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Strategy & Tactics

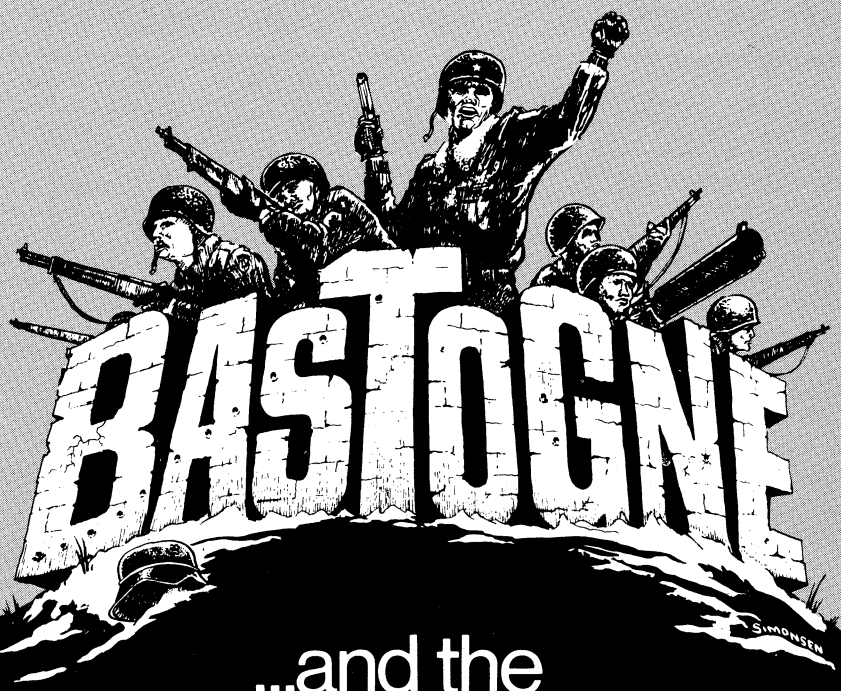
BASTOGNE

...and the Battle of the Ardennes December, 1944

SIMONSEN

An S&T Game Feature by James F. Dunnigan

with components by Redmond A. Simonsen



...and the Battle of the Ardennes December, 1944

BASTOGNE was designed for S&T by James F Dunnigan. Mr Dunnigan was originally employed by Avalon Hill on the basis of his detailed critique of their BATTLE OF THE BULGE game. BASTOGNE, as Mr Dunnigan will tell you himself, is NOT a replacement for AH's BULGE. It is something new, we will let the designer describe it himself.

Credit should also go to Redmond Simonsen for his excellent graphics in BASTOGNE and to Edi Birsan for his invaluable assistance in the playtesting phase of the design.

DESIGNER'S NOTES

Ever since I saw my first Avalon Hill game back in 1962 I suspected that they were not quite as 'historically accurate' as they pretended to be. When I saw their BATTLE OF THE BULGE game I found my suspicions confirmed. It was, however, a good title and also a rather good game (the 'game situation' also had a lot to do with this). BULGE was also the last AH game I ever played. Being an historian at heart, my obsession after that was to try and correct some of the inaccuracies that were wont to enter into most of the 'historical' games on the market. One thing led to another. I wrote a monograph called ARDENNES OFFENSIVE (which I used as my main source in designing BASTOGNE) which was read by the design people at Avalon Hill. Next thing you know they are going off the deep end with 'historical authenticity'. In the process I learned how to design games, the hard way. By making mistakes and seeing them in print, and in games. I've since redesigned 1914 and JUTLAND many times. Some have seen print, many have not (including the two latest and best, MONS and DREADNOUGHT). But enough of that. I have always wanted to redesign BULGE. This is particularly difficult as BULGE is, inaccuracies notwithstanding, not a bad game. BASTOGNE is the result of my effort. Some will say it is not superior to BULGE. For some it may not be. Admittedly, BASTOGNE is a 'nut' game. It is not another CRETE or AFRIKA KORPS. But it does, in my mind, recreate the situation during the battle with far greater accuracy than BULGE.

To understand this you must first understand why the Germans lost. After going over the data many, many times I concluded that the chief factor for the 'size' of the German defeat was their inability to control traffic. That's what I said. The Germans were defeated by a traffic jam. In more open terrain they would roll right over the thin Allied line. As it was, the stubborn American defense of every crossroads and river crossing jammed the Germans up so badly that they were never really able to bring to bear their numerical superiority. Quite often their heavily armed motorized units were left strung out on roads unable to deploy in the broken and forested Ardennes terrain. It became a fight of infantry against infantry. And infantry can advance by itself only as fast as a man can walk. That is definitly not BLITZKRIEG.

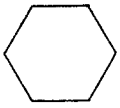
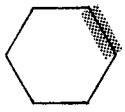
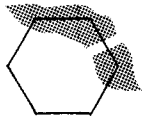
The most difficult aspect of designing the game was the board. The mapboard is the result of a hexagon by hexagon "terrain analysis" of the battlefield. It took a long, long time. But it is surprisingly accurate. A system also had to be developed to account for the American practice (crucial to their winning of the battle) of using battalion size units as 'blocking forces'. This lead to the use of the 'combat team' (Kampfgruppen in German) concept of unit organization. The units are broken down not so much according to their formal unit organization but rather according to their actual use in combat. German armored divisions, for example, were habitually organized into two, three or four 'combined arms teams' of armor, artillery and infantry (plus whatever else was available). The Allies, by this time, also used the same system (they had not done so a few years earlier, which explains a lot of things).

Without getting any more technical (and going on for another dozen pages) that's all there was to it. Comments are most appreciated.

Rules of Play:

The mapboard shows the area in which the Germans launched their last major offensive of the Second World War. Below is a description of the different terrain features on the mapboard as well as a description of their effect on the play of the game. A hexagon grid has been superimposed to determine movement. Hereafter these hexagons will be referred to as "squares".

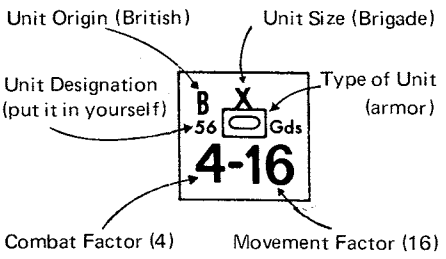
EFFECT OF TERRAIN & NON TERRAIN FEATURES ON MOVEMENT & COMBAT

Description	Effect on Movement	Effect on Defensive Combat	Effect on Offensive Combat
 CLEAR SQUARE Any square devoid of any other terrain feature (except symbols indicating the initial placement of units and the like).	Requires at least two movement factors to move into.	Any unit may defend in at full strength.	Any unit may attack into at full strength except motorized units (those with movement factor of greater than 5) which have their combat factor cut in half when attacking into these squares ACROSS a BLOCKED or RIVER side of the square.
 ROAD SQUARE Any square a road passes through two sides of.	Requires at least one movement factor to move into.	Defensive strength of units depends on whether the square is CLEAR or FOREST.	Depends on whether or not the square is CLEAR or FOREST.
 FOREST SQUARE Any square containing forest, wholly or in part.	Requires at least two movement factors to move into.	Units with movement factor of 5 or less defend at full strength. Other units (motorized ones, with a movement factor of more than 5) have combat factor cut in half when defending.	Units with a movement factor of 5 or less may attack into at full combat factor. Other units (the motorized ones) have combat factor cut in half when attacking into forest squares.
 BLOCKED SIDE A side of a square (hexagon) which is 'heavy' indicates that there are no roads at all leading into that side of the square.	INFANTRY units with a movement factor of 5 or less may cross BLOCKED SIDES no matter what their size. All other units may cross a blocked side ONLY if they are battalion size or smaller. When a unit crosses a blocked side it may move only one square in that impulse. It must be next to the blocked side it wishes to cross at the beginning of the impulse. If it wishes to cross that blocked side in that impulse it may move to the square on the other side of the BLOCKED SIDE and no further.	Non motorized units defend behind a blocked side at full strength. Motorized units defend at full strength.	Non motorized units attack across a blocked side at full strength. Motorized units attack across blocked sides at half their combat factor.
 RIVER SIDE The rivers run along the sides of the squares (hexagons). Thus they can be used just like blocked sides except for the special rules concerning the use of bridges.	The same procedure is used for crossing RIVER SIDES as was used for crossing blocked sides.	Same as for a BLOCKED SIDE whether or not the bridge is destroyed.	Same as for a BLOCKED SIDE whether or not the bridge (if any) is destroyed.
FRIENDLY UNIT ZONES OF CONTROL	Requires at least 2 movement factors to move into.	•	•
FRIENDLY UNIT	Requires at least 3 movement factors to move onto the same square with.	•	•
ENEMY UNIT ZONE OF CONTROL	Requires at least 4 movement factors to move into.	•	•
ENEMY UNIT	You may not move on to the same square with.	•	•

UNIT COUNTERS

The square counters (which you must mount on cardboard with rubber cement and cut out) represent the units which took part in the actual campaign. These pieces will hereafter be called "units".

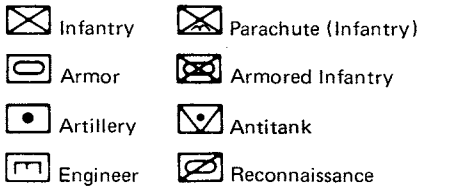
Below is an actual unit counter, plus explanations of the various symbols on the counters;



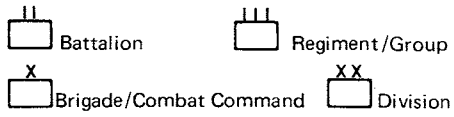
Combat Factor— The value of a unit when attacking or defending.

Movement Factor— Maximum distance a unit may move in one impulse along roads.

TYPE OF UNIT



SIZE OF UNIT



UNIT ORIGIN: All 'greenish' units are Allied, all 'bluish' units are German. All Allied units are American unless otherwise noted (B-British).

UNIT DESIGNATION: A separate table gives the unit designations if you wish to add them to your counters. We simply didn't have the time to do it and it isn't essential to the play of the game. On some of our counter we did place some unit designations. For example, the German artillery units were labeled VA (Volksartillerie Korps) and VW (Volkswerfer Korps). (see page 16)

PREPARE FOR PLAY

1— Lay out the mapboard with the German player sitting on the east edge and the Allied player sitting on the south edge.

2— The German player takes the following counters and sets them up on the squares indicated on the board (the dotted line going from north to south is the 'front'): Three 2-5's, one 1-5, nine 7-3's, three 12-3's (all infantry). Three 12-8's, two 18-8's, one 3-8 (all armor). Four 3-3's, three 4-8's, three 3-8's, two 4-3's (all artillery). A total of 34 units.

3-At the same time the Allied player takes the following counters and also sets them up on the squares indicated on the board. Sixteen 1-16's, five 3-16's, one 12-8 (all infantry). Two 3-16's (reconnaisance). Three 4-16's (armor). Two 6-8's (artillery). Four 1-16's (engineers). A total of 33 units.

4—Arrange the remaining units on the Reinforcement Card and the breakdown charts.

The game is now ready to play.

HOW TO PLAY

The game begins on December 16th, 1944 and continues for 18 daily moves to January 2nd, 1945. Each daily 'turn' of the game consists of the following routine:

STEP 1— The German player moves all of his units he wishes to move, including reinforcement or replacement units. Units may be broken down. This is the FIRST IMPULSE of the German move.

STEP 2— The German player makes all the attacks he wishes to make. He may not move any of his units unless forced to by an unsuccessful attack.

STEP 3— The German player moves all of his units he wishes to move. After he has finished moving all of his units he may 'unite' smaller units on the same square into larger units. This is the SECOND IMPULSE of the German move.

STEP 4— Same as STEP 1 except the Allied player moves.

STEP 5— Same as STEP 2 except the Allied player attacks.

STEP 6— Same as STEP 3 except the Allied player moves.

STEP 7— Both players move their time markers to the first impulse of the next turn on the time record card and steps 1-6 are repeated until eighteen moves are completed or one player gives up.

HOW TO 'WIN'

GERMAN STRATEGIC VICTORY— By 2 January 1945 the Germans control a road (free of Allied units or zones of control) from the east edge of the board across the Meuse river and off the west or north edge of the board. In addition, the Germans must have sent nine motorized regiments off the board on this road on the west or north edge of the board. GERMAN TACTICAL VICTORY—Germans control a road from the east side of the board to any road going off the board between Spa and the Meuse by 2 January 1945. Nine motorized regiments must also have gone off the north side of the board. GERMAN MARGINAL VICTORY—Germans must hold Spa, St Vith and Bastogne by the end of the game. ALLIED MARGINAL VICTORY—Allies must hold either Spa, St Vith or Bastogne by the end of the game. ALLIED TACTICAL VICTORY—Allies must hold two of the following by the end of the game: Spa, St Vith or Bastogne. ALLIED STRATEGIC VICTORY—Allies must hold Spa, St Vith and Bastogne by the end of the game.

In the original campaign the Allies won a tactical victory. It is possible, using the above victory conditions, for both sides to 'win'. In such a case the side with the greater victory 'wins'. If both win an equal victory then both players will have to decide among themselves just who won.

HOW TO MOVE UNITS

1— You may only move one unit counter at a time (not in stacks) and must complete its movement before moving another.

2— When moving units you 'use up' different numbers of movement factors depending on the type of square you are moving INTO.

3— Movement factor 'losses' are not cummulative. But you must lose the greatest amount possible. For example, if a unit enters (through a non blocked side) a forest square (costs two movement factors) that also happens to be covered by an enemy zone of control (costs four movement factors) you do not lose six movement factors but only four (for the enemy zone of control, the greatest number you could lose from a single cause).

4—In any impulse you may move all units you choose to move as long as they are yours.

5— You may move your units in any direction or combination of directions you choose to.

6— You may not move units on top of or over those of your opponent.

7— Movement factors are not transferable from one unit to another nor may they be accumulated from one impulse or turn to the next.

8— You are not allowed to move units onto or through the partial squares on the edge of the board nor may they go off the board (except for certain German units as per the HOW TO WIN section.)

9—You may move your units onto or over friendly units.

MOVING ACROSS BLOCKED SIDES AND RIVERS

1— A unit may move only one square when moving acorss a blocked side or unbridged river.

2— Units with a movement factor of greater than 5 may only go across a blocked side or unbridged river if they are battalion size or smaller.

3— Artillery units may only cross rivers at bridges and may not cross blocked sides at all.

4— When crossing a blocked side or unbridged river there must not be another unit in the square moved into.

BRIDGES

1— A road crossing a river or a break in the river indicates a bridge. This means that the river has no effect on movement.

2— If an enemy unit is on the other side of a river all bridges are assumed to be destroyed. The river is then treated like a blocked side.

3— A bridge may be 'rebuilt' by sending a unit across it (according to the restrictions placed on units crossing unbridged sides).On the following friendly impulse the bridge is considered rebuilt and may be used as before.

4— You may only use bridges which already exist on the mapboard. No new ones may be built.

5-GERMAN MOTORIZED UNITS MAY ONLY USE 'MAIN ROAD' BRIDGES. Otherwise they must cross rivers one battalion at a time as they would cross a blocked side (they had very heavy tanks).

ZONES OF CONTROL

1— Each square (hexagon) is surrounded by six other squares. A unit's 'control' (range of heavy weapons and short term response) extends into each of these squares thus giving each unit a 'Zone of Control' (ZC).

2— The ZC only affects movement. It slows it down. It slows it down for friendly units because of traffic congestion. It has no effect on combat.

3— The enemy ZOC DOES extend into squares occupied by friendly units.



BARRIERS Barriers are man-made 'devastated' areas, primarily roads, which have been gone over by engineer units armed primarily with high explosive demolitions (as well as bulldozers, mines and anything else handy). Specialists are needed for this work and it was almost always done by engineering units. Its chief function was to delay enemy units. The following rules show you how to use barriers in BASTOGNE:

1-Barriers are built in the following manner; An engineer unit remains on the square where the barrier is to be constructed for an entire impulse. The engineer unit must be on the square at the beginning and the end of the impulse. The square must not be in an enemy zone of control at any time during that impulse. At the end of the impulse a BARRIER counter is placed in the square (on top of the engineer unit). The engineer unit must be the only unit in the square while building the barrier.

2-ANY unit, upon entering a square containing a barrier counter, must use up four movement factors. As soon as ANY unit enters a barrier square the barrier counter is removed.

3-If an Allied unit is adjacent to a barrier square and a German unit moves into that barrier square the German unit must stop and move no further that impulse (the barrier is still removed and the German unit may still attack).

HOW TO HAVE COMBAT

1-You may attack as many units as you can reach in the same turn (unless limited by supply restrictions). YOU MUST BE SUPPLIED IN ORDER TO ATTACK.

2-You resolve combat one battle at a time after moving all units you choose to move in the preceeding impulse.

3-All units attacking from a square must combine their combat factors into one combat factor when attacking. Not all units on a square must participate in an attack.

4-All units defending from a square must combine their combat factors into one combat factor when defending. Not all units on a square must defend although if that square is attacked at least one of the UNITS on that square must defend. However, if the defending unit(s) is forced to retreat, ALL units on the defender's square must retreat.

5-The player moving his units is always the attacker, his opponent the defender.

6- HOW TO USE THE COMBAT RESULTS TABLE: You combine all the combat factors of the attacking units (all units on all squares attacking). Let us say this number is 47. You then combine all the combat factors of the units defending. Let us say this number is 12. You then 'compare' these two numbers, the attacker's number coming first. We then simplify this number so that the defender's number is 1. Thus 47-12 becomes 3-1 (the fraction is always lost). You then find the 3-1 column on the Combat Results Table. The attacker then rolls the die and, using the die roll (1 to 6) reads across the CRT to the 3-1 column for the result of the battle. Below is an explanation of the 'outcomes' on the CRT:

7- For odds greater than 8-1 use 8-1. You may not attack at worse than 1-4 odds unless the defender pulls some artillery on you (see ARTILLERY paragraph 8).

Ex—EXCHANGE—Smaller force (or both, if equal) destroyed with the other force also losing AT LEAST as many combat factors as the destroyed force lost. Units may be broken down to extract losses. Factors lost in breaking down larger units to smaller ones do not count (for example, if a 7-3 was broken down to three 2-5's in order to lose two combat factors one 2-5 would be lost. The one combat factor lost in going from one 7-3 to three 2-5's would not count).

Db (1,2,3)—DEFENDER BACK— ALL units on the square being attacked must retreat AWAY from the enemy units down the nearest road, if possible, the number of squares indicated (1,2 or 3). If retreat is blocked by blocked sides, unbridged rivers, enemy units or zones of control the defending unit(s) is lost. OR The defending units may lose TWO combat factors for each square they would have had to retreat. OR A combination of both (for example, in a Db3 the defending units lose 2 combat factors and retreat only 2 squares). The defender retreats his own units. Retreating units must stay together. When retreating the defender MUST always use roads if available and move away from enemy units if possible.

Ab (1,2,3)—ATTACKER BACK— Same as Db except it applies to attacker's units. Also, attacker may lose only ONE combat factor for each square he was supposed to retreat instead of retreating (for example, in an Ab3 the attacking force may simply remove units totalling three combat factors and remain where they are.

Ae—Attacking units eliminated. ALL attacking units eliminated.

De—Defending units eliminated. ALL defending units eliminated.

The outcomes for 0, 7 and 8 are for an optional rule.

MORE THAN ONE UNIT PER SQUARE

1- You may not have more than one division size unit or four units of any other size on a square at ANY time (even when moving).

2-In other words, you may not move through a division size unit.

EFFECT OF TERRAIN ON MOVEMENT

This has already been covered under the description of different terrain on the mapboard. Remember that every different type of square "costs" your units a different number of "movement factors".

CLEAR Square-2 movement factors
ROAD Square-1 MF
FOREST Square-2 MF
BLOCKED SIDE-Special Rules
RIVER SIDE-Special Rules
FRIENDLY ZOC-2 MF
FRIENDLY UNIT-3 MF (per unit)
ENEMY ZOC-4 MF
ENEMY UNIT-No Move

You always use the highest single penalty for each square entered. For example, if you moved into a square containing two friendly units that was also covered by an enemy zone of control (ZOC) you would lose six movement factors (three each for the two freindly units, which is greater than the four for going through an enemy ZOC).

When traveling on roads, all other terrain features have no effect on the movement rate (although the effect of non-terrain features do).

Towns have no effect on the play of the game and are only on the mapboard so you'll know where you are.

EFFECT OF TERRAIN ON COMBAT

This has already been covered under the description of the mapboard. However, here we will repeat the effect of combat for different terrain.

CLEAR SQUARE— No effect on defense or attack except as modified by blocked and river sides.

FOREST SQUARE— Units with a movement factor of 5 or less defend and attack at full combat factor. Other units defend and attack at half factor.

BLOCKED OR RIVER SIDE— All units defend at full strength. Units with a movement factor of more than five have their combat factor cut in half when attacking across these sides (such a unit attacking across a blocked side into a forest square would have its combat factor cut in half twice, losing the fraction each time).

SUPPLY

1-All units must be supplied in order to attack.

2-A unit is supplied if it is within eight movement factors of a road which leads back to the east side of the board for the Germans and the west side for the Allies. The road must not be covered by any enemy units or zones of control.

3- If a unit is not supplied it may not attack. Its movement factor is reduced to 3. A unit is "supplied" if it can trace its supply line at the beginning of its impulse.

4- Units may voluntarily go out of supply.

5- German motorized units (those with a movement factor of more than 5) may "abandon" their motorized equipment and

become regular infantry simply by taking each unit from the board and replacing it with a non-motorized infantry unit of half the combat value of the removed unit (for example, a 4-16 may be replaced by a 2-5). This process may never be reversed (you may never replace a 2-5 with a 4-16).

6- For the purposes of tracing a supply line ONLY it takes 8 movement factors to cross a blocked side or unbridged river side. In other words, you can only receive supply when on the square adjacent to a blocked side which has a 'supplied' road on the other side.

BREAKING DOWN UNITS

1- You may break down larger units into smaller ones at any point during the game when you are allowed to move units or extract losses from them.

2-You may "build up" smaller units into larger ones only at the start of movement in each impulse. At that point you replace the smaller units with the larger ones as per the unit breakdown sections on the mapboard.

3-Units are always broken down and combined according to the charts on the playing board.

ARTILLERY

1- Artillery units may attack in two ways; in SUPPORT or in BARRAGE.

2-When attacking in support they must be assisting friendly ground units in an attack. Their 'range' (shown as the small number between the combat and movement factor) must extend to the unit being attacked. You simply add the combat factor to the combat factors of the other attacking units. Artillery units may not take any losses in such an attack.

3-When attacking in barrage the artillery unit attacks alone. Its combat factor is cut in half (the fraction is lost) and only the De outcome on the CRT counts. Terrain has no effect on such attacks.

4-Whenever an artillery unit is attacked it ALWAYS defends with a combat factor of 1.

5-Artillery units may increase their range by one square if they cut their combat factor in half (losing the fraction).

6-When ASSISTING another defending unit (including artillery) the assisting artillery need only reach the defending unit with its range.

7- Allied artillery units may break down to two 3-8's as long as 3-8 counters are available. These 3-8 counters also defend with a defense factor of 1.

8-When defending with artillery the attacker announces his attacks one at a time. The defender then decides whether or not he will assist his defending ground units with artillery (if he has any available). If he does use artillery and it makes the attacker's odds worse than 1-4 the attacker must use 1-4.
If the Optional Combat Results are used you add one to the die roll for each number the odds worsen (add one for 1-5, two for 1-6). Thus the worst odds you can use are 1-6 (1-4 with two added).

9-Artillery combat factors are also cut in half if the units they are supporting are. When artillery supports a ground attack it does not have the 'choice' of defending artillery.

REINFORCEMENTS

1-Each side receives reinforcements according to the order of appearance card.

2-Units may come on the board on any of the squares on the side of the board specified (except North and South where Allied units must come on the board to the west of the front line.

3- Units start their movement on the first whole square on the edge of the board where they are coming on.

4-No units may ever enter the partial squares on the edge of the board.

Optional Rules

AND FURTHER COMPLICATIONS

OPTIONAL DEPLOYMENT

FOR THE ALLIES– This can become very interesting. The basic variation is to let the Allied player deploy his forces in any manner he wishes. But there are others. What if the 2nd Infantry Division had not been attacking (as it was) up by Monschau? Try the initial deployment without the 2nd Division on the board, or in the game at any time. Another variant, what if the second division had been available to "stiffen up" the line (you would use this when the Allies were using "free deployment").What if the Allies had given the Ardennes sector a "normal" allocation of divisions for their sector (about seven more regiments than shown on the board)? Try it. Allied units may not set up on squares that the 'front line' passes through.

FOR THE GERMANS– Not much really. You can allow the Germans to set up their attack forces any way they wish (the Germans, of course, would always set up after the Allies).Aside from this you really can't add anything. The Germans had already put just about everything they could possibly fit into the area. German units may set up on the 'front line' squares.

OPTIONAL COMBAT RESULTS

You will notice that the CRT (Combat Results Table) contains three extra outcomes shaded in grey (0, 7 and 8). These are to be used in an optional, and experimental, combat results system we are working on. The system is quite simple, wherever you would have to cut an attacker's combat factors in half you simply add one to the attacker's die roll instead. Whenever a defending unit is cut off from supply you add one to the attacker's die roll. For example, let us say that a motorized unit is attacking across a blocked side into a forest square. Normally you would cut the attacker's combat factor in half twice. Instead you just add 2 to the die roll. If the attacker rolls a 3 it becomes a 5, if he rolls a 5 it becomes a 7 and so on. On the other hand, if the defending unit were unsupplied you would subtract one number from the die roll. Thus an attack across an unblocked side into a clear square and an attacker's die roll of 3 would become a 2. Got it? It's really quite simple. Give it a try and let us know how it turned out. Write an article and we'll publish it.

OPTIONAL SUPPLY RULE I

If a unit is supplied at the beginning of its first impulse it is supplied for the rest of the turn, no matter where it ends up (out of supply). You have to be careful to keep track of who was and who wasn't supplied at the beginning of the turn.

OPTIONAL SUPPLY RULE II 

Each side has special supply counters. Using this rule these counters become the 'source' of supply. Units must be able to trace back eight movement factors to these units in order to be supplied. Supply units may supply as many units as can reach them. Supply units are 'used up' (removed from the board) whenever they are used to supply an attack by ground units OR artillery (they may not supply both at once, in one turn). 'Used up' supply units return to play on the next turn; from the east side of the board for the Germans, the west side for the Allies. Supply units may not 'attack', only defend. They may be captured if surrounded by enemy zones of control. They may then be used for ONE turn by the enemy and only for moving and defending. They are then removed from the board for the rest of the game. REMEMBER: Supply units are 'used up' if you use them to support either a ground attack OR an artillery attack (for example, if you wished to attack with both artillery and ground units you would have to have a supply unit within three squares of EACH TYPE before using each. If you had only one supply unit within reach of these units you would have to attack with EITHER ground units OR artillery units).

At the beginning of the game ALL German supply units are on the board. The Allies have only six, two each in Elsenborn, St Vith and Wiltz. Four more are in Spa, but they may not be moved until the first impulse of the 18 December turn. The Allies receive one additional supply unit with each new artillery unit that appears on the board until all eighteen are 'in play'. Now you, too, can see what it's like to 'hump supply'.

OPTIONAL REINFORCEMENTS

The Allies have four reinforcements reflecting the different Allied reactions to the German offensive. The Germans have only two, as they had fewer options to begin with. Mix and match them any way you wish. In the basic game you use the Original Reinforcement for each side.

REPLACEMENT RULE

During the battle, both sides received equipment and manpower replacements. The following rule attempts to work this aspect of the campaign into the game as painlessly as possible.

ALLIED–Starting on the December 24 turn (always on 1st impulse only) the Allies receive, on the west side of the board either four 1-16 infantry units or two 2-16 armor units. These units may not attack and are cut in half when defending UNTIL they 'join' a regular unit. To show their 'green' status these units must travel 'upsidedown' until they 'merge' with a 'veteran' (not upsidedown) unit. The replacement unit then becomes a 'veteran' unit. The Allies have a total of 34 1-16 replacements and 6 2-16 replacements for the rest of the game. No more than two combat factors may come on each turn. They must come on when schedueled to. Infantry units must join up (on the same square with) infantry units and armored units with armored units.

GERMAN–Same as the Allied except that the Germans receive only 2 combat factors a turn and have a total of only 2 2-16 armor and 10

1-16 infantry. Theirs come from the east side of the board. They begin on 27 December and end on 1 January.

AIRPOWER

The Germans launched their offensive under the cover of a spell of bad weather. This lasted until 23 December in the original campaign. On that day Allied airpower was finally able to make its weight felt. The following rule attempts to reflect the airpower factor in the game.

Before the 21 December turn begins the Allied player rolls the die. If he rolls a 1 the weather is clear for that day. If a 2 is rolled it clears on the 22nd, if a 3 the 23rd and so on. Once the weather is clear the Allied player may place 2 barrier counters a turn anywhere on the board. A barrier counter 'cuts' the German supply line. It is removed in the normal fashion. All movement factors of German motorized units (those with a movement factor of more than 5) is cut in half. On the turn after the weather 'clears' the German player rolls the die before each turn. If a 1 is rolled the weather is NOT clear for THAT TURN ONLY. Now don't go reading between the lines, this rule says exactly what it says.

AIR SUPPLY

This rule must be used when the weather is 'clear' and when you are using the SUPPLY RULE II. The Allies ONLY are allowed to drop one supply unit an every even numbered day anywhere on the board. This supply unit may not move. In fact, don't even use a supply counter to represent it but something (anything) else (one of the blank counters will do). The Allies may drop as many of these as they are able to during the game. They may drop onto friendly units and must be taken into account when stacking. Otherwise, they act just like any other supply counter.

GERMAN PARATROOP DROP

The Germans had one parachute 'regiment' (actually a battalion) which was available for dropping. They may drop it any time before the weather becomes clear from the second impulse of the 16 December turn on. It may not be dropped onto enemy units or into enemy zones of control. When it is dropped the German player must roll the die. If he rolls a 2,3,4,5 or 6 the unit is destroyed. Otherwise it lands in one piece and may function like any other isolated unit (if it is isolated). You may also use it as a regular infantry unit, bringing it on on the 2nd impulse of the 16 December turn.

THE THAW

Work this one just like the AIRPOWER rule. Except the German player rolls the die before the 19 December turn. The die roll indicates the cold weather begins and the ground freezes. When this happens all units may move on clear and forest squares at a cost of only one movement factor (instead of the previous two. On the turn after the 'cold' appears the Allied player may start rolling the die to get the 'thaw' back, if only for a day at a time.

GERMAN ENGINEERS

The Germans had a critical shortage of engineer troops which hurt them considerably. Six German engineer units have been included in the game. These units change the German ability to rebuild bridges. The Germans may rebuild a 'road' bridge ONLY with these units. They do it just as they did in the original bridge building rule except that now only these engineer units may do it for 'road' bridges. The Germans may rebuild bridges over non-road 'breaks' in the river (representing smaller, secondary bridges) as before. The German engineer units may also construct barriers. This was something the Germans were unable to do previously.

BRITISH FORCES ACROSS THE MEUSE

Various command and logistic considerations prevented British forces from operating across the Meuse unless absolutely neccessary. When using this rule all Allied reinforcement coming on the board from the west side of the board on or after the 20 December turn (mostly British) must come on behind the Meuse and may not cross the Meuse until the Germans come to within three squares of it. Once the Germans come any closer all of these forces across the Meuse may cross to the eastern side freely for the rest of the game.

	DIVISIONS	REGIMENTS
22PN	Each 19-8	Four 4-16
20AN	2nd Arm.	CCA,CCB,CCR,Rcn
20AW	3rd Arm.	CCA,CCB,CCR,Rcn
	Brit. Gds	56th Gds, 32nd Gds
20AS	Each 14-8	Three 4-16
21AN	4th Arm.	CCA,CCB,CCR
27PS	5th Arm.	CCA,CCB,CCR
17AN	6th Arm.	CCA,CCB,CCR
B	7th Arm.	CCA,CCB,CCR
17PS	9th Arm.	CCA,CCB,CCR
29PS	10th Arm.	CCA,CCB,CCR
	11th Arm.	CCA,CCB,CCR
19AN	Each 12-8	Three 3-16
B	1st Inf	16,18,26
B	2nd Inf	9,23,38
21AN	4th Inf	8,12,22
17PN	5th Inf	2,10,11
21AN	9th Inf	39,47,60
B	26th Inf	101,104,328
18PN	28th Inf	109,110,112
26AS	30th Inf	117,119,120
23AN	35th Inf	134,137,320
21AS	75th Inf	289,290,291
26PN	80th Inf	317,318,319
21AS	83rd Inf	329,330,331
30AS	84th Inf	333,334,345
B	87th Inf	345,346,347
B	99th Inf	393,394,395
20AW	106th Inf	422,423,424
31AW	BRITISH	Brigades
26AW	43rd Inf	152,153,154
20AN	50th Inf	58,151,231
	51st Inf	152,153,154
	53rd Inf	71,158,160
18AW	Each 13-8	Four 3-16
18AW	82nd Abn	504,505,325,551
1AS	101st Abn	327,401,502,501
	17th Abn	513,193,194,507
	Recon Groups	Each 3-16
		14,102,2,6
	Engineer Regiments	Each 1-16
		1102,1107,1111,1128,
		354,342,392,366,
		1308,1313
	Independent Infantry	Each 3-16
		24,506Abn,508Abn,517Abn
23AW	French Light Inf Brigade	2-16
	British Arm Brigades	Each 3-16
		29,33,34

Allied OB:

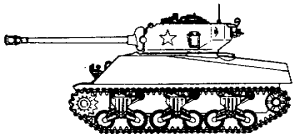
Designation of units on the board is, from north to south, 102 Cav Grp, 1/395 Rgt, 2/395 Rgt, 2 Div, 3/395 Rgt, 393 Rgt, CCB 9 Div, 394 Rgt, 14 Cav Grp, 422 Rgt, 423 Rgt, 424 Rgt, 1/112 Rgt, 2/112 Rgt, 3/112 Rgt, CCR 9 Div, 1/110 Rgt, 2/110 Rgt, 3/110 Rgt, 1/109 Rgt, 1/109 Rgt, 3/109 Rgt, CCA 9 Div, 1/12 Rgt, 2/12 Rgt, 3/12 Rgt, 1/8 Rgt. Engineer units were 1128, 1111, 1107, 1102 Rgt. Exact location of each uncertain. Next to the units and their sub units listed above is the impulse and direction they appear in in the Original Order of Appearance in the game. A 'B' signifies unit already on the board. Artillery units have not been identified.

	DIVISIONS	REGIMENTS
B	Each 18-8	Four 4-16
19A	1SS Panzer	1SS Pz, 1SS PG, 26SS PG, 1SS Rcn
B	2SS Panzer	2SS Pz, 3SS PG, 4SS PG, 2SS Rcn
	12SS Panzer	12SS Pz, 2SS PG, 25SS PG, 12SS Rcn
19A	Each 15-8	Three 4-16
	9SS Panzer	9SS Pz, 19SS PG, 20SS PG
*	10SS Panzer	10SS Pz, 21SS PG, 22SS PG
	Each 12-8	Three 4-16
B	2 Panzer	3 Pz, 2 PG, 304 PG
23P	9 Panzer	33 Pz, 10 PG, 11 PG
*	11 Panzer	15 Pz, 110 PG, 111 PG
B	116 Panzer	16 Pz, 60 PG, 156 PG
B	LEHR Panzer	901 PG, 902 PG, 903 PG
19A	Each 10-8	Two 4-16
23P	3 PG	8 PG, 29 PG
	15 PG	104 PG, 115 PG
	Each 12-3	Three 3-5
B	3 FJ	5 FJ, 8 FJ, 9 FJ
B	5 FJ	13 FJ, 14 FJ, 15 FJ
B	26 Inf	39, 77, 76
	Each 7-3	Three 2-5
28A	9 Inf	36, 57, 116
B	12 Inf	27, 48, 89
B	18 Inf	293, 294, 295
B	62 Inf	164, 183, 190
B	79 Inf	208, 212, 226
23A	167 Inf	315, 331, 339
25A	212 Inf	316, 320, 423
B	246 Inf	352, 404, 689
27P	272 Inf	980, 981, 982
B	276 Inf	986, 987, 988
B	277 Inf	989, 990, 991
B	326 Inf	751, 752, 753
2P	340 Inf	694,695, 696
B	352 Inf	914, 915, 916
B	560 Inf	1128, 1129, 1130
19A	Each 7-8	
	Führer Escort	
23A	Each 5-8	
	Führer Grenadier	
B	Each 3-8	
	150 Pz	
17A	Each 1-5	
	Von der Heydte	
	* Units enter under	
	Optimal Reinforcement Rate	
	19A-10SS Pz	
	20P-11 Pz	

German OB:

Designation of units on the board is, from north to south, 278 Div, 326 Div, 277 Div, 12 SS Div, 12 Div, 1 SS Div, 150 Brig, 3 Div, 295 Rgt, 294 Rgt, 293 Rgt, 62 Div, 116 Div, 560 Div (actually, only two regiments, the third didn't arrive until the 20th), 2 Div, 26 Div, Lehr Div, 5 Div, 352 Div, 276 Div, 212 Div, Penal Bn. Next to the units and their sub units listed above is the impulse they appear in the Original Order of Appearance of the game. A 'B' signifies unit already on the board. Artillery units have not been identified.

Reinforcement Rate & Time Record Card



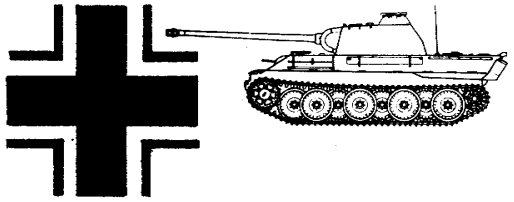
Most units are readily identifiable by their combat-movement factor. For some units this is not the case. These units are identified by a slash (/) after their factors. The letters after the slash refer to the following types of units; at-anti tank; ar-armor; e-engineer; r-reconnaissance;
The large letters next to Allied unit factors refer to the side of the board they come in on: N-North; S-South; W-West.

KEY	REINFORCEMENT VARIANTS	16A	16P	17A	17P	18A	18P	19A	19P
O	This is the ORIGINAL Allied reinforcement rate. It was probably the best effort they were capable of.	SEE BOARD		One 14-8N One 3-16N One 14-8S One 1-16S/at	One 12-8N One 6-8N One 6-8S	One 1-16N/at Two 13-8W	One 3-16N One 12-8N	Two 3-16N	One 6-8N Two 6-8S
S	This is a SLOWED DOWN version of the original Allied reinforcement rate. It was a strong possibility had the conditions been "right" for it.	↑		One 14-8N One 14-8S		One 12-8N One 12-8N	One 6-8N	One 12-8N One 1-16S/at	
P	This is the PATTON SLOWED DOWN version of the Allied reinforcement rate. Patton's Third Army was preparing for an attack to the east. A few 'wrong' orders could have brought this one about.	↑		One 14-8N One 3-16N One 1-16S/at	One 12-8N One 6-8N	One 1-16N/at Two 13-8W	One 12-8N	Two 3-16N One 14-8S	One 6-8N
H	This is the HITLER FANTASY version of the Allied reinforcement rate. Hitler felt that the Allies would blither among themselves long enough to allow his troops through. What if.....	↑ Dec 1944					Two 3-16N		One 14-8N

KEY	20A	20P	21A	21P	22A	22P	23A	23P	24A	24P	25A	25P	26A	26P
O	One 19-8N One 14-8S One 19-8W Three 12-8W Two 3-16W/ar		One 14-8N One 12-8N One 1-16S/at Three 12-8S	Two 6-8S	One 3-16S/r One 3-16W/ar	One 19-8N One 6-8S	One 12-8N Six 1-16W/e One 2-16W	One 6-8S			One 1-16S/at One 3-16W		One 12-8S	One 12-8N One 6-8S
S	Two 13-8W	One 6-8S One 12-8N	One 1-16N/at	One 6-8N One 3-16W		Two 6-8S	One 19-8N One 14-8S		One 19-8W Two 12-8W		One 12-8W Two 3-16W/ar	One 14-8N	One 12-8N One 1-16S/at One 3-16S/r	One 6-8N
P	One 19-8N One 14-8S One 19-8W Three 12-8W Two 3-16W/ar		One 14-8N One 12-8N One 1-16S/at	One 6-8S	One 3-16W/ar	One 19-8N One 3-16N	One 12-8N Six 1-16W/e One 2-16W			One 12-8S	One 1-16S/at		One 12-8S One 6-8S	One 12-8P
H		One 14-8S One 12-8N One 3-16N	Two 13-8W	One 6-8N	One 19-8N One 14-8S		One 19-8W Three 12-8W One 1-16N/at			Two 3-16W/ar Three 6-8S One 6-8N	One 14-8N One 12-8N One 1-16S/at		One 12-8N Six 1-16W/e	Two 6-8S

KEY	27A	27P	28A	28P	29A	29P	30A	30P	31A	31P	1A	1P	2A	2P
O	One 3-16W/ar	One 14-8S		One 6-8N		One 14-8S One 6-8S	One 12-8S		One 12-8W		One 13-8S	One 6-8S		
S	Two 12-8S One 3-16W/ar	One 19-8N	One 12-8S One 12-8N	Two 6-8S	Six 1-16W/e One 2-16W	One 6-8S	One 1-16S/at One 12-8S One 12-8N		One 6-8S One 3-16W/ar	One 14-8S	One 6-8N One 14-8S One 6-8S		One 12-8S One 12-8W One 13-8S One 6-8S	
P	One 3-16W/ar One 3-16W	One 14-8S		One 6-8N		One 12-8S One 6-8S		One 14-8S	One 12-8W		One 13-8S One 14-8S One 6-8S		One 12-8S	
H	One 2-16W One 1-16S/at	One 6-8S One 1-16S/at	One 12-8S	One 12-8N One 6-8S	One 3-16W/ar	One 14-8S One 6-8N		One 14-8S One 6-8S One 3-16N	One 12-8S One 3-16W		One 12-8W Jan 1945		One 13-8S	One 6-8S

Reinforcement Rate & Time Record Card



All Germans come from the East.

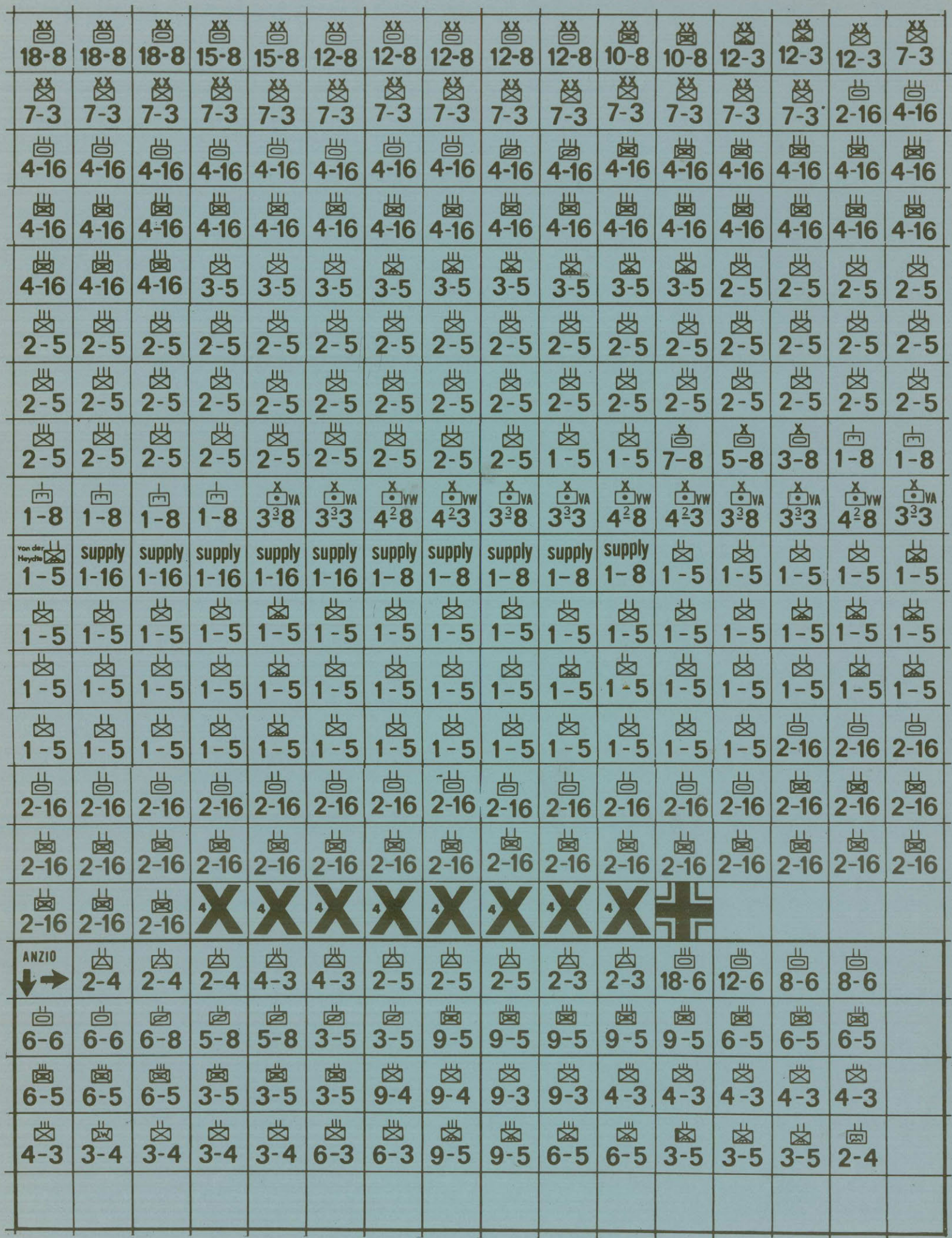
KEY	REINFORCEMENT VARIANTS	16A	16P	17A	17P	18A	18P
O	This is the ORIGINAL German reinforcement rate. Command indecision, confusion and traffic jams were its prime ingredients.	SEE MAP		One 1-5/f parachute			
⊕	This is the OPTIMAL German reinforcement rate. The earliest dates the units shown could have been placed in the battle area.	Dec'44		One 1-5/f One 18-8 One 7-8		One 5-8 One 10-8 One 15-8	

KEY	19A	19P	20A	20P	21A	21P	22A	22P	23A	23P	24A	24P	25A	25P
O	One 18-8 One 10-8 One 15-8 One 7-8								One 5-8 One 7-3	One 12-8 One 10-8			One 7-3	
⊕	One 12-8 One 15-8			One 12-8 One 10-8	One 7-3			One 7-3			One 7-3			

KEY	26A	26P	27A	27P	28A	28P	29A	29P	30A		31A	31P	1A	1P	2A	2P
O				One 7-3	One 7-3										One 7-3	
⊕	One 7-3				One 7-3								Jan'45			

HOW TO USE THE "BASTOGNE" REINFORCEMENT & TIME RECORD CARDS

Stack units directly on the appropriate impulse-blocks of the particular reinforcement variant being played. Ignore unit-appearance information given in any "key" other than the one in use. Use a dime or the "star" and "cross" counters as markers to indicate what impulse is being played. "A"—the first impulse; "P"—the second impulse of any given turn (that is, "21A" + "21P" equals the Dec 21st turn). Units may not delay their entrance into the game.


18-8 18-8 18-8 15-8 15-8 12-8 12-8 12-8 12-8 12-8 10-8 10-8 12-3 12-3 12-3 7-3
7-3 7-3 7-3 7-3 7-3 7-3 7-3 7-3 7-3 7-3 7-3 7-3 7-3 7-3 2-16 4-16
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2-16 2-16 2-16 4 X 4 X 4 X 4 X 4 X 4 X 4 X 4 X
ANZIO 2-4 2-4 2-4 4-3 4-3 2-5 2-5 2-5 2-3 2-3 18-6 12-6 8-6 8-6
6-6 6-6 6-8 5-8 5-8 3-5 3-5 9-5 9-5 9-5 9-5 9-5 6-5 6-5 6-5
6-5 6-5 6-5 3-5 3-5 3-5 9-4 9-4 9-3 9-3 4-3 4-3 4-3 4-3 4-3
4-3 3-4 3-4 3-4 3-4 6-3 6-3 9-5 9-5 6-5 6-5 3-5 3-5 3-5 2-4

18-8	18-8	18-8	15-8	15-8	12-8	12-8	12-8	12-8	12-8	10-8	10-8	12-3	12-3	12-3	7-3
7-3	7-3	7-3	7-3	7-3	7-3	7-3	7-3	7-3	7-3	7-3	7-3	7-3	7-3	2-16	4-16
4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16
4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16	4-16
4-16	4-16	4-16	3-5	3-5	3-5	3-5	3-5	3-5	3-5	3-5	3-5	2-5	2-5	2-5	2-5
2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5
2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5
2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	2-5	1-5	1-5	7-8	5-8	3-8	1-8	1-8
1-8	1-8	1-8	1-8	VA $3^3$8	VA $3^3$3	VW $4^2$8	VW $4^2$3	VA $3^3$8	VA $3^3$3	VW $4^2$8	VW $4^2$3	VA $3^3$8	VA $3^3$3	VW $4^2$8	VA $3^3$3
von der Heydte 1-5	supply 1-16	supply 1-16	supply 1-16	supply 1-16	supply 1-16	supply 1-8	supply 1-8	supply 1-8	supply 1-8	supply 1-8	1-5	1-5	1-5	1-5	1-5
1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5
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1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	2-16	2-16	2-16
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2-16	2-16	2-16	4 X	4 X	4 X	4 X	4 X	4 X	4 X	4 X					
ANZIO	2-4	2-4	2-4	4-3	4-3	2-5	2-5	2-5	2-3	2-3	18-6	12-6	8-6	8-6	
6-6	6-6	6-8	5-8	5-8	3-5	3-5	9-5	9-5	9-5	9-5	9-5	6-5	6-5	6-5	
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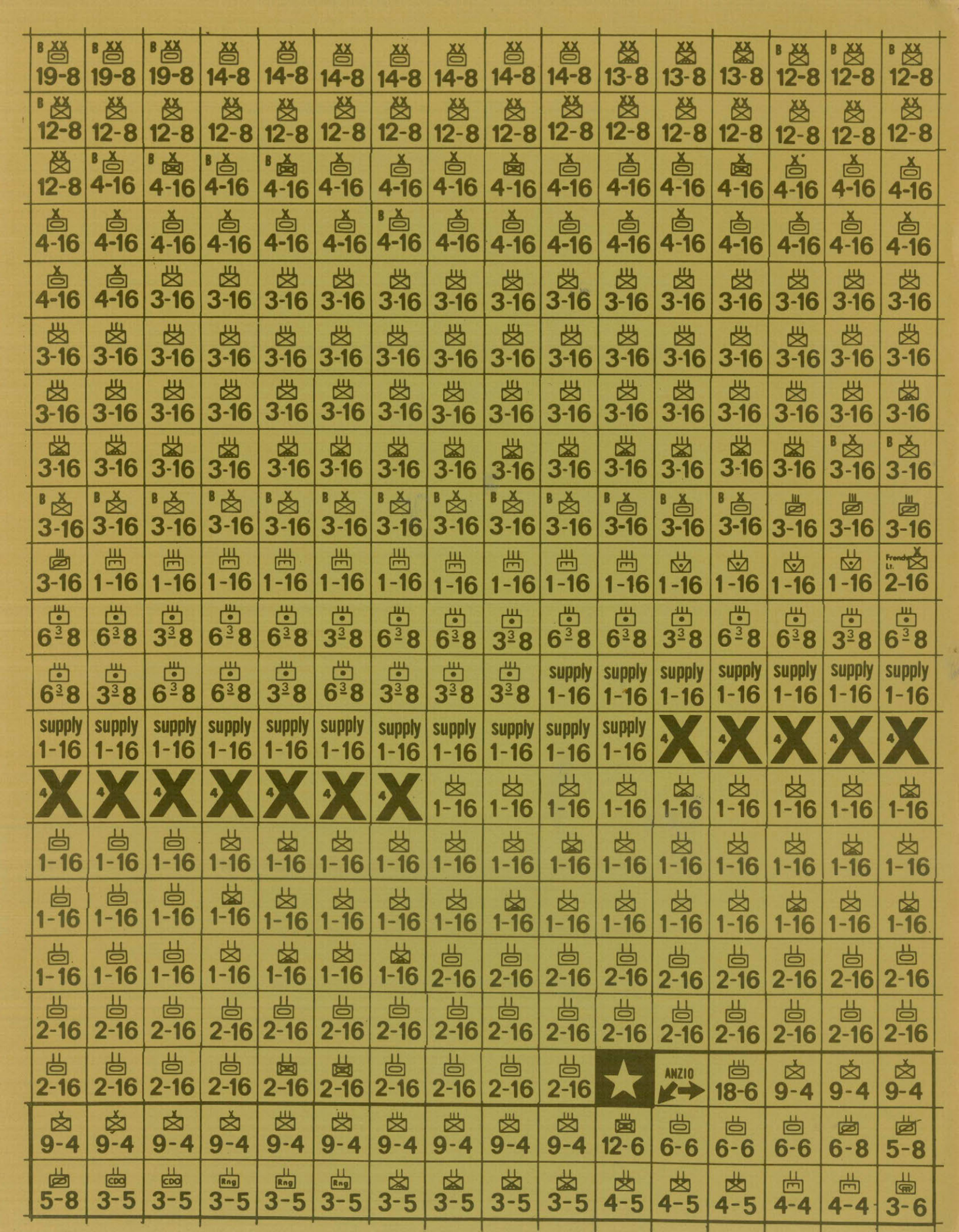
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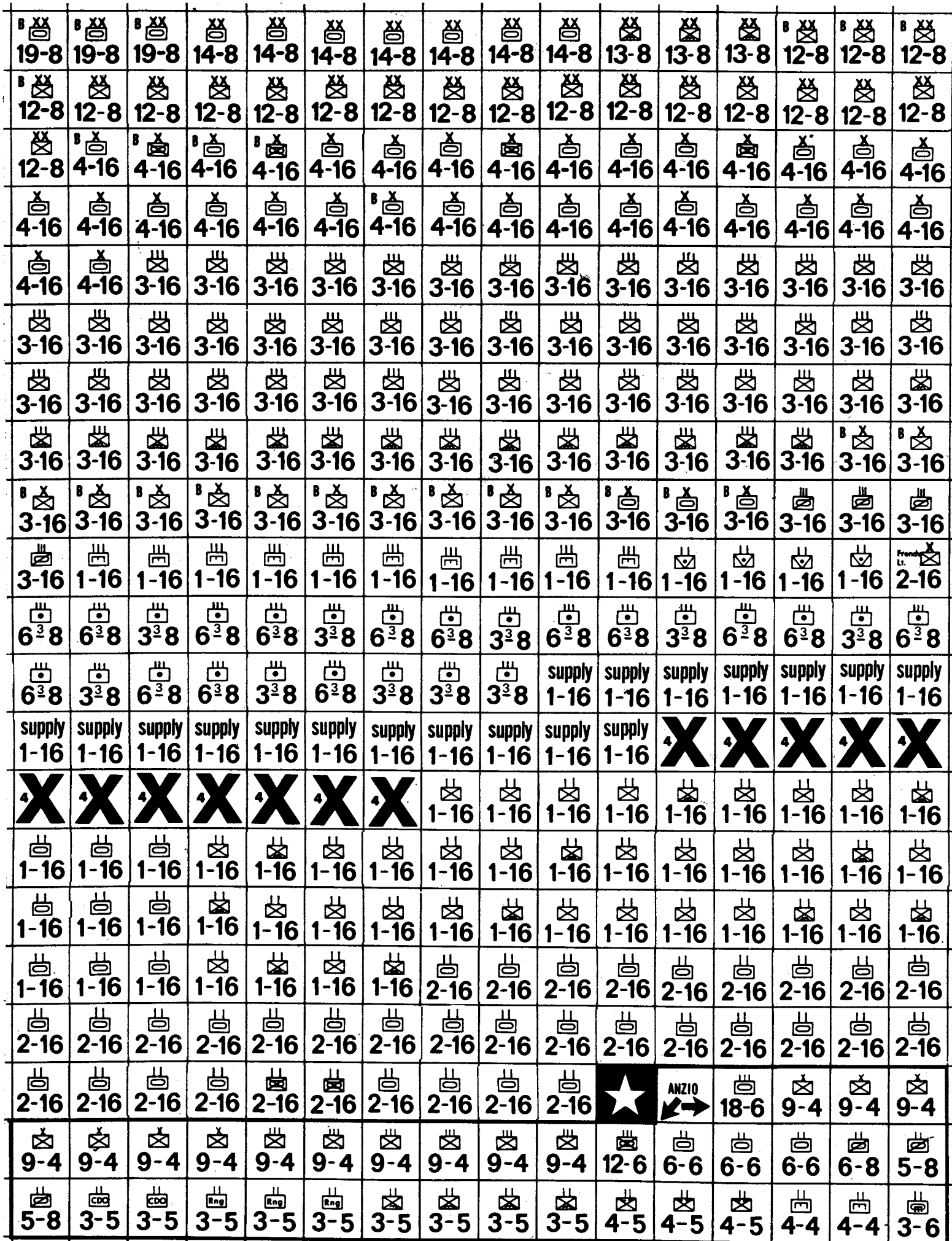
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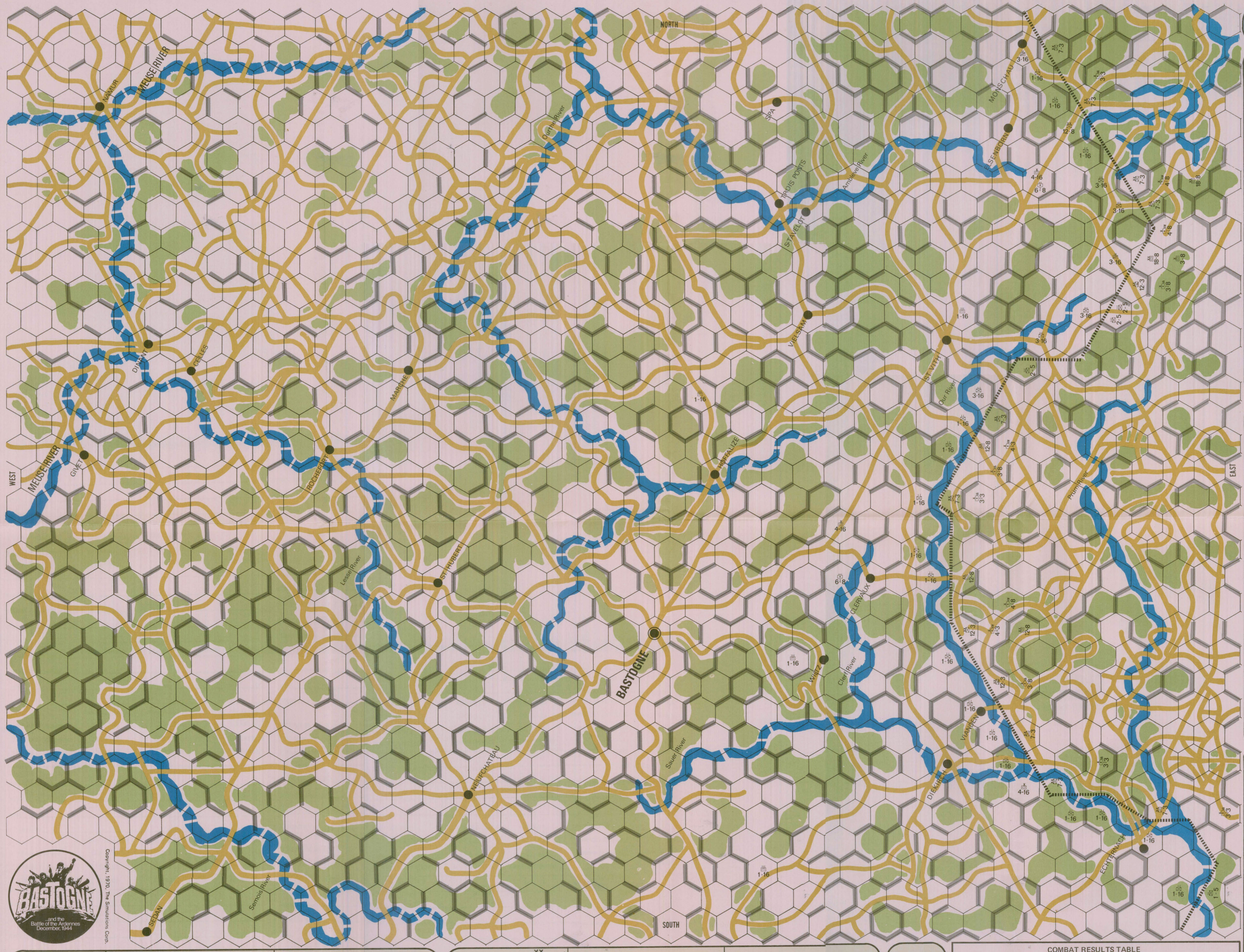

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BASTOGNE
...and the Battle of the Ardennes December, 1944

COMBAT RESULTS TABLE

	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	
0	Ex	Ex	De	De	De	De	De	De	De	De	De	0
1	Ex	Ex	Ex	Ex	Ex	De	De	De	De	De	De	1
2	Db-1	Db-2	Db-3	Db-3	Db-3	Ex	Ex	De	De	De	De	2
3	Ab-1	Db-1	Db-2	Db-3	Db-3	Db-3	Db-3	Ex	Ex	De	De	3
4	Ab-2	Ab-3	Ab-2	Ab-2	Db-2	Db-3	Db-3	Db-2	Db-3	Ex	Ex	4
5	Ae	Ab-3	Ab-2	Ab-2	Ab-1	Db-2	Db-2	Db-2	Db-2	Ex	Ex	5
6	Ae	Ae	Ae	Ab-3	Ab-3	Ab-2	Ab-1	Db-1	Db-2	Db-2	Db-1	6
7-	Ae	Ae	Ab-3	Ab-3	Ab-3	Ab-3	Ab-3	Ab-3	Ab-3	Ab-3	Ab-3	7
8-	Ae	Ae	Ae	Ab-3	Ab-3	Ab-3	Ab-3	Ab-3	Ab-3	Ab-3	Ab-3	8

COMBAT RESULTS TABLE

	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	
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1	Ex	Ex	Ex	Ex	Ex	De	De	De	De	De	De	1
2	Db-1	Db-2	Db-3	Db-3	Db-3	Ex	Ex	De	De	De	De	2
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4	Ab-2	Ab-3	Ab-2	Ab-2	Db-2	Db-3	Db-3	Db-2	Db-3	Ex	Ex	4
5	Ae	Ab-3	Ab-2	Ab-2	Ab-1	Db-2	Db-2	Db-2	Db-2	Ex	Ex	5
6	Ae	Ae	Ae	Ab-3	Ab-3	Ab-2	Ab-1	Db-1	Db-2	Db-2	Db-1	6
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