

Fast Action Battle Series

Play Book – *The Bulge* v0.3.8

(April 23, 2006)

11.0 Introduction

Once more, we find ourselves in the Ardennes Forest in the month of December, 1944. How many times have the veteran wargamers among us fought this particular battle over a game board? Yet for many of us, we keep coming back to that dark and cold, heavily wooded battlefield. It was an epic battle of desperation, for the Germans it was desperation from a strategic standpoint, and for the Americans it was desperation from an operational standpoint. The soldiers of both sides fought hard, because to them the end was not yet decided.

To the new player of historical simulations, welcome to an exciting and challenging gaming experience, where as the Commander in the Field you will try to better the historical result of your Armies. Historical simulations are at their absolute best when you use them as “Paper Time Machines” (Redmond A. Simonsen – R.I.P.).

12.0 Game Components

FAB Series Volume I – *The Bulge* includes:

- Seventy Five (75) wood blocks.
- One (1) sheet of die-cut labels for the blocks.
- One (1) sheet of 228 die-cut 9/16” counters.
- One (1) Getting Started Card.
- One (1) Series Rules Book (12 pages).
- One (1) *The Bulge* Play Book (12 pages).
- One (1) 22” x 32” Mapsheet
- Two (2) Player-Aid Cards.
- Four (4) 10-sided Dice *

* Regardless of any modifiers and the purpose of the die roll, a roll of ‘1’ will always result in success and a roll of ‘10’ will always result in failure. The dice included with each FAB game are numbered from one to ten. If you should find yourself using ten sided dice that are numbered from zero to nine, treat each roll of zero as a ten.

13.0 Definition of Standard Terms

13.1 **First Player** – For *The Bulge*, the Germans are the First Player in all scenarios. The Allies are the Second Player.

13.2 **Higher Echelons** – The Higher Echelons, along with their associated background colors, are as follows:

German:

- 5th Panzer Army (gray)
- 6th Panzer Army (purple)
- 7th Army (blue)
- Strategic Reserve (orange)

Allied:

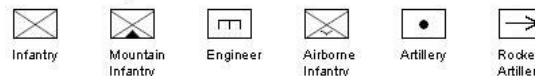
- US 1st Army (light green)
- US 3rd Army (dark green)
- British XXX Corps (tan)

13.3 Units by Class

- **Armor Class Units & Assets Include:**



- **Infantry Class Units & Assets Include:**



14.0 General Rules

14.1 **Connection Types** – The standard (Primary & Secondary) connection types are the only connections used for this game.

14.2 Appropriate Entry Areas

14.21 **German Entry Areas** – 5th Pz Army Units use Entry Area 5, while 6th Pz Army Units use Entry Area 6, and 7th Army Units use Entry Area 7. Strategic Reserve Units may use Entry Areas 5 or 6.

14.22 **American Entry Areas** – 1st Army Units use Entry Areas A – J (the north and west map edges), and 3rd Army Unit use Entry Areas K – M (the south map edge).

14.23 **British Entry Areas** – British Units enter using Entry Areas C – F.

14.3 Army Boundaries and Zones

14.31 **German Army Boundaries and Zones** – The Army Boundaries on the Map indicate the Areas that each German Higher Echelon (Army) is responsible for.

- The Areas within each Army’s boundaries are collectively called that Army’s **Zone**.
- For reference purposes, The 5th Pz Army’s Zone is Zone 5, the 6th Pz Army’s is Zone 6, and the 7th Army’s is Zone 7.
- IMPORTANT – German Assets/Event Chits may not be played outside of their own Army’s Zone (but see 17.1).
- Except as noted in rule 14.72, the Allies are not affected by Army Boundaries.

14.32 **Allied Army Boundaries** – None (but see 14.72).

14.4 Movement Restrictions

14.41 German Movement Restrictions

- Crossing an Army Boundary where the Unit would be departing its own Army’s Zone during Operational Movement Phases costs each crossing German Unit two additional movement points.
- German Units may cross other boundaries, cross into their own Army’s Zone, and also retreat or Strat-move across any and all Army Boundaries with no restriction.

14.42 **American Movement Restrictions** – The Americans have no special movement restrictions.

14.43 **British Movement Restrictions** - British Units may not operate southeast of the Meuse River.

14.5 **Engineering Functions and Considerations**

14.51 **Additional Engineering Functions (4.3)** – There are no additional Engineering functions for this game.

14.52 **German Engineering Considerations:**

- In Cases where a bridged connection crosses an Army Boundary, the bridging functions may be done by an Engineer from either Higher Echelon from its appropriate adjacent Area, provided the Area in that Engineer's Zone meets all the other requirements (4.31+4.32).
- Each German Army has only one Engineer Asset. Any German Army that has had its Engineer Asset eliminated may have any friendly Engineer Asset perform bridging Functions (only) within its Zone as an exception to 14.31.

14.53 **American Engineering Considerations** – American Engineer Assets may be used in any Zone.

14.6 **Additional Special Action Uses & Staff Functions**

14.61 **Additional Special Action Uses:** None for this game.

14.62 **Additional Command Staff Functions:**

a) **Boundary Crossing Pre-authorized (Germans only)** – One German Unit may cross its Army Boundary without paying two additional Movement Points. Mark the Unit with a 'Boundary Crossing Allowed' Marker, which is removed after the Unit next moves or in the next friendly Supply Phase, whichever occurs first.

b) **Assets Pooled for Crucial Battle (Americans only)** – One Area may be designated in the Admin Phase for Pooled Assets. Mark this Area with the 'Pooled Assets' Marker, which is removed after the next Combat Phase. During that Combat Phase, the restrictions on Assets only being able to support Units of their own Army and the restrictions on Units from mixed Higher Echelons are lifted for the Americans for the designated Area only.

14.7 **Reserve Marker Eligibility** – For all Players, Units are only eligible to receive a Reserve marker if they are Supplied, in Good Order, and in an Uncontested Area.

14.71 **German Reserve Marker Eligibility** – Reserve Marker placement is restricted by Zone (14.3). A German Reserve Marker may be placed on any Higher Echelon's Unit within the Zone indicated on each Reserve Marker.

14.72 **American Reserve Marker Eligibility** – Reserve Marker placement is also restricted by Zone for the Americans. An American Reserve Marker may be placed on any U.S. Army's Unit within the Zone(s) indicated on each Reserve Marker.

14.73 **British Reserve Marker Eligibility** – The British do not have Reserve Markers.

14.8 **Strategic Movement Limits**

14.81 **German Strat-move Limits** – The Germans may only Strat-move one Unit per Game Turn. This Unit may originate in any German Army's Zone and may cross Army Boundaries.

14.82 **American Strat-move Limits** – American Strat-moves are not limited, except by the quantity of Reserve Markers.

14.83 **British Strat-move Limits** – The British may not Strat-move, in that they do not have Reserve Markers.

14.9 **Supply Sources and Special Rules (9.31)**

14.91 **German Supply Sources** – German Areas, Units, and Assets of all Higher Echelons trace supply to any friendly-controlled German Entry Area (Entry Areas 5-7). Supply traces may cross Army Boundaries without penalty.

14.92 **Allied Supply Sources** – Allied Areas, Units, and Assets of all Higher Echelons trace to any friendly-controlled Allied Entry Area (Entry Areas A-M).

14.93 **Unsupplied Morale Checks** – Game Turns 6-9 represent two days each instead of one (as the troops involved slowed down and became less responsive from battle fatigue and casualties). During each of these Game Turns, Unsupplied Units must make two Morale Checks during the friendly Supply Phase instead of only one.

15.0 Unit Rules Specific to this Game

15.1 **German Strategic Reserve** – *After repeated requests by the German commanders for additional support, some divisions were eventually released piecemeal – too little, too late.*

- a) Each of the four Units of the Strategic Reserve (labels with orange background) arrives when its matching Event Chit gets played and may be placed at Entry Area 5 or 6.
- b) These four Units do not pay the two Movement Point penalty when crossing any Army Boundaries (14.41).
- c) These units may have Assets attached from and use the Event Chits of the Army whose Zone they are currently within, even if stacked with a Unit from a Higher Echelon belonging to a different Zone (though in that case it could only have an Artillery Asset assigned per 6.22+6.23).

16.0 Asset Rules Specific to this Game

16.1 **German Asset General Rules** – German Assets may only be played in their own Army's Zone, along with the normal restrictions (6.22+6.23).

16.11 **von der Heydte Paratroop Drop** – *This was a hastily conceived airborne operation. Its mission was to cause disruption behind American lines. Very few of the paratroops made it to the correct drop zones.*

- On the Admin Phase that this Asset is first drawn from the Selection Cup, place it either in Belle Croix (Area 31) or Stoumont (Area 33), provided the selected Area is vacant **and** Allied-controlled, otherwise place it in the Available Box as a Battle Asset (losing its opportunity to paratroop).
- The Americans may not Strat-move through or retreat into the Area currently occupied by this Asset and the first American unit to move into the space must pay one extra Movement Point, causing the German Player to roll a die to resolve the paratroop as follows:

1 = Asset landed intact – The Americans must engage this Asset as if it were a Defended Road Block (4.35) in the

ensuing Combat Phase, except that the Asset may not receive Artillery support. The Asset may never initiate an Attack; it only fires while defending. If the defending Asset is not eliminated by the Supply Phase, it remains in the Area instead of being placed in the Used Box. The Asset may not be removed until it is eliminated or relieved.

- The Asset does not need to trace supply until the December 19th Game turn, and then it will need to make an Unsupplied Morale Check if unsupplied.
- If the Asset is still in its drop Area when a German Unit enters that Area, von der Heydte is relieved and is sent to the Used Box, where it becomes a regular Asset.
- If the Area was contested when the German Unit enters, the relieving German Unit is revealed upon entry.

2-5 = Asset is partly scattered – Treat in all ways as an intact landing above, with the only exception being that the Asset does not fire back when attacked (it only interferes with movement until eliminated or relieved).

6-10 = Asset is completely scattered – Place the Asset in the Eliminated Box. The Unit that triggered the die roll may continue moving if it has Movement Points remaining.

16.12 German Artillery Assets – *The Germans had a difficult time both in keeping Artillery with the spearheads and in concentrating artillery fire during this campaign.* German Artillery Assets have the following special rules:

- During the Reinforcement Phase of each turn, the German Player must move one Regular Artillery Asset (not Rocket Artillery) of his choice from the Used Box to the Eliminated Box if at least one such Asset is in the Used Box, before moving Assets to the Selection Cup.
- The Germans may not use two Artillery Assets in an Attack unless a Regular Artillery Asset and a Rocket Artillery Asset are both used.

16.2 Allied Asset General Rules – American Assets are not restricted by Zone, only by whom they can directly assist (Units of their own Higher Echelon).

16.21 Garrison Assets – Scenarios may call for Garrison Assets to be set up in the Areas of Wiltz, Bastogne, and St. Vith. These Assets do not move from their Area of placement until eliminated. If fought alone, they act as Defended Road Blocks (4.35) except that they are never sent to the Used Box, otherwise they Act as a Battle Asset for the Unit(s) present, regardless of the Higher Echelon of those Unit(s). Garrison Assets cannot retreat and are eliminated either by absorbing a hit or failing an Unsupplied Morale Check.

16.22 British Assets – Newly arriving British Assets are not placed in the Selection Cup unless the German Player currently controls one or more Areas either northwest of the Meuse River or directly connected to such an Area across the Meuse. British Assets that did not arrive on their scheduled turn of arrival are immediately added to the Selection Cup if the German Player later controls one or more such Areas.

17.0 Event Chit Descriptions

17.1 German Event Chits – German Event Chits may only affect their own Army's Units (plus Strategic Reserve Units). Also they may only be played in their own Army's Zone. German Strategic Reserve Event Chits may be played within any Army's Zone and affect the Units of all German Armies.

17.11 Greif Team Interdict – *One of the tactics of Operation Greif was to cause confusion among American units.*

- This Event Chit is played on an American Unit during an Admin Phase, and stays with that Unit until the next time the Unit attempts to move, build a Field Works Marker, or receive a Reserve Marker. The American Player must announce the intended activity and cannot change his mind after the event has been resolved. At that time, the Unit is revealed and the Unit makes a Morale Check (6.7).
 - If the Morale Check fails, the Unit may only remain where it is or move to an adjacent Area. The Unit may not build a Field Works Marker nor be placed in Reserve. Any Reserve Marker declared for this Unit may not be reused on a different Unit this Phase.
 - If the Morale Check succeeds, the Unit may proceed with its intended activity with no ill-effect.
- After the results of this Morale check are resolved, the Interdict Event Chit is placed in the Eliminated Box.

17.12 Greif Team Bridge – *Another key goal of Operation Greif was to control important bridges.*

- This Event Chit is played on a bridged connection during an Admin Phase and it remains there until either the bridge is blown or a German Unit crosses the bridged connection, whichever occurs first. In either instance, the Event Chit is placed in the Eliminated Box afterwards.
- If the Allies attempt to blow the marked bridge during an attempted German crossing, a **1** must be rolled to successfully blow the bridge instead of the normal **1-5**.
- If the Allies attempt to blow the bridge using an Engineer Asset in an Admin Phase, the bridge will be blown on a roll of **1-5** instead of being destroyed automatically. The Allies may not attempt to destroy that bridge again during the same Admin Phase if the first attempt fails.

17.13 Strategic Reserve Division Released – There is one Event Chit each for the 6th SS Mountain Division, the 10th SS Panzer Division, the 11th Panzer Division, and the 17th SS Panzer Grenadier Division. Playing each of these Event Chits allows the indicated Unit to enter the game and be placed in either Entry Area 5 or 6 (German Player's choice).

17.14 Operation Bodenplatte (Base Plate) – *This represents a Luftwaffe operation, historically flown on January 1st, 1945, that could have been flown earlier. Most of Germany's remaining aircraft attacked Allied airfields in the hope of affecting the Allies overall air-supremacy. It cost the Luftwaffe heavily and had only a temporary effect as the Allies shifted replacement aircraft from other sectors to replace their losses.*

- When this Event Chit is played, the Allied Player rolls one d10 for each Air Mission Chit currently in the Available Box and applies results as follows:
- **1-5** = the Air Mission Chit is unaffected
- **6-9** = the Air Mission Chit is returned to the Selection Cup
- **10** = the Air Mission Chit is placed in the Eliminated Box.

17.2 **Allied Event Chits** – Allied Event Chits may only affect their own Army's Units, but they may be played in any Zone.

17.21 **Allied Air Mission** – These Event Chits represent air sorties of sufficient number to impact Divisional Operations, not the actual aircraft that flew them. As such, they are treated as Event Chits, rather than Assets. Air Missions may be played on Areas that are Unsupplied as an exception to rule 9.34d.

Each Air Mission Event Chit may be used to perform ONE of the following three missions, and is then placed in the Eliminated Box; the sorties represented having been flown:

- **Combat Support Mission** - During a Combat Round, an Air Mission Chit may be assigned as the allowable Event in each Contested Area. It may not be played if mixed Allied Higher Echelons are present. The Event Chit is used in one of the following two ways, and afterwards is placed in the Eliminated Box, even if the Attack was aborted:
 - As an Artillery Event, it fires when Allied Artillery Fire is resolved, and it does not count against the limit of useable Artillery Assets for the battle (6.31). The choice to use the Air Mission as an Artillery Asset must be made before friendly Artillery Fire is rolled.
 - As a Battle Support Event, it gives direct support to one Unit present, Allied Player's choice, providing a +2 modifier to that Unit's Success Number. An Allied step-loss may NOT be assigned to the Air Mission.
- **Interdiction Mission** – Place the Air Mission Marker on an Area during the Admin Phase. The Germans must pay one additional Movement Point to enter AND to leave the affected Area. The Germans may NOT Strat-move through the interdicted Area. The Event is placed in the Eliminated Box during the Supply Phase of the same Player-Turn.
- **Air-Supply Mission** – Use during a Supply Phase by declaring one Unsupplied Area. The Area and the friendly Units within it are now supplied for all purposes (except 9.34a & 9.34d) until the next Supply Phase. The Air Mission is then placed in the Eliminated Box.

17.22 **Rebuild or Replace** – There are two 'Rebuild or Replace' Chits for the American 1st Army, one each for Infantry and Armor. These Event Chits may be played exactly like Replacement Event Chits (17.31), or they may be used to return an eliminated one-step non-elite Unit of the appropriate Class back from the Eliminated Box. Eliminated Multi-step Units may not be returned by this Event. Returned Units are placed in any friendly-controlled Objective Area (19.0), even one that is currently Contested.

17.23 **Arriving Infantry Regiments** – The American 1st and 4th Infantry Divisions each have Event Chits specific to those Divisions. These Chits represent reinforcing regiments that belong to those Divisions that arrived later in the battle. When one of these Chits is played, a step of replacements must go to the supplied Unit specified. If the specified Unit is in the

Eliminated Box, the Chit is used to bring the Unit back into play, placing it in a friendly-controlled Appropriate Entry Area (14.2) with a strength of 1-step. An arriving Regiment may be used to replace the 1st Infantry Division's elite step. These Event Chits are otherwise treated exactly like Infantry Replacement Chits (17.31).

17.3 **Events Available to Both Sides**

17.31 **Infantry Replacement** – This Event Chit may be used to increase the current strength of a supplied, damaged Infantry Class Unit of the indicated Higher Echelon, even in a Contested Area. Eliminated Units may not be returned from the Eliminated Box by use of a Replacement Chit, nor may a Unit replace an elite step. The German Strategic Reserve Infantry Replacement Event may be applied to an otherwise eligible Unit of any German Higher Echelon.

17.32 **Armor Replacement** – Used exactly as the Infantry Replacement above, except that it affects Armor Class Units.

17.33 **Special Action** – These Event Chits are single-use Special Actions (8.1) which may be used for any purpose outlined in the Special Action rules (8.2).

17.34 **Delayed Response** – This represents early Battlefield confusion for the Allies and the later effect of Allied Fighter-Bombers on the Germans. When these are drawn they are immediately placed in the Eliminated Box, with no positive effect for the drawing Player. Delayed Response Chits drawn **do** count as one of your allowed draws from the Selection Cup.

18.0 **Optional Rules**

These rules add more "chrome" to the game. Use and mix as desired and agreed upon by both Players.

18.1 **Bridge Repair Limits** – *The Germans had bridging equipment for eight heavy bridges, the design assumes two of those bridges are used for bridges not reflected on the game map.* The Germans are limited to repairing a maximum of six bridges. At game start, place the German Bridges Remaining Marker on the '6' box of the General Information track and slide it down one space for each bridge repaired.

18.2 **Fuel Shortage** – *Fuel was also in very short supply for the Germans.* No German Unit may move more than three Movement Points (exception – see 5.32), or Move in the Strat-move Phase, unless fuel is available. Each Unit moved as above uses one Fuel Asset from the Available Box (spending more than three Movement Points while moving only one Area does not use a Fuel Asset). The German Player begins the game with five Fuel Assets in his Available Box, and as they are used they are moved to the Used Box and recycled as other Assets. When playing with this Optional Rule, the German Player receives one Additional Asset each Admin Phase from Turn 2 through Turn 5. Beginning with Turn 6, the additional Asset is drawn for German Admin Phases only. Each time the German player captures, for the first time, an Objective Area with a checkered border (19.1), he might capture additional fuel. Roll one die and apply the following result:

- **1** = Add the Captured Fuel Asset to the Available Box. This increases the number of Fuel Assets in the Game and

can only happen once. If this result occurs more than once, treat subsequent rolls of a '1' as a '2-5' result below.

- **2-5** = Move one Fuel Asset directly from the Used Box (or Selection Cup if none in Used Box) to the Available Box.
- **6-10** = No fuel captured

18.3 **KG Peiper** – *This notorious lead Unit for 6th Panzer Army was highly trained in night combat and was the only Unit to breakthrough in that Zone, causing the Americans a brief scare.* Once per game, during a Breakthrough Movement Phase, on or before Game Turn 3; KG Peiper may move with its full Movement Allowance instead of an adjacent-Area-only move, when moving as an Exploitation Unit (either via Special Action expenditure or due to Exploitation).

18.4 **150th Panzer Brigade** – *This Unit was outfitted with small quantities of captured American equipment.* This Unit attempts to sow confusion in the American line as follows:

- The first time (only) that this Unit is in a battle, it must be assigned as the Point Unit.
- On that one occasion, after Artillery has fired on both sides, and assuming the 150th Panzer survives this Artillery Fire, the American Point Unit must make a +2 Morale Check (a Green supplied Unit in good order passes on **1-5**, a similar Veteran Unit passes on **1-7**, etc.).
 - If the Morale Check fails, the American Point Unit (only) is immediately Disordered. If the failed Morale Check was for a Defended Road Block, the Defending Asset is eliminated.
 - If the American Point Unit passes this Morale Check, or if it was already Disordered, there is no effect.

18.5 **American Airborne Units** – The 82nd and 101st Airborne Divisions, and the 517th Airborne Regiment, were specially trained and equipped to operate behind enemy lines with minimal supply. These three Units (only) ignore the usual -1 Unsupplied Morale Check modifier (6.7).

18.6 **Advanced Artillery Modifiers** – Artillery is generally less effective against defenders and more effective against Infantry class Targets than Armored Class Targets. Add the following Success Number Modifiers for Artillery Fire:

- Target is the Defender -1
- Target's Point Unit is Infantry +1

18.7 **Overrunning Artillery** – If the Defender had an Artillery Asset in a Combat and the Area was vacated of Defenders, there is a chance the Defending Artillery Asset will be overrun and destroyed. If the Defender retreated but at least one Step Survived, the Artillery Asset is destroyed on a die-roll with a Success Number of 1. If the Defending Units and Battle Assets were destroyed, the Success Number becomes 2. Add one to the Success Number for each unabsorbed Hit from the Combat.

18.8 **Maintaining Field Works** – Instead of removing Field Works from a Contested Area automatically during a Supply Phase, have the controlling Player Make a Morale Check for one Unit of his choice within the Area during friendly Supply Phases (only). The Field Works Marker is only removed by absorbing a hit or by failure of this Morale Check.

19.0 Determining Victory

Players earn Victory Points (VP's) by securing Objective Areas (which are identified as being worth a Victory Point by having a red pip above the Areas name) and by eliminating enemy Units as follows:

19.1 **Objective Areas Victory Points:** An Objective Area must be both friendly-controlled AND be able to trace a valid Supply Path (9.1) for a Player to be awarded its VP during the Victory Check Phase. Objective Areas have white text Area names within a colored background and are color coded to show who is awarded the VP's for control of them as follows:

- **Areas within Germany** – These Areas are color coded dark gray. Only the Allied player is awarded VP's for control of these Areas.
- **Areas Northwest of the Meuse River** – These Areas are color coded dark green. Only the German Player is awarded VP's for control of these Areas.
- **Areas of Battlefield Importance** – These Areas are color coded green and gray with a checkered border. Both players are awarded VP's for control of these Areas.

19.2 **Eliminated Large Unit Adjustment** – *Destruction of the enemy's combat power was one of the critical objectives of both sides in this battle.* Each Unit which has three or more steps on the Unit Label is worth one VP to the opposing Player. Such Units should be placed on the corresponding Eliminated Large Units Track as they are eliminated. Smaller Units and Assets do not have a VP Value.

19.3 **Calculating Victory Points** – During the Victory Check Phase of each turn, both Players sum the VP's they are awarded for Objective Areas they control per 19.1 above, then add the number of eliminated enemy Large Units, and then compare those totals. The difference between those totals is the current VP level, with the Player having the higher total being the Advantaged Player. Use the VP marker provided, which has a German side and an Allied side, placing it on the General Information Track to reflect the Advantaged Player and the current VP level.

19.4 **Sudden Death Victory** – Beginning with Turn 4, the Turn Record Chart Shows what is needed in terms of net Victory Points to end the game in a Sudden Death Victory during the Victory Check Phase for each of these Turns. If neither Player has achieved the net Victory Points needed to end the game, play proceeds to the next Game Turn.

20.0 Scenarios

20.1 **The Campaign Scenario** – Still undergoing Playtesting; not ready for preview.

20.2 **The Tournament Scenario** – Still undergoing Playtesting; not ready for preview.

20.3 **The Introductory Scenario** – Still undergoing Playtesting; not ready for preview.

20.4 **Random Reinforcement Scenarios**

20.41 **Overview** – Any of the prior scenarios may be played with randomized reinforcements to better reflect fog of war.

20.42 **Procedure** – Follow all of the scenario rules for the scenario being played, but reinforcing Units (only) are randomized by the following procedure.

- a) Take the non-arrived Units scheduled to arrive on or before the current turn and place them in a Unit Selection Cup along with any Units scheduled to arrive on the following turn.
- b) Randomly draw from the cup the number of Units you were to have received this turn. The remaining Units may either be left in the cup or placed face down as the next turn's reinforcements.

21.0 Designer's Notes

I was inspired to create this game by the many great Bulge games that have preceded it. Most notably Ray Freeman's **Tigers in the Mist** (TitM) and Mark Simonitch's **Ardennes '44** (A'44), both also published by GMT Games. From **TitM** the FAB Series uses the point-to-point movement scheme and a more strict application of the traffic jam effects. From **A'44** FAB uses the idea of elite, veteran, and green troop qualities, though for different effects, and FAB Bulge also uses Mark Simonitch's thoroughly researched Order of Battle. Thanks Ray and Mark for inspiring me with your own great designs!

It was the fun I had playing those two games that led me to choose this battle for the first volume of the FAB Series. As fun as these two designs are, and as numerous as Bulge designs are, I still felt I could contribute to the genre by designing a game that met my own expectations for speed of play, ease of grasping the rules, and constant gut-wrenching decisions about resources that are too few and goals that are too many.

To better **speed of play**, I made each turn equal a day, instead of the typical 8 – 12 hours, and made the Unit scale Division/Brigade instead of the more typical Regiment/Battalion.

For **ease of grasping the rules**, I kept to the core systems of FAB and only added the simplest additional rules to give Bulge the proper feel. I did not add rules unless they were easy to implement and added to the overall fun.

The need for **constant decisions** is already a part of the FAB Series, due to the Assets, Event Chits, Reserves, and Special Actions that have been added into the usual mix of Units and Objectives. Deciding when and how to use these resources will usually spell the difference between victory and defeat.

One minor point that has always bugged me about Bulge games was that they rarely end up as a bulge, but rather as a straight

line from the south map-edge to the north map-edge that generally advances from east to west. This is usually because the German Player spreads out more than historically to limit road congestion and to maximize battles with good odds.

In the actual event, the Germans had roads that each Division was ordered to follow, and these orders were mostly followed, often ignoring tactical opportunities to flank exposed American positions. Hopefully you will find that FAB Bulge gives the proper feel of a salient with north & south shoulders, though to be sure FAB Volume One will not always result in a bulge.

The German Rocket Artillery (nebelwerfer) Assets were extremely useful throughout the Bulge so they do not suffer from being removed steadily like the regular German Artillery.

The huge disparity between the generous quantities of American Engineers compared to the paltry sum of German Engineers will also give the German Player fits and no doubt have him grumbling "*Damn Engineers*".

I'd like to thank fellow Bulge designers Mark Simonitch and Randy Heller for their historical insights and comments, which contributed in making **FAB: The Bulge** a better game.

Game on! – *Rick Young*

22.0 Player's Notes

22.1 **German Player** – The German Player needs to be aggressive and attack in every Area where he can amass reasonable force in **The Bulge**. Remember that you can always abort individual attacks that are not developing well. Stretch the American defenses but remember that the bulk of the VP's are on the northern half of the map, don't get too distracted pushing southward.

In the early going, never let an American Unit that is not yet under a Field Works marker escape your wrath. Don't forget that one way to bust through Field Works is to use an Engineer Asset's special ability in Combat.

Eventually some of your Units will get worn out to the point that they are no longer productive in the attack. These Units should get off the main roads, create Field Works, and protect your flanks against the inevitable American counterattack.

German Replacement Chits are minimal, so do not bleed excessively for Areas that are not on the path to victory.

22.2 **Allied Player** – Time is on your side, delay the German as best you can, and fight tooth and nail for the Objective Areas.

Timing the American counterattack is a key to victory. If you launch it too early, you will suffer higher losses and the going will be tough. If you wait too long, you will not gain back enough ground or eliminate enough German Units to win.

Making the best use of your Air Missions will often prove decisive. In Combat, always remember that there are two ways of committing them, and either way can prove more beneficial than the other depending on the circumstances.

Making the best use of your Engineer Assets is another key to victory. It will likely be unavoidable in the early going that some of them will need to be used to create Defended Road

Blocks. Other than that, they are usually best used blowing bridges or creating Field Works for Units that had to move to new defensive positions or were themselves Disordered and unable to build their own Field Works Marker.

23.0 Examples of Play

(This is the holding place for an Example of Play, which will be incorporated into the Play Book, fleshing this tome out to 12 pages).

C R E D I T S

DESIGN & RULES: **Rick Young**

SERIES DEVELOPER: **John Foley**

HISTORICAL INPUT AND RULES/MAP ADVICE: **Mark Simonitch, Randy Heller, Jeff Paul, and Kevin Garber**

SERIES PROGRAMMER: **Bruce Wigdor**

PLAYTESTING: **Stephane Brochu, Douglas Burrell, Mike Cocchiola, Tony Curtis, Chris Farrell, Wray Ferrell, John Foley, Mike Galandiuk, Kevin Garber, Paul Heldrup, Ric Manns, Alex McCusker, Jeff Paul, Terry Perdue, Kevin Rohrer, Mark Simonitch, Bari Wigdor, Bruce Wigdor, Jonathan Young, and Rick Young**

ART DIRECTOR: **Rodger MacGowan**

MAP ARTWORK: **Mark Simonitch & Chadwick Jensen**

COUNTER & STICKER ARTWORK: **Mark Simonitch**

RULES LAYOUT: **Mark Simonitch**

PRODUCTION COORDINATION: **Tony Curtis**

PRODUCERS: **Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch**