THE BATTLE OF THE BULGE, 1944

ENEMY ACTION ARDENNES



German Solo Rules

DESIGNED BY JOHN BUTTERFIELD

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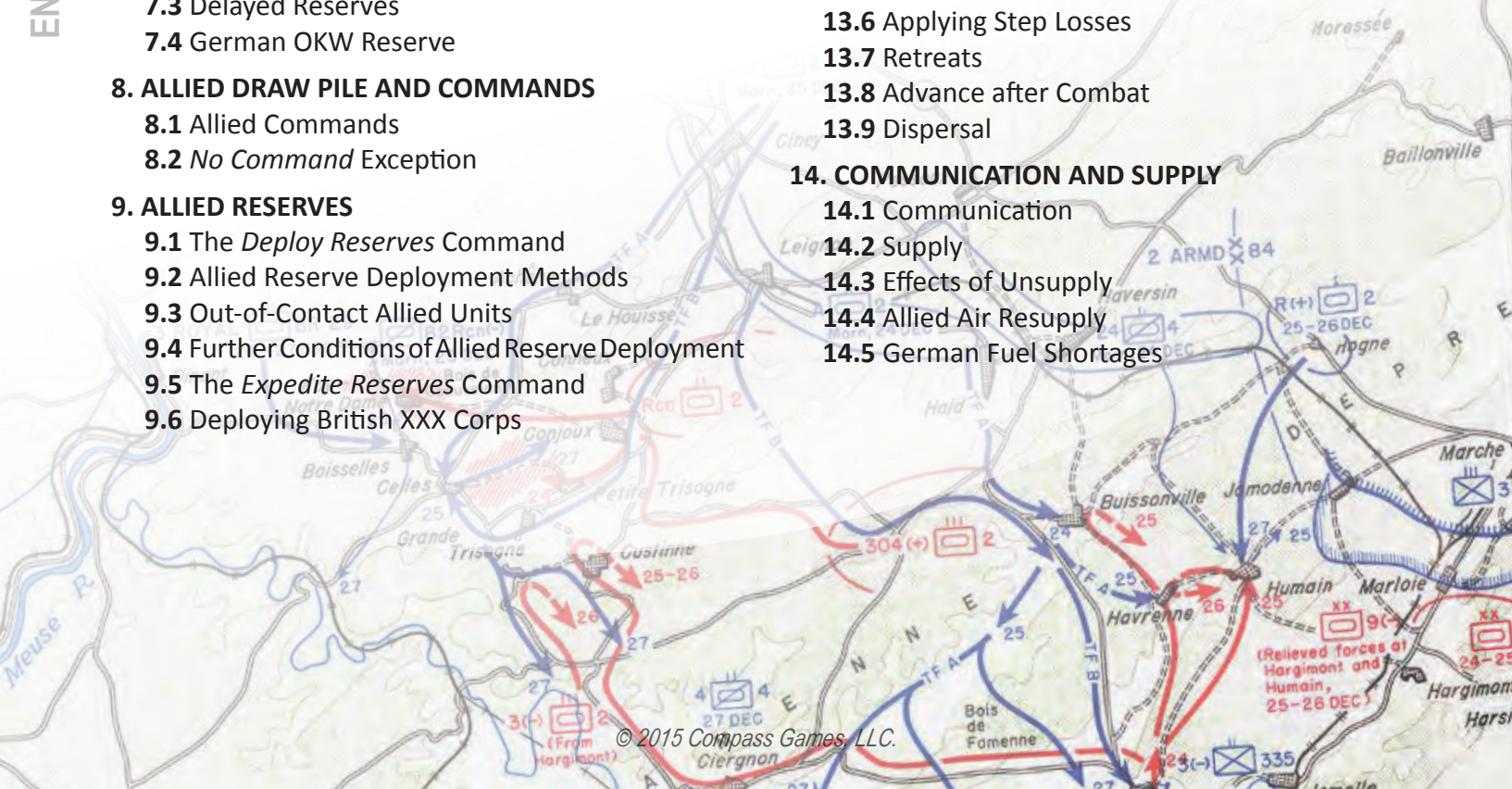
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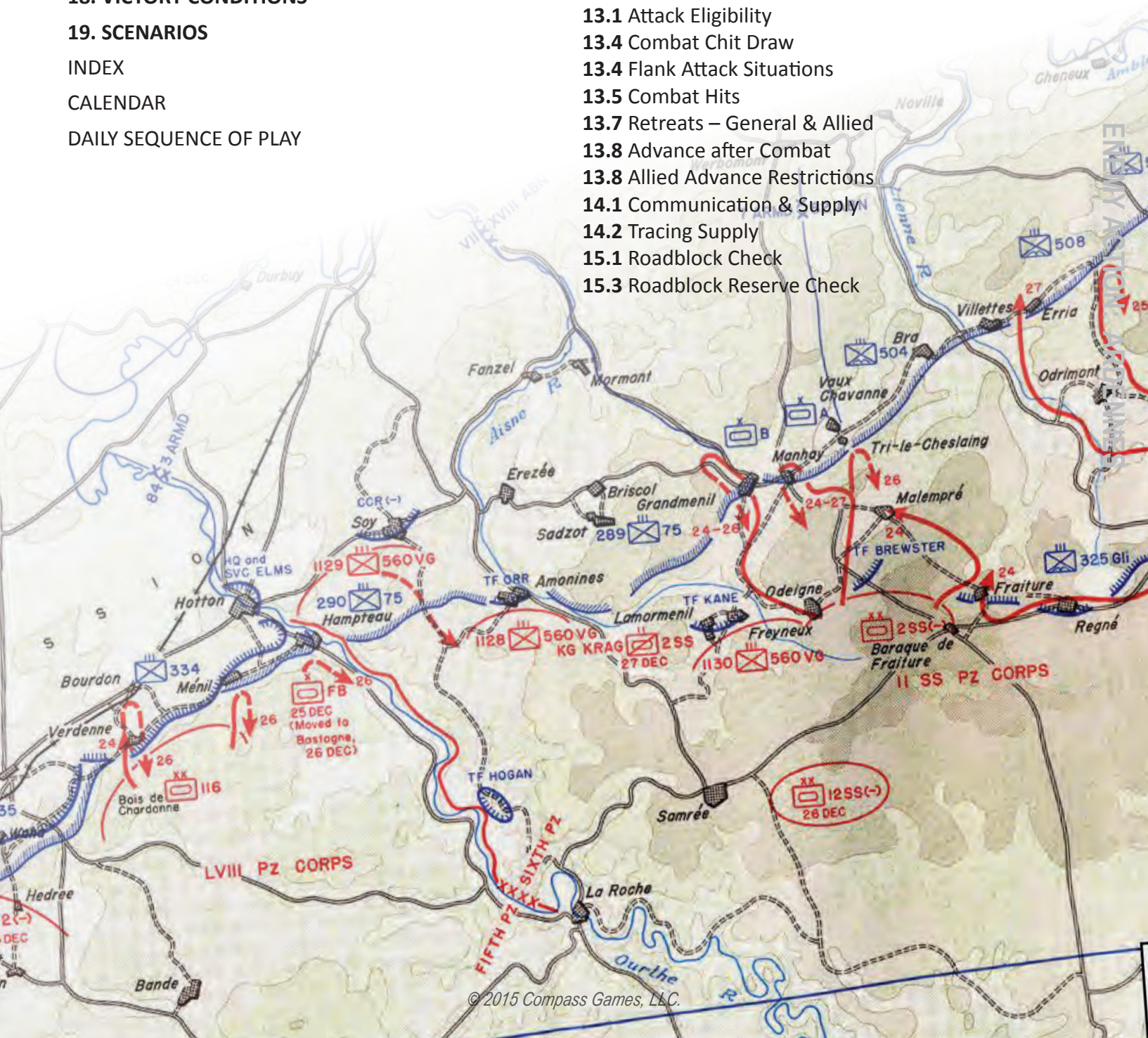
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1. INTRODUCTION

Enemy Action is a series of card-driven wargames about pivotal military operations in the 19th and 20th centuries. Each game in the series may be played by two players or one player, playing either side in the conflict simulated. The focus of the games is on command and capabilities.

Ardennes is the first game in the ***Enemy Action*** series, which portrays the German offensive launched against the western Allies in December 1944, popularly known as the Battle of the Bulge. Each player controls the German or Allied (US and British) side. If playing solo, the game system controls the other side.

This rules volume covers the GERMAN SOLO version of ***Enemy Action: Ardennes.*** You control the German armies while the game system controls the Allies.

RECOMMENDATION FOR NEW PLAYERS: The Two Player version of ***Enemy Action: Ardennes*** is a moderate-complexity wargame, with several new play concepts. We recommend playing the Two Player game first before trying out the Allied and German Solo games. Doing so will get you familiar with the game system before taking on the additional complexity of the "paper AI" in the two solo games. If you want to dive right into solo play, we suggest starting with the German Solo game.

2. GAME COMPONENTS

Enemy Action: Ardennes includes the following components:

- Three game maps, one each for the Allied Solo, German Solo and Two Player games
- 504 playing pieces on three die-cut sheets
- 110 cards
- Fifteen player aids, some of which are used in the German Solo game (2.4)
- Three rules booklets, one for each game
- One ten-sided die
- One box and lid set

DATE DEPENDENCIES: Throughout the rules, cards, displays and player aids, date dependencies are highlighted uniquely as follows:

- **Individual dates** – the rule, function, action, or process applies to the particular date (game turn) only
  - Example: **18** (the December 18 game turn)
- **Starting dates** – the rule, function, action, or process applies both to the listed date and to every date after that
  - Example: **18+** (starting on the December 18 game turn and continuing in effect every game turn after that)
- **Date ranges** – the rule, function, action, or process applies to the range of dates, inclusive of the first and last one listed in the range
  - Example: **18-23** (starting on the December 18 game turn continuing in effect through the completion of the December 23 game turn)

ORDER-DEPENDENT RULES: Rules that check the unit selector number (2.21) in **ascending** (▲) or **descending** (▼) order are marked with the appropriate arrow symbol.

ABBREVIATIONS: Throughout the rules, cards, displays and player aids, certain abbreviations are frequently used and may appear in advance of their formal definition as follows:

- **FAR** – Fixed Artillery Range – defined on the calendar for the *Fixed Artillery* German combat tactic (see the EVENTS & TACTICS player aid).
- **HV** – Hold Value – defined in 2.1 for hexes on the map, used for Allied activation terminology in 10.3 and used for the Allied Hold Check in 13.52.
- **IP** – Improved Position – defined in 16.3.
- **MP/MPs** – Movement Point(s) – defined in 11.0.
- **OOC** – Out of Communication – defined in 14.1 and used for Allied action cards in 10.3.
- **OOS** – Out of Supply – defined in 14.2.
- **RP/RPs** – Replacement Point(s) – defined in 17.0.
- **VP/VPs** – Victory Point(s) – defined in 18.0.
- **ZOC** – Zone of Control – defined in 12.0 and also for movement effects in 11.1.

ALLIED SYSTEM INTELLIGENCE: The German Solo game uses a unique methodology for the Allied System Intelligence, which is primarily documented in rule sections 8.0, 9.0 and 10.0 (along with unique additions in other sections). Special terminology is defined in the Allied Action Card Terminology (10.3) rule section. Note that two important terms – **proximate** and **surround** – are also illustrated in that section.

2.1 Map

The map for the German Solo game portrays the Ardennes Forest region of northwest Europe encompassing parts of Germany, Luxembourg, Belgium and France, where Germany's Ardennes Offensive occurred in December of 1944. A hexagonal grid is superimposed over the terrain features to regulate the placement and movement of the playing pieces. Each hex is numbered for identification, and represents an area four km (2.5 miles) across.

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Terrain The map's terrain and other key features are identified in the map's terrain key. The primary **in-hex** terrain types are clear, broken, woods, forest and city. Road, town and Westwall are terrain features that can appear in the terrain types. The primary **hexside** terrain feature is river. The map's terrain key also includes hex features specific to the German Solo game.

Meuse River This river extends from the north map edge to the west map edge as follows: it splits Liège along the 0116-0117 hexside then heads west, passing just north of Huy, then just east of Namur along the 0625-0626 hexside, then just west of Dinant, then just east of Givet, and finally passing through the 1728-1729 hexside before exiting.

River Names Except for the Meuse River, historical river names have been removed from the German Solo map to reduce visual clutter. This does not impact game play.

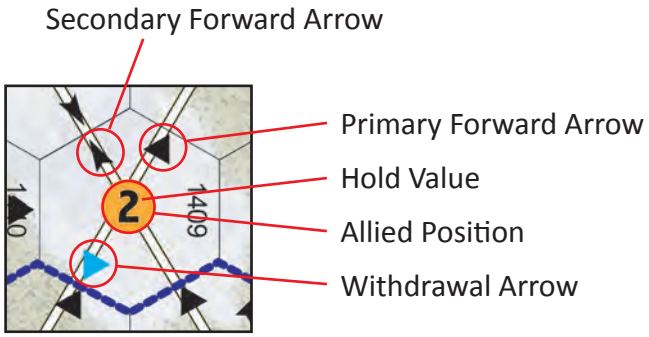
HEX FEATURES SPECIFIC TO GERMAN SOLO

Allied Hold Values (HV) A number from **1** to **6** appears in the center of many hexes, representing the value the Allies place on holding the hex. A hex with no printed value is considered to have a Hold Value of **0**.

Allied Positions Every hex with a Hold Value in a yellow circle is considered an Allied Position. Allied reserve units and *Roadblock* markers appear in position hexes during play. Once in play, an Allied unit may occupy any hex, not just position hexes.

Allied Forward Arrows Most hexes include two advance arrows, indicating the directions an Allied unit in the hex is most likely to take when moving toward German forces and objectives, and when advancing after combat. The **primary** forward direction is indicated by a wide black arrow and the **secondary** forward direction by a thin black arrow.

Allied Withdrawal Arrows Most hexes include a blue withdrawal arrow, indicating the preferred direction an Allied unit in the hex will take when moving away from German forces and when retreating after combat.



OTHER MAP FEATURES

Operational Boundary Lines define operational areas for the three German Armies and six US Corps. German and US boundary labels border the east and west map edges respectively. Note that some operational areas overlap each other.

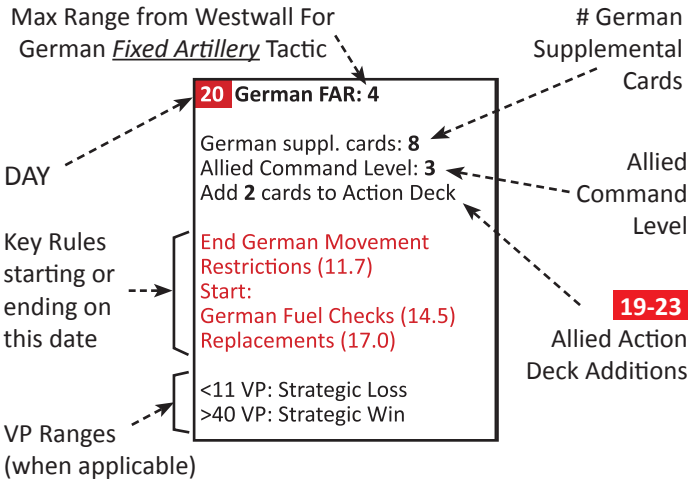
- **16-19** German army boundaries limit where German units move and German reserves deploy, and are lifted beginning with the December 20 game day.
- Allied corps boundaries limit where Allied reserves deploy for the entire game; they do not restrict Allied movement.

German Exit Hexes Map-edge hexes with a road leading off the west edge of the map or along the north edge of the map west of the Meuse River are German exit hexes. German units may move off the map from exit hexes.

Victory Point (VP) Hexes Towns and cities with a printed Victory Point value are VP hexes. You earn the VPs listed for holding each such VP hex.

The Calendar Each game is played in game days, representing one day of historical time. The rules will refer to these game days as **days** or by particular calendar dates, for example, "starting on December 17". You record the passage of days by moving the *Day* marker along the calendar on the map. Each day space of the calendar lists card allotments, activation levels and other date-dependent game information. Note that an enlarged copy of the calendar appears at the end of the rule booklet.

Typical Calendar Entry



German Victory Point Track and Schedule As you gain or lose Victory Points for the accomplishments listed in the VP schedule, move the *VP* markers along the VP track to indicate your current VP total.

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Unit Boxes Both sides have boxes to hold Reserve Units and Eliminated Units. You also have boxes to hold your OKW Reserve units, the von der Heydte unit, and units that exit the map (Exited Units).

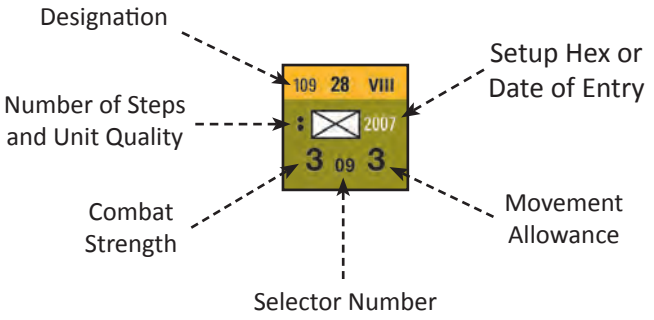
Allied Card Boxes Boxes hold the Draw Pile and cards drawn from that deck (Discards), and the Action Deck and cards drawn from that deck (Action Discards).

2.2 Playing Pieces

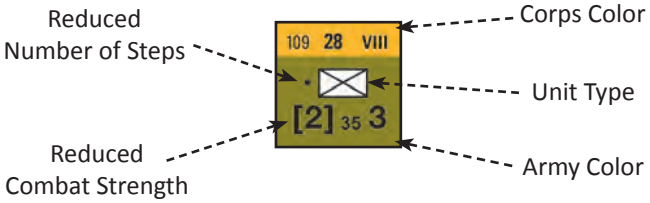
The 504 playing pieces consist of **units**, representing specific German and Allied military forces; **combat chits**, used to resolve combat; and **markers**, placed on units, tracks, or the map to denote information or status.

2.21 UNITS:

Sample Unit: Front
[full strength]



Sample Unit: Back
[reduced strength]



Unit Colors Colors identify the army and corps to which the unit belongs, used when determining which units are activated by play of a command card.

A unit's overall field color denotes the unit's nationality and army:

Allied Field Colors	US 1st Army	Dark Green
	US 3rd Army	Olive Green
	British XXX Corps	Tan
German Field Colors	6th Panzer Army	Light Gray
	5th Panzer Army	Dark Gray
	7th Army	Blue
	OKW Reserve	Gray

A color stripe across the top of each unit denotes the unit's corps. A unit's corps is also identified with roman numerals in the rightmost part of the unit's designation. **Exception**: British units and units of the German OKW Reserve have no corps stripe. Corps affiliations are as follows:

- US 1st Army: V, VII and XVIII Corps
- US 3rd Army: III, VIII and XII Corps
- German 6th Panzer Army: I SS, II SS and LXVII Corps
- German 5th Panzer Army: XLVII, LVIII and LXVI Corps
- German 7th Army: LIII, LXXX and LXXXV Corps

Unit Types

Non-Mechanized Units	
Infantry	
Airborne, Glider, or Parachute Infantry (1)	
Mechanized Units	
Mechanized Infantry	
Armor	
Recon	
Combined Arms (2)	

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- Note 1: Airborne, glider, and parachute infantry are functionally identical to infantry in all respects.
- Note 2: Combined arms units include both armor and mechanized infantry capabilities. Any unit with the two unit symbols is a combined arms unit.

Designation Every unit has a two-part or three-part historical designation.

- A unit with a three-part designation is a regiment or brigade that is part of a division. The first part of the designation identifies the regiment or brigade, the second part is the division to which the unit belongs, and the third part is the corps to which the division belongs, always expressed as a roman numeral.
- A unit with a two-part designation is a regiment, brigade or entire division attached directly to a corps. The first part of the designation identifies the regiment, brigade, or division, and the second part is the corps to which the unit belongs.

A brigade or division designation in large bold type indicates the formation appears on a command card. All corps appear on command cards.

> **Examples:**
>
> 501.**101**.VIII is the 501st Regiment of the 101st Airborne Division in VIII Corps, and the 101st Airborne Division appears on a command card.
>
> 14 Cav.XVIII is the 14th Cavalry Regiment attached directly to XVIII Corps. This formation does not appear on its own command card. However, its higher echelon formation, XVIII Corps, appears on two command cards.

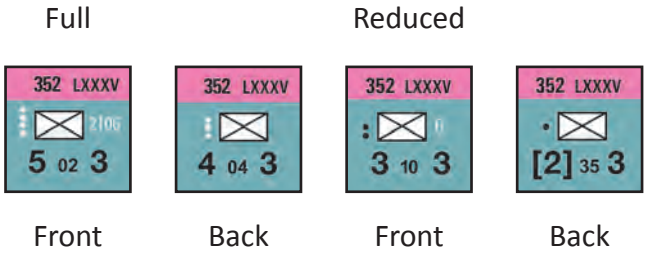
Designation Abbreviations

A: Armored; **Cav**: Cavalry; **F**: Fallschirmjäger; **GA**: Guards Armoured; **P**: Panzer; **PG**: Panzergrenadier; **VG**: Volksgrenadier; **FuhrBg**: Führer Begleit; **FuhGren**: Führer Grenadier; **OKW**: Oberkommando der Wehrmacht; **VDH**: von der Heydte.

Combat Strength is a numerical expression of the unit's combat effectiveness, used when resolving combat. When a unit takes a combat loss (but is not eliminated), its combat strength is reduced and in some cases is both reduced and bracketed. A bracketed combat strength indicates the unit may not attack on its own and does not exert control when by itself unless in a town or city, or if German, in a Westwall hex. It also does not contribute a combat chit when included in an attack (13.4).

Movement Allowance is the number of Movement Points (MP) the unit may spend to move during one activation (see 11.0 and the TERRAIN EFFECTS CHART).

Steps Each unit possesses one to four steps, as shown by the number of step dots on the unit's counter. Steps indicate the unit's overall manpower. Units lose steps as a result of combat losses. A unit with one or two steps has one counter with one or two printed sides. A unit with three or four steps has two counters, with two printed sides on one counter and one or two printed sides on a replacement counter, distinguished by the replacement symbol **R** on the counter. Only one counter for a given unit is in play at a time.



Unit Quality Units with black step dots are regular line units. Red step dots denote an **elite** unit. White step dots denote a **green**, inexperienced unit. The quality of a unit may change as it loses or gains steps.

Setup Hex Four-digit ID number of hex in which the unit starts the game. An underlined ID number indicates that the unit starts with an *Improved Position* marker. An asterisked hex number or date of entry indicates a special setup instruction in the German Solo game (see 3.0).

Date of Entry The two-digit calendar date in December 1944 on which the unit is available to enter play as a reserve. Dates on certain Allied units are appended with an **S** symbol indicating the unit is a strategic reserve. German units with **OR** instead of an entry date enter per 7.4.

Unit Selector Number Each unit has a selector number from **01** to **39,** used when selecting a unit from a group or to determine the order in which several units perform an action.

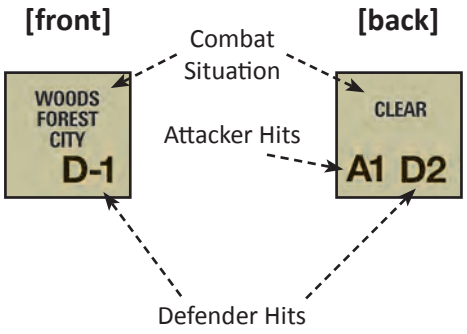
> **Example**: You may be called on to select Allied units in ascending (▲) numerical order (starting with the lowest selector number) or in descending (▼) numerical order (starting with the highest selector number).

Note that a unit's selector number changes as it loses steps.

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2.22 COMBAT CHITS: The sixty combat chits are drawn randomly from a cup to resolve combat. An additional identical set of sixty combat chits are provided with the game to use if the first set become overly worn from use.

Sample Combat Chit



Combat Situation A situation that may apply to the combat being resolved.

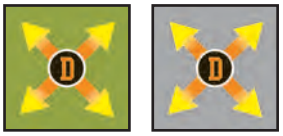
> **Example**: If the defending unit in a combat is in woods, forest or city terrain, the front of the combat chit shown above applies. If in clear terrain, the back of the chit applies. If in broken terrain, the chit does not apply at all.

In most cases, the situations listed on the two sides of a combat chit are mutually exclusive. However, when both situations apply, the side of the chit with a Priority Symbol **P** takes precedence (13.41).

Attacker Hits / Defender Hits The number of combat hits applied to the attacker or to the defender if the situation on the combat chit applies. A positive number indicates hits added to the hit total. A negative number indicates hits subtracted from the hit total.

Blue combat chits operate like other combat chits and also trigger a remixing of all combat chits (13.43).

2.23 MARKERS: These are the markers used in the German Solo Game. The following markers are placed on **units** to indicate unit status:



Dispersed



Low Supply



Out of Supply



Isolated



Improved Position

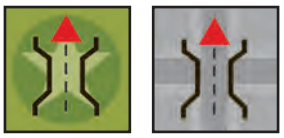


German Out of Fuel

The following markers are placed on the **map** to indicate special conditions:



Blown Bridge



Bridge Control



Ownership



Allied Roadblock



Fuel Depot Fuel: Yes/No



German Kampfgruppe



Allied Position

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The following markers are placed and moved on **tracks**:



Day



German VP

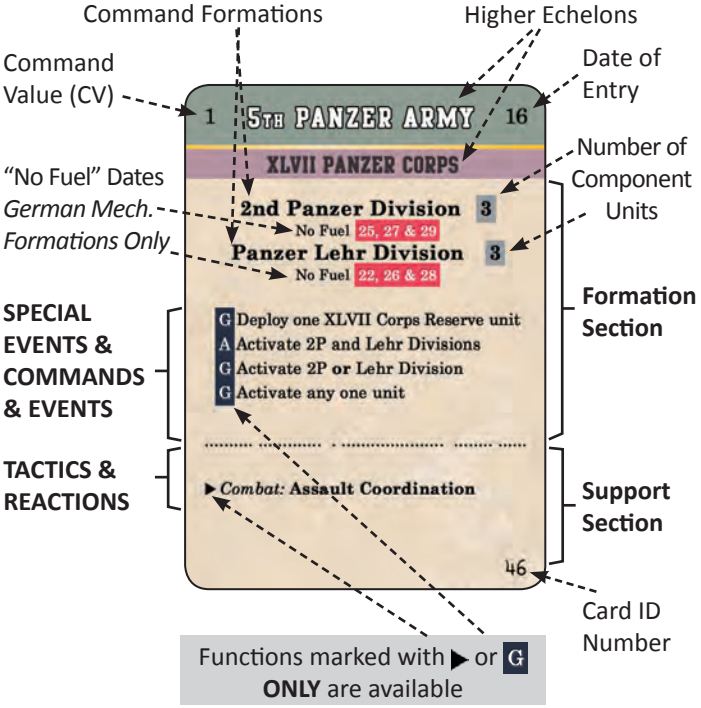
2.3 Card Sets

Three sets of cards are used in the German Solo game: 37 German Command cards, 34 Allied Command cards, and 22 Allied Action cards. The German Setup cards are not used in the German Solo game.

2.31 GERMAN COMMAND CARDS: Your cards drive everything you do. You start each of your impulses (the alternating player segments in the Command Phase of each game turn) by playing a card from your hand to initiate a command. Each card has two main sections:

- The **Formation section** displays one or more formations (groups of units) and lists commands that you may undertake by playing the card, including commands involving the formation.
- The **Support section** lists support functions for which you can play the card at times other than as your command card play for the impulse.

German Division Command Card



Command Formation A command formation can be a single unit, a division (one to four units), a corps (several divisions), an army (several corps), or an army group (all the player's forces). Each card lists either (a) a single army group, army or corps formation or (b) one to three divisions or smaller unit formations.

Command Value Each card has a Command Value (CV) ranging from **0** to **5**. When the cumulative Command Values of the cards you have played in a single impulse equal or exceed the Allied Command Level for the current day (see the Calendar), an Allied impulse is triggered.

Component Units If the command formation is a division, the number of units in the division is given.

Higher Echelons indicate the larger formations to which the command formation belongs. Formations are color coded to match unit colors, for ease of identification.

> **Example**: On Command Card 46, the 2nd Panzer Division and Panzer Lehr Division belong to the XLVII Panzer Corps, which in turn belongs to the 5th Panzer Army.

Commands are functions you may undertake with the play of a card on your impulse. Some commands apply to the formation listed on the card, while others do not, as stated in the command text. Commands are coded to show which game they apply to. In the German Solo game:

- Functions marked with an arrow ▶ or the G code (for "German" Solo) are available.
- Functions marked with an A code are **not** available.

Some commands are marked with a date or date range, limiting the days in which the command may be played. Certain commands are "events": the **command events** and **special events** are fully described on the EVENTS & TACTICS player aid.

The Support Section lists functions you may initiate by playing the card at a time other than your command card play for your impulse. Support functions include **combat tactics**, playable when attacking or defending in combat, and **reactions**, playable in immediate response to an enemy card play or move. Some support functions are marked with a date or date range, limiting the days in which the function may be played. All support functions are fully described on the EVENTS & TACTICS player aid. Support functions are independent of the formation listed on the card.

Date of Entry indicates when the card enters play, expressed as a calendar date in December 1944. German cards with **OR** instead of an entry date become available per 7.4.

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Primary Indication A card marked PRIMARY is available to you every day. Cards without the primary indication are **supplemental** and are available to you on a random basis.

"No Fuel" Dates appear on cards for German Mechanized divisions and brigades indicating dates on which the formation may be out of fuel (14.5).

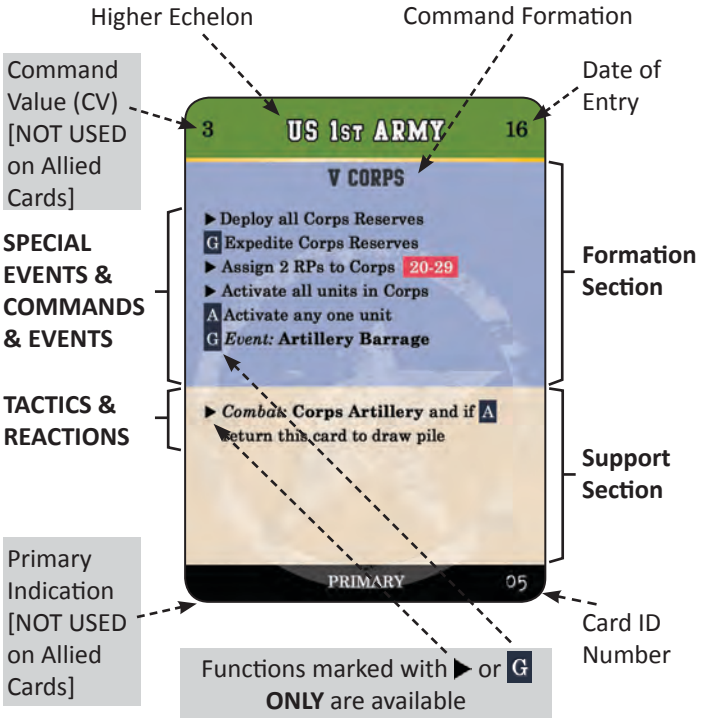
The name of the formation's commanding officer is listed on all army and army group cards, for historical interest only.

2.32 ALLIED COMMAND CARDS: You draw cards from the Allied Command deck to activate Allied formations, bring in Allied reserves and perform other Allied functions.

Allied Command Cards are identical in format to German Command Cards. However, in the German Solo game:

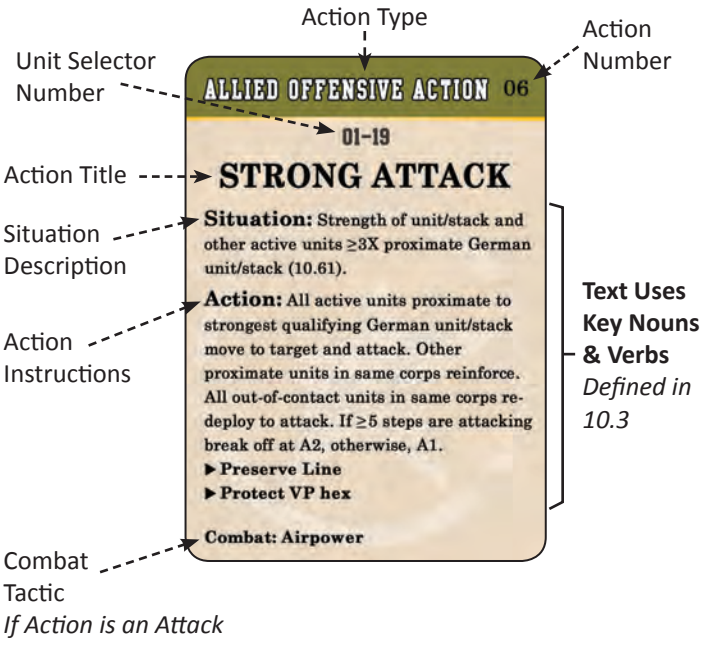
- Allied Command Values are **not** used.
- Functions marked with an arrow ▶ or the G code are available.
- Functions marked with the 2P or A code are **not** available.
- The Primary indication is **disregarded** on Allied Command Cards.

Allied Corps Command Card



2.33 ALLIED ACTION CARDS: You draw Allied Action Cards when an Allied formation is activated to determine what actions the active units perform. If the situation listed on the action card applies to an active unit or stack, those units perform the action described on the card.

Allied Action Card



If Action is an Attack

Action Type and Title Cards are categorized as actions or offensive actions. Cards for offensive actions start the game out of play.

Action Number A number from **1** to **22**. Action cards are drawn three at a time. The three cards are resolved in order of their action number, from lowest to highest.

Unit Selector Order Active units with a selector number within the range listed on the action card are eligible to initiate the card's action, if the cards situation applies to them. Units are checked for eligibility in the order given.

> **Example**: On Allied Action Card 06, units with selector numbers from 01 to 19 are eligible and are checked in ascending numerical order.

Situation Description An active unit is eligible to perform an action, if the situation listed on the card applies to the unit.

Action Instructions If the situation listed on the card applies to an active unit, the unit (and perhaps other units) perform the action in accordance with these instructions.

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Combat Tactics Actions involving an attack often include combat tactics for the attack. These are in addition to combat tactics that may be drawn on a command card.

Removal Date ***(not shown on this sample card)*** Some action cards are removed from play if drawn on or after the date listed on the card. Another card is immediately drawn in its place.

2.4 Player Aids

Key reference aids for the German Solo game are at the back of the rule book:

- DAILY SEQUENCE OF PLAY
- GERMAN SOLO CALENDAR

Other charts and summaries for the German Solo game are included on the following player aids:

- KEY RULES SUMMARIES
- COMBAT PROCEDURES
- EVENTS & TACTICS (German & Allied System)
- ALLIED SYSTEM INTELLIGENCE (1, 2 & 3)

The German Solo game uses one command display:

- GERMAN COMMAND CARD DISPLAY

All games use the following player aids:

- TERRAIN EFFECTS CHART & MISCELLANEOUS
- CARD & UNIT REFERENCE

2.5 Ten-sided Die

A ten-sided die is used for all die rolls in the game, generating a number from **1** to **10**.

If you should find yourself using a ten-sided die that is numbered from **0** to **9**, treat each roll of **0** as a **10**.

3. SETTING UP FOR PLAY

Lay out the map for the German Solo game so you are sitting on the south side. Place the GERMAN COMMAND CARD DISPLAY next to the map.

Choose a Scenario to Play

Choose a scenario to play. All scenarios **except** ***Crisis at the Meuse*** begin on December 16 and use the setup instructions in this rules section.

- ***The Initial Assault*** is an introductory scenario covering the first day of the battle, December 16. See 19.1 for modifications specifically for this scenario.
- ***The Allies Surprised*** covers the first three days of the campaign during which the German forces penetrated the Allied lines and sought a meaningful breakout. This scenario is recommended for tournament play, taking two to three hours to complete. See 19.2 for modifications specifically for this scenario.
- ***The German Breakout*** covers the first six days of the campaign as the Germans raced to exploit breakouts in the face of rapidly arriving Allied reserves. This scenario takes about five hours to complete. See 19.3 for modifications specifically for this scenario.
- ***The Battle of the Bulge*** presents the full campaign, from December 16-29, taking about 10 hours to complete. See 19.4 for modifications specifically for this scenario.
- ***Crisis at the Meuse*** covers the critical seven days from December 22-28 as the Allies struggled to contain the breakout of the 5th Panzer Army, taking about six hours to complete. See 19.5 for complete setup instructions.

Card Preparation

Sort the **command cards** by side – German and Allied. Within each nationality separate the initial cards (those with the date of December 16 in the upper right corner) from the reinforcement cards (those with a later date or the designation OKW). Then further separate the German initial cards into two piles, those marked PRIMARY and all others. Do **not** separate the Allied initial primary cards. After sorting, card quantities should be as follows:

	Initial Primary Cards	**Initial Supplemental Cards**	**Reinforcement Cards** (primary and supplemental)
German	**7**	**18**	**12**
	Initial Cards	---	**Reinforcement Cards**
Allied	**12**	---	**22**

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After sorting, place the cards as follows:

1. Place your initial primary cards in the Draw Pile box of the GERMAN COMMAND CARD DISPLAY.
2. Place your German reinforcement cards in the Cards Entering Play box.
3. Place all reinforcement cards aside for later use.
4. Place the initial Allied command cards in the Allied Draw Pile box on the map, face down.
5. Place the Allied reinforcement cards aside for use later in the game.

Then prepare the Allied action deck as follows:

1. Remove the **10** actions cards titled *Offensive Action* from the Allied action deck and set them aside.
2. Shuffle the remaining **12** cards to form the Allied action deck for the first day and place it face down in the Allied Action Deck box on the map.

Unit Placement

Every unit has a placement designation on its front side:

- Place each unit with a **4-digit hex number** in the indicated hex on the map.
  - **Exception**: Place the Allied 424.**106**.XVIII infantry unit in the Reserve Units box, instead of its listed hex.
- Place each unit with a **2-digit date** in the indicated space of the calendar. For ease of play, organize units into stacks by corps.
  - **Exception:** Place the Allied 16.**1**.V infantry unit in hex 0608, instead of on the calendar.
- Place aside each unit with an **R** (for replacement). These will enter play as certain units lose steps.
- Place German units with an **OKW** in the German OKW Reserve box.
- Place the German **VDH** unit in the von der Heydte box.

Marker Placement

- Place Allied ***Improved Position*** **markers** on each of the six US units with underlined hex placement numbers.
- Mix up the five ***Fuel Depot*** **markers** face down, then randomly place them in the five hexes on the map with a fuel dump symbol, face down.
- Place four ***Blown Bridge*** **markers** pointing to bridges bordering hexes 1707, 1907, 2106 and 2303.
- Place the ***Day*** **marker** in the December 16 space of the calendar.
- Place two German ***VP*** **markers** in the **0** space of the German Victory Point Track.

Finally place one set of sixty **combat chits** in a coffee mug or other wide-mouth container to draw from during play. The other set of combat chits is not used in the game.

4. SEQUENCE OF PLAY

Enemy Action: Ardennes is played in **Days**, each representing one day of the campaign. Each day consists of five phases, conducted in sequence. In the first three phases you prepare for the day's operations by receiving reserve units, preparing the German and Allied draw piles and checking supply status of all units. The Command Phase is the heart of the day, consisting of a repeating cycle of German and Allied impulses in which you play German cards or draw Allied command cards, to activate units to move and attack, or to implement other functions. In the End of Day Phase, you clear the game map of status markers placed during the day.

I. RESERVE PHASE

Take units from the calendar space for the current day and place them in the respective Reserve Units boxes.

- **18+** You may deploy to the map from the Reserve Units box any German units marked with a printed entry date two days earlier than the current date. (7.3)
- If the conditions for releasing the German OKW Reserve are met, place the German OKW Reserve units in the German Reserve Units box (7.4).

II. CARD PREPARATION PHASE

Using the GERMAN COMMAND CARD DISPLAY, **prepare the German draw pile for the day** and draw your initial hand, as follows:

1. Place **German Reinforcement Cards** scheduled to enter play this date face down in the Draw Pile box if **Primary**, or face down in the Available Supplemental Card box if **Supplemental**.
2. Shuffle the **Available Supplemental Cards.** Draw the number of cards indicated for this calendar date and place face down in the Draw Pile box.
3. Place your German reinforcement cards in the Cards Entering Play box.
4. Place all **Primary Discards** from the previous day face down in the Draw Pile box.
5. Shuffle the **draw pile** and draw your initial hand for the day: **16** draw **nine** cards on December 16 or **17+** draw **six** cards on all other days.

Prepare the Allied Command Deck: Add Allied reinforcement command cards scheduled to enter play this date to the Allied command deck. Shuffle the deck, including discards from the previous game turn.

Prepare the Allied Action Deck. Shuffle the deck, including discards from the previous game turn.
19-23 Add two random action cards from the group of actions originally set aside at scenario start to the deck each day before shuffling.

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III. SUPPLY PHASE 17+

Conduct the following steps in sequence:

1. 21+ Draw an Allied command card to conduct Allied Air Interdiction (8.0). If it shows an *Airpower* command event or is an Army or Army Group card, discard the card from your hand with the highest Command Value – your choice if more than one – and skip the first German impulse of the day.
2. You may play a *Bridge Engineers* command event from your hand to repair and build bridges.
3. Determine supply status of all Allied units and 19+ of all German units (14.2). Remove all *Low Supply*, *Out of Supply* and *Isolated* markers from units determined to be in supply.
4. Adjust supply status (14.3): Place a *Low Supply* marker on each unsupplied unit. If the unit is already in low supply, place an *Out of Supply* marker. If already out of supply, place an *Isolated* marker. If already isolated, check for surrender (14.34).
5. Remove any *Roadblock* markers from the map that are not in both German and Allied communication (14.1).
6. 20+ Check your hand for cards indicating German formations are out of fuel, discarding any if required and placing *Out of Fuel* markers on units on the map (14.5). You may play the *Fuel Priority* command event from your hand or spend a *Fuel* marker to prevent a formation from being out of fuel.

IV. COMMAND PHASE

Repeat German and Allied impulses until your draw pile and hand are exhausted. **Exception**: skip the first German impulse of the day if Allied Air Interdiction occurs (see step 1, Supply Phase).

1. GERMAN IMPULSE

Play one card to initiate one command of your choice listed on the card. Play of at least one card is required; you may not pass. All the possible German Commands are listed below. A given card possesses a subset of these.

- **Activate all units in the formation** listed on the card (6.1 & 6.2).

OR

- Once per day, **activate any one unit** able to trace supply, regardless of formation (6.3). This unit may not attack.

OR

- **Activate a Kampfgruppe –** Place the *KG* marker in any hex on the map (6.4). All units of the Army (or all units in case of Army Group B card) that start the activation within two hexes of the *KG* marker are activated. Remove the *KG* marker from the map at the end of the activation.

OR

- **Deploy reserve units** in the formation listed on the card by moving them from the Reserve Units box to the map (7.1).

OR

- 20+ **Assign replacements** to units in the formation listed on the card (17.1).

OR

- **Implement the command event** or **special event** listed on the card, if any. See the EVENTS & TACTICS player aids.

ACTIVATIONS: You may not activate a formation or unit activated in the immediately preceding German impulse (6.5). Activated units conduct operations in the following sequence:

1. Roadblock removal and roadblock reserve checks (15.3).
2. Movement (11.0). Check for roadblocks (15.1) and 17+ blown bridges (11.4) during movement.
3. Combat (13.0). You may play additional cards as combat tactics, each in support of one combat.
4. Build improved positions (16.3).
5. Remove *Dispersed* markers (13.9).

After completing the command for the card you played, total the Command Value of all the cards you played this impulse, including cards for combat tactics.

- If the **total Command Value is less** than the Allied Command Level for this date and cards remain in your hand, you may play another card and implement its command or you may declare the German impulse over.
- If the **total Command Value equals or exceeds** the Allied Command Level, **or** if no cards are left in your hand, the German impulse is over.

When the German impulse ends, draw cards from your draw pile to bring your hand up to six cards, unless your draw pile is exhausted.

- 20+ German Fuel Shortages (14.5). Check the cards just drawn for cards indicating German formations are out of fuel, discarding any if required and placing *Out of Fuel* markers on units on the map. You may play the *Fuel Priority* command event or spend a *Fuel* marker if available.

2. ALLIED IMPULSE

Draw the top card from the Allied Command Deck. Conduct just the first command listed on the card that applies. All the possible Allied Commands are listed below. A given card possesses a subset of these.

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1. Special event – if listed for the current date.
2. Deploy reserves – if any units in the card's formation are in the Reserve Units box (9.1).
3. Expedite reserves – if any units in the card's formation are in the calendar's next day space (9.5). Such units are sent directly to the map if ≤ **2** cards in German draw pile (9.51).
4. **20+** Assign replacements (17.2).
5. Unit activation – if the card's formation meets prerequisites (10.0).
6. Command event.

Once a command function is completed, the Allied impulse is over; conduct another German impulse. **22+** However, starting December 22, if the first Allied command card drawn is a *No Command* card, complete its function, then draw another card.

3. REPEAT IMPULSES

Repeat German and Allied impulses in the Command Phase until you have no cards left in your hand and draw pile. If all your cards run out during your impulse, complete the impulse, then conduct one last Allied impulse to end the day (even if the command value of your played cards is less than the Allied Command Level). If all your cards run out during the Allied impulse, complete that impulse to end the day. The day ends even if cards remain in the Allied draw pile.

V. END OF DAY PHASE

If the space for the current day on the calendar includes Victory Levels, check to see if you have won or lost the game (18.2). If not:

- Return all combat chits to the cup.
- Remove all *Dispersed* and *Out of Fuel* markers from the map.
- Advance the *Day* marker to the next day on the calendar and start a new day.

4.1 Special Rules on December 16

To recreate the almost total surprise the Germans achieved in their initial assaults, the following rules are in effect on the first day of all scenarios beginning on December 16. **These rules supersede standard rules where they conflict.**

4.11 GERMAN SURPRISE ATTACKS: On the **first** German impulse of December 16 your hand starts with 9 cards instead of 6. You **must** play cards with a total Command Value of at least **10.** Cards may be played to activate formations and as combat tactics. Following the German activation in which the Command Value of all cards played equals or exceeds **10**, the first Allied impulse is triggered. During this first German impulse (only):

- Activated German units may not move; they may attack and advance after combat. **Exception**: A unit may move via the play of the *Reinforce Battle* combat tactic.
- You may not play cards as command events or to deploy reserves.
- Do not draw command cards for Allied units under attack – no Allied hidden defenders or combat tactics occur during the first German impulse.

After the first German impulse, your hand size is 6 for the remainder of the game.

4.12 GERMAN TRAFFIC JAMS: The following rule is in effect throughout all impulses of December 16:

- Only one German unit may use a given bridge in a single activation. Another unit may cross the bridge hexside, but must do so as if crossing an unbridged river.

4.13 SLOW ALLIED REACTION: The following rules are in effect throughout all impulses of December 16.

- Allied non-mechanized units may move only **one** hex when moving during an activation. This does not apply to a unit moving via the *Reinforce Battle* combat tactic.
- The Allies do not blow bridges. If conducting the Allied *Engineers* command event, check for placement of a roadblock or improved position but do not check for blowing bridges.
- Treat the Allied *Artillery* combat tactic as ***no*** tactic. The Allied *Corps Artillery* combat tactic still occurs as described.
- When conducting the Allied Deploy Reserves command function, deploy no more than ***one*** reserve unit, regardless of how many eligible units are in the Reserve Units box.
- Reserve units of the US 9th Armored Division, CCB**.9A.** VIII and CCR**.9A.**VIII are deployed by the XVIII Corps command card on this day only, in addition to the VIII Corps or 9th Armored Division command cards, but must be deployed in the VIII Corps area.

5. GERMAN DRAW PILE AND COMMANDS

At game start, the primary and supplemental German cards dated December 16 are available to you. More cards become available to you over the course of the game per the reinforcement card schedule on the GERMAN COMMAND CARD DISPLAY.

From your available cards each day, you assemble a draw pile consisting of all your primary cards plus a number of randomly drawn supplemental cards indicated for the current day on the calendar by following the procedure in the Sequence of Play and the GERMAN COMMAND

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CARD DISPLAY. The supplemental cards in your draw pile come from **all** available supplemental cards **except** those that were in your draw pile on the previous day. Once the draw pile is formed, you use it to draw and replenish your *command hand* throughout the day.

Examples:
December 16:
- You begin the game with seven primary cards and 18 supplemental cards available.
- The December 16 space of the calendar indicates that you receive nine supplemental cards this game turn, so after shuffling your 18 supplemental cards, you draw nine cards face down.
- You then shuffle these nine supplemental cards together with your seven primary cards and place them face down on the GERMAN COMMAND CARD DISPLAY to form your draw pile of sixteen cards for the day.
- From the draw pile, you draw nine cards to form your initial hand for the first impulse of December 16, as indicated on the calendar.
- After the first impulse on December 16, the German hand size is six cards for every subsequent impulse of the game thereafter.
- At the end of each of your impulses, you draw cards from your draw pile to bring your hand back up to six, until the draw pile is exhausted.

December 19:
- As listed on the GERMAN COMMAND CARD DISPLAY, four new cards become available to you on December 19 – one primary and three supplemental, giving you a total of eight primary cards and 21 supplemental cards potentially available.
- However, the seven supplemental cards that were in your draw pile on December 18 are now in the Supplemental Discards box and are not available to you this day, leaving you with 14 supplemental cards available.
- You shuffle those 14 cards and draw seven for this day, as noted on the calendar.
- Then you shuffle the seven supplemental cards together with your eight primary cards to form your draw pile for the day.
- You then draw six cards to form your initial hand.

The German hand size limit remains constant throughout the game – six cards, except for the first impulse of December 16, when your hand starts with nine cards.

5.1 Playing Cards from your Hand

In your impulse, you play cards from your hand to initiate commands listed on the cards, such as activating a formation, deploying reserves or implementing a command event. You may also play your cards in other ways and at other times, as follows:

- During your impulse, you may play additional cards as combat tactics for attacks by your active units.
- During the Allied impulse, you may play cards as combat tactics for your units defending against Allied attack.
- During the Allied impulse, you may play cards listing the *Operation Greif* reaction in immediate response to an Allied attempt to destroy a bridge (11.4).
- During your impulse and during the Supply Phase as well (see 4.0, Sequence of Play), you may play cards listing the *Bridge Engineers* or *Fuel Priority* command event.

A German impulse consists of one or more card plays. Keep a running total of the Command Values of all cards played during the German impulse for any purpose – commands, reactions or combat tactics. Upon playing a card that puts the total Command Value of all cards played in the impulse at or above the current Allied Command Level (printed on the calendar), the German impulse ends. If a card played as a command to activate a formation or as a combat tactic puts the Command Value total at or above the Allied Command Level, you may complete the activation and play additional cards as combat tactics, before ending your impulse.

Example: On December 17, the Allied Command Level is 4. You start your first impulse by playing the LVIII Panzer Corps command card (Command Value 2) to activate the units of that corps. In the course of the units' activation, they attack and you play a card with a *Combat Engineers* combat tactic (Command Value 1) to support the attack. After completing all actions with the LVIII Panzer Corps units, you play the I SS Panzer Corps (Command Value of 3) to activate the units of that Corps. This puts the total value of your card plays at 6 – two over the Allied Command Level. Nonetheless, you can complete all actions with the activated units of the I SS Panzer Corps, including playing additional cards as combat tactics in support of attacks by those units. Upon completing all actions with the activated units, an Allied impulse begins.

You may voluntarily end your impulse after playing at least one card in the impulse, even if your card plays total fewer command points than the Allied Command Level.

5.2 Division Command Cards

You may play a German division card for **one** of the following commands of your choice during your impulse:

- Activate all on-map units in one division or brigade listed on the card (see 6.2).
- Activate (once per day only) any one unit on the map able to trace supply (see 6.3).
- Deploy all available reserve units in the division(s) and/or brigade(s) listed on the card (see 7.1). Cards for divisions

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with no units in reserve do not list this command.
- Deploy any one reserve unit in the same corps as the division listed on the card.
- If the card lists a command event or special event valid on the current date, play as an event.

5.21 NON-DIVISIONAL UNITS: The German Peiper / 150th Panzer Brigade command card functions like other division cards, even though the listed units are not actually divisions. **17-18** If you play the card to activate either Peiper on December 17 or the 150th Panzer Brigade on December 18 as indicated on the command card, the activated unit may ignore enemy ZOCs while moving.

5.3 Corps Command Cards

You may play a German corps card for **one** of the following commands of your choice during your impulse:

- Activate all on-map units in the corps listed on the card (see 6.1).
- Activate (once per day only) any one unit on the map able to trace supply (see 6.3).
- Deploy all available reserve units in the corps (see 7.1).
- **20+** Beginning December 20, assign the number of Replacement Points indicated on the card to units in the corps (17.0).
- If the card lists a command event or special event valid on the current day, play as an event.

5.4 Army Command Cards

You may play a German army card for **one** of the following commands of your choice during your impulse:

- Activate all on-map units in one corps of your choice in the army listed on the card (see 6.1).
- Activate a Kampfgruppe made up of units in the army (6.4).
- Deploy all available reserve units in the army (7.1).

5.5 *Army Group B* Command Card

You may play the German Army Group B card for **one** of the following commands of your choice during your impulse:

- Activate all on-map units in any one corps (see 6.1).
- Activate a Kampfgruppe made up of units in any armies (6.4).
- Deploy all available German reserve units (7.1).

5.6 Discarding Cards

Once you play a German card for any purpose and its effects are implemented, discard it. The GERMAN COMMAND CARD DISPLAY has two boxes for discards, one for primary cards and one for supplemental cards. This separation facilitates card preparation at the start of the next day. You may want to keep discards for the current impulse visible in front of you to keep track of accumulated Command Value until you have played enough cards to trigger an Allied impulse then place them all in their respective discard piles.

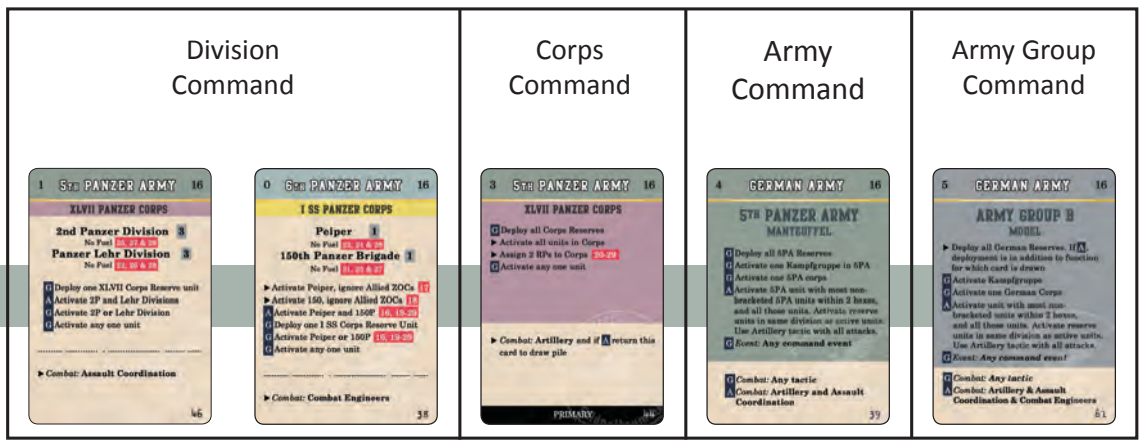
6. ACTIVATING GERMAN UNITS AND FORMATIONS

During your impulse, you may play a command card to activate the on-map German units in the formation listed on the card. Active units perform actions in the following sequence.

1. Active units adjacent to roadblocks trigger roadblock removal and reserve checks (15.3).
2. All active units may move (11.0).
3. All active units may attack adjacent enemy units (13.0).
4. Active units that did not move or attack may build improved positions (16.3).
5. Dispersed units in the active formation become undispersed (13.9).

A German impulse may consist of more than one card play to activate units, as long as the Command Value of all cards played does not equal or exceed the Allied Command Value (thus triggering an Allied impulse).

Complete one activation before beginning the next.



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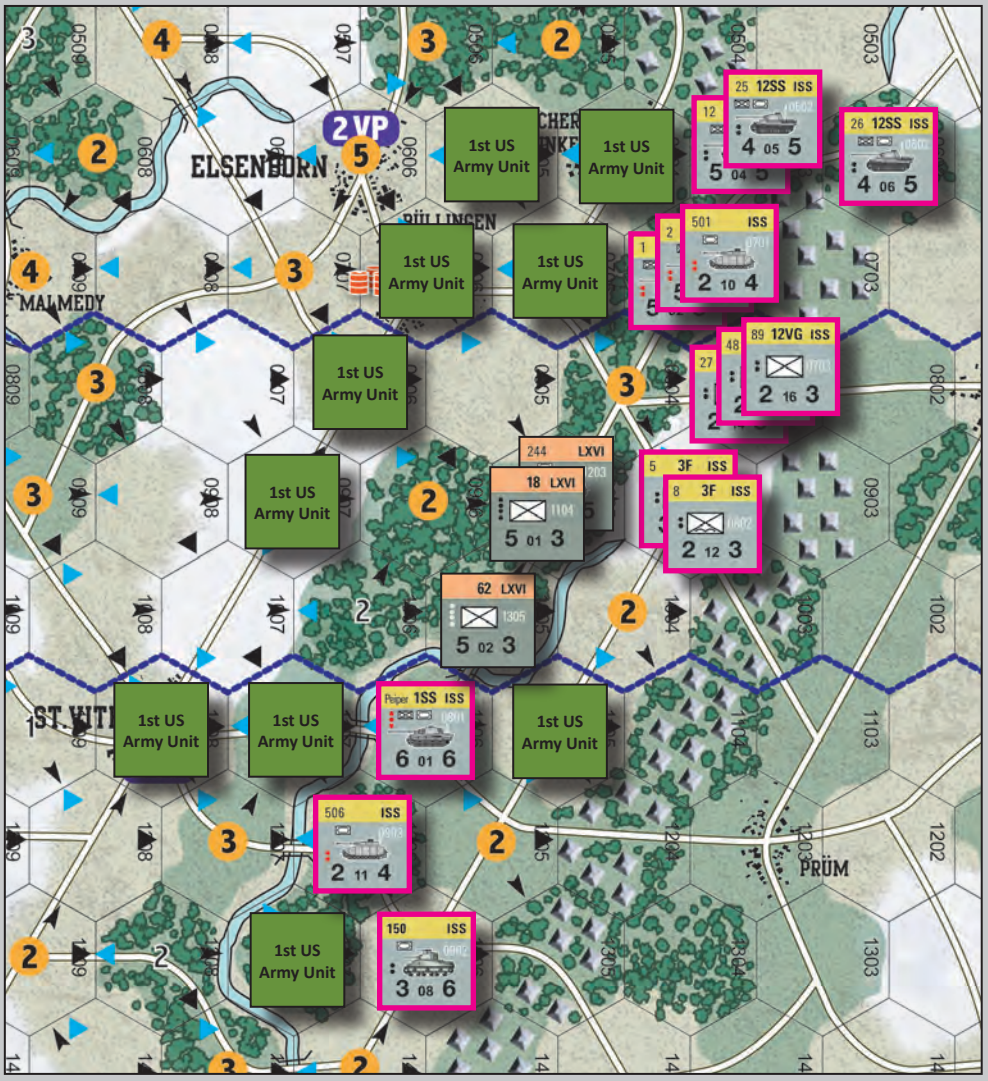


Illustration of Corps Activation [6.1]:

The German player plays one of the two I SS Panzer Corps command cards for a corps activation. All the units of that corps on the map are activated, which covers units of the 1st SS Division, the 12th SS Division, the 12th VG Division, the 3rd FJ Division, and three independent armor units.

6.1 Activating a Corps

Activate all the on-map units of a corps by playing any of the following cards:

- A corps card activates all the units of the corps listed on the card.
- An army card activates all the units of one corps of your choice **within that army**.
- An army group card activates all the units of one corps of your choice.

6.2 Activating a Division or Brigade

Activate all on-map units of a division or brigade by playing a division card listing the formation. If the card lists more than one formation, choose just one formation to activate.

> **Example**: German Command Card 60: Activate either the 12th VG Division or the 3rd FJ Division.

6.3 Activating One Unit

Once per day, activate any one unit able to trace supply at the moment of activation, by playing a division or corps card, regardless of the unit's corps or division assignment. A unit activated in this manner may not attack.

6.4 Activating a German Kampfgruppe

Play of an army card allows you to activate all on-map units in the army within two hexes of a designated command hex; this is instead of playing the card to activate a corps in the army. Upon playing an army card to activate a Kampfgruppe, place the *KG* marker in any hex on the map (even if occupied by an enemy unit). All units in the army that start the activation within two hexes of the *KG* marker are activated, regardless of their corps assignment and regardless of the presence of enemy units (**Exception**: see 6.5). Remove the *KG* marker from the map at the end of the activation.

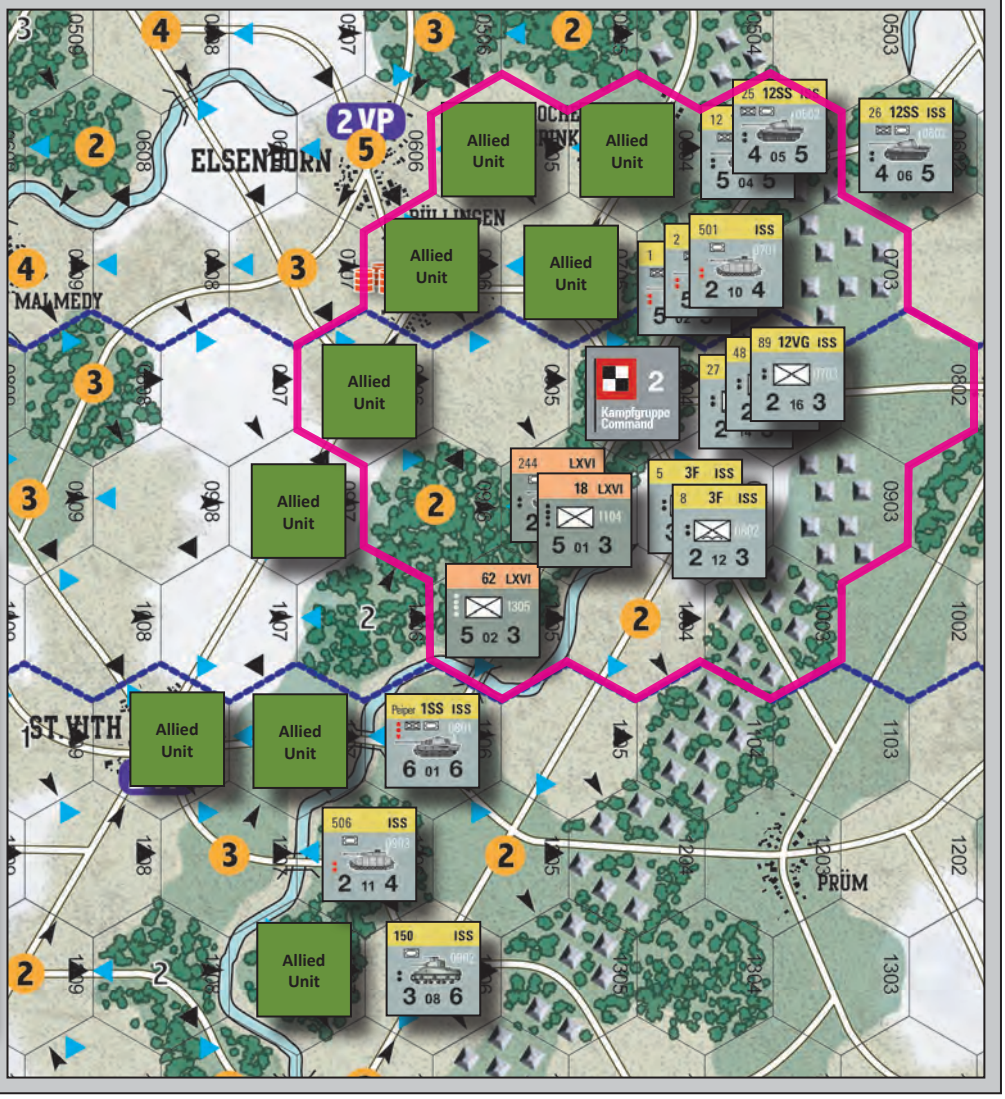
Play of the Army Group B card allows you to activate all on-map German units within two hexes of a designated

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Illustration of Kampfgruppe Activation [6.4]:

You play the Army Group B command card and place the *KG* marker on hex 0804. All German units within two hexes regardless of corps or army affiliation are activated. This activation includes divisions and attached units from the I SS Panzer Corps of the 6th Panzer Army and some of the divisions and attached units from the LXVI Corps of the 5th Panzer Army.





command hex, regardless of corps or army assignment (**Exception**: see 6.5).

6.5 Consecutive Activation Restriction

You may not activate a German brigade, division, corps, or Kampfgruppe **containing** units that were already activated in the current or immediately preceding German impulse. You may not activate a unit in a formation that was activated in the current or immediately preceding German impulse. Thus, if you activate a division, (a) you could not activate that same division in your next impulse **and** (b) you could not activate the corps to which the division is attached. If you activate a Kampfgruppe (6.4), it cannot include any units already activated this impulse or in your previous impulse, which are within the two-hex radius of the placed *KG* marker. In the impulse following activation of a Kampfgruppe you may not activate any corps or division formation that includes units that were part of the Kampfgruppe.

Examples:

- You play the 6th Panzer Army card to activate a Kampfgruppe made up of units of the I SS Panzer Corps and II SS Panzer Corps. For the remainder of the current impulse and throughout your next impulse, you may not activate any units in either corps. You could activate units in LXVII Corps (also in 6th Panzer army), or any formations in your other armies.
- You play the 26th VG Division card to activate the units of the 26th VG, a division in XLVII Corps. After completing the activation your card plays have not yet reached the Allied Command Level, so you may play another command card. You may not play a card to activate XLVII Corps throughout the rest of this impulse and all of next impulse. You may play a division card for a division other than the 26th VG in XLVII Corps. If you play an army or army group card to activate a Kampfgruppe during this impulse or the next, the units of the 26th VG Division and XLVII Corps may not be included in the Kampfgruppe, even if within its Command Range.

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Playing a command card to deploy reserves or assign replacements for a formation are not activations and do not prevent play of a card to activate that formation in the same impulse or next impulse. Conversely, activating a corps does not prevent deploying reserves or assigning replacements for that formation in the same impulse or next impulse.

Bringing a unit into a combat via the *Reinforce Battle* or *Assault Coordination* combat tactic card play is not considered an activation and so is not subject to these restrictions.

These restrictions do not carry over from the last impulse of one day to the first impulse of the next.

7. GERMAN RESERVES

Reserves are units that have not yet entered play. During the Reserve Phase of each day, place newly arriving German reserve units (those marked with the current date) in your Reserve Units box. German reserve units stay in the Reserve Units box until deployed onto the game map by the play of a command card, or after two days have passed since their scheduled day of arrival.

7.1 Deploying German Reserves

As your command card play for an impulse, you may play a card to deploy all the reserve units in the formations listed on the card.

- Play a **Division** card to deploy reserve units in all formations listed on the card. Alternatively, you may deploy any one unit in the same corps as the formations on the card.
- Play a **Corps** or **Army** card to deploy all reserve units in the corps or army listed on the card, respectively.
- Play the **Army Group B** card to deploy all reserve units.

To deploy reserve units, place them in hexes of your choice on the map within all the following restrictions:

- Within the unit's army area.
- In a road hex that is a valid German supply head (14.2).
- At least three hexes away from an Allied unit or Allied town or city, excluding isolated Allied units. This distance is reduced to two hexes if placing the unit in a map-edge hex.

Within these restrictions, place the unit within three hexes of a unit in the same division already on the map. If this is not possible, then place the unit within three hexes of a unit in the same corps. If this is not possible, then place the unit within three hexes of a unit in the same army.

7.2 Multi-Unit Deployments

Units from the same division entering as reserves in the same impulse must be placed in the same hex.

> **Example**: Three units of the 9th Panzer Division are in the Reserve Units box. If deployed at the same time, they must all be placed in the same hex.

Reserve units may be deployed in hexes with other friendly units as long as stacking limits are observed (11.5).

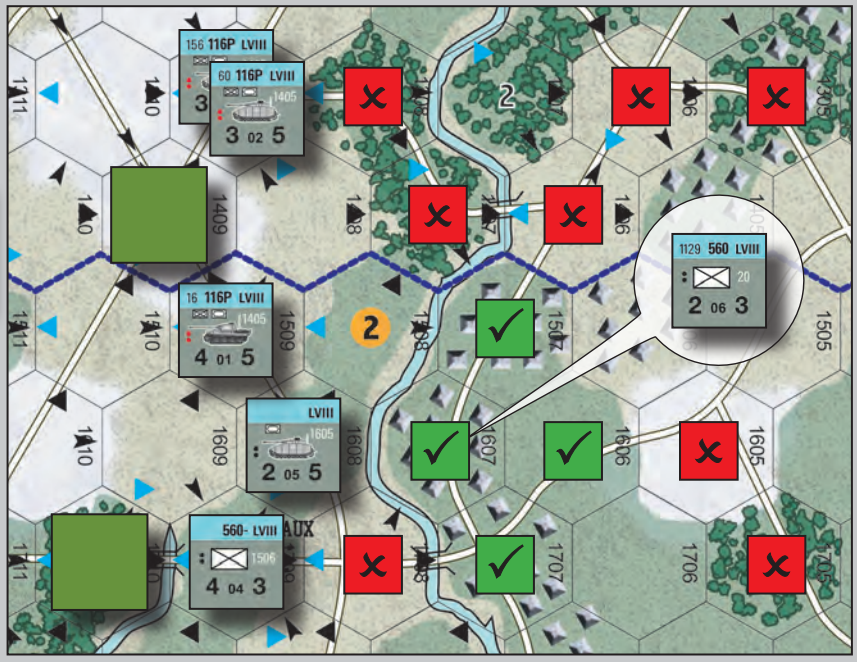
When deploying reserve units from different divisions in the same impulse, you may deploy them in any sequence.

Illustration of Reserve Deployment A [7.1]:



The 1129.**560**.LVIII unit is available on December 20 in the German Reserve Units box.

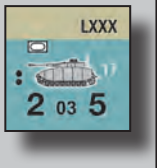
Since a unit in its division is already in play (hex 1709), it must be placed within 3 hexes of that unit and at least 3 hexes away from an enemy unit, per the standard deployment method. Deployment hexes that meet these criteria are marked with a check.



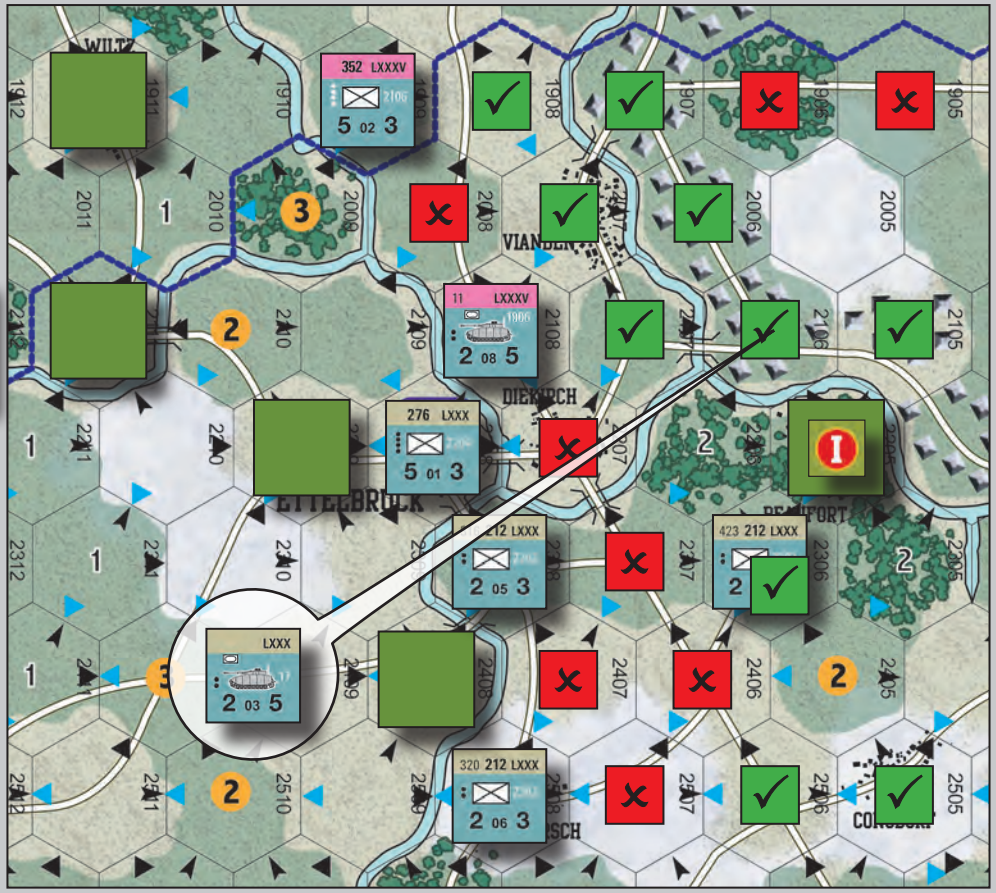
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Illustration of Reserve Deployment B [7.1]:

The attached panzer battalion of LXXX Corps is available on December 17 in the German Reserve Units box.



It may be placed within 3 hexes of any unit of the corps and at least 3 hexes away from an enemy unit, per the standard deployment method. Note that the isolated Allied unit behind the German lines does not impact the available placement hexes.



The moment a unit is placed it is considered in play when determining where subsequent reserves may be placed in the same impulse.

> **Example**: If two divisions in a corps are being deployed, you may place the units of one division within three hexes of an on-map unit in the same corps, and then place the second division within three hexes of the just placed division.

7.3 Delayed Reserves 18+

During the Reserve Phase any units in the German Reserve Units box with a printed date two days earlier than the current date may be deployed to the map without a card play, in accordance with the reserve placement rules.

> **Example**: A unit with the date December 16 would be deployed during the Reserve Phase of the December 18 game turn, if still in the Reserve Units box.

7.4 German OKW Reserve



The German OKW Reserve, consisting of eight units in three mechanized divisions, becomes available to you during the Reserve Phase if at least one German unit is in a hex adjacent to or across (west or north of) the Meuse River **and able to trace supply** at that time. When this first occurs:

- move all units from the OKW Reserve box to the German Reserve Units box;
- add the four OKW cards to your available cards on the Command Display, one Primary card to the draw pile and the other three cards to the Available Supplemental Cards.

7.41 DEPLOYING OKW UNITS: The OKW Reserve is not attached to a specific army. Once in the German Reserve Units box, all OKW units may be deployed by play of the Army Group B card or the OKW Corps card, and individual divisions of the OKW Reserve may be deployed by playing their respective division cards. The first OKW division to be placed on the map must be placed in a road hex that is a valid German supply head, within three hexes of any German unit, and at least three hexes away from a non-isolated Allied unit or Allied town or city. Thereafter, other OKW Reserve units must be placed within the above restrictions and within three hexes of an OKW unit on the map.

7.42 ACTIVATING OKW UNITS: Once on the map OKW Reserve units are all considered to be in one corps – the OKW. You may activate them as a corps by playing the

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Army Group B card or the OKW Corps card. OKW units may also be activated by one of the three German army cards, depending on the OKW units' map location:

- 6th Panzer Army card – if all on-map OKW units are in the 6th Panzer Army boundary.
- 5th Panzer Army card – if at least one on-map OKW unit is within the area between the 6th Panzer Army boundary line and the 7th Army boundary line, or if OKW units occupy both army boundaries.
- 7th Army card – if all on-map OKW units are in the 7th Army area.

OKW units may be included in a Kampfgruppe activated by any army or army group card, if within two hexes of the *KG* marker. OKW units in a particular division may be activated by playing the corresponding division card.

8. ALLIED DRAW PILE AND COMMANDS

At game start, the Allied draw pile consists of all Allied command cards dated December 16. You add more command cards to the draw pile at the start of the days listed in the reinforcement card schedule (in the Allied Draw Pile box on the map).

During the course of the day you draw Allied command cards from the draw pile for the following:

- During each Allied impulse you draw one command card and perform the first command listed on the card that applies, as explained in this rules section.
- 22+ Beginning December 22, draw a second Allied command card if the first card draw is a *No Command* card.
- During your impulse, when German units attack an Allied unit, you draw an Allied command card to see if the Allied defenders receive an *undetected defender* unit or benefit from combat tactics (13.2).
- During the Allied impulse, for each attack conducted by Allied units, you draw a command card to see if the Allied attackers benefit from combat tactics (13.3).

21+ ALLIED AIR INTERDICTION: Beginning December 21, during the Supply Phase, you draw a command card to determine the effects of Allied Air Interdiction (see 4.0, Sequence of Play). If it shows an *Airpower* command event or is an Army or Army Group card, discard the card from your hand with the highest Command Value – your choice if more than one – and skip the first German impulse of the day.

8.1 Allied Commands

Each Allied impulse you draw the top card from the Allied draw pile and perform **ONE** command indicated by the card. You must perform the first command that applies in the order they appear on the card. If you are not able to perform **any** command on the card drawn (**Exception**: 8.2), the Allied impulse ends.

Allied commands may include any of the following:

- SPECIAL EVENT: *Division and Corps cards only*.
  If the card lists a special event marked to occur on the current day, implement the event (see the EVENTS & TACTICS player aid).

- DEPLOY RESERVES: *Division, Corps, Army and Army Group cards*.
  If any units in the formation shown on the card are in the Reserve Units box, deploy all those units to the map (9.0). 18+ Beginning December 18, check on-map units in the listed formation that are out-of-contact for re-deployment (9.3).

- EXPEDITE RESERVES: *Certain Corps cards only.*
  If any units in the formation shown on the card are in the next day space on the calendar, move those units to the Reserve Units box (9.5). If two or fewer cards remain in the German draw pile, use this command for Late Day Deployment (9.51).

- ASSIGN REPLACEMENTS: 20+ *Corps cards only*.
  If the corps shown on the card has at least two reduced units in play, assign replacement steps (17.0).

- UNIT ACTIVATION: Determine if the on-map units in the formation shown on the card are activated (10.0). If so, conduct the Allied Activation Sequence (10.1).
  - *Division card.* Activate all units in the listed divisions.
  - *Corps card.* Activate all units in the listed corps (**Exception**: Shattered Corps, 10.71).
  - *Army card* or *Army Group card.* Activate all Allied units within five hexes of a German unit designated on the card.

- COMMAND EVENT: *Division, Corps and No Command cards only*.
  Implement the card's command event (see the EVENTS & TACTICS player aid).

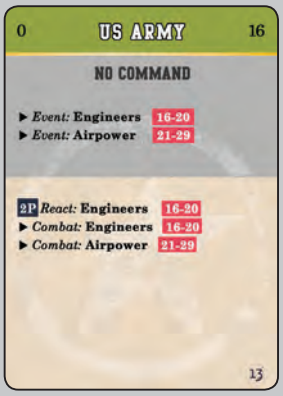
The Allied impulse ends after conducting just one of the above commands. As you draw Allied command cards, place each face up in the Allied Discards box on the map. If the deck is exhausted in the course of the day, reshuffle and start the deck over.

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8.2 *No Command* Exception 22+

Beginning December 22, if the first command card drawn in the Allied impulse is a *No Command* card, complete its function (if possible), then draw one other command card.

Example: Allied Command Card 13: From December 16 through December 20, implement the *Engineers* event and end the impulse; on December 21, implement the *Airpower* event and end the impulse; from December 22 onward, implement the *Airpower* event and draw another command card.



9. ALLIED RESERVES

Units in the Allied Reserve Units box are eligible to enter play as reserves. In certain circumstances on-map Allied units that are **out-of-contact** with your units may be eligible to be re-deployed as reserve units.

Allied reserve units enter play in several ways:

- When you draw an Allied command card triggering the *Deploy Reserves* command (9.1) if any units in the formation listed on the command card are in the Reserve Units box, and beginning December 18 if any on-map units in the listed formation are out-of-contact (9.3).
- When you draw an Allied command card triggering the *Expedite Reserves* command late in the day (9.51), and any units in the formation listed on the command card are in the next space of the calendar.
- When you end German movement adjacent to a roadblock, the ensuing roadblock reserve check may result in the placement of a reserve unit (15.3).
- When you draw an Allied command card triggering an *Engineers* event, the event may call for replacing a *Roadblock* marker with a reserve unit (see the event description).
- When you draw an Allied command card during a German attack, the card may result in the deployment of a reserve unit as an undetected Allied defender (13.2).
- If called for by the instructions of an Allied Action Card (10.4).

9.1 The *Deploy Reserves* Command

If conducting the Deploy Reserves command, reserve units in the Allied Reserve Units box matching the formation shown on the command card are deployed to the map as follows:

- **Division card**: enter all the reserve units in the divisions listed on the card. If the card lists two or three divisions enter reserves from all listed divisions.
- **Corps card**: enter all reserve units in the corps listed on the card.
- **Army**: enter all the reserve units in the army listed on the card.
- **Army Group**: enter all Allied reserve units.

9.2 Allied Reserve Deployment Methods

▲When conducting the deploy reserves command function, Allied reserve units are deployed one at a time, in **ascending** numerical order. That is, the eligible unit with the lowest selector number in the Reserve Units box is checked for deployment first, then the next lowest, and so on. When two units have the same selector number, deploy the unit in the lower numbered corps first.

A reserve unit is placed via one of two methods. ***Method A*** tends to place reserve units to extend Allied lines and contain German breakthroughs. ***Method B***, available beginning December 18, tends to reinforce existing Allied lines and build counterattack forces.

Use the *Allied Position* markers to assist marking potential deployment locations when using the deployment processes and methods below.



DEPLOYMENT PROCESS 16-17

1. METHOD A CHECK: Check every eligible unit in the Reserve Units Box for deployment by ***Method A***, one at a time. Deploy those that meet the criteria. Those that do not meet the criteria remain in the Reserve Units Box. If any units are deployed, the Allied impulse is over.
2. NEXT COMMAND: If no units can be deployed by ***Method A***, move on to the next command on the Allied command card.

DEPLOYMENT PROCESS 18+

1. METHOD A CHECK: First check each eligible unit in the Allied Reserve Units box for deployment by ***Method A***. Deploy those that meet the criteria.
2. OUT-OF-CONTACT CHECK: Check all eligible on-map Allied units that are out of contact with German units for deployment by ***Method A.*** Redeploy those that meet the criteria (from the current map location to a new location).
3. METHOD B CHECK: If eligible units remain in the Reserve Units box, check each such unit for deployment by ***Method B***. Out-of-contact units are not deployed by ***Method B***.

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If any units are deployed or re-deployed, the Allied impulse is over. If no units can be deployed at all, proceed to the next command on the Allied command card.

KEY DEPLOYMENT TERMS:

Corps area: the boundaries of each corps deployment area are marked on the western map edge.

Position hex: a hex with a circled Hold Value.

Proximate: a unit is able to reach and enter the hex in a single move (see 10.3 definition for more detail).

Danger of Surround: An Allied unit is in "danger of surround" if German units are proximate to hexes that if occupied by those German units, would result in German units or their ZOCs in all six hexes around the hex.

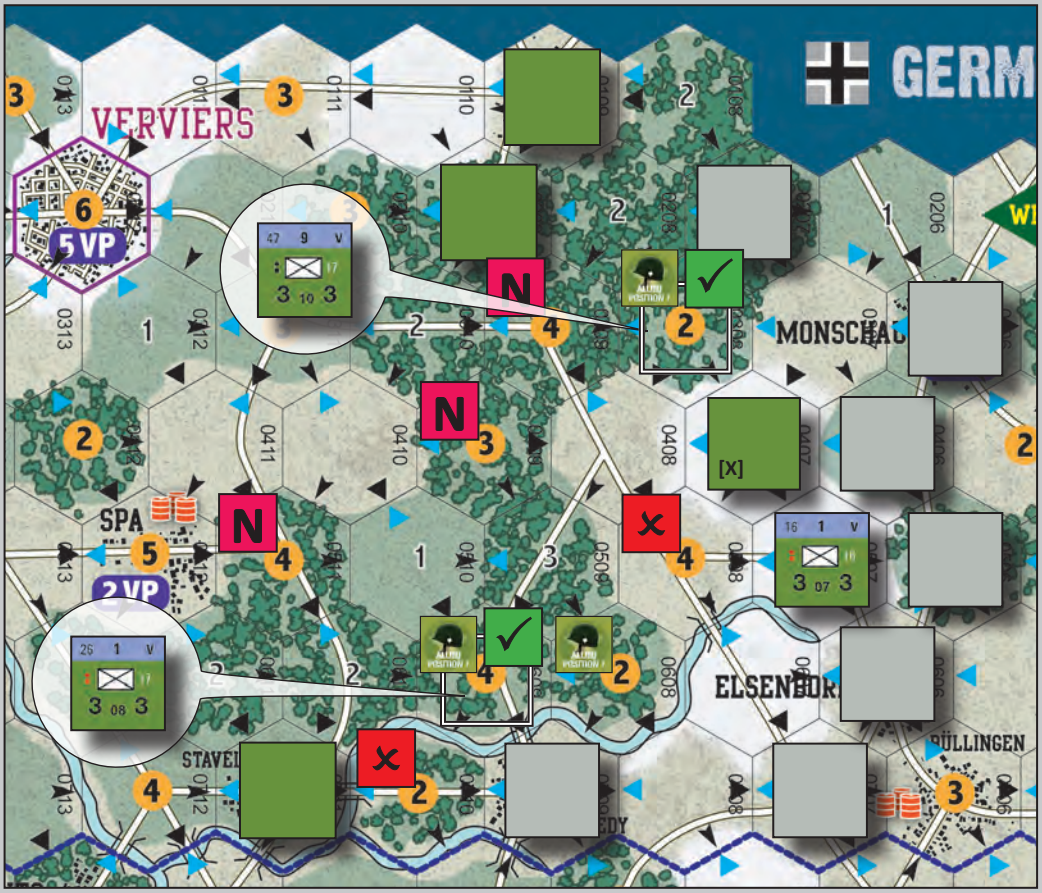
Deployment Method A

Place the reserve unit in an **empty position hex** meeting ALL the following criteria:

- The position is in the reserve unit's corps area;
- A valid Allied supply line (14.2) could be traced to the position, were it Allied-occupied;
- A German unit is **proximate** to the position;
- If placed in the position, the reserve unit would **not** be in **danger of surround**;
- The position is not a German town or city;
- The position is **not adjacent** to an Allied unit with a ZOC (12.0), unless either of the following is true:
  - The position has a Hold Value of **5** or **6**.
  - The adjacent unit is out of communication (14.1) and would be placed in communication by the placement of the reserve unit.

Illustration of Allied Deployment Method A [9.2]: On December 17, two Allied units in V Corps (a 1st Division unit and a 9th Division unit) are available in the Allied Reserve Units box to be placed. First look in the V Corps deployment area to find eligible empty position hexes that are proximate to any German units. The illustration shows the eligible position hexes (marked with an *Allied Position* marker). Note that some hexes are proximate but adjacent to an Allied unit and thus are not eligible (marked with an "x" symbol). Other position hexes (marked with an "N" symbol) are just beyond the range of German unit movement.

Since there is more than one eligible position hex, the first priority is to place a reserve within 3 hexes of a unit in the same division if possible. There is already a unit from the 1st Division on the map, so you should look into which of the two hexes (0608 and 0609 – note that hex 0308 is not yet eligible because it is in danger of surround) to deploy the 26.**1**.V unit. Hex 0609 is chosen because it has the highest Hold Value (4) (while still being within 3 hexes of a unit in the same division), when compared with hex 0608. If the choice was only between hexes 0308 and 0608, you would pick hex 0608 because it is westernmost.



Next, there is no 9th Division unit on the map, so the 47.**9**.V unit can be placed in an eligible position hex within 3 hexes of any unit in V Corps. There are currently two choices (once the 26.**1**.V unit is placed), both with the same Hold Value (2). Hex 0608 is westernmost, but is now adjacent to a friendly unit with a ZOC and a German unit is no longer proximate to the hex (due to the placement of the reserve unit in hex 0609). Therefore, there is only one remaining choice, hex 0308.

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Deployment Method B

Place the reserve unit in a hex occupied by a unit in US communication (14.1) and supply in the same division, within stacking limits (11.5) and not in danger of surround.

If this is not possible, place the reserve unit in an **empty position hex** meeting ALL the following criteria:

- The position is in the reserve unit's corps area;
- A valid Allied supply line (14.2) can be traced to the position, were it Allied-occupied;
- The position is within **three** hexes of a unit in the same army;
- The position is within **four** hexes of a German unit (regardless of the presence of Allied units and zones of control);
- If placed in the position, the reserve unit would **not** be in **danger of surround**;
- The position is not a German town or city.

MORE THAN ONE POSITION: If more than one position meets all the criteria for ***Method A*** or ***Method B***, place the reserve unit within three hexes of a unit in the same division if possible; if not, then within three hexes of a unit in the same corps if possible; if not, then within three hexes of a unit in the same army, if possible. If there is still more than one eligible position, place the reserve unit in the position with the highest Hold Value, then in the westernmost position. If still more than one, place the reserve unit in the position closest to a German unit.

NO POSITION: If no position meets the criteria for ***Method A*** or ***Method B***, do not place the reserve unit. Proceed to check other eligible reserve units for placement. If no reserve units can be placed in a given impulse, the reserve command is not considered conducted -- move on to the next command function on the Allied command card.

9.3 Out-of-Contact Allied Units

An on-map Allied unit is considered out of contact with your forces (meaning you do not really know where it is) in either of the following situations:

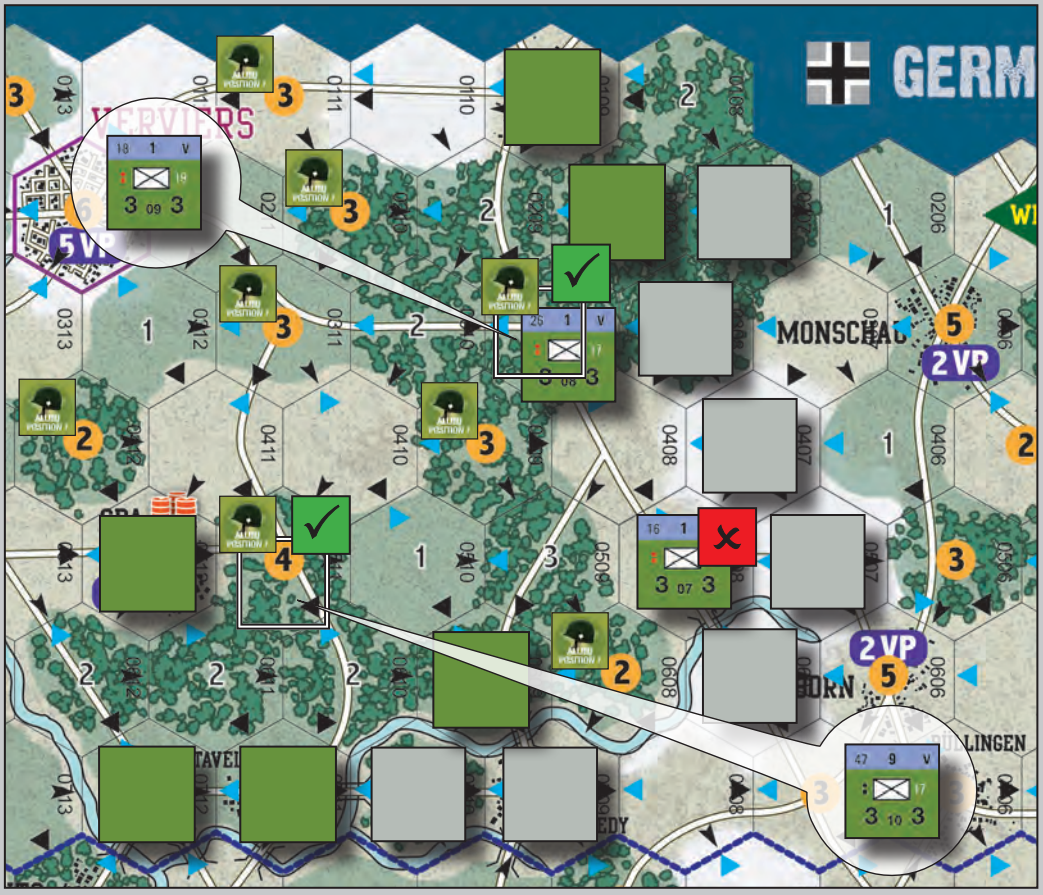
- The Allied unit is in Allied communication and no German unit is proximate to the unit and the removal of the unit would not create a gap in the Allied line (12.2);

or

Illustration of Allied Deployment Method B [9.2]: On December 19, two Allied units in V Corps (one of them not able to be placed earlier on December 17) are available in the Allied Reserve Units box to be placed. No position qualifies for reserve placement using Deployment Method A, so you move on to Deployment Method B. Look in the V Corps deployment area to find whether units of the same division are already on the map.

There are already two units from the 1st Division on the map. The 18.**1**.V reserve unit can be stacked with either. Both are in hexes with Hold Value 4, so you place the unit in the westernmost hex 0309, with the 26.**1**.V unit.

Next, there is no 9th Division unit on the map, so the 47.**9**.V unit can be placed in an empty position hex within three hexes of a unit within the same army in the V Corps area and within four hexes of a German unit. The eligible position hexes (marked with an *Allied Position* marker) can be adjacent to Allied units, just not in danger of surround. After identifying these, the highest-valued position hex, hex 0511, is selected.



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- The Allied unit is the lowest numbered unit in a stack with at least five steps or eight strength points. The stack must be in Allied communication. The stack may be adjacent to German units, but may not be surrounded.

As long as the unit meets all the other criteria for selection, an out-of-contact Allied unit is eligible to be taken …

- 18+ as a reserve unit by deployment ***Method A*** beginning December 18 (9.2),
- as a roadblock reserve unit (15.4),
- as an undetected defender in a combat (13.2),
- or to be redeployed to an Allied attack as called for by an Allied Action card (10.64).

An out-of-contact unit is **not** eligible to be deployed by deployment ***Method B***.

9.4 Further Conditions of Allied Reserve Deployment

9.41 PRIORITY OF STRATEGIC RESERVE: When strategic reserve units (units with an **S** next to their entry date) and regular reserve units are available to be deployed, deploy all strategic reserve units first, then deploy regular reserve units.

9.42 ROADBLOCK EFFECTS: A position occupied by a *Roadblock* marker is considered an empty position when checking for Allied reserve placement; German proximity may be traced into but not through a hex occupied by a roadblock. If an Allied reserve is placed in a hex with a roadblock, remove the *Roadblock* marker.

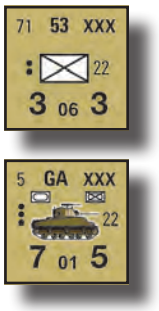
9.43 INSTANTLY IN PLAY: The moment a reserve unit is placed, it is immediately in play and affects the placement of reserve units placed subsequently in the same impulse.

9.5 The *Expedite Reserves* Command

Certain corps command cards list the Expedite Reserves command. If this command occurs, check the next day space in the calendar for any units belonging to the corps listed on the command card. If there are any, move them all to the Reserve Units box, where they become available for deployment subsequently in the current day. If there are no corps units in the next day's calendar space, move on to the next command on the card.

9.51 LATE DAY DEPLOYMENT: If the Expedite Reserve command occurs when there are two or fewer cards remaining in the German draw pile, deploy any units eligible to be expedited directly to the map, per the reserve deployment rules, instead of placing them in the Reserve Units box. **Exception**: The Slow Allied Reaction restriction on December 16 (4.13) – no more than one unit may be deployed by a Deploy Reserves command – remains in effect, even though the eligible reserves have been expedited to the Reserve Units box.

9.6 Deploying British XXX Corps



The deployment of reserve units of British XXX Corps are governed by the following special rules.

9.61 BASIC DEPLOYMENT: If a command card calls for the deployment of a XXX Corps formation when **no** XXX Corps units are on the map **and no** German units are proximate to a hex west of the Meuse River, place **all** the deploying reserve units in the hexes listed here, instead of using the normal deployment methods.

Unit	Hex	Unit	Hex	Unit	Hex
129.**43**.XXX	0117	130.**43**.XXX	0319	214.**43**.XXX	0420
5.**GA**.XXX	0422	32.**GA**.XXX	0424	–	–
71.**53**.XXX	0626	158.**53**.XXX	0826	160.**53**.XXX	0927
29A.XXX	1126	**33A**.XXX	1226	**34A**.XXX	1427

9.62 DEPLOYMENT UNDER GERMAN THREAT: If a command card calls for the deployment of XXX Corps units when **no** XXX Corps units are on the map **but one or more** German units are proximate to a hex west of the Meuse River, place the **first** XXX Corps reserve unit in an empty position hex in Allied supply meeting all the following criteria, instead of using the normal deployment processes:

- The position is west of the Meuse River.
- A German unit is proximate to the position.
- The position is not a German town or city.

If more than position qualifies, place in the position with the highest Hold Value, then in the position closest to a German unit, then northernmost.

9.63 ONGOING UNIT DEPLOYMENT: If deploying a reserve unit from British XXX Corps when **at least one** XXX Corps unit is **already** on the map, use the normal deployment processes depending on the date (9.2), treating the unit as part of the US 1st Army, with the following adjustments:

- XXX Corps units must be deployed west of the Meuse River.
- XXX Corps units are **not** restricted by corps boundaries.

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10. ALLIED ACTIVATIONS AND ACTION CARDS

ACTIVATION CRITERIA: When an Allied command card calls for the activation of units, determine if the formation shown on the card is eligible to become activated. In order to be activated, at least one unit in the formation must be in one of the following situations:

- "Wandering behind enemy lines" (10.8), or
- In **danger of surround**, but not surrounded and not in a VP hex, or
- Out-of-contact (9.3), or
- Dispersed, or
- Eligible to receive an *IP* (*Improved Position*) marker (that is, in supply and not in a hex with a town, city or IP).
- **19+** The following situation also triggers activation: **proximate** (10.3) to a German unit/stack against which the Allied unit has at least a simple **2:1** strength advantage. Include the strengths of other active and inactive Allied units **proximate** to the German unit in this assessment.

If **any** of the above criteria apply to **at least one** unit in the formation, conduct the Allied activation sequence for **all** on-map units in the formation.

If **none** of the above criteria apply to any units in the formation, do **not** activate the formation; instead, move on to the next command on the Allied command card.

ACTIVATION BY SPECIFIC FORMATION: Activation applies to all on-map units in the formation listed on the Allied command card, regardless of communication and/or supply status.

- **Division card**. Activate all units in the listed divisions. If multiple divisions are listed, units in all those divisions activate (this differs from German division activations which activate just one division).
- **Corps card**. Activate all units in the listed corps.
- **1st Army card.** Activate all Allied units within five hexes of the German unit closest to the city of Liège (hexes 0116 and 0117). Units are activated regardless of army affiliation. If German units are equidistant from either city hex, choose the westernmost German unit.

> **Example**: The German units closest to Liège are both three hexes away, in hexes 0416 and 0418. Since 0418 is further west, you activate all Allied units within five hexes of 0418.

- **3rd Army card**. Activate all Allied units, regardless of army, within five hexes of the German unit closest to the town of St. Hubert (1719). If German units are equidistant from the town, choose the westernmost German unit.
- **21st Army Group card.** Activate all Allied units within five hexes of the German unit closest to the city of Namur (0626). If German units are equidistant from the city hex, choose the westernmost German unit.

10.1 Allied Activation Sequence

Once you have determined that an Allied formation is eligible to activate, conduct the activation in the following sequence:

1. Conduct an action with each active non-dispersed unit that is "wandering behind enemy lines", per 10.8.

2. Draw three action cards. Check the cards in numerical order, conducting each card's action with non-dispersed active units meeting the situations described on the cards, per the procedures of 10.2. Actions include moving and attacking. Units that performed an action in Step 1 are not eligible.

3. Place an *IP* marker on each eligible non-dispersed active unit. A unit is eligible if it did not perform an action in Step 1 or 2 and is not in a hex with a town, city or *IP* marker.

4. Remove *Dispersed* markers from active units that did not participate in an attack in the current activation.

10.2 Drawing Allied Action Cards

When Allied units are activated, draw **three** Allied Action Cards. Organize the three cards in Action Number order, from lowest to highest. This is the sequence in which you will check the three action cards.

> **Example**: You draw cards with action numbers 18, 03 and 15. You would check them in the order 03, 15, 18.

Each action card lists a situation which may or may not apply to the active Allied units.

HOW TO CHECK – BASIC: For each action card, check every active Allied unit whose selector number falls within the unit number range listed on the card. Check units one at a time in the order indicated on the action card, to determine if the listed situation applies to the unit. Do not check units that have already conducted an action in the current activation. The unit being checked is referred to as the **lead unit**.

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Example: Action Card 01 (Fill the Gap) shows a unit number range of 27-01, meaning that units with selector numbers ranging from 27 to 01 are eligible to be checked for this action, and you will check the units one a time in descending numerical order beginning with the unit numbered closest to but not above 27.


ALLIED ACTION 01

27-01

FILL THE GAP

Situation: Unit proximate to empty position to which a German unit is also proximate. Position with HV <5 may not be in another Allied ZOC.

Action: Move to position. If more than one choice, move to highest HV, then fewest MPs required.
- ▸ Preserve Line
- ▸ Avoid Surround
- ▸ Protect VP Hex

Remove December 25

HOW TO CHECK – FIND THE ACTION SUBJECT: The subject listed in an Action Card situation may be a single Allied unit –the lead unit -- or a unit/stack including the lead unit, or a unit/stack including the lead unit plus other active units.

- If the card's subject is a **unit**, check to see if the situation applies to the lead unit by itself.
- If the card's subject is a **unit/stack**, check to see if the situation applies to the lead unit together with all other units in its hex. The units in the hex include other active and *unactivated* units, even those with selector numbers outside the range listed on the Action card. It does not include units that have already performed an action in the current activation.
- If the subject is a **unit/stack and other active units**, check to see if the situation applies to a group of units together, consisting of the lead unit and units with which it is stacked as defined above, plus all other active units proximate to the target listed in the situation. This includes active units (other than the lead unit) with selector numbers outside the range listed on the Action card. It does not include unactivated units (unless stacked with the lead unit) and units that have already performed an action in the current activation.

TAKE ACTION: If the situation applies, conduct the action described on the card in its entirety. After completing the action, or if the situation does not apply to the lead unit, check to determine if the situation on the same Action card applies to the next active Allied unit in sequence.

CONTINUE CHECKING: Continue checking units in sequence, and immediately conduct the action if it applies, until all active eligible units have been checked. If after completing all checks for one action card, active units remain that have not yet performed an action this activation, proceed to the next action card, and repeat this process, checking active units according to the unit selector order sequence given on the next card.

COMPLETION: When all three cards have been checked, or all activated units have performed an action, the activation is over.

10.3 Allied Action Card Terminology

The Allied Action cards use several terms in the situation and/or action text to define situations and actions. Proper application of these terms is essential in determining if a situation applies and in conducting the ensuing actions.

Action A set of instructions listed on an Action Card performed by an Allied unit or group of units during an Allied activation, such as movement, or movement and combat.

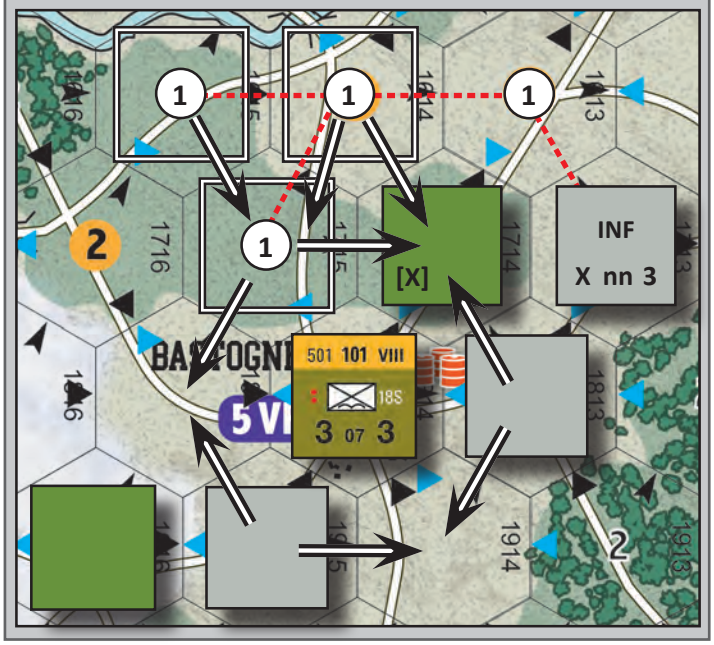
Active Unit An undispersed Allied unit in the activated formation that has not yet performed an action in the current impulse.

Avoid Surround When moving an Allied unit, do not move into a hex in which the unit would be in **danger of surround**. Does not apply to a unit beginning its move unable to trace supply.

Break Off When conducting an Allied Attack, the point at which you stop drawing combat chits. Break Off may not occur until you have drawn the minimum required number of combat chits.

Danger of Surround A hex is in **danger of surround** if German units are proximate to hexes that, if occupied by those German units, would result in German units or their ZOCs in all six hexes around the hex.

Illustration of Danger of Surround [10.3]: The Allied unit in Bastogne is in danger of surround since the German infantry unit in hex 1713 could reach hex 1614, 1615 or 1715 in one move causing German units or their ZOCs to be in all six hexes around Bastogne.



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HV The Hold Value printed in the hex. A hex without a printed HV has a Hold Value of **0**.

Move Forward (Forward Direction) When moving a unit, move as far as the unit's movement allowance allows in the direction indicated by the primary or secondary forward arrows in each hex. If both the primary and secondary direction are available, move in the direction that will allow the unit to move furthest. If both directions offer equal distance, move in the primary direction.

Move Back (Rearward Direction) When moving a unit, avoid entering a German zone of control if possible. In any case, move in the direction indicated by the withdrawal arrow in each hex. If this is not possible, move in a direction adjacent to the withdrawal direction. If none of these three movement directions is available, do not move.

OOC Out of communication; a unit that cannot trace a line of communication to a friendly map edge is out of communication (14.1).

Preserve Line When moving an Allied unit, do not enter a hex if doing so would create or enlarge a gap in the Allied front line (see 12.2 for more information on Allied Lines).

Protect VP Hex When moving an Allied unit, do not move out of a VP hex within 2 hexes of a German unit or to which a German unit is proximate, if doing so would leave the hex vacant. Do not participate in an attack if in a VP hex occupied by fewer than four steps total.

Proximate A unit is proximate to a target hex or unit if it has sufficient Movement Points to reach the target in one move.

- **Proximate to a hex**: A unit is proximate to an empty or friendly-occupied hex if it has sufficient Movement Points to move to and enter the hex.
- **Proximate to a unit**: A unit is proximate to an enemy unit if it is adjacent to the enemy unit or has sufficient Movement Points to move to and enter a hex adjacent to the enemy unit.

Movement restrictions imposed by terrain, enemy ZOCs, roadblocks and army boundary lines, as well as stacking limits in the destination hex and supply state are taken into account when determining proximity (11.5).

Reinforce When conducting an Allied attack, an Allied unit proximate to the German unit/stack under attack may be eligible to reinforce the attack if called for by the action description, even if its selector number falls outside the range listed on the action card or it is not in the activated formation. If so, move the unit adjacent to the German unit to participate in the attack (10.63).

Situational Strength A calculation of Allied and German combat strength made when called for by an Allied action card, to determine if Allied units are eligible to conduct an attack (see 10.61 for details).

Strongest The unit or stack with the highest total situational Combat Strength. If tied, the unit or stack with the lower selector number.

Surround An Allied unit is surrounded when every hex adjacent to its hex is occupied by a German unit or a German ZOC, regardless of the presence of Allied units.

Unit/Stack A unit and any units it is stacked with, including unactivated units.

Weakest The unit or stack with the lowest total situational Combat Strength. If tied, the unit or stack with the higher selector number.

10.4 Performing Allied Actions

If an Action Card's situation description applies to a given lead unit, unit/stack, or unit/stack and other active units, carry out the action for all those units together, in accordance with the action instructions on the card.

ACTION COMPLETION: An action may consist of units moving, or units attacking (preceded by movement to reach the target if necessary), or units building improved positions; conducted according to the rules for Movement

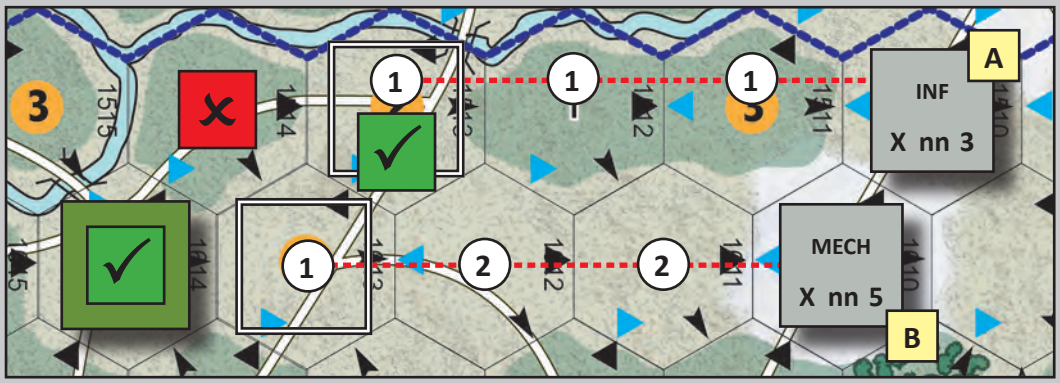


Illustration of Proximate [10.3]: Infantry unit A is proximate to hex 1513 (it can enter it in one move) but not proximate to hex 1514. Mechanized unit B is proximate to the Allied unit in hex 1614 (it can move adjacent to the unit in one move).

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Illustration of Conducting Allied Action Card Checks [10.4]: The Allied VIII Corps was selected for activation (next command card drawn from the deck) and three Allied Action Cards are drawn: "Strengthen" (card 15), "Fill the Gap" (card 01) and "Attack" (card 10). These are resolved in ascending card numerical order (01, 10 and 15). *We recommend you pull these cards from the deck while you study this example.*

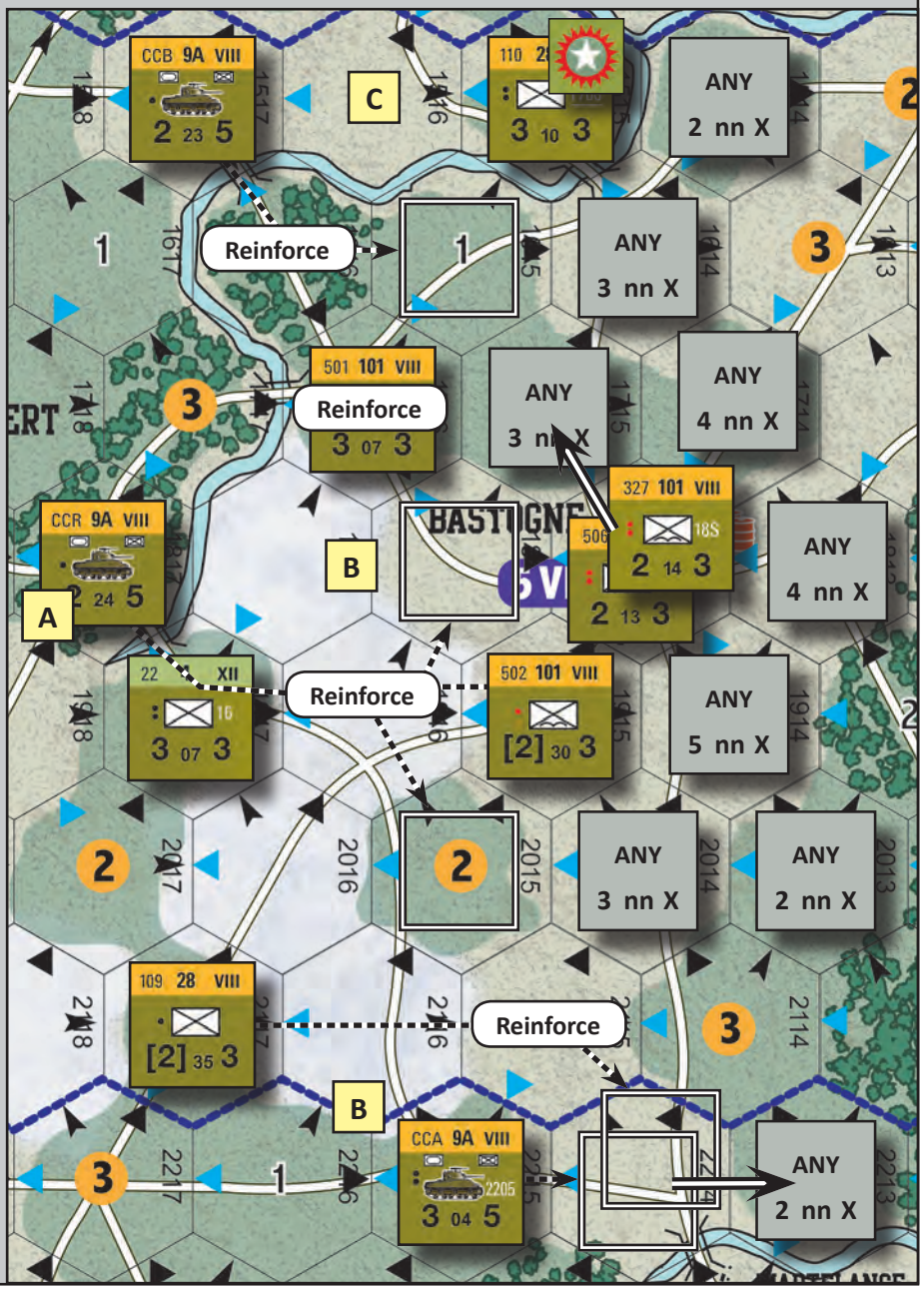
Action A: Card 01 has a selector number range of 27-01. The highest-numbered Allied unit (CCR.**9A**.VIII) that falls within the range has selector number 24 and so is checked first to see whether it can "Fill the Gap" (the next Allied unit would be CCB.**9A**.VIII with selector number 23 and so on). There is an empty position hex (hex 2015) that is both proximate to the unit and to German units, so the Situation on the card can be met, so then the Action can occur (move the unit to hex 2015). Once moved, the unit is no longer eligible for action card checks. Check the next active units with selector numbers in the range. In this case, the Situation on card 01 applies to no other active units, so checks for that card are complete.

Action B: Card 10 has a selector number range of 01-19. The lowest-numbered Allied unit (CCA.**9A**.VIII) has selector number 04 and is checked first to see whether it can "Attack" (it requires greater strength than a proximate German unit/stack). It has three strength points and is proximate to the weaker German unit in hex 2213, thus the Situation on the card is met, now the action can occur and thus the Allied unit moves to hex 2214. At this instant, if there are other active units proximate to this attack, they are eligible to reinforce – which is the case for Allied unit 109.**28**.VIII even though its selector number (35) is outside the range for the card. Once both have moved and the attack conducted, they are no longer eligible for action card checks.

The next unit (501.**101**.VIII) has selector number 07 and is checked next to see whether it can "Attack"(it requires greater strength than a proximate German unit/stack). This is not the case. The next unit to check is 110.**28**.VIII (selector number 10) for this action. Although it has greater raw strength than the German unit across the river (hex 1614), its situational strength (per 10.61) is only 1 due to the river, so it is not eligible to attack.

The next unit to check is 506.**101**.VII (selector number 13), but since this hex contains a "stack", both units in the hex are considered to determine whether the situation on the card can be met. With four strength points together, it is proximate (adjacent to) a German unit/stack with less strength (4 > 3) in hex 1715. Since the Situation on the card is met, now the action can occur. In this case, other proximate Allied units may reinforce the attack. Since the 501.**101**.VIII is adjacent, it does not move, but now participates. The CCB.**9A**.VIII unit in hex 1517 and the 502.**101**.VIII unit in hex 1915 are both proximate and move to reinforce the attack as well. As specified on the card, an attack takes place, is resolved, and the action is complete. Every unit in the selector range has been checked (and all units but 110.**28**.VIII have taken an action).

Action C: Card 15 has a selector number range of 39-01. The only Allied unit (110.**28**.VIII) remaining to be checked has selector number 10 and so is checked to see whether it can "Strengthen". It is **not** proximate to an Allied unit/stack with less than or equal to 3 strength, which is itself proximate to a German unit/stack with greater than or equal to 7 strength. Since the Situation on the card cannot be met, the action cannot occur (and all action card checking is now finally completed). This unit receives an *IP* marker in step 3 of the Allied Activation Sequence (10.1) since it did not perform an action.



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(11.0), Combat (13.0) and Improved Positions (16.3) as modified by the rules in this section. Complete an action in its entirety for a given lead unit and those units acting with it, before proceeding to the next Action Card situation check.

> **Example**: If conducting the Attack action (card 09) you would move Allied units participating in the action to the target, and conduct the combat and implement its results, before checking other active Allied units for situations and actions.

RESTRICTIONS MAY OVERRIDE SITUATION: Many action instructions include restrictions regarding the movement of Allied units either in the body of the text or as bullet points following the instructions. These include restrictions such as *Preserve Line*, *Avoid Surround* and *Protect VP Hex,* and are defined in the list of terms (10.3). An active Allied unit that meets the criteria of an Action Card's situation may still be unable to perform the action or may be limited in its movement when performing the action due to restrictions in the Action instructions.

CONTINUED ELIGIBILITY: An active unit that does not meet the criteria for a situation on one action card, or that meets the criteria but is unable to perform the action for any reason, remains eligible for other action card checks in the current activation. Once a unit performs an action it is no longer eligible in the current activation.

10.5 Action Card Combat Bonuses

Allied Action Cards with combat-related actions often list combat tactics that are automatically awarded to every attack conducted by units performing the card's action. The combat tactic is applied to each attack and also gives the attackers an additional combat chit draw in the attack, just like a combat tactic appearing on a command card.

> **Example**: The Major Offensive Action Card (#04) provides the *Airpower* and *Artillery Barrage* combat tactics to every Allied attack conducted with this Action Card, and increases the maximum Allied combat chit draw for each attack by two.

Combat tactics appearing on Action Cards are in addition to any combat tactics appearing on an Allied command card.

10.6 General Rules for Action Card Situations and Actions

10.61 SITUATIONAL STRENGTH: Action Cards with Attack actions include a comparison of Allied to German strength in the card's situation description. For example, the situation on the **Attack** Action Card (09) reads *"Unit/stack strength > proximate German unit/stack."* This means that the total combat strength of the lead Allied unit and any units with which it is stacked must be greater than the total combat strength of a proximate German unit/stack in order to attack that German target. In making this situational strength comparison, apply the following adjustments to the Combat strengths of the participating units:

- Halve the total strength of all Allied units (rounded down) that would be attacking the target across a river hexside.
- Double the strength of German units defending in a city hex or in a Westwall hex.
- Add to or subtract any of the following that apply to the defending units:

In non-VP town	**+1**
In Forest terrain	**+1**
In Improved Position	**+1**
In Clear terrain	**-1**
Out of Supply	**-1**
Out of Fuel	**-1**
Isolated	**-2**

Minimum situational strength is **1**. The situational strength ratio is used only to determine attack eligibility, not to resolve the combat.

10.62 ATTACK AND SUPPLY STATUS: An Allied unit must be in supply in order to be the lead unit in an attack. A unit in low supply may participate in an attack but not as the lead unit. An out of supply or isolated Allied unit cannot attack.

10.63 MOVEMENT ADJACENT TO GERMAN UNIT: ▲ When an action instruction calls for Allied units to move adjacent to a German unit, move the units one at a time, in **ascending** numerical order.

- When an Allied unit can reach more than one hex adjacent to the German unit, move the unit to an empty hex, if any, then to the hex that takes the most Movement Points to reach, then to the hex with the fewest Allied units.
- This also applies to units that start their move adjacent to the target. Move such units if they are stacked with other units and able to reach a different hex adjacent to the target that is empty or has fewer units.

10.64 REDEPLOYING OUT-OF-CONTACT UNITS TO ATTACK: Three attack cards – *Major Offensive, Strong Attack* and *Combined Arms Attack* -- call for out-of-contact units in the lead unit's corps to participate in the attack. ▲Remove eligible out-of-contact units (as defined in 9.3)

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one at a time from their current map location in **ascending** numerical order and place each in a hex (a) adjacent to the target of the attack (b) not in **danger of surround,** (c) within stacking limits and (d) from which Allied supply can be traced. If more than one hex is eligible, place the unit in a hex that causes the target to be surrounded, then in a hex that causes the target to be flanked, then in an empty hex, then in the hex with the fewest units. Your choice if a choice remains.

10.65 ACTION CARD DISCARDS: As you draw and finish using an Action Card, place it in the Allied Action Discards box printed on the map. If the Allied action deck is exhausted during the day, immediately shuffle all the discards and start the deck over.

10.66 ACTION CARD REMOVAL: Some Action Cards list a calendar date along the bottom of the card. If you draw a card listing the current date or an earlier date, immediately remove the card from play without implementing its action, and draw another Action Card to replace it.

10.7 Activation Exceptions

10.71 SHATTERED ALLIED CORPS: If a corps to be activated has no units or just one unit on the map, do not activate the corps. Instead, proceed to the next command on the Allied command card.

10.72 XXX CORPS NOT YET RELEASED: If the activation of XXX Corps units is called for when XXX Corps has not been released to cross the Meuse River (see 11.82), the formation is not activated. Instead proceed to the next command on the Allied command card.

10.73 DISPERSED UNITS: Dispersed units in an activated formation do not perform actions. They regain their normal status after all action card checks and actions for the formation are completed. Remove the *Dispersed* markers at that time.

10.8 Allied Units behind German Lines

An Allied unit or stack is considered to be "wandering behind enemy lines" if **all** the following are true:

- The unit is out of communication (14.1);
- The unit is not in a town or city hex;
- The unit is able to move (that is, it is not surrounded).

If a unit or stack meeting the above requirements is activated, it performs the first of the following actions that applies:

1. Move the unit into a hex in Allied communication and stop if the unit can reach such a hex in a single move. If not possible, then …
2. Move the unit into a Westwall hex and stop if the unit can reach such a hex in a single move. If not possible, then …
3. Move the unit into a town or city hex and stop if the unit can reach such a hex in a single move. If not possible then …
4. Roll the die. On a result of **1**, move the unit back one hex in a rearward direction, if able. On a result of **2–6**, place the unit on the calendar, a number of days ahead equal to the die result – the unit has made its way back to US lines and will re-enter play as a reserve unit. On a result of **7** or more, the unit does nothing.

If more than one hex applies to a given action, move to the hex closest to an Allied unit that can trace supply, then if still more than one, the westernmost hex.

11. MOVEMENT

Activated German and Allied units move during their respective impulses.

- During a German impulse, when you play a command card to activate German units, you may move all, some or none of those units.
- During an Allied impulse, when units in the formation listed on an Allied command card are activated, Allied Action Cards may direct you to move some of those units (10.4).

BASIC MOVEMENT: Each unit is moved individually through one or more contiguous hexes, up to the limit of the unit's movement allowance. For each hex entered, the unit pays one or more Movement Points. The Movement Point (MP) cost to enter a hex varies with the type of unit moving (infantry or mechanized), the terrain in the hex being entered, and the presence of a river along the intervening hexside, as specified on the TERRAIN EFFECTS CHART.

BASIC RESTRICTIONS: A unit may not exceed its movement allowance when moving. A unit with insufficient Movement Points to enter a hex may not do so. The movement of one unit must be completed before the next is begun. Any Movement Points left unused by a unit are lost; they are not saved for a future activation or impulse. Movement Points may not be transferred between units.

- **Exception**: A unit may always move at least one hex, as long as the move is otherwise allowed.

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11.1 Effects of Other Units on Movement

ZONE OF CONTROL (ZOC) EFFECTS: The movement of units is affected by enemy units and their zones of control (12.0). A unit must pay one Movement Point to leave an enemy-controlled hex, in addition to the cost of the terrain in the hex being entered. A unit may not move directly from one enemy-controlled hex to an adjacent enemy-controlled hex. There is no additional cost to enter an enemy-controlled hex, but the unit must stop moving upon doing so.

Illustration of ZOC Effects on Movement [11.1]: Unit A, adjacent to an enemy, shows movement options and prohibitions. Note that moving out of an enemy ZOC costs +1MP in addition to the cost of the terrain for the hex to be entered.



HEX ENTRY RESTRICTIONS: A unit may never enter an enemy-occupied hex. A unit may enter an unoccupied enemy town or city, but not if using strategic movement (11.6). Friendly units have no effect on the movement of other friendly units.

German units may not enter a hex with an Allied *Roadblock* marker. When an Allied unit enters a hex with a *Roadblock* marker, the marker is removed.

MOVEMENT CHECKS: The movement of a German unit may be interrupted

- by a *roadblock check,* each time the unit moves adjacent to an empty Allied position hex from which Allied supply can be traced (15.1) or
- by a *bridge demolition check* each time the unit enters a hex with an intact bridge hexside bordering a hex from which Allied supply can be traced (11.4).

11.2 Moving on Roads

A unit entering a hex through a connecting road hexside (including an intact bridge) pays just one Movement Point to enter the hex, regardless of the terrain in the hex.

11.3 Crossing River Hexsides

11.31 UNBRIDGED RIVER HEXSIDES: Units may move across unbridged river hexsides with the following restrictions:

- A unit must spend its entire movement allowance to cross an unbridged river hexside. That is, the unit must start its move in a hex bordering the river hexside to be crossed and end its move upon entering the adjacent hex across the river hexside.
- No more than one unit may cross a given unbridged river hexside in a single activation. This limit applies to a single river hexside, not the river overall. Two units in a hex bordered by two or more river hexsides could each cross different hexsides, as long as only one unit crosses a specific hexside.
- A bridged river hexside with a *Blown Bridge* marker is considered unbridged.

11.32 BRIDGED RIVER HEXSIDES: There is no limit to the number of units that may cross a *bridged* river hexside, unless the hex being entered is in enemy control. Only one unit may cross a given bridge hexside into an enemy-controlled hex in a single activation, even if the hex moved into is friendly-occupied.

11.4 Bridge Demolition Check 17+

Each time a German unit enters a hex bordered by an intact bridge, and Allied supply can be traced to the hex directly across the bridge hexside, conduct a bridge demolition check. Roll the die. On a result of 1 or 2, the bridge is destroyed; place a *Blown Bridge* marker. On any other result, the bridge is intact.

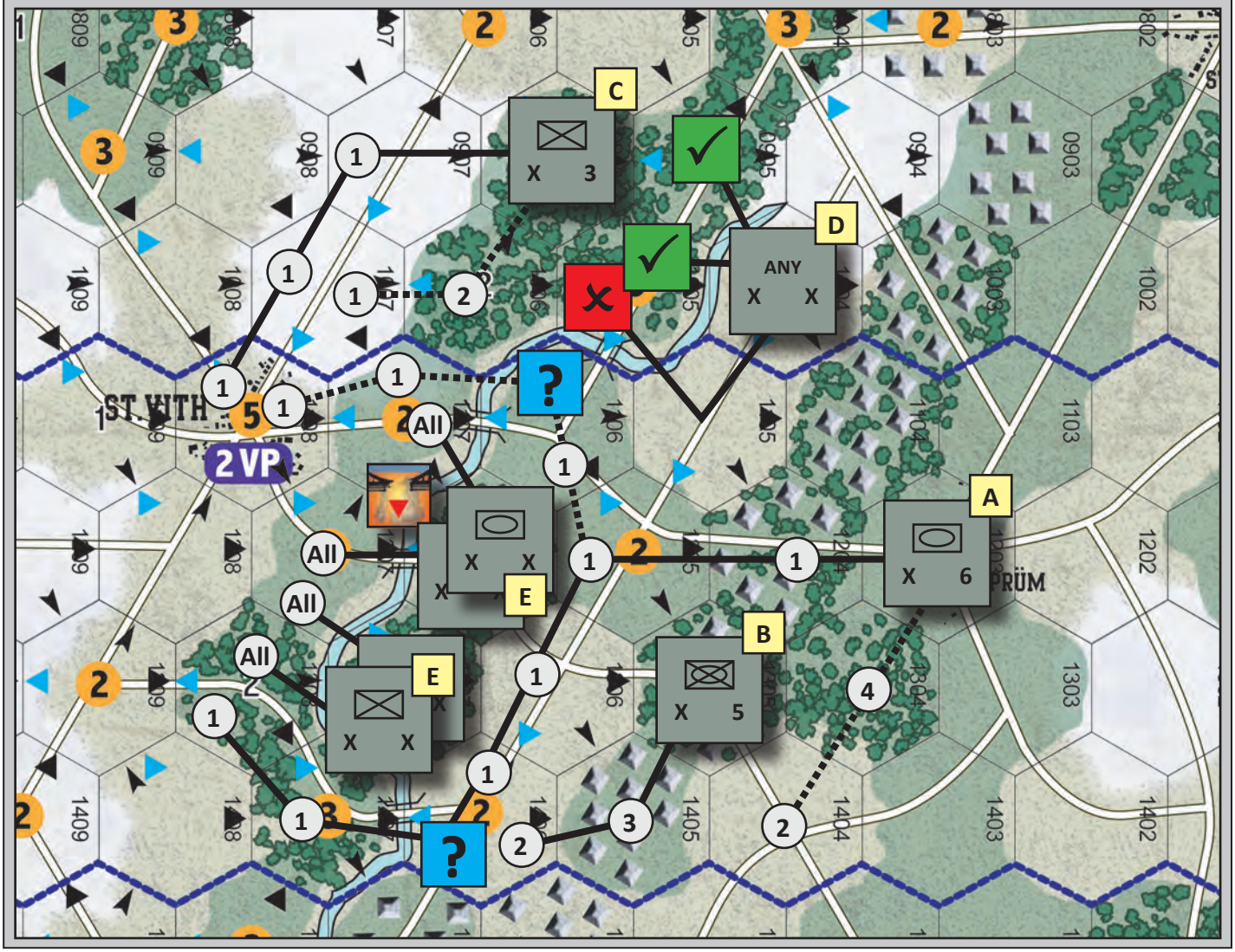
11.41 OPERATION GREIF: You may play the *Operation Greif* reaction immediately after the die roll to negate the demolition.

11.42 SINGLE CHECK PER ACTIVATION: A given bridge hexside is checked for demolition only once in a single German activation, regardless of how many German units enter a hex bordered by the bridge.

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Illustration of Movement [11.2, 11.3 and 11.4]:

- **A**: The armor unit moves 6 hexes expending 6 MPs by using the road at a cost of 1MP per hex entered to threaten the main road going southwest from St. Vith (or it could reach St. Vith directly expending 5 MPs). The mechanized unit movement costs for entering forest and broken terrain (not using a road) are shown. Note that when the unit's path enters a hex adjacent to a bridge (hexes marked with the "?" symbol), you conduct a bridge demolition check at that instant.
- **B**: The mechanized unit moves 2 hexes expending 5 MPs. The movement costs for entering woods and broken terrain (not using a road) are shown. Note that when unit A triggered a bridge demolition check in hex 1406, unit B's entry into that hex in the same activation cannot trigger a second check.
- **C**: The infantry unit moves 3 hexes expending 3 MPs. Unlike mechanized units, infantry movement costs 1 MP per hex unless entering into forest.
- **D**: A unit must start adjacent to an unbridged river to cross it.
- **E**: Only one unit may cross an unbridged river hexside (including a blown bridge), so each of the four units must cross the river at different hexsides.



11.5 Stacking Units

More than one friendly unit may occupy a hex; this is called stacking. The maximum number of units that may occupy a hex is **three units or six steps**.

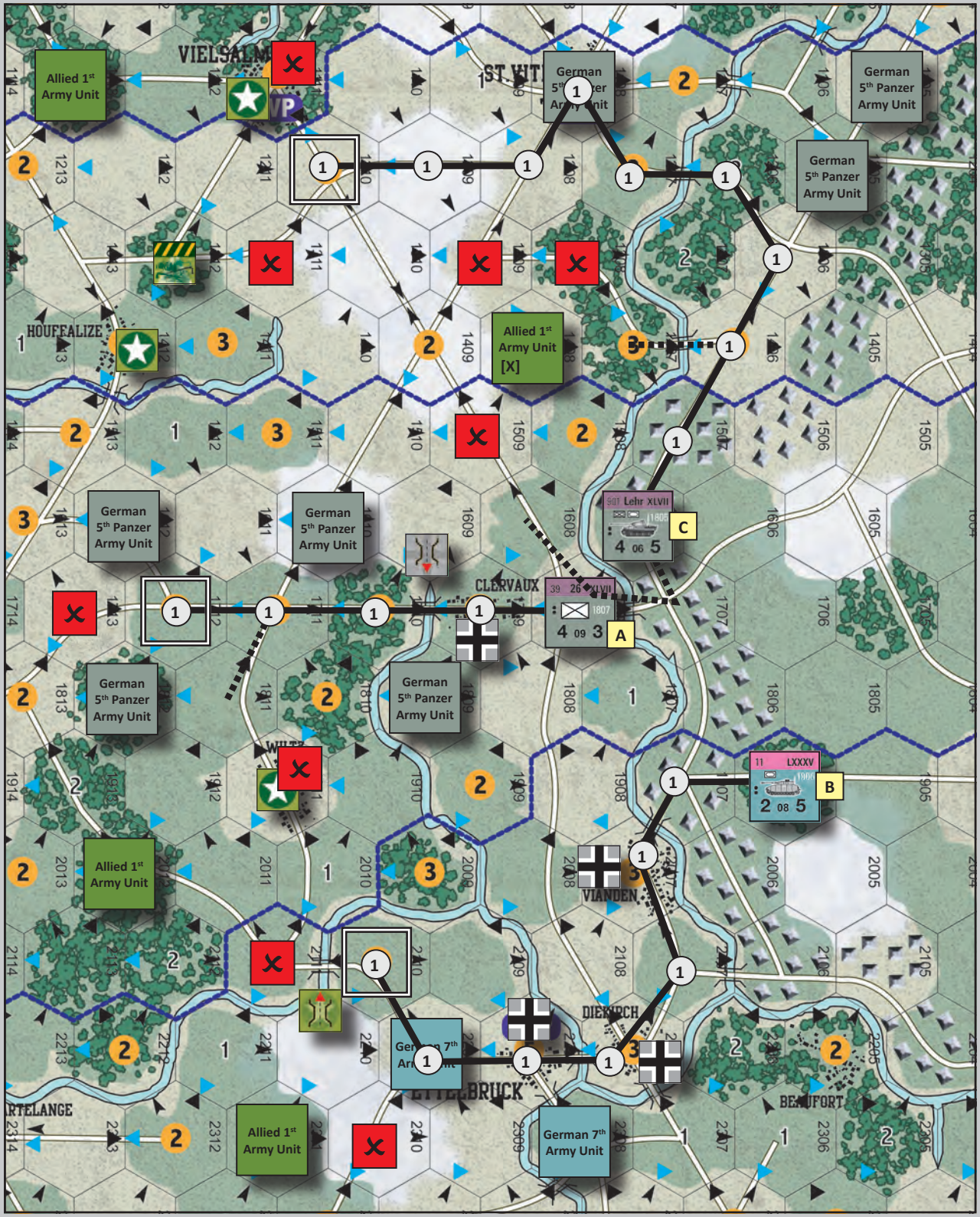
> **Example**: If a four-step unit and a two-step unit occupy a hex, a third unit could not stack with them. If three one-step units occupy a hex, no more units can stack with them.

Stacking limits must be observed at all times, except during the movement portion of an activation and during retreat or advance after combat. That is, units may move through other units in violation of stacking limits but when all movement in an activation is complete, stacking limits are enforced. If German units are found to be in violation of stacking limits after completing movement, retreat or advance, you must reduce or eliminate units to meet the limits.

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Illustration of German Strategic Movement [11.6]:

- **A**: The German infantry unit (hex 1708) has 5 strategic MP allowance (3 MP plus bonus of 2 MP), but it cannot spend the last MP available in hex 1713 since this would place it further west than any other unit in its army. It also cannot enter Wiltz (Allied town).
- **B**: The German armor unit (hex 1906) has 10 strategic MP allowance (5 MP x 2). After expending 7 MP, it stops, since it cannot cross an Allied bridge.
- **C**: The German armor unit (hex 1607) has 10 strategic MP allowance (5 MP x 2).Two strategic movement options are blocked by the well-placed (if weak) Allied unit at the crossroads southwest of St. Vith. Using 9MP, the unit follows a circuitous route to reach adjacent to Vielsalm. It cannot proceed further because of the Allied roadblock. Regardless, it cannot enter Vielsalm (Allied town).



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11.6 German Strategic Movement Bonus

An active German unit in supply that begins its move in a road hex and not adjacent to an enemy unit may move with an increased movement allowance as long as it conducts its entire movement within the following restrictions:

- The unit must move through hexes connected by roads.
- The unit may not move adjacent to a roadbock or an enemy unit, even a unit that exerts no control.
- The unit may not enter an Allied town or city.
- The unit may not cross an Allied bridge.
- The unit may not enter a hex further west than the westernmost unit in its army.
- The unit may not exit the map and may not enter a hex on the map edge.

> **Example**: If the farthest west unit in the 5th Panzer Army is in hex 1316, a unit in the 5th Panzer army using strategic movement may not enter any hex ending in a number higher than xx16.

A unit conducting strategic movement has its movement allowance increased as follows:

- German armor and mechanized infantry: Movement Allowance is **doubled** (to **10** or **12**)
- German infantry: Movement Allowance is **increased by two** (to **5**)

11.7 German Army Boundaries

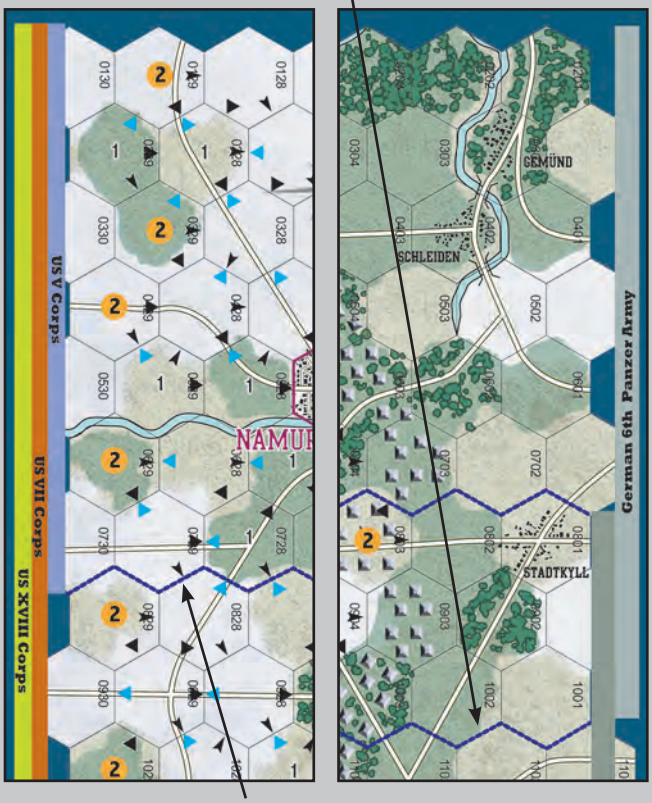
German units are initially restricted in the areas they can move on the map depending on the army to which the unit belongs.

11.71 RESTRICTIONS: Boundary lines for the German 6th Panzer Army, 5th Panzer Army and 7th Army are printed on the map. Until movement restrictions are lifted (11.72), no German unit may move outside of its army boundary (**Exception**: units of the OKW Reserve may move anywhere on the map). The boundaries of the German 5th Panzer Army overlap the 7th Army to the south and the 6th Panzer Army to the north. Units of both armies may operate in overlapping areas.

A German unit may attack across its army boundary but may not advance across the boundary. A unit may retreat across an army boundary only if that is the only possible route of retreat for the unit. A unit that retreats across an army boundary may subsequently move only if each hex entered is across or closer to the unit's army boundary line. This requirement is immediately removed as soon as the unit moves within its army boundary.

11.72 RESTRICTION DATES **16-19** : German Army boundary restrictions are in effect at the start of December 16. All such restrictions are lifted beginning December 20.

Until movement restrictions are lifted, German 6th Panzer Army units cannot move south of this boundary (outside of the army's area)



Active US V Corps units in reserve may only be deployed north of this line

11.8 Allied Corps Boundaries

Corps boundaries only affect where Allied reserve units may be deployed.

11.81 RESTRICTIONS: Boundary lines for the Allied corps are printed on the map. Once deployed to the map, Allied units may move, retreat or advance without restriction due to corps boundaries (**Exception**: 11.82). See 9.4 for more detail on Allied reserve unit deployment.

11.82 BRITISH XXX CORPS RESTRICTIONS: Units of the British XXX Corps may not move or advance into a hex east of the Meuse River until:

- the moment a German unit enters a hex adjacent to the Meuse River, or
- **26+** the game day is December 26 or beyond.

Once either of these occur, units of XXX Corps may move anywhere on the map. **Exception**: if **29A**.XXX is deployed in 1126 (Dinant) per 9.61, the unit may move anywhere on the map.

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11.9 Exiting the Map (German Only)

A supplied active German unit may exit the map from any hex on the west map edge or north map edge west of the Meuse River, containing a road leading off the map. A supplied unit in a valid map edge hex spends one Movement Point to exit the map.

11.91 RESTRICTIONS: A unit may not exit the map from a hex controlled by an enemy unit. A unit may not exit the map if using strategic movement, or if in low supply, out of supply, or isolated.

11.92 EXIT VPS AND NO RE-ENTRY: You earn VPs for exiting German units. Once a unit exits the map, it may not re-enter play (see 18.1).

12. ZONES OF CONTROL (ZOC) AND ALLIED LINES

Every undispersed, non-isolated unit with a non-bracketed combat strength exerts control into the six adjacent hexes. Control inhibits enemy movement, retreat, advance and the tracing of enemy supply.

BRACKETED COMBAT STRENGTH: Some units lose the ability to exert control as they lose steps, noted by their combat strength becoming bracketed. A unit with a bracketed combat strength does not exert control unless in a town or city hex or a German unit in a Westwall hex. Two units with bracketed combat strengths stacked together in a hex **do** exert control.

ISOLATED & DISPERSED: Units that are isolated or dispersed do not exert control, even if in a town or city or stacked with another unit.

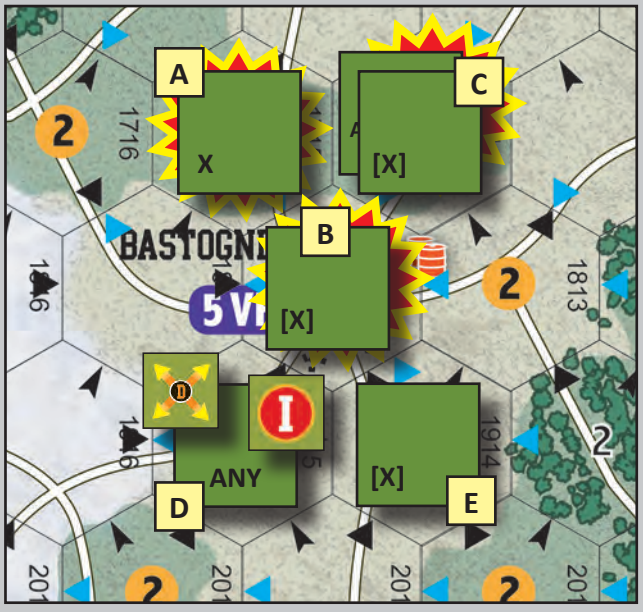
12.1 Effects of Control

- A unit must stop movement upon entering an enemy-controlled hex and cannot move further that activation.
- A unit that starts its move in an enemy-controlled hex must pay an additional Movement Point to exit the hex, and may not move directly into an adjacent enemy-controlled hex. The presence of other friendly units in the adjacent hex does **not** negate this effect.
- Friendly communication and supply may be traced from but not through an enemy-controlled hex, unless that hex is occupied by a friendly unit.
- A unit may retreat into an enemy-controlled hex, within the retreat priorities of 13.7. If the hex is occupied by a friendly supplied unit there is no penalty. If the hex is unoccupied, or occupied only by a friendly unsupplied unit, the retreating unit or stack must lose a step.
- A unit may ignore enemy zones of control when advancing one hex. If advancing a second hex, the unit may not advance from one enemy-controlled hex to an adjacent enemy-controlled hex. **Exception:** An advancing unit following the path of retreat of a unit that retreated two hexes may ignore enemy zones of control if following the path of retreat into the second hex.
- A hex may be mutually controlled by opposing units. There is no additional effect when more than one unit exerts control into a hex.

Illustration of ZOC Effects with Units [12.0]:

These undispersed units **DO EXERT** a ZOC:
- **A**: unit with **non-bracketed** combat strength;
- **B**: unit with **bracketed** combat strength in a **town** or **city** hex;
- **C**: unit with bracketed combat strength stacked with any other undispersed units.

These units **DO NOT** exert a ZOC:
- **D**: any unit that is dispersed or isolated;
- **E**: single unit with **bracketed** combat strength **not** in a town or city hex.



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12.2 The Allied Front Line

At the start of play, the setup of Allied forces creates an unbroken line of Allied units or their ZOCs from the north map edge to the south – this is the initial Allied front line. The Allied front line may shift, stretch and bulge, but is considered intact as long as a German communication path **cannot** be traced from a hex on the west map edge to a hex on the east map edge free of Allied units or their zones of control (14.1).

GAP IN THE LINE: If at any time, a German communication path **can** be traced from the west to the east map edge, the Allied front line is considered to have a **gap**. The game system controls the Allies in such a way as to attempt to keep the line free of gaps, and if gaps appear, to close them or keep them from enlarging. Your goal as the German player of course is to create gaps in the Allied lines, enlarge them and drive through to your objectives.

HOW TO LOOK FOR GAPS: At certain times during play, you will be judging if a particular Allied unit movement or advance after combat would create a gap in the line; that is, create a path from a German unit to the western map edge free of Allied towns and cities, and Allied units and their ZOCs. At other times you will be judging if an Allied movement would make an existing gap wider – that is, increase the number of hexes counted between the Allied units on either side of the gap.

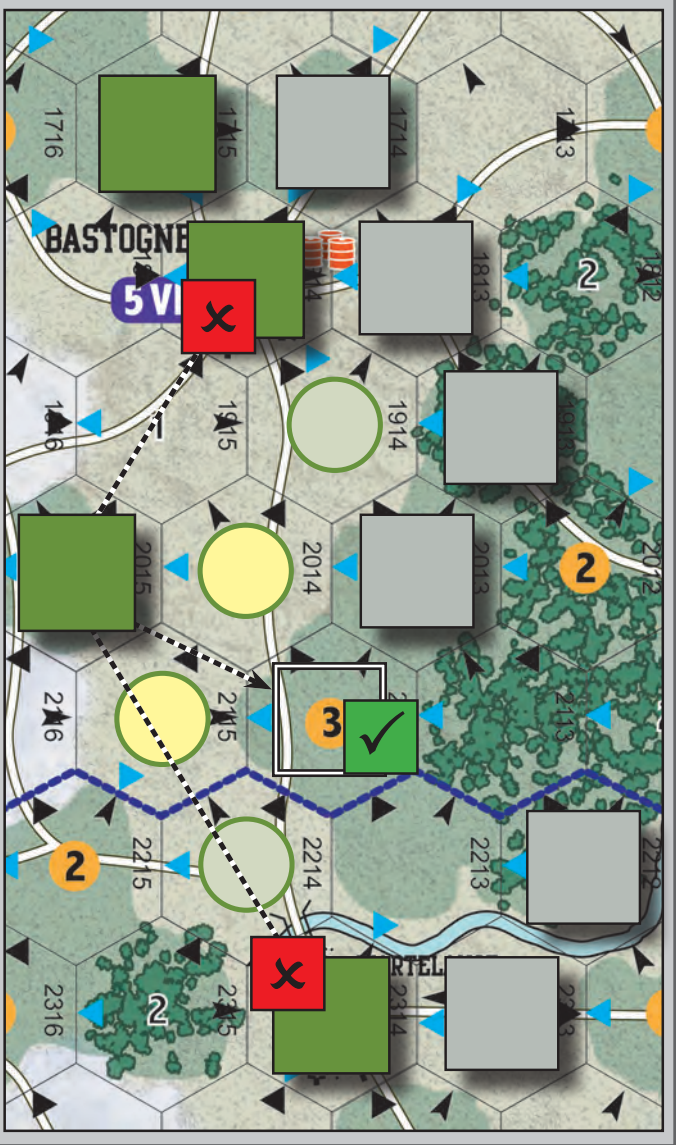
Many Allied movements are not allowed if the move would create or enlarge a gap in the Allied line. Specifically:

- If a movement action on an Allied Action card includes the *Preserve Line* restriction, a unit will not move into a hex if doing so would create or enlarge a gap in the line. Note that if the action instruction does not include the *Preserve Line* restriction, Allied units will move without regard to maintaining the line.
- A unit will not advance after combat into a hex if doing so would create or enlarge a gap in the line.

When checking for gaps in the Allied line remember that a lone unit with a bracketed combat strength does not have a ZOC unless in a town or city, and a dispersed unit does not have a ZOC at all. A hex adjacent to such a unit is a potential gap, unless in the zone of control of another Allied unit.

XXX CORPS AND THE ALLIED FRONT LINE: When any units of XXX Corps are in play, the definition of a gap in the Allied line is expanded: A gap exists if you can trace a path of hexes from a German unit east of and not adjacent to the Meuse River to a XXX Corps unit west of the Meuse River; the path may not pass through an Allied town or city, or a hex occupied or in the ZOC of an Allied unit east of the Meuse River. This definition is in addition to the basic definition.

Illustration of the Allied Front Line [12.2]: The front line remains intact as long as there are no more than two hexes between any pair of Allied units with ZOCs (each side of the pair projects a ZOC into one of those two hexes). If an action with the Preserve Line restriction or an advance after combat would open up a three hex distance or force an even wider separation, that action or advance could not be performed. For example, if an action included the Preserve Line restriction, the Allied unit in hex 2015 could not be caused to move to either Bastogne or Martelange, since this would cause a break in the line at hexes 2014 and 2115. Such an action that caused the unit to move to hex 2114 or to enter hex 2014 to attack the German unit in hex 2013 would be allowed because it does not cause a gap in the line (due to the ZOC).



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13. COMBAT

Combat occurs during your impulse, when your units attack Allied units; and during the Allied impulse, when Allied units attack your units.

GERMAN COMBAT SEQUENCE

After you have completed moving your active units in an activation, you may have any of your active units attack adjacent enemy units. Combats are declared and resolved one at a time, in any order you choose. You are the **attacker** and the Allies are the **defender**. Each combat is against all the enemy units in one hex and is resolved in the following sequence:

1. DECLARE TARGET AND ATTACKING UNITS

Choose an enemy-occupied hex adjacent to at least one active unit as the target of the attack, and choose which of your active units adjacent to the target hex are participating in the attack.

2. PLAY COMBAT TACTIC CARDS

You may play a number of cards as combat tactics for the attack, but no more per activation than the Command Value of the activating card (13.33). If the combat tactic allows additional units to join the attack, select and move those units.

3. DRAW ONE ALLIED COMMAND CARD

Draw one Allied command card if at least one Allied unit is in supply (skip on the first German impulse of December 16).

- If the card's formation matches that of the defending units, and the defending units are in communication, check for an undetected Allied defender (13.2).
- If the formation is not a match, and the card lists a combat tactic, apply the tactic, even if the defending units are not in communication (13.3).
- If neither of the above applies, the card has no effect on the combat.

4. DRAW COMBAT CHITS

Draw combat chits from the combat chit cup.

- **Minimum Draw.** Draw a number of chits equal to the total number of steps in the defending units, at minimum. You may then stop, or you may draw additional chits up to a specified maximum.
- **Maximum Draw.** If you continue, declare a total chit draw up to the number of your attacking units. Other factors may increase or decrease the maximum allowed (13.4). You must then draw additional chits to reach your declared maximum.
- **Examination.** As each chit is drawn, check to see if the situation on either side of the chit applies to the combat. If so, the chit is retained for step 5. If not, the chit is set aside (but still counts as a chit draw).

5. CALCULATE HITS

Once you stop drawing chits, add up the number of defender hits and attacker hits listed on the retained combat chits to arrive at hit totals incurred by the defender and the attacker.

6. APPLY HITS TO DEFENDING ALLIED UNITS

Apply each hit incurred by the defending units as a step loss or retreat, in accordance with the Allied hit application priorities. If the defending units occupy an improved position, the *IP* marker is removed to satisfy the first hit.

7. APPLY HITS TO YOUR ATTACKING UNITS

The first attacker hit must be applied as a step loss. The second and third hit may be applied by dispersing all attacking units or as step losses. All subsequent hits must be applied as step losses.

8. ADVANCE AFTER COMBAT

If the defending units retreated or were eliminated and the attacking units are not dispersed, you may advance your attacking units into the hex vacated by the defending units (13.8). If the defending units retreated two hexes or were eliminated, attacking mechanized units may advance two hexes.

9. CLEAN UP

Discard any combat tactic cards played and set aside all the drawn combat chits.

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ALLIED COMBAT SEQUENCE

Allied units attack German units during the Allied impulse, as called for by an Allied Action Card. Allied combats are resolved one at a time. The Allies are the **attacker** and you are the **defender**. Once you have determined that a specific German-occupied hex is the valid target of an Allied attack, per the instructions on an Action Card, resolve the combat in the following sequence:

1. MOVE PROXIMATE ATTACKING UNITS TO THE TARGET

If called for in an action card's instructions, move eligible active Allied units that are proximate to the target to hexes adjacent to the target to participate in the attack. The action description may include additional instructions for bringing other Allied units to the attack.

2. DRAW ONE ALLIED COMMAND CARD

Draw one Allied command card. If the card lists a combat tactic, apply the tactic to the combat (13.3).

3. PLAY ONE GERMAN COMBAT TACTIC CARD

You may play one card as a combat tactic for your defending units (13.3). If you play the *Reinforce Battle* combat tactic you may move a German unit/stack proximate to your defending units into their hex. Note that the total combat strength of the reinforcing unit/stack may not exceed the combat strength of the defending units.

4. DRAW COMBAT CHITS

Draw combat chits from the combat chit cup.

- **First Minimum Draw.** First, draw a number of chits equal to the total number of steps in your defending units.
- **Continue to Maximum or Break Off.** Then continue drawing chits one at a time until you reach the maximum number of chit draws allowed to the Allied Attackers (13.4), or until the combat results on the chits drawn thus far trigger a break off of the Allied Attack (13.42).
- **Examination.** As each chit is drawn, check to see if the situation on either side of the chit applies to the combat. If so, the chit is retained for step 5. If not, the chit is set aside (but still counts as a chit draw).

5. CALCULATE HITS

Once you stop drawing chits, add up the number of defender hits and attacker hits listed on the retained combat chits to arrive at hit totals incurred by the defender and the attacker.

6. APPLY HITS TO YOUR DEFENDING UNITS

Apply hits by removing one step per hit or retreating all units one hex per hit. If the defending units occupy an improved position, the *IP* marker is removed to satisfy the first hit. Up to two defender hits may be satisfied by retreat; all other hits must be satisfied by step losses

7. APPLY HITS TO ATTACKING ALLIED UNITS

The first attacker hit is applied as a step loss. Apply additional hits by dispersing all attacking units or applying additional step losses, per 13.53.

8. ADVANCE AFTER COMBAT

If the defending units retreated or were eliminated and the attacking units are not dispersed, conduct advance checks for Allied attacking units to see if any advance after combat (13.8). If the defending units retreated two hexes or were eliminated, attacking mechanized units may advance two hexes.

9. CLEAN UP

Discard any combat tactic cards played and set all the drawn combat chits aside.

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13.1 Attack Eligibility

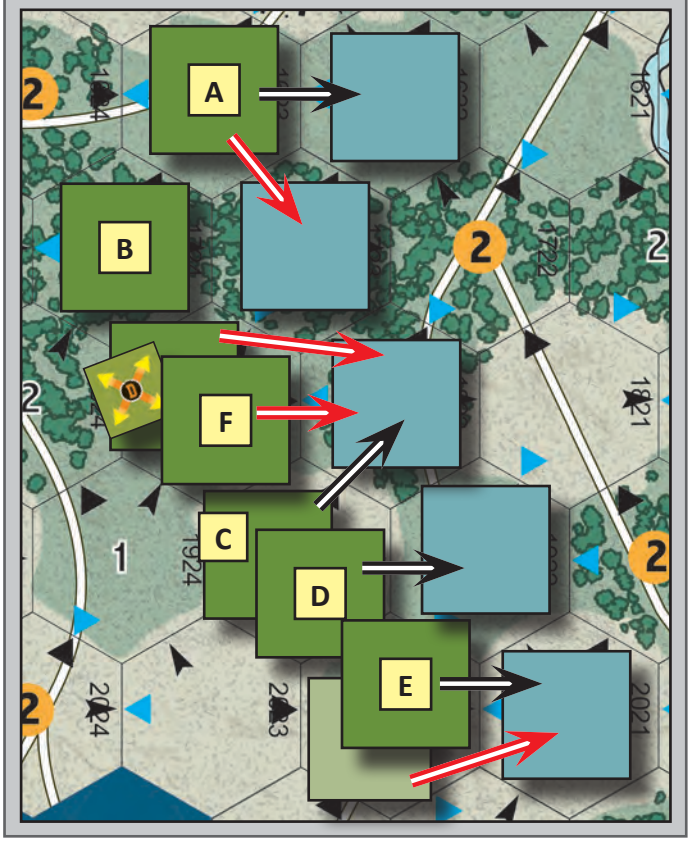
The attacker may attack only one hex at a time in a single combat. Any number of activated units in hexes adjacent to the target hex may participate in the attack. Units are not required to attack. Some units in a stack may participate while others do not. Inactive German units may not attack, even if stacked with activated units, unless allowed by the play of the *Reinforce Battle* or *Assault Coordination* combat tactic card.

A unit may participate in only one attack in a given activation. A defending unit may only be attacked once in a given activation (however, see 13.74).

Units that are dispersed, out of supply, or isolated may not attack. German mechanized units that are out of fuel (14.51) may not attack.

Illustration of Attack Eligibility [13.1]: This illustration applies to both the German player and the Allied system intelligence, but it does not illustrate how the Allied system intelligence selects which attacks occur.

- **A**: The attacker may attack only one hex at a time.
- **B**: Units are not required to attack.
- **C:** A unit may attack while another unit stacked with it attacks a different hex or not at all.
- **D**: A unit may participate in only one attack in an activation.
- **E:** Inactive units may not attack unless allowed by a combat tactic or Allied action card.
- **F:** A defending unit may only be attacked once in an activation and a unit that is dispersed or unsupplied may not attack.



13.2 Undetected Allied Defenders

In Step 3 of a German attack, draw one Allied command card if at least one Allied defender is in supply. If the formation on the card matches that of any of the defending units, and the defending units are in communication, not in **danger of surround** and possess fewer than four steps in total, check for an undetected Allied defender.

> **Example**: You are attacking two reduced Allied infantry units in US V Corps, 16.**1**.V and 393.**99**.V (two steps total). You would check for an undetected Allied defender if you drew a card with any of these formations: the 1st Division, the 99th Division, V Corps, 1st Army or the 21st Army Group. If the two units are full strength (four steps total), you would not check for an undetected Allied defender.

If there is a match, check to see if a unit in the Reserve Units box is eligible for placement as an undetected Allied defender; if not, check all **out-of-contact** on-map units for an eligible unit (see 9.3 for definition of out-of-contact units).

ELIGIBILITY: A reserve or out-of-contact unit is eligible if:

- In the division listed on a division command card; or
- In the corps listed on a corps command card, with preference given to units in the same division as the defending units; or
- In the army listed on an army command card, with preference given to unit in the same division as the defending units, then in the same corps; or
- For the 21st Army Group command card, a unit is eligible if in the same army as the defending units, with preference given to unit in the same division, then in the same corps.

PLACEMENT: If a unit is eligible to be an undetected defender, place it in the defending hex. The unit participates in the current combat. If more than one unit is available within the preferences listed above, take a reserve unit before taking an out-of-contact unit, then take the lowest numbered unit.

13.21 CHECK FOR COMBAT TACTICS: If the Allied command card does not result in an undetected defender for any of the following reasons, apply the card's combat tactic(s) to the combat, if any (13.3).

- The defending units are out of communication.
- The defending units are surrounded or in danger of surround.
- The defending units possess four or more steps.
- None of the defending unit's are in the card's formation.
- No reserve units or out-of-contact units are eligible for placement as an undetected defenders.

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13.3 Combat Tactics

PLAYING GERMAN COMBAT TACTICS: In step 2 of a German attack and step 3 of an Allied attack, you have the opportunity to play a limited number of cards from your hand as combat tactics, as long as at least one of your units involved in the combat is in supply and not dispersed.

DRAWING ALLIED COMBAT TACTICS: In step 3 of a German attack and step 2 of an Allied attack, you draw one Allied command card as long as at least one participating Allied unit is in supply.

- If the Allies are **attacking** and the card lists a combat tactic, apply it to the combat.
- If Allies are **defending** and meet the requirements of 13.2, the command card is checked for an undetected Allied defender first. If the check does not result in an undetected Allied defender and at least one defending unit is not dispersed, apply the combat tactic listed on the card (if any).

BENEFITS: Each combat tactic provides a specific benefit described on the EVENTS & TACTICS player aid. In addition, each combat tactic played by the attacker allows him to draw an additional combat chit (13.4), even if that tactic provides no other tangible benefit.

13.31 APPLIES TO ONE COMBAT: A card played as a combat tactic applies only to the combat for which it is played. Combat tactics benefit any supplied units of any formation, regardless of the formation listed on the card.

13.32 COMBAT TACTIC WILD CARDS:

- You may play a **German Army** or **Army Group** card as a "wild" combat tactic. You choose any combat tactic available to the Germans and declare its use in the combat (whether attacking or defending) when you play the card.
- If an **Allied Army** or **Army Group** card is drawn as a combat tactic, the Allies receive two combat tactics for the combat: *Artillery* and *Airpower*. If attacking, the Allies also receive two additional combat chit draws.

13.33 GERMAN COMBAT TACTIC LIMITS: The maximum number of combat tactic cards you can play in a given German **activation** equals the **Command Value** of the activating card.

> **Example**: When playing the XLVII Panzer Corps card (Command Value 3) to activate units, a total of three combat tactic cards can be played for all attacks by those units. If you were to use three combat cards for your first attack in the activation, you would not be able to play any combat tactic cards for subsequent attacks in the same activation.

During the Allied impulse you may play **only one** combat tactic card in response to each Allied attack.

PROHIBITIONS: You may not play combat tactics in the following cases:

- The Peiper / 150th Panzer Brigade command card has a Command Value of **0**; therefore, if played to activate either unit, no combat tactics may be played for an attack conducted by that unit in that activation.
- You may not play combat tactics to support the VDH unit, even if in supply. See the details for the *von der Heydte* command event described on the EVENTS & TACTICS player aid.

13.34 ADDITIONAL ALLIED COMBAT TACTICS: When attacking, the Allies may receive combat tactics in addition to a combat tactic gained from a command card draw.

- The Action Card calling for the attack may list one or two combat tactics. These apply to all attacks called for by the card.
- Every attack by a formation activated by an Army card receives the *Tank Battalion* combat tactic.
- Every attack by a formation activated by the 21st Army Group card receives the *Artillery* and *Airpower* combat tactics.

The effects of each Allied combat tactic are applied to the combat and the Allies receive an additional combat chit draw for each. If the Allies receive the same combat tactic twice in a single attack (such as two *Artillery* combat tactics) the specific effects of the two combat tactics are not cumulative, however, the Allies still receive two additional combat chit draws.

13.4 Drawing Combat Chits

MINIMUM DRAW: Draw combat chits blindly from the combat chit cup one at a time. The required minimum number of draws equals the number of **steps** in the defending units, regardless of any combat cards played or other factors.

> **Example**: If a hex under attack contains a two-step unit and a one-step unit, you must draw three combat chits.

OPTION TO CONTINUE: When you are attacking and have drawn the minimum number of combat chits required, you may choose to stop there or to draw any number of additional chits, up to a total equal to the maximum allowed. You must choose the total number you will draw prior to drawing any additional chits. Once you have decided, draw that number of chits and only that number of chits.

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When the Allies are attacking you continue to draw combat chits **one at a time** up to the maximum number allowed or until the Allies break off the combat (13.42), whichever occurs first.

MAXIMUM DRAW: The maximum number of combat chits allowed equals the number of attacking **units** (not steps) **with non-bracketed combat strength,** with the following modifications:

+1 chit for every attacker combat tactic.
+1 chit if the attacking units include one or more elite units.
+1 chit for each attacking unit with three or four steps.
+1 chit if the defender is out of supply.
+2 chits if the defender is isolated.
-2 chits if the *Screen* combat tactic is in effect for the Allied defender.

MANDATORY MINIMUM: If the calculated chit draw maximum is equal to or less than the required minimum draw, the attacker draws just the required minimum number of combat chits. Never draw less than the required minimum.

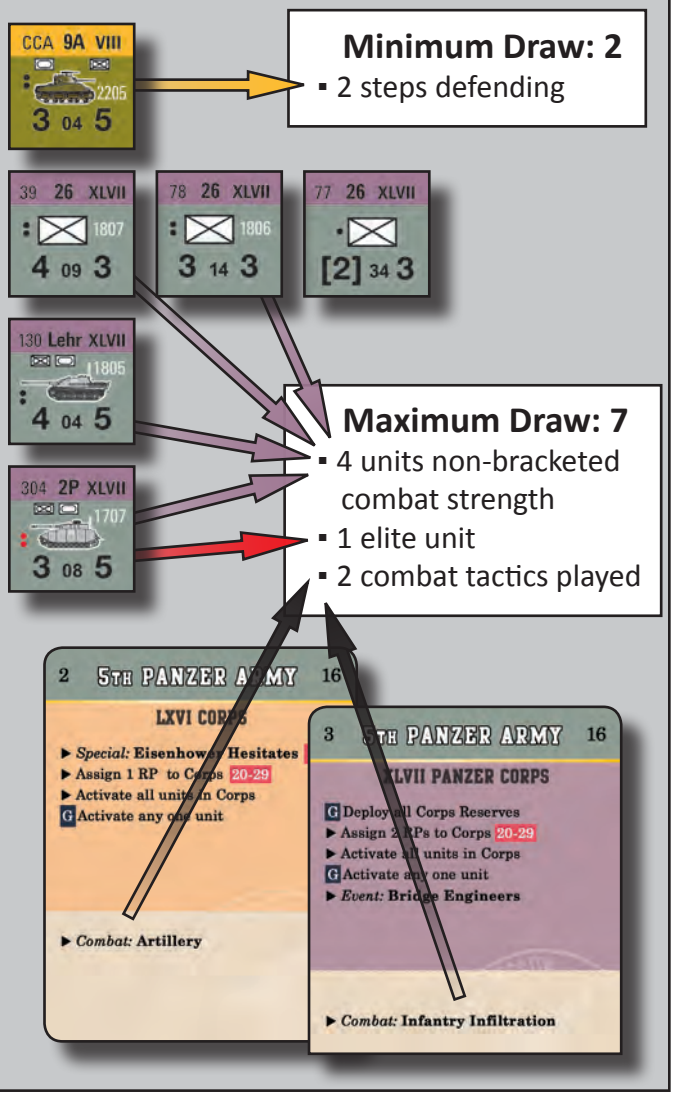
13.41 COMBAT CHIT SITUATIONS: As you draw each combat chit, check the situation listed on the front and back of the chit.

- EITHER: If either situation applies to the combat, retain the chit and place it in front of you with the applicable side up.
- BOTH: In some cases, both situations on the chit may apply. If so, use the side with priority, indicated by a **P** symbol.
- NEITHER: If neither situation applies, set the chit aside; it is not returned to the cup and still counts as a chit draw.

Combat chits list the following situations:

Combat Ratios are a comparison of the attacker's combat strength to the defender's combat strength. To determine if a combat ratio situation applies, add up the strength of all attacking units and all defending units and compare the two. The attacker's strength is given first in the ratio. Include bracketed combat strengths in the calculation.

Illustration of Combat Chit Draw [13.4]: Five German units are attacking an Allied unit with two steps. One of the five units has bracketed combat strength. The German player played two combat tactic cards and one attacking unit is elite. A minimum of two chits must be drawn and a maximum of seven chits may be drawn. After drawing and inspecting the first two chits, the German player must declare that he is drawing zero to five more chits. Once declared, he must draw that number and abide by the results of the drawn chits.



Combat Ratio Examples:

≥ 3:1 The attack strength is at least three times the defense strength *e.g. 9:3*

> 1:1 The attack strength is greater than the defense strength *e.g. 5:4*

< 2:1 The attack strength is less than two times the defense strength *e.g. 5:3*

≥ 8:1 The attack strength is at least eight times the defense strength *e.g. 16:2*

< 1.5:1 The attack strength is less than one and a half times the defense strength *e.g. 7:5*

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Terrain affects the calculation of combat ratios in the following situations:

- The strength of units defending in a city hex is **doubled**.
- The strength of German units defending in a Westwall hex is **doubled**.
- The total strength of units attacking across a river hexside is **halved**; round down any fractions to the nearest whole number.

> **Example:** If two units with a total strength of seven are attacking across a river, their strength is halved and rounded down to three.

Terrain such as **clear, broken, woods, forest, town** or **city** applies if the defending units occupy a hex with one or more of the terrain features listed on the combat chit. Both natural terrain (clear, broken, woods, forest) and built terrain (town or city) can apply in a combat situation.

> **Example:** An attack on Trois Ponts (hex 0812) gives the defending unit(s) the benefit of both town and forest terrain. If the attacker draws a combat chit that lists either or both terrain features, the effect still applies only once for that particular combat chit (13.5).

Dec 16 or Dec 17 applies if the attack occurs on the listed date.

Allied or German Airpower applies if the attacker or defender has played the corresponding combat tactic card.

Attacker or Defender Artillery applies if the attacker or defender has played the corresponding combat tactic card.

Attacker or Defender Elite applies if any attacking or defending units are elite.

Attacker or Defender Green applies if any attacking or defending units are green.

Combat Engineers applies if the attacker (only) played the *Combat Engineers* combat tactic.

Defender Adjacent applies if the defender is adjacent to a non-dispersed unit in supply and friendly to the defender, and which has not yet been attacked in the current impulse.

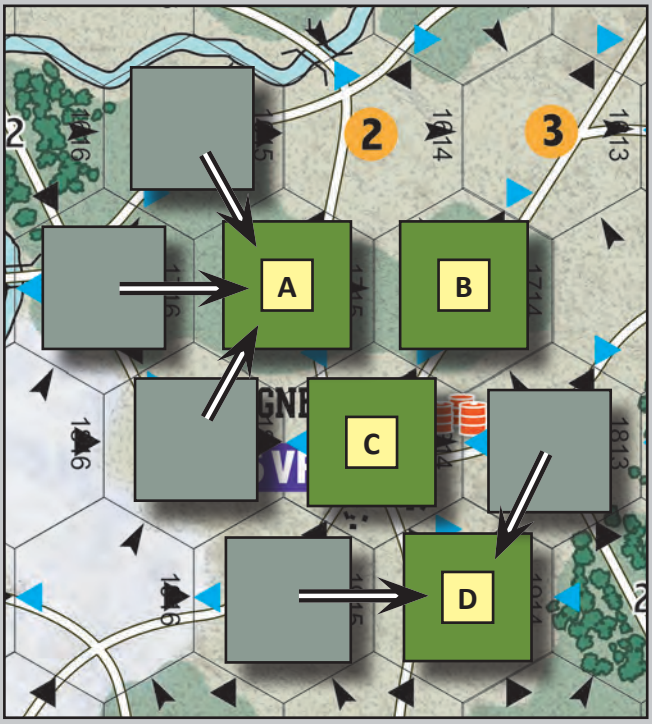
Defender Recon applies if the Allied units defending against a German attack include a recon unit type.

Dispersed or Unsupplied applies if all defending units are dispersed, in low supply, out of supply, isolated or out of fuel.

Flank Attack applies if the attacking units occupy at least three hexes or occupy two hexes not adjacent to each other; or if a German attack is supported by the *Infantry Infiltration* combat tactic. Flank Attack does not apply if the defender is in a town or city.

Illustration of Flank Attack Situations [13.4]:

- **A**: Unit A is flanked because enemy units are attacking it from three hexes.
- **B**: Unit B is not flanked because only one enemy unit is adjacent to it.
- **C:** Even though three enemy units are adjacent to Unit C, it is **not** flanked because it is in a town.
- **D**: Unit D is flanked because it is adjacent to two enemy units which are not adjacent to each other.



Large Attack applies to any attack in which at least **seven** combat chits are drawn.

Allied Attack applies to any attack by Allied units.

5 PZ Army Attack applies to a German attack in which at least half the attacking units are in the 5th Panzer Army.

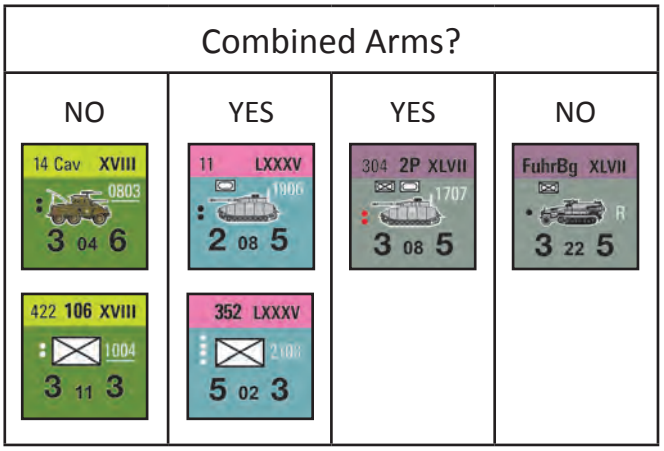
IP Crossfire applies if the defender occupies an Improved Position.

One-Hex Attack applies if all the attacking units are in a single hex. This situation is negated if a German attack is supported by the *Infantry Infiltration* combat tactic.

Only Attacker or Defender Armor applies if only one side has an armor unit in the combat. The *Tank Battalion* or *Panzer Battalion* combat tactic card fulfills this requirement.

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Only Attacker or Defender Combined Arms applies if only one side has both armor plus infantry or mechanized infantry unit types in the combat. All units with both armor and mechanized infantry symbols possess combined arms on their own. The *Tank Battalion* or *Panzer Battalion* combat tactic card fulfills the armor part of this requirement.



13.42 ALLIED ATTACK BREAK OFF: Allied attackers break off a combat (stop drawing combat chits) after drawing the minimum required but before reaching the maximum allowed number of chit draws in either of the following situations.

ALLIED BREAKOFF: The conditions for breaking off the combat described on the Action Card are met. Often an action description will call for break off if the cumulative attacker hit total is one or two hits.

GERMAN ELIMINATION: The cumulative total of hits incurred by the German defenders is sufficient to eliminate them. German defenders will be eliminated if the cumulative defender hits exceed the number of steps in the defending stack by two or more.

> **Example:** If two steps are defending, a cumulative defender hit total of four or more indicates the defenders will be eliminated.

- If the defenders are surrounded and not adjacent to a supplied German unit, reduce the hits required for elimination by one.
- If the defenders occupy a town, city, Westwall or improved position, increase the hits required for elimination by one.

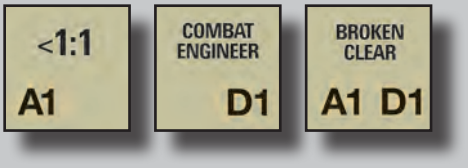
13.43 REPLENISHING THE COMBAT CHIT CUP: Once drawn, combat chits are kept out of the cup. After resolving a combat, place the drawn combat chits to the side with any previously drawn chits until replenishment occurs. Replenishment is triggered when a blue combat chit is drawn. Upon drawing a blue combat chit, return all drawn chits from previous combats to the cup and resume drawing chits for the current combat. Retain chits drawn for the current combat, including the blue chit. The combat chit cup is also replenished at the end of the day; return all chits to the cup at that time.

13.5 Combat Hits

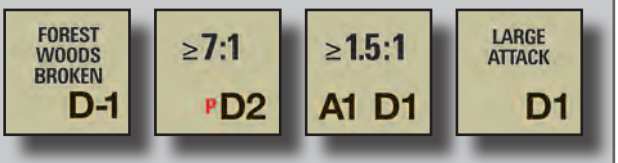
After drawing combat chits and determining which ones apply to the combat situation, calculate the total hits incurred by the attacking and defending units. Each combat chit lists an **A** (for attacker) or **D** (for defender) followed by a numerical hit result, for example **A1** or **D2**. Some chits list hit results for both the attacker and defender, such as **A1 D1**. Some chits list a hit result subtraction, such as **D-1**. Still other chits list **G** for German or **U** for US/Allied followed by a hit number, instead of A or D; these apply to units of that nationality, whether attacking or defending.

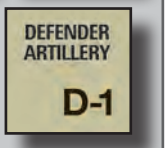
Calculate the hits (add and subtract as necessary) on all the chits for the defender and attacker to arrive at a hit total for each side.

Illustration of Combat Hits [13.5]:

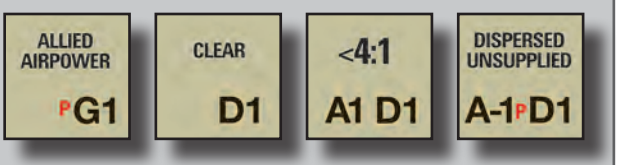


These three chits total A2 D2; two hits to the attacker and two to the defender.





These five chits total A1 D2; although the chits show four defender hits, the two D-1 results reduce the total defender hits to two. If the attacker had stopped drawing with the fourth chit in the sequence, the result would be A1 D3.



Given the combat situation(s) apply, if the German player is attacking, these four chits total A1 D3; if the German player is defending, these chits total A0 D4.

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HIT TOTAL ADJUSTMENTS: The hit total is adjusted in the following situations:

- If the defender occupies a town, city or improved position, or Westwall hex in case of German defenders, the total number of defender hits is reduced by one. The *IP* marker is removed upon conferring this reduction.
- If all defending units are any combination of dispersed, out of supply or out of fuel, the total number of attacker hits is reduced by one.
- If all defending units are isolated, all attacker hits are ignored.

HIT TOTAL LESS THAN 0: A hit total less than 0 (due to subtractions) is treated as 0.

13.51 PROCESSING HITS: After calculating each side's hit totals, apply defender hits to the defending units, then apply attacker hits to attacking units. Apply each hit by removing a step from a unit participating in the combat or by retreating or dispersing all participating units, within the following restrictions:

- Defending units may all retreat one hex to satisfy one hit, or retreat two hexes and disperse all defending units to satisfy two hits. All other defender hits must be satisfied by step losses.
- The first hit incurred by attacking units must be applied as a step loss to one of those units. Up to two additional hits may be satisfied by dispersing all attacking hits. All other attacker hits must be satisfied by step losses.
- You are not required to retreat or disperse German units; you may choose to apply all hits as step losses.

13.52 ASSIGNING HITS TO ALLIED DEFENDERS: Each hit is assigned to Allied units defending in combat either as a one-hex retreat of all units, or a step loss to one unit. Assign each hit one at a time in accordance with the first of the following lettered priorities that applies. If the Allied units are defending in a town, city or improved position hex, reduce the total number of hits by one (and remove the *IP* marker) before checking these priorities.

A. If the defender has already retreated two hexes in this combat, apply a step loss for each remaining hit not yet applied. If not, proceed to B.

B. If the number of hits remaining is equal to or greater than the number of steps in the defending units, retreat one hex. If the number of hits is less, proceed to C.

C. If losing a step would cause the defending unit to exert no ZOC from the hex it occupies, retreat one hex. If the unit would retain its ZOC, proceed to D.

D. Conduct a Hold Check to determine if the defending units take a step loss or retreat. Calculate the defender's Hold Chance as follows:

ALLIED DEFENDER'S HOLD CHANCE

+ **Hold Value** of hex
+ **Steps** in defending units
+2 if all attackers are across a river
-3 if defenders are surrounded or out of communication
+4 if all retreat routes would require an extra step loss (that is the defenders would have to retreat into a hex in German control but not occupied by a supplied Allied unit)
+2 if the defending units have already retreated one hex

Roll the die; if the result is:

- **equal to or less than** the defender's Hold Chance, apply a step loss;
- **greater than** the Hold Chance, retreat one hex.

With each hit applied, repeat these priorities from the top, beginning with Priority A.

Example: Five German units have attacked an Allied armor unit with two steps, resulting in 2 hits to the attacker and 2 hits to the defender. Defender hits are assigned first, following by attacker hits. Hits assigned to the Allied defender use the priorities in 13.52. Hits assigned to German units (in this case attacker hits) use the standard rules of 13.51.

Process the defender hits first by stepping through the four priorities (A-D) selecting the first one that applies (implementing it) and then returning to the top of the list to continue downward again – repeat this process until all hits are satisfied. The first priority that applies is priority B. Retreat the unit one hex (per 13.7), which satisfies one hit. The two-step unit has one more hit to satisfy. Starting at the top of the list again, the first priority that applies is priority D since the number of hits remaining (1) is less than the number of steps in the defending unit (2). Conduct a Hold Check to determine if the unit takes a step loss or retreats. The Hold Chance is 3 (assume this as the Hold Value of the hex) plus 2 (number of steps) plus 2 (unit already retreated) equals 7 total. The die roll is 10, greater than the Hold Chance, so the unit retreats a second hex (per 13.7), satisfies the second hit, and becomes dispersed.

Next, the German player must apply the first hit to one of the attacking units. Now he has two options: (1) if he disperses all his attacking units, he can satisfy the one remaining hit – only up to two hits after the first hit can be satisfied this way; or (2) he applies the second hit to another one of his attacking units (now satisfying both hits as step losses) – if the defender retreated, then his attacking units may advance.

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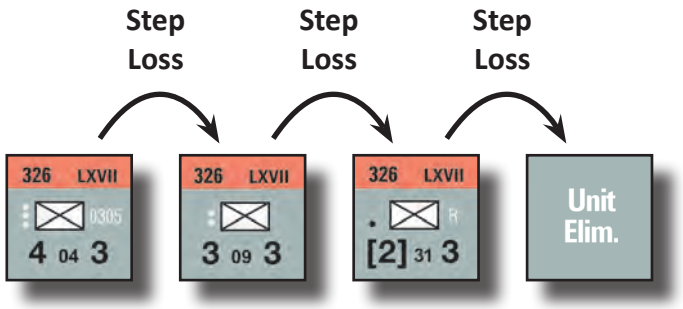
13.53 ASSIGNING HITS TO ALLIED ATTACKERS:
1st hit: The first hit incurred by Allied units attacking in combat is assigned as a step loss.
2nd hit: If the attacking units now have less than four steps, disperse all attacking units. Otherwise, assign the second hit as a step loss.
3rd hit: If already dispersed, no further effect for this hit. If not yet dispersed, disperse all attacking units.
4th hit: If the attacking units have incurred just one step loss in this combat, assign a second step loss. Hits beyond four are not applied to Allied attackers.

13.6 Applying Step Losses

A combat hit assigned as a step loss is applied to one unit that participated in the combat.

- Apply a German step loss to a unit of your choice.
- Apply an Allied step loss to the participating stack with the most steps. Within that stack apply the loss to the multi-step unit with highest selector number. If none, then to the one-step unit with the highest selector number.

To apply a step loss, flip the unit from its full strength side to its reduced strength side, or replace the unit with its replacement counter (marked **R**), showing one less step dot. A one step unit receiving a step loss is eliminated.



13.61 ASSIGN STEP LOSSES EVENLY: If you are assigning more than one step loss to units in a given combat, no unit may be assigned a second step loss until all participating units have been assigned one step loss. Furthermore, when assigning step losses to units that attacked from multiple hexes, units in a given hex may not be assigned a second step loss until one step loss has been assigned to every hex containing attacking units.

13.7 Retreats

The defender (whether Allied or German) in a combat may satisfy one hit by retreating all defending units one hex, or two hits by retreating all defending units two hexes. The attacker may not retreat. **Exception**: The German VDH parachute infantry unit and out of fuel units may not retreat at all.

RETREAT PRIORITIES: Retreats are conducted by moving the units one hex away from the hex they occupied during combat, observing stacking limits at the completion of the retreat, in the following priority order:

1. Into a hex not in enemy control. If none available…
2. Into a hex in enemy control, occupied by a friendly supplied unit. If none available …
3. Into an unoccupied hex in enemy control and in friendly supply. This retreat requires the removal of a step from one of the retreating units. The step loss does not count toward satisfying a combat hit.
4. Into an unoccupied hex in enemy control and not in friendly supply **or** into a hex in enemy control and occupied only by friendly unsupplied units. This retreat requires a step loss, as in Priority 3.

MORE THAN ONE CHOICE: Within any of these priorities, retreat into any hex regardless of terrain. However, retreat is allowed across an unbridged river or into a forest hex not via road **only if** no other hex is available in that priority.

- GERMAN: If there is still more than one choice available when retreating **German** units, you choose.
- ALLIED: If there is still more than one choice available when retreating **Allied** units, retreat into a town or city hex. If none, then in the direction indicated by the withdrawal arrow in the hex. If not possible, enter the hex in the direction closest to the withdrawal direction. If not possible or more than one, then westernmost.

13.71 RESTRICTED HEXES: A unit may not retreat into an unoccupied enemy town or city. An Allied unit may not retreat into a Westwall hex unless occupied by an Allied unit.

13.72 AVOID ELIMINATION: If following the above retreat priorities would result in a unit's elimination when another valid retreat route of lesser priority would not, take the lesser priority route.

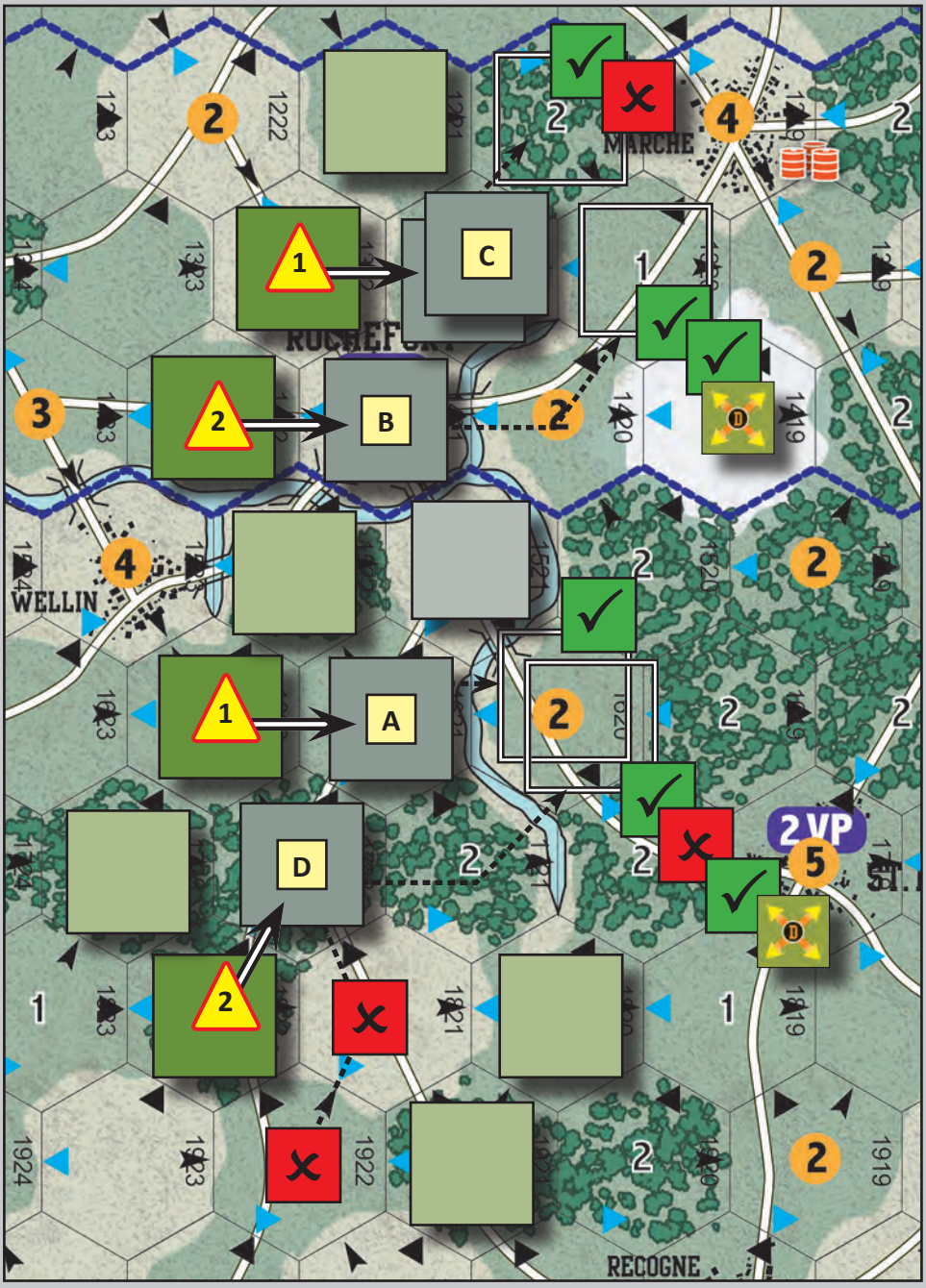
13.73 STAY TOGETHER: When more than one unit in a hex is retreating, all retreating units must retreat together and end in the same hex.

13.74 ALREADY RETREATED UNITS: If a unit ends its retreat in a hex occupied by a friendly unit, and that friendly unit is subsequently attacked in the same activation, the retreated unit contributes nothing to the defense in the attack, its steps are not counted in determining combat chit draws, and its steps may not be removed to satisfy step losses. If the defending unit retreats or is eliminated by the attack, the retreated unit is eliminated.

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Illustration of Retreats [13.7]: General: Since combats are resolved one at a time, the order of resolution will affect the retreat priorities available. Each of the attacking Allied units in this illustration will advance one hex in the direction of the attack arrow (the triangle symbol shows how many defender hits have to be processed by the defending unit). Hits satisfied by retreat and/or dispersal are noted by green checkmark symbols. Hits incurred are noted by red "x" symbols.

- **A**: This two-step unit incurs one hit in combat and can satisfy that hit by retreating one hex. Using retreat priority 1, its only choice is to retreat directly across the unbridged river hexside to the woods hex.
- **B**: This three-step unit incurs two hits in combat and can satisfy both of them by retreating two hexes and becoming dispersed. It uses retreat priority 1 to retreat across the bridge. For the second hex, retreat priority 1 allows retreat into the clear or woods hex, the unit chooses the woods hex.
- **C**: Two two-step units incur one hit in combat. If both units hold position, one step loss is taken. If a one-hex retreat is attempted, both units must retreat together and end up in the same hex together. They cannot use retreat priority 1 to enter hex 1220 or hex 1420 because those hexes are now in enemy ZOC. Nor may the units enter hex 1320 because the overall number of steps in the hex (seven steps for three units) would exceed the stacking limit. Therefore, the two retreating units must now use retreat priority 3, losing an extra step for retreating into an enemy ZOC. In the end, the two units retreat one hex to hex 1220, satisfying the original hit, and then one of them incurs a step loss for using retreat priority 3.
- **D**: This two-step unit incurs two hits in combat. Note that the unit which attacked unit A has advanced and now occupies the hex formerly occupied by unit A (blocking one retreat path option). Normally, unit D must use retreat priority 3 and with more than one choice must first enter the broken hex instead of the forest hex. However, if it follows this path (broken hex then woods hex), it will have satisfied the original two hits from the combat, but will be forced to take two additional step losses, one for each hex using retreat priority 3 – thereby being eliminated. In this case, the alternate path (forest hex then woods hex occupied by the retreated unit A), only incurs one additional step loss penalty. In the end, unit D satisfies two hits by using a two-hex retreat, suffers only one penalty step loss when it passes through the forest hex adjacent to an enemy ZOC, and survives as a dispersed unit.

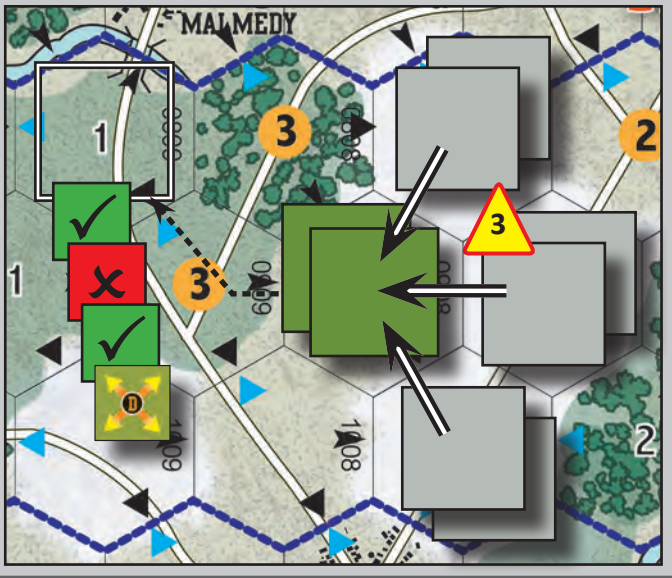


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Illustration of Retreats – Allied [13.7]: Although the retreat priorities of 13.7 always apply to Allied units, the number of hexes retreated is driven by the hit assignment procedure (13.52) and resolution of more than one choice of retreat hex is assisted by the withdrawal arrows.

Two two-step defending Allied units in hex 0908 are attacked by German units and incur 3 hits. First, use the hit assignment procedure to determine whether the hit is assigned as a step loss or as a retreat.

- **Hit 1**: Priority D is the first priority that applies (3 hits remaining are less than 4 steps), so this hit is assigned as a Hold Check. The defending units have a Hold Chance of 4 (the hex has no Hold Value and the units possess 4 steps) and you roll a 7. Both units must stay together and retreat into hex 0909, since this hex is the sole hex that matches retreat priority 1 (13.7).
- **Hit 2**: Priority D is still the first priority that applies (2 hits remaining are less than 4 steps), so this hit is assigned as a Hold Check. The defending units have a Hold Chance of 9 (number of steps plus Hold Value of hex plus 2 because the units have already retreated one hex each) and you roll a 6. Now the hit must be applied to one of the units as a step loss.
- **Hit 3**: The number of remaining hits (1) is still less than the number of steps (3) so another Hold Check is conducted. This time the Hold Chance is 8, and you roll a 9, so this hit is assigned as a retreat. There are three equally valid hexes to retreat into (priority 1 of 13.7). Since a town or city is not one of the choices, but the withdrawal arrow in hex 0909 points to hex 0809, which is a valid choice, both units finally complete a two-hex retreat into hex 0809, reduced by one step and marked with a *Dispersed* marker (for the two-hex retreat).



13.75 TWO-HEX RETREAT: The defender (only) may retreat undispersed units two hexes to satisfy a second combat hit. Upon doing so, the retreating units become **dispersed**. A unit retreating two hexes may retreat through friendly units in excess of the stacking limit. A two-hex retreat must end two hexes away from the combat hex.

13.8 Advance after Combat

If the defender vacates the hex under attack, by retreat or elimination, all undispersed attacking units may advance into the hex, within stacking limits, and regardless of the presence of enemy zones of control.

- Victorious attacking units (whether Allied or German) use the general advance rules (including 13.81 and 13.82).
- Victorious attacking Allied units – if eligible to advance – must also be checked using the Allied advance rules (13.83) to see whether they actually advance.
- The advance of victorious attacking German units may trigger roadblock checks in each hex of the advance (15.1)

13.81 TWO-HEX ADVANCE: If the defending units retreat two hexes or are eliminated, attacking **mechanized** units may advance two hexes, as long as stacking limits are met when the advances are completed.

- The **first** hex entered in the advance must be the attacked hex.
- The **second** hex entered in the advance may be any hex adjacent to the attacked hex. However, when deviating from the path of retreat, the advancing unit may not move directly from one enemy-controlled hex to another, may not cross an unbridged river and may not enter a forest hex unless entering along a road.
- When more than one unit is advancing two hexes, they may advance into different hexes.

13.82 ADVANCING ACROSS RIVERS: This depends on whether the river has a bridge or not (16.2).

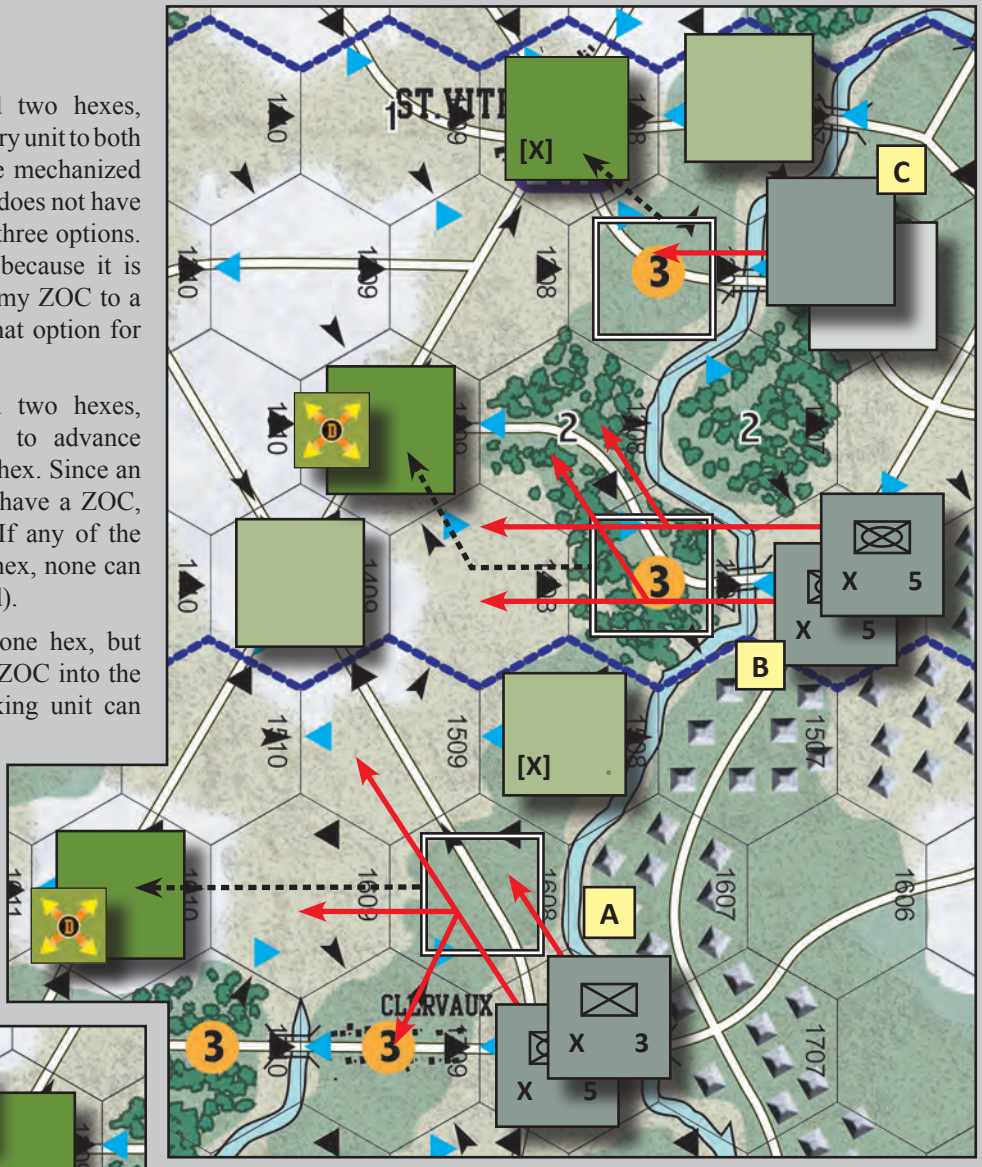
BRIDGED HEXSIDE: Any number of attacking units may advance across bridged river hexsides. A unit advancing across a bridged river hexside may advance two hexes, if otherwise allowed. However, no more than one unit may advance across a given bridged river hexside into an enemy-controlled hex in a single combat, even if the hex is friendly occupied.

UNBRIDGED HEXSIDE: A unit may only advance across an unbridged river hexside if it attacked across that hexside or is following the path of retreat. A unit advancing across an unbridged river hexside must stop in the hex across the river, even if the unit is mechanized and has advanced only one hex. Furthermore, only one unit may advance across a given unbridged river hexside in a single combat.

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Illustration of
Advance after Combat (1) [13.8]:

- **A**: The defending unit retreated two hexes, allowing the mechanized and infantry unit to both advance into the vacated hex. The mechanized unit can advance a second hex and does not have to follow the retreat path and has three options. Note that it can enter hex 1509 because it is not moving directly from one enemy ZOC to a second enemy ZOC (otherwise, that option for advance would be prohibited).
- **B**: The defending unit retreated two hexes, allowing both mechanized units to advance across the bridge into the vacated hex. Since an adjacent defending unit does not have a ZOC, both can advance a second hex. If any of the attacking units advance a second hex, none can enter a forest hex (unless by a road).
- **C**: The defending unit retreated one hex, but since an enemy unit still exerts a ZOC into the just vacated hex, only one attacking unit can advance across the bridge.



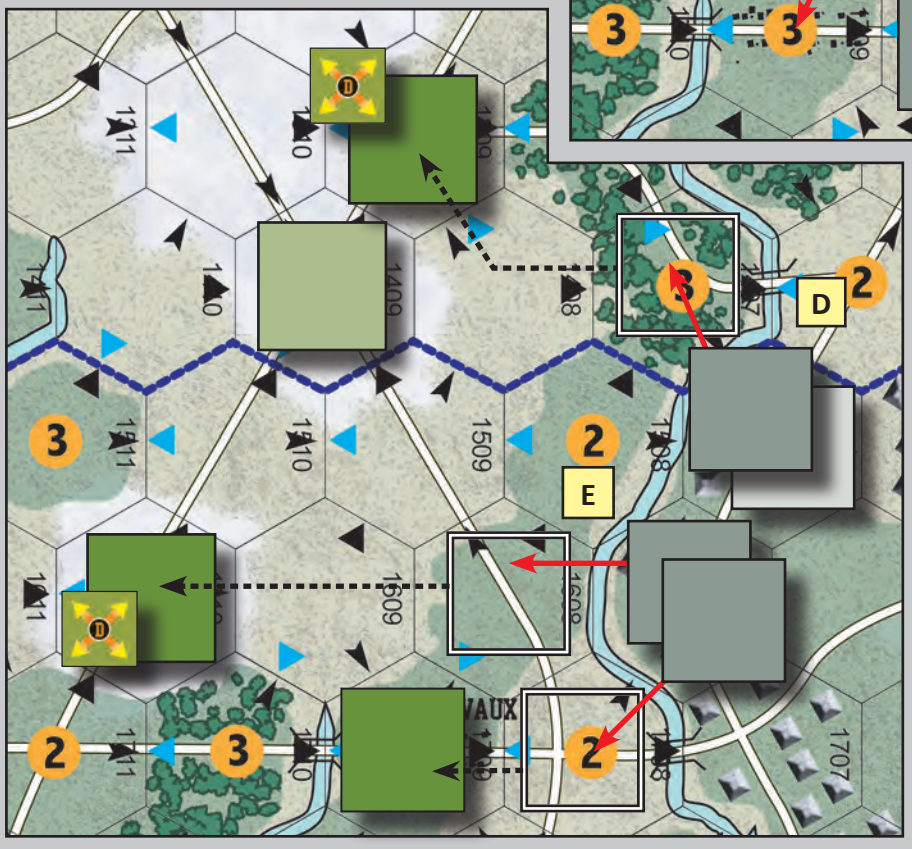


Illustration of
Advance after Combat (2) [13.8]:

- **D**: Although the defending unit retreated two hexes, only one attacking unit can cross the unbridged hexside into the just vacated hex and that unit must stop.
- **E**: Since only one unit can advance across an unbridged hexside, the attacker decided to split his force into two separate combats (both resulting in very unlikely but possible retreats by the defender) to gain the advantage of moving both attacking units across the river (across two different hexsides).

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13.83 ALLIED ADVANCE AFTER COMBAT: ▲ Victorious attacking Allied units advance one unit at a time, in **ascending** numerical order. For each unit eligible to advance, check the movement arrows in the unit's hex to determine if its advance into the hex vacated by the enemy would be in the primary forward direction, secondary forward direction or some other direction. Consult the following table, cross referencing the route of advance with the number of Allied units that have already advanced into the hex (if any). Roll the die; if the die result falls in the indicated range, the unit advances.

	Number of Advancing Allied Units Already in Hex		
Route of Advance	**0**	**1**	**2**
Primary forward route or into a VP hex	Advance	1-7	No
Secondary forward route or town	1-8	1-4	No
Other Route	1-3	No	No

If a unit advancing a second hex has a choice of hexes to enter, check for advance into the hex with highest chance of advance only.

ALLIED ADVANCE RESTRICTIONS:

- An Allied unit will advance into a surrounded hex or a hex in danger of surround only if the hex has a Hold Value of **1** or higher
- An Allied unit will not advance if doing so creates or enlarges a gap in the Allied line unless advancing into a VP hex.
- A lone Allied unit without a ZOC (with a bracketed combat strength) does not check for advance. Two or three units without ZOCs stacked together check for advance as if one unit.
- A mechanized unit advancing a second hex will deviate from the path of retreat to follow the primary or secondary route, if able. Otherwise, check for advance along the path of retreat.

13.9 Dispersal

A unit becomes dispersed in the following situations:





- The unit is defending in combat and retreats two hexes.
- The unit is attacking and becomes dispersed to satisfy combat hits.

EFFECTS: Place a *Dispersed* marker on the unit.

A dispersed unit:
- does not exert control;
- may not move, attack or build an improved position;
- may not advance after combat.

A dispersed unit and any units stacked with it:
- may retreat only one hex if attacked.

If all units defending in a combat start the combat dispersed:
- the attacker subtracts one hit from his hits incurred;
- the defender may not be the recipient of combat tactics.

REMOVAL: A dispersed unit becomes undispersed as follows:

- The unit is activated. After all other units in the activated formation have completed their actions, the unit's *Dispersed* marker is removed. An attacking unit that becomes dispersed does not become undispersed at the end of the same activation.
- All *Dispersed* markers are removed at the end of the day.

14. COMMUNICATION AND SUPPLY

Units and hexes are considered to be either in communication or out of communication (OOC) at all times. A unit or hex can be in Allied communication, German communication, or in communication with both sides.

A unit must be in supply in order to function at full effectiveness. A unit becomes unsupplied if in a situation where it cannot trace a supply line during the Supply Phase.

SUPPLY PHASE **17+** : All units start the game in supply. Starting December 17, the Supply Phase is conducted each day.

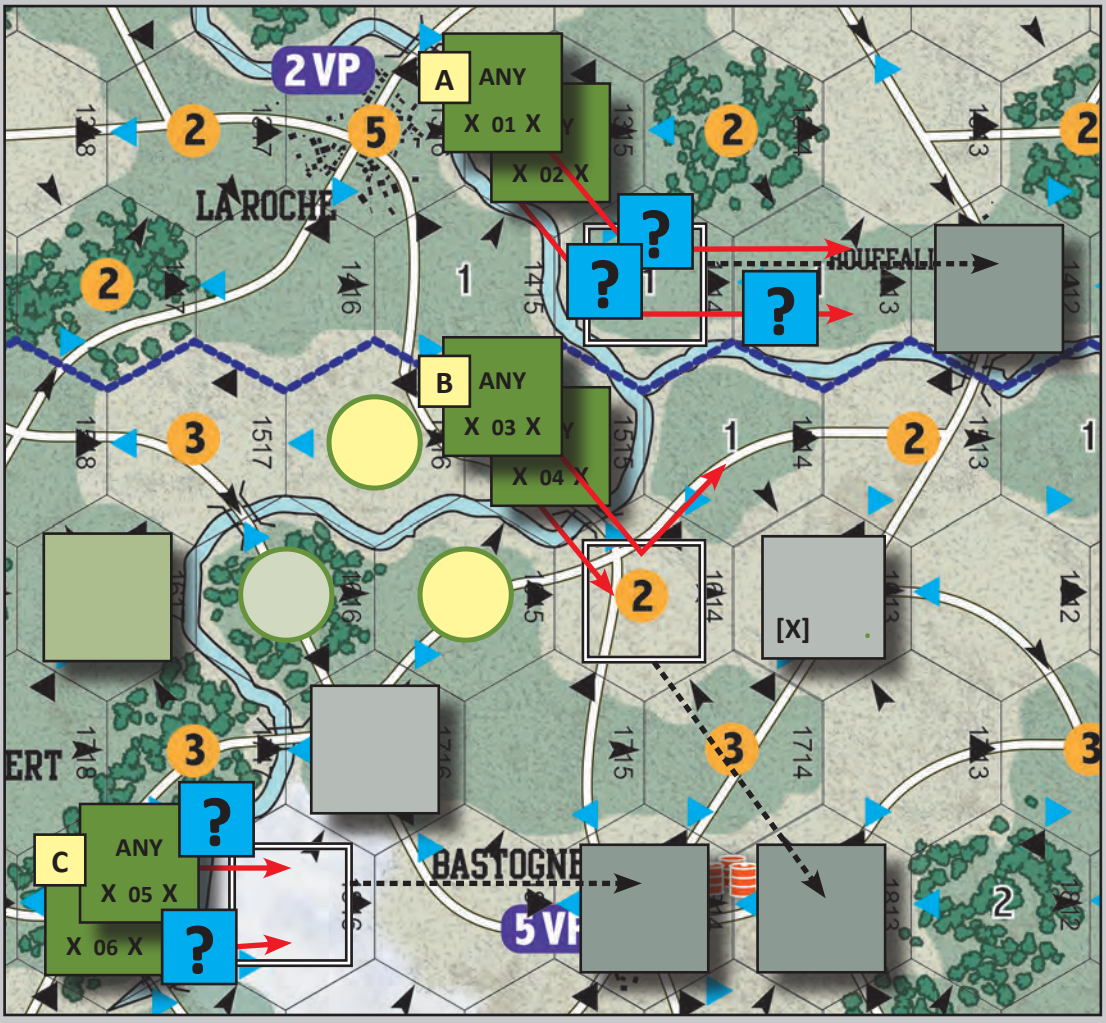
FRIENDLY MAP EDGES: For purposes of tracing communication paths and supply lines, the following map edges are friendly as follows:

- German-friendly: the east map edge plus those portions of both the north and south map edges that contain or are east of a Westwall hex.
- Allied-friendly: the west map edge plus those portions of both the north and south map edges that are west of a Westwall hex.

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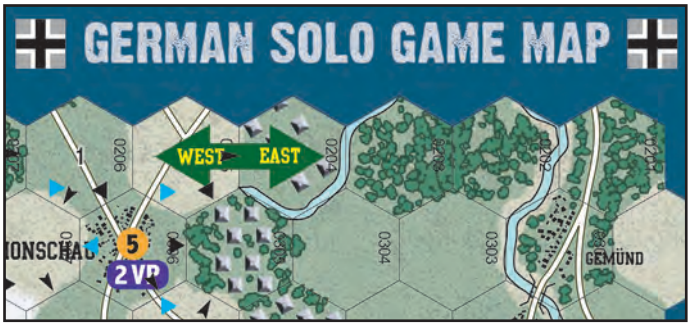
Illustration of Allied Advance Restrictions [13.83]: The advancing Allied units depicted use a simplified selector numbering for ease of explanation only.

- **A**: The German unit has conducted a two-hex retreat to Houffalize, enabling the two Allied mechanized units the possibility of a two-hex advance. First check unit 01: it is eligible to advance into the attacked hex (per 13.81); the route of advance is "other route" (neither a primary nor a secondary arrow marks this route of advance); since no other Allied unit is in this hex, unit 01 will advance on a die roll of 1-3; the roll is 2 and so it advances. It is eligible to advance yet another hex and may deviate from the path of the retreat; the only valid hex of advance is the one marked with a primary arrow and since no Allied unit occupies that hex, it will directly advance without a die roll into the hex adjacent to the retreated defender in Houffalize. Next check unit 02: like unit 01, it is also eligible to advance; it must also check to see whether it advances on a die roll of 1-3; the roll is 3 and so it advances. It will attempt to follow unit 01 (primary arrow) and will advance on a die roll of 1-7; the roll is 6 and so it advances.
- **B**: The German unit has conducted a two-hex retreat to hex 1813, enabling the two Allied mechanized units the possibility of a two-hex advance. First check unit 03: it is eligible to advance into the attacked hex, crossing the bridged river hexside (13.82), following a direction marked with a secondary arrow; since no other Allied unit is in this hex, unit 03 will advance on a die roll of 1-8; the die roll is 4 and so it advances. It is eligible to advance yet another hex, and may deviate from the path of the retreat – note that if the German unit in hex 1613 projected a ZOC, then unit 03 would only be eligible to advance along the path of the retreat (13.81). Since it may deviate from the path of retreat, its first choice must be in the direction of the primary arrow and since no Allied unit is hex 1514, unit 03 advances directly into that hex. Next, check unit 04: like unit 03, it is also eligible to advance; it must also check to see whether it advances on a die roll of 1-8; the roll is 8 and so it advances. But it may not advance a second hex even though eligible to do so: if it leaves hex 1614 (either because it can follow unit 03 along the primary route or in case the German unit projecting a ZOC forces it to follow the path of retreat into hex 1714), a gap in the line (13.83) will appear passing through hexes 1615 and 1516.



- **C**: The German unit has conducted a two-hex retreat to hex 1814, enabling the two Allied mechanized units the possibility of a two-hex advance, however, since the first hex of an advance must be into the hex of attack, only one unit of the pair can actually advance a single hex across the unbridged river (13.82). Check unit 05: it is eligible to advance into the attacked hex by crossing the river, but this is neither the primary nor secondary route; since no other Allied unit is in the hex, unit 05 will advance on a die roll of 1-3; the roll is 7 and so it cannot advance. Since unit 05 failed to advance, check unit 06 (using the same check conditions). The die roll is 4, so it cannot advance.

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14.1 Communication

Communication for a hex or a unit in the hex is determined whenever called for. A hex is in friendly communication if a path of hexes can be traced from the hex to a hex on a friendly map edge with the following conditions.

1 The hex for which communication is being traced may be in an enemy ZOC.
2. From there, the path may not pass through enemy town or city hexes, or through hexes occupied or controlled by enemy units, unless the hex is occupied by a friendly unit.
3. The path may be traced through a hex adjacent to an enemy unit that does not exert control.
4. Finally the path may be as circuitous as necessary and may be traced through any terrain, including across an unbridged river.

EFFECTS OF COMMUNICATION:

- If German communication can be traced from a hex on the western map edge, a gap is said to exist in the Allied front line (12.2).
- If German or Allied communication cannot be traced to an Allied roadblock during the Supply Phase, the roadblock is removed.
- In order to be taken as an out-of-contact unit, the Allied unit must be able to trace Allied communication.
- In order to receive an undetected Allied defender, the unit under attack must be able to trace Allied communication.

14.2 Supply

SUPPLY FOR UNITS: Supply for all units in play is determined during the Supply Phase of the day. Supply determinations made for units in the Supply Phase apply throughout the day. **Exception**: Allied Air Resupply (14.4).

SUPPLY FOR HEXES: Supply for a hex is determined at the moment any one of the following functions is to be performed in the hex:

- In order for Allied *Engineers* to destroy a bridge, at least one hex bordering the bridge hexside must be in Allied supply.
- In order for German *Bridge Engineers* to repair or build a bridge across a given river hexside, at least one hex bordering that hexside must be in friendly supply.
- To place a German reserve unit in a hex, the hex must be a friendly supply head.
- To place an Allied reserve unit in a hex, the hex must be in Allied supply.
- To assign replacements to a unit, the unit must be in supply and able to trace supply from its hex.
- To earn Victory Points for a German unit west of the Meuse River, the unit's hex must be in German supply during the End of Day Phase.

Additional supply requirements apply to the German Solo game:

- In order to release the OKW Reserve a German unit must be adjacent to or across the Meuse River in a hex in German supply during the Reserve Phase (7.4).
- In order to play the German "Activate one Unit" command (6.3) the unit must be in a hex in German supply.
- In order to add an out-of-contact Allied unit to an attack (13.2), the placement hex must be in Allied supply.
- In order to interrupt German movement or advance with a roadblock check (15.1) or bridge demolition check (11.4), the hex in question must be in Allied supply.
- To conduct a roadblock reserve check (15.3), the roadblock must be in a hex in Allied Supply or in a VP hex.

SUPPLY **PATH** CONSIDERATIONS: A unit or hex is in supply if a path of no more than **four** hexes can be traced from the unit or hex to a hex on a friendly map edge or to a road hex that is a valid supply head.

- First, the hex for which supply is being traced may be in an enemy ZOC.
- From there, the four-hex path may not pass through enemy town or city hexes, across enemy bridges, or through hexes occupied by enemy units.

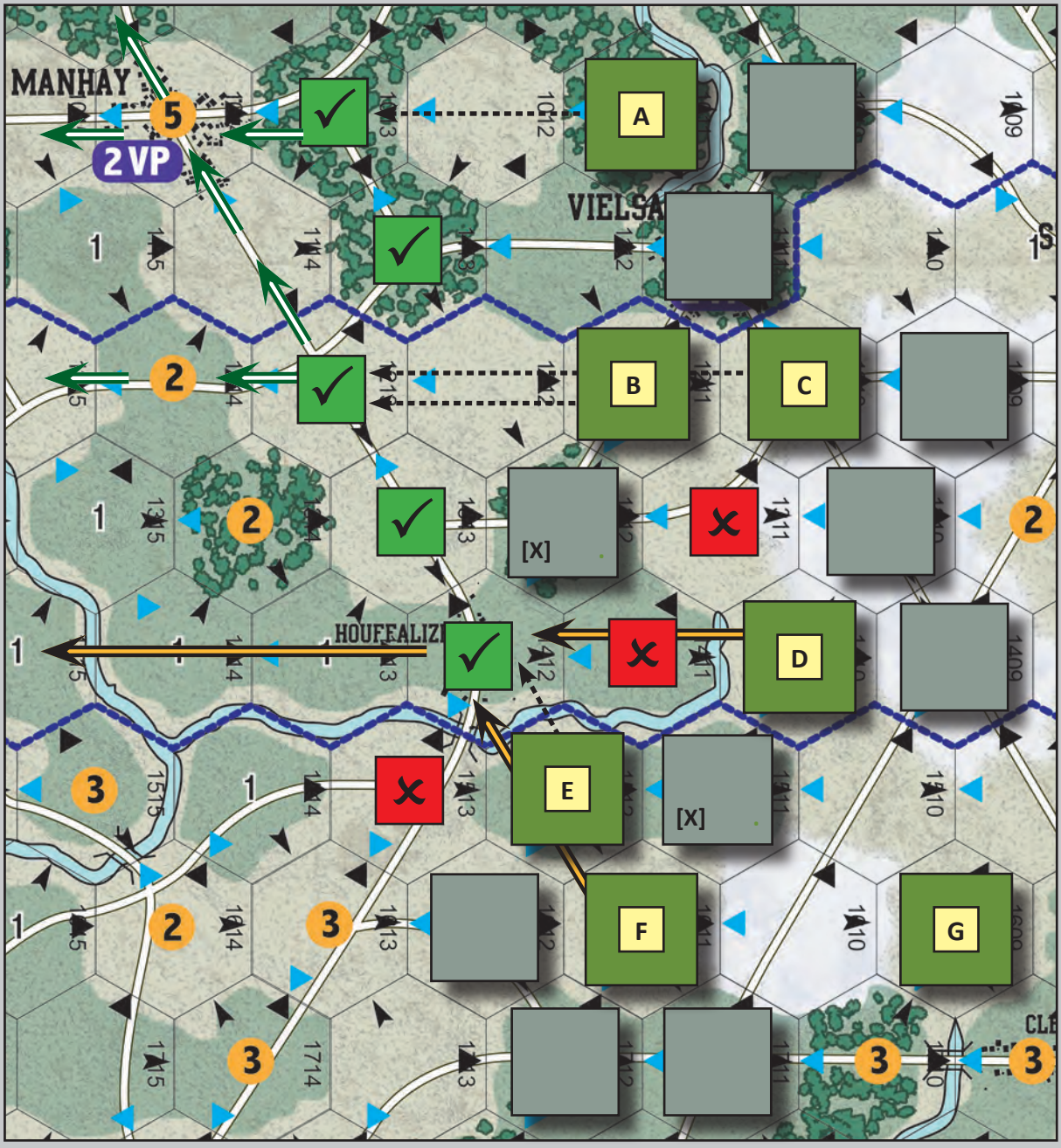
Illustration of Communication & Supply [14.1 and 14.2]

- **In Supply and In Communication**: Units A, B, C and E meet both sets of requirements.
- **Out of Supply but In Communication**: Units D and F are out of supply (see above), but are still in communication: unit D traces a communication path to hex 1411 (not in enemy control), then into Houffalize (Allied town) and then back to the friendly board edge; unit F traces a communication path to unit E, then Houffalize and back to the friendly board edge.
- **Out of Supply and Out of Communication**: Unit G is out of supply (see above) and is also out of communication because the presence of enemy control affects the potential path of communication.

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Illustration of Tracing Supply [14.2]: Hexes marked with a green check mark symbol are valid supply head hexes, whereas those marked with a red "x" symbol are not.

- **A**: In Supply: this unit's path exits an enemy ZOC and reaches a supply head in two hexes.
- **B**: In Supply: this unit's path exits an enemy ZOC into a hex adjacent to an enemy unit that does not project a ZOC (bracketed combat strength) and so it reaches a supply head in two hexes.
- **C**: In Supply: this unit's path exits an enemy ZOC and immediately enters into a friendly-occupied hex in an enemy ZOC followed by a hex adjacent to an enemy unit that does not project a ZOC (bracketed combat strength) and so it reaches a supply head in three hexes.
- **D**: Out of Supply: this unit's supply path directly across an unbridged river hexside is only one hex; the hex the path enters is not a supply head (it is one hex short of the road).
- **E**: In Supply: this unit's supply path directly across an unbridged river hexside is only one hex but the unoccupied hex the path enters has a road and due to lack of enemy ZOC is a supply head.
- **F**: Out of Supply: although the unit's path gains the advantage of directly entering into a friendly occupied hex, its path did not start immediately adjacent to an unbridged river hexside.
- **G**: Out of Supply: this unit cannot trace a valid path to a supply head: it is within four hexes of Houffalize by two different routes, but neither path is valid for unit G due to the presence of enemy control.



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- The path may be traced through a hex in an enemy ZOC **only if** occupied by a friendly unit.
- The path may be traced through a hex adjacent to an enemy unit that does not exert a ZOC.
- If the path crosses an unbridged river hexside, its allowed length is shortened to one hex; that is, the unbridged river hexside must border the unit's hex and a valid supply head must be in an adjacent hex across the river in order for the unit to be in supply.

SUPPLY **HEAD** CONSIDERATIONS: A road hex is a valid **supply head** if a path of connected road hexes can be traced from the hex to a hex on a friendly map edge with a road leading off the map.

- The road path may be of any length but may not pass through enemy town or city hexes, across enemy bridges, or through hexes occupied by enemy units.
- The road path may be traced through a hex in an enemy ZOC **only if** occupied by a friendly unit.
- The road path may be traced through a hex adjacent to an enemy unit that does not exert control.

14.21 SUPPLY AT MAP EDGE: A unit in a hex along a friendly map edge is always in friendly communication and supply.

14.22 GERMAN INITIAL SUPPLY **16-18** : German units are in supply throughout December 16, 17 and 18, regardless of their situation. **Exception**: See the *von der Heydte* command event.

14.23 SUPPLY AND WESTWALL: Allied supply may not be traced through a Westwall hex unless occupied by an Allied unit.

14.3 Effects of Unsupply

A unit that cannot trace supply during the Supply Phase enters one of three successive states of unsupply: low supply, out of supply (OOS) or isolated. A unit in any of these three states is considered unsupplied.

14.31 LOW SUPPLY: An unsupplied unit that was in supply before the current Supply Phase receives a *Low Supply* marker. **A unit in low supply operates normally, except for the following**:





- No combat tactic may be played in the unit's support. If the combat includes other friendly units in supply, combat tactics may be played on their behalf.
- The unit may not exit the map.
- An Allied unit in low supply may not be the lead unit in an attack.

14.32 OUT OF SUPPLY: An unsupplied unit already in a state of low supply during the Supply Phase (from a previous day) receives an *Out of Supply* marker. **An out of supply unit suffers the effects of low supply, plus the following**:





- If mechanized, the unit may move only one hex.
- The unit may not build an IP, but may retain one previously placed.
- The unit may not attack.
- **Out of supply only**: If attacked, the enemy attackers may draw **one** extra combat chit and may disregard **one** attacker hit.

14.33 ISOLATED: An unsupplied unit already out of supply during the Supply Phase receives an *Isolated* marker. **An isolated unit suffers all the effects of being out of supply, plus the following**:





- The unit does not exert a ZOC, even if in a town or city.
- An infantry unit may move only one hex, and if attacked may retreat only one hex.
- A mechanized unit may not move or retreat.
- The unit may not exit an enemy ZOC.
- The unit may not enter an enemy town or city, and may not cross an enemy bridge.
- The unit does not affect the placement of enemy reserve units (except in its own hex).
- **Isolated only:** If attacked, the enemy attackers may draw **two** extra combat chits and disregard **all** attacker hits on all chit draws.
- An isolated Allied unit may not enter an unoccupied Westwall hex.

14.34 SURRENDER: An unsupplied unit already isolated during the Supply Phase continues to suffer all the effects of being isolated. In addition, roll the die and check for surrender of the isolated unit. If the die result falls into the die roll range for the unit quality, **remove one step** from the unit. If this was the last step, remove the unit from the map and place it in the Eliminated Units box. Check surrender for each unit in an isolated stack separately.

UNIT TYPE	SURRENDER RESULT
Green	**1-6**
Regular	**1-4**
Elite	**1-2**

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14.4 Allied Air Resupply

If the *Airpower* event occurs as a command event in the Allied impulse, one Allied stack that is currently out of supply or isolated is immediately placed in supply – remove the *Out of Supply* or *Isolated* marker from the stack. If more than one such unit/stack qualifies, select the stack with the most steps. If still tied, select an isolated stack before an out of supply stack, then select the stack with the lowest numbered unit. During the next Supply Phase, the unit/stack will again be subject to a normal supply check.

14.5 German Fuel Shortages 20+

Beginning on December 20, German mechanized units are subject to fuel shortages. During the Supply Phase of each day and each time you replenish your hand, check all the division command cards in the hand to see if any of the listed formations lack fuel on the current date. If so, place *Out of Fuel* markers on all units of the formation, and discard the card, without drawing another.

> **Example**: On December 23, you draw the command card for the 1st SS and 12th SS Panzer Divisions, indicating no fuel for the 1st SS on December 22 and 26, and no fuel for the 12th SS on December 23 and 29. Since it is December 23, the 12th SS Panzer Division has no fuel. Place *Out of Fuel* markers on the three units of the 12th SS Panzer Division (if in play) and then discard the command card.

You may prevent a formation from being out of fuel by playing the *Fuel Priority* command event (see the event descriptions) or by spending a *Fuel* marker (14.52). If you spend a *Fuel* marker, the card is not discarded.

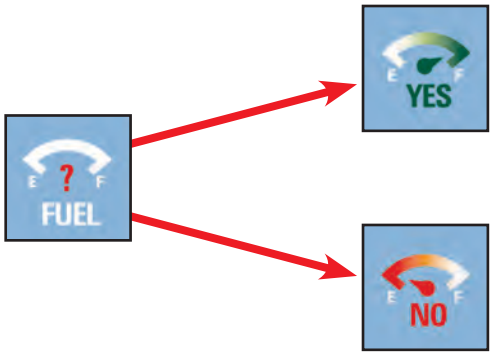
14.51 EFFECTS OF NO FUEL: An out of fuel unit suffers the following effects:



- The unit may not move, retreat or advance after combat.
- The unit may not attack.
- If the unit is attacked, the enemy attackers may disregard **one** attacker hit.

The effects of being out of fuel last throughout the day incurred. *Out of Fuel* markers are removed during the End of Day Phase. The effects of being out of fuel are cumulative with the effects of being in low supply or out of supply. An isolated unit may not also be out of fuel, however, if its division card indicates the unit's division is out of fuel, the card is still discarded.

14.52 FUEL DEPOTS: Five *Fuel Depot* markers are placed on the map at the start of play. Two of these say NO on their hidden side (just a rumor of fuel) and three say YES (available fuel). When a German unit enters a hex with a *Fuel Depot* marker, reveal the hidden side. If NO, discard it. If YES, remove the marker from the map and keep it.



USE OF FUEL DEPOTS: If you possess a fuel depot when you draw a command card indicating a formation is out of fuel, you may spend (discard) the fuel depot to ignore the out of fuel effects. Keep the card and do not place *Out of Fuel* markers on the units.

15. ALLIED ROADBLOCKS



A *Roadblock* marker may appear in an empty Allied position via two methods: when a German unit **moves** or **advances** adjacent to the position during your impulse, and as a result of the *Engineers* command event during the Allied impulse.

An Allied roadblock represents a small force of engineers or other troops throwing up a hasty barrier across a road to slow down the Germans when a conventional force is not available. A roadblock is removed if adjacent to an active German unit at the start of a German activation. However, sometimes when a roadblock is removed, it is revealed to be part of an Allied force and is replaced with an Allied unit.

15.1 Roadblock Check

Each time a German unit enters a hex that is adjacent to an Allied position hex meeting all the following criteria conduct a roadblock check:

- The hex is unoccupied;
- The hex has both a road and an Allied position symbol;
- Allied supply can be traced to the hex;
- The hex is not adjacent to any unit at the instant of the check, Allied or German, other than the moving unit.
  Exception: An empty position hex adjacent to an Allied unit is eligible for a roadblock check if the position has a Hold Value of **5** or **6**, or if the only adjacent Allied unit does not exert control at the moment of the check.
- 20+ Starting December 20, the hex must be a VP hex.

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ROADBLOCK CHECK PROCEDURE: Roll the die. If the die result is:

Less than or equal to the position's Hold Value:
- Place a *Roadblock* marker in the hex.
- The German unit must stop moving if the hex it occupies has a direct road connection to the hex with the roadblock.
- The unit may continue moving if there is no such road connection.

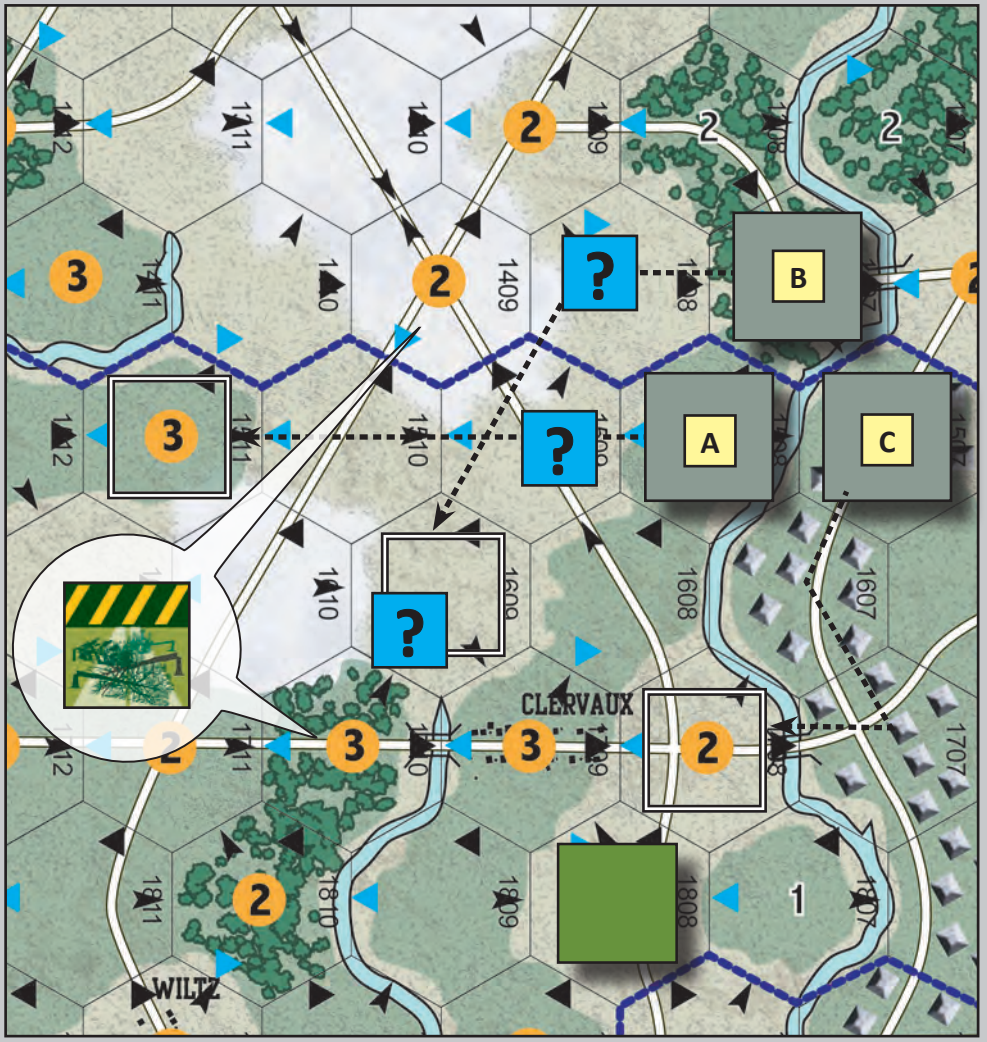
Greater than the position's Hold Value:
- No *Roadblock* marker is placed.
- The German unit may continue moving.

15.11 CHECKS FOR EACH HEX ENTERED: A German unit may trigger several roadblock checks as it moves, advances or is reinforcing a battle, each time it moves adjacent to a hex meeting the above criteria. If a German unit enters a hex adjacent to more than one potential roadblock position, check all such positions, beginning with the position with the higher Hold Value, then the westernmost.

15.12 ONCE PER HEX POSITION ONLY: A given position is checked for a roadblock only once in a single German activation. If a roadblock check results in no roadblock being placed and then another German unit moves adjacent to that hex in the same activation, do not conduct another

Illustration of Roadblock Check [15.1]: Three German units are activated to move on December 19 and may have to perform roadblock checks.

- **A**: When unit A enters the first hex of its depicted route, it is adjacent to an unoccupied, supplied Allied position hex with a road and no other unit adjacent; on a die roll of 1-2, a *Roadblock* marker is placed; since the unit's hex is connected by a road with hex 1409, it would have to stop movement. However, as the roadblock is not placed, the unit may continue moving and does so. When it enters the second hex of its depicted route, it is still adjacent to hex 1409, but once a position is checked during the current activation it is not checked again. The unit is now adjacent to another unoccupied, supplied Allied position hex (hex 1511) but since this hex does not have a road, a roadblock check is not performed. The unit completes its movement.



- **B**: When unit B enters the first hex of its depicted route, it is adjacent to two hexes eligible for a roadblock check, but since hex 1409 was already checked, it is not checked again. A roadblock check is performed for hex 1309; on a die roll of 1-2, a *Roadblock* marker is placed; note that the unit could continue along its depicted route regardless, since there is no road connecting its first hex with hex 1309. When it enters the second hex of its depicted route, it does not perform a roadblock check on hex 1409. When it enters the third hex of its depicted route, it is adjacent to one unoccupied, supplied Allied position hex with a road and no other unit adjacent; on a die roll of 1-3, a *Roadblock* marker is placed.
- **C**: When unit C enters the first hex of its depicted route, it is adjacent to an unoccupied, supplied Allied position hex with a road (hex 1708), but which is also adjacent to another unit, therefore, a roadblock check is not performed. This same condition applies to the second and third hexes of its depicted route. The Allied unit in hex 1808 not only forces unit C to stop, but prevents roadblock checks in hexes 1708 and 1709.

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roadblock check for the hex. If a German unit moves adjacent to the hex in a subsequent activation (even in the same impulse), and the hex still meets the requirements for a roadblock check, conduct another check.

15.13 DATE RESTRICTIONS: **16-19** Roadblock checks are conducted for all position hexes meeting the criteria of 15.1 during German impulses on December 16 through December 19. **20+** From December 20 onward, roadblock checks are conducted **only** for VP hexes. **Exception:** Roadblocks may be placed in any position hex via the Allied *Engineers* command event throughout play.

15.2 Effects of Roadblocks

A German unit...

- may not enter a hex with a *Roadblock* marker **at any time**.
- must stop moving or advancing upon entering a hex that is (a) adjacent to the roadblock's hex **and** (b) has a direct road connection to that hex with the roadblock.
- need not stop if it enters a hex adjacent to a roadblock but not connected by a road, or if it is retreating.
- using strategic movement may not enter any hex adjacent to a roadblock hex.

Roadblock markers do not exert control and do not negate German zones of control for purposes of tracing Allied supply, communication and retreat routes. German supply may be traced adjacent to but not through a roadblock.

ROADBLOCK REMOVAL: A roadblock remains on the map until removed for any of the following reasons:

- An Allied unit enters its hex.
- A German unit starts an activation adjacent to a roadblock. Remove the roadblock and, if the roadblock was in Allied supply or in a VP hex, conduct a roadblock reserve check to see whether an Allied unit is placed in the roadblock's hex (15.3).
- An Allied *Engineers* command event calls for the replacement of a roadblock with an Allied reserve unit.
- During the Supply Phase, the roadblock is found to be out of Allied communication **or** out of German communication.

15.3 Roadblock Reserve Check

During your impulse, when one of your active units starts adjacent to a roadblock, remove the roadblock. If a roadblock was in supply or in a VP hex at the time of removal, conduct a roadblock reserve check to determine if the roadblock is replaced with an Allied reserve unit. If conducting more than one reserve check, check the highest HV hex first, then the westernmost.

ROADBLOCK RESERVE CHECK PROCEDURE: Roll the die. If the die result is:

Less than or equal to the Hold Value of the roadblock's position:
• Place an Allied Reserve unit in the hex (if available).

Greater than the Hold Value of the roadblock's position:
• No effect.

15.31 SUPPLY REQUIREMENT: A *Roadblock* marker must be in Allied supply or in a VP hex in order to trigger a roadblock reserve check. If a supply line cannot be traced to the roadblock in a non-VP hex at the instant the roadblock reserve check is to be conducted, remove the *Roadblock* marker.

15.4 Placing a Roadblock Reserve Unit

SELECT RESERVE UNIT: If a roadblock reserve check calls for replacing a roadblock with an Allied reserve unit, place a reserve unit in the position from the same army as the Allied unit nearest to the position, and remove the *Roadblock* marker. If possible, take a unit in the same division as the on-map Allied unit closest to the roadblock; if none, then in the same corps as the closest on-map unit. If a choice remains, take the lowest numbered unit.

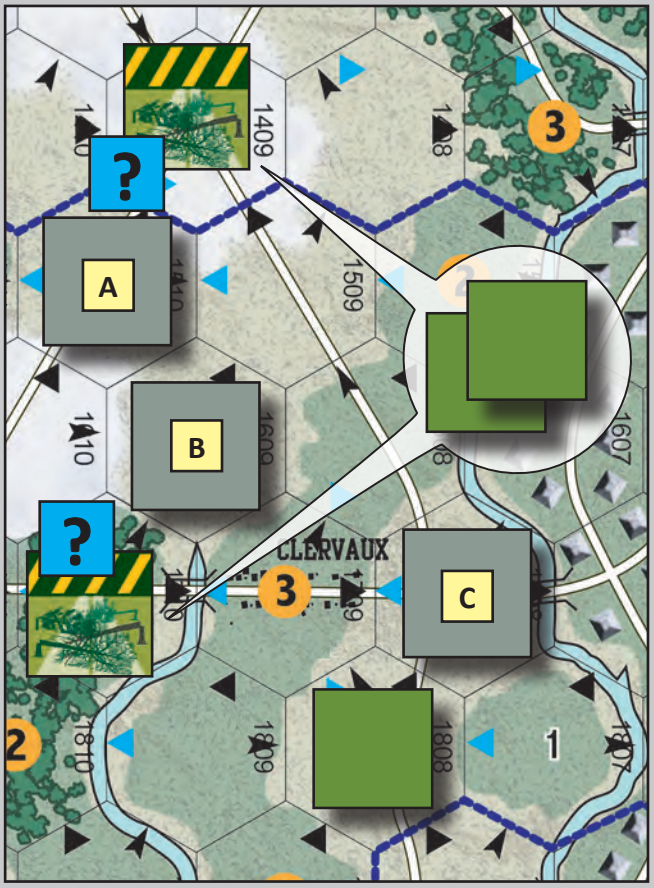
SELECT OUT-OF-CONTACT UNIT: If no reserve units are available which meet the above criteria, take an out-of-contact unit (9.3) from the map as the reserve unit to replace the roadblock, following the same selection guidelines as for a reserve unit (see above).

15.41 ELIGIBLE UNIT NOT AVAILABLE: If no reserve units or out-of-contact units in the indicated army are available when a roadblock reserve unit is called for, no unit is placed and the roadblock is eliminated.

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Illustration of Roadblock Reserve Check [15.3]: Three German units are activated to move on December 19. Two of them are adjacent to roadblocks, and thus must perform a roadblock reserve check.

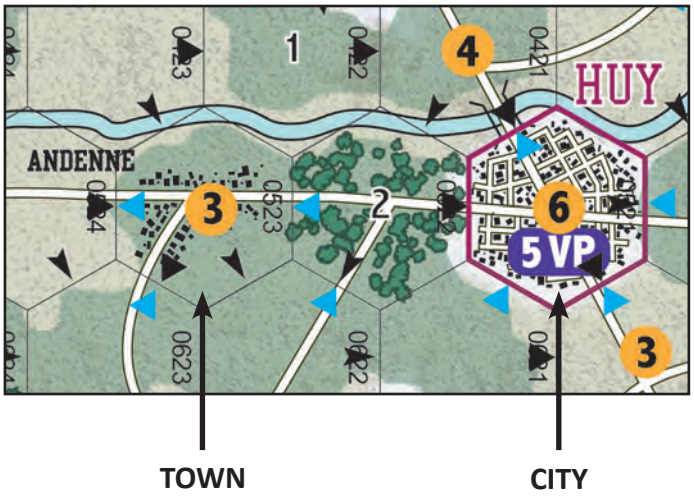
- **A**: The roadblock adjacent to unit A has a Hold Value of 2. On a result of 1 or 2, the roadblock is removed and replaced with an Allied reserve unit per 15.4. On a result of 3 or more the roadblock is removed.
- **B**: The roadblock adjacent to unit B has a Hold Value of 3. On a result of 1 to 3, the roadblock is removed and replaced with an Allied reserve unit per 15.4. On a result of 4 or more the roadblock is removed.
- **C**: This unit is not adjacent to a roadblock and thus does not conduct a roadblock reserve check.



16. TOWNS, CITIES, BRIDGES AND IMPROVED POSITIONS

16.1 Towns and Cities

DEFINITION & OWNERSHIP: Every town and city hex is considered owned by the Allies or the Germans, even if not occupied by a unit. At the start of play, all towns east of the line of Westwall hexes are German-owned, and all towns and cities west of the Westwall are Allied-owned. Ownership of a town or city changes the moment an enemy unit enters the hex. From that point forward, the town or city is owned by the side whose unit last entered the hex, even if that side's units subsequently leave the hex.



EFFECTS: An **enemy** town or city has the following effects:

- A unit may not retreat into an enemy town or city.
- A German unit conducting strategic movement may not enter an Allied town or city.
- Communication and supply may not be traced through an enemy town or city.
- A German reserve unit must be placed at least three hexes away from an Allied town or city.
- An Allied reserve unit may not be placed in a German town or city.

Ownership of a town or city is not affected by being in an enemy zone of control or by being out of friendly communication; an enemy unit must actually enter the town or city to take ownership.

German and Allied *Ownership* markers are provided for marking ownership. You may use these at your option to mark towns or cities where ownership is not obvious.

16.2 Bridges

DEFINITION: Where a road depiction crosses a river hexside, this hexside is defined as a **bridged river hexside**.

- A bridged river hexside that is **not** marked with a *Blown*

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Bridge marker has an intact bridge, otherwise, if marked, it has a blown bridge.

Where **no** road depiction exists crossing a river hexside, this hexside is defined as an **unbridged river hexside**.

- A bridged river hexside marked with a *Blown Bridge* marker is considered an unbridged river hexside.

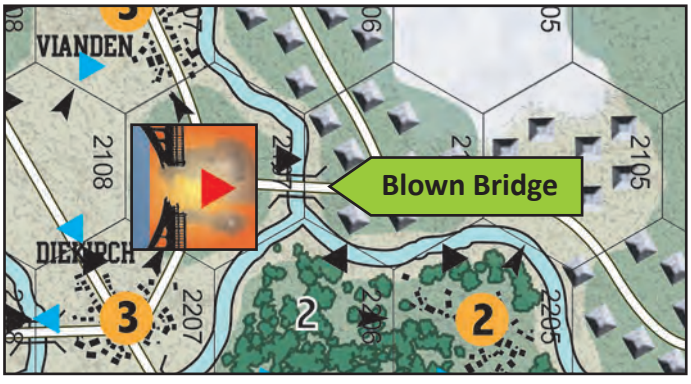
CONTROL AT START: Every bridge is Allied or German owned. At the start of play the four destroyed bridges listed in the Terrain Key (at hexes 1707, 1907, 2106 and 2303 going west across the Our River) and the three intact bridges behind the German lines (at hexes 1802, 1903 and 2202 going west across the Prüm River) are German. All other bridges are Allied.

CHANGE OF CONTROL: A bridge changes ownership (i) when a non-owning unit crosses the bridge, or (ii) when a non-owning unit begins its activation in a hex bordering the bridge and no owning unit occupies the hex across the bridge.

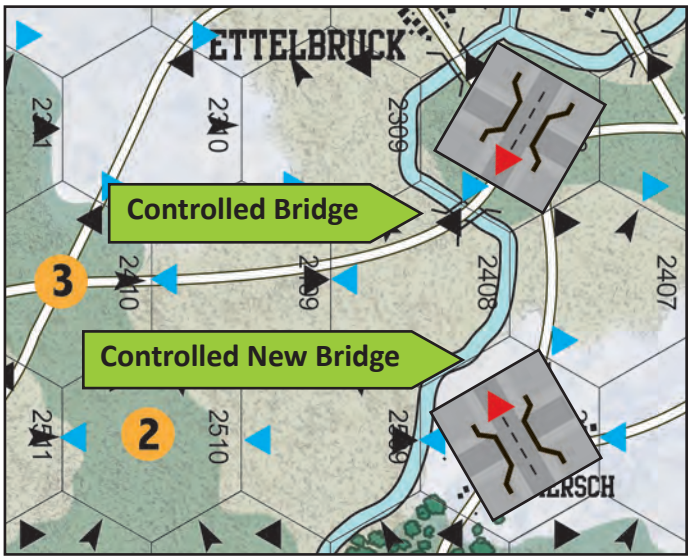
When bridge ownership changes, place a German or Allied *Bridge Control* marker in either hex adjoining the bridge. If ownership of the bridge later reverts to the original owner, remove the marker.

- Supply may not be traced across an enemy bridge.
- A German unit moving via strategic movement may not cross an Allied bridge.

16.21 DESTROYED BRIDGES: Four bridges start the game destroyed (see the map's terrain key), noted by a *Blown Bridge* marker. Other bridges may be destroyed by the Allies via bridge demolition checks during German movement (11.4) and via the *Engineers* command event. You may repair a destroyed bridge by the play of a German *Bridge Engineers* command event, as long as the requirements in the event description are met. When a destroyed bridge is repaired, remove the *Blown Bridge* marker; the bridge and the road crossing the bridge are now intact.



16.22 NEW BRIDGES: A new bridge may be built across any river hexside by the play of a German *Bridge Engineers* command event as long as the requirements in the event description are met. When a new bridge is built, place a *Bridge Control* marker (for the side that built it) pointing toward the hexside crossed by the bridge. If later destroyed, remove the *Bridge Control* marker.



16.23 CONNECTION BENEFITS: A new or repaired bridge allows units to move across the hexside with no river penalty and allows supply to be traced across the river. A repaired bridge connects the roads leading to the river hexside; a new bridge does not connect roads.

16.3 Improved Positions



DEFINITION: An improved position (IP) is a defensive preparation that aids units defending in combat.

- When a unit with an *Improved Position* marker is attacked, the **total number of hits** incurred by the defender is **reduced by one**.
- An *IP* marker confers this benefit just once – the marker is removed when the IP absorbs a hit.

16.31 BUILDING IMPROVED POSITIONS: As noted in the setup instructions, several Allied units start the game with *IP* markers. In addition, units of either side may gain an IP during play in the following ways:

- At the end of a German activation, you may place *IP* markers on active German units in supply or low supply that did not move or attack in the activation.
- If the *Engineers* combat tactic is drawn when Allied units are defending in combat, place an *IP* marker on the defending units, unless they occupy a town or city, or already have an *IP* marker.
- During a combat in which German units are defending, you may play a *Combat Engineers* combat tactic to place in *IP* marker on your defending units unless they occupy

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a town or city, or already have an *IP* marker.
- An Allied unit may receive an *IP* marker if called for by an Allied activation or an Allied *Engineers* command event.

Dispersed units may not build an IP (13.9).

16.32 NOT IN A TOWN OR CITY: An *IP* marker may not be placed in a town or city hex, or in a hex that already has an *IP* marker.

16.33 ADDITIONAL EFFECTS: If a unit moves into a hex occupied by a friendly unit with an *IP* marker, the arriving unit gains the benefit of the *IP*, even if the unit originally in the hex moves out. *IP* markers do not count against stacking limits. An *IP* marker may remain in a hex indefinitely, as long as friendly units occupy the hex.

16.34 REMOVING IMPROVED POSITIONS: An *IP* marker is removed in any of the following situations:

- The hex with the *IP* marker is attacked and incurs at least one hit – the marker is removed after reducing the number of defender hits by one, before conducting retreats and advances.
- The hex with the *IP* marker is attacked and the attacker is supported by the *Engineers* combat tactic (if Allied) or the *Combat Engineers* combat tactic (if German). The *IP* marker is removed before resolving the combat, negating its benefit to the defender.
- All units in a hex with an *IP* marker participate in a combat as attackers – the *IP* marker is immediately removed.
- A unit moves out of a hex with an *IP* marker, leaving the hex unoccupied. An *IP* marker is removed if abandoned; it never moves with a unit.

17. REPLACEMENTS

REPLACEMENTS START 20+: Beginning on December 20, German and Allied units may receive replacements to enable reduced units to regain steps.

You may play a corps command card during your impulse to rebuild lost German unit steps via replacements. Playing a command card for replacements is not considered a unit activation, but the card's Command Value does count toward reaching the Allied Command Level.

In an Allied impulse, if the command card drawn triggers a replacement command, check the on-map units in the corps. If the corps has at least two reduced units in play, the corps receives replacements.

17.1 Replacing Lost Steps

Each corps card lists a number of Replacement Points (RP), which is the number of steps that may be replaced within that corps per card play. Upon playing or drawing a corps command card for replacements, assign a number of replacement steps to units in the corps up to but not exceeding the Replacement Points listed on the card. Replacement steps are assigned by flipping a reduced unit over so that it gains one step or by exchanging a reduced unit with its original unit so that it gains one step. One replacement step is expended for each step gained when doing so.

> **Example**: During your impulse you play the I SS Panzer Corps card, allowing you to assign two replacement steps to units in the corps. You decide to flip the reduced armor unit of the 12th SS Panzer Division from its one-step side to its two-step side, at a cost of one replacement step. Then you flip a reduced 12th VG Division unit, increasing its steps from 1 to 2, at a cost of one replacement step.

17.11 SUPPLY REQUIREMENTS: A unit must be in supply and be able to trace supply in order to receive replacements. The unit receiving replacements may be in an enemy-controlled hex, and may be dispersed.

17.12 GERMAN ELITE REPLACEMENTS: An elite German unit may only receive an elite replacement step if there are no non-elite units in the corps eligible to be assigned non-elite steps.

17.13 RESTRICTIONS: A given unit may be increased by no more than one step via replacements in a single impulse. Eliminated units may not be returned to play by replacement assignment. Unused replacement steps are lost if not assigned in the impulse received.

17.2 Assigning Allied Replacements

▼If there are more reduced units in an Allied corps than available replacement steps, assign replacements to units in **descending** numerical order beginning with the highest-numbered reduced unit.

18. VICTORY CONDITIONS

Victory is determined by the number of German Victory Points (VPs) you earn. The Allies do not earn VPs.





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18.1 German Victory Points

You start the game with no Victory Points. As you gain and lose Victory Points, adjust the *VP* markers on the VP track to show your current total. Two markers, one for single VPs and one for VPs x10, allows from 0 to 99 VPs to be recorded. You gain and lose VPs for the following:

OWNING VP TOWNS AND CITIES: Certain town and city hexes on the map contain a **VP value**. The moment a German unit enters a VP hex, you earn the VPs listed. If an Allied unit subsequently enters the VP hex, you lose the VPs. *Ownership* markers may be placed on unoccupied towns and cities as a reminder.

CROSSING THE MEUSE RIVER: If a German unit occupies a hex west of the Meuse River from which German supply can be traced during the Victory Check (in the End of Day Phase), you gain **10 VPs**. Do not place or adjust a *Supply* marker when making this special check. These VPs are awarded just once per game regardless of how many units cross the Meuse River, and once awarded cannot be lost.

GERMAN UNIT EXIT: German units in supply may exit the map in accordance with the restrictions of 11.9. Exited units earn VPs at the moment of exit. Once gained, VPs for exiting units may not be lost.

CONDITION	AWARD
Infantry unit exits **west** of the Meuse River	1 VP per strength point
Mechanized unit exits **west** of the Meuse River	2 VPs per strength point

ALLIED UNITS ELIMINATED: Gain **1 VP** for every **two** Allied units eliminated.

VON DER HEYDTE RELIEF: If a German unit enters the hex occupied by the von der Heydte airborne infantry unit, remove the VDH unit from the map and gain **1 VP**.

ALLIED UNIT IN A WESTWALL HEX **18+**: Starting with the December 18 turn, you **lose 5 VPs** for each Westwall hex that is owned by the Allies. You lose these VPs the moment an Allied unit enters the hex and regain the VPs if a German unit subsequently enters the hex. *Ownership* markers may be used to show status.

18.2 Winning the Game

The scenario instructions in Section 19 state when to conduct victory checks and the number of VPs that result in German victory or defeat, as well as the level of victory achieved. Levels of victory may be compared to the historical outcome (18.3).

18.3 Meanings of Victory Levels

GERMAN STRATEGIC VICTORY: Hitler's Ardennes Offensive succeeds in smashing through the thin Allied front. Disorganization and intelligence failures in SHAEF result in piecemeal arrival of reserves, unable to stop the onslaught of the 5th and 6th Panzer Armies. The Germans pour across the Meuse River, driving toward Antwerp in force, while destroying the fighting capability of four US corps and rendering the Western Allies incapable of offensive operations for at least a year.

GERMAN OPERATIONAL VICTORY: While the German offensive lacks the depth to make a serious drive on Antwerp, it holds the Meuse River and severs communication between the US and British forces, decimating three US corps in the process. Allied command and supply is thrown into disarray, delaying the western drive into Germany by six months.

GERMAN TACTICAL VICTORY: The Germans reach the Meuse River and deliver a serious blow to Allied forces and morale before running out of steam. Two US corps are crippled, though at heavy cost to German armor. Disorganized, Allied operations to reduce the bulge will not get underway until late January, buying the Wehrmacht a two-month respite in the west.

GERMAN TACTICAL DEFEAT (Historical Result): Overcoming their initial surprise and disorganization, the Allies rally to stop the German offensive short of the Meuse River. Three Allied divisions are shattered but the Germans suffer much worse, as their offensive capabilities and reserves in the west are depleted. Allied operations to eliminate the bulge are underway in January, and broader offensive plans resume in February. The war will end in May 1945.

GERMAN OPERATIONAL DEFEAT: Recovering quickly from the German surprise attacks, the Allies counter the offensive with an effective response. The Germans cannot capitalize on isolated breakthroughs and manage to create only a shallow bulge in the line, a bowl in which their armored might is destroyed. The end of the war is accelerated by one month.

GERMAN STRATEGIC DEFEAT: After breaking the crust of the thin Allied front line, the attacking Germans meet a wall of rapidly arriving Allied reinforcements. With Allied communication and logistics unaffected, a broad counteroffensive against the depleted Wehrmacht destroys the German reserves and rolls across the Rhein. The war will end in March with the western Allies possibly reaching Berlin before the Soviets.

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19. SCENARIOS

19.1 The Initial Assault

GAME DURATION: One day, December 16.
SETUP: Per Section 3 with the following adjustments:

- Do not set up *Fuel Depot* markers.
- Place only those reserve units dated December 16 and 17 on the calendar.
- Use only those command cards dated December 16.
- Skip rules for Replacements (17.0).

SPECIAL VP AWARDS: Each town initially held by the Allies without a VP value is worth 1 VP in this scenario only. In addition, all standard VP awards apply (18.1).

VICTORY CONDITIONS: You win the game immediately if a German unit enters a hex adjacent to the Meuse River If this does not occur, determine victory during the End of Day Phase based on German VPs accrued:

GERMAN VPs	VICTORY LEVEL
8 or more VPs	German Tactical Victory
7 or fewer VPs	German Tactical Defeat

19.2 The Allies Surprised

GAME DURATION: Three days, December 16-18.

SETUP: Per Section 3 with the following adjustments:

- Do not set up *Fuel Depot* markers.
- Place only those reserve units dated December 16-19 on the calendar.
- Use only those command cards dated December 16-18.
- Skip rules for Replacements (17.0).

VICTORY CONDITIONS: Determine victory during the End of Day Phase on December 18 based on German VPs accrued:

GERMAN VPs	VICTORY LEVEL
26 or more VPs	German Operational Victory
18 – 25 VPs	German Tactical Victory
11 – 17 VPs	German Tactical Defeat
10 or fewer VPs	German Operational Defeat

19.3 The German Breakout

GAME DURATION: Five or six days, December 16-21.

SETUP: Per Section 3 with the following adjustments:

- Place only those reserve units dated December 16-22 on the calendar.
- Use only those command cards dated December 16-22.

VICTORY CONDITIONS: Check for victory during the End of Day Phase on December 20 and 21, as described in 19.4 scenario Victory Conditions. However on December 21, use the following VP values instead of those shown on the calendar:

GERMAN VPs	VICTORY LEVEL
50 or more VPs	German Strategic Victory
43 – 49 VPs	German Operational Victory
36 – 42 VPs	German Tactical Victory
33 – 35 VPs	Draw
26 – 32 VPs	German Tactical Defeat
21 – 25 VPs	German Operational Defeat
20 or fewer VPs	German Strategic Defeat

19.4 The Battle of the Bulge

GAME DURATION: Up to 14 days, December 16-29.

SETUP: Per Section 3.

VICTORY CONDITIONS: The game can end in victory or defeat at the end of any day beginning December 20, if the number of German VPs is sufficiently high or low.
At the end of each day, beginning December 20, compare the current number of German VPs to the Victory Levels shown for the current day on the calendar.

- If the number of VPs equals or exceeds the value listed for a German victory, the game immediately ends in a German victory of the level listed.
- If the number of VPs is equal to or less than the value listed for an Allied victory, the game ends in a German defeat of the level listed.
- If the number of VPs falls between the two values, the game continues.

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19.5 Crisis at the Meuse

GAME DURATION: Up to seven days, December 22-28.

SETUP: Follow the setup instructions below for units, markers and cards.

UNITS IN HEX LOCATIONS: Place the following units in the hexes indicated. Units marked "-***R***" start the scenario reduced by one step. Hexes marked "-*IP*" start with an improved position. Hexes marked "-*Low Supply*" are marked with a *Low Supply* marker. Place units listed as *Eliminated* in their respective Eliminated Units box.

GERMAN UNITS

LXVII Corps (*5 units*)	
272-***R***	0205
326-***R***	0305
277-***R***, 8.3PG, 29.3PG	0604

I SS Panzer Corps (*15 units*)	
Peiper.1SS-***R***	0612 – *Low Supply*
48.12, 27.12-***R***, 89.12-***R***	0705
1.1SS	0810
2.1SS	0911
150-***R***	0809
5.3F-***R***, 8.3F-***R***, 9.3F	0808
12.12SS-***R***, 26.12SS-***R***, 25.12SS	0806
501-***R***	0909
506-***R***	1215
VDH	*Eliminated*

II SS Panzer Corps (*7 units*)	
9.9SS, 19.9SS, 20.9SS	1010
2.2SS, 3.2SS	1213
4.2SS	1312
519	1008

LXVI Corps (*3 units*)	
18-***R***	1108
62-***R***	1207
244	1308

LVIII Panzer Corps (*6 units*)	
16.116P	1117
60.116P, 156.116P-***R***	1116
560-***R***	1215
LVIII *armor*	1316
1129.560	1410

XLVII Panzer Corps (*11 units*)	
FuhBg	1008
304.2P-***R***	1417
3.2P-***R***	1518
2.2P	1517
39.26-***R***, 78.26	1715
243-***R***, 77.26-***R***	1813
130.Lehr, 902.Lehr-***R***	1816
901.Lehr	2014

LXXXV Corps (*6 units*)	
14.5F	2015
13.5F	2215 – *IP*
15.5F-***R***	2314
11-***R***	2213 – *IP*
352-***R***	2208
79	2007

LIII Corps (*3 units*)	
104.15PG, 115.15PG	1712
FuhGren	2010

LXXX Corps (*5 units*)	
276-***R***	2206
423.212	2404
316.212-***R***	2403
320.212	2503
LXXX *armor*	2209

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ALLIED UNITS

V Corps (*11 units*)	
102 Cav	0306
39.9	0405
47.9, 9.2, 38.2-***R***	0506
395.99-***R***	0507
393.99, 23.2	0606
16.1	0607
18.1-***R***, 26.1	0707
394.99	*Eliminated*

XVIII Corps (*12 units*)	
119.30	0512
120.30	0709
117.30	0711
504.82	0812
505.82	0912
325.82, 508.82	1212 – *IP*
CCA.7A	1111
CCB.7A-***R***	1109
CCR.7A	1311
517	0615
424.106-***R***	1208
14 Cav, 422.106, 423.106	*Eliminated*

VII Corps (*7 units*)	
4 Cav	0617
CCA.3A	0816
CCB.3A	0513
CCR.3A	1017
333.84	1219
334.84	1218
335.84	0521

VIII Corps (*7 units*)	
CCB.9A-***R***	1208
CCA.9A-***R***	2307
112.28	1309
502.101, 327.101	1814 – *Low Supply*
501.101	1915 – *IP, Low Supply*
506.101-***R***	1815 – *Low Supply*
CCR.9A, 109.28, 110.28	*Eliminated*

XII Corps (*6 units*)	
CCA.10A-***R***	2306
CCB.10A-***R***	1815
CCR.10A-***R***	2308
12.4	2505
8.4	2504
22.4	2603

INSTRUCTIONS FOR OTHER UNITS: Place the following units as indicated.

- Place the German OKW units in the OKW Reserve box.
- Place all German and Allied units with an entry date of December 22 in their respective Reserve Units boxes.
- Place all other units on the calendar in their dates of entry.

MARKERS:

- *Roadblock* markers: 1014, 2410 and 2413.
- *Blown Bridge* markers: 1118, 1515, 0812 (two), 2107. All other bridges on the map are intact / repaired.
- German *Ownership* markers: The Germans own all unoccupied towns and bridges behind their front lines plus St. Hubert (1719).
- German VPs: 11 (St. Vith, Ettelbruck, La Roche, St. Hubert, 7 Eliminated Allied units).
- *Day* marker: December 22.

CARDS: Set up the command cards as described in Rules Section 3, *Card Preparation*. However add all cards dated December 22 and earlier to the initial decks. The Allied command card deck should have 31 cards with three reinforcement cards set aside. The GERMAN COMMAND CARD DISPLAY should have the following quantities:

	Primary cards	Supplemental cards	Reinforcement cards
German	9	23	5 (inc OKW)

After preparing the German command deck, draw six cards for your initial hand of the day.

Set up the Allied action deck with its ten original cards, plus eight randomly selected offensive action cards. The remaining two offensive action cards will be added to the deck on December 23.

SPECIAL RULES: The scenario starts with Step 6 of the Supply Phase on December 22 – the German fuel check.

The Allied side has already drawn one *Airpower* event during the Supply Phase resulting in Air Interdiction. Place Allied command card 13 in the Allied discard pile.

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Discard one card with the highest Command Value from your hand, your choice if more than one. Then skip the first German Impulse of the day. This completes the Allied Air Interdiction.

VICTORY CONDITIONS: You win an Operational Victory if, at the end of any day, you have 35 or more VPs. You suffer an Operational Defeat if, at the end of any day beginning December 24, you have 15 or fewer VPs. If you have not won or lost by December 28, use the following victory thresholds at the end of that day:

GERMAN VPs	VICTORY LEVEL
25 or more VPs	German Tactical Victory
21 – 24 VPs	Draw
20 or fewer VPs	German Tactical Defeat



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GERMAN SOLO CALENDAR
December 1944

German Hand Size Every Day: 6

16 **German Fixed Artillery Range: 3** Available supplemental cards added to the German Draw Pile: German supplemental cards: **9** German initial hand **+3** cards. Allied Command Level, 1st German turn: **10** Allied Command Level, rest of day: **5** Special Rules in effect this day only: ▪ German Surprise Attacks (4.11) ▪ German Traffic Jams (4.12) ▪ Slow Allied Reaction (4.13)			**17** **German FAR: 3** German suppl. cards: **7** Allied Command Level: **4**
18 **German FAR: 4** German suppl. cards: **7** Allied Command Level: **4** Start: ▪ Delayed Reserves (7.3) ▪ Allied Deployment Method B (9.2) ▪ Allied Out-of-Contact Unit Deployment (9.3 ▪ VP Loss for Allied-Occupied Westwall (18.1)	**19** **German FAR: 4** German suppl. cards: **7** Allied Command Level: **3** Add **2** cards to Action Deck Start: ▪ Allied Activation based on strength (10.0) ▪ German Supply Checks (14.2)	**20** **German FAR: 4** German suppl. cards: **8** Allied Command Level: **3** Add **2** cards to Action Deck End German Movement Restrictions (11.7) Start: German Fuel Checks (14.5) Replacements (17.0) <11 VP: Strategic Loss >40 VP: Strategic Win	**21** **German FAR: 5** German suppl. cards: **8** Allied Command Level: **2** Add **2** cards to Action Deck Start: Allied Air Interdiction (8.0) <11 VP: Strategic Loss >45 VP: Strategic Win
22 **German FAR: 5** German suppl. cards: **8** Allied Command Level: **2** Add **2** cards to Action Deck Start: 2nd Allied card draw if 1st card draw *No Command* (8.2) <15 VP: Strategic Loss >50 VP: Strategic Win	**23** **German FAR: 6** German suppl. cards: **8** Allied Command Level: **2** Add **2** cards to Action Deck <20 VP: Strategic Loss >55 VP: Strategic Win	**24** **German FAR: 6** German suppl. cards: **8** Allied Command Level: **1** <25 VP: Strategic Loss >60 VP: Strategic Win	**25** **German FAR: 6** German suppl. cards: **8** Allied Command Level: **1** <27 VP: Operational Loss >55 VP: Operational Win
26 **German FAR: 7** German suppl. cards: **8** Allied Command Level: **1** End British Movement Restrictions (11.8) <29 VP: Operational Loss >50 VP: Operational Win	**27** **German FAR: 7** German suppl. cards: **8** Allied Command Level: **1** <31 VP: Operational Loss >45 VP: Operational Win	**28** **German FAR: 7** German suppl. cards: **7** Allied Command Level: **1** <33 VP: Tactical Loss >40 VP: Tactical Win	**29** **German FAR: 8** German suppl. cards: **7** Allied Command Level: **1** <35 VP: Tactical Loss ≥35 VP: Tactical Win

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DAILY SEQUENCE OF PLAY

I. RESERVE PHASE

Take units from the calendar space for the current day and place them in the respective Reserve Units boxes.

- 18+ Deploy delayed (by 2 days) German reserves (7.3).
- Release the German OKW Reserve if conditions have been met (7.4).

II. CARD PREPARATION PHASE

Prepare German Draw Pile & Draw Initial Hand:

1. Place **Reinforcement Cards** scheduled to enter play this date face down in the Draw Pile box if Primary, or face down in the Available Supplemental Cards box if Supplemental.
2. Shuffle the **Available Supplemental Cards**. Draw the number of cards indicated for this calendar date and place face down in the Draw Pile box.
3. Place the previous day's **Supplemental Discards** face down in the Available Supplemental Cards box.
4. Place the previous day's **Primary Discards** face down in the Draw Pile box.
5. Shuffle the **Draw Pile** and draw your initial hand for the day: 16 **nine** cards (**first impulse only**) or 17+ **six** cards.

Prepare Allied Command Cards: Add reinforcement cards for this date to the Allied deck. Shuffle the deck, including the previous day's discards to form the Allied draw pile.

Prepare Allied Action Deck: Reshuffle the deck, including the previous day's discards, but excluding removed cards.
19-23 Add 2 random action cards to the deck.

III. SUPPLY PHASE 17+

1. 21+ **Allied Air Interdiction**: draw an Allied Command Card. If an *Airpower* command event or Army or Army Group card, discard the card from your hand card with highest Command Value (your choice if more than one) and skip the first German impulse of the day.
2. **Bridge**: You may play a *Bridge Engineers* command event to repair or build a bridge.
3. **Determine supply status** 19+ of all German units in play and 17+ of all Allied units in play (14.2). Remove all *Low Supply*, *Out of Supply* and *Isolated* markers from units in supply.
4. **Adjust Supply Status**: Place a *Low Supply* marker on unsupplied units. If already in low supply, place an *Out of Supply* marker. If already out of supply, place an *Isolated* marker. If already isolated, check for surrender (14.34).
5. **Remove Roadblock markers** not in both German and Allied communication (14.1).
6. 20+ **Out of Fuel**: Check your hand for cards indicating German formations out of fuel (14.5). Use Fuel Depots (14.52) if available.

IV. COMMAND PHASE

1. GERMAN IMPULSE

Play one card to initiate ONE of the following commands:

- **Activate all units in one formation** listed on the card (6.1 & 6.2).
- Once per day, **activate any one unit** able to trace supply regardless of formation (6.3). It can't attack.
- **Activate a Kampfgruppe** (6.4).
- **Deploy reserve units** in the card's formation from the Reserve Units box to the map (7.1).
- 20+ **Assign replacements** to units in supply (17.1).
- **Implement the command event or special event** listed on the card (see EVENTS & TACTICS player aid card).

Activations: You can't activate a unit that was activated in the immediately preceding impulse (6.5). Activated units conduct operations in this order:

1. Roadblock removal (15.2); roadblock reserve checks (15.3).
2. Movement (11.0). Check for roadblocks (15.1) and blown bridges (11.4) during movement.
3. Combat (13.0) plus play of additional cards as tactics.
4. Build Improved Positions (16.3).
5. Remove *Dispersed* markers (13.9).

After completing the command (including cards for combat tactics), total the Command Value (CV) of all cards played this impulse:

- If **CV** < the Allied Command Level for this date and cards remain in your hand, you may play another card and implement its command.
- Else if **CV ≥** the Allied Command Level, the German impulse ends. Then draw from your draw pile to bring your hand up to **six** cards.
- 20+ Check your hand for cards indicating German formations are out of fuel (14.5). Use Fuel Depots (14.52) or the *Fuel Priority* event if available.

2. ALLIED IMPULSE

Draw the top Allied Command card.

Conduct the first applicable command listed on the card:

1. **Special Event**, if listed for the current date.
2. **Deploy Reserves**, if any units in the card's formation are in the Reserve Units box (9.1).
3. **Expedite Reserves**, if any units in the card's formation are in the calendar's next day space (9.5); such units sent directly to the map if **≤ 2** cards in German draw pile (9.51).
4. 20+ **Assign Replacements** (17.2).
5. **Activate units to perform actions**, if the card's formation meets prerequisites (10.0).
6. **Command Event**.

22+ **No Command**: if the first card drawn is a No Command card, complete its command then draw another card.

After completing the command, conduct a German impulse.

3. REPEAT IMPULSES

Repeat German and Allied impulses until your hand and your draw pile are exhausted. End the phase with an Allied impulse, after which the day ends.

V. END OF DAY PHASE

Check the Victory Conditions of the scenario to see if you have won or lost. If not:

- Return all combat chits to the cup.
- Remove all *Dispersed* and *Out of Fuel* markers from the map.
- Advance *Day* marker on the Calendar. Start a new Day.

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