

# BULGE 20

## THE ARDENNES OFFENSIVE

### ERRATA

**Errata:** The following corrections should be applied if you have the v1.0 version of **BULGE 20**:

- **Advance After Combat / Exploitation:** Only if the defender's space is **Open / Town or Crossroad** and **not across a river**, may the attacker conduct "**advance after combat**." Advance after combat (10.7) cannot be conducted across a river or into a Rough / Forest, City, or Westwall space.
- Rule 10.8 (Exploitation) has been removed and rule 10.9 (Capturing Allied Depots) renumbered to 10.8.

When I originally wrote the **Exploitation** rule, I was thinking in terms of lower echelon units. Simply put, it makes sense for a division or corps to exploit after a humongous battle (*a la* the old SPI double impulse system). But in **BULGE 20** we are talking about entire *armies* with their huge logistical tails, heavy artillery and, in the case of the Germans, a lot of heavy armor. Moreover, given the conditions in which these units are operating, a two-space exploitation would require some serious staff planning – again for an *army* echelon to exploit a breakthrough.

This would mean establishing new boundaries and such for sub-units within the space (a G-3 function). Thus, in game terms, another G-3 card is required to pull off this kind of exploitation after a battle.

Consider Patton's blitz through France in the summer of 1944: it required a heck of a lot of logistical and planning support (example below). When this advance ran out (the cards were given to Montgomery for Market-Garden, so to speak), it all came to a halt. And don't forget, this was Patton operating in summer against a largely shattered German army.

**Example:** For the "Pursuit" phase of the "Breakout & Pursuit" operations of 1944, Third Army had to plan for things like maps, road routes for mobile columns [remember the famous traffic jam scene in the movie *Patton?*], assigning bridging engineers to the correct columns, and so forth. Indeed, the topic of whether bridging engineer companies should be division or corps level assets was a major issue of debate in the US Army in WWII.

Compare that to, say, Army Group South operating in Ukraine circa 1942: in that situation, the Germans had a very large hand size (maybe ten cards every turn owing to their high level of planning and good weather), so they could play extra G-3 cards without concern, while the Soviet hand size would have been quite minimal – perhaps only two or three cards (and then reduced even lower by German aerial interdiction!).

So, upon further reflection, there should just be one space of advance after combat, and then only into open terrain types.

– *Joseph Miranda*

- German victory for **Wacht am Rhein** requires the occupation by a **supplied** (3.5) German army unit (a detached corps unit is insufficient) of each of Antwerp **or** Brussels **and** Liege **or** Namur.

A proper "tail" of firm control and support would be required to give a German spearhead's capture of Antwerp or Brussels sufficient consequence to win a "Grand Slam" victory.

- The German **Peiper Breaks Out** and **2nd Pz/ Pz Lehr Breaks Out** cards' special events apply only to *engaged* corps in their respective armies. Their special abilities are changed to allow that card's attack to be followed up by advance after combat (but *not* exploitation) into an otherwise qualifying Forest / Rough or City space.
- The Allied **Engineers Blow Bridges** now stops *any* German regular G-3 or G-4 action as it occurs (not just movement actions).