

BULGE 20

THE ARDENNES OFFENSIVE EXPANSION KIT

[1.0] INTRODUCTION

This expansion kit requires that you own a copy of **BULGE 20**. You must own a copy of Victory Point Games' **BULGE 20** to use this Expansion Kit. Whenever there is a conflict between the rules in this Expansion Kit and the game's rules, the Expansion Kit rules take precedence.

[1.1] 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).

[2.0] GAME EQUIPMENT

Parts Inventory

- 1 Rules sheet
- 6 German Staff cards
- 6 Allied Staff cards

[15.0] OPTIONAL RULES

[15.1] New Staff Cards: Add these cards to each player’s deck during Setup.

When using these additional cards, players can select **no more than two (2) special cards of each G-type** in addition to all of that player’s generic cards of that G-type; that is, you can only select a maximum of two special G-2 cards, two special G-3 (non-Air) cards, two Air cards, etc. during a single Game turn.

For Example: The German Player can select 7 cards. He chooses all three of his generic G-3 cards, plus **Peiper Breaks Out** and **Volks Artillery**. He still has two more cards to select, but could not take another non-Air G-3 card (e.g., **Jagdtigers**) as that would exceed this hand selection limit.



The additional cards contain Events that could have and / or did take place during the Battle of the Bulge. They are provided to add variety and strategy to

game, but in particular to the mid-and end-game situations (a.k.a., “Acts II and III” of our story).

[15.2] Traffic Control: The road network is very constricted through the rugged terrain of the Ardennes forest, but less so in its clearings (i.e., Crossroad spaces) outside of that area (i.e., Open / Clear and City). To simulate this, employ this Optional Rule:

Case 7.6 (Frontage) still applies to **Rough / Forest** spaces normally. In

all other spaces, however, friendly units may now **move through** (but still cannot end their move stacked with) other friendly units (and can *never* enter enemy space with enemy units).

[15.3] Multidirectional Coordination Difficulties:

Coordinated attacks are tricky.

[15.3.1] Tactical Advantage:

When the attacker gains the Tactical Advantages it only affects the attacking unit in **one** space.

The **Battle Sequence** will need adjusting so that the attacking unit with the Tactical Advantage attacking unit fires first (i.e., normally as per Step 4), the defending unit fires second (as per Step 5) but the attacker immediately applies all Hits (☺☺s) suffered from among any of the attacking units and merely notes all Retreats (☺☺s) suffered. Next, the remaining attacking units fire third (i.e., a new Step 5 ½ is inserted) with the defender immediately applying all Hits (☺☺s) suffered and noting any additional Retreats (☺☺s) suffered. Steps 6 and 7 in the Battle Sequence then continues normally.

[15.3.2] Combat Support:

Similarly, when the attacker plays a **G-4 Logistics** card for Combat Support, it only affects the attacking unit in **one** space. Now, however, the attacker can commit up to one **G-4** card *per attacking unit*. If he reveals fewer **G-4** cards than spaces attacked from, the attacker must designate which of his attacking spaces are receiving Combat Support supplies.

[15.4] Event Opportunities: During setup, both players separate all of their “**Generic**” (including Friction of War) and non-generic (i.e., “**Event**”) Staff cards.

All of the Generic Staff cards begin the game available for use.

Each player shuffles their Event Staff cards and counts out half of them (rounded up); those cards are added to the player’s generic cards during setup; the remaining Event Staff cards are set aside.

At the **beginning** of each Player’s Planning Phase, half (rounded up) of those remaining Event Staff cards that were set aside are added to his deck, and so on until they have all entered play.

For Example: With the cards from this Expansion Kit included, the Allied Player has **nineteen** Event Staff cards. These will be shuffled and **ten** of them (half rounded up) will be available during Setup and the remaining **nine** are set aside.

At the beginning of his Staff Planning Phase of Game Turn 1, **five** of those nine (half rounded up) will be added into the Allied Player’s deck and the remaining **four** will be set aside. On Turn 2, **two** of those remaining four are added and **two** are set aside; Turn 3 will see **one** more of those two added, and Turn 4 will see the last Event card enter the Allied Player’s deck.

The ramifications of this Optional Rule are deep, making the game interesting and fresh every time it’s played. No longer is the opening of the game (i.e., “Act I” of our story) so easily scripted. With different Events becoming available at different times throughout Acts I and II, more cleverness and flexibility in using available resources is required of the players as a fascinating new reinterpretation of The Battle of the Bulge unfolds.

GAME CREDITS
Game Design: Joseph Miranda
Docs & Development: Alan Emrich
Playtesting and Proofreading: Vince DeNardo, Jeff Myers