

BULGE 1944



INTRODUCTION

Bulge 1944 is the story of the last German offensive in the West to check the Allied advance. The Germans must reach the Meuse river and take Bastogne. The Allied forces must first contain and then repulse the enemy in the midst of bad winter conditions.

Bulge 1944 has 16 turns, each representing one day between the 16th and 31st December 1944. One player controls the German Wehrmacht, the other the Allied armies, namely Americans and British.

- The **German side** has the advantage of the fog which forces the Allied air force to the ground, and must use it to rush towards the Meuse and crushing all opposing US forces in the way.
- The **Americans** should hold their positions and contain the advance of the German Panzers to the Meuse. The **British** reinforcements could be handy, although at a steep diplomatic cost.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 1h30

Favored Side: None

Most Difficult Side to Play: None

The scenario lasts 16 turns (between the 16th and 31st December, 1944), each turn being equivalent to 1 day.

The **German player** always plays first, followed by the **Allied player**.



FORCES

The **German player** controls the Wehrmacht (grey), Luftwaffe (light blue) and SS (black) units.

The **Allied player** controls the American (khaki) and British (tan) units.

MAPBOARD

The map shows the forested region of the Ardennes, between the Western Germany, Luxemburg and the Belgian plain, in the winter of 1944.



VICTORY

IMMEDIATE VICTORY

- For the **German player** if at the end of a turn he occupies: Namur, Bastogne and Dinant with supplied combat units.

- For any player that reaches or exceeds 20 VP at the end of a turn.

Otherwise the player with most VP at the end of the scenario wins the game.

VP BONUS:

- The **German player** earns 2 VP for the first time he captures the following locations: Bastogne, Saint Vith, Dinant, Namur.

VP LOSS:

- The **German player** loses 2 VP if he does NOT control the following locations at the end of the game: Bastogne, Saint Vith, Dinant, Namur.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase to receive income, pay maintenance and purchase units.

Cost of Units and Cards:

Armored Division: \$4

Other Division / Air Unit / Artillery / Armored Brigade / Extra Card: \$3

Logistics units: \$1.

All other: \$2



SUPPLY SOURCES

Germany: Deutschland, Ethernach, Hollerath.

Allies: Neufchâteau / Dinant / Namur.

REIMS

The **German player units** may never enter the Reims box.

GERMANY (DEUTSCHLAND BOX)

The **Allied player units** may never enter the Germany (Deutschland) box.

AMERICAN REINFORCEMENTS

- Turn 2 / Spa : general *Collins**, 83rd ID, 84th ID, 2nd Armored, 3rd Armored, Art VIIth corps.
- Turn 2 / Namur : 82nd Airborne.
- Turn 2 / Dinant : generam *McAuliffe**, 101st Airborne.