

BATTLE OF THE BULGE

The Bulge mission uses **Prepared Positions** and the **Bulge Limited Ambush** rule: for every five allied platoons deployed in a Defender Zone, one of them may be held in ambush. The ambushing platoon must be deployed in that Defender Zone.

YOUR ORDERS

Attacker

You have a powerful armoured force to punch through the defenders and gain freedom to maneuver.

Defender

You will have to hold off the German attack with anything you can throw at them. It is vital that the German armoured columns do not break through to the rear areas.

PREPARING FOR BATTLE

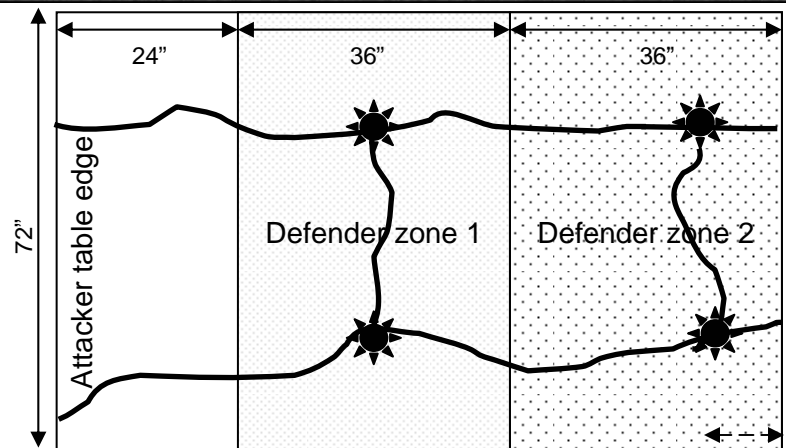
1. German attackers prepare a list consisting of 2-3 panzer or panzergrenadier companies totaling 4000pts. There must be more tank teams than infantry teams in the force.

The Allied defenders prepare a list of 2-3 infantry companies totaling 4000pts with more infantry teams than tank teams.

Each side (German and Allied) can have a maximum of limited air support.

2. Arrange the table with roads and four objective markers as indicated in the diagram. Add terrain to taste.

3. Defenders deploy their units with equal numbers of platoons in each Defender Zone. Defenders in Zone 2 must deploy within 12" of the rear edge (does not apply to ambushing units).



Infantry can be stubborn defenders and require aggressive maneuvers to dislodge

BEGINNING THE BATTLE

The Germans have the first turn and enter from their short table edge.

ENDING THE BATTLE

The battle continues until:

- the Germans start a turn in control of one objective in each Defender Zone, or
- the Allied players start a turn after turn 4 without a German platoon in Defenders Zone 1, or
- the Allied players start a turn after turn 9 without a German platoon in Defenders Zone 2.

DECIDING WHO WON

The Germans win if they hold at least one objective in each Defender Zone, thus breaking through the Allied defense. Otherwise the Allies win.