'BULGE'
The Battle for the Ardennes
16 Dec. '44-2 Jan. '45
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Read this First:
The rules of this SPI simulation game are organized in a format known as the Case System. This system of organization divides the rules into Major Sections (each of which deals with an important aspect of play). These Sections are numbered sequentially as well as being named. Each of these Major Sections is introduced by a General Rule, which briefly describes the subject of the Section. Many times this General Rule is followed by a Procedure which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of Cases. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth Primary Case of the sixth Major Section of the rules. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

<table>
<thead>
<tr>
<th>Major Section Number</th>
<th>Primary Case Number</th>
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<tr>
<td></td>
<td>6.5</td>
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The preceding example would be the number of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:
Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the titles of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for
Bulge
257 Park Avenue South
New York, N.Y. 10010

[1.0] How to Start

GENERAL RULE:
Bulge is a divisional level simulation of the German winter offensive against the Allies on the Western Front in December of 1944.

PROCEDURE:
The Player should skim through the rules reading only the bold sentence-headlines. The Players should then begin a trial game, referring to the rules when questions arise. The Players should place their units on the hexes indicated by the four-digit number printed on the back of the playing pieces. Those units which have a number and a letter are reinforcements and do not start the game on the map. When the units are all placed, the game is ready to begin.

[2.0] Equipment

GENERAL RULE:
The game consists of the rules, charts, map, and playing pieces.

CASES:
[2.1] The game map represents the terrain on which the Battle of the Bulge was fought.

A hexagonal grid is superimposed on the terrain of the map to regulate movement and positioning of the playing pieces. To make the map sheet lie flat, backfold it against its folds. Players will note that each hexagon (hereafter called a "hex") on the map has its own four digit identity number.

[2.2] The Terrain Effects Chart summarizes how the features on the map affect the movement and combat of the playing pieces.

[2.3] The two Combat Results Tables are the means for resolving combat.

Players will need a six-sided die in order to play the game.

[2.4] The Weather and Air Power Table is used to determine the type of weather conditions prevalent for a given Game-Turn and the number of Air Points available to each side.

[2.5] There are two types of playing pieces, the combat units (called "units") and the various markers, such as Mech Movement and Air Power Markers.
There are four items of information on the face of each unit and one or two on the back. On the front the player is told what type of unit it is (armor, infantry, airborne, reconnaissance, and mechanized infantry), its "name" or military designation, the combat strength of the unit, and the unit's size. On the back the player is told the set-up hex for the unit or its Game-Turn and map edge of entry.

How to Read the Units

COMBAT UNIT (front)

Designation
Unit Size
Unit Type
Combat Strength

*Reinforcement units show Game-Turn and map edge of entry on counter backs.

COMBAT UNIT (Back)

Summary of Unit Types

Front

Combat
Air Patrol
Marker
Air Interdiction

Ground
Support
Marker
Mech Movement
Marker

Resupply
Marker

COMBAT UNIT Types

Armor
Infantry
Airborne
Reconnaissance
Mechanized
Infantry

[2.6] A unit's Movement Allowance (which is 5) is the basic number of hexes the unit could move in one Movement Phase. This ability is expressed in Movement Points. Differing amounts of Movement Points are expended to enter different types of terrain.

[2.7] Combat Strength is the basic power of a unit when attacking or defending. The Terrain Effects Chart details how this number is affected when defending.

[2.8] The game scale is one Game-Turn represents one day and one hexagon represents 8 kilometers from side to side.

[2.9] A unit's size and military designation are included for historical interest only.

[3.0] Sequence of Play

The Sequence of Play

The players take turns moving their units and making attacks. The order in which they take these actions is described in the Sequence of Play outline. One completion of the Sequence of Play is called a Game-Turn. Each Game-Turn consists of two Player-Turns.

Step One: Weather Phase

A. Weather State Determination

B. Air Mission Assignment

C. Ground Support/Combat Air Patrol Resolution

D. Allied Air Interdiction Placement

E. German Air Interdiction Placement

The Weather State and Air Missions are determined, and all Air Interdiction Missions are placed.

The German Player-Turn

Step Two: German Pre-Movement Combat Phase

The German Player may attack adjacent Enemy units. He may perform these attacks in any order he wishes, applying the results immediately as each attack is made.

Step Three: German Movement Phase

The German Player may move his units and bring in reinforcements. He may move as many or as few as he wishes, one after another, within the limitations of the rules of movement.

Step Four: German Post-Movement Combat Phase

The German Player must attack adjacent Enemy units. Each German unit that is in the Zone of Control of an Allied unit must attack one, and only one, Enemy unit. He may perform these attacks in any order he wishes, applying the results immediately as each attack is made.

Allied Player-Turn

Step Five: Allied Resupply Phase

The Allied Player places his resupply missions.

Step Six: Allied Pre-Movement Combat Phase

Step Seven: Allied Movement Phase

Step Eight: Allied Post-Movement Combat Phase

These three steps are executed exactly like the German Movement and Combat Phases, except the Allied Player is moving and attacking.

Step Nine: Victory Determination Phase

The Victory Point Differential is determined, and if the differential falls within the limits of either the German or Allied Victory Level, the game ends immediately.

Step Ten: Game Turn Indication Phase

The Air Interdiction Markers are removed from the map and the Game-Turn is complete. The Game-Turn Marker should be advanced on the Game-Turn Record Track, signalling the start of a new Game-Turn.

[4.0] Movement of Units

GENERAL RULE:

Each unit in the game has a Movement Allowance of 5. This is the basic number of hexes it may move in a single Movement Phase. Each Player moves only his own units during the Movement Phase of his Player-Turn.

PROCEDURE:

Units move one at a time, hex-by-hex, in any direction or combination of directions that the Player chooses. The Movement Phase ends when the Player announces that he has finished moving his units.

CASES:

[4.1] A unit may never exceed its Movement Allowance.

During its Movement Phase, each unit may move as far as its Movement Allowance permits. Basically, each unit spends one Movement Point of its total Allowance for each hex it enters. Units may move less than their Movement Allowance. Units are never forced to move during their Movement Phase. Units may never lend or accumulate unused Movement Points.

[4.2] The number of Movement Points a unit must spend to enter a hex depends on the type of terrain in the hex.

The cost to enter a clear terrain hex is one Movement Point. The cost to enter some terrain hexes is higher. The costs are specified in the Terrain Effects Chart. If a unit does not have enough Movement Points to enter a given hex, it may not do so.

When an unbridged, or interdicted bridge, river h❎екс is crossed, one Movement Point must be expended in addition to the Movement Points necessary to enter the hex. Thus, a unit would expend 5 Movement Points to cross a river into a heavy woods hex.

[4.3] A unit may never enter nor pass through a hex containing an Enemy unit.

[4.4] One or more units may move through a hex containing another Friendly unit, but a moving unit may never end the Movement Phase in the same hex as another Friendly unit.

[4.5] A unit which does not have enough Movement Points to move in a Movement Phase may not move at all.

[4.6] When a unit enters a hex that is adjacent to an Enemy unit, the moving unit must stop immediately and move no further that Movement Phase.

The six hexes adjacent to an Enemy unit are included in the Zone of Control of that unit.

[4.7] A unit may not move so long as it is in an Enemy Zone of Control.

A unit may escape an Enemy Zone of Control only as a result of combat.

[4.8] Only German units may leave the map.

The German Player may exit his units off the map to fulfill his victory conditions. This is the only time a unit may ever leave the map. A unit which is forced to retreat off the map as a result of combat is eliminated instead (see Case 15.2).

[4.9] Terrain Effects Chart (see charts and tables)

[5.0] Road and Mechanized Movement

GENERAL RULE:

There are two types of road movement. The first, called road movement, may be utilized by all units regardless of type. The second, called mechanized movement, may be utilized only by armor, mechanized infantry, reconnaissance and
CASES:

[5.1] A unit may combine road movement and off-road movement in any combination in the same Movement Phase.

[5.2] To begin mechanized movement a unit must begin its Movement Phase in supply, on a road hex and may not have already used non-mechanized movement in that Movement Phase.

[5.3] A unit using mechanized movement may not enter an Enemy Zone of Control, an Enemy interdicted hex, or cross an interdicted bridge hexside.

[5.4] During his Movement Phase, the Allied Player may designate up to three infantry and/or airborne units as capable of mechanized movement for that Movement Phase.

[6.0] Allied Bridge Interdiction

GENERAL RULE:
- All bridge hexes on three hexes on an Allied unit are interdicted for purposes of German movement and German supply. When tracing the three hex path, the hex the unit occupies is not counted and all hexes bordering each of the three hexes are interdicted.

[6.1] Allied units interdict bridges at all times regardless of terrain, Enemy units, or other considerations.

[6.2] A unit or supply line which crosses an interdicted bridge hexside pays the cost of the terrain in the hex entered, regardless of the presence of a road, plus one additional Movement Point for crossing the river hexside.

[7.0] Combat Pre-Conditions

GENERAL RULE:
- There are two Combat Phases per Player-Turn, Pre-Movement and Post-Movement. Combat between adjacent opposing units is optional during the Pre-Movement Combat Phase and mandatory during the Post-Movement Combat Phase. Each unit has a combat strength number printed on it which represents its basic power to attack during its Combat Phase and defend during the Enemy Combat Phase.

PROCEDURE:
- The Player examines the positions of his units, determining which are in Enemy Zones of Control. Attacks are conducted using one of the two Combat Results Tables and the procedures detailed in the section on Combat Resolution (Section 8.0).

CASES:

[7.1] A unit must be adjacent to (in the Zone of Control of) an Enemy unit in order to attack it.

[7.2] No unit may attack more than once in a single Combat Phase.

[7.3] As many units as can be brought to bear can participate in the same attack.

[7.4] An attacking unit, even if it is adjacent to more than one Enemy unit, may attack only one unit per Combat Phase.

[7.5] A unit's full combat strength must always be used whenever it is involved in combat.

[7.6] Combat Results Tables

(see charts and tables)

[8.0] Combat Resolution

GENERAL RULE:
- An "attack" is the comparison of the strength of a specific attacking force with that of a specific defending unit resolved by the throw of a die in connection with one of the two Combat Results Tables. The results may affect either or both the attacker and the defender.

PROCEDURE:
- The attacking Player totals the combat strength of all of his units involved in a given attack and subtracts from this total the combat strength of the Enemy unit being attacked. The resulting number, either positive or negative, is the combat differential. The Player locates the column heading on the Combat Results Table that corresponds to the combat differential. He rolls the die and cross-indexes the die number with the combat differential and reads the result. The result is applied immediately, before going on to any other attacks. When he has made all of his attacks, the Player announces the end of his Combat Phase.

CASES:

[8.1] The attacking Player must announce which of his units are attacking a specific defending unit and which of the two Combat Results Tables he is using in that attack, before the attack is resolved.

Once the attacker has chosen the Combat Results Table he is using and rolled the die, he may not switch Combat Result Tables.

[8.2] When using the Secondary Combat Results Table the adjacent Enemy unit with the greatest printed combat strength must be attacked.

If two or more Enemy units tie for the greatest combat strength, the attacker may choose which unit he will attack. Terrain has no effect on determining which Enemy unit has the greatest strength; when more than one attacking unit is involved in a combat, the unit being attacked must be the greatest unit adjacent to all the attacking units.

In the above example, if unit A was to use the Secondary Combat Results Table, it would have to attack the 4. If the Primary Combat Results Table was used, it could combine with units B and C to attack the 3.

[8.3] The number listed in the second column on the Terrain Effects Chart is added to the printed combat strength of a unit when it is defending.

[8.4] If the combat differential in an attack is higher (or lower) than the highest (or lowest) shown on the Table, it is simply treated as the highest (or lowest) column available.

[8.5] The attacker may deliberately lower the combat differential, if he desires, simply by announcing the fact before throwing the die.

[8.6] Explanation of Combat Results:

\( \text{Ae} = \text{Attacker eliminated}; \text{One} \) of the attacking units is eliminated and the other attacking units must retreat one hex each. The defending unit has the option to advance after combat.

\( \text{Ar} = \text{Attacker retreats}; \text{All units in the attack are forced to retreat one hex away from the defender.} \) The defending unit has the option to advance after combat.

\( \text{Ex} = \text{Exchange}; \) The defending unit is eliminated and an attacking unit(s) is eliminated whose Com-
bat Strength Points are equal to or less than the printed combat strength of the defending unit. However, if no combination of attacking units has the same or less printed combat strength than the defending unit, the attacker suffers no loss. The attacker never loses more strength points than the defender and must lose the maximum number of points possible not to exceed the defender's strength. If any attacking units survive, one of them may advance after combat.

Dr = Defender retreats; The defending unit must retreat one hex. One attacking unit may advance after combat.

De = Defender eliminated; The defending unit is eliminated. One attacking unit may advance after combat.

Ct = Contact; No attacking or defending units are affected by the attack.

[8.7] Units may be retreated (by their owners) only into "safe" hexes.

A "safe" hex is defined as a traversable hex, not in an Enemy Zone of Control. If there is no safe hex available, the unit is destroyed instead. A "traversable" hex is one that the unit could enter during a Movement Phase.

[8.8] When the only "safe" hex is occupied by a Friendly unit, the retreating unit is eliminated.

[8.9] When a hex is vacated as a result of combat, a single victorious participating unit may advance into that hex.

Advance as a result of combat is an option which must be exercised immediately before going on to resolve any further combat in that Phase. A unit may advance into an Enemy controlled hex (even when advancing directly from an Enemy controlled hex). Retreats and advances do not require the expenditure of Movement Points.

[9.0] Reinforcement

GENERAL RULE:

Both Players receive units during the Movement Phases of specified Game-Turns. Newly arriving units may enter the map on a road hex that leads off the indicated mapedge.

CASES:

[9.1] When reinforcements are placed on the map, the arriving unit must pay the Road Movement or Mechanized Movement Point cost for entering the road hex.

When more than one unit enters in the same place, they enter singly without regard to which one entered first (i.e., it doesn't cost units more to enter the map because they are entering "behind" the first unit).

[9.2] The hex of entry may not be Enemy occupied or in the Zone of Control of an Enemy unit.

[9.3] Reinforcements enter the map on road hexes that lead off specific Friendly mapedges.

The Allied units enter on: N = North edge (0105 to 0125), S = South edge (1918 to 1902) and W = West edge (0225 to 1225).

[9.4] The British units may not cross the Meuse River or move more than five hexes from their entry hex until a German unit comes within two hexes of a British unit.

The two hex path is counted from the German Occupied hex (exclusive) to the Allied occupied hex (inclusive). Once a German unit has moved to within two hexes, all the British units are released from these restrictions for the duration of the game.

[9.5] Allied units may not enter the map on a hex from which a German unit exited the map (see Case 15.2).

[9.6] Should the Player desire, he may hold back all or part of the reinforcements due him in a Game-Turn and enter them on the same entry mapedge on a later Game-Turn.

Should all the entry hexes on a map edge be blocked, the reinforcements due to enter there may not enter. They may enter on a later Game-Turn when an entry hex is available.

[10.0] Supply

GENERAL RULE:

In order for a unit to move and attack at its full potential, it must be in supply. Supply for movement is determined at the moment a given unit begins to move. Supply for combat is determined at the instant of combat.

PROCEDURE:

A unit is in supply if it can trace a path of hexes requiring 5 Movement Points or less from the unit to a road hex. This road hex must then be connected to a Friendly board edge by a continuous series of connecting road hexes that are not occupied by or in the Zone of Control of any Enemy unit.

CASES:

[10.1] Each unit which is out of supply at the instant of movement must determine the number of Movement Points it may expend.

A die is rolled and a result of 1 = 1 Movement Point, 2 = 2 Movement Points, up to 5 = 5 Movement Points, and 6 = No Movement Points.

[10.2] A unit which is out of supply at the instant of combat is only allowed to attack using the Secondary Combat Results Table.

If one attacking unit is required to use the Secondary Combat Results Table, all units involved in that attack must use that Table, even though some of the attacking units are in supply.

[10.3] A supply line may be traced through a hex in an Enemy Zone of Control if that hex is occupied by a Friendly unit.

A supply line may never be trace through an Enemy occupied hex.

[10.4] A supply line that is broken by an Enemy Air Interdiction Mission (see Case 14.4) may be reestablished by occupying the interdicted hex with a Friendly unit.

[10.5] A unit suffers no ill effects when defending while out of supply.

[10.6] All German units are considered in supply at all times during the first three Game-Turns.

[10.7] A supply line may be traced along a road using mechanized movement regardless of the unit type being supplied.

In order to trace supply using mechan movement, the unit must occupy a road hex. Example: A German infantry unit in hex 0710 could trace a supply line down the road through St. Vith to hex 0706 at a cost of one Movement Point. The supply line could cross the interdicted bridge into hex 0705 at a cost of three Movement Points (non-mechanized movement), and then that road hex could lead off the east mapedge to supply the unit.

[11.0] German Airdrop (optional rule)

GENERAL RULE:

In the German Movement Phase of Game-Turn One, the German Player may drop the Heyde airborne unit.

PROCEDURE:

The German Player selects an unoccupied hex within five hexes of a German unit and rolls a die. On a die roll of 1, the airborne unit survives; any other result and it is eliminated. If the unit survives, the die is rolled again; on a result of 1, it lands in the hex, and on any other result, it scatters. If the unit scatters, roll the die and consult the scatter diagram printed on the map. The unit is placed one hex away from its target hex in the direction indicated by the scatter die roll. If the scatter roll requires the unit to land off map, or on an occupied hex, the airborne unit is eliminated. The Heyde unit may not move on the Game-Turn it lands.

[12.0] German First Turn Surprise

GENERAL RULE:

During Game-Turn One all German attacks receive column shifts on the Combat Results Table. Pre-Movement attacks shift two to the right, and Post-Movement attacks shift one to the right.

[13.0] Weather

GENERAL RULE:

There are three weather states—clear, mist, and overcast. The weather state determines the number of Air Points available to each Player that Game-Turn and whether or not a a Post-Movement attack receives a one column shift to the right on the Combat Results Table.

PROCEDURE:

There are two Weather Tables, Historical and Variable. To determine the historical weather state, cross-index the Game-Turn with the historical weather column, on the Weather and Air Power Table. To determine the variable weather state, roll a die and consult the variable Weather Table. This die roll is modified by adding or subtracting the number listed for that Game-Turn on the variable weather modifier column.

CASES:

[13.1] The Players decide before the game starts which weather determination method they will use for the entire game.
The combat differential for a post movement attack may be shifted one column to the right depending on the weather state.

Overcast = All German attacks receive a shift.

Clear = All Allied attacks receive a shift.

Mist = The German Player rolls a die before resolving each attack; on a roll of 1-3 that attack receives a shift. Each attack is rolled for separately before the Combat Results Table is chosen.

The column shift is in addition to all other column shifts received for surprise and ground support and may be used on either Combat Results Table.

### Air Power

**GENERAL RULE:**

The number of Air Points available depends on the weather state and the Game-Turn. Each individual Air Point may be assigned to one of four missions—ground support, combat air patrol, interdiction, or resupply.

**PROCEDURE:**

To determine the number of Air Points available for each Player, cross-index the Game-Turn with the weather state (as determined by the weather procedure) on the Air Points Available Column of the Weather and Air Power Table. The numbers listed are the number of Air Points each Player receives for that Game-Turn. Each Air Point is then secretly given an air mission by selecting an Air Mission Counter for each Air Point and placing it face down in front of the owning Player. Then both Players simultaneously reveal their air missions. The Allied Player then places his interdiction missions on the hexes he wishes to interdict. Then the German Player places his interdiction missions.

**CASES:**

1. **Each Air Point may perform only one mission per Game-Turn.**

   Once an air mission has been executed, that Air Point is considered expended for that GameTurn. A Player may assign his Air Points to the same or different missions.

2. **A ground support mission shifts the Combat Results Table one column to the right.**

   More than one air mission may be applied to a given attack. The Combat Results Table is shifted one column for each air mission applied. This column shift is in addition to the column shift received for weather state. Ground support missions may be executed during either Combat Phase.

3. **A combat air patrol mission cancels one Enemy ground support mission.**

   One Enemy ground support mission counter is removed from play for each Friendly combat air patrol mission counter. Combat air patrol missions which have no Enemy ground support mission to cancel are lost for that Game-Turn (the Air Point may not be assigned a different mission).

4. **An air interdiction mission negates for one Game-Turn the road hexes of one hex for purposes of Enemy movement and Enemy supply.**

   Interdiction counters must be placed in unoccupied hexes that contain roads. Once placed they may not be moved for the remainder of the Game-Turn. The road hexes of an interdiction hex are considered negated for purposes of tracing Enemy supply lines and Enemy movement (see Case 6.2). Interdiction has no effect on retreat or combat; it is not a Zone of Control. Friendly interdiction markers have no effect on Friendly units or supply lines (see also Case 10.4).

5. **A resupply mission places an out of supply Allied unit in supply for Allied Movement and Combat Phases.**

   Resupply mission counters are placed on out of supply Allied units during the Allied resupply phase. A unit resupplied this way may then move its full Movement Allowance. If the unit moves out of the resupply hex the resupply marker is removed from play immediately. If the unit stays in the resupply hex, it may use the Primary Combat Results Table during both Pre-Movement and Post-Movement Combat Phases.

6. **Weather and Air Power Table (see charts and tables).**

### Victory Conditions

**GENERAL RULE:**

Victory is calculated in Victory Points. Victory Points are scored for the destruction of Enemy units and, for the German Player, the exiting of Friendly units from the map.

**PROCEDURE:**

During the Victory Determination Phase of each Game-Turn, subtract the accumulated Allied Victory Points from the accumulated German Victory Points to determine the new Victory Point Differential. Refer to the Game-Turn Record Track. If the new Victory Point Differential is greater than or equal to the number to the left of the slash, the game ends immediately in an Allied Victory. If the new Victory Point Differential is less than or equal to the number to the right of the slash, the game ends immediately in an Allied Victory. If the new Victory Point Differential falls between the numbers to the left and right of the slash, proceed to the next Game-Turn.

**CASES:**

1. **One Victory Point is earned for each Enemy combat strength point eliminated.**

2. **The German Player receives Victory Points for exiting supplied German units off the map.**

   A unit may only exit the map from a road hex which leads off the map (see Case 15.3). A unit must spend one Movement Point to exit or 1/5 of a Movement Point if using mech movement. The road hex is placed out of supply during a later Victory Determination Phase. This adding and subtracting of Victory Points may continue indefinitely until the game is over.

### The Game Map

**GENERAL RULE:**

A hex grid has been superimposed on the terrain of the map in order to regularize placement of the playing pieces and to codify the type of terrain in each hex. Some hexes contain combinations of clear, rough, light woods, and/or heavy woods. In such cases the hex is considered to be only one of these types in the following order: heavy woods, light woods, rough, or clear. Note that a hex is only considered to be clear if there is none of the other three terrain types in the hex.

Towns and West Wall terrain effects are added to the effects of other terrain in the same hex. River hexside effects are also additive. Examples: If a hex contained heavy woods, light woods, and a West Wall symbol, it would be considered a heavy woods / West Wall hex with a movement entry cost of 4 Movement Points and a Defense Bonus of 6 (3 + 3). If a hex contained light woods, rough, and a town, and a unit entered the hex by crossing a river hexside, the unit would expend 4 Movement Points (3 + 1) to enter the hex. The hex would have a Defense Bonus of 8, if attacked through the river hexside (2 + 3 + 3 = 8).

### Design Credits

Game Design: James Dunigan

Physical Systems and Graphics: Redmond A. Simonsen

Game Development: Eric Smith

Playtesting: Doug Barton, John Butterfield, Paul Chernoff, Nicholas Karp, Dave Rohde, Joe Saliga

Rules Editing: Eric Goldberg

Production: David Engler, Rosalind Fruchtman, Ted Koller, Manfred F. Mulkhus, Michael Moore, Bob Ryer
<table>
<thead>
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<td>German SS</td>
<td>6</td>
</tr>
<tr>
<td>British</td>
<td>7</td>
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**The Minute Counter Section NP 1 (100 Pieces, Front)**

Images of the counters for this game are provided here in an aid to
guarantee or sections of this identical type in game. 1. Total quantity of sections (all types) in game 1.
**Design Notes**

There are two absolutely critical rules in the game that if misunderstood or not utilized properly will cause a Player to lose the game. These rules are Allied Bridge Interdiction and Road and Mechanized Movement. The key to the game is for the Allied Player to keep the German Player from breaking through the Allied line and encircling the isolated Allied units. The best way for the Allied Player to prevent this is to occupy the critical road junctions, interdict the bridges, and counterattack very sparingly when necessary. The original Allied line will be destroyed and the Germans will advance, this is inevitable. The Allies should plan to fall back and save units if at all possible. There will be times in some games when the Allies could win the game by destroying an exposed Panzer division. Chances are that if the counterattack fails, the Allies will lose the game. Counterattacking in this situation is literally a win or lose situation, so consider carefully any Allied counterattacks made early in the game. In most games a time will come when the Allies will start a general counterattack. If the pressure can be kept up, they will have a good chance at winning.

The combat results should be studied closely because Players will notice that when properly executed, an exchange is as good as an elimination for the attacker. The German Player can create a juggernaut by using the first and twelfth SS Panzer divisions together. In this way the Germans will not lose a unit when they exchange with an Allied Infantry division. The German Player must always watch for holes in his lines. If a hole is opened, it is sometimes possible for the Allies to mech move enough units behind the German lines to cut off supply to the whole German spearhead. Unit placement is more critical in Bulge than in most games since there are so few units. The German Player should also watch carefully, making sure that his spearhead is not put out of supply through air interdiction. This is easily prevented in most cases by simply keeping one or two small units behind the lines to occupy the interdicted hexes and so re-establish the supply line.

Players will probably experience a rash of German victories at first. The more the game is played, the more balanced it will become because the Allied position is much more challenging, with less room for error than the German. Be patient and play carefully.

German airdrop is an optional rule, because a successful air drop will often turn the game overwhelmingly in favor of the German. Use this rule with a word of warning. Historically, the air drop was a total failure and had no effect on the battle. It is included because it was an historical occurrence that could have gone differently.

Bulge requires quite a bit of skill to play well. Don’t be fooled by the famous landmarks. There is nothing mysteriously significant about Bastogne; it could have been Saint Hubert that became legendary. As the Allies, defend tenaciously and know the proper time to switch over to the attack. As the German, be aggressive, and keep the pressure on until the Allied line breaks. Most of all, enjoy yourself.

---

**Terrain Effects Chart**

<table>
<thead>
<tr>
<th>Hex Terrain Type</th>
<th>Movement Points to Enter or Cross</th>
<th>Strength Points Added to Defender’s Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1 MP</td>
<td>0</td>
</tr>
<tr>
<td>Rough</td>
<td>2 MP</td>
<td>1</td>
</tr>
<tr>
<td>Light Woods</td>
<td>3 MP</td>
<td>2</td>
</tr>
<tr>
<td>Heavy Woods</td>
<td>4 MP</td>
<td>3</td>
</tr>
<tr>
<td>River hexside</td>
<td>+1 MP</td>
<td>3</td>
</tr>
<tr>
<td>Town</td>
<td>Other terrain</td>
<td>3 (Retreat is optional)</td>
</tr>
<tr>
<td>West Wall</td>
<td>Other terrain</td>
<td>3</td>
</tr>
<tr>
<td>Bridge hexside</td>
<td>Negates river hexside</td>
<td>No effect</td>
</tr>
<tr>
<td>Road</td>
<td>1 MP by Road Move.</td>
<td>No effect</td>
</tr>
</tbody>
</table>

Notes:
1. The Combat Strength addition is only added if the defending unit is attacked exclusively through river hexes.
2. West Wall hexes only benefit the German Player and are never destroyed, even if occupied by Allied units.
3. A unit attacked through a bridge hexside still receives the Combat Strength addition for the river (see Note 1).
4. A unit may only use Road or Mechanized Movement when moving from one road hex to another across a road hex.
5. A unit in a town hex has the option to ignore AR results when attacking and DR results when defending.

---

**Combat Results Tables**

### The Primary Combat Results Table

```
<table>
<thead>
<tr>
<th>DIE</th>
<th>-4 or less</th>
<th>-3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2</th>
<th>+3</th>
<th>+4</th>
<th>+5 or thru +11</th>
<th>+12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Cc</td>
<td>Ct</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>De</td>
</tr>
<tr>
<td>2</td>
<td>Ar</td>
<td>Ar</td>
<td>Ct</td>
<td>Ct</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Ex</td>
<td>De</td>
</tr>
<tr>
<td>3</td>
<td>Ae</td>
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<td>Ae</td>
<td>Ae</td>
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<td>Ae</td>
<td>Ae</td>
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</tr>
</tbody>
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### The Secondary Combat Results Table

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<table>
<thead>
<tr>
<th>DIE</th>
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<th>-7</th>
<th>-5</th>
<th>-3</th>
<th>0</th>
<th>+1</th>
<th>+2</th>
<th>+3</th>
<th>+4</th>
<th>+8 or thru +12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Cc</td>
<td>Cc</td>
<td>Cc</td>
<td>Cc</td>
<td>Cc</td>
<td>Cc</td>
<td>Cc</td>
<td>Cc</td>
<td>Cc</td>
<td>Cc</td>
</tr>
<tr>
<td>2</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
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<td>Ae</td>
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<tr>
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<td>Ae</td>
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</tr>
</tbody>
</table>
```

Ct = Contact, Ar = Attacker Retreat, Dr = Defender Retreat, Ae = Attacker Eliminated, De = Defender Eliminated, and Ex = Exchange.

Attacks made at less than the lowest differential column, use the lowest differential column. Attacks made at a differential of greater than twelve, use the 12 column.

**Important Note:** The differential column is determined before any column shifts are made for Weather State, Surprise, or Ground Support. Thus, an attack made at -10 on the Primary Combat Results Table would use the -4 column and if one Ground Support Mission was used in the attack, the -3 column would be used.
### [14.6] Weather and Air Power Table

<table>
<thead>
<tr>
<th>Game-Turn</th>
<th>Historical Weather</th>
<th>Variable Weather Die Roll Modifier</th>
<th>Air Points Available</th>
<th>Overcast Available</th>
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<tbody>
<tr>
<td></td>
<td></td>
<td>Clear A G</td>
<td>Mist A G</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Overcast</td>
<td>Always Overcast</td>
<td>- -</td>
<td>- -</td>
</tr>
<tr>
<td>2</td>
<td>Mist</td>
<td>-1</td>
<td>3 2</td>
<td>1 1</td>
</tr>
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<td>3</td>
<td>Mist</td>
<td>-1</td>
<td>3 2</td>
<td>1 1</td>
</tr>
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<td>3 1</td>
<td>1 -</td>
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<td>2 -</td>
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<td>3 -</td>
<td>1 -</td>
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<td>1 -</td>
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<td>2 1</td>
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<table>
<thead>
<tr>
<th>Variable Weather Die Roll</th>
<th>Weather State</th>
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<td>Mist</td>
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<tr>
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<td>Clear</td>
</tr>
<tr>
<td>6</td>
<td>Clear</td>
</tr>
<tr>
<td>7</td>
<td>Clear</td>
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</table>