

BULGE 20: THE ARDENNES OFFENSIVE History-as-Game Example of Play v1.1

This extended **Example of Play** for **BULGE 20** illustrates the Setup and first Game Turn as told using the actual history of this campaign.

Setup: Prelude to The Bulge

With Bad Weather in place and the markers at the ready, the Allied Player positions his forces as shown on the setup sheet (the 3rd Mechanized Infantry corps was historically spread out between its two possible starting locations, but for the sake of this example we shall place it in Clervaux).

The Allied Player places his units on his OOB mat and selects his historical starting hand for this example, both as shown on the Setup sheet.

The German Player, with Hitler's voice ringing in his ears, chooses his Grand Slam objective, *Wacht am Rhein*, and places it face-down on the table.



He covers it up with the Objective maker and flanks it with the other two hidden objective cards as shown on the Setup illustration.

Then he deploys his armies as follows:

6th Panzer Army: northern Bulge assault force (Losheim) – *sometimes referred to as 6th SS Panzer Army, although the "SS" title was not added until later*

5th Panzer Army: central force (Schnee Eifel)

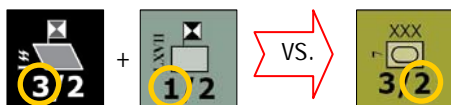
7th Army: left flank guard (Bitburg)

For this example, the German Player places his units on his OOB mat and selects his historical starting hand, both as shown on the Setup sheet.

Game Turn 1: 16-18 December, 1944

German Action Phase

1. First, the German player leads with his **G-2 Autumn Mist** Event, gaining surprise (automatic **First Fire**) for his upcoming attacks. Note that the Allied Player cannot cancel this Event with his own **G-2** or **Eisenhower** cards.
2. Second, the German Player "delivers the 1-punch" by using his **G-3 Peiper Breaks Out** card and launching an attack with the 6th Panzer Army against **Elsenborn**.
 - 2a. Both players commit one Staff card to the Battle, and they are simultaneously revealed. The German Player uses a **G-4 Logistics** card to enhance his Attack Factors, while the Allied player was merely bluffing with his **Friction of War** card.
 - 2b. The corps units are placed on the Battle mat, along with a **G-4 Support** marker for the Germans (+1 Combat Factor per unit engaged at that Battle).



- 2c. With the **Tactical Advantage** thanks to the **Autumn Mist** Event, the German player rolls first with 7 total dice (1 for the infantry corps, +3 for the SS panzer corps, +1 for the **Peiper** Event enhancing the panzer corps, +1 for *each* engaged corps for the **G-4** support = 7 dice). The results are: 1, 1, 1, 1, 1, 1, 1.

and 1, 1. The Allied player takes the Hit (1, 1), flips his armored corps over, and returns fire.

- 2d. Rolling only 1 die for his (now) reduced (2/1) armored unit, the Allied Player rolls a lucky 1, 1. One Hit is taken upon the German infantry corps; it flips to its 0/1 side.
- 2e. Since the Allied player has two 1, 1s still to resolve, that means at least one more Hit (10.5.3), so he removes the 7th armored corps to the Replacement Pool on his OOB mat.
- 2f. The German 6th Army advances into **Elsenborn** thanks to **Peiper** Event. Normally, units cannot advance into a Rough / Forest space and an additional **G-3** card would be required to move into (i.e., 'capture') difficult terrain after an attacker's victorious Battle there.
3. So, next he plays a **G-3** card and performs a Tactical Movement Action with the 6th Panzer Army, tactically moving it into **Malmedy**.
4. The "2-punch" falls as the German Player uses the other of his two **G-3** cards to have the 5th Panzer Army attack the US 1st Army at the crossroads of **St. Vith**.
 - 4a. Both players commit one Staff card to the Battle, but each plays only his **Friction of War** card. *The Germans wished for more Combat Support for this important attack!*



- 4b. The corps are placed on the Battle mat, with the Germans committing both of his panzer corps; his infantry corps remains unengaged (due to the terrain restrictions).
 - 4c. Again enjoying the **Tactical Advantage** thanks to the **Autumn Mist** Event, the German player rolls first with 4 total dice. The results are a miraculous: 1, 1, 1, 1. The Allied player takes the Hit (1, 1), flips his corps over, and returns fire.
 - 4d. Rolling only 1 die, the Allied Player rolls a 1 and misses.
 - 4e. Since the Allied player has two 1, 1s still to deal with, his 1st Army unit ignores the first 1, 1 (10.5.1; third bullet) and takes the second 1, 1 by retreating his unit to **Houffalize**.
 - 4f. The German 5th Army advances into **St. Vith** and must stop there because: A) it is not pure panzer; and B) there is no other qualifying space to exploit into anyway – they're all enemy occupied *and* forests!
5. Now the German Player commits his **G-3 II Jagdkorps** on an **Interdiction** mission (all it can do in Bad Weather), but rolls a 1 for No Effect.
 6. With only his **G-1** card left, the German Player has a decision to make: Reorganize his disorganized infantry corps, or Transfer a corps to 6th Panzer Army, which is making headway. He opts to do the latter, Transferring the 2nd SS panzer corps from its Army Group B HQ box to the 6th Panzer Army box on his OOB mat.

German Planning Phase

The German Player then selects seven Staff cards to carry him through the upcoming Allied Player turn and his own next Player Turn. He selects:

- One **G-1** card which is always useful for dealing with unexpected "fires"
- The **G-2 Otto Skorzeny** card that has a myriad of play possibilities for next turn
- The **G-3 2nd Panzer Division / Panzer Lehr Breaks Out** card to attack with
- Two more **G-3** cards to keep his momentum
- Two **G-4** cards (including **Carefully Horded Supplies**) for combat support or to bring up a corps from HQ via strategic movement

Allied Action Phase

1. The Allied Player leads with his **G-2** card to reveal one German non-Objective card (**Operation Aachen**), allowing him to make a reasonable determination of the real German objective. The German player does not opt to use his **G-2 Otto Skorzeny** card to negate this, preferring to hold it for his own purposes next turn.
2. Then the Allied Player uses his **G-4** card to move the 18th airborne corps three spaces from 12th Army Group HQ to **Bastogne**.
3. With problems unfolding on the map, the Allied player considers his next two card-plays carefully. He wants to: **A)** Transfer a corps from 9th Army and then Assign it to 1st Army – *which requires two Staff cards*, **B)** Reorganize the 5th mechanized infantry corps in **Houffalize** – *i.e., flip it back up to full-strength*, and **C)** Reconstitute the eliminated 7th armored corps in his Replacement Pool. *He has 4 cards' worth of tasks and only 2 cards to accomplish them!*
He decides to use his **G-1** card to Transfer the US 16th mechanized infantry corps to 12th Army Group HQ (repositioning it on his OOB mat).
4. Finally, with **Eisenhower Takes Command**, he uses it as a **G-4** Reconstitute Action. The US 7th armored corps is moved from the Replacement Pool to the Game Turn Track; a die roll of 1 places it on Game Turn "3" box there.

Allied Planning Phase

The Allied Player then selects his five Staff cards:

- His **G-1 Commit US 3rd Army** card (knowing that **Operation Aachen** is *not* the Objective makes this vital reinforcement a "safe play")
- Two **G-1** cards to Assign the 16th mechanized infantry corps to 1st Army and deal with "fires"
- The **G-4 Engineers Blow Bridges** card to slow the Germans down by American rearguards
- A **G-4** card to move Patton through Luxembourg

Weather Determination / Housekeeping

A weather die roll of 1 indicates continued bad weather, so the Change Weather Reminder marker is left to one side.

Finally the Game Turn marker is advanced to **Game Turn 2** which now commences with the German Action Phase.