1944
BATTLE OF THE BULGE

1.0 COMPONENTS

- » Game board
- » 3 x Counter Sheets
- » 2 X Rules
- » Allied Order of Battle
- » German Order of Battle
- » 1 Six Sided Die
- » 8 Combat Dice
- » 4 Objective Cards
- » Won/Lost Record

2.0 GAME BOARD

The game board shows a map of southeast Belgium and northern Luxembourg, stretching from the German frontier to the Meuse River valley. On the game board is a hex grid and terrain features that affect and regulate movement, supply, and combat.

The Allied player controls all cities and towns at the start of the game. Control changes as players move units through cities and towns the other player controls.

The combat effects of terrain are based on the location of the defending unit. Terrain combat effects are cumulative. This may mean some units may not be able to roll any dice when attacking through/into certain terrain.

For example, a defender is located in a woods terrain hex adjacent to a river. An armor brigade unit (2 dice rolled in combat) is attacking it across the river. The attacking unit would be -1 die for the woods terrain and -1 die for crossing the river. The cumulative effect is -2 dice for the attacking unit, resulting in no dice rolled. The player may still choose to include this unit in the attack to absorb potential losses.

TERRAIN AND ITS EFFECTS ARE AS FOLLOWS:

Terrain movement effects are not cumulative. The terrain cost to enter a hex is the highest cost if more than one condition exists. See **17.0 Terrain Effects Chart (see p.8).**

For example, for an armor unit to enter a forest terrain hex that is located in an enemy ZOC would cost 3 MP not 5.

"I have just made a momentous decision. I shall go over to the counterattack, that is to say"-and he pointed to the map unrolled on the desk before him-"here, out of the Ardennes, with the objective–Antwerp"

– Adolf Hitler, 16 September 1944.

3.0 UNIT COLORS AND EXPLANATIONS

From the counter sheets the players will divide the color army units into their two respective armies based on the unit colors. The green and khaki represents the Allied forces, the gray the German forces. Air support, artillery, and leader units are also provided.

4.0 THE UNITS
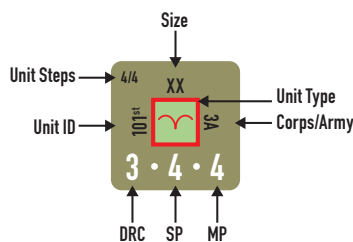
Each unit is comprised of symbols and data.

Each unit has a row along the bottom with three numbers. From left to right these are the DRC (Number of Dice Rolled in Combat) – SP (unit steps or strength points) – MP (movement points).
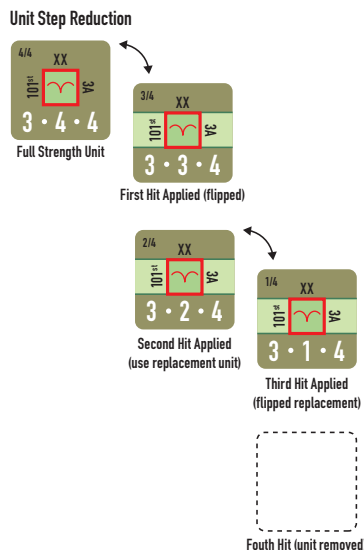
DRC: Dice Rolled in Combat; this is the number of dice the unit rolls when attacking or defending in combat.

SP: This number is the strength points (SP) of the unit and determines how many hits in combat the unit can take before it is eliminated. The unit's current steps are also shown in the upper left corner of the unit.
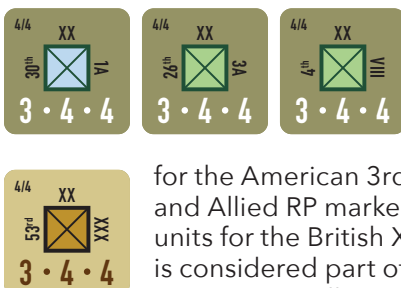
MP: This number is the unit's total movement points for the turn. When activated the unit has this many movement points to spend.

In the center of the unit is a symbol showing the unit type (armor/infantry/airborne). US mechanized cavalry and German panzer-grenadiers are considered armor units. Each unit's symbol is color coded to indicate to which army or corps it is assigned. Along the sides of the unit's symbol are the Unit ID and Army/Corps which are given for historical purposes and to aid in set up and order of appearance.

UNIT STEPS: Each unit has a comparable number of unit steps based on its SP. When a unit receives a hit, based on its available SP it may be either removed, flipped, or replaced. A 1/1 unit is removed when hit. A 2/2 unit is flipped when hit to a 1/2, then on the next hit is removed. When a 3/3 or 4/4 unit receives a hit and it is flipped, then on the next hit is replaced with a corresponding reduced marker which will continue to receive hits until it is removed.

Unit Step Reduction

Full Strength Unit

First Hit Applied (flipped)

Second Hit Applied
(use replacement unit)

Third Hit Applied
(flipped replacement)

Fouth Hit (unit removed)

4.1 THE UNIT COLORS:

The Allied green set includes blue center squares for the American 1st Army, green center squares for the American 3rd Army /VIII Corps and Allied RP marker, and khaki colored units for the British XXX Corps. VIII Corps is considered part of 3rd Army for game purposes—artillery support and RP cost to attack together. Historically VIII Corps began under 1st Army control on 16 December, but soon became isolated from 1st Army and was transferred to 3rd Army on 20 December.
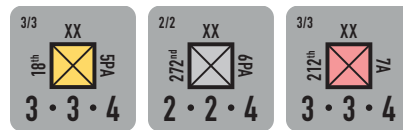
The German set includes gold center squares for the 5th Panzer Army, gray center colored squares for the 6th Panzer Army and German RP marker, and light red center colored squares for the 7th Army.
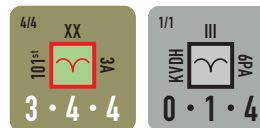
4.2 THE UNIT TYPES:

INFANTRY TYPE UNITS

Infantry and Airborne units are hit in combat by the roll of infantry type symbols on the combat dice. They are also hit by armor type symbols when no armor units are present.
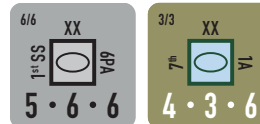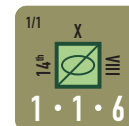
INFANTRY:

AIRBORNE:

ARMOR TYPE UNITS

Armor, Mechanized Cavalry, and Panzer-Grenadier units are hit in combat by the roll of armor type symbols on the combat dice.
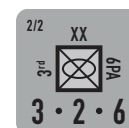
ARMOR:

MECHANIZED CAVALRY UNITS:

PANZER-GRENADIER UNITS:

ARTILLERY UNITS: The artillery units in the game have an artillery icon. They are kept off board and placed during combats on the turns available. Artillery may only be used to support supplied units of their respective army. Only one artillery unit may be used to support a combat, even if units of two or more armies/corps are participating. Once used, artillery units should be flipped to the FIRED side and placed off the map for the remainder of the turn.

The three German artillery units are available on Turns 1-3 (16-18 Dec). German artillery add +1 die to an attack of a supplied unit of the same army, but the target hex may be no further than 5 hexes from a Siegfried Line hex (the mostly horse drawn German artillery pieces and ammunition were unable to keep up with the German advance).

The two American artillery become available as indicated on the Allied order of battle chart. American artillery add +1 die to a combat to support a supplied unit of their respective army (attack or defense). The 3rd Army Artillery unit may also support VIII Corps units.

AIR UNITS: The Allied air units in the game have a plane icon. They are kept off board and placed during attacks on the turns indicated on the Turn Record Track. *(Or on clear and mist turns if using the optional variable weather rule)*. Air units add 2 combat dice to a combat (attack or defense). Only one Air unit may be added to a combat, but it may be combined with leader and/or artillery dice. Once used, air units should be flipped to the FINISHED side and placed off the map for the remainder of the turn.

LEADERS: The Manteuffel and Patton leaders are kept off board and can be stacked with one supplied unit of their respective army (5th Panzer or 3rd Army/ VIII Corps) upon activation of the unit. This unit receives movement and attack benefits. Place the leader face up on the activated unit. The leader adds +1 MP during movement and +1 die during attack, in either order. Remove and set aside the leader after movement and attack are completed for the unit. Leader attack dice can be combined with artillery unit and/or air unit attacks. Once used, leader units should be flipped to the FINISHED side and placed off the map for the remainder of the turn.

5.0 MARKERS

TURN: This marker is used to track game turns.

RP: Each side has an RP marker to keep track RP available and expended.

ATTACKED/FINISHED AND MOVED/FINISHED: The markers are used to assist a player in keeping track of which units have attacked and/or moved. When a unit has completed both actions, the marker is flipped to the FINISHED side.

OUT OF SUPPLY/IN SUPPLY: These markers can be used to track supply status if desired by the player. *The OUT of SUPPLY side is used with* **18.4 German Fuel Shortage (see p.9)** *rule.*

GERMAN CONTROL MARKERS: These markers are used to indicate objectives controlled by the German player. Whenever a German unit enters or passes through an objective (city or town) hex, place a German control marker. This marker will remain until (or if) an allied unit enters or passes through the hex.

6.0 SET UP

Based on the Order of Appearance chart, players set their units on board matching the unit's starting location to the numbered hex on the game board. Units start at their maximum SP.

Place the RP markers for both players on the player's RP track; 6 RP for the Allied player, 20 RP for the German player. Available artillery and leader units are placed on the side of the board. Place the turn markers on Turn 1 (16 Dec) for each player.

If using **18.1 Variable Weather (see p.9)**, *place the Overcast Weather markers on turn 1 for both players.*

If the optional hidden marker are used, all units that are not in an enemy ZOC are covered with a hidden marker. If using the **18.3 German Free Set Up (see p.9)**, *all German units are hidden.*

7.0 SEQUENCE OF PLAY

A full game turn is the sequence below. Check to see if the German player has met the sudden death victory conditions. If not, the turn markers are advanced one space.

OPTIONAL VARIABLE WEATHER: *Starting on Turn 2 (17 Dec) roll a die to determine the weather for the turn and its effect on available Allied air units and German RPs.*

PHASE 1 German player places reinforcements and refits units. *Optional: After all movement, reinforcements are placed under a HIDDEN unit marker, see* **18.6 Hidden Markers (see p.10)**.

PHASE 2 German player activates units for movement and combat, checking supply for the activated unit and the defending unit. *Optional: After all movement and combat is complete, the German player may place HIDDEN unit markers on any units not adjacent to an enemy unit.*

PHASE 3 Allied player places reinforcements and refits units. *Optional: After all movement, reinforcements are placed under a HIDDEN unit marker.*

PHASE 4 Allied player activates units for movement and combat, checking supply for the activated unit and the defending unit. *Optional: After all movement and combat is complete, the German player may place HIDDEN unit markers on any units not adjacent to an enemy unit.*

8.0 RESOURCE POINTS (RP)

Each player to start the turn receives their RP for that turn, as indicated on the Turn Record Chart. *If using optional variable weather, German RPs are reduced by 2 when the weather is clear.*

RPs are used by each player to add refit steps to units. RPs are also used to activate units for movement and combat. As each player spends their RPs they move their marker down the track to reflect their lower RP total. Once a player has spent all of his RPs or wants to perform no other activations then their turn is over. No player may spend more RPs than they receive in a turn. RPs may not be saved for future turns.

RESOURCE POINT USE	RESOURCE POINT COST
Refit one armor SP	2 RPs
Refit one infantry SP	1 RPs
Activate one unit for movement	1 RP
Activate units of the same army/corps for combat	1 RP per hex attacked
Activate units of two or more armies/corps for combat	2 RPs per hex attacked

9.0 REINFORCEMENTS AND REFITTING

The active player should check the order of appearance chart to determine if he receives reinforcements. Allied reinforcements come in at come in at supply hexes N1-4, W1-2 or S1-5 as noted. German reinforcements come in at supply hexes E5, E6 or E7 as noted. Reinforcements enter the game at their maximum SP for no RP cost. Units can temporarily over stack when entering the game, but the hex can only have one unit by the end of the turn. It cost 1 RP to move each unit from the hex. Not all reinforcements have to enter on the turn designated on the turn track but may be delayed until future turns. If all Allied entry hexes for a unit are occupied by an enemy unit on the northern or southern edge, the unit may enter at the closest vacant hex to the west or the next entry hex to the west; on the west edge the unit may enter at the other entry hex or the nearest vacant hex to the north.

Eliminated units may not be brought back into play.

The active player may refit an IN-SUPPLY unit on board that is not at full strength. It costs 1 RP for an infantry SP, and 2 RP for an armor SP added. Only 1 SP may be added to a unit per turn. As an exception, Allied airborne infantry units may refit when Out of Supply. The player's RP marker is adjusted on the track as they spend RP for replacements.

For example, on Turn 5 (20 Dec) the Allied player receives 14 RP. The Allied player checks the order of battle chart and receives the 3rd Armor Division as a reinforcement this turn. He places the unit on the supply hex at N1, N2 or N3. On the board he has one armor division that has been reduced to 1 SP, one regular infantry division that has been reduced to 2 SP and one airborne division that has been reduced to 1 SP. The armor division is in supply, so he refits this unit by spending 2 RP to add 1 SP. The infantry division is out of supply, so it may not be refit. The airborne division is also out of supply but can be refit. He refits the airborne unit by spending 1 RP to add 1 SP. After deducting the 3 RP expended for refits, he has 11 RP remaining to activate units for movement and attacks.

Optional: Reinforcements and Phantom units may be covered with a Hidden marker.

10.0 ACTIVATING UNITS FOR MOVEMENT AND COMBAT

Check supply for an activated unit at the time of activation.

A unit may be activated once a turn to move. Also, a unit may be activated once a turn to attack. This may be done in any order, and other friendly units can be activated in between the two actions. (In other words, units can be activated in any order to perform a move or attack as long as they are only activated once for each in a turn).

*For example: The German player begins by activating the 1st SS Panzer Division (PzD) for an attack on an adjacent defending unit in Malmedy. The attack is successful and the defending unit is destroyed. An ATTACKED marker is placed on the 1st SS PzD. Next, the 12th SS PzD, located behind the 1st SS PzD, is activated to move through Malmedy to a hex adjacent to Spa. A MOVED marker is placed on the 12th SS PzD. Then, the 12th SS PzD is activated a second time to attack Spa, and eliminates the defending unit. The MOVED marker is flipped to the FINISHED side. The 12th SS Panzer Division is finished, but he 1st SS Panzer Division can now be activated a second time to move through Spa and go beyond. After moving, the MOVED marker is flipped to the FINISHED side. The 1st SS PzD and 12th SS PzD may not be activated again during this turn. See the extended graphic example at **Movement and Attack Graphic Example (see p.12)***

Once a unit has been activated for movement, it may not be activated again in the same turn to move. Once a unit has been activated to attack, it may not be activated again in the same turn to attack. Markers are provided to assist players in keeping track of which units have moved and/or attacked.

If the unit is in supply then each RP allows 1 unit to move up to its full movement allowance. If the unit is out of supply, each RP allows the unit to move with -1 MP if infantry, -3 MP if armor.

1 RP allows all adjacent units of the same army/corps to attack 1 hex with a defender located in it, following all terrain rules. If an attack includes units from two or more armies/corps, it costs 2 RPs. VIII Corps is considered part of 3rd Army. British XXX Corps is considered a separate army.

11.0 MOVEMENT

An activated unit spends its supply adjusted MP to move. It cost 1 RP to activate a unit for movement, allowing it to move its available MP. When activated a unit checks its supply status and if out of supply it reduces its available MP. American Airborne units are not penalized for being out of supply.

Movement is from hex to adjacent hex. Units may not skip hexes when moving. Units may not spend more MP than they have in a turn. MP may not be saved or transferred between units. The cost of the terrain in each hex is deducted from the unit's available MP until it does not have enough MP to move any further, or the player does not want to move the unit further.

No hex may have more than 1 unit located in it except for entering reinforcements temporarily stacked. Units may move through hexes with friendly units located in them, but may not stop. Units may not enter a hex that contains an enemy unit.

TACTICAL ROAD MOVEMENT: Anytime a unit moves from a road hex to a connected road hex it cost 1/2 MP for armor or 1 MP for infantry type units. Units can break road movement up into segments by leaving the road and moving along other terrain then returning to the road within one turn.

MOTORIZED ROAD MOVEMENT: An in supply Allied infantry/airborne unit (only) activated for movement that begins on a road hex and moves only from one connected road hex to another; and that does not begin, end, or move through an enemy ZOC, pays only 1/3 MP per hex. Leader movement bonus may not be used to extend motorized movement.

For example, an Allied infantry unit with 4 MP can move 12 hexes using motorized road movement, as long as all the conditions above are met.

FRIENDLY OCCUPIED ROAD HEXES: Unit using tactical or motorized road movement may pass through a friendly occupied road hex, however the MP cost is increased to 1 MP.

Traffic jams were a major problem in this battle due to the narrow roads in the Ardennes Forest.

Bridges allow a unit to cross a river without paying the usual extra cost in MP.

UNIT ZONE OF CONTROL: Each land unit has a Zone of Control (ZOC) which extends into all 6 hexes around the hex the unit is located in. The ZOC affects movement cost and supply. It costs 3 MP to enter an enemy ZOC and for each hex moved through an enemy ZOC.

ALLIED BRIDGE INTERDICTION: A bridge on any of the six hexfaces of a hex in an Allied ZOC is interdicted— it may not be used for movement by German units. German units negate Allied ZOC when determining if a bridge is interdicted.

LEADERS: A leader adds 1 MP during movement of one supplied unit of its respective army, but not for Motorized Road Movement.

12.0 COMBAT

Units are never required to attack. Only units in an enemy ZOC are eligible to attack. Not all units in the defender's ZOC have to attack. To attack a defending hex containing an enemy unit with units of the same army/corps a player spends 1 RP; if units of two or more armies/corps participate in the attack a player spends 2 RPs.

The attacker announces which adjacent units will be attacking, and if artillery, air support and/or a leader will be added. The German player may add artillery and/or a leader to an attack on a hex. The Allied player may add artillery, one air, and/or a leader to an attack on a hex, or he may add his artillery and/or one air to a defending unit. This costs zero RP, but adds attack dice to the combat. Each artillery, air and leader may only be used once a turn. Artillery, air and leaders are not affected by terrain. After the attack is announced and both players have allocated artillery, air and/or leader units, *optional hidden unit markers are removed.*

Supply is determined at the moment of combat. If a unit is in supply it rolls its full DRC number of dice. If the unit is out of supply, infantry units are penalized -1 die, armor units are penalized -2 dice. American Airborne units are not penalized for being out of supply.

Combat is simultaneous so both players roll for attack and defense at the same time. The attacker totals the number of dice to roll for the attacking units, and modifies that total by any terrain and supply. The defender then adds any terrain modifiers to his defending unit's dice and reduces dice if out of supply. The players roll their attack and defense dice.

A hit is scored on opposing units for each unit type symbol rolled (infantry or armor) that corresponds to an opposing unit's symbol. Hits are applied simultaneously; no hits are applied until both players have rolled. Any armor symbols rolled are always applied to armor units, if none are present they are applied to any infantry. Other than an armor hit, the owning player decides how to apply hits to his units.

Armor Type Symbol

Infantry Type Symbol
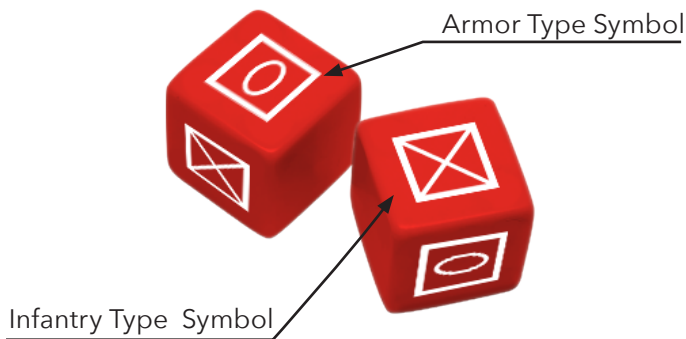
For example, The Allied player has this turn moved two 1st Army infantry units at 2 SP and 4 SP into a German unit's ZOC spending 2 RP. An Allied 3rd Army armor unit started the turn in the German ZOC but has not moved yet. The German unit is in woods terrain. The Allied player spends 1 RP to announce an attack. The Allied player announces he is attacking with the two infantry units. He wants to save the armor unit for movement and attack in case he breaks through the German unit, and avoid expending another RP for a multiple army attack. The Allied infantry receive 3 dice for each unit, -1 each for the forest terrain, giving a total of 4 attacking dice. The German player reveals his unit is a 1 SP German armor brigade unit. The unit receives 2 dice, with no terrain modifier.

Each player rolls their dice. The Allied player rolls and the dice are 3 blanks and an armor symbol. He has scored one hit on the armor unit. The German player dice results are a infantry and an armor symbol. He has scored two hits on the infantry units as both symbols result in hits on infantry when no armor is present. The German player reduces his 1 SP armor by 1 SP and it is eliminated and removed from the board. The Allied player simultaneously reduces his 4 SP infantry unit by 2 SP leaving him with 2 SP on both infantry units. The two infantry units are done moving and attacking for the turn. They may not move into the attacked hex even though the defender was eliminated.

If the Allied player has remaining RP he could then activate the Allied armor and move with it into the vacated hex or keep moving and even attack for another RP if he can get adjacent with the armor unit to another German unit.

During combat, each time a unit receives a hit, it should be flipped or replaced to the next lower SP. When a unit is reduced below 1 SP it is removed from the board.

If optional alternate objectives are used, eliminated division sized units (2-6 SP at start) are placed near the board and may be counted for victory points.

13.0 SUPPLY

For a unit to be in supply it must be able to trace a path of up to 3 connected hexes, not in an enemy ZOC, from the unit to a supplied road, or friendly map edge (North, west and south for the Allies; east for the Germans). Terrain does not affect tracing a supply path. Supply can be traced over rivers even for armor units. The hex on the road must be able to trace a continuous path along the road to the northern, western or southern board edge (N1-4, W1-2 or S1-5) for the Allied player and to the eastern board edge (E5-7) for the German player. This is the units supply chain.

Supply chains may not be traced through an enemy unit or an enemy ZOC. Friendly units negate enemy ZOC in hexes they occupy, but friendly ZOC does not negate enemy ZOC.

A unit located on a friendly supply board edge is always in supply.

When a unit is activated it checks supply for movement effect. If it is out of supply it receives -1 MP for infantry, -3 MP for armor.

If an out of supply unit attacks or defends, it is -1 die for infantry, -2 die for armor. American airborne infantry units are not penalized for being out of supply.

Supply Graphic Example (see p.11)

OUT OF SUPPLY EFFECTS CHART:

TYPE	MOVEMENT POINTS	DICE ROLLED IN COMBAT
Armor	−3 MP	−2 DRC
Infantry	−1 MP	−1 DRC
American Airborne Infantry	No Effect	No Effect

Model confided to subordinates that Hitler's plan "hasn't got a damned leg to stand on" and "has no more than a ten percent chance of success."

14.0 SPECIAL UNITS

BRITISH XXX CORPS UNITS: (Guards Armored, 43rd and 53rd Infantry Divisions) that arrive on Turn 7 have restricted movement. These units may only move into hexes northwest of, or adjacent to, the Meuse river (including the one hex across the river to the southeast). These units may attack into any hexes adjacent to these restricted hexes.

AMERICAN AIRBORNE INFANTRY: (The 82nd and 101st Airborne Infantry Divisions and 517th Parachute Regimental Combat Team) are elite units. These units do not suffer ill effects in movement or combat when out of supply, and may refit while out of supply.

KAMPFGRUPPE VON DER HEYDTE: (Operation Stosser) was a German Parachute Infantry unit that was dropped behind American lines.

PARA-DROP PROCEDURE: On Turn 2 (17 Dec) the German player may select any vacant hex within five hexes of a Siegfried Line hex as the drop hex, and then make a die roll: a 6 results in a successful drop on the drop hex; a 2-5 results in a scattered drop; and a 1 results in elimination of the unit. To scatter roll a second die with a 1 result landing west of the hex and 2-6 landing in the hexes clockwise around the drop hex. If the unit scatters onto an enemy unit or off the board, the unit is eliminated.

SS PANZER BRIGADE 150: (Operation Greif) was a German armor unit equipped with captured American equipment and uniforms, and included some English-speaking soldiers. This unit should be placed on the board as a reinforcement on Turn 2 with its "disguised" green edged side up.

INFILTRATION: The unit may attempt to infiltrate enemy ZOCs and cross bridges in enemy ZoC. When the unit attempts to move into an enemy ZOC or cross a bridge in an enemy ZOC, roll one die—a result of 4, 5 or 6 is successful, the enemy ZOC movement cost/effect may be ignored and the unit may continue moving. The unit may attempt infiltration as many times as it continues to be successful. If the die result is a 1, 2 or 3, the attempt is unsuccessful and the unit must pay the regular MP cost (if sufficient MPs remain). If the unit lacks sufficient MP to continue its move, it must return to the last vacant hex it occupied while moving. If the unit makes an unsuccessful infiltration attempt or participates in an attack, it is flipped to the "revealed" all grey side up and may not attempt infiltration again for the remainder of the game.

1ST SS PANZER DIVISION: It was an overstrength (with 6 SPs) German armor unit formed to spearhead the main offensive thrust. This unit starts the game as the 6-SP 1st SS Panzer Division unit, and has three counters (6/5, 4/3 and 2/1-steps).

15.0 VICTORY

German Sudden Death Victory occurs immediately if the conditions are met. If a Sudden Death Victory is not achieved, check for End of Game Victory at the end of the 10th Turn (25 Dec).

GERMAN SUDDEN DEATH VICTORY CONDITIONS: The German player exits an in supply Armor Division (with a starting strength of 2 or more steps) off the board at supply hex N1, N2, W1 or W2 (northwest of the Meuse River). The Armor Division must be in supply at the moment it exits to score a Sudden Death victory.

16.0 END OF GAME VICTORY CONDITIONS:

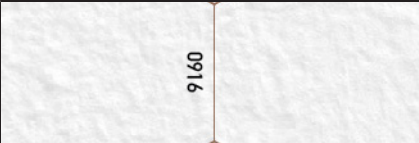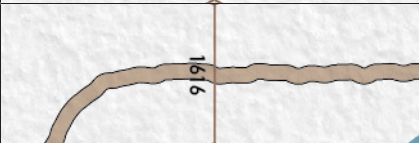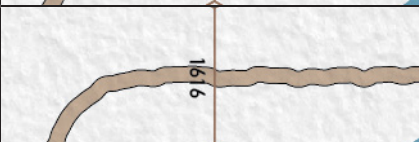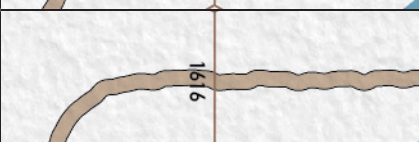| THE GERMAN PLAYER IS AWARDED THESE VICTORY POINTS:	
Control of in supply cities: Liege, Namur or Verviers	+2 VP each
Control of in supply towns: Bastogne, Dinant, Huy or Rochefort	+2 VP each
Control of any other in supply town	+1 VP each
THE GERMAN PLAYER LOSES VICTORY POINTS FOR:	
Allied control of a German supply hex: E5, E6 or E7	–3 VP each
VICTORY IS THEN DETERMINED:	
14 VPs or more	German Victory
13 VPs	a Draw
12 VPs or less	Allied Victory
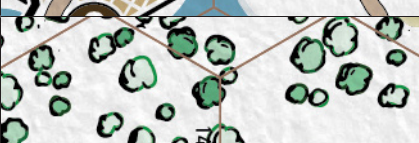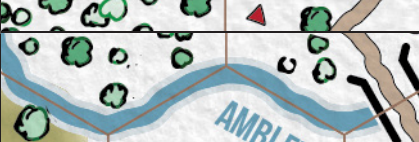
17.0 TERRAIN EFFECTS CHART

TERRAIN TYPE		MOVEMENT COST IN MP	COMBAT EFFECT
Clear		1 MP	None
Open Road (Tactical Move)		1 MP for Infantry 1/2 MP for Armor from road hex to connected road hex	None
Open Road (Motorized Move)		1/3 MP for Allied Infantry (only)	None
Friendly Occupied Road		1 MP	None
Bridge		Negates river crossing cost (Allied ZOC Interdicts bridge for German movement)	None
Forest		2 MP	–1 die for each attacking unit
Rough		2 MP for Infantry. 3 MP for armor, moving directly from rough to rough hex is prohibited.	–1 die for each attacking Infantry unit –2 die for each attacking Armor unit
Town		Other terrain effect	Other terrain effect and +1 die for defending unit
City		1 MP	–1 die for each attacking unit +2 die for defending unit
Siegfried Line		Other terrain effect	Other terrain effect and +2 die for defending German unit
River Hexside		+1 MP for Infantry +3 MP for Armor	–1 die for each unit attacking across the river
Enemy ZOC	All 6 adjacent hexes around a unit.	3 MP	None

18.0 OPTIONAL RULES

18.1 VARIABLE WEATHER

Beginning on Turn 2 (17 Dec) the Allied player rolls one die before each turn to determine the weather. The German RP level is adjusted up to 18 RPs on turns 8, 9, and 10.

Current weather provides a die roll modifier: Overcast is -1; Mist no effect; Clear is +1.

A modified roll of 3 or less results in overcast weather; a modified roll of 4 means the weather is mist; a modified roll of 5 or greater results in clear weather.

Place the appropriate weather marker on the turn track.

OVERCAST/MIST AND CLEAR WEATHER: These markers are placed on the Turn Record Track to indicate the current weather.

18.2 VARIABLE WEATHER CHART:

MODIFIED DIE ROLL	WEATHER	EFFECT
3 or less	Overcast	No Effect
4	Mist	Allies receive 1 Air unit
5 or greater	Clear	Allies receive 3 Air units Germans receive –2 RPs

OVERCAST WEATHER: No Air support is available to the Allied player for the turn.

MIST WEATHER: 1 Air support unit is available to the Allied player for the turn.

CLEAR WEATHER: 3 Air support units are available to the Allied player; and German RPs are reduced by -2 for this turn.

"Grant us fair weather for Battle. Graciously hearken to us as soldiers who call upon Thee that, armed with Thy power, we may advance from victory to victory, and crush the oppression and wickedness of our enemies and establish Thy justice among men and nations.

– Prayer card distributed to the US 3rd Army by order of General George S. Patton Jr., December 1944

18.3 GERMAN FREE SET UP

The German player may freely place the starting units of each army in or east of the Siegfried Line. *Optional: All German units are covered with Hidden markers.*

18.4 GERMAN FUEL SHORTAGE

Beginning on Turn 5 (20 Dec) the German players rolls one or two dice to determine which of his armor units are out of supply for the turn. If the unit rolled has already been eliminated, there is no effect.

On Turns 5-7 roll 1 die on this table—one armor unit may be put out of supply:

1.	2nd Panzer Division
2.	116th Panzer Division
3.	Lehr Panzer Division
4.	2nd SS Panzer Division
5.	9th SS Panzer Division
6.	12th SS Panzer Division

Then on Turns 8-10 you roll on both these tables—two or three armor units may be put out of supply:

	5TH PANZER AND 7TH ARMY	6TH PANZER ARMY
1.	2nd Panzer Division	1st SS Panzer Division
2.	116th Panzer Division	2nd SS Panzer Division
3.	Lehr Panzer Division	9th SS Panzer Division
4.	9th Panzer Division	12th SS Panzer Division
5.	15th Panzergrenadier Division	3rd Panzergrenadier Division
6.	Fuehrerbegleit and Fuehrergrenadier Panzer Brigades	150 SS Panzer Brigade

18.5 ALTERNATE UNITS

The Allied player, on Turn 2, when the 7th and 10th Armor Divisions (both 3 step units) arrive, has the option to breakdown either or both into two smaller units—a division minus (2 steps) and a combat command (1 step). Once the Allied player makes his decision and the units enter play, the two smaller unit must remain separate and may not re-combine. These units will provide an advantage to the Allied player, enabling him to block more German avenues of advance, but the smaller units will be less survivable.

The German player has the option to break down the 1st SS Panzer Division (6 steps) into a division minus (3 steps) and the famous kampfgruppe Peiper (3 steps) at the beginning of any Phase 2 (activation for movement and

combat). The total SP of the two breakdown units formed must equal the current SP of the parent unit. The two breakdown units begin stacked, but at least one must be moved away during the phase. Once the German player breaks it down, the two smaller unit must remain separate and may not re-combine. These breakdown units may provide an advantage to the German player, enabling him to conduct more attacks. On the other hand, it takes 2 RP to activate the two smaller units, as opposed to 1 RP for the 6 step unit, and the smaller units will be less survivable.

ORIGINAL UNIT	ALTERNATE UNITS	
3/3 XX 10th 3A ⬭ 4 • 3 • 6	2/2 XX ALT 10th 3A ⬭ 3 • 2 • 6	1/1 X ALT CCB/10 3A ⬭ 2 • 1 • 6
3/3 XX 7th 1A ⬭ 4 • 3 • 6	2/2 XX ALT 7th 1A ⬭ 3 • 2 • 6	1/1 X ALT CCB/7 1A ⬭ 2 • 1 • 6
6/6 XX 1st SS 6PA ⬭ 5 • 6 • 6	3/3 XX ALT 1st SS 6PA ⬭ 3 • 3 • 6	3/3 XX ALT Peiper 6PA ⬭ 4 • 3 • 6

18.6 HIDDEN MARKERS

? HIDDEN   ? HIDDEN   These optional markers are placed on unit counters to hide their identity. Reinforcements enter under a HIDDEN unit marker. Units that are not adjacent to enemy units may be covered with a HIDDEN unit marker at the end of Phase 2 and 4 (see Sequence of Play). HIDDEN unit markers are removed whenever a unit attacks or defends, after artillery, air and leader units are allocated.

18.7 PHANTOM MARKERS

▨ PHANTOM   ▨ PHANTOM   These units provide realistic uncertainty and fog of war, as your opponent will not know which units behind the lines are real and which are phantoms.

PROCEDURE:

1. **ENTRY:** Each Turn that a player receives a reinforcement unit(s) in Phase 1 (German) or 3 (Allied), he may bring on one phantom unit per turn in the same entry hex with a real unit. The real unit and the phantom unit are both covered with a Hidden marker. The player may activate both the real unit and the phantom unit for movement at the cost of 1 RP.
2. Its costs 1 RP to activate a phantom unit for movement after its turn of entry.
3. Phantom units may move as either armor or infantry. Phantom units may never move within two hexes of an enemy unit. Phantom units do not exert a ZOC, and allied phantom units do not interdict bridges.
4. Phantom units are immediately eliminated if an enemy unit moves within two hexes. If the enemy unit has MP remaining it may continue to move.
5. Phantom units may be removed by the owning player at any time, for example to allow a new phantom unit to be brought into play.
6. Both players are limited to a maximum of two phantom units.

This optional rule benefits the Allied player more.

19.0 VARIABLE OBJECTIVES

Before beginning the game, the German chooses (or randomly selects) one of the three Objectives Cards, without revealing it to the Allied player. The Objective card provides a set of Victory conditions for the German player to pursue. All three variable objective scenarios end upon completion of turn 6 or 7.

(1) HITLER'S AUTUMN MIST: This is a shortened version of the historical operation in 7 turns.

The operation requires a laser strike by German armor spearheads to disrupt the Allied supply lines while crossing key rivers.

SUDDEN DEATH VICTORY CONDITIONS: The German player must exit an in supply Armor Division off the board at supply hex N1, N2, W1 or W2, by the end of the German turn 7 to win.

The Sudden Death Victory Condition is the only way to win. Although the German player has less time to accomplish his objectives, he also does not have to defend his gains against the powerful Allied counterattacks on Turns 7-10 (22-25 Dec).

Allied player wins by preventing the German player from achieving his victory conditions.

(2) RUNDSTEDT'S PLAN MARTIN: A "small solution" plan, intended to disrupt the anticipated American 1st Army offensive in 1945 by shattering VIII corps and enveloping V Corps.

The German player must control: Eupen, Monschau, Verviers, Bastogne, and Marche in supply by the end of turn 6.

SUDDEN DEATH VICTORY CONDITIONS: If the German player exits an in supply Armor Division off the board at supply hex N2 or N3 (not marked), the German player wins.

(3) SPOILING ATTACK: A "small solution" plan, intended to disrupt the anticipated American 1st and 3rd Army offensives in 1945 by inflicting disproportionate losses.

If the German player has succeeded in controlling two objectives, both players are then awarded victory points for eliminating division-sized units (2 or more SP at start).

No victory points are awarded for eliminating single step units (armor brigades, RCTs, airborne).

The player who scores the most Victory Points wins the game. If both players score the same number of Victory Points, the game is a draw.

THE GERMAN PLAYER MUST CONTROL 2 OF THESE 3 OBJECTIVES:

Ettelbruck, Eupen OR Manhay in supply by the end of turn 6.

THE GERMAN PLAYER IS AWARDED THESE VICTORY POINTS:

- » Eliminated Allied Armor Division (3-4 SP) = +1 VP per SP
- » Eliminated Allied Infantry Division (4 SP) = +2 VP each

THE ALLIED PLAYER IS AWARDED THESE VICTORY POINTS:

- » Eliminated German Armor (Panzer) Division (2-6 SP) = +1 VP per SP

- » Eliminated German Infantry Division (3 SP) = +2 VP each
- » Eliminated German Infantry Division (2 SP) = +1 VP each
- » No Sudden Death Victory

THE GERMAN PLAYER IS AWARDED THESE VICTORY POINTS:

Eliminated Allied Armor Division (3-4 SP):	+1 VP per SP
Eliminated Allied Infantry Division (4 SP):	+2 VP

THE ALLIED PLAYER IS AWARDED THESE VICTORY POINTS:

Eliminated German Armor (Panzer) Division (2–6 SP):	+1 VP per SP
Eliminated German Infantry Division (3 SP):	+2 VP
Eliminated German Infantry Division (2 SP):	+1 VP


SUPPLY GRAPHIC EXAMPLE
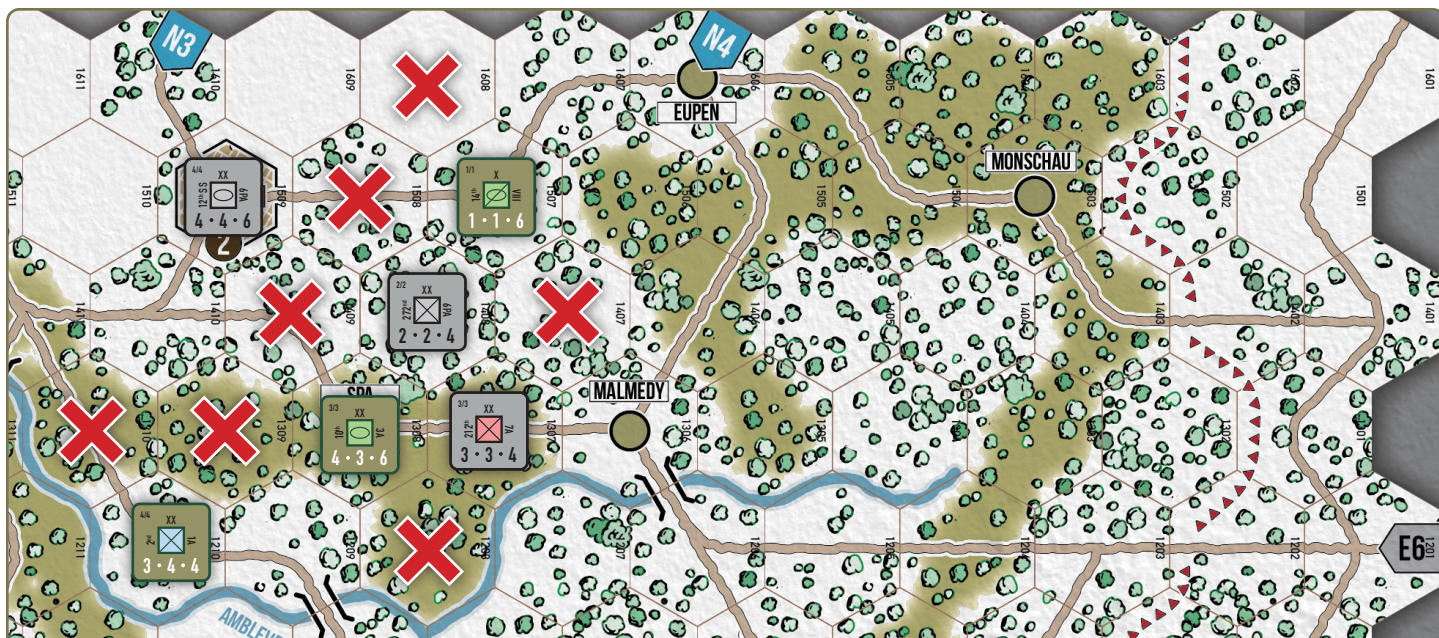
It is the German turn. The 12th SS is out of supply as the American 10th Armor and 14th Mechanized ZOC block it's supply line to hexes 1508 and 1409. The 272nd Infantry can trace supply through the 212th Infantry through the road to Malmedy and thence off board to the east to E6. The 12th SS can't trace to the road to the south because the US 2nd Infantry ZOC and unit blocks the line of supply.

Reminder: Once a unit has been activated for movement, it may not be activated again in the same turn to move. Once a unit has been activated to attack, it may not be activated again in the same turn to attack. Markers are provided to assist players in keeping track of which units have moved and/or attacked.
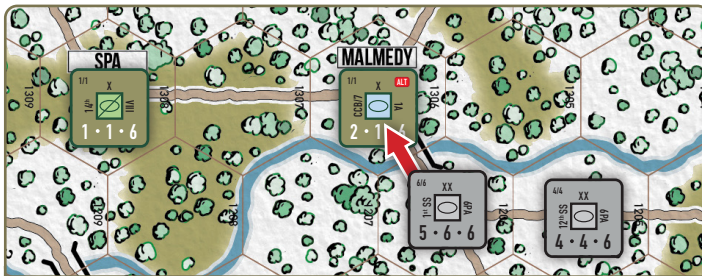

1 The German player begins by activating the 1st SS Panzer Division (PzD) for an attack on an adjacent defending unit in Malmedy.
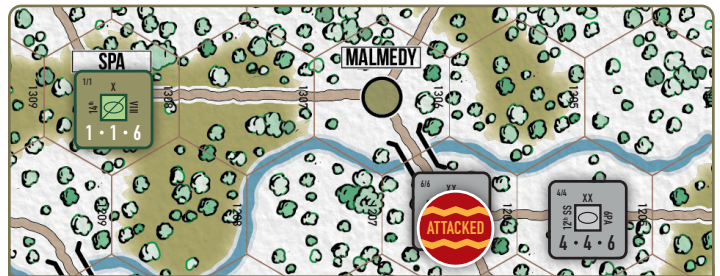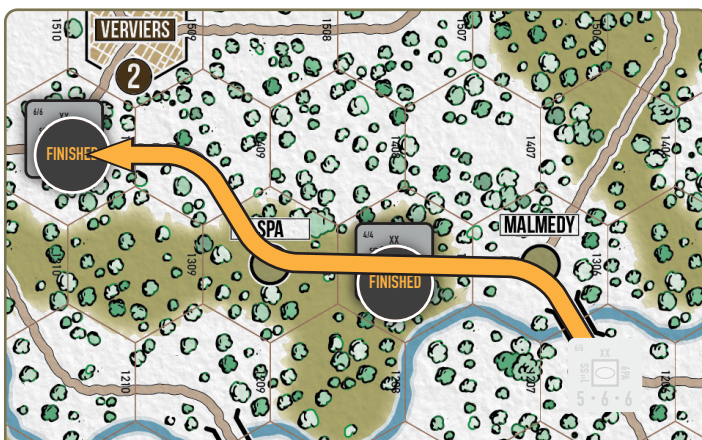

2 The attack is successful and the defending unit is destroyed. An ATTACKED marker is placed on the 1st SS PzD.
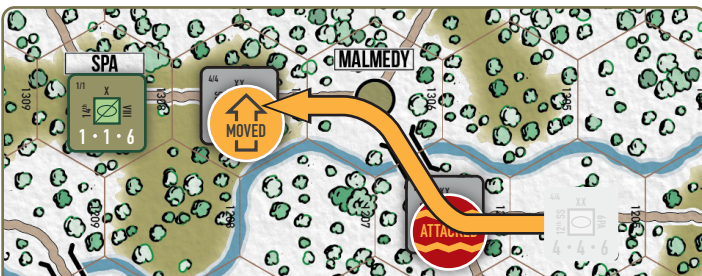
3 Next, the 12th SS PzD, located behind the 1st SS PzD, is activated to move through Malmedy to a hex adjacent to Spa. A MOVED marker is placed on the 12th SS PzD.
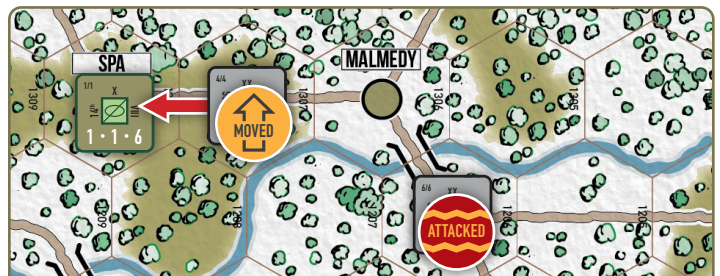
4 Then, the 12th SS PzD is activated a second time to attack Spa, and eliminates the defending unit.

5 The 12th SS Panzer Division is finished and the MOVED marker is flipped to the FINISHED side. The 1st SS Panzer Division can now be activated a second time to move through Spa and go beyond. After moving, the MOVED marker is flipped to the FINISHED side. The 1st SS PzD and 12th SS PzD may not be activated again during this turn.

RULE QUESTIONS:

We would love to hear from you. Please frame your question in a "Yes" or "No" style and email it to us at: **worthingtonpublishing@gmail.com**

Also, visit our website at: **worthingtonpublishing.com** for any future rule updates.

GAME DESIGN: Dan Fournie
CREATIVE DIRECTOR: Sean Cooke