

WESTWALL

Bastogne

The Desperate Defense,
December 1944

EXCLUSIVE RULES

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10.0 INTRODUCTION

11.0 REINFORCEMENTS

11.1 Movement of Reinforcements

11.2 Restrictions

12.0 EXITING THE MAP

12.1 Restrictions

13.0 AIRBORNE UNITS

14.0 ARTILLERY

15.0 SCENARIOS:

HOW TO SET UP AND PLAY THE GAME

15.1 Scenario I: Spearhead

15.2 Scenario II: The Relief of Bastogne

15.3 Campaign Game

16.0 GAME NOTES

16.1 Players' Notes

16.2 Designer's Notes

[10.0] INTRODUCTION

The Siege of Bastogne is a battalion level simulation of the battles that took place in December 1944 near the town of Bastogne in southern Belgium during the Battle of the Bulge (the German Ardennes Offensive). The battle was divided into two distinct phases, and a scenario is provided that covers each phase as a self-contained game. Also included is a Campaign Game that allows the Players to refight the series of engagements as a single, continuous game. The first Scenario, Spearhead, treats the period from December 18-21, 1944. It presents the phase of the battle when the spearhead of the German 5th Panzer Army first approached the vital road and communication center at Bastogne. The second Scenario, the Relief of Bastogne, depicts the situation from December 21-26, the period of Patton's drive up from the south to relieve the siege of Bastogne and open a supply line to the defenders. Each Game-Turn represents one-half day of actual time, and the scale of the map is approximately 850 meters per hex.

[11.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive Reinforcements as directed by the Reinforcement Schedule for each Scenario. These units appear during the Owing Player's Movement Phase on the Game-Turn indicated on the Reinforcement Schedule. The Reinforcement Schedule states the Game-Turn of appearance, the Strengths and designations, and the map edge on which they enter.

PROCEDURE:

During his Movement Phase, the Owing Player places each Reinforcing unit on any of the specified hexes on the map edge, as designated on the Rein-

forcement Schedule. They may be brought into play in any order and at any time during the Owing Player's Movement Phase.

CASES:

[11.1] MOVEMENT OF REINFORCEMENTS

[11.11] The hex first entered by a Reinforcement unit must be one of those map edge hexes designated for that unit by the Reinforcement Schedule. All Reinforcement units must expend Movement Points according to the Terrain Key in order to enter that first hex. All terrain restrictions apply to entry hexes.

[11.12] When the entry hex contains a road (or trail) **leading off of the map**, Reinforcement units may enter that hex at the road (or trail) movement rate.

[11.13] Any number of units may enter through the same entry hex. There are no movement penalties or restrictions imposed on subsequent Reinforcement units entering through the same hex during a single Movement Phase. [Units may **never** end the Movement Phase stacked.]

[11.14] Once on the map, Reinforcements may be moved normally. The Owing Player may sequence the arrival of his Reinforcements with the movement of his already-present units in any order he sees fit.

[11.2] RESTRICTIONS

[11.21] Reinforcements may not enter a hex which is, at that point, occupied by an Enemy unit. A Reinforcing unit may enter an Enemy-controlled hex (but it must cease movement therein).

[11.22] A Player may deliberately withhold Reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Turn. Regardless of which Turn Reinforcements are brought in, they must appear in one of their scheduled hexes.

[11.23] Reinforcements that have not yet entered the map have no effect upon the movement of either Player's units.

[12.0] EXITING THE MAP

GENERAL RULE:

The German Player is required to exit units from the map. An exiting unit must expend Movement Points to enter an imaginary hex presumed to be adjacent to the map edge. The terrain in this imaginary hex is presumed to be similar to the terrain in the hex from which the unit exited. This includes the use of road and trail movement by

exiting units moving off of the map through hexes that contain roads or trails **that lead off the map from the exit hex**.

CASES:

[12.1] RESTRICTIONS

[12.11] Once a unit exits the map, it may not return.

[12.12] A unit may not exit the map as a result of combat. If it does so, then it is eliminated. Units may only exit the map during the German Player's Movement Phase.

[13.0] AIRBORNE UNITS

GENERAL RULE:

The Airborne units on **both** sides are to be treated as infantry units. These units were employed strictly as infantry, even though the U.S. airborne troops were trained paratroopers. German airborne units were parachute in name only.

[14.0] ARTILLERY

GENERAL RULE:

Neither Player may add more Ground Support or Artillery Strength Points (either Barrage or FPF) to an individual combat situation than there are Friendly Ground Strength Points (Attack or Defense) participating. The maximum number of Artillery Strength Points allowed is determined by totalling the appropriate (Barrage or FPF) Strength of the participating Friendly non-Artillery units. Both adjacent and non-adjacent Artillery units count against this limit. Each unit's Strength is considered an integral whole, which may not be divided or reduced.

[15.0] SCENARIOS: HOW TO SET UP AND PLAY THE GAME

GENERAL RULE:

The instructions for each Scenario include: Historical Notes, detailing briefly the events and circumstances of the Scenario; each Player's Initial Order of Battle and the initial units' deployment hexes; the Reinforcement Schedule for each Player; Special Rules in effect for that particular Scenario; the length (in Game-Turns) of the Scenario; and the special Victory Conditions of that Scenario.

PROCEDURE:

Unit designations are listed first, followed by the unit type and quantity in parentheses. (No quantity is shown if there is only one unit of that type.) Units are deployed according to the instructions which precede each group of units. Unit designations are provided for reference only. Players may ignore them.

[15.1] SCENARIO I, SPEARHEAD

[15.11] HISTORICAL NOTES

This Scenario portrays the situation from December 18-21, 1944, when the spearhead of the German 5th Panzer Army, including the 2nd Panzer Division, Panzer Lehr and the 26th Volksgrenadier Division, approached the important communication center at Bastogne. This vital area was defended by improvised teams from the 9th and 10th Armored Divisions with the 101st Airborne Division being rushed in behind them. The Germans attempted to take Bastogne and establish a continuous east-west road link, while keeping to their timetable by moving the bulk of both Panzer Divisions on towards the Meuse River to the

west by December 23. The Americans were simply trying to hold Bastogne at all costs.

[15.12] U.S. INITIAL DEPLOYMENT

Deploy in any hex, except hexrows 2800 and 2900: 52(4-4-12), 2(4-3-12), 811(5-4-12), 73 and 58(two 1-2-12/2-12's).

Deploy in any hex within two hexes of Bastogne hexes (inclusive):

20(4-4-12), 3(4-3-12), 90(1-3-12), 420(1-2-12/2-12).

[15.13] GERMAN INITIAL DEPLOYMENT

No German units begin the game on the map.

[15.14] U.S. REINFORCEMENT SCHEDULE

Arriving on Game-Turn Two, on any hex on western mapedge:

1/501, 2/501, 3/501, 1/502, 2/502, 3/502, 1/506, 2/506, 3/506, 1/327, 2/327 and 3/327 (twelve 2-4-7's); 101(1-2-12/2-7).

Arriving on Game-Turn Three, on any hex on western or southern mapedges:

705(5-4-12), 755 and 969 (two 3-2-18/1-7's).

[15.15] GERMAN

REINFORCEMENT SCHEDULE

Arriving on Game-Turn One, on hex 2913:

1/3 and 2/3 (two 6-4-12's), 1/304, 2/304, 1/902 and 2/902 (four 5-5-12's), 2(2-3-14).

Arriving on Game-Turn Two, in any hex on eastern mapedge, between hexes 2908 and 2915, inclusive:

1/2(5-5-12), 1/903 and 2/903 (two 4-4-12's), 2/2(4-4-7), Lehr(2-3-14), 1/77, 2/77, 3/77, 1/78, 2/78, 3/78 (six 3-3-7's), 2(3-2-18/1-12), 2(4-2-12/2-12).

Arriving on Game-Turn Four, in any mapedge hex between 2908 and 2921, inclusive:

1/901, 2/901 (two 5-5-12's), 1/39, 2/39, 3/39 (three 3-3-7's), 26(1-3-12), 26(3-2-18/1-7), 26(4-2-12/1-7), Lehr(3-2-18/2-12), Lehr(4-2-12/2-12).

Arriving on Game-Turn Seven, in any hex on the eastern mapedge south of 2918, inclusive:

1/13, 2/13, 1/14 and 2/14 (four 3-3-7's), 1/15 and 2/15 (two 3-3-12's), 5(3-2-18/1-7), 5(4-2-12/1-7).

[15.16] SPECIAL RULES

1. The **German Player** is the First Player. His Player-Turn is first in every Game-Turn.
2. The Scenario Length is **seven** Game-Turns.

[15.17] VICTORY CONDITIONS

The **German Player** receives one Victory Point for each unit of the 3rd Panzer Regiment (1/3 and 2/3 armor battalions) and of the Panzer Lehr Division (1/901, 2/901, 1/902, 2/902, 1/903, 2/903 mechanized battalions, Lehr reconnaissance battalions and two Lehr self-propelled artillery battalions) which exit off the western mapedge (only). These units have divisional designations to the right of the unit type symbol for easier identification. Additionally, the German Player receives ten Victory Points for the control of Bastogne. A Player controls Bastogne if his units occupy or were the last to pass through both hexes of Bastogne (1317 and 1416). Enemy Zones of Control have no effect upon Victory Conditions. Exited units need not have a Line of Communication.

The **U.S. Player** receives three Victory Points for each of the specified German Reinforcements which fails to exit the map. Additionally, the U.S. Player receives twelve Victory Points if he was the last to occupy Bastogne. He also receives six Victory Points if neither Player controls Bastogne.

[15.2] SCENARIO II, THE RELIEF OF BASTOGNE

[15.21] HISTORICAL NOTES

Patton began moving elements of his Third Army northwards towards the "Bulge" as early as

December 18. By the time the assault units were assembled, the siege of Bastogne had begun, and the main objective of Patton's attack became the relief of the 101st Airborne Division. The main burden of the relief fell on the seasoned veterans of the U.S. 4th Armored Division. The way to Bastogne was blocked by the German 5th Parachute Division, whose tenacious defensive battling ranks among the finest.

[15.22] U.S. INITIAL DEPLOYMENT

No U.S. units begin the game on the map.

[15.23] GERMAN INITIAL DEPLOYMENT

Deploy in any hex more than two hexes from the southern mapedge, and more than four hexes from both Bastogne hexes (1317 and 1416).

1/13, 2/13, 1/14 and 2/14 (four 3-3-7's), 1/15, 2/15 (two 3-3-12's), 5(4-2-12/1-7), 5(3-2-18/1-7).

[15.24] U.S. REINFORCEMENT SCHEDULE

Arriving on Game-Turn Nine, in any hex on the southern mapedge:

8 and 35 (two 4-3-12's), 37(5-3-12), 10, 51 and 53 (three 5-5-12's), 25(1-3-12), 704(5-4-12), 22, 94 and 253 (three 1-2-12/2-12's), 177 and 776 (two 3-2-18/1-7's).

Arriving on Game-Turn Fourteen, in any hex on the southern mapedge:

1/318 and 2/318 (two 2-3-7's).

Arriving on Game-Turn Sixteen, in any hex on the southern mapedge:

6(1-3-12).

[15.25] GERMAN

REINFORCEMENT SCHEDULE

Arriving on Game-Turn Ten, in any hex on the eastern mapedge:

11(3-2-12).

Arriving on Game-Turn Twelve, in any hex on the eastern mapedge north of 2918, inclusive:

1/115, 2/115, 3/115 (three 4-4-12's).

Arriving on Game-Turn Sixteen, in any hex on the eastern mapedge, north of hex 2915, inclusive, or in any hex on the northern mapedge east of hex 2001, inclusive:

1/104, 2/104, 3/104 (three 4-4-12's), 15(4-2-12/1-7), 15(3-2-18/1-7).

[15.26] SPECIAL RULES

1. The **U.S. Player** is the First Player. His Player-Turn is first in every Game-Turn.
2. The Scenario Length is **nine** Game-Turns. It begins on Game-Turn Nine and continues through Game-Turn Seventeen.
3. The **German Player** may not move any of his units into any hex that is within four hexes of either Bastogne hex. Any German unit forced into one of these hexes is eliminated.
4. Beginning on Game-Turn Ten, the **U.S. Player** receives five Ground Support Points per Game-Turn. These are subject to the limitations of Sections 8.0, 9.0 and 14.0. Left-over Ground Support Strength Points are **not** accumable from Game-Turn to Game-Turn. The total of five Ground Support Points may be used in either Combat Phase of a Game-Turn, but not both. The U.S. Player must keep track of Ground Support Points expended during the Game-Turn on a separate piece of paper.

[15.27] VICTORY CONDITIONS

The **U.S. Player** wins by establishing a Line of Communication from either hex 0431 or 1231 to either hex 1119 or 1419 at the end of any Game-Turn. The game ends upon completion of this condition. If this condition is not met, however, by Game-Turn Seventeen, the **German Player** wins.

A Line of Communication is defined as a series of contiguous **road** hexes, all of which are connected by road hexsides, not occupied by Enemy units or their Zones of Control.

[15.3] CAMPAIGN GAME

[15.31] HISTORICAL NOTES

The Campaign Game presents the entire campaign and spans the Scenarios in a continuous fashion.

[15.32] U.S. INITIAL ORDER OF BATTLE

Same as in Case 15.12.

[15.33] GERMAN INITIAL ORDER OF BATTLE

Same as in Case 15.13.

[15.34] U.S. REINFORCEMENT SCHEDULE

Arriving on Game-Turns Two and Three:

(Identical to Case 15.14.)

Arriving on Game-Turns Nine, Fourteen and Sixteen:

(Identical to Case 15.24.)

Arriving on Game-Turn Eighteen, on any hex on the southern mapedge:

1/134, 2/134, 3/134, 1/137, 2/137, 3/137, 1/320, 2/320, 3/320 (nine 2-3-7's), 19(4-3-12), 60(5-5-12).

[15.35] GERMAN

REINFORCEMENT SCHEDULE

Arriving on Game-Turns One, Two, Four and Seven:

(Identical to Case 15.15.)

Arriving on Game-Turns Ten, Twelve and Sixteen:

(Identical to Case 15.25.)

[15.36] SPECIAL RULES

1. The **German Player** is the First Player. His Player-Turn is first in every Game-Turn.
2. The Campaign Game Length is **eighteen** Game-Turns.
3. Beginning on Game-Turn Ten, the **U.S. Player** receives five Ground Support Points per Game-Turn. (See Case 15.26, nr. 4.)

[15.37] VICTORY CONDITIONS

Same as in Case 15.17. However, the specified German Reinforcements must be exited before the end of Game-Turn Eight in order for the German Player to receive Points for them. The U.S. Player receives three Points for each of the specified German units which fails to exit the map before the end of Game-Turn Eight.

[16.0] GAME NOTES

[16.1] PLAYERS' NOTES

The **Spearhead** Scenario places the burden squarely on the German Player's shoulders. He must continually attack towards Bastogne with every unit under his command. He should easily be able to envelop the town to both the north and south, and subsequently maintain strong concentric pressure. Since the bulk of the German armored punch must be withdrawn during the last Turn, those units must be effectively disengaged the Turn before. This implies that the objective must be within reach by the end of the Fifth Turn. To accomplish this, the German Player must eliminate U.S. units at every opportunity early in the game, and pin down U.S. maneuver forces by advancing after combat with infantry into contact with the U.S. units. Be wary of U.S. attempts to pin straggling German panzers that need to be withdrawn on the last Turn, and do not give him the opportunity to eliminate enough of the withdrawing panzers to gain an automatic victory.

The U.S. Player has two routes to follow. He can commit everything to the defense of Bastogne or he can lure the German forward, allowing him to take Bastogne and thus either snip off enough of the withdrawing units or tangle and pin them down so that they are unable to withdraw. If the defense of Bastogne is chosen, it must be tenacious. Time is on the U.S. Player's side. Trade

units for time and space. This usually means sacrificing both armored combat commands early and holding on with the battered 101st to the bitter end.

In the **Relief Scenario**, the U.S. Player must push continually. The paucity of German units means a very thin line indeed. Try to spring as many holes as possible. Any shot to eliminate a German unit should be taken, but do not advance after retreating German attackers, because this pins down units during the U.S. Movement Phase. A broad front advance is best.

The German Player is faced with a seemingly impossible task, but by using the terrain, giving it up as often as is needed, the U.S. advance can be slowed and the game won. Do not hold strong positions if doing so means weakening the rest of the line. Accept retreats and never expose units in positions where they may be surrounded. If the U.S. Player achieves a breakthrough, you can always maneuver your units to cut the Line of Communication behind him.

In the **Campaign Game**, it is the German Player who will have difficulty in the long run. He should press his early advantage while it lasts and then hang on.

[16.2] DESIGNER'S NOTES

The Ardennes Offensive was a desperate battle for the troops on both sides. The German soldiers knew that the end was near, but in their last great offensive they still held a glimmer of hope. In order to achieve any success at all, the offensive would have to go very well. For the Americans, the tables had been turned. Used to fighting a war of overwhelming logistics, American units found themselves cut-off, unsupplied and outnumbered. The situation was even more psychologically devastating because of the level of surprise the German attack had achieved, and general feeling among the U.S. troops prior to the attack that the Germans were beaten and the war was almost over. Even though the region around the peaceful Belgian village of Bastogne represented a small corner of the campaign, the action there typified the entire battle.

The game has a semi-tactical flavor that makes it unique among the myriad of games dealing with the "Bulge." It captures the situation that tottered around the now historic town for the most important days of the battle. The counter limitations prevented carrying the scenarios out to include the major attacks that occurred in the area through early January; however, these scenarios tended to be less interesting than those provided.

DESIGN CREDITS

Game Design: **Larry Pinsky**

Physical Systems and Graphics:

Redmond A. Simonsen

Game Development:

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Production: **Manfred F. Milkuhn, Larry Catalano, Kevin Zucker, Linda Mosca.**

