

# Race for Bastogne

## Seven Roads to Hell

16 - 25 December 1944

Exclusive Rules



Multi-Man Publishing

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**RACE FOR BASTOGNE**  
SEVEN ROADS TO HELL



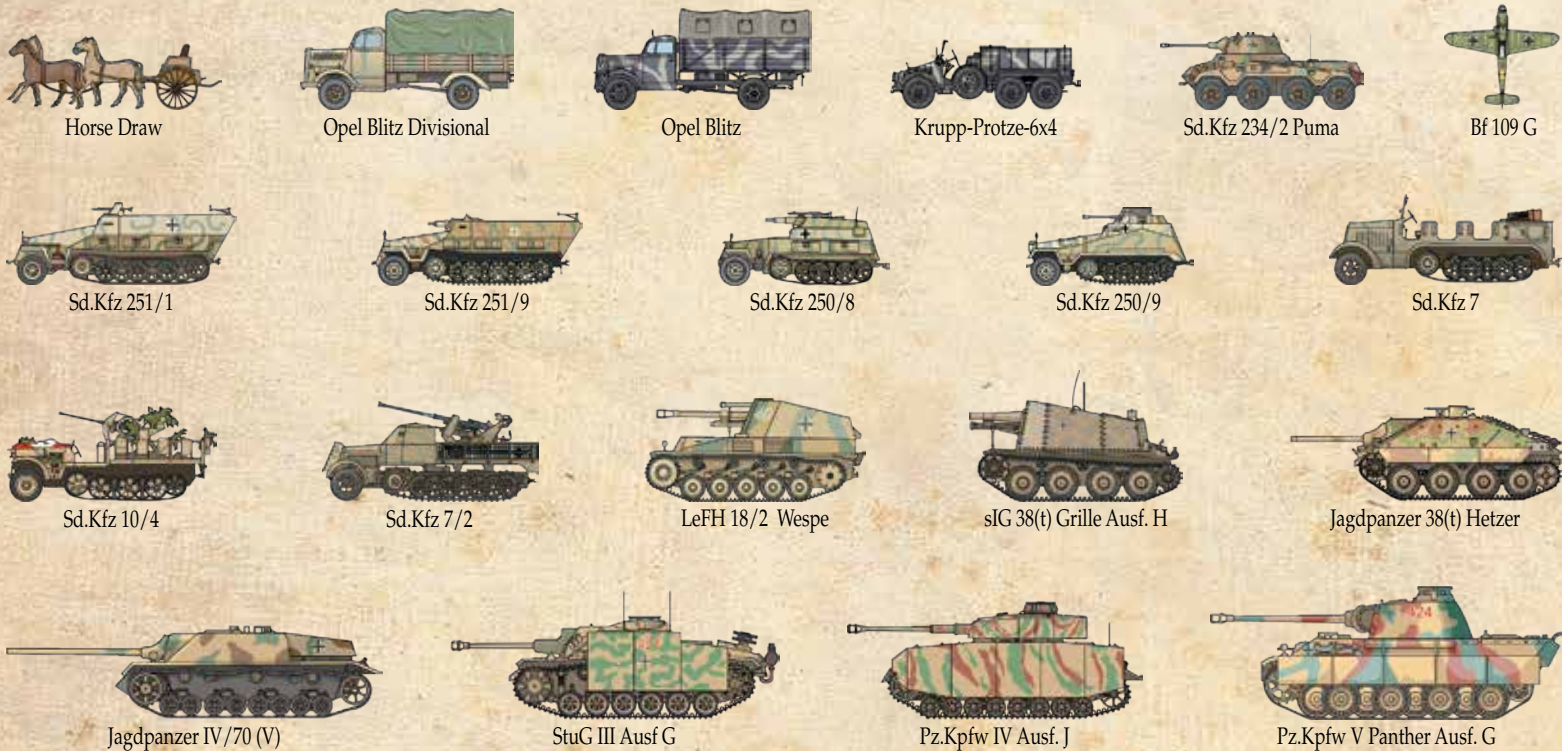
# Symbol and Picture Legend

## German

### Infantry Units

Infantry	Motorized Infantry	Armored Infantry	Bicycle	Engineer	Motorized Engineer	Armored Engineer	Nachhut (platoon)
Nachhut (platoon)	Parachute Infantry	Parachute Engineer					

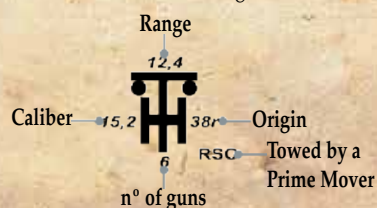
### Vehicles & Air Units



### Gun Units

Towed Flak	AT Gun	Towed AT Gun	Mortar	Motorized Mortar	Armored Mortar	Towed Infantry Gun	Medium Howitzer
Towed Howitzer	Artillery	Towed Artillery	Nebelwerfer	Towed Nebelwerfer			

### Gun Number Legend



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My thanks for Carl Fung for his comments on the OB, Mark Simonitch for his input on the map, and Lee Forester and Nathan Wise for their excellent videos



## INTRODUCTION

*RACE FOR BASTOGNE* is one sliver in the history of the Battle of the Bulge. On December 16, 1944, the Germans launched their great offensive through the Ardennes. The XLVII Panzer Corps attacked with the 2. Panzer Division and 26. Volksgrenadier Division, reinforced by the Panzer Lehr Division. Defending was part of the 110th Infantry Regiment of the 28th Infantry Division. It should have been a blitzkrieg through the thin defenses but stubborn resistance, the terrain, and the well-managed commitment of American reinforcements caused the German attack to fail to take Bastogne just as the 101st Airborne Division arrived. Even as German forces by-passed Bastogne to extend the "Bulge," the 101st was hard pressed to defend the critical crossroads town.

This game simulates the German XLVII Corps attack across the Our River through the 110th Infantry Regiment, the delaying actions by Combat Command Reserve (CCR), 9th Armored Division (9th AD), and Combat Command B (CCB), 10th Armored Division (10th AD), followed by the defense of Bastogne by the 101st Airborne Division. The game covers the night of 15 December to the night of 25 December 1944. The German initially commands three "divisions" and the American two "divisions" on two maps laid end to end.

## COMPONENTS

Grand Tactical Series (GTS) 2.0c Series Rules  
Race For Bastogne Exclusive Rules  
Rules Summary  
CRT/TEC set x 2  
5 Divisional Charts set  
Off-Map Display & Turn Record Chart  
2 single-sided 22" x 34" maps  
One 8-1/2" x 11" map and 1 8-3/4" x 11" map  
8 countersheets  
4 10-sided dice

*RACE FOR BASTOGNE* uses the newest Grand Tactical Series (GTS) rules, version 2.0c. These were introduced in *The Greatest Day: Sword, Juno, Gold Beaches* as part of the Exclusive Rules. The standard rules included in *RACE FOR BASTOGNE* incorporate the changes to the GTS 1.1 rules and are provided as the GTS Rules version 2.0c. The *RACE FOR BASTOGNE* Exclusive Rules make only minor modifications to the newest series rules to accommodate unique aspects of combat in the Ardennes in the winter of 1944. Any rule stated here takes precedence over any rule in the GTS Series rules but if it is not directly addressed here, the GTS Series rule is in effect.

## COUNTER SYMBOLS

The Unit counter symbols are shown on the inside cover of this Exclusive Rule book. The only Unit counter symbol that has any effect on the game is the engineer symbol. All other symbols are for historical interest only because the values, the colors of the values, and the colors around the values define all the other game functions.

The background color of each Unit counter shows to which "Division" the Unit belongs. The colors are khaki (28th Infantry Division and VIII Corps units; CCR, 9th AD and CCB,

10th AD); olive drab (101st Airborne Division); cream (26. Volksgrenadier Division); light gray (2. Panzer Division); dark gray (Panzer Lehr Division); blue (5. Fallschirmjäger Division) and violet (XLVII Corps). The color band around the unit name designates the regiment or brigade formation. Independent units have white or black bars around the unit name.

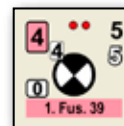
### Division Colors



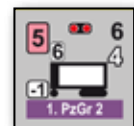
28th Infantry Division and VIII Corps units: CCR, 9th AD and CCB, 10th AD



101st Airborne Division



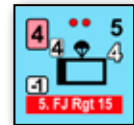
26. Volksgrenadier Division



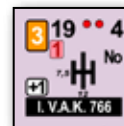
2. Panzer Division



Panzer Lehr Division



5. Fallschirmjäger Division



XLVII Corps

## EXCLUSIVE RULES

### 1.0 Weather and Time

#### 1.1 Weather

Three things a commander cannot change are the weather, passage of time, and the terrain. The historical weather is provided below. If players prefer the uncertainty of not knowing what the weather will be, optional Weather Rules are provide in Section O2.0.

For *RACE FOR BASTOGNE*, Weather is divided into Cloud Cover (Clear or Overcast) and Conditions. Please note: *RACE FOR BASTOGNE* has two types of Roads, Primary and Secondary. The effects of Fog and Rain are modified from the Standard GTS 2.0c rules.

*RACE FOR BASTOGNE* Cloud Cover is determined for the entire day on each 0700 turn; its effects are:

Clear	No effect on play.
Overcast	No American Air Support is allowed.

*RACE FOR BASTOGNE* Conditions may change each turn; their effects are:

None	No effect on play.
Fog	Reduce the Fire Ratings and Assault Ratings of all Units by one; the maximum Line of Sight distance is two hexes; the movement cost to enter a hex is increased by one; no Air Support is allowed.
Rain	Reduce the Fire Ratings and Assault Ratings of all Units by one; the maximum Line of Sight distance is three hexes; the movement cost to enter a hex is increased by one unless the Unit is in Column and moving on a Primary Road; no Air Support is allowed.
Snow	TQ ratings are reduced by one. The movement cost to enter a hex is increased by 1/2 movement point unless the Unit is in Column and moving on a Primary Road; no Air Support is allowed.

The historical weather is:

Date	Cloud Cover	0700	0900	1100	1300	1500	Night
15 DEC	Overcast						None
16 DEC	Overcast	Fog	Fog	None	None	None	None
17 DEC	Overcast	Fog	None	Rain	Rain	None	None
18 DEC	Overcast	Fog	Fog	Rain	Rain	None	None
19 DEC	Overcast	Fog	None	None	None	None	None
20 DEC	Overcast	Fog	Fog	None	None	None	None
21 DEC	Overcast	Fog	None	None	None	None	Snow
22 DEC	Overcast	Fog	Snow	Snow	Snow	Snow	Snow
23 DEC	Clear	Fog	None	None	None	None	None
24 DEC	Clear	Fog	None	None	None	None	None
25 DEC	Clear	Fog	Fog	None	None	None	None

## 1.2 Time and Night

Winter days meant few daylight hours so the first daylight turn is 0700 and the Night Turn is the turn after the 1500 turn.

There is no movement penalty for night.

The maximum Line of Sight distance at Night is 3 hexes.

Reduce the Fire Ratings and Assault Ratings of all Units by 2 (-2) at night.

No Air Support is allowed at Night.

Snow or Rain at Night combines the effects of both.

## 2.0 Terrain

There are two basic types of terrain in *RACE FOR BASTOGNE*: in-hex terrain and hexside terrain features. Note that some values have changed from earlier games in the system and there are some new terrain types. The Terrain Effects Chart included with the game has all movement costs as well as other aspects of specific terrain listed.

### 2.1 In-Hex Features

In-hex terrain is described in full below. Each in-hex type is defined by the color of the dot in the center of the hex (and for Woods and City, the color of the hexsides). For example, if a hex has a green center dot, then it is a Woods hex. Map edge hexes with partial center dots are passable.

Some hexes contain water features that have no effect. In other hexes, the water features do have an effect, and this is indicated by an impassable portion (solid gray) in the hex.

Play note: The map was drawn for realism so the terrain in certain hexes may not be obvious but the hex dot defines the type of terrain— even if that particular type of terrain isn't the prominent type displayed in the hex.

The in-hex terrain types are as follows:

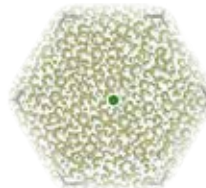
Clear (2.1.1)	Woods (2.1.2)
Village (2.1.3)	Town (2.1.4)
City (2.1.5)	Impassable (2.1.6)

#### 2.1.1 Clear



Clear terrain has a white dot in the center of its hex and represents ground in which there is little or no cover. It is not blocking terrain and it does not modify the Fire Rating of Units firing into the hex.

#### 2.1.2 Woods



Woods terrain has a green dot in the center of its hex and represents ground in which there is extensive forest cover. Wheeled and Tracked Units cannot enter or exit a woods hex unless they are in Column and traveling along a Road (in which case they pay the Road movement cost). Woods are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -2. This modifier is ignored if the Fire Rating of the firing Unit is Brown, Orange, Green or Yellow.

A Wheeled or Tracked Unit in a Woods hex may not leave Column.

### 2.1.3 Village



Village terrain has a light brown dot in the center of its hex and represents a small number of buildings that would provide limited cover. Villages are not Blocking Terrain and modify the Fire Rating of Units firing into the hex at Unarmored Units by -1.

### 2.1.4 Town



Town terrain has a brown dot in the center of its hex and represents significantly more buildings that provide cover and limit fields of fire. Towns are Blocking Terrain. A Town hex modifies the Fire Rating of Units firing into it by -2 against Unarmored targets and -1

against Armored targets.

Wheeled and Tracked Units cannot enter or leave a Town hex unless in Column but they may exit Column in a Town hex. Note that to leave the hex, such Units will have to reenter Column.

### 2.1.5 City

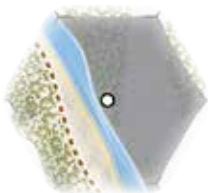


City terrain has a black dot in the center of its hex and represents many buildings, often constructed of concrete, that provide excellent cover and greatly limit fields of fire. City hexes also have a dark gray border around their hexes to see them more easily.

Cities are Blocking Terrain and modify the Fire Rating of Units firing into them by -3 against Unarmored targets. Armored targets (Wheeled and Tracked Units) can only be in a City Hex in Column and a Unit in Column never receives any beneficial (i.e., negative) terrain modifiers. City hexes may be rubble (see 2.5).

Wheeled and Tracked Units cannot enter a City hex unless in Column; a Wheeled or Tracked Unit in a City hex may never leave Column.

### 2.1.6 Impassable



Impassable terrain is solid gray and/or a hex with no dot. If an entire hex is impassable, it does not have a center circle; it cannot be entered by any Unit.

If only part of a hex is impassable, the impassable portion is a solid gray, meaning that no Unit can enter and/or leave the hex by passing over the impassable portion. An exception to this is if a Road or ferry is used to pass through impassable terrain, in which case a Unit using the Road or ferry legally can move through the impassable hex portion. Impassable hex portions are most commonly seen in hexes containing rivers. Impassable terrain has no effect on Line of Sight or fire combat.

## 2.2 Hexside Features

Hexside features are ones that have been abstracted and made to conform to a hex grid superimposed on the map.

These features are considered to run across the length of the hex side if they are more than 50% the length of the side even if the symbol ends before the actual grid ends

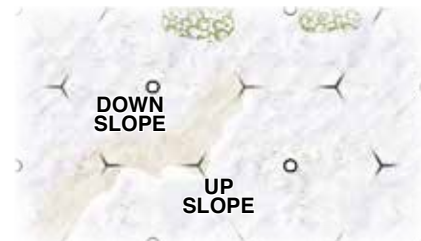
The hexside terrain types are as follows:

Slope (2.2.1) Streams (2.2.2)

River (2.2.3)

### 2.2.1 Slope

Slopes are rises and falls in the ground large enough to block line of sight and affect movement. They are most often caused by steep contours in the ground. Slopes run along a hexside and are designated by shading on one side. The shaded side is "Down Slope" or lower ground. The side without the shading is "Up Slope" or the higher ground.



Slope hexsides block Line of Sight unless the Slope hexside is part of the spotting/firing Unit's hex or the target Unit's hex. An exception is when two units are both "down slope" with the Line of Sight traced through higher ground in which case LOS is blocked.

The Defense Rating of units defending "up slope" of a Slope hexside during an Assault is decreased by 1 (i.e. -1).

A Unit that enters a hex across a Slope hexside pays 1 additional movement point.

Wheeled and Tracked Units may only cross a Slope hexside if in Column and moving along a Road.

### 2.2.2 Streams

The Clerf and Wiltz Rivers are considered streams and are designated by thin blue lines that run along hexsides.



A Leg Unit that leaves a hex across a stream without using a Road pays 2 additional movement points if it is not in Column, or 1 additional movement point if it is in Column.

Wheeled and Tracked Units may not cross streams except when using a Road (and must of course be in Column to do so).

### 2.2.3 River

The only river in *RACE FOR BASTOGNE* is the Our River and it is designated by a wide blue line with a white outline.



The Our River can only be crossed at bridges or ferries. If a single hex contains terrain on both sides of a river, one side will be marked as impassable, and the terrain of the other side will determine the terrain type of the overall hex. A Unit can enter such a hex providing it does not do so via a hexside portion that has impassable terrain.

Rivers have no effect on Line of Sight.

## 2.3 Roads and Railroads

Roads, railroads, and their various types are special man-made features and are treated somewhat differently from other terrain.

The following are the various types of man-made transportation lines in the game:

Roads (2.3.1)

Railroads (2.3.2)

Raised Roads/Railroads (2.3.3)

Sunken Roads/Railroads (2.3.4)

### 2.3.1 Roads

Roads can be Primary (solid) or Secondary (dashed).



Roads allow Units in Column to move faster but the rate is different between Primary and Secondary Roads. Any Unit in Column that enters a hex along a Primary Road can do so for ½ movement point. Leg Units that enter a Secondary Road can do so for ½ movement point. Wheeled and Tracked Units that enter a Secondary Road can do so for 1 movement point.

Another difference between Primary and Secondary Roads comes into play during Rain and Snow. During Rain and Snow turns, the movement cost to enter a hex is increased unless the Unit is in Column and moving along a Primary Road.

A Unit can decide not to use the road and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not in Column, or not entering or exiting the hex along a road, must pay the base terrain cost.

Where two roads share the same hex but do not cross, a Unit must pay the base terrain cost to go from one road to the other. The restriction on one unit in column in a hex still applies. Roads have no effect on Line of Sight.

### 2.3.2 Railroads

Railroads allow Units in Column to move faster. Any Leg unit in Column that enters a hex along a railroad can do

so for ½ movement point. A Wheeled Unit in Column pays 2 movement points, and a Tracked Unit in Column pays 1 movement point.



A Unit can decide not to use the railroad and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not in Column, or not entering or exiting the hex along a railroad, must pay the base terrain cost.

Where two railroads or a railroad and road share the same hex but do not cross, a Unit must pay the base terrain cost to go from one to the other. Railroads have no effect on Line of Sight.

### 2.3.3 Raised Roads/Railroads

#### 2.3.3(1) Raised Roads/Railroads Generally

Raised Roads/Railroads (yellow highlighted roads and railroads) are elevated roads and are treated exactly the same in the rules.



Raised Roads/Railroads are elevated roads and railroad tracks that pose a significant hindrance to movement and block Line of Sight.

#### 2.3.3(2) Restrictions on Column Movement

A Unit in Column can enter a hex with a Raised Road or Railroad if there is no roadblock in the Raised Road/Railroad hex, and the Unit enters the Raised hex through a hexside that the Raised Road/Railroad touches.

Similarly, a Unit in Column can only leave the Raised Road/Railroad hex through a hexside that the same Raised Road/Railroad touches.

#### 2.3.3(3) Restrictions on Vehicle Units

A Vehicle Unit cannot exit Column formation while in a Raised Road/Railroad hex. If the Vehicle Unit is forced to retreat, it must follow the Raised Road/Railroad and if it cannot do so, it is eliminated. A Vehicle Unit suffers a terrain modifier of +2 when fired on, in addition to the +2 modifier for being in Column. If a Unit dismounts from its Organic Transport while it is on a Raised Road/Railroad, the vehicles are lost. Place an abandoned transport marker on the Unit after it dismounts. Note that Vehicle Units not in Column can never enter a hex with a Raised Road/Railroad.

#### 2.3.3(4) Restrictions on Leg Units

A Leg Unit that is not in Column can enter a hex with a Raised Road/Railroad from any hexside (even if there is a road block in the hex), but it must pay double the terrain cost of the other terrain in the hex. A Leg Unit not in Column can leave a Raised Road/Railroad hex by any hexside.



If fired on when not in Column, a Leg (or immobile) Unit suffers the +2 terrain modifier for the Raised Road/Railroad, and also benefits (or suffers) from the terrain modifier of the hex's original terrain. A Leg Unit not in Column in a Raised Road/Railroad hex may get in Column for 1 movement point.

A Leg Unit on a Raised Road/Railroad may exit Column formation by expending 1 movement point or taking a Cohesion Hit. Once the Leg Unit is not in Column it may leave the Raised Road/Railroad hex by any hexside.

If a Leg Unit in Column is forced to retreat from a Raised Road/Railroad hex, it must follow the Raised Road/Railroad and if it cannot, it is eliminated.

### 2.3.3(5) Raised Roads/Railroads and Line of Sight

Raised Roads/Railroads create a special Line of Sight situation. A Raised Road/Railroad is Blocking Terrain, but only if the Line of Sight actually passes through the Raised Road/Railroad graphic. A Raised Road/Railroad in the same hex as a target Unit or a firing Unit never blocks Line of Sight. In addition, a Line of Sight can pass through a hex with a Raised Road/Railroad as long as it does not cross the Raised Road/Railroad graphic.

### 2.3.4 Sunken Roads/Railroads

#### 2.3.4(1) Sunken Roads/Railroads Generally

Sunken Roads or Railroads (red highlighted roads and railroads) are depressed road and railroad tracks that pose a significant hindrance to movement but, unlike the raised road types, do not block Line of Sight.



#### 2.3.4(2) Restrictions on Column Movement

A Unit in Column can enter a hex with a Sunken Road/Railroad if there is no roadblock in the Sunken Road/Railroad hex, and the Unit enters the Sunken Road/Railroad hex through a hexside that the Sunken Road/Railroad touches.

Similarly, a Unit in Column can only leave a Sunken Road/Railroad hex through a hexside that the same Sunken Road/Railroad touches.

#### 2.3.4(3) Restrictions on Vehicle Units

A Vehicle Unit cannot exit Column formation while in a Sunken Road/Railroad hex. If a Vehicle Unit in a Sunken Road/Railroad hex is forced to retreat, it must follow the Sunken Road/Railroad and if it cannot do so, it is eliminated. A Vehicle Unit gains a terrain modifier of -2 when fired on, in addition to the +2 modifier for being in Column (for a net of 0).

If a Unit dismounts from its Organic Transport while it is on a Sunken Road/Railroad hex, the vehicles are lost. Place an abandoned transport Marker on the Unit after it dismounts. Note that Vehicle Units not in Column can never enter a hex with a Sunken Road/Railroad.

### 2.3.4(4) Restrictions on Leg Units

A Leg Unit that is not in Column can enter a hex with a Sunken Road/Railroad from any hexside (even if there is a roadblock in the hex), but it must pay double the terrain cost of the other terrain in the hex; when not in Column a Leg Unit can leave a Sunken Road/Railroad hex by any hexside. If fired on when not in Column, a Leg (or immobile) Unit gains a -2 terrain modifier for the Sunken Road, and also benefits (or suffers) from the terrain modifier of the hex's base terrain. A Leg Unit not in Column in a Sunken Road/Railroad hex may get in Column for 1 movement point.

A Leg Unit in a Sunken Road/Railroad hex may exit Column formation by expending 1 movement point or taking a Cohesion Hit. Once a Leg Unit is not in Column, it may leave the Sunken Road/Railroad hex by any hexside. If a Leg Unit in Column is forced to retreat from a Sunken Road/Railroad hex, it must follow a Sunken Road/Railroad and if it cannot, it is eliminated.

Sunken Roads/Railroads do not block Line of Sight in any way.

## 2.4 Bridges

The only Bridges in the game are across the Our River at Dasburg and Gemünd. Note that the graphics on the map for roads that cross over streams are not considered bridges for the purposes of the following rules.



The Dasburg and Gemünd Bridges start the Campaign game "Closed" and are only "Open" by Historical Events (S2.0 Random Events).



### 2.4.1 Crossing Bridges

A Unit must be in Column to cross a bridge, and the cost is the same as for normal movement. This means that only one Unit can Assault across a bridge, and if a Unit not in Column is forced to run away, it cannot do so across a bridge.

### 2.4.2 Roadblocks and Bridges

Roadblocks cannot be placed in any hex that has a bridge hexside.

### 2.4.3 Line of Sight and Bridges

Bridges block Line of Sight in the same way as Raised Roads (see 2.3.3(5)).

## 2.5 Rubble



City hexes may be reduced to Rubble. If an artillery (orange or brown fire factor) attack rolls a "0" when attacking a City hex, place a Rubble counter on that hex. If the hex has an OP or Strongpoint, that OP or Strongpoint is no longer considered to exist in the hex; similarly, any Road in the hex no longer exists.



A Rubble counter subtracts one from the defensive terrain modifier of the hex. Note also that the cost to enter a rubbled hex is increased (see the Terrain Effects Chart).

Engineers may clear Rubble by being in the Rubble hex, performing an Engineer action and passing a Troop Quality Check. Men at Work does apply. Any OP or Strongpoint is still considered destroyed even if the Rubble has been cleared. Use the back of the Rubble counter to show this.

## 3.0 Sequence of Play

### 3.1 Adjustments to the Sequence of Play

Skip step A) Determine Weather, unless using optional rule O2.0 Optional Weather Determination.

Step B) The number of air support markers and the turns they are received are predetermined as per special rule S7.0 American Air Support.

Step C) Place Reinforcements. Before placing reinforcements in the reinforcement box on the Divisional Displays, check the Supply Status of Bastogne as per S4.0 Supply Shortages.

Step F) Attachments. In *RACE FOR BASTOGNE*, attachments are handled by historical events so this step is skipped.

There are no other changes to the GTS 2.0 Sequence of Play.

### 3.2 Adjusted Sequence of Play

- A. Skipped unless using optional rule O2.0 Optional Weather Determination.
- B. Determine American Airpower Availability if it is the 0700 turn. See special rule S7.0 American Air Support.
- C. Place Reinforcements in Reinforcement Boxes. Check American Supply Status. See special rule S4.0 Supply Shortages.
- D. First, you can buy Dispatch Points at a cost of 2 Command Points for 1 Dispatch Point. Then spend Dispatch Points to buy Formation Activation Chits.
- E. Create/Disband Artillery Parks. Attempt Contact with Leaders.
- F. Skipped unless using optional rule O6.0, Alternate Formation Attachments. Attachments are handled by historical events in the standard rules.
- G. Put the eligible chits into the coffee mug.
- H. Perform the Activation Phase.
- I. Remove all barrage markers. Flip all Artillery Parks to Non-Fired sides.
- J. Move the turn record marker up one turn box.

## 4.0 Piggyback Mode

Infantry Units without Organic Transport may “piggyback ride” on Vehicle Units of their Formation.

### 4.1 Starting in Piggyback Mode

To mount up Piggyback, the two Units must start in the same hex and it takes an entire movement action by both units to Piggyback. When a Unit starts in Piggyback mode, the two Units move as one, but only when the Vehicle Unit is activated.

### 4.2 Exiting Piggyback Mode

During the Vehicle (not the Infantry) Unit's activation, the two Units can exit Piggyback mode if the Vehicle Unit expends half of its printed movement allowance. The Infantry Unit is then dismounted and the the Vehicle Unit's action ends immediately. The Vehicle Unit may perform a Second Action if eligible.

The now dismounted Infantry Unit may not be in Column. Dismounting is a Movement Action performed by the Vehicle Unit and does trigger Opportunity Fire. The Opportunity Firing player gets to decide when to shoot, i.e., before or after the dismounting. If the Opportunity Fire takes place after dismounting, only the Infantry Unit is the target; otherwise the Vehicle Unit is the target and Rule 4.4 applies.

Infantry Units being carried in Piggyback mode are never active. When the active Vehicle Unit dismounts the inactive Infantry Unit, the Infantry Unit cannot perform any Actions until its next Activation.

### 4.3 Restrictions on Piggyback Mode

One Infantry Unit can Piggyback on one Vehicle Unit at a time.

A Vehicle Unit cannot carry an Infantry Unit unless the Vehicle Unit has at least as many Steps as the Infantry Unit.

The steps of an Infantry Unit in Piggyback mode are not counted for stacking but are counted when determining the mass modifier for any Fire attack against a target in the hex.

Infantry Units in Piggyback mode can perform no Actions.

While in piggyback mode the Vehicle Unit cannot perform any Action other than move and dismounting the Infantry Unit (note that this restriction prohibits Assault and Opportunity Fire).

Infantry Units with Organic Transport can never Piggyback.

### 4.4 Piggyback Mode and Combat

When fired on by Direct or Indirect Fire (and air strikes), Units in Piggyback mode both count for the mass modifier. Both the Infantry Unit and the Vehicle Unit suffer the same fire combat die roll as if they were fired on separately, i.e., just apply the roll first to one and then to the other. Any terrain modifiers or marker modifiers for the Vehicle Unit also apply to the Infantry Unit. If either Unit takes a fire result (remember that passing an “S?” is no effect), the Infantry Unit must dismount (this does not trigger Opportunity Fire) immediately, and the combat results are then applied. This mandatory dismount ends the Activation of the Vehicle Unit. The Infantry Unit may not be in Column when it dismounts.

If the Units are Assaulted, the Infantry Unit must dismount (and this does not trigger Opportunity Fire) when the Assault is declared, and then the Assault procedure is performed as normal. If this dismount causes overstacking, eliminate the infantry unit.

If a Vehicle Unit in Piggyback mode is the target of Indirect Fire, and this causes a mandatory dismount, the Infantry Unit suffers the result of the Indirect Fire die roll along with the Vehicle Unit but does not also take the "S?" result that other Units in the hex have to take.

## 5.0 Land Mines

Scenario special rules limit the number of Minefield markers available.

### 5.1 Mine Placement

Engineers may place Land Mines as an Engineer Action. There is no roll to place them. Just declare that action and place a Minefield marker in the hex the Engineer occupies.



Only one Minefield marker may be in a hex. Mines can be placed in any hex the Engineer can legally enter. Mines only affect the enemy player. You may freely move through your own Mines.

### 5.2 Effect of Mines

A Unit must stop when entering a hex containing an Enemy Minefield marker. If it wishes to leave the hex in a later movement, assault or retreat out of such a hex (and only if actually leaving the hex - note that Assaulting Units only leave a hex after the successful completion of an Assault), it must pass a Troop Quality check to do so (and then pass any other Troop Quality checks needed). If the Unit fails, it stays in the hex and is Suppressed. You may not spend a Command Point to ensure passing this check.

Assaulting a hex with a minefield in it, no matter which side the minefield belongs to, subtracts 2 from the defender's defense strength for the Bravery Check roll (only). Note that the hex being assaulted is the only one that receives this benefit. If you use the defense value of a Unit not in the hex being assaulted, this defense value is not modified, even if the Unit whose defense value is being used occupies a hex containing a minefield marker.

If an Engineer leaves a hex containing an Enemy Minefield marker, it too must pass a Troop Quality Check or be suppressed.

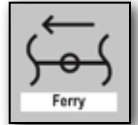
### 5.3 Removing Mines

To remove a Minefield marker, move an Engineer into the hex and in a subsequent activation, declare an Engineer Action. If the Engineer is a 2-step unit, remove the Minefield marker if the Engineer action is completed. If a 1-step Engineer, a die roll of 6 or less is needed to remove the Minefield marker. If the roll is 7 or more, the Engineer is not suppressed and Men at Work does apply.

This process applies to both Enemy and Friendly minefields. Once you lay a minefield down, it takes a Friendly Engineer following these steps to remove it. Remember, in *RACE FOR BASTOGNE*, the number of Minefields that can be placed is limited by the scenario special rules. If you have to go through these steps with an Engineer Unit; you can't just pick up the marker.

## 6.0 Ferries

Engineers can create Ferries to allow Leg Units to cross River hexsides. In *RACE FOR BASTOGNE*, the Germans will start with established Ferries.



### 6.1 Creating a Ferry

You can create a ferry in a hex that is not in an enemy Fire Zone. An Engineer Unit must begin its activation in a hex adjacent to the river. Announce that your engineer Unit wants to create a ferry. This is an Engineer Action. The engineer Unit now rolls a Troop Quality Check (a Command Point cannot be spent here). If it passes, it creates a ferry—put a ferry marker on top of the Engineer Unit, with the arrow pointing to a hex on the other side of the river.

The engineer Unit does not count towards the stacking limit of the hex now, but does count against the mass modifier if the hex is fired upon. The engineer Unit has now completed its Action for that activation and the ferry may begin ferrying Units from this point onward. If the engineer Unit fails the Troop Quality Check, it is done for the activation and it doesn't get to be a ferry; you may place a Men at Work marker. Your engineer Unit may try again to become a ferry during its next activation.

### 6.2 Using Ferries

Remember that only Leg Units may use a ferry. A friendly Leg Unit in Column can move across the River between the hex occupied by the ferry and the hex to which the ferry's arrow points (in either direction) at a cost of half its movement allowance, rounded up.

Note that when a Unit uses a ferry it is not an activation for the ferry. Remember, the ferry does not work if the ferry is Suppressed.

Units that have Organic transport may not use Ferries to cross the Our River.

You cannot use a Command Point to ferry a Unit (so no Second Actions can be used to ferry Units).

The hex the Unit is being ferried into must not contain any enemy Units, otherwise the ferrying may not take place.

### 6.3 Removing a Ferry

A ferry remains in place until the engineer Unit moves, or the ferry takes a Step Loss or Eliminated result. The Engineer Unit manning the ferry may cross it to remove it.

A ferry can be the target of enemy fire just like any other Unit, and may be Assaulted as well. If the ferry becomes Suppressed, it remains in place, but it cannot actually ferry Units until it Rallies (place a Suppression marker on top of the ferry marker). If the ferry takes a Step loss, the ferry marker is removed, and the Engineer Unit takes the Step loss. If it suffers an Eliminated result, remove the ferry and eliminate the Engineer Unit. If the ferry takes a Cohesion Hit, it is marked on the ferry, and if the Engineer Unit moves away, the marker is transferred to the engineer Unit.

If a ferry is Assaulted, the ferry and engineer Unit are eliminated at the same step in the Assault procedure when zero-step Units are eliminated.

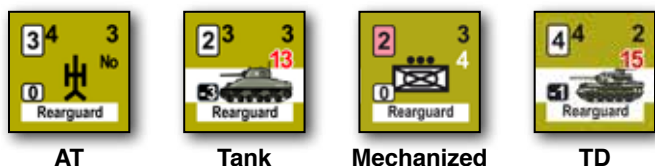
## 6.4 Ferries and Opportunity Fire

If a Unit takes Opportunity Fire while crossing the River using a ferry, it suffers a +2 modifier for being ferried (in addition to the +2 for being in Column). This fire does not affect the ferry.

## 7.0 Rearguards and Roadblocks

Sperre (plural Sperren) and Nachhut (plural Nachhuten) are the German words for Roadblock and Rearguard and are treated exactly the same in the rules. They are created in the same way as in the Series Rules for Roadblocks and Rearguards.

In addition to the normal Infantry Rearguards, there are a limited number of Anti-Tank (AT), Tank Destroyer (TD), Mechanized Infantry, and Tank Rearguards available to the American Player. These Rearguards may be placed by corresponding AT, TD, Mechanized Infantry, and Tank units of the same type and model. They may be placed in any hex empty of friendly units that: (i) is not in an enemy Fire Zone, (ii) is within two hexes of the Unit creating it, and (iii) the parent Unit would be able to enter during movement (in column and/or mounted, if necessary) without entering an enemy Fire Zone. Otherwise, they are treated like any other Rearguard.



The formations and the counter mix limit the number of Roadblocks and Rearguards available to a player. These are absolute limits. Rearguards lost in combat may be reused again later in the game. Place any Rearguards eliminated in any way from the map back into the Available Rearguards box on their Division Display. They may be continually reused throughout the game.

## 8.0 Abandoned Transport

Whenever a Unit with Organic Transport enters a hex that its transport side could not legally enter, in Column or not, place an Abandoned Transport Marker on that Unit.



If a Player wishes a Unit with an Abandoned Transport marker to mount its Organic Transport, he must be able to trace a path from the Unit, traversable by its Organic Transport, to the nearest Road hex, then along a continuous path of Road hexes to the friendly board edge (east for the Germans, west for the Americans) or at least 10 hexes toward the friendly board edge. This path must be free of Enemy Units and Fire Zones. When it can do this, remove the Abandoned Transport Marker. This check is part of the Movement Action to Mount and the unit must be in terrain accessible by vehicles.

See Special Rule S6.0, Our River Bridges for additional limitations on the initial German assault forces.

## 9.0 Reinforcements

Reinforcements that set up on the map rather than entering on a map edge Reinforcement hex may not over-stack.

## 10.0 Special Rules

The following special rules are used in some scenarios. Each scenario will state which rules are to be used and if they are modified in any way.

### S1.0 Off-Map Movement

German Units may leave the map via a lettered hex. This is a Move Action and the Unit is considered to be moving to a clear hex for Opportunity Fire. After any Opportunity Fire, place the units on the Off-Map display in the holding box of the exit hex.

During a Unit's Division Activation, when placing reinforcements, determine the disposition of the Units on the Off-Map Display. Each Unit may do one of the following:

- Be placed as a Reinforcement in a lettered hex corresponding to the letter of its holding box
- Be placed as a Reinforcement in a lettered hex corresponding to the letter of an adjacent holding hex
- Move into an adjacent holding box
- Remain in its current holding box.

Lettered hexes are treated as Reinforcement hexes.

Example: A German unit that starts its Division Activation in Box B may stay in that box, move to Box A or C, or be placed as a Reinforcement in any hex lettered A, B, or C.

Remember: Stacking limits never apply in Reinforcement Hexes. Units may be placed on the map in column or out of column, mounted or unmounted and retain any markers (Step Loss, Cohesion Hits, Abandoned Transport...) they had when moved to the off-map display.

Units in these hexes must all have moved out of the Reinforcement Hex by the end of the Division Activation (you may not hold Units back). If they cannot do so (for instance, all possible hexes are in enemy Fire Zones) then they must move out as soon as the next chit is played that allows legal movement. The only Action a Unit in a Reinforcement Hex can take is to Move, and moving out of a Reinforcement Hex does NOT trigger Opportunity Fire.

In *RACE FOR BASTOGNE*, Units in Off-Map lettered hexes ARE in command.

American Units may not move adjacent to a lettered hex but may project Fire Zones into a lettered hex. Exception: American Units may be placed in letter hexes as reinforcements but must move out the turn they are placed.

Germans Units may not exit or enter from hexes A – E after 0700 24 Dec. Any units in holding boxes A – E are removed from play at the start of that turn.



## S2.0 Random Events

During step G of the sequence of play (when you put the eligible chits into the mug to be drawn this turn), put the Random Event chit into the Mug. If the Random Event chit is the last one left in the mug at the end of the turn, play it; it is not the first chit in play the next turn. Rather you draw randomly from the next turn's cup to see which chit is first.



Random Events occur when the Random Event Chit is drawn from the Mug.

First, check to see if there is a Historical Event that turn. If so, these events happen when the Random Event Chit is pulled for that turn (and there is no "random" event this turn).

### Historical events:

**1500 16 Dec:** Dasburg and Gemünd Bridges – Bridges are "Open" and available for use.

**Night 16 Dec:** KG von Fallois reverts to Panzer Lehr Division control. Remove KG von Fallois as an attachment to 26. Volksgrenadier Division. It returns as a normal formation of the Panzer Lehr Division. If it has already been activated under the 26. Volksgrenadier Division Activation, it may not be activated again by the Panzer Lehr Division Activation.

### 0700 19 Dec: 28th INF DIV Command Post Moves

1. If a German Unit is within 4 hexes of the 28th Division CP, do not roll for Command and Dispatch Points during the Division Activation. The VIII Corps/28th Inf Div still gets CPs equal to its Command Rating; it just may not roll for additional points. Additionally, the American Player may not conduct Direct Command Activations for the VIII Corps/28th Inf Div Units for the remainder of turn.
2. Place the 28th Inf Div Command Post marker in Sibret (hex 07.24)

**1100 19 Dec:** Team Snafu – Place the Team Snafu Rally Point within 1 hex of a Bastogne City hex. The 110th Infantry Regiment and CCR, 9 AD no longer gain straggler points (S3.0 Team Snafu).

### 1300 19 Dec: VIII Corps Command Post Moves

1. Do not roll for VIII Corps/28th Inf Div Command and Dispatch points for the remainder of the turn. The VIII Corps/28th Inf Div still gets CPs equal to its Command Rating; it just may not roll for additional points.
2. Remove the VIII Command Post marker from the map.

**1500 19 Dec:** Pz Lehr delay – do not roll for Command and Dispatch Points during the Panzer Lehr Division Activation. The Pz Lehr Division still gets CPs equal to its Command Rating and the two Dispatch Points for a turn before the night turn; it just may not roll for additional points. Additionally, the German Player may not conduct Direct Command Activations for the Panzer Lehr Units for the remainder of the turn.

### 1500 20 Dec: American C2 Consolidation –

1. Remove any 110th Inf Reg units, including B and C / 630 AT, B / 103 Eng, A / 447 AA, Divisional Truck, and

the 28th Inf Div CP marker.

2. CCB, 10th AD, CCR, 9th AD, Team Snafu, and all remaining white- and black-striped VIII Corps/28th Inf Div units are attached to the 101st Airborne Division. VIII Corps/28th Inf Div rearguards are still available for use by CCB, 10th AD; CCR, 9th AD; and Team Snafu.
3. Remove the VIII Corps/28th Inf Div Division Activation chit and Team Snafu Rally Point marker from play. Do not roll for any further Team Snafu units.
4. Increase the 101st Airborne Division Dispatch and Command Ratings by 1.
5. VIII Corps/28th Inf Div Minefields and roadblocks are still available for emplacement by VIII Corps/28th Inf Div Engineer units. 101st Engineers may not emplace VIII Corps/28th Inf Div minefields and roadblocks and VIII Corps/28th Inf Div Engineers may not emplace 101st minefields and roadblocks. All minefields and roadblocks are considered from the same division for movement purposes.

**Night, 22 Dec:** Nuts! – The TQ of all 101st Airborne Units increases by 1.

**Night, 24 Dec:** Bombing Bastogne. The German player may rubble one of the two city hexes of Bastogne (21.17 or 21.18). Any units in the selected hex undergo a 3 orange attack with no modifiers.

**If (and only if) there is no Historical Event for the turn, roll one die to see what happens.**

**Roll of 0:** German Air Support. Before 19 Dec, this event is treated as No Event.

Starting on 19 Dec, if it is not a Night Turn and the weather is not Fog, Snow or Rain, the Germans receive Air Support, otherwise this is event is treated as a No Event.



Roll a die and divide the result by 5, rounded up. This is the number of Air Support markers the German receives. These must be placed and resolved immediately, before the next chit is drawn. German Air Support may be used against any American Unit on the map.

Just place the number of Air Support markers you wish to use on the chosen target(s). After placing all markers and resolving any Air Defense, attack an American Unit in the target hex with a 3 White Fire Rating attack. Remember, as per the Series Rules, the only modifiers considered are the Direct Fire modifiers with positive values (that is right—no negative modifiers, even for entrenchments or Defense Rating!).

**Air Defense:** The American Player has the opportunity to make an Air Strike abort its mission before it completes its attack.

Some Units have an Air Defense rating (shown in a blue box below the Fire rating). Each Unit with an Air Defense rating, which is not in a Fire Zone and not under a Barrage marker may make an Air Defense roll against each Air Support marker within 4 hexes. LOS to an Air Support marker is never blocked.

If the Player rolls the Air Defense value or less with a D10, the Air Support aborts and does not attack. It is considered used and may not fly again.

**Roll of 1:** American stay-behind OP - Select an American Division. Place that Division's OP within 6 hexes of any Unit of that Division. It is automatically considered in the command range of a leader and it may spot for Indirect Fire attacks as a normal ground unit. Remove the American OP the next time the Event Chit is drawn or if a German Unit enters the hex.

**Roll of 2:** German OP - Select an German Division. Place that Division's OP within 6 hexes of any Unit of that Division. It is automatically considered in the command range of a leader and it may spot for Indirect Fire attacks as a normal ground unit. Remove the German OP the next time the Event Chit is drawn or if an American Unit enters the hex.

**Roll of 3:** Leader casualty – Roll a die:

On an even roll it is an American Leader, on an odd roll, it is a German Leader.

For an American Leader, roll a die:

0 – 4: VIII Corps/28th Inf Div Leader

5 – 9: 101st Airborne Division Leader

The German player may pick a Leader from that Division and flips him over to his replacement side

For a German Leader, roll a die:

0 – 3: 26. Volksgrenadier Division

4 – 6: Panzer Lehr Division

7 – 9: 2. Panzer Division

The American player may pick a Leader from that Division and flip him over to his replacement side.

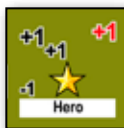
If the Leader is already on his replacement side, then this is treated as no event.

If the reverse side of the Leader is blank, remove the Leader from the game.

Disregard a Formation Activation for the selected Leader's formation for the remainder of the turn. Place any Contact markers on the Leader back with the owning artillery units on their Contact Pending sides.

If there is no Leader from the rolled division available, then it is no event.

**Roll of 4:** American Hero – The American Player may place an American Hero counter on any unit. This unit has all the modifiers on the Hero marker (+1 Fire, +1 Assault, +1 Troop Quality, and -1 Defense). Remove any Cohesion Hits and/or Suppression that might be on this Unit. Cohesion Hits may be removed, even if the unit is in an enemy fire zone. Remove the Hero Marker the next time the Random Event Chit is drawn



**Roll of 5:** German Hero – The German Player may place a German Hero counter on any unit. This unit has all the modifiers on the Hero marker (+1 Fire, +1 Assault, +1 Troop Quality, and -1



Defense). Remove any Cohesion Hits and/or Suppression that might be on this Unit. Cohesion Hits may be removed, even if the unit is in an enemy fire zone. Remove the Hero Marker the next time the Random Event Chit is drawn.

**Roll of 6:** Surrender – The German Player selects an VIII Corps/28th Inf Div unit, adjacent to a German Unit and surrounded by German Units and/or German Fire Zones. The unit takes a TQ check. A Command Point may be spent to pass. If the unit passes, there is no effect. If the unit fails, it is eliminated. Record Team Snafu stragglers. Other American Units do not negate German Fire Zones for this event. If no Unit qualifies, treat as No Event.

**Roll of 7:** American Intelligence – The American Player may add 2 Command points and 1 Dispatch point to any one Division.

**Roll of 8:** German Intelligence – The German Player may add 2 Command points and 1 Dispatch point to any one Division.

**Roll of 9:** Feldersatz Replacements – The German player may replace one step loss from any infantry unit not in a fire zone. A destroyed infantry unit may be placed back on the map in a Leader's hex (at one-step strength), as long as the Leader is not in a fire zone.

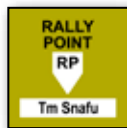
### S3.0 Team Snafu

**Historical Note:** As the German XLVII Corps attacked through the 110th Infantry Regiment of the 28th Infantry Division and the Combat Command Reserve of the 9th Armored Division, troops from these disintegrating units filtered back to Bastogne. They were gathered by the Commander of Combat Command B, 10th Armored Division and formed into ad-hoc units to be committed back to the battle. In Race for Bastogne, these stragglers are treated with a similar mechanic as the airborne stragglers in The Greatest Day: Sword, Juno, and Gold Beaches.

Both formations, the 110th Infantry Regiment and CCR, 9 AD, have a Stragglers Marker to track their stragglers. For each infantry, mechanized infantry, or mortar Unit eliminated from the 110th Infantry Regiment or CCR, 9 AD, increase the Stragglers marker for that formation by one on the VIII Corps/28th Inf Div Command Points/Dispatch Points track. Independent Units do NOT generate Straggler points.



Place the Team Snafu Rally Point Marker as per the Historical Random Event. Once the Team Snafu Historical Random Event occurs, the 110th Infantry Regiment and CCR, 9 AD no longer gain straggler points.



During the VIII Corps/28th Inf Div Activation, before placing reinforcements, roll for straggler recovery.

For the 110th Inf Regt then the CCR, 9 AD, roll a die for straggler recovery. If the roll is:

(i) Equal to or less than the number in the track box containing the corresponding formation Stragglers marker, one Straggler Recovery Point is generated and the formation Stragglers marker is reduced by one. Another roll may be made for this formation.

(ii) Nine, reduce the formation Stragglers marker by one and no more rolls for this formation are possible until the next VIII Corps/28th Inf Div Activation.

(iii) Greater than the number in the track box containing the corresponding formation Stragglers marker, the formation Stragglers marker is not reduced but no more rolls for this unit are possible until the next VIII Corps/28th Inf Div Activation.

(iv) Zero, one Straggler Recovery Point is generated and another roll for this formation may be made. The Stragglers marker is NOT reduced.

Important note: Depending on the results of the roll, it is possible for the American player to make multiple rolls for the same formation. The American player never has to make a roll and can choose to stop rolling at any time. This means if all the Team Snafu units are built and at full strength, the American player can forgo straggler recovery and attempt it later when Team Snafu Units are available or at reduced strength.

Once you are done rolling to recover stragglers and have recorded the changes on VIII Corps/28th Inf Div Activation General Record track, you now proceed to using the Straggler Recovery Points to build Team Snafu units and steps.

Each Straggler Recovery Point builds a Team Snafu step. Place a Team Snafu Unit (on its one-step side) within 1 hex of the Team Snafu Rally Point or bring a one-step Team Snafu Unit, not in a Fire Zone, to full strength.

The Team Snafu Rally Point marker may not move. If it is occupied by a German Unit, remove the Team Snafu Rally Point marker and do not make any more Team Snafu rolls.

Once a formation's Team Snafu Straggler Marker reaches 0, remove the marker and do not make any more Team Snafu rolls for that formation.

**Note:** Historical Event – American C2 Consolidation, on the 1500, 20 Dec game turn, removes the Team Snafu Rally Point marker from play and ends straggler recover rolls.

## S4.0 Supply Shortages

**Historical Note:** Both sides suffered from supply shortages during the battle. For the Americans, supply difficulties started once Bastogne was surrounded and remained until the weather cleared and allowed resupply airdrops. For the Germans, the supply strain started to show as the majority of the German forces continued the attack west.

During Step C, Place Reinforcements in Reinforcement boxes, check the supply status of the American Forces before placing reinforcements in the reinforcement boxes on the Divisional Displays.

If the cloud cover is Overcast and the American Player cannot trace a path along a Primary Road free of German Units and/or German Fire Zones from Bastogne off the West or South map edge, then Bastogne is surrounded and American Units are subject to suffering supply shortage effects. In addition, the TQ of all Units of the 101st Airborne Division, including attached Units, is reduced by 1. When Bastogne becomes surrounded, place the Surrounded marker on a Bastogne hex as a reminder.



If during Step C of a subsequent turn the American player can once again trace a path as above, then Bastogne is no longer considered surrounded. Remove the Surrounded marker. While Bastogne is not surrounded, American Units do not roll for supply shortages, but still need to roll to remove Low Ammo markers.

If the cloud cover is Clear, the Americans do not suffer supply shortages.

Germans suffer supply shortages starting the Night 22 Dec game turn for the rest of any scenario.

When under Supply Shortage Effects, any time a Unit rolls a 9 for Fire Combat (not Assault), place a Low Ammo marker (-1 Fire Value) on it. If the Unit already has a Low Ammo marker, disregard.



To remove Low Ammo markers:

For American Units, during 101st Airborne Division Activation, before placing reinforcements:

- If Bastogne is surrounded and the cloud cover is Overcast, do not remove any Low Ammo markers.
- If Bastogne is surrounded and the cloud cover is Clear, roll one die, divide the result by 3 (rounding fractions down), and remove that number of Low Ammo markers (1d10/3, FRD).
- If Bastogne is not surrounded, roll one die, halve the result (rounding fractions down) and remove that number of Low Ammo markers (1d10/2, FRD).

For German Units, during each Night Turn when a German Division Activation is pulled, roll one die and remove a number of Low Ammo markers equal to the result (1d10) from that Division before placing any reinforcements.

## S5.0 Mandatory Withdrawal (Germans Continue the Attack West)

**Historical Note:** While the capture and control of Bastogne and the critical crossroads there was an important objective for the German XLVII Corps, the primary goal was to fight its way to and across the Meuse River and on to Antwerp, west of the RACE FOR BASTOGNE play area.

The 2. Panzer Division must exit via lettered hexes H, I, and/or J by end of turn Night, 21 Dec, with at least 34 Units.

Two Formations from the Panzer Lehr must exit via lettered hexes C, or D by end of turn Night, 22 Dec, with at least 17 Units. The remaining Formation is automatically attached to the 26. Volksgrenadier Division and the 26. Volksgrenadier Division Dispatch and Command Point ratings are increased by 1 as soon as both formations have exited. Independent Units from the Panzer Lehr may remain, up to the attachment limit of the Leader for the remaining Formation.

Nachhuten do not count for meeting the exited unit requirements.

Any attached Independent Artillery Units (Optional Rule O7.0 German XLVII Corps Artillery) are exempt from the requirement to exit and become unattached.

Units in an off-map holding box corresponding to their exit hex are considered exited for the Mandatory Withdrawal requirement and may not reenter the map after the game turn they withdraw.



Any units not removed by the designated game turn are removed from play at the start of the next game turn and the German player is limited to being able to achieve a Draw at best.

## S6.0 Our River Bridges

**Historical Note:** *Bridging over the Our River for vehicles was not initially available to the Germans when they started their attack. In order to achieve surprise, the German XL-VII Corps waited to repair/build bridges until the attack was started so as not to alert American units with the noise of engineers working on the Bridges. Attacking forces were initially dismounted units that were ferried across during the night. Transportation for these units was available only after the Our River bridges were complete.*

In scenarios 3 and 7, German forces with organic transport that start west of the Our River (5. – 7. PzGr 304, and 1. – 2. Pz Pi 38 and 10. PzGr 304) may not mount their organic transport until the Historical Event establishes the bridges over the Our River. Use the counters with a black dot under the movement allowance until they reunite with their organic transport as described below.

The first time each of these Units wishes to mount its organic transport, the Unit must be able to trace a path traversable by Wheeled/Tracked Units to the nearest Road hex then along a continuous path of Road hexes to the Dasburg or Gemünd Bridge. This path must be free of American Units and/or Fire Zones. Until the unit can do this, it may not use its organic transport. When it can do this, replace the counters with the black dot under the movement allowance with the counters with organic transport. The Units retain all markers; remember to add a step loss marker if the Unit had suffered a step loss.

Other units that have organic transport may not use Ferries to cross the Our River.

German Divisional Trucks may not be used until the Historical Event establishes the bridges over the Our River.

## S7.0 American Air Support

During days when the cloud cover is Clear (23, 24, and 25 Dec as per the Historical Weather), the American Player gets 6 Air Support markers to use during 101st Airborne Division Activations.



During step B. Determine Airpower Availability if it is the 0700 turn, if the cloud cover is Clear, place 6 Air Support markers in the Air Support section on the 101st Airborne Divisional Display.

Any Air Support markers on the Divisional Display may be used whenever the 101st Airborne Divisional Activation chit is drawn. Note that the allotment is for the entire day – not per turn. Air Support can never be used at Night or during Fog, Rain, or Snow. Air Support not used is lost. Air Support may attack any German Unit anywhere on the map.

Just place the number of Air Support markers you wish to use on the chosen target(s). After placing all markers and resolving any Air Defense, attack a German Unit in the target hex with a 5 White Fire Rating attack. Remember, as per the Series Rules, the only modifiers considered are the Direct Fire modifiers with positive values (that's right—no negative

modifiers, even for entrenchments or Defense Rating!).

**Air Defense:** The German player has the opportunity to make Air Support abort its strike mission before it completes its attack.

Some Units have an Air Defense rating (shown in a blue box below the Fire rating). Each Unit with an Air Defense rating, which is not in a Fire Zone and not under a Barrage marker, may make an Air Defense roll against each Air Support marker within 4 hexes. LOS to an Air Support marker is never blocked.

If the Player rolls the Air Defense value or less with a D10, the Air Support attack aborts and does not attack. It is considered used and may not fly again.

## S8.0 Activation Restrictions

**Historical Note:** *Initially the American Player is acting as both VIII Corps Commander and 28th Infantry Division Commander with concerns outside the area of RACE FOR BASTOGNE. Forces, even on the map, were not committed immediately because of what was developing off map.*

As per the Scenario Set-ups and Reinforcements, some American units start under No Activation markers; these Units may not be activated.

No Activation markers are removed during the appropriate Division Activation, before placing reinforcements, when called for by the reinforcement schedule.



Additionally, remove No Activation markers for all Units in a designated group when:

1. An Enemy Unit is within the Fire Zone of any Unit of the designated group that is currently under a No Activation marker.
2. When any Unit under a No Activation marker, of the designated group, is within an Enemy Fire Zone.
3. An Enemy Unit is within two hexes of any Unit of the designated group that is currently under a No Activation marker.

For the purpose of releasing units, units are grouped:

**Group 1:** 2/110 (3 units); 707 Tank (2 units); 630 AT (1 unit)

**Group 2:** CCR, 9 AD (13 units). Immediately add the CCR, 9 AD Formation Activation chit to the cup.

**Group 3:** 158 Eng (3 units); 35 Eng (3 units)

All the units of the group are immediately eligible for activation.

## S9.0 Divisional Trucks/Jeeps

There is a series of Units labeled Divisional Trucks or Jeeps and these appear at the start of play or as reinforcements. They are kept off the map on their respective Division Displays until used.



If In Command, a Leg Unit of the owning Division may use these assets. As an Action the Leg Unit may mount just as if it had Organic Transport. Take an available Divisional Truck or Jeep from the Unit's Divisional Display and place the Divisional Truck or Jeep on top of the Unit now mounted in the

trucks. The Divisional Truck/Jeep is a white-striped Unit and the Unit loaded in it is inactive while it is loaded into the Divisional Truck/Jeep.

When the loaded Unit dismounts, remove the Divisional Truck/Jeep from the map and put it back on its Divisional Display; it is kept off map until used again. The Unit may not be active during the activation it dismounts. If any Divisional Trucks/Jeeps are eliminated or abandoned while in play, these assets are removed from the game; otherwise, even if they suffered a step loss while in play, they return to the display at full strength and they can be reused an unlimited number of times.

Divisional Trucks/Jeeps can only be placed on Units that are currently active but have not yet performed any actions. If you place a Truck/Jeep on a one-step Unit, the Truck/Jeep is also placed as a one-step Truck/Jeep. You never “make change” with Trucks/Jeeps. If you pull a Truck/Jeep off the Divisional Display and place it on a one-step Unit, you do not leave a one-step Truck/Jeep on the Display. Zero-step units may never use Divisional Trucks/Jeeps.

The counter mix is an absolute limit and players may not create more.

Note: German Divisional Trucks may not be used until the Historical Event establishes the bridges over the Our River. The 101st Airborne Divisional Trucks and Jeeps are not available until 1100, 19 Dec.

### S10.0 German XLVII Corps Boundaries

German units may not move adjacent to the Wiltz River or south of it on the EAST Map.

If using Optional Rule O3.0 Battle of Wiltz, German Units may not move south of the Wiltz River except for 5. FJ Division Units, which enter south of the Wiltz River. 5. FJ Division Units may not move north of the Wiltz River or onto the WEST Map.

### S11.0 VIII Corps and 28th Infantry Division Command Posts

Place the VIII Corps and 28th Infantry Division Command Post (CP) markers as per Scenario Set-up.

If a German Unit enters the hex with the 28th Infantry Division CP marker, permanently remove the marker from play and reduce the Dispatch and Command Points for the VIII Corps/28th Infantry Division to 0. Do not roll for Command and Dispatch for the remainder of the turn. Ignore any 28th Infantry Division Command Post Moves historical event.

If a German Unit enters the hex with the VIII Corps CP marker, permanently remove the marker from play and reduce the Dispatch and Command Points for the VIII Corps/28th Infantry Division to 0. Ignore the VIII Corps Command Post Moves historical event for the rest of the game.

### S12.0 Formation Attachment

The Scenario Set-up and Reinforcement schedule will state which Formations start attached to a different Division. Additionally, some attachments occur by Historical Events.



The Divisional Display has a box that shows attachments. Just place the “Attached” marker provided for each Formation in the attachment box; that Formation is considered part of that Division in every way.

### S13.0 Variable Troop Quality

Divisions can have all of their Units' Troop Quality affected either positively or negatively through various events and actions. This is tracked on each Division's Display. Troop Quality is never more than 1 lower or more than 1 higher than a Unit's printed TQ. If called on to reduce or increase it more than this, ignore the TQ change result.



There are three situations where the TQs for all the units in a division are affected at once: -1 for Snow, +1 for the 101st for the Nuts event, and -1 for the 101st for Bastogne Surrounded.

### S14.0 Red Ball Express

**Historical Note:** Trucks from the famed Red Ball Express were used to rapidly move the 101st Airborne to the battle area.

If a German Unit is within 4 hexes of or projects a Fire Zone onto any reinforcement hex of the 101st Airborne Division (not a hex of the 705 TD BN or non-Airborne artillery units), the 101st Airborne Division reinforcements may be placed as reinforcements on any lettered hex on the west edge of the map. These reinforcements may be mounted on Red Ball Express Trucks.



Red Ball Express trucks may only be used to move reinforcements on to the map. They are removed as soon as they are unloaded.

### S15.0 American Task Force/Team Commanders

**Historical Note:** American Armored Formations used Task Force/Team Leaders to extend command and control over a wider area. This is particularly useful to the American player as he blocks avenues of approach spread over the whole play area.

Americans may use Task Force/Team Leaders. They may be placed with any of their formation Units during their Division Activation when placing reinforcements.



Once placed, the Task Force/Team Leaders remain on the map and act just like any other leader.

Task Force/Team Leaders keep all Units within their command range “In Command” in order to do something that requires it to be In Command (e.g., perform a Second Action, spend a Command Point to pass a TQ Check), or that would be affected if the Unit was Out of Command (e.g., pass a Troop Quality Check). Units under command of a Task Force/Team Leader are still considered within the same formation for all functions.

Task Force/Team Leaders move like normal Leaders, i.e. they may transfer at the end of the Division Activation.

Task Force/Team Leaders are subject to the Leader Casualty random event but they do not have a replacement side; they are simply removed from the game.

## 11.0 Optional Rules

### 01.0 Alternate Artillery Resolution

**Historical Note:** Research shows that a typical German Artillery battalion target zone was about 300m x 200m. For the British, a battalion barrage zone was 400 - 520 yards and a battalion concentration was about 300 yards x 300 yards. So essentially the area of effect for a battalion of indirect fires, which most of the artillery units are in GTS, is a hex.

To prevent artillery fire targeting specific units in a hex, Indirect Fire from two-step HE Indirect Fire units always attacks the most vulnerable unit (highest defensive modifiers, including terrain and any markers). If there is a tie for the highest defensive modifiers, the Attacker chooses the target.

If the fire is effective, any other units in the target hex roll the S? as per the GTS 2.0 Series Rules.

Indirect Fire from one- or zero-step HE Indirect Fire units only attacks one Unit in the hex, Attacker's choice, with no effect on any other Units, even if the target unit takes effective fire (don't apply any S? result to other units in the hex).

### 02.0 Optional Weather Determination

**Historical Note:** Weather played an important role in the race for Bastogne. The daily fog reduced movement and combat capability while the rain reduced movement off road and on secondary roads. Finally, the snow and accompanying freezing temperatures reduced morale and affected movement. All this contributed to slowing down the German forces as they moved toward Bastogne.

If players do not wish to use the historical weather, the following rules allow random weather generation; however, there is a chance for more or less "poor" weather turns that could affect game balance. Good Luck!

#### 1. Cloud Cover

Roll a die on the 0700 turn each day to determine the cloud cover for the day; Overcast or Clear.

- 0 – 6 Overcast
- 7 – 9 Clear

Daily modifiers to the cloud cover die roll are:

16 Dec: -3	21 Dec: 0
17 Dec: -2	22 Dec: +3
18 Dec: -2	23 Dec: +5
19 Dec: -1	24 Dec: +6
20 Dec: -1	25 Dec: +7

On Clear days, the American Player receives Air Support as per S7.0, American Air Support but may not use it during Fog turns.

#### 2. Turn Weather

The 0700 turn of each day is always Fog.

On every other Turn, check to see if there is Fog, Rain, Snow, or No Weather (None).

- If the previous turn's weather was No Weather (None), the next turn's weather will be No Weather (None).
- If the Cloud Cover is Clear and the previous turn was "Fog", roll on the table below:

Weather	Die Roll
Fog	0 - 4
None	5 - 9

#### Modifiers:

1300 Turn: +1

1500 Turn: +2

- If the Cloud Cover is Overcast roll on the table below:

Weather	Previous Turn's Weather		
	Fog	Rain	Snow
Fog	0 - 3	NA	NA
Rain	4	0 - 6	NA
Snow	5	NA	0 - 6
None	6 - 9	7 - 9	7 - 9

#### Modifiers for Fog only:

1300 Turn: +1

1500 Turn: +2

### 03.0 Battle of Wiltz

**Historical Note:** The Battle of Wiltz was a sideshow to the German XLVII Corps attack. It was not an objective for the XLVII Corps nor the 5. Fallschirmjäger-Division, which was attacking south of the XLVII Corps. The US VIII Corps and 28th Inf Div thought it was vital to hold Wiltz so maintained forces there until it was too late. The German XLVII Corps did not want to get tied down in a fight for Wiltz and only maneuvered to contain the American units there. The 5. Fallschirmjäger-Division stumbled into Wiltz and ended up trapping and reducing the American forces.

If the American forces in Wiltz were available to aid in slowing down the German XLVII Corps advance to Bastogne, they could significantly affect the game balance. Thus, the Wiltz Map and American Forces in Wiltz are not used during the campaign game.

If players wish, they may add the Battle of Wiltz to the Campaign Game. Place the Wiltz Map on top of the EAST Map. Ignore Restrictions on Germans moving adjacent to or south of the Wiltz River.



Add the following forces to the Campaign Game Setup and Reinforcement / Timeline:

Unit	Set-up	Notes
G / 2 / 110		
C / 630 AT, HQ Def 28ID	W/in 1 hex of 55.27	All placed under No Activation markers. Released as per S8.0 Activation Restrictions
AC / 28 Recon, Sct / 28 Recon		

#### Reinforcements / Timeline

Game Turn	Unit	Reinforcement Hex	Notes
Night 17 Dec	44 Eng Bn (3 Units)	W/in 1 hex of 58.24	Place under No Activation markers Released as per S8.0 Activation Restrictions
1300 19 Dec	FJ Rgt 15 (12 Units)	61.31	5. FJ Div.: Dispatch Rating = N/A Command Rating = N/A Start w/ 3 CP
Night 19 Dec	5. – 8. FJ Rgt 14 (4 Units) 1. – 2. FJ Pi 5 (2 Units)	47.31	

The Allied Player may place American Leader Colonel Strickler on any VIII Corps / 28th Inf Div unit on the Wiltz Map. If he leaves the Wiltz Map or there are no American Units left on the Wiltz Map, he is removed from play.

These American units are considered a Group for release by S8.0 Activation Restrictions and are not affected by O9.0 Additional No Activation Release Triggers.

When Fallschirmjäger Regiment 15. enters the game add the 5. FJ Div. Chit and Fallschirmjäger Regiment 15 Formation Chit to the cup, every turn. The 5. FJ Div. receives 3 Command Points each turn. Do not roll for Command and Dispatch Points. The 5. FJ Div. can share the 26. VG Division Command Card.

5. FJ Div. units may not move north of the Wiltz River.

If there are no US units south of the Wiltz River on the EAST Map or the Wiltz Map, remove the 5. Fallschirmjäger-Division units from play.

#### 04.0 German Tank Night Fighting Capability

**Historical Note:** There are several second party reports of German Panther Mk V tanks having Infra-Red night fighting capabilities during the Battle of the Bulge.

German Panther Mk V tank units suffer only a -1 modifier to Fire and Assault values at Night, not -2.

#### 05.0 American POZIT Artillery fuses

**Historical Note:** The USA Army had just started deploying the Radio Proximity Fuse (VT Fuses – code named POZIT) for artillery rounds at the time of the battle although, because of secrecy, their use was not allowed. These new fuses increased the lethality of American artillery. Several battalions in VIII Corps had been issued the fuses and their use was authorized on 19 December 1944.

Starting the 0700, 19 December game turn, the Fire Rating of the following American Indirect HE Units is increased by 1 (+1): 755 FA, 969 FA, and 333 FA. This increase does not apply to the Units' Direct HE Fire Power. These units have a "+" on their firepower as a reminder.

Units with a Low Ammo marker do not receive this benefit.

#### 06.0 Alternate Formation Attachment

*Note: Influences outside the scope of the game drive the attachment of formations from one division to another. These are captured with attachments occurring by historical events.*

*If players want more freedom in their command and control, they can use the following attachment rules.*

Ignore all historical event attachments. Maintain the game set-up attachments.

During Step F. Attachments, of the Sequence of Play, the American player then the German player may select a Formation Attachment marker and place it on the Formation Attached section of the receiving Division Display on its pending side. Note there are maximum limits for all divisions as to how many Formations they may have attached and that number includes both attached and pending attachments.

To flip an Attachment marker from its pending side, roll a die at the start of the receiving Division's Division Activation; if the roll is 4 or less, the Formation is now fully part of its new division. Flip the marker over to its attached side.

While the marker is on its Pending side, no Units of the attaching Formation may perform any actions whatsoever. Note that once you start the process and have an attached formation pending transfer, you have to continue the process until it attaches. You may not stop the process and move it to another Division during Step F of the Sequence of Play.

## 07.0 German XLVII Corps Artillery

**Historical Note:** A large amount of Corps level artillery (8 artillery and 6 Nebelwerfer battalions) was positioned to support the German attack but most reports indicate that their initial bombardment was ineffective.

After the initial attack, the XLVII Corps Artillery did not play a major role as most of the transport assets were stripped from the artillery units and given to the panzer divisions to increase their mobility. Consequently, most of the Corps artillery did not move forward until after the time-frame of the game.

This option allows the German player to add the XLVII Corps Artillery to his initial set-up.

For Scenario 7 “Race for Bastogne”, add the following units to the German initial set-up:

### Setup and Reinforcement Formatting

As you can see, there has been a significant change to the formatting of the setup and reinforcement tables.

These tables are now color-coded. The Unit's color band that shows the formation it belongs to is displayed as a box before the name of the Unit, and then background of the table shows the Division the Unit belongs to.

Units	Hex Column
2/110 (3 units)	71.xx
630 AT (1 unit)	
707 Tank (2 units)	
Formation	Division

Units	Setup location	Notes
Ind Arty Park A (I. – III. Werfer 55)	91.12	Attached to 26. VG Div.
Ind Arty Park B (IV. – VI. V.A.K. 766, 1.1124 Hvy Art) Off Map (Range + 10 hexes)	94.17	Attached to 26. VG Div.
Ind Arty Park C (I. – III. Werfer 85)	89.04	Attached to 2. Pz Div.
Ind Arty Park D (I. – III. V.A.K. 766, 2.1124 Hvy Art) Off Map (Range + 10 hexes) III. V.A.K. 766 and 2.1124 Hvy Art may enter at hex 94.03	94.09	Attached to 2. Pz Div.

In order to offset the large advantage these additional assets give to the German, they start the game out of contact with any leaders and must roll for contact during Step E. Create/ Disband Artillery Parks. Contact with Leaders may be attempted on the first game turn.

Only III. V.A.K. 766 and 2.1124 Hvy Art, attached to the 2. Panzer Division may move. They may enter the map as reinforcements at hex 94.03

On any game turn, during Step F. Attachments, the German player may “detach” these units from a division, leaving them unattached, and remove them from play.

## 08.0 Roaming Mobile Units

**Game Note:** The following rule is suggested in order to keep highly mobile units from roaming around the battlefield in an ahistorical manner.

Anytime a Unit is more than twice the Command range from a Leader that can Command it, the Unit must make a Troop Quality Check before it conducts a Movement Action. If it passes, it may move normally. If it fails, it moves its full movement allowance to reduce the distance to a Leader that can Command. It must reduce this distance as much as possible without entering an enemy fire zone.

## 09.0 Additional No Activation Release Triggers

**Game Note:** The 110 Inf Regt and CCR, 9th AD defense during the first couple of days of the battle was crucial and desperate. There is not a lot of room for error in playing this defense and even the best defense can be circumvented by the chit pulls. Players may want to use these additional triggers to release units under No Activation markers to help level the playing field.

In addition to the triggers in S8.0 Activation Restrictions, units are released when a German unit enters the indicated hex column:

Units	Hex Column
2/110 (3 units)	71.xx
630 AT (1 unit)	
707 Tank (2 units)	
CCR, 9 AD (13 units)	63.xx
	Immediately add the CCR, 9 AD Formation Activation chit to the cup.
158 Eng (3 units)	32.xx
35 Eng (3 units)	

## 12.0 Scenarios

### General Comments

For all scenarios, please remember the following:

All Units start at full strength, unless otherwise noted.

Leaders stack with any of their Units at setup, unless otherwise noted.

All Units may set up mounted or not, in Column or not (observing stacking limits) at the owning player's choice except when otherwise noted.

Set up is the order the units are listed.

No Indirect HE contact markers are placed at setup, unless otherwise noted.

Start with Step A of the Sequence of Play unless otherwise noted.

Reinforcements arriving on a board edge Reinforcement hex may be over-stacked.

Reinforcements that set up on the map rather than entering on a map edge Reinforcement hex may not over-stack.

Leaders arrive with any Unit of their Formation on the first turn a Unit arrives.

The last chit drawn for a turn becomes the first chit in play the next turn, except when otherwise noted. (Exception: the Random Event chit is always played immediately if it is the last chit drawn.)

### Setup

Units	Setup location	Notes
<b>VIII Corps/28 Inf Div</b>		Dispatch Rating = N/A Command Rating = N/A Start w/ 3 CP
G/2/110, I/3/110, M/3/110, C/630 AT AC/28 Recon, Sct/28 Recon	w/in 1 hex of 55.27	
HQ Def 28 ID		
44 Eng Bn (3 Units)	w/in 1 hex of 57.25	

Units	Setup location	Notes
<b>26. Volksgrenadier Division</b>		Dispatch Rating = N/A Command Rating = N/A Start w/ 3 CP
1. – 4. Fus. 39, IeIG 13. Fus 39 (5 Units)	North of the Wiltz River, but not adjacent to it.	
<b>5. FJ Division</b>		Dispatch Rating = N/A Command Rating = N/A Start w/ 3 CP

### Reinforcements/Timeline

Game Turn	Unit	Reinforcement Hex	Notes
1300 19 Dec	FJ Rgt 15 (12 Units)	61.31	
Night 19 Dec	5. – 8. FJ Rgt 14 (4 Units) 1. – 2. FJ Pi 5 (2 Units)	47.31	

## SCENARIO 1 (LEARNING SCENARIO 1)

### “WILTZ WALTZ”

**1300 19 DEC – 0700 20 DEC, 1944**

### Description

On German operations maps, Wiltz lay on the boundary between the XLVII Panzer Corps and the LXXXV Corps. By 19 December, elements of the 26. Volksgrenadier Division were screening north of Wiltz to protect the flank and rear of the Panzer Lehr Division advancing west. The 5. Fallschirmjäger Division, the north flank division of the LXXXV Corps, drifted north into a fight for Wiltz. As the stubborn defense by the 110th Infantry Regiment started to collapse, Colonel Strickler, the Regimental Executive Officer, was ordered by the division commander to gather what troops remained and hold the enemy back as long as possible.

### Scenario Map and Length

The scenario starts on the 1300 turn of 19 Dec. The scenario ends when the last chit is drawn on the 0700 turn of 20 Dec (this last chit is not played).

Use the Wiltz Map.



## Chit Pull Cup

Dispatch and Command ratings are not used. Instead, each turn place the Allied and German Direct Command, 26. VG Division, 5. FJ Division, VIII Corps / 28 ID, and 110th Inf Rgt Formation Activation Chits in the Cup.

The 26. VG Division, and VIII Corps / 28 ID receive 3 Command Points each turn when the Division Activation Chit is played. The 5. FJ Division receives 5 Command Points each turn when its Division Activation Chit is played. The 5. FJ Division can share the 26. VG Division Command Card.

The German player may choose the FJ Rgt 15 or Fus. Rgt 39 Formation Activation chit to add to the cup each turn. If one is the last chit the previous turn and thus the first one played the next turn, the German player does not add a chit to the cup.

The first chit played is the 5. FJ Division Activation.

## Special Scenario Rules

The American player sets up first.

Skip steps D and E of the Sequence of Play.

26. VG Division units may move adjacent to but not south of the Wiltz River.

The Allied Player may place American Leader, COL Strickler on any VIII Corps / 28 ID unit (COL Fuller is not used). If he leaves the Wiltz Map or there are no American Units left on the Wiltz Map, he is removed from play.

No Rearguards, Roadblocks, Sperren or Nachhuten are available.

No minefields are available for either side.

## Victory Conditions

If the German Player controls Wiltz (hex 56.26) by the end of 0700, 20 Dec he wins; otherwise the American Player wins.

## Special Rules in Effect

None

## SCENARIO 2 (LEARNING SCENARIO 2)

### “No, No, NOVILLE”

**1100 19 DEC – 1100 20 DEC, 1944**

## Description

As it arrived on the battlefield, late on 18 December, Combat Command B, 10th Armored Division dispatched a battalion-sized task force led by Major William R. Desobry to defend Noville, north of Bastogne. Task Force Desobry was able to beat back the initial attack by the 2. Panzer Division's Kampfgruppe von Böhn and then, with the arrival of 1st Battalion, 506 Parachute Infantry it mounted a counterattack that was in turn beaten back. With the arrival of Kampfgruppe Cochen, the 2. Panzer Division attacked again to push the Americans out of Noville and only the backstop of the 2nd Battalion, 506th Parachute Infantry Regiment stopped the Germans at Foy.

## Setup

Units	Setup location	Notes
<b>VIII Corps/28th Inf Div (CCB 10AD)</b>		<b>Dispatch Rating = N/A</b> <b>Command Rating = 3</b> <b>Start w/ 3 CP</b>
B/3/CCB	29.04	
HHC/20/CCB	w/in 1 hex of 29.04	
B/20/CCB	31.03	May be in an IP
D/90 Cav	28.03	
A/158 Eng	26.08	May be in an IP
TD Rearguard	26.07	

## Scenario Map and Length

The scenario starts on the 1100 turn of 19 Dec. The scenario ends when the last chit is drawn on the 1100 turn of 20 Dec (this last chit is not played).

The play area is between hex columns 22.xx and 35.xx and hex rows xx.00 and xx.10 inclusive.

Units	Setup location	Notes
<b>101st Airborne Division</b>		<b>Dispatch Rating = N/A</b> <b>Command Rating = 5</b> <b>Start w/ 3 CP</b>
HQ, A – C/1/506 (4 Units)	w/in 1 hex of 25.10	
Artillery Park A (321 Glider FA in contact with 506th PIR Leader)	Off map	Range from 25.10 + 5 hexes
<b>2. Panzer Division</b>		<b>Dispatch Rating = N/A</b> <b>Command Rating = 4</b> <b>Start w/ 3 CP</b>

## Reinforcements/Timeline

Game Turn	Unit	Reinforcement Hex	Notes
1100 19 Dec	Stab, 1. – 3. Pz Auf 2 (4 Units) 4. Pz 3	Between 35.00 and 35.02 (inclusive)	
1100 19 Dec	Artillery Park A (I. PzArt 74)	Off map	Range from 35.04 + 5 hexes
Night 19 Dec	HQ, D – F/3/506	25.10	
Night 19 Dec	5. – 7., IeIG 8., Flak 8., 9., and 10. PzGr 304 (7 Units) 2. and 3. Pz. 3 1. and 3. Pz Pi 38 1. Flak 273	Between 35.00 and 35.02 (inclusive)	

## Chit Pull Cup

Dispatch ratings are not used. Instead, each turn place the Allied and German Direct Command chits, 2. Pz Div. Activation, VIII C / 28 ID, and 101 ABN DIV Activation chits in the Cup.

The American Player may choose the CCB / 10 AD or 506th PIR Formation chit to add to the cup each turn.

The German player may choose the KG von Bohm or KG Cochen Formation chit to add to the cup each turn.

Players only get one formation chit per turn. If one is the last chit the previous turn and thus the first one played the next turn, the owning player does not add a chit to the cup.

The first chit played is the 2. Pz Division Activation

## Special Scenario Rules

Skip step D of the Sequence of Play.

The Allied Player may place Leader MAJ Desobry on any CCB unit as per S15.0.

Two 101st Airborne Div Rearguards are available. One VIII Corps/28 Inf Div Roadblock is available. No Sperren or Nachhuten are available for the Germans.

No minefields are available for either side.

## Victory Conditions

If the German Player controls Noville (29.04) and Foy (26.08) at the end of the Scenario, it is a German Victory. If he controls only Noville, it is draw. Otherwise, the American Player wins.

## Special Rules in Effect

None

## SCENARIO 3

### “HOLD YOUR POSITION AT ALL COSTS”

**NIGHT 15 DEC - NIGHT 17 DEC, 1944**

#### Description

On December 16, 1944, the Germans launched their great offensive through the Ardennes. The XLVII Panzer Corps attacked with the 2. Panzer Division and 26. Volksgrenadier Division, reinforced by the Panzer Lehr Division. Defending was part of the 110th Infantry Regiment of the 28th Infantry Division.

By December 19, the 110th Infantry Regiment had been swept from the map by the XLVII Panzer Corps. However, the unit's

demise had not been in vain. The panzers were now three days behind schedule. The time that the Allies gained by the sacrifice of the 110th and the other elements of the 28th Infantry Division had allowed Eisenhower to rush reinforcements to the Ardennes.

Of the 5,000 officers and men of the 110th RCT who manned positions along Skyline Drive on the morning of December 16, only 532 officers and men were fit for duty after Hitler's last great offensive had been defeated.

#### Scenario Map and Length

The scenario starts on the Night turn of 15 Dec. The scenario ends when the last chit is drawn on the Night Turn of 17 Dec (this last chit is not played).

Use the Race for Bastogne EAST Map.

#### Setup

Units	Setup location	Notes
<b>VIII Corps/28th Inf Div</b>		<b>Dispatch Rating = 2</b> <b>Command Rating = 5</b> <b>Start w/1 DP and 5 CPs</b>
Minefield	w/in 1 hex of 81.08	
B/1/110	w/in 1 hex of 77.08	In an ENT
AT Rearguard	w/in 1 hex of 77.08	In an IP
C/1/110	w/in 1 hex of 73.12	In an IP
D/1/110	w/in 1 hex of 76.01	
Cannon/110	w/in 1 hex of 73.12	
E/2/110, H/2/110	w/in 2 hexes of 60.05	No Activation Released Night 16 Dec
F/2/110	w/in 1 hex of 68.05	No Activation Released Night 16 Dec
R&R Co	w/in 1 hex of 72.07	In an IP
Roadblock	91.21	
K/3/110	w/in 1 hex of 82.15	In an ENT
B/103 Eng	w/in 1 hex of 82.15	In an ENT
L/3/110	w/in 1 hex of 79.23	In an IP
M/3/110	w/in 2 hexes of 76.16	In an IP
A/447 AA	w/in 2 hexes of 76.16	
Inf Rearguard	87.23	In an IP
A/707 Tank	w/in 1 hex of 68.15	No Activation Released 1100 16 Dec
B/707 Tank	w/in 1 hex of 68.20	No Activation Released 1100 16 Dec
B / 630 AT	w/in 1 hex of 65.19	No Activation Released 1300 17 Dec
Arty Park B with 687 FA Bn	54.25	In Contact with 110th Inf Rgt Leader
Arty Park A with 109 FA Bn	75.17	In Contact with 110th Inf Rgt Leader
28th Inf Div Command Post (CP)	56.25	



Units	Setup location	Notes
<b>26. Volksgrenadier Division</b>		<b>Dispatch Rating = 2</b> <b>Command Rating = 4</b> <b>Start w/ 4 DPs and 7 CPs</b>
Gemünd Bridge (closed)	94.22	
1. Pi 26, Ferry	91.20	Ferry points to 90.19
Fus. 39, less IelG 13. Fus. 39 (9 Units) 2. Pi 26	w/in 2 hexes of 85.20	
Gren 77, less IelG 13. Gren 77 (9 Units) 3. Pi 26	w/in 2 hexes of 86.15	
26. VG Div. Arty Park C with I. – IV. Art. 26 (4 Units)	94.20	Off Map (Range + 5 hexes) In Contact with any 26. VG Leader Units may enter as reinforcements at 94.19
IelG 13. Gren 77 IelG 13. Fus 39 IelG 13. Gren 78	92.16	
<b>2. Panzer Division</b>		<b>Dispatch Rating = 3</b> <b>Command Rating = 5</b> <b>Start w/ 2 DPs and 5 CPs</b>
Dasburg Bridge (closed)	88.08	
10. PzGr 304, Ferry	88.09	Use the counter with a black dot under the movement allowance Ferry points to 89.09
5. – 7. PzGr 304 (3 Units) 1. – 2. Pz Pi 38, (2 Units)	w/in 2 hexes of 85.09	Use the counters with a black dot under the movement allowance
2. Panzer Div. Artillery Park A with II., III. PzArt 74 (2 Units)	94.05	Off Map (Range + 5 hexes) In Contact with any 2. Pz Div. Leader Units may enter as reinforcements at 94.03

## Reinforcements/Timeline

Game Turn	Unit	Reinforcement Hex	Notes
1100 16 Dec	I. - III. Ersatz 26 (3 Units)	91.20	
1100 16 Dec	A and B/707 Tank		Released from No Activation
1300 16 Dec	1. – 4. Gren 78 (4 Units)	91.20	26. Volksgrenadier Division Command Rating +1 Dispatch Rating +1
1500 16 Dec	Historical Event		Dasburg and Gemünd Bridges – Bridges are repaired and available for use.
1500 16 Dec	1. – 3., GrW Fus. 26 (4 Units), 2. PzJg 26 3. PzJg 26	94.19	May be mounted on Div. Trucks and/or Piggyback
1500 16 Dec	Stab., 1. – 3. Pz Auf 2 (4 Units) 4. Pz. 3	94.03	2. PzAuf 2 may enter Piggyback
1500 16 Dec	Stab, 1. – 4. Pz Auf 130 (5 Units) 8. Pz. 130 3. PzJg 130 1. Pz Pi 130	94.19	KG von Fallois attached to the 26. VG Div

Game Turn	Unit	Reinforcement Hex	Notes
Night 16 Dec	Historical Event		KG von Fallois reverts to Panzer Lehr Division control.
Night 16 Dec	E, F, and H/2/110		Released from No Activation
Night 16 Dec	5. – 8. Gren 78, GrW 13. Gren 78 (5 Units)	91.20	
Night 16 Dec	<b>Panzer Lehr</b>		Add Division Activation Chit to Chit Pull Cup. Dispatch Rating = 3 Command Rating = 5 Start w/ 0 DPs and 4 CPs
Night 16 Dec	PzGr Rgt 901 (13 Units) 6. Pz. 130 II. PzArt 130	94.19	
0700 17 Dec	D/707 Tank	80.01	
0700 17 Dec	1. PzJg 26	94.19	
0700 17 Dec	IelG 8., Flak 8., 9. PzGr 304 (3 Units) 2. and 3. Pz 3 (2 Units) I. PzArt 74, III. PzArt 74	94.03	
0700 17 Dec	PzGr Rgt 902 (10 Units) 5. and 7. Pz. 130 I. PzArt 130	94.08	Panzer Lehr Command Rating +1 Dispatch Rating +1
1100 17 Dec	B/2/CCR	47.11	Treat as black-striped unit
1100 17 Dec	III. PzArt 130 2. – 3. Pz Pi 130 1. – 3. Flak 311 1. – 2. PzJg 130	94.19	
1100 17 Dec	PzGr Rgt 2 (12 Units) 1. Pz. 3 1. PzJg 38 3. Pz Pi 38, 2. Flak 273	94.03	2. Panzer Div. Command Rating +1 Dispatch Rating +1
1300 17 Dec	B/630 AT		Released from No Activation

## Chit Pull Cup

Place in cup for first turn: Event Chit, American and German Direct Command Chits, and VIII C / 28 ID Activation.

The German Player may choose the 26. VG Div. Activation or 2. Pz Div. Activation as the first chit played. The other goes in the cup.

## Special Scenario Rules

The Americans have two minefields available, one of which starts on the map.

Three infantry, one AT, and one M4A1 Sherman VIII Corps / 28 Inf Div rearguards are available to the Americans. All VIII Corps / 28 Inf Div roadblocks are available for the Americans. No Sperren or Nachhuten are available for the Germans.

No minefields are available for the Germans

## Victory Conditions

Victory is determined by if and when the German player can trace a path of road hexes (Primary and/or Secondary) from Dasburg Bridge and Gemünd Bridge across the Clerf River, free of American Units or Fire Zones. Make this check at the end of each turn.

Night, 16 Dec or earlier	German Decisive Victory
0700, 17 Dec	German Substantial Victory
0900, 17 Dec	German Marginal Victory
1100, 17 Dec	Draw
1300, 17 Dec	American Marginal Victory
1500, 17 Dec	American Substantial Victory
Night, 17 Dec or not achieved	American Decisive Victory

## Special Rules in Effect

Special rules S2.0 Random Events, S6.0 Our River Bridges, S8.0 Activation Restrictions, S9.0 Divisional Trucks, S12.0 Formation Attachment are in effect.

## SCENARIO 4

### “SPEED BUMPS”

**0700 18 DEC - NIGHT 18 DEC, 1944**

#### Description

By the afternoon of 17 December, German advances at the expense of the 28th Division center forced the VIII Corps Commander to deploy the bulk of his reserve along the road net east of Bastogne. From the German Clerf bridgehead a main, hard-surfaced highway led into Bastogne. Combat Command Reserve (CCR), 9th Armored Division (which earlier had sent some tanks to Clervaux) drew the assignment

of blocking the Clerf-Bastogne highway from the advancing 2. Panzer Division. In compliance with the Corps Commander's order, the CCR Commander established two roadblocks. The first and northernmost under the command of Captain L.K. Rose (Task Force Rose) was near the village of Lullange. The second roadblock, under the command of Lt. Col. Ralph S. Harper (Task Force Harper), was near the village of Allerborn. The Corps Commander ordered that these two roadblocks be held “at all costs.”

#### Scenario Map and Length

The scenario starts on the 0700 turn of 18 Dec. The scenario ends when the last chit is drawn on the Night turn of 18 Dec (this last chit is not played).

The play area is between hex columns 35.xx and 69.xx and hex rows xx.00 and xx.15 inclusive.







#### Setup

Units	Setup location	Notes
<b>VIII Corps/28th Inf Div</b>		<b>Dispatch Rating = 2</b> <b>Command Rating = 4</b> <b>Start w/ 2 DPs and 3 CPs</b>
A/2/CCR, C/52/CCR	w/in 3 hexes of 57.04	
C/2/CCR, D/2/CCR, B/52/CCR	w/in 3 hexes of 49.10	
C/811 TD	w/in 3 hexes of 49.10 or 57.04	
C/9 Ar Eng	w/in 3 hexes of 57.04	
C/482 AA	w/in 3 hexes of 43.05 or 46.06	
HHC/52/CCR, A/52/CCR	w/in 1 hex of 46.06	
73 Arm FA	w/in 1 hex of 43.05	
D/1/110, C/1/110 (one step)	46.10	
<b>2. Panzer Division</b>		<b>Dispatch Rating = 2</b> <b>Command Rating = 4</b> <b>Start w/ 4 DPs and 7 CPs</b>

#### Reinforcements/Timeline

Game Turn	Unit	Reinforcement Hex	Notes
0700 18 Dec	Stab, 1. – 3. Pz Auf 2 (4 Units) 4. Pz 3	69.03	
0900 18 Dec	5. – 7., IeIG 8., Flak 8., 9., and 10. PzGr 304 (7 Units) 2. and 3. Pz. 3 2. Pz Pi 38 1. Flak 273	69.03	Released from No Activation
0900 18 Dec	2. Panzer Div. Artillery Park A with I., II., and III., PzArt 74 (3 Units)	69.02	Off Map (Range + 5 hexes) In Contact with any 2. Pz Div. Leader when placed Units may enter as reinforcements at 69.03



1100 18 Dec	  	5. – 7., GrW 8., Flak 8., and 9. PzGr 2 (6 Units)  1. Pz. 3  3. Pz Pi 38	69.03	2. Panzer Div.  Command Rating +1  Dispatch Rating +1
1300 18 Dec	  	1. – 3., GrW 4., IeIG 4., and 10. PzGr 2 (6 Units)  1. PzJg 38  2. Flak 273	69.03	May be mounted on Div. Trucks and/or Piggyback

## Chit Pull Cup

Place in cup for first turn: Event Chit, American and German Direct Command Chits, KG von Bohm Formation, and VIII C / 28 ID Activation.

The first chit played is the 2. Pz Div. Activation.

Start with step H of the Sequence of Play.

## Special Scenario Rules

All VIII Corps / 28th Inf Dev roadblocks are available for the Americans. No Sperren or Nachhuten are available for the Germans.

No minefields are available for either side.

The Americans are limited to one tank (M4A1), one tank destroyer, one mechanized infantry, and one infantry rearguard.

## Victory Conditions

If the German player (a) can trace a path of Primary Road hexes from east of the play area to the west edge, free of American Units and Fire Zones, or (b) exits 12 Units off the west edge by the end of the scenario, he wins.

Otherwise, the American Player wins.

## Special Rules in Effect

Special rules S2.0 Random Events and S9.0 Divisional Trucks are in effect.

# SCENARIO 5

## “TO BASTOGNE AND BEYOND”

### 0700 19 DEC - NIGHT 22 DEC, 1944

## Description

General Luettwitz's XLVII Panzer Corps was coming within striking distance of Bastogne by the morning of 19 December. The 2. Panzer Division, particularly, had picked up speed on the north wing after the surprising delay at Clervaux. Luettwitz's mission remained as originally planned, that is, to cross the Meuse in the Namur sector, and the capture of Bastogne remained incidental—although none the less important—to this goal.

Having eliminated the two roadblocks defended by CCR, General Lauchert turned his 2. Panzer Division to the northwest so as to swing past the Bastogne road nexus and maintain the momentum of the westward drive. This maneuver was according to plan for there was no intention to use the 2. Panzer Division in a coup de main at Bastogne.

Bayerlein's Panzer Lehr Division completed its slow climb out of the Wiltz valley and closed into an assembly point at Niederwampach. The 26. Volksgrenadier Division followed slowly behind on foot.

As 19 December dawned, the largely intact XLVII Panzer Corps was poised to attack to and past Bastogne with Combat Command B, 10th Armored Division and the lead regiments of the 101st Airborne Division scrambling to get into position to defend Bastogne.

## Scenario Map and Length

The scenario starts on the 0700 turn of 19 Dec. The scenario ends when the last chit is drawn on the Night turn of 22 Dec (the last chit is not played).

Use the Race for Bastogne WEST Map.

## Setup

Units	Setup location	Notes
<b>VIII Corps/28th Inf Div</b>		<b>Dispatch Rating = 2 Command Rating = 4 Start w/ 2 DPs and 3 CPs</b>
VIII Corps CP	21.17	
HHC, A, and D/3/CCB, C/20/CCB (4 Units)	w/in 1 hex of 39.13	
HHC and B/54/CCB, C/21/CCB (3 Units)	w/in 1 hex of 30.21	
HHC and B/20/CCB, B/3/CCB (3 Units)	w/in 1 hex of 29.04	
C/55 Ar Eng	w/in 1 hex of 29.04, 30.21, or 39.13	
C/811 TD	w/in 1 hex of 29.04, 30.21, or 39.13	
D/90 Cav	w/in 1 hex of 29.04, 30.21, or 39.13	
B/796 AA	28.17	
Arty Park A with 58 Arm FA	37.12	
420 Arm FA	23.18	
A/35 Eng 2 Minefields	21.21	May be in an IP May place minefields w/in 1 hex of 21.21
B/35 Eng	21.18	May be in an IP
C/35 Eng 2 Minefields	23.20	May be in an IP May place minefields w/in 1 hex of 23.20
A/158 Eng	26.08	
B/158 Eng	29.13	May be in an IP
C/158 Eng 2 Minefields	23.14	May be in an IP May place minefields w/in 1 hex of 23.14
<b>101st Airborne Division</b>		<b>Dispatch Rating = 3 Command Rating = 5 Start w/ 3 DP and 7 CP</b>
1 / 501 (4 Units)	w/in 1 hex of 24.16	
Recon 101		
2 / 501 (4 Units)	w/in 1 hex of 26.13	
3 / 501 (4 Units)	w/in 1 hex of 19.18	
B 81 AA/AT	w/in 1 hex of 19.18, 24.16, or 26.13	
506th PIR (12 Units)	w/in 2 hexes of 13.12	
A, C, and D 81 AA/AT (3 Units)		
321 Glider FA		
A and C/326 Eng (2 Units)		
101st Artillery Park A with 907 Glider FA	w/in 1 hex of 19.15	In contact with 501st PIR Leader
755 FA	00.27, 05.27, or 10.27	

26. Volksgrenadier Division			Dispatch Rating = 3 Command Rating = 5 Start w/ 4 DPs and 7 CPs
	1. – 4. Gren 78, GrW 13. Gren 78 (5 Units)	w/in 1 hex of 42.16	
	5. – 8. Gren 77, GrW 13. Gren 77 (5 Units)	w/in 1 hex of 45.15	
	1. PzJg 26	w/in 1 hex of 42.16 or 45.15	
	3. PzJg 26	47.16	
	Artillery Park A with I. Art. 26 and IV. Art. 26		
	1. – 3. and GrW Fus. 26 (4 Units)	in hexes 33.18, 33.19, and or 32.18	Attached to Panzer Lehr Division
	2. PzJg 26		
2. Panzer Division			Dispatch Rating = 3 Command Rating = 5 Start w/ 1 DP and 3 CPs
	Stab, 1. – 3. Pz Auf 2 (4 Units)		
	4. Pz. 3	w/in 1 hex of 40.02	
	I. PzArt 74		
	5. – 7., IelG 8., Flak 8., 9., and 10. PzGr 304 (7 Units)		
	2. and 3. Pz. 3	w/in 1 hex of 46.06	
	1. and 3. Pz Pi 38		
	1. Flak 273		
Panzer Lehr Division			Dispatch Rating = 3 Command Rating = 5 Start w/ 1 DP and 3 CPs
	Stab, 1. – 4. Pz Auf 130 (5 Units)		
	8. Pz. 130		
	3. PzJg 130	w/in 1 hex of 37.21	
	1. Pz Pi 130		
	1. – 3., GrW 4. and 9. PzGr 902 (5 Units)	w/in 1 hex of 36.17	
	7. Pz. 130		
	5. – 7., GrW 8., and 10. PzGr 902 (5 Units)		
	5. Pz. 130	w/in 1 hex of 33.16	
	1. Flak 311		
	3. Flak 311	39.18	In contact with KG 902 and/or KG von Fallois Leaders
	Artillery Park A with I. and II. PzArt 130		



## Reinforcements/Timeline

Game Turn	Unit	Reinforcement Hex	Notes
0700 19 Dec	Historical Event		28th Command Post Moves
0900 19 Dec	502nd PIR (12 Units) 377 Para FA E 81 AA/AT	w/in 1 hex of 10.11	101st ABN DIV Command Rating +1 Dispatch Rating +1
0900 19 Dec	327th GIR including 1 / 401 (13 Units) 463 Para FA F 81 AA/AT	w/in 1 hex of 08.11	
0900 19 Dec	5. – 7., IeIG 8., GrW 8., Flak 8., 9. PzGr 901 (7 Units) 1. PzJg 130 2. Flak 311 III. PzArt 130	47.21	Panzer Lehr Command Rating +1 Dispatch Rating +1
1100 19 Dec	Historical Event		Team Snafu
1100 19 Dec	B/326 Eng	w/in 2 hexes of 11.13	101st Airborne Division Trucks and Jeeps available
1100 19 Dec	1. – 4., and IeIG 13. Gren 77 (5 Units)	47.11	
1100 19 Dec	5. – 8., and IeIG 13. Gren 78 (5 Units)	47.16	
1100 19 Dec	5. – 7., Flak 8., and 9. PzGr 2 (5 Units) 1. Pz. 3	47.05	2. Panzer Div. Command Rating +1 Dispatch Rating +1
1300 19 Dec	1. – 3., GrW 4., and 10. PzGr 901 (5 Units) 6. Pz. 130	47.21	
1300 19 Dec	Historical Event		VIII Command Post Moves
1300 19 Dec	KG. Kunkel		Attached back to the 26. VG Division
1500 19 Dec	1. – 3., GrW 4., IeIG 4., and 10. PzGr 2 (6 Units) 1. PzJg 38 II. and 4. III PzArt 74 (2 Units) 2. Flak 273	47.05	
1500 19 Dec	Historical Event		Pz Lehr Delay
Night 19 Dec	705 TD (4 Units)	03.00, 13.00, or 19.00	
0700 20 Dec	1. – 3., GrW 4., and Flak 4. PzGr 304 (5 Units) 5. – 8. Pz. 3 (4 Units) 2. – 3. PzJg 38 (2 Units) III. PzArt 74 3. Flak 273	47.05	1. – 3. PzGr 304 may be mounted in Divisional Trucks
0700 20 Dec	2. – 3. Pz Pi 130 (2 Units) 1. – 2. StuG 243 (2 Units) 2. PzJg 130	47.16	

1100 20 Dec	<div>1. – 4. Fus. 39 (4 Units)</div> <div>1. – 2. Pi 26 (2 Units)</div> <div>1. – 3. Ersatz 26 (3 Units)</div> <div>II. Art. 26</div>	47.22
1300 20 Dec	<div>5. – 8., GrW 13., and IeIG 13. Fus. 39 (6 Units)</div> <div>III. Art. 26</div>	47.22
1500 20 Dec	<div>969 FA Bn</div> <div>333 FA Bn</div>	00.05, 00.09, or 00.14
1500 20 Dec	Historical Event	American C2 Consolidation
Night 22 Dec	Historical Event	Nuts!

## Chit Pull Cup

Place in cup for first turn: Event Chit, American and German Direct Command Chits, and VIII Corps/28th Infantry Division, Panzer Lehr Division, and 2. Panzer Division Activation chits.

The first chit played is the 101st Airborne Division Activation. Do not roll for Command and Dispatch Points for the 101st Airborne Division.

Start with step H of the Sequence of Play.

## Special Scenario Rules

The 26. VG Division KG Kunkel; Fus. 26 (4 Units) and 2. PzJg 26, start attached to the Panzer Lehr Division. On 1300, 19 Dec, KG Kunkel is attached back to the 26. VG Division.

26. VG Division Activation chit is added to the cup on the 1100 turn of 19 Dec. Formation chits for the 26. VG Division may not be purchased until that turn.

101st Airborne Division Trucks and Jeeps are not available until 1100, 19 Dec.

The 28th Infantry Division Command Post is outside the play area on the EAST Map in the vicinity of Wiltz. For the purpose of the Historical Event “28th Command Post Moves”, the Germans are considered w/in 4 hexes of the Division CP.

All Rearguards, Roadblocks, Sperren and Nachhuten are available.

The American has 10 Minefields available, six of which start on the map.

The German has 3 Minefields available.

The 110th Infantry starts with 8 Team Snafu Straggler Points and CCR/9 AD starts with 7 Team Snafu Straggler Points.

## Victory Conditions

The German has two objectives and receives victory points for each.

1. Capture of Bastogne at the end of the game (Control both city hexes of Bastogne at the game end) = 1 Victory Point.
2. Exit 2. Panzer Division and Panzer Lehr as per S5.0 Mandatory Withdrawal (Germans Continue the Attack West) = 2 Victory Points. The German must exit both Divisions as per S5.0

The number of German Victory Points determines victory:

3	German Victory
2	Draw
1 or less	American Victory

## Special Rules in Effect

All Special rules are in effect.

## SCENARIO 6

### “NOT SO MERRY CHRISTMAS”

**0700 25 DEC - NIGHT 25 DEC, 1944**

#### Description

By 25 December, as the 2. Panzer and Panzer Lehr Divisions pushed west for the Meuse, the capture of Bastogne was left to the 26. Volksgrenadier Division. Reinforced by a Kampfgruppe from the Panzer Lehr and a further regiment

from the 15. Panzer Grenadier Division, General Kokott, Commander of the 26. Volksgrenadier Division had one last chance to pierce the defense around Bastogne before American relief forces attacking from the south reached the town. He chose the thin western section of the perimeter for his last best chance for victory.

#### Scenario Map and Length

The scenario starts on the 0700 turn of 25 Dec. The scenario ends when the last chit is drawn on the Night turn of 25 Dec (the last chit is not played).

Use the Race for Bastogne WEST Map.

#### Setup (Refer to Scenario 6 setup graphic on page 40-41)

Units	Setup location	Notes
<b>101st Airborne Division</b>		<b>Dispatch Rating = 5</b> <b>Command Rating = 7</b> <b>Start w/ 3 DPs and 7 CPs</b>
HHC and B/54/CCB, C/21/CCB (3 Units)	w/in 1 hex of 25.21	
B/796 AA	18.16	
420 Arm FA		
A – C, Tm Snafu (3 Units)	w/in 1 hex of 21.17	
A/35 Eng	21.21	May be in an IP
2 Minefields		May place minefields w/in 1 hex of 21.21
B/35 Eng	21.18	May be in an IP
C/35 Eng	23.20	May be in an IP
2 Minefields		May place minefields w/in 1 hex of 23.20
C/158 Eng	23.14	May be in an IP
2 Minefields		May place minefields w/in 1 hex of 23.14
2 and 3/501 (8 Units)	On or west (w/in 3 hexes) of deployment area 28.12 to 26.19	Infantry units may be in an IP
A and C 81 AA/AT (2 Units)		
1 and 2/506 (8 Units)	On or south (w/in 2 hexes) of deployment area 24.08 to 27.12	Infantry units may be in an IP
2 and 3/502 (8 Units)	On or south (w/in 2 hexes) of deployment area 16.07 to 23.08	Infantry units may be in an IP
A/1/502	14.08	May be in an IP
B/1/502	16.10	May be in an IP
C/1/502	16.12	May be in an IP
HQ/1/502	w/in 1 hex of 14.08	
A/1/401	11.14	May be in an IP
B/1/401	12.10	May be in an IP
C/1/401	14.12	May be in an IP
HQ/1/401	w/in 1 hex of 14.12	
1/327 (4 Units)	On or east (w/in 2 hexes) of deployment area 14.17 to 15.20	
AT 327 GIR		

	2/327 (4 Units) B 81 AA/AT	On or north (w/in 2 hexes) of deployment area 19.22 to 23.22	
	A – C/326 Eng (3 Units)	On or north (w/in 2 hexes) of deployment area 15.21 to 18.21	
	101st Artillery Park A w/ 907 Glider FA and 377 Para FA E 81 AA/AT	21.15	
	101st Artillery Park B w/ 321 Glider FA and 463 Para FA D 81 AA/AT	20.18	
	101st Artillery Park C w/ 333 and 969 FA F 81 AA/AT	17.15	
	A/705 TD	12.12	
	B/705 TD	13.09	
	C/705 TD	13.15	
<b>26. Volksgrenadier Division</b>		<b>Dispatch Rating = 5</b> <b>Command Rating = 7</b> <b>Start w/ 6 DPs and 12 CPs</b>	
	1. – 3., GrW Fus. 26 (4 Units), 2. PzJg 26 1. PzJg 26	On or south (w/in 2 hexes) of deployment area 08.13 to 12.18	
	Fus. Rgt 39 (10 Units)	On or south (w/in 2 hexes) of deployment area 13.22 to 20.24	
	PzGr 901 less 3., and 6. PzGr 901 (11 Units) 1. PzJg 130 6. Pz. 130 2. Flak 311	On or south (w/in 2 hexes) of deployment area 22.23 to 27.20	KG 901 attached to 26. Volksgrenadier Division
	Gren. Rgt 78 (10 Units)	On or east (w/in 2 hexes) of deployment area 26.08 to 29.19	May deploy 3 Nachhuten
	5. – 8. Gren 77 (4 Units)	On or north (w/in 2 hexes) of deployment area 15.05 to 25.06	May deploy 3 Nachhuten
	1. – 4., GrW 13., IeIG 13. Gren 77 (6 Units)	w/in 1 hex of 12.06	
	1. – 3. Pi 26 (3 Units) 1. – 3. Ersatz 26 (3 Units)	w/in 1 hex of 09.06	
	Artillery Park A w/ I. Art. 26	29.04	In contact with Gren. Rgt 77 Leader
	Artillery Park B w/ III. Art. 26	32.13	In contact with Gren. Rgt 78 Leader
	Artillery Park C w/ IV. Art/ 26	12.24	In contact with Fus. Rgt 39 Leader
	1., 2., 4., 13. PzGr 115 (4 Units) 3. Pz 115	w/in 1 hex of 07.11	
	9. and 10. PzGr 115 (2 Units) 2. Pz 115	w/in 1 hex of 07.08	
	5., 6., 8. PzGr 115 (3 Units)	w/in 1 hex of 05.06	
	Artillery Park D w/ II. Art 26, I. and II. Art 33 (3 Units)	02.06	In contact with Pz Gr Rgt 115 Leader





## Reinforcements / Timeline

There are no reinforcements or Historical Events.

## Chit Pull Cup

Place in cup for first turn: Event Chit, American and German Direct Command Chits, 26. Volksgrenadier and 101st Airborne Division Activation Chits.

The German may choose the Pz Gr Rgt 115, KG Kunkel, or Gren. Rgt 77 formation chit as the first activation chit in play. Place the other two in the Cup.

## Special Scenario Rules

Bastogne starts Surrounded. Place the marker on any Bastogne hex as a reminder.

The Germans may rubble one Bastogne City hex before the American setup.

American C2 Consolidation has occurred and all units are under command of the 101st Airborne Division

All the 101st Airborne Division Rearguards and Roadblocks and 26. Volksgrenadier Division Sperren and Nachhuten are available. 6 Nachhuten may start on the map.

The American has six Minefields available, all of which start on the map.

The German has 3 Minefields available.

## Victory Conditions

If a German Unit occupies any Bastogne city hex at the end of any turn, the German Player wins a Sudden Death German Victory. Otherwise, at the end of the scenario the German Player receives Victory Points for each unit (not including Nachhuten) within 6 hexes of a Bastogne city hex depending on the unit.

Unit	German Victory Points awarded
PzGr 115, Gren 77, Pi 26, and Ersatz 26	3
Fus. 26, PzJg 26, and Gren 78	2
PzGr 901 and Fus. 39	1

The number of Victory Points determines the winner.

	German Victory Points
German Victory	> 30
Draw	15 - 29
American Victory	< 15

## Special Rules in Effect

All Special rules are in Effect except S15.0 American Task Force / Team Commanders.

## SCENARIO 7

### “RACE FOR BASTOGNE”

**NIGHT 15 DEC - NIGHT 25 DEC, 1944**

#### Description

The goal of the German offensive in December 1944 was the city of Antwerp. For the Germans, the path from their front line to their objective led through the thin defense of the 110th Infantry Regiment and through the region's major crossroad town of Bastogne. To take Bastogne and push

beyond, the Germans would throw the full might of the XLVII Panzer Corps with three divisions. As the Americans rushed what armor and infantry they could muster to stop the Germans, the Race for Bastogne turned into one of the greatest battles during the Ardennes Offensive.

#### Scenario Map and Length

The scenario starts on the Night turn of 15 Dec. The scenario ends when the last chit is drawn on the Night Turn of 25 Dec (this last chit is not played).

Use both Race for Bastogne Maps (EAST and WEST Maps) but not the Wiltz Map unless using optional Rule O3.0, Battle of Wiltz.

#### Setup

Units	Setup location	Notes
<b>VIII Corps/28th Inf Div</b>		<b>Dispatch Rating = 2</b> <b>Command Rating = 5</b> <b>Start w/ 1 DPs and 5 CPs</b>
Minfield	w/in 1 hex of 81.08	
B/1/110	w/in 1 hex of 77.08	In an ENT
AT Rearguard	w/in 1 hex of 77.08	In an IP
C/1/110	w/in 1 hex of 73.12	In an IP
D/1/110	w/in 1 hex of 76.01	
Cannon/110	w/in 1 hex of 73.12	
E/2/110, H/2/110	w/in 2 hexes of 60.05	No Activation Released Night 16 Dec
F/2/110	w/in 1 hex of 68.05	No Activation Released Night 16 Dec
R&R Co	w/in 1 hex of 72.07	In an IP
Roadblock	91.21	
K/3/110	w/in 1 hex of 82.15	Both in an ENT
B/103 Eng		
L/3/110	w/in 1 hex of 79.23	In an IP
M/3/110	w/in 2 hexes of 76.16	In an IP
A/447 AA	w/in 2 hexes of 76.16	
Inf Rearguard	87.23	In an IP
A/707	w/in 1 hex of 68.15	No Activation Released 1100 16 Dec
B/707	w/in 1 hex of 68.20	No Activation Released 1100 16 Dec
B/630 AT	w/in 1 hex of 65.19	No Activation Released 1300 17 Dec
Arty Park B with 687 FA Bn	54.25	In Contact with 110th Inf Rgt Leader
Arty Park A with 109 FA Bn	75.17	In Contact with 110th Inf Rgt Leader
28th Inf Div Command Post (CP)	56.25	
VIII Corps Command Post (CP)	21.17	
158 Eng (3 Units)	w/in 1 hex of 21.15	No Activation Released Night 17 Dec

Units		Setup location	Notes
	35 Eng (3 Units)	w/in 1 hex of 19.17	No Activation Released Night 18 Dec
26. Volksgrenadier Division			Dispatch Rating = 2 Command Rating = 4 Start w/ 4 DPs and 7 CPs
	Gemünd Bridge (closed)	94.22	
	1. Pi 26, Ferry	91.20	Ferry points to 90.19
	Fus. 39, less IelG 13. Fus. 39 (9 Units)	w/in 2 hexes of 85.20	
	2. Pi 26		
	Gren 77, less IelG 13. Gren 77 (9 Units)	w/in 2 hexes of 86.15	
	3. Pi 26		
	26. VG Div. Arty Park C with I. - IV. Art. 26 (4 Units)	94.20	Off Map (Range + 5 hexes) In Contact with any 26. VG Leader Units may enter as reinforcements at 94.19
	IelG 13. Gren 77	92.16	
	IelG 13. Fus. 39		
	IelG 13. Gren 78		
2. Panzer Division			Dispatch Rating = 3 Command Rating = 5 Start w/ 2 DPs and 5 CPs
	Dasburg Bridge (closed)	88.08	
	10. PzGr 304	89.09	Ferry points to 88.09 Use the counter with a black dot under the movement allowance
	Ferry		
	5. – 7. PzGr 304 (3 Units)	w/in 2 hexes of 85.09	Use the counters with a black dot under the movement allowance
	1. – 2. Pz Pi 38 (2 Units)		
	2. Panzer Div. Artillery Park A with II. and III. PzArt 74 (2 Units)	94.05	Off Map (Range + 5 hexes) In Contact with any 2. Pz Div. Leader. Units may enter as reinforcements at 94.03

## Reinforcements/Timeline

Game Turn	Unit	Reinforcement Hex	Notes
1100 16 Dec	Ersatz Bn, 26 26. VG Div. (3 Units)	91.20	
1100 16 Dec	A and B/707		Released from No Activation
1300 16 Dec	1. – 4. Gren 78 (4 Units)	91.20	26. Volksgrenadier Division Command Rating +1 Dispatch Rating +1
1500 16 Dec	Historical Event		Dasburg and Gemünd Bridges – Bridges are repaired and available for use
1500 16 Dec	Fus. 26 (4 Units), 2. PzJg 26 3. PzJg 26	94.19	May be mounted on Division Trucks and/or Piggyback
1500 16 Dec	Stab, 1. – 3. Pz Auf 2 (4 Units) 4. Pz 3	94.03	2. Pz Auf 2 may enter Piggyback
1500 16 Dec	Pz Auf 130 (5 Units) 8. Pz. 130 3. PzJg 130 1. Pz Pi 130	94.19	KG von Fallois attached to the 26. VG Div.

Game Turn	Unit	Reinforcement Hex	Notes
Night 16 Dec	Historical Event		KG von Fallois reverts to Panzer Lehr Division control.
Night 16 Dec	E, F, and H/2/110		Released from No Activation
Night 16 Dec	5. – 8. Gren 78, GrW 13. Gren 78 (5 Units)	91.20	
Night 16 Dec	Panzer Lehr		Add Division Activation Chit to Chit Pull Cup. Dispatch Rating = 3 Command Rating = 5 Start w/ 0 DPs and 4 CPs
Night 16 Dec	PzGr Rgt 901 (13 Units) 6. Pz. 130 II. PzArt 130	94.19	
0700 17 Dec	D/707	80.01	
0700 17 Dec	1. PzJg 26	94.19	
0700 17 Dec	IeIG 8., Flak 8., 9. PzGr 304 (3 Units) 2. and 3. Pz. 3 (2 Units) I. and III. PzArt 74	94.03	
0700 17 Dec	PzGr Rgt 902 (10 Units) 5. and 7. Pz. 130 I. PzArt 130	94.08	Panzer Lehr Command Rating +1 Dispatch Rating +1
0900 17 Dec	A – D, HHC/2/CCR (5 Units) A – C, HHC/52/CCR (4 Units) 73 Arm FA C/811 TD C/9 Ar Eng C/482 AA	Place w/in 3 hexes of 49.10, 44.14, and/or 46.05 with No Activation markers.	If Germans are w/in 4 hexes of any of the setup hexes or west of hex column 48.xx, enter at 31.00 with no restrictions and add the CCR, 9AD formation chit to the cup.
1100 17 Dec	B/2/CCR		Released from No Activation. Treat as black-striped unit until remainder of CCR released from No Activation
1100 17 Dec	III. PzArt 130 2. – 3. Pz Pi 130 1. – 3. Flak 311 1. – 2. PzJg 130	94.19	
1100 17 Dec	PzGr Rgt 2. (12 Units) 1. Pz. 3 1. PzJg 38 3. Pz Pi 38 2. Flak 273	94.03	2. Panzer Div. Command Rating +1 Dispatch Rating +1
1300 17 Dec	B/630 AT		Released from No Activation



Game Turn	Unit	Reinforcement Hex	Notes
Night 17 Dec	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div>		Released from No Activation
Night 17 Dec	158 Eng (3 Units)		Released from No Activation
0700 18 Dec	<div></div> <div></div> <div></div> <div></div>	94.03	1. – 3. PzGr 304 may be mounted in Divisional Trucks
1500 18 Dec	58 Arm FA	31.00	
Night 18 Dec	<div></div> <div></div> <div></div> <div></div> <div></div>	20.26	
Night 18 Dec	35 Eng (3 Units)		Released from No Activation
Night 18 Dec	101st Airborne Division		Dispatch Rating = 3 Command Rating = 5 Start w/ 3 DP and 7 CP
Night 18 Dec	<div></div> <div></div> <div></div> <div></div>	w/in 1 hex 13.14	
Night 18 Dec	<div></div> <div></div> <div></div> <div></div>	w/in 1 hex of 13.12	
0700 19 Dec	755 FA	00.26, 05.27, or 10.26	
0700 19 Dec	1. and 2. StuG 243 (2 units)	94.19	
0700 19 Dec	Historical Event		28th Inf Div Command Post Moves
0900 19 Dec	<div></div> <div></div> <div></div> <div></div>	w/in 1 hex of 10.11	101st Airborne Division Command Rating +1 Dispatch Rating +1
0900 19 Dec	<div></div> <div></div> <div></div>	w/in 1 hex of 08.11	
1100 19 Dec	B/326 Eng	w/in 2 hexes of 11.13	101st Airborne Division Trucks and Jeeps available
1300 19 Dec	Historical Event		VIII Corps Command Post Moves

Game Turn	Unit	Reinforcement Hex	Notes
1500 19 Dec	Historical Event		Pz Lehr Delay
Night 19 Dec	A – D/705 TD (4 Units)	03.00, 13.00, or 19.00	
1500 20 Dec	969 FA 333 FA	00.05, 00.09, or 00.14	
1500 20 Dec	Historical Event		American C2 Consolidation: 101st Airborne Division Command Rating +1 Dispatch Rating +1
Night 21 Dec	2. Pz Div. Mandatory German Withdrawal		
Night 22 Dec	Historical Event		Nuts!
Night 22 Dec	Pz Lehr Mandatory German Withdrawal		26. Volksgrenadier Division Command Rating +1 Dispatch Rating +1
1500 24 Dec	PzGr Rgt 115 (9 Units) 2. and 3. Pz 115 (2 Units) I. and II. Art 33	13.00	26. Volksgrenadier Division Command Rating +1 Dispatch Rating +1
Night 24 Dec	Historical Event	Bombing of Bastogne	

## Chit Pull Cup

Place in cup for first turn: Event Chit, American and German Direct Command Chits, and VIII C / 28 ID Activation.

The German Player may choose the 26. VG Div. Activation or 2. Pz Div. Activation as the first chit played. The other goes in the cup.

## Special Scenario Rules

All Rearguards, Roadblocks, Sperren and Nachhuten are available.

The American has 14 Minefields available, one of which starts on the map.

The German has 3 Minefields available.

## Victory Conditions

The primary goal for the Germans was to get the two Panzer Divisions off the map to continue their attack to the Meuse River, which they did historically. A secondary goal was the taking of Bastogne by the 26. Volksgrenadier Division

For the Americans, their initial objective was to slow down and stop the German advance. When the scale of the German attack became clear, the Americans fought to slow down the German attack enough for the 101st Airborne Division reinforcements to arrive then hold Bastogne. Historically, they were able to accomplish this.

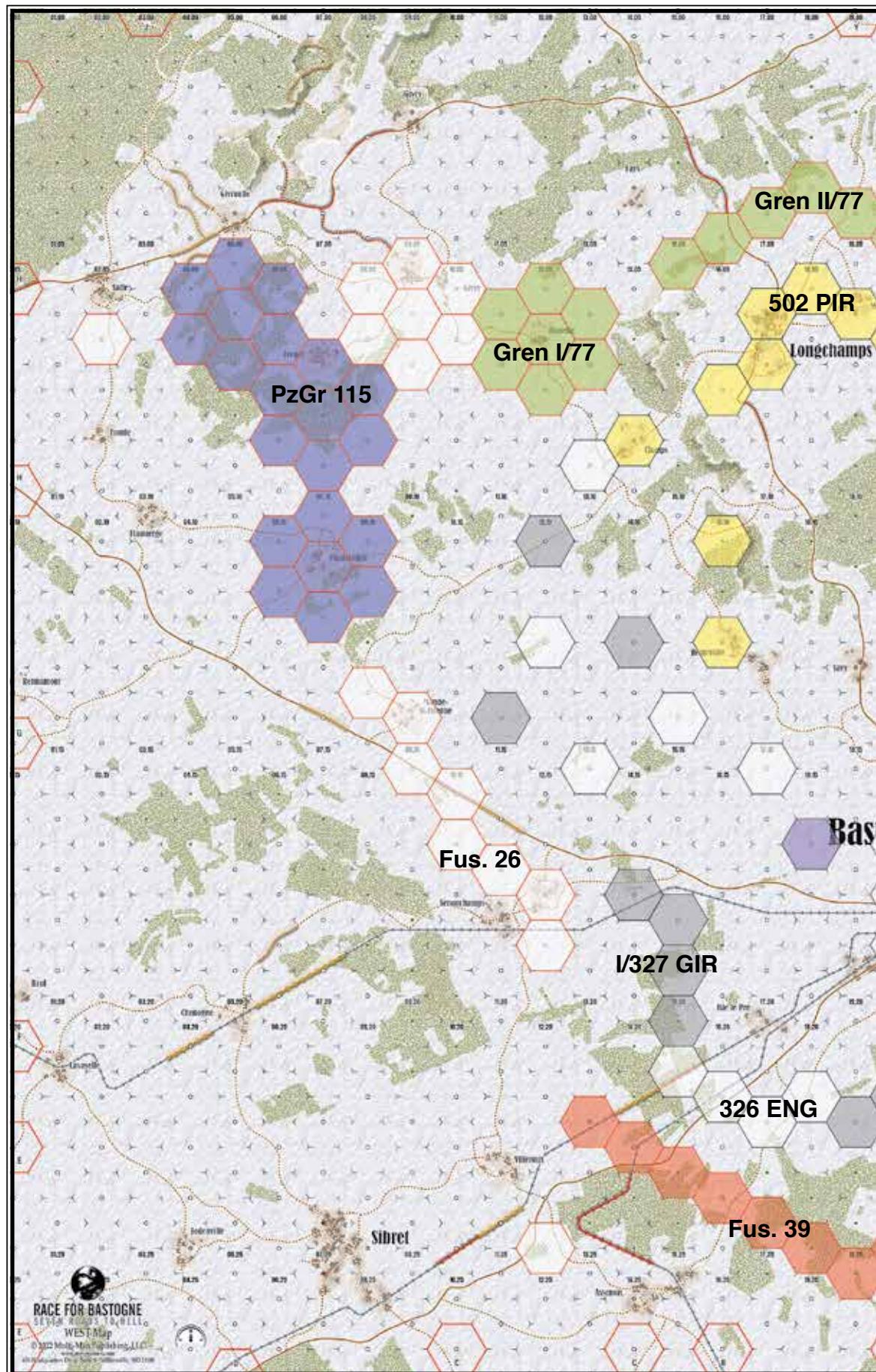
Taking into account both sides' objectives, refer to the Scenario 7 "Race for Bastogne" Campaign Game Victory Matrix to determine a victory and the level.

## Special Rules in Effect

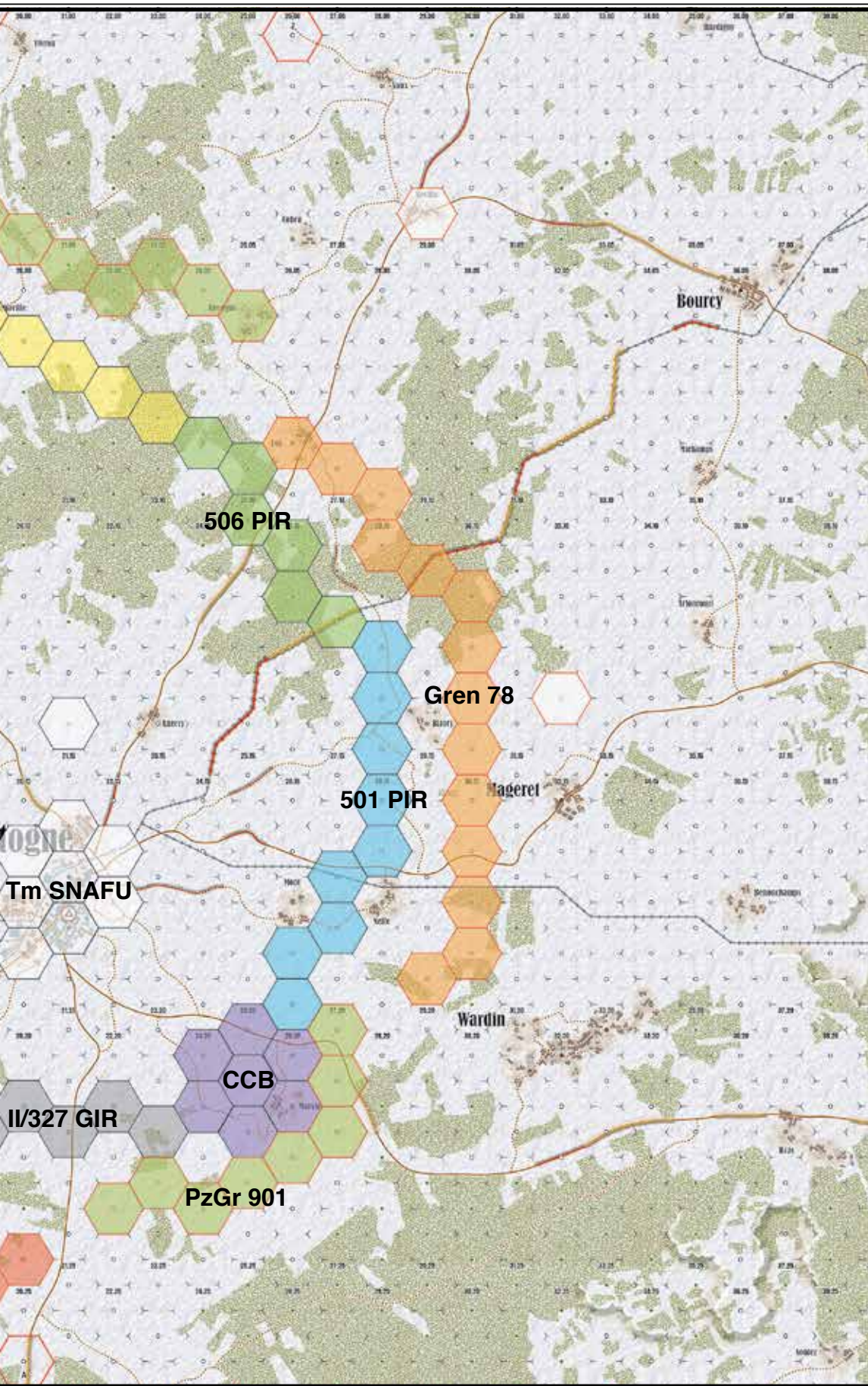
All Special Rules are in effect.

Campaign Game Victory Matrix	2. Pz Div. and Pz Lehr Div. meet exit requirements?	Bastogne captured by Germans at end of game?	Path of primary roads from Dasburg to west edge free of American units/fire zones?	Bastogne surrounded at start of any turn?
German Decisive Victory	Yes	Yes	Yes	N/A
German Victory	Yes	Yes	No	N/A
Draw	No	Yes	N/A	N/A
Draw	Yes	No	N/A	N/A
American Victory	No	No	N/A	Yes
American Decisive Victory	No	No	N/A	No

## Scenario 6 Setup

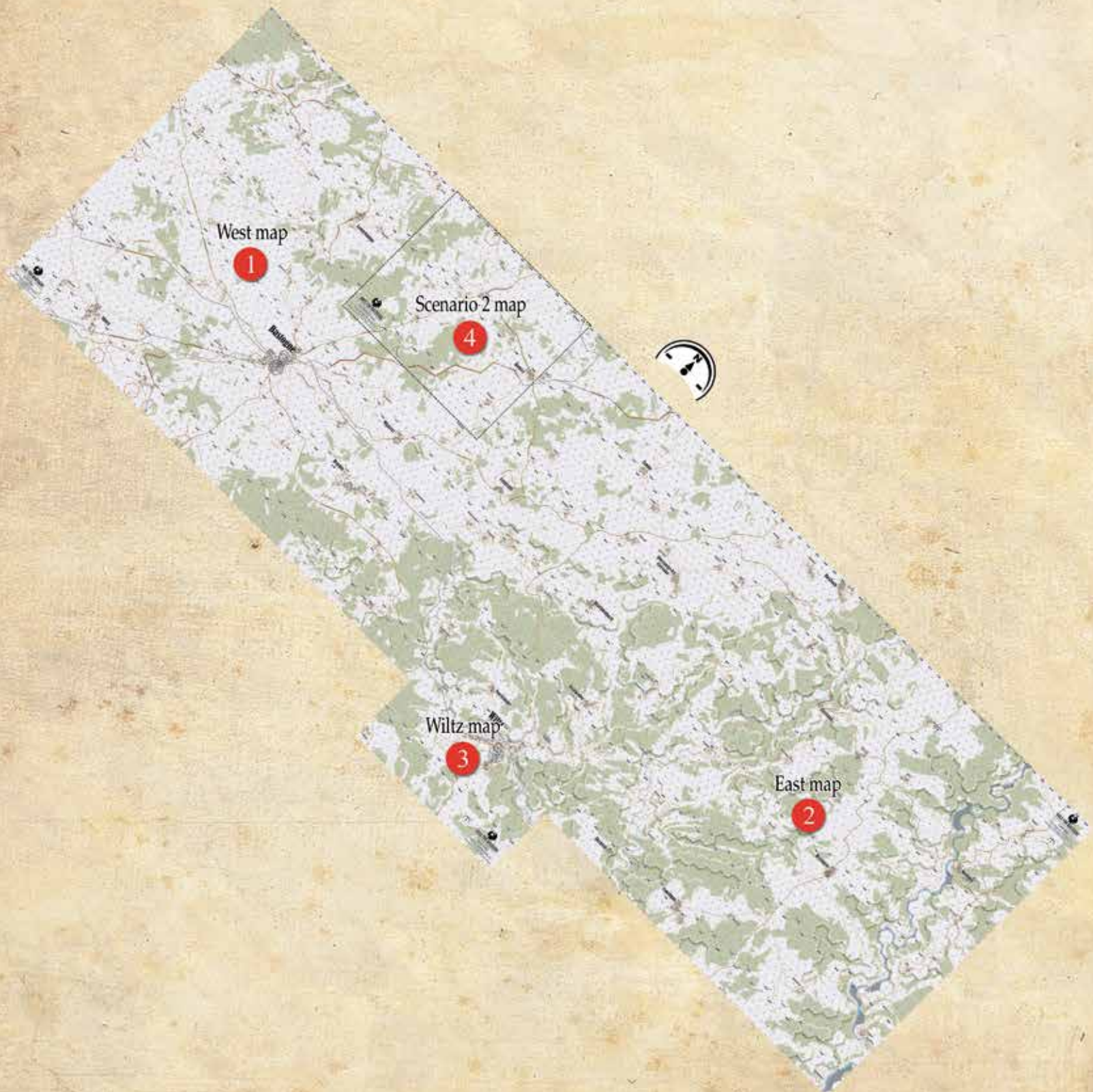




















## Map Layout





Americans										
Infantry Units										
										
Infantry	Engineer	MG AA	Recon Cavalry	Parachute Infantry	Glider Infantry	Airborne Engineer	Glider Engineer	Armored infantry	Armored Engineer	Rearguard (platoon)
										
Armored RG (platoon)										

Vehicles & Air Units



Willys jeep



Willys jeep  
.50 cal. HMG



Dodge WC-51



Chevrolet G-7107  
1.5t Cargo



P47 Thunderbolt



M8 Greyhound



M3A1



M16 MGMC



M5 High Speed Tractor



M7 HMC Priest



M5A1 Stuart



M18 Hellcat



M4A1



M4A3(76)W

Gun Units

				
Mortar	Light Artillery	Medium Artillery	Heavy Artillery	Medium AT Gun

# Terrain Legend



Clear Hex



Woods Hex



Village Hex



Town Hex



City Hex



Clear Hex



Slope



Stream



River



Off-Map  
Movement Hex



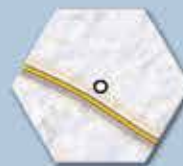
Primary Road



Secondary Road



Railroad



Raised  
Primary Road



Raised  
Secondary Road



Raised Railroad



Sunken  
Primary Road



Sunken  
Secondary Road



Sunken Railroad



Bridge



Observation Post



**RACE FOR BASTOGNE**  
SEVEN ROADS TO HELL