

BATTLES FOR THE ARDENNES QUADRIGAME

The German *Wehrmacht* in Victory and Defeat

- Four Battle Games and two distinct Campaign Games from 1940 and 1944 in one package
- Regiment/Battalion sized units with Step Reduction
- Airpower, Divisional Integrity and Road Formations

The Ardennes forest region, a broken, rolling area of ground, covers parts of four European nations: France, Belgium, Luxembourg, and Germany. Throughout history, these dark woods have seen many armies meet victory and defeat under their shadow. Two of the most dramatic of these campaigns raged through the Ardennes during the Second World War; once in 1940 as the German *Wehrmacht* shocked the Belgian and French military establishments with a surprise assault that carried the unstoppable Panzer divisions to the English Channel; and again in 1944 when a seemingly defeated *Wehrmacht* suddenly bounced back with a full-scale offensive aimed at cutting in two the British and U.S. forces threatening Germany in the campaign known as the Battle of the Bulge.

Now both of these campaigns can be recreated in *Battles for the Ardennes*. Four 17" x 22" maps link together to form the entire Ardennes battlefield on which the two Strategic Games can be played utilizing different exclusive Rules and entirely separate sets of counters. Four fast-playing Folio

Games, three from 1944 and one from 1940, may be played on the individual maps.

Combining the realistic elements of *Wacht am Rhein*, the dynamic mechanics of *Panzergruppe Guderian*, and the ease of play of the *Mod Quad* series, the basic game system of *Battles for the Ardennes* accurately portrays combat in the Ardennes on a regimental level. The scale of all six games is 2.9 kilometers to the hex with two Game-Turns per day. All towns, cities, major waterways, and roads that affected or could have affected the battles are carefully portrayed. Special attention is paid to terrain, so crucial in the Ardennes, with light and heavy forest, broken, and clear terrain all accurately represented.

The 800 counters include German, U.S., British, French and Belgian infantry, mechanized infantry, armor, recon, engineer, artillery, rocket artillery, parachute and glider unit types. Successful play of the games rests on understanding the different capabilities of these unit types in regard to Movement, Combat, and other game functions. The player must also appreciate the importance of proper

divisional organization and the various air missions from which to choose.

The 1944 Campaign game, for instance, (with 35-plus Game-Turns and all four maps), has a surprisingly low unit density and can be played easily in one day by four players or over a weekend by two. It portrays the entire Battle of the Bulge from the initial German assault against the unsuspecting and weak American line on 16 December to the devastating Allied counteroffensive in the first week of January.

The 1940 Campaign game presents the German *Wehrmacht* at the height of its power, facing incompetently commanded French and Belgian armies in a 12-Turn game of sweeping armored action. The game is no cake-walk for the German Player however; to win he must clear virtually the entire map of the enemy with next to no losses incurred.

The four Folio Games described below are available separately or as part of the *Battles for the Ardennes* package. They present four crucial battles from the campaigns of 1940 and 1944. Each game includes a 17" x 22" map, a rules booklet (common to all four games), and 200 counters.

St. VITH:

The Sixth Panzer Army Assault

Covers the first six days of the attack by the "SS" army Hitler hoped would be the spearhead of his Ardennes Offensive in 1944.

The German Player must overcome his poor deployment and race west through the American line, preventing the American forces from reorganizing. Meanwhile, the American Player has to delay the German with

as little as possible until he can stabilize the front and build up a counterattack force. Take care though: German second-wave reinforcements can send the stalled Panzers right through a solid looking American defense.

CLERVAUX:

Breakout of the Fifth Panzer Army

Presents a battle from the 1944 campaign created when the Fifth Panzer Army destroyed the American line and outran the

Sixth Panzer Army to the north. Meager American forces must delay the rapid German mechanized formations until reinforcements can block the vital road junctions and shore up the stretched southern flank. Although the

German Player is on the general offensive, neither side has many units. Inevitably, the wild battle focuses on the town of Bastogne, where tactical finesse can make or break a Player's strategy.

CELLES:

The Battle Before the Meuse

Serves well as an introductory game to the quad as it has only seven Game-Turns and about fifty units. However, there are no set

strategies in this always-different representation of the furthest German advance in the Battle of the Bulge. The German Player faces the risk of continuing the drive to the Meuse River or consolidating his position to

forestall the counterattack. The American Player must attack as soon as possible, if only to take the initiative from the German, while contending with a gaping hole in the west of his line and strong German attacks.

SEDAN:

Guderian Across the Meuse

Presents a miniature version of the 1940 campaign in the west. The French Player

must overcome incompetent high command in trying to stem the awesome charge across the Meuse by General Heinz Guderian's 19th Panzer Corps. There is hope, however. By choosing the best temporary defensive line and engineering the destruction of bridges

properly, the German assault can be channelled in the slowest directions. A judicious counterattack can further hamper the German Player, who must adhere to a fierce timetable and lose a minimum of mechanized forces if he wants to better Guderian.

**The *Battles for the Ardennes Quad* will sell for \$14. Available 3 November 1978.
Each individual Folio Game will sell for \$4. Available 24 November 1978.**