

BULGE

THE BATTLE FOR THE ARDENNES
16 DEC. 1944–2 JAN. 1945

INSTRUCTIONS



ORIGINAL EDITION

Game Design: James Dunnigan

Physical Systems and Graphics: Redmond A. Simonsen

Game Development: Eric Smith

Playtesting: Doug Barton, John Butterfield, Paul Chernoff, Nicholas Karp, Dave Rohde, Joe Seliga

Rules Editing: Eric Goldberg

Production: David Engler, Rosalind Fruchtmann, Ted Koller, Manfred F. Milkuhn, Micheal Moore, Bob Ryer

2021 EDITION

Map Graphics: Joe Youst

Counters: Darius Buraczewski

Production: Richard Aguirre



© 2021 Decision Games, Inc. All Rights Reserved.

WWW.DECISIONGAMES.COM

CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 VICTORY CONDITIONS
- 4.0 SET UP
- 5.0 SEQUENCE OF PLAY
- 6.0 WEATHER
- 7.0 AIR POWER
- 8.0 STACKING
- 9.0 ZONES OF CONTROL (ZOC)
- 10.0 MOVEMENT
- 11.0 ALLIED BRIDGE INTERDICTION
- 12.0 COMBAT
- 13.0 REINFORCEMENT
- 14.0 SUPPLY
- 15.0 GERMAN AIRDROP (OPTIONAL RULE)
- 16.0 DESIGN NOTES

These rules use the following color system:
Red for critical points such as errata and exceptions, Blue for examples of play.

RULE FORMAT

The rules of this game are organized in a case system format. This system of organization divides the rules into Major Sections (each of which deals with an important aspect of play). Major sections are numbered sequentially and are named for the concept explained within the section.

Example: Major section 6.0 (Allied Bridge Interdiction) explains the concept of Allied bridge interdiction and case 6.1 gives the details on how a player manages the concept.

The bulk of each Major Section consists of cases. These are the specific, detailed rules that regulate play. Each of these cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which cases are a part.

Throughout the rules players will see case numbers enclosed within parenthesis. These are used as references to remind players in which case more information can be found.

Example: A case with the number 6.5 is the fifth case of the sixth Major Section of the rules. The numbering system is meant as an organizational aid. Using it, players can always easily tell where a case is in the rules.

1.0 INTRODUCTION

Bulge is a low complexity two-player divisional level simulation of the German winter offensive against the Allies on the Western Front in December 1944, commonly known as the Battle of the Bulge or the Ardennes Offensive.

1.1 Game Scale

Each game turn (GT) represents one day. Each hex represents 5 miles (8km). Units are divisional sized. Specialized units are shown at a regimental/brigade level.

2.0 COMPONENTS

A complete game of **Bulge** includes a 17x22-inch game map, this rule booklet, one player aid card, one six-sided die, a sheet of 100 ½-inch counters and 2 storage bags.

2.1 The Game Map

The map represents the terrain on which the Battle of the Bulge was fought.

- A hex grid has been superimposed on the terrain of the map to regularize placement of the playing pieces and to codify the type of terrain in each hex. Each hex on the map has its own four-digit identity number.
- Hexes may contain combinations of clear, rough, light wood, and/or heavy woods. In such cases, players must determine the type of terrain in the hex using the following priorities:
 - 1) Heavy Woods
 - 2) Light Woods
 - 3) Rough
 - 4) Clear

Important: A hex may only be determined to be clear if no other terrain exists in the hex.

2.2 Charts, Tables, & Tracks

All the charts and tables needed for game play are located on the player aid card. Tracks are located on the game map.

Terrain Effects Chart (TEC): Summarizes how the terrain depicted on the map affects the movement and combat of the player's unit counters (2.3). There are two types of terrain:

In-Hex: Terrain that lies within the hex.

Hexside: Terrain that runs along a hexside and only affects operations when the hexside is crossed during movement or combat.

Combat Results Table (CRT): A CRT is used to resolve combat. There are two CRTs; Primary and Secondary. The player conducting an attack must declare which CRT will be used prior to conducting the combat resolution procedure (12.1).

Weather and Air Power Table: Used to determine the historical type of weather conditions present for a given game turn (GT) and the number of Air Points (AP) available to each side (6.0 & 7.0).

Variable Weather Table: Used if players have decided to use the variable weather rule (6.0).

Game Turn Record Track (GTRT): Players use this track to show the current GT. The track also displays if any reinforcements are available for the current GT (2.3.1 & 13.0) and the Victory Point Differential (3.0).

Victory Point Track: The German player uses this track to maintain a running count of the current number of victory points the German side has received (3.0).

2.3 Counters

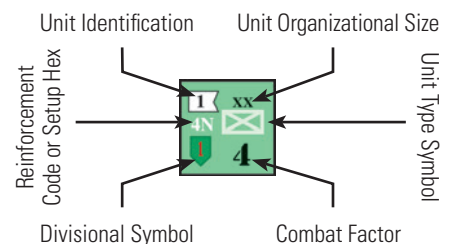
There are two types of playing pieces; unit counters or combat units and markers.

- Units represent the military units that fought in the original battle.
- Markers are used to record administrative information.

2.3.1 Combat Unit Counters

Each combat unit counter displays specific information regarding, nationality, unit type, organizational size, combat factor, and historical identification. Additionally, all combat units have a four-digit number (hex number) or a one-or-two-digit number followed by a letter.

- **Units with a four-digit hex number** are units that begin the game on the map.
- **Units with a number followed by a letter** are reinforcements and enter the map after the game has begun.



Sides & Colors: A unit's nationality, and therefore the side to which it belongs, is shown by its color scheme. One player commands all the units on the German side, and the other player commands all the units on the Allied side.

- Friendly units are those units belonging to a player, enemy units are those units that belong to the opposing player.

Example: All German units are friendly to the German player and all Allied units are friendly to the Allied player.

German

Mechanized Units:
White on Gray.

Non-Mechanized Units: Black on Gray.

Allied

United States (US):
Green with White Unit Symbols and Black Text.

United Kingdom (UK): White on Dark Green.

Unit Identification: The name or numbered organizational identification of the unit. Unit names may be abbreviated as follows:

A: Combat Command A

B: Combat Command B

GD: Guard

R: Reserve Combat Command

SS: *Schutzstaffel*

vDH: Von Der Heydte Parachute Unit

Important: A unit's divisional symbol is the historical insignia of the unit. It has no bearing on play.

At Start Units: Units that start the game on the map are noted by a four-digit hex number.

Example: The 2nd German Panzer Division sets up in hex 1206.



Reinforcement Code: Reinforcements are those units that enter the game after play has begun. A reinforcement is noted by a number and letter code. The number is the GT the unit will arrive on the map. The letter code corresponds to the map edge direction that the unit will enter from:

N: North (Allied units may enter between hex 0105 and 0125, inclusive).

E: East (German units only).

S: South (Allied units may enter between hex 1918 and 1902, inclusive).

W: West (Allied units may enter between hex 0225 and 1225, inclusive).

All north, south, and west map edge hexes are friendly to the Allied player (unless a German unit has exited the map at that location). All east map edge hexes are friendly to the German player.

Unit Size: Unit size symbols are above the unit type symbols. These symbols indicate the organizational size of the units.

XX: Division **X:** Brigade **III:** Regiment

Unit Types: Combat units in the game represent various types of formations. There are two major categories; Mechanized and non-mechanized.

Mechanized Units

- Armor/Tank/Panzer
- Panzergrenadier (German only)
- Reconnaissance (US only)

Non-Mechanized Units

- Infantry
- Airborne Infantry

Important: Allied infantry may be mechanized for road movement purposes (10.0).

Combat Factor: A unit's combat factor (CF) is the numerical measure of its ability to participate in combat relative to the other units in the game. A unit's combat factor is used if the unit is attacking or defending. This number may be modified when defending in certain terrain types (TEC).

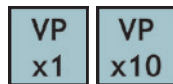
Movement Allowance: All units in the game have a movement allowance (MA) of five. The MA of a unit is the number of movement points (MP) a unit may expend in one Movement Phase (10.0).

2.3.2 Markers

The following counters (markers) are included in the game as informational and memory aids. Their functions are explained in the noted portions of the rules.



Game Turn Marker (One side is in German colors, the other in Allied colors).



Victory Point Markers



Air Point Marker



Important: Air missions for each air point are shown on the reverse side of the air point marker. The number of AP markers and mission types are a limit. A player may never have more missions assigned than there are counters.



Resupply Mission Marker



Interdiction Marker



Allied Mechanized Marker

3.0 VICTORY CONDITIONS

Victory is calculated in Victory Points (VPs). VPs are scored for the destruction of enemy units and, for the German player, the exiting of friendly units from the map.

- During the Victory Determination Phase of each GT, the German player compares the current German VP total to the VP differential shown on the GTRT.
 - 1)** If the current German VP total is greater than or equal to the German differential (number to the left of the slash) the game ends and the German player is the winner.
 - 2)** If the current German VP total is less than or equal to the Allied differential (the number to the right of the slash) the game ends and the Allied player is the winner.
 - 3)** If the German VP total is between the two numbers, the game continues and play proceeds to the next GT.
- On the last GT (GT 18) the game ends, and players determine the winner using the above procedure.

3.1 Determining VP

The German player maintains a running VP total throughout the game. Record VP gains or losses using the VP markers on the Victory Point Track. Use the marker printed with "x1" on the top row and the marker printed with "x10" on the bottom row.

- The elimination of combat factors immediately award or reduce the German VP as follows:
 - +1:** For each Allied combat factor eliminated.
 - 1:** For each German combat factor eliminated.
- At the beginning of Victory Determination Phase, the German player is awarded VPs for units that moved off the map during the current GT. To be awarded VP the units must have moved off the map at designated hexsides where a road exits the map. Designated map edge road hexsides are those marked with a black circle.
- German units exiting the map must expend one movement point (MP) or one-fifth of an a MP if using mechanized road movement (10.2).
- During the German Movement Phases, German units that exit the map at any of the designated hexsides should be placed off-map adjacent to the hex from where they exited the map and then follow the below procedure:
 - 1)** The German player is awarded one VP multiplied by the factor listed within the black circle associated with the hexside from where the unit exited the map.

2) After determining the number of VP awarded for each hexside, the German player flips all counted units so that their non-informational side is showing.

- During the Victory Determination Phase, the German player must determine if each designated exit hex is in supply (14.0) and then follow the below procedure:

1) If the exit hex contains units with the non-informational (back) side showing and the hex is currently out of supply, the German player flips the units to show the unit's informational side and subtracts one VP for each combat factor multiplied by the factor within the black circle.

2) If the exit hex contains units that have their non-informational side showing and the hex is in supply, there is no change to the German VP total and the units remain with their non-informational sides showing.

3) If the exit hex contains units that have their informational side up, and the hex is in supply, the German player is awarded one VP for each combat factor multiplied by the factor within the black circle. The German player flips the units to show their non-informational side.

Important: German units may only exit at designated hexes, and once removed from the map, they may never return to play.

4.0 SET UP

Players should first decide who will command which side, as described in 2.3.1. Players then set up their units and markers in the below order:

- 1) Players decide if the historical weather or variable weather will be used (6.0).
- 2) Players determine if the optional German Air Drop rule will be used (15.0).
- 3) Both players set aside their air point, interdiction, resupply, and (for the Allied player) mechanized markers aside (2.3.2).
- 4) Place the GT marker on the GTRT in the GT 1 Box (16 Dec 1944).
- 5) Place the German VP markers in the zero boxes of the Victory Point Track.
- 6) Each player should sort units marked as reinforcements (2.3.1) and place them in the corresponding GT Box on the GTRT.
- 7) The Allied player and then the German player places all units marked with a hex number (2.3.1) in the hexes corresponding to the hex number on the counter.

5.0 SEQUENCE OF PLAY

Players take turns moving their units and making attacks. The order in which they take these actions is the Sequence of Play.

- Each GT consists of a set order of phases, consisting of two player turns (German, then Allied).
- All GTs are played in the order given below.
- No action may be taken by either player except in accordance with that sequence.
- The player conducting a player turn is the phasing player; the opposing player is the non-phasing player.

Weather Phase:

- 1) Weather State Determination Segment (6.0)
- 2) Air Mission Assignment Segment (7.0)
- 3) Ground Support/Combat Air Patrol Resolution Segment (7.0)
- 4) Allied Air Interdiction Placement Segment (7.2)
- 5) German Air Interdiction Placement Segment (7.2)

German GT 1 Surprise: During GT 1 all German attacks receive column shifts on the CRT:

- 1) German attacks made during the German Pre-Movement Combat Phase receive two right column shifts.
- 2) German attacks made during the German Post-Movement Combat Phase receives one right column shift.

GT 1 through 3: All German units are in supply (for movement and combat) during the first three GTs (14.0).

German Player Turn

German Pre-Movement Combat Phase:

The German player may attack adjacent enemy units (12.0).

German Movement Phase: The German player may move any number of friendly units (10.0). German reinforcements enter the map (13.0).

German Post-Movement Combat Phase: Each German unit in an EZOC must attack (9.0 & 10.0).

Allied Player Turn

Allied Resupply Phase: The Allied player places Allied resupply mission markers (7.4).

Allied Pre-Movement Combat Phase: The Allied player may attack adjacent enemy units (12.0).

Allied Movement Phase: The Allied player may move any number of friendly units (10.0). Allied reinforcements enter the map (13.0).

Allied Post-Movement Combat Phase: Each Allied unit in an EZOC must attack (9.0 & 10.0).

Victory Determination Phase: Players determine if either player has won a victory (3.0).

If a German or Allied victory is achieved, the game ends.

Game Turn Indication Phase: Air interdiction markers are removed from the map and the GT is complete. If there are GTs remaining, players move the game turn marker to the next box on the GTRT and then repeat the above sequence for that that GT.

6.0 WEATHER

Weather for each GT is determined during the Weather Phase. There are three weather states; clear, mist, and overcast.

- There are two Weather Tables; Historical and Variable. Players should determine which table will be used prior to the start of play.

Historical Weather: To determine the historical weather consult the Weather & Air Power Table and cross reference the GT with the historical weather column. The result is the weather condition for that GT.

Variable Weather: To determine the variable weather state:

- 1) Consult the Weather & Air Power Table and cross reference the GT with the variable weather die roll modifier (DRM). The DRM will be added or subtracted to the variable weather die roll (DR).
- 2) Consult the Variable Weather Table and roll one six-sided die (1d6). Modify the DR by the DRM obtained in step one. Then cross reference the modified DR with the weather result. The result is the weather for that GT.

Important: The weather for GT 1 is always overcast, no matter the procedure determined.

6.1 Weather Effects

The weather state determines the number of Air Points (AP) available to each player that GT and whether attacks made during the Post Movement Combat Phases receive a column shift on the CRT.

- The following CRT column shifts are received during the Post-Movement Combat Phase based on the current weather:

Overcast: All German attacks receive one right column shift.

Mist: After each German attack is declared, the German player rolls 1d6 (for each attack). If the result is a one through three, the German player receives one right column shift.

Clear: All Allied attacks receive one right column shift.

Important: These column shifts are cumulative with all other column shifts and are awarded for attacks on both CRTs.

7.0 AIR POWER

The number of APs available depends on the weather and the current GT.

- During the Air Mission Assignment Segment conduct the below procedures:

1) Determine the number of available AP for each player.

a) To determine the number of AP available for each player, consult the Weather & Air Power Table and cross reference the GT with the current weather.

b) The numbers shown are the number of AP each player (**A:** Allied & **G:** German) has available that GT.

2) Each player secretly selects which mission each AP will conduct.

a) Each AP may perform only one mission per GT. Assign each AP to one of the following missions:

Combat Air Patrol (CAP) (7.1)

Interdiction (7.2)

Ground Support (GS) (7.3)

Resupply (Allied Player Only) (7.4)

b) When assigning missions, players will pick the AP with the desired mission printed on the back. If conducting supply or interdiction missions the player should select the supply or interdiction markers in place of an AP.

3) After both players have selected the types of missions that will be flown, each player reveals their selected markers.

- During the Ground Support/Combat Air Patrol Resolution Segment, each player must eliminate one GS mission for each CAP mission flown by the opposing player.

Important: No other missions are affected.

- During the Allied Air Interdiction Placement Segment, the Allied player places all Allied interdiction markers on the map (7.2).
- During the German Air Interdiction Placement Segment, the German player places all German interdiction markers on the map (7.2).

Important: After a mission is completed or in the case of GS mission markers that were eliminated, the marker is set aside. It may be used again each subsequent GT.

7.1 Combat Air Patrol Mission

CAP Each CAP mission eliminates one enemy GS mission. CAP missions which have no enemy GS missions to cancel are lost for that GT (the AP may not be assigned a different mission).

7.2 Air Interdiction Mission



An air interdiction mission negates, for one GT, the road hexsides of one hex for purposes of enemy movement and supply.

- Interdiction counters must be placed in a hex that is not occupied by a combat unit (friendly or enemy).
- The hex must contain a road symbol.
- Once placed they may not be moved for the remainder of the GT. They are removed from the map during the Game Turn Indication Phase.
- The road hexsides of an interdicted hex are negated for purposes of tracing enemy supply lines (14.0) and enemy road/Mech road movement (10.2).
- Interdiction has no effect on retreat or combat; it is not a ZOC.
- Friendly interdiction markers have no effect on friendly units or supply lines.

7.3 Ground Support Missions



Each ground support mission allocated to an attack provides one right column shift on the CRT.

- Ground support markers are allocated when a combat is declared during either friendly Combat Phase.
- More than one GS mission may be applied to a given attack.
- This column shift is cumulative with all other combat shifts.
- GS markers are set aside after being allocated to a combat. They may only be used once per GT.

7.4 Resupply Missions



A resupply mission places an out of supply Allied unit in supply for an Allied Movement or Combat Phase.

- Each resupply mission may be placed on an out of supply Allied unit during the Allied Resupply Phase.
- During the Allied Movement Phase the out of supply Allied unit may move up to its full movement allowance. If the unit moves the resupply marker is removed from the map and has no further affect this GT.
- During either Allied Combat Phase, if an out of supply Allied unit is in a hex with a resupply marker, the unit is in supply for any attack made that phase and may use the Primary CRT in both Combat Phases Remove the marker from the map at the end of the Post Movement Combat Phase.

8.0 STACKING

Any number of friendly units may move through a hex containing another friendly unit, but a moving unit may never end a Movement Phase in the same hex as another friendly unit. If a unit is forced to retreat into a friendly occupied hex, the retreating unit is eliminated.

9.0 ZONES OF CONTROL (ZOC)

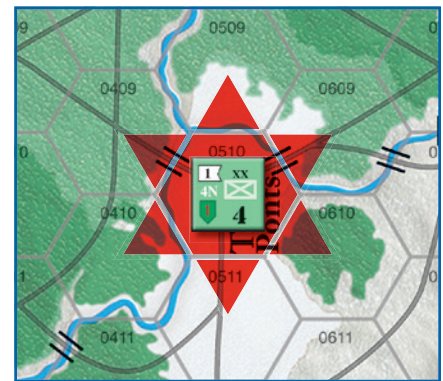
Zone of Control (ZOC) rules are an abstraction of a unit's ability to project its combat power, through tactical fire and maneuver, into areas immediately around its main location.

- All combat units of both sides exert a ZOC into its hex and the six adjacent hexes.

Important: During a friendly Post-Movement Combat Phase, all friendly units in EZOC must conduct an attack against one of the enemy units projecting that EZOC.

- Supply status does not affect a unit's ability to project a ZOC.
- There is no qualitative difference between a hex containing a ZOC projected by one unit and a hex containing ZOC projected by more than one unit.
- The ZOC of units of both sides may be simultaneously exerted into the same hex.
- ZOC do not extend off map.

Example: The below diagram depicts the ZOC of the US 1st Infantry Division.



9.1 Effect of Enemy ZOCs

A moving unit must end its movement for the current phase when it enters an enemy zone of control (EZOC).

- A unit that begins a Movement Phase in an EZOC may not move.

Important: The only way that a friendly unit in a hex containing an EZOC may leave that hex is by retreating after combat into a hex not in an EZOC or advancing after combat (12.3 & 12.4)

- A unit may not retreat into a hex containing an EZOC. If the only available hex is in an EOC the retreating unit is eliminated.
- EZOCs do not affect the ability of attacking units to advance after combat.
- Supply may not be traced through a hex containing an EZOC; however, the presence of a friendly unit in a hex containing an EZOC does negate that EZOC for supply purposes.
- Friendly supply may be traced into but not through a hex containing an EZOC.

10.0 MOVEMENT

A unit's movement allowance is not printed on the counter. Each unit has a movement factor of five (2.3.1).

- A unit may not enter a hex containing an enemy unit.
- During a friendly Movement Phase, a player may move any number of friendly units as desired.
- Units may be moved in any direction or combination of directions.
- Units are moved one at a time, tracing a path of contiguous hexes across the hex grid.
- As each unit enters a hex, it pays one or more MPs, depending upon the terrain in the hex and/or the terrain of the hexside crossed (TEC).
- A unit may never expend more MPs during a Movement Phase than it has available.
- A unit may expend any number of its MP in any Movement Phase; however, unused MP may not be accumulated from GT to GT or phase to phase.
- MP may not be transferred, loaned, or given from one unit to another.
- Once a unit has been moved and the player's hand taken from it, it may not be moved again during that phase unless the opposing player graciously permits it.
- There is no minimum movement. If a unit does not have available the MF needed to pay all costs associated with crossing a hexside and/or entering a hex, that unit may not move.

Important: German units may exit the map per 3.1. No other units may exit the map. If a unit is forced to retreat off the map, it is eliminated.

10.1 Movement Terrain Effects

Consult the TEC to determine the number of MP that must be expended to enter a hex and/or cross a hexside.

- When the TEC calls for a "+" MF expenditure to cross a hexside, that cost is in addition to the terrain cost for entering the hex.

Important: Hexes may contain two or more types of terrain. Unless moving along a road, a unit must expend the number of MP required for the costliest terrain in the hex.

Example: If a hex contained heavy woods, light woods, and a West Wall symbol, it would be considered a heavy woods/West Wall hex with a movement entry cost of four MP. If a hex contained light woods, rough, and a town, and a unit entered the hex by crossing the river hexside, the unit would expend four MP to enter the hex.

10.2 Road & Mechanized Movement

A unit that moves from one road hex to another road across a hexside traversed by a road may move using road movement. There are two types of road movement:

Regular Road Movement: Any type of unit may use road movement.

- 1) A unit may combine regular road movement with off-road movement both before and/or after conducting regular road movement.
- 2) A unit using regular road movement expends one MP for each hex entered regardless of other terrain in the hex.
- 3) A unit may not use regular road movement when entering a hex containing an enemy interdiction marker. The unit must expend the MP required for the terrain in the hex.

Mechanized (Mech) Road Movement: Only mechanized units (2.3.1) or Allied infantry/airborne type units that are marked with a mechanized marker may use Mech Road Movement.

- 1) To use mech road movement the unit must begin the Movement Phase on a road hex.
- 2) A unit may use mech road movement and then regular road movement and/or off-road movement.
- 3) A unit using mech road movement expends one-fifth an MP per hex. If the unit ends mech road movement and continues moving, round down any fractions of a used MP.
- 4) A unit may not use mech road movement when entering a hex containing an enemy interdiction marker. The unit must expend the MP required for the terrain in the hex.
- 5) At the beginning of the Allied Movement Phase, the Allied Player may designate up to four infantry and/or airborne units as capable of mech road movement for that Movement Phase. Place a mechanized movement marker on the unit to denote its mechanized status for that GT. The marker is removed at the end of the Allied Movement Phase.

11.0 ALLIED BRIDGE INTERDICTION

All bridge hexsides within three hexes of an Allied unit are interdicted for purposes of German movement and German supply.

Example: The US 1st Infantry Division in hex 0407 automatically interdicts all the bridge hexsides marked as interdicted in the below diagram.



- When tracing the three-hex path, the hex the unit occupies is not counted.
- Allied units interdict bridges regardless of terrain, enemy unit, EZOC or supply status.
- A unit or supply line that crosses an interdicted bridge hexside pays the cost of the terrain in the hex entered, regardless of the presence of a road, plus on additional MP for crossing the river hexside.

12.0 COMBAT

Players initiate combat to destroy enemy units and gain control of hexes. Combat may be conducted during the Pre-Movement Combat Phase and Post-Movement Combat Phase. There are two Combat Phases in each player turn.

Pre-Movement Combat Phase: The phasing player may attack adjacent enemy units. There is no requirement to attack in this phase.

Post-Movement Combat Phase: The phasing player must conduct attacks with all friendly units that are adjacent to enemy units.

Important: During the Post-Movement Combat Phase, the phasing player is not required to attack all adjacent enemy units.

- A unit may attack in the Pre-Movement Combat Phase and the Post-Movement Combat Phase.
- The phasing player is the attacker, and the other player is the defender, no matter the general situation across the map.
- A player may attack an enemy occupied hex from all friendly occupied adjacent hexes.
- All units attacking a hex must combine into one single attack.

- No more than one hex may ever be the object of any one attack.
- No defending unit may ever refuse combat.
- No single attacking unit may have its combat factor divided and applied to more than one combat.
- No defending unit may have part of its combat factor attacked while other units attack the other part.
- A unit can only participate in one attack per Combat Phase.
- A unit may only be attacked once per Combat Phase.
- There is no arbitrary limit on the number of attacks each player may resolve during his Combat Phases. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes. The player must complete each combat prior to initiating the next combat.

12.1 Combat Resolution

For each combat, follow the sequence below:

Step 1: The attacking player:

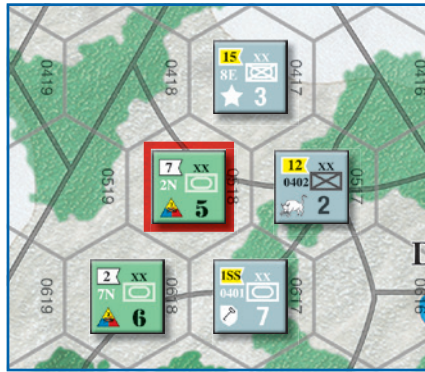
- Identifies the defending unit.
- Identifies the attacking unit(s).
- Declares the CRT that will be used.

Important: Once the CRT is selected the combat(s) may not be cancelled.

- If the player chooses the Secondary CRT, the player must attack the adjacent enemy unit that has the greatest printed combat factor. If two or more enemy units are equal in strength, the attacking player may choose which unit will be attacked.
- Determines if all attacking units are in supply (14.0).

Exception: If any of the attacking units are out of supply, the attacker must use the Secondary CRT. In this case, the attacking player may ignore d).

Example: In the below diagram, if the German player declared that the Secondary CRT will be used against the US 7th Armored Division, the player could not attack the 7th with all three adjacent units, as the German 1SS Panzer Division would be forced to attack the adjacent unit with the greatest printed combat strength (the US 2nd Armored Division). To combine all three German units into an attack against the 7th, the German player would be required to use the Primary CRT.



Step 2: The attacking player may allocate any number of GS missions to the combat (7.3).

Step 3

- The attacker totals the combat strength of all involved attacking units.
- The defending player consults the TEC and adds the combat factor modifiers for the terrain in the defending unit's hex (TEC notes).
- The attacker subtracts the defending player's total from the attacking unit's total. The result is the combat differential.

Step 4: The attacking player consults the CRT determined in Step 1 and locates the column that corresponds to combat differential determined in Step 3.

Step 5: The attacking player determines the total number of column shifts that apply (all shifts are cumulative):

- German Surprise (5.0).
- Weather (6.1)
- Ground Support (7.3)

Important: If the final combat differential in an attack is higher (or lower) than the highest (or lowest) shown on the Table, it is treated as the highest (or lowest) column available.

Example: The Allied player is attacking using the Primary CRT. The attacking units total combat factors is 12. The defending unit has a combat factor of 4 and is in rough terrain adding 1 to the defender's total. The combat differential is +7. It is GT 2; the weather is clear, and the Allied player has committed 1 AP to GS for this combat. There are two column shifts (one for the Allied GS mission and one for the clear weather). The final differential column is the +12 or more column.

Step 6: The attacking player rolls 1d6 and cross references the DR with the final differential column.

Important: The attacker may deliberately lower the combat differential (if desired), by announcing the fact prior to rolling the die.

Step 7: The players resolve the combat using the result determined in Step 6.

12.2 Explanation of Combat Results

Ae (Attacker Eliminated): One of the attacking units is eliminated and the other attacking units must retreat one hex each. The defending unit may advance into any one of the hexes previously occupied by attacking units.

Ar (Attacker Retreats): All participating attacking units must retreat one hex away from the defender. The defending unit may advance into any one of the hexes previously occupied by attacking units.

Ex (Exchange): The defending unit is eliminated. The attacking player must eliminate an attacking unit(s) whose combat factors are equal to or less than the printed combat strength of the defending unit. If no combination of attacking units has the same or less printed combat strength than the defending unit, the attacker suffers no loss. The attacker never loses more strength points than the defender and must lose the maximum number of points possible not to exceed the defender's strength. One surviving attacking unit may advance.

Dr (Defender Retreats): The defending unit must retreat one hex. One attacking unit may advance.

De (Defender Eliminated): The defending unit is eliminated. One attacking unit may advance.

Ct (Contact): No attacking or defending units are affected by the attack.

12.3 Retreat

All retreats are one hex. A unit may not retreat more than one hex. The owning player may retreat units into hexes:

- Not in an EZOC.
 - Not occupied by a friendly or enemy unit.
- If the retreating unit(s) cannot retreat for any reason, the unit is eliminated.

12.4 Advance after Combat

If a hex is vacated due to combat results, one participating opposing unit may advance into that hex.

- Advancing units ignore EZOC.
- See 12.2 to determine if one side or the other may advance after combat.
- If the defending unit advances after combat, it may advance into any hex previously occupied by attacking units.
- Advance after combat must be completed prior to the attacking player initiating another attack.

13.0 REINFORCEMENT

Both players receive units during the Movement Phases of a specified GT. Newly arriving units enter the map on a road hex that leads off the indicated map edge.

- When reinforcements are placed on the map, the arriving unit must pay the road movement or mechanized movement point cost for entering the road hex.
- When more than one unit enters in the same hex, they enter without regard to which one entered first, i.e., it does not cost a unit more to enter the map because it enters behind the first unit.
- The hex of entry may not be enemy occupied or in an EZOC.
- Reinforcements enter the map on road hexes that lead off specific friendly map edges (2.3.1).
- British reinforcements may not cross the Meuse River or move more than five hexes from their entry hex until a German unit comes within two hexes of a British unit. The two hex path is counted from the German occupied hex (exclusive) to the Allied occupied hex (inclusive). Once a German unit has moved to within two hexes, all the British units are released from these restrictions for the duration of the game.
- Allied units may not enter the map on a hex from which a German unit exited the map.
- A player may hold back all or part of the reinforcements due him in a GT and enter them on the same entry map edge on a later GT.
- If all entry hexes on a map edge are blocked, reinforcements due to enter there may not enter. They may enter on a later GT when an entry hex is available.

14.0 SUPPLY

For a unit to move and attack at its full potential, it must be in supply.

- Supply for movement is determined when a given unit begins to move.
- Supply for combat is determined at the instant of combat.
- A unit is in supply if it can trace a path of hexes no longer than five MP from the unit (do not count the unit's hex) from the unit to a road hex. The player must then be able to trace the path of any length along contiguous road hexes to a friendly map edge (2.3.1) road hex (the road must connect to the map edge).
- A road hex interdicted by an enemy interdiction marker (7.2) may not be used to trace a supply path.

Exception: If an interdicted hex is occupied by a friendly unit, the road hex may be used to trace supply.

- The path traced may not enter an enemy occupied hex or EZOC, unless the hex in an EZOC is occupied by a friendly unit.

14.1 Out of Supply Effects

Movement: During a friendly Movement Phase, the owning player must check supply for each moving unit. If a unit is found to be out of supply the owning player rolls 1d6. The result of the DR is the number of MP the unit may expend during the current Movement Phase.

Exception: If the DR is six, the unit may not move.

Combat: During Step 1 of the combat procedure, the attacking player checks the supply status of each participating unit. If one or more of the participating attacking units are out of supply, the combat must be conducted using the Secondary CRT.

Important: Defending units are not affected by supply status.

15.0 GERMAN AIRDROP (OPTIONAL RULE)

In the German Movement Phase of GT 1, the German player may drop the vDH airborne unit.

- The German player selects one unoccupied hex (may be in an EZOC) within five hexes of a German unit. The German player rolls 1d6 and applies the following result:

1: The unit survives. The German player then rolls a second 1d6.

1) If the result is a 1: the unit is placed in the designated hex. No further action is needed.

2) If the result is a 2–6: the German player then rolls a third 1d6 and refers to the scatter diagram on the player aid card. The result is the hex the unit is now placed. If the hex is occupied by any unit (friendly or enemy) the unit is eliminated.

2–6: The unit is eliminated.

- The unit may not move during the current Movement Phase. It operates normally beginning the German Post-Movement Combat Phase.

16.0 DESIGN NOTES

There are two critical rules in the game that if misunderstood or not used properly will cause a player to lose the game. These rules are Allied Bridge Interdiction and Road and Mechanized Movement. The key to the game is for the Allied player to keep the German player from breaking through the Allied line and encircling the isolated Allied units. The best way for the Allied player to prevent this is to occupy the critical road junctions, interdict the bridges, and counterattack very sparingly when necessary. The original Allied line will be destroyed, and the Germans will advance, this is inevitable.

The Allies should plan to fall back and save units if possible. There will be times in games when the Allies could win the game by destroying an exposed panzer division. Chances are that if the counterattack fails, the Allies will lose the game. Counterattacking in this situation is a win or lose situation, so consider carefully any Allied counterattacks made early in the game. In most games, a time will come when the Allies start a general counterattack. If the pressure can be kept up, they will have a good chance of winning.

The combat results should be studied closely because players will notice that when properly executed, an exchange is as good as an elimination for the attacker. The German player can create a juggernaut by using the 1st and 12th SS Panzer Divisions together. In this way, the Germans will not lose a unit when they exchange with an Allied infantry division. The German player must always watch for holes in his lines. If a hole is opened, it is sometimes possible for the Allies to mech move enough units behind the German lines to cut off supply to the whole German spearhead. Unit placement is more critical in **Bulge** than in most games since there are so few units. The German player should also watch carefully, making sure that his spearhead is not put out of supply through air interdiction. This is easily prevented in most cases by simply keeping one or two small units behind the lines to occupy the interdicted hexes and so re-establish the supply line.

Players will experience a rash of German victories at first. The more the game is played, the more balanced it will become because the Allied position is much more challenging, with less room for error than the German. Be patient and play carefully.

German airdrop is an optional rule, because a successful air drop will often turn the game overwhelmingly in favor of the German. Use this rule with a word of warning. Historically, the air drop was a total failure and had no effect on the battle. It is included because it was an historical occurrence that could have gone differently.

Bulge requires quite a bit of skill to play well. Do not be fooled by the famous landmarks. There is nothing mystically significant about Bastogne; it could have been Saint Hubert that became legendary. As the Allies, defend tenaciously and know the proper time to switch over to the attack. As the German, be aggressive, and keep the pressure on until the Allied line breaks. Most of all, enjoy yourself.