

# Advanced Battle of The Bulge



"They want to surrender." "No sir,  
they want us to surrender."  
McAuliffe replied "NUTS" !!!



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# Game Components

1 Game Map  
1 Rule Book  
12 Six Sided Dice ( hit dice a big plus too)  
1 Turn Marker  
1 Victory Marker  
2 Axis Reinforcement Charts  
3 Allies Reinforcement Charts  
1 Casualty and Retreat Chart  
1 Plane Deployment Turn Chart (On map)

## TOTAL AXIS PLAYING PIECE

Infantry : 33 (gray)  
SS Infantry : 4 (black)  
Mechanized Inf : 18 (gray)  
SS Mechanized Inf : 6 (black)  
Artillery : 20 (gray)  
Armor : 21 (gray)  
SS Armor : 3 (black)  
SS Tiger Armor : 5 (black)  
Trucks : 6 (gray)  
Fighters : 2 (gray)  
Bombers : 1 (gray)  
V-2 Rocket : 1  
Generals : 2

## TOTAL ALLIES PLAYING PIECES

Infantry : 43 (green) 14 (tan)  
Mechanized Inf : 11 (green) 4 (tan)  
Artillery : 17 (green) 6 (tan)  
Armor : 20 (green) 5 (tan)  
Trucks : 12 (green)  
Fighters : 6 (green) 3 (tan)  
Bombers : 2 (green) 1 (tan)  
Generals : 2  
  
Front Line Markers : 25  
Supply Tokens : OOB or yellow chips  
Plastic Chips : 50 gray 10 red  
50 yellow 10 orange (damage)

You can use more chips if you lack the pieces. Use tokens to represent the SS units if you have them. No UK units then just use all US.



# Summary of Play

The game lasts up to 8 turns. Each side gets to attack and defend each turn. You have the option of not attacking. Each side has a certain amount of planes that can escort and intercept. Refer to the plane turn chart for the amount of planes each side gets to use for that turn.

This is a D6 dice system game. As for supply tokens you could use a yellow chip instead.

At the end of each turn adjust the front line markers to see if the axis control any city's or towns. Then adjust the victory chart up or down to the correct number. If you don't have front line markers from a OOB BOTB game that's OK. You can make some or just keep a good eye on the Axis front line movement in game.

Front line markers if you don't have , you can make them out of small Popsicle sticks or thick card stock shaped like hex edges.

# Object of Game

As the Axis player you must have 30 victory points by the end of Turn 8. If you do then you the Axis win the game. If the Allies deny the 30 points at the end of turn 8 then the Allies have achieved there goal and have won the game.



# Game Setup

Place units on the game map as indicated by the printed silhouettes for both sides. The lines under the silhouettes indicates an additional unit type. Use the gray chip to represent 1 piece.

The sides off the game map are called your off board area. Place your reference charts there and your starting off game board pieces.

The Axis player starts with 2 reference charts, 2 trucks, 9 supply tokens, 2 fighters and 1 bomber.

The Allies player starts with 3 reference charts, 5 trucks, 11 supply tokens, 9 fighters and 3 bombers. Place all of these things in the off board area.

Remember on turn 1 Germany gets to attack on their turn but not the Allies. The Allies can only attack on their first turn using their planes against the Axis ground units and bridges. Plus air battles.

Both sides also get to use 2 generals in the game. Germany's generals are on the map marked in setup and the Allies generals are on the reference charts. They will come into the game on turn 3.

The Allies have 2 ways to bomb bridges. One way is a bomber SBRing any bridge and its an automatic damage and or the US Engineers can blow up bridges in front of the German lines when losing a battle and or retreating from that hex with any bridges in it. Place a orange chip on the bridge that is damaged. It takes 2 supply tokens for either side to repair. Axis cannot bomb bridges. No moving across a damaged bridge.



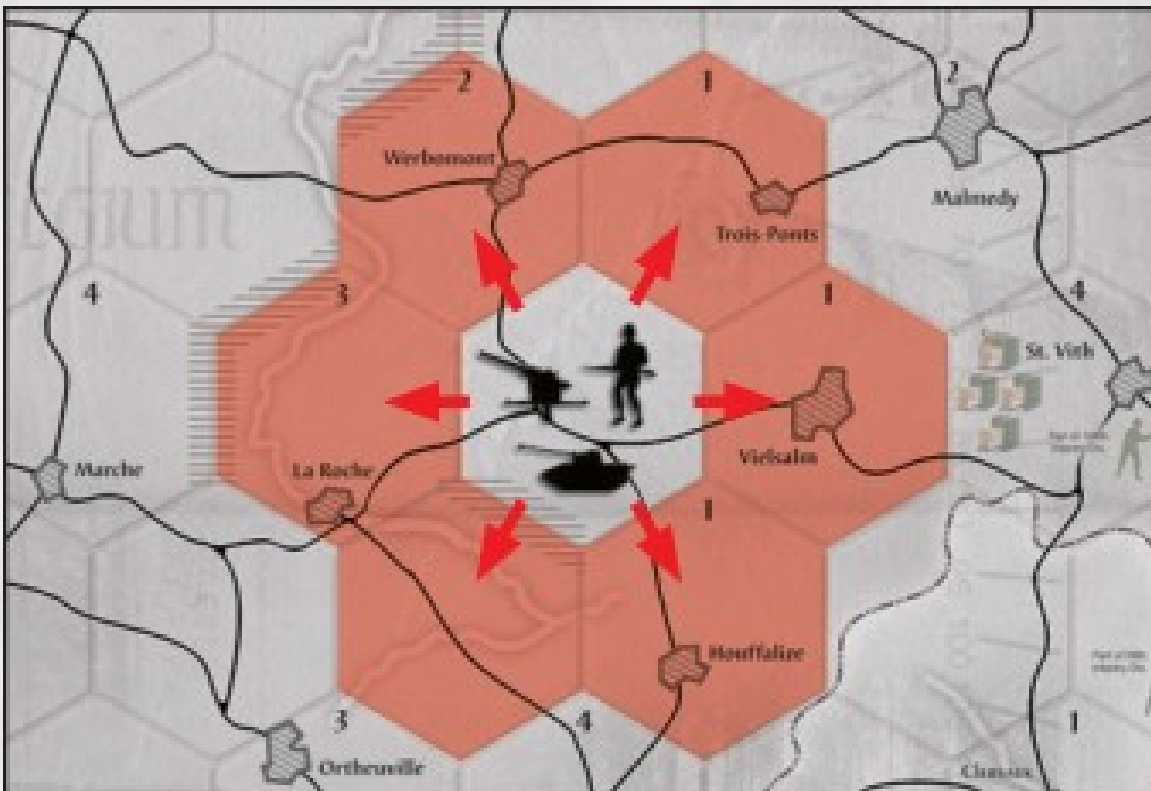
# Reinforcement Charts

Place all your units that go onto your reinforcement charts indicated by the silhouettes like you did in the setup. Each row on the charts corresponds to a particular color turn. In order the turns are Red (turn 1), Blue (turn 2), Green T3, Yellow T4, Brown T5, Gray T6, Purple T7 and Orange T8.

## Zone of Control

Infantry, tanks, mechanize and artillery units exert a zone of control in a one hex radius around them.

- # Whenever a ground unit enters or leaves a hex that falls within a enemy zone of control, its movement must stop. ZoC hexes high lighted.
- # A ground unit can retreat to a hex that falls in a enemy ZoC but can only retreat to the back 3 hexes from the hex.





# Unit Profile Pieces

## GERMANY

### Infantry

Attack : 1

Defend : 2

Move : 1 hex

### SS infantry

Attack : 2

Defend : 2

Move : 1 hex

### Mechanized

Attack : 2

Defend : 2

Move : 1 hex

Road : unlimited

Can tow Artillery

### SS Mechanized

Attack : 3

Defend : 2

Move : 1 hex

Road : unlimited

Can tow artillery

### Artillery

Attack : 2

Defend : 2

Move : 1 hex

Can be towed

### Tanks

Attack : 3

Defend : 3

Move : 1 hex

Road : unlimited

### SS Tanks

Attack : 4

Defend : 4

Move : 1 hex

Road : unlimited

### SS Tiger Tanks

Attack : 4

Defend : 4 2 hits

Move : 1 hex

Road : unlimited

Damaged : AD@3

### Fighter

Attack : 3

SBR : 3

### Bomber

Attack : 3

SBR : 1

Auto Damage

### Truck

Can carry up to  
6 units including  
supply tokens

Move : 1 hex

Road : unlimited

### Supply Token

Each token supports  
a hex movement.

Can only move by truck.

### Generals

They give a re roll on any  
1 missed hit per round for  
the strongest piece.

### V-2 Rocket

Attack : 4d6@3

One time in game on the city of Liege..

Mechanized, tanks and trucks can move as many spaces as they can on roads only. Must stop if entering or leaving a zone of control hex.

Trucks can carry inf, art and supply tokens on theses roads too.

Also if a truck is coming from the off board area and starts on a road, it can travel as far as it wants until any restrictions. Trucks can go back that were already on map and travel on roads to the off board area if not in a enemy of zone of control.



## United States & UK

### Infantry

Attack : 1

Defend : 2

Move : 1 hex

### Mechanized

Attack : 2

Defend : 2

Move : 1 hex

Road : unlimited

Can tow artillery

### Tank

Attack : 3

Defend : 3

Move : 1 hex

Road : unlimited

### Artillery

Attack : 2

Defend : 2

Move 1 hex

Can be towed

Defend : 1 AA shot

### Fighters

Attack : 2

### Bombers

Attack : 3

### Trucks

Can carry up to  
6 units including

Supply tokens.

Move : 1 hex

Road : unlimited

### Supply Token

Each token supports  
a hex movement.

Can only move by truck.

### Generals

They give a re roll on any  
1 miss hit per round for the  
strongest piece.

## Air Superiority

Each side per turn can bring planes on a SBR run and or an attack. The attacking side can bring up to 6 figs and 3 bombers per hex. The defender can bring up to 6 figs per hex to defend and now we have a dog fight going on until there is one winner for air superiority. Keep in mind there is a plane chart that shows how many planes each side can send into battle on that certain turn. Allies have more planes based on supply. The Axis figs are stronger representing jet fighters in game at that time.

If any bombers left on attack then 1 artillery per hex only gets a AA shot at each plane hitting on a roll of @1. If a plane is hit then it just returns to the off board area. Same thing for dog fighting planes that are hit too.



# Ground Combat

The Axis gets to attack only on the first turn while the Allies player doesn't get to attack except for his planes. This represents the surprise strike that they had done at that time with overwhelming assaults.

For each enemy hex chosen to attack, pay 1 supply token from that hex or from a adjacent hex that is behind the front line for the Axis and in front of the line for the Allies. If you attack 2 hexes from same hex then you need to pay with another supply token.

Any attacks on only trucks and or supply tokens are captured and can be used on the next turn. If you reach a city or town on the road you must stop there based on trying to go through it. Same for blitzing.

Each side gets a first strike shot for the artillery. Roll 2 colored dice and one die is for the hit roll @1 and the other one is for the piece that gets hit on the casualty chart. Then proceed to normal combat.

Each side gets to attack and defend each turn. Resolve all combat and for every 2 casualties you have, you must retreat 1 unit. This happens for every round of combat. There is a casualty and retreat chart that you must follow in order of the pieces.

## Hex Capacities

Maximum units each per hex. Maximum units total in a hex is 12.

Infantry 6

Mechanized 3

Artillery 3

Tanks 6

Fighters 6

Bombers 3

Trucks unlimited

Supply Tokens 6



# Non Combat and Reinforcements

At the end of combat any units that did not move can do so now. The cost is 1 supply token per hex to move units. It costs 1 supply token for a truck to pickup inf, artillery and supply tokens and move to another hex. Remember trucks can travel on roads any distance until restrictions stop them.

Whenever a ground unit moves into or out of a hex in a zone of control the unit or units must stop. Can only move 1 hex.

Tanks, mechanized and truck units can move any number hexes as long as they stay on the roads. There is bridges on these roads also and can be damaged to block movement of units. It cost 2 supply token to rebuild a bridge before you can pass over it.

Inf can only cross over the brown river barriers that are on the map.

Off road truck units can now move out of the off board area and bring out supply tokens and units from reinforcement charts and pickup units on the map. Tanks, Mechanized with artillery can come off reinforcement charts and travel on the roads up to the front lines or anywhere else. Trucks must stop and stay in that hex to unload. Trucks can bring units from off board area and still pick up units on the map and move them too.

## Reinforcements

For each turn, there is a corresponding color turn chart where on certain turns units from that row enter the game map. Tanks, mechanized with artillery and trucks can move any number of hexes on a road that starts with a full and half hex on edge of board. If you place units on a full hex on edge of board, then those units must stop there. You cannot place units on half hexes.

All trucks now can move and return to the off board area if not in a zone of control. Cannot pick up units at this time if going to off board area.



Place 9 supply tokens for Axis and 11 supply tokens for Allies per turn in the off board area. You also can bank these supplies if you don't use them on that turn plus units you didn't bring out. All reinforcement charts show where all units from both sides enter the game map. Allies can only enter in front of the front line markers from the north, south and west.

## Front Line Markers

Adjust and move front line markers to show where the axis is on the map. Then check to see if they control any cities or towns worth points. Then adjust the victory points chart up or down to show how many victory points the Axis has. Remember the Axis needs 30 points by the end of turn 8 for the win. If not then the Allies have won.

Here is the list of how many planes can fly out of off board area and enter the game map per turn. Their is a chart for this also on the game map. Its on the edge and shows how many planes fly out for both sides.

<u>Turn</u>	<u>AXIS</u>		<u>ALLIES</u>	
	<u>Fighters</u>	<u>Bombers</u>	<u>Fighters</u>	<u>Bombers</u>
<u>1</u>	2	1	3	1
<u>2</u>	2	1	3	1
<u>3</u>	2	1	3	1
<u>4</u>	4	1	3	1
<u>5</u>	2	1	9	3
<u>6</u>	2	1	8	2
<u>7</u>	2	1	4	1
<u>8</u>	2	1	4	2

Axis fighters attack and defend @3 while Allies fighters attack and defend @2 on air combat while bombers attack for both sides are @1. Any planes hit are just removed from game map and placed in the off board area until there turn or next turn.



# Retreating Units Chart

Defending units retreating can only move to the 3 hexes that are behind the hex the defending units came from. The attacking units can retreat to the 3 hexes from the hex he attacked. You can retreat to a zone of control hex.

