

AGE 13+
TIME 3-4 HOURS
2 PLAYERS

Axis & Allies

Battle of the Bulge™

OPERATIONS MANUAL

COPY NO _____

EDITION NO **1**

History

Wacht am Rhein (Watch on the Rhein) was the German code name for this counteroffensive that took place toward the end of World War II. The objective: to capture the port city of Antwerp. It was expected that the capture of Antwerp would cause a great disruption in the flow of Allied supplies, and also have the effect of breaking apart the great Anglo-American alliance.

The Ardennes was perfectly suited as the launching point of this massive surprise attack. It would, if successful, cut the Allied armies in two. The massive build up of German forces along this stretch of the front line went undetected. Indeed, the 4th and 28th Divisions, in need of a break after their ordeals in the recent fighting around the Hurtgen forest, were reassigned to what was considered a quiet and relatively peaceful stretch of real estate.

The attack, as powerful as it was, fell far short of its objective of capturing Antwerp due to a powerful Allied counteroffensive, Axis supply issues, and the failure of the Axis to capture the roads through Bastogne. Nonetheless, a massive bulge was drawn on the line of maps of both Allied and German war rooms across Europe.



Table of Contents

Game Components	4-5
Summary of Play	6
Object of the Game	6
Game Setup.....	7-9
Units	10-11
Zone of Control	10
Combat Units	10-11
Non-Combat Units	11
Sequence of Play	12-23
1. Air Combat	12-13
2. Ground Combat	14-17
3. Movement & Reinforcement	18-21
4. Board Upkeep.....	22-23
Winning the Game	23
Optional Rules	23
Ongoing Campaign	23
Custom Setup	23

Credits

Game Design: Larry Harris

Game Development: Bill McQuillan and Nate Heiss

Additional Playtesting: Rich Baker, Charlie Bastogne, Jennifer Clarke Wilkes,

Chris Collins, Alan Comer, Chris Galvin, Frank Gilson, Mons Johnson, Scott Larabee, Mike

Mearls, Zvi Mowshowitz, Matt Stevens, Mike Turian, Steve Warner, and Rob Watkins

Editing: Justin Webb

Art Direction: Blake Beasley

Cover Illustration: Tommy Lee Edwards

Graphic Designer: Leon Cortez

Photography: Leon Cortez

Brand Management: Linda Cox

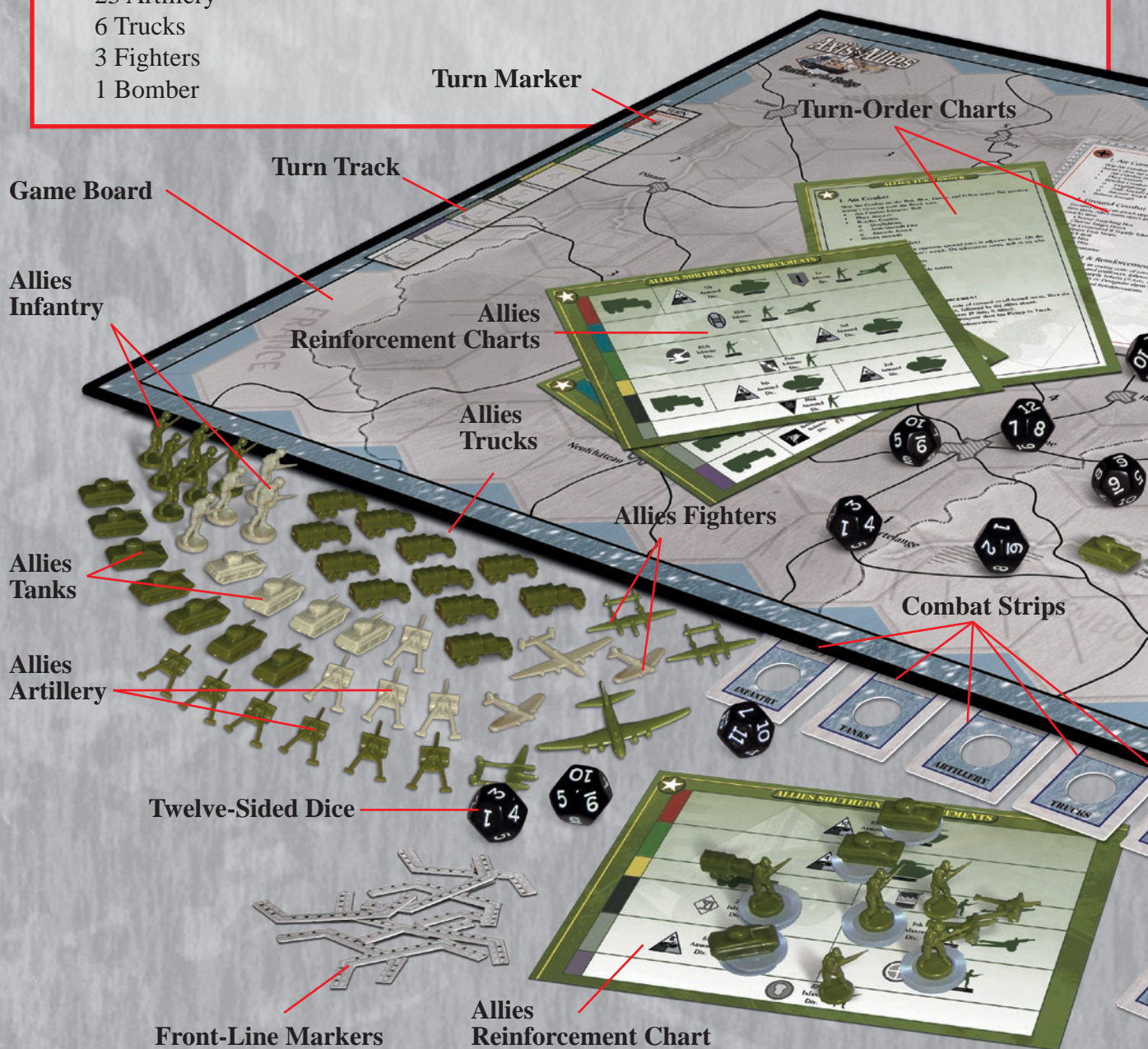
Production Management: Bob Carrasca, Teresa Newby, and Kay McKee

Thanks to all of our project team members and the many others too numerous to mention who have contributed to this product.



Game Components

- 1 Game Board
- 1 Rulebook (not pictured)
- 12 Twelve-Sided Dice
- 1 Turn Marker
- 1 Victory-Point Marker
- 1 Axis Reinforcement Chart
- 3 Allies Reinforcement Charts
- 2 Turn-Order Charts
- 72 Total Axis Playing Pieces (grey):
 - 23 Infantry
 - 16 Tanks
 - 23 Artillery
 - 6 Trucks
 - 3 Fighters
 - 1 Bomber
- 85 Total Allies Playing Pieces:
 - 24 Infantry (4 tan, 20 green)
 - 16 Tanks (4 tan, 12 green)
 - 21 Artillery (4 tan, 17 green)
 - 12 Trucks (green)
 - 9 Fighters (3 tan, 6 green)
 - 3 Bombers (1 tan, 2 green)
- 36 Front-Line Markers
- 6 Combat Strips
- 110 Supply Tokens (100 ones, 10 fives)
- 135 Plastic Chips (125 grey, 10 red)

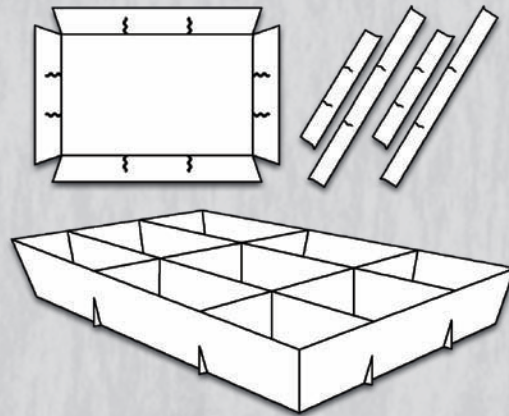


Game Components

Storage Tray

Upon first opening the **Axis & Allies®: Battle of the Bulge™** box, you'll find four strips, each with two notches in it, included in the cardboard components. These four strips combine with the inner compartment to form a storage tray.

To make the tray, first insert the two short strips, with notches facing up, into the grooves found in the lower part of the compartment so that the strips bridge together the two long sides of the box. Then with notches facing down, align the long strips so that they lock together with the shorter strips and insert the long strips into the grooves so that they bridge together the two short sides of the box.



Summary of Play

The **Axis & Allies®: Battle of the Bulge™** game lasts up to eight turns. Each turn, players alternate attacking each other's forces one hex at a time, paying for each attack with a Supply token. Halfway through the game, the weather clears and Aircraft may also attack.

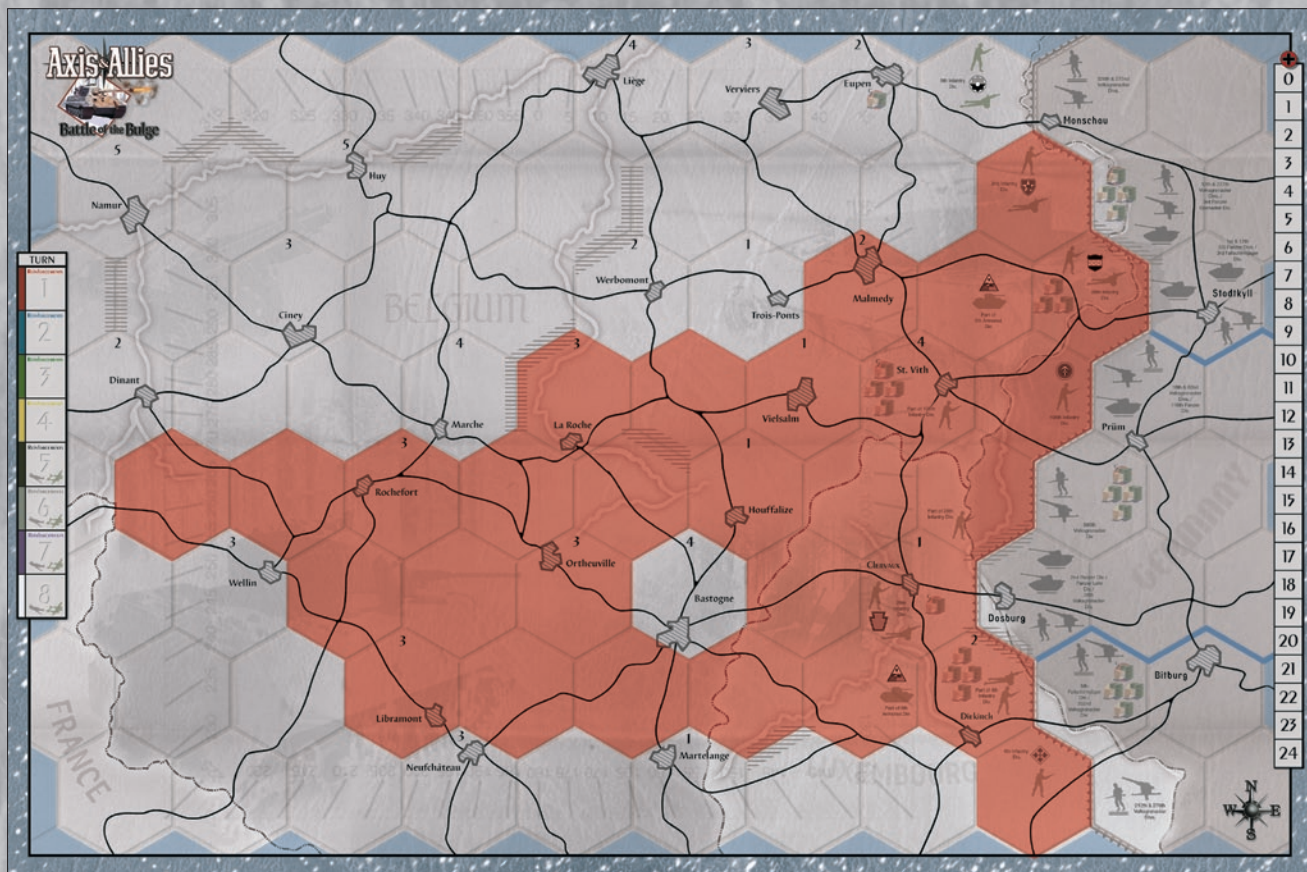
Each turn, after all units have attacked or declined to attack, the Axis player may move his or her units into open or friendly hexes, paying for moves with Command & Supply tokens, and bring in reinforcements and supplies using Trucks and roads. Then the Allies player does the same.

At the end of each turn, update the front-line markers to reflect the forward progress of the Axis units. Adjust the victory-point track to include any new towns or cities that have fallen onto the Axis side of the front line.

Object of the Game

To win, you must meet one of the following conditions:

- As the **Axis player (Germany)**, your goal is to capture 24 victory points worth of towns and cities. *If you succeed, it means that you have made better progress than the Axis did historically in the Battle of the Bulge.*
- As the **Allies player (United Kingdom and United States)**, your goal is to prevent the Axis player from capturing 24 victory points by the end of the eighth turn. *If you succeed, it means you've held off the Axis to the point at which your air superiority and overwhelming reinforcements will prevent any further Axis progress.*



Historic Progress of the Axis

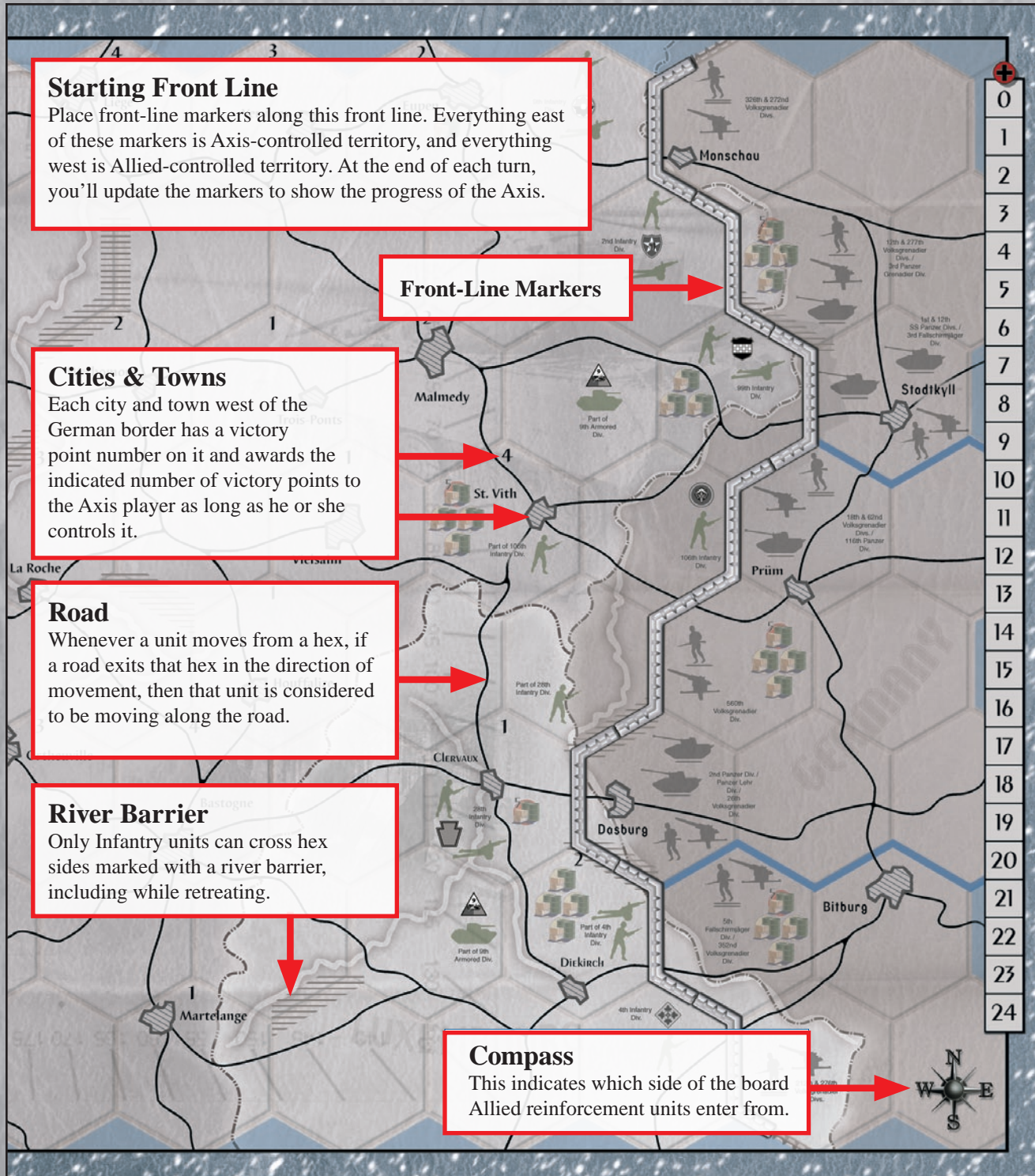
The 1944 German attack in the Ardennes captured the highlighted area shown here, which represents the capture of 23 victory points worth of towns and cities.

Game Setup

Decide who will play the Axis and who will play the Allies. Once you've decided who will play which power, prepare the game for play.

The Game Board

The game board depicts the section of the Belgian/German border where the Axis made its move, punching deep into the line on route to Antwerp—which they never reached. Antwerp is so far away in fact, that it isn't represented on the board. The Axis player should sit near its eastern (right) edge, and the Allies player should sit near its western or southern (left or bottom) edge.



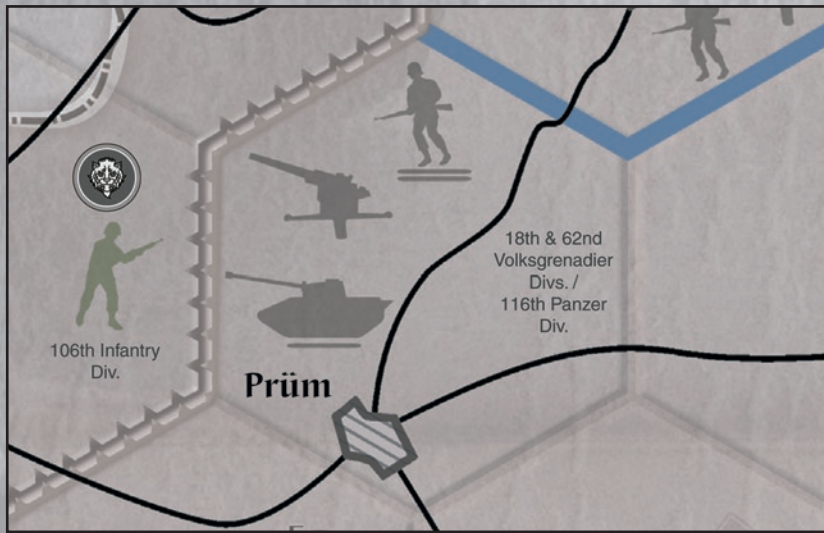
Game Setup

Setting up the Board

Place units on the board as indicated by the printed silhouettes. Each black line under a unit silhouette indicates an additional unit of that type. Place one grey chip under the plastic unit piece for each grey line shown under it.

Example: In Prüm, put 1 Axis Infantry with 2 chips under it, 1 Axis Tank with 1 chip under it, and 1 Axis Artillery in the hex.

Place the turn marker on the turn track and the victory-point marker on the victory track.



Off-board Area

The area in front of you is your off-board area. This is where you place your reinforcement charts, Trucks, off-board Supply tokens, and Aircraft. Any Trucks or Supply tokens in the off-board area may be moved onto the board during the reinforcement portion of the Movement & Reinforcement phase (Supply tokens must be brought on by Trucks). The Allied player starts the game with 3 reinforcement charts, 5 Trucks, 3 Bombers, and 9 Fighters in his or her off-board area.

The Axis player starts the game with 1 reinforcement chart, 2 Trucks, 1 Bomber, and 3 Fighters in his or her off-board area.



Game Setup

Reinforcement Charts

The Allies have 3 reinforcement charts labeled Northern, Southern, and Western. The Axis has 1 reinforcement chart.

Place units on the reinforcement charts as indicated by the printed unit silhouettes like you did when setting up the game board. Each row on the chart corresponds to a particular turn. In order, the turns are: Red (turn 1), Blue, Green, Yellow, Black, Grey, Purple, and White (turn 8).

Each row corresponds to a particular turn



Surprise Attack

Historically, the Axis had most of their available units for the operation already on the front line for the surprise attack. Thus, the Allied forces have better reinforcements than the Axis on almost every turn. However, since the Axis starts with a much greater number of units, they are still a great threat to the Allied line.

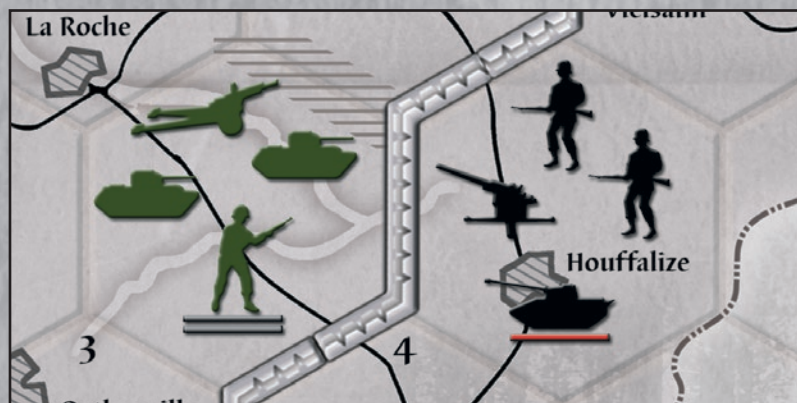
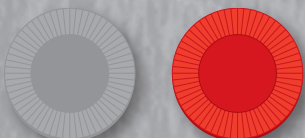
The Combat Strips

There are six combat strips—one for Infantry, Tanks, Artillery, Trucks, Supplies, and Aircraft. Slide these strips under the board in a convenient location so that they are next to each other in the listed order from left to right. Slide them in so that only the ends with the name of the unit and the finger-hole are sticking out from under the board.



Plastic Chips

Use plastic chips to save space in overcrowded hexes. Putting a grey chip under a unit shows that there is an additional unit of that unit type in the hex. Putting a red chip under a unit shows that there are an additional five units of that unit type in the hex.



An Infantry with 2 grey chips under it counts as 3 Infantry.

A Tank with 1 red chip under it counts as 6 Tanks.

Units

This section provides detailed information for each unit in the game. Keep any units you aren't using in your game tray. Whenever a unit gets destroyed, put it back into the game tray unless it's an Aircraft, in which case it returns to your off-board area.

Zone of Control

Infantry, Tank, and Artillery units exert a zone of control in a one hex radius around them.

- Whenever a ground unit enters or leaves a hex that falls within enemy zone of control, its movement stops.
- A ground unit can't retreat to a hex that falls within enemy zone of control

Zone of control affects enemy movement and retreating, and will be referred to throughout this rulebook.



Combat Units

Only the combat units attack in this game. Whenever you attack with a combat unit, you roll a number of dice equal to its attack power.

Infantry



Axis: German Army



U.K.: British National Army



U.S.: U.S. Army

Attack Power: 1

Movement: One hex.

Tank



Axis: Panther



Allies: Sherman

Attack Power: 2

Movement: One hex off-road or any number of hexes along connected road hexes (unless entering or leaving a hex under enemy zone of control). All of a Tank's movement during a turn must be taken as either on-road or off-road movement, except when blitzing (see below). Tanks can't move across river hex sides.

Special Abilities

Blitz: If you pay an extra Supply token to activate a hex for movement, all Tanks starting in that hex may perform a blitz maneuver. This allows them to make one extra move of 1 hex after they finish with their normal move, either on-road or off-road, and either in or out of the enemy zone of control. This allows Tanks to get behind enemy lines, move easily through the enemy zones of control, and make tactical maneuvers more easily.

Artillery



Axis: 88 mm



Allies: 105 mm howitzer

Attack Power: 3

Movement: One hex. Artillery can't move across river hex sides.



Units

Fighter



German: ME 109G



U.K.: Spitfire



U.S.: P-38 Lightning

Attack Power: 1

Movement: You can place a Fighter in any hex, including in an enemy-controlled one; it doesn't count toward the stacking limit. You don't pay a Supply token to place a Fighter and they aren't affected by enemy zone of control.

Bomber



German: JU 88



U.K.: Halifax



U.S. B-17

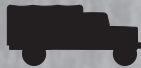
Attack Power: 4

Movement: You can place a Bomber in any hex, including in an enemy-controlled one; it doesn't count toward the stacking limit. You don't pay a Supply token to place a Bomber and they aren't affected by enemy zone of control.

Non-Combat Units

Non-combat units don't add any attack dice when attacking, but they still may be hit when their hex is attacked.

Trucks



German: Opel 3 ton



U.S.: GMC 2-1/2 ton

Movement: A Truck can move any number of hexes along roads (unless entering or leaving a hex under enemy zone of control). It can't move off-road. You don't pay a Supply token to move a Truck.

Special Abilities

Carry Units: Each Truck has six spaces to carry Infantry, Artillery, and Supply tokens. Each unit or token takes up one space on the Truck.

In-Play Loading: If a Truck has spaces open and hasn't yet finished its move, it can pick up in-play Infantry and Artillery if their hex has been activated for movement and they haven't moved yet. Trucks can also pick up in-play Supply tokens.

Off-Board Loading: Trucks can be loaded with any off-board reinforcements available, regardless of which of your reinforcement charts they're coming from. (This is because a Truck would have time to drive and pick up the reinforcements from various locations.) Trucks can also be loaded with off-board Supply tokens.

Dropping Off: At the end of the Movement & Reinforcement phase, each Truck drops off all of its contents into the hex it stopped its movement in. This is the only time a Truck can drop off its contents in a turn. Supply tokens can't be used while they're still on a Truck.

Return: At the beginning of the Movement & Reinforcement phase, before either player moves, return any of your Trucks that aren't in the enemy zone of control to your off-board area.

Supply Tokens



Supply tokens can't be moved on their own or attack (outside of anti-Aircraft fire), but they can be hit. They represent supply depots that provide fuel, ammunition, and food for the troops.

Supply Issues

Historically, the Allies didn't have many supply issues, while the Axis struggled with a shortage of fuel. Part of the Axis plan is to capture Allied-controlled Supply tokens and use them to help fuel their war effort. As the Allies, be careful where you leave your Supply tokens, and as the Axis, take note of where they are vulnerable and commandeer them!

Sequence of Play

An **Axis & Allies: Battle of the Bulge** game is played in a series of turns. Each turn has a color associated with it. In order, the turns are: Red (turn 1), Blue, Green, Yellow, Black, Grey, Purple, and White (turn 8).

A turn consists of four phases, followed in order.

! If it's before the fifth turn, IGNORE this phase. Go to page 14 instead.

Phase 1: Air Combat

On the Red, Blue, Green, and Yellow turns, the weather is bad so Aircraft can't fly. Skip this phase on those turns.

On the Black, Grey, Purple, and White turns, the weather clears up and Aircraft can fly—proceed with this phase by following the four steps outlined below.

Air Superiority

The Axis planned their surprise attack under the cover of winter weather in order to help nullify the air superiority of the Allied forces. Historically, the bad weather lasted several days into the battle, and no reliable air support could be sent. Once the weather cleared up, the Allies were able to provide air cover to the ground forces and helped turned the battle around.

(1) Air Combat Initiative Roll

Each player rolls a die; high roller chooses who places Aircraft first. Reroll ties.

(2) Place Aircraft

The Allied player deploys a total of 3 bombers and 9 fighters. The Axis player deploys 1 Bomber and 3 Fighters. This is true no matter how many Aircraft were destroyed on previous turns.

The player who won the Air Combat Initiative places all of his or her Aircraft in any hexes he or she chooses, and then the other player does the same. Aircraft don't count toward the stacking limit and zone of control. No Supply token is needed to place Aircraft.

(3) Resolve Combat

After all Aircraft are placed, the player who placed his or her Aircraft first chooses which hex to perform air combat on first. Once the attack on that hex has finished, the players alternate choosing which hex to resolve, one at a time, until all hexes with Aircraft are resolved.

Resolve air combat using the following three steps.

I Dogfighting

If both players have Aircraft in the same hex, a dogfight happens. Enemy Aircraft in a hex continue to attack each other simultaneously in dogfighting rounds until one side is eliminated.

Use the following steps to resolve each dogfighting round:

1. Each player simultaneously rolls one die for each Aircraft he or she has in the hex (note that Bombers roll only one die each during a dogfight, not four). A hit is any result of 6 or less.

2. Then each player assigns his or her hits to the other player's Aircraft by taking turns using the Aircraft Strip. Any Aircraft that is hit at least once is destroyed after both players have assigned hits. Extra hits assigned to an Aircraft are wasted. (Dogfight hits are calculated in a similar way to regular attacks (see page 15) and are explained further in the Using the Aircraft Strip sidebar.)



II Anti-Aircraft Fire

After dogfighting is finished, anti-Aircraft fire takes place. The player with ground units in that hex rolls 1 die per unit type in the hex (not one die per unit.) Unit types are Infantry, Tank, Artillery, Trucks, and Supply (for a maximum of 5 dice rolled of anti-Aircraft fire).

Assign hits to the defending aircraft using the Aircraft Strip (similar to regular attacks on page 15, and as explained in the Using The Aircraft Strip sidebar). Any Aircraft that is hit at least once is destroyed (it's returned to its owner's off-board area). Extra hits assigned to an Aircraft are wasted.

III Aircraft Attack

After anti-Aircraft fire, your remaining Aircraft make an attack on ground units in the targeted hex. Aircraft attack without needing to pay Supply tokens for the attacks. Roll the appropriate total number of dice:

Fighter: 1 attack die

Bomber: 4 attack dice

Assign hits as you would during the Ground Combat phase (see page 15) using the unit strips.

(4) Return Aircraft

Return all your Aircraft to your off-board area.

Using the Aircraft Strip

When your Aircraft are being attacked during a dogfight or anti-Aircraft fire, pull out the Aircraft Strip until you've pulled out a number of boxes at least equal to the number of defending Aircraft and place those Aircraft on it, starting with your Fighters in the upper left. Place your Fighters down the first column, wrapping up to the top of the second column if needed, and then place your Bombers when you run out of Fighters to place.

Assign hits to Aircraft from attack dice as you would assign hits to other units in the Ground Combat phase (see page 15), starting the count from the upper left of the Aircraft Strip and counting down, wrapping up to the right column when you've reached the bottom of the left one, and back to the top of the left if you've reached the bottom of the right.

Anti-Aircraft Example: A small Axis force (comprising of 4 unit types) attacks 2 Allied Fighters and 1 Allied Bomber and rolls 1, 3, 4, 8. The 1 destroys a Fighter, the 3 destroys a Bomber, the 4 does nothing (although it's a hit, there's no Aircraft in the "4" position), and the 8 misses.



Sequence of Play

Phase 2: Ground Combat

Players take turns attacking hex-by-hex with their ground units. Ground units can attack opposing ground units in adjacent hexes. On the first turn, Allies units don't attack.

Ground Combat Initiative Roll

On each turn after the first, roll to see who attacks first; high roll wins the initiative. Reroll ties. The player who wins the roll starts ground combat first and goes through steps 1-8 outlined below.

Axis Surprise Attack

On the first turn of the game, the Allies player doesn't attack. This demonstrates the element of surprise that the Axis had, and the overwhelming assault that ensued in the first few days of the battle.

(1) Choose Attacking Hex

The player who currently has the initiative chooses a hex to attack from (this will be only the Axis player on the first turn). You can only choose to attack from one of your hexes that hasn't already attacked this turn.

(2) Choose Target Hexes

Choose any number of adjacent hexes to attack that contain enemy controlled units. Enemy controlled units can include Infantry, Tanks, Artillery, Trucks, and Supply tokens.

(3) Pay Supply Tokens

For each enemy hex chosen in step 2, pay one Supply token. To pay a token, draw one from the attacking hex or a hex adjacent to the attacking hex that is on your side of the front line and that doesn't contain enemy units.

For each Supply token you pay, flip it over to the arrow side and put it on the edge of the attacking hex, pointing in the direction of the attack.

If you have chosen to split your attacks from your hex in more than one direction, decide now which of your units in your attacking hex will attack which hexes and announce that to the other player. Then resolve each of those split attacks in the order you choose, using steps 4-7 below, before passing initiative to the other player.

Example: The Axis player wants to attack the Allies in Martelange. The Axis player flips over a Supply token and places it on the edge of the hex, facing west.

The Axis player could have decided to split his or her attack from this hex and also attacked the Allies to the northwest. In that case, the Axis player would have flipped over 2 Supply tokens and placed both on the edge of the hex, one facing west and the other facing northwest.



Sequence of Play

(4) Prepare Combat Strips

Pull out the combat strips from under the board using the finger holes so that the number of boxes showing represents the number and type of units in the defending hex.

Example: The Axis player attacks Martelange, which contains 2 Infantry, 1 Tank, 1 Truck, and 1 Supply token. Pull the Infantry strip out 2 spaces, the Tank strip out 1 space, the Truck strip out 1 space, and the Supply strip out 1 space. Leave the Artillery and Aircraft strips “tucked in.”



(5) Attack Roll

Roll a number of attack dice equal to the total attack power of your attacking units. (Roll 1 die for each Infantry, 2 dice for each Tank, and 3 dice for each Artillery.)

You may choose to roll less than the allotted dice if you wish by holding back certain units in the attack. Any units you choose to hold back can't attack this turn. You must announce your intent to hold back units before rolling any of your dice.

Each die result of 6 or less counts as a hit.

Example: The Axis attacks with 1 Infantry, 2 Tanks, and 1 Artillery, which totals 8 attack dice (1 for the Infantry, 2 for each Tank, and 3 for the Artillery). The Axis player rolls 8 dice and gets: 1, 3, 3, 4, 5, 8, 8, 10. That's 5 hits.



(6) Assign Hits

Place each die that scores a hit on one of the unit strip boxes. To place a die, count out its number of boxes, starting with the topmost (closest to the game board) Infantry and working down, then to the Tanks column working downward, then to Artillery, then Trucks, then Supply tokens, until you've counted to the number on the die. If you reach the last unit box and haven't reached the die's number yet, wrap around to the first box and continue counting until you've reached the number.

When you've counted out a number of boxes equal to the hit number, place the hit die there. Repeat this for each die that scored a hit.

Example: The Allied Tank, Truck, and Supply token are destroyed. And one of the Allied Infantry is forced to retreat.



Sequence of Play

(7) Resolve Hits

Resolve hits as follows:

- For each Infantry, Tank, and Artillery box with one hit, a corresponding unit in the defending hex retreats.
- For each Infantry, Tank, and Artillery box with two hits, a corresponding unit in the defending hex is destroyed.
- For each hit in the Truck box, one Truck in the defending hex is destroyed.
- For each hit in the Supply box, one Supply token in the defending hex is destroyed.

If you score more hits than needed to destroy a unit, those hits are wasted.

Destroying Units

To destroy a ground unit, remove it from the game (put it back in the tray).

Retreating Units

To retreat a unit, move it one hex from its current location, with the following restrictions:

- It can't retreat to a hex that falls within enemy zone of control (see page 10).
- It can't retreat to a hex that has already reached its stacking limit (see page 19).
- It can't retreat to a partial (grayed out) hex or off-board.
- A Tank or Artillery unit can't retreat across a river hex side.

If a unit that has taken one hit is unable to retreat because of any of these restrictions, it's destroyed.

(8) Pass the Initiative

The initiative passes to the other player. That player now goes through steps 1–8. If that player decides not to make an attack, then initiative reverts back to the other player. When both players choose not to do any more attacks, ground combat is done for the turn.

End of Ground Combat

When both players have no more attacks, remove all the arrow-side-up Supply tokens from the board and put them back into the tray.



Rolling More Than 12 Attack Dice

In cases when you get more than 12 total attack dice, roll all 12 dice included in the game and assign all of your hits on the unit tabs using the grey plastic chips instead of putting the dice on the strips. Reroll as many of the attack dice as needed and continue assigning hits in this manner until you have satisfied your attack roll.

If There Are More Than 6 Defending Units

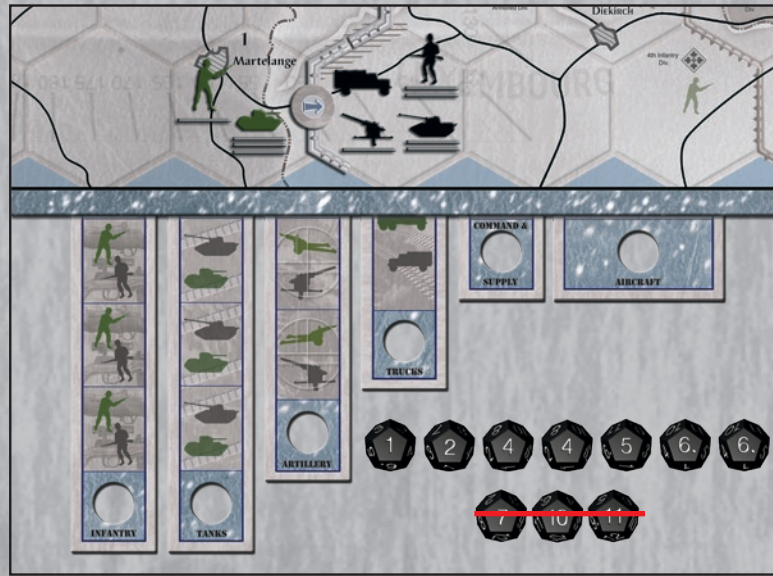
In cases where there are more than 6 defending units, count the number of dice that scored a hit, but instead of assigning them to the boxes, reroll them first and assign them based on that new rerolled number of 1 to 12. (Twelve is the maximum number of unit boxes that can be used for a defending hex).

Example: The Allies player decides to attack the hex to the east of Martelange. That hex contains 9 Axis units: 3 Infantry, 3 Tanks, 2 Artillery, and 1 Truck. The Allies player attacks with 2 Infantry and 4 Tanks, which totals 10 attack dice (2 for each Tank and 1 for each Infantry). The Allies player rolls 1, 2, 4, 4, 5, 6, 6, 7, 10, 11.

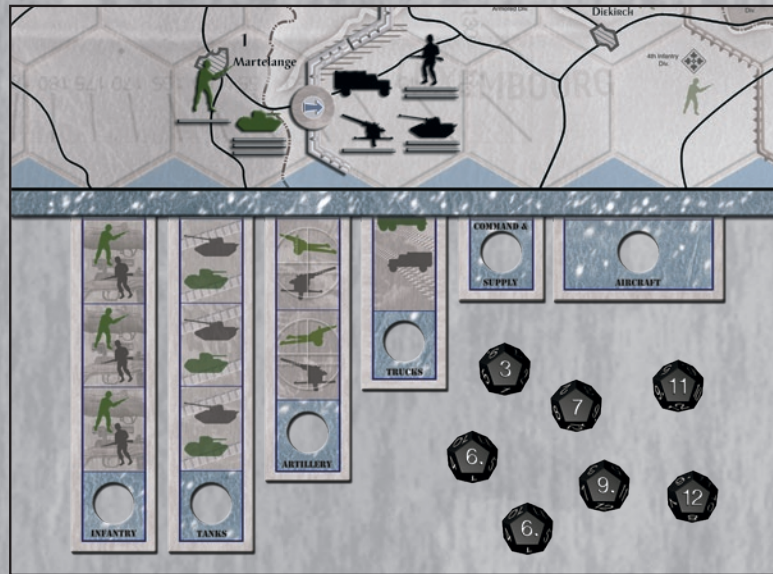


Sequence of Play

Example: The Allies player rolled 7 hits. Discard the three misses.



Example: The Allies player rerolls the 7 dice that hit and gets 3, 6, 6, 7, 9, 11, 12.



Example: Then the Allies player assigns those numbers to the combat strips. In this case, 1 Infantry, 1 Tank, and 1 Truck are destroyed, and 1 Infantry and 1 Artillery are retreated.



Sequence of Play

Phase 3: Movement & Reinforcement

At the beginning of this phase (before either player moves), each player may return any of his or her Trucks that are not in enemy zone of control to his or her off-board area.

During this phase, the Axis player moves his or her ground units and reinforces. Then the Allies player moves his or her ground units and reinforces.

Example: The Allies Truck in Ortheuville is in enemy zone of control and can't be returned to the off-board area at the beginning of the Movement & Reinforcement phase. However, the other Allies Truck isn't in enemy zone of control and can be returned.



Movement

First, one hex at a time, the Axis player moves all his or her ground units and then reinforces. Then the Allied player does the same.

Paying For Movement

You pay a Supply token to activate all Infantry, Tanks, and Artillery in a hex for movement, allowing the use of those units in that hex at the time the token is paid, similar to attacking. You may activate a hex by spending a token from that hex or any adjacent hex behind the front line with no enemy units in it.

You may immediately move units you pay for, or in the case of Infantry and Artillery, designate them to be picked up by a Truck later during the reinforcement part of the phase.



When you pay the Supply token, flip it over to the arrow side in the activated hex as a reminder of which units have been activated and the direction they moved. If units in a hex moved in multiple directions, pick one direction to face the arrow.

Trucks move without paying Supply tokens.

Basic Movement Rules

- Whenever a ground unit enters or leaves a hex that falls within an enemy zone of control, its movement stops. This represents the caution needed to maneuver around enemy forces. (This also affects Tanks and Trucks moving along roads.)

Zone of control is described in the Units section on page 10 as being exerted by an Infantry, Tank, and Artillery in a one hex radius.



Example: The Axis Tank moves westward along a road. When it gets to Bastogne, it enters enemy zone of control and its movement stops. It can't continue along the road Ortheuville, for example.



Sequence of Play

- Whenever a ground unit enters an enemy-controlled city hex, its movement stops. This represents the congestion and chaos of traversing a town in wartime. (This affects Tanks and Trucks moving along roads.)
- Ground units can't move into a hex occupied by an enemy Infantry, Tank, or Artillery. However, Infantry, Tanks, and Artillery are able to move into a hex containing enemy Trucks and Supply tokens, commandeering them. Commandeering is described below.
- When moving through a hex, you don't gain control of it. Control of hexes is granted during the Board Upkeep phase.
- Once placed on the game board, Infantry, Tanks, and Artillery can't be moved off-board. An empty Truck that begins movement in a hex on the edge of the board may move off-board, in which case you return it to your off-board area.
- Units can only be activated for movement once per turn.

Stacking Limits

There is a maximum of 12 units per hex. Infantry, Tanks, Artillery, and Trucks all count as 1 unit each. Having any number of supplies in a hex counts as 1 unit. In addition:

- A maximum of 6 Infantry may occupy a hex.
- A maximum of 6 Tanks may occupy a hex.
- A maximum of 3 Artillery may occupy a hex.

During the Board Upkeep phase, check to see if any hexes break the stacking limit (see page 22).

Commandeering

If you move an Infantry, Artillery, or Tank into a hex containing enemy Trucks or Supply tokens, you will commandeer those Trucks and tokens when the front-line markers are updated. If you commandeer Trucks or tokens, it means that you will own them to use as you please once the front-line markers have been updated.

Example: An Allies Infantry moves into a hex containing an Axis Truck and 2 Axis Supply tokens. The Truck and Supply tokens will be commandeered when the front-line markers are updated.



Road Movement

Tanks and Trucks can move any number of hexes along a road (however, they must stop if they enter a hex within enemy zone of control). You can tell if two hexes are connected by a road if the road flows from one hex into the other. Roads may also go over waterways and become bridges, but they still count as roads for this purpose.

Rivers

Some hex edges have rivers along them, blocking the movement of all ground units except Infantry. On the game board there are graphical representations of rivers, but many of them have bridges over them, which count as roads. The only river hex sides that actually block movement are shown as shaded areas on the corresponding hex edge. (See the River Barrier caption on page 7.) While they block movement, they have no effect on payment of Supply tokens or attacks. Rivers also affect retreating units.

Partial Hexes

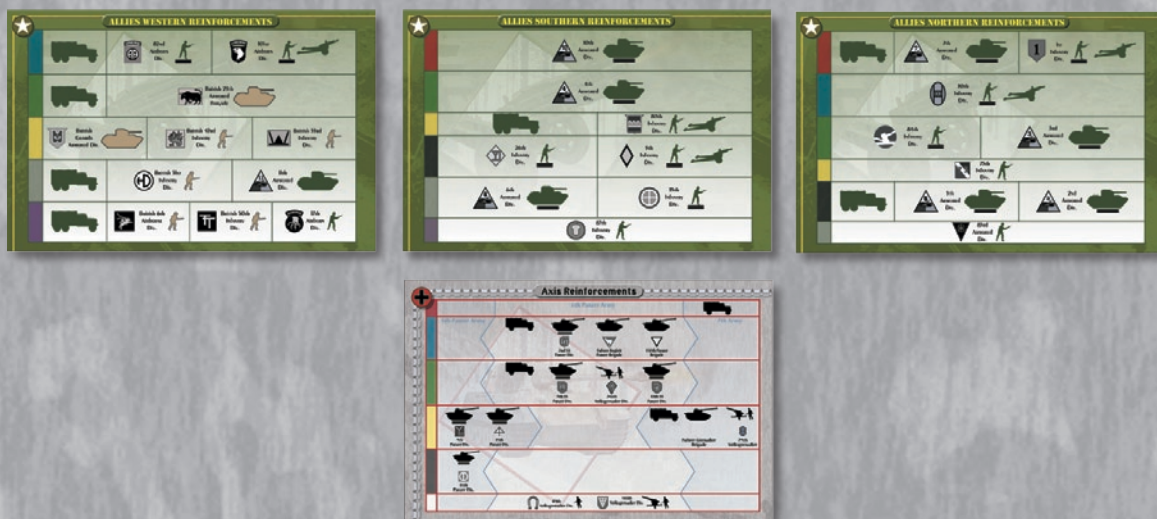
Units can't enter the partial hexes (grayed out) on the edge of the game board.

Sequence of Play

Reinforcement

Each turn, after the Axis player has moved all of his or her ground units, he or she can reinforce. Then the Allies player moves and reinforces.

The Allies player has three reinforcement charts and the Axis player has one. These charts list the units that can enter play when a player reinforces. Silhouettes on each sheet show how many and which types of units are available on each colored turn. Players don't pay Supply tokens for moving reinforcement units onto the board. (Exception: see Blitzing Tanks from Off-Board on page 21).



Command & Supply Income

Each turn, more Supply tokens become available for your troops. Take the appropriate amount from the tray and put them in your off-board area. These tokens can then be moved into the fray with Trucks. Keep your troops well supplied!

Players receive the following number of Supply tokens each turn:

Axis: 9

Allies: 11

Axis Reinforcements

The Axis reinforcement chart has troops labeled as coming from the 6th Panzer Army, 5th Panzer Army, and 7th Army. Combat units coming from those armies may be placed directly on any full hex on the eastern edge of the game board that is labeled with the name of the appropriate army, as long as that hex is not enemy controlled (control is determined by the front-line markers, as indicated in the board upkeep section on page 22). These hexes are shown in grey in the diagram page 21.

After loading off-board Trucks with any desired reinforcements, the Axis player may place off-board Trucks on any of the road hexes on the eastern edge of the game board that are under Axis control.

Allies Reinforcements

The Allied reinforcement charts are labeled Northern, Southern, and Western. The non-Truck units from these charts may be placed directly in any full hex on the corresponding edge of the game board not in enemy control (shown as green hexes in the diagram on page 21. The red hexes are those behind the front line and thus under enemy control). These directions are indicated by the compass in the bottom right corner of the game board.

After loading off-board Trucks with any desired reinforcements, the Allies player may place off-board Trucks on the road hexes on the western, northern, or southern edges of the game board that are under Allied control (control is determined by the front-line markers).



Sequence of Play



Moving Reinforcements

When you place an Infantry or Artillery from off-board directly onto the game board, that unit's move is immediately ended. (This restriction doesn't apply if they're loaded on a Truck.) This is also true of Tanks placed on non-road hexes. If you place a Tank or Truck on a road hex from off-board and not in an enemy zone of control, its move is not ended. It may move along the road as if it was moving during the movement part of the Movement & Reinforcement phase.

Blitzing Tanks from Off-Board

If you pay one Supply token, you may blitz all the Tanks coming from one division or brigade on the reinforcement chart. You may do this for each division or brigade on your reinforcement chart. These Tanks act under blitzing rules (see page 10).

Undeployed Reinforcements

If a player chooses not to deploy any of his or her reinforcements, that player keeps those units on his or her reinforcement chart and may place them during any later Movement & Reinforcement phase.

Undeployed Supply tokens carry over to the next turn.

Removing Used Command & Supply Tokens

Once both players have finished with their movement and reinforcement, remove all of the tokens that have been flipped over to their arrow side from the game board and return them to the tray.



Sequence of Play

Phase 4: Board Upkeep

Update the board elements to reflect the progress made during the turn.

Update Front-Line Markers

The bulge in the front line is recorded with front-line markers. As the units move around the board, the front line will change.

The front-line markers are placed such that they are between the Axis units and the Allies units. When the Axis presses into Allied territory, the markers are updated to show that progress. Anything on the Axis side of the line is Axis controlled, and the same is true for the Allies.

When updating the front line, a hex containing an Axis unit will also claim control of the 3 hexes on the eastern three sides of it (towards Germany), unless there is an Allied controlled Infantry, Tank, Artillery, Truck, or Supply token there, or an Allied city that hasn't been occupied yet by an Axis Infantry, Tank, or Artillery.

Allied units can claim an Axis hex, but they don't get the 3 hexes on its western sides. This represents the Axis push and the creation of the bulge in the line. It's very difficult for the Allies to retake lost ground during this time.

Example: The Axis player claims Vielsalm because there are 2 Axis Tanks occupying it. The Axis also claims Bastogne (and the hex to its south|east since it's one of the 3 hexes on the eastern side of Bastogne). However, the Axis doesn't claim the hex to the north|east of Bastogne, because it contains an Allied-controlled Supply token and it's an Allied city that has yet to be occupied by an Axis unit.



If a hex gets cut off from the front line, it's still under the control of the player who controlled it last until it's taken.



Sequence of Play

Commandeer Enemy Units

During movement, if you had moved an Infantry, Artillery, or Tank into a hex containing an enemy Truck or Supply tokens, you will commandeer those Trucks and tokens when the front-line markers are updated. If you commandeer Trucks or tokens, it means that you will own them to use starting on your next turn.

Enforce Stacking Limit

If any hexes are violating stacking limits, the opponent of the offending units may move them into an adjacent hex as if they were retreated. If there isn't a legal hex to retreat to, then the controller of the offending units must destroy units in that hex until the stacking limits are obeyed.

Update Victory Track

Move the victory-point marker on the victory track to reflect the Axis victory-point total as it may have changed due to newly captured or lost cities and towns. You are considered to control a city if it's on your side of the front line.

Advance Turn Marker

Move the turn marker to the next turn unless it's the White turn, in which case the game ends.

Winning the Game

As soon as the Axis player has achieved 24 victory points, the game ends and he or she wins the game. At the end of the eighth turn, if the Axis player doesn't have that many points yet, then the game ends and the Allies player wins.

Optional Rules

Once you've played a few games, you may want to try one of these optional rules.

Ongoing Campaign

Keep records of your games. See what is the best Axis or Allied score you can achieve. Reverse roles and compare the results. Keep a tally of your Axis scores over multiple games and see who comes out ahead over time.

Custom Setup

At the beginning of the game, the Allies player may set up his or her starting units in any hexes on his or her side of the front line, including all the starting Supply tokens, with the limitation that the combat units must exert zone of control over every hex on the Axis side of the front line.

After the Allies setup, then the Axis player sets up his or her units with the same limitations, except the starting units can't be redistributed out of their army's designated starting area (the three sections labeled 5th, 6th, and 7th army), including Supply tokens.



Questions

U.S., Canada, Asia Pacific & Latin America

www.wizards.com/customerservice

Wizards of the Coast, Inc.

P.O. Box 707

Renton WA 98057-0707

U.S.A.

Tel: 1-800-324-6496 (within the U.S.)

1-206-624-0933 (outside the U.S.)

U.K., Eire & South Africa

Hasbro UK Ltd.

P.O. Box 43

Newport, NP19 4YD

UK

Tel: + 800 22 427276

Email: wizards@hasbro.co.uk

All Other European Countries

Wizards of the Coast p/a Hasbro Belgium NV/SA

't Hofveld 6D

1702 Groot-Bijgaarden

BELGIUM

Tel: +32.70.233.277

Email: custserv@hasbro.be

Keep these addresses for your records.

www.avalonhill.com



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