BASTOGNE

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CREDITS

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: red for critical points such as errata and exceptions, blue for examples of play. Check for e-rules updates to this game @ www.worldatwarmagazine.com

1.0 INTRODUCTION

Bastogne is a wargame covering the German siege of the town of Bastogne during the Battle of the Bulge, specifically the period 19-26 December when the town was surrounded. You (the player) command US forces, while the game system controls the Germans. The game is a race against time. You must hold out until relieved by Patton's Third Army. If not, the Germans take the town and possibly gain a better outcome for the Battle of the Bulge. **Bastogne** is a solitaire game, but can also be played by two or more players, each taking charge of different aspects of the US defense. For example, one player can be overall commander; others command various defensive sectors, and another take charge of air and artillery.

Designer's Note: *Bastogne Solo is based on* **Dien Bien Phu** *(Modern War #17), but there are some significant differences.*

2.0 GAME EQUIPMENT

2.1 Parts Inventory
This rules booklet; one 22X34" map with charts and tables; one set of 176 die-cut counters: the playing pieces represent US and German military forces, as well as various information markers.

2.2 Dice
You will also need to provide at least one six-sided die (plural-dice).

BASTOGNE

2.3 The Game Map

The game map depicts Bastogne and its approaches. Several "tracks" radiate from the center of the map. These represent various routes of advance for the Germans and counterattack lines for the US defenders. The spaces represent positions which can be occupied by military units. There are several types of spaces, explained on the Terrain Effects Chart (TEC). Most units are battalions (Btns), with some companies (Coys) and a few regiments brigades. The distance between the spaces on the map varies from roughly a half-mile to about two miles, with each inch measuring approximately 500 yards.

2.4 US Displays

These are used to organize US forces off the map.

US Airstrike Mission Display: Holding boxes for US air units. It shows the various missions to which US air units can be assigned.

US Reserve Box: Used to hold artillery impact markers that are available, but have not been purchased.

US Ready Box: Used to hold airstrike markers that are available but have not yet been assigned a mission.

US Artillery Mission Display: Holding boxes for US artillery markers that have been assigned missions (supply point cost paid).

Patton's Third Army Progress Track: Shows the progress of Patton's Third Army towards the relief of Bastogne.

US Supply Point Track: Records the number of supply points available to the US player.

2.5 German Displays

German Staging-Areas: These are the base areas for the German divisions engaged in the battle.

German Morale Level Track: Tracks the willingness of the German forces to continue the battle.

2.6 The Playing Pieces

There are two different types of cardboard die-cut counters, units and markers. Units represent combat forces, while markers represent administrative information.

2.61 Nationalities

There are two sides in the game, the US and German. US units are colored green, while German units are colored gray.

2.62 Units

Units represent military formations. Each unit has the following information:

A unit's movement allowance is not printed on the counter. It is determined by German Morale Level (for German units) and by the weather (for American units). German artillery unit combat strengths are in parenthesizes, signifying that they cannot move once placed in their staging area (see 12.0 for details).
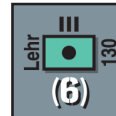
US Artillery, Front   US Artillery, Back

Most US and German units are back printed. The front side of the unit has its full-strength combat factor; the reverse side shows a reduced combat strength.

Full Strength   Reduced Strength

MECHANIZED UNITS

Armored Recon   Armor/Panzer

Self-propelled Anti-tank   Armored Infantry/ Panzer Grenadier

Assault Gun

NON-MECHANIZED UNITS

Glider Infantry   Airborne Infantry

Engineer   Infantry
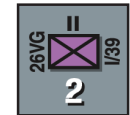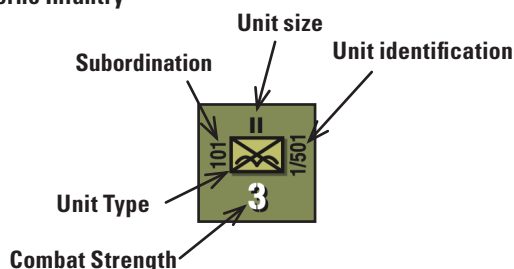

Antiaircraft   Antitank

Airborne Infantry

Subordination
Unit size
Unit identification
Unit Type
Combat Strength
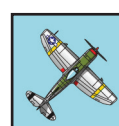
ADDITIONAL UNITS

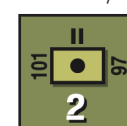Leaders   Headquarters   Air Units

ARTILLERY UNITS

Artillery   Self-propelled Artillery

2.63 Unit Types

2.64 Unit Sizes

XX = Division
X = Brigade or Combat Command
III = Regiment
II = Battalion or Squadron
╬ = Company or Battery
= Taskforce

2.65 Unit Abbreviations

Lehr: Panzer Lehr
VG: Volksgrenadier
FJ: Fallschirmjaeger
PG: Panzergrenadier
FB: Fuhrer Begleit
**KG**: Kampfgruppe

2.7 Markers
Markers are information pieces.

German Divisional Activation markers: These indicate the current activation status of each of the four German divisions. The front side shows the division in active status; the reverse side shows the division in refit status. German non-divisional units are also activated by the divisional marker of the division to which the non-divisional unit has been assigned (i.e., if the 15th Panzer Grenadier Kampfgruppe has been assigned to the Panzer Lehr Division, then the 15th PG unit will be activated when the PL Division is activated).

Fortunes of War (Event chits): These represent various events and factors which affected the battle.

Entrenchments: these represent positions in which US forces have dug in.
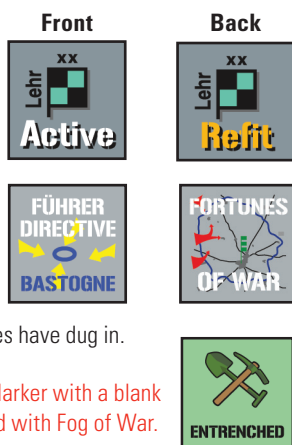
Errata: There is one Fortunes of War Marker with a blank front side. The counter should be printed with Fog of War.

- Other markers include:

Game Turn Marker	German Morale Marker
US Supply Marker	US Control Marker
Weather Marker	German Control Marker

2.8 Wide-mouth opaque containers
You will need some wide-mouth opaque containers, such as coffee cups or empty ammo cans. These are used to randomize unit and marker selection.

2.9 Terminology
Active: A German division that will conduct combat operations this turn. The terms "Active" and "Assault" are used interchangeably throughout the rules." prior to Artillery unit
Artillery unit: A term for all units classified as artillery.
AT: Anti-tank unit.
Battalion Equivalent: A battalion, or any sized task force.
Combat Unit: All units which are on the map and have a combat value.
Control of a Space: Every space is either US or German controlled, as defined under rule 5.2.
Force: One or more units in the same space conducting

some action together. For example, three US units in the same space and attacking together constitute a "force."
Friendly/Enemy: All US units are friendly to all other US units, and all German units are friendly to all other German units. All German units are enemy to all US units, and vice versa.
German: German units are controlled by the game system.
German Division: One of the four German divisions in the game; Panzer Lehr, 2nd Panzer, 5th Fallschirmjaeger, and 26th Volksgrenadier. German Non-Divisional units include the Fuhrer Begleit Brigade, a Kampfgruppe of the 15th Panzergrenadier Division, and various XLVII Panzer corps units.
May: You can choose to take this action, or not.
Mobile Unit: A unit which can move during the Operational Phase. The units combat strength is not parenthesized.
Morale Check: A procedure by which you roll two dice, total them, and then compare the total to the current German morale level.
Must: You are required to take this action.
Occupy: Have a unit physically in a space.
On-map/Off-map: An on-map unit occupies one of the spaces on the map. An off-map unit is in an off-map display box, or German units can be in a Staging Area Box.
Phase: A discrete part of a game turn, in which specified actions take place.
Pick (or Pick at Random): Randomly choose from available units.
Reveal: Flip a face down unit or marker face up.
Select: Deliberately choose a specific unit from those available.
US: All US units are commanded by the player.
You: The player (usually used when "You" take a certain action).

3.0 HOW TO WIN (VICTORY)
Victory can be achieved at the end of any game turn due to a "Sudden Death Victory" condition (3.1), or is determined at the end of the game (3.2).

3.1 Sudden Death Victory
German Sudden Death Victory: If at the end of any turn, German forces control the Central Bastogne Space and the Patton marker has not reached the relief box.
US Sudden Death Victory: If at the end of any turn, German morale has reached one or the Patton's Third Army marker has reached the "Relief" Box.

3.2 Last Game Turn
After the last game turn, if the US has not already won a sudden death victory (the Patton marker has not reached the Relief Box, and German morale is higher than one), then the game ends in a German victory.

4.0 SEQUENCE OF PLAY

4.1 Game Turns
The game is played in turns, each representing one day of fighting. Each turn consists of five phases:

1) **Preparation Phase:** Both sides prepare for combat.
2) **Barrage Phase:** US air and artillery missions are executed. German artillery units conduct fire.
3) **Operational Phase:** German and US units move and engage in combat.
4) **Refit Phase:** German morale is adjusted. US and German sides perform refit, reinforcement, and redeployment.

5) **Patton's Third Army Phase:** Check and record the progress of Patton's Third Army.

4.2 Detailed Sequence of Play
Each turn, you must follow the sequence of play in the following order:

1) Preparation Phase

Weather Determination Segment:
Roll one die on the Weather Table to determine what the weather will be for the turn. The current weather state will determine:
a) The number of air supply points the US receives.
b) The number of airstrike markers the US receives.
c) Visibility.
d) Movement factors for US units, for the current game turn.

German Divisional Activation Segment:
Make a morale check for each of the four German Divisions. If the morale check succeeds, then that division goes into assault mode. If the morale check fails, then that division goes into reorganization mode. The four German divisions are:

a) Panzer Lehr
b) 2nd Panzer
c) 5th Fallschirmjaeger
d) 26th Volksgrenadier.

Note: German non-divisional units include elements of XLVII Panzer Corps, one Kampfgruppe (KG) of the 15th Panzergrenadier Division, and the Fuhrer Begleit Brigade. Do not make a morale check rolls for these non-divisional units. If they are assigned to a division, then they are affected by that division's morale check.

US Airstrike and Artillery Assignment Segment:
Assign US airstrike and artillery units to missions using the Mission Display Boxes. Actual missions are not conducted until later in the turn. Expend the required supply points for all artillery markers placed in mission boxes.

2) Barrage Phase

US Interdiction Air Strike Segment:
US air units assigned to interdiction attack German combat units and/or German artillery units in the German Staging Area Boxes. Additionally, US interdiction airstrikes may target the German morale index, attempting to lower the index.

German Artillery Fire Segment:
Fire all eligible German artillery units.

US Counter Battery Fire Segment:
All US Artillery units assigned to counter battery missions must be assigned to their targeted Staging Areas before any of their attacks are rolled. After all units are assigned, fire US artillery units assigned to counter battery (these US artillery units are attempting to suppress German artillery units in the Divisional Staging Areas).

3) Operational Phase
German Movement Segment
US Tactical Fire Segment
German Close Assault Segment
US Movement Segment
German Tactical Fire Segment
US Close Assault Segment

Important: Unlike in the *Dien Bien Phu* game, there is only one impulse per turn, due to the different time scale of Bastogne.

4) Refit Phase

German Morale Adjustment Segment:
Check the conditions for German morale, and make any adjustments. Consult the German Morale Chart, specifically under the section "During the Morale Phase."

US Refit Segment:
a) Redeploy US units by expending one supply point per unit redeployed.
b) Refit reduced US units (i.e. flip one US unit from its reduced side back to its full-strength side, by expending one supply point per unit refitted).

German Refit Segment:
For each German division in refit mode:
a) Attempt to refit reduced units (by making a morale check for each reduced unit).
b) Eliminated German units automatically re-appear in their appropriate Divisional Staging Area on their reduced strength sides.

German Reinforcement Determination Segment:
Roll a die on the German Offensive Table, modifying the die roll per the current German morale level. The Germans may get reinforcements, per the table.

Errata: The note (1.3) next to the Sequence of Play listed on the map is incorrect. The German reinforcement check is conducted during the Refit Phase.

5) Patton's Third Army Phase
Consult the Patton's Third Army Table, make a die roll (which may be modified), and adjust the Patton's Third Army marker on the Progress Track for Patton's Third Army.

4.3 Turn Advancement
After completing the Refit Phase, check for a "Sudden Death Victory" (3.1). Return all unused airstrike markers to the Ready Box, and all artillery impact markers to the Reserve Box. If neither side can claim "Sudden Death," advance the turn marker to the next turn. If this is the last turn, and The US has not yet won, then the game ends in a German victory.

5.0 MAP GEOGRAPHY

5.1 General
The map consists of the following general features:
Movement Tracks: Approaches to the Bastogne Space. There are four of these tracks. Each track is named for the direction of approach (i.e., North, East, South, and West).

Note: The term "Axis" is used on the map to denote "Track." The terms are used interchangeably.

Lateral Roads: Movement routes between
tracks (Only US units can use these).

Bastogne Town: The central US stronghold.

Spaces: These are various points along the four tracks on which
units are deployed. They may be a town or open area.

German Staging Areas: Areas outside the immediate area
of the battle where German divisions are based.

5.2 Control of Spaces

At the start of the scenario (turn 1) all spaces are US controlled.
Control of spaces can change any number of times during
the game. German Staging Areas are not spaces. They are
always German controlled. US units may not enter a German
Staging Area. A side (US or German) controls a space if:

- A friendly ground combat unit occupies the space, and
  there are no enemy units currently in the space. Or;
- A friendly combat unit has occupied the space, moved out of the
  space, and no enemy unit has moved into the space thereafter.
- If both sides have ground combat units in the same space, then
  control of the space is disputed. This situation will only occur during
  the Close Assault Phase, and control of the space by one side or the
  other will be established at the end of the Close Assault Phase.

5.3 Control Markers

You can use the US and German control markers to show which side
currently controls a given space. As a rule, the Germans control all
spaces on a track from a Staging Area to the most forward German
unit, while the US controls all spaces from the Bastogne space (the
central space) to the most forward US unit on each of the four tracks.

6.0 GERMAN MORALE

German morale level impacts various game actions.

6.1 Immediate Morale Changes

Many changes to the German morale level take place immediately:

- A single attack (of any type) that results in the
  elimination of three or more German battalions in the
  same space. Decrease German morale by one.
- A single attack (of any type) that results in the
  elimination of two or more US battalions in the same
  space. Increase German morale by one.
- A close assault involving at least one battalion equivalent on each
  side is won by the Germans. Increase German morale by one.
- A close assault involving at least one battalion equivalent on each
  side which is won by the US. Decrease German morale by one.
- A German breakthrough result occurs. Increase German morale by one.
- A fortune of war (event) marker causes German
  morale to increase or decrease.

  *Note: In the case of morale changes and Fortunes of War events,
  three US Coys count as one US battalion equivalent. See 14.1 and
  14.2; which detail that all US Coys sized units stack for free.*

6.2 Refit Phase Morale Changes

Changes to the German morale may take place during the Refit Phase.
Change the German morale during the Refit Phase as outlined below.

- Increase German morale by one for each German
  division currently in refit (reorganization) mode.
- Increase German morale by one for each track if the Germans control
  all spaces on a single track (other than the Bastogne Space).
- Decrease German morale if the US controls all spaces
  on a single track (i.e. the US controls all spaces on
  that track up to the German Staging Area).

6.3 German Morale Level

German Morale is measured on a scale from one to 12.

High Morale: 9-12
Medium Morale: 5-8
Low Morale: 2-4
Morale Collapse: One

6.4 German Morale Collapse

If German morale ever falls to one, the game immediately ends in a US
victory. German morale may never go higher than 12. German morale of
high, medium, or low will affect various game situations. German morale:

- Impacts the likelihood of each of the four German
  divisions going into assault mode.
- Determines the movement allowance of German units.
- May cause a sudden death US victory if it ever drops to one.
- Impacts the ability of reduced German units to successfully
  refit (i.e. flip over to their full-strength sides).

6.5 Morale Checks

If a game action requires you to perform a German morale
check, roll two dice (2d6), sum the result. If the result is:

- Less than or equal to the current German morale
  then the morale check succeeds.
- Greater than the current German morale, then the morale check fails.

Example: The current German morale is 9. Two dice are
rolled, and one die is a 4, while the other die is a 3, resulting
in a total of 7. Since the result of 7 is less than the current
German morale of 9, the morale check succeeds.

*Designer's Note: There is no corresponding display to track the
US morale; the US forces had "their backs against the wall"
at Bastogne, and the situations that might have led to a US
morale collapse are factored into the victory conditions.*

7.0 FORTUNES OF WAR (EVENTS)

7.1 General

Certain game events will cause you to pick a Fortunes of War marker.

7.2 Prerequisites

You must pick a fortunes of war marker whenever
either of the following occurs:

- Any one combat (fire or close assault) in which the total
  losses (both sides combined) is one or more battalions.
  Note: Loss of three US companies counts as one battalion.
- If the Germans win a close assault in any space.

7.3 Procedure

Pick one fortunes of war marker randomly, and then implement the instructions. The instructions for each marker are on the Fortunes of War Events Chart located at the end of the rules.

7.4 Disposition

After implementing a fortune of war marker, check for the disposition of the marker:

Discard: Permanently remove the marker from the game.

Return: Return the marker to the fortunes of war marker pool (i.e. this marker may be picked again, during the game).

Remains in Effect: This marker remains in effect until the end of the turn, or if the marker is a US leader marker, the US leader remains in play unless and until the leader is eliminated.

7.5 Fortunes of War Event Explanations

Fortune of war events may supersede the game rules found in the text. If an event conflicts with a rule found in the text, the event explanation prevails.

Designer's Note: You should read the fortunes of war event explanations before playing, as some of these markers have a considerable impact on the course of play.

8.0 GERMAN DIVISIONS

8.1 General

There are four German divisions in the game: Panzer Lehr, 2nd Panzer, 5th Fallschirmjaeger, and 26th Volksgrenadier. Additionally, there is the Fuhrer Begleit Brigade (FB), a Kampfgruppe (KG) from the 15th Panzergrenadier Division, and some units from the XLVII Panzer corps. During initial deployment, the player will deploy a randomly generated number of units from each cup. Divisions are represented by an HQ marker, a set of combat units (artillery units are combat units).

8.2 German Staging Areas

There are four German Staging Areas on the map. There can be an unlimited number of German units in each Staging Area. US ground units can never enter or attack into a Staging Area. Only US airstrikes and artillery units can attack German units in a Staging Area (see rule 13.4 Counterbattery, and Rule 27.2 Strategic Missions).

8.3 German Divisional Assignment

At the start of play, each of the four German divisions is randomly assigned to one of the four Staging Areas (one division in each Staging Area). Place the divisional HQ marker and 2d6 worth of combat units of that division in its assigned Staging Area.

> *Note: Additional units may be added to each of the four Staging Areas during play.*

8.4 Divisional HQ markers

Divisional HQ markers are not units. Divisional HQ markers never move into map spaces; they do not engage in combat, nor or they ever affected by US attacks. They indicate:

- Which Staging Area the division occupies.
- The status of that division (either assault or refit).

8.5 German Non-Divisional Formations

The Fuhrer Begleit (FB) Brigade, the KG of the 15th Panzergrenadier Division, and the XLVII Panzer Corps units do not have HQ units. The units of these three formations may appear as reinforcements. If so, they will be randomly assigned to one of the four German divisions.

Example: The 15th Panzergrenadier KG units become available as reinforcements, and are randomly assigned to the Panzer Lehr Division. All 15th Panzergrenadier KG units then become part of Panzer Lehr Division for the rest of the game.

8.6 Divisional Combat Units

The combat units of a German division (mostly battalions) can move into map spaces. They may also engage in combat, and can be reduced, eliminated, and possibly rebuilt (during the Refit Phase).

8.7 German units and Staging Areas

German units can move from a Staging Area on to the map (into the map space directly connected to the Staging Area). German units must close assault into the adjacent map space (from the Staging Area) if US units occupy the map space adjacent to the Staging Area, and the German division is in active mode. Neither US nor German units can tactical fire into, or out of, a Staging Area.

9.0 GERMAN ACTIVATION

9.1 General

During each Preparation Phase, you must determine the activation status for each German division in play. This will determine what actions each division will take during the turn.

9.2 Procedure

Starting with the North Track and moving clockwise, make a morale check for each German division. If the result of the morale check is:

- Less than or equal to the German morale level, then that German division is in assault mode.
- Greater than the German morale level, then that division is in refit mode.

> **Note:** *Roll for each German division individually. The status of a division (assault or refit) can change from turn to turn. The divisional morale check applies to all units assigned to that division, wherever they are located. All of the units of a German division (except those in the division's Reinforcement Box) will always be along the same track to and including the division's staging area.*

9.3 Divisional Status

You indicate a division's status by flipping the division HQ marker to either its assault side, or its refit side.

9.4 Assault Mode

Units assigned to divisions in assault mode will execute movement and combat during the Operational Phase. Artillery assigned to the division will fire during the Barrage Phase.

9.5 Refit Mode

Units assigned to divisions in refit mode cannot move during the

Operational Phase. They must remain in whatever space or Staging Area they occupied at the start of the turn. Additionally, these units:

• Cannot initiate close assault.
• May fire normally during the German Tactical Fire Segment Phase (if there are any US units in range).
• May fire normally during a close assault initiated by the US.
• Cannot fire during the Barrage Phase.

9.6 Refit Phase
Units assigned to divisions in refit mode can be rebuilt:

• Reduced strength units in their staging areas that pass a morale check, can be restored to full strength.
• Eliminated units are returned to play on their reduced strength side.
• Suppressed German artillery units can be flipped over to their operational sides upon passing a morale check.

10.0 GERMAN REINFORCEMENTS

10.1 Procedure
The German Reinforcement Table may generate additional units. During the Refit Phase, roll one die and consult the German Reinforcement Table, modify the die roll per modifiers located below the chart. There are three possible results:

NO: The Germans receive no reinforcements
YES: The Germans roll ONCE on the German Reinforcement Formation Table.
YES X 2: The Germans roll TWICE on the German Reinforcement Formation Table.

The result on the German Reinforcement Formation Table will specify which of the six possible formations will add reinforcements to the map.

• For the four starting divisions (Panzer Lehr, 2nd Panzer, 5th FJ, and 26th VG) all units of the rolled for division that did not start the game on the map are all added to that division's Staging Area, as reinforcements.
• If the formation rolled for on the German Reinforcement Formation Table is the Fuhrer Begleit or 15th Panzergrenadier KG, see 10.3 New Formations.

Note: If a "Yes" is rolled and there is only one formation with reinforcements available, add that formation's units to the map (no need to roll on the Reinforcement Formation Table). If a "Yes x 2" is rolled and there are only two formations with reinforcements available, add both those formation's units to the map (no need to roll on the Reinforcement Formation Table). In either case, if there are more formations with units available than the number of rolls allowed, continue rolling on the Reinforcement Formation Table, until a formation is rolled that has units available (one for "Yes," two for "Yes x 2").

10.2 Fortunes of War Reinforcements
Units of the XLVII Panzer Corps may be generated when the Von Manteuffel event is picked. Follow the instructions outlined in the event description and 10.3.

10.3 New Formations
These are units from the Fuhrer Begleit Brigade, 15th Panzergrenadier KG, and the XLVII Panzer Corps. When one of these new formations enters play, roll on the German Random Placement Table to determine in which Staging Area these units will be placed. All units of the new formation are placed in the indicated Staging Area, and these units are now considered to be part of the division which was assigned to that Staging Area at the start of the game

Example: If the Fuhrer Begleit Brigade is assigned to the 2nd Panzer Division's Staging Area, then all Fuhrer Begleit units are part of 2nd Panzer Division for the rest of the game.

11.0 US AIR SUPPLY POINTS AND AIRSTRIKES.

11.1 The Weather Table Roll
In addition to indicating the prevailing weather for the turn, the Weather Table roll also indicates:

• The number of US supply points received for the turn (1d6, 2d6, or 3d6 worth of supply points).
• The number of US airstrikes received for the turn (None, 1d6, or 2d6 worth of airstrikes).

11.2 Supply Points
US aerial supply points are tallied on the US Supply Point Track. The aerial supply points that you receive from the Weather Table roll are added to the supply point total on the US Supply Point Track. Supply points may be accumulated from turn to turn. A maximum of 49 supply points can be accumulated. If the US player somehow manages to accumulate more than 49 supply points, all points more than that number are lost.

11.3 Airstrike markers
Depending on the die rolls each turn, the US will receive from zero up to a possible 12 airstrike markers. Airstrike markers may only be used during the turn in which they were received (at the end of the turn all airstrike markers are removed from the map, whether they were used for a mission, or not). At the beginning of the next turn, all 12 US airstrike markers are potentially available though the die rolls will determine how many of the 12 can be used during the turn by the US.

12.0 GERMAN ARTILLERY

12.1 General
Markers are used to represent German artillery. Each German formation may have one or more artillery markers. When an artillery marker is picked, place it in the divisional staging area to which it is assigned. XLVII Corps Artillery is assigned per the German Random Placement Table. Artillery markers never move and can never leave their assigned Staging Area. German artillery has unlimited range and can only be suppressed, never eliminated.

Errata: The Terrain Effects Chart incorrectly references 13.0 for German Artillery Fire. It should read 12.0).

12.2 German Artillery Refit
Suppressed artillery markers refit per the German refit procedure (i.e. they become unsuppressed by passing a morale check).

12.3 Firing German Artillery

During the Barrage Phase of each turn, you must fire each artillery marker of divisions that are in assault mode. Conduct German artillery fire starting with the North Staging Area, then proceed clockwise to each Staging Area. For each artillery marker, you:

• Roll one die for each point of combat strength.
• Consult the German Artillery Table.
• For each hit result, roll a second die to determine what was hit.
• Apply all results for each Staging Area prior to moving to the next Staging Area. If there is more than one artillery marker in a Staging Area, conduct all fire and then apply the results.

Example: The Lehr artillery regiment has a combat strength of "6." The player would roll six dice, and consult the German Artillery Table. Each result of six would then allow one die roll on the Second Die Roll portion of the table.

12.3.1 Artillery Results

Supply 1, Supply 2: The US loses one or two supply points, respectively. If US supply is at zero, treat these hits as Bastogne Center hits.

Center Reduce: Select one US unit in the Bastogne Center Space. Reduce that unit by one step. If there are no units in the Bastogne Center Space, then the hit affects US units in the highest numbered box on the track connected to the Staging Area of the firing German artillery (see Axis Reduce below). If there are no US units on the designated track, then treat the hit as a "Supply 1" hit. If US supply is at zero, no further effect.

Axis Reduce: This affects the highest numbered space on that track containing US units. If the space has an entrenchment marker, then apply one step loss to one US unit. If there is no entrenchment marker, then inflict a total of TWO step losses (i.e. inflict two step losses on one US unit, or one step loss on two US units). If there are not enough US units in the space to absorb two step losses, the extra step loss is ignored. If there are no US units anywhere on the designated track, then treat each hit as a "Center Reduce" hit.

12.3.2 Which US Units Are Hit

Within the above parameters, you may select which US units are reduced. You may inflict both step losses on the same full-strength unit (eliminating it), or you may assign a single step loss to two different units.

13.0 US ARTILLERY

US artillery is handled differently than German artillery. US artillery includes towed artillery units and self-propelled artillery units. US anti-aircraft units (AAA) and anti-tank (AT) units are not classed as artillery. Each US artillery unit has two counters; the unit itself, and an impact marker. The unit is kept on the map, but the impact marker is kept off map in the Reserve Box, until it is assigned a mission. During the Preparation Phase, move any artillery impact markers desired, from the Reserve Box to either of the Mission Boxes. Expend one supply point for each impact marker assigned to a mission box. Artillery units have an unlimited range, they can attack any space on the map. During various points in the turn, you execute the mission to which the artillery impact marker has been assigned. At the end

of the turn, impact markers that have not been used are returned to the Reserve Box (they may not remain in the mission boxes).

13.1 General

Each Impact marker can be used only once per turn. There are two types of missions that US artillery units can be assigned.

Counterbattery: This is executed during the Barrage Phase. This mission can attack German artillery units (but no other types of German units) in the Divisional Staging Areas. Consult the American Air Interdiction and Artillery Counter Battery Table. Roll one die for each point of the impact marker's combat value (i.e., if the impact marker has a combat value of two, roll two dice).

Close Support: This is executed during the US Tactical Fire Segment of the Operational Phase. The procedures for this mission are covered in 16.2 & 16.3. Use the Tactical Fire Table.

13.2 Counterbattery Fire

You may assign US artillery and airstrikes to counterbattery missions. US artillery and airstrikes can target German artillery markers in a German Staging Area. Consult the American Air Interdiction & Artillery Counter Battery Table.

Important: US Artillery may only fire at German artillery units in the German Staging Areas; US artillery may not target German non-artillery units in the Staging Areas.

Errata: The definitions of suppress and hit listed below the table are incorrect. When conducting counterbattery fire, use the below results.
• **Result of 1-5**: No Effect
• **Result of 6**: Suppress one German artillery marker in the Staging Area. Flip the German artillery marker to its suppressed side. Suppressed artillery markers may not fire during the German Artillery Phase. An already suppressed German artillery marker is not affected by additional suppressed results.

13.3 US Artillery Unit Reduction

If a US artillery unit is reduced (flipped over to its reduced side of the counter), it still uses its full-strength impact marker (because it would still be firing the same amount of ammunition, even on its reduced side).

13.4 US Artillery Destruction

A US artillery unit may be destroyed by combat before it can use its assigned impact marker. In this case, the impact marker is immediately and permanently removed from the game. The impact marker's assigned mission cannot be resolved.

13.5 US Artillery & Close Assault

US artillery can fire only via using impact markers. During a German close assault, US artillery units defend with the combat value printed on the artillery marker itself, not the value printed on its associated impact marker.

Example: A US Artillery unit with a printed strength of "1" would defend in a German close assault with a value of "1," not the value of "2" on its associated impact marker.

14.0 STACKING

14.1 General
Stacking is having more than one unit in a single space.

German units: An unlimited number of German units may be in any space on the map including the German Divisional Staging Areas.

US units: There can be a maximum of FOUR battalion equivalents (2.9) in a single space. In addition to the four battalion equivalents, there can be an unlimited number of US company sized units in a single space. US task forces (of any size) count as battalions for stacking purposes.

14.2 US Units That Stack for Free
US leaders, US company-sized units, HQ units, entrenchment, impact, and airstrike markers have no effect on stacking.

14.3 Retreat & Overstacking
If due to a retreat result, US units would create an overstack situation, the units that retreated into the space continue retreating along the same track towards Bastogne until they reach a space in which they are no longer overstacked, or they reach Bastogne itself. If still in a an overstack situation after reaching the Bastogne space, the units may remain in Bastogne until such time as the US player can legally move them into another space. Correction of this overstack situation must be the first action taken by the US in the next Operational Phase.

14.4 Close Assault
US and German units may be in the same space temporarily owing to close assault. They do not count against each other's stacking limit.

15.0 MOVEMENT

15.1 General
You move US and German units during their respective Operational Phase. There are different procedures for each side.

15.2 Movement Procedure
You move each unit individually. Units move from space to adjacent space. You move US units at your discretion. You may move US units in any combination of directions. You may move all, some, or no US units up to the limit of their MA. German movement is determined per 15.6.

15.3 Movement Allowance
Each unit has a movement allowance (MA). This is the number of spaces the unit can move in a single turn. US units can have their movement allowance increased by HQ's (26.1) and Leaders (25.1).

15.4 US Movement Allowance
The US MA is based on the current weather for the turn. The MA is the same for all US units.

  Good: 3
  Overcast: 2
  Socked In: 1

15.5 US Movement Routes
US units can move both via the tracks (leading into Bastogne) and the lateral roads (between tracks). Lateral roads allow US units to move from one track to another without passing thru Bastogne Center. To move on a lateral road:

- The unit must spend its entire MA. The unit must start on a space on one track connected to a lateral road and then end its move on the space connected to the lateral road on an adjacent track.
- The destination space must be US controlled. You cannot use lateral movement to enter a space which is behind German lines.

15.6 German Movement Allowance
The German MA depends on the current German morale:

  High: 3
  Medium: 2
  Low: 1

15.7 German Movement Procedure
German units may also move from a Divisional Staging area to an adjacent map space. You must move German units during the German Movement Segment, per the following procedure:

- Units of German divisions that are in refit mode cannot move.
- You must move all the units of each German division in assault mode. Start with the North Track and move clockwise.
- Move all units the number of spaces equal to their MA. Start with the units nearest to the Bastogne Central Space, then move up the track, towards the Staging Area. After moving all units on one track, proceed clockwise to the next track.
- German units may only move along tracks, they may not move via lateral roads.

15.8 When Units Must Stop
Neither US nor German units may enter a space containing enemy units during their respective Movement Segment. A unit must cease movement in the last space before the space containing the enemy unit(s). In some cases, a unit will move less than its full MA in a turn, due to being halted by an enemy occupied space.

  Note: *US units may enter adjacent enemy occupied spaces during the US Close Assault Phase; German units MUST enter adjacent enemy occupied spaces during the German Close Assault Phase.*

15.9 Bastogne Center Space
Units of both sides must cease movement when entering the Bastogne Center Space.

Exception: the units of German divisions in Refit mode DO NOT Close Assault.

15.10 German Staging Areas
US ground units may never enter a German Staging Area (though US airstrikes may target German units in the Staging Areas, and US artillery may also target German Artillery in the staging areas--see 13.2 Counterbattery Fire).

  Note: *Close assaults and retreats may cause units to move during a Combat Phase. Because of close assaults, retreats, and breakthroughs, units of both sides can become strung out along a track.*

16.0 TACTICAL FIRE

16.1 General

Tactical Fire is executed during the US and German Tactical Fire Segments of the turn. Units shoot at enemy units that are in range. Each side executes tactical fire during their respective tactical fire segments. A unit may fire only once in each friendly Tactical Fire Segment.

Note: The US Tactical Fire Segment occurs after the German Movement Segment, and before the German Close Assault Segment; German Tactical Fire occurs after the US Movement Segment, and before the US Close Assault Segment.

16.2 Tactical Fire Procedure

- Total the combat strength of all units within range of a space that are firing into that space. For the US side the total combat strength includes all artillery impact markers and the number of airstrikes assigned to the current tactical fire.
- Consult the Tactical Fire Table.
- Roll one die for each combat factor firing (for US tactical fires, include the combat factor of any assigned artillery impact markers, and roll one die for each airstrike marker present).
- Apply the results

16.3 US Tactical Fire

- You may fire all, some, or no US units that are within range of enemy units.
- Place impact markers and airstrike markers assigned to close support/tactical missions in any space containing German units that you wish. Each artillery impact marker that you place must have been purchased during the Preparation Phase (per Rule 4.2, US Airstrike and Artillery Assignment Segment, each Artillery Impact Marker costs one US Supply Point to purchase).
- You may determine which US units will fire at which enemy units within range. You can combine units from different spaces to attack the same enemy occupied space if all US units are in range of the targeted space.
- US non-artillery units can only fire at enemy units on the same track; however, US units located in the Central Bastogne Space may target in-range enemy units on any of the four tracks.
- US artillery units can target German units anywhere on the map.

16.4 German Tactical Fire

You resolve the tactical fires of all German units on the north track, then move clockwise, firing all units on each track prior to moving to the next track. You must combine all German fire (on the same track) per the following priorities:

- You must fire all German units that are within range of US units.
- If any German units are adjacent to US units, then they must fire at the adjacent US units.
- If any other German units are within range (2 spaces away from those same US units), then the German units two spaces away must combine their fire with the German units that are adjacent to the US units.
- If German units are not adjacent to any US units, then they fire at US units that are two spaces away. If German units are three or more spaces away from US units, those German units may not fire.

16.5 Range

- The range for all non-artillery units is two spaces. A unit must be within two spaces of an enemy unit on the same track to fire. Range may be modified by weather (16.12).

Errata: The American and German Non-Artillery Ground Units Range Values Chart incorrectly lists the range for good weather as "1". It should read "2."

Important: US units on the Central Bastogne Space may fire at enemy units (within range) on any of the four tracks.

- US artillery units have an unlimited range; US artillery units may fire at German units anywhere on the map.
- German artillery fire is executed during the Barrage Phase. German artillery does not fire during any other phase. German artillery has unlimited range.
- US and German units can fire through spaces containing either friendly or enemy units; units can fire through spaces containing a town or entrenchment (units in intervening spaces do not block fire, nor are they affected by the fire). Units may fire into, but not through, the Central Bastogne space.
- Non-artillery units may not fire from one track at enemy units on another track. US artillery units may target enemy units on another track. US units in the Central Bastogne Space may target in-range enemy units on any of the four tracks.

16.6 Fire Results

The Tactical Fire Table has three possible results.

No Effect: The units in the targeted space are not affected.
Hit: Apply all hit results first. One unit in the targeted space takes a step loss (a two-step unit is flipped to its reduced side, or a one-step unit is eliminated).
Retreat: After all hits, have been applied, then inflict retreat results. For each retreat result, one unit in the targeted space retreats from the space.

16.7 Determination

Generally, you may determine which units will receive hits and which units will receive retreats for units on both sides; however:

US units: You can apply hits in any order you want.
German units: You must reduce any remaining two-step units by one step, before fully eliminating any unit.

All losses must be inflicted, if possible. However, if there are more losses than units that can receive them, then there is no additional effect.

Example: If a US force receives two hits, you can reduce a two-step unit twice, thereby eliminating it, or you may reduce two separate units by one step, each.

16.8 Hits

One hit reduces a full-strength unit; flip it to its reverse side. If the unit has no reverse side, it is eliminated. A reduced unit that receives a second hit is eliminated.

16.9 Retreat

Retreat is resolved after all hits have been applied. Roll one die for each unit retreating, and then move that unit that number of spaces. Units move in the following directions:

- US units move (retreat) towards the Central Bastogne Space. They stop if they enter the Central Bastogne Space or if they enter an entrenched space. US units located in entrenched spaces or the Bastogne Central Space are not affected by retreat results See 14.3 if any space is found to be overstacked due to retreat.
- German units retreat towards their assigned Divisional Staging Area. They may retreat off the map into their Staging Area, where they stop.

16.10 Effects of Terrain

There are two different columns on the Tactical Fire Table: *Open and Defensive*. Depending on the terrain that the targeted units occupy, use the appropriate column.

US Units: Defensive terrain includes the Bastogne Central Space, all other town spaces, and entrenched spaces.
German Units: Do gain the advantage of defensive terrain when defending in town spaces.

Note: All fire during Close Assaults uses the 'Open Terrain' column; so 'Retreat' results are possible (17.1).

Errata: The TEC should show Towns as Defensive Terrain. US Entrenchments, in addition to nullifying 'Retreat' results, also cause each attacking German unit to have its combat factor reduced by one (to a minimum of 1). Bastogne Center and Town spaces nullify 'Retreat' Results, but do not cause attacking German units to reduce their combat factors by one for each attacking German unit.

16.11 German Staging Areas

- US non-artillery units may not fire into Staging Areas using the Tactical Fire Table.
- US artillery units may counter battery fire at German artillery units in the Staging Area.
- US airstrikes may target all German units (except German HQ markers) in the Staging Areas.
- German non-artillery units may not fire out of the Staging Area.
- German artillery may fire at US units on the map.
- German units in Staging Areas MAY close assault US units which are occupying the adjacent map space.

16.12 Effects of Weather

Good: No Effect.
Overcast: Reduces the range of all ground combat units to one space. Artillery units still have unlimited range.
Socked In: No ranged ground unit fire is allowed. The combat factors of all artillery is reduced by 50% (round fractions up). Ground units may still close assault adjacent spaces.

16.13 US Artillery & Air Support

US artillery and airstrikes may fire at German units on the map during the Operational Phase.

17.0 CLOSE ASSAULT

17.1 General

Close assault is an action in which friendly units move into spaces containing enemy units and execute combat. This takes place during the Close Assault Segment. The side whose Close Assault Segment is occurring is termed the attacker. The other side is the defender. The Close Assault Segment uses the Tactical Fire Table. However, all fire during this segment (by both the attacker AND the defender) uses the Open Terrain Column. Thus, even defending units occupying defensive terrain (Bastogne Center, entrenchment or town spaces) ARE affected by retreat results.

17.2 Prerequisites

- During the German Close Assault Segment, all German units (of divisions that are in Active mode) which are adjacent to US units must move into the adjacent space occupied by the US units.
- During the US Close Assault Segment, you may move all, some or none of the US units which are adjacent to German occupied spaces, into those spaces (but NOT into German Staging Areas).
- After a side has completed moving all units, proceed to the Close Assault Combat Procedure.
- You may resolve US close assaults in any order you want.
- You must resolve German close assaults starting with the units on the North Track and move clockwise to the next track.

Note: A close assault occurs only if there are enemy units adjacent to friendly units. Effectively, it is an extra movement and combat action within a phase, representing the increased pace of action as units close in with the enemy.

17.3 Close Assault Combat Procedure

17.3.1 Tactical Edge Determination

Tactical Edge is used to determine which side fires first in each close assault.

- Roll one die for the US. Add either +1 or +2 to the die roll for each of the following, if applicable: If the US has an HQ unit, or Leader A, B, or C in the engaged force, add +1 to the die roll. If US Leader McAuliffe is in the engaged force, add +2.

Note: Only ONE US Leader or HQ unit can provide a bonus to the US Tactical Edge die roll, no matter how many Leaders and/ or HQ's are present in the space. Thus, if US Leader C and a US HQ unit are both present in a space, the US still gets a maximum of +1 to its Tactical Edge die roll. If McAuliffe and US Leader A were present in the space, the US player could elect to have McAuliffe's bonus of +2, or Leader A's bonus of +1, but not both.

- If the US force is DEFENDING in a town, Bastogne, or entrenchment space, but only +1 maximum (i.e. an entrenched town space still yields only +1 to the die roll).
- A Fortunes of War event chit that grants a +1 for US tactical edge determination.

Note: Both US and German die roll modifiers are cumulative.

- Roll one die for the Germans. Add "1" to the die roll for either of the following:
- If the German force is DEFENDING in a town space.
- A Fortunes of War event chit that grants a +1.

  Note: *The US can receive a +1 or a +2 for a Leader or HQ present, +1 for defending in a town or entrenchment, and +1 for a Fortunes of War Chit, for a maximum cumulative total of +4 to the US Tactical Edge determination die roll (i.e. if the US has McAuliffe in the space +2, the space is a town in which the US is defending +1, and the "Malmedy" Fortunes of War chit is in play, then the US would get +4 (the maximum) to the Tactical Edge determination die roll).*

- The side with the higher modified total gets the tactical edge (the first fire) in that space. If the US modified total equals the German modified total:
- The US gains the tactical edge if the US force is defending in the Bastogne Central Space, an entrenched space, or a town space.
- Otherwise, the Germans get the tactical edge.

17.3.2 Close Assault Fires
The side with the tactical edge fires first. Total the combat strength of all combat units and roll one die for each total point on the Tactical Fire Table, then apply all hit and retreat results. The side without tactical edge then fires. Total the combat strength of all combat units and roll one die for each total point on the Tactical Fire Table, applying all hit and retreat results.

17.3.3 Close Assault Victory Determination
- There is a maximum of one combat round for each space in which there is a close assault.
- If the US has the only surviving units in the space, then the US wins that close assault.
- If the Germans have the only surviving units in the space, then the Germans win that close assault.
- If the US and the Germans both have surviving units in the space, then the close assault is considered a draw, but one side will be forced to retreat from the space
- If the US force was defending in the Central Bastogne Space, in an entrenched space, or in a town space, the German force must withdraw. The German force withdraws out of the close assault space, back one space closer to its assigned Staging Area. The US remains in control of the space.
- Otherwise, the US force must withdraw back one space closer to the Bastogne Central Space. The US may NOT withdraw along a lateral road. The Germans remain in control of the space.

17.4 Terrain
All tactical fires during close assaults are resolved on the Open Terrain Column, for all units of both sides. Thus, retreat results are possible, even for US units defending in Bastogne, entrenched, or town spaces, during close assault.

18.0 BREAKTHROUGHS

Whenever a German force wins a close assault, a breakthrough may occur, allowing the German force to continue its advance.

18.1 Prerequisite
At the completion of a close assault combat in which all US units were eliminated and/or retreated due to retreat results, you must check for a possible breakthrough.

18.2 Procedure
You must make a morale check for each German unit in the space where the Germans successfully close assaulted.

- If the unit fails the morale check, there is no effect: The unit remains in the space.
- If the unit passes the morale check, then that unit moves one space closer to the Bastogne Center Space.

18.3 Defense in Depth
If there are US units in the space into which the breakthrough units moved, then breakthrough combat occurs. Immediately execute another close assault combat, with the Germans attacking. If the Germans win this combat, they stay in place; they do not conduct another breakthrough check.

19.0 US SUPPLY

19.1 General
US Supply is recorded on the US Supply Index using the US supply marker. The marker records how many supply points (SP's) are currently available.

19.2 Expenditure
You may expend US supply points for five different missions. Reduce the US supply total by one (or two) when conducting each separate mission:

Fire a US artillery unit: Expend 1 SP to fire one US artillery unit (one SP per artillery unit, not per combat factor).
Enhance One US Ground Attack:Temporarily increase the combat factor of all US ground combat units involved in one ranged combat, or one close assault combat: Expend one SP, and all US ground combat units which are involved in that combat increase their combat factors by one each, but only for that one combat. No US unit may ever have its combat factor increased by more than +1, and US artillery units or airstrike markers may not have their combat factors increased by expending a SP

Example: *Three US airborne battalions (each with a combat factor of 3) conduct ranged fire (using the Tactical Fire Table) at a German force two spaces away. The US player decides to expend one SP to increase the combat factors of the three US battalions. Thus, all three battalions increase their combat factors by one each. They each fire with a combat strength of four, but only for this one combat. Thereafter, their combat strength is again three (although, the US player could again spend a SP to temporarily increase their combat factor by one).*

Redeploy One US Unit: Expend one SP and move one US unit from any space on the map to any other US controlled space. This is done during the Refit Phase.
Refit One US Unit: Expend one SP and flip one reduced strength US unit back to its full-strength side.
Entrench One Space: During the Refit Phase, expend Two SP's to place an entrenchment marker in a space containing at least one US battalion sized non-artillery unit.

Entrench One Space with Engineer: During the Refit Phase expend one SP to place an entrenchment marker in a space containing a US engineer unit (the engineer may be battalion or company sized).

19.3 Loss of US Supply
US Supply may be reduced due to German artillery attacks. However, the Supply Index may never go below zero.

Note: *Redeploy, Enhance, and Refit require a presence of US HQ in space where action is conducted.*

20.0 US REFIT

20.1 General
Reduced US units can be brought back to full strength by refit. Refit occurs during the Refit Phase. Expend one SP and flip the reduced unit back to its full-strength side. To be refitted, the unit must be occupying an entrenched space or the Bastogne Central Space.

20.2 Eliminated US units
Eliminated US units are eliminated permanently, they cannot be rebuilt. Entrenchments are not units, and can be rebuilt.

21.0 US REINFORCEMENTS

US reinforcements are two additional units (Task Force Browne and Task Force Snafu) that enter play due to the US Reinforcements Fortunes of War event. Place the two US reinforcement units in the US Reinforcement Box. When the US Reinforcement Fortunes of War event is drawn, select either TF Browne or TF Snafu, and place the unit in any space occupied solely by US units.

22.0 GERMAN REFIT

Reduced German units may be restored to full strength, and eliminated German units may be brought back into play at reduced strength, both occurring during the Refit Phase.

22.1 German Refit Procedure
For each German division in refit mode, perform the following, in the order given:

- Make a separate morale check for each reduced strength unit in the Divisional Staging Area. If the unit passes its morale check, then flip the unit over to its full-strength side. If the unit fails its morale check, the unit remains on its reduced strength side, but there is no further effect on that unit. **Then:**
- Take all eliminated German units from the dead pile and place them in their Divisional Staging Area (keeping them on their reduced side).

Important: It will take two or more turns for an eliminated German unit to be restored to full strength.

22.2 Prerequisite
Only those German divisions that are in reorganization mode (i.e. not in assault mode) may restore reduced strength units to full strength and bring back eliminated units at reduced strength.

23.0 US RE-DEPLOYMENT
US units can move from any US controlled space on the map to any other US controlled space. All US ground units may re-deploy along the same track; however, US units may NOT re-deploy from or to spaces which are adjacent to German units.

23.1 Re-Deployment Procedure
Each US unit which is re-deployed costs one SP. Pick up the unit and move it to any other US controlled space on the same track, or to the Bastogne Central Space.

Important: A US unit can't be re-deployed directly from one track to another; However, a US unit may be re-deployed to the Bastogne Central Space, and then the next turn the unit may re-deploy from the Bastogne Central Space to any US controlled space on any of the four tracks (though not to or from a space adjacent to German units).

24.0 US SPECIAL UNITS & MARKERS

24.1 US Entrenchment Markers
Entrenchments are markers, not units. Once placed, entrenchment markers may not be moved or re-deployed. Entrenchments are placed during the US Refit Phase. Entrenchment markers do not count for stacking, and there can never be more than one entrenchment marker per space. You place them by expending SP:

- One SP in a space containing either a US Engineer Company, or a US Engineer Battalion.
- Two SP's in a space containing at least one US battalion-sized non-artillery unit.

If a space with a US entrenchment marker becomes German controlled (i.e. no US units left in the space), then the entrenchment marker is removed. If the US player completely vacates an entrenched space, the entrenchment marker remains until a German unit occupies or passes through the space, causing the entrenchment marker to be removed. The number of entrenchment markers in the counter-mix is not a design limit; US units may entrench in any space in which they are qualified to do so.

24.1.1 Effects of Entrenchment
- German units which are firing on an entrenched space, or close assaulting an entrenched space, have their combat strengths reduced by one each (down to a minimum of one) Do not reduce German artillery strength.
- Each hit scored by German artillery on an entrenched space reduces only one US unit (i.e., German artillery hits on a non-entrenched space cause TWO step-reductions for US units in the space).

24.2 US Engineer Units
A US engineer unit (either a company or a battalion) can build an entrenchment in a space for only one SP (vs. two SP's for non-engineer units).

25.0 US LEADER UNITS
The US player starts the game with the McAuliffe leader unit in play; there are three other leaders that may enter the game due to a fortune of war event. Leaders which enter the game due to fortunes of war may be placed in any space containing solely US units. US leaders don't count for stacking.

BASTOGNE

Note: *Patton is not a leader unit; The Patton marker only denotes the progress of Patton's Third Army in its efforts to relieve the German siege of Bastogne.*

25.1 Movement Enhancement
US leaders have a MA of three spaces. All US ground units that begin the Operational Phase in the same space as a leader, have their MA increased to three. The units must stay with the leader during the Operational Phase, though individual units may be dropped (where they cease movement), while the leader and other units continue moving. Leaders may always enhance the movement of US units stacked them, even when weather conditions reduce movement (i.e. even when limited visibility reduces US units' MA to less than three, US units stacked with a leader may still move three spaces). If there is more than one US leader in a space, only one leader may grant the increased MA for US units in the space.

25.2 Close Assault Enhancement
If a leader is stacked in the same space as US units which are involved in a close assault (during either the German or the US Close-Assault Segment), then the US force gains a bonus equal to the value on the leader counter to its tactical edge die roll (in addition to other possible increases). If the US has multiple leaders involved in a close assault, only one may grant the bonus to the tactical edge die roll.

Example: If McAuliffe is stacked with US units conducting a close assault, a +2 would be added to its tactical edge die roll.

25.3 Leader Loss
A leader unit is eliminated if it is in the same space as any German units, and there are no other US units in the space (an entrenchment marker in the space with the leader and the German units does not prevent the elimination of the leader). Eliminated leaders are not replaced, they are gone permanently.

26.0 US HQ UNITS
US Headquarters (HQ) units function as normal combat units, though they do not count for stacking. They may provide combat and movement enhancement.

26.1 Movement Enhancement
US HQ's have a MA of the current US movement rate plus one (determined by the weather die roll). If the US has more than one HQ in a space, only one HQ may grant the increased MA for US units in a space. If the US has both a leader and an HQ in a space, some units could move with the leader (granted the leader bonus) while others move with the HQ (granted the HQ bonus). Units that move with both a leader and an HQ do not receive both bonuses.

Example: If overcast gives a base US MA of two, then a US HQ would have a MA of 2 + 1=3. Any US ground units that begin the Movement Phase stacked with an HQ unit have their MA increased to the HQ's MA (to a maximum of four). Any US units granted the HQ's movement rate must stay with the HQ during the Movement Phase; however, units may be dropped off along the way, where they cease movement.

26.2 Close Assault Enhancement
If an HQ is stacked in the same space as US units which are involved in a close assault (during either the German or the US Close-Assault Segments), then the US force gains a +1 on its tactical edge die roll (in addition to other possible +1 increase). Units that have both a leader and an HQ do not receive both bonuses. If the US has multiple HQ's involved in a close assault, only one may grant the +1 increase to the tactical edge die roll.

27.0 US AIR OPERATIONS

Airstrike markers do not count for stacking, nor do they require supply to function. Airstrikes may target German units anywhere on the map, including German units in Staging Areas. US airpower is represented in two ways:

- The number of SP that are flown in by air. The number of SP received depends on the current weather state.

  Good: Grants 3 X D6 worth of SP (i.e. roll three dice, and the sum of the three dice is the number of SP added to the US total that turn).
  Overcast: Grants 2 X D6 worth of SP.
  Socked-In: Grants 1 x D6 worth of SP.

- US airstrike markers, the number of airstrike markers received during a turn is also keyed to the current weather state.

  Good: Grants 2 X D6 worth of airstrike markers for the turn.
  Overcast: Grants 1 X D6 airstrike markers.
  Socked-In: Grants none.

27.1 Airstrikes
The weather die roll for the turn will determine the number of airstrikes received for the turn (2 X D6 worth, 1 X D6, or none). During the US Artillery and Airstrike Assignment Segment, all available airstrike markers must be assigned to either interdiction or tactical missions. Airstrikes must be used during the current turn. All your available airstrike markers must be assigned to a mission during the current turn (you may not save airstrike markers from turn to turn). There are two types of missions.

27.2 Interdiction Missions
Interdiction missions occur during the Barrage Phase. Each airstrike marker assigned to an interdiction mission can attack one of the following:

- German artillery units in the Divisional Staging Areas.
- German non-artillery units (but not German HQ's) in the Divisional Staging Areas.
- The German Morale Index.

27.2.1 Interdiction Strike Procedure
Allocate airstrikes to individual Staging Areas. For each Staging Area, assign airstrike markers to either conduct counter battery fire, fire against maneuver units, or an interdiction attack against the German Morale Index. total the number of airstrike markers assigned to each of the below attacks, and roll that number of dice on the American Air Interdiction and Artillery Counter Battery Table.

Counter battery: Each die roll of "six" causes one German artillery unit to become suppressed.

German non-artillery units (but not HQ's): Each die roll of "six"

causes one hit. For each hit, either reduce one full strength German unit, or eliminate one reduced strength unit (but all full-strength units must be reduced, before any reduced strength units may be eliminated). Interdiction missions vs. German Morale Index: These missions are not attacking any of the Staging Areas, but are trying to lower German morale. One die roll of "six" results in the German morale being reduced by one. German morale can only be reduced by one per game turn when using this method.

27.3 Tactical Missions
Airstrike markers assigned to tactical missions, attack German units during the US Tactical Fire Segment. Use the Tactical Fire Table. Total the number of airstrike markers (along with the combat factors of any ground units) assigned to attack a space, roll that number of dice on the Tactical Fire Table, and implement the results.

28.0 SCENARIO DEPLOYMENT

Begin the game with the Preparation Phase (the weather die roll being the first activity), then continue with the Sequence of Play. Play continues until one side or the other has won a sudden death victory, or until the conclusion of game turn 8. If the US has not won by the end of turn 8, the game ends with a German victory. Place the Turn Marker on Turn 1.

28.1 US Deployment
Place the following US units in any spaces on the four tracks (your choice how many units go in each selected space, observing the stacking limits—see 14.0 Stacking).

• All units (including HQ) of the US 101st Airborne Division.
• All units (including HQ) of Combat Command R/9th Armored Division.
• All units (including HQ) of Combat Command B/10th Armored Division.
• The McAuliffe Leader unit is placed with any 101st Airborne Division unit.
• Task force Browne and Task Force Snafu are placed in the US Reinforcements Box.

• No Entrenchment markers are placed on the map.
• Place the US supply marker on the "0" space of the US Supply Index.
• Place all Fortunes of War (event) markers in an opaque cup "the Fortunes of War Pool."

28.2 German Deployment
The German Morale Index is set at 12.

28.21 Assign German Divisions
Put the four German divisional HQ markers in an opaque cup (the four HQ's for Panzer Lehr, 2nd Panzer, 5th FJ, and 26th VG). Randomly pick one HQ out, and assign it to the North Staging Area, then draw a second HQ and assign it to East Staging Area, and so on, until each of the four Staging Areas has a divisional HQ assigned to it.

28.22 At Start Forces
For each German divisional HQ, roll two dice and sum the results. This total is the number of units of that division that will start the game in the Divisional Staging Area. Place all units of the division in an opaque container, and randomly draw the number of units equal to the die roll. Any remaining units of that division that do not start in the Staging Area, may become available as reinforcements.

28.23 XLVII Panzer Corps Units
Roll one die, and randomly pick that number of XLVII Corps units from an opaque container with all XLVII Corps units. For each XLVII Corps unit drawn, roll a die on the German Random Placement Table to place that unit. Any remaining XLVII Corps units may enter play as reinforcements, if the Von Manteuffel Fortunes of War marker is drawn.

28.24 Non-Divisional Reinforcements
Units of the Fuhrer Begleit Brigade and units of the 15th Panzer Grenadier Kampfgruppe are not initially available, but may arrive as reinforcements, due to a roll on the German Reinforcement Formation Table.

29.0 FORTUNES OF WAR EVENTS TABLE

Event	Description	Disposition
Fog of War	**Roll one die**. On an odd result add one to German morale; on an even, subtract one from German morale. Morale cannot go to below two or above twelve due to this event.	*Return*
Fuhrer Directive: Bastogne Must Be Cleared!	Raise German morale by one (but not higher than twelve). **Then**: Roll on the German Reinforcement Table and place one die roll of units per the reinforcement rule.	*Discard*
Fuhrer Directive: Bypass Bastogne!	Reduce German morale by one (but never lower than two). **Then**: Roll on the German Random Placement Table to determine one German Staging Area. Remove all German units in that Staging Area and place them in their reinforcement box. (Units on track spaces are not affected.)	*Discard*
German Counteroffensive	Move the Patton's Third Army marker back one space. It can go no lower than one.	*Discard*
Infiltration	Choose one track via the Random Placement Table. Move all German units on that track and its Staging Area one space towards Bastogne Center. They can move only if entering a space containing no US units.	*Discard*
Intelligence	You can use this in one of two ways: **1)** add one to one US Tactical Edge die roll (declare the marker before rolling); or **2)** increase the movement allowance of all US units starting in Bastogne Center by one space for one US movement segment.	*Return*
Leader	Place with any US unit (see the leader rule).	*Place the Leader on map*
Luftwaffe Bombers	The Germans make an attack using the combat factor on the counter; use the German Artillery Table. Treat track *reduce* results as *Center Reduce.*	*Discard*
Luftwaffe Fighters	Roll one die. Remove that number of US airstrikes from Mission Boxes (your choice) and place them back in the reinforcement pool. If there are no US airstrikes in Mission Boxes, then treat as Luftwaffe Bombers.	*Discard*
Malmedy	For the remainder of this turn, all US close assaults receive an additional plus one (+1) die roll modifier for tactical edge determination.	*Discard at end of turn.*
National Socialist Ardor	For the remainder of this turn, all German close assaults receive an additional plus one (+1) die roll modifier for tactical edge determination.	*Discard at end of turn.*
Nuts!	You can use this in one of two ways: **1)** Increase the Patton's Third Army marker one space; or **2)** Reduce German morale by one (but not to lower than two).	*Discard*
Option	No effect—players can also use this marker to create their own events.	*Return*
US Reinforcements	Select either TF Browne or TF Snafu (per the US reinforcements rule); if neither are available, then add one supply point.	*Return*
Von Manteuffel	Pick one XLVII Panzer Corps reinforcement unit and place it via Random Placement. If no reinforcements are available, then use the German random placement procedure to determine one staging area; make a refit check for all German units in that area, regardless of divisional activation status.	*Return*
We Can Still Lose this War	You can use this in one of two ways: **1)** move the Patton's Third Army marker one space higher; or **2)** Reduce German morale by one (but no lower than two).	*Discard*