

WACHT AM RHEIN

The German assault in the Ardennes was such a shock that many of the commanders in this section of the front hoped that it was just a bad dream. Unfortunately, it was all true. Four German armies, including two panzer armies, broke through the weak defences at the meeting point of the 1st and the 3rd American Army. The wooded and snow-covered hills of the Ardennes blanketed by low-lying clouds saw many deadly clashes during that time. The Germans were very successful in the first days of the offensive and advanced more than 100 kilometres (60 miles) westward, thanks to their superior numbers and surprise factor. But the reaction of the Allies was swift. The threatened section of the front was quickly reinforced

by a larger part of General Patton's 3rd Army and all 1st Army reserves, while General Montgomery moved his strengthened XXX Army Corps towards the River Meuse. They slowly began to set a trap for the attacking Germans.

The Americans chose Bastogne as the first target of their counter-offensive. The city had been defended by paratroopers, who were completely surrounded and badly needed to be relieved. If successful, this manoeuvre could put the entire left flank of the German forces in danger. This attack was effective enough to allow the American tanks push through to Bastogne within just two days, but further actions intended to widen the corridor proved impossible.

SETUP:

GERMANS:

7 Army		5 Panzer Army		410 VAK	6120	277 VGD	6410
Sztab LXXXV AC	6432	XLVII Panzer Corps		244 StuG	6418	12 Panzer Div.SS	6409
18 Werf., 406 VAK	6432	HQ, 766 VAK	6028	51/18 VGD	6019	9 Werfer	6408
5 FD	5830	2 Panzer Div.	5626	30/18 VGD	6117	LXVII	
11 StuG	5930	26 VGD	5728	54/18 VGD	6216	HQ, 405 VAK	6205
352 VGD	6031	Panzer Div. LEHR,	6128	62 VGD	5821	17 Werfer	6400
LXXX AC		15 Werfer	5828	6 Panzer Army SS		902 StuG	6106
HQ, 8 Wrfer	6431	LVIII Panzer Corps		1 Panzer Corps SS		751/326 VGD	6208
408 VAK	6431	HQ, 401 VAK	5921	HQ, 1 Panzer Div.SS	6313	326 VGD	6007
212 VGD	6432, 6332	7 Werfer	5921	12 VGD	6211	981/272 VGD	6005
276 VGD	6032	560 VGD (bez pułku)	5622	3 FD	6213	982/272 VGD	6103
15 Army		116 Panzer Div.	5522	150 BPanc.	6310	980/272 VGD	6201
89 ID	6201	LXVI AC		388 VAK	6413		
85 ID	6299	HQ, 16 Werfer	6418	402 VAK	6413		

ALIES: (fortified)

1 Army		395/99 ID	5904	8/4 ID	6333	110/28 ID	5427
V AC		393/99 ID	6008	VIII AC		109/28 ID	5629
HQ	5000	394/99 ID	6011	HQ	4226	CCR/9 Arm.Div.	5707
309/78 ID	6099	187 Art./V AC	5708	14 Cav.	5813	CCA/9 Arm.Div.	5831
310/78 ID	6101	190 Art./V AC	5606	422/106 ID	5620	CCB/9 Arm.Div.	5224
311/78 ID	5903	3 Army		423/106 ID	5918	177 Art./VIII AC	6035
102 Cav	5805	XII AC		424/106 ID	6015	402 Art./VIII AC	5530
2 ID	5910	12/4 ID	6033	112/28 ID	5321		

Notes:

- The WACHT AM RHEIN scenario can also be played using the “free” (unrestricted) variant. If this option is chosen, the player commanding the German forces can deploy his/her forces freely to east of the frontline, marked with the thin, black dotted line.
- The game lasts from 16 December to 5 January. The game time can be extended at the request of the German player, if the Allied player agrees.
- Germans move first.
- Replacements: as per the calendar.

VICTORY CODNITIONS::

- The player who controls more victory point locations (VP) at the end of the game wins.
- The German player wins automatically if three of his/her units (except HQ and artillery units) cross the Meuse, provided that they are not unsupported (not covered with a “lack of supply” counter) in the supply phase.

PATTON

General Patton was probably the most “dynamic” officer in the entire US Army. He wanted to push the British towards the sea and constantly complained about the slow march of the neighbouring armies, while he had already conquered half of the European continent. That is why he started to prepare an offensive in the northerly direction as soon as he was sent to the Ardennes. He also called for a similar offensive at the northern flank of the German advance. He assigned the main task to his III Army Corps (4th Armored, 26th and 80th ID. The flanks, through feigning actions, were supposed to protect the XII Army Corps and the weakened VIII AC. This second unit’s job was limited to gathering its scattered units and patrolling the thin defensive lines, since it was comprised of only a

French paratrooper regiment, a cavalry brigade and the remaining regiments of the 28 Infantry Division.

The counter-offensive immediately met with strong German resistance, so the Americans called in the support of army and corps artillery units to gain the upper hand. But the situation in the north was not as Patton expected. Instead of attacking, the XVIII Army Corps withdrew from its positions and moved farther away from Bastogne. It soon turned out that the III Army Corps was not strong enough on its own to defeat the Germans and needed to wait for reinforcements. The 35th Infantry Division arrived on 25 December, which allowed the 4th Armored Division to proceed with its decisive attack.

SETUP:

GERMANS:

7 Army (fortified)		2 Panzer Div.	1915, 2418	3 FD	5411
HQ LXXX AC	6333	401 VAK	3423	LXVII AC (fortified)	
408 VAK, 8 Werfer	6432	7 (-1 SP)	3523	HQ	6005
320/212 VGD (-1 SP)	6435	HQ LVIII	4319	9 Werfer	5908
316, 423/212 VGD	6234	60, 146/116 Panzer Div.	3020	12 VGD (-1 SP)	5609
986, 987/276 VGD	6033	16/116 Panzer Div.	3316	3 PGDiv.	5707
988/276 VGD (-1 SP)	5833	156/116 Panzer Div. (-1 SP)	3718	277 VGD (-1 SP)	5706
HQ LXXXV AC	5730	405 VAK	3919	326 VGD (-1 SP)	5904
18 Werfer	6031	1228/560 VGD	3616	LXXIV AC (fortified)	
914, 916/352 VGD	5633	1130/560 VGD	3917	HQ, 246 VGD	6202
915/352 VGD	4635	1129/560 VGD	4121	272 VGD (-1 SP)	6002
226/79 VGD	4732	9 Panzer Div.	4721	89 ID (-1 SP)	6000
212/79 VGD (-1 SP)	5033	3/2 Panzer Div. SS (-1 SP)	4619	85 ID (-1 SP)	6299
208/79 VGD	5333	2 Panzer Div. SS	4318		
410 VAK	5031	XXXIX AC			
15/11 Panzer Div.	5930	HQ, 167 VGD	5224		
11 Panzer Div.	6429	559 bnc, 501 SS	5124		
5 Panzer Army		LXVI AC			
901/L	4129	HQ , 16 Werfer	5616		
FGB	4432	18 VGD (-2 SP)	5516		
14/5 FD	4131	62 VGD (-1 SP)	5520		
11 StuG	4131	244 StuG	5422		
13/5 FD (-1 SP)	3930	6 SS Panzer Army			
15/5 FD	3630	HQ II KPanc. SS	5414		
15 Werfer	4429	FBB, 200 StuG	5314		
15 PGDiv.(-1 SP)	4327, 3926	388 VAK	5713		
766 VAK	3825	402 VAK	5714		
77/26 VGD	4225	9 Panzer Div. SS (-1 SP)	5214		
78/26 VGD	4025	20/9 Panzer Div. SS	5015		
39/26 VGD	3928	HQ I Panzer Corps SS	5010		
HQ XLVII Panzer Corps	3020	1 Panzer Div. SS	5010, 4610		
902/L (-1 SP)	3126	1 ppanc./1 Panzer Div.SS (-1 SP)	5013		
130 Panzer./L	2521	150 Panzer Brig., 5/3 FD	5212		

ALIES:

XXX AC (fortified)		109/28 ID	5534	7 Arm.Div.	5417, 5215, 5015
HQ, 4 GA	Liege	CCA, CCR/10 Arm.Div.	5635	82 ABD	4618, 4815, 4813, 4611
5 GA	Namur	2, 11/5 ID	5734	V AC (fortified)	
29 Arm.Brig.	1615	10/5 ID	5934	HQ	5407
34 Arm.Brig.	3302	8,22/4 ID	6134	30 ID	4509, 4909, 5210
5 GW/G Arm.Div.	1507	12/4 ID	6335	16/1 ID	5410
R/G Arm.Div.	1806	101 ABD, CCB/10 Arm.Div., (-1 SP)		AT/V (-1 SP)	5410
32 GW/G Arm.Div.	2005		Bastogne (1)	18/1	5508
130/53 ID	2306			2 ID (-2 SP)	5608
129/53 ID	2805		1 Armia	393,394/99 ID (-1 SP)	5606
214/53 ID	Liege	VII AC		395/99 ID, 102 caw.	5705
2 HCR	2111	HQ	3210	47/9 ID	5803
		75 ID	3310	309/78 ID	5802
3 Armia (fortified)		2 Arm.Div.	2710	310,311/78 ID (-1 SP)	5800
VIII AC		4 caw.	2513	190 Art./V	5501
HQ	2532	Art./VII	4013, 3512	187 Art./V	5407
110/28 ID (-1 SP)	2532	CCA/3	2816	CCR/3	4607
2 ABReg. (fr.)	1828	CCR/3	3514		
AT/VIII (-1 SP)	3332	84 ID	3116, 3215, 1921		
III AC		CCR/9	3915		
HQ , Art./III	4334	CCA/9	4317		
AT/III	3933	AT/VII	4116		
4 Arm.Div	4233	XVIII AC (fortified)			
26 ID	4434, 4535	HQ	4916		
80 ID	4734, 5034, 5334	CCR/5	4818		
XII AC		112/28 ID (-1 SP)	4920		
HQ , AT/XII	6035	424/106 ID (-1 SP)	5120		
Art./XII	5935	CCB/9	5319		

Notes :

- Both the Allies and the Germans have 1/2 of movement points on the first day.
- Allies move first.
- The XXX Army Corps cannot cross the Meuse until attacked (it does not apply to the units deployed on the eastern side at the beginning of the game).
- The game lasts from 23 December to 15 January.
- Replacements: as per the calendar.

VICTORY CODNITIONS::

- The player who controls more victory point locations (VP) at the end of the game wins.
- The German player wins automatically if three of his/her units (except HQ and artillery units) cross the Meuse, provided that they are not unsupplied (not covered with a "lack of supply" counter) in the supply phase.

MONTY LINE

The bravest of the brave, Field Marshal Lord Montgomery, the protector of the Cliffs of Dover and the woodlands of Kent, decided to personally intervene in the Ardennes. Therefore, he got up shortly after dawn, that is around 11.30 a.m., and gave his famous order, claiming that he shall not abandon the Meuse and that he shall either win or perish. He had already given a similar statement about another river in 1940 – he meant the River Dyle back then, but due to some unlucky circumstances he had to retreat from his positions and his excursion to the continent ended with the evacuation at Dunkirk. But this time (he hoped) the Americans would make sure that no harm comes to him. Meanwhile, the Americans decided to

let the Germans through the Ardennes and attack their deep rear while the latter are busy fighting with the British forces. Montgomery could not foresee that. It was too late for negotiations, he had to start fighting. His entire XXX Army Corps was deployed and entrenched along the Meuse.

The Germans came very soon and bloody fighting along the river line were about to begin. Holding these lines and drawing the Germans into combat was the key to the success of the whole operation. The British defended their positions with bravery, but the Germans attacked with immense force.

SETUP:

GERMANS:

7 Army (fortified)		78/26 VGD (-1 PS)	4026	244 StuG	4529
HQ LXXX AC	6333	39/26 VGD	3928	6 Panzer Army	
408 VAK	5730	2 Panzer Div.	1915	HQ II Panzer Corps SS	5116
8 Verfer	6432	304, 74/2 Panzer Div.	2111	FBB, 200 StuG	5116
212 VGD	6435, 6234	401 VAK	2816	388 VAK	5216
276 VGD	6033, 5833	7 Verfer	2815	402 VAK	5519
LXXXV AC		LVII Panzer Corps		9 Panzer Div. SS	4916
HQ , 15 Verfer	4429	HQ	3013	HQ I KPanc. SS	4610
18 Verfer	4629	116 Panzer Div. (-1PS)	3013	1 Panzer Div. SS	4610, 4809, 4812
914, 916/352 VGD	5633	2 Panzer Div. SS (-1 PS)	2710	150 Panzer Brig., 5/3 FD	5210
79 VGD	4732, 5033, 5333	9 Panzer Div.	3316	3 FD (-1 PS)	5409
410 VAK	4526	405 VAK	3616	LXVII AC (fortified)	
5 Panzer Army		560 VGD	3313, 3614, 3915	HQ	6005
XLVII Panzer Corps		XXXIX AC		9 Verfer	5908
HQ , DPanc. L (-1 PS)	1921	HQ , 315/176 VGD	4621	12 VGD (-2 PS)	5609
901/L	4129	331/167 VGD	4822	3 PGDiv.	5707
FGB, 911 StuG	4431	339/167 VGD	5223	277 VGD (-1 PS)	5706
14/5 FD (-1 PS)	4130	11 Panzer Div.	4318	326 VGD (-2 PS)	5904
11 StuG	4130	559 TD battalion	4326	15 Army	
13/5 FD	3930	501 SS battalion	3723	LXXIV AC (fortified)	
15/5 FD	3630	LXVI AC		HQ , 246 VGD	6202
15 PGDiv.	4327	HQ , 16 Verfer	5516	272 VGD (-1 PS)	6002
115/15 PGDiv.	3126	18 VGD (-2 PS)	5117	89 ID (-2 PS)	6000
766 VAK	3825	54/18 VGD	5317	85 ID (-2 PS)	6299
77/26 VGD	4225	62 VGD (-2 PS)	5320		

ALIES:

XXX AC (fortified)		XII AC		XVIII AC (fortified)	
5 GA	Liege	HQ , AT/12	5935	HQ	4613
33 Arm.Brig	Namur	Art. /XII	5935	CCR/5 (-1 PS)	4617
4 GA	Namur	109/28 ID (-1 PS)	5534	112/28 ID (-1 PS)	5219
29 Arm.Brig	1615	CCA, R/10 Arm.Div.	5635	424/106 ID (-1 PS)	5021
34 Arm.Brig	3302	2, 11/5 ID	5734	CCB/9	4617
5 Gw./G Arm.Div.	1507	10/5 ID	5934	CCB, CCR/7	4714
32 Gw./G Arm.Div.	2007	8, 22/4 ID (-1 PS)	6134	325, 508/82 ABD	4613
143/51 ID	2305	12/4 ID	6335	504, 505/82 ABD	4411
152/51 ID	2805	101 ABD, CCB/10 Arm.Div., (-2 PS)		V AC (fortified)	
154/51 ID	Liege		Bastogne (1)	HQ	5406
2 HCR	1810		1 Army	CCB, CCA/5	5103
158/53 ID	1510	VII AC		6 Cav.	4807
71/53 ID	1513	HQ	3708	119/30 ID	4408
160/53 ID	1618	75 ID	3512	117/30 ID	4808
	3 Army (fortified)	2 Arm.Div.	3307	120/30 ID, 18/1 ID	5209
VIII AC		4 Cav.	3205	AT/V, 16/1 ID (-1 PS)	5408
HQ	2532	Art./VII	4111	2 ID (-3 PS)	5507
110/28 ID (-1 PS)	2532	Art./VII	3711	393,394/99 ID (-1PS)	5606
2 RSpad. (fr.)	1828	Art./VII	4310	395/99 ID, 102 Cav.	5704
AT/VIII (-1 PS)	3333	CCA/3	3713	47/9 ID	5803
III AC		CCR/3	3713	309/78 ID	5802
HQ , 3 x Art.	4334	334/84 ID	3210	310,311/78 ID (-1 PS)	5800
AT/III	3832	335/84 ID	3212	Art./V	5501
4 Arm.Div.	4132	333/84 ID	1320	Art./V	5406
26 ID	4432	11 Arm.Div.	1222	Art./V	5107
318/80 ID	4734	CCR/9 (-1 PS)	4014	CCR/3	4207
319/80 ID	5034	CCA/9	4316		
317/80 ID	5334	AT/VII	4014		

Notes :

- Germans move first.
- The XXX Army Corps cannot cross the Meuse until it is attacked (it does not apply to the units deployed on the eastern side at the beginning of the game).
- The game lasts from 26 December to 15 January.
- Replacements: as per the calendar.

Victoty Conditions:

— The German player wins automatically if three of his/her units (except HQ and artillery units) cross the Meuse, provided that they are not unsupplied (not covered with a “lack of supply” counter) in the supply phase.

Germans:

- For each American unit destroyed +1 VP
- For each British unit destroyed +2 VP
- For each HQ unit destroyed +10 VP

Allies:

- For each German unit destroyed +1 VP
- For each HQ unit destroyed +10 VP

PURPLE HEART

The situation seems to be stabilized. After moving forward their reserves, Americans have to make two concentric strikes, from the south and from the north. But it is not that easy as it seems. Germans are still strong and have considerable reserves as well. SS divisions, withdrawn from the front in the last days, can be used anywhere. Germans didn't give up their dreams about crossing the Meuse and capturing Antwerp. But to do

this, they have to cover their southern flank and attack on the north with their remaining units. Is this even possible? As hard as it seems, there is a slight chance for success. However, there is a threat on the south west, since this flank is secured only by the weakened Panzer LEHR division. But maybe even that direction will turn out to be promising?

SETUP:

GERMANS: (fortified)

7 Army		8 Verfer	4826	2 Panzer Div.SS (-1 PS)	4116
LXXX AC		57/9 VGD	4626	9 Panzer Div.SS (-1 PS)	4716
HQ, 408 VAK	6431	36/9 VGD	4928	62 VGD (-2 PS)	4714
316/212 VGD (-1 PS)	6433	116/9 VGD	5189	402 VAK	4916
423/212 VGD	6333	XLVII Panzer Corps		I Panzer CorpsSS	
320/212 VGD	6132	HQ , 766 VAK	3724 u	HQ	5516
276 VGD (-2 PS)	5931	3 PGDiv.	4025 u	1 Panzer Div.SS (-1 PS)	5516
988/276 VGD	5832	8/3 PGDiv.	3826 u	506, 559, 501 SS	5417
LXXXV AC		15 PGDiv.	3728 u	LXVI AC	
1/18 Verfer, HQ	5129	FBB	3630 u	HQ , 405 VAK	6005
2/18 Verfer	5729	911 StuG (-1 PS)	3630 u	17 Verfer	6005
915/352 VGD	5730	902/L	3226 u	902 StuG	6310
914/352 VGD	5632	130 Panc./L	2923	54/18 VGD (-1 PS)	4811
916/352 VGD	5431	410 VAK	3020	51/18 VGD	5011
5 Panzer Army		15 Verfer	2521	30/18 VGD	5210
XXXIX AC		2 Panzer Div. (-2 PS)	2220	9/3 FD	5410
HQ , 16 Verfer	4528	9 Panzer Div. (-1 PS)	2518	3 FD (-1 PS)	5610
FGB	4930	16 Panc./116 Panzer Div.	2817	12 VGD (-2 PS)	5808
200 BStuG (-1 PS)	4930	116 Panzer Div. (-1 PS)	3115	246 VGD (-1 PS)	5806
104/15 PGDiv.	4731	6 Panzer Army SS		277 VGD (-1 PS)	5805
5 FD (-1 PS)	4531	LVIII Panzer Corps		15 Army	
14/5 FD	4330	HQ , 7 Verfer	3717	LXXIV AC	
11 StuG (-1 PS)	4330	401 VAK	3718	HQ , 9 Verfer	6102
901/L	4229	560 VGD	3515	89 ID (-1 PS)	5803
39/26 VGD	4325	12 Panzer Div.SS (-1 PS)	3915	272 VGD (-2 PS)	5802
26 VGD (-1 PS)	4226	II Panzer Corps SS		85 ID (-1 PS)	6000
403 VAK	4525	HQ	4317		



ALIANCI:

3 Army		1 Army			
III AC		VII AC		16/1 ID	5609
HQ, Art./III	4132	HQ, Art./VII	3212	1 ID (-1 PS)	5409
AT/III	4132	AT/VII	1918	119/30 ID	5209
101 ABD(-1 PS), CCA/10, CCB/4		CCR/2	2218	120/30 ID	5010
Bastogne (1) f		CCB/2	2417	117/30 ID	4810
CCA/9	3929 f	CCA/2	2616	Art./V	5008
CCA/4, CCR/4	4231 f	84 ID	2815	Art./V	5406
35 ID	4532	335/84 ID	3014	AT/V	5107
320/35 ID	4732	Art./VII	2813	1, 2 Art./1 A	Liege
6 caw.	4933	Art./VII	2414	XXX AC (fortified)	
26 ID	5032	83 ID	2710	HQ	Namur
14 caw.	5233			34 Arm. Brig.	Namur
80 ID	5231	XVIII AC (fortified)		4 GA	Namur
6 Arm.Div.	5332	HQ, 112/28 ID (-1 PS)	4013	71/53 ID	Namur
XII AC		CCB/3	4013	160/53 ID	1514
HQ, AT/XII	6035 u	75 ID	3713	158/53 ID	1511
Art./XII	6035 u	4 Art./VII	3512	2 HCR	2314
Art./XII	5635 u	CCR/3	3414	3/6 ABD	1323
5 ID	5933 u	CCA/3	3214	6/6 ABD	1320
2/5 ID	5633 u	7 Arm. Div. (-3 PS)	4007	5/6 ABD	1517
4 ID (-1 PS)	6133 u	508/82 ABD	4214	5 GA	1416
8/4 ID	6333 u	325, 505/82 ABD (-1 PS)	4513	Guards Arm. Div.	1905
VIII KA		504/82 ABD	4711	129/43 ID	2305
HQ	3333 u	V AC (fortified)		214/43 ID	2805
110/28 ID (-1 PS)	3333 u	5 Arm. Div. (-1 PS)	5200	130/43 ID	3203
109/28 ID (-1 PS)	3333 u	HQ, 3 Art./V	5502	33 Arm. Brig.	Liege
AT/VIII	3833	102 caw.	5502		
29 Arm. brig. (br.)	2931	310/78 ID	5600		
2 x Art./VIII	2931	78 ID (-1 PS)	5601		
2 FReg. (fr.)	2428 u	9 ID (-1 PS)	5703		
11 Arm. Div.	2333	99 ID (-2 PS)	5705		
17 ABD (two regiments)	928	2 ID (-2 PS)	5707		

NOTES:

- Set up abbreviations: I – Infantry, Arm. – Armored, ABN – Airborne, VGL – People’s Grenadiers, Grd – Guards, Cav – Cavalry, Div – Division, Brig – Brigade,
- **-1, -2, -3 SP** – unit starts with 1, 2 or 3 SP lost.
- **f**, fortified – unit (or all units of the corps) starts the game in the field fortifications.
- Scenario starts at 27 XII 1944 and ends at 15 I 1945

- Initiative:

- 1) At 27 XII whole American 3 Army (III, VII and VIII Corpses) moves first, using 1/2 (rounded up) of units’ MP. Then German player makes his moves, using 1/2 of the units’ MP.
 - 2) At 28 XII both players moves normally. Allies have an initiative.
- In the hard mode (player’s choice) remove units of the British XXX Corps from the game, save to the 2 HCR, 29 ArmBrig and 6 ABD.
 - If used, units of the British XXX Corps can’t enter the east side of Meuse, save to the 6 AbrnDiv and 2 HCR. These two units may move freely on the entire board.

VICTORY CONDITIONS:

- Player that controls more hexes with victory points at the end of the last turn, wins.
- German player gains instant victory if at last three of his units (HQs and artillery do not count) crosses the Meuse and are not covered with lack of supply counters in the nearest Supply Phase.

REPLECEMENT

ALIES:

16 XII	Z
CCR/5	L
22/4 ID	
17 XII	
7 Arm.Div.	W
1 ID (without 18 IR)	Z
AT/V AC	W
47/9 ID	Z
406 Art./V	Z
10 Arm.Div.	M, N
18 XII	
30 ID	W
AT/VIII AC, 18 Art./VII	U
Sztab XVIII AC	P
82 ABD, 101 ABD	P
19 XII (Air: 7 SP)	
3 Arm.Div.	W
39/9 ID	Z
20 XII (Air: 12)	
2 HCR	U
18/1 ID	Z
Sztab III AC	N
4 Arm.Div.	N
80 ID	M
26 ID	O
193, 203 Art./III	N
21 XII (Air: 18)	
29 BPanc.	T
2 RSpad. (fr.)	R
Sztab XII AC, AT/XII AC	M, N
84 ID, 188 Art./VII	W
AT/III AC	N
5 ID	N
22 XII (Air: 26)	
Sztab VII AC	W
2 Arm.Div.	W
4 Cav.	W
AT/VII	W
142 Art./VII	W
75 ID	S
177, 182, 444 Art./XII	M, N
23 XII (Air: 26)	
60/9 ID	Z
24 XII (Air: 26)	
5 Arm.Div. (bez CCR)	Z
6 Cav.	W
Arm.Div.Guards (br.)	U
25 XII (Air: 26)	
53 ID (br.), 33 BPanc.	U
26 XII (Air: 26, to 29 XII)	
6 ABD (br.), 34 BPanc.	U
83 ID	W
6 Arm.Div.	O
35 ID	N
10 Arm.Div. (wycofana bez CCB)	
17 ABD (two regiments)	
30 XII (Air: 20, to 4 I)	
87 ID	M, N
5-6 I (Air: 0)	
7 I (Air: 16)	
90 ID	N
8 I (Air: 16)	
51 ID (br.)	U

1944	16 XII	17 XII	
	18 XII	19 XII	
	20 XII	21 XII	
	22 XII	23 XII	
	24 XII	25 XII	
	26 XII	27 XII	
	28 XII	29 XII	
	30 XII	31 XII	
	1945	1 I	2 I
		3 I	4 I
		5 I	6 I
		7 I	8 I
		9 I	10 I
		11 I	12 I
13 I		14 I	

GERMANS:

16 XII (Air: 1)	
17 XII (Air: 1)	
von der Heydte x 2	anywhere on the map
18 XII	
HQ II KPanc.SS	B
9 Panzer.Div.SS	B
FBB, 200 StuG	C
3 PGDiv.	A
246 VGD	A
1129/560 VGD	C
19 XII	
FGB	B
2 Panzer Div.SS	B
20 XII	
HQ LXXIV AC	A
506 tank bat., 559 TD battalion, 501 SS	C
21 XII	
79 VGD	D
22 XII	
9 Panzer Div.	A
15 PGDiv.	B
403 VAK	B
24 XII	
HQ XXXIX AC	C
167 VGD	C
25 XII	
9 VGD	B
11 Panzer Div..	C, D
28 XII	
4 Verfer	B
(withdrawal: 150 Panzer Brigade, 7, 17 Verfer, 410 VAK)	
29 XII	
340 VGD	D
4 I	
(withdrawal: HQ XXXIX AC)	
5 I	
(withdrawal: 18 Verfer)	

Notes:

- During the Battle in the Ardennes (especially in its final days), certain units were withdrawn to be relocated elsewhere.
- If a unit which must be withdrawn has been destroyed, withdraw another unit of equivalent strength.
- If a withdrawn unit has suffered losses in strength points, it must be withdrawn with full strength and the losses must then be suffered by another unit, which remains on the map.
- On 18 and 19 December, the 82nd and 101st Divisions have 7 movement points (they are treated as motorised infantry).

TERRAIN AND COMBAT INFLUENCE

terrain:	MP influents for moove		for combat
	mechanized	other	
clear	2(1)	1	-
Meuse	+5	+3	1/2 Attacking forces
stream	+2	+1	+1
forest	+2	+1	+2
cities*	+1	+1	+2
towns	-	-	+1
main road	1/3 (1/2)	1/2	-
secondary road	1/2	1/2	-
mountain road	+1	+1	-
bridges	+3 (+2)	+1	+2
mountains	only by road	+2	+3

– (numbers) for tank units

* Liege, Charleroi, Bastogne i Namur

Counter	Color	Influence	Attack	Defense
	black star	Influence combat against unfortified units. <i>Disabled if enemy uses white star. Disables yellow stars.</i>	YES <i>(if enemy is not fortified)</i>	YES
	white star	Influence combat against enemy mechanized units (and armored cars) <i>Disables black and yellow stars.</i>	YES <i>(see 15.1.5)</i>	YES
	yellow star	Influences any attack. <i>Disabled if enemy uses black or white star.</i>	YES	NO
	blue star	Influences any combat. <i>Cannot be disabled by enemy stars.</i>	YES	YES