

LA BATALLA DE LAS ARDENAS

1.0 GAME COMPONENTS

A game board, representing the Ardennes region where the fighting took place. Twelve die-cut unit templates representing Allied (British and American) and German units. A plastic tray for storing the units after they have been punched out. A special Wargames die. Two auxiliary templates for tracking troop and aircraft formations. This instruction booklet.

2.0 EXPLANATION OF THE COMPONENTS

2.1 THE GAME BOARD

This is a map of the territory where the fighting took place. It features:
 Borders: red lines, which do not affect gameplay.
 Cities and towns: gray areas delimited by a black line, located within a hexagon, each with its corresponding color. Those with a red dot are the ones that score points toward the final victory.
 Rivers: Blue lines.
 Bridge marker hexagons: Hexagons with two black lines over a river, where bridge markers are placed at the start of the game.
 Roads: Gray lines, bordered by black lines, connecting cities and towns.
 Paratrooper drop zone: Indicates the drop point of paratroopers based on the die roll.
 Allied unit starting positions: Hexagons with the unit name from which they can enter play.
 Combat expansion zone: Where combat between stacks and groups against stacks and groups is resolved.
 German starting and reinforcement zones: Hexagons with a black helmet silhouette.
 Allied reinforcement zones: Red hexagons with a red helmet silhouette.
 Air bases: These are the hexagons marked with the silhouette of an airplane or an airport.
 A turn marker template and another for aviation sub-turns.
 A weather factor marker template.
 A combat resolution table.
 A bombing table, to track the range and effectiveness of different types of artillery, as well as aerial bombardments.

2.2 THE PLAYING PIECES

General Classification:

Allied Armies

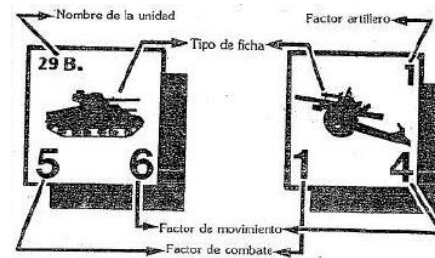
1. British: Brown (NAC : White)
2. Americans: Green. (NAC : Yellow)
- German Army
1. Wehrmacht: Bleu-Gray
2. SS: Black
3. Luftwaffe : Blue

In addition to these units, which represent the opposing armies, there are other pieces with an auxiliary function:
 60 units (30 for each side) representing the different air and ground groups. The Allied ones have a yellow background and green numbers and text; the German ones have a blue background and crimson numbers and text.
 25 bridge units with an orange background and a black silhouette.
 31 affected unit units, with a pink background and the letter "A" in black.
 8 location units, with a pink background and the letter "L" in black.
 One NAC turn marker unit.

One NAC aviation sub-turn marker unit.
 A NAC atmospheric factor brand card.

2.3 THE TYPICAL PLAYING CARD

The playing pieces of the two contenders have different characteristics depending on the type of unit, which makes them different from each other. These characteristics are:



Unit Name: Reproduced from the authentic units that participated in the battles.

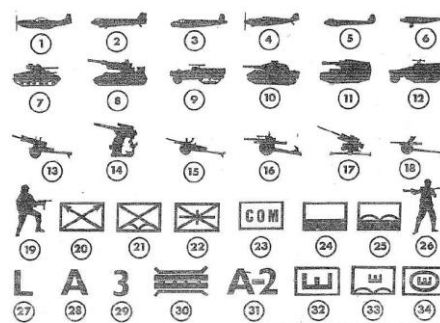
Unit Type: Infantry, Artillery, etc.

Combat Factor: This is a unit's operational capacity, that is, the fighting ability it can concentrate in a single battle. It is used to engage enemy units.

Movement Factor: This is the space, in hexes, that each unit can move in a turn, although it can make a smaller move or simply remain stationary.

The displacement factor, which is not shown on the unit's unit, is the space, in hexes, that a unit can move from one point on the board to another, provided it does not engage in combat. The displacement factor is double the movement value.
 Artillery Firing Factor: This is the number of times an artillery unit is capable of firing per turn. It appears only on artillery units.

2.4 TYPES OF UNITS



Transport, Bomber, Fighter, Fuel Supply (23)
 Paratrooper, Gliders, Supply, Infantry, Paratrooper
 Infantry, Engineers, Mechanized Engineers
 Mechanized Infantry, Anti-tank Artillery,
 Field Artillery, Anti-aircraft Artillery (FLAK),
 Self-propelled Artillery, Tanks, Panzer
 SS Mechanized Infantry (Panzergradiers)
 SS Tanks (Panzer)

In addition to these units, there are three marker units for turns, aviation sub-turns, and weather conditions.

Markers : Affected Unit, Air Unit Grouping, Turn, Aviation Sub-Turn, and Weather markers.

2.5 THE DICE

It is used to resolve combat and represents the luck factor. To ensure this is not unbalanced, it is a special die that does not have a six or a one. Therefore, it contains a two, two threes, two fours, and a five.

2.6 AUXILIARY TEMPLATES

Two auxiliary templates, one for each army, are used to track the units in each grouping. Each template has fifteen compartments: twelve for ground groups and three for air groups.

3.0 NUMBER OF PLAYERS

This game allows two to four players, always on two sides. The possibilities are as follows:
 Two players: one with each side.
 Three players: one with the German units, another with the Allied ground units, and the third with the Allied air units.
 Four players: two with each side, splitting the air and ground units.

4.0 GAME DURATION

The game is governed by the concept of turns, which is the movement and complete resolution of the combats of both players, once per side. The German player always starts the game, so the turn order must always be: First, movement and resolution of the German player's combats; and then, movement and resolution of the Allied combats; thus completing one turn. Before the movement of the ground units, the six air sub-turns are completed, always starting with the German player and followed by the Allied player. The game lasts 12 or 20 turns, depending on the chosen game level, with each turn having six air sub-turns. Once a full turn, including its sub-turns, is completed, the turn marker is advanced one space and the turn sequence begins again.

5.0 WHO WINS THE GAME?

Victory in this game can be achieved in the following ways:

By forcing the enemy to surrender.

By completely annihilating the enemy.

By having three times as many pieces as the enemy at the end of any turn.

The Allied player wins the game if the German player fails to achieve their objective.

The German player wins:

1. If, at the end of any turn, they control fifteen cities that contribute to the final victory score and are detailed below.
2. If, at the end of the last turn of the game, they control cities worth 16 points or more.
3. The points awarded to cities that contribute to the final victory are as follows:

Liège 5 points
 Bastogne 2 points
 Eupen 2 points
 Huy 2 points
 Malmedy 2 points
 Namur 2 points
 Spa 2 points
 Verviers 2 points
 Ciney 1 point
 Clevaux 1 point
 Dinant 1 point
 Echternach 1 point
 Givet 1 point
 Houffalize 1 point
 La Roche-en-Ardenne 1 point
 Marche 1 point
 Rochefort 1 point
 St. Hubert 1 point
 Savelot 1 point
 Vielsam 1 point

To consider a city under a player's control, it must have one of their land units present. Supply and fuel units are not valid for this purpose, but all other units are.

6.0 INITIAL PLACEMENT AND REINFORCEMENTS

Before the game begins, both players will place the pieces that will enter play on the board in the first turn.

GERMAN PLAYER.

The Germans receive all land units in the first turn, except for those in reserve (9th Panzer Division, 3rd Panzer Division, and 15th Panzer Division), which will enter play in the seventh turn when the game is played to 20 turns, or in the sixth turn when it is played to 12 turns.

You may also use as many supply, fuel, engineer, and artillery units as you wish, placing them freely with the rest of the ground units. There are three starting deployment zones marked on the map, one for each German army: the 5th and 6th Panzer Armies and the 7th Armie. The units belonging to each army must enter the game from any hexagon within their corresponding starting deployment zone and cannot begin the game from another zone. Commando and air units enter play as explained in their respective sections.

The three armies with which the German player begins the operation are the following:

VI Panzer Army, commanded by General Sepp Dietrich, composed of:

12th VGD
272nd VGD
277th VGD
326th VGD
12th SS Panzer Division
1st SS Panzer Division
2nd SS Panzer Division
9th SS Panzer Division
3rd Parachute Division

Their initial deployment zone is the area between Losheim and Monschau and the surrounding areas.

V Panzer Army, commanded by General Von Manteuffel, composed of:

18th VGD
26th VGD
62nd VGD
560th VGD
2nd Panzer Division
116th Panzer Division
LEHR Panzer Division

Their initial placement zone is the hexagons between Losheim and Dasburg and the surrounding areas of these cities.

7th Army, under the command of General Von Brandemberger, composed of:

212th VGD
276th VGD
352nd VGD
5th Parachute Division

Their initial placement zone is the hexagons between the cities of Dasburg and Echternach and the surrounding areas of these cities. The German player may, if they wish, keep all or some of their own pieces that come into play on the first turn, in order to use them as reinforcements in subsequent turns. Reinforcements can be received from any hexagon in the initial German deployment zones. These can include supply, fuel, engineer, and artillery units, as well as any German unit not used in the first turn. The placement and use of aircraft units are explained in the corresponding section.

ALLIED PLAYER

The US 8th Corps, commanded by General Middleton, held a 120 km front with four divisions:

The US 4th, 28th & 106th Infantry Division,
US 9th Armored Division.

The US 5th Corps, commanded by General Jones, had the US 2nd & 99th Infantry Division.

On the first turn, the Allied player must place the units that enter play that turn. They cannot reserve any units deployed in this first turn. Furthermore, they must place them in the corresponding zone, marked on the map with the unit's name, and at a maximum distance of two hexagons from the marked zone. In subsequent turns, the Allied player can choose where to receive reinforcements: either in the zones marked with the unit's name or in the reinforcement zones marked with hexagons indicated by red helmet silhouettes.

You cannot receive reinforcements in the areas marked with the unit's name if there are enemy units with a combat factor in the vicinity of that area (fuel and supply units do not count).

The maximum proximity for deploying Allied reinforcements in these areas is 10 hexes.

The units you will receive on turn eight, when playing a game reduced to twelve turns, will be received on turn six.

The Allied player always places their units first, and then the German player deploys theirs.

British supply, engineer, artillery, and fuel units can enter play from turn five onwards, from any hex on the board marked with a red helmet, next to the other British units.

The reinforcement reception table below details the turn each unit enters play.

RECEPTION OF REINFORCEMENTS FIRST TURN

1. All German units except those in the reserve (9th Pz Div, 3rd & 15th Div)

2. Allied units:

2nd D.I. U.S.
4th D.I. U.S.
9th D.I. U.S.

28th US Infantry Division
78th US Infantry Division

99th US Infantry Division

106th US Infantry Division

9th US Airborne Division

9 artillery units (3 field or self-propelled artillery, 3 anti-tank artillery, and 3 anti-aircraft artillery)

3 engineer units.

Supply and fuel at the Allied player's discretion.

SECOND TURN

Allied Units:

10th US Armor Division
101st US Airborne Division

4 artillery units (2 field or self-propelled artillery, 1 anti-tank artillery, and 1 anti-aircraft artillery)

2 engineer units.

THIRD TURN

Allied Units:

1st US Infantry Division
30th US Infantry Division

5th US Armor Division

7th US Armor Division US

4 artillery units (2 field or self-propelled artillery, 1 anti-tank artillery, and 1 anti-aircraft artillery)

2 engineer units.

FIFTH TURN

Allied Units:

87th US Division

11th US Armor Division

17th US Airborne Division

82nd US Airborne Division

43rd British Infantry Division

51st British Infantry Division

53rd British Infantry Division

29th British Armor Division

6 artillery units (2 field or self-propelled artillery, 2 anti-tank artillery, and 2 anti-aircraft artillery)

2 engineer units.

SEVENTH TURN

German Units:

9th Panzer Division

3rd Panzer-Grenadier Division

15th Panzer-Grenadier Division

In the short twelve-turn game, the German reinforcements for the seventh and eighth turns are received in the sixth turn.

EIGHTH TURN

Allied Units:

75th US Infantry Division

83rd US Infantry Division

84th US Infantry Division

2nd US Armor Division

3rd US Armor Division

4th US Armor Division

6th British Parachute Division

6 artillery units (2 field or self-propelled artillery, 2 anti-tank artillery, and 2 anti-aircraft artillery)

3 engineer units.

7.0 THE MOVEMENT OF THE PIECES

On each turn, each land piece can only move once on the board, except for those grouped together or stacked, which, if they enter combat, can then move in the expanded combat zone. Air pieces move once per sub-turn on the board, except for those grouped together or stacked, which, in the event of an attack, can make a second move in the expanded combat zone. A piece's movement is determined by its "movement factor," which is the maximum number of hexes a piece can move in a turn, although it can move a smaller number of hexes or simply not move at all.

A piece moving part of its movement factor, making an attack, and then continuing to use its full movement factor is considered a fractional movement. This type of movement is strictly prohibited. A piece must finish moving before making any attack, and subsequently, if as a result of the resolution of the attack it remains on the board, it must stay in its current position until the next turn. Once all desired moves have been made and all combats concluded, the turn passes to the other player, who performs the same tasks. When this player finishes their moves and combats, the turn ends and the turn passes to the next player. Ground pieces can move through other ground pieces of the player's own choosing.

This also applies to air pieces. In the game, stacking your own pieces is permitted (placing two to six pieces on the same hex), as explained later. A single hex cannot contain pieces from both sides, except for air pieces, which can be placed on top of enemy ground units. Air pieces can pass through any hex occupied by ground units, but they cannot pass over enemy air units. Infantry pieces crossing a river through an engineer piece, as explained later, do not lose movement. A piece's displacement factor is double its movement factor and cannot be used to approach an enemy piece and engage it in combat during that turn; this applies to both air and ground pieces. All land pieces that move by road (provided the weather is good; this does not apply in fog or storms, as explained in the "Atmospheric Factor" section) increase their movement factor by two hexes and their displacement factor by four hexes. To benefit from this advantage, the movement must be made entirely by road. That is, on a given turn, a piece already on a road must move its entire turn along that road, ending up on a hex of that road.

In this game, pieces can be placed and moved on the board in three different ways:

1. Individual pieces

Placing a single piece per hex. In this case, the piece can move as many hexes as its movement factor. A piece's control zone consists of the six hexes surrounding its current location. A piece cannot cross the control zone of another enemy piece without engaging in combat. Pieces can be hidden, face down, and are revealed when they enter the control zone of enemy units or are overflown by air units. When a piece enters the control zone of two or more enemy pieces, it chooses which one to attack, and can attack several at once. The control zone of ground pieces does

not affect the movement of air pieces; air pieces are only affected by the control zones of air units or by anti-aircraft artillery pieces.

2. Stacks of units

In this case, all the units in the stack will move the movement factor of the unit with the lowest movement factor, without leaving any unit hanging from the stack. Any enemy unit, stack, or group that passes through their control zone must engage the entire stack. The units that move while stacked can be hidden face down, revealing themselves when they enter the enemy control zone. If a player enters the control zone of two or more stacks, they choose which one to attack, and can attack two or more.

3. Troop Groups

There are two types of groupings: land and air, as explained in their respective sections. Their movement mechanism and control zone are the same as those explained for stacks. Units that are concealed individually, in stacks, or in groups will be revealed when they enter the control zone of an enemy unit, whether ground or air units. The player may conceal them again if they wish when leaving the control zone of these units. Up to three ground or air groups of the same side can be present on a single hex. Supply and fuel units do not create control zones. When a unit, stack, or group enters the control zone of a group, it must engage that group. If a unit enters the control zone of two or more groups, the player must choose which one to attack, and may attack several simultaneously if desired. Never can there be pieces from both sides on the same hex, except for air pieces, which can be placed on top of other enemy ground groups.

8.0 COMBAT AND BOMBARDMENTS

8.1 GENERAL RULES FOR GROUND PIECES

Ground pieces can fight against other enemy ground pieces using their combat factor. One or more pieces can engage in combat with one or more enemy pieces, stacks, or groups, provided they are on adjacent hexes. It must always be indicated before combat which units are attacking which.

COMBAT BETWEEN INDIVIDUAL PIECES, OR BETWEEN PIECES AND ENEMY STACKS OR GROUPS

These also include combat between stacks and groups and individual enemy units.

These battles are resolved directly on the game board, without needing to move the pieces to the expanded battle area; they are resolved without applying the battle table printed on the map. Combat is resolved with a die roll.

When combat begins, the attacking player rolls the die, multiplying the result by the piece's combat factor to obtain a value for their piece.

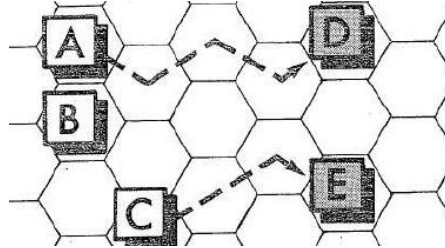
The attacked player does the same, and the player with the highest combat value wins the battle, with the losing pieces being removed. In case of a tie, the roll is not repeated, and both players' pieces remain on the map.

When multiple pieces attack an enemy piece, their combat factors are combined, multiplying the sum by the die roll. Multiple pieces can attack multiple enemy pieces, provided they are all adjacent to each other, both attackers and targets.

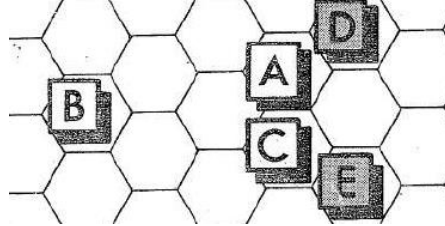
COMBAT BETWEEN STACKS AND GROUPS

Within these, combats between stacks, stacks against groups, groups against stacks, and between groups are resolved. All these combats are resolved in the expansion zone of the combat area, applying the combat resolution table on the board. They must be resolved one at a time; that is, one combat is resolved first, then another, and so on. On each hex of the expansion zone of the combat area, there

can only be one piece; stacking pieces is not allowed. When combat is about to occur between enemy stacks or groups, the combat area expansion zone on the board is used. All attacking and attacked pieces involved in that combat are moved to this zone, and both artillery fire and combat are resolved there.



The yellow pieces move. Piece "A" moves towards the opposing piece "D", and piece "C" moves towards piece "E".



Piece "A" attacks piece "D", and piece "C" attacks piece "E".

Once the combat between the two enemy formations is resolved, the pieces are removed from the expansion zone. The surviving pieces are placed on the hexagon where they were individually. If only one piece remains as a result of the combat, they are placed stacked or in a group, in which case they are placed in the corresponding section found on the auxiliary template. In the expansion zone of the combat area, the attacked player places their pieces first in their corresponding zone, then the attacking player places theirs. Both players can place the pieces as they wish, and the combats established according to the game sequence are resolved at this point. When a stack of pieces is moved to the expansion zone of the combat area, a location unit is left on the hexagon of the board, in the place where the stack or group was located. Later, when the combats are resolved, the surviving units will return to their positions, and the location units will be redeployed. Whenever the expanded combat zone is used, the sequence is as follows:

1. Placement of the attacked pieces within their zone.
2. Placement of the attacking pieces within their zone.
3. Defensive fire by the attacked player's anti-tank artillery.
4. Artillery fire by the attacking player.
5. Movement of the attacking ground pieces.
6. Resolution of the engagements, first those with artillery support and then those without.

It should be noted that within the expanded combat zone, the movement of ground units is unlimited, as is the range of artillery and anti-tank units within this zone. The attacked player can arrange their units as they wish to establish control zones that allow for the defense of their units. When there are several battles between groups and stacks in the same turn, they will be resolved one by one. In the combat expansion zone, when all units of a grouping or stack are deployed, the control zone for each of these pieces consists of the six hexagons surrounding each piece. Several pieces can attack multiple enemy pieces as long as they are adjacent.

COMBAT RESOLUTION TABLE

This table is used to resolve combat between stacks and groups in the combat expansion zone. The table reflects, on the horizontal line, the differences between the combat factors of the attacking and

attacked units. Thus, if the attacker has a total of 12 combat factors and the attacked unit has 8, the difference in favor of the attacker will be +4. Any difference in favor of the attacker greater than +11, or less than -5, will have no effect, being reduced to these values. When a battle is fought between enemy land units, the first step is to sum the combat factors of the different attacking units. Then, sum the combat factors of the attacked units, calculating the difference between these combat factors and entering this ratio into the battle resolution table. Next, the dice are rolled, first by the attacking player, and then the same operation is performed: calculating the difference between the dice rolls and entering it into the vertical column of the battle resolution table. The intersection of these two data points indicates the outcome of the battle, which can be:

AA : 1 Attacker affected
DA : 1 Defender affected
AE : 1 Attacker eliminated
DE : 1 Defender eliminated

The concept of an affected unit is explained later.

When several units are involved in a battle, the outcome will affect one unit per side, not all units participating in the battle. The attacking player chooses which of the attacked units is affected.

In this game, collective combat between groups or troop stacks are not allowed. When such a combat occurs, the pieces involved are moved to the combat expansion zone. Only one piece per hex is allowed in the combat expansion zone, and stacking pieces is not permitted.

Grounds units (except supply and fuel) increase their "combat factor" in defense when they fight in a city (this increase will also apply when combats between stacks and groups are resolved in the expansion zone). The increase will depend on the type of city, as follows:

Liège : 3 Combat Factors

Cities with points for final victory: 2 CF

Other cities on the board 1 CF

CRT

Die Diff	Combat Factor Difference									
	-5	-3	-1	0	+1	+3	+5	+7	+9	+11
+3	AA DA	AA DE	AA DE	DA	DA	DE	DE	DE	DE	DE
+2	AA DA	AA DA	AA DE	AA DE	DA	DA	DE	DE	DE	DE
+1	AA	AA DA	AA DA	AA DE	AA DE	DA	DA	DE	DE	DE
0	AA	AA	AA DA	AA DA	AA DE	AA DE	DA	DA	DE	DE
-1	AE DA	AA	AA	AA DA	AA DA	AA DE	AA DE	DA	DA	DE
-2	AE	AE DA	AA	AA	AA DA	AA DA	AA DE	AA DE	DA	DA
-3	AE	AE	AE DA	AA	AA	AA DA	AA DA	AA DE	AA DE	DA

AA : Attacker affected, AE : Attacker eliminated
DA : Defender affected, DE : Defender eliminated

8.1.1. AFFECTED UNIT

A unit is considered affected when, as a result of combat and by applying the combat resolution table, it obtains an affected unit result, whether as attacker or attacked. Likewise, a unit is affected when it is hit by artillery fire or aerial bombardment. When a unit is affected, a marker with the letter A is placed on top of it. Affected units have their combat factor reduced by half, while their movement and displacement factors remain intact. If half of a combat value is a fraction of a number, the value lower than that fraction will be applied. Affected artillery units have their combat value and artillery value reduced in the same way as explained above. When an affected unit is affected again, it is removed from the game and considered destroyed.

8.1.2. REBUILDING AFFECTED UNITS

When several units are affected in the same stack or group of troops, they can be rebuilt by forming one unaffected unit for every two affected units. To rebuild units from affected units, both must have the same combat and movement value.

If a unit is rebuilt from two affected units, the marker for the affected unit and one of the affected units involved in the rebuilt unit will be removed.

8.2 ENGINEERS AND RIVER CROSSINGS

A river hex is considered to be any hex crossed wholly or partially by a river.

In areas of the board where there are hexes through which a road runs parallel to a river without intersecting, land units can move along the road without needing to use bridges or engineer units. Since, for all intents and purposes, movement is considered to be by road, without needing to cross the river.

At the start of the game, all bridges are intact. Bridges exist in the hexagons marked on the map where rivers and roads intersect, and in all cities where a river crosses within the same hexagon. A bridge unit is placed in each of these hexagons. Bridges allow passage for all types of units, but they can be destroyed. To do this, any tank, field artillery, self-propelled artillery, or engineer unit is placed in an adjacent hexagon, resulting in the bridge being destroyed without needing to roll the die in the phase marked in the play sequence. When a bridge is destroyed, the bridge unit is removed from the hex, so that in this situation, it cannot be crossed by any mechanized infantry unit, tanks, artillery of any type, supply units, or fuel units; all these units can only cross rivers via bridge markers or river hexes where one of their own engineer units is placed. All other ground units, infantry, paratroopers, airborne infantry, commandos, and engineers, can cross rivers anywhere, although they will suffer a movement penalty of two hexes and cannot use their displacement factor. The destruction of a bridge occurs during the artillery bombardment phase if it is to be destroyed by artillery units, or during the engineer bombardment phase if it is to be destroyed by engineer units. Bridges can also be destroyed by German commandos or by air bombardment. Placing a bomber unit on top of the bridge. The bridge is considered destroyed if the player controlling the bomber unit rolls a 3 or a 4 on the die. Blowing up a bridge is itself a combat action, and since a unit can only engage in one combat per turn, the unit responsible for blowing up the bridge cannot be used in combat that turn, although it can defend itself if attacked by an enemy unit. Engineer units can rebuild a damaged bridge or create a new one on any river hex. To do so, the engineer unit must be placed on a river hex for as long as its pieces are allowed to cross. Like destroying bridges, crossing rivers is considered a combat action, so an engineer unit cannot be used in combat that turn and cannot use its movement factor before or after that action. Bridges cannot be built in the area of control of an enemy unit.

8.3 ARTILLERY

Artillery units are of four types: field artillery, self-propelled artillery, anti-tank artillery, and anti-aircraft artillery. Within each artillery unit type, there are differences in their artillery capacity, which is the number of times an artillery unit can carry out artillery attacks or support ground attacks.

Field and Self-Propelled Artillery.

Their only difference lies in their combat factor and movement factor, but their operational function is identical. The three types of functions that these artillery types can perform are:

1. Blowing up bridges,
2. Supporting attacks by friendly ground units,
3. Bombarding

BOMBARDMENT

A field or self-propelled artillery unit can bombard any enemy unit within its range. If several enemy units are within range, the player controlling the artillery unit designates which one to attack and

rolls the die, applying the bombardment table shown on the map.

The result depends on the bombardment distance and the target.

Each artillery unit can bombard as many times as its artillery fire factor value within the same turn, and can bombard different targets.

All results from the bombardment table refer to affected units. That is, when an artillery unit fires at an enemy unit and hits, that enemy unit is affected. To resolve bombardments, the artillery firing table is used. First, find the horizontal line corresponding to the type of piece being bombarded. Then, align it with the corresponding vertical column in the table, which lists the range distances of the different artillery units and the targets they bombard. The intersection indicates the score needed to hit the attacked piece. When a piece is hit, it becomes affected. Remember that a piece that is already affected is eliminated upon receiving another accurate shot.

Bombardment Table

	Range	Tk	Other	In City
Art	1-2	2	3	2
Art	3-5	*	2	*
ATk	1	2	*	2
Tk	1	2	3	2
Tk	2	*	2	*
Bombers		2	3	2

SUPPORT

Field and self-propelled artillery pieces can support the attack of one or more friendly units against enemy units, provided they are within two hexes of the supporting artillery piece. In this case, add one point to the combat factor of one of the attacking pieces.

An artillery unit with an artillery fire factor of 2 or 3 can support as many engagements as its artillery fire factor, since one artillery factor will support one engagement and the other(s) will support different attacks. Several artillery units can support a single engagement. In this case, one point is added for each artillery unit supporting the attack, at a rate of one point per artillery factor. It must always be indicated which units are supporting and against whom they are supporting the attack. Tanks, when bombarding, behave in all respects as an artillery unit, applying the corresponding artillery fire table; they can also support other units in the same way as explained above, with all tank units having an artillery fire factor of 1. If, in a turn, a tank unit bombards or supports during its attack phase, it cannot fight in that same phase using its combat factor.

Anti-tank artillery

It can only be used against enemy tank units, mechanized units, and self-propelled artillery. Its maximum range is one hex, and it can be used as support in attacks against these types of units or in artillery fire against mechanized, motorized, and self-propelled artillery units.

In terms of its operation, it does not differ from that of field and self-propelled artillery units, except that its range is only one hex for both artillery fire and support, and it can only be used against tank units and other mechanized and armored units.

Anti-aircraft artillery

It can only fire on air units, never on ground units. It can fire on any air unit that passes within a maximum distance of two hexes, which is its range or radius of action, firing as many shots as its artillery factor allows.

Therefore, when an air unit is moving and enters the range of an anti-aircraft unit, it must stop to deal with the anti-aircraft attack. Afterward, if it is not shot down, it can continue moving. The score an anti-aircraft unit needs to shoot down an air unit is "2". It can shoot down as many aircraft as the number of "2"s it rolls. Each anti-aircraft unit makes one roll based on its artillery Firing factor.

Anti-aircraft units can attack air units in each sub-turn of the air phase. Likewise, several anti-aircraft artillery units can fire on air units in the same sub-turn, provided the air unit is within the range of the anti-aircraft units. All artillery units have a combat factor to defend themselves if attacked, but they cannot be used to directly attack enemy ground units. Whenever units are deployed in the expanded combat zone, the range of artillery units is unlimited, allowing them to attack any enemy unit within the expanded combat zone.

8.4 AIRCRAFT

There are three types of aircraft: fighters, bombers, and transports.

Their movement is represented by their movement factor. Their displacement factor is twice their movement factor. Aircraft units are placed at the beginning of each turn, provided they are capable of take off and the player chooses to use them, on the initial placement points on the board, and begin moving from those points.

Each aircraft placement hex can contain one air group. Aircraft can move up to six times per turn; that is, each turn has six sub-turns, during which the aircraft move, fight each other, and bomb enemy units.

After the sixth sub-turn, any surviving aircraft must return to the nearest placement zone.

If, using their displacement factor, the air units do not reach their initial placement zone after the sixth sub-turn, these units are considered destroyed and removed from the map.

On each turn, each player controlling them can decide whether or not to use their air units that turn. The air units create "control zones" among themselves, which have the following functions:

Air combat

All air units can engage other air units using their combat factor. The combat mechanics between air units are the same as those explained for ground units, but without using the combat resolution table. The only units that can attack other air units are fighters, but all others, if attacked, can defend themselves using their combat factor.

Combats in which air units participate individually will be resolved directly on the game board, without needing to move the pieces to the expanded combat area.

Combats between aircraft stacks and groups must be resolved in the expanded combat area. Combat between air units is resolved with a die roll.

The attacking player rolls the die and multiplies the result by the unit's combat factor or the sum of the attacking units' combat factors, obtaining a combat result. The attacked player performs the same operation, thus obtaining their own combat result. The results are compared, removing the units that lost the combat. In case of a tie, the roll is not repeated. It is always indicated, before rolling the die, which units are attacking which. When a unit has engaged in combat during a game turn, it can no longer attack again during that same turn and can therefore return to base. Any unit that reaches its initial placement point or its own air base before the sixth sub-turn cannot be attacked in air-to-air combat.

Bomber combat against ground units

Only bomber units can perform this. To do so, the bomber unit must position itself above the ground unit to be attacked. The attacking player will roll a die, and if they obtain the required score according to the bombing table, they will hit their target, leaving the attacked unit affected. If an affected unit receives a new bombardment result, it is considered eliminated and is removed from the board. When air units bomb a group or stack of enemy ground units, the units that make up that group or stack must be revealed. Once any anti-aircraft fire has been made, the attacking player will proceed to bomb the units, deciding which

units to bomb. An air unit can only bomb a ground unit, stack, or group once per turn. Therefore, if a unit has attacked a ground unit during a sub-turn, it must return to base, with the player controlling it deciding the escort conditions.

Transporting Ground Units

Only air transport units can transport ground units. Each transport unit can transport up to two units, which can be: paratroopers, airborne units, supply corps, and paratrooper engineers. The method of use and deployment is explained in the "Paratroopers" section.

Use of Air Groups

To make it more difficult for the opposing player to know the number and type of air units used in a given action, air group units can be used. Air groupings can consist of a maximum of 12 units, or they can have none at all, in order to deceive the opponent. As explained earlier, each side can form a maximum of three groupings. During the air phase, the marked air group units will move around the board, with a maximum movement equal to the combat factor of the slowest unit in the group. In the case of fictitious groupings, their movement factor will be 8, as this is the value of the slowest air units in the game. A grouping must be revealed when it enters the control zone of an air or ground anti-aircraft defense unit. During a turn, one or more air units may leave their group, either to attack different targets or to return to base after carrying out the necessary attacks.

When an air unit passes within the range of an anti-aircraft unit, it must be engaged by the unit's artillery fire and then, if able, continue moving.

9. THE DEPLOYMENT OF PARATROOP AND AIRBORNE UNITS

Each air transport unit may carry up to two paratrooper or airborne units. For game purposes, allied airborne units follow the same rules as paratroopers. They may enter play on any turn of the game, during the phase indicated in the play sequence. Each player will decide on their turn whether or not to deploy paratroopers. If they decide to deploy them, they will place the units to be deployed in the corresponding auxiliary template compartment of the transport units that will carry them, beginning to move from these points while aboard the air transport units. Once aboard, each player can deploy paratrooper and airborne units during any of the air sub-turns. If they decide not to deploy them, the units will return with their corresponding transports at the end of the sixth air sub-turn. If a transport unit carrying one or two paratrooper or airborne units is shot down, the paratrooper or airborne units are also destroyed. The hexagon on the board where the transport unit is located and to which the paratrooper and airborne units will be deployed is called the deployment point. A player can deploy both units carried by the air transport unit in the same sub-turn, or deploy one unit and then the other in a separate sub-turn. Once the deployment point is chosen, the die is rolled. If a two or three is rolled, the deployment is successful, and the deployed units are placed at the deployment point. However, if a four or five is rolled, the player must roll the die again and place the unit on the corresponding hex according to the paratrooper chart.

d6	Drop zone
2	2 hexs North
3	2 hexs South West & South 1 hex
4	2 hexs South
5	2 hexs South Est & South 1 hex

An airborne or paratrooper unit that lands in the control zone of an enemy unit or off the board is considered destroyed. Conversely, if they land on a city or river hex, they are considered affected, and the corresponding marker is placed on them. Paratrooper and airborne units move in the phase corresponding to ground units, although since deployment is considered an action similar to combat, they cannot engage in combat or use their movement factor during that turn.

10. GERMAN COMMANDOS

German commando units, in addition to the functions of the other infantry units, have two specific missions: Destroy bridges Sow confusion in enemy lines. They can be placed by the German player anywhere on the game board. They can all be placed together on a hex or in different locations, and can enter play at different times, although always in their corresponding game phase. They carry out their missions as follows:

Destroy bridges

The commando unit must be placed on top of a bridge hex. Once there, roll a die; a three or four results in the bridge being destroyed. To destroy the bridge, it must not be in the control zone of an enemy unit.

Sow confusion among the Allied ranks

Any Allied unit within three hexes of the German commando unit must remain stationary for that turn. Likewise, up to five Allied units will move to the location indicated by the German player, as ordered by the commando units. On the turn the commando units are deployed, they cannot be attacked by Allied units. However, from the following turn onward, the commando units are treated as regular infantry and therefore follow all the rules regarding infantry units. No commando unit may be placed in the control zone of an enemy unit. Command units do not move on the turn they are deployed. The placement and action of command units occur in the corresponding phase marked in the play sequence.

11. USE OF GROUPING UNITS

Grouping units represent a set of units to facilitate their movement on the board. In this game, each side has 12 land grouping units and 3 air grouping units. Their main purpose is to serve as a summary unit for a large number of units. Both air and land units can form a group; land units can only be in land groupings, and air units in air groupings. Mixed groupings are not permitted. The maximum number of units that can be in a group is 30, and 12 in an air group. There is no minimum number of units in a group, which allows for the existence of "phantom" groups. Group units are never lost, as they are summary units. If, due to combat, a group unit becomes empty, it is removed from the board and can be used again to form another group. Since group units are considered summary units, the game provides two templates for placing the contents of the groups, with twelve sections for ground units and three for air units for each side. A group will travel a maximum distance equal to the movement factor of the slowest unit within that group. To make it difficult to know the contents of the groups, the following procedure is used: each group has two units with the same number. One is placed face down on the unit deployment template and the other on the point on the board where the units are located. This way, the opposing player will know that their enemy has a specific combat

group in a certain area (it could also be a decoy) and can see the composition of the groups on the unit deployment template, but they will not know which group is closest to their units. Only when a group enters the enemy unit control zone will it reveal itself. A player, during the designated phase, can create or eliminate groups, adding or removing as many units as they wish from a group. To enter a group, the units must occupy the same hex during the group creation/elimination phase. Since creating a group is considered an action like combat, during the turn in which the group is created, it cannot fight or move, and must wait until the next turn. Units that are part of a group, whether air or ground, can only join or leave the group during the designated phase. No unit can remain attached to a group during the combat or movement phase, nor can a unit attach a counter to a group while moving. As previously mentioned, locations are determined by reconnaissance upon entering the enemy group's control zone. However, since the group may be a dummy, several possibilities arise:

	Player making the move	Player located
1. Group	real	false
2. Group	real	real
3. Group	false	false
4. Group	false	real

Resolution:

1. The player who was located will indicate that their grouping is false and removes it from the game; however, the player who made the location does not reveal their grouping and can end their turn if they wish.
 2. Both reveal their groupings.
 3. Both remove their grouping units (liars).
 4. The player who made the location confesses that their grouping is false and removes the unit; however, the player who was located does not reveal their grouping.
- An allied player constitutes a side on their own, so their groupings can contain either American or British units. If a grouping enters the control zone of two or more enemy groups, stacks, or units, they must declare which one they will attack, and can attack all of them if they wish.

12. SUPPLY AND FUEL

FUEL

Fuel units have a combat factor of 1, but this only serves to defend against attack. These units are necessary for armored, mechanized, and self-propelled units to move. There must be at least one fuel unit for every 12 units of these types, within a maximum distance of eight hexes.

SUPPLY

All land units need a supply unit within a maximum of eight hexes to move and fight. One supply unit is required for every 12 land units. Supply and fuel units can be captured by the enemy. To do so, a unit with twice their combat factor must be placed within their area of control. They can also be destroyed by friendly forces if they are at risk of falling into enemy hands. To do this, the player controlling them places a combat factor unit in their control zone and removes the supply or fuel unit from the board. There must be one combat factor unit for each supply or fuel unit to be destroyed. Supply and fuel units do not occupy cities or bridges, nor can they destroy other units. If they defend against an attack and are successful, the only consequence is that the attack on the supply or fuel unit is spared destruction; the attacking unit can never retreat. The destruction and capture of supply and fuel units must be carried out in the appropriate phase. Fuel and supply units do not create their own control zones, nor can they discover any groupings, real or fake.

13. GAME LEVELS

This game has two levels:

- a) A long game of 20 turns, with the weather factor being used from the eighth turn onwards and reinforcements arriving as explained in the reinforcement table.
- b) A short game of 12 turns, with the weather factor being used from the sixth turn onwards. In this case, reinforcements are received as explained in the reinforcement table, except that those reinforcements that would normally be received in the seventh and eighth turns will be received together in the sixth. This is the most common level.

14. WEATHER

Before the start of each turn, any player rolls the die to determine the weather conditions for that turn. Based on the roll, the Atmospheric Factor marker is placed in the appropriate location, and the following modifications are applied:

Dice roll of a 2: STORM.

Ground units maintain their movement and displacement factors when moving by road, reducing them by half when not moving by road. Aircraft have their movement factor halved and lose their displacement factor.

Any unit that can fire at range has its range reduced to a single hex, while units that only fire at a single hex retain it.

Engineers cannot build bridges but can destroy them.

Dice roll of a 5: FOG.

Ground units have their movement factor halved and lose their displacement factor.

Aircraft cannot take off.

Enemy units can only be attacked in adjacent hexes; artillery units cannot be used.

Roll a 3 or 4: GOOD WEATHER.

There is no effect on units.

For the first six turns, there is always BAD WEATHER (FOG + STORM).

From this turn onward, roll the die to determine the weather factor for that turn.

15. TURN SEQUENCE

Before the game begins, each player places the pieces they will start playing with, as explained in the initial setup section.

The German player always starts the game.

The sequence of plays for each turn is as follows:

1. Roll the die to determine the weather factor.

(Only from the seventh turn onward)

2. Placement of reinforcement pieces.

3. AIR PHASE

a) Placement of the air units to be used in this turn in the initial placement hexes and formation of air groups.

b) Movement of German air units.

c) Allied anti-aircraft fire.

d) Combat engaged by the Luftwaffe, moving to the combat expansion zone in the case of engagements between stacked units and groups.

1- Placement of the attacked units within their zone.

2- Placement of the attacking units in their zone.

3- Movement of the attacking units within the expansion zone.

4- Resolution of the engaged combat.

e) Bomber attacks carried out by the Luftwaffe.

f) Deployment of German Luftwaffe paratrooper units.

g) Movement of Allied air units.

h) German anti-aircraft fire.

i) Combat engagements between the RAF and USAF, moving to the expanded combat zone in the case of engagements between stacks and groups.

1- Placement of attacked units within their zone.

2- Placement of attacking units in their zone.

3- Movement of attacking units within the expanded combat zone.

4- Resolution of engaged engagements.

j) Bombing operations carried out by the RAF and USAF.

k) Deployment of Allied paratrooper units.

At the end of the sixth air sub-turn, any air units that have not been shot down are removed from the map and saved for the next turn.

4. GROUND PHASE

a) Formation and/or adaptation of groups and stacks.

b) Entry of German commandos into play.

c) Movement of German pieces.

d) German artillery fire outside the control zone of Allied ground units.

e) Resolution of combats on the board involving individual units, where it is not necessary to move them to the expanded engagement zone.

f) Resolution of combats between stacked units and groups, where the units are moved to the expanded engagement zone.

1. Placement of attacked pieces within their zone.

2. Placement of attacking units within their zone.

3. Defensive fire by attacked anti-tank artillery.

4. Artillery fire by attacking artillery.

5. Movement of attacking units within the expanded zone.

6. Resolution of engaged engagements, first those with artillery support and then those without.

g) Destruction and construction of bridges by German engineers.

h) Capture of enemy supply and fuel pieces and destruction of friendly supply and fuel units.

i) Movement of Allied pieces.

j) Artillery fire by Allied artillery located outside the zone of control of German ground pieces.

k) Allied player : Resolution of combats e), f).

l) Destruction and construction of bridges by allied engineers.

m) Capture of enemy supply and fuel pieces and destruction of friendly supply and fuel pieces.

5. Once all these sequences have been completed, the turn ends, and the turn marker advances one space.