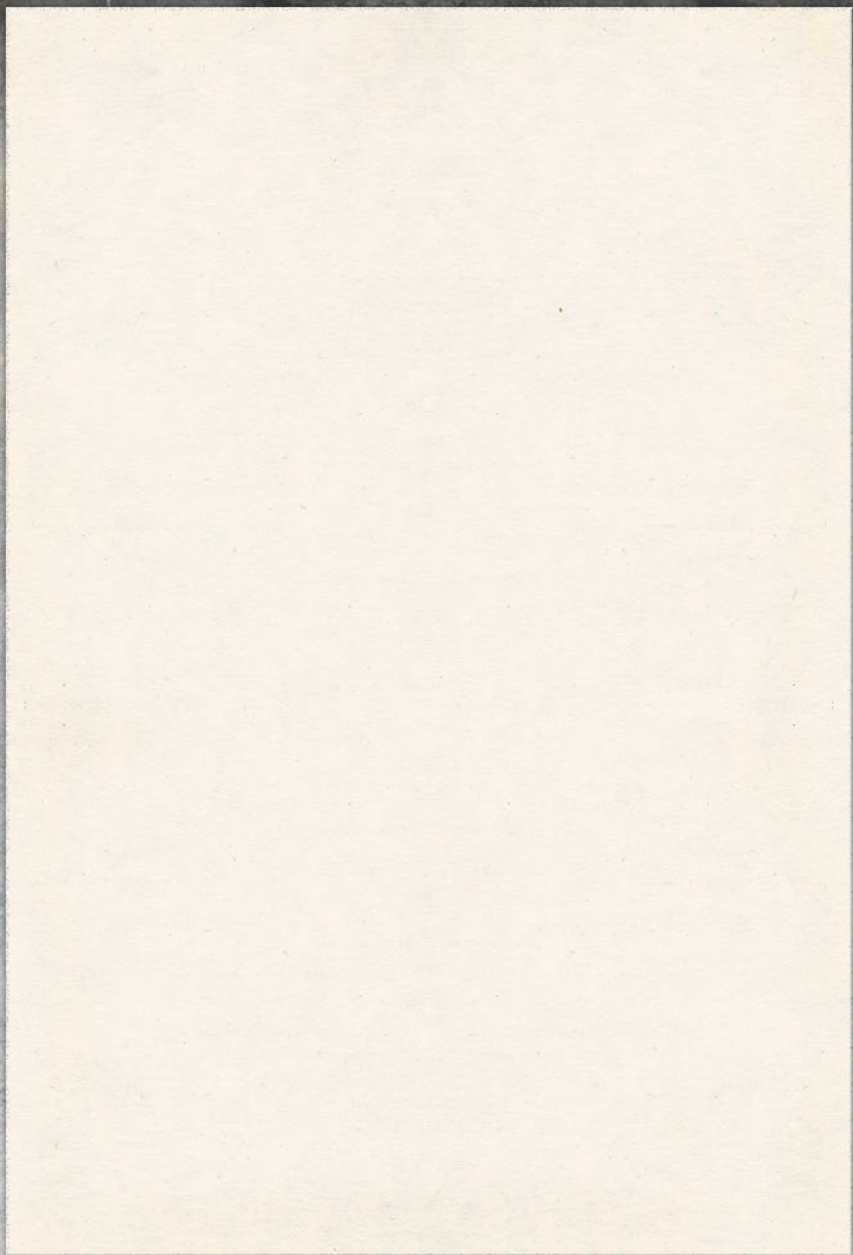


GAME MANUAL

BATTLE OF THE BULGE





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INTRODUCTION

"Battle of the Bulge" is a division level simulation game of the Axis offensive in December 1944 designed by award winning game designer John Butterfield. Also included are four variant scenarios: "Race to the Meuse," "Endgame," "Luck of the Draw," and "Bitter End".

GAME SCALE

Most units are divisions, with some smaller units being brigades or regiments. The game covers thirteen days, each turn represents a variable amount of time. Each space is roughly 15 to 20 miles across.



SYSTEM REQUIREMENTS

Windows® XP/Vista

Pentium 4 or equivalent

2Gb RAM

512Mb DirectX 9 video card with shader model 2.0

CD ROM Drive (not required for the digital version)

DirectX Compatible Sound Card

RECOMMENDED SPEC

DirectX 9.0c or higher (included in installer)

4GB RAM

1Gb DirectX 9 video card or better

INSTALLING THE GAME

Please ensure your system meets the minimum requirements listed above.

To install the game, either double click on the installation file you downloaded or insert the Battle of the Bulge CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

You can also launch the game on Steam.

UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in

the games Windows "Start" menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

PRODUCT UPDATES

In order to maintain our product excellence, Slitherine Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website: www.slitherine.com

They can also be downloaded quickly and easily by clicking on the "Update" link in your Game Menu or by using the "Update Game" shortcut in your Windows "Start" menu folder for the game.

MULTI-PLAYER REGISTRATION

We highly recommend registering your game first before playing. You can simply do this through the game menu, from Multiplayer or directly at Slitherine's website at:

http://www.slitherine.com/sign_up

This is because you will need a registered account to play Multiplayer games on Slitherine's PBEM (play by e-mail) server.

When registering you can choose to sign up to the newsletters to receive regular updates, offers and discounts on the rest of Slitherine's catalogue so it is worth registering!

GAME FORUMS

Our forums are one of the best things about Slitherine Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there.

Go to www.slitherine.com and click on the Forums link.

NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has a FAQs section as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.matrixgames.com/helpdesk>

Direct e-mail support: support@slitherine.co.uk



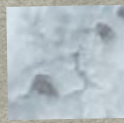
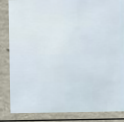
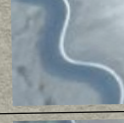
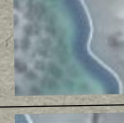

MAP FEATURES




SPACES



The playing area is divided into spaces that are bordered by white lines. Borders follow rivers, but are straight lines otherwise. A typical space is shown on the left. Every space is named, usually after the town or city there.

TERRAIN TYPES

	TYPE	COMBAT EFFECT	NOTES
	Forest	Absorbs 2 hits	Limits armor breakthrough
	Woods	Absorbs 1 hit	
	Broken		
	Clear	Both sides gain a bonus	
	River (& space boundary)	Defender bonus if ALL attackers cross	(1) Must stop after crossing (2) only 1 unit may attack across a river
	River Meuse		Notice tint on West and Northernbank
	Bridge and Road		(1) Armor and mech move faster (2) only 1 unit may attack across a bridge

	City	Absorbs 2 hits IF the defender controls the space	
	Town	Absorbs 1 hit IF the defender controls the space	
	Objective	Reduces chance of retreat	

UNIT DIAGRAMS

	Allied Armor No. of rectangles = Maximum strength (4) No. of solid rectangles = Current strength (3)
	Allied Infantry
	Allied Mechanised Unit Name (historical interest only)
	Axis Armor Badge = Elite Unit
	Axis Infantry
	Axis Mechanised

DAYS AND TURNS

DAYS

Each game day lasts twelve hours, from 0600 (6 AM) to 1800 (6 PM). The first day is December 16 and the game ends at the conclusion of December 28 (day thirteen), if neither side has achieved an automatic victory before then.

START OF DAY ACTIVITIES

The following things take place automatically at the start of each day:

- * Time resets to 0600 hours (6 AM)
- * Any units activated during the day return to their unactivated state.
- * Reinforcements for that day enter the map in the appropriate area; these may include Axis units from the OKW Reserve
- * All units make supply checks if applicable.
- * Later in the game, determine Axis fuel shortage.
- * The Axis Commando Attack can occur.
- * Commence Turns. At the start of each player's first turn, he places any Replacement points received for that day.
- * After the above are complete, the players alternate taking Turns as described in Turns until the day ends

URNS

INITIATIVE

Each day, the players alternate Turns, beginning with the player with the initiative. **The Axis player has the initiative from the 16th through the 22nd.** The Allied player has the initiative beginning on December 23rd, when the weather clears, and every day thereafter.

SPACE ACTIVATION

In each Turn, the active player selects one space and activates all of his units in that space that have not yet been activated. Activated units may move in accordance with the Movement rules. After movement is completed, **activated units in a space with enemy units must attack** those units. All movement must be completed before any attacks are conducted. **A given unit may be activated only once per day**, and is considered to be activated when the space it is in is selected whether the player chooses to move it or not. A unit will "gray out" to show that it has been activated.

PASSING

A player may pass if he does not wish to activate a space. If both players pass in sequence, the day ends, regardless of the current time. If a player wishes to avoid this possibility he may activate an area without moving any of the units in it.

Each day consists of 12 hours (from 0600 hours to 1800). After each player's Turn (activation or pass), time advances a random amount based on following percent chances.

PASSAGE OF TIME

	DECEMBER				
MINUTES	16	17	18	19-21	22+
0	20%	20%	20%	20%	30%
30	20%	20%	30%	30%	30%
60	30%	40%	30%	40%	30%
90	10%	10%	10%	10%	10%
120	10%	10%	10%		
180	10%				

When a time advance results in the time reaching or passing 1800 hours, the day ends. The day also ends if all of both players' units have been activated, or if both players pass sequentially.

DEC 16 SPECIAL RULES

The first day of the Battle of the Bulge did not go as planned for either side. Intelligence failures meant the Allies were caught completely off guard by Axis attacks that started before dawn and struggled to respond. Meanwhile, the Axis suffered terrible traffic jams on the limited road net, preventing their armored units from taking full advantage of their mobility.

AXIS PREDAWN ATTACKS

The Axis Player receives three "free" Turns at 0600 on December 16. During these Turns only Axis infantry may move, although armor units starting in spaces with enemy units may attack. Following the three free Turns, units that were activated are returned to ready status.



This counts as the first Turn for the Axis player on December 16th, so once these pre-dawn infantry operations conclude control passes to the Allied player.

Allied units that were forced to retreat during the Axis Pre-Dawn Operations are not considered activated that is, if non-infantry they may still be activated during December 16th. This is an exception to Defender Retreats

DEC 16TH ALLIED MOVEMENT

Throughout December 16, only Allied armor and mechanized units may move. Infantry units in activated spaces may attack, but may not move. They may retreat if called on to do so (see Defender Retreats).

DEC 16TH AXIS MOVEMENT

Breakthroughs are not allowed on December 16
Axis may not conduct Strategic Movement

SPACE CONTROL

All spaces in the game are always controlled by either the Allies or the Axis. There is no such thing as a "neutral" space in Bulge. At the start of play, the Axis control all spaces occupied by only their units and east of those spaces. The Allies control all other spaces, including all spaces that start with both Axis and Allied units in them.

A space occupied solely by units of one side is controlled by that side. An empty space is controlled by the last side to have units in that space at the end of a Turn.

A space containing opposing units remains in the possession of its current controller until all of his units are eliminated or move out of the space, at which time it passes into his opponent's possession.

A space containing opposing units is referred to as "contested" and a space without opposing units as "uncontested" for rules purposes, but there is no such thing as a space controlled by neither side.

Control is important for movement and supply lines (see Supply Checks).

A unit that is Out of Supply or Isolated may still control a space (unless the unit is totally eliminated because of supply; see Isolation Effects).

Units may move the following number of spaces:

MOVEMENT

BASIC MOVEMENT ALLOWANCES

Infantry: One space

Armor and Mechanized Infantry: One space, or two spaces if a road connects both spaces.

STRATEGIC MOVEMENT

All Allied units and Axis armor and mechanized infantry units may conduct a strategic move of three spaces if the following conditions are met:

-All three spaces must be connected by roads.

-The unit may not start in, end in, or pass through an enemy-controlled or contested space.

Axis Strategic Movement Restrictions

Axis units may not conduct strategic movement at all on **December 16th** or on Clear Weather days (see Special Rules), due to traffic jams and Allied air power respectively. **Clear weather begins on December 23rd** and continues for all subsequent days.

SPACE CONTROL AND MOVEMENT

A unit must stop moving upon entering a contested or enemy-occupied space. A unit beginning its move in a contested space may move out of that space. However, it may not move directly to another contested space or an enemy controlled space (it

may move from a contested space to a friendly space, and then to a contested space).

A unit is not required to stop when entering an enemy controlled space that is not enemy-occupied (note, this will only occur in basic movement for armor and mechanized units).

STACKING

No more than three units from each side may occupy a given space; thus a total of six opposing units could occupy a contested space. Units may move through a space with three friendly units already in it, but may not end their movement there.

RIVERS AND BRIDGES

Units may move across unbridged rivers, but may move only one space that move. The only effect of bridges is to allow units to continue movement along a road, increasing their mobility.

However, **only one unit may cross a given river boundary into an enemy-occupied space per Turn**, even if a bridge crosses the river. If an area is adjacent to two or more enemy-occupied areas bordered by rivers, the crossing to each individual area is considered a different river boundary.

For example, if there were two friendly units in Vianden and enemy units in Wiltz and Longvilly, the two units could attack Wiltz and Longvilly separately in the same activation, since each

is attacking across a separate river boundary, but could not both assault the same space at the same time.



Any number of units may use a bridge in a Turn as long as it does not lead into an enemy-occupied space.

BRIDGE INTERDICTION

Bridges bordering a space occupied only by enemy units at the start of a Turn are considered not to exist throughout that Turn - the road is cut at the river. Bridges into contested areas function normally, but the rule that only one unit may cross a given river boundary into an enemy-occupied space still applies.

COMBAT

GENERAL COMBAT RULES

Combat occurs after all movement for each Turn has been completed, between units activated in the current Turn and enemy units in the same space (not adjacent spaces). **Combat is mandatory** whenever there is an active unit in the same space with an enemy unit. If more than one space has both active and enemy units the moving player selects which combat occurs first. The active player for the current Turn is considered the "Attacker" for that Turn and the non-active player the "Defender," regardless of overall strategic postures.

In a given attack, all enemy units in the space are attacked. All currently activated units participate in the attack, **as well as other friendly units in the space that have not yet been activated.** Such units are considered activated after they participate in the attack. Units activated previously in the day may defend, not attack.

For example, if a space contains two active attackers, one attacker who has already been activated, and one active and one unactivated defender, then all the defenders participate but only the active attackers may do so. If the attacker in the space had not yet been activated, all defenders and attackers would participate.

DETERMINING HITS

Each side in combat rolls a number of (virtual) ten-sided dice equal to the strengths of all units

in the space for which combat is taking place. **Infantry and armor rolls are tracked separately**, since they have different chances to hit. Combat is considered simultaneous for both sides.

CHANCES TO HIT AND MODIFIERS

- * The hit chance for **armor is 40%**. Every strength point that "fires" has a 40% chance to score a hit.
- * For **infantry and mechanized infantry the hit chance is 30%**, so each strength point has a 30% chance to score a hit.
- * A defending unit out of supply (see Out of Supply) has a 20% chance to score a hit.

For example, if attacking with a 5-strength armor unit, a 4-strength infantry unit, and a 2-strength infantry unit, you would get five shots with a base hit chance of 40% each, and six shots with a base hit chance of 30% each.

The **hit chance** for each shot is further modified for the attacker and defender as noted below.

ATTACKER HIT CHANCE MODIFIERS

- * Surprise bonus for all Axis attacks on Dec. 16th: +10%
- * Artillery bonus for Axis attacks in spaces adjacent to all spaces that begin in Axis control (plus adjacent to Losheim, which begins contested, but controlled by the Allies): +10%*
- * Allied Airpower bonus: +10% (applies to all Allied attacks on Clear Weather days)
- * All defenders are Isolated: +20%

- * All defenders are Out of Supply: +10%
- * Defender in clear terrain: +10%
- * Defender includes armor: -10%
- * Defender composed of at least half **elite infantry** strength points: -10% (see Elite Units)
- * **Elite armor** gains a +10% modifier combat rolls when attacking, none when defending (see Elite Units)

*This artillery bonus applies even if a space is controlled by the Allies.

DEFENDER HIT CHANCE MODIFIERS

- * Attacker includes armor: -10%
- * Attacker in clear terrain: +10%
- * All attacking units entered the space by moving across a river in this Turn: +10%

HIT RESOLUTION

Each hit scored is satisfied by removing a strength point from one of the units in that space belonging to the side that incurred the hit. If there is a unit in the space not participating in combat for any reason (for example, because it attacked earlier in the day and cannot participate in another attack in that space, or because it was Isolated at the start of the day), it cannot be assigned hits from combat.

If the side receiving hits has more than one unit, hits are assigned as evenly as possible, beginning with the largest unit and moving down. If two units are of equal size, armor units will be hit first. If two units are of equal size and identical

type, hits will be assigned at random. **No unit will receive a second hit until all friendly units in the space have received a first hit**, regardless of size or type.

EFFECTS OF TERRAIN ON DEFENDER HITS

Hits incurred by the defender are reduced by **terrain** before being allocated as described above in Hit Resolution:

- * Woods -1 hit
- * Forest -2 hits

Additionally, **if in a friendly-controlled space** the defender may reduce hits as follows:

- * Town -1 hit (cumulative with other terrain)
- * City -2 hits (cumulative with other terrain)

The **total reduction** may not exceed **1 hit** if the defender has a total combat strength in the space of 2 or less, or **2 hits** if the defender has a total combat strength in the space of 3. If the defender has 4 or more total strength he may take advantage of all reductions.

For example, two units in a friendly controlled space with forest and a town are attacked and incur three hits. The forest reduces the hits by two and the town by one for a total of three reductions. If the units have a total strength of four or more, they benefit from all three reductions and would take no hits. Units with a total strength of three would take one hit. Units with a total strength of one or two would take two hits.



DEFENDER RETREATS

The defender may also be compelled to retreat from his current space (see Retreat Eligibility). If the defender is forced to retreat, the **total number of hits inflicted on him for that Turn is reduced by one**. A defending unit that retreats is considered to be activated, and cannot be activated in the current day (**exception see Dec 16 Rules**). Units that have already been activated in the current day may retreat without further penalty. **Attacking units never retreat.**

RETREAT DECISION MAKING

If a defending force sustains a number of hits exactly equal to its total remaining strength it will **always** attempt to retreat. Otherwise compare the defender's total strength in the area to the number of hits incurred (after subtracting for terrain reduction as per Effects of Terrain) on the Defender Retreat table. A result of "H" indicates

the defender will never attempt to retreat. A result of "R" indicates the defender will always attempt to retreat. If the result is "70" or "30", roll the unit will retreat on a "roll" of 7 or less (70% chance) or 3 or less (30% chance) respectively.

RH*: If any defending unit had an original strength of 3 or greater, retreat; otherwise, hold.

RETREAT TABLE

	DEFENDER'S STRENGTH										
HITS	1	2	3	4	5	6	7,8	9,10	11,12	13,14	15+
1	R	RH*	H	H	H	H	H	H	H	H	H
2	-	R	70	30	H	H	H	H	H	H	H
3	-	-	R	R	70	30	H	H	H	H	H
4	-	-	-	R	R	70	30	H	H	H	H
5	-	-	-	-	R	R	70	30	H	H	H
6	-	-	-	-	-	R	R	70	30	H	H
7	-	-	-	-	-	-	R	R	70	30	H
8	-	-	-	-	-	-	R	R	R	70	30
9	-	-	-	-	-	-	-	R	R	R	70
10	-	-	-	-	-	-	-	R	R	R	R

H=HOLD; R=RETREAT; 30 OR 70 = % CHANCE OF RETREAT; RH* = IF ANY DEFENDER HAD AN ORIGINAL STRENGTH OF 3+, RETREAT, OTHERWISE HOLD. DEFENDERS IN A FRIENDLY-CONTROLLED OBJECTIVE SHIFT A COLUMN RIGHT

RETREAT SPACE ELIGIBILITY AND CHOICE

A space is only eligible as a retreat destination if it is **friendly-controlled, uncontested, and adjacent to the combat being retreated from**. If there is no eligible space for the defender to retreat to,

defending units may not retreat. If there is a choice of multiple eligible spaces, use the following rules to determine the retreat destination:

- * A unit may not retreat across an unbridged river unless there are no other eligible spaces
- * If there is still a choice, retreat into the space closest to a friendly map edge
- * If there is still a choice, retreat into the space offering the best defensive terrain bonus to the unit under Effects of Terrain
- * If there is still a choice, choose at random
- * The defender may not retreat into the space from which the attacker moved to enter the combat space
- * All units retreating from the same space must retreat into the same space. Exception: if retreat would cause over-stacking, then the excess unit, or units, retreats into another eligible space instead. If there is no eligible space, then the excess units hold instead. Retreat order is determined by hit order: the last unit that took a hit retreats first, then the next to last, and so forth. The order of retreating units that did not take hits is determined at random.

ARMOR BREAKTHROUGH BONUS MOVE

If an attack completely eliminates all defending units, surviving armor units that participated in the attack may move into any adjacent space, regardless of control. This is the only form of "advance after combat." If multiple armor units are eligible for breakthrough they can advance into different spaces

BREAKTHROUGH LIMITS

- * Armor may not breakthrough if the enemy retreated from the area rather than being eliminated in combat
- * Only one unit may breakthrough across a given river, even if bridged
- * Breakthrough into a forest space is only allowed along a road
- * If the space entered by breakthrough is enemy occupied, the armor **may not attack again**
- * Breakthroughs are not allowed on December 16th

SUPPLY

SUPPLY CHECKS AND SUPPLY TRACING

Supply is determined at the start of each day for both sides, for the Allies beginning **December 17** and for the Axis beginning **December 19**. A unit is out of supply for the entire day if it cannot trace a path of friendly-controlled spaces back to a friendly map edge. For these purposes, a "friendly map edge" is the northern, southern, or western edges for Allied units, and the eastern edge for Axis units.

Supply may be traced through a contested area by the side controlling the space; opposing units may not do so. Supply may be traced **from a contested area by both sides.**

If a unit is unable to trace supply during the day's Supply Check, it becomes Out of Supply for the entire day. A unit that was out of supply on the

previous day and is unable to trace supply becomes Isolated. Units that are Isolated and still unable to trace supply suffer effects as described in Isolation Effects.

OUT OF SUPPLY EFFECTS

All units Out of Supply at the start of a day are considered already activated, and may not move or attack if their space is activated. They defend if attacked (with the penalty listed in Determining hits).

ISOLATION EFFECTS

An Isolated unit is considered already activated and may not move or attack. It does not roll combat dice if attacked. A unit that was isolated on the previous day, is still isolated during the supply check, and has an enemy unit in its space loses a strength point. If this eliminates the unit's last strength point, the unit surrenders and is destroyed, potentially changing ownership of the space.

ALLIED AIR SUPPLY

On Clear Weather days (see Weather), Allied units that would otherwise be Isolated are Out of Supply instead due to air drops of supplies.

AXIS FUEL SHORTAGE

Starting on **December 21**, immediately after each day's Supply Check the game will randomly select one Axis armor or mechanized unit (Panzer or PG division) to be out of fuel each day. If the roll indicates a unit that has not entered the game, has already been eliminated, or is currently out of supply, another

will be chosen. In addition, the unit selected will be in a space west of and not adjacent to the Axis start spaces, unless there are no alternatives.

The effects of being out of fuel are identical to being out of supply and last for one day.

Starting on **December 26**, the game will select two units to be out of fuel, following the same criteria as above.

REINFORCEMENTS AND REPLACEMENTS

REINFORCEMENTS

Reinforcements appear at the start of each day, in the map space indicated in the order of battle

DISPLACEMENT

Reinforcing units may be displaced for one of two reasons: the enemy controls their entry space or their entry space already contains three friendly units.

If their entry space is enemy-controlled, the unit is delayed one day from its normal arrival and displaced as follows: Allied units enter in the next available space to the west that has a road leading off the map, and Axis units enter in the next available space to the south that has a road leading off the map.

Enemy-controlled but contested spaces count as enemy-controlled for the purposes of this rule.

If the space is friendly-controlled but contested, the unit appears as normal. If the space to which a reinforcement is displaced becomes enemy-occupied before the reinforcement arrives the reinforcement is displaced again.

If ALL spaces with roads on a friendly map-edge are enemy-controlled reinforcements are delayed until one becomes friendly controlled.

If the space is not enemy-controlled but already has three friendly units, the unit is displaced as above, but **not** delayed.

Reinforcements arrive one unit at a time, in the order listed in the Order of Battle. Therefore, if two reinforcement units are scheduled to enter a space with two friendly units already in it, the first will appear in its regular space while the second displaces (because there are now three units in that space).

When placing reinforcement units the player **without** the initiative places their reinforcements first, followed by the player **with** the initiative.

REPLACEMENTS

Beginning December 20, both sides receive replacement strength points at the start of the day to build up units that have lost strength points.

- * Allies receive two infantry replacement points on even numbered days, and one infantry and one armor point on odd numbered days

- * Axis receives one infantry point on December 20, 21, 23, 24, 26, 27, and receive one armor point on December 22, 25 and 28

Replacement points are assigned before each player's first turn of the day, and may be assigned to any friendly unit **that can trace supply**. Armor units are replenished by armor replacement points, infantry units by infantry replacement points. **Mechanized Infantry units count as infantry** for this purpose. A unit's strength may not exceed its starting strength.

Replacement points may be used only on the day in which they are received. Any replacement points that cannot be assigned at that time are lost.

"Elite Units" may be replenished by the appropriate type of replacement points without affecting their elite status (see Elite units).

BRITISH RESTRICTIONS AND THE AXIS OKW RESERVE

BRITISH MOVEMENT RESTRICTIONS

British units may not cross the Meuse River until an Axis unit enters a space adjacent to the Meuse. Once an Axis unit has moved adjacent to the Meuse, all British units (including future reinforcements) are released and may cross. This is true even if the Axis units on the Meuse are unable or trace supply or if they are driven away after becoming adjacent to the Meuse, even during the same turn.

If not already released to cross the Meuse, all British units are released on December 26th.

AXIS OKW RESERVES

If an Axis unit is in supply and adjacent to or across the Meuse River at the **start of a day**, the divisions of the OKW Reserve begin to be released (See Axis Order of Battle). At the beginning of each day in which these criteria are met, one unit from the OKW Reserve will be added to the day's reinforcements, in the order given on the Order of Battle: 10th SS Panzer, then 11th Panzer, then 17th Panzergrenadier. If the criteria are no longer met at the start of a day or there are no more units in the OKW Reserve, the additional reinforcements stop.

SPECIAL RULES

WEATHER

The game uses historical weather patterns: **Clear Weather Days take place on December 23rd** and every day afterwards until the end of the game.

Clear Weather Days Effect:

- * Axis Strategic Movements
- * Hit Determination
- * Allied Air Supply

AXIS COMMANDO OPERATION

The Axis Player has the opportunity for one commando operation on December 17, 18 or 19. At the start of each day (see 5.1), there is a chance for the Axis commandos to activate:

- * December 17th: 20%
- * December 18th: 70%
- * December 19th: Automatic

Once activated activated the Axis Commandos are expended, and no further checks will be made. The Commandos allow the Axis player to select any one Allied unit and prevent it from becoming active that day.

ELITE UNITS

The following are elite units:

Axis: 1 SS Panzer, 2 SS Panzer, 116 Panzer, 2 Panzer

Allied: 2 Infantry, 1 Infantry, 101 Airborne, 82 Airborne, 30 Infantry, 4 Armored, 2 Armored, Guards Armored

Elite armor gains a +10% modifier to combat rolls when attacking, none when defending.

Attacks against a defender composed of at least half **elite infantry** strength points suffer a -10% modifier to attack rolls.

Elite units are distinguished from regular units by the division badge in the upper corners of their counters.

VICTORY



SCORING

Both sides accumulate victory points (VP's) as outlined in Victory Points. At the end of each Day, subtract the Allied VP's from the Axis VP's to yield a net victory score.

VICTORY POINTS

Victory Points for Both Sides

- * When an enemy unit is destroyed, the side destroying it immediately gains VP equal to the unit's starting strength.

Allied Victory Points

- * At the end of December 28th, Axis units that are Isolated are considered destroyed.

Axis Victory Points for the Meuse River

- * 3 VP for each Axis strength points that exits the map from any of the following five spaces west of the Meuse River: Fosse, Namur, Hingeon, Wanze or Liège. A unit may exit the map only if it is an Axis unit, in supply, and the space it exits from is occupied only by Axis units. Units may only exit during normal movement (not breakthrough or retreat) and may not exit the map using Strategic Movement.
- * 1 VP for each Axis strength point that is in supply in an Axis-controlled space west of the Meuse River at the end of each day.

Axis Victory Points for Objective Spaces

- * 1 VP for each of the following spaces that are Axis-controlled (even if unsupplied): St. Vith, Spa, Marche, Huy, Dinant and Givet. Scored at the end of the day.
- * 2 VP's for each of the following spaces that are Axis-controlled (even if unsupplied): Bastogne, Verviers, Liège, and Namur. Scored at the end of the day.

VICTORY CONDITIONS

Victory is determined at the end of the Day and the Victory Conditions change over time. There are two forms of victory: Axis Early Victory and Victory by Victory Point Accumulation.

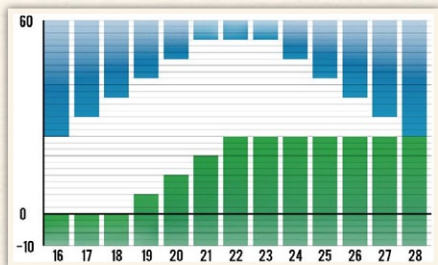
Early Axis Victory, December 16th-19th

Automatic Axis victory if an area west of the River Meuse is Axis-controlled at the end of the day on December 16th- December 19th. The space

must be able to trace supply at the end of the day. An Early Axis Victory trumps Victory Point Accumulation should both occur on the same day.

Victory by Victory Point Accumulation

At the end of each day, the game can end immediately if the net victory score (Axis - Allied) is equal to or



exceeds the Victory Limit for that side. For instance, at the end of December 20th the Axis win if the VP score is 43 VP's or higher, the Allies if it is 12 or lower.

VICTORY TABLE

GAME SCENARIOS

Race to the Meuse Scenario

Length: Three Days

Begins: 06:00, 16 Dec 1944

Ends: 18:00, 18 Dec 1944

Victory Conditions:

- * **Axis Victory**, if at least one Axis unit ends the 18th adjacent to the Meuse and able to trace supply (identical to conditions for release of the OKW)
- * **Draw**, if the Axis fails to win, but holds Bastogne at the end of 18 Dec.
- * **Allied Victory**, if the Allies prevent the Axis from winning or achieving a Draw

Setup: Same as the Campaign Game

Endgame Scenario

Length: Eight Days

Begins: 0600, 21 Dec 1944

Ends: 1800, 28 Dec 1944

Victory Conditions:

- * **Axis Victory** if the Axis control a space across the Meuse and can trace supply at the end of any day.
- * Otherwise: Allied Victory if the net score is -10 VP or less at the end of Dec 28, **Axis Victory** if it is 10 VP or higher at the end of Dec 28. Draw if the net score is between -9 and 9 VP at the end of Dec 28.

Setup: See Order of Battle for Endgame Scenario

Special Rules:

The release of British forces and the OKW Reserve are both handled differently in the Endgame. The British forces are only released if an Axis unit crosses the Meuse River (as opposed to just reaching it), or at dawn on December 26th. The OKW Reserve units are released starting on the day after an Axis unit is first adjacent to the Meuse, and continue to be released at a rate of one per day even if the Axis are pushed back from the Meuse.

Luck of the Draw Scenario

Length: Thirteen Days

Begins: 0600, 16 Dec 1944

Ends: 1800, 28 Dec 1944

Victory Conditions:

- * Same as for Battle of the Bulge Campaign Game

Setup:

- * Setup for this scenario is semi-randomized.
- * List of starting units and number of units for each side in any one space are the same as for Battle of the Bulge Campaign Game. So if a given space has two Allied and two Axis in it at the start of the regular Campaign Game, it will still contain two Allied and two Axis units at the start of this scenario.
- * The units actually in each space will be picked at random from units that start the Campaign Game on the map.
- * There is a 10% chance that each reinforcement unit arrives a day early and a 10% chance it arrives a day late. Early or later reinforcements appear in their normal entry spaces, subject to the usual rules on displacement.

Bitter End Scenario

Length: Thirteen Days

Begins: 0600, 16 Dec 1944

Ends: 1800, 28 Dec 1944

Victory Conditions:

- * The game automatically continues until the end of Dec 28, no matter how lopsided the victory total. At the end of Dec 28, if the score is 25 points or more the game ends in Axis Victory, otherwise it is an Allied Victory. (Same threshold as for Dec 28 in the main Battle of the Bulge scenario).

ORDERS OF BATTLE

BATTLE OF THE BULGE CAMPAIGN AND RACE TO THE MEUSE

AXIS ORDER OF BATTLE

Unit	Type	Strength	Date/ Location
326 VG Division	Infantry	2	Gemünd
277 VG Division	Infantry	2	Gemünd
1 SS Panzer Division	Armor	7e	Stadtkyll
12 SS Panzer Division	Armor	6	Gemünd
12 VG Division	Infantry	3	Losheim
3 FJ Division	Infantry	3	Losheim
150 Panzer Brigade	Armor	1	Baasem
18 VG Division	Infantry	2	Schönberg
62 VG Division	Infantry	2	Schönberg
116 Panzer Division	Armor	5e	Bleialf
560 VG Division	Infantry	2	Bleialf
2 Panzer Division	Armor	5e	Dasburg
Panzer Lehr Division	Armor	5	Prum
26 VG Division	Infantry	4	Clerveaux
5 FJ Division	Infantry	4	Dasburg
352 VG Division	Infantry	2	Kruchten
276 VG Division	Infantry	2	Kruchten
212 VG Division	Infantry	3	Trier
Führer Begleit Brigade	Armor	3	18/ Prum
2 SS Panzer Division	Armor	6e	19/ Stadtkyll
9 SS Panzer Division	Armor	6	19/ Stadtkyll
3 PG Division	Mechanized	4	19/ Gemünd
Führer Grenadier Brigade	Mechanized	2	20/ Bitburg
15 PG Division	Mechanized	4	21/ Bitburg
79 VG Division	Infantry	2	21/ Bitburg
9 Panzer Division	Armor	5	23/ Prum

167 VG Division	Infantry	3	25/ Prum
246 VG Division	Infantry	2	25/ Gemünd
9 VG Division	Infantry	2	25/ Bitburg
10 SS Panzer Division	Armor	6	OKW Reserve/ Stadtkyll
11 Panzer Division	Armor	5	OKW Reserve/ Stadtkyll
17 PG Division	Mechanized	4	OKW Reserve/ Stadtkyll

Units with an "e" designation are elite.

ALLIED ORDER OF BATTLE

Unit	Type	Strength	Date/ Location
102 Cavalry Group	Mechanized	1	Monschau
2 Infantry Division	Infantry	4e	Monschau
99 Infantry Division	Infantry	3	Elsenborn
14 Cavalry Group	Mechanized	1	Losheim
106 Infantry Division	Infantry	3	Schönberg
A/9 Armored Division	Armor	2	Beaufort
B/9 Armored Division	Armor	2	Malmedy
R/9 Armored Division	Armor	2	Lullange
112/28 Infantry Division	Infantry	1	Bleialf
110/28 Infantry Division	Infantry	1	Clervaux
109/28 Infantry Division	Infantry	1	Vianden
4 Infantry Division	Infantry	4	Echternach
1 Infantry Division	Infantry	4e	17/ Verviers
7 Armored Division	Armor	5	17/ Verviers
10 Armored Division	Armor	5	17/ Arlon
9 Infantry Division	Infantry	4	18/ Verviers
101 Airborne Division	Infantry	4e	18/ Fosse
82 Airborne Division	Infantry	4e	18/ Fosse
30 Infantry Division	Infantry	4e	18/ Liège
3 Armored Division	Armor	6	20/ Verviers
84 Infantry Division	Infantry	4	20/ Liège
75 Infantry Division	Infantry	3	22/ Liège

43 Infantry Division (Br)	Infantry	4	22/ Wanze
80 Infantry Division	Infantry	4	22/ Arlon
4 Armored Division	Armor	4e	22/ Arlon
26 Infantry Division	Infantry	4	22/ Arlon
Guards Armored Division (Br)	Armor	6e	22/ Hingeon
53 Infantry Division (Br)	Infantry	4	22/ Namur
29 Armored Brigade (Br)	Armor	2	22/ Fosse
2 Armored Division	Armor	7e	23/ Liège
5 Infantry Division	Infantry	4	23/ Arlon
5 Armored Division	Armor	3	24/ Liège
51 Infantry Division (Br)	Infantry	4	25/ Namur
35 Infantry Division	Infantry	3	26/ Arlon
90 Infantry Division	Infantry	4	26/ Arlon
6 Armored Division	Armor	5	26/ Arlon
83 Infantry Division	Infantry	4	26/ Liège
17 Airborne Division	Infantry	4	27/ Fosse
11 Armored Division	Armor	4	27/ Arlon

Units with an "e" designation are elite.

ENDGAME SCENARIO

AXIS ORDER OF BATTLE

Unit	Type	Start/Max Strength	Date/Location
326 VG Division	Infantry	2	Monschau
277 VG Division	Infantry	1/2	Elsenborn
KG Peiper	Armor	3/4e	Stoumont
1 SS Panzer Division(-)	Armor	3e	Malmedy
12 SS Panzer Division	Armor	3/6	Elsenborn
12 VG Division	Infantry	2/3	Losheim
3 FJ Division	Infantry	3	Malmedy
150 Panzer Brigade	Armor	1	Losheim

18 VG Division	Infantry	1/2	St. Vith
62 VG Division	Infantry	2	St. Vith
116 Panzer Division	Armor	5e	Manhay
560 VG Division	Infantry	2	Manhay
2 Panzer Division	Armor	4/5	Neufchateau
26 VG Division	Infantry	4	Bastogne
5 FJ Division	Infantry	3/4	Martelange
352 VG Division	Infantry	2	Beaufort
276 Vg Division	Infantry	1/2	Kruchten
212 VG Division	Infantry	3	Trier
Fuhrer Begleit Brigade	Armor	3	St. Vith
2 SS Panzer Division	Armor	6e	Houffalize
9 SS Panzer Division	Armor	6	Malmedy
3 PG Division	Mechanized	4	Gemund
Fuhrer Grenadier Brigade	Mechanized	2	Vielsalm
15 PG Division	Mechanized	4	Bitburg
79 VG Division	Infantry	2	Bitburg
9 Panzer Division	Armor	5	23/Prum
167 VG Division	Infantry	3	25/Prum
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99 Infantry Division	Infantry	2/3	Eupen
B/9 Armored Division	Armor	2	St. Vith
112 Infantry Regiment	Infantry	1	St. Vith
4 Infantry Division	Infantry	3/4	Echternach
1 Infantry Division	Infantry	3/4e	Trois Pont
7 Armored Division	Armor	4/5	Vielsalm
10 Armored Division(-)	Armor	3/4	Arlon
B/10 Armored Division	Armor	2	Bastogne
101 Airborne Division	Infantry	3/4e	Bastogne
82 Airborne Division	Infantry	4e	Werbomont
30 Infantry Division	Infantry	4e	Spa
3 Armored Division	Armor	5/6	Huy
84 Infantry Division	Infantry	4	Liege
75 Infantry Division	Infantry	3	22/ Liège
43 Infantry Division (Br)	Infantry	4	22/ Wanze
80 Infantry Division	Infantry	4	22/ Arlon
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