

*"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.*

*"The morale of the [German] troops taking part was astonishingly high at the start of the offensive. They really believed victory was possible—unlike the higher commanders, who knew the facts." Rundstedt*

Not long after the Battle of the Bulge, someone asked Eisenhower if he had been afraid, to which he replied, *"Well, not at the time. But I was scared stiff three weeks later when I got around to reading the newspaper accounts."*

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."*

*"This is undoubtedly the greatest American battle of the war and will, I believe, be regarded as an ever famous American victory."* – Winston Churchill, 18 January 1945

## **COMPONENTS** *(move to front)*

- Game board
- 2 x Counter Sheets
- 2 X Rules
- Allied Order of Appearance
- German Order of Appearance
- 6 Dice
- Green cubes
- Red cubes
- 3 Variable Objective Cards
- Won/Lost Record

## **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.

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

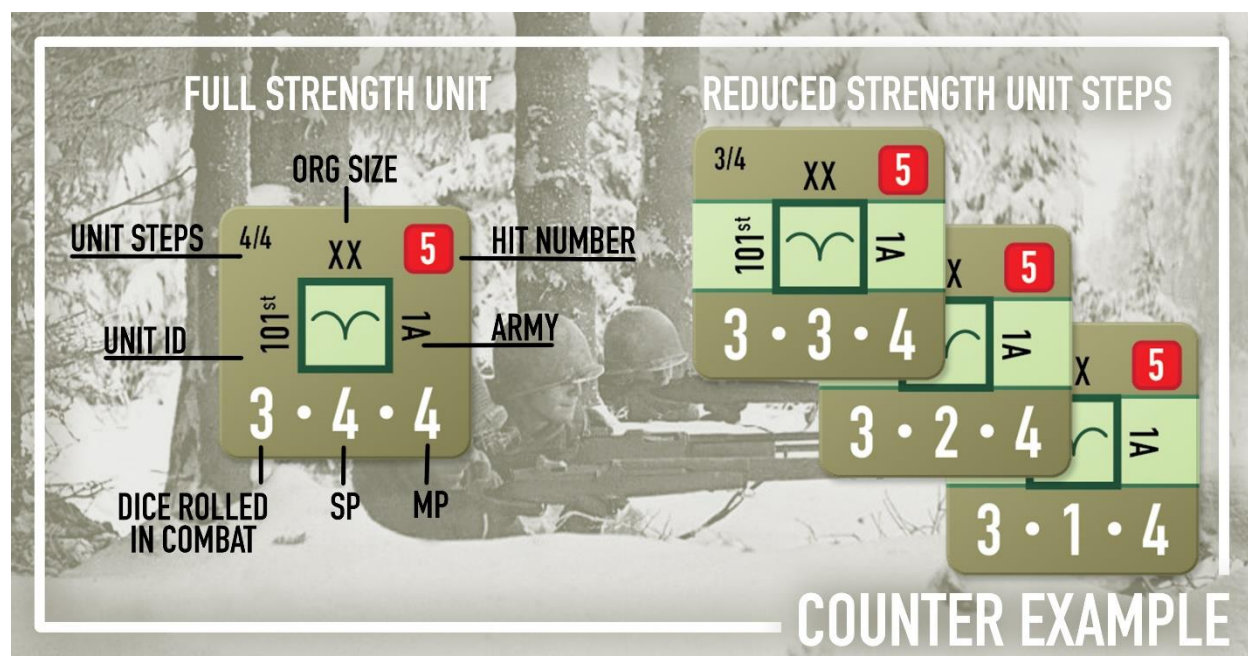
Terrain Effects Chart ([Here](#))

## 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 represents the Allied forces, the gray the German forces. Air support units and leader units are also provided. The Turn/Weather counters are also provided.

## 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 as well. Units with only 1 SP of strength do not have a number in the top left corner.
- 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 upper left corner in a red box is the Target Hit Number. This is the number or higher that needs to be rolled on a die when the unit is attacked to score a hit on that unit.

In the center of the unit is a symbol showing the unit type (infantry/armor/airborne), 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 which are given for historical purposes and to aid in set up and order of appearance.

The Unit Color Symbols:

- The Allied green set includes blue center squares for the American 1<sup>st</sup> Army, green center squares for the American 3<sup>rd</sup> Army and Allied RP marker, and khaki colored units for the British XXX Corps.
- The German set includes gold center squares for the 5<sup>th</sup> Panzer Army, grey center colored squares for the 6<sup>th</sup> Panzer Army and German RP marker, and light red center colored squares for the 7<sup>th</sup> Army.

**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 an attack, even if units of two or more armies/corps are participating.

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 Turn Record Track* (?).

American artillery add +1 die to a combat to support a supplied unit of their respective army (attack or defense).

**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 +1 die to a combat (attack or defense). The die is rolled separately (or use the red die) and +1 is added to the resulting roll. Only one Air unit may be added to a combat, but it may be combined with leader and/or artillery dice.

**LEADERS:** The Manteuffel and Patton leaders are kept off board and can be placed with one supplied unit of their respective army (5<sup>th</sup> Panzer or 3<sup>rd</sup> Army) upon activation of the unit. This unit receives movement and attack benefits. Place the leader face up with 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.

Unit Chart: (*goes here*)

## MARKERS

**Turn:** This marker is used to track game turns and weather status. Current weather is noted by what text is at the top.

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

## CUBES

The cubes are used to assist a player in keeping track of which units have moved and/or attacked. The cubes can be placed on or next to the unit block. A green cube indicates a unit has moved; a red cube indicates a unit has attacked.

## SET UP

Based on the Order of Appearance chart, players set their units on board matching the unit's image to the location shown on the game board. Units start at their maximum SP. Place the RP markers for both players on the RP track; available artillery and leader units are placed on the side of the board. Place the turn marker on Turn 1 (16 Dec) with the weather as "Overcast".

## SEQUENCE OF PLAY

A full game turn is the sequence below. After the Allied player finishes, the turn marker is sudden death victory is determined earlier.

0. 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.
1. German player places reinforcements and refits units.
2. German player activates units for movement and combat, checking supply for the activated unit and the defending unit.
3. Allied player places reinforcements and refits units.
4. Allied player activates units for movement and combat, checking supply for the activated unit and the defending unit.

## 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 costs are given below:

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 for combat	1 RP per hex attacked
Activate units of two or more armies/corps for combat	2 RPs per hex attacked

## Reinforcements and Refitting

The active player should check the order of appearance chart to determine if he receives reinforcements. Allied reinforcements come in at supply hexes N1-4, W1-2 or S1-5 as noted. Axis 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 an Allied entry hex is 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 appearance chart and receives the 3<sup>rd</sup> 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.*

### 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: here*

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. Cubes 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 to attack 1 hex with a defender located in it, following all terrain rules. If an attack includes units from two or more armies, it costs 2 RPs.

## 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.

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. 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 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. Strategic movement may be used in addition with road movement. 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 (reflecting the serious traffic congestion problems encountered on the narrow roads in the Ardennes during this battle).

*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 from a road hex to a connected road hex.

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.

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.

## **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 a player spends 1 RP; if units of two or more armies 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 and/or a leader to an attack on a hex, or he may add his artillery and/or 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. Air dice are rolled separately and +1 is added to the die result rolled.

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.

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 number that is rolled that corresponds to an opposing unit's hit number. Hits are applied simultaneously; no hits are applied until both players have rolled. Any 6's rolled are always applied to armor units, unless none are present, in which case they are applied to any infantry. Other than a 6 hit on an armor the owning player decides how to apply hits to his units.

*For example, The Allied player has this turn moved two 1<sup>st</sup> Army infantry units at 2 SP and 4 SP into a German unit's ZOC spending 2 RP. An Allied 3<sup>rd</sup> 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 woods 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 1, 2, 4, and 6. Because he is attacking German armor only the 6 scores a hit. He has scored one hit on the armor unit. The German player dice results are 5 and a 6. He has scored two hits on the infantry units as results of 5 and 6 are hits on infantry. 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.

## Supply

Out of Supply Effects Chart:

TYPE	MOVEMENT POINTS	DICE ROLLED IN COMBAT
Armor	-3 MP	-2 DRC
Infantry	-1 MP	-1 DRC

TYPE	MOVEMENT POINTS	DICE ROLLED IN COMBAT
American Airborne Infantry	No Effect	No Effect

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 a unit is out of supply attacks or defends, it is -1 die for infantry, -2 die for armor. American airborne infantry units are always in supply.

See supply example on the following page.

## Special Units

*Allied Airborne Infantry* (the 82<sup>nd</sup> and 101<sup>st</sup> Airborne Infantry Divisions and 517<sup>th</sup> 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.

*An excited trooper ran up to the 460<sup>th</sup> Parachute Field Artillery Battalion command post and yelled "Colonel, I think we're surrounded, there are Germans all around us!" Lieutenant Colonel Raymond Cato looked up at him, smiled, and said "Relax son, we're paratroopers. We're supposed to be surrounded." – Southern France, 15 August 1944*

*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. If the unit is not eliminated it is considered in supply during Turn 2 without needing to draw a supply line. Also, on Turn 2 the unit may be activated to attack, but may not be activated for movement. The unit functions normally on Turn 3 and later, and can be activated to move and/or attack, in either order.

*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*" 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*” side up may not attempt infiltration again for the remainder of the game.

*1<sup>st</sup> SS Panzer Division* 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 1<sup>st</sup> SS Panzer Division unit.

## 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 10<sup>th</sup> Turn (25 Dec).

German Sudden Death Victory Conditions: The German player exits an Armor Division (with a starting strength of 2 or more steps and a red triangle symbol) off the board at supply hex N1, N2, W1 or W2 (northwest of the Meuse River).

End of Game Victory Conditions:

The German player is awarded these Victory Points:

Control of the city of Liege, Namur or Verviers:	+2 VP each
Control of the town of Bastogne, Dinant, Huy or Rochefort:	+2 VP each
Control of any other Town (in supply):	+1 VP each

The German player loses Victory Points for:

Allied control of a German supply hex (E5, 6 or 7):	-3 VP each
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Victory is then determined:

14 VPs or more –	German Victory
13 VPs –	a Draw
12 VPs or less –	Allied Victory

Unit Chart:

UNIT	SP	DICE ROLLED IN COMBAT	TARGET HIT NUMBER	AVAILABLE MP
Allied & German Armor <i>Divisions</i>	2-6	4	6	6
Allied & German Armor <i>Brigades</i>	1	2	6	6
Allied Infantry <i>Divisions</i>	3-4	3	5	4
American Infantry <i>RCTs</i>	1	1	5	4

UNIT	SP	DICE ROLLED IN COMBAT	TARGET HIT NUMBER	AVAILABLE MP
German Infantry <i>Divisions</i>	2-3	= Max SP	5	4
German Parachute <i>Kampfgruppe</i>	1	1	3	4
Artillery	-	1	-	-
Allied Air	-	1 (add +1 to the die result)	-	-
Leader	-	1	-	+1 for unit

Terrain Effects Chart

TERRAIN TYPE	Appearance on Board	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 ( <i>Allied ZOC Interdicts bridge for German movement</i> )	None
Woods (Rough)		2 MP	-1 die for each attacking unit
Forest (Broken)		2 MP for Infantry 3 MP & <i>moving directly from Forest to Forest hex is prohibited for Armor</i>	-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		3 MP	None

## OPTIONAL RULES

### Variable Weather

Beginning on Turn 2 (17 Dec) the Allied player rolls one die before each turn to determine the weather.

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 turn marker with the current weather side up on the turn track.

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

### German Free Set Up

The German player may freely place the starting units of each army in or east of the Siegfried Line as follows:

7<sup>th</sup> Army—hexrows 02xx-04xx

5<sup>th</sup> Panzer Army—hexrows 05xx-10xx

6<sup>th</sup> Panzer Army—hexrows 11xx-16xx

## 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. 2d 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:

### *5<sup>th</sup> Panzer and 7<sup>th</sup> Army*

1. 2nd Panzer Division
2. 116th Panzer Division
3. Lehr Panzer Division
4. 9th Panzer Division
5. 15th Panzergrenadier Division
6. Fuehrerbegleit **and** Fuehrergrenadier Panzer Brigades

### *6<sup>th</sup> Panzer Army*

1. 1st SS Panzer Division
2. 2nd SS Panzer Division
3. 9th SS Panzer Division
4. 12th SS Panzer Division
5. 3rd Panzergrenadier Division
6. 150 SS Panzer Brigade

## 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 (21 Dec).

**(1) Hitler's *AUTUMN MIST*:** a shortened version of the historical operation.

German Sudden Death and End of Game Victory Conditions are the same as the base game. *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).*

**(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.

German Sudden Death Victory Conditions: The German player exits an Armor Division (with a starting strength of 2 or more steps and a red triangle symbol) off the board at supply hex N2 or N3.

End of Game Victory Conditions: The German player must control all three of Eupen, Monschau & Verviers; **AND** Bastogne **OR** Marche.

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

There is no German Sudden Death Victory.

End of Game Victory Conditions: The German player must control 2 of these 3 objectives to have a chance to win: Ettelbruck, Eupen **OR** Manhay.

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, parachute unit). 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 is awarded these Victory Points:

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