Value, leaving the hex vacant, place a *Detachment* marker in the HV hex. A detachment may be placed in a hex adjacent to an Allied unit.

- A German unit with more than one route to its destination hex is considered to move along the route passing through HV hexes with the highest total value.
- Do not place *Detachment* markers in map edge hexes and hexes adjacent to map edge hexes.

Illustration of German Detachment Placement During Movement [15.1]:

- **A**: The German mechanized unit in hex 1006 uses movement method 10 following primary and/or secondary arrows to expend its entire movement allowance and move to hex 0809. When it leaves hexes 1006, 1008 and 0909, a *Detachment* marker is placed in those hexes.
- **B**: The German mechanized unit in hex 0808 uses movement method 11 (closer to the army objective in Stavelot) to move to hex 0910. When it leaves hex 0808, a *Detachment* marker is placed in that hex. The *Detachment* marker in hex 0909 is removed when the unit enters that hex but a marker is placed again when the unit leaves hex 0909 to enter hex 0910.

15.2 Properties of German Detachments

Detachments have no strength. They do not move, attack, defend, retreat or advance after combat. They have no effect on German movement. Detachments do not negate Allied ZOCs when tracing German supply. Detachments do not block the tracing of Allied supply, even through the hex occupied by the *Detachment* marker, except at the specific times defined in 15.21.

15.21 DETACHMENT PROVISIONAL ZONES OF CONTROL: A detachment does not exert a zone of control, except at two specific points in the sequence of play. A detachment exerts a zone of control:

- During the End of Day Phase, when checking for detachment removal.
- During Step 1 of the Supply Phase, when checking for detachment generation.

15.22 EFFECTS OF DETACHMENTS ON ALLIED MOVEMENT AND DEPLOYMENT: An Allied unit must stop its movement or advance after combat upon entering a hex adjacent to a German detachment. Allied units do not attack detachments. An Allied reserve unit may not be placed in or adjacent to a hex with a German detachment, but may be placed two or more hexes away. A retreating Allied unit may enter and pass through a hex adjacent to a *Detachment* marker, but may not enter a hex occupied by a *Detachment* marker.
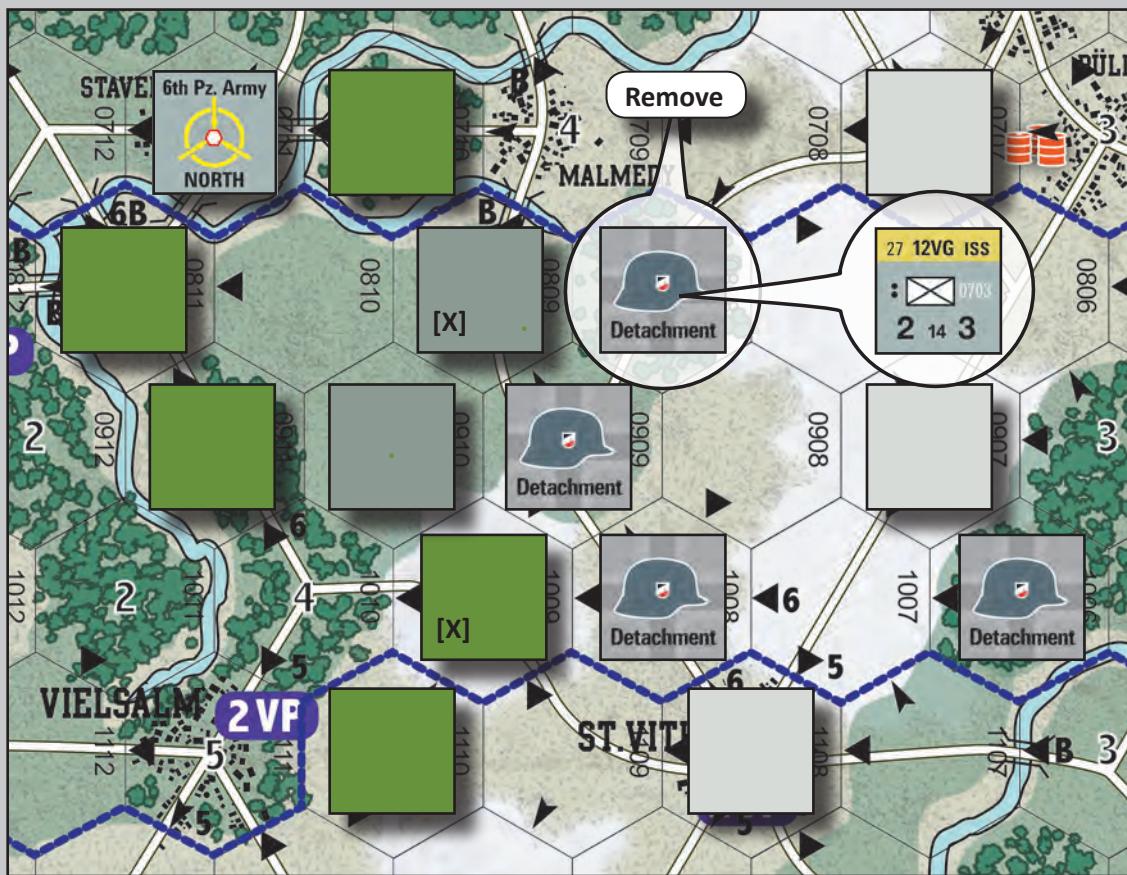
15.3 Removal of Detachments

- If an active Allied unit begins its activation adjacent to a *Detachment* marker, remove the marker.
- If a German unit enters the detachment's hex, remove the *Detachment* marker. (Although a detachment may reappear in the hex when the German unit subsequently leaves.)
- During the End of Day Phase, if either Allied **OR** German supply cannot be traced to a *Detachment* marker in a hex other than a town, city or Westwall hex, remove the marker. When making this check, all other detachments possess zones of control. *Detachment* markers are not removed from town, city and Westwall hexes at this time.

Illustration of Reserves Placed on German Detachments [15.4]: A 6th Panzer Army reserve unit is available (on December 18) for reserve placement on a *Detachment* marker if an eligible one can be found. Of the four *Detachment* markers shown in the 6th Panzer Army, only the one in hex 0808 is (a) not adjacent to a non-bracketed unit (b) in German supply and (c) with an Allied unit proximate (via Malmedy). The selected unit is placed into hex 0808 and the *Detachment* marker is removed.

15.4 Replacement of Detachments with Active Reserve Units 18+

▼In step 4 of the Activation sequence check non-bracketed active reserve units one at a time in **descending** numerical order for placement in a hex with a German *Detachment* marker.
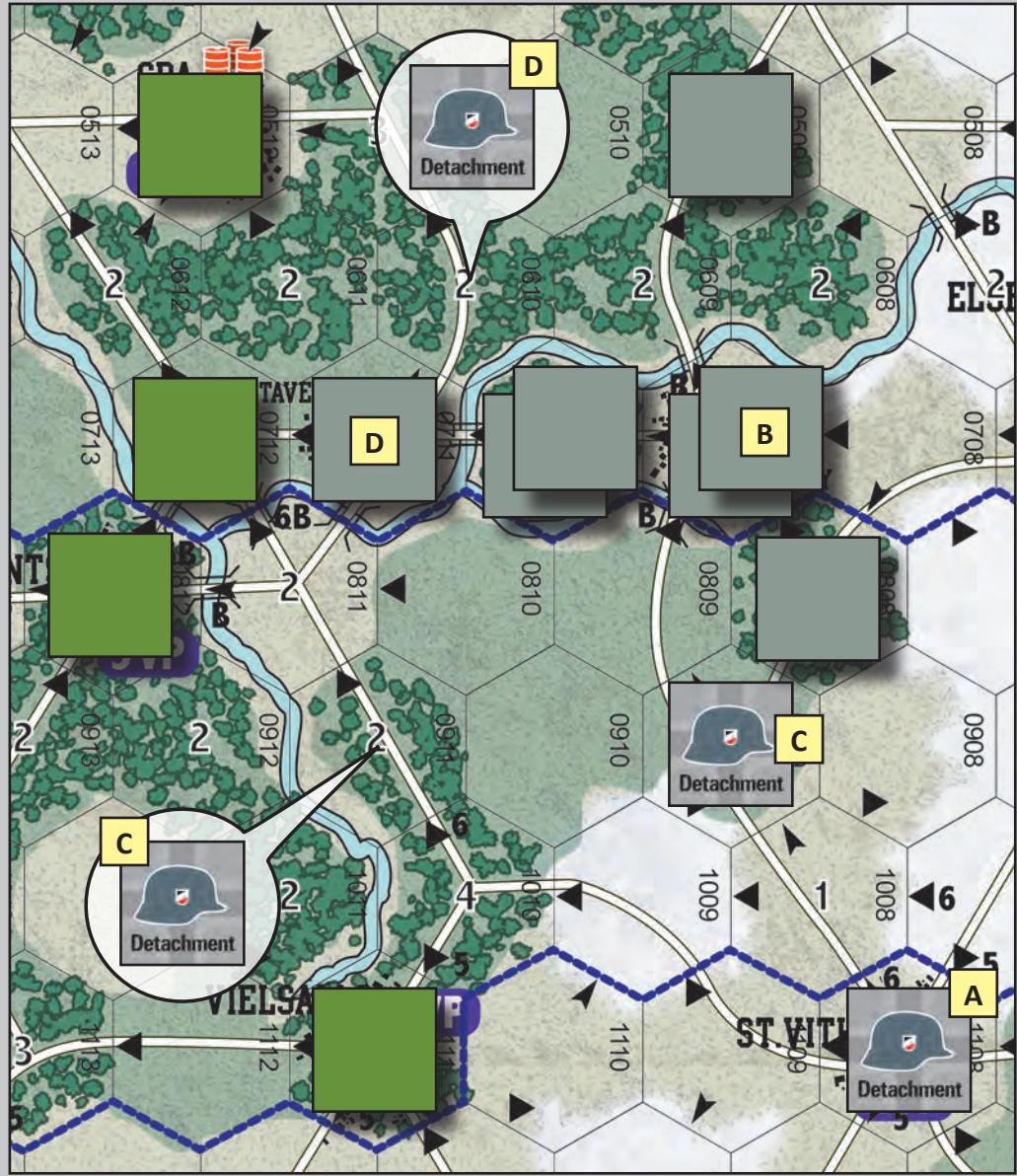
- 18+ Check reserve infantry units.
- 21+ Check non-bracketed reserve units of all unit types.

A detachment is eligible to be **replaced** by a reserve unit if all the following are true:

- The *Detachment* marker is in the reserve unit's army. A detachment is in the army matching that of the closest on-map German unit. If units of different armies are equally close, the detachment is in all those armies.
- The detachment is not adjacent to a non-bracketed German unit.
- German supply can be traced to the detachment.
- An Allied unit is proximate to the detachment.

Illustration of German Detachment Generation [15.5]: During the Supply Phase of December 19, each *Detachment* marker and German-occupied town is checked, one at a time to determine if a new detachment is generated in a nearby empty position hex.

- **A**: The *Detachment* marker in hex 1108 (St. Vith) is easternmost so it is checked first. The only unoccupied position hex within two hexes is hex 1008. However, detachments possess ZOCs during detachment generation so Allied supply cannot be traced to the hex. No *Detachment* marker is placed.
- **B**: The *Detachment* marker in hex 0909 and the German-occupied town in hex 0709 (Malmedy) are the next most easternmost candidates. Hex 0709 is checked next (by the tiebreaker of being further north). The town does not generate a detachment because Allied supply cannot be traced to it.
- **C**: The *Detachment* marker in hex 0909 is now checked. Allied and German supply can be traced to the detachment so it is eligible to generate a detachment. One nearby empty position hex meets all the criteria for placement: hex 0911 is within two hexes of hex 0909, both Allied and German supply can be traced to the hex and the hex is not adjacent to an Allied unit. A *Detachment* marker is placed in hex 0911.
- **D**: Finally the German-occupied town in hex 0711 (Stavelot) is checked. Allied and German supply can be traced to the hex. Several empty position hexes are within 2 hexes of hex 0711. Only one meets all the criteria: hex 0610. Allied and German supply can be traced to the hex and the hex is not adjacent to an Allied unit. A *Detachment* marker is placed there.

If more than one detachment is eligible, place the reserve unit in the hex with the highest Hold Value. If more than one, place the reserve unit in the hex closest to an active unit, then the hex farthest from the active army's objective. Upon placing a reserve unit in a *Detachment* marker's hex, remove the *Detachment* marker.

15.5 Generation of Detachments 18+

During Step 1 of each Day's Supply Phase beginning December 18, *Detachment* markers and German-occupied towns may generate new detachments, and new detachments may be placed in empty Westwall HV hexes if both German and Allied supply can be traced to the hex in question. All *Detachment* markers **exert zones of control** when tracing Allied supply for this purpose.

15.51 METHOD FOR CHECKING: Check every *Detachment* marker and German-occupied town one at a time, beginning with the **easternmost**, northernmost if tied. If both German and Allied supply can be traced to the *Detachment* marker or a German-occupied town, place a **new** *Detachment* marker in one unoccupied HV hex within two hexes of the existing marker or town and not adjacent to an Allied unit. German and Allied supply must be traceable to the placement position.

Then, after checking all *Detachment* markers and German-occupied towns, place a *Detachment* marker in every unoccupied Westwall hex with a Hold Value to which both German and Allied supply can be traced.

To determine if Allied supply is traceable to a German detachment, town hex or Westwall hex, imagine an Allied unit in the hex instead of the German unit or detachment; if the hypothetical Allied unit could trace supply, Allied supply is considered traceable to the hex. Likewise, German supply can be traced to a given hex if a hypothetical German unit in that hex would be able to trace supply. This test should be used in all cases of tracing Allied or German supply to a hex.

15.52 ADDITIONAL CONDITIONS:

- If more than one HV hex is eligible to receive a detachment generated by a *Detachment* marker or German-occupied town, place the marker in the HV hex closest to the nearer of the north or south map edge. If multiple HV hexes are equidistant from the nearer map edge, then in the highest HV hex. If still more than one choice, in the easternmost hex.
- If no hexes meet these requirements, that detachment or German town does not generate a new detachment.
- A generated detachment may be placed in an unoccupied Allied town. Doing so makes the town German.
- Do not place generated *Detachment* markers in map edge

hexes and hexes adjacent to map edge hexes.
- Detachments do not generate detachments in the turn they themselves are generated.

16. REPLACEMENTS

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

You may play a corps command card during your impulse to rebuild lost Allied unit steps via replacements. Playing a command card for replacements counts as your card play for the impulse but is not considered a unit activation.

In a German impulse, if the selected command card for the impulse is a corps command card and no commands listed on the card above the replacement command can be conducted, check the units in the corps. If the corps has a number of reduced units on the map or in the Reserve Units box at least equal to the number of Replacement Points listed on the card, the corps receives replacements.

German units also receive replacements when the *Consolidation* command event occurs (see the EVENTS & TACTICS player aid).

16.1 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 or drawing a corps command card for replacements, assign a number of replacement steps to units in the corps up to but not exceeding the 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:** During your impulse you play the V Corps card allowing you to assign three Replacement Points to units in V Corps. You decide to flip a reduced unit of the 99th Division from its one-step side to its two-step side, at a cost of one replacement step. Then you flip a reduced 9th Division unit. No other V Corps units are currently reduced, so the third replacement step is lost.

16.11 SUPPLY REQUIREMENTS A unit must be in supply and able to trace supply in order to receive replacements. A German unit must be able to trace reserve supply. The unit receiving replacements may be in an enemy-controlled hex or in the German Reserve Units box, and may be dispersed.

16.12 ALLIED ELITE REPLACEMENTS: An elite Allied 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.

16.13 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.

16.2 Assigning German Replacements

▼If there are more reduced units in a German corps than available replacement steps, assign replacements to units in **descending** numerical order beginning with the highest-numbered reduced unit.

17. VICTORY CONDITIONS

Victory is determined by the number of German Victory Points (VPs) accumulated. The Allies do not earn VPs.

17.1 German Victory Points

The Germans start the game with no Victory Points. As the Germans gain and lose Victory Points, adjust the *VP* markers on the VP track to show the current total. Two markers, one for single VPs and one for VPs x10, allows from 0 to 99 VPs to be recorded. VPs are added and subtracted for the following:

OWNING VP TOWNS AND CITIES: Certain town and city hexes on the map contain a **VP value**. The moment a German unit enters a VP hex, add the VPs listed to the German total. If an Allied unit subsequently enters the VP hex, subtract the VPs. *Ownership* markers may be placed on unoccupied towns and cities as a reminder.

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), add **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 10.9. Exited units earn VPs at the moment of exit. Once gained, VPs

for exiting units may not be lost.

CONDITION	AWARD
Infantry unit exits	1 VP per strength point
Mechanized unit exits	2 VPs per strength point

ALLIED UNITS ELIMINATED: Add **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 airborne infantry unit, remove the VDH unit from the map and add **1 VP**.

ALLIED UNIT IN A WESTWALL HEX **18+** : Starting with the December 18 turn, **subtract 5 VPs** for each Westwall hex from which Allied supply can be traced that is occupied by an Allied unit. Subtract these VPs the moment this condition is met and add the VPs back if a German unit subsequently enters the hex. *Ownership* markers may be used to show status.

17.2 Winning the Game

The scenario instructions in Section 18 state when to conduct victory checks and the number of VPs that result in Allied victory or defeat, as well as the level of victory achieved. Levels of victory may be compared to the historical outcome (17.3).

17.3 Levels of Allied Victory and Defeat

ALLIED STRATEGIC DEFEAT: 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 5th and 6th 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.

ALLIED OPERATIONAL DEFEAT: 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.

ALLIED TACTICAL DEFEAT: 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.

18. SCENARIOS

18.1 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 German Detachments (15.0) and Replacements (16.0).

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 (17.1).

VICTORY CONDITIONS: You lose the game immediately if any two German *Army Objective* markers are moved from their starting hexes (9.11). If this does not occur, determine victory during the End of Day Phase based on German VPs accrued:

GERMAN VPs	VICTORY LEVEL
6 or more VPs	Allied Tactical Defeat
5 or fewer VPs	Allied Tactical Victory

18.2 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 16-18 on the calendar.
- Use only those command cards dated December 16-18.
- Skip rules for German Detachments and Replacements (15.0 and 16.0).

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

GERMAN VPs	VICTORY LEVEL
21 or more VPs	Allied Operational Defeat
12 - 20 VPs	Allied Tactical Defeat
7 - 11 VPs	Allied Tactical Victory
6 or fewer VPs	Allied Operational Victory

18.3 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 18.4 scenario Victory Conditions. However on December 21, use the following VP values instead of those shown on the calendar:

GERMAN VPs	VICTORY LEVEL
48 or more VPs	Allied Strategic Defeat
38 – 47 VPs	Allied Operational Defeat
30 – 37 VPs	Allied Tactical Defeat
24 – 29 VPs	Allied Tactical Victory
18 - 23 VPs	Allied Operational Victory
17 or fewer VPs	Allied Strategic Victory

18.4 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 victory or defeat 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 an Allied defeat, the game immediately ends in an Allied defeat 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.

18.5 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 – *Low Supply*
48.12, 27.12-*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	*Eliminated*

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	*Eliminated*

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

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

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

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

XII Corps (*6 units*)	
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:

- *German Army Objective* markers: 6PzA West (hex 0117), 5PzA West (hex 1219) and 7A South (hex 1719)
- *German Corps Objective markers:* in their designated hexes (hex 0506, hex 1106 and hex 2505).
- *German Detachment* markers (11): 0706, 1412, 1719, 1911, 1917, 1920, 2117, 2205, 2207, 2305, 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).
- *Fuel* Markers: Marche and Spa.
- German VPs: 11 (St. Vith, Ettelbruck, La Roche, St. Hubert, 7 Eliminated Allied units).
- *Day* marker: December 22.

CARDS:

Sort the command cards by side – German and Allied. Within each nationality separate cards with an entry date of December 22 or earlier from cards with a later date or the designation **OKW**. Then further separate the Allied cards into two piles, primary and supplemental. After sorting, place the cards as follows:

1. Remove the following four command cards from the German deck and place them in the discard pile: 38, 56, 62 and 66. Remove card 39 and place in the Command Card box. Remove card 50 and place in the Support Card box.

2. Shuffle the German cards and place face down in the German Draw Pile box.
3. Place the seven Allied primary cards face down in the Draw Pile box on the ALLIED COMMAND CARD DISPLAY.
4. Shuffle the Allied supplemental cards and place face down in the Available Supplemental Cards box.
5. Draw eight supplemental cards and shuffle them together with the seven primary cards to form the Allied draw pile. Then draw your initial hand for the day of seven cards.

SPECIAL RULES: The scenario starts with the first German impulse of the Command Phase. Two command cards have already been drawn and placed in the command and support boxes.

VICTORY CONDITIONS: You win an Operational Victory if, at the end of any day beginning December 24, the VP total is 15 or fewer. You suffer an Operational Defeat if, at the end of any day the VP total is 35 or higher. If you have not won or lost by December 28, use the following victory thresholds at the end of that day:

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

INDEX

AS RULES

ENEMY ACTION: ARDENNES

ALLIED SOLO CALENDAR
December 1944

Allied Hand Size Varies

16 German Fixed Artillery Range: 3 Available supplemental cards added to the Allied Draw Pile: Allied supplemental cards: **4** Allied hand size: **4** Special Rules in effect this day only: ▪ German Surprise Attacks Completed (4.11) – eleven cards start in German discard pile ▪ Slow Allied Reaction (4.12)	**17** German FAR: 3 Allied suppl. cards: **5** Allied hand size: **5** Start: ▪ German Extended Move (9.2 Method 10) ▪ Placing German Detachments (15.1)

18 German FAR: 4 Allied suppl. cards: **6** Allied hand size: **5** Start: ▪ Delayed Reserves (7.3) ▪ German Detachment Relief (9.2 Method 9) ▪ Replacing Detachments with German Infantry Reserves (15.4) ▪ Generating German Detachments (15.5) ▪ VP Loss for Allied-Occupied Westwall (17.1)	**19** German FAR: 4 German discards: **1** Allied suppl. cards: **7** Allied hand size: **6** Start: ▪ German Fading Initiative via Draw Pile Discards (4.2) ▪ German Movement to Open Supply Line (9.2 Method 4) ▪ German Supply Checks (13.1)	**20** German FAR: 4 German discards: **2** Allied suppl. cards: **7** Allied hand size: **6** Start: ▪ German IP Placement (9.7) ▪ German Fuel Checks (13.5) ▪ Replacements (16.0) <11 VP: Strategic Win >40 VP: Strategic Loss	**21** German FAR: 5 German discards: **3** Allied suppl. cards: **8** Allied hand size: **6** Start: ▪ Replacing Detachments with ANY German Reserves (15.4) <11 VP: Strategic Win >45 VP: Strategic Loss
22 German FAR: 5 German discards: **4** Allied suppl. cards: **8** Allied hand size: **7** Start: German Advance Restrictions (12.83) <15 VP: Strategic Win >50 VP: Strategic Loss	**23** German FAR: 6 German discards: **5** Allied suppl. cards: **9** Allied hand size: **7** Include Mechanized Infantry in German Infantry Movement (9.2 Methods 5-9) <20 VP: Strategic Win >55 VP: Strategic Loss	**24** German FAR: 6 German discards: **5** Allied suppl. cards: **9** Allied hand size: **7** <25 VP: Strategic Win >60 VP: Strategic Loss	**25** German FAR: 6 German discards: **6** Allied suppl. cards: **9** Allied hand size: **7** <27 VP: Operational Win >55 VP: Operational Loss
26 German FAR: 7 German discards: **6** Allied suppl. cards: **9** Allied hand size:**7** End British Movement Restrictions (10.7) <29 VP: Operational Win >50 VP: Operational Loss	**27** German FAR: 7 German discards: **7** Allied suppl. cards: **9** Allied hand size: **7** <31 VP: Operational Win >45 VP: Operational Loss	**28** German FAR: 7 German discards: **7** Allied suppl. cards: **9** Allied hand size: **7** <33 VP: Tactical Win >40 VP: Tactical Loss	**29** German FAR: 8 German discards: **8** Allied suppl. cards: **9** Allied hand size: **7** <35 VP: TacticalWin ≥35 VP: Tactical Loss

I. RESERVE PHASE `17+`

Take Allied units from the calendar space for the current day and place them in the Allied Reserve Units box.
- `18+` Deploy delayed (by 2 days) Allied reserves (7.3).
- Release the German OKW Reserve if conditions have been met (9.8).

II. CARD PREPARATION PHASE `17+`

Prepare Allied Draw Pile & 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 the number of cards indicated on the calendar for your hand.

Prepare German Command Cards: Shuffle the deck, including the previous day's discards to form the German draw pile.
- `19+` **Fading Initiative** After forming the German draw pile, discard the number of cards indicated for the current day.

III. SUPPLY PHASE `17+`

1. `18+` **Generate German Detachments**: conduct Detachment Generation Check for each Detachment marker, German-occupied town and unoccupied Westwall HV hex on the map. Place new *Detachment* markers (15.5).
2. **Determine supply status** `19+` of all German units in play and `17+` of all Allied units in play (13.0 & 13.1). Remove all *Low Supply*, *Out of Supply* and *Isolated* markers from units in 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 (13.24).
4. **Allied Air Interdiction**: you may play an *Airpower* event to discard the top **two** cards from the German deck and also skip the first German impulse of the day (5.1).

IV. COMMAND PHASE

- `16` Skip the first German impulse.

1. GERMAN IMPULSE

Draw two cards from the German draw pile (8.0).
- `20+` Check both cards for formations out of fuel (13.5), but not if Fuel Depot marker is on the calendar (13.52).

Select the card labeled Primary as the command card for the impulse. If both or neither is Primary, select the card with the higher Command Value (CV), then lower ID. (Exception: `17-18` **Peiper/150th**, 8.14). The unselected card is "supporting".

- If the supporting card shows a command event, immediately implement the event and then discard. Otherwise the supporting card remains face up for possible later use.

Conduct the first applicable command in the order listed on the selected command card. Commands may include:
- **Special event or command event** (8.11). See **EVENTS & TACTICS** player aid.
- `20+` **Assign replacements** (8.12).
- **Activate formation** (8.13, 9.0 & 9.42). See detailed Activation Sequence on **GERMAN SYSTEM INTELLIGENCE** player aids.

After completing command, discard command card. If supporting card in play (8.1), move it to the Command box and conduct another command. Otherwise the German impulse is over.

2. ALLIED 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.
- **Deploy reserve units** in the card's formation from the Reserve Units box to the map (7.1).
- `20+` **Assign replacements** to units in supply (16.1).
- **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 (6.4). Activated units conduct operations in this order:
1. Remove detachments adjacent to active units (15.3).
2. Movement (10.0).
3. Combat (12.0) plus play of additional cards as tactics.
4. Build Improved Positions (14.31).
5. Remove *Dispersed* markers (12.9).

After playing a card or passing, draw cards from your draw pile to bring your hand up to the Allied hand size limit for the day, unless your draw pile is exhausted. The Allied impulse is over.

3. REPEAT IMPULSES

Repeat German and Allied impulses until the German draw pile is exhausted triggering end of day. Complete the current impulse; if German take one more Allied impulse. The day ends even if cards remain in your hand or draw pile.

If you draw the German Army Group B card for any purpose during either side's impulse, immediately release German reserves (8.2) than perform the function for which the card was drawn.

V. END OF DAY PHASE

Check the Victory Conditions of the scenario to see if you have won or lost. If not:
- Discard your hand and draw pile.
- Return combat chits to the cup.
- Remove all *Dispersed* and *Out of Fuel* markers from the map.
- Check *Detachment* markers for removal (15.3).
- Advance *Day* marker on the Calendar. Start a new Day.