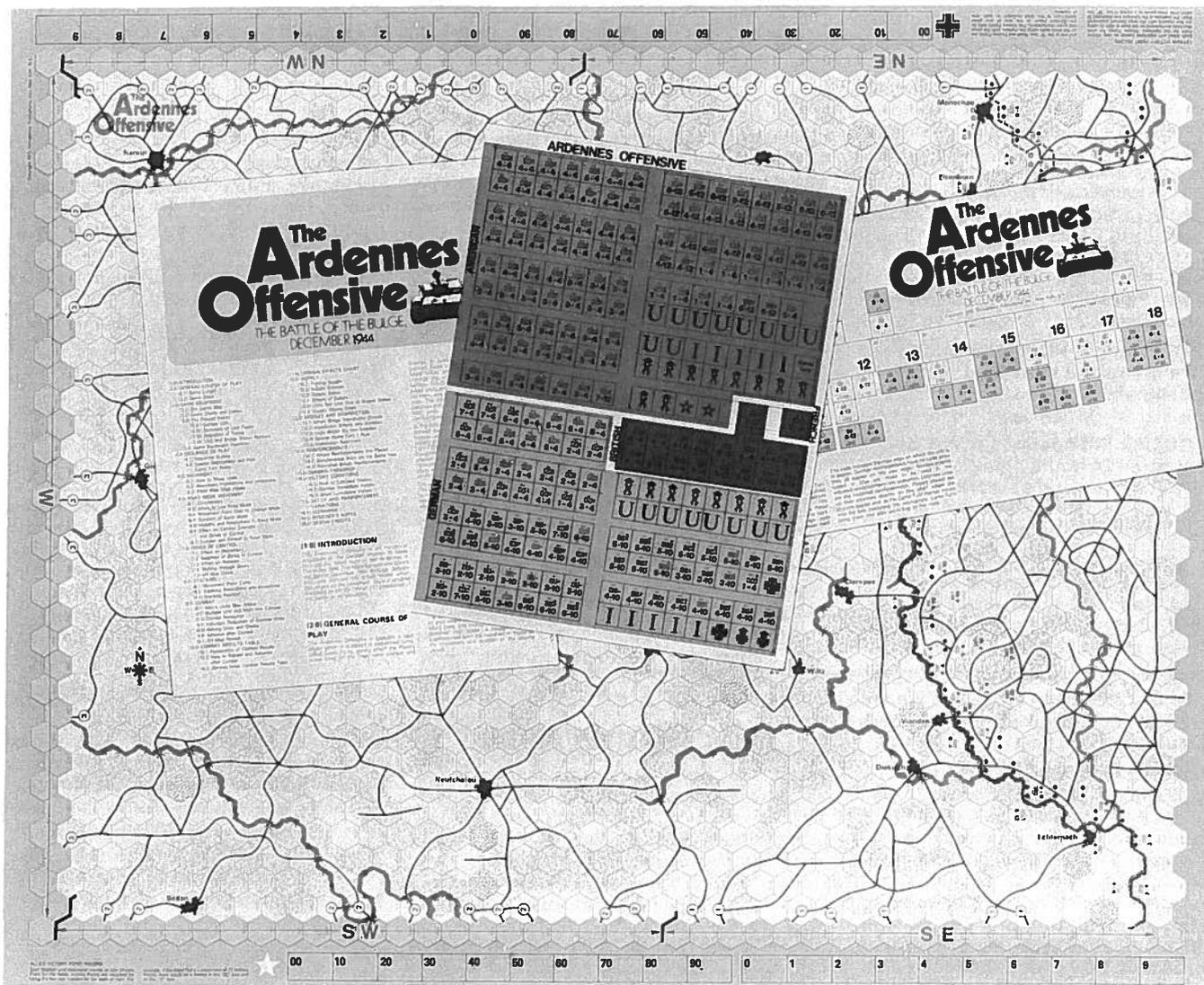


The Ardennes Offensive

The Battle of the Bulge, December 1944

• A Realistic *and* Playable • Bulge Simulation Reinforcement Options • Realistic Road-March Rules



Hitler lost the last battle he *had* to win in the Ardennes. When the German offensive collapsed at the end of 1944, the Allies needed only four months to mop up Europe. The armored strike in the snow-clad Ardennes had been the death rattle of the German army.

The Ardennes Offensive is another *and* a *better* simulation of the Battle of the Bulge. The Bulge is probably the best documented battle of World War II. We've yet to see the definitive study...or simulation, of the battle. S&T #20 carried our first game on the campaign, *Bastogne*, designed to succeed where Avalon Hill's *Bulge* had failed (realism). *Bastogne* failed where *Bulge* had succeeded (playability). Which brings us to *The Ardennes Offensive*: a new

regimental-level simulation of the most desperate battle of the war.

The 22" x 28" color mapsheet is a simplified and refined update of the *Bastogne* map (based on an army road net map). The Allied and German die-cut unit counters are historically designated as the Divisions, Brigades, and Regiments they represent. The game is scaled in one day Game-Turns: hexes are 3.15 kilometers across. *The Ardennes Offensive* rules are tailored to this compact game scale.

To simulate an offensive that failed due to traffic jams, rules were devised to road-march units realistically. Other rules developed specifically for the regimental game scale employed detail Zone of

Control infiltration, initial German shock effects, bridge interdiction, and cutting Allied reinforcement routes. The game lasts eighteen turns and features variants for historical and Player-option deployments (in which units are laterally freed from historical deployment but maintained in their initial combat line of attack/defense). Reinforcement options allow for historical, German accelerated, and Allied retarded reinforcement schedules.

We believe that this game captures the flavor and the fact of the largest battle ever fought by U.S. forces and that it is neverthe less highly "playable"

The Ardennes Offensive is available (boxed) from Simulations for \$6.00.