

Battles of the Bulge: Celles

Table of Contents

1.0 Introduction.....	1
2.0 Components	1
2.1 Game Scale	1
2.2 Playing Pieces	1
2.2.1 Action Chits.....	1
2.2.2 Tactical Chits.....	1
2.2.3 Combat Units.....	1
3.0 Sequence of Play	2
4.0 Action Chits and Tactical Chits.....	2
5.0 Supply	2
6.0 Initiative.....	3
7.0 Action Phase	3
8.0 Movement	3
8.1 Meuse Bridges	4
8.2 Motorized Units.....	4
8.3 Trucks.....	4
8.4 Rear Areas.....	4
8.5 Strategic Movement	4
9.0 Zones of Control (ZOC)	4
9.1 Infiltration.....	4
10.0 Stacking.....	5
11.0 Combat	5
11.1 Retreat.....	7
11.2 Advance after Combat.....	8
12.0 Disruption	8
13.0 Tactical Chits.....	8
13.1 Combat	8
13.2 Extra Move.....	8
13.3 Replacement.....	8
13.4 Allied Air	9
13.5 Playing Multiple Tactical Chits.....	9
14.0 Reinforcements	9
15.0 Führer Begleit Withdrawal	9
16.0 Victory Conditions	9
17.0 Optional Rule.....	10
18.0 Players Notes	10
19.0 Designer's Notes.....	11
20.0 Game Setup	12
21.0 First Turn Rules.....	12
22.0 Reinforcement and Withdrawal Schedule	12

1.0 Introduction

Celles is a simulation of the fighting near the Meuse River 23 December through 27 December 1944, at the German high-water mark during the Battle of the Bulge. The German breakthrough was finally eliminated by the combined actions of American and British troops led by a devastating counterattack by the US 2nd Armor Division.

2.0 Components

- 1 22"x17" Map
- 88 Die-Cut Counters
- 1 Player Chart (Combat, Movement, etc.)
- 1 Rules Booklet

This game uses a ten-sided die, numbered 0-9, which is not included with the game.

2.1 Game Scale

Each hex on the game map is approximately 1 mile across. Each unit is a fighting formation made up of a collection of battalions, companies and batteries totaling in size between 1 - 3 battalion equivalents. Each game turn is 12 hours.

2.2 Playing Pieces

2.2.1 Action Chits

German Action Chit



Allied Action Chit



2.2.2 Tactical Chits

German Tactical chits

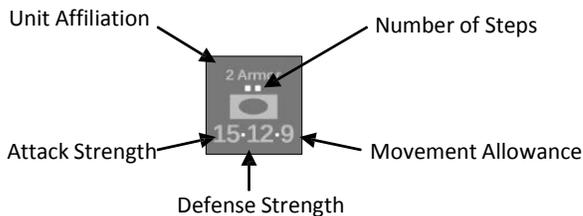
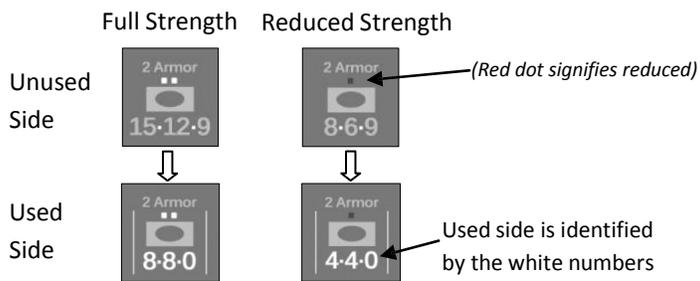


Allied Tactical Chits



2.2.3 Combat Units

The counters in the game represent the units from the historical formations which fought in the battle. US units are olive green, German units are gray, British units are brown. Units have a used side on the rear of the counter that represents a unit's reduced capabilities after movement.



Unit Symbols

Armor		Infantry	
Recon		SP/AT	

3.0 Sequence of Play

Each game turn consists of several phases that must be followed in the following sequence.

1. **Chit Phase**-Both players adjust the Action Chits and Tactical Chits in their cup and reset the Actions Available Markers.
2. **Supply Phase**-Both players check the supply status of all of their units and mark units appropriately.
3. **Initiative Phase**-The players determine who will be the first player to perform an action.
4. **First Player's Action Phase**-The first player pulls chits and activates units for movement and combat.
5. **Second Player's Action Phase**-The second player pulls chits and activates units for movement and combat.
6. The first player performs another Action Phase, followed by the Second player, etc., until both players have expended all of their actions.
7. **Recovery Phase**-All "Disrupted" markers are removed from units. All units are flipped to their unused sides.
8. **Victory Point Phase**-The German Player collects victory points for units in supply adjacent to the Meuse River. The turn marker is moved to the next turn.

4.0 Action Chits and Tactical Chits

Action Chits represent the orders from above, formation leadership, and supplies needed for a formation to move and fight. Tactical Chits represent airpower, corps and army artillery, extra fuel supplies, and replacements.

Each turn the German and Allied players place the Action Chits and Tactical Chits that are available to them for that turn together in a cup. The players will draw chits from these cups during the Action Phase. Each player has his own cup containing only his chits. The mix of Action Chits changes from day to day (see the Action Chits Per Day Table on the Celles Player Chart). All Tactical Chits are placed in the cup every turn.

Each turn each player will have a different number of Actions available to be performed. This is printed on the Turn Record Track (the number in green refers to the Allies and the number in gray to the Germans). A marker labeled Actions Available is provided for each player, and this marker is placed in the corresponding box on the Actions Track (on map next to Turn Record) to remind the player of the number of Action Chits he may play this turn. A player may have more Action Chits than available actions for the turn, which means that not all units will move that turn.

5.0 Supply

During the supply phase both players check the supply status of all of their units. A unit traces a supply path from the unit to a supply source. This path may be of any length but may not pass through a hex containing an enemy unit or an enemy zone of control (see 9.0) unless the hex is occupied by a friendly unit. This includes the hex that is the friendly supply source. A supply path may not be traced through a hex that is in the enemy Rear Area (see 8.4). A supply path may not be traced across the Meuse River except at bridges. A unit that cannot trace a supply path back to a supply source is marked as Out of Supply. If the unit is already marked as Out of Supply, the unit is now marked as Isolated. A unit that was Isolated or Out of Supply that can trace a supply path during the Supply Phase has its marker removed; it is now in supply. Supply status is only checked and adjusted during the Supply Phase.

German supply sources are any map edge hex in their Rear Area. American supply sources are any north map edge hex and east map edge hexes 3300 to 3306, inclusive. British supply sources are any west map edge hex. American and British units may only use their own supply sources.

Out of Supply units' movement allowances are reduced by 1/3. Out of Supply units attack with a -2 modifier applied to the die roll. Defending units are not affected by being Out of Supply.

Isolated units' movement allowances are reduced by 2/3. Isolated units may not attack. Isolated units that are attacked have a +2 modifier applied to the attacker's die roll.

6.0 Initiative

During the Initiative Phase both players roll a die and apply the following modifiers: +1 to the Allied die roll on a Day Turn; +1 to the German die roll on a Night Turn. The player with the higher modified die roll holds the initiative for this turn. Re-roll any ties. The player who wins the initiative decides who will be the first player to perform an Action Phase.

7.0 Action Phase

The player who is performing the first Action draws a chit from his cup. If he draws a Tactical Chit, it is placed in the box on the map for available Tactical Chits. The player then draws another chit, and continues to draw chits until an Action Chit is drawn. A player may collect multiple Tactical Chits before drawing an Action Chit. When he draws an Action Chit, the marker is placed on his Action Track on the map, and then all units of the formation named on the chit are activated for movement and combat, or the player may, instead, choose to activate one unit of any other formation. In the latter case, the Action Chit is placed on the Action Track on its back side to show that some unit other than the named formation was activated.

When a formation is activated all of its units are flipped to their unused sides if not already on their unused sides. The same is true if only an individual unit is activated; it is flipped to its unused side.

The player now stops drawing chits and moves and fights with his activated units. After the current player completes all of his moves and combats with his activated units, the Second Player repeats the above procedure. This continues until both players have expended all of their available Actions for the turn. Since both players can have different numbers of actions available for the turn, it is quite possible for one player to run out of actions before his opponent, allowing the player with more actions to perform multiple actions in a row.

Exception: When the US player draws the 84th Infantry Action Chit and activates that division, a maximum of 3 units from that division may be activated for movement or

combat. All units of the division are, however, flipped to their unused side, (front), when the activation chit is played.

Exception: British units may not be activated until December 25.

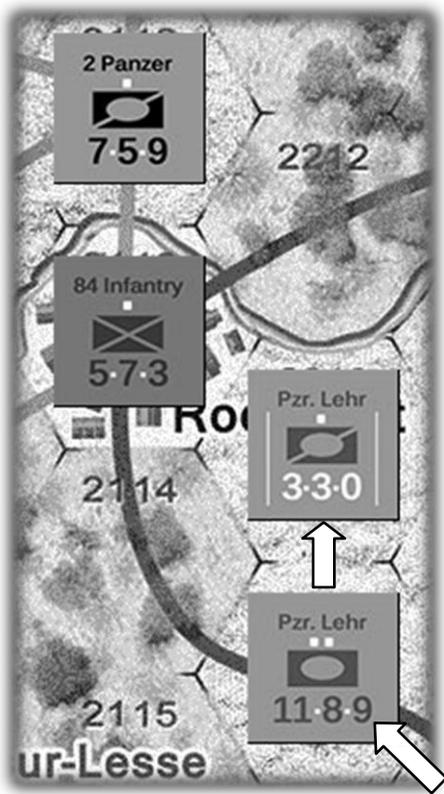
8.0 Movement

During the Action Phase the player may move and fight with his activated units. Each unit has a movement allowance printed on the counter that is the maximum number of movement points the unit may expend for movement and combat. Movement allowances may be reduced by Supply (5.0) or Disruption (12.0). Movement allowances may be increased by Strategic Movement (8.5). Activated units are moved individually, with the currently selected activated unit called the active unit. Once the active unit's movement has been completed the unit is flipped over to its used side, and the next active unit is selected for movement. (Activated units that do not expend any movement points for movement or combat remain on their unused sides.)

Active units move from hex to hex, expending movement points for the terrain in each hex entered, for hexside features between hexes, for Combat and for Zones of Control. See the Movement Point Cost Chart. Units are split into 2 types for movement, motorized and infantry. All unit types except infantry are motorized (including truck-mounted infantry) and use the column labeled **Mot** on the Movement Points Costs chart. A unit may not move if it does not have the movement points to enter an adjacent hex. (Players should note that the 1 unit of the US 3rd Armor Division has no movement allowance and may never move.)

The terrain on the map is labeled around the edge of the hex grid. The words are color coded to match the terrain they are labeling.

Example : *The recon unit of Lehr Division starts the move in the road hex just behind the armor unit of Lehr. It enters the armor unit's hex for 2.5 movement points. (The highway costs .5 and entering a hex with another motorized units costs 2 more; See 8.2.) The unit then continues to move to hex 2213, expending 3 more movement points for the rough hex. The recon unit still has 4.5 movement points left but, the German player does not feel that a Light attack on a town, with -4 total modifiers on the attacker's die roll, is a good idea, so the recon unit then flips to its used side as its movement is completed.*



8.1 Meuse Bridges

German units may not cross the bridges over the Meuse River. (The bridges were too well guarded by this time.)

8.2 Motorized Units

A motorized unit that enters a hex while traveling along a road or highway that already contains another motorized unit spends 2 extra movement points. Infantry motorized with Trucks counts as a motorized unit for the purposes of this rule: it both impedes other motorized units and has its own movement impeded.

8.3 Trucks

The Allied player has 1 Truck marker to motorize a unit of the 84th Infantry Division starting with 24 December. The Allied player is not required to place the marker when first available; he may wait and use it whenever he pleases. This marker may be placed on any activated unit of the 84th. This unit immediately begins functioning as a motorized unit for both movement and combat; the movement allowance is printed on the Truck marker. If the player wishes to transfer the motorized capability to another unit, the truck marker can be removed from the original unit any time the unit with the trucks is activated but before the unit moves. The Truck marker is placed on the Turn Record Track 1 turn

ahead, at which time it will be available to be placed on an activated unit of the 84th.

The Truck marker is not a combat unit; it has no Zone of Control (see 9.0), and does not count as a step. However its movement allowance is affected by the supply state and Disruption of the unit it is carrying. If the unit with the Truck is eliminated, the Truck marker is placed on the Turn Record Track 1 turn ahead, when it will be available to be placed on an activated unit of the 84th.

8.4 Rear Areas

Both players have an area designated on the map as the Rear Area. No enemy units may enter this area during movement, retreat, or advance after combat

8.5 Strategic Movement

During night turns only, add 3 movement points to the movement allowance of **German** motorized units that neither start adjacent to enemy units nor at any point during their movement move adjacent to an enemy unit. This is done before any reductions in movement allowance for supply or disruption. During day turns only, the same rule applies to **Allied** motorized units. Day turns are noted by the sun symbol on the Turn record Track. Night Turns are noted by the moon Symbol on the Turn record Track.

9.0 Zones of Control (ZOC)

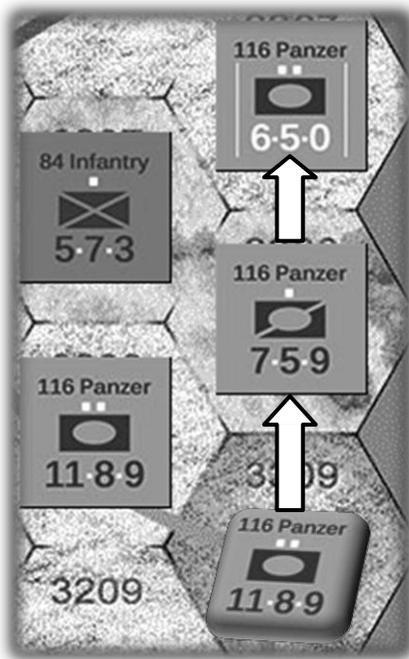
Non-Disrupted units, including Isolated and Out of Supply units, exert a zone of control (ZOC) into the six hexes surrounding the unit, including into an enemy Rear Area.

When a unit enters an enemy ZOC, there is no additional cost in movement points, and the unit is not required to stop moving. When a **motorized** unit exits an enemy ZOC to a hex that is not in an enemy ZOC, the moving unit expends 1 movement point in addition to the normal terrain costs.

9.1 Infiltration

To move a **motorized** unit from one hex in enemy ZOC directly to another hex in enemy ZOC, the unit spends 2 movement points in addition to the terrain costs and consults the Infiltration Table. Infantry units may move from enemy ZOC to enemy ZOC by using the Infiltration Table but pay no additional movement points to do so. Players should note that if Infiltration fails, the unit ceases movement in the hex the unit was infiltrating from and can be disrupted.

Example: *The German armor unit in 3309 spends 3 movement points moving into the hex with the recon unit, and then declares that is attempting to move one hex further to 3307. This would be a move from one hex in an enemy ZOC to another hex in an enemy ZOC, and is thus considered infiltration. The German armor unit expends 1 movement point for the terrain in the hex it is trying to enter (a road hex) and 2 movement points for infiltration. A die is then rolled and the German player receives a +1 modifier for a German unit infiltrating, and a +2 for being a night turn. On a roll of 5 the infiltration succeeds and the German armor unit enters the hex. The German armor unit has expended 6 movement points, and it could now continue moving or launch a Light attack for 3 movement points on the adjacent American unit. The German armor unit decides to end its move and is flipped to its used side. (Players should note that if the infiltration had failed the German armor unit would have stopped moving in the hex with the recon unit and would have been over stacked. see 10.0)*



10.0 Stacking

A maximum of 2 steps may stack in a hex. The number of steps possessed by a unit is at the top of the counter under the unit affiliation and is represented by small squares; one square equals one step. Many units start the game with 2 steps, and thus may not stack with another unit when at full strength. Stacking limits apply at the end of an active units' movement, retreat, replacement, moment of combat, and advance after combat. If a hex is over stacked at one of these times the owning player eliminates as many steps of

his choice as necessary to bring the hex back into stacking limit compliance.

11.0 Combat

Combat is both performed as part of movement and costs movement points and may be initiated at any point during the active unit's movement. A unit may continue to move and initiate attacks as long as the unit has not been forced to Retreat and has available movement points. Combat has three levels of intensity: Light, Medium and Heavy attacks. Each type of attack also has a combat modifier associated with it. The cost in movement points and the combat modifier for each type of attack are listed on the Celles Player Chart.

When an active unit wishes to attack, it expends the required number of movement points and attacks **all** adjacent enemy units. If an attacking unit, for example, is adjacent to 4 enemy units, then it must attack all 4 enemy units. (*Exception:* No attacks are permitted across the Meuse River, even at bridges.) All friendly units adjacent to an enemy unit that is being attacked may also be included in the attack, whether activated or not. The attacking player decides on a unit by unit basis which of these additional friendly units will be included in the attack. These additional attacking units adjacent to the defending units may only attack the original defending units. The only units the defender includes in the combat are the units adjacent to the unit initiating the attack, the active unit. An enemy unit in its Rear Area may be attacked, but no advance after combat is allowed into an enemy Rear Area.

The attacking player now adds up all of the attacking units' attack strengths and compares that number to the combined strength of all of the defending units. This will yield a numerical odds ratio (attacker to defender). Round off the odds ratio downward to conform to one of the odds ratios found on the Combat Results Table (CRT). The attacking player now rolls a die and applies all die roll modifiers for this combat to yield a final modified result on the CRT. A modifier is applied if any of the units on that side that are involved in that combat qualify for the modifier. For example, if 1 defending unit is Disrupted, apply the Disrupted modifier. Multiple modifiers of the same type are ignored. (Having 2 Disrupted units and 2 units in the woods has no more effect than 1 Disrupted unit and 1 unit in the woods.) Modifiers are cumulative except for the terrain of the defender's hexes. If the attacker is attacking multiple hexes, the terrain most beneficial to the defender is used.

River modifiers are applied in addition to the terrain of the hex; a maximum of one river modifier may be applied to each combat. If any attacking units are attacking across a river, the river modifier is applied.

The results on the CRT are read as follows: the left side of the slash applies to the attacker and the right side to the defender. The defender applies all results first.

A numerical result is the number of steps that must be lost. The first step loss for the attacker must come from the active unit which initiated the attack. If a 2-step unit loses 1 step, the unit is removed from the map and placed in the destroyed unit area, and a reduced-strength unit of the same type and formation is put in its place. If a 2-step unit loses 2 steps, the unit is removed from the map and placed in the destroyed unit area, and a reduced strength unit of the same type and formation is also placed in the destroyed unit area. If a 1 step unit loses 1 step, it is placed in the destroyed unit area. (This area is on the player's map edge.)

A “—” result indicates that the combat had no effect

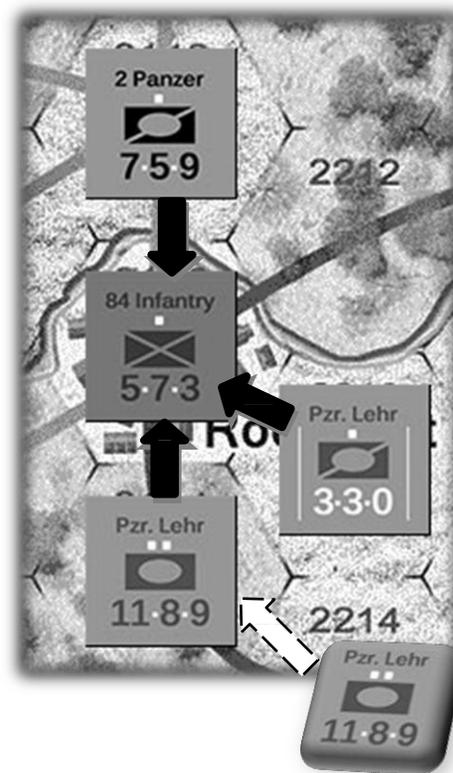
An “R” result indicates that all of the units involved must Retreat 2 hexes. See Retreat (11.1)

A “D” result indicates that two of the units involved in the attack are Disrupted. If only one unit participated in the combat for that side, the second Disruption result is ignored. The first Disrupted unit for the attacker must be the active unit which initiated the attack; otherwise it is up to the owning players, both attacker and defender, to choose which units to Disrupt from his non Disrupted units. If all units have been Disrupted there is no further effect.

The results on the CRT are cumulative. In a single combat, a side could lose steps, be Disrupted, and forced to Retreat; and the results are applied in that order. (Disrupted retreating units are vulnerable to enemy ZOC; see 11.1)

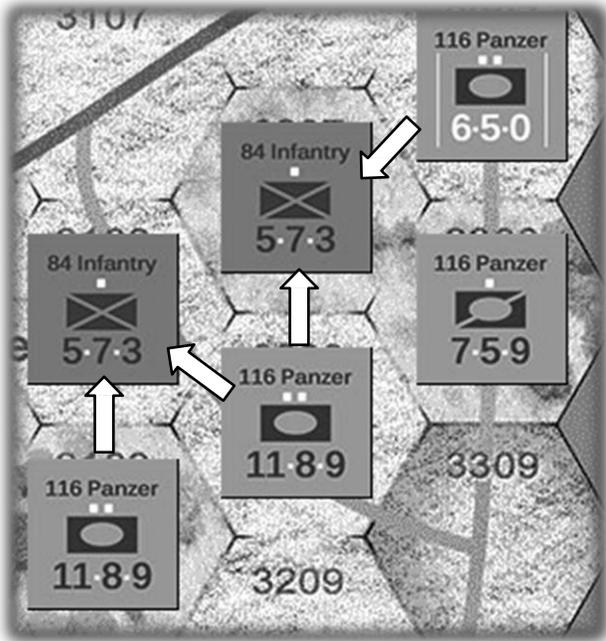
Example: *The armor unit of Lehr Division moves from 2214 to 2114 and then attacks the American infantry unit in Rochefort. The armor unit spends .5 movement point for the highway and 6 movement points for a medium attack. (It could have launched a heavy attack if it had started adjacent to the defender and had 9 movement points available.) All German units adjacent to the defender may be included in the attack. The German player chooses to include the recon unit of Lehr to increase the odds to 2-1. The German player does not include the unit of the 2nd Panzer because it is separated from the defender by a minor*

river, and he does not want the negative modifier affecting the combat. The modifiers to the attacker's die roll for the combat are -2 for a defender in a town and +1 for Germans attacking during a night turn. A die roll of 9 yields a result of RD. The defending unit is first disrupted and then must retreat 2 hexes. Since the unit is surrounded by enemy units and enemy ZOC and a disrupted unit may not retreat into an enemy ZOC, the unit is eliminated. Any German unit that participated in the attack may now advance into the defender's hex. The recon unit of Lehr advances so it will be on the highway for its next move. The armor unit of Lehr still has 2.5 movement points, and could continue moving, but decides to finish its move in its current hex and flip to its used side.



Example: *The German armor unit in 3208 declares a heavy attack using all 9 of its movement points. Since it is adjacent to two American defending units, it must attack both of them. All other German units that are adjacent to any of the defenders may now be included in the attack. The German player chooses to include all three armor units for an attack factor of 28 to a defense of 14 for the two American units. The German recon unit is a spectator and will not be affected by the combat results. The attacker receives a modifier based on the best terrain any of the defending units occupy; since woods and village are both -1, a -1 modifier for terrain is applied to the attacker's die roll. The attacker receives a +1 modifier for the heavy attack. The attacker's modified die roll is a 3; this is a “no effect” result.*

The German armor unit that initiated the attack is flipped to its used side, as it has spent all of its movement points. The other adjacent German units on their unused sides could be activated later in the same action phase to attack the same enemy units—such wave attacks are intrinsic to the game system.



11.1 Retreat

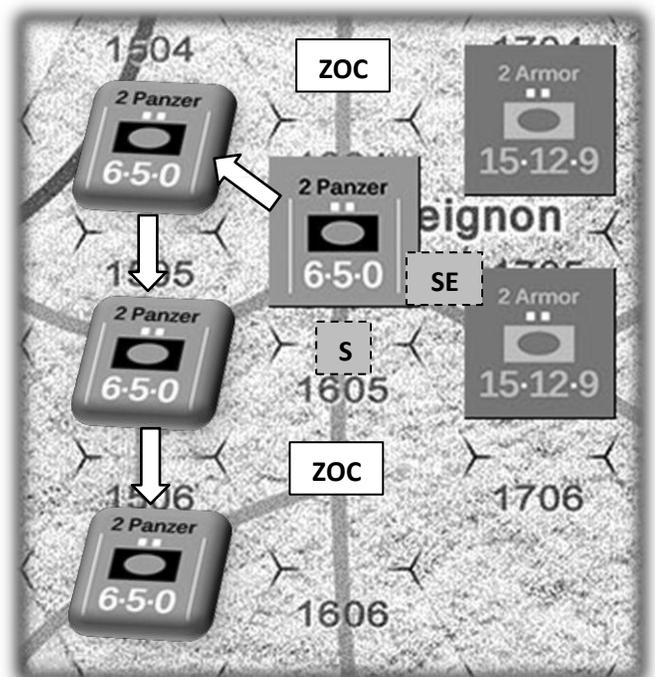
When a unit is required to Retreat due to a combat result, it must finish its retreat 2 hexes from its original location. The unit chooses its retreat path according to the guidelines listed below in order of priority. In other words, a unit may violate a higher-numbered priority in order to avoid violating a lower-numbered priority. If multiple units must Retreat, the owning player decides the order in which the units retreat.

1. A unit may not Retreat into or through a hex it could not enter by normal movement. If forced to do so, the unit is eliminated. The US 3rd Armor unit is eliminated if forced to retreat.
2. A unit may not Retreat into or through a hex with an enemy unit. If forced to do so, the unit is eliminated.
3. A unit must avoid retreating into or through enemy ZOC, if possible. Friendly units negate enemy ZOC for the purposes of Retreat. If a unit must retreat through an enemy ZOC, the unit is Disrupted. If the unit is already Disrupted, the unit takes a step loss. This is done on a hex by hex basis, so the first hex with an enemy ZOC would Disrupt the unit, and if

the unit then enters another enemy ZOC, the unit would take a step loss. Exception: If 2 one-step units are stacked together and they are both Disrupted and the stack retreats into an enemy ZOC, only 1 unit is eliminated.

4. American units Retreat North, Northwest or Northeast. British units Retreat Northwest or Southwest. German units Retreat South or Southeast. There is no penalty for retreating in the wrong direction if no hex is available in the proper direction due to enemy units, enemy ZOC, enemy Rear Areas or impassable terrain.
5. A unit must avoid finishing its Retreat in a hex that is over stacked if possible. A unit that has no choice because of higher priorities but to end its retreat over stacked may continue to retreat additional hexes until it reaches a hex in which it can stack legally, if such a hex is available.

Example: The American units have just inflicted a retreat result on the German unit in 1604. The first retreat priority is to not retreat through terrain prohibited to movement. There is no such terrain in this example. The second priority in a retreat is to avoid entering hexes with enemy units. This means the German unit may not retreat through the 2 hexes with units of the US 2nd Armor. The third priority is to avoid enemy ZOC, so the German unit must retreat to 1504 or 1505, since these hexes meet the first 3 priorities, and there is no hex available that conforms to the fourth priority. They retreat to 1504. The next hex of the retreat from 1504 must



be to 1505, as this hex meets the first 3 priorities as well as the fourth priority, which calls for German units to retreat to the South or Southeast. At this point, the unit must retreat another hex, as it is not 2 hexes from the original combat hex. The unit would retreat to 1506 as the only hex meeting the first 4 priorities.

11.2 Advance after Combat

If any of the defending units' hexes are vacated as a result of combat, **any of the** attacking units—not just the active unit—may occupy the defenders' vacated hexes up to the stacking limit. *Exception:* Advancing units may not enter a hex in the enemy's Rear Area. ZOC have no effect on Advance after Combat. Advance after Combat does not cost movement points, and the active unit that initiated the combat may continue to move if it has movement points, regardless of whether it advanced after combat or not. Advance after combat does not cost any movement points and does not cause a unit to flip to its used side.

12.0 Disruption

Units become Disrupted as a result of Infiltration attempts, combat, Retreat through enemy ZOC and air attacks. Disrupted units' movement allowances are reduced by 1/3. This modifier is cumulative with the modifiers for being Out of Supply or Isolated. For example, a unit which is both Out of Supply and Disrupted has its movement allowance reduced by 2/3.

A unit that is Isolated and Disrupted has no movement allowance at all.

If one or more of the defending units in a combat are disrupted, a +2 modifier is applied to the combat die roll.

If one or more of the attacking units in a combat are disrupted, a -2 modifier is applied to the combat die roll.

If both the attacker and defender have disrupted units involved in the same combat these modifiers will cancel each other out.

Disrupted units have no ZOC.

Disrupted units ignore additional Disrupted results.

Disrupted units have their disruption removed in the Recovery Phase. (See 3.0 Sequence of Play.)

13.0 Tactical Chits

There are 4 types of Tactical Chits in the game. The Tactical Chits are placed in the same pool as the Action Chits and are randomly selected during the action phase. When pulled, Tactical Chits are placed in the Tactical Available Box on the map for use in this Action Phase or a later one during this turn. When and how each type of Tactical Chit is played is explained in the rules for each type of Tactical Chit. Chits in the Tactical Available Box are used once and then placed in the Played Tactical Box. In the Chit Phase, all Tactical Chits in the Tactical Available box and the Played Tactical Box are placed back in the pool of available chits (your cup).

13.1 Combat

This Tactical Chit allows the player holding it to add 1 to the die roll of any of his attacks or subtract 1 from the die roll of any of his opponent's attacks. This chit is played after the odds and modifiers are figured for an attack but before the attack die roll. The attacker announces first if he is using this Tactical Chit if both players have it available.

13.2 Extra Move

This Tactical Chit allows a player to activate one additional unit of any formation. The Extra Move Chit must be played right after a Friendly Action Chit has been used to activate a formation or individual unit but before any units move or attack. The unit activated by the extra move is now part of the group of activated units and the player may move these activated units in any sequence he desires.

Exception: British units may not be activated until 25 December.

13.3 Replacement

Replacements represent the repair of vehicles and the reorganization of shattered combat units. The Replacement Tactical Chit may only be played by the Germans during Night turns and by the Allies during Day turns. If pulled during a turn in which it may not be played the chit is put aside and is placed back in the cup at the end of the turn.

The Replacement Chit must be played right after a friendly Action Chit is pulled but before the player decides which units to activate. The unit being replaced can be from any formation; it is not limited to the formation of the Action Chit pulled.

This chit allows the player to replace 1-step loss by removing a 1-step unit and replacing it with a 2-step unit of the same type.

Alternatively, the player may rebuild an eliminated 1-step unit, including reduced strength units, from among the units in the destroyed area. Rebuilt German units are placed in the hexes where the formation enters the game. *Example:* A unit of the 2nd Panzer Division would rebuild a unit in 3316. American units are placed in Marche, Hotton, Ciney or Hamois. British units are placed in Dinant or Givet (in either hex of these two cities). Units are placed on the map on their unused sides.

When rebuilding a unit from 1 step to 2, or rebuilding a 1-step unit and placing it on the map, the following conditions apply: the hex must be in supply and not in an enemy ZOC; stacking limits apply after replacements have been placed.

A rebuilt unit may be activated normally in the Action Phase in which it is rebuilt.

13.4 Allied Air

The Allied Air Tactical Chit must be played right after a friendly Action Chit is pulled but before the player decides which units to activate. The Chit may not be played during a Night Turn. If pulled during a Night turn put chit aside and put chit back in the cup at the end of the turn.

When played, the German actions available are reduced by 1 for the turn. Move the Actions Available marker down 1 box on the German Action Track. If the Germans have already expended all of their actions for the turn, this effect is ignored.

In addition, the Allied player may immediately attack any German unit with an Air Attack. Roll one die: on a 5-9 the unit loses a step; on a roll of 1-4 the unit is Disrupted; a die roll of 0 has no effect. Subtract 2 from the die roll if the German unit is in a woods or town hex. German units in their rear area may be attacked by Air Attacks.

13.5 Playing Multiple Tactical Chits

The Extra Move, Replacement, and Allied Air Tactical Chits may all only be played after a friendly Action Chit, but any number of them may be played after the same Action Chit in whatever order the player desires. *Example:* The Allied player has pulled the Action Chit for the 2nd Armor Division, and decides to first hit the Germans with an Allied Air Chit, followed by a Replacement Chit to rebuild a British unit, followed by using an Extra Move Chit to activate the newly rebuilt British unit.

14.0 Reinforcements

Reinforcements become available according to the Reinforcement and Withdrawal Schedule. (See 21.0) A reinforcing unit must be placed in its arrival hex when the unit or its formation is activated. Some reinforcing units have multiple arrival hexes and they may be placed in any of them. A player could use an Extra Move Tactical Chit or another formation's action chit to activate an individual reinforcing unit. An arriving reinforcement may not be placed in a hex occupied by an enemy unit; it may be placed in an enemy ZOC.

The unit spends no movement points to be placed in the reinforcement hex. Multiple units may be placed in the same reinforcement hex during an Action Phase, creating a temporary over stacked hex, which must be corrected by the end of the Action Phase. If a reinforcing unit does not enter on the turn it is scheduled to arrive because the unit or formation was never activated, the unit(s) are available as reinforcements during all following turns.

15.0 Führer Begleit Withdrawal

During the Night Turn of 26 December, or any turn thereafter, the German Führer Begleit Brigade (FBB) is withdrawn from the battle area when its Action Chit is pulled. Place the marker on the German Action Track—this counts as the German player's action. The FBB is also withdrawn if any individual unit of the FBB is activated. (The German player might choose to activate a unit of the FBB to force them to withdraw, thus clearing space on the map for other German units to operate.) Simply pick up the units and remove them from the map. Step losses suffered by the withdrawn units do count for victory point calculations. The German FBB Action Chit remains in the pool for future turns. If it is pulled after the FBB has withdrawn, the German player may only use it to activate 1 unit of some other formation.

The German player may play Tactical Chits when withdrawing the FBB. *Example:* The German player draws the FBB Action Chit and withdraws the FBB, and then decides to rebuild a unit of the 116th Panzer, and spend an Extra Move Tactical Chit to activate the newly rebuilt unit to fill the hole left by withdrawal of the FBB.

16.0 Victory Conditions

During the Victory Point Phase of each turn the German player gets 1 victory point for each German unit that is

adjacent to the Meuse River and is not marked as out of supply or isolated. The German player marks this on the Victory Point Track. If the German player reaches the end of the track, flip the marker over to its +10 side and place the marker in the zero box. If the German player reaches the end of the track a second time, equaling 20 victory points, the Germans are assumed to have crossed the Meuse River and the game is over, ending in a decisive German Victory.

If the game does not end with the Germans crossing the Meuse, then add up all of the victory points gained on the Victory Point Track along with the following:

At the end of the game both players, German and Allied, receive 2 victory points per town for having a friendly unit in Marche, Hotton or Rochefort.

The German player receives 1 victory point per town for having a unit in Ciney, Beauraing, Givet or Dinant.

At the end of the game a player receives 1 victory point for each enemy step eliminated. Steps that have been replaced do not count as eliminated for victory points. The easiest way to count step losses is to remove all reduced-strength units from the destroyed unit area; do not count these.

Then add up the steps of all remaining units in the destroyed unit area. Then add up all reduced strength units on the map and subtract this number from the total of eliminated steps in the destroyed box. This will yield the total of destroyed steps.

The player with the most victory points wins. If both players have the same number of victory points the game is a tie.

17.0 Optional Rule

The number of actions each player receives each turn is based on the historical levels of movement and combat. If some of the underlying issues of supply, airpower and command had been different, the army's action limits would have changed.

Each turn, beginning with 24 December, roll one die. On a roll of 0-1 the Germans receive 1 more action. On a roll of 2-3 the Germans receive 1 less action. On a roll of 4-5 there is no change to historical action limits. On a roll of 6-7 the Allies receive 1 more action. On a roll of 8-9 the Allies receive 1 less action. The maximum number of actions a player may have in a turn is 5.

18.0 Players Notes

Allied Player-The Allied player needs to be patient and cautious at the start of the game. There are only 5 Allied activations, compared to 9 for the Germans, during the first 3 turns, leaving the Allied player with a very limited ability to move and fight. Try to restrict the movement of German units by blocking critical crossroads, but do so at a distance to prevent the Germans from launching devastating attacks or surrounding your units. In the early going, the Allied player should only attack if the German player leaves units unsupported and cheap kills can be had. Try to limit the number of supplied German units earning victory points along the Meuse, but not at the cost of losing a good unit.

Starting with the day turn of the 25 December, the situation is more favorable for the Allies: the Allies now have 5 activations and the Germans have only 3, and Allied airpower can reduce this further. The Allies also now receive a +1 to the attack die roll during day turns, which can be a decisive advantage. The 2nd Armor will be activated twice this turn, as well as on the day turn of the 26 December, so it can do a lot of moving and attacking. Using extra moves and the activation chits for the 4th Recon or the 84th Infantry to activate units of the 2nd Armor additional times during the remaining day turns of the game helps keep the killing machine of the 2nd Armor rolling. Because the Germans will probably earn some victory points for getting to the Meuse or taking towns, the Allied player must offset that deficit by inflicting more losses than he takes.

German Player-The German player has several possible strategies. He can attack the 84th Infantry Division, hoping to cause heavy casualties and take Rochefort, Hotton and Marche, and then hold on against the Allied counter-attack. Alternatively, he can move several divisions towards the Meuse, attempting to advance some units adjacent to the river and keep them in supply. He can mix these strategies by moving on the Meuse early and attacking the 84th later in the game with German reinforcements. The key is to decide upon a plan and make rapid progress during the first 3 turns when the Germans get 9 activations to the Allies 5. Also 2 of the first 3 turns are night turns, giving the Germans a combat bonus as well as the ability to use strategic movement.

Starting with the day turn of the 25 December, the Germans must be much more cautious, especially during day turns, as the Allies now receive more actions and possess greater combat power. Attacking, and often times moving, during

day turns is risky—the Allies receive so many more activations that flipping a German unit to its weaker side is usually a bad idea. The German still has the advantage at night, so use those turns to counterattack or move to stop Allied advances. Destroying units of the 2nd Armor is an effective way to reduce the American firepower, but it must be done at something close to 1-1 ratio of step losses or you are just speeding up the German demise. If you take victory point towns, you must garrison them late in the game with 2 steps, or the Allies will eliminate your garrison with an air strike and deny you the victory points.

19.0 Designer's Notes

Celles was designed to be a fast-playing simulation of the fighting near the Meuse during the Battle of the Bulge. I have attempted to show all of the major factors of the battle in a clean format, with as few special rules or exceptions as possible. The emphasis is on the game play and not the rules.

Unit Scale—The armored units in the game represent the approximate number of tactical fighting groups formed from each division and not the units' organization on paper. For example, the US 2nd Armor was divided into a recon battalion and three combat commands—A, B, and R. Combat commands A and B were then subdivided into two task forces each. Combat Command R was smaller and fought as a single unit. In game turns, then, this division is represented by 5 large armor units and a recon unit. Each unit of the US 84th Infantry, on the other hand, represents one battalion. German organization at this point of the battle was a muddle, due to heavy losses, parts of units being left behind for one task or another, or units stuck in traffic jams. All German units were essentially ad-hoc mixes of troops formed around regimental or battalion HQ.

Unit Symbols—Units in the game are a mix of tanks, armored cars, infantry, artillery, engineers, etc. By late 1944 everyone understood combined arms. The symbol merely reflects the predominant type of equipment of the unit.

Movement and Combat—A number of game elements—making combat a part of movement, flipping units over to a weaker side after movement, and allowing non-moving units to join combats—have been borrowed from “Korea,” by Victory Games; one of my favorite games of all time. This system allows a very mobile battle without a lot of special rules for reserves, exploitation, or wave attacks.

Actions Available—The number of Actions available each turn represents the impact of supply, leadership and doctrine for each side. For example, German fuel shortages are factored into the number of actions available to the German player, and thus each turn a number of German divisions will not be able to move—without having to include a rule requiring the German player to roll a die to see which units run out of fuel. During the Battle of the Bulge, German units were more likely to move at night, and Allied units were more likely to be active during the day; once again, this is handled in the game through the available actions instead of a series of rules and exceptions. The limited number of actions available to the Allied player early in the game represents the heated command arguments over the proper use of the US 2nd Armor Division.

Action Chits—The Action Chit system is designed to show the random and chaotic nature of the fighting, without making luck into the predominant factor. Thus each player has his own pool of chits, and players alternate instead of all the chits being in one pool, which can lead to one player moving over and over while the second player is forced to remain passive and absorbs attacks. A key design decision was to allow players to use a formation chit to activate a single unit anywhere on the map, if they so choose, instead of activating the units of the formation named on the chit. This minimizes luck and gives the player at least some ability to respond to a crisis in one section of the line. Finally, allowing some units the chance to be activated more than once a turn allows for those moments in a campaign when a unit covers great distances, or does a great deal of fighting, without having to invent a lot of special rules about why the unit was more effective than on a “normal” day.

Credits

REVOLUTION

G A M E S

Designer: Roger Miller

Developer: Richard Handewith

Graphics: Mark Mahaffey

Rules Editing: Gary Miller

Playtesting: Metropolitan Wargamers of NYC (Joe Perez, Mike Willner, Tom Zombeck), David Cohen, Gary Miller, David Field, Michael Foster, John Welsh, Mark Buxton, Dave Alston.

20.0 Game Setup

British: 29th Brigade

 29 Armour 8-6-9	 29 Armour 8-6-9
0704(Dinant)	0213(Givet)

US 3rd Armor

 3 Armor 0-4-0
3306(Hotton)

US 4th Cavalry

 4 Cavalry 4-4-9
Within 2 hexes of 2305

US 84th Infantry

 84 Infantry 5-7-3	 84 Infantry 5-7-3	Within 2 hexes of 2808(Marche)
2113(Rochefort)		
x4		

 84 Infantry 5-7-3	Within 1 hex of 3306(Hotton), 2808(Marche) or the highway between them.
x3	

German 116th Panzer

 116 Panzer 7-5-9	 116 Panzer 11-8-9
3211	3011

German 2nd Panzer

 2 Panzer 7-5-9	 2 Panzer 11-8-9
2611	2712

21.0 First Turn Rules

The German player has the initiative on Turn 1 and must take the first Action Phase.

The units of the US 2nd Armor available as reinforcements on turn 1 have only 6 movement points. If they enter on later turns they get their full movement allowance.

22.0 Reinforcement and Withdrawal Schedule

23 December - Night

US 2nd Armor

 2 Armor 15-12-9	 2 Armor 15-12-9	May be place in 1300 and/or 1500 and/or 1900
---	--	---

German 2nd Panzer

 2 Panzer 11-8-9	 2 Panzer 11-8-9	 2 Panzer 7-5-9
3316		

German Panzer Lehr

 Pzr. Lehr 11-8-9	 Pzr. Lehr 7-5-9
2216	

24 December – Day

German Panzer Lehr

 Pzr. Lehr 11-8-9
2216

German 116th Panzer

 116 Panzer 11-8-9
3309 or 3310 or 3311

US 84th Infantry

 84 Infantry 0-0-9
(See 8.3)

24 December – Night

US 2nd Armor

 2 Armor 15-12-9	 2 Armor 15-12-9	 2 Armor 6-5-9	May be place in 1300 and/or 1500 and/or 1900
--	---	--	---

German Panzer Lehr

 Pzr. Lehr 11-8-9
2216

25 December – Day

US 84th Infantry

 84 Infantry 5-7-3
0815 or 0213 or 0113

German 116th Panzer

 116 Panzer 11-8-9
3309 or 3310 or 3311

German 9th Panzer

 9 Panzer 12-9-9	 9 Panzer 7-5-9
3316	

25 December – Night

US 2nd Armor

 2 Armor 15-12-9
1300 or 1500 or 1900

German 9th Panzer

 9 Panzer 12-9-9
3316

German FBB

 FBB 12-10-9	 FBB 12-10-9	May be placed in 3309 and/or 3310 and/or 3311
--	---	--

26 December – Day

German 9th Panzer

 9 Panzer 12-9-9
3316

26 December - Night

German FBB withdrawal possible. (See 15.0)