

# Standard Combat Series:

## Ardennes II

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## Introduction

**Ardennes II** is a reworking of the *Standard Combat Series* game **Ardennes** (1993). It portrays the December 1944 German offensive in the Ardennes Forest, commonly referred to in the United States as “The Battle of the Bulge.” It simplifies some things from the original, streamlines others, and makes full use of the new information contained in the much larger and more involved game on the subject (**Last Blitzkrieg** in the *Battalion Combat Series*).

## 1.0 General Special Rules

### 1.1 Scale

Each turn is one day, a hex is one mile across, units range in size from battalion through brigade.

### 1.2 Units

#### Step Sizes:

Units have both full and reduced strength sides (with a reduced strength side marked with a lighter color edge border) showing a total of two steps. A unit with two steps shows taking a step loss by flipping over to its reduced side. A unit with only one step available or remaining is sent to the Dead Pile upon taking a step loss. Single step units have the reduced coloration on their counter fronts and their counter backs are blank.

#### Counter Ownership:

Allied: US (Green), CW (Brown), Belgian (Blue)

Axis: Wehrmacht (Grey), SS (Black), Luftwaffe (Blue)

### 2.1 Turn Sequence

Except for the US Barrage in the German Player Turn, the Phasing Player executes ALL Phases in his Player Turn for his own units.

#### Pre-Turn

- Weather Determination.
- Air Strike Availability.
- Air Supply Allocation.
- Reinforcement Placement.
- Barrage & DG Marker Removal. (US & German)

#### German Turn

- Barrage Marker Removal.
- Movement & Barrage.<sup>[1]</sup>  
German Half Reconciliation.
- US Barrage.  
US Half Reconciliation.
- Combat.
- Exploitation.<sup>[1]</sup> (Ignore on Turn 1, see 4.3)
- German Supply.

#### US Turn

- Barrage Marker Removal.
- Movement & Barrage.<sup>[1]</sup>  
US Half Reconciliation.
- Combat.
- Exploitation.<sup>[1]</sup>
- US Supply.

#### Game Turn End

- Turn Marker Advance and begin a new turn.

<sup>[1]</sup>These Phases include friendly Overrun Attacks.

#### Zones of Control:

ZOCs are handled differently than in other *SCS* games. Some units (see below) create **ZOC Bonds** between them, while others do not have any ZOC at all. There is an added cost of moving “Adjacently” (moving from one hex adjacent to an enemy unit (of any kind or status) to a hex adjacent to it or another enemy unit, see the *TEC* note #3). No unit has a traditional ZOC nor applies any ZOC effects.

#### Terms:

**ZOC Bond:** The hex between two *ZOC Posts*.

**ZOC Posts:** A stack of friendly units meeting the requirements below which are on either end of a **single** ZOC Bond hex.

#### ZOC Bonds:

A ZOC Bond exists between two *ZOC Posts* each fulfilling all these requirements:

- ZOC Posts must contain at least 2 steps of Infantry (see next).
- “Infantry” here includes **ONLY:** Plain Infantry (any level of motorization), Mechanized, Airborne, or Glider Infantry. It does **NOT** include any Bicycle, Penal, Erz, Ost, MG, or Pioneer units.
- The two ZOC Posts must be exactly 2 hexes apart (so the ZOC Bond is a single hex). The Bond hex cannot contain units of either side nor can it contain any Prohibited Terrain.
- A given ZOC Post can only support two ZOC Bond hexes.
- If there are two possible pathways between the ZOC Posts, use the one which is further from the local enemy units.
- A ZOC Post cannot be set up in a City hex. *Its frontage is absorbed into the city.*

ZOC Bonds only exist to enforce their MP cost (see the *TEC*) and to stop (and inflict a loss upon) Retreats. (3.2) They **cannot** be attacked, are unaffected by Barrage markers, and **cannot** be negated in any way.

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### Unit Symbol Key

See also SCS rules, page 2.

**Unit Front**

**Unit Back**

**Artillery**

**Barrage Marker**

**Air Strike or Air Supply Marker**

**Armor or Panzer**

**Armor Variants (Historical Interest Only)**

Tank Destroyer	JagdTiger
Tiger	SturmTiger
JagdPanzer	Brumbär
Sturmgeschutz	Hetzer

**Armored Recon**

**Bicycle**

**Infantry**   **Mechanized or Panzer Infantry**

**Penal**

**Ost** Ost (Russian) Troops

**Erz** Ersatz Troops

**MG** Machine Gun

**Pio** Pioneer

**Artillery**

**Rocket Artillery**

**Add-on Symbols (Historical Interest Only)**

Glider

Airborne

**Markers**

Game Turn	Weather
Disorganized	
Bridge Blown	Bridge Tested and OK.

**“Non-ZOC” ZOC-like Effects:**  
 When **starting** a Phase adjacent to **any** enemy unit, the following applies: The unit **cannot** Exploit or Overrun.  
 Moving from one such hex to another costs +1 MP each time.

**Road vs. road:**  
 The **capitalized** term “Road” refers to actual **Road** features. However, the lower-case “road” refers to **any type** of Road and Track. Sentences are constructed to avoid using “Road” as their first word.

**Combat Shifts Example:** A Defender in a City hex containing some Woods would only apply a shift of two columns to the left (only the City counts as it has the greatest effect). If there are two attacking stacks in this case, where one of them is behind a Stream, the next effect would be three shifts left and if both are attacking across Stream hexsides, it would be four shifts left.

**Movement Allowances:**  
 A unit’s MA color designates its MA’s type—either Leg or Mechanized. Each MA type applies its own Terrain costs as shown on the *Terrain Effects Chart*.  
 The MA Type color codes are:  
 ○ Black = Mechanized MA  
 ○ White = Leg MA  
 Only **Mechanized MA** units are capable of Overrun Attacks (MA, not Exploit Capability, determines the ability to Overrun.)

**Exploit Capable Units:**  
 Units with a Yellow banner along the bottom of their counter are Exploit Capable. Only **Exploit Capable** units can Advance after Combat **more** than one hex. Exploit Capability can be revoked by DG, enemy Barrage markers, starting a Phase adjacent to any enemy unit, or the Germans on Turn 1.

**Rebuilding:**  
 Units cannot be rebuilt. Once dead, they are permanently removed from play.

**1.3 The Map Hex & Hexside Terrain:**  
 The defender’s **HEX** Terrain **always** applies in movement and combat, but **HEXSIDE** Terrain combat effects **only** apply to attacking stacks which are attacking across **Hexside** Terrain themselves.

Note that while moving along a road negates hexside MP costs for movement, attacking along a road may allow the attack but does not negate the hexside’s combat shift.

In the special case of a road connecting two hexes containing a River or Stream which does not have a operational bridge (and is not a Prohibited (P) hexside), a unit following that road will pay the road rate to enter the hex adjacent to the Stream, then the hexside MP cost, and would expend the **non-road** cost to enter the far side’s hex. Then it can continue further using the road.

So, a Mech MA unit crossing a Stream (following a Road) and moving into another Road hex containing Woods on the other side would expend 8 MPs (6 for the Woods and +2 for the Stream) before being ready to continue on the Road. Note that the crossing may not be allowed if it is P Terrain, even if the hexside (itself) is allowed (the Road does not negate the far side hex).

### Multiple Terrain Types:

Some hexes have multiple terrain types within them (regardless of the quantity of each). Apply the following applicable for the activity being executed.

a) **Movement.** Use the *single* Hex Terrain with the **greatest MP cost** plus any applicable Hexside cost.

**Exception:** Remember that units following contiguous roads ignore other terrain features crossed or entered and always have any needed bridges, provided they are not Blown. (3.8)

b) **Combat.** Use the *single* Hex Terrain in the Defender's hex giving the Defender's **greatest beneficial Shift**. Apply any negative shifts applying to each attacking stack.

### Friendly Map Edges:

Friendly Map Edges are those from which that side can obtain trace supply. Regardless of the situation, the below map edges are always friendly to the listed side.

Map Edges	Side
North, West, & South	US
East	German



### The West Wall:

West Wall hexes apply **only to German units** occupying them.

**Historical Note:** *The German West Wall (or Siegfried Line) was built in the 1930's to counter to the French Maginot Line. While its fortifications fell into disuse since the fall of France in 1940, Hitler ordered them to be re-armed and brought up to operational standards on 24 Aug 1944.*

*While the original bunkers could not withstand current anti-armor weapons, additional (and newer) bunkers called "Tobruks" were added.*

*Naturally, during the retreat in the fall of 1944, the Germans occupied the West Wall to make a stand at the Reich's border.*

## 2.0 The Game Turn



### 2.1 Turn Sequence

See front cover, page 1.

### 2.2 The Pre-Turn

Both players work together to conduct the Pre-Turn Phase.



### Weather

The *Weather Track's* marker identifies the current turn's weather. For simplicity, Weather only shows the onset of Freeze conditions (which determines the possibility of fully using the Allied Air Forces). **Starting** on 23 Dec 44, the US player rolls one die each turn to determine if a Freeze occurs.

### Air Strikes

The current Weather conditions determine the column the US player rolls on the *US Air Strike Table* which supplies his available Air Strikes that turn. There are no German Air Strikes.

Air Strikes can be used **anywhere** on the map and **do not** require any Spotter—otherwise, they follow the same Barrage rules as Artillery. Each Air Strike can only be used once. Any number can be used against a single hex and they do not need to be identified in advance. Unused Air Strikes cannot be saved from turn-to-turn.

### Air Supply Allocation

One or more of the player's Air Strikes can be used for Supply instead of Barraging. Place the Air Strike in any hex on the map with its 'Supply side' up in this Phase. The marker can supply US units w/i 5 hexes of its hex.

### Reinforcement Placement

In this Phase, place Reinforcements of **both** sides according to both **Orders of Arrival**. Follow SCS 5.0, except that this is done now and **not** during each Player Turn.

**Exception:** See 5.1.

"Removal" on the OOAs means to **remove** the listed units from play regardless of their situation or status (even if they are dead). They never return.

## 3.0 Movement & Combat

### 3.1 Movement

#### Stacking:

Maximum Stacking is 3 units. All friendly units count equally for Stacking, regardless of step size, type, or combat strength.

Units ending any Phase **overstacked OR** stacked with a unit belonging to another Division are DG. (3.4)

**Momentary stacking** (even stacking between Divisions **or** overstacking) during *movement* is OK. This includes the moment of an Overrun.



#### Traffic Jams:

Traffic Jam hexes **automatically** DG units entering (or starting a Phase within) them. They only exist on Turns 1 & 2 remaining in effect **until** the bitter end of Turn 2. Traffic Jams affect German units and never affect US ones.

**Important:** A German Occupied Traffic Jam hex is **Prohibited Terrain** for all other German units. There is no passing.

### Divisional Integrity:

Each 'Division' (some are, of course, technically "Brigades") has its own counter color code and specific identification. Divisional Integrity is a punishment for mixing units from different 'Divisions' in a given hex.

The Divisional Integrity effects are:

- Divisional Artillery ("Divarty") **requires** a spotter from its **own** Division. (3.5, Requirements) or it cannot fire at all.
- If more than one Division's units are stacked together, the stack is DG at the end of the current Phase. Violating Divisional Integrity while Overrunning (or moving to an Overrun) **does not** affect the units involved at all.
- Independent units (which are not assigned to any specific Division) can stack with any Division without penalties.
- Divisional Integrity **does not** apply to Reinforcements in their Entry Areas.

### 3.2 Combat

Combat applies a standard *SCS Combat Table*. Given the rules below, the Defending player might be able to **select** to **Hold** or **Retreat** in response to each Attack.

**Before determining the odds**, the Defending player must choose to **either** Hold **or** Retreat. If Hold is **mandated** below, he **must** Hold. Otherwise, he can *choose* Retreat. Retreats must conform to these requirements:

- The Defending stack must Retreat 5 hexes.
- There is no CRT roll. The attack is assumed to have happened and the Attacking Units “used.”
- The Attacker can Advance after Combat.

#### Mandated Holds:

A Hold becomes mandatory (and there can be no Retreat before combat) if the Defender is:

- DG.
- Under an **enemy** Barrage marker.
- In a City hex.
- Contains any Leg MA units.

#### Combat Procedure:

- 1) The Attacker identifies the Attacking and Defending Stacks.
- 2) The Defender determines if a mandated Hold is in effect and announces if he will Hold or Retreat. If he Retreats, execute it ending the Combat (finish using step #7). If he chooses (or must) Hold, he declares his Defense Strength (including any applicable Terrain Effects shifts).
- 3) The Attacker computes his Attack Strength, determines the starting odds, and applies any Terrain Effect shifts.
- 4) The Attacker rolls two dice on the final *Combat Table* odds column, and reads the result.
- 5) Apply any Loss Result using *SCS* Loss distribution. (*SCS* 8.0)
- 6) Execute any Retreat result.
- 7) Execute any Advance after Combat.

#### Retreats:

The *Combat Table*'s Retreat result determines any Defender's Retreat unless he can and chooses to Retreat rather than resolve the combat. There is **no effect** for retreating adjacent to enemy units; however, lose 1 step if the retreating stack enters an enemy ZOC Bond hex (it must stop in it) or if blocked by enemy units.

#### Advance after Combat:

- **If the Attacking unit is Exploit Capable, the Retreat result is 2 or more, AND the attack is NOT an Overrun:** The maximum advance is two hexes and the old Defender's hex **must** be the first entered. Its second hex **must** follow a road.
- **All Other:** The maximum advance is only **into** the Defender's hex. Overrunning attackers **can** continue to move (but not Overrun again) from that hex with their remaining MA. (3.3)

### 3.3 Overruns

An Overrunning unit must:

- Have a Mechanized MA. Exploit Capability is not required, **Mech MA** is.
- **Not** be DG.
- **Not** start the Phase in a hex **adjacent** to an enemy unit.
- Spend +2 MPs to do so.
- Follow a contiguous road into the Defender's hex. (Exception to *SCS* 6.1d.)
- **Not** start within or enter an **enemy** Barrage hex anywhere in its movement to the Overrun target hex.
- Friendly Barrage markers apply to the Defender normally, but **do not** affect the Attacker at all.
- Use the same Retreat or Hold process as regular Attacks. (3.2)
- Not have already Overrun in the current Phase.

Overrun Attackers **do not** Advance After Combats. They can continue to move with their **remaining** MA but are **NOT** permitted to Overrun again that Phase.

If the Defender no longer occupies the hex because the units retreated or were destroyed, place the Attacker in that hex at

no additional MP cost (the Attacker must enter the Defender's hex if they “win”). If the Defender remains in the hex, the Overrunning units can continue their move with their remaining MA from the hex adjacent to the Defender.

The player could attempt to Overrun a hex any number of times in a Phase (but with different attacking stacks).



### 3.4 Disorganized Units

Units become Disorganized (DG) when any of these occur:

- End any Phase overstacked.
- End any Phase violating Divisional Integrity.
- End a friendly Supply Phase (only) Out of Supply.
- Enter or start a Phase within any active Traffic Jam hex. (3.1)
- Are Artillery and they: Bug Out, Retreat, or Barrage when **unable** to trace supply.

Place DG markers on top of their stacks. It becomes a property of all units in it. There is no additional effect for a hex having more than one DG marker in a hex. If the DG units move to different hexes or stacks, they take their DG status with them (but do not give it to other units they later stack with).

#### DG Effects:

Attack	Defend	Move
1/2	1/2	1/2

Do not prorate MPs already expended when a unit becomes DG.

*Example: If the unit has an MA of 12 and expended 8 MPs when it becomes DG, its MA becomes 6 and having already expended 8 MPs, it cannot move further.*

#### Important: DG units CANNOT:

- **Overrun.**
- **Exploit.** If a unit becomes DG during the Exploitation Phase, it ceases to be Exploit Capable **at that moment** and no longer functions in the current Phase.
- **Barrage.**



### DG Recovery:

All stacks (of both sides) remove their DG markers only in the Pre-Turn's Barrage & DG Marker Recovery Phase given they fulfill all of the following.

They are NOT:

- Out of Supply.
- In an active Traffic Jam hex.
- Overstacked.
- Violating Divisional Integrity.

## 3.5 Barrage

Barrages degrade enemy units and prevent the enemy's free use of terrain. Most Barrages are conducted in each player's Movement & Barrage Phase, but the US player **also** has a US Barrage Phase within the German Player Turn.

Air Strikes can supplement US Artillery in any of its Barrage Phases.

The Barrage Target hex can contain Enemy Units, Friendly Units, or No Units at all.

### Barrage Requirements:

To Barrage, Artillery must:

- **Not** be DG.
- **Not** have Moved in the current Phase. (A placed Reinforcement has not "Moved" until it expends MPs on the map.)
- Have a target hex at or within **Range**. Range is on the counter in brackets, e.g. [8], and is a straight-line.
- Have a **Spotter**. There must be a friendly unit w/i **2 hexes** of the target hex. Terrain and 'LOS' do not matter. Artillery can self-spot. Units cannot move **after** being used as a spotter (but can move **before** spotting). See also Divisional Integrity, 3.1.
- **Not** during an Exploitation Phase.

### Barrage Resolution:

- Any number of (available) Barrages can be executed against any given hex during a Phase allowing friendly Barrages. There is no need to identify them in advance. **Exception: Air Strikes** are limited to one per target hex **if they do not have a spotter**.
- **+1 to each roll for each additional unit in the target Hex**. So, three units would require a DRM of +2.

- **-1 for each firing Artillery unit in an enemy Barrage marker's hex.** Artillery in an enemy Barrage marker's hex can fire, but obtains the -1 when doing so (friendly Barrage markers have no effect on friendly Artillery fires).
- Roll one die per Barrage per target hex. Check the modified roll against the **Barrage Success Roll** column on the *Terrain Effects Chart*. If there is more than one terrain type in the target hex, use the one with the most **difficult** Success Roll. If any modified die roll falls within the indicated range, place a Barrage marker (Full or Half as indicated, see below) in that hex. If the roll falls **outside** the needed range(s), there is no effect.

### Barrage Effects & Barrage Markers:

A successful Barrage places a "Barrage marker" in the target hex. Barrages do not inflict step losses directly; Losses occur **indirectly** via the combats against (or attacks by) Barrage weakened units.



Each successful Barrage will place a Full or Half marker into the target hex. Unlike DG markers, Barrage markers **belong** to the hex; they never move nor are "owned" by any unit. Their effects apply to all units within (or which enter) their hex. The player can make any number of Barrages against a given hex as his resources and desires allow (do them individually; do not identify them in advance). Multiple Barrage markers apply effects as per the chart in the next column. Place Barrage markers atop any units in or enter their hexes.

Barrage markers can be Half or Full sized. These are called "Half" and "Full" markers to make them more concise. The term "Barrage marker" applies to **both** sizes.



### Half Marker Reconciliation:

Reconcile Half markers at the end of their creation's Phase. No Barrage Phase **moves on** to a new Phase with Half markers still in play—they **only** exist **during** the Phase when created.

Reconcile all Half markers as follows:

- If the hex has **two or more Half markers**, remove them all and replace them with **one (1) Full marker** (whether there are two—or ten—Half markers in the hex, only **one** Full marker results).
- If the hex has only a **single Half marker** in it, roll one die as per the *Half Reconciliation Table* below.

Ignore any Full markers in a hex with the Half markers being Reconciled.

### Half Reconciliation Table

Roll	Result
<b>1-3</b>	Remove the Half marker.
<b>4-6</b>	Replace the Half marker with One Full marker.

### Barrage Hex Effects:

Enemy			
Full markers	Attack	Defend	Move*
Only 1	1/2	1/2	+2 MPs
2 or more	1/4	1/4	+4 MPs

Friendly			
Full markers	Attack	Defend	Move
Any	-	-	+1 MP
- = No Effect			

\* Enemy (not Friendly) "Move" costs apply to Entering **OR** Exiting the marker's hex. If a unit does **both**, pay twice. (See also 3.5 Blue-on-Blue.)

**Important:** Units which start in an **enemy** Full marker hex (or enter one later) **cannot** Overrun or Exploit for the rest of that Phase. (See also 3.3.) However, **friendly** Barrage markers only add the +1 MP cost for entry (not exit) and affect **neither** Overrun nor Exploit abilities. (see Blue-on-Blue.)

### Barrage Marker Removal:

Remove **both** side's Barrage markers in the Pre-Turn's Barrage & DG Marker Recovery Phase.

### Blue-on-Blue:

**Friendly** Barrage markers **ONLY** affect friendly units by adding:

- +1 MP to **enter** the marker's hex (there is no cost to exit).

Friendly Barrages never affect friendly units in any other way. The number of friendly Barrage markers in the hex does change the +1 Movement effect.



### 3.6 Artillery

Artillery affects the battlefield via Barrages which can target enemy units or the hexes they are expected to move into. Artillery units themselves **move** normally **except** they cannot **intentionally** enter a hex adjacent to an enemy unit.

Phasing Artillery units can **either** Fire **OR** Move in their Barrage Phase (but **never both**). **Exception:** The US Barrage Phase in the German Player Turn **only** allows Fires **not** Movement. A given US Artillery unit **can** Barrage in **both** US Barrage Phases in the turn, if otherwise able.

#### Bugging Out:

“Bugging Out” requires Artillery to run from danger. Given the below, Artillery **must** Bug Out *at that moment* **unless** DG. **DG** Artillery **cannot** Bug Out.

Barrage markers have no effect on Artillery Bug Out.

Artillery **MUST** Bug Out when an enemy unit with a **printed** Attack Strength of *at least* 2 either:

- **Moves adjacent** using its own MPs.\*
- **Begins** a Phase **adjacent** to it.\*

Friendly units do not negate the above.

\* In **both** cases, ignore the enemy if they are across hexsides which prevent attacking the Artillery unit's hex.

‘Teleport’ the Bug Out units to **any** hex which is:

- In Trace Supply.
- Not Prohibited for Mech Movement.
- Does not contain (or is adjacent to) any enemy unit.
- **At least** 8 contiguous road hexes from where the Artillery unit began (ignore all ZOC Bonds & enemy units along this route).

Bug Outs have no ‘pathway,’ just pick the Artillery up, and place it as needed.

After doing so, **mark the Artillery DG.**

### 3.7 Supply

#### Trace Supply:

Each unit conducts Supply Trace as per SCS 12.0 during the owning player's Supply Phase.

Additionally:

- There can be no more than **5 hexes** from the unit to **either**:

**A)** A road which then allows a contiguous road path leading off any Friendly Map Edge (1.3) with no obstructions.

**OR**

**B)** A hex containing an **Air Supply marker**. (2.0, US only)

- This **5-hex path** cannot contain hexes which are **Prohibited for LEG MA** unless negated by following a road.
- Check supply **ONLY** in the player's own Supply Phase.

#### Air Supply:

The US player can use any of his available Air Strikes as Air Supply instead.

Air Supply allows the removal of all US DGs **at or within 5 hexes** of its hex.

Place Air Supply **ONLY** in the Air Supply Allocation Phase. Air Supply and the unit pathways to it are unaffected by Prohibited terrain **and** enemy units (yes, you could drop it on an enemy occupied hex). The idea here is that the actual Air Supply hex is only representative, the supply drops are on the various units which need them.

Remove each Air Supply marker when used **OR** at the end of the US Player Turn, if not removed earlier.

#### Air Supply for Artillery:

Remove an Artillery unit's DG **freely** in the friendly DG Recovery Phase **IF** it can **either** Trace Supply normally **OR** it obtains Air Supply.

If neither method is possible, the player must do one of these actions:

**A) Nothing.** Let the Artillery unit stay in DG and therefore be unable to Barrage.

**OR**

**B) Roll** on the table (above right) for each DG Artillery unit individually.

Roll	Result
1	Remove the Artillery unit.
2-3	Both the unit and DG stay.
4-6	Remove the DG.

### 3.8 Bridges

#### Building Bridges (Germans Only):

The Germans built several bridges (and one RR overpass) in the first days of the battle. Each becomes active on the day listed with them on the map and do not exist at all before then. The player does not need to do anything for this to happen. Building happens automatically regardless of any units (friendly or enemy). Until built, the roads leading to them are not connected in any way; afterwards the roads are permanently connected. These bridges cannot be destroyed and can be used by either side.

If different road types connect via a bridge—such as the Track connecting to the Road at Gemund (B22.15/B23.16)—enter the hex on the bridge's far side using the road on the near side (as if it was printed into the middle of the hex on the other side). So, in Gemund's case you'll use a Road if going West, but a Track when going East.

#### Blowing Bridges (US Only):



Only the US player can attempt to blow bridges. A Plunger symbol next to it indicates that it is primed to blow **provided** it is **not** already marked with a Bridge Blown or Tested marker. A given bridge can only make one blowing attempt in the game, after which it is marked either Blown or Tested. The player can attempt to blow a bridge **at any moment** in any Phase (**German or US**) given it is still primed and the requirements below are met.

In addition to still being primed, the following **must** be true to allow a bridge blowing attempt at that moment:

- A US unit (of any type) must be w/i 2 of the hex containing the bridge's plunger. The unit must **STOP** and move no further that Phase.
- **No** German unit occupies **any** hex which is made up (in part) by the bridge's hexside.



Roll one die on the *Bridge Blowing Table*. If the bridge is blown, place a **Bridge Blown** marker into the plunger's hex, otherwise place the **Bridge Tested** side up, instead.

Execute required Artillery Bug Outs **before** making the Bridge Blowing roll.

If the Germans occupy a bridge's plunger hex, there is no attempt to blow the bridge. Mark the bridge as "Tested" and it cannot be blown, regardless of circumstances.

**Special Cases:** In a few locations, there is more than one road associated with a given plunger. Make a single roll for the plunger and apply the same result to all bridges involved.

**Examples:** A17.26, A33.27, B8.39, & B20.06.

## 4.0 German Special Rules

### 4.1 Special Operations



**von der Heydte (vdH):**

vdH made the last real parachute drop of the once vaunted *Fallschirmjäger*. It was nothing resembling those of 1940-41. The drop occurs as listed on the German OOA. Place the vdH unit in any hex w/i 1 of B17.29 which does not **contain** US units. Roll one die on the *vdH Success Table*: On a 1-2, remove the unit from play; on a 3-6, it lands in that hex. Afterwards, vdH has no exemptions from supply and functions normally in all respects.

### The 150 Pz Brigade:



While intended as a special operations unit, the 150 Pz Brigade was in no condition to deceive anyone. It is just another German unit with no special abilities.

## 4.2 2<sup>nd</sup> Pz Division's Rubber Boats

2<sup>nd</sup> Panzer Division's Mech MA Infantry units can cross the Our River on Turns 1 and 2. Ignore the P on the *TEC*, they cross at a cost of 'All' instead. Units must begin the Phase adjacent to the river to do so.

**Important:** Remove the DG of any unit crossing the Our River this way.

No other Division can do this.

## 4.3 Start-Line Confusion

There is **NO** German Exploitation Phase on Turn 1.

## 5.0 Allied Special Rules

### 5.1 The XVIII Abn Corps Arrives!

The 82<sup>nd</sup> and 101<sup>st</sup> Abn Divisions appear on the field on Turn 3.

Unlike other reinforcements, place these Divisions during the US Player Turn's Movement Phase, **NOT** in the Pre-Turn Reinforcement Phase.

Each Division's units must arrive **w/i 3** of ONE of the selected groups (they can both use the same group):

- **Group 1:** Any two Map A VP hexes.
- **Group 2:** Bastogne (B1.16) & Senochamps (A38.16)

## 6.0 Victory

Determine victory by using the **greatest** number of VPs the Germans control at the end of any Turn. Compare this "greatest Turn VP total" to the chart below (The historical result was 26 VPs, a draw).

VPs	Result
33 or more	Major German Victory
32-29	Minor German Victory
28-24	Draw
23-19	Minor Allied Victory
18 or less	Major Allied Victory

**Control** is defined as being the last player to occupy the VP hex with units in Trace Supply at that moment.



## VP Hexes

Hex	Location	VPs
A1.46	Namur	3
A11.48	Andenne	2
A2.32	Dinant	3
A11.35	Ciney	2
A27.06	Neufchateau	1
A24.17	St. Hubert	1
A17.26	Rochefort	2
A23.31	Marche-en-famenne	2
A27.33	Hotton	2
A21.39	Ocquier	1
A18.49	Huy	3
A22.51	Amay	2
A36.54	Liège	3
A39.46	Aywaille	1
A32.43	Hamoir	1
A40.40	Werbomont	1
A39.35	Manhay	1
A34.27	La Roche-en-Ardenne	2
B1.32	Baraque de Fraiture	1
B1.16	Bastogne	5
B2.05	Martelange	1
B4.23	Houffalize	2
B11.14	Wiltz	1
B15.20	Clervaux	2
B20.25	Ouren	1
B21.29	Burg Reuland	1
B10.34	Vielsalm	2
B20.34	St. Vith	3
B8.39	Trois Ponts	2
B11.41	Stavelot	1
B15.43	Malmedy	2
B8.47	Spa	2
B7.54	Verviers	2
B24.46	Elsenborn	2
B29.49	Wahlersheid	1
B28.44	Rocherath-Krinkelt	1
B26.42	Büllingen	1
B22.07	Diekirch	1
B20.06	Ettelbrück	1

## Glossary

Abn	Airborne	FJ	Fallschirmjäger (Parachute)	Pio	Pioneer (Armored Infantry)
Arm	Armored	Fkl	Funklenkpanzer	PJ	Panzerjäger (Tank Hunter)
Arty	Artillery	Füs	Füsilier	Pz	Panzer (Armored)
Bde	Brigade	Grp	Group	Rgt	Regiment
Bernke	Berneike	Gutmn	Gutmann	Rich	Richardson
Bn	Battalion	Hetz	Hetzer	RTR	Royal Tank Regiment
Brm	Brummbär	HHC	Household Cavalry	StG	Sturmgeschütz
Cav	Cavalry	Holtm	Holtmeyer	sTgr	Sturm Tiger
CCA	Combat Command A	Hus	King's Royal Hussars	TD	Tank Destroyer
CCB	Combat Command B	Inf	Infantry	TF	Task Force
CCC	Combat Command C	JgPz	JagdPanzer	TGR	Tiger
CCR	Combat Command Reserve	JgTg	JagdTiger	Tk	Tank
Chap	Chappius	Kennndy	Kennedy	TM	Team
Chmbln	Chamberlain	KG	Kampfgruppe (Battle Group)	vBohm	von Bohm
Div	Division	Love	Lovelady	vCoch	von Cochenhausen
Divarty	Divisional Artillery	LW	Luftwaffe	vdH	von der Heydte
Erlen	Erlenbusch	McGrg	McGeorge	vFallois	von Fallois
Erz	Ersatz	Mech	Mechanized	VG	Volksgrenadier (People's Infantry)
Fest	Festung (Fortress)	MG	Machine Gun	Werfer	Rocket Artillery
F.Beg/FB	Führer Begleit	Ost	East		
FFY	Fife and Forfar Yeomanry	PG	Panzer Grenadier		
F.Gren/FG	Führer Grenadier				

## 7.0 Scenarios

### 7.1 Ardennes Campaign

#### General Information

**Maps in Play:** Both

**Game Length:** 16 Turns

**First Turn:** 1 (16 Dec)

**Last Turn:** 16 (31 Dec)

**US Air Strikes:** Roll on the *Air Strike Table* normally.

**Reinforcements:** As per Orders of Arrival

**Victory:** As per 6.0.

#### Allied Information:

Set Up:

**Independents:**

**A35.53:** 1-3-16 Inf Bn (99)

**A38.44:** 2-3-14 Mech Bn (526)

**B12.45:** 1-2-4 Belgian Inf Bn (5 Fus)

**B24.49:** [9]-1-16 Arty Grp (406)

**B22.38:** [9]-1-16 Arty Grp (174)

**B26.35:** [9]-1-16 Arty Grp (333)

**B21.29:** [14]-1-16 Arty Grp (402)

**B31.01:** [9]-1-16 Arty Grp (422)

**102 Cav Grp:**

**B26.52:** 2-2-16 Arm Cav Bn (38)

**2 Inf Div:**

**B27.49:** 3-5-10 Inf Bn (+) (A/9)

**B28.48:** 3-5-10 Inf Bn (+) (B/9)

**B29.49:** 3-5-10 Inf Bn (+) (A/38)

**B29.48:** 3-5-10 Inf Bn (+) (B/38)

**B23.46:** 3-5-10 Inf Bn (+) (A/23), [7]-1-16

Arty Rgt (DIVARTY)

**B24.46:** 3-5-10 Inf Bn (+) (B/23)

**99 Inf Div:**

**B26.50:** 1-3-10 Inf Bn (3/395)

**B30.46:** 3-5-10 Inf Rgt(-) (395)

**B31.46:** 2-4-10 Inf Bn (+) (A/393)

**B31.44:** 2-4-10 Inf Bn (+) (B/393)

**B31.41:** 2-4-10 Inf Bn (+) (A/394)

**B30.39:** 2-4-10 Inf Bn (+) (B/394)

**B28.44:** [7]-1-16 Arty Rgt (DIVARTY)

**9 Arm Div:**

**B20.42:** 5-4-14 Arm Bn (14), 2-2-14 Mech Bn (27)

**B14.23:** 4-3-14 Arm TF (Harper), 2-2-14 Mech TF (Rose), 1-1-14 Mech TF (Booth)

**B29.05:** 2-2-14 Mech Bn (60)

**B28.02:** 5-4-14 Arm Bn (19), 2-2-16 Arm Cav Bn (89), [7]-1-8 Arty Rgt (DIVARTY)

**14 Cav Grp:**

**B30.37:** 2-2-16 Arm Cav Bn (18)

**B10.34:** 2-2-16 Arm Cav Bn (32)

**106 Inf Div:**

**B33.34:** 2-4-8 Inf Bn (+) (A/422)

**B32.33:** 2-4-8 Inf Bn (+) (B/422)

**B30.32:** 3-5-8 Inf Rgt(-) (423)

**B19.38:** 1-3-16 Inf Bn (2/423)

**B23.32:** 2-4-8 Inf Bn (+) (A/424)

**B25.29:** 2-4-8 Inf Bn (+) (B/424)

**B20.34:** [7]-1-16 Arty Rgt (DIVARTY)

**28 Inf Div:**

**B23.26:** 2-3-10 Inf Bn (1/112)

**B19.24:** 2-3-10 Inf Bn (2/112)

**B22.24:** 2-3-10 Inf Bn (3/112)

**B19.22:** 1-1-10 Inf Co (A/110)

**B17.19:** 1-1-10 Inf Co (B/110)

**B16.17:** 1-1-10 Inf Co (C/110)

**B12.20:** 2-3-10 Inf Bn (2/110)

**B20.12:** 1-1-10 Inf Co (I/110)

**B19.17:** 1-1-10 Inf Co (K/110)

**B18.14:** 1-1-10 Inf Co (L/110)

**B22.07:** 2-3-10 Inf Bn (1/109)

**B24.10:** 2-3-10 Inf Bn (2/109)

**B25.09:** 2-3-10 Inf Bn (3/109)

**B11.14:** [7]-1-16 Arty Rgt (DIVARTY)

**4 Inf Div:**

**B33.03:** 3-5-10 Inf Bn (+) (A/12)

**B35.04:** 3-5-10 Inf Bn (+) (B/12)

**B31.02:** [7]-1-16 Arty Rgt (DIVARTY)



**German Information:****Set Up:****Independents:**

**B40.02:** 1-2-4 Penal Bn (XXIII)  
**B32.50:** [6]-1-8 Arty Bde (405)  
**B33.50:** [4]-1-8 Werfer Bde (17)  
**B37.45:** [6]-1-12 Arty Bde (388)  
**B37.43:** [4]-1-12 Werfer Bde (9)  
**B37.38:** [4]-1-12 Werfer Bde (4)  
**B39.38:** [6]-1-12 Arty Bde (402)  
**B35.33:** [4]-1-8 Werfer Bde (16) (DG)  
**B26.23:** [4]-1-12 Werfer Bde (7)  
**B27.22:** [6]-1-12 Arty Bde (401)  
**B24.21:** [6]-1-12 Arty Bde (766)  
**B24.20:** [4]-1-12 Werfer Bde (15)  
**B28.13:** [6]-1-8 Arty Bde (406)  
**B30.11:** [4]-1-8 Werfer Bde (18)  
**B34.07:** [6]-1-8 Arty Bde (408)  
**B35.07:** [4]-1-8 Werfer Bde (8)

**326 VG Div:**

**B27.53:** 2-3-8 Inf Rgt (752)  
**B27.51:** 2-3-8 Inf Rgt (753)  
**B28.49:** 2-3-8 Inf Rgt (751)  
**B30.48:** 1-2-8 Erz Bn (326)  
**B32.49:** [6]-1-8 Arty Rgt (326)

**277 VG Div:**

**B32.45:** 1-2-8 Pio Bn (277)  
**B33.46:** 2-3-8 Inf Rgt (991)  
**B33.45:** 2-3-8 Inf Rgt (989)  
**B33.43:** 2-3-8 Inf Rgt (990)  
**B33.47:** [6]-1-8 Arty Rgt (277)

**12 SS Pz Div:**

**B40.49:** 2-2-14 SS Pz Recon KG (Bremer)  
**B40.27:** 6-4-12 SS Pz Bn (I/12), 3-3-12 SS PG Bn (III/26)  
**B39.48:** 4-5-12 JgPz Bn (560) (*Wehrmacht*)  
**B38.47:** 3-4-12 SS JgPz Bn (12), 3-3-12 SS Inf Bn(+) (B/25)  
**B37.48:** 3-3-12 SS Inf Bn(+) (A/25)  
**B39.47:** 4-4-12 SS Inf Rgt(-) (26), 2-2-12 Pz Pio Bn (12)  
**B39.49:** [6]-1-12 SS Arty Rgt (12)

**150 Pz Bde:**

**B40.43:** 2-3-12 Inf KG (X, Y, Z)

**1 SS Pz Div (includes 1 SS-P):**

**B38.38:** 3-3-14 SS Pz Recon KG (Knittel) (DG)  
**B40.40:** 7-5-8 SS TGR Bn (501), 6-4-12 SS Pz Bn (I/1), 3-3-12 SS PG Bn (III/2)  
**B40.41:** 3-4-12 SS JgPz Bn (1), 3-3-12 Inf Bn(+) (A/1, B/1)  
**B40.42:** 4-4-12 SS Inf Rgt(-) (2), 2-2-12 Pz Pio Bn (1), [6]-1-12 SS Arty Rgt (1)

**12 VG Div:**

**B37.40:** 3-3-10 StG KG (Holz)  
**B35.30:** 2-2-10 Bicycle Bn (12 Fus)  
**B34.40:** 4-5-8 Inf Rgt (48)  
**B34.39:** 4-5-8 Inf Rgt (27), 1-2-8 Pio Bn (12) (*Both DG*)  
**B36.39:** 4-5-8 Inf Rgt (89)  
**B38.39:** [6]-1-8 Arty Rgt (12)

**3 FJ Div:**

**B34.38:** 2-3-8 LW FJ Bn(+) (A/9)  
**B34.37:** 2-3-8 LW FJ Bn(+) (B/9), 1-2-8 LW Pio Bn (3)  
**B35.37:** 2-3-8 LW FJ Bn(+) (A/5, B/5) (*Both DG*)  
**B36.37:** [6]-1-8 LW Arty Rgt (3) (DG)

**18 VG Div:**

**B34.36:** 3-3-10 Independent StG Bde (244), 3-3-10 Hetz KG (Renn)  
**B34.35:** 3-4-8 Inf Rgt (294)  
**B34.34:** 3-4-8 Inf Rgt (295)  
**B30.30:** 3-4-8 Inf Rgt (293)  
**B34.33:** 1-2-8 Pio Bn (1818)  
**B32.31:** 1-1-6 Ost Bn (669)  
**B35.32:** [6]-1-8 Arty Rgt (1818)

**62 VG Div:**

**B27.28:** 2-3-8 Inf Rgt (190), 1-2-8 Pio Bn (162)  
**B26.26:** 2-3-8 Inf Rgt (183)  
**B31.27:** 2-3-8 Inf Rgt (164), [6]-1-8 Arty Rgt (162)

**116 Pz Div:**

**B28.23:** 4-3-14 Pz Recon KG (Stephan), 2-2-12 Pz Pio Bn (675)  
**B27.25:** 5-3-12 Pz Bn (I/16)  
**B27.24:** 4-2-12 Pz Bn (II/16), 3-4-12 JgPz Bn (228)  
**B26.25:** 5-5-12 PG Rgt (60)  
**B25.25:** 4-4-12 Inf Rgt (156)  
**B28.22:** [6]-1-12 Arty Rgt (146)

**560 VG Div:**

**B24.23:** 3-4-8 Inf Rgt (1130)  
**B21.22:** 3-4-8 Inf Rgt (1128)  
**B22.22:** 1-2-8 Pio Bn (1560)  
**B24.22:** [6]-1-8 Arty Rgt (1560)

**2 Pz Div:**

**B23.20:** 3-3-14 Pz Recon KG (vBohm), 4-4-12 PG KG (Gutmn) (DG)  
**B22.20:** [6]-1-12 Arty Rgt (74)  
**B22.19:** 5-3-12 Pz Bn (I/3), 4-2-12 Pz Bn (II/3) (DG)  
**B23.21:** 3-3-10 StG Bn (38) (DG)  
**B21.20:** 4-4-12 Inf KG (Holtm) (DG)

**B21.19:** 2-2-12 Inf KG (vCoch), 2-2-12 Pz Pio Bn (38) (DG)

**26 VG Div:**

**B24.17:** 3-3-10 Hetz KG (Kunkel)  
**B22.17:** 4-5-8 Inf Rgt (77), 1-2-8 Pio Bn (26)  
**B22.16:** 4-5-8 Inf Rgt (39)  
**B24.16:** 4-5-8 Inf Rgt (78) (DG)  
**B23.18:** [6]-1-8 Arty Rgt (26)

**Lehr Pz Div:**

**B29.17:** 4-3-14 Pz Recon KG (vFallois), 5-3-12 Pz Bn (II/130)  
**B27.17:** 3-4-12 JgPz Bn (130)  
**B28.16:** 5-5-12 PG Rgt (901)  
**B25.16:** 4-4-12 Inf Rgt (902)  
**B23.16:** 2-2-12 Pz Pio Bn (130) (DG)  
**B29.16:** [6]-1-12 Arty Rgt (130)

**5 FJ Div:**

**B27.11:** 3-3-10 LW StG Bde (11), 1-2-12 LW FJ KG (Bernk)  
**B23.14:** 2-3-8 LW FJ Bn(+) (A/14)  
**B22.14:** 2-3-8 LW FJ Bn(+) (B/14)  
**B26.11:** 2-3-8 LW FJ Bn(+) (A/13)  
**B26.12:** 2-3-8 LW FJ Bn(+) (B/13), 1-2-8 LW Pio Bn (5)  
**B25.12:** 3-4-8 LW FJ Rgt(-) (15)  
**B27.12:** [6]-1-8 LW Arty Rgt (5)

**352 VG Div:**

**B26.09:** 3-4-8 Inf Rgt (915)  
**B28.09:** 3-4-8 Inf Rgt (914)  
**B28.08:** 3-4-8 Inf Rgt (916)  
**B27.10:** 1-2-8 Pio Bn (352)  
**B29.11:** [6]-1-8 Arty Rgt (352)

**276 VG Div:**

**B30.06:** 2-3-8 Inf Rgt (987)  
**B32.07:** 2-3-8 Inf Rgt (988)  
**B32.06:** 2-3-8 Inf Rgt (986)  
**B31.08:** 1-2-8 Pio Bn (276)  
**B31.09:** [6]-1-8 Arty Rgt (276)

**212 VG Div:**

**B40.06:** 2-2-10 Bicycle Bn (212 Fus)  
**B33.06:** 3-4-8 Inf Rgt (423)  
**B35.05:** 3-4-8 Inf Rgt (316) (DG)  
**B38.05:** 3-4-8 Inf Rgt (320)  
**B34.05:** 1-2-8 Pio Bn (212) (DG)  
**B37.07:** [6]-1-8 Arty Rgt (212)

## 7.2 Breakthrough Campaign

### General Information

**Maps in Play:** Map B

**Game Length:** 6 Turns

**First Turn:** 1 (16 Dec)

**Last Turn:** 6 (21 Dec)

**US Air Strikes:** Roll on the *Air Strike Table* normally.

**Victory:** Determine Victory using 6.0 plus the below. Additionally, the Germans are given 1 VP for exiting each of the following formations (with at least the number of units listed in parentheses) off Entry Area O or the West map-edge:

1 SS Pz Div (7)  
2 SS Pz Div (7)  
9 SS Pz Div (7)  
12 SS Pz Div (7)  
2 Pz Div (5)  
Lehr Pz Div (5)  
116 Pz Div (5)  
F.Beg Pz Bde (3)

### Allied Information:

**Set Up:**

*Use the set-up from scenario 7.1*

### German Information:

**Set Up:**

*Use the set-up from scenario 7.1*

## 7.3 Kampfgruppe Peiper

### General Information

**Maps in Play:** Map B north of xx.36, inclusive.

**Game Length:** 5 Turns

**First Turn:** 2 (17 Dec)

**Last Turn:** 6 (21 Dec)

**US Air Strikes:** Divide the *Air Strike Table's* result by two (round down).

**Reinforcements:** Do not use the Orders of Arrival. Use the scenario's own OOA instead.

#### Supply Sources:

**Allied:** Use the Allied Friendly Map Edges (as per 1.3) in the playing area as well as any Road (not Track) exiting the playing area's west edge.

**Germans:** Use the German Friendly Map Edges (as per 1.3) in the playing area.

**Victory:** Determine Victory using 6.0 plus the below. The Germans are given 1 VP for exiting each of the following formations (with at least the number of units listed in parentheses) off Entry Area O or the West map-edge:

1 SS Pz Div (7)  
9 SS Pz Div (7)  
12 SS Pz Div (7)

Use this VP schedule:

VPs	Result
10 or more	Major German Win
6-9	Draw
5 or less	Major Allied Win

### Allied Information:

**Set Up:**

**Independents:**

**B12.45:** 1-2-4 Belgian Inf Bn (5 Fus)

**B24.49:** [9]-1-16 Arty Grp (406)

**B1.47:** 1-3-16 Inf Bn (99), 2-3-14 Mech Bn (526)

**102 Cav Grp:**

**B26.52:** 2-2-16 Arm Cav Bn (38)

**2 Inf Div:**

**B28.48:** 3-5-10 Inf Bn(+) (A/9)

**B28.46:** 3-5-10 Inf Bn(+) (B/9)

**B29.48:** 3-5-10 Inf Bn(+) (A/38)

**B29.47:** 3-5-10 Inf Bn(+) (B/38)

**B27.43:** 3-5-10 Inf Bn(+) (A/23)

**B28.44:** 3-5-10 Inf Bn(+) (B/23)

**B27.44:** [7]-1-16 Arty Rgt (DIVARTY)

**99 Inf Div:**

**B26.50:** 1-3-10 Inf Bn (3/395)

**B30.46:** 3-5-10 Inf Rgt(-) (395)

**B31.46:** 2-4-10 Inf Bn(+) (A/393)

**B31.44:** 2-4-10 Inf Bn(+) (B/393)

**B31.41:** 2-4-10 Inf Bn(+) (A/394)

**B29.41:** 2-4-10 Inf Bn(+) (B/394) (*Step Loss*)

**B26.44:** [7]-1-16 Arty Rgt (DIVARTY)

**14 Cav Grp:**

**B24.39:** 2-2-16 Arm Cav Bn (18) (*Step Loss*)

**B27.36:** 2-2-16 Arm Cav Bn (32)

**1 Inf Div:**

**B8.54:** 3-5-10 Inf Bn(+) (A/26, B/26)



**Reinforcements:**

*Turn 3*

**B1.40: 82 Abn Div:** 2-4-10 Abn Bn(+) (A/504, B/504, A/505, B/505, A/508, B/508), 2-4-10 Glider Bn(+) (A/325, B/325), [5]-1-8 Arty Rgt (DIVARTY)

**Entry Area O:**

**1 Inf Div:** 3-3-10 TD TF (Davisson), 3-5-10 Inf Bn(+) (A/16, B/16)

**30 Inf Div:** 3-5-10 Inf Bn(+) (A/117, B/117, B/119, B/119, A/120, B/120), [7]-1-16 Arty Rgt (DIVARTY)

*Turn 4*

**B1.47:** 5-4-14 Arm Bn (740)

**Entry Area N: 3 Arm Div:** 2-2-16 Arm Cav Bn (83), 2-2-14 Arm TF (Hogan), 4-3-14 Arm TF (Kane), 3-3-14 Arm Inf TF (Orr), [7]-1-8 Arty Rgt (DIVARTY)

**Entry Area O: 3 Arm Div:** 3-2-14 Arm TF (Jordan), 4-3-14 Arm TF (Love), 3-3-14 Arm Inf TF (McGrg)

**Entry Area P: 9 Inf Div:** 3-5-10 Inf Bn(+) (A/39, B/39), [7]-1-16 Arty Rgt (DIVARTY)

*Turn 6*

**B1.47:** 1-3-10 Abn Bn (551)

**Entry Area O:** [9]-1-16 Arty Grp (188)

**German Information:**

**Set Up:**

**Independents:**

**B40.49:** 3-3-10 StG Bde (394,667)

**B32.50:** [6]-1-8 Arty Bde (405)

**B33.50:** [4]-1-8 Werfer Bde (17)

**B37.45:** [6]-1-12 Arty Bde (388)

**B35.43:** [4]-1-12 Werfer Bde (9)

**B37.38:** [4]-1-12 Werfer Bde (4)

**B39.38:** [6]-1-12 Arty Bde (402)

**326 VG Div:**

**B27.53:** 2-3-8 Inf Rgt (752) (*Step Loss*)

**B27.51:** 2-3-8 Inf Rgt (753)

**B28.49:** 2-3-8 Inf Rgt (751)

**B30.48:** 1-2-8 Erz Bn (326)

**B32.49:** [6]-1-8 Arty Rgt (326)

**277 VG Div:**

**B32.45:** 1-2-8 Pio Bn (277)

**B31.45:** 2-3-8 Inf Rgt (991)

**B32.44:** 2-3-8 Inf Rgt (989) (*Step Loss*)

**B32.43:** 2-3-8 Inf Rgt (990)

**B33.46:** [6]-1-8 Arty Rgt (277)

**12 SS Pz Div:**

**B35.44:** 2-2-14 SS Pz Recon KG (Bremer)

**B40.27:** 6-4-12 SS Pz Bn (I/12)

**B34.43:** 4-5-12 JgPz Bn (560)

**B33.47:** 3-4-12 SS JgPz Bn (12), 3-3-12 SS Inf Bn(+) (B/25)

**B34.47:** 3-3-12 SS Inf Bn(+) (A/25)

**B36.44:** 4-4-12 SS Inf Rgt(-) (26)

**B38.45:** 2-2-12 Pz Pio Bn (12)

**B34.44:** 3-3-12 SS PG Bn (III/26)

**B35.48:** [6]-1-12 SS Arty Rgt (12)

**150 Pz Bde:**

**B40.42:** 2-3-12 Inf KG (X, Y, Z)

**12 VG Div:**

**B32.39:** 3-3-10 StG KG (Holz), 4-5-8 Inf Rgt (89)

**B32.40:** 2-2-10 Bicycle Bn (12 Fus), 4-5-8 Inf Rgt (48)

**B31.40:** 4-5-8 Inf Rgt (27), 1-2-8 Pio Bn (12)

**B33.39:** [6]-1-8 Arty Rgt (12)

**1 SS Pz Div:**

**B38.38:** 3-3-14 SS Pz Recon KG (Knittel)

**B32.38:** 7-5-8 SS TGR Bn (501)

**B30.38:** 6-4-12 SS Pz Bn (I/1)

**B31.39:** 3-3-12 SS PG Bn (III/2)

**B35.39:** 3-4-12 SS JgPz Bn (1)

**B38.39:** 3-3-12 Inf Bn(+) (A/1)

**B39.39:** 3-3-12 Inf Bn(+) B/1)

**B34.39:** 4-4-12 SS Inf Rgt(-) (2)

**B35.40:** 2-2-12 Pz Pio Bn (1)

**B36.39:** [6]-1-12 SS Arty Rgt (1)

**3 FJ Div:**

**B31.38:** 2-3-8 LW FJ Bn(+) (A/9) (*Step Loss*)

**B30.37:** 2-3-8 LW FJ Bn(+) (B/9), 1-2-8 LW Pio Bn

**B31.37:** 2-3-8 LW FJ Bn(+) (A/5)

**B30.36:** 2-3-8 LW FJ Bn(+) (B/5)

**B40.38:** 3-4-8 LW FJ Rgt(-) (8)

**B32.37:** [6]-1-8 LW Arty Rgt (3)

**Reinforcements:**

*Turn 2*

w/i 1 **B17.49:** 1-2-4 FJ KG (vdH)

*Turn 3*

**Entry Area A:** 4-5-10 STgr Co (1000+1), 3-3-10 StG Bde (902)

**Entry Area B:**

**9 SS Pz Div:** 3-3-14 Pz Recon KG (Recke), 5-3-12 Pz Bn (I/9), 4-2-12 Pz Bn (II/9), 3-4-12 JgPz Bn (9), 3-3-12 Inf Bn(+) (A/19, B/19, A/20, B/20), 2-2-12 Pz Pio Bn (9), [6]-1-12 Arty Rgt (9)

6-8-8 JgTg Bn (653)

*Roll one die, it arrives on a 5 or more. Otherwise, it does not.*

*Turn 4*

**Entry Area A: 3 PG Div:** 3-3-14 Pz Recon Bn (103), 3-3-10 StG Bn (103), 3-4-12 JgPz Bn (3), 3-3-12 Inf Bn(+) (A/8, B/8, A/29, B/29), 2-2-12 Pz Pio Bn (3), [6]-1-12 Arty Rgt (3)

*Turn 6*

**Entry Area A:** 2-2-10 Brm Bn (217), 4-5-12 JgPz Bn (519)

**Entry Area B:** 7-5-8 Tgr Bn (506)

## 7.4 The Goose Egg

### General Information

**Maps in Play:** Map B east of B9.xx, north of Bxx.27, and south of Bxx.39, inclusive

**Game Length:** 5 Turns

**First Turn:** 3 (18 Dec)

**Last Turn:** 7 (22 Dec)

**USAir Strikes:** Divide the *Air Strike Table's* result by two (round down).

**Reinforcements:** Do not use the Orders of Arrival. There are no Allied Reinforcements. The Germans use those in the scenario instead.

#### Supply Sources:

**Allied:** Allies can trace from any Road (not Track) exiting the west edge of the playing area.

**Germans:** Use the playing area's Friendly Map Edges (1.3) as well as all roads (of any type) exiting the playing area's south edge, as well as B24.39.

**Victory:** The German player wins if he controls the playing area's three VPs (St. Vith, Berg Reuland, and Vielsalm) by the end of play. If he fails to capture **all** three, the Allied player wins. The German player **does not** control any VPs at the start of play.

### Allied Information:

#### Set Up:

#### Independents:

B22.38: [9]-1-16 Arty Grp (174)

#### 14 Cav Grp:

B14.36: 2-2-16 Arm Cav Bn (32) (*Step Loss*)

#### 7 Arm Div:

B21.37: 2-2-16 Arm Cav Bn (87)

B13.33: 4-3-14 Arm TF (Brown)

B17.34: 4-3-14 Arm TF (Erlen)

B17.38: 4-3-14 Arm TF (Wemple)

B12.33: 3-3-14 Arm Inf TF (Chap)

B18.36: 3-3-14 Arm Inf TF (Rhea)

B21.34: 3-3-14 Arm Inf TF (Fuller)

B19.34: [7]-1-8 Arty Rgt (DIVARTY)

#### 106 Inf Div:

B33.34: 2-4-8 Inf Bn(+) (A/422)

B32.33: 2-4-8 Inf Bn(+) (B/422)

B30.32: 3-5-8 Inf Rgt(-) (423)

B31.33: 1-3-16 Inf Bn (2/423)

B22.30: 2-4-8 Inf Bn(+) (A/424)

B21.29: 2-4-8 Inf Bn(+) (B/424)

B18.30: [7]-1-16 Arty Rgt (DIVARTY)

#### 9 Arm Div:

B22.32: 5-4-14 Arm Bn (14)

B23.32: 2-2-14 Mech Bn (27)

#### 28 Inf Div:

B15.27: 2-3-10 Inf Bn (1/112) (*Step Loss*)

B15.28: 2-3-10 Inf Bn (2/112)

B14.27: 2-3-10 Inf Bn (3/112)

### German Information:

#### Set Up:

#### Independents:

B23.35: 3-3-10 StG Bde (244)

B37.38: [4]-1-12 Werfer Bde (4)

B39.38: [6]-1-12 Arty Bde (402)

B31.35: [4]-1-8 Werfer Bde (16)

#### 1 SS Pz Div:

B21.39: 3-4-12 SS JgPz Bn (1)

B20.38: 3-3-12 Inf Bn(+) (A/1)

B22.38: 3-3-12 Inf Bn(+) (B/1)

#### 18 VG Div:

B23.37: 3-3-10 Hetz KG (Renn)

B24.34: 3-4-8 Inf Rgt (294)

B27.35: 3-4-8 Inf Rgt (293)

B29.34: 3-4-8 Inf Rgt (295)

B34.34: 1-2-8 Pio Bn (1818)

B32.31: 1-1-6 Ost Bn (669)

B29.31: [6]-1-8 Arty Rgt (1818)

#### 62 VG Div:

B24.30: 2-3-8 Inf Rgt (164)

B24.29: 2-3-8 Inf Rgt (190)

B23.28: 2-3-8 Inf Rgt (183)

B25.30: 1-2-8 Pio Bn (162)

B25.29: [6]-1-8 Arty Rgt (162)

**w/i 1 B40.38: 9 SS Pz Div:** 3-3-14 Pz Recon KG (Recke), 5-3-12 Pz Bn (I/9), 4-2-12 Pz Bn (II/9), 3-4-12 JgPz Bn (9), 3-3-12 Inf Bn(+) (A/19, B/19, A/20, B/20), 2-2-12 Pz Pio Bn (9), [6]-1-12 Arty Rgt (9)

**w/i 1 B40.30: F.Beg Pz Bde:** 4-2-12 Pz Bn (FB), 3-3-10 StG Bde (200), 5-5-12 PG Rgt (FB), 1-1-10 Bicycle Bn (828)

### Reinforcements:

#### Turn 4

**Remove:** 1 SS Pz Div (all)

#### Turn 6

**Entry Area B:** 7-5-8 Tgr Bn (506)

**B11.27: 560 VG Div:** 3-4-8 Inf Rgt (1130) (*Step Loss*)

#### Turn 7

**B9.28 or B9.29: 2 SS Pz Div:** 4-3-14 SS Pz Recon KG (Krag)

## 7.5 Bastogne: Screaming Eagles Under Siege

### General Information

**Maps in Play:** Use both Maps, but south of xx.24, north of xx.11, east of 33.xx, and west of 12.xx, inclusive.

**Game Length:** 8 Turns

**First Turn:** 4 (19 Dec)

**Last Turn:** 11 (26 Dec)

**USAir Strikes:** Divide the *Air Strike Table's* result by two (round down).

**Reinforcements:** Do not use the Orders of Arrival. Use those in the scenario instead.

#### Supply Sources:

**Allied:** Allies can trace from any Road (not Track) exiting the playing area's west edge. When the Allied reinforcements arrive, any Road (not Track) along the Map A's south edge can be used for Trace Supply.

**Germans:** Germans trace Supply from B4.24, B12.20, and B12.22

**Victory:** The German player wins if he completes **both** of:

- **Controls Bastogne** by the end of play.
- **Exits 2 Pz Div** with at least 7 units **and** the **Lehr Pz Div** with at least 4 units off the west edge before the end of **Turn 8**.

The Americans control Bastogne at the start of the scenario. If the German player fails to achieve both conditions, the American player wins.



## Allied Information:

### Set Up:

#### 9 Arm Div:

**B6.17:** 4-3-14 Arm TF (Harper)

**B6.18:** 1-1-14 Mech TF (Booth)

#### 10 Arm Div:

**B5.17:** 3-2-14 Arm TM (Cherry)

**B3.20:** 2-2-14 Mech TM (Desobry)

**B4.15:** 2-2-14 Mech TM (O'Hara)

#### 101 Abn Div:

**B2.15:** 2-4-10 Abn Bn(+) (A/501)

**B2.16:** 2-4-10 Abn Bn(+) (B/501)

**A39.17:** 2-4-10 Abn Bn(+) (A/502)

**A40.17:** 2-4-10 Abn Bn(+) (B/502)

**B1.18:** 2-4-10 Abn Bn(+) (A/506)

**B2.17:** 2-4-10 Abn Bn(+) (B/506)

**B1.15:** 2-4-10 Glider Bn(+) (A/327)

**A39.16:** 2-4-10 Glider Bn(+) (B/327)

**B1.16:** [5]-1-8 Abn Arty Rgt (DIVARTY), [9]-

1-16 Independent Arty Grp (333)

### Reinforcements:

#### Turn 11

**Any hex along Map A's south edge:**

**4 Arm Div:** 4-3-14 Arm TF (Abrams), 3-3-14 Mech TF (Jaques)

## German Information:

### Set Up:

#### Bridge Markers:

**A37.23:** Bridge Blown

**B11.14:** Bridge Blown

### Independents:

**B12.22:** [6]-1-12 Arty Bde (766)

### 2 Pz Div:

**B8.18:** 3-3-14 Pz Recon KG (vBohm)

**B9.19:** 5-3-12 Pz Bn (I/3)

**B9.18:** 4-4-12 PG KG (Gutmn)

**B10.19:** 2-2-12 Inf KG (vCoch)

**B11.20:** 2-2-12 Pz Pio Bn (38)

**B11.21:** 4-4-12 Inf KG (Holtm)

**B12.20:** 4-2-12 Pz Bn (II/3), 3-3-10 StG Bn (38)

**B12.21:** [6]-1-12 Arty Rgt (74)

### 26 VG Div:

**B8.17:** 3-3-10 Hetz KG (Kunkel)

**B9.17:** 4-5-8 Inf Rgt (77)

**B10.16:** 4-5-8 Inf Rgt (78)

**B11.16:** 1-2-8 Pio Bn (26)

**B12.15:** 4-5-8 Inf Rgt (39), [6]-1-8 Arty

Rgt (26)

### Lehr Pz Div:

**B7.17:** 4-4-12 Inf Rgt (902)

**B8.16:** 4-3-14 Pz Recon KG (vFallois)

**B9.16:** 5-3-12 Pz Bn (II/130)

**B10.15:** 2-2-12 Pz Pio Bn (130)

**B11.15:** 3-4-12 JgPz Bn (130)

**B12.14:** 3-3-10 StG Bde (243), 5-5-12 PG Rgt (901), [6]-1-12 Arty Rgt (130)

### Reinforcements:

#### Turn 9

**B4.24:** 15 PG Div: 4-2-12 Pz Bn (115), 3-3-12 Inf Bn(+) (A/115, B/115)

#### Turn 10

**B12.22:** [6]-1-12 Arty Bde (410)

## 7.6 Tip of the Spear

### General Information

**Maps in Play:** Map A north of xx.23, inclusive.

**Game Length:** 4 Turns

**First Turn:** 9 (24 Dec)

**Last Turn:** 12 (27 Dec)

**US Air Strikes:** Divide the *Air Strike Table's* result by two (round down).

**Reinforcements:** Do not use the Orders of Arrival. Use those in the scenario instead.

### Supply Sources:

**Allied:** Use the Friendly Map Edges (1.3) within this playing area.

**Germans:** Germans can trace Supply from any Road (not Track) exiting the playing area's south edge, starting from A29.00 eastward, **and** all roads (including tracks) exiting the playing area's east edge, starting from A40.32 southward.

**Victory:** The German player wins if he controls the playing area's four of German Victory Point hexes in by the end of play. If he fails to do so, the American player wins. The Germans control Rochefort and La-Roche-en-Ardenne at the start of play.

## Allied Information:

### Set Up:

#### Independents:

**A32.33:** 1-3-10 Abn Bn (509)

**A1.46:** 1-2-8 Inf Bn (1/29)

**A18.49:** 1-2-8 Inf Bn (3/29)

**A11.37:** [9]-1-16 Arty Grp (18)

**A35.37:** [9]-1-16 Arty Grp (401)

### British:

**A3.35:** 2-2-16 Arm Cav Bn (2 HHC)

**A2.32:** 2-2-16 Arm Cav Bn (61 Rec)

**A1.35:** 6-4-14 Arm Bn (2 FFY)

**A3.33:** 6-4-14 Arm Bn (3 RTR)

**A1.32:** 6-4-14 Arm Bn (23 Hus)

### 2 Arm Div:

**A10.34:** 2-2-16 Arm Cav Bn (82)

**A15.32:** 5-5-14 Arm TF (A/A)

**A12.32:** 5-4-14 Arm TF (B/A)

**A11.33:** 3-2-14 Arm TF (C/A)

**A11.25:** 5-5-14 Arm TF (A/B), [7]-1-8 Arty Rgt (DIVARTY)

**A12.35:** 6-5-14 Arm TF (B/B)

**A11.36:** 4-3-14 Arm TF (R/B)

### 4 Cav Grp:

**A16.31:** 2-2-16 Arm Cav Bn (4)

**A19.32:** 2-2-16 Arm Cav Bn (24)

### 84 Inf Div:

**A16.27:** 2-4-10 Inf Bn(+) (A/333)

**A18.27:** 2-4-10 Inf Bn(+) (A/335)

**A23.31:** 2-4-10 Inf Bn(+) (B/335)

**A25.32:** 2-4-10 Inf Bn(+) (A/334)

**A27.33:** 2-4-10 Inf Bn(+) (B/334)

**A23.33:** 2-4-10 Inf Bn(+) (B/333), [7]-1-16

Arty Rgt (DIVARTY)

### 551 Abn Rgt:

**A30.33:** 2-4-10 Inf Bn(+) (B)

### 3 Arm Div:

**A22.29:** 5-5-14 Arm TF (Doan)

**A33.33:** 3-3-14 Mech TF (Orr) (*Step Loss*)

**A38.34:** 2-2-16 Arm Cav Bn (83)

**A39.35:** 4-3-14 Arm TF (Rich)

**A32.35:** [7]-1-16 Arty Rgt (DIVARTY)

### 75 Inf Div:

**A27.38:** 2-4-10 Inf Bn(+) (A/291)

**A28.37:** 2-4-10 Inf Bn(+) (B/291)

**A30.34:** 2-4-10 Inf Bn(+) (A/290)

**A31.34:** 2-4-10 Inf Bn(+) (B/290)

**A34.34:** 2-4-10 Inf Bn(+) (A/289)

**A36.34:** 2-4-10 Inf Bn(+) (B/289)

**A30.38:** [7]-1-16 Arty Rgt (DIVARTY)

### 7 Arm Div:

**A35.34:** 4-3-14 Arm TF (Erlen), 3-3-14 Mech TF (Rhea) (*Each with a Step Loss*)

**A38.42:** 4-3-14 Arm TF (Wemple), 3-3-14 Mech TF (Fuller) (*Each with a Step Loss*)

**A38.43:** 4-3-14 Arm TF (Brown), 3-3-14 Mech TF (Chap) (*Each with a Step Loss*)

**A36.44:** [7]-1-8 Arty Rgt (DIVARTY), 2-2-16 Arm Cav Bn (87) (*Step Loss*)

**Reinforcements:**

Turn 11

**A40.45: 3 Arm Div:** 4-3-14 Arm TF (Love), 3-2-14 Arm TF (Jordan), 3-3-14 Mech TF (McGrg)

Turn 12

**Entry Area N: 83 Inf Div:** 2-4-10 Inf Bn(+), (A/329, B/329, A/330, B/330, A/331, B/331), [7]-1-16 Arty Rgt (DIVARTY)

[9]-1-16 Arty Grp (179)

**German Information:****Set Up:****Independents:**

A34.27: [4]-1-8 Werfer Bde (16)

**2 Pz Div:**

A6.31: 3-3-14 Pz Recon KG (vBohm)

A8.30: 5-3-12 Pz Bn (I/3)

A9.31: 2-2-12 Inf KG (vCoch)

A10.31: 2-2-12 Pio Bn (38)

A20.28: 4-4-12 PG KG (Gutmn)

A21.28: 4-2-12 Pz Bn (II/3)

A22.27: 4-4-12 Inf KG (Holtm)

A23.27: 3-3-10 StG Bn (38)

A24.26: [6]-1-12 Arty Rgt (74)

**Lehr Pz Div**

A17.26: 4-3-14 Pz Recon KG (vFallois), 4-4-12 Inf Rgt (902)

A18.24: 5-3-12 Pz Bn (II/130)

A18.23: 3-4-12 JgPz Bn (130)

A19.23: 2-2-12 Pz Pio Bn (130)

**116 Pz Div:**

A29.32: 4-3-14 Pz Recon KG (Stephen)

A25.31: 5-3-12 Pz Bn (I/16) (*Step Loss*)A25.29: 3-4-12 JgPz Bn (228) (*Step Loss*)A26.31: 5-5-12 PG Rgt (60) (*Step Loss*)

A25.30: 4-4-12 Inf Rgt (156)

A24.29: 2-2-12 Pz Pio Bn (675)

A27.29: [6]-1-12 Arty Rgt (146)

**560 VG Div:**A30.32: 3-4-8 Inf Rgt (1130) (*Step Loss*)A34.32: 3-4-8 Inf Rgt (1128) (*Step Loss*)

A37.31: 3-4-8 Inf Rgt (1129)

A32.31: 1-2-8 Pio Bn (1560)

A34.30: [6]-1-8 Arty Rgt (1560)

**2 SS Pz Div:**

A39.33: 3-4-12 SS JgPz Bn (2)

A39.32: 3-3-12 SS PG Bn (III/4), 4-4-12 SS Inf Rgt(-) (4)

A40.32: 3-3-12 SS Inf Bn(+) (A/3, B/3)

**Reinforcements:**

Turn 10

**A29.23: 9 Pz Div:** (3-3-14 Pz Recon Bn (9), 5-3-12 Pz Bn (I/33), 4-2-12 Pz Bn (II/33), 3-4-12 JgPz Bn (50), 5-5-12 PG Rgt (10), 4-4-12 Inf Rgt (11), 2-2-12 Pz Pio Bn (86), [6]-1-12 Arty Rgt (102))

**A40.32: 2 SS Pz Div:** 4-3-14 SS Pz Recon KG (Krag), 5-3-12 SS Pz Bn (I/2), 4-2-12 SS Pz Bn (II/2), 2-2-12 SS Pz Pio Bn (2), [6]-1-12 SS Arty Rgt (2)

Turn 11

**A40.30: F.Beg Pz Bde:** 4-2-12 Pz Bn (FB), 3-3-10 StG Bde (200), 5-5-12 PG Rgt (FB), 1-1-10 Bicycle Bn (828)

## 8.0 Designer's Notes

### Been a couple of years...

30 years ago (insert standard “just yesterday” jokes) **Ardennes** came out. It was the beginning of the 90's, Bill Clinton was in his first term, The Gamers was a precocious 5-year-old, and my hand surgeries were essentially finished after my 1990 injuries. (I'll ignore the damage and additional surgeries resulting from the tragic super-soaker accident later in the decade playing with my kids.) Sara and I had two of our eventual three children.

I remember in the summer of 1993 working on the original **Ardennes** playtest map in the afternoon on our light table (you kids today can look that one up), when Sara and the kids came by to say they were heading to Chanute AFB (about 40 minutes away, long since closed as part of the “Peace Dividend”) to use the pool. I was working “the old-fashioned way” (i.e., pen

and ink) as the whole computer artwork arrangement I started putting together when I got hurt was still hit or miss with too many teething problems to make it practical for a playtest map.

Later, the next summer in 1994, **Ardennes** came out as the third title in the *Standard Combat Series*.

### So, why are we here?

Except for a couple of matters that rubbed some players the wrong way (chief among them was the potential for a “moving pocket built on Supply Wagons”), the game was fun to play and was kept as a favorite in the heart of many long time *SCS* stalwarts. It was bumped out of a win for the 1994 Charles S. Roberts Award for Best World War II game by my own **Enemy at the Gates** (*OCS*).

In the meantime, the seminal release of **Last Blitzkrieg** (*BCS*, 2016) brought with it the unparalleled OOB by Carl Fung and what turns out to be an exceedingly rare set

of 1944 Army Map Service 1:50,000 maps of the entire area (arranged for my use by Jerry Axel and found by his friend Elliot Kwock). With such recently available and fantastic sources, I wanted to get that data into the hands of *SCS* player who might not have access to **LB**.

This opened the door to a second edition, and (among other things) a fix to the Supply Wagon matter.

### Supply Wagons, huh?

Well in **Ardennes'** background was its Supply system. In lieu of the usual Supply Trace, it used actual Supply counters which moved under their own power (hence Supply Wagons) to provide for the needs of the German advance.

Unfortunately, the playtesters and I normally kept our Supply Wagons a good safe depth to the rear where they were protected from American interference and (more importantly) were never subjected to being cut off from the map edge. As a result, neither they nor I noticed that

there was no requirement for them to trace off the east map edge to be functional. For us, and many if not most other players, this didn't matter—we kept our Supply Wagons safely to the rear and out of harm's way. By default, they were able to trace. However by protecting them, we didn't realize the 'upside' (?) of having them cut off from trace supply. That they didn't need any trace supply at all and (in fact) were helping the operations of cut-off German mobile pockets. These pocketed Germans could then cut loose from the German army itself and just continue the march toward Antwerp, sweeping aside the Americans and unhindered by the German Supply network by using magic.

I'm not sure how many players discovered and used this effect. As soon as it was discovered, it was adjudicated by errata requiring Supply Wagons to trace off the east map edge to function and many just played never deciding to (or being unlucky enough to) cut their supply lines loose and not bother keeping them in operation. Obviously, it violates common sense that the Germans might be better off by cutting their own supply connections. I've never played the game that way personally.

Suffice it to say this updated edition uses the familiar Trace Supply system without any Supply Wagon in sight!

## What else is different from the original?

### ZOC Bonds.

I am much indebted to Mark Simonitch for the creation of the concept of ZOC Bonds (which at the most basic level creates a ZOC in the empty hex between two stacks, but not elsewhere). Here, they are used to do several things.

They allow regular infantry to come to the fore (dare I say, for a change?) as the units needed to control ground—Infantry...not impressed Postal detachments, bewildered Engineers, and other "ant" units which never bothered to do their historical purposes. Purposes which did not exist as functions in the game. With adequate numbers, Infantry can link with adjacent units to form a continuous shield to thwart enemy advances—and do so in terrain that tanks fear to tread. A ZOC Bond shows a

thinner complete line (a dense complete line would have actual units in each hex).

They eliminate the normal all-around ZOC effects which encourage bizarre (from a real-life perspective) defensive arrangements such as the every-other hex deployment (which I like to call the 'Tholian Web'). In such a layout, there is no real frontline, but rather the individual units make up a series of nodes creating a huge Zone where their ZOCs interconnect in multiple directions (usually just by touching ZOCs together) creating something akin to a large, deep, and weak minefield. Its strength comes from the inability of the enemy to work through it to gain any serious ground. A victory over a few nodes, while easy in itself, only embeds the attacker into the web a *little* further than he was before. He was, instead, mired inside a series of nodes much like a mastodon in a tar pit with no freedom of action.

Additionally, the normal ZOC effects were eliminated with only a provision for a small (+1) MP cost effect for moving from one hex adjacent to the enemy to another. Whether by occasional enemy action or the care taken by friendlies in the presence of the enemy, "friction" needs to be there, but not in an exaggerated form; +1 is plenty.

### Barrages.

Ardennes I also had Barrage and with the same "extra" US Barrage Phase each turn. Where the 2<sup>nd</sup> edition improves on the 1<sup>st</sup>, is in the simplicity of the Barrage process and in the "hex-based" Barrage markers. The original had a Barrage Table which was modeled after the one found in the *OCS* games, while the new one uses a single die roll (based on Terrain) like the one in the *BCS*. When compared side-by-side, the difference mechanically is striking for such a small thing.

This mechanical difference, however, pales to the target choice: In the 1<sup>st</sup> edition the target was enemy units explicitly (by DG or inflicting step losses). In this edition, the target is the **hex** instead—the effect on units was indirect, based on what units tried to do while within them or what units chose to do based on their locations. In the first sense, units might have their strength halved (or worse) or (if the Attacker) the units may

decide to not attack from a given hex. The latter case is up to the players involved (both what they can see as a valuable action and how they react to them). A Barrage marker in an empty crossroads hex might affect enemy movement.

While the Barrage markers are removed at the start of each Player Turn for the owning player, the double US Barrage Phases accumulate on the map through the end of one turn, through the German Player Turn in the next...giving the US player effectively not only twice as many Barrages, but two chances to set up Barrages to affect both German movements as well as their attacks on top of supporting US attacks.

Half Barrages were designed to soften the "all or nothing" feeling of Barrages. Before they were added, it wasn't unusual to have a player run a string of low die rolls and obtain nothing for his efforts. Now, there is a soft edge on the failure rolls from before (one tester started referring to them as "cookies") so that while it might still end up a miss, you have a chance that you could get it bumped up to a Full Barrage marker. Of course, once you have a Half, you could end up with another Half there and get a Full result *without* any reconciliation die roll. In the latter case, especially, the player would have (before the change) gotten nothing at all from both attempts.

### Combat and Overruns.

Here, the biggest variation regarding Combat itself was the inclusion of the Retreat or Hold variations in what the defender could do. If the situation was right, he might have the ability to pull out and save his units from harm before the combat even occurs. The current system is a distillation of its much more involved predecessor which compared the sides using a number of attributes. That system was carved up into bits that mattered, others that mattered only occasionally, and those which just plain didn't matter as other concerns either replicated them or rendered them moot. After a few iterations, the more complex method boiled down to what you see now.

Once the ability to "run for it" is gone, a Hold is desired or required of the units, the Combat itself is fairly standard. The one tweak from the norm is the limitation on Advance after Combat. Normally, the attacker's mobile units would get to advance as desired, starting in the defender's vacant hex, going as far as the defender's Retreat result. Not so here, even

mobile units given a long Retreat result are capped at an advance of only two hexes (many other units cannot advance further than the defender's original hex). On top of that, the advance must be along a road—not veering off into the woods to take advantage of the latest satellite imagery. <cough>

The method of affecting Combat via Terrain changed. Before, the math problem was a bit too complex. You'd be doubled for the hex terrain, on top of being halved for a Barrage marker (i.e. work to prove no effect). Worse you might have an attacker stack with a Barrage marker or coming across a Stream hexside. Both of which affect that stack but not the other making the same attack. This was changed to a shift system. While the results on occasion (especially way out on the extremes) might be mildly different, for most reasonable battles the ending column will turn out to be the same or at least close. For instance, let's say the various effects listed at the start of this paragraph represent an attack by two stacks (one with 12 strength and the other with 8... say the 12 is the one with the Barrage marker and the Stream) against a defending stack of one US Infantry Regiment with a strength of 5. Doing this the old way would involve:

Halving the US Regiment to 2.5 and then doubling it to 5 again. (Yes, you'll know you'll end up back where you started from the beginning but trust me you'll think through that to get there to make sure you don't make a mistake.)

You'll divide the 12 attacker first into 6 and then 3. Adding it to the 8 and you get 11. Net result: 1:1.

With shifts, the defender is a 5 with a shift of -1 and the attacker is a 14 (the Barraged Stack is halved to a 6) which also suffers a -1 for the stack crossing the Stream. Raw odds are 3:1. Two shifts to the left gets them back to the 1:1 we got the other way.

Now, a big attack against a City (say 30 attack strength vs 10 defense strength) would under the old system generate 30 vs 30 or 1:1 (defenders in a City were x3). The new way might only have the City to work with (-2). Straight up it is 30 vs 10 or 3:1... which shifts back 2 columns to 1:1.

Anyway, for the most part the effects are either the same or very close and the arithmetic

load on a big turn is way down. I'm sure you'll find that the effect of multiple stacks attacking across a River or Stream may be overly high, but that is in your hands to avoid.

The single biggest change to overruns (and movement, for that matter) from the 1st edition to here is the ability to move more than one unit at a time (which by default restricted overruns to single units as well). The single unit matter produced a lot of mechanical issues which in the end accomplished little (it was busy work—you made sure you dotted the i's and crossed the t's to end up where you would have been anyway). So now you can move stacks to get to where you are going—and this includes to overrun.

Overruns can be a formidable weapon and open up the game at unexpected times for either side. Its fun when it happens, but it does have an ugly underbelly as well: attacker losses and not just any losses either, losses to the strongest attacking unit. In other words, if your attacking overruns take losses 30% of the time or more, it won't be long before the fearsome units you had to launch overruns with will be just a memory. The descending slope becomes dramatically steeper as it goes along as well. Use The Force wisely, or you won't have it available for long.

Defending against these sledgehammers is not easy, but well within the player's capability. At the moment it happens, of course, it is best to have good terrain (identify the important routes in advance as he can't overrun unless it is along a road... this brings up an interesting use of ZOC Bonds here: if the actual infantry units are not on the road, but the ZOC Bond is, the enemy can go **through** the hex (at a +4 MP cost), he cannot destroy the infantry making up the line by overrun there), the more effective elimination of his overrun ability occurs **before** the overrun is ever conducted.

First, when possible set up Barrages that protect your units from overruns by placing some of them in the hexes he needs to launch his overruns from. Second, whenever you can, degrading the heavy hitters in his army whenever you can manage; make them the target of your

attacks. This works especially well when you can execute these attacks with units you'd never think about overrunning with—so if they take a loss, it's not really a big deal but if he does it has great value.

One technique that can help, if you have the units to do it, is to set a "breakwater" unit or stack a hex or so in front of your main defensive line along the road he needs to overrun and breakthrough it. He'll be forced to overrun the breakwater first before he can even look at the main line of defense. If he takes a loss against the breakwater (or the write-off units in it manage to stand their ground), it's all gold for you.

Avoid the trap of trying to create a breakwater which has no staying power at all (one step and limited strength) just to have one. Getting these units killed just to cost the enemy the 2 MPs needed to do the overrun is not worth it; they probably won't inflict any loss for their trouble. You have an idea of what his max overrun stack can be, so set up the breakwater to end up on a CRT column with a decent chance of inflicting some loss.

## Artillery.

As opposed the Barrage section earlier, this doesn't have to do with what artillery can do and how to integrate the branch into your game play. Rather, it talks about the artillery units themselves.

The unique artillery features are: How Range is shown (why not a 'strength' value?). Why are they all only one step? And (the biggie) why Bugging Out?

## Range, not Strength?

In the game (as in real life in most cases), what matters is the ability of artillery to hit the needed target area. Unless the target is deep in concrete bunkers (think Iwo Jima... also noting that it didn't work), having shells that blow the enemy into sub-microscopic instead of microscopic pieces is no better than blowing him into large chunks. Any of those ways gets the job done. What changes is the number of shells needed to ensure complete coverage of the target area (blast radii) which is a benefit to your side (fewer shells needed and therefore transported half-way around the world to feed the guns). Things change if we are dealing with subterranean fortifications, but even the West Wall here doesn't qualify.



But the advantage of the bigger guns is the ability to send those rounds further (sometimes much further) than the smaller guns can (especially the very short ranged Werfer rockets). There is a “fear factor” that is greater in the barrages of larger shells, but as even an 81mm mortar barrage sustained for more than a few moments (not sporadic) already pegs the fear factor at the 10 level, getting the readings off a sustained heavy artillery barrage is worse, but not a meaningful matter. It’s small comfort to know one is “worse” than the other.

### One Step?

All artillery units have only one step (showing as reduced when “full up”). This does one thing which has an important side effect (especially so when combined with Bug Out): Artillery has no depth when attacked. If you keep your artillery safely to the rear of the lines, you might neither care nor notice. However, this precludes the “tactics” you see in many other games—such units drafted from their real jobs to be part-time emergency line holders and to soak up combat losses to spare the infantry and armor. Have a road junction to hold and no line units to do it? No problem, just stick the artillery battalion there. They’ll die doing it, but you’ll gain time to shore up things. Uh huh.

Here, if the artillery is forced to defend, it

won’t pose much of a problem to the enemy. Either the guns will Bug Out before they can get hurt, or they will rapidly get destroyed.

Moral of the story: Don’t use your artillery to block his tanks. They make terrible “ants” as they should. Sadly, inviting the use of “ants” is the unintended consequence of overly detailed OOBs which provide units (think Graves Registration) which most certainly did exist, but the game never needs them to do the job they were created for, so they act as perpetual cannon fodder.

### Bugging Out?

As far as I know, no game has installed a rule exactly like Bug Out here. It does one thing, the one thing that characterizes how rear area units (like artillery) react to enemy spearheads coming through the front lines—they pull up stakes and head to the rear where they are safer. (Caveat: Yes, some of these units are forced by circumstances to lower the barrels and fight it out toe-to-toe with the enemy, but the vast majority will be moved to safety so they can continue with their jobs, see diatribe on ants above.)

As I’m sure you noticed, it doesn’t take a perfect intel of the enemy to cause an

artillery unit to pull up stakes and head out. The mere hint of the enemy getting close is plenty to be safe rather than sorry. In fact, the guns will reposition before they know if the bridge protecting them is blown or not—they aren’t taking any chances and “oops” isn’t an option.

The artillery that does this is no longer in a state that allows them to conduct supporting fires for a period (hence the DG). This also makes them vulnerable to enemy actions for a period: They can’t Bug Out again if their “safe” location is suddenly filled with enemy tanks. So, be careful where the Bug Out movement sends the artillery. Working with “Gamer Minimums” (just barely meeting the rule requirements or doing so in a way that keeps the guns in the local fight) looks great on paper but might cause losses to these important units.

At any rate, the LTC battalion commander (and his staff) will do his best to determine the difference between ‘rumor control’ and a real enemy probe coming toward him to make a timely decision to get the battalion on the road to a new firing position favoring the safe decision a bit to make sure he doesn’t get hammered by a mistake. He and his men give more to the war effort than they would as poorly trained infantry and they all know it.

The lesson here is not one usually brought out in games (let alone in such a simple fashion, making me quite proud of it): choose the positioning of your artillery carefully. You need their support and if too exposed, they won’t be available as often as you’d like.

### In Summary

While I enjoy the Ardennes topic and the games have given me untold enjoyment over the years, giving an old favorite like **Ardennes** a facelift with new (and important) rules as well as the updated research in the map and counters (thank you Carl!) **Ardennes II** has been a special treat. It brings the accessibility of SCS together with the better materials & systems (than those of 30 (!) years ago) so that current players can be introduced (or enjoy a refreshing swim into an old favorite) to this incredible topic. I wish you great gaming enjoyment for years to come and appreciate the chance to bring this game back to your able. Have Fun!



**Allied Reinforcements***Entry Area***Turn 2**

- F **4 Inf Div:** 3-3-10 Inf TF (Luckett), 4-6-10 Inf Rgt (22)
- O **7 Arm Div:** 2-2-16 Arm Cav Bn (87),  
4-3-14 Arm TF (Brown, Erlen, Wemple),  
3-3-14 Arm Inf TF (Chap, Rhea)  
**1 Inf Div:** 3-5-10 Inf Bn(+) (A/26, B/26)
- P **7 Arm Div:** 3-3-14 Arm Inf TF (Fuller),  
[7]-1-8 Arty Rgt (DIVARTY)  
**1 Inf Div:** 3-4-10 Inf Bn(+) (A/18, B/18),  
[7]-1-16 Arty Rgt (DIVARTY)  
**9 Inf Div:** 3-5-10 Inf Bn(+) (A/47, B/47)

**Turn 3**

- F **10 Arm Div:** 2-2-16 Arm Cav Bn (90),  
6-5-14 Arm TF (Chmbln, Standish),  
2-2-14 Arm Inf TF (Riley), [7]-1-8 Arty Rgt (DIVARTY)
- I **10 Arm Div:** 3-2-14 Arm TM (Cherry),  
2-2-14 Arm Inf TF (Desobry, O'Hara)
- See 5.1 **82 Abn Div:** 2-4-10 Abn Bn(+) (A/504, B/504, A/505,  
B/505, A/508, B/508), 2-4-10 Glider Bn(+) (A/325,  
B/325), [5]-1-8 Arty Rgt (DIVARTY)  
**101 Abn Div:** 2-4-10 Abn Bn(+) (A/501, B/501, A/502,  
B/502, A/506, B/506), 2-4-10 Glider Bn(+) (A/327,  
B/327), [5]-1-8 Arty Rgt (DIVARTY)
- O **1 Inf Div:** 3-3-10 TD TF (Davisson),  
3-5-10 Inf Bn(+) (A/16, B/16)  
**30 Inf Div:** 3-5-10 Inf Bn(+) (A/117, B/117, A/119,  
B/119, A/120, B/120), [7]-1-16 Arty Rgt (DIVARTY)

**Turn 4**

- A38.48 5-4-14 Arm Bn (740)
- N **3 Arm Div:** 2-2-16 Arm Cav Bn (83),  
2-2-14 Arm TF (Hogan), 4-3-14 Arm TF (Kane),  
3-3-14 Arm Inf TF (Orr), [7]-1-8 Arty Rgt (DIVARTY)
- O **3 Arm Div:** 3-2-14 Arm TF (Jordan),  
4-3-14 Arm TF (Love), 3-3-14 Arm Inf TF (McGrg)
- P **9 Inf Div:** 3-5-10 Inf Bn(+) (A/39, B/39),  
[7]-1-16 Arty Rgt (DIVARTY)

**Turn 5**

- N **84 Inf Div:** 2-4-10 Inf Bn(+) (A/334, B/334)

**Turn 6**

- L 1-3-10 Abn Bn (551)
- N or O [9]-1-16 Arty Grp (188, 401)
- N **3 Arm Div:** 5-5-14 Arm TF (Doan), 4-3-14 Arm TF (Rich)  
**84 Inf Div:** 2-4-10 Inf Bn(+) (A/333, B/333, A/335,  
B/335), [7]-1-16 Arty Rgt (DIVARTY)

**Turn 7**

- F [12]-1-16 Arty Grp (177), [9]-1-16 Arty Grp (182, 183)  
**5 Inf Div:** 3-5-10 Inf Bn(+) (A/10, B/10)
- G, H, or I [9]-1-16 Arty Grp (193, 203, 404)
- G **80 Inf Div:** 2-4-10 Inf Bn(+) (A/318, B/318, A/319,  
B/319), [7]-1-16 Arty Rgt (DIVARTY)
- H **26 Inf Div:** 3-3-10 Inf TF (Hamilton),  
3-5-10 Inf Rgt(-) (328), 2-4-10 Inf Bn(+) (A/104,  
B/104), [7]-1-16 Arty Rgt (DIVARTY)
- I **4 Arm Div:** 2-2-16 Arm Cav Bn (25),  
4-3-14 Arm TF (Irzyk, Oden),  
3-3-14 Arm TF (Alanis, Cohen),  
[7]-1-8 Arty Rgt (DIVARTY)
- L or M 2-2-16 CW Arm Cav Bn (2 HHC, 61 Rec)  
**29 CW Arm Bde:** 6-4-14 Arm TF (2 FFY, 3 RTR, 23 Hus)
- L 1-2-8 Inf Bn (1/29), 1-3-10 Abn Bn (509)  
**517 Abn Rgt:** 2-4-10 Abn Bn(+) (A, B)
- M 1-2-8 Inf Bn (3/29)
- N [9]-1-16 Arty Grp (18)  
**4 Cav Grp:** 2-2-16 Arm Cav Bn (4, 24)  
**2 Arm Div:** 2-2-16 Arm Cav Bn (82),  
6-5-14 Arm TF (B/B), 5-5-14 Arm TF (A/A, A/B),  
5-4-14 Arm TF (B/A), 4-3-14 Arm TF (R/B),  
3-2-14 Arm TF (C/A), 4-1-8 Arm Rgt (DIVARTY)  
**75 Inf Div:** 2-4-10 Inf Bn(+) (A/289, B/289, A/290,  
B/290, A/291, B/291), [7]-1-16 Arty Rgt (DIVARTY)

**Turn 8**

- N [9]-1-16 Arty Grp (142)
- O or P [14]-1-16 Arty Grp (190), [9]-1-16 Arty Grp (187)
- P **9 Inf Div:** 3-5-10 Inf Bn(+) (A/60, B/60)

**Turn 9**

- F **5 Inf Div:** 3-5-10 Inf Bn(+) (A/2, B/2, A/11, B/11),  
[7]-1-16 Arty Rgt (DIVARTY)
- G **80 Inf Div:** 2-4-10 Inf Bn(+) (A/317, B/317)
- H **26 Inf Div:** 2-4-10 Inf Bn(+) (A/101, B/101)
- I **6 Cav Grp:** 2-2-16 Arm Cav Bn (6, 28)
- N or O [14]-1-16 Arty Grp (211)

**Turn 10**

- I **4 Arm Div:** 4-3-14 Arm TF (Abrams),  
3-3-14 Arm Inf TF (Jaques)

**Turn 11**

- H or I **6 Arm Div:** 2-2-16 Arm Cav Bn (86),  
4-3-14 Arm TF (Davall, Kennedy, LaGrew),  
3-3-14 Arm TF (Britton, Brown, Wall),  
[7]-1-8 Arty Rgt (DIVARTY)

*cont'd on page 19*

I **35 Inf Div:** 2-4-10 Inf Bn(+) (A/134, B/134, A/137, B/137, A/320, B/320), [7]-1-16 Arty Rgt (DIVARTY)

**Turn 12**

**Remove 10 Arm Div** (all except 3-2-14 Arm TM (Cherry), 2-2-14 Arm Inf TF (Desobry, O'Hara))

N or O [9]-1-16 Arty Grp (179)

N **83 Inf Div:** 2-4-10 Inf Bn(+) (A/329, B/329, A/330, B/330, A/331, B/331), [7]-1-16 Arty Rgt (DIVARTY)

**Turn 13**

N or O [14]-1-16 Arty Grp (79)

**Turn 14**

J or K **11 Arm Div:** 2-2-16 Arm Cav Bn (41), 5-4-14 Arm TF (Poker), 4-3-14 Arm TF (Blue), 4-3-14 Arm Bn (22), 2-2-14 Arm Inf TF (White), 2-2-14 Arm Inf Bn (55), 1-1-14 Arm Inf TF (Pat), [7]-1-16 Arty Rgt (DIVARTY)

**Turn 15**

J **17 Abn Div:** 2-4-10 Abn Bn(+) (A/507, B/507), 2-3-10 Abn Bn(+) (A/513, B/513), 2-4-10 Glider Rgt (193, 194), 1-3-10 Glider Bn (550), [5]-1-8 Arty Rgt (DIVARTY)  
**87 Inf Div:** 2-4-10 Inf Bn(+) (A/345, B/345, A/346, B/346, A/347, B/347), [7]-1-16 Arty Rgt (DIVARTY)

**German Reinforcements**

*Entry Area*

**Turn 2**

w/1 B17.49 1-2-4 FJ KG (vdH)

A 3-3-10 StG Bde (394, 667)

B **3 FJ Div:** 3-4-8 FJ Rgt(-) (8)

**Turn 6**

A 4-5-10 STgr Co (1000+1), 3-3-10 StG Bde (902)

B **2 SS Pz Div:** 4-3-14 Pz Recon KG (Krag), 5-3-12 Pz Bn (I/2), 4-2-12 Pz Bn (II/2), 3-4-12 JgPz Bn (2), 4-4-12 Inf Rgt(-) (4), 3-3-12 Inf Bn(+) (A/3, B/3), 3-3-12 PG Bn (III/4), 2-2-12 Pz Pio Bn (2), [6]-1-12 Arty Rgt (2)  
**9 SS Pz Div:** 3-3-14 Pz Recon KG (Recke), 5-3-12 Pz Bn (I/9), 4-2-12 Pz Bn (II/9), 3-4-12 JgPz Bn (9), 3-3-12 Inf Bn(+) (A/19, B/19, A/20, B/20), 2-2-12 Pz Pio Bn (9), [6]-1-12 Arty Rgt (9)  
 6-8-8 JgTg Bn (653)

*Roll one die, the JgTg Bn arrives on a 5 or more. Otherwise, it does not.*

C **F.Beg Pz Bde:** 4-2-12 Pz Bn (FB), 3-3-10 StG Bde (200), 5-5-12 PG Rgt (FB), 1-1-10 Bicycle Bn (828)  
**560 VG Div:** 3-4-8 Inf Rgt (1129)

**Turn 4**

A **3 PG Div:** 3-3-14 Pz Recon Bn (103), 3-3-10 StG Bn (103), 3-4-12 JgPz Bn (3), 3-3-12 Inf Bn(+) (A/8, B/8, A/29, B/29), 2-2-12 Pz Pio Bn (3), [6]-1-12 Arty Rgt (3)

D **F.Gren Pz Bde:** 5-3-12 Pz Bn (FG), 3-3-10 StG Bde (911), 5-5-12 PG Rgt (FG), 1-1-10 Bicycle Bn (929)  
**Lehr Pz Div:** 3-3-10 StG Bde (243)

**Turn 6**

A 4-5-12 JgPz Bn (519), 2-2-10 Brm Bn (217)  
 B 7-5-8 Tgr Bn (506)  
 D **79 VG Div:** 3-4-8 Inf Rgt (208, 212, 226), 1-2-8 Pio Bn (179), [6]-1-8 Arty Rgt (179)

**Turn 7**

A [6]-1-8 Arty Bde (403)

C **9 Pz Div:** 3-3-14 Pz Recon Bn (9), 5-3-12 Pz Bn (I/33), 4-2-12 Pz Bn (II/33), 3-4-12 JgPz Bn (50), 5-5-12 PG Rgt (10), 4-4-12 Inf Rgt (11), 2-2-12 Pz Pio Bn (86), [6]-1-12 Arty Rgt (102)

D **Lehr Pz Div:** 3-4-12 JgPz Bn (559)

**Turn 8**

C 3-3-10 Hetz Bn (741)  
**15 PG Div:** 4-5-12 Pz Bn (115), 3-4-12 JgPz Bn (33), 3-3-12 Inf Bn(+) (A/104, B/104, A/115, B/115), 2-2-12 Pz Pio Bn (33), [6]-1-12 Arty Rgt (33)

**Turn 10**

A **246 VG Div:** 2-2-10 Bicycle Bn (246 Fus), 3-4-8 Inf Rgt (352, 404, 689), 1-2-8 Pio Bn (246), [6]-1-8 Arty Rgt (246)

C **167 VG Div:** 3-4-8 Inf Rgt (331, 339, 387), 1-2-8 Pio Bn (167), [6]-1-8 Arty Rgt (167)

D 1-2-4 MG Bn (44 Fest), [6]-1-12 Arty Bde (410)  
**9 VG Div:** 3-4-8 Inf Rgt (36)

**Turn 11**

D **9 VG Div:** 3-4-8 Inf Rgt (57, 116), 1-2-8 Pio Bn (9), [6]-1-8 Arty Rgt (9)

**Turn 13**

**Remove 150 Pz Bde:** 2-3-12 Inf KG (X, Y, Z) 3-3-10 StG Bde ("394, 667") [4]-1-8 Werfer Bde (7, 17), [6]-1-12 Arty Bde (410)

B [4]-1-8 Werfer Bde (19)

**Turn 14**

C **9 Pz Div:** 6-4-10 Fkl Bn (301)  
*Roll one die, it arrives on a 5 or more. Otherwise, it does not.*

## Terrain Effects Chart

Terrain Type	MP Costs		Defender Hex Terrain <sup>[1]</sup>	Hexside Terrain <sup>[2]</sup> (per Attacking Stack affected)	Barrage Success Roll
	Leg (White)	Mech (Black)			
Open	2	3	-	-	<b>(3-4) 5-6</b>
Road <sup>[2]</sup>		1/2	-	-	ot
Track <sup>[2]</sup>	1	2	-	-	ot
Traffic Jam hex		DG	-	-	ot
Occupied Traffic Jam hex		<b>P</b>	-	-	ot
West Wall		ot	One Left	-	<b>(4-5) 6</b>
City	1	2	Two Left	-	<b>(5) 6</b>
Village		ot	-	-	<b>(4) 5-6</b>
Point of Interest		ot	-	-	ot
Woods	2	6	One Left	-	<b>(4) 5-6</b>
Forest	3	<b>P</b>	One Left	-	<b>(4) 5-6</b>
Marsh	3	<b>P</b>	One Left	-	<b>(4) 5-6</b>
Slope	3	<b>P</b>	One Left	-	<b>(4-5) 6</b>
Sea Line	<b>P</b>	<b>P</b>	-	One Left	ot
Meuse River	<b>P</b>	<b>P</b>	-	Two Left	ot
River	+2	<b>P</b>	-	One Left	ot
Stream	+1	+2	-	One Left	ot
Reinforcement Areas		ot	-	-	ot
National Border		ot	-	-	ot
Enemy ZOC Bond hex		+4	-	-	ot
Moving Adjacenty <sup>[3]</sup>		+1	-	-	ot
Friendly Barrage marker		+1 <sup>[4]</sup>			
Enemy Barrage marker			See Barrage, 3.5		

**P** = Prohibited.

- = No Effect.

ot = Use **O**ther Terrain in the hex.

na = Not Allowed.

**(A), B** = (A) is the die range that places a *Half* marker. **B** is the die range that places a *Full* marker.

**Barrage Rolls:** +1 to each roll for each *additional* unit in the **Target Hex**. So, three units would require a DRM of +2.

<sup>[1]</sup> Attack is allowed across/into **P** Terrain **ONLY** if the hex or hexside is crossed by a Road or Track.

<sup>[2]</sup> Overrun is allowed **ONLY** if the Attacker is following a **contiguous** Road or Track, regardless of other Terrain involved.

<sup>[3]</sup> This is from one hex adjacent to an enemy unit to another hex adjacent to the same or different enemy unit. If the hex entered is also a ZOC Bond hex, use only the ZOC Bond MP cost, not both.

<sup>[4]</sup> Regardless of the number of Friendly Barrage markers in the hex, the cost remains +1 to enter. There is no cost to exit.