




Axis & Allies




BATTLE OF THE BULGE GAME EVENT RULES

This is a casual game play event where winners of games played have the possibility of winning a prize at the end of the four days of play. All levels of experience welcome with some knowledge of the game preferred.

- **To determine sides: a bid to play the Allies will be in place** (see bid below)
- All games will last no longer than 3 hours & 30 minutes with a clean-up period at the end of play.
- The Judges will make any rule clarifications needed during play.

How to Bid for sides in Battle of the Bulge:

The bid in this game will be based on one side reducing the amount of VP (Victory Points) the Germans need for victory within the time frame of the game play. Once an amount has been accepted, that side will get the Axis and the new VP total needed for victory. (Ex. Team A and Team B want to play the Allies. So, there is a bid. The bidding starts with high die roll. In this case, Team A won the dice roll and starts bidding. They could defer if they like. Team A offer to take the Allies and give Team B, 23 VP to be the Germans. Team B responds, we will take the Allies and give Team A, 21 VP to be the Germans, Team A counters again with a 19 VP bid. Team B, takes the Germans and now has to reach 19 VP to win instead of the typical 24.

Battle of the Bulge Rules Clarifications:

- ◆ Trucks have no combat factor of their own, may only move on roads and are subject to capture. (Page 19)
- ◆ Trucks & Tanks have no distance limitation except for when entering an enemy Zone of Control. (ZOC)
- ◆ All units must stop when they enter into Enemy Zones of Control (ZOC) except for "Blitzing." See below.
- ◆ River Barrier: only infantry may cross hex sides marked with this barrier; this includes retreating units.
- ◆ A ground unit can NOT retreat to a hex that falls within an enemy Zone of Control (ZOC).
- ◆ Blitzing: all Tanks within a hex may blitz through enemy ZOC at the cost of 1 supply token.

Dice Rolling:

The game comes with a base set of 12-sided dice. Using your own dice for rolling is permitted; however, you must let your opponent use any dice you bring to the table. Also, if any complaints about dice rolling occur during play, a judge's decision will be made on each game individually. You may roll from a cup, tower and/or in a box, but NO rolling one or two dice at a time; only when applicable...

DETERMINING A WINNER:

In Battle of the Bulge, the Axis must meet the game victory conditions of having gained control of **24 victory points(or accepted bid amount)** of cities/hexes by the END of the 8th turn. If a game has NOT reached turn 8 in the allotted tournament time frame; and the Axis have not gained the 24(or bid amount) victory points needed for victory, the Allies win! **Please remember victory conditions during game play. Good Luck!**

