

## Ardennes Offensive Turn 1 Mandatory German Attacks by Donald Johnson 05/18/2022

On turn 1 per rule 4.2 including errata, there is no German Initial Movement phase, the German player **must** attack every adjacent US unit and every German unit adjacent to a US unit **must** attack. German units have tripled combat strength on attack and defense and attacks **must** use the German Initiative CRT. (Note: These required attacks are a way to slightly change the initial setup so that each game will be slightly different and therefore any possible turn 1 perfect plan for either player is somewhat harder to try to figure out.)

In all cases but one, the mandated attacks can be calculated ahead of time; there are 2 different ways to attack 4 units in the North, I give the two options as A and B, one way **must** be chosen (I prefer **A in bold**). The German player may choose to reduce combat odds but **not** below 2-1 (See errata on 9.4). The Allied player announces after odds are declared but before the combat die roll that a unit in a town either ignores retreat results or accepts retreat results. **Mech units are in bold**. One winning attacking or defending mech unit may choose to advance after combat.

Defender	Attacker	Odds	Chosen Odds, Actions
<b>4-12</b> 0308 town	4-4xx 0307	3-1	2-1 If Dr then Dr1 0408, Dr2 0508
<b>(A2)</b> 4-4, 5-4 0506, 0507	5-4xx	1-1	1-1 Dr1 0508/elim, Ar1 0306 Ar2 0205
<b>(A1)</b> 4-4, 3-4 0606, 0706	5-4xx	2-1	2-1 Dr1 0707/0806
(B1) 4-4 0507	5-4xx	3-1	2-1 Dr1 0508, Dr2 0608 town
(B2) 5-4, 4-4, 3-4 0506, 0606, 0706	5-4xx	1-1	1-1 Dr1 elim/0707/0806, Ar1 0604, Ar2 0603
3-4 0905	2-4, 2-4	4-1	
<b>4-12</b> 1105	<b>3-10</b> , 2-4	3-1	2-1
4-4 1609	2-4, 2-4	3-1	2-1 as want to avoid Dr2 into St. Vith town. Dr1 1510, Dr2 1410 town
3-4 2011	5-4xx	5-1	do after attack on 2311 as that may restrict choices
4-4 2311	<b>4-10</b>	3-1	2-1 as want to avoid Dr2 into Clervaux town. Dr1 2312, Dr2 2313 town, advance 4-10 to 2311
4-4 2909	<b>4-10</b> , 7-4xx	8-1	8-1: if Ex lose 7-4, advance 4-10 to 2909
<b>5-12</b> 3206	6-4xx	3-1	2-1 Dr1 3306, Dr2 3405
4-4 3304 town	2-4	1-1	1-1 If Dr then Dr1 3305, Ar1 3103, Ar2 3102
4-4 3503	2-4	1-1	1-1 Dr1 3504, Ar1 3501, Ar2 3301

P. S. The German player should try to get an immediate victory by scoring 35 VPs by the end of turn 6 via rule 16.2. The Allied player must try to thwart this. As this is the best chance for the German player to win, the German player should assess whether playing all 18 turns is worthwhile to try to find a way to win or draw; if not, they may consider accepting a loss result immediately after turn 6. German rolls to start using standard CRT at the start of turn 6.