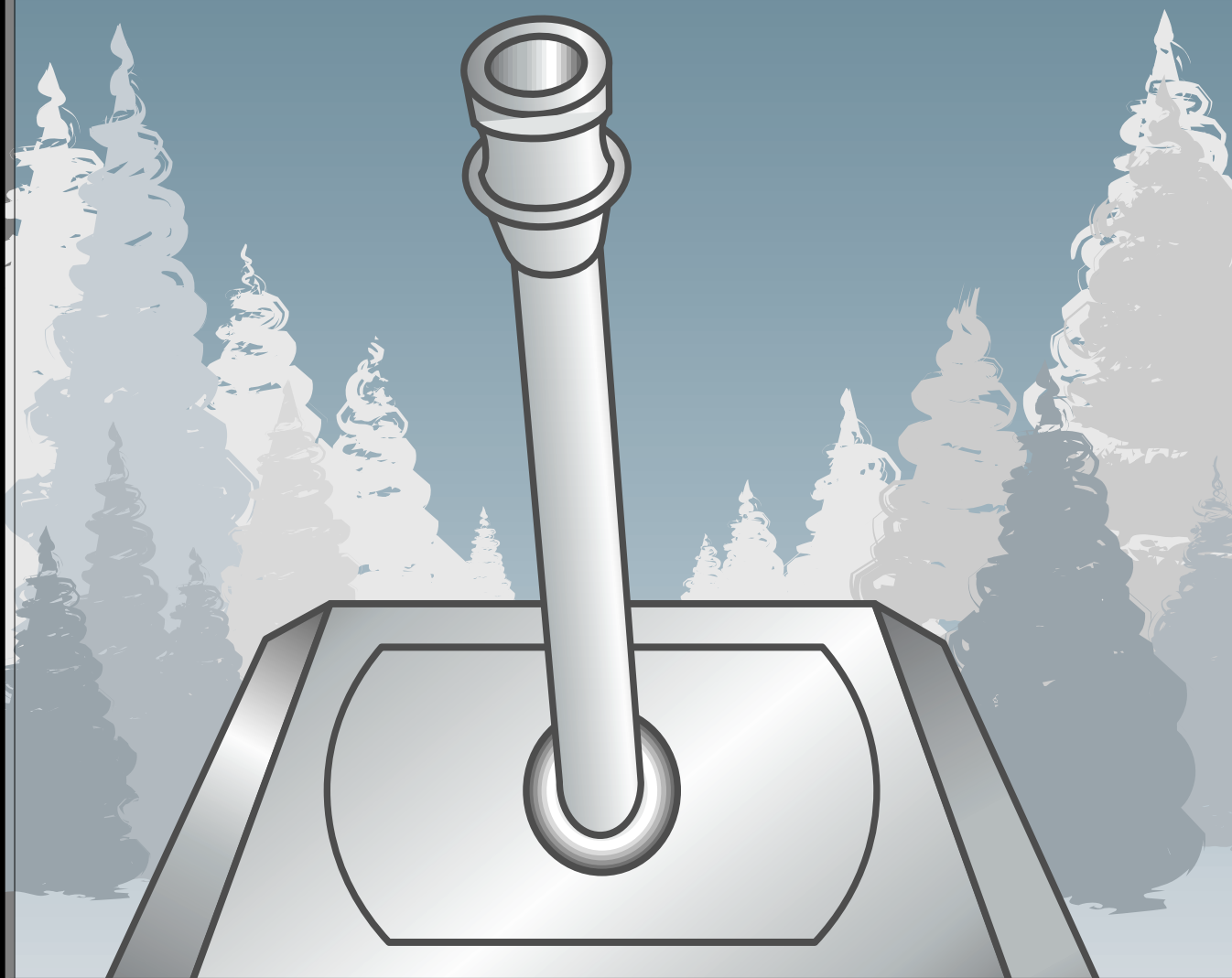


IRON TIDE



PRP

PANZERS IN THE ARDENNES

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Iron Tide — Panzers in The Ardennes

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1.0 INTRODUCTION

IRON TIDE: Panzers in The Ardennes is a two-player game simulating the 1944-45 battle—popularly known as ‘The Battle of The Bulge’—between the Germany Army and Allied forces in Belgium and Luxembourg. The game simulates some of the history, organization and tactics that are the subject of much interest and debate. Historical forces and terrain have been abstracted for playability and balance. The time is early morning Dec. 16, 1944. The setting is the wooded Belgian Ardennes. The first objective of the German advance is the Meuse River. The final objective is Antwerp, Germany’s last hope to sue for a separate peace in the West. The German player’s goal is to achieve these objectives, while the Allied player seeks to prevent this.

2.0 GAME EQUIPMENT

Included in each game of *IRON TIDE: Panzers in The Ardennes* are one 28"x42" map, 700 game pieces (counters), a 12-page rules booklet, a Turn Record Chart, a Combat Results Table card, and two 6-sided dice (ziplocked versions do not have dice). If any part is missing or damaged, contact

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If you have never played a wargame before, the rules may seem long and complicated, but it should become clear that they merely cover simple concepts that you will readily grasp after reading them over a few times. It is important that players read all of the rules before attempting to play the game.

Each section of the rules is numbered, and paragraphs within each section that discuss important concepts are identified by a second number, thus: 2.2. When that section has subsections, they are identified like this: 2.24.

When the rules refer to another, related paragraph, they have the number identifying that rule included parenthetically, like this: (2.2). This will help players find that rule for comparison or reference.

2.1 The Game Map

The game map represents the area of Germany, Belgium, Luxembourg and France where the Battle of the Bulge was fought. A hexagonal (“hex”) grid on the map regulates the placement and movement of units. Each hex contains natural and/or man-made terrain features that may affect the movement of units and combat between units. A Terrain Effects Chart is printed at the bottom of the map sheet identifies the features and lists the points necessary to move through a given type of hex.

2.2 Charts and Tables

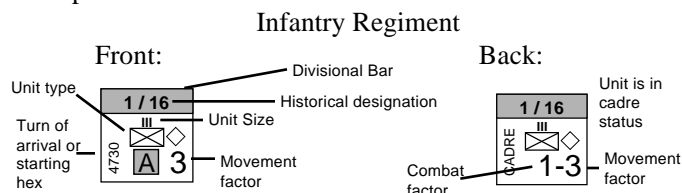
Various visual aids are provided to illustrate and display certain game functions and to facilitate game play. These are on the edge of the map, on the Combat Results Table card, and on the Turn Record Chart.

2.3 Game Pieces

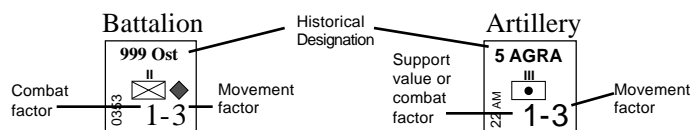
The 700 die-cut cardboard game pieces, called counters, consist of units, representing the forces that participated in the battle, and informational markers used in the course of the game.

2.31 Units. The unit counters are color-coded for nationality. US and minor allies are olive drab, British are tan, and Germans are field gray (Wehrmacht), dark gray (Grossdeutschland), black (SS), or gray-blue (Luftwaffe).

Sample Unit Counters



Iron Tide: Panzers in The Ardennes



The values and symbols printed on the counters are:

The *colored box* identifies the color of the strength marker (“chit”) that is drawn (see 9.0).

The *letter* (A, B, or C) within the box represents the unit’s skill and the line of the chit that is used.

The *colored bar* along the top identifies the unit’s division for purposes of divisional integrity (11.3). Units without a colored bar, including battalions of the US 28th Division, can never contribute to divisional integrity. The text within the bar is the designation of the historical force the unit represents and is informational only.

The *small diamond* represents the unit’s army. This is only used with the optional Army Command rule (17.4).

Movement Factor: The ability, expressed in points, of a unit to move on the map.

Combat Factor: The comparative strength, expressed in points, of a unit for resolving combat. This number is used both offensively during the owning player’s turn and defensively during the enemy player’s turn.

Unit Types:

Mechanized

Mech-Infantry



Armor



Armored Cavalry



Artillery



Engineer



Commando



Non- Mechanized

Infantry



Antitank



Parachute Infantry



Glider Infantry



Jump-capable Parachute Infantry



Unit Size:

Regiment (regt, rgt) — III

Brigade (bde) — X

Battalion (bn) — II or Armor Silhouette

Cadre — Cadre

NOTE: Regiments and brigades are the same size for all game purposes.

Unit Abbreviations: The following abbreviations are used on the unit counters and in the rules:

A: Armor

AC: Armored Cavalry

Afk or Af: Aufklärung (Reconnaissance)

AGRA: Assault Group Royal

Artillery

Arm: Armored; Armoured

AB: Airborne

AT: Army Tank

Führer B or FB: Führer Begleit

Führer G or FG: Führer Grenadier

G: Guards

GG: Grenadier Guards

HHC: Household Cavalry

Lr: Lehr

MG: Machinegun

Nor: Norwegian

Ost: Eastern conscript

Bel: Belgian

CCA: Combat Command A

CCB: Combat Command B

CCR: Combat Command R

CDO: Commando

CG: Coldstream Guards

Div: division

FA: Field Artillery

FJ: Fallschirmjäger (Parachute)

5F: 5th Fusilier

PG: Panzergrenadier (mech infantry)

Pj, PJ, or JP: Panzerjag (tank hunter)

Pz: Panzer (tank)

SP: heavy tank

vdHedyte: Von Der Hedyte

VAK: Volksartillerie Korps

VW: Volkswerfer

WG: Welsh Guards

2.32 Informational Markers. Markers are used to denote important features in play such as the current strength of a combat unit. Morale strength markers (“chits”; 2.33) are placed underneath the affected unit; other markers are placed on top of the affected unit.

Here are the markers in the game. Note that most markers are printed both front and back with different illustrations. Numbers in parenthesis refer to the rule governing the use of the marker.

German Unit Exited (5.3)



German Pre-17AM Restricted Movement (18.0)



Allied Fuel Depot (12.5)



Fuel Depot Destroyed (13.2)



Entrenchment (13.3)



Building Entrenchment (13.3)



Out of Supply (12.2)



Isolated (12.3)



Bridge (13.1)



Building Bridge (13.1)



Temporary ZOC (7.3)



Bridge Destroyed (13.1)



Allied Unit Capable of moving on Turn One (18.0)



Fuel Shortage (12.5)



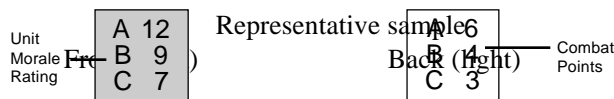
Air Point (10.0)



Reserve (6.0)



2.33 Morale Strength Markers



Determines the combat strength of regiments and brigades. See 9.0 Morale Strength.

Unit Morale Class: The size of a unit in manpower and equipment, expressed as a color, indicating which strength marker is drawn:

RED—Large

BLUE—Medium.

Unit Morale Rating: The skill of a unit in combat, expressed as a letter:

A—Very good

B— Good

C—Mediocre

2.4 Game Scale

Each hexagon on the map represents 1.5 miles from side to side. Each Game Turn represents 12 hours of real time.

3.0 SETTING UP THE GAME

Separate the red and blue chits, placing them in two cups. Put the unit counters and markers on the Turn Record Chart as designated.

Move units with starting hex numbers from the Turn Record Chart to their assigned hexes. The Allied player sets up first.

Place Bridge Destroyed, Entrenchment, Temporary ZOC, and German Pre-17AM Restricted Movement markers as indicated on the Turn Record Chart.

The Allied player deploys 3 Fuel Depot markers as follows:

Roll one die

1-2 = Place one marker each on the towns of Spa (4133), St. Vith (3041) and Manhay (3129);

3-4= Place one marker each on the towns of La Roche (2625), Bastogne (1729) and Vielsalm (3035);

5-6= Place one marker each on the towns of Bullingen (3645), Werbomont (3628) and Martelange (0829).

All other units of both sides assigned to the 16AM turn are placed freely as follows: they may not be placed adjacent to enemy units or in Westwall hexes; Allied units must be west of both the Westwall and any single Allied unit with a starting hex number; German units must be east of the Westwall. Again, the Allied player sets up first.

4.0 SEQUENCE OF PLAY

4.1 The Game Turn

IRONTIDE: Panzers in the Ardennes is played in Game Turns. Each Game Turn is made up of a German Player Turn followed by an Allied Player Turn. The player whose Player Turn is in progress is termed the Phasing Player, the other player is the Non-Phasing Player. Each Player Turn is made up of phases that must be moved through in the exact order listed in the Game Turn Sequence (4.2).

NOTE: There are special rules that apply only to the First and Second Turns of the game. See 18.0.

The German player goes first. After the German player completes the sequence, the Allied player begins his player turn, following the same sequence.

4.2 Game Turn Sequence

4.21 Air Phase (German Player Turn ONLY)

Both players refer to the Turn Record Chart to check weather and if air points are available. The Allied player allocates available points to combat support (11.6) or air resupply (12.4).

4.22 Supply Phase

Both players check the supply status of their units (12.0). The Allied player may attempt to use air resupply, if available (12.4).

4.23 Replacement Phase

The phasing player checks the Turn Record Chart to determine if replacements are available and allocates them (15.0).

4.24 Movement Phase

The phasing player places his arriving reinforcements at their designated entry hexes (14.0). The phasing player may move his eligible units (5.0). He may designate certain units as Reserves (6.0).

4.25 Combat Phase

The phasing player may engage in Combat (11.0).

4.26 Reserve Phase

The phasing player may move units marked as Reserves (6.0). Note that no combat is allowed in this Phase.

4.27 Engineering Phase

The phasing player may try to destroy fuel depots (Allied player only; 13.2) or bridges (13.1). The phasing player begins or continues construction of bridges (13.1) or entrenchments (13.3).

At the end of the Allied player turn, the Game Turn Marker is moved one space forward and play proceeds to the next turn until the last game turn or the German player holds Liege (20.0).

5.0 MOVEMENT

During the Movement Phase, the phasing player selects one of four options for each of his units: not move the unit, use Tactical or Strategic Movement, or place the unit in Reserve (6.0). Units are moved one at a time, paying terrain costs from the Terrain Effects Chart and moving up to the limit of their available movement factor. Stacks of units may move together if all the units start in the same hex and move per the Terrain Effects Chart and no unit in the stack exceeds its printed movement factor. Movement is always voluntary during the Movement Phase.

Designer's Note: Players may want to establish a format for designating which units have been moved, such as rotating the counter a quarter turn to show it has completed its movement..

NOTE: Units that have received replacements in the immediately preceding Replacement Phase may not move (15.0).

5.1 Tactical Movement

In tactical movement the player uses normal costs according to the Terrain Effects Chart. Road hexes cost one movement point to enter from another road hex. Roads negate other terrain in the hex for movement purposes. Non-mechanized units and mechanized infantry may cross unbridged river hexsides at the cost of their entire movement factor.

A unit may always move at least one hex, even if it does not possess enough movement points to enter that hex, except that it may never move across prohibited terrain or move from one enemy Zone of Control (ZOC; see 7.0) directly into another hex also in an enemy ZOC. Note also Advance after Combat (11.9).

5.2 Strategic Movement

Strategic movement is a special rear area movement only used by units that keep a minimum distance of three hexes away from any enemy unit, except German Commandos, throughout the move (count the enemy unit's hex, not the moving unit's).

Units that use a combination of road and non-road hexes retain fractions until all movement is complete. A unit must have enough movement points left to pay the full cost of each hex it enters.

Strategic movement benefits vary by unit type and nationality: for each road hex entered —

5.21 German non-mechanized units pay 1/2 movement point;

5.22 Allied non-mechanized units pay 1/6 movement point;

5.23 All mechanized units pay 1/3 movement point..

5.24 Restriction: On clear weather AM turns, German units may NOT use strategic movement due to Allied air superiority.

5.3 Exiting the Map

Only German units may voluntarily exit the map and only during the Movement or Reserve Phases. No unit may retreat off of the map and, if forced to by combat results, step losses must be taken instead (11.78). German units that exit the map do so for two purposes: to gain victory points (20.0) and/or to deny Allied units use of the hex. (See Supply 12.0 and Reinforcements 14.0)

6.0 RESERVES

During the Movement Phase, the phasing player may place up to 5 'Reserve' markers on qualifying stacks or single units.. Units in Reserve may not move in the current Movement Phase.

Eligible stacks or single units must A) not have moved in the current Movement Phase; B) not be adjacent to enemy units; and C) be in supply. Units marked in Reserve may not fire in the subsequent Combat Phase.

In the Reserve Phase, marked units may move normally with one stack completing movement before other marked units are moved. All stacking restrictions apply in this movement.

6.1 Restrictions

No combat takes place following the Reserve Phase. There is no Reserve Phase on the 16AM game turn.

7.0 ZONES OF CONTROL

Regiment/brigade-sized units exert a Zone of Control (ZOC) into the six hexes surrounding them. Certain restrictions on movement and combat may result:

7.1 Units moving into an enemy ZOC must stop and may not move further in the current Movement Phase. Exceptions: see 16.1 150th Panzer Brigade, 16.3 1st SS Panzer Division and 16.4 German Commandos.

7.2 Units beginning the turn in an enemy ZOC must pay a disengagement cost in addition to terrain costs in order to leave. Disengagement costs are:

Non-mechanized: 1 movement point

Mechanized: 3 movement points

7.3 Disengaging units must move into a hex not currently in an enemy ZOC and may not enter any enemy ZOC for the rest of the

current Movement Phase. The presence of a friendly unit does NOT negate an enemy ZOC for movement purposes.

7.4 Battalions, cadres and artillery do not have a ZOC and, except for the hex they occupy, do not control enemy tactical movement and retreats. Exception: the 6 battalions of the US 109th and 110th Regiments of the 28th Infantry Division have a ZOC as long as they remain in their starting placement. Once moved for any reason, their ZOC is lost and the marker put on them at the start of the game is removed.

7.5 Friendly ZOCs never affect the movement of friendly units. Enemy and friendly ZOCs may overlap in a vacant hex and will equally affect that hex.

7.6 ZOCs extend across all terrain types, including unbridged river hexsides. Friendly ZOCs block the tracing of supply by enemy units. The presence of a friendly unit (not just its ZOC), negates enemy ZOCs when tracing supply lines only.

8.0 STACKING

Players may put more than one unit in a hex. There are limits on how many units may be stacked and how they may be used.

8.1 Stack Restrictions

Up to 3 friendly units, regardless of size, may be stacked in one hex. Enemy and friendly units may never occupy the same hex. Exception: see 16.4 German Commandos.

At the end of the friendly Movement Phase and again at the end of the friendly Reserve Phase, stacking restrictions are in force. Any units in violation of stacking restrictions are eliminated at the owning player's choice. Exception: see 11.8.

8.2 Overstacking

Units may violate stacking restrictions only if forced to do so by retreat after combat (11.8). Overstacked units do not count toward the defense of the new hex and must be eliminated if the new hex suffers any adverse combat result.

Overstacking must be corrected by the end of the next friendly Movement Phase or the overstacked units of the owning player's choice are eliminated.

8.3 Stacking and Combat

If there is more than one regiment/brigade-sized unit in a hex, only one may attack or defend. It may be joined by any non-regiment/brigade-sized unit(s) in the hex. Up to three cadre, battalion, and/or artillery units may attack or defend from the same hex.

Units not participating in the combat may provide a divisional integrity bonus (11.3) and can be affected by combat results.

EXAMPLE: An attacking stack contains two regiments of the same division and a battalion. The owning player chooses which of the regiments will attack before the strength chits (9.0) are revealed. The other regiment remains inactive, except it provides a divisional integrity bonus. The battalion adds its combat factor to the total.

9.0 MORALE STRENGTH

At the beginning of the game, morale strength markers ("chits") are placed in two cups, one for red and one for blue. For each regiment/brigade-sized unit, the owning player picks, at the moment of its first combat, a chit of the color matching the box on the unit to find its combat strength. This is expressed on the chit in varying numbers to reflect the uncertainty a commander would have in such a situation. The size, manpower, and equipment are expressed in the color: RED - large, BLUE - medium.

The skill of the unit is expressed as a letter rating:
'A' class units are usually the best trained and equipped.
'B' class units are of average training and equipment.
'C' class units are depleted or smaller in size and equipment.

This chit is kept under the unit for the rest of the game, or until the unit is reduced to cadre or eliminated, and is kept secret whenever possible. The enemy player may not examine friendly stacks. Chits are only revealed after artillery and air points have been committed to a battle, just before combat resolution (11.7).

9.1 Elite Units

Certain units on each side exemplified the saying that "fortune favors the brave." To reflect their exceptional status, they are given an extra chance to draw a strong chit. Qualifying units are:

German	1 SS Pz Div, Führer B Bde, Führer G Bde
US	2 Arm Div, 3 Arm Div, 82 AB Div, 101 AB Div
British	G Arm Div

When one of these units first enters battle, the owning player draws two chits and uses the stronger; the other is returned to its cup.

10.0 AIR POWER

At the beginning of the German player turn, both players check the Turn Record Chart for available Air Points. Players place Air Points face up in the Air Point Boxes on the Turn Record Chart..

The Allied player decides which types of missions will be flown: combat support (11.6), and/or air resupply (12.4), allocating Air Points to the appropriate spaces in his Air Point Box,

Air Points are turned face down as they are expended. Air Points may only be used in the game turn in which they become available and may not be saved for use in subsequent turns.

11.0 COMBAT

The phasing player may attack adjacent enemy units during the Combat Phase. Attacking is completely voluntary. The phasing player determines the order in which all combat will be resolved. Units can attack only once each turn; likewise a unit can only be attacked once each turn. Favorable odds are achieved by combining as many units as possible around enemy units.

Unless attacking units occupy city, town or entrenchment hexes, ALL enemy units adjacent to any units which opt to attack must be attacked in some way.

Designer's Note: It will sometimes be necessary to use separate units to create a diversionary attack against nearby enemy units at unfavorable odds, allowing the concentration of the main attack.

Units in city, town or entrenchment hexes, or German units in Westwall hexes, do not have to attack every adjacent enemy unit as otherwise required. Units in these types of hexes have the option to attack in any single direction or more if desired.

11.1 Multi-hex Combat

A single unit may never be involved in more than one attack. Different units in the same hex may be involved in different attacks, so long as only one regiment attacks out of any single hex. In multi-hex battles, all attackers must be adjacent to all defenders (exception: artillery, see 11.5). The defenders in each battle must be attacked as a sum total. If the defender's hex contains more than one regiment-sized unit, the defender chooses which regiment adds its defense to the total.

Remember that a maximum of one regiment and two battalion,

cadre, or artillery units or 3 battalion, cadre or artillery units may attack or defend from a single hex.

11.2 Terrain Effects on Combat

11.21 Units defending solely behind rivers have their defense strength doubled. Defenders in a city or town hex receive one column shift left on the Combat Results Table.

11.22 The effects of entrenchments are as follows:

- 1) Units in entrenchments have their defense strength doubled.
- 2) Units in entrenchments and defending solely across river hexsides have their defense strength tripled.
- 3) Entrenchments negate all attacker's combined-arms bonuses (11.4).

4) German Westwall entrenchments never benefit the Allied player, triple the German defender, and are never destroyed. (See Destruction of Entrenchments 13.4.)

11.23 The benefits of all other terrain are established for the defender's hex by the Combat Results Table. When resolving multi-hex combat, use the terrain most favorable to the defender.

EXAMPLE: If defending in a town in a heavy woods hex use the heavy woods line and shift the odds one column to the left for the town.

11.3 Divisional Integrity

Units belonging to the same division will receive both offensive and defensive combat shifts if players keep these units close to each other. For ease of recognition, units of a division capable of receiving a divisional integrity bonus have a distinctive colored bar along the top.

Divisions vary in size. German panzer and panzer-grenadier divisions and the British armored division contain 2 regiments or brigades. Most other divisions contain 3 regiments. US airborne divisions contain 4 regiments. US armored divisions contain 3 combat commands or regiments. The US 99th Infantry Division has 2 normal and 2 reduced strength regiments to reflect its tenacious defense on a wide-spread front. To receive divisional integrity shifts, all units of a division must be in play and none of them may be in cadre status.

If all of the units of an attacking division are adjacent to the defender in an attack, one divisional integrity column shift to the right is awarded, even if they are not all attacking that defender.

If two members of a defending division are stacked together or adjacent and either is attacked, one divisional integrity column shift to the left is awarded.

Note that if defending units in adjacent hexes are attacked separately and in the first attack the defender receives a defender-retreat or is eliminated, the remaining unit of the defending division does not get the divisional integrity shift in its defense. The same holds for attacking units involved in separate combats.

The maximum shifts applied per combat for divisional integrity if attacking is two, if defending is one. These shifts are in addition to other shifts awarded.

Some regiments enter alone and may not receive divisional integrity benefits until all units of the division are in play.

Battalions do not count towards divisional integrity.

The US 28th Div, US 78th Div, and German 272nd Div units never receive a divisional integrity bonus.

11.4 Combined Arms

11.41 Combined arms in the attack.

If the phasing player is attacking and has armor units stacked with infantry, mech-infantry, or engineer units, the attack is eligible for a combined-arms shift. Each attacking combined-arms stack provides a shift to the right on the Combat Results Table.

An attack can have a maximum of 6 combined-arms shifts.

11.42 Combined arms in the defense.

A stack with combined-arms defense negates all combined-arms attacker's shift in that combat.

Combined-arms defense consists of an infantry, mech-infantry, or engineer unit stacked with either an armor or antitank unit.

Combined-arms defense that includes armor gives a column shift if defending against units that have no armor or antitank units.

11.43 Armor may supply the combined-arms bonus in combat across unbridged river hexsides.

11.44 Combined-arms shifts may not be applied against units defending in entrenchments or against German units in Westwall fortifications (11.22).

11.45 US mech-infantry units possess the combined-arms bonus intrinsically, even when alone in a hex and even when reduced to cadre status.

Designer's Note: These units were highly mobile combined-arms teams. If reduced to cadre status, they retain their combined-arms bonus and are quite useful when stacked with a pure infantry regiment, giving the combined-arms modifier to the stack.

11.5 Artillery Support

Unlike other combat units, artillery may participate in combat from nonadjacent hexes. Each artillery unit provides a column shift, raising or lowering combat odds; i.e., 1-1 odds with one offensive shift become 2-1 odds and so on.

Artillery support, either offensive or defensive, has a maximum 3-hex range to the unit under attack. When figuring range, count the defending unit's hex, but not the firing artillery's hex. Artillery may support across an unbridged hexside.

The maximum column shift provided by artillery when defending is one.

The German player may gain up to two column shifts when attacking. The Allied player may gain up to three column shifts when attacking.

Artillery units may fire once offensively in their turn and once defensively in the enemy player's turn.

Artillery units that, in either combat phase, are adjacent to enemy combat units do not use the support bonus but use only their printed combat factor.

Artillery units may not be replaced (15.0) and never advance after combat (11.9).

11.6 Air Support

Players may use air points either offensively or defensively. They may be used offensively for a column shift to the right on the Combat Results Table (1-1 odds become 2-1 odds), or they may be used defensively for a column shift to the left. Air points committed to combat only reach the target on a single die roll of 1-3. Players are allowed one air support attempt per combat. If the attempt fails, the air point has been expended to no effect.

11.7 Combat Resolution

Each combat is resolved as follows:

11.71 Both players commit all air points and artillery that will

affect the outcome (attacker declares both first, then defender declares both). Players then roll to see if air support arrives (11.6)

11.72 Attacker reveals or draws strength chits of participating units and totals all attacking combat factors.

11.73 Defender reveals or draws strength chits of participating units and totals all of the defending combat factors.

11.74 Players compare the total combat factors of each side, the attacker's strength first then the defender's.

EXAMPLE: Attacker-25, defender-12, or 25-12. Divide the lower figure into the higher one and round off in favor of the defender. Simplify this into a ratio: 25 divided by 12 = 2-1 odds.

11.75 Players determine the odds row on the Combat Results Table based on the defender's terrain (11.23)

11.76 Players check all offensive and defensive column shifts for city, town, combined-arms, artillery, air points, surprise (German 16AM only), and divisional integrity and add their totals. The smaller number is subtracted from the larger. The remaining shifts are applied, raising or lowering the odds to a final position on the combat table. Odds greater than maximum are resolved on the maximum column. Odds less than the minimum are resolved on the minimum column.

11.77 The attacking player rolls two dice and determines the outcome from the Combat Results Table by cross referencing the die roll with the final odds. Players apply the results immediately. The defender applies his combat results first.

11.78 Applying Combat Results. Apply 'A' results to the attacker. Apply 'D' results to the defender. Apply 'B' results to both. The number to the left of the dash is the number of hexes the affected units are required to retreat. The parenthesized number to the right of the dash is the number of mandatory step losses (combat points lost) required of affected units. A1 and D1 are retreat results.

If any of the attacking units are armor units and an attacker loss is required, the first step lost must come from the armor.

If step losses are required of a regiment, its chit is flipped over to the reduced side for one step. The reduced chit is removed and the unit is flipped to the cadre side for the second step. The cadre is removed from the map for the third step. Note that if the reduced side of a strength chit reveals a zero for its unit, the unit is immediately flipped to cadre status (it is a two-step unit).

Battalions and artillery have only one step.

NOTE: On a B1-(1) result, if the defender's hex is left vacant, the attacker may elect to take a second step loss and then advance any surviving units into the vacated hex.

If friendly units in one hex are attacking into more than one combat, resolve all the die rolls, then apply them in any order that the attacker desires.

11.8 Retreat

Retreats are optional and the affected player may take step losses instead, on a one-for-one basis. If the player chooses to retreat, the full retreat in hexes must be moved or step losses will be required to make up the difference at the rate of one step loss per hex. Units must retreat according to the following priorities:

- 1) To an empty hex not in an enemy ZOC;
- 2) To a friendly occupied hex, not in an enemy ZOC;
- 3) Through an enemy ZOC at a cost of one step loss per stack for each such hex entered.

Whenever possible a unit must retreat toward its supply sources. Germans retreat more to the East; Allies retreat more to the West, North, or South. Exception: hexes that have been cut off to the Allies by exiting German units (5.3)

Retreats are counted in hexes, not movement factors. Armor and artillery may not retreat across unbridged river hexsides. No unit may retreat off the map.

Retreating units may end their retreat overstacked with friendly units, but they must be correctly stacked by the end of the next friendly Movement Phase. If, while overstacked, the new stack is attacked and receives any adverse result, the previously retreated units are eliminated. The retreated units may not add to the defense of the overstacked hex in any way.

11.9 Advance After Combat

After a unit retreats, a path of retreat is established that victorious units may follow (yes, the defender can advance after combat) and from which they may sometimes deviate. The first hex advanced into must be the one previously occupied by the retreating units. Advancing units may advance the full amount of the retreat; i.e. if two hexes are retreated, two hexes may be advanced.

The victor may advance the number of hexes remaining in the un-parenthesized result.

Example: If a defending battalion suffers a D2 result, but the owner opts to eliminate the battalion rather than retreat, the attacker may advance only one hex.

Eligible units may always advance into the hex that the retreating units occupied during the combat, but they must stop in the first enemy ZOC entered AFTER the vacated hex. This is an exception to ZOC, 7.3.

Non-mechanized units that advance after combat must follow the path of retreat after the first hex. If the enemy units have been eliminated, the victor chooses the path.

Mechanized units may deviate in any direction from the path of retreat after entering the vacated hex.

To advance across an unbridged river or ford, units must have attacked or defended across the river; they may only advance the one hex to cross the river. Armor is prohibited from advancing across a river after combat unless a bridge or ford is present.

Artillery may never advance after combat.

Units not participating in a combat because of stacking restrictions may still advance with victorious units.

12.0 SUPPLY

In order for a unit to function at full capacity, it must be able to trace a path of supply to a supply source.

NOTE: Because of supply preparations, the German player does not check for supply until the 19AM turn unless a unit is surrounded by enemy ZOCs. Starting on 19AM, German units have to trace supply normally. Exception: 16.2.

12.1 Checking for Supply

To be in supply a unit must be able to trace a path that is free of enemy units or ZOCs and no longer than 5 hexes to a friendly map edge or to a road that leads off a friendly map edge. German supply is traced off the East map edge and the North and South map edges east of (and including) the German Westwall hexes. Allied supply is traced off the North, West, or South map edges that are west of the German Westwall line. Supply may be traced

across all terrain types, but the supply road may not cross unbridged river hexsides.

Exception: The Allied player can not trace supply from any Victory Point Exit road through which the German player has exited units (5.3).

12.2 Out of Supply

A unit is out of supply if one or more of the following apply:

A) It is more than 5 hexes from a supply road or friendly map edge.

B) Enemy units or their ZOC block the trace.

C) It is under penalty of German Fuel Shortage (12.5).

Units marked 'Out of Supply' during the Supply Phase have their abilities reduced as follows:

Non-Mechanized Units: attack strength halved (round fractions up), defense strength normal, movement normal.

Mechanized Units: attack strength halved (round fractions up), defense strength normal, movement halved.

NOTE: Each unit, by itself or in a stack, always has a minimum combat and movement factor of one.

12.3 Isolation

A unit is isolated if it is both

1) completely surrounded by enemy units or their ZOCs, and

2) more than 3 hexes from any other friendly unit in supply.

Units marked 'Isolated' are reduced in combat strength and movement as follows:

Attack strength: halved (round fractions up)

Defense strength: halved (round fractions up)

Movement: 1 hex unless prohibited by terrain or enemy ZOC

Units eliminated while isolated may not be rebuilt. Keep separate from units eliminated otherwise. (See 15.0 Replacements)

12.4 Resupply by Air

On clear weather turns, the Allied player may use Air Points for resupply missions. Air Points to be used for resupply are allocated during the Air Phase of the German Player Turn. The resupply missions are attempted during the Supply Phase of either player's turn. These are successful on a single die roll of 1-5. Only one attempt may be made for each hex per turn. All Allied units in the resupplied hex benefit by an increase of one level of supply (Isolated become Out of Supply, and Out of Supply become supplied).

12.5 German Fuel Shortage & Allied Fuel Depots

Starting with the 19AM turn, the German player rolls one die on the German Fuel Shortage Table on the Turn Record Chart during his Supply Phase and applies any results.

The Allied fuel depots are valuable to the German player because, if they are captured, they delay the die roll.

If one depot is captured by the German player, a two-turn delay in rolling on the German Fuel Shortage Table is in effect.

If two depots are captured a further four-turn delay is in effect (totaling 6).

If all three depots are captured, no die rolls are made for German Fuel Shortage for the duration of the game.

These depots may be destroyed by the Allied player (13.2).

If all three depots are destroyed, a (-1) die roll modifier is applied to all die rolls on the Fuel Shortage table.

13.0 ENGINEERS

During the Engineering Phase, players may build or destroy bridges, destroy supply depots, or build entrenchments. A single engineering unit may only perform one engineering action per Engineering Phase.

13.1 Bridges

During the Engineering Phase, players may attempt to destroy a bridge that is within 4 hexes of the enemy and if there is a path of 5 hexes or less that is free of enemy units or their ZOCs from that bridge to ANY (not just Engineers) friendly unit in supply.

Procedure: The phasing player checks to see if any bridge is within 4 hexes of an enemy unit and if the bridge has a supply line of 5 hexes or less to any friendly combat unit. If both conditions exist, one die roll for demolition per friendly combat unit, per bridge may be made. Reference the die result to the Demolition Table on the Combat Results card. If the bridge is blown, place a 'Blown Bridge' marker next to the bridge. The hexside now becomes an unbridged river hexside for all purposes. NOTE: One combat unit may make no more than two demolition attempts per engineering phase.

Both sides may attempt to destroy bridges. Exception: German Commandos do not count as enemy units when calculating bridge demolition, even though they may be nearby and/or attempting to disrupt Allied demolition attempts, nor may they destroy bridges.

Engineer units (only) may build bridges by remaining on a river hex side for 2 engineer phases. In the first phase a Building Bridge marker is placed on the engineer unit. In the second phase the marker is flipped over to the Bridge side. The bridge may now be used for movement and supply as a normal bridge. An enemy unit may not be adjacent to either the bridge hex side or the engineer unit while the bridge is being constructed.

The German player is limited to 9 bridges (markers in Wehrmacht gray) that can be constructed throughout the game. If a German bridge is destroyed, it may not be rebuilt. The Allied player is not limited. If the Allied player rebuilds a bridge that is printed on the map, remove the Bridge Building marker and use the printed bridge.

13.2 Destruction of Fuel Depots

Fuel depots in range of enemy units may be chosen for demolition in the same way and under the same conditions as bridges. German Commando units may attempt to disrupt this if stacked with the depot marker.

Engineers may not rebuild destroyed depots. Germans may not destroy depots. See also 12.5 and 16.4.

13.3 Building Entrenchments

Entrenchments may be built by an engineer unit stacked with an infantry or mech-infantry type unit. Three Engineering Phases are required to fully construct an entrenchment. In the first phase, two Building Entrenchment markers are placed with the engineer unit. In the second phase one marker is removed. In the third phase the remaining marker is flipped over to the Entrenchment side. Entrenchments may not be built nearer than 3 hexes from an enemy unit. If an enemy unit moves closer than 3 hexes to an entrenchment under construction, construction ceases. All Building Entrenchment markers are removed from the hex.

Entrenchments may not be built in town or city hexes.

13.4 Destruction of Entrenchments.

If unoccupied at the end of movement or if units in them are retreated or eliminated, constructed entrenchments are destroyed, and the marker is removed.

German Westwall entrenchments are never destroyed.

14.0 REINFORCEMENTS

Reinforcements enter the game at any time during the owning player's Movement Phase of the game turn on which they are designated to arrive. The turn is printed on the face of the counter.

German reinforcements enter the game on any road hex on the edges of the map east of the Westwall hexes.

Allied units enter the game per the map entry road letter noted on the Turn Record Chart.

When entering the map, tactical or strategic movement may be used. Units that share a common road entry point must stage their movement.

EXAMPLE: Assume that road hexes stretch beyond the map edge and line up units off map on these. Stack units to maximum limit before movement begins. Proceed with movement normally from this point. Units that cannot enter the map due to stacking restrictions must delay their entry for one turn.

If an entry road is blocked by an enemy unit, not just an enemy ZOC, reinforcements due on that entry road are delayed one game turn. After this one-turn delay, Allied units may enter any unblocked edge hex more to the West than the blocked entry roads and on the same map edge (if entering from the North or South). If German or Allied units are blocked from entering on East or West entry roads, they may, after a delay of one turn, enter any unblocked hexes either more North or South of the blocked entry road.

Some reinforcements are restricted; players must check these before they enter the game or cross the Meuse River. (17.1, 17.2)

Allied reinforcements may be required to be withheld due to German units exiting the map at the 'Victory Point Exit' road hexes (5.3). The Allied player must withhold reinforcements due to arrive from the same map edge equal to the size, unit for unit, of the exited German units. If not enough units are still due to arrive on the same map edge, units must be withheld from the next available reinforcements. Units exited or withheld for this purpose may never enter or re-enter the game map.

Allied reinforcements cannot enter the game on any Victory Point Exit road through which the German has exited a unit.

15.0 REPLACEMENTS

Starting on the 19AM turn both sides may take replacements for eligible reduced or eliminated units. The schedule for replacements is printed on the Turn Record Chart. The Allied player receives one replacement point each turn. The German player receives one replacement on AM turns only and may not take two mechanized replacements in succession. In other words, one mechanized replacement may be taken every other day.

To be eligible for replacements, the reduced unit must be 3 hexes distant from enemy units and have at least one non-cadre member of its division on the game map in a non-isolated status. Replacement points may be used to return eliminated regiment-sized units in cadre status. They are placed in the nearest friendly town or city to their division members. The town or city must be at least 3 hexes distant from all enemy units. All distance

requirements exclude German Commandos (16.4).

When a cadre takes a replacement, the cadre becomes a reduced-sized regiment. Pick a chit, place the reduced side under the unit, and flip the unit from its cadre side to its regimental side. If the same unit takes another replacement in a later friendly replacement phase, flip the reduced chit to the full strength side. If, when drawing for the reduced strength chit, a zero-strength chit is drawn, this chit is instead placed under the regiment at full strength (you have just restored a two-step unit).

Units receiving replacements may not move in the next Movement Phase.

Replacements may not be saved for future turns; if not used they are lost.

Battalions, artillery, and units eliminated while isolated may not be rebuilt with replacement points.

16.0 SPECIAL UNITS

16.1 150th Panzer Brigade

The 150th Panzer Brigade has the capacity to move through Allied ZOCs. (This unit had some U.S. equipment and uniforms). The German player must roll for each attempt to ignore an enemy ZOC.

Roll one die: 1-2 = successful
3-6 = failed

If successful, it may ignore one enemy ZOC. It may continue to move, ignoring enemy ZOCs, until it fails the die roll (roll once for each ZOC) or lacks movement points to continue. There is no additional movement cost for bypassing ZOCs. This ability is only available the first turn that it enters an enemy ZOC. NOTE: the 150th Panzer battalion—with the Sherman tank silhouette is the only unit that may be stacked with the 150th Panzer brigade when it attempts to ignore Allied ZOCs.

16.2 Von Der Heydte Parachute Unit

The von der Heydte parachute unit must attempt a landing within three hexes of hex 4339 (but not in heavy woods) on 17AM.

Roll one die: 1 = OK
2 - 3 = 1 step-loss
4 - 6 = 2 step-losses

Pick a chit to indicate losses. Von der Heydte may not move until 17PM and must trace supply from 17PM on.

16.3 1st SS Panzer Division

On 17AM only, all units of the 1st SS Panzer Division may ignore enemy ZOCs both during tactical movement and advance after combat. In addition, the units that start in 3450 have their tactical movement factor doubled for this one turn only. These abilities END after the completion of this turn.

16.4 German Commandos

There are 4 German commando units. These units:

- 1) Enter on 17AM on the East map edge;
- 2) Ignore Allied units and their ZOCs for movement purpose, including strategic movement;
- 3) May attempt to disrupt bridge and fuel depot demolition if adjacent to bridges or occupying depot hexes.

Roll to succeed on one die:
1 - 2 = Successful

3 - 4 = No effect

5 - 6 = Discovered and eliminated

4) May attempt to misdirect Allied movement. Procedure: If an Allied unit passes through or starts movement in the same hex as a commando, one attempt per passing unit may be made, but is not required. Roll one die on the German Commando Disruption Table on the Combat Results Table card. If disruption is successful, the German player may move the Allied unit up to 10 road hexes, regardless of remaining movement factors, where all its movement for the turn ceases. Allied misdirected units may not be moved into or through a German ZOC or off the map.

Restrictions: A commando that rolls for misdirection cannot attempt to disrupt demolition rolls in the same turn. These units may not exit the board, capture VP town hexes, attack, defend or otherwise impede Allied actions.

They are removed at the end of the German 20PM turn.

17.0 RESTRICTED UNITS

Some reinforcement units have restrictions on whether they will enter the game and what they may do once they enter.

17.1 Allied Restricted Units

All British and some US units that enter the game are restricted from moving east of the Meuse River. Some may not enter at all until certain conditions are met.

TYPE 1

Units may not cross the Meuse River after entering

TURN	UNIT
20AM	BR 2/HHC tank bn
21PM	BR 29 AR Bde
22AM	BR 43 Inf, 53 Inf, G Arm Divs; 2/WG, 1/GG, 1/CG, 21G tank bns; 4 AGRA, 5 AGRA artillery rgts; 34 AT Bde
22PM	US 308, 342, 354, 366, 392 eng bns
27AM	BR 6 AB Div

Units may not cross the Meuse until the turn indicated:

25AM	BR 29 AR Bde
30AM	BR 53 Inf Div, 6 AB Div

TYPE 2

Units may not enter at all unless a German unit crosses the Meuse River

TURN	UNIT
24AM	US 5 Arm Div
25AM	BR 5 Inf Div, 6 G AR Bde, 33 AR Bde
26PM	US 90 Inf Div
27AM	US 17 AB Div

17.11 Allowed Actions of Restricted Units

Restricted units may still 1) provide artillery support across the Meuse, 2) attempt bridge destruction, and 3) build bridges, including bridges across the Meuse, and/or entrenchments.

17.12 Release of Allied Restricted Units

Restricted units are released as the following occurs:

Allied units that at any time are closer than 3 hexes to a German unit are free from restrictions for the rest of the game.

If a German unit crosses the Meuse, all restrictions are lifted.

If 65 or more Allied units are eliminated, all Type 1 restrictions are lifted and the final level of victory is raised one level in favor

of the German player i.e., a Draw becomes a Marginal Victory.

17.2 German Restricted Units

If the German player crosses the Meuse, the 10th SS and 11th Panzer divisions may enter the game, subject to a die roll. Roll one die:

- 1-2 10 SS Pz may enter
- 3-4 11 Pz may enter
- 5-6 roll again next turn until both have entered

17.3 British Insularity

British and US units may not stack together, attack in the same combat, or share artillery. If forced to stack in retreat because of enemy ZOCs, the Allied player must separate them as soon as possible. If attacked in this condition, or while defending in multi-hex combat, the mixed units may defend together.

17.4 Army Command - Optional

Players may, at their discretion, substitute this rule for 17.3.

Units from different army commands may not stack together, attack in the same combat, or share artillery. If forced to stack in retreat because of enemy ZOCs, the owning player must separate them as soon as possible. If attacked while stacked, or while defending in multi-hex combat, mixed units may defend together.

Armies are differentiated by their colored diamonds (except British). The German player has three armies:

- white: 5th Panzer
- red: 6th Panzer
- green: 7th Army

The Allies have three armies: the British and two American armies:

- white: 1st Army
- green: 3rd Army

18.0 SPECIAL 1ST & 2ND TURN RULES

On Turn One (only) the following rules apply:

No German units may move except as a result of combat

One column shift (right) is given to all German attacks, representing the element of surprise.

Only one Allied unit, owning player's choice, plus any surviving units that were attacked in the German turn, may move. The Allied player puts appropriate markers on qualifying units.

The Allied player may not attempt to blow bridges.

There is no Allied offensive or defensive artillery support.

There is no Reserve Phase.

On Turn One and Two, the Lehr, 1st SS, and 12th SS Panzer Divisions and all of their attached tank battalions, may not move.

See also 16.3 1st SS Panzer Division.

19.0 GAME SCENARIOS

Iron Tide: Panzers in the Ardennes has three scenarios, all of which start on the 16 AM Turn and use the same set up.

The 10-turn scenario lasts until the 20PM turn.

The 20-turn scenario lasts until the 25PM turn.

The Campaign game lasts until the JAN 2PM turn.

20.0 VICTORY CONDITIONS

At the end of each scenario, a check is made to see if either player has achieved victory.

Points are awarded for towns and cities held historically(*), as well as for ones that would have given advantage to the German

armies. These must be held in supply at the end of the scenario to be counted. Only the German player can receive victory points.

If the German player captures all the towns held historically, a Draw or Marginal Victory can be achieved. If the German player exceeds history, crosses the Meuse River and exits the map at key VP hexes, Substantial or Strategic Victory is possible. See p. 12 for a list of victory points.

DESIGNER'S NOTES

I have spent some time in this hobby observing the more dedicated serve the rest of us with gifts of service. These have included great classic designs and publications about tactics and strategies. They have enlightened us all with wisdom from our rich historic past. It is now my turn to serve my fellow hobbyists with my version of the random combat strength, semi-blind combat system. This is designed with those newcomers to our great hobby in mind, as well as the more experienced players. Please enjoy this design as it is meant to be enjoyed as much as teach lessons that other plainly obvious strength systems cannot.

It is also my wish that Joe Balkoski, the original system designer for SPI, be thanked for inspiring the effort. Thanks to the original playtester, David Abney, especially for his help in keeping the design in check. Thanks to Christopher Cummins and Jeffry Tibbetts for their advice when it counted most.

NK

DESIGN CREDITS

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Tank and aircraft silhouettes © Jeffry Tibbetts 2002

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Special thanks to —Skip Franklin, Phil Jones, and Jim Anderson.

ERRATA

Map:

There should be a bridge adjacent to hex 1046.

Counters:

German 244 Stg III, white diamond should be green;

Grtmsn 25P/33Pj, white diamond should be green;

US 4 AC, green diamond should be white;

The colored diamonds are only used with Rule 17.4, Optional Army Command.



Scenario

*Historic Captured Towns

German units exited through Victory Point Exit hexes and in supply at the end of the scenario count toward victory points:

- In the 10-turn Scenario, the level of victory is:

0 - 4 Allied Strategic

- in the 20-turn scenario or the Campaign game levels of victory are:

0 - 6 Allied Strategic

- Special: If the Allied player loses 65 or more units, not counting replacements taken, the level of victory at the end of the scenario is raised one level in favor of the German Player.



The US unit is supported by the artillery in hex E because it is in the “range” of 3 hexes from the defender. The German player has two artillery units in hex 3, which are also in “range” of the defender. The German player has one divisional integrity shift from the three 3FJ regiments that are adjacent to the defender. One combined-arms shift is awarded for the combined-arms team in hex A. Chits are now pulled from the cup.

Hex B pulls a red chit from the cup and the 'B' rating is 5 combat strength points; the other 3FJ regiment cannot attack due to stacking restrictions. The total from hex B is 5 combat strength points. German totals: from hex 1 - 8 points + hex 2 - 5 points = 13.

Next compare the column shifts starting at 1-1 (Rough) on the combat table. One attacking and one defending artillery cancel and do not change the combat odds. The attacker now has one artillery, one combined-arms, and one divisional integrity shift. Starting at 1-1 (Rough), 2-1 for artillery, 3-1 for combined-arms, and 4-1 for divisional integrity. The final odds are 4-1 (Rough).

Roll two dice and read the result from the combat table. A die roll of 4 results in a D1-(1). The defender must take one step-loss. One hex must be retreated or another step-loss may be taken instead. Up to three of the victorious German units may occupy hex 4 if the defender retreats. Remember that victorious units may ignore enemy ZOC's in the first hex of the advance.