

THE DEADLY WOODS

THE BATTLE OF THE BULGE

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EXAMPLE OF PLAY

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This extended example of play of the first few turns is intended to illustrate the rules of the game. It is not an example of good strategy. The first picture shows the German 6th Panzer area at the games start where we are going to focus our example.



The game starts with a German combat round chit. (The first few action chits are scripted on the first turn to show the German surprise attack.) Normally on a combat round all armor units not adjacent to an enemy unit may move one hex before combat but this is not allowed on the first combat round of the game. All German units adjacent to enemy units may attack but they are not forced to do so. The two German 3FJ units in hex 3909 attack the US 14th mechanized cavalry unit in 3808 **1**. The odds are 5 to 1 reduced to a 4 to 1 because of the rough terrain. A roll of 6 yields a DEX result so the defender is eliminated and one of the attacking units takes a step loss and advance into the hex. The three German units in 3707 **2** total 7 sp and attack the 314/99 **3**. They add in 4sp of artillery and 3sp of werfer support, shown in the box with the 12thVG divisional units. Because of the terrain the werfer is reduced to 1 sp. The German artillery and werfer are flipped to their used side and may not be used again this turn. The Allies normally at this point could also add artillery from the Fifth corps but on turn 1 they may not support the 313th and 314th of the 99th. The final odds are 12 to 3 or 4 to 1 adjusted down a column for the rough terrain and down another column for the US engineer asset within 3 hexes.; so, 2 to 1. A roll of 5 is a DR result. The German player decides he does not want the defender to retreat, because the unit will block the roads he intends to use in the following German movement action chit, and the 6th Pz action chit, so he converts the result to a BL1 and both sides must take one step loss. This option to convert DR and DR* results to a BL1 is only available on the first combat of the game.

Picture 1



Picture 2 shows the situation after the German attacks. Note the two units that have taken a loss, the 27/12 for the Germans and the 314/99 for the Allies are on their reduced side with the lighter stripe indicating this.



The next action round is the German movement chit. To use roads to negate the terrain and move at one half movement point per road hex a motorized unit must not start stacked with or enter a hex with a friendly unit. If a motorized unit does enter a road hex with another unit it must pay the full cost of the hex and it may not move on roads for the rest of its move. Traffic control is vital, and you must clear a path for your motorized units if you are going to move effectively. The units of the 3 FJ **1** moves to 3509 **2** to clear the road for the German armor. Peiper **3** can then move 4 hexes down the road and then through 3509 and into Bullingen **4** for 7 movement points. This allows him to capture the fuel marker which allows him to not worry about supply on turn 2 and put him in good position for the 6th Pz action chit.

Picture 2



Picture 3 shows the situation after all German units have moved. All the German armor that is on a road is not stacked with a friendly unit to allow the units to use road movement at the next movement opportunity. Stacking limit in this

game is one division and one other unit not from the division so hex 3509 for example has 2 units of the 3FJ for its division and one unit of the 1st SS as its unit not from the division. ❶

Picture 3



Picture 4 shows the next event, the placement of the Allied traffic marker asset. Normally this is done at the start of the turn but on turn 1 it is at a different point in the sequence of play. Allies place it to slow down Peiper. ❶ The Allies do not want to use a move from their upcoming Reaction 3 chit to block Peiper and they plan to move the unit of the 9th armor with that chit and after that chit it could be either an American or German chit pulled so blocking the one road that will have no units or Zone of Control (ZOC) seems wise.

Note also that the American 9th armor unit does not have a ZOC into the woods hexes ❷ and this area of the map has a lot of woods and forest hexes that both sides armor will not have ZOC into except along a road.

Picture 4



The next action round is an Allied reaction 3. This allows the Allies to move three units anywhere on the map with the exception of units of the 99th or 2nd division on this first Allied reaction chit. Picture 5 shows in the 6th pz Army Area, only one unit is chosen CCB of the 9th armor which is moved to St. Vith. **1** Note this is the historical move for the unit.



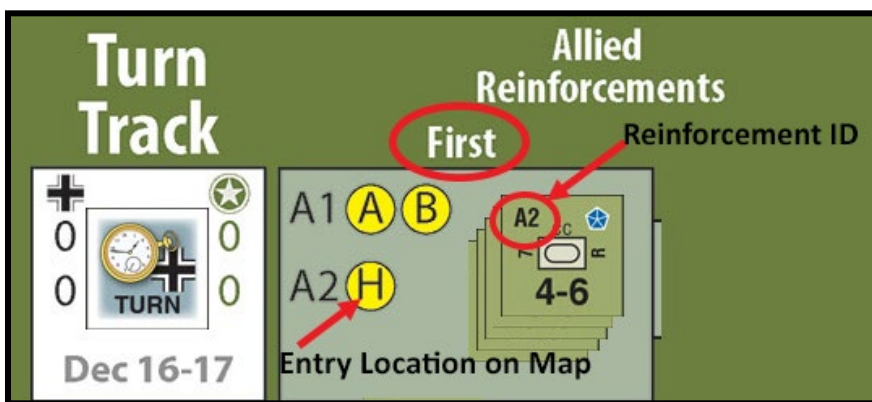
The next thing to happen is the placement of the German VdH FJ unit. Its placed and a die is rolled to see if it lands as a unit or is just an interdiction marker. In our example it is just an interdiction marker costing an extra 2 movement points in hex 3104. **2** Historical drop zone.



Now the chit pulls start and there are 4 chits in the cup, 5th Pz, 6th Pz, and two Allied Reinforcements. The pull is an Allied Reinforcement so on the Turn Record Track (TRT) go to turn one and the column labeled first and grab those reinforcements. The groups have a letter and number code on the counter which matched up with the info on the TRT which lists a letter in a yellow circle that is the entry hex code. For our area the 4 counters labeled A2 are being placed at "H". There are 3 hexes labeled H and the Allied player can choose any or all of them to place his units. There is no movement cost to be placed, units may overstack upon

placement and resolve that situation in the movement portion of the reinforcement action, and units may use road movement even if starting stacked. (exception to normal rule) The reinforcements then move normally, the 1st infantry unit to Malmedy ① and the 7th armor units to Trois Ponts ② and Manhay and the adjacent hex. ③ Note that in this game reinforcing armor units can move and then attack so any enemy units within range of reinforcing armor are vulnerable. No targets for the American armor here in this situation but if the German para unit had got down as a formed unit it would have been vulnerable to an attack by the reinforcing armor. The 1st infantry unit used motorized movement and doubled its movement allowance as Allied infantry may do if it starts on a road and remains on a road the entire move. Because of the German para unit costing an additional 2 mp the unit that entered next to Eupen can make it to Malmedy but go no further as that costs 6 mp.

Picture 5



Since the Allied player has now had two action chits in a row, the Reaction 3 chit and an Allied reinforcement chit, the next chit must be a German one. (The placement of the traffic marker asset and the German airborne unit were not action chits and so do not count against the rule of each side only having a maximum of two action chits in a row.)



Germans pull the Allied reinforcement chit which is put aside and ignored, they then pull the 6th Pz chit. The Allied reinforcement chit is then returned to the cup. The 6th Pz chit allows all German units in the 6th Pz army area, above the yellow line on our map, to first move and then the armor units only may attack. On turn 1 the German player may not cross the army boundary so that limits the choices a bit. (They may attack a hex across the army boundary but could not advance after combat into such a hex) The Germans move to set up attacks on Elsenborn **1** and the 314/99 unit **2**. The 1st SS unit, KG a **3**, moved through the Allied Traffic marker on its way to attack Elsenborn but since it did not start on the road it was not using road movement and traffic markers only effect units using road movement.

Picture 6



The three German armor units attacking the 314/99 total 16sp versus only 2 sp for the defense, or 6 to 1 the highest table. Allies get a column for the rough terrain and another for the American engineer within 3 hexes to make a 4-1. Roll of a 2 is a BL1. Defender is eliminated and the Germans take one step loss, which he chooses to lose from the 150th brigade. Elsenborn attack is 17sp attacking 4sp plus 1 sp for the village for a final defense total of 5sp. Odds are 3 to 1 minus one column for attacking across a bridge, one column for the American engineers, and one column for the rough terrain. Final odds are 1 to 2 and on a roll of 5 the defender must retreat 2 hexes and retreats to 3204. The engineer asset is removed when the Germans advance into the hex and is placed on the TRT two turns in the future. (Turn 3)

Picture 7



The next chit drawn is an Allied reinforcement chit. Two Allied units enter at areas J, 47/9 and H, 117/30. They move out to block the outflanking of the end of the Allied line 3401 **1** and to deal with Elsenborn area 3106 **2**

Picture 9



The turn is now over. All artillery is flipped to its front side, and the traffic marker asset is removed. The Action round track shows the order of the action rounds in this example. The first three are set by the rules and the 4th hit is where the picks begin.

Picture 10 - Turn 1 Action Chit sequence displayed on map box.



We now start the second turn, and the first Phase is Asset Availability/Special reinforcement Phase. We are going to concentrate on the 5th Pz Army area on turn 2 to give a different view.

B
 DELAY
 0-1-0

B XXX
 M
 3

Oper. Greif
 Allies
 +2MP
 Turns 2-4

TRAFFIC
 German
 +2MP
 Turns 1-6

The first bullet point is to remove or deploy US Engineer assets. There are none on the map, but one is entering this turn and it is placed in Wiltz **1** since that is a supplied village within three hexes of a unit of the 8th corps. *Historical placement.* Next bullet point is to place the German Greif marker which must be placed in the 6th Pz Army area on turn 2, off map for our example. The German player may now place the German Motorized marker to motorize an infantry unit that is on a road, in supply, and not adjacent to an enemy unit. The only unit that qualifies, the 62nd infantry unit on the road to St Vith **2** is given the motorization. Next bullet point is placing the Allied Traffic marker. The Allied player chooses 2913, **3** as it will be a long turn and he figures a lot of German traffic will pass through this key crossroad. The next bullet point is to deploy the US Delay asset onto the map. This unit can only be placed in an Allied controlled and supplied town or village that is not occupied by an Allied unit. The Allies choose Wiltz **1** *Historical placement again.*

Finally, special reinforcements are placed in the asset box. These are artillery units as all the other reinforcements and assets have already been deployed to the map in the previous phases. The Allied player gets one artillery for the 8th corps that is placed face up in the asset box. The next phase is the Replacement Phase and only the German player has any replacement points available; 1 infantry. The 560 VG unit in Berg Reuland **4** is returned to full strength as its in supply and in an area of likely further combat.

Picture 11





Next up is the Action Round Phase. The player with the initiative, Germans on turn 2, choose one of their action chits to be the first chit of the turn.

The German player chooses the “All German” chit which allows all German units to move and then attack.

This chit is only available on turn 2. The German player moves the 62nd infantry unit with the motorized marker to hex 3411 and then 3311. **1** This movement is off road and uses the non-motorized movement point costs. Since the unit moved next to an enemy unit the motorized marker is removed and placed in the asset box for next turn. The 116th Pz (two units) moves across the Our river bridge to hex 3312. **2** next to allied occupied St Vith-3312 already contains a German unit so the move happens as follows: The front 116th Pz unit moves 1 hex down the road for .5 mp. Then it moves one more hex-crossing the bridge into 3312, for an additional 4mp i.e., 2 mp to enter alight woods hex and 2mp for crossing a bridge without a road. (Yes, the the bridge has a printed road, but the armor may not use the road while entering a hex containing a friendly unit. Total cost is 4.5 mp it must enter a hex with another German unit so it cannot use the road. 2mp for the light woods hex and 2 mp for a road without a bridge. (Yes, the bridge has a printed road, but the armor may not use the road while entering a hex with another friendly unit) so it pays the higher cost.) Total cost is 4.5 mp. (2) The rear 116th unit goes to same hex for 5mp. Over on the Bastogne road the 2nd PZ, Pz Lehr and two units the 26th VG stack up to the maximum to attack the blocking unit of the US 9th armor. **3**

Picture 12



It is now the German combat portion of the “All German” chit. The German player in planning his attacks must keep in mind that all the units he is adjacent to and planning on attacking are part of the 8th Allied corps which has one 4sp artillery unit to use on one of these attacks. The German player decides to start with the attack on St. Vith, **1** 21 sp of German ground units and 4sp of artillery from the 5th Pz army. The artillery will be flipped to used and not be available for the rest of the turn. 25 to 4 is 6 to1 and the Allies do



The next chit is pulled, and it is an Allied Move/Combat chit. Allied combat is not a good option at this point, but the move is decent. But he has another choice, the held chit Allied reinforcement. On turns 2 through 7 one Allied reinforcement chit is held by the player and may be played instead of the chit drawn. The drawn chit is then returned to the cup if the Allies choose this option. The Allies choose to play their held reinforcement chit figuring by doing this they get troops on the board and they know these troops will get to move twice later in the turn since the Allied player has 2 Move/Combat chits in the cup for later in the turn and he is planning to move with both of those. The Allied player decides to enter both his airborne divisions behind Sedan at entry area E. He can overstack the hex as these are reinforcements and he can use motorized road movement from the hex despite being stacked. The one exception to not moving motorized road movement when starting stacked. On the first turn of entry the two American airborne divisions, only, get to move at double the normal movement allowance, 12mp. Road hexes are half an MP each so the units can move 24 hexes down roads towards Bastogne **1**, and La Roche **2**. Two units of the 10th Armored also enter heading for Bastogne **3**

Picture 14

