Bastogne
A Desperate Defense

CONTENTS

Components include:
Fire & Movement System Rules
Bastogne Exclusive Rules
17×22-inch map
100 1/2-inch counters

CREDITS

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10.1 Introduction

Bastogne is a simulation of the German offensive into the Ardennes Forest, specifically near the Belgian town of Bastogne during the middle of December 1944. Each game turn represents half of one day, and each hex equates to about 850 meters. **Bastogne** has one historic scenario of the German offensive into the Ardennes Forest, in the area around Bastogne, and the US attempt to hold that vital road hub.

10.2 Unit Types

Mobile units represented in the game are composite units representing a combination of tank/panzer, mechanized or motorized infantry, and various other supporting arms.

⊠ **Parachute Infantry**

⊠ **Glider Infantry**

⊠ **Infantry**

⊠ **Mechanized**: These units represent a composite unit containing tanks/panzer, mechanized/motorized infantry, and various supporting arms.

▭ **Tank/panzer**

◪ **Armored Recon/Cavalry**

◮ **Tank destroyer**

Abbreviations

Bn.: Battalion
Inf: Infantry
Mech: Mechanized
PG: Panzer Grenadier
Recon: Reconnaissance
TD: Tank Destroyer

10.3 First Player

The German player is the first player (3.0).

10.4 Supply

There are no supply rules in **Bastogne**. All units are always in supply.

10.5 Panzer Movement Penalty

The terrain in the Ardennes is not conducive to rapid movement for mechanized units. Dense woods and rugged terrain often made it almost impossible operate off road and the state of many of the secondary roads was such that between the terrain and weather, mechanized units continually became bogged down. German mobile units (2.3) are penalized when entering a woods hex during a friendly Movement Phase or Mobile Movement Phase.

• A German mobile unit:
 a) Entering a woods hex when not using road or trail movement (5.4.1 & 5.4.2) must expend six movement points.
 b) Entering a woods hex using road movement must expend one MP.

c) Entering a woods hex when using trail movement must expend two MP.

Important: The above rule does not apply to US mobile units.

10.6 Allocation of Support Fire Markers

Players allocate support fire markers (SFM) as per 7.1 and as modified as below.

- At the beginning of the game, each player must create a SFM pool.
- During the Support Fire Marker Phase, each player randomly picks the number of SFMs as listed on the Game Turn Record Track (GTRT).

Exception: See 10.6.2.

- After drawing the required amount, the players may examine the friendly markers picked from the pool.

10.6.1 SFM Restrictions

When conducting bombardment or ground attack, players may select the SFM marker(s) they will use as per 8.1 and 8.2.1.

- All Allied SFM markers with a factor of three may only conduct bombardment in hexes adjacent to friendly units.
- All other SFM markers may conduct bombardment against target that are up to four hexes from a friendly unit.

10.6.2 Reductions in SFM Availability

The Allied player subtracts one from the total allowed SFM markers that may be picked each GT for each of the below hexes, if at the beginning of the Support Fire Marker Phase the hex is German occupied:

    1) Bastogne (hex 1317)
    2) Bastogne (hex 1416)

Important: The hex must be occupied by any German unit.

11.0 VICTORY CONDITIONS

Victory is determined at the end of the last GT (GT 19).

11.1 German Victory

To win the game, the German player must:
    1) Exit at least 12 full-strength (not depleted) mobile units (any German unit with printed movement allowance of 12 or more) off any west edge map hex(es); and,
    2) Capture both Bastogne town hexes (1317 and 1416).
- To qualify as captured:
    1) A German unit must either currently occupy or be the last to have occupied both Bastogne hexes (1317 and 1416); and,
    2) Neither hex Bastogne hex cannot be in an enemy zone of control (6.0).

Important: German units may not exit the map when conducting a retreat.

11.2 Allied Victory

If, at the end of GT 19. the German player has failed to achieve either of the victory conditions in (12.1), the Allied player wins the game.

11.3 Draw

If, at the end of GT 19, the German player has achieved only one of the two victory conditions in (12.1), the game is a draw.

11.4 Exiting the Map

A German unit may only exit the map during the German Movement or Mobile Movement Phase (not during a Combat Phase).

- A German unit that exits the map must expend the number of movement points (MPs) to enter an imaginary hex presumed to be adjacent to the map's edge.
- The terrain in the above hex is identical to the terrain in the German unit's last hex prior to exiting the map.
- A unit moving along a trail or road leading off the map is assumed to be moving into an imaginary trail or road hex, per the road movement cost.
- Any US unit's zone of control (ZOC) is assumed to be projected into the imaginary hex normally for purposes of movement (6.1).
- Once a German unit exits the map, it may not return for any reason.

12.0 SCENARIO SET-UP

Place the GT marker in the GT 1 box on the GTRT.
- The scenario is complete at the end of GT 19.
- Both players create their SFM marker pools (10.6).
- The Allied player sets up the following units in the hexes indicated below.

Important: No German units begin the game on the map.

    1) In any hex on the map, except in the 28xx or 29xx hex row: (9th Armored Division)
      (5-4-12) 811 TD Bn.
      (4-4-12) 52 Mech Inf Bn.
      (4-3-12) 19 Tank Bn.
    2) Within two hexes of either Bastogne hex (1317 or 1416): (10th Armored Division)
      (4-4-12) 20 Mech Inf Bn.
      (4-3-12) 3 Tank Bn.
      (1-3-12) 90 Armored Recon

13.0 REINFORCEMENTS

Reinforcements arrive at the beginning of the player's Movement Phase or Mobile Movement Phase.

- Only mobile units may arrive during a friendly Mobile Movement Phase.
- Arriving units must expend the number of MPs required to enter the first hex on the map edge of entry.
- If more than one unit arrives in a hex each successive unit entering the map in the same hex, must expend one additional MP for each unit that previously entered the map in that hex.

Exception: If the hex has a road or trail that connect to the map edge; the owning player may enter multiple units along the road/trail, one at a time. Each successive unit must pay one additional hex of road or trail movement costs for each unit that previously (this GT) arrived in the hex.

Example: On GT 1, the German player receives seven units that arrive in hex 2913. The hex has a road that connects to the map edge; thus, the German player must enter all seven units in that hex. The first unit would expend one-half an MP to enter 2913, the second would expend one MP, the third would expend one and one-half MP.

- Arriving reinforcements may move and conduct combat normally during the GT of arrival.
- Reinforcements are subject to stacking rules when arriving.
- If a reinforcement unit's arrival hex is occupied by an enemy unit, the reinforcement may not arrive until the GT wherein that hex is no longer occupied by any enemy unit.
- Reinforcements may arrive in a hex in an EZOC; however, the arriving unit is subject to EZOC movement affects (6.1).

13.1 Where Reinforcements Arrive

Reinforcements arrive during the following GTs and must arrive in the hex or range of hexes given.

13.1 GERMAN REINFORCEMENTS		
GT	**Unit**	**Hex**
1	all units of the 2nd Pz Division	2913
	2× 6-4-12 Pz Bn.'s	
	1× 2-3-14 Armored Recon Bn.	
	2× 4-4-12 Mech Inf Bn.	
	3× 5-5-12 Mech Inf Bn.'s	
2	All units of the Panzer Lehr Division	2908 to 2915 (inclusive)
	4× 5-5-12 Mech Inf Bn.'S	
	1× 4-4-12 Mech Inf Bn.	
	1× 2-3-14 Arm Recon Bn.	
	26th Volksgrenadier Division	
	6× 3-3-7 Inf Bn.'s	
4	26th Volksgrenadier Division	
	3× 3-3-7 Inf Bn.'s	
	1× 1-3-12 Armored Recon Bn.	
7	All units of the 5FJ Division	Any hex on or south of hex 2918 on the east side of the map (row 29xx)
	6× 3-3-7 Parachute Inf Bn.'s	
10	15th Panzer Grenadier Division	Any east map edge hex
	1× 3-2-12 Panzer Bn.	
12	15th Panzer Grenadier Division	Any hex north of hex 2918 on the east side of the map (row 29xx)
	3× 4-4-12 Mech Inf Bn.'s	
16	15th Panzer Grenadier Division	Any hex north of hex 2915 on the east side of the map (row 29xx)
	3× 4-4-12 Mech Inf Bn.'s	

13.1 US REINFORCEMENTS		
GT	**Unit**	**Hex**
2	All units of the 101st Airborne Division	Any west map edge hex
	9× 2-4-7 Parachute Inf Bn.'s.	
	3× 2-4-7 Glider Bn.'s.	
	1× 5-4-12 TD Bn.	
3	4th Armored Division	Any south map edge hex
	1× 5-4-12 TD Bn.	
9	4th Armored Division	Any south map edge hex
	3× 5-5-12 Mech Inf Bn.'s.	
	1× 5-3-12 Tank Bn.	
	2× 4-3-12 Tank Bn.'s.	
	1× 1-3-12 Armored Recon Bn.	
14	80th Infantry Division	Any south map edge hex
	3× 2-3-7 Inf Bn.'s.	
16	1× 1-3-12, 6th Armored Recon Bn.	Any south map edge hex
18	9th Armored Division	Any south map edge hex
	1× 5-5-12 Mech Inf Bn.	
	1× 4-3-12 Tank Bn.	
	35th Infantry Division	
	8× 2-3-7 Inf Bn.	

14.0 GAME NOTES

The Germans' goal of the Ardennes offensive was an impossibility for all practical purposes; the idea that German forces could breakthrough to reach (and capture) Antwerp suggests an appallingly shortsighted appreciation of accumulated Allied strength in Western Europe in 1944. Few among the German high command, sans Hitler, ever believed that the operation had any chance of success.

Whatever potential there was for a greater success than was achieved was squandered by numerous operational misjudgments by the Germans; bypassing Bastogne is the most notable and famous of them all. This is not to imply that the Germans underestimated Bastogne's importance to the operation (the road hub there), but rather the Germans underestimated the tenacity of the American units (elements of the 9th and 10th Armored Divisions, as well as

reinforcements from the 101st Airborne Division) tasked to defend the indistinctive Belgian town.

The Germans could have certainly captured Bastogne if they had committed enough forces to assail the town, but the timetable of the overall offensive required the leading formations of the German spearhead (5th Panzer Armee) to circumvent Bastogne—presuming that follow-up units would be able to seize the now isolated town effortlessly.

*This is the situation in **Bastogne** when the game begins; the German player must accomplish both objectives to win the scenario; if the German player captures Bastogne but is unable to exit sufficient units off the map (at least 12 mobile units), the wider Ardennes offensive is assumed to be seriously jeopardized (such a delay would have thoroughly impeded the 5th Panzer Armee impetus). On the other hand, if the German player fails to take Bastogne, even if he exits sufficient mechanized units, his circumstance will mirror the Germans' historical dilemma.*

The German player's mission is difficult, but he has far more combat power at his disposal throughout the scenario, especially during the first half of the game. The Germans' aggregate combat strength (the attack and defense strengths of all German units) is more than 330 points, whereas the US total combat strength is only slightly over 260 (moreover, a quarter of the US combat strength doesn't arrive in play until game turn 18).

The German player's firepower superiority is significant, although the US player possesses somewhat more support fire throughout most of the game, especially after game turn 9. Normally such a disparity of opposing combat power is overwhelming, notwithstanding other advantages available to the weaker side (e.g., terrain).

*In **Bastogne**, however, the German player cannot storm US units recklessly; the prerequisite that German Mobile units must exit the map as full-strength units (i.e., not depleted) necessitates caution. Because of the combat system's proclivity for "Ex" (exchange) results, the German player must conduct his assault with finesse; panzer thrusts that outpace their supporting infantry will become susceptible to attrition, particularly as the US support fire allotment increases.*

*The US player's operational predicament in **Bastogne** is the converse of the German player's objectives; he must hold Bastogne and prevent German mechanized forces from exiting the western edge of the map. To this end, the US player must take full advantage of the terrain whenever possible, and zealously block the trails and especially roads leading off the map's west edge (this means that holding Bastogne is important for its own sake, because of the road*

hub there). Generally, US units should avoid defending in open terrain hexes (which should be thought of as ideal tank country) except when imperative for operational reasons.

Predominantly, the US player will be fighting defensive engagements until he receives reinforcements from Patton on game turn 18, at which time the leading elements of Patton's Third Army (primarily the 4th Armored Division) are given an opportunity to intervene (historically their objective was the relief of the US 101st Airborne Division still defending Bastogne).

It is at this time that the importance of Bastogne will become more evident; if the German player has decisively captured both town hexes, he is then provided a tenuous opportunity to redeploy his units to form a screen against the approach of Patton's units. If, however, Bastogne is still under siege when Patton's relief force arrives, an American breakthrough towards the outskirts of the town is much more feasible. Certainly, this complicates the German player's situation, depending on how many units he has already exited off the map, and what manner of force he can still redeploy to hold off Patton's counterattack.

During the "Battle of the Bulge," Bastogne typified the determination of the American G.I., despite being surprised, outnumbered, cut-off, unsupplied and assaulted by some of Germany's toughest outfits (such as the 2nd Panzer Division and the Panzer Lehr Division). The German plan presumed that a winter offensive would nullify Allied airpower, and thereby allow the panzer divisions to push to the Meuse River by 23 December. Of course, this presumption was predicated upon the notion that German arms could overrun any resistance encountered (in the absence of enemy air support). A presumption that was not merely false, but a significant underestimation.

But, even if the Germans had captured Bastogne and reached the Meuse or beyond, the Ardennes offensive was unlikely to achieve anything more than a fleeting reprieve; neither of the two senior German commanders (Generals Rundstedt and Model) believed in the operation's prospects for success. Paradoxically, none in the Allied high command believed that the German Army was still capable of such a major offensive in late 1944 (much less during the height of winter). In essence (as so often occurs in war) each side sorely misjudged the other.

COMBAT RESULTS TABLE

Defender Terrain	Combat Differential (Attack strength minus Defense strength)											
Mountain	–1	0	+1	+2,+3	+4,5	+6,7	+8,9	+10				
City, Rough, River	–2	–1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10			
Marsh/swamp, Town, Broken	–3	–2	–1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10		
Woods, Bridge, Canal, Ditch	–4	–3	–2	–1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10	
Mixed, Clear, Desert, Stream	–5	–4	–3	–2	–1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10
Die Roll	Results											
1	(A)	**A3**	**A2**	•	Ex	Ex	D2	D2	D2	D3	De	De
2	(A)	(A)	**A3**	**A2**	•	Ex	Ex	Ex	D2	D2	D3	De
3	(A)	(A)	(A)	**A3**	**A2**	•	Ex	Ex	Ex	D2	D2	D3
4	(A)	(A)	(A)	(A)	**A3**	**A2**	•	Ex	Ex	Ex	D2	D2
5	Ae	(A)	(A)	(A)	(A)	**A3**	**A2**	•	Ex	Ex	Ex	D2
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	**A1**	•	Ex	Ex	Ex

- Attacks at less than the lowest differential are resolved at the lowest differential.
- Attacks at greater than +10 are resolved as +10 attacks.
- When conducting bombardment treat the results in Bold as No Effect.

De**: The defending unit is eliminated

D3*: The defending unit must retreat three hexes.

D2*: The defending unit must retreat two hexes.

Ex: One attacking unit and one defending unit must be flipped to their reduced side. If already reduced or is a one-step unit the unit is eliminated. Among multiple attacking units, the attacker chooses the unit to deplete/eliminate.

A1*: All attacking units must retreat one hex.

A2*: All attacking units must retreat two hexes.

A3*: All attacking units must retreat three hexes

(A): One attacking unit must be reduced. If unit is already reduced or a one-step unit it is eliminated. Among multiple attacking units, the attacker chooses the unit to reduce/eliminate. If conducting bombardment, this result only applies if a friendly unit is adjacent to the enemy unit being bombarded.

Ae**: All attacking units eliminated.

•: No Effect

* **Stiff Resistance:** The affected player may choose to ignore his retreat requirement by choosing to reduce one unit instead.

** **Note:** On a **De** or **Ae** result, all units are eliminated. Two step units are not reduced, they are eliminated.