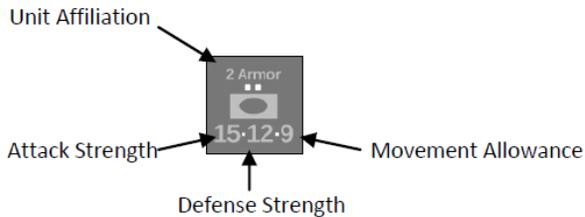


# Celles After Action Report (AAR)

This AAR was made to introduce our new game Celles. I will start the AAR covering just the major events and then mid-game cover a turn in detail to illustrate the rules and game play. Play time-3.5 hours.

Each unit is color coded for its division or brigade. On the map the white is clear, the oatmeal color is rough, the green is woods, villages are the dots, roads are tan and the highways are black.



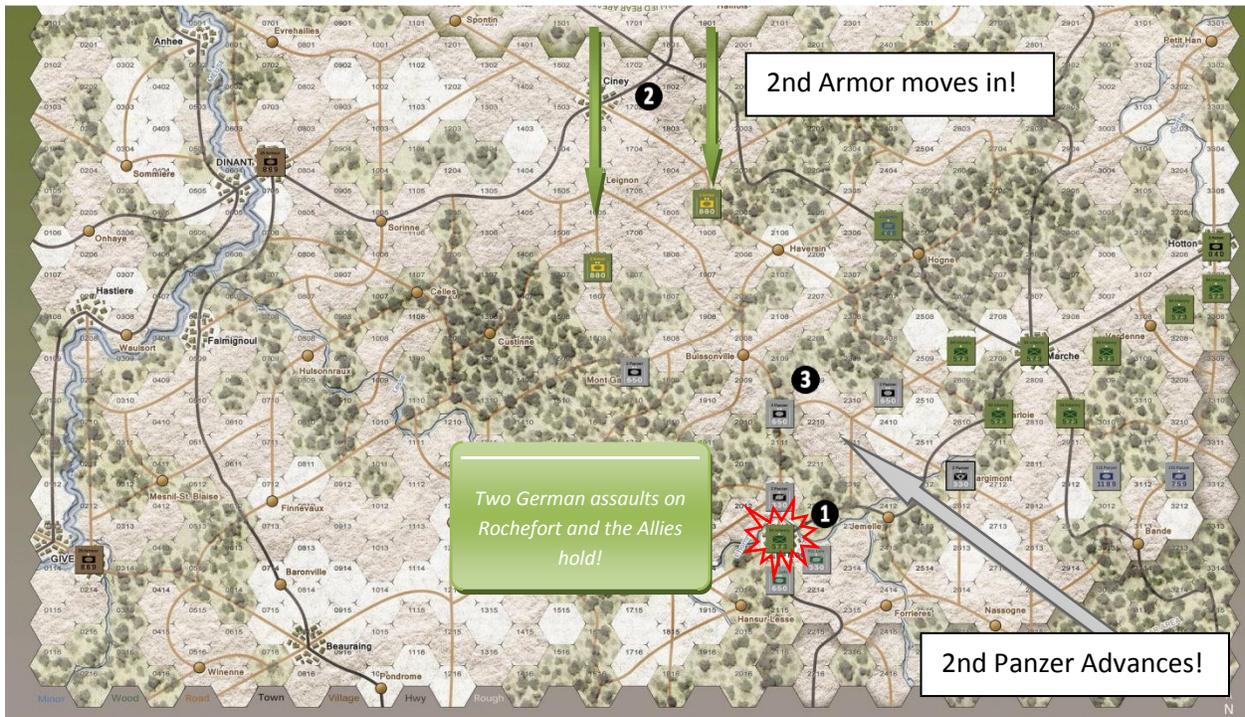
## Unit Symbols

Armor		Infantry	
Recon		SP/AT	

Each turn each player will get a different number of “actions”. An action allows a player to move and fight with a single formation or single unit. Combat is part of movement and costs movement points. Other units of the moving players side may be involved if adjacent to the defenders at the moment of combat. When a unit finishes moving it is flipped to its back side which has weaker values for attack and defense. ZOC's are somewhat fluid with an infiltration system. The stacking limit is 2 steps. Most units are already 2 step units and cannot be stacked with. The system of movement and combat is very similar to “Korea” by Victory Games; in my opinion one of the finest games ever designed.

## First Turn-December 23<sup>rd</sup>-Night

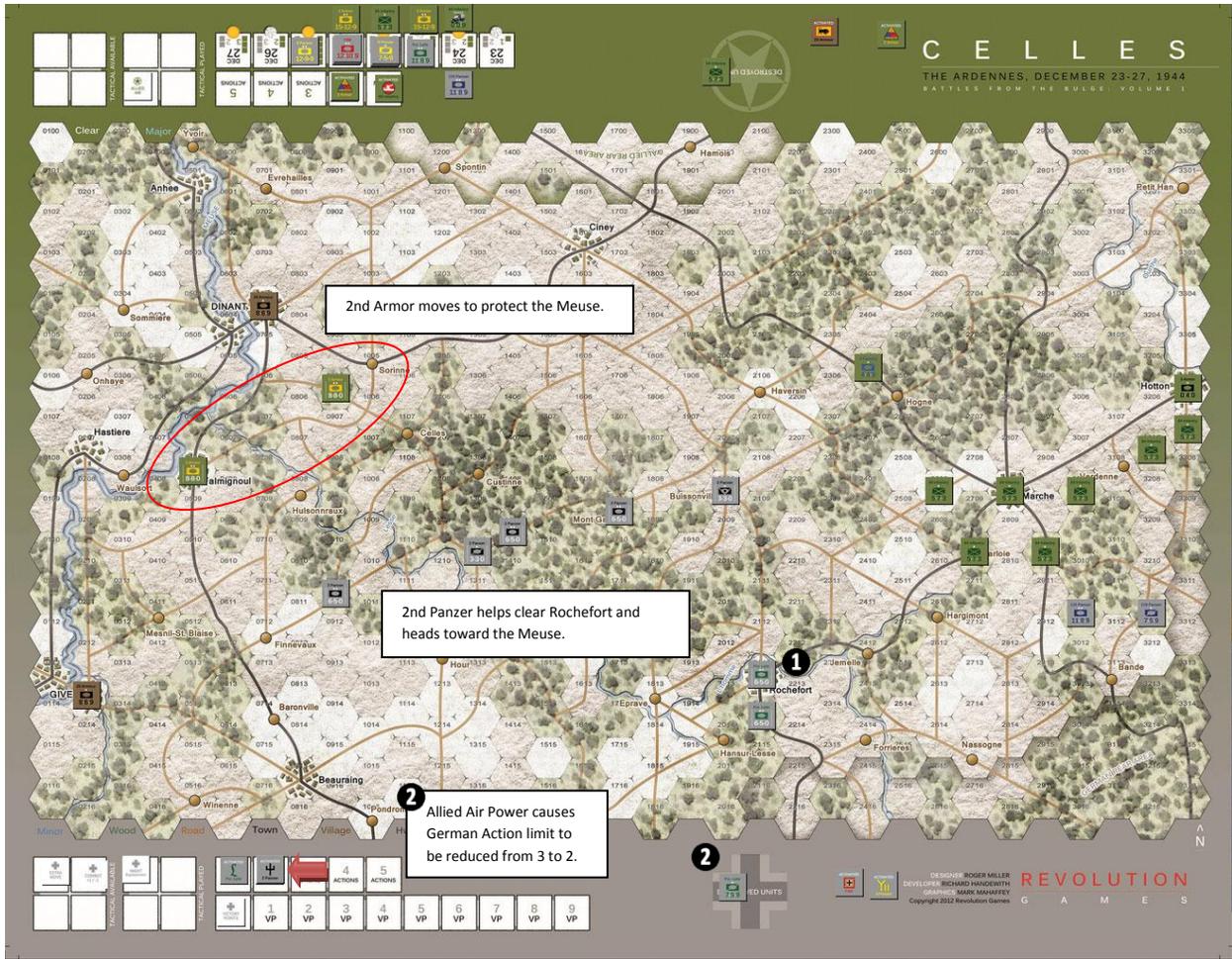
❶ The German has the first action and launches an attack with the lead units of Pz. Lehr on the isolated battalion of the 84<sup>th</sup> infantry and gets no result. ❷ The Allies then move the lead units of the 2<sup>nd</sup> Armor on to the board to take up defense positions on the north edge of the map. ❸ Germans move the 2<sup>nd</sup> Pz. to the middle of the board threatening in to move in multiple directions. The Germans also draw an extra move allowing them to activate one unit of Pz. Lehr a second time this turn and they attack Rochefort again. US units is disorganized but holds on to town. Turn ends. (Historically the Americans held the town all night and were forced out about noon the following day.)




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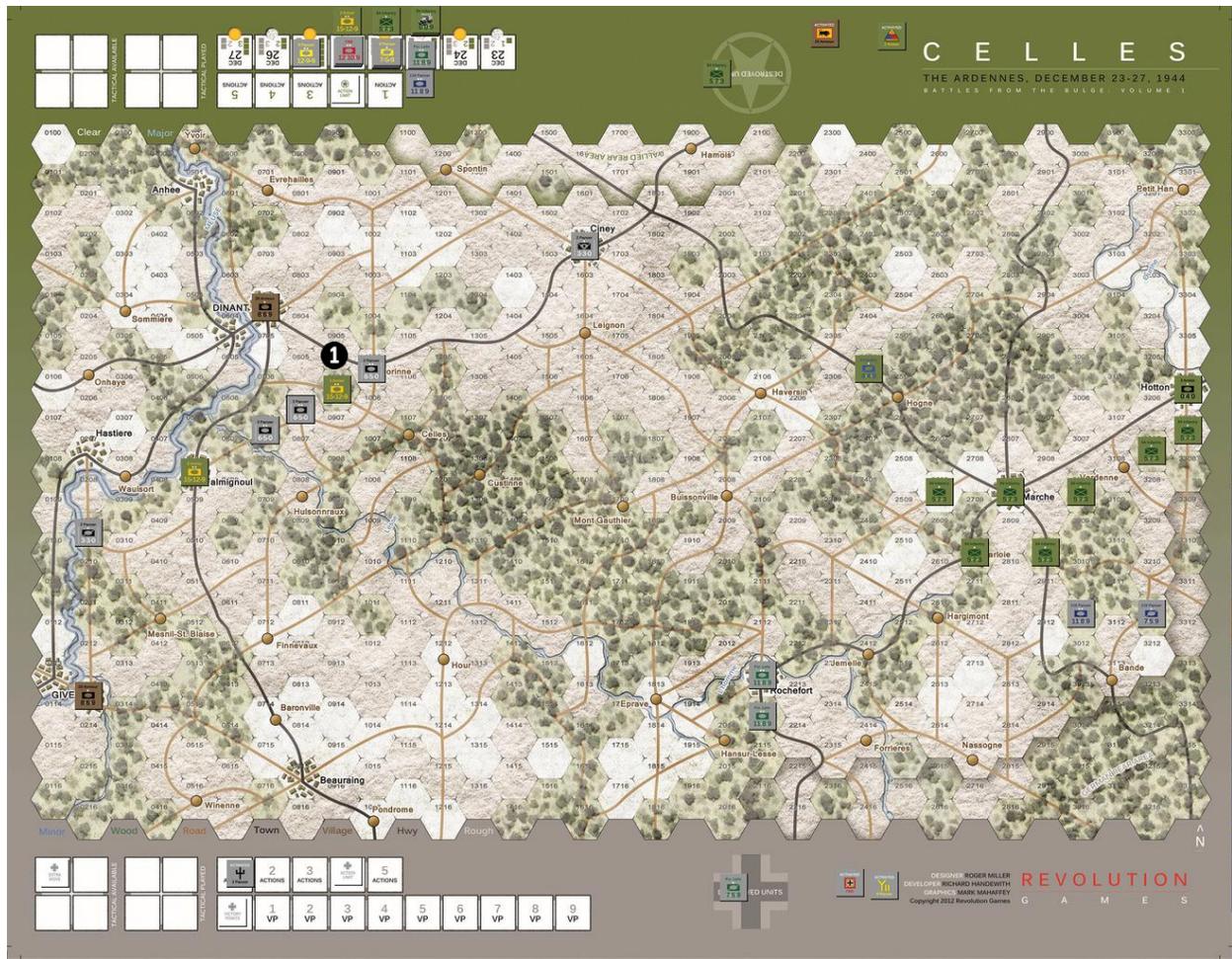
## Second Turn-December 24<sup>th</sup>-Day

Allies win the initiative but decide to let the Germans move first to see what develops. **1** Pz. Lehr attacks Rochefort two more times and still fails to clear the town. **2** Allies pull an airpower chit and the Germans lose an Action and have the recon unit of Lehr destroyed on the outskirts of Rochefort. The Allies now have the chance to move but decline to do so feeling that their position is strong and that the Germans have still not revealed where they are going. **1** The Germans move the 2<sup>nd</sup> Pz. towards the Meuse and Lehr, using an extra move, launches one final attack on Rochefort clearing the town and destroying the US unit. The US 2<sup>nd</sup> Armor finishes the turn by moving its 2 units towards the Meuse to try to minimize the damage the Germans can do.

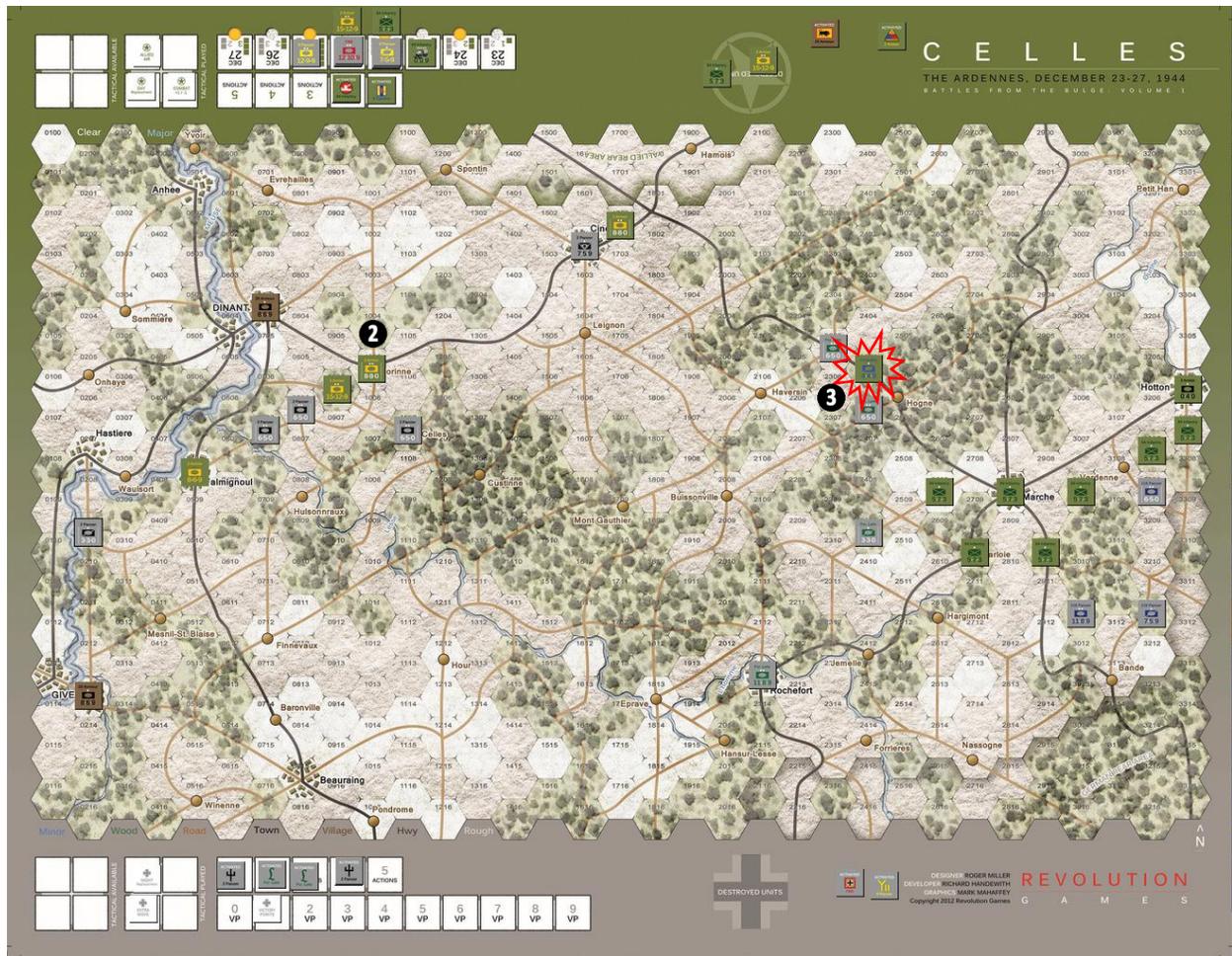


### Third Turn-December 24<sup>th</sup>-Night

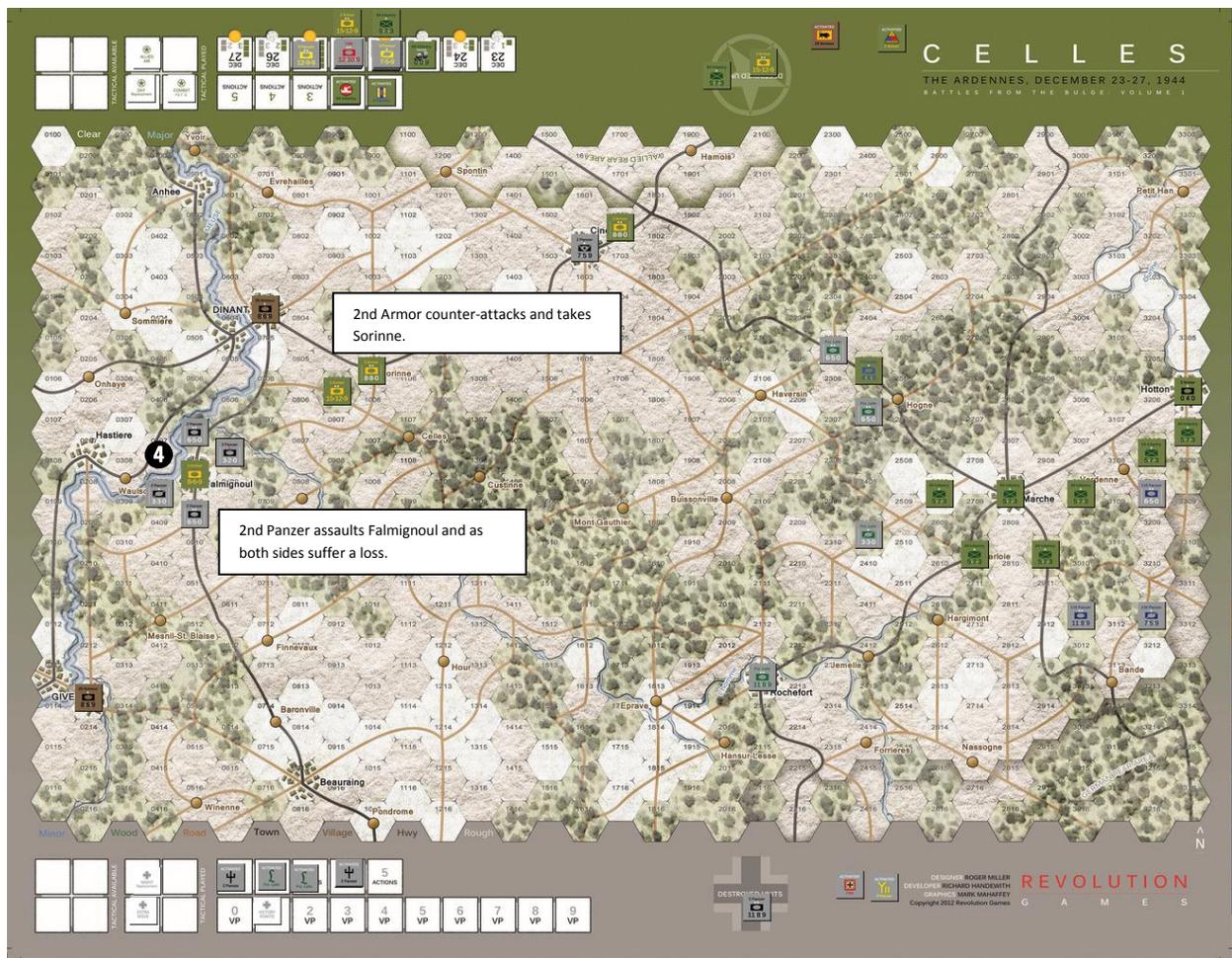
Germans win the initiative and the Germans move first. ① The 2<sup>nd</sup> Pz. moves to the Meuse and surrounds part of the US 2<sup>nd</sup> Armor but does not have enough movement points to launch a good attack.



The Allies draw the chit for the 4<sup>th</sup> Cavalry, a unit they do not want to move, so instead move a reinforcing unit of the unit of the 2<sup>nd</sup> armor onto the board and attack the German unit in Ciney at the top of the board. No result. (The CRT only has a 20% chance of no result but it seems popular in this game.) Germans move Lehr to threaten flank of 84<sup>th</sup> infantry. ❶ Allies move another unit of 2<sup>nd</sup> armor onto the board and attack the Germans in Sorinne trying to break the encirclement of the other unit of the 2<sup>nd</sup> Armor. German unit is forced to retreat and Americans advance. The Allies only get 2 Actions this turn so they are done moving and attacking. The Germans have 2 more actions to make hay.



Germans draw a replacement and rebuild Lehr unit destroyed by air attack. ③ Lehr's second action chit is pulled and the unit moves again and attacks the 4<sup>th</sup> cavalry, which is disrupted. Germans use an extra move to bring on a reinforcement of the 116<sup>th</sup> Pz. ④ The final action chit drawn is the 2<sup>nd</sup> Pz. which moves away from Sorinne and attacks Falmignoul on the Meuse. Result is exchange and both units lose a step. The Germans have 2 units adjacent to the Meuse and earn 2 victory points.



### Fourth Turn-December 25<sup>th</sup>-Day

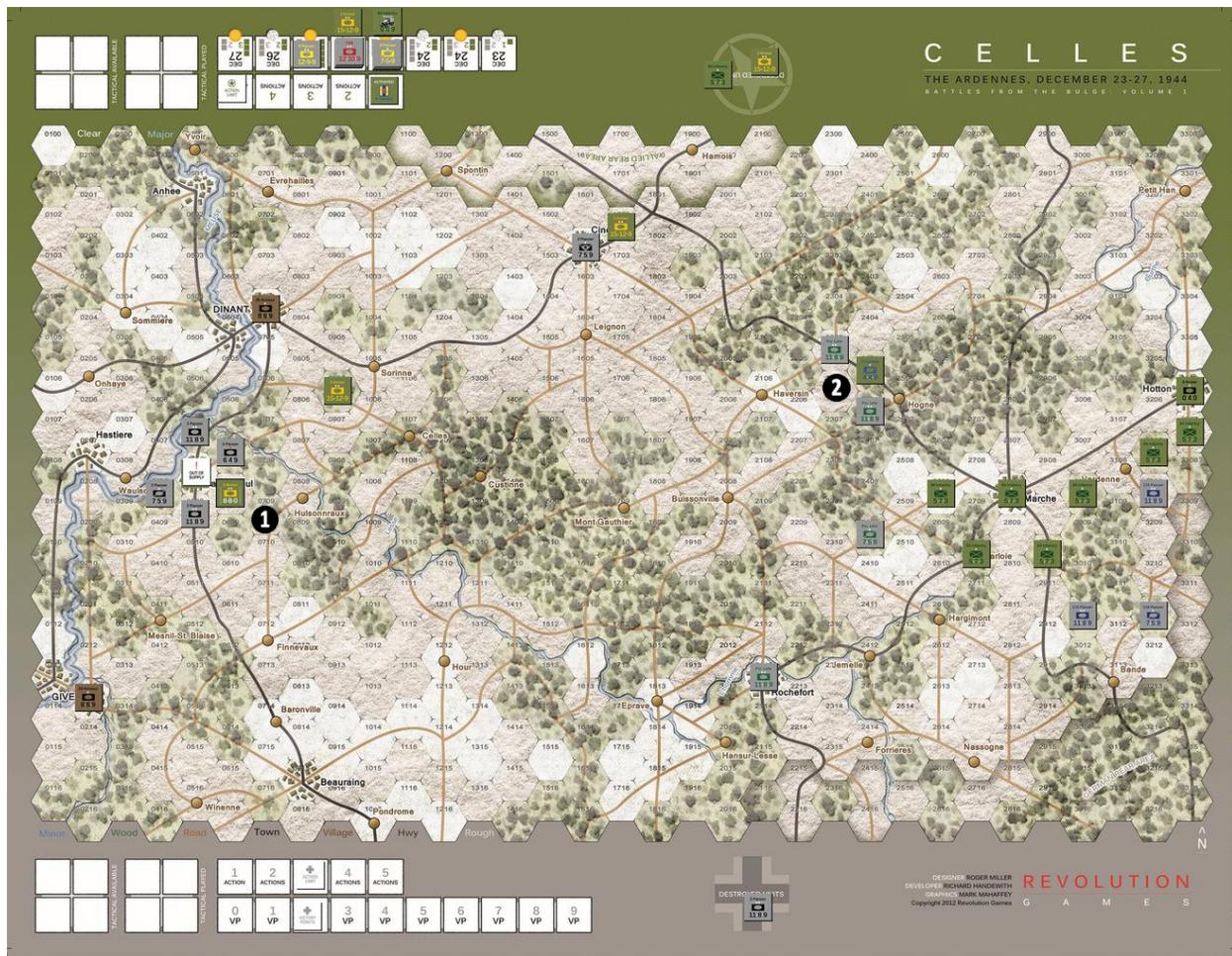
This turn I will go through the systems in more detail. First the players put all of the tactical chits and action chits that will be used this turn in a cup, one for each player. The action chits in each cup vary each day as new units enter the game or units that started the game become worn down and less active. The Allies have 5 actions for the turn and the Germans have 3.

Next we check supply. If a line of supply of any length is not blocked by enemy units or ZOC the unit is in supply. Out for a second turn the unit is isolated. One US unit in Falmignoul is out of supply.

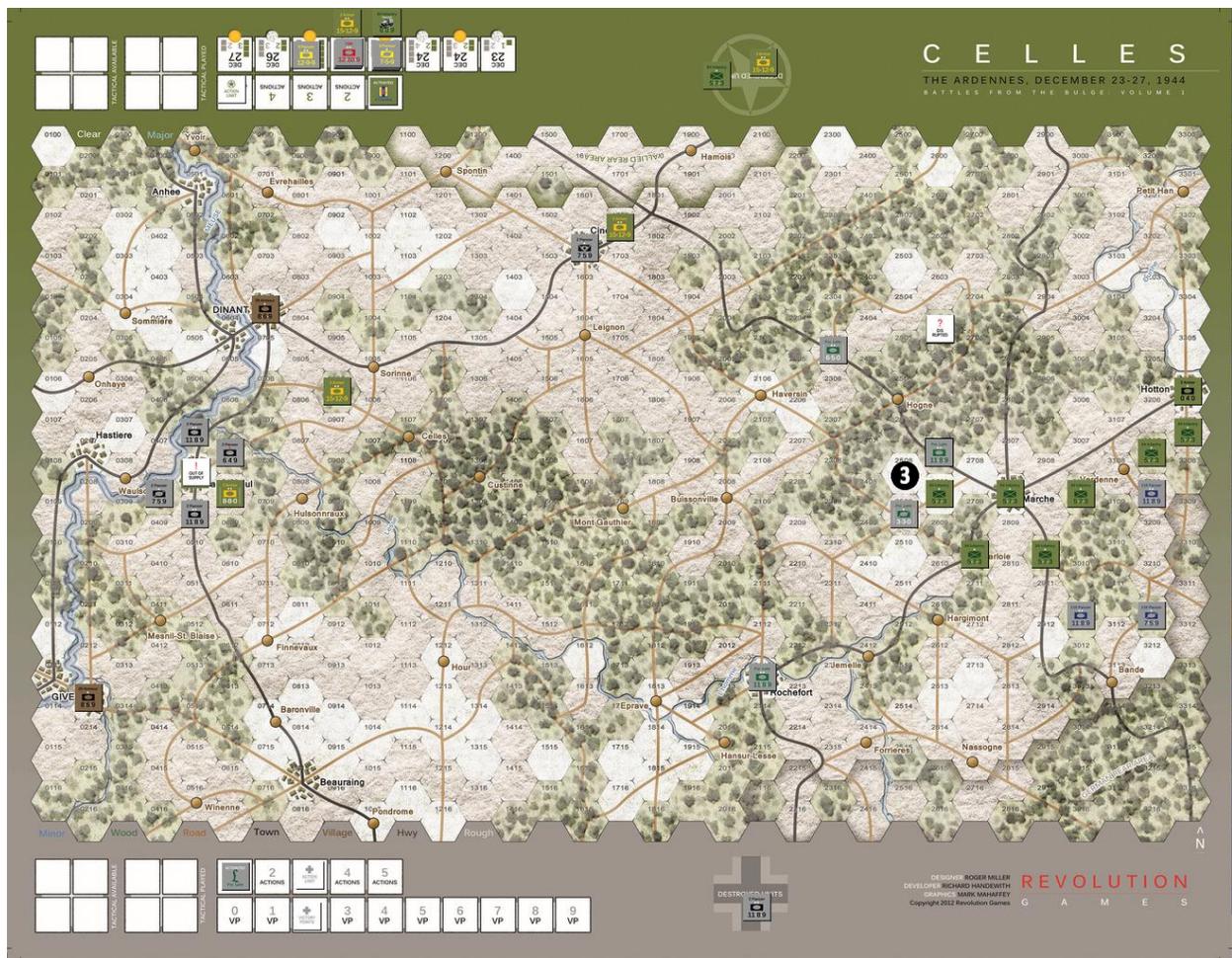
The initiative is rolled for, simple roll off, high die wins. Allies get +1 to die during the day, Germans +1 during the night. Allies win the initiative. Allies decide they want to go first.

① Allies pull the 4<sup>th</sup> Cavalry. (Not what they wanted to start with as it only has one unit and is weak) Instead of moving the 4<sup>th</sup> Cavalry they use the action chit to move a single piece of the 2<sup>nd</sup> Armor

towards the surrounded and out of supply 2<sup>nd</sup> Armor unit. The unit is flipped to its rear side after completing the move. (Whenever you draw an action chit you always have the option to move all of the units of the formation named or any one unit of another formation.)

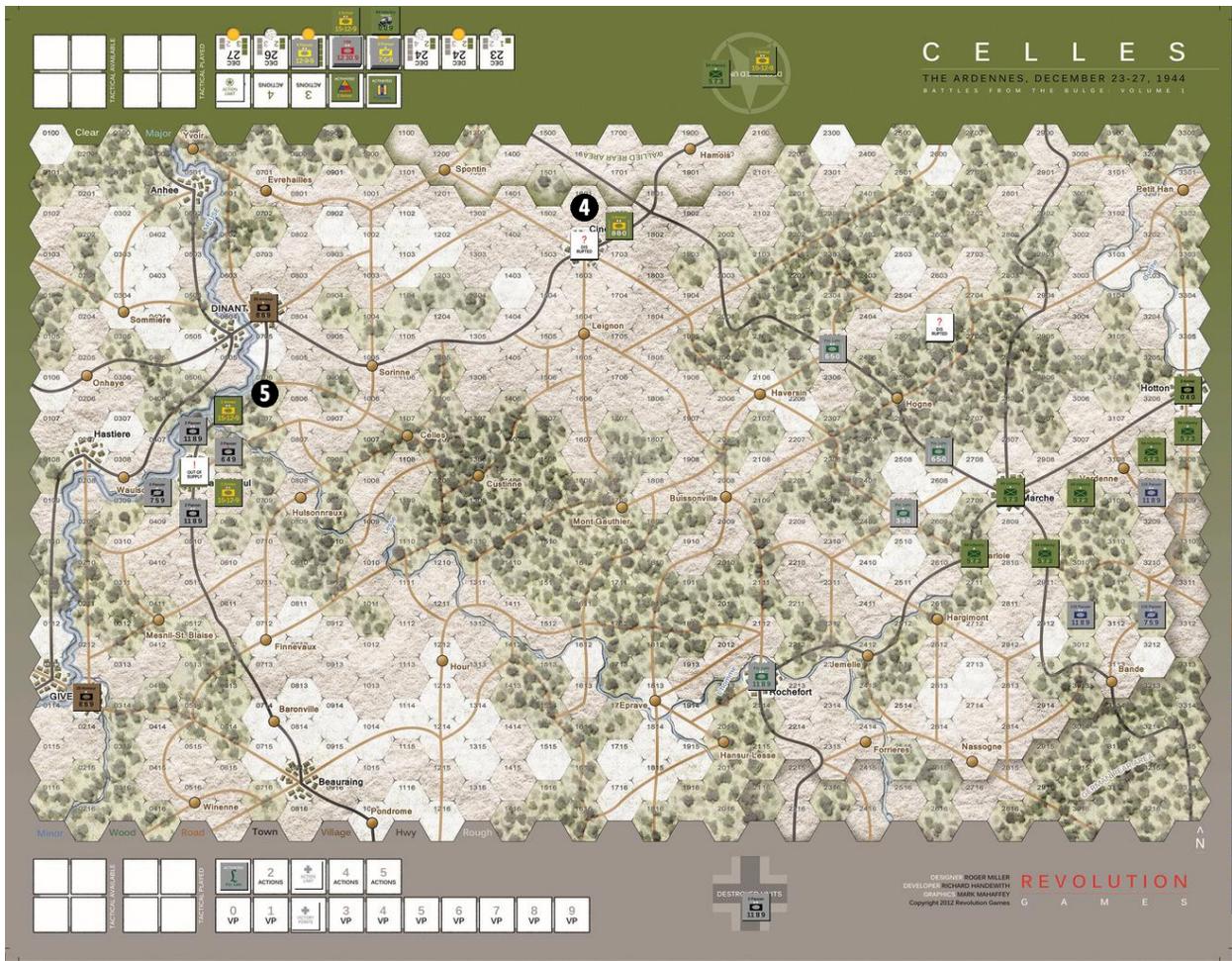


② Germans now pull Pz. Lehr. Lehr has 2 units next to the 4<sup>th</sup> Cavalry and decides to have the top one attack. This unit spends all 9 of its movement points to launch a heavy attack. The second unit of Lehr is included in this attack because it is adjacent to the defender (This unit may be included even if it was not an active unit!). The attack is a 5-1. Germans get a +1 for the heavy attack and a -1 for the woods. On a roll of 6 the 4<sup>th</sup> Cavalry is disrupted and retreating 2 hexes, avoiding enemy ZOC and towards the top of the map. Either German unit that participated in the attack may advance. If the unit that attacked still had any movement points it could keep moving, whether it advanced or not, but it spent them all for the heavy attack. ③ The unit of Lehr that attacked is now flipped to its rear side as it has spent all of its movement points. The recon unit of Lehr now moves adjacent to the end unit of the 84<sup>th</sup> infantry. The other unit of Lehr that attacked the 4<sup>th</sup> Cavalry now spends 2 movement points to move down the road and another 6 movement points to launch a medium attack on the 84<sup>th</sup> Infantry.



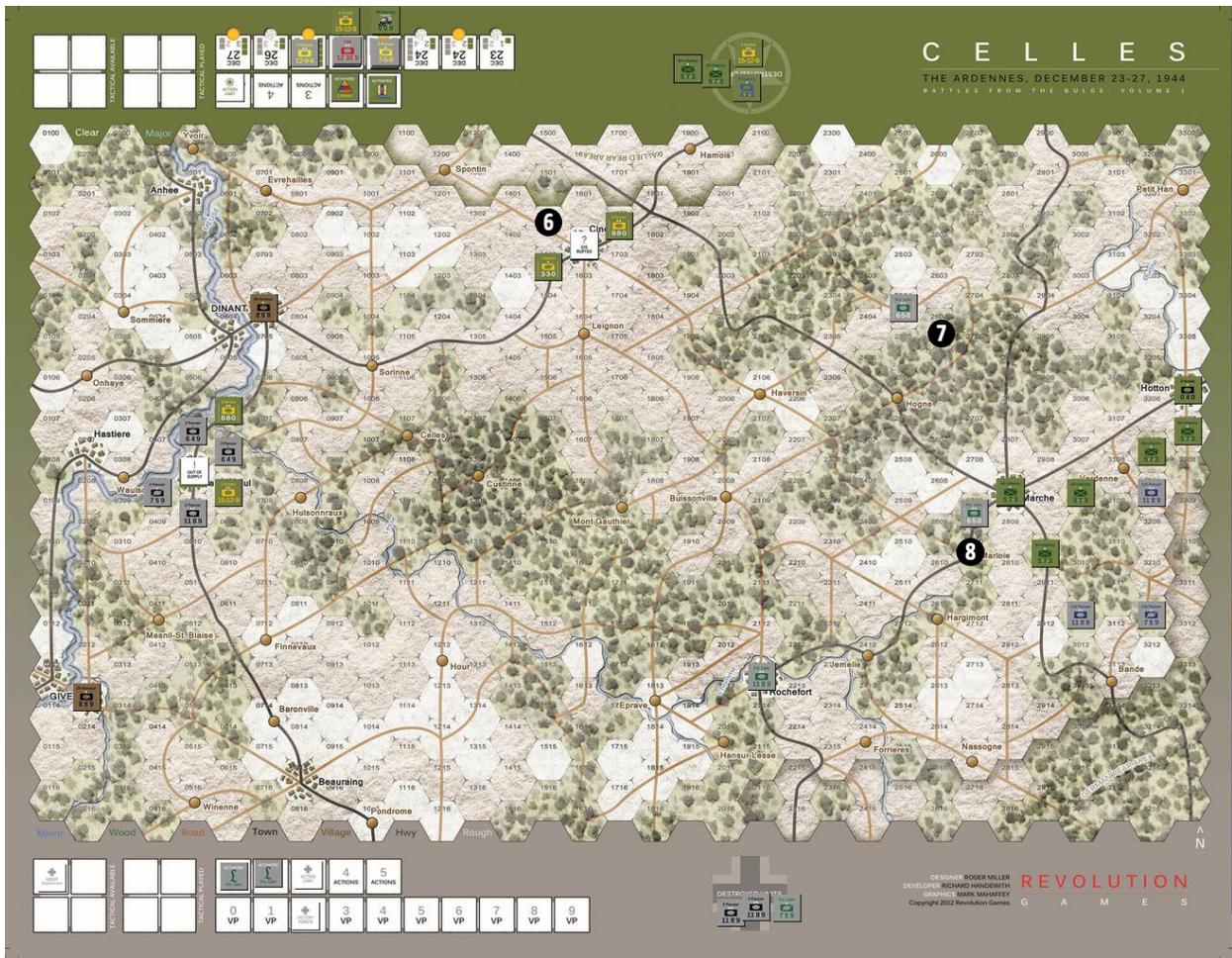
Attack is 2-1 and a roll of 5 is a retreat for the Americans who end up in the town of Marche. German unit decides to end its move by staying in the woods for better defense and better cover from air.

Allies now pull the 2<sup>nd</sup> Armor. When you activate a formation with an action chit any units that are on their back sides get flipped to their front sides. The 2<sup>nd</sup> Armor piece that moved in the first action towards the Meuse is flipped to its front side. **4** The 2<sup>nd</sup> Armor starts by attacking the town of Ciney with a heavy attack and disrupts the defender. **5** The 2<sup>nd</sup> Armor piece from next to Sorinne moves to the Meuse, spending 3 movement points and attacks the Germans with a medium attack spending 6 movement points more. Since he is adjacent to 2 defending units he must attack them both. Every other Allied unit that is adjacent to any of the defending units may be included in the attack. The Allied player includes the other in supply unit of the 2<sup>nd</sup> Armor but leaves out the out of supply unit to avoid its negative modifiers.

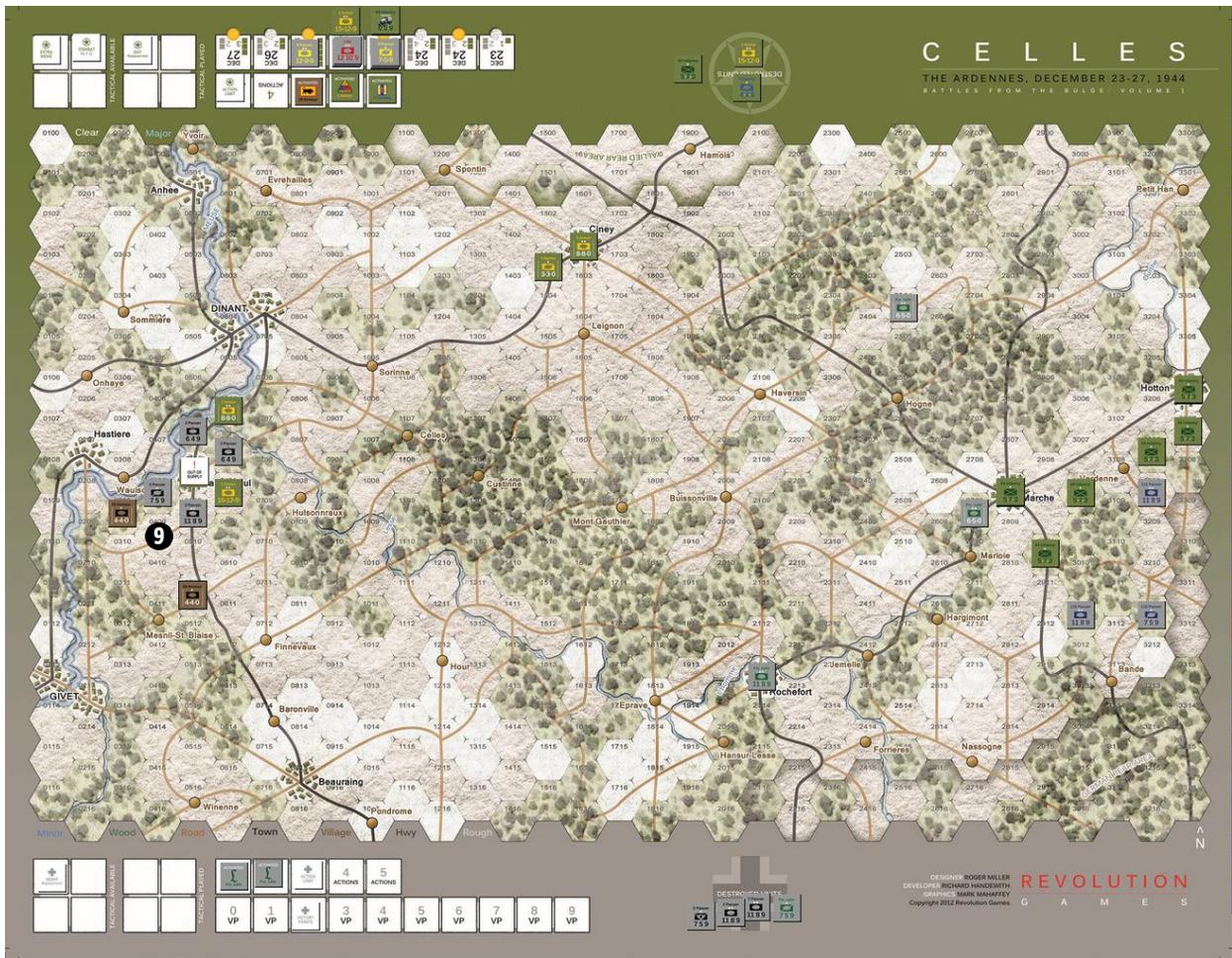


The attack is a 2-1 with a -1 modifier for the river and a -1 modifier for the woods. The Allies get a +1 modifier in all day turns from the 25<sup>th</sup> on. On a roll of 8 the Germans take a step loss. They take the loss from the German unit with 2 steps so they can hold on to their encirclement of the other 2<sup>nd</sup> Armor unit. **6** The recon unit of the 2<sup>nd</sup> Armor enters map and surrounds Ciney. (Reinforcement units may only enter when the formation has been activated.)

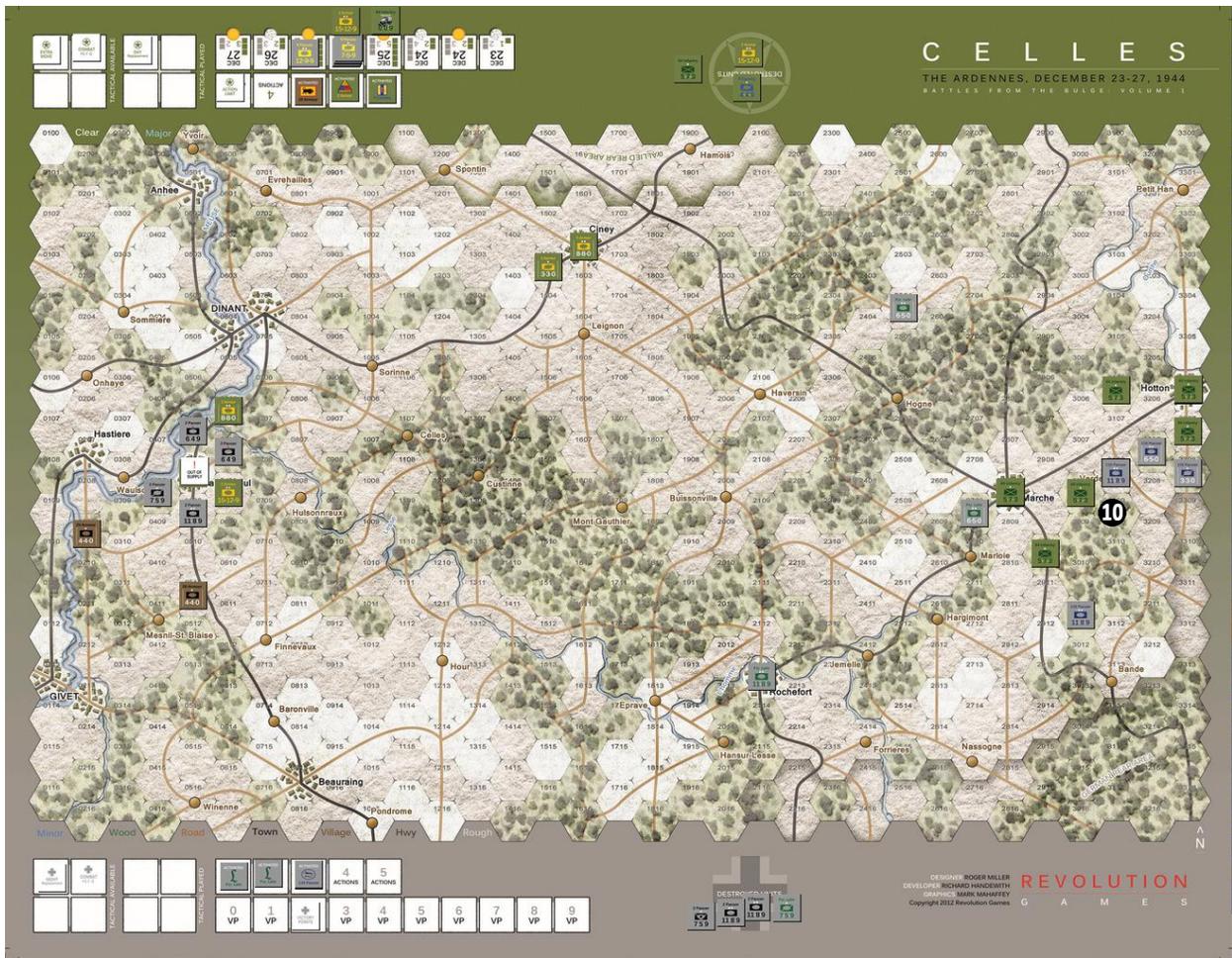
The Germans pull a replacement chit, which is useless as it is only used during night turns for the Germans, day turns for the Allies. Germans then pull Lehr. (*Design note: the chit pull system is not just to introduce chaos but to also show the effects of fuel shortages, airpower, and command decisions. Lehr has been pulled twice this turn, it is getting the fuel it needs to move and fight but the 2<sup>nd</sup> Pz. is stalled against the Meuse locked up with the 2<sup>nd</sup> Armor. The 9<sup>th</sup> Panzer has units available as reinforcements but are not entering since they have not had their action chit pulled. With only 1 pull remaining a lot of Germans will not move this turn.*) **7** The top unit of Lehr moves and attacks the disrupted 4<sup>th</sup> Cavalry unit and eliminates it. **8** Then one unit of Lehr moves up to the left of Marche and the recon battalion moves up and attacks Marloie, just below Marche and gets an exchange eliminating both units.



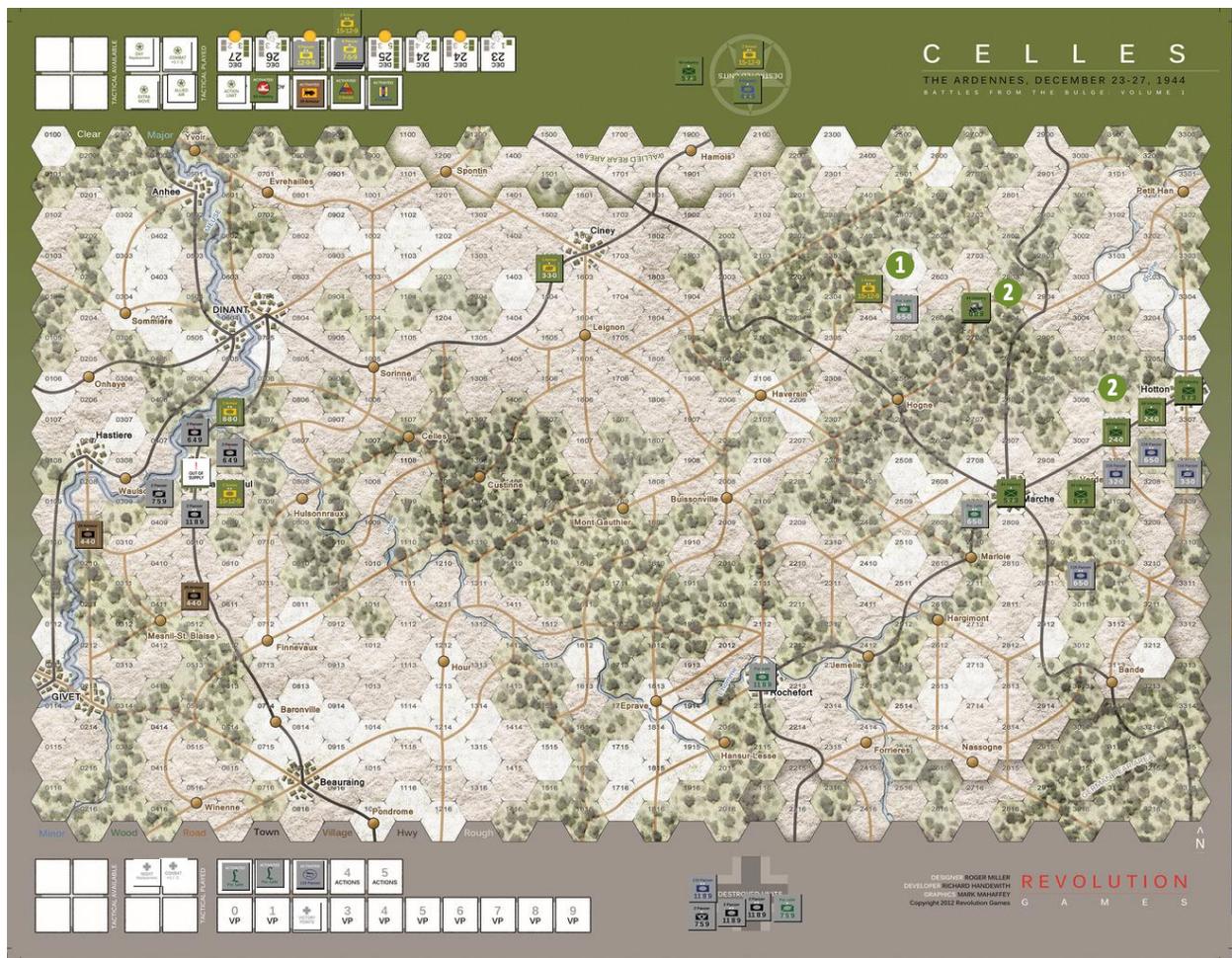
Allies pull a combat, extra move and replacement chit and finally the 29<sup>th</sup> Brigade. (A player keeps pulling chits until an action chit is pulled for a formation) The replacement is used by the Allies to rebuild a unit of the 84<sup>th</sup> Infantry which is placed in Hotton. The extra move allows a player to activate one additional unit of another formation. ⑨ So the Allies have the 29<sup>th</sup> Brigade to move and choose to activate the 2 step unit of the 2<sup>nd</sup> Armor next to Ciney. This flips the unit back to its front side. The combat chit is saved for combat. (stating the obvious) The 2 units of the 29<sup>th</sup> Brigade move to surround the 2<sup>nd</sup> Pz. and cut it off from supply. The 2<sup>nd</sup> armor unit attacks Ciney spending all 9 movement points for a heavy attack. The German unit is eliminated.



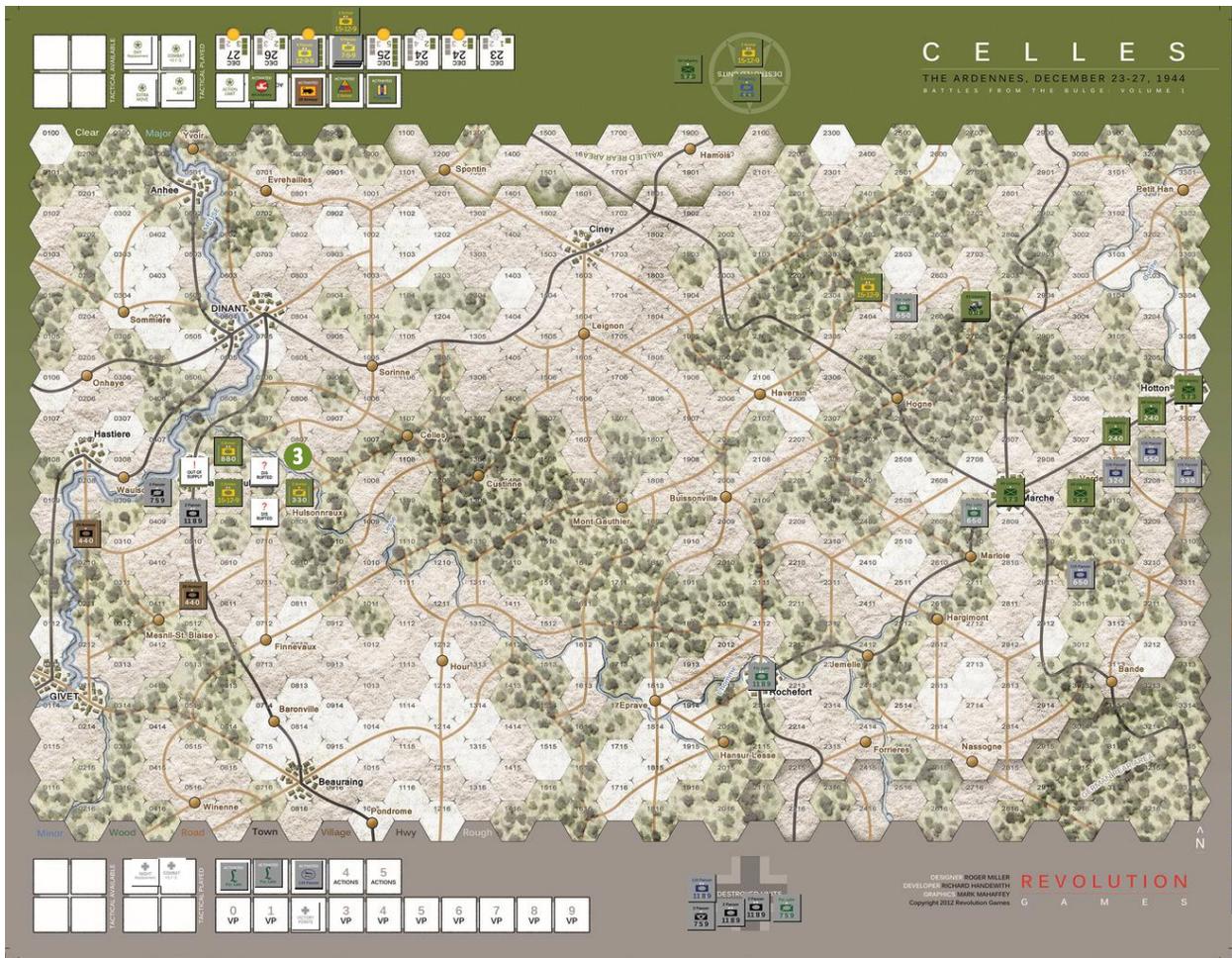
Germans pull a combat chit followed by the 116<sup>th</sup> Pz. 116<sup>th</sup> recon unit moves up the right board edge to set up an attack by the armor unit already adjacent to the battalion of the 84<sup>th</sup>. Germans attack at 2-1 with the unit spending all 9 movement points for a heavy attack, and announce play of their combat chit, Allies counter with their combat chit so the modifiers cancel out. 84<sup>th</sup> unit forced to retreat. The reinforcement unit of the 116<sup>th</sup> moves up to Verdenne and tries to move from enemy ZOC to enemy ZOC. Infiltration attempt fails.



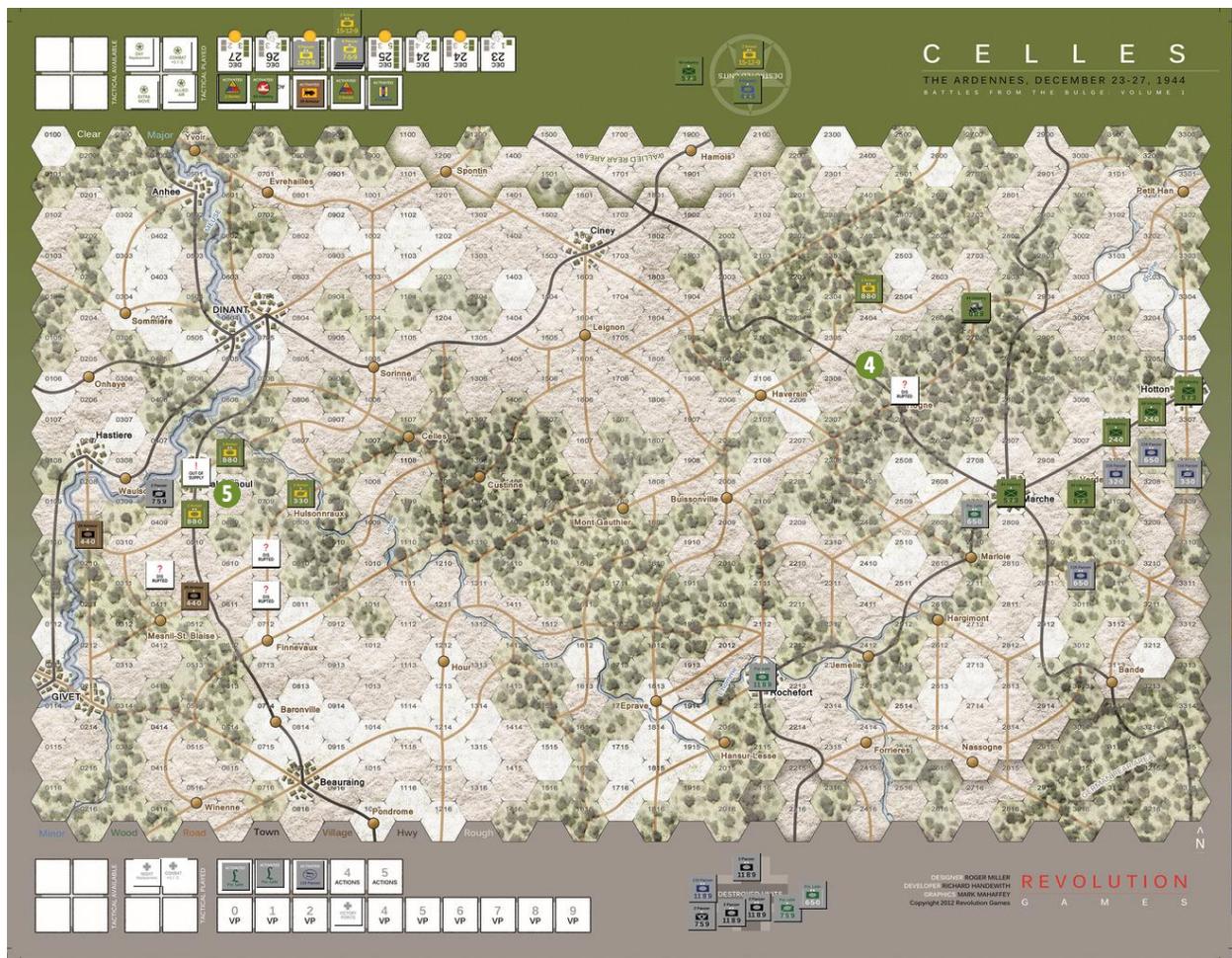
Allies pull Allied Air Chit followed by the 84<sup>th</sup>. ⑩ Allied Air is played to attack the 116<sup>th</sup> Pz. unit in Vedenne and the unit loses a step. ① Allies play the Extra Move Chit they pulled earlier in the turn to activate 2<sup>nd</sup> Armor unit in Ciney to move up to Lehr unit north of Marche. ② The Allies have 1 truck unit to motorize one infantry unit of the 84<sup>th</sup> and they use it now to motorize the unit south of March and move it to block the Lehr unit north of Marche. 2 other 84<sup>th</sup> units pull into line next to Hotton. (The 84<sup>th</sup> can only activate 3 units whenever its Action Chit is drawn)



Germans are out of Actions so it is the Allied Action Phase. Allies pull 2<sup>nd</sup> Armor. ③ Move 2<sup>nd</sup> Armor recon unit towards pocket of German 2<sup>nd</sup> Pz. 2nd Armor unit against Meuse attacks the 2 damaged units of 2<sup>nd</sup> Pz. and forces them to retreat. The only path is into hexes in enemy ZOC so they are disrupted. (If they had already been disrupted they would have been eliminated retreating into a ZOC)



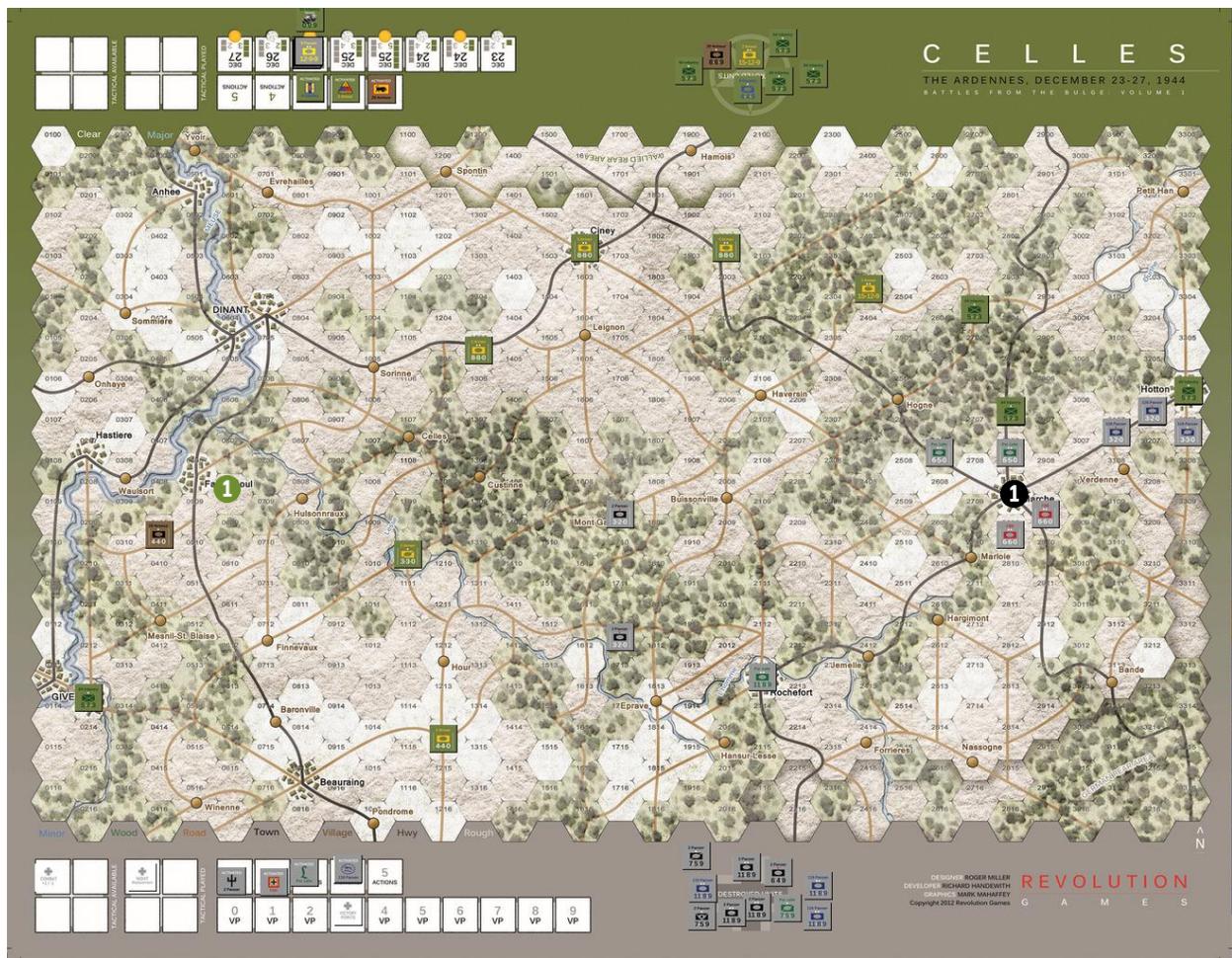
4 2<sup>nd</sup> Armor unit next to Lehr attacks and causes step loss, disruption and retreat. 5 2<sup>nd</sup> Armor unit next to Falmignoul attacks damaged units of 2<sup>nd</sup> Pz. and unit just south of Falmignoul. This brings the 8-8-0 2<sup>nd</sup> Armor unit and the recon unit into the attack as they are adjacent to these defenders. Final odds are 3-2 with a modifier of +3. (+1 for heavy attack, +1 day allied day attack, +2 defender disrupted, -1 defender in woods. German units retreat disrupted. 11-8-9 will lose a step as it is disrupted by the combat result and then forced to retreat into a ZOC. The damaged units of the 2<sup>nd</sup> Pz avoid loss by having the first unit retreat through the second unit which is canceling the ZOC and then having the second unit retreat.



The turn is over. The Germans gain 1 victory point for having 1 unit up against the Meuse. I will now finish the game in a very brief overview. One correction: Missed one American reinforcement unit this turn; 84th unit in Givet.

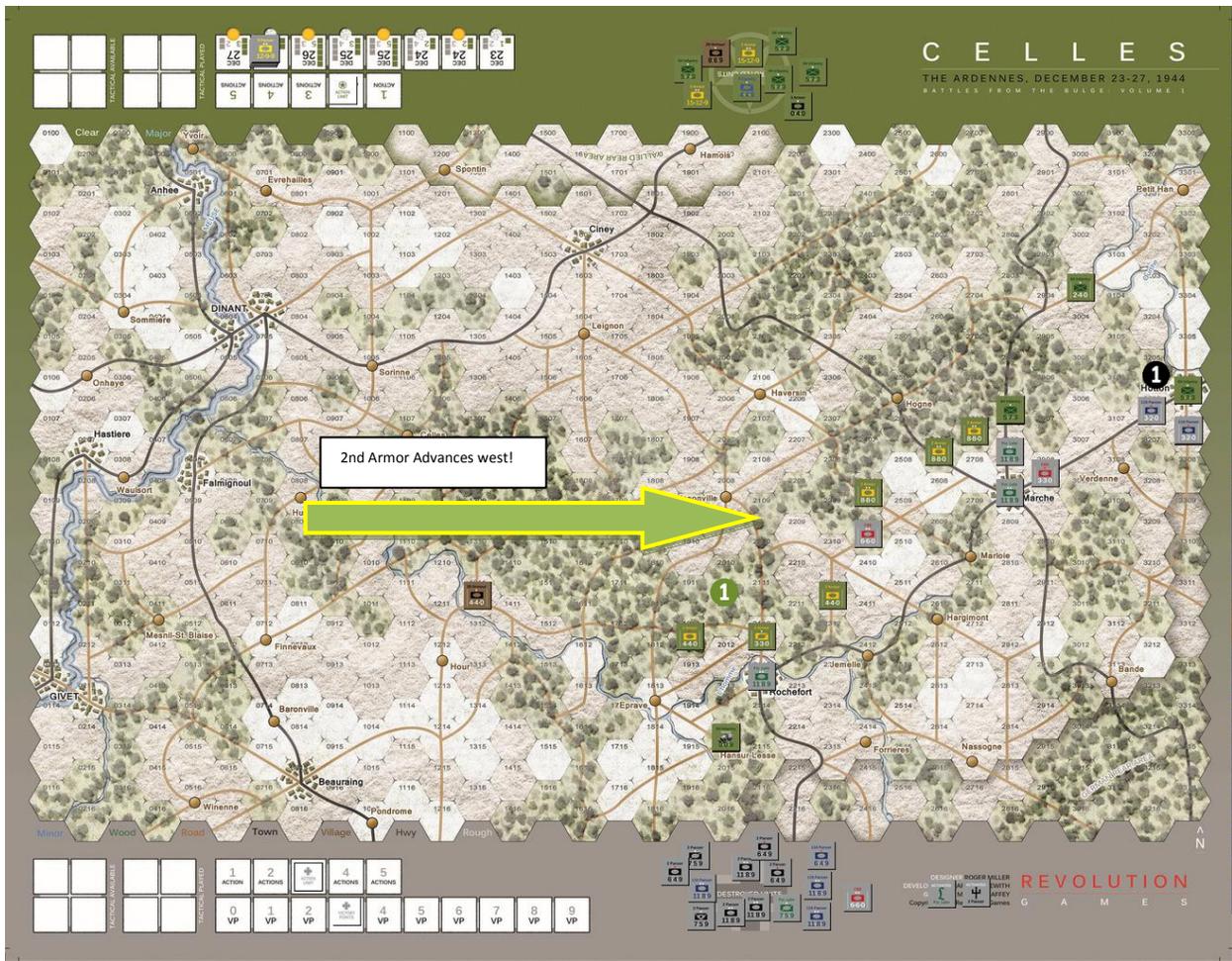
### Fifth Turn-December 25<sup>th</sup>-Night

① Allies clean up pocket of Germans near the Meuse; surviving 2<sup>nd</sup> Panzer flees to east. ① Germans get FBB as reinforcements and with Lehr and 116<sup>th</sup> launch multiple attacks on 84<sup>th</sup> which drives them from Marche and causes multiple step losses. German 116<sup>th</sup> Pz suffers heavily also. Germans are trying to take Hottot and finish 84<sup>th</sup> and then hold on for a narrow victory as any dreams of the Meuse are now gone.



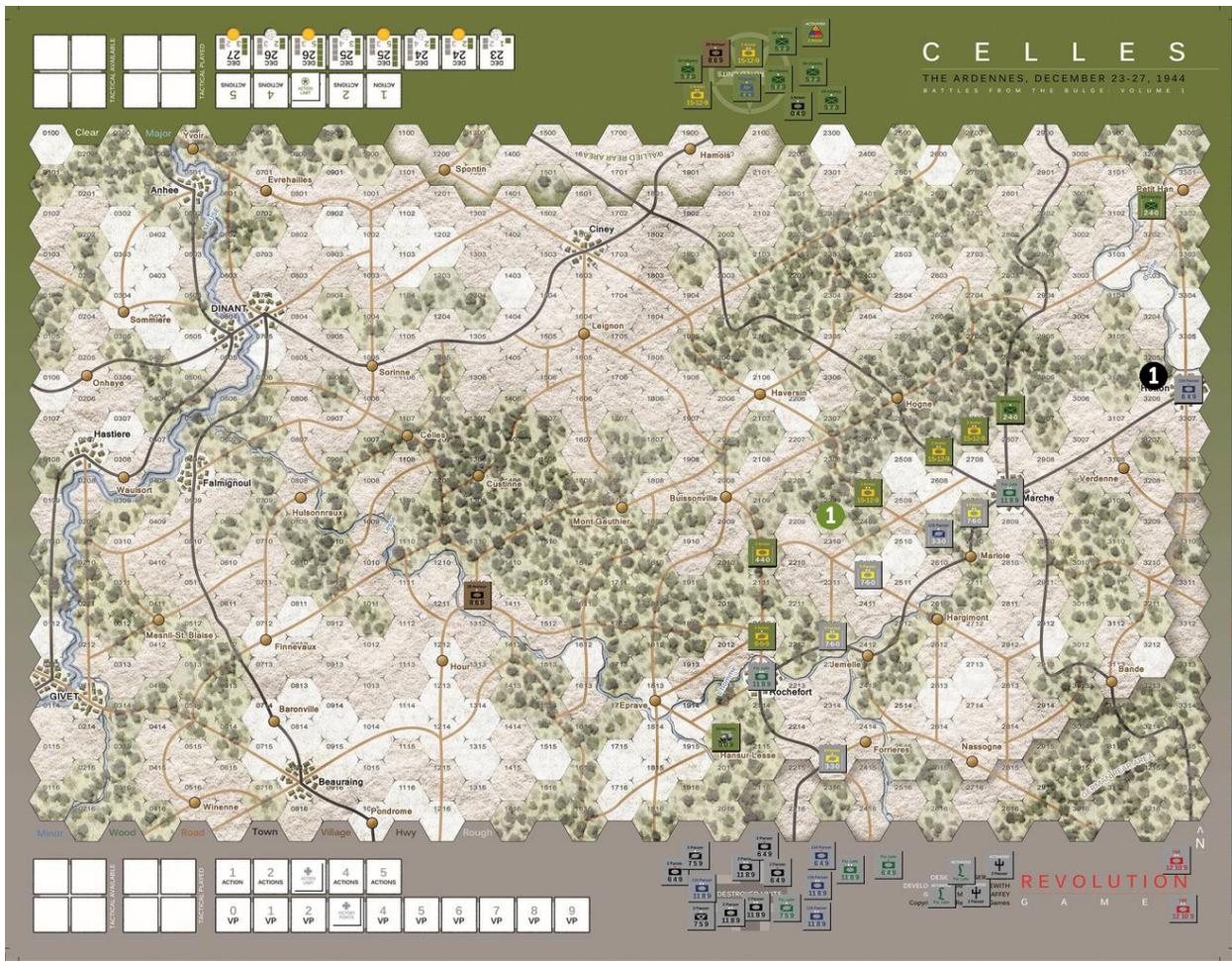
### Sixth Turn-December 26<sup>th</sup>-Day

① The German player is desperate and launches multiple attacks and Hotton and manages an exchange of units but still cannot take the town. The 2<sup>nd</sup> armor continues to clean up remnants of the 2<sup>nd</sup> Pz. but the German players is getting some damage in return. ① The 2<sup>nd</sup> armor then begins to attack towards Marche and Lehr and BGG try to stem the flow. One of the main German problems is that the 9<sup>th</sup> Pz has been available to begin arriving for several turns but the German player never pulls its chit. Out of fuel or stuck in a traffic jam somewhere back down the road.



### Seventh Turn-December 26<sup>th</sup>-Night

① The Allies attack with the 84<sup>th</sup> and the 2<sup>nd</sup> armor towards Marche and eliminate more of Lehr. ① The Germans finally take Hotton with the 116<sup>th</sup>. The FBB leaves the game to head to Bastogne. (This is random in the game as to when or if it occurs)



**Last turn-December 27<sup>th</sup>-Day**

Going into the final turn the losses are 15 steps for the Germans and 9 steps for the Allies. Each step worth 1 vp. The Germans hold three towns, Rochefort, Hotton and Marche each worth 2 vp and they gained 4 vp for units adjacent to the Meuse. So the Germans are up 4 vp going into the final turn. Allies start off with an Allied Air Chit that reduces German Actions to 1 for the turn but fails to damage the unit in Marche. ① 2nd armor attacks units of the 9<sup>th</sup> Pz and 116<sup>th</sup> Pz trying to force a breakthrough but the Germans get pushed around but take no loss. ② Allies then attack Rochefort and Marche and force the Germans from Rochefort and cause a loss on the unit holding Marche. Game ends. The Allies took a 2 vp town and caused a step so their vp went up 3 and the Germans lost 2 vp for losing a town so the game ends in a 1vp victory for the allies on the last roll of the game.

# CELLES

THE ARDENNES, DECEMBER 23-27, 1944

BATTLES FROM THE BULGE, VOLUME 1



0	1	2	3	4	5	6	7	8	9
VP									

0	1	2	3	4	5	6	7	8	9
VP									

11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5
11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5

11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5
11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5	11.5

DEVELOPERS: GIGAWATT GAMES  
DESIGNER: GIGAWATT GAMES  
ARTIST: GIGAWATT GAMES  
PROGRAMMER: GIGAWATT GAMES  
TESTER: GIGAWATT GAMES  
REVISION: GIGAWATT GAMES

REVOLUTION  
G A M E