

READ ME

Explanation for changes made to Bulge '81 unit counter sheets: Owners of AH's *Battle of the Bulge '81* will notice several modifications to the unit strengths and designations from the original counter mix. Below is my attempt to explain my reasoning behind most of these changes/modifications. Rest assured that even though I have made several changes....the total strength point count for both sides has remained unchanged.

1. Changed the symbol of one panzergrenadier regiment from “**Mechanized Infantry**” to “**Motorized Infantry**” in most Heer Panzer Divisions. Reduced the strength of the now “Motorized” regiment by one strength point and added that strength point to the panzer regiment of its respective division. The exceptions to this are *9th Panzer Division*, where the strength point was added to the “mechanized” panzergrenadier regiment, *11th Panzer Division* which is explained in #2 below and *Panzer Lehr Division* which is explained in #3 below.

Explanation: *German Heer Panzer Divisions had four panzergrenadier battalions, two in each panzergrenadier regiment. Only one of the four battalions was equipped with halftracks, the other three were totally mounted in trucks. Thus one panzergrenadier regiment was half mechanized and half motorized and, one panzergrenadier regiment was completely motorized (the exception being the Panzer Lehr Division which I will discuss below).*

2. Reduced the combat strength of both panzergrenadier regiments in *11th Panzer Division* from 6-4 and 6-4 to 5-4 and 4-4.

Explanation: *11th Panzer was SEVERELY understrength when committed to the Ardennes. Most accounts give it an over-all strength of less than 4,000 effectives with only 800 of these being panzgrenadiers, yet in the original counter mix, at 22 SPs, it is THE MOST POWERFUL Heer Panzer Division in the game!! Therefore I took a total of 3 SPs from it's PzGr Regts and added them to Fuhrer Grenadier Brigade which I explain below.*

3. Changed the Regimental designations and strengths of the three regiments of *Panzer Lehr Division* as follows :

901 Pzgren Regt. (7-4) is now 130 Panzer Regt. (8-4)

902 Pzgren Regt. (7-4) is now 901 Pzgren Regt. (5-4)

903 Pzgren Regt. (4-4) is now 902 Pzgren Regt. (5-4)

Explanation: *Really not sure where the “903 Panzergrenadier Regt.” came from in the original counter mix. The above designations are the actual regiment names for Panzer Lehr. This division was a “demonstration” unit and represented what a panzer division was supposed to look like had German industrial out-put been able to equip them properly. All four of the panzergrenadier battalions were equipped with halftracks. Thus both panzergrenadier Regiments were truly “Mechanized”. Unfortunately, Panzer Lehr was severely under strength when committed to the Ardennes. The total division strength of 18 strength points seems realistic although I have reshuffled the strength points between the regiments to more accurately represent the TO&E.*

4. Changed the designations of Combat Commands (CCA, CCB, CCR) in all **US “Light” Armored Divisions** from Regiments to Brigades. Also, I changed the symbols of all these units from “**Armor**” to “**Combined Arms**”.

Explanation: *In the American battle theory of the time, these were fluid BRIGADE commands, Regiments did not exist in “Light” Armored Divisions. Each division had three tank, three mechanized infantry and three SP Arty battalions which were mixed, matched and even split-up between the CCs as the tactical situation dictated (at least that was the THEORY). Changing the symbol to Combined Arms, more accurately represents the combined arms nature of these formations (at least one tank, one mechanized infantry and one SP Arty battalion plus divisional combat support assets per CC).*

5. Changed the symbol for the *15 Fallschirmjager Regt.* of the *5 Fallschirmjager Division* from mechanized infantry to motorized infantry.

Explanation: *Similar to the panzergrenadier regiments above, 15 Fallschirmjager Regt. had trucks NOT halftracks. 15 Fallschirmjager Regt. was unique in the fact that it had enough organic trucks on hand to motor march the entire unit, while the other fallschirmjager regiments pretty much moved by foot.*

6. Changed the *Fuhrer Grenadier Brigade (FGB)* and *Fuhrer Begleit Brigade (FBB)* to "**Combined Arms**" formations. Increased the strength of **FGB** from six to nine Strength Points.

Explanation: *Both of these formations were heavy combined arms "Assault Brigades" having a Panzer Battalion, a Self-Propelled Assault Gun or Anti-Tank Battalion, a Self-Propelled Arty Battalion, a Pioneer Battalion and two (FGB) or three (FBB) Mech/Motorized Infantry Battalions. FGBs panzer battalion was actually more powerful than FBBs (Panthers as opposed to PzKw IVs). Historically, FGB was broken up and committed piecemeal during fighting south of Bastogne and has since recieved a poor reputation when compared to FBB even though both units were of similar strength/composition. I changed the strength of FGB to reflect it's combat potential leaving it's proper (or improper) utilization to the player.*

7. Reduced the US *6th Armored Division* from three Combat Commands (**CCA 7-4, CCB 7-4, CCR 4-4**) to two Combat Commands (**CCA 9-4, CCB 9-4**).

Explanation: After the breakout of Normandy, the 6th Armored Division commander (Gen Grow) never used the CCR headquarters as a tactical field command, instead splitting the division between Combat Commands A and B. The CCR was used in what we would today call a RAOC (Rear Area Operations Center).

CHANGES/ADDITIONS to AH's Battle of the Bulge (2nd Edition) Rules in order to use this counter mix:



German Motorized Infantry Regiments:

German motorized Infantry regiments conform to ALL rules and movement rates of ALLIED Infantry units (i.e. 1/4 MP per road movement instead of 1/3 MP). Thus they are far more mobile than regular German infantry but they are still infantry NOT mechanized units.



Combined Arms Units:

Combined Arms units function the same as Armored units with the exception that combined arms units MAY cross unbridged rivers (like infantry units) as long as doing so DOES NOT place them in an enemy Zone of Control (ZOC).

DIVISION COHESION

Optional Rule for AH's Battle of the Bulge 1981

General: Rather than just providing historical information on the playing pieces, these rules provide combat benefits to players for keeping their divisions together, as would have happened historically for command, control, and support purposes. Division Cohesion is always determined at the moment of combat, thus a unit can begin the combat phase with Division Cohesion, but may lose it due to results being applied from attacks occurring before that unit's combat is resolved.

I. DIVISION COHESION; ATTACKING.

I.A If ALL available (not eliminated) regiments/brigades of the same division are attacking the SAME HEX, the total strength of the division is increased by 10%. For the **Allied player** ALL fractions are rounded **UP**. For the **German player** ALL fractions are rounded **DOWN**, but never less than one strength point for a unit which qualifies. This represents the division artillery and division combat support elements in support of the "line" units. The regiments/brigades of the division do not have to be stacked or adjacent to each other but they must ALL be involved in the attack on the SAME HEX.

I.B A Division with only two regiments/brigades or a division which have lost a regiment/brigade in combat still receives the bonus as long as it meets the above criteria. Divisions which have four regiments (U.S. Airborne Divisions) must still have ALL available regiments involved in order to receive the bonus. A division reduced to a single regiment/brigade, regardless of how many it had initially, loses its division cohesion bonus.

II. DIVISION COHESION; DEFENDING.

II.A If a regiment/brigade is defending and all available (not eliminated) regiments/brigades of the same division can trace a line of hexes, free of enemy units (NOT enemy ZOCs) of not more than two hexes (one intervening hex) from one unit to another, then the attacked regiment(s)/brigade(s) strength is increased by 10%. For the **Allied player** ALL fractions are rounded **UP**. For the **German player** ALL fractions are rounded **DOWN** but never less than one strength point for a unit which qualifies.

NOTE: In determining eligibility for division cohesion in the defense, the units do not all need to be two hexes from each other, they just need to be two hexes one from another (example: regiment #1 is no more than two hexes from regiment #2 which in turn, is no more than two hexes from regiment #3). REMEMBER, for determining division cohesion, enemy units block a hex, enemy ZOCs do not.

II.B The strength of stacked regiments/brigades of the same division are added together BEFORE calculating the division cohesion bonus but the bonus is applied to the total strength AFTER double/tripling for terrain.

II.C A Division with only two regiments/brigades or a division which has lost a regiment/brigade in combat still receives the bonus as long as it meets the above criteria. All regiments of four regiment divisions (U.S. Airborne Divisions) must meet the above criteria to qualify for division cohesion. A division reduced to a single regiment/brigade, regardless of how many it had initially, loses its division cohesion bonus.

III. Divisions which have elements arriving later as reinforcements (example: the 560th Volksgrenadier Division) do not receive the division cohesion bonus until all elements are in play and qualify as outlined above. Parts of divisions which never have the remainder of the division enter play (example: the U.S. 4th Infantry Division) never receive the division cohesion bonus.

Designer's Note: In general, by this stage of the war, the Allies organic divisional combat support elements (division artillery, divisional engineer battalions, divisional anti-tank battalions, et cetera) were more robust, better trained, and far better supplied than their German counterparts, thus the difference in calculating Division Cohesion Bonus.

The *Nordwind* Variant

Optional rules for AH's Battle of the Bulge '81

This variant affords the German player some latitude in determining the conduct (both time and location) of *Operation Nordwind* an offensive which historically took place 1-20 January 1945 about 65 miles to the south of the Ardennes Offensive.

If this variant is used, then at the conclusion of the German players PM/27 DEC turn, he must select one of the following three options and announce the selection to the Allied player.

OPTION #1

***Nordwind* as Planned:** *Operation Nordwind* is executed as it was historically. Play continues with no change to the reinforcement schedule or victory conditions for either player.

OPTION #2

***Nordwind* Supports Ardennes:** *Operation Nordwind* is executed earlier and further to the north as a follow-on and supporting attack to the Ardennes thrust. The axis of advance is initially toward Metz then hooking north toward Luxembourg City. The objective is to break into the rear of and encircle U.S. Third Army by affecting a link-up with Fifth Panzer Armee somewhere west of Luxembourg City. At the very least, *Nordwind* would threaten to unhinge the southern shoulder of "the Bulge". This would force at least part of U.S. Third Army to break off its northerly attack and turn to meet this new threat. For the Germans, it would now make Bastogne and the towns/roads to the south of Bastogne critical to a German victory.

GENERAL: If Option #2 is selected the Allied player loses as reinforcements, the three regiments of the U.S. 87th Infantry Division. Additionally, the Allied player must divert (remove from play) six (6) U.S. (not British) Regiments or Brigades which are currently on the map. These units must move to and exit the SOUTH map edge via a road not later than the end of the Allied AM/29 Dec turn. These nine regiments are NOT considered eliminated for VP purposes (they are fighting off map). However, should the Allied player not be able to fulfill the additional six unit requirement by the end of the Allied AM/29 DEC turn, the balance of unfulfilled units ARE eliminated from play, starting with the most southerly U.S. unit on the map and then moving north until the requirement is met, units eliminated in this manner DO count as destroyed for VP purposes.

VICTORY: If the German player selects Option #2, the first sentence of **rule 25.5.1 (German Victory Bastogne)** is changed to read: "if Allied units occupy St. Vith (MM15), Bastogne (AA26), Mantelance (BB31) or Neufchateau (S33), supplied or not, at the end of the game, the Allied player wins automatically".

OPTION #3

***Nordwind* Scrubbed:** *Operation Nordwind* is cancelled and the mobile units earmarked for it are released for use in the Ardennes thrust, in a bid to force the Meuse and/or seize Liege.

GENERAL: This is an "everything but the kitchen sink" effort to fulfill Hitler's objectives for *Wacht am Rhein*. It will provide significant reinforcements to the German Player, but will also make the Allied 6th Army Group's armored reserve available to the Allied player (see attached reinforcement track). Also, since any serious threat to Liege would be seen as a serious threat to Montgomery's 21st Army Group, British units lose all movement restrictions at the start of the AM/30 Dec game turn.

VICTORY: If Option #3 is selected, the ONLY way the German player can win the game is to fulfill the victory conditions outlined in **rule 25.3 (German Victory Meuse River)** or **rule 25.4 (German Victory Liege)**. Any other result is an Allied Victory.

GERMAN REINFORCEMENTS (*NORDWIND* OPTION #3)

21. Panzer Division

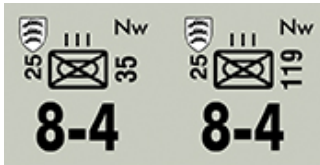


17. SS Panzergrenadier Division



AM/28 DEC: Arrive via road movement at XX20, XX26 or XX28.

25. Panzergrenadier Division



6. SS Gebirgs Division



AM/29 DEC: Arrive via road movement at XX20, XX26 or XX28.

ALLIED REINFORCEMENTS (*NORDWIND* OPTION #3)

12th Armored Division



2e Division Blindée (French 2nd Arm Div.)



































AM/30 DEC: Arrive via road movement along the SOUTH map edge between E34 and V34 (inclusive).








































































































































































14th Armored Division



AM/31 DEC: Arrive via road movement along the SOUTH map edge between E34 and V34 (inclusive).

LAH 12-4 B 1 ss. Peiper	LAH 7-4 B 1 ss. 1	LAH 7-4 B 1 ss. 2	DR 11-4 3 2 ss. 2	DR 7-4 3 2 ss. 3	DR 7-4 3 2 ss. 4	Ho 10-4 3 9 ss. 9	Ho 7-4 3 9 ss. 19	Ho 7-4 3 9 ss. 20	Fr 8-4 4 10 ss. 10
Fr 7-4 4 10 ss. 21	Fr 7-4 4 10 ss. 22	HJ 11-4 B 12 ss. 12	HJ 7-4 B 12 ss. 25	HJ 7-4 B 12 ss. 26	Fu. Begleit 11-4 3	Fu. Gren. 6-4 6	10-4 E 2Pz. 3	6-4 E 2Pz. 2	5-4 E 2Pz. 304
8-4 7 9Pz. 33	5-4 7 9Pz. 10	3-4 7 9Pz. 11	11-4 4 11Pz. 15	6-4 4 11Pz. 110	5-4 4 11Pz. 111	10-4 D 116Pz. 16	6-4 D 116Pz. 60	5-4 D 116Pz. 156	8-4 E Lehr. 130
5-4 E Lehr. 901	5-4 E Lehr. 902	8-4 3 3Pg. 8	8-4 3 3Pg. 29	8-4 7 15Pg. 104	8-4 7 15Pg. 115	7-4 B 150	5-3 B 3FJ. 5	5-3 B 3FJ. 8	5-3 B 3FJ. 9
5-4 F 5FJ. 15	5-3 F 5FJ. 14	5-3 F 5FJ. 13	1-2 2 vdH	5-3 E 26. 39	5-3 E 26. 77	5-3 E 26. 78	3-3 C 18. 293	4-3 C 18. 294	4-3 C 18. 295
3-3 B 12. 27	3-3 B 12. 48	3-3 B 12. 89	3-3 9 9. 36	3-3 9 9. 57	3-3 9 9. 116	3-3 C 62. 164	3-3 C 62. 183	3-3 C 62. 190	3-3 7 79. 208
3-3 7 79. 212	3-3 7 79. 266	3-3 8 167. 315	3-3 8 167. 331	3-3 8 167. 339	3-3 G 212. 316	3-3 G 212. 320	3-3 G 212. 423	3-3 8 246. 352	3-3 8 246. 404
3-3 8 246. 689	3-3 G 276. 986	3-3 G 276. 987	3-3 G 276. 988	3-3 B 277. 989	3-3 B 277. 990	3-3 B 277. 991	3-3 A 326. 751	3-3 A 326. 752	3-3 A 326. 753
3-3 F 352. 914	3-3 F 352. 915	3-3 F 352. 916	3-3 D 560. 1128	3-3 5 560. 1129	3-3 D 560. 1130	8-1-3 D 7	8-1-3 B 9	7-1-3 E 15	7-1-3 B 17
6-1-3 A 4	8-1-2 G 8	8-1-2 F 18	7-1-2 C 16	6-3-3 E 766	5-3-3 8 410	4-2-3 A 388	4-2-3 D 401	4-2-3 B 402	4-2-3 B 405
4-2-3 F 406	4-2-3 G 408	6-3 766	5-3 410	4-2 388	4-2 401	4-2 402	4-2 405	4-2 406	4-2 408
0-10 1 E. Stielau 1	0-10 1 E. Stielau 2	0-10 1 E. Stielau 3	0-10 1 E. Stielau 4			Bridge	Turn	X 1	X 10
GvB 9-4 Nw 17 ss. 37	GvB 9-4 Nw 17 ss. 38	10-4 Nw 21Pz. 22	6-4 Nw 21Pz. 125	5-4 Nw 21Pz. 192	8-4 Nw 25Pg. 35	8-4 Nw 25Pg. 119	Nord 6-3 Nw 6 ss. 11	Nord 6-3 Nw 6 ss. 12	

									
									
Capt 	Capt 						EE-9 	Stavelint 	

 2Ar. 66	 2Ar. 67	 2Ar. 41	 3Ar. 32	 3Ar. 33	 3Ar. 36	 4Ar. CCA	 4Ar. CCB	 4Ar. CCR	 5Ar. CCA
 5Ar. CCB	 5Ar. CCR	 6Ar. CCA	 6Ar. CCB	 6Ar. CCR	 7Ar. CCA	 7Ar. CCB	 7Ar. CCR	 9Ar. CCA	 9Ar. CCB
 9Ar. CCR	 10Ar. CCA	 10Ar. CCB	 10Ar. CCR	 11Ar. CCA	 11Ar. CCB	 11Ar. CCR	 2	 4	 6
 14	 102	 17Ab. 507	 17Ab. 513	 17Ab. 193	 17Ab. 194	 82Ab. 504	 82Ab. 505	 82Ab. 508	 82Ab. 325
 101Ab. 501	 101Ab. 502	 101Ab. 506	 101Ab. 327	 517	 1. 16	 1. 18	 1. 26	 2. 9	 2. 23
 2. 38	 4. 12	 4. 22	 5. 2	 5. 10	 5. 11	 9. 39	 9. 47	 9. 60	 26. 101
 26. 104	 26. 328	 28. 109	 28. 110	 28. 112	 30. 117	 30. 119	 30. 120	 35. 134	 35. 137
 35. 320	 75. 289	 75. 290	 75. 291	 80. 317	 80. 318	 80. 319	 83. 329	 83. 330	 83. 331
 84. 333	 84. 334	 84. 335	 87. 345	 87. 346	 87. 347	 99. 393	 99. 394	 99. 395	 106. 422
 106. 423	 106. 424	 179	 193	 203	 402	 406	 18	 174	 183
 190	 187	 188	 333	 404	 422	 179	 193	 203	 402
 406	 18	 174	 183	 190	 187	 188	 333	 404	 422
								 Gds. 5	 Gds. 32
 11Ar. 29	 33Tk	 34Tk	 6Par. 3	 6Par. 5	 6Par. 6	 43. 129	 43. 130	 43. 214	 50. 69
 50. 151	 50. 231	 51. 152	 51. 153	 51. 154	 53. 71	 53. 158	 53. 160	 4	 5
 4	 5	 12Ar. CCA	 12Ar. CCB	 12Ar. CCR	 14Ar. CCA	 14Ar. CCB	 14Ar. CCR	 2DB. GTD	 2DB. GTL
 2DB. GTV									
									

DIVISION COHESION

Optional Rule for AH's Battle of the Bulge 1981

General: Rather than just providing historical information on the playing pieces, these rules provide combat benefits to players for keeping their divisions together, as would have happened historically for command, control, and support purposes. Division Cohesion is always determined at the moment of combat, thus a unit can begin the combat phase with Division Cohesion, but may lose it due to results being applied from attacks occurring before that unit's combat is resolved.

I. DIVISION COHESION; ATTACKING.

I.A If ALL available (not eliminated) regiments/brigades of the same division are attacking the SAME HEX, the total strength of the division is increased by 10%. For the **Allied player** ALL fractions are rounded **UP**. For the **German player** ALL fractions are rounded **DOWN**, but never less than one strength point for a unit which qualifies. This represents the division artillery and division combat support elements in support of the "line" units. The regiments/brigades of the division do not have to be stacked or adjacent to each other but they must ALL be involved in the attack on the SAME HEX.

I.B A Division with only two regiments/brigades or a division which have lost a regiment/brigade in combat still receives the bonus as long as it meets the above criteria. Divisions which have four regiments (U.S. Airborne Divisions) must still have ALL available regiments involved in order to receive the bonus. A division reduced to a single regiment/brigade, regardless of how many it had initially, loses its division cohesion bonus.

II. DIVISION COHESION; DEFENDING.

II.A If a regiment/brigade is defending and all available (not eliminated) regiments/brigades of the same division can trace a line of hexes, free of enemy units (NOT enemy ZOCs) of not more than two hexes (one intervening hex) from one unit to another, then the attacked regiment(s)/brigade(s) strength is increased by 10%. For the **Allied player** ALL fractions are rounded **UP**. For the **German player** ALL fractions are rounded **DOWN** but never less than one strength point for a unit which qualifies.

NOTE: In determining eligibility for division cohesion in the defense, the units do not all need to be two hexes from each other, they just need to be two hexes one from another (example: regiment #1 is no more than two hexes from regiment #2 which in turn, is no more than two hexes from regiment #3). REMEMBER, for determining division cohesion, enemy units block a hex, enemy ZOCs do not.

II.B The strength of stacked regiments/brigades of the same division are added together BEFORE calculating the division cohesion bonus but the bonus is applied to the total strength AFTER double/tripling for terrain.

II.C A Division with only two regiments/brigades or a division which has lost a regiment/brigade in combat still receives the bonus as long as it meets the above criteria. All regiments of four regiment divisions (U.S. Airborne Divisions) must meet the above criteria to qualify for division cohesion. A division reduced to a single regiment/brigade, regardless of how many it had initially, loses its division cohesion bonus.

III. Divisions which have elements arriving later as reinforcements (example: the 560th Volksgrenadier Division) do not receive the division cohesion bonus until all elements are in play and qualify as outlined above. Parts of divisions which never have the remainder of the division enter play (example: the U.S. 4th Infantry Division) never receive the division cohesion bonus.

Designer's Note: In general, by this stage of the war, the Allies organic divisional combat support elements (division artillery, divisional engineer battalions, divisional anti-tank battalions, et cetera) were more robust, better trained, and far better supplied than their German counterparts, thus the difference in calculating Division Cohesion Bonus.