

# Axis & Allies®

## BATTLE OF THE BULGE BASIC GAME RULES

### OVERVIEW

- Wacht am Rhein (Watch on the Rhine) is underway. As the Germans you must break through the lines. As the Allies hold the line until overwhelming reinforcements lead you to victory.
- Side 1 plays the Axis power (Germany)
- Side 2 plays the Allied power (US and UK)

### HOW TO WIN

- Various towns on the map are marked with victory points. To win, the Germans must occupy 24 victory points worth to win. If, by the end of turn 8, they have not done this, then the Allies win.

### GAME SETUP

All units either on the board or on the reinforcement cards are shown as symbols. Place the combat strips under the board starting from left to right with infantry, armor, artillery, supply trucks, supply tokens and then aircraft. **For the first turn only, Germany has a surprise advantage and they only attack. Allies do not.**

### TURNS

During a game turn, the following phases are completed:

1. Air Combat
2. Ground Combat
3. Reinforcements and Movement
4. Board Upkeep and check for victory

- A maximum of 8 turns is played. If the Axis have not won by then, the Allies win.

### AIR COMBAT PHASE (turns 5-8 ONLY)

Allies get 3 bombers and 9 fighters EACH turn. Axis get 1 bomber and 3 fighters Casualties not permanent. Air Combat resolved in the following steps:

1. Roll for initiative – high roll decides who places first
2. Place aircraft – first player places all – then second. No stacking limits
3. Resolve Combat – Dog fight first if aircraft from both sides are in same zone. Continue until one side eliminated. Bombers AND fighters have 1 attack value in this phase.
4. Anti-Aircraft – for each TYPE of land unit (not # of units), roll one die against surviving aircraft
5. Aircraft Attack – any surviving aircraft then attack land units in the zone. Bombers = 4, Fighters = 1 attack value.

### GROUND COMBAT PHASE

All combats last only ONE round – attacker rolls first, then defender. All units hit by attacker still get to fire back. A roll of 6 or less is a HIT. Combat is done in the following sequence:

1. Roll for initiative – high roll goes first. Choose Attacking Hex
2. Choose Target Hex(es) – you can choose to attack more than one hex from a single attacking hex. Each costs a supply token.
3. Pay Supply Tokens – pay one token for each hex you are attacking. Token comes from same OR an adjacent hex. Flip the token over to the arrow to indicate it is in use.
4. Pull out combat strips representing each unit TYPE and QUANTITY in the hex being attacked. For example, if there are 2 infantry defending, pull out that strip two spaces

5. Roll attack dice. Roll the number of dice equal to the sum of the attack power of the units attacking. Infantry =1, Armor =2, Artillery =3.
6. Assign Hits – For any roll of 6 or less, starting with the leftmost strip (usually infantry), count out the number on the die and move along the strip until you come to the correct number. Place the die there. Repeat for ALL other hits.
7. Resolve Hits – if an infantry, armor or tank is hit ONCE, it must retreat one hex. If it is hit TWICE, it is destroyed. If a Truck, Supply Token or plane is hit ONCE, it is destroyed.
8. Pass Initiative – after each single combat, the other side then gets to declare a combat.

If you need more than 12 dice, simply roll the first twelve and then roll again. If there are more than 6 defending units, record hits FIRST and then re-roll dice to assign hits.

### MOVEMENT & REINFORCEMENT PHASE

- **Movement** – Axis moves first; then Allies. For each hex you want to activate to move units, pay one supply token (Except Trucks – they move for free). Infantry and Artillery move 1. Armor and Trucks can move along roads as far as they want until they hit an enemy ZOC (see below). You cannot move into a hex containing enemy infantry, tanks or artillery. Trucks can hold a combination of up to SIX units and/or supplies (not armor).
- **Reinforcement** – Axis get 9 tokens, Allies 11. Pull units off reinforcement cards for the current turn and they enter board from any open hex on the side of the board specified. Can be loaded into trucks off-board, Tanks can move over roads as well.

### BOARD UPKEEP PHASE

Final phase is board upkeep:

1. Update front line markers to reflect 'bulge'
2. Commandeer captured trucks and supplies
3. Enforce Stacking limit – if needed due to retreats
4. Check for victory – if Germany has 24+ points, they win

### COMMON RULES

- Stacking limit – 12 units MAX per hex. Max of 6 infantry, 6 tanks and 3 artillery.
- Trucks and Supplies can be destroyed – but do not retreat. If you capture a zone these, you commandeer them.
- Armor and Artillery cannot cross rivers, except at a bridge.
- Zone of Control (ZOC) is important – movement MUST stop when you enter an enemy ZOC which is a hex with units in it and ALL surrounding hexes.
- Armor can blitz one additional hex by paying a second supply token for each group of tanks.

