

Battle of the Bulge

Avalon Hill 1981

If the Germans capture a fuel dump, the game ends after the 23 PM turn. If they do not capture a fuel dump, the game ends after the 21 PM turn. The Allied player may not attempt fuel dump demolition. Any fuel dump not captured by the Germans by the end of their 19 AM turn is removed from the map. The Germans capture a fuel dump by moving, advancing, or retreating a unit on to it.

The Germans win a tactical victory if they hold, or were the last to pass through, all 3 Liege hexes by the end of the game. The Germans win a strategic victory as soon as they send 2 entire (all 3 units) panzer divisions off the map along any road north or west of the Sambre/Meuse River. The Allies win if they prevent a German victory.

Turns alternate, beginning with the German turn. In his turn, a player:

- Places reinforcements on the appropriate map edge entry hex
- Moves reinforcements plus units in: Germans = 6 hexes, Allies = 4 hexes
- Resolves all attacks by the moving side
- Turns inverted units face up

On the first game turn only, the Germans may move all their units; the Allies may move all the units in any 4 hexes. Thereafter, all reinforcements may move, plus all units in any 6 hexes during the German turn or units in any 4 hexes during the Allied turn. The Germans use red chips the Allies use blue chips to mark selected hexes.

Reinforcements are brought on the map at the hexes designated in bold print on the Order of Appearance sheets; disregard the fine print. Note that the Allied 16 AM unit is placed in Herve and may not move until next turn; also, the Allied 17 AM 1/26 unit is placed on Eupen and may not move until next turn. British units arriving on 21 PM and 22 AM may not cross the Meuse. The entry hex does not count against movement of reinforcements; the next hex entered counts as the first movement hex. If a German unit occupies a hex on the northern map edge, Allied reinforcements may only be placed west of it if they arrive on the northern map edge. Check bold-print options.

Any number of units may stack in a hex. All German artillery and Nebelwerfer units have movement factors of 4; all others are as printed on the units. On clear-weather days only, all German units with movement factors of 4 have them reduced to 2 due to Allied air interdiction.

A unit must stop when it enters a hex next to an enemy infantry or armor unit, unless the enemy unit is on the other side of an unbridged river hex. A unit that starts its move next to an enemy infantry or armor unit may not move directly to a hex next to the same enemy unit, but it

may move away from the enemy unit directly to a hex next to another enemy unit. Units in a hex next to enemy infantry or armor units may move away from them without penalty unless a unit leaves the hex unoccupied when it moves away, in which case it costs 2 extra movement points to leave.

No unit may enter a woods or river hex (where the river crosses 2 sides of the hex) unless it is following a road. A bridge and woods hex may only be entered along the road crossing it. Zones of Control do not extend into woods or across rivers except along roads. A river that crosses only one hexside does not affect movement or combat. Crossing woods or river to get to a road is not allowed.

A unit that cannot trace a line of hexes to a friendly map edge is isolated and may not move until an open line has been restored. Neither may it attack, but it may defend normally. The line may not pass through woods or across rivers except along roads, and not through or next to enemy units unless a friendly unit occupies the hex. The east map edge is friendly for the Germans, while the north, south, and west map edges are friendly for the Allies. The line may pass through hexes without roads.

All attacks, including artillery fire, occur between adjacent units; i.e. you have to be next to an enemy unit to attack or fire on it.

Moving-side units that are next to enemy units (and not isolated) are eligible to attack, but it is not required. British and American units may not combine in an attack, but do combine in defense. When units are designated to attack, all adjacent enemy units must be attacked that turn; the owning player chooses which of his units attacks which defending units. Units in one hex may attack enemy units in two or more adjacent hexes, and units in multiple hexes may attack enemy units in one hex next to them. The combat factor for infantry and armor units is printed on the left. A unit may only attack once per turn. After advancing, a unit may not attack, even if it had not attacked yet that turn.

All units in a hex are included in the defense of the hex, but only 3 units may attack across a hexside if they belong to the same division, and only 2 units may attack across a hexside if they do not belong to the same division. However, any number of artillery units, including Nebelwerfers, may fire across a hexside to support attacks by friendly armor or infantry units of the same nationality. An attack must include at least one armor or infantry unit.

Artillery units do not need to be stacked with armor or infantry units to add to an attack. Although Nebelwerfer rockets are artillery, they may only fire to add to an attack, not a defense, and after firing, they are removed from the map. No aircraft units are used in the game.

When stacked with at least one non-artillery unit, artillery uses its left combat factor for both attack and defense. When just artillery units are in a hex, they use the left combat factor for

attacks and the middle one for defense. Artillery units have no zones of control. If only artillery units are in a hex, enemy non-artillery units may move, advance, or retreat through (overrun) or move next to the hex without stopping, unless other units with zones of control prohibit it. When overrun, artillery units are eliminated.

In an attack, add all the attack factors together, and subtract the combined defense factors of the defending units plus the defense value of the terrain in the defending hex(es).

All retreating units are inverted. Inverted units may not move or attack during the next friendly turn. They are turned face up at the end of the next friendly turn. Units are retreated and advanced by the player that owns them. As much as possible, retreats should be along roads and towards a friendly map edge (east side for the Germans; north, south, or west for the Allies). During retreat, disregard terrain movement costs, but prohibited terrain (river and woods hexes) may not be entered except along a road. Unless occupied by a friendly unit, retreating units may not enter any hex that is occupied by or next to an enemy armor or infantry unit, but may enter (overrun) a hex occupied by or next to only enemy artillery units. A retreating unit may trace any path as long as no hex in the retreat path, including the vacated hex, touches more than one of the other hexes in the retreat path. A unit that is unable to complete a required retreat, or is forced to retreat off the map, is eliminated.

Moving-side units that are next to a hex vacated by an enemy retreat may advance, even if they did not participate in the attack. However, units designated to an attack that turn must remain to carry out their attack. Advancing units may move in any direction, and do not need to enter the hex vacated by the defender, but units with movement factors of 4 or 6 must stop on the first off-road hex they enter. Advancing units must stop when they move next to an enemy armor or infantry unit, face up or inverted. However, the hex vacated by a defending unit may always be advanced into.

Panzer Brigade 150 (PB 150), light green, is a special case. The brigade may move, attack, defend, and advance like any other German unit. However, on the first German turn (16 AM) only, if PB 150 is next to an Allied unit that is being attacked, and it does not participate in any attack that turn, it may advance through inverted Allied units, adding 2 to the normal advance bonus. For example, if the attacking Germans advance 2 hexes, PB 150 may advance up to 4 hexes. It may overrun Allied artillery units but may not advance into or through upright Allied armor or infantry units.

The German VDH parachute unit must drop on the designated map hex at 17 AM when German reinforcements are brought on. Once dropped, the VDH parachute unit may not move. It has a combat factor of 1, and if attacked, it may retreat. But it has no Zone Of Control; Allied units do not have to stop when they move next to it, but they may not move on top of it.

Movement cost to enter a hex:

	Movement factor		
	3	4	6
Along road or town	$\frac{1}{2}$	$\frac{1}{4}$	$\frac{1}{4}$
Clear	1	4	6
Rough	2	4	6

Defense value of terrain:

Clear	0
Rough	4
Bridge	4
Woods	6
Town	8
Fortified town	12

Combat results:

4 or less = nothing happens

5 to 15 = defenders inverted and retreat 1; attackers advance 1

16 to 21 = defenders inverted and retreat 2; attackers advance 2

22 or more = defenders inverted and retreat 3; attackers advance 3