

# Bastogne

Screaming Eagles under Siege 18-27 Dec '44

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## Introduction

**Bastogne** is an Standard Combat Series game covering the defense of the Bastogne crossroads by the 101<sup>st</sup> Airborne Division, CCB, 10<sup>th</sup> Arm Division, CCR 9<sup>th</sup> Arm Division and assorted US units trapped by the German advance around the strongpoint. The game concludes when the first units of the 4<sup>th</sup> Arm Division cut their way into the beleaguered garrison.

## 1.0 General Rules

### 1.1 Turn Sequence

US Player Turn (*Skip on Turn 1*)

- Reinforcements
- Road March
- US Barrage (*Air Only*)
- Movement
- Combat
- Exploitation

German Player Turn

- Reinforcements
- Road March (*Skip on Turn 1*)
- Movement
- DG Removal Remove DG markers from **all** units (both sides).
- US Barrage (*Air and Artillery*)
- German Barrage
- Combat
- Exploitation (*Skip on Turn 1*)



### 1.2 Scale

Each turn is one day. Each hex is approximately 400 meters. Ground units represent platoons and companies with battalions for some artillery units.

### 1.3 Multiple Terrain Types

Some hexes have more than one terrain type within them. In those cases, use only one. Terrain effects are not cumulative except that the Run terrain type is in addition to the main type of terrain of the hex.

For movement, use the type with the highest MP cost, and remember that roads, trails, and railroads negate other terrain features for units using them.

For combat, use the type which most benefits the defender.

### 1.4 Runs

Runs are a hex terrain feature that add one to the Movement Point cost of their hex. Roads, trails, and railroads negate runs in the same way as they negate streams. Runs have no effect on combat. Ignore runs in village hexes.

### 1.5 Counter Colors

German units are: Medium Grey (units of the 2<sup>nd</sup> Pz Div, 15<sup>th</sup> PG Div, or independent Germans), Lt Grey (26<sup>th</sup> VG Div), Field Grey (Pz Lehr Div), or Pale Blue (5<sup>th</sup> FJ Div). Stripes indicate KG affiliation.

US units are: Darker Green (101<sup>st</sup> Abn Div), Very Pale Green (9<sup>th</sup> Arm Div), Pale Green (4<sup>th</sup> Arm Div), and Green (10<sup>th</sup> Arm Div and independent US units).



Reduced strength units have a light colored boundary around the counter to help identify them.



Stacking...too many!

### 1.6 Stacking

A maximum of **Two Steps** can stack in a hex. Units can overstack as a result of a retreat and all units in an overstacked hex can defend. All units in such an overstack are automatically DG. This DG effect does not apply to momentary overstacks created during a retreat; only at the terminus of a unit's retreat.

Units can overstack without penalty during reinforcement placement, including the 101<sup>st</sup> Airborne's arrival in its assembly area. These overstacks must comply with the normal stacking limit by the end of the next friendly Movement Phase.

Destroy friendly units or steps that exceed the stacking limit at the end of the friendly Movement Phase. The owning player determines which units in the overstacked hex to eliminate or reduce to make the stack conform to the rule.

Overstacking is not allowed in a hex from which an overrun attack is being launched.

### 1.7 Exploit Units

Yellow coded units are Exploit Capable. **Only** Exploit Capable units can overrun.



See also SCS rules, page 2.

**Regular Combat Unit**

**Artillery Unit**

	Infantry		Arm Car
	Abn Infantry or FJ		Arm Recon
	Glider Infantry		Armor or Panzer
	Arm Infantry or PG		Assault Gun
	Bicycle Infantry		Jagdpanzer
	FJ Bicycle Infantry		Tank Destroyer
	Panzerjäger		Abn AA
	Engineer		Arm AA
	Arm Engineer		Nebelwerfer
	Abn Engineer		Infantry Gun
	Submachinegunners		88mm Gun
			Artillery
			Glider Artillery
			Abn Artillery
			Arm Mortar
			Mortar
			Arm Artillery

**Air Strike Marker**

**Barrage**

**DG Marker**

## Unit Symbol Key



### 1.8 Disorganized Units (DG)

Units can become DG because of barrage fires or when they overstack

as a result of a retreat. They attack, barrage, defend and move at 1/2 strength. DG units lose any Exploit Capability or ZOC they might have had. DG units cannot Road March. Otherwise, they behave normally.

### 1.9 Supply

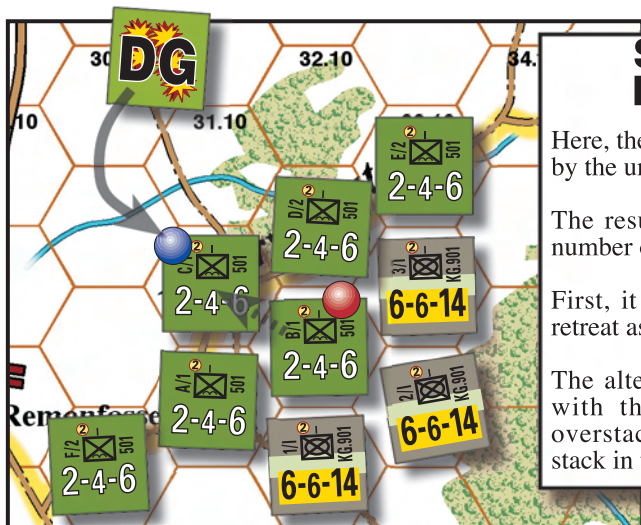
There are no trace supply requirements in this game.

### 1.10 Ranged Weapons

Artillery and some weapon-type units (88s, Mortars, Infantry Guns, etc.) can fire at hexes that are not adjacent to them. For simplicity, these are all referred to as "artillery" in these rules.

There are **no** Line of Sight requirements. A friendly unit, however, **must** be adjacent to the desired target. Artillery can "self-spot" target hexes adjacent to themselves.

The range is on the counter (in the colored



### Stacking and Retreats

Here, the unit with the red dot is attacked by the units of KG 901.

The result is D1r1. It can do one of a number of things.

First, it could die in place (taking the retreat as a step loss).

The alternative is to retreat to the hex with the blue dot and temporarily overstack. This would DG the entire stack in the blue dot hex.

dot). Artillery units can fire out to this maximum range (in hexes, not MPs) and range has no effect on barrage strength. Count the range out from the unit's hex starting with the hex adjacent to the unit.



**Yellow Artillery.** Some artillery units have Yellow coding inside their unit symbols. These are larger artillery units which are more capable of generating losses than others and are required to expend Artillery Ammunition to fire.

No artillery unit has a ZOC. In exception to SCS rule 7.2e, artillery cannot tag along in attacks or advance after combat.



### Counting Range

Range to the German unit is 5. E/2/501 is the spotter.

## 1.11 Barrage

Artillery units have a Barrage Rating and Range printed on them rather than an Attack Strength. An artillery unit can only make one Barrage per game turn. A given target hex can be barraged by any number of units, but all must be identified as firing at it before resolving any of the Barrages.

Units **can** Barrage if in an EZOC, but the target must be adjacent to the firing unit.

**1.11a Barrage.** Resolve Barrages as follows:

- Each barraging unit barrages the target hex independently. Do not add their strengths together.
- Roll one die for each barrage vs each target hex. Modify this roll for terrain. If the modified roll is less than or equal to the Barrage Rating of the firer, all units in the target hex are DG. Additional DGs have no greater effect on a target units except that each DG does yield another Kill Roll attempt.
- For each DG result against a hex, roll one die. There are no modifiers

to this Kill Roll. If the firing unit is Yellow Artillery, then kill one step on a roll of 4-6. If the firing unit is not Yellow Artillery, then kill one step on a 6. The owning player chooses which unit takes the step loss (if two units are in the hex). On any other roll, there is no effect beyond the DG result. **Exception: see 2.3 88mm Guns.**

**1.11b Artillery Ammunition.** Both sides start with a pool of artillery ammunition which they track using the side's Artillery Ammunition Track. One Artillery Ammo Point must be

### Two Barrages. Barrages

First, The US 327 Glider Arty Bn fires at the PG Co at the blue dot. Range is 4, the US player expends one ammo point (this is Yellow Artillery). The player rolls a 5 which is modified to 4 (-1 for woods) and results in a DG. The second roll (for Kill) gets a 1 which is no additional result. The target is DG and that is all.

The second is the German 88. It fires at the Glider Inf/Engineer stack with the red dot. There is no ammo use (non-Yellow Arty). Range 2. There are no LOS issues in the game, so the woods do not matter. The barrage roll is a 1 and the Kill Roll is a 5 resulting in a DG for the stack and a step loss. Normally, the US player would get to choose to take a step out of the weaker Engineer Co, but since this is an 88, the German player can select to take the step loss out of the better Glider Inf Co instead.



expended off the track for each Yellow Artillery unit that fires a barrage. If no ammo is available, a Yellow Artillery unit cannot fire a barrage. The Germans never get additional artillery ammo during the game; the US does later via a dice roll according to the US Order of Arrival. Add these Ammo Points to the available pool on the track during the US Player's Reinforcement Phase.

**1.11c Artillery and Non-Barrage Combat.** Artillery units use their printed defense strength when defending in ground combat. They have **no** attack strength. Regular combat involving Yellow artillery does not cost Ammo Points.

***Design Note: Barrage Phasing.***

*Both players are only allowed to make artillery barrages during the German Player Turn. This is because of the overall situation. The Germans are making barrages here to support their attacks, while the Americans are making barrages to break up those attacks. To allow both players offensive and defensive fires (by applying the phases to both Player Turns) would encourage the use of artillery for step hunting and waste the players' time.*

*The exception is US Air Strikes which are the only barrages allowed during the US Barrage Phase in the US Player's turn. Air Strikes allow the US Player a little offensive edge toward the end of the game.*

## 1.12 Road March

During a player's Road March Phase, the player can execute a Road March with any of his qualifying units.

**1.12a Qualifications.** To qualify for Road March, a unit must fulfill **each** of the following:

- The unit must be in a road, railroad or trail hex.
- The unit cannot be in a hex adjacent to an enemy unit (even if there is no EZOC).
- The unit cannot be DG.

**1.12b Procedure.** A unit executing a Road March is given **three** Road March Points. Each Road March Point allows a unit to move any distance along a road, railroad, or trail until the unit stops. If the player chooses, he can expend another available Road March Point to move the unit again until it again stops. Once a unit expends all three available Road March Points, it can go no further during that Road March Phase. Units can move normally in the regular Movement Phase following a player's Road March Phase in which they moved.

A Road Marching unit must stop when:

- The player gets to the hex where he wants the unit to go.
- The road-type being followed changes. For example, if a unit is moving along a trail and it reaches a road junction where it wants to continue along a road instead, it stops in the junction hex.
- The unit crosses a friendly unit or stack occupying the road being followed. In this case, if there is only one friendly-occupied hex, the moving unit can cross the friendly stack and stop in the next road hex. If more than one hex in a row contains friendly units, the Road Marching unit must stop before entering the first one (and cannot continue that way even with the expenditure of more Road March Points).

***Example:*** *A unit qualified to move using Road March does so. First, it moves through a friendly unit astride the road it wants to follow and stops just after the unit. It has spent one Road March Point. It then moves a large number of hexes following it a continuous set of trail hexes until it stops when it hits a road junction where it wants to switch road types. It has now spent 2 Road March Points. Lastly it moves several hexes along the regular road to the point where the player wants it to stop, having now spent 3 Road March Points.*

***Player's Note:*** *Obviously, Road March can be very inefficient if the player changes road type multiple times or drives through friendly units.*

**1.12c Restrictions.** A Road Marching unit cannot enter any hex adjacent to an enemy unit, regardless of whether the enemy unit has a ZOC. Friendly units do not negate this restriction. A Road Marching unit cannot move into any hex that does not follow a contiguous track, road or railroad. Units making a Road March cannot stack at the end of their Road March move.

## 2.0 German Special Rules

### 2.1 Turn 1

There is no US Player Turn, German Road March Phase, or Exploitation Phase on Turn 1. This is because the Germans arrive in the map area late on the 18<sup>th</sup> (after fighting through Task Forces Rose and Harper off map to the east).

### 2.2 Removing Units

Some German units are called upon to leave the game map. They have been directed elsewhere by higher headquarters. Remove all units of the specified formation still in play on the turn called for on the Order of Arrival. During the German Reinforcement Phase, pull the formation's units from the game map from wherever they are no matter what their situation.

Add the number of Victory Points earned from the formation's removal (if any, see 4.0a) to the number on the German Victory Point Track.

***Player's Note:*** *Victory Points are awarded for keeping these units intact rather than burning them up in combat. The German player should be aware of how hard he uses these formation; he must keep their step losses down in order to win.*







## 2.3 88mm Guns

The Germans have a handful of 88mm gun units. These are special

in two ways:

1. Their Kill Roll succeeds on a roll of 5-6 instead of 6, even though they are small units. This makes a third type of Kill Roll different from the Yellow Artillery (4-6), and 'other' artillery (6).
2. The German player can select the target unit of his choice to take the step loss, as opposed to the normal case where the targeted player gets to choose from his own units.

Both of these special cases apply only to *Barrage* resolution, and have no effect at all on normal combats an 88 unit might be involved in.

## 3.0 US Special Rules

### 3.1 Turn 1

As also explained in 2.1, there is no US Player Turn, German Road March Phase, or Exploitation Phase on Turn 1. This is because the Germans arrive in the map area late on the 18<sup>th</sup> (after fighting through Task Forces Rose and Harper off map to the east).



### 3.2 101<sup>st</sup> Abn Arrival

The 101<sup>st</sup> Airborne Division arrives in the Reinforcement Phase of Turn 2. These units can be placed in any hex on or inside the 101<sup>st</sup> Abn Div Assembly Area line on the map. They move normally from there on that turn and can use Road March that turn. They **can** overstack on placement.



### 3.3 Air Strikes

On some turns, according to the US Order of Arrival, the US player rolls a die to see how many

Air Strikes he gets for that game turn. Roll for Air Strikes during the US Reinforcement Phase. Each Air Strike is only good for one Barrage. They cannot be saved from turn to turn.

Air Strikes are Yellow Artillery Barrages that need no spotter, can hit anywhere on the map, have a Barrage Rating of 4, and do not use Artillery Ammunition. Beyond that, they are resolved like any other Barrage.

Unlike other Barrage types, US Air Strikes **can** be used in the US Player Turn's US Barrage Phase as well as the US Barrage Phase of the German Player Turn.

### 3.4 Team SNAFU

Every turn after Turn 1 the US player rolls on the Team SNAFU Table for additional ad hoc reinforcements. If any arrive they do so at Entry Hex I. If Entry Hex I is occupied by German units, then there is no Team SNAFU roll that turn. (This rule is an exception to the series rule 5.0c instructions on what to do if an entry hex is blocked.)

### 3.5 The Relief Spearhead

Towards the end of the game, the US player starts to roll for the arrival (from the south) of the very lead elements of Patton's 3<sup>rd</sup> Army (Task Force Abrams). Once the needed die roll is made, the units listed arrive. The Relief Spearhead can only arrive once and the bulk of the relief column arrives outside the scope of the game.

### 4.0 Victory

Victory in scenario 5.3 is determined by the total number of Victory Points (VPs) the German player accrues by the end of the game. The US player wins scenario 5.3 by denying the German player VPs. Scenarios 5.1 and 5.2 have their own victory conditions.

Record VPs as they happen (4.0a and 4.0c) on the Victory Point Record on the map. Add to that total the applicable VPs from 4.0b when play ends to determine the VP total to use for 4.0d.

**4.0a VPs for Removed German Units.** A number of German units are removed during the course of the game. The German player can get from 0 to 2 VPs for each of these formations based on the steps remaining in the formation at the moment it is removed. (In other words, the German player loses VPs for using them as suicide units.) This chart shows the VPs awarded according to the number of steps remaining in the formation when removed.

Formation	2 VPs	1 VP	0 VP
KG v.Bohm	9-7	6-5	4 or less
KG Coch	20-16	15-11	10 or less
KG v.Fallois	12-9	8-6	5 or less
KG 902	21-16	15-11	10 or less

**4.0b VP for Routes.** There are three routes marked on the map (A, B, and C). The German player earns VPs for each route that runs from the east to west map edges free of US units. Only US units with an attack strength of 1 or more, that are not DG, sitting on a route prevent the Germans from earning the VPs (see also the Important Note below). Check for these VPs at the end of play. Note that some routes connect at the ends. If those hexes are occupied, all routes going through those hexes are blocked.

Route	VPs
A	5
B	8
C	4

**Important Note:** For purposes of 4.0b, **ignore** the units of TF Abrams (the Relief Column). They can block a road so the Germans cannot use it, but cannot deny the VP award for the route if it is otherwise clear of US units.

**Design Note:** Testing showed that players would not use Abrams as a set of combat units to actually remove pressure on Bastogne, but would spread them over the entire map in an effort to keep the Germans from getting any VPs for routes that were otherwise cleared. This little rule precludes that gamey, ahistorical tactic.

**4.0c VP for Bastogne.** The German player earns two (2) VPs per turn he has one or more units in any hex or hexes of Bastogne. Award these VPs at the end of each US Player Turn that this condition is met. The Germans do not earn additional VPs for holding more than one hex.

**4.0d VP Levels.**

VPs	Victory Level
18 or more	Major German Victory
17-12	Minor German Victory
11-9	Minor US Victory
8 or less	Major US Victory



**5.0 Scenarios**  
**5.1 Battle for Noville: Introductory Scenario**

This scenario covers the defense of the village of Noville. It was designed as a primer for the game-specific rules in preparation for the main campaign game, 5.3. Road March is allowed here, but cannot swing off the designated map area. (Yes, it is of limited utility.) Also, I took some liberties with the way Road March is working off map, regarding the entry of reinforcements.

**First Turn:** 2  
**Last Turn:** 3  
**Length:** 2 turns  
**US Artillery Points Available:** Enough to shoot all artillery each turn  
**German Artillery Points Available:** Enough to shoot all artillery each turn

**Play Area:** Inside the Black Scenario Boundary.

**Special Rules:** In this scenario, do the German Player Turn first and the US Player Turn second. There are no SNAFU rolls for this scenario.

- US Information:**  
**Set Up:**  
**34.27:** Team Desobry (C/609 TD Platoon)  
**34.26:** Comb Eng Bn (A Co)  
**38.31:** Team Desobry (B/20 Arm Inf Co)  
**36.32:** Team Desobry (D/3 Arm Platoon)  
**36.30:** Team Desobry (B/3 Arm Co)  
**35.30:** Team Desobry (D/90 Arm Recon Platoon)

Just off map (in range to hit any hex in the play area):  
 420 Arm Arty Bn  
 755 Arm Arty Bn  
 969 Arty Bn

**Design Note:** Historically, the 755 Arm Arty Bn should be a reinforcement (to the off-map forces) on Turn 2 (and unable to fire in the first player turn of the game). I pushed it up 1/2 turn here for balance purposes.

**Reinforcements:**  
**Turn 2:**  
**33.24 or 35.24:** 1<sup>st</sup> Bn 506 Abn Inf (A/1, B/1, C/1)

**German Information:**  
**Set Up:**  
 Just off map (in range to hit any hex in the play area):  
 26 VG Artillery (II/26, III/26 Arty Bn)  
 766 Arty Bn

**Design Note:** Historically, none of these German artillery units were available. They are provided here only so that both players can learn how to fire artillery. Yes, this means if this scenario is played historically, the Germans do not get any artillery ammo, either.

**Reinforcements** (all enter through hexes 41.28, 41.31, and/or 41.35):

**Turn 2:**  
 KG v.Bohm (HQ Arm Car Co, Pz Co, 2 Aufk PG Co, 3 Aufk Bicycle Co, Wpn Mortar Co)

**Turn 3:**  
 KG Coch (2, 3, 4 Pz Co, 3/38 Pz Pio Co, 1/273 88mm Co)

**Victory:**  
 The Germans win if they clear Victory Route A in the map area before play ends **and** have no more than one Pz unit step loss out of the three Pz Companies in KG Coch. (A loss in KG v.Bohm does not count.) Pz units are only those with the actual armor unit type symbol.

If the Germans clear the route but do have two or more Pz losses in KG Coch, it is a draw.

Any other result is a US win.



## 5.2 Battle for Longvilly, Mageret & Neffe: Small Scenario

This scenario covers the direct advance on Bastogne by the 26<sup>th</sup> VG Division and Pz Lehr. On the US side, it covers the withdrawal of Team Cherry from Longvilly and the initial counterattack by the 501<sup>st</sup> Abn Inf Rgt to stabilize the eastern side of the Bastogne perimeter.

**First Turn:** 1

**Last Turn:** 3

**Length:** 3 turns

**US Artillery Points Available:** Enough to shoot all artillery each turn

**German Artillery Points Available:** Enough to shoot all artillery each turn

**Play Area:** Inside the Red Scenario Boundary.

**Special Rules:** Use the standard campaign sequence of play and restrictions on Turn 1. There are no SNAFU rolls for this scenario.

### US Information:

**Set Up:**

**50.21:** Ad Hoc Inf Co (SNAFU)

**50.22:** CCR (C/482 Arm AA Co)

**47.22:** CCR (HHC Arm Arty Platoon)

**37.17:** Team Cherry (D/90 Arm Recon Platoon, HHC/3 Mortar Platoon)

**49.22:** 58 Arty Bn

**49.24:** Team Cherry (C/609 TD Platoon)

**49.23:** Team Cherry (A/3 Arm Co)

**48.23:** 73 Arm Arty Bn

**46.22:** Team Cherry (C/20 Arm Inf Co)

**45.22:** Team Cherry (D/3 Arm Platoon)

**37.20:** Comb Eng Bn (C Co)

**40.19:** Comb Eng Bn (D Co)

### Reinforcements:

**Turn 2:**

**33.16 to 33.21 (inclusive):**

1<sup>st</sup> Bn 501 Abn Inf (A/1, B/1, C/1)

2<sup>nd</sup> Bn 501 Abn Inf (D/2, E/2, F/2)

3<sup>rd</sup> Bn 501 Abn Inf (-) (G/3, H/3)  
377 Abn Arty Bn

*Note: I/3/501 is operating south of the play area near Wardin.*



**German Information:**

**Set Up:**

None

**Reinforcements** (all enter Entry Area D and E within the play area):

Campaign reinforcements on turns 1 through 3 that come in via Entry Area D or E (only), ignore KG v.Bohm and KG Coch. The latter are on their way to fight at Noville and are not available here. Also ignore the Entry Area F reinforcements on turn 3.

**Victory:**

The side that holds Bizory, Neffe and Mageret at the end of play wins, any other result is a draw.



**5.3 Battle For Bastogne**

This scenario covers the entire siege of Bastogne, from the opening assault on the screening armor forces until just after the relief column of the 4<sup>th</sup> Armored Division arrives.

**First Turn:** 1

**Last Turn:** 10

**Length:** 10 turns

**US Artillery Points Available:** 20

**German Artillery Points Available:** 18

**US Information:**

**Set Up:**

**50.21:** Ad Hoc Inf Co (SNAFU)

**50.22:** CCR (C/482 Arm AA Co)

**47.22:** CCR (HHC Arm Arty Platoon)

**37.17:** Team Cherry (D/90 Arm Recon Platoon, HHC/3 Mortar Platoon)

**49.22:** 58 Arty Bn

**49.24:** Team Cherry (C/609 TD Platoon)

**49.23:** Team Cherry (A/3 Arm Co)

**48.23:** 73 Arm Arty Bn

**46.22:** Team Cherry (C/20 Arm Inf Co)

**45.22:** Team Cherry (D/3 Arm Platoon)

**34.27:** Team Desobry (C/609 TD Platoon)

**34.26:** Comb Eng Bn (A Co)

**35.23:** Comb Eng Bn (B Co)

**37.20:** Comb Eng Bn (C Co)

**40.19:** Comb Eng Bn (D Co)

**38.31:** Team Desobry (B/20 Arm Inf Co)

**36.32:** Team Desobry (D/3 Arm Platoon)

**36.30:** Team Desobry (B/3 Arm Co)

**35.30:** Team Desobry (D/90 Arm Recon Platoon)

**44.12:** Team O'Hara (D/90 Arm Recon Platoon)

**42.12:** Team O'Hara (B/54 Arm Inf Co)

**41.14:** Team O'Hara (C-16 Inf TF)

**40.11:** Team O'Hara (C/21 Arm Co)

**40.12:** Team O'Hara (D/3 Arm Platoon)

**28.16:** CCB (C/55 Arm Eng Co)

**28.15:** CCB (B/769 Arm AA Co)

**27.16:** CCB (A/20 Arm Inf Co)

**29.16:** CCB (HHC/20 Arm Arty Platoon)

**21.16:** 969 Arty Bn

**18.15:** 420 Arm Arty Bn

**Reinforcements:** Use the US Order of Arrival

**German Information:**

**Set Up:**

None

**Reinforcements:** Use the German Order of Arrival

**Victory:**

Use main Victory Conditions, 4.0.

## 5.4 Scenario Variants:

Use these to make for variations on the campaign scenario (5.3) and to adjust the game's balance to taste. No variant has a Victory Point cost, but each notes how greatly it offsets the original scenario's balance.

**5.4a 2<sup>nd</sup> Panzer Division Lends a Hand.** Historically, parts of the 2<sup>nd</sup> Pz Division (KG Guttman and KG Holtmeyer) did not participate in the battle to reduce Bastogne, and the portions of the division that did fight here, did so as an afterthought on their way west. If you use this option, allow KG Gutt to arrive at Entry Area E on turn 4. *Balance:* This option shifts the game a quite a bit toward the Germans.

*Notes:* I chose to only bring Guttman on here as Holtmeyer also contains the divisional reserves and decided not to allow any changes to the removals of the original 2<sup>nd</sup> Pz Division units. This was done to nudge the balance in the favor of the Germans, but to avoid turning the game into a blowout. It is a pretty strong nudge, so be careful when you use this one.

**5.4b 101 Abn Troops Returning from Field Dressing Stations.** As is often the case in games with units with limited numbers of steps available to take as losses, the resolution of "who is dead" is a bit coarse. When rolling on the SNAFU Table each turn, roll once normally (for SNAFU units) and once again to see if any 101<sup>st</sup> Abn companies return to the line because their walking wounded returned to battle. In this second roll, return one Abn Inf or Glider Inf Company out of the available dead 101<sup>st</sup> Abn units for each SNAFU Company result the table provides. If there are none, then none return. They return at reduced strength at Entry Area I. *Balance:* This option shifts the game toward the Americans by just a touch.

**5.4c Late Arrivals.** Instead of having the entire 101<sup>st</sup> arrive on Turn 2, have the 501<sup>st</sup> and 502<sup>nd</sup> Abn Regiments arrive on Turn 2 and the rest of the division arrive on Turn 3. *Balance:* This shifts the game toward the Germans.

**5.4d S-4s do business like always.** Historically, the supply officers in charge of the 101<sup>st</sup> Airborne's artillery sensed that their typical mission might change in this deployment to Belgium and as a result brought far more artillery ammunition than their normal load. Here, we assume they followed the same old checklist and didn't think anything would be different. Give the US 12 Artillery Ammo Points at start instead of 20. *Balance:* This option is a big shift in favor of the Germans.

**5.4e Free Deployment.** Allow the US player to set up as desired at start. *Balance:* This option shifts the game a touch towards the Americans.

**5.4f Ja, Wir haben deine Nutzhier! (Yeah, we got yer 'nuts' right here!).** German dream scenario (can be combined with others above for a real nutty affair). Ignore all German Removals. *Balance:* This option gives a massive shift in the favor of the Germans. Note that the German player will not get any VPs for unit removal in this case.

## Designer's Notes

This was one of the rarest of rare game design projects for me. It was a simple joy to work on, playtest, and think about from the very beginning. I can't honestly remember another project that came together as seamlessly and with so much simple fun as this one. I hope you find it to be as much fun as we did.

For the first time, I designed a game under the overall rules protocol that no rule would be added unless we found in testing that we needed it, the goal being as simple of a game as possible. This is the opposite of the usual technique of creating all the rules you think you'll need and then paring them down as testing proved they were not needed. That was a tedious and sometimes painful process that risked little remnants from obsolete rules being left in by mistake. I must say, I rather like the 'build up' approach.

The basis of the rules here was the earlier SCS game *Fallschirmjäger*. Many of the special rules there were not needed here (airdrops, anti-aircraft fires and such) and a few of the rules that were ported over could be simplified in ways I rather wish I had done in *FJ*'s development. All in all, the chassis of rules that exists here is something I am very excited about, and I am already looking for new situations and projects to which to apply them.

I suppose the biggest "what the heck?" rule in this game is Road March. This was the result of two very interesting problems in the early playtest games.

First, with hexes only 400m across, even infantry units could move 'enormous' (in terms of hexes) distances in a day—literally all around the map. Vehicular units were even worse. I toyed with the idea of giving units huge MAs, but this was doomed as units would then be able to use that MA in situations where it just wasn't appropriate. I needed to give them a lot of movement, but only under the 'right' conditions. Road march allows this.



The second problem in the early tests was that the US player was lacking any kind of edge of his seat nervousness about the overall situation. Units creeping along during regular movement doing a flank march could be spotted many turns in advance and counter moves made at one's leisure. Road March allows the Germans to 'suddenly' arrive at some critical point with no warning at all. This makes the US player appropriately paranoid and have a greatly interested in making a real perimeter. Interestingly enough, to eliminate much of the German zip-around-the-map capability, the Americans must occupy the rather large pocket they historically did.

Next on the list of seemingly odd rules is the complete lack of normal trace supply. While at times this means some isolated pocket of US troops will hold out until the Germans destroy them, I've seen very, very few units that would rate as "out of supply" using the usual sorts of rules. The few that did were either hunkering down someplace hoping the enemy wouldn't notice them or were busy being crushed by the enemy. Either way, there wasn't much 'good' they were doing for their side and they certainly weren't in a position to pull some sort of gamey stunt. Trace supply failed the necessity test to justify its rules weight.

The game went through an absolute minimalist phase where with no stacking at all. This worked fairly well except in two matters: arranging the rear areas and reduced units. The rear areas take some management here (to make sure the roads are clear allowing road marches when needed) and it was silly at times to see large swathes of land used up in parking small artillery units and such. With no stacking, there was no way to assemble two reduced units so that players could afford the space in the line to hold them (putting them up there by themselves was dangerous). Allowing the minimal stacking of two steps cured both problems while keeping much of the original minimalist approach in play. It makes everything go faster as you'll see.

Artillery is handled much the way as in FJ except that only one kill roll is made per stack instead of rolling for each unit. (This is one of the side benefits of the limited stacking.) The tree-burst terrain effect modifier makes for some interesting feelings among players about being in the woods. Yeah, you get a defensive benefit there, but suddenly they are strictly unfriendly if you get barraged. It's an interesting little conundrum. Finally, there are a couple of direct fire weapons (like the 88's) that can fire from wherever they are to whatever hex there might be in range with no Line of Sight requirement. Basically, we just aren't getting into LOS at this level and we'll just have to assume the guns "found a way" to engage the target.

## **US Player's Notes**

*by Dean Essig*

Your first job as the US player will be to avoid trying to do too much at the very beginning when you get an entire Airborne Division dumped in your lap while the Germans still look small and weak. The urge will be to try to take the war to them and block them along the east map edge or engulf them in the middle. Avoid falling into this trap. Not only can you ill-afford the losses of an offensive strategy, but all-too-often the US player trying this will be unable to break contact adequately to avoid getting sucker punched by the flanking German columns. The result is usually a nasty city fight inside Bastogne. This is not where you want to be.

Once you avoid that trap, you'll need to decide how big of a perimeter to set up. Larger ones allow for more ground to give up before you are in deep trouble.

Smaller ones have less ground area to cover allowing more combat power per unit of distance. The fairly historical one is a good choice. There is value in being able to maneuver around the edges of the perimeter, having space to redeploy, and being able to give up a little ground when needed without creating a crisis. It is actually important to generate a real perimeter (as opposed to a string of little isolated outposts). Between the road march and regular movements, the Germans can make quick work of going around a weak outpost line.

Salvage as many of your armor and mech units as possible and set them up in a fire brigade inside the perimeter. You'll need them to counterattack. Avoid falling into the trap of leaving those at-start Team Cherry units isolated in Longvilly. Sure, there are no supply rules to make them disappear, but the imaginary thorn in the side of the Germans just isn't worth leaving them outside the perimeter. Escape with them as soon as you can and get them in with the other US units.

Your artillery is your lifeline. Keep a good eye on your ammo supply to make sure you never actually run out. This requires some budgeting and good target selection. It is worth it to hunt tanks and blunt spearheads. It is not worth it to blow up VG infantry. You don't have a lot of free artillery, but make the best use of it you can. Look for targets in the woods.

Your Air Strikes are an important offensive weapon late in the game as you'll be able to use them (as opposed to other types of barrage) during the Barrage Phase of your turn.

Toward the end of the game, you'll be running out of space, units, ammunition and time. Wait, time running out is good for you and bad for the Germans. Your key to winning is to not run out of the first three before the Germans run out of the last.

OK, now looking at winning the game. Depending on a few key decisions and a little luck, your first games will be a matter of either “the Germans can’t win” or “the US can’t win.” That’s fine, I’ve seen both. What you’ll find is that the initial choices you (and the German player) make directly lead to the end game and that end game you get will be slanted one way or the other based on those initial considerations. This is not to say that given start X you will automatically get finish Y and nothing you do along the way will change it, but given X your finish will be *around* Y to a great extent. Keep playing the opening the same way and you’ll keep getting similar results. To win, you’ll need a fine balance of aggressiveness, passive defense, covering all avenues, and concentration. Yup, those are opposites, hence the concept of balance. I’ve seen US players launch into the Germans with their hair on fire only to find themselves out of units and artillery ammunition at the end when the crunch time came. Be too passive and the Germans will be able to maintain their strength too long and you’ll pay that way.

One victory technique to be wary of is the idea of making two pockets: a main one around Bastogne and another

around entry area A (in an effort to cut all the VP routes at once). This does not work as the Germans will be free to concentrate all their power against each pocket and defeat them in detail. Against a fairly ineffective German player, this plan has a chance at success (since he won’t be able to grind down the pockets fast enough), but if the German player is aggressive, he can make you really pay the price for cutting your local troops in half. Thinking that distance will save you as “it will take time for the Germans to shift from one pocket to the other” is a fallacy here.

Another luxury you really don’t have is the ability to “spot” the losses you inflict. In other words, you aren’t in the position of being able to choose which German KGs to pound so as to deny the Germans the VPs they get for removing them. Your attacks will be based on the necessity of the moment, you don’t have the strength needed to “just hunt steps”. VPs for those KGs will depend entirely on how hard the German player chooses to use them.

In summary, your job will be to build a decent perimeter around Bastogne, conserve your forces, and sap the strength of the German spearheads. Do that long enough, and you win.



## German Player’s Notes

by John Best

The first, and perhaps most important, point to make is about initiative. The German side definitely has the initiative at the start of the game and you must endeavor to keep it that way as the game moves through its various phases. In the first few turns, during the game’s most fluid phase, continually analyze the board each turn to identify places the American will have a hard time defending. You need to move units to those locations. They don’t have to be your most powerful units, but they should be numerous enough to make the American player think about them. In the later turns, when the game evolves naturally into its “siege” phase, you can keep the initiative by planning and executing attacks from many directions. Keep the pressure on constantly to keep the American off-balance. To do this, the German player will have to make decisions his about overall plan in the game for maneuver, and for combat.

Addressing the maneuver decisions first, they naturally divide themselves into the tactical and operational levels. At the tactical level, if the American player gives you any holes in his line, get your fast infantry (the 3-4-10s) into those holes as quickly and as far as you can! The American player is going to pick some of those guys off in the barrage phase before you attack, but for those who survive, see if you can create some retreat possibilities through your ZOCs. Or at least make the American fire his artillery at your infiltrating units; it might take the pressure off your armor for a little while.

At the operational level, the German side player has to make important decisions about the correct and maximal use of road march. Think about your entering units: Where are you going to want them to be in the combat phase? Sometimes you have to move some on-board units out of the way to clear a pathway for your entering reinforcement. Think of it as



clearing a railroad track by putting units on “sidings” so the express train will have a clear path to its destination. You also need to think about repositioning your on-board units the same way. Any unit that is not currently engaged may have a lot of options for where it might be in the combat phase. Study your unengaged units and think about where they could go to increase pressure on the Americans.

Let’s turn to the combat issues. Compared to his material, the German player will probably envy the American artillery, but as the German player, you must nevertheless develop an effective artillery plan to win. This plan will involve two components: (1) Determining what to do with your good artillery (the “yellow-box” units) and (2) determining what to do with your “free” artillery (the non “yellow-box” artillery—the ones that don’t require ammunition points). Regarding the former, be mission-oriented in handling this artillery. Attach a good unit or two to each of the various battlegroups and judge wisely when to spend an ammunition point in support of an attack. Probably there will not be too many situations where you will be able to afford to spend more than one artillery point on a specific attack. The Germans also have to develop an effective artillery program with their “free” artillery. It’s true that there is a lot of low-probability dicing with the free artillery. Perhaps as a result of this the German player may be inclined to neglect this component. But don’t; it can really make a difference. Actually shooting up an American unit, it can increase the odds in your immediately following combat phase significantly.

The Germans also have to be fearless with their units. The German dead pile is going to get big, but nevertheless you cannot let yourself worry too much about “saving” your units. Your good armored units are always going to attract the unwelcome attention of the long-range American artillery, so you can’t count on them sticking around too long anyway. As suggested above, your artillery will help your attacks over the course of the game, even if you cannot count on it helping in any particular attack. It is also important to note that even attacks on the one-to-one column favor the German side when the game gets into the actual “siege” phase. You are bound to suffer casualties (step losses) attacking at these odds, but you’ll find that many of the German units are surprisingly resilient in terms of the combat values on their reduced sides. The more attacks you can engineer at least at acceptable odds, the greater your chances are of keeping the initiative.

The discussion about “saving” units gets us to our final point about playing the German side. First, you must make a decision about the degree of commitment of your “victory point” *kampfgruppen*. If you over commit these units and burn them all out, you are not going to get any victory points for them. On the other hand, if you try to hold them out of combat in order to get victory points, you probably won’t make much progress! You need to have situational awareness about these units; it might be a good idea to use them until you see they are getting close to the point where they are not going to earn you victory points. Be advised that this might be very hard to judge in the actual game. Second, but related to the first point, you need to develop a victory point plan: How many of your victory points will come from exiting

intact *kampfgruppen*? How many from holding the victory routes (and which ones)? Do you think you can actually storm your way into Bastogne? Holding back units may help with some victory points, but it compromises your chances to open the victory routes, and you are definitely not going to get a unit in Bastogne that way. As you can see, the German player in *Bastogne* maneuvers an interesting and powerful force, but one that requires some thought in order to be used effectively. Let “relentless pressure” be your mantra and you will give yourself your best chance to win as the German player.

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## Abbreviations

AA—Anti-Aircraft  
 Abn—Airborne  
 AG—Assault Gun  
 Arm—Armor or Armored  
 Arty—Artillery  
 Bn—Battalion  
 CCA—Combat Command A  
 CCB—Combat Command B  
 CCR—Combat Command R (Reserve)  
 Co—Company  
 Coch—Cochenhausen  
 Comb—Combined  
 Div—Division  
 Eng—Engineer  
 FA—Field Artillery  
 FJ—Fallschirmjäger  
 Gutt—Guttman  
 Inf—Infantry  
 KG—Kampfgruppe  
 PG—Panzergranadier  
 Pz—Panzer  
 PzJg—Panzer Jäger  
 S—Sturm  
 SMG—Submachinegun  
 TD—Tank Destroyer  
 TF—Task Force

## German Order of Arrival

Turn	Entry Area	Units
<b>1</b>	D	KG v.Bohm (HQ Arm Car Co, Pz Co, 2 Aufk PG Co, 3 Aufk Bicycle Co, Wpn Mortar Co) 26 VG (I/78: 1, 2, 3 Inf Co, 4 Mortar Co, Sturm SMG Co) (II/78: 5, 6, 7 Inf Co, 8 Mortar Co, Sturm SMG Co)
	E	KG 902 (I Bn: 1, 2, 3 PG Co) (II Bn: 5, 6, 7 Inf Co) (9 Inf Gun Co, 10 Pz Pio Co) (5/130, 7/130 Pz Co) (Arty Bn) 26 VG (I/77: 1, 2, 3 Inf Co, 4 Mortar Co, Sturm SMG Co) (II/77: 5, 6, 7 Inf Co, 8 Mortar Co, Sturm SMG Co)
<b>2</b>	E	KG Coch (5/II, 6/II, 7/II Inf Co, 9 Inf Gun Co, 10 Pz Eng Co, 2, 3, 4 Pz Co, 3/38 Pz Eng Co, 1/273 88mm Co, Arty Bn)
<b>3</b>	F	KG v.Fallois (HQ Arm Car Co, Pz Co, 1 Aufk, 3 Aufk PG Co, 3 Pz Pio Co, Arty Bn) KG 901 (6/130 Pz Co, 1/I PG Co) I/14/5 FJ (1, 2, 3 FJ Co, 4 Mortar Co) II/14/5 FJ (5, 6, 7 FJ Co, 8 Mortar Co)
	E	26 VG (IV/26 Arty Bn)
<b>4</b>		<b>Remove: KG v.Bohm (all)</b>
	F	III/14/5 FJ (9, 10, 11 FJ Co, 12 Mortar Co) KG 901 (I Bn: 2, 3 PG Co)
	E	26 VG (I/26 (-) Arty Bn) (II/26 Arty Bn) (III/26 Arty Bn) 766 Arty Bde (4, 5, 6 88mm Co) (766 Arty Bn) <i>Optional: KG Gutt (1, 2, 3 PG Co, 4 Wpn Co, 9 Inf Gun Co, 10 Pz Pio Co, 1/3 Pz Co, 1/38 AG Co, Arty Bn, Nebelwerfer Co)</i>
	G	KG Kunkel (1/26, 2/26, 3/26 Bicycle Co, Wpn/26 Mortar Co) (FJ Bicycle Co, 2 Aufk PG Co, Hetz AG Co) (Pio Bicycle Co, 3 PJ Co, 1/I/26 Arty Co, Nebelwerfer Co)
<b>5</b>		<b>Remove: KG Coch (all)</b>
		<b>Remove: KG v.Fallois (all)</b>
	B	KG Maucke (I Bn: 1, 2, 3 Inf Co, 4 Inf Gun Co) (II Bn: 5, 6, 7 Inf Co, 8 Inf Gun Co) (III Bn: 9, 10, 11 Inf Co, 12 Inf Gun Co) (Armor: 1/115 Pz Co, 2/115 AG Co)
	F	KG 901 (II Bn: 5, 6, 7 Inf Co) (9 Inf Gun Co, 10 Pz Pio Co, Arty Bn)
	G	26 VG (I/39: 1, 2, 3 Inf Co, 4 Mortar Co, Sturm SMG Co) (II/39: 5, 6, 7 Inf Co, 8 Mortar Co, Sturm SMG Co)
<b>6</b>		<b>Remove: KG 902 (all)</b>
	F	Pz Lehr Reserves (sPJ Bn: 1 AG Co, 2 JgPz Co) (130 PJ Jg Pz Co) (130 Arty Rgt: 1, 2 88mm Co, 130 Arty Bn)





# US Order of Arrival

Turn	Entry Area	Units
2	101 Abn Assembly Area	101 Abn Div
		501 Abn Inf Rgt (1 Bn: A, B, C Abn Co) (2 Bn: D, E, F Abn Co) (3 Bn: G, H, I Abn Co)
		502 Abn Inf Rgt (1 Bn: A, B, C Abn Co) (2 Bn: D, E, F Abn Co) (3 Bn: G, H, I Abn Co)
		506 Abn Inf Rgt (1 Bn: A, B, C Abn Co) (2 Bn: D, E, F Abn Co) (3 Bn: G, H, I Abn Co)
		327 Glider Inf Rgt (1 Bn: A, B, C Abn Co) (2 Bn: E, F, G Abn Co)
		401 Glider Inf Rgt (1 Bn: A, B, C Abn Co)
		326 Abn Eng Bn (A, B, C, D Abn Eng Co)
		81 Abn AA Bn (A, B, C Abn AA Co)
		327 Glider Arty Bn
		377 Abn Arty Bn
		463 Abn Arty Bn
		907 Glider Arty Bn
	B or C	755 Arm Arty Bn
	F	687 (-) Arty Bn
3	A	705 TD Bn (A(-), B, C TD Co, Rec Arm Recon Co, HHC Arm Mortar Plt)
6		<i>Roll for Artillery Ammo Resupply Roll one Die for Air Strikes, die roll equals number</i>
7		<i>Roll for Artillery Ammo Resupply Roll one Die for Air Strikes, die roll equals number</i>
8	G	<i>Die Roll 5-6: Relief Spearhead Roll for Artillery Ammo Resupply Roll one Die for Air Strikes, die roll equals number</i>
9	G	<i>Die Roll 4-6: Relief Spearhead Roll for Artillery Ammo Resupply Roll one Die for Air Strikes, die roll equals number</i>
10	G	<i>Die Roll 2-6: Relief Spearhead Roll for Artillery Ammo Resupply Roll one Die for Air Strikes, die roll equals number</i>

**Relief Spearhead Composition**  
*TF Abrams*  
 37 Arm Bn (A, B, C, D Arm Co, HHC Arm Mortar Plt)  
 53 Arm Inf Bn (C Arm Inf Co)  
**Arrives at Entry Area G.**



### Combat Results Table

	<b>1:3</b>	<b>1:2</b>	<b>1:1</b>	<b>2:1</b>	<b>3:1</b>	<b>4:1</b>	<b>5:1+</b>
2	A1r2	A1r2	A1r2	A1r1	A1r1	A1	A1
3	A1r2	A1r2	A1r1	A1r1	A1	A1	A1D1
4	A1r2	A1r1	A1r1	A1	A1	A1D1	D1r1
5	A1r1	A1r1	A1	A1	A1D1	D1r1	D1r2
6	A1r1	A1	A1	A1D1	D1r1	D1r2	D1r2
7-8	A1	A1	A1D1	D1r1	D1r2	D1r2	D1r3
9	A1	A1D1	D1r1	D1r2	D1r2	D1r3	D1r4
10-11	A1	D1r1	D1r2	D1r2	D1r3	D1r3	D2r5
12	A1D1	D1r2	D1r2	D1r3	D1r3	D2r4	D2r6

**Notes:**

A—Attacker Result  
 D—Defender Result  
 #—Step Loss  
 r#—Retreat Hexes



### Terrain Effects

	Movement Cost	Combat Effect	Barrage Effect
Open	1	ne	ne
Village	1	Dx2	+1
Woods	2	Dx2	-1 <sup>c</sup>
Road	1/2 <sup>a</sup>	ne	ne
Trail	1 <sup>a</sup>	ne	ne
Railroad	1 <sup>a</sup>	ne	ne
Stream	+2	Ax1/2	ne
Run (in hex)	+1 <sup>b</sup>	ne	ne
101st Assembly Area	ot	ne	ne
Victory Route	ot	ne	ne
Entry Area	ot	ne	ne
Scenario Boundary	ot	ne	ne

<sup>a</sup> Cost is for normal movement along roads, not Road March.

<sup>b</sup> Ignore Runs in Village hexes.

<sup>c</sup> Yes, that is a -1.

### Turn Sequence

**US Player Turn** (*Skip on turn 1*)

- Reinforcements
- Road March
- US Barrage (*Air Only*)
- Movement
- Combat
- Exploitation

**German Player Turn**

- Reinforcements
- Road March (*Skip on turn 1*)
- Movement
- DG Removal (*Remove from both sides*)
- US Barrage (*Air and Artillery*)
- German Barrage
- Combat
- Exploitation (*Skip on turn 1*)

### Removed KG VPs

Formation	2 VPs	1VP	0 VP
KG v.Bohm	9-7	6-5	4 or less
KG Coch	20-16	15-11	10 or less
KG v.Fallois	12-9	8-6	5 or less
KG 902	21-16	15-11	10 or less

# is the number of steps removed needed to get the column's VPs.

### Artillery Ammo Table

Roll	Result
1-3	None
4-5	2 Artillery Ammo Points
6	3 Artillery Ammo Points

### Team SNAFU Table

Roll	Result
1-3	None
4-5	1x Ad Hoc Co
6	2x Ad Hoc Co

Roll once each turn starting on Turn 2 in the US Reinforcement Phase.

New SNAFU Co's arrive at Entry Hex I (Bastogne). These are limited to the counter-mix, return dead SNAFUs to the available pool.

### Artillery DG Roll

Roll one die for each Barraging unit, add any Barrage Terrain Effect. If result is less than or equal to the unit's Barrage Rating, the target stack is DG and a Kill Roll is made against it.

### Artillery Kill Roll

For each DG result against a hex, roll one die. Firing unit is...



... Yellow Artillery:  
 No Effect 1-3, Kill one step 4-6  
 Targeted player's choice from Target Hex



... 88 Guns:  
 No Effect 1-4, Kill one step 5-6  
 Firing player's choice from Target Hex



...All Other Artillery:  
 No Effect 1-5, Kill one step on a 6  
 Targeted player's choice from Target Hex