

ALLIED SQUADS

3	2	1	1	2	1
4th	VF15	TF17	100th	Nomads	VMF 222
2	3	1	1	2	1
332nd	352nd	475th	Horses	Stalkers	Eagles

A/C POOL

Combat Results Table (CRT)

Dice	1:5	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7+	Dice Roll
1	A3	A3	A2	A2	A1	AE	AE	AE	DE	DE	1
2	A3	A2	A2	A1	AE	AE	AE	DE	DE	D1	2
3	A2	A2	A1	AE	AE	AE	AE	DE	DE	D1	3
4	A2	A2	A1	AE	AE	AE	AE	DE	DE	D1	4
5	A2	A1	AE	AE	AE	AE	AE	DE	DE	D1	5
6	A2	A1	AE	AE	AE	AE	AE	DE	DE	D1	6
7	A1	AE	AE	AE	AE	AE	AE	DE	DE	D1	7
8	A1	AE	AE	AE	AE	AE	AE	DE	DE	D1	8
9	A1	AE	AE	AE	AE	AE	AE	DE	DE	D1	9
10	AE	AE	AE	AE	AE	AE	AE	DE	DE	D1	10
11	AE	AE	AE	AE	AE	AE	AE	DE	DE	D1	11
12	AE	AE	AE	AE	AE	AE	AE	DE	DE	D1	12
13+	AE	AE	AE	AE	AE	AE	AE	DE	DE	D1	13+

THE ARDENNES WARGAME

Scoring Table

SCORE MODIFIERS	POINTS
Fighter step shot down	1
Strike/ord capable fighter, Ju87 or D98VI) step shot down	2
Twin-engine Bomber(B25 or Ju88) step shot down	4
Fighter step destroyed on ground	0.5
Strike/ord capable fighter, Ju87 or D98VI) step destroyed on ground	1
Twin-engine Bomber(B25, Me262 or Ju88) step destroyed on ground	2
Me262/Four engine bomber shot down	1
Supply Depot damaged	1
Supply Depot captured/recaptured	10
Every break(no ZOC) in enemy frontline remaining after movement	2
For every ground battle resulting in enemy engagement(A/DE result)	1
For every ground battle resulting in enemy retreat(A/D1+ result)	3
For every Corps forced to surrender(DS result)	5

Combat Strength Modifiers

UNIT STATUS	CS MODIFIERS
Damage from tac air attacks(less than 5 tanks or one tac spawn point damaged)	-1
Heavy Damage from tac air attacks(6+ tanks or two tac spawn points damaged)	-2
Out of Army Control	-1

CRT dice roll modifiers

CS MODIFIERS	DICE MODIFIERS
Defender in hill hex	-2
Defender in forest hex	-1
Defender unit in river hex	-2
Attacking from river hex	-1
Attacker Isolated - out of Army Control	-1 per attacker isolated
Defender Isolated - out of Army Control	+1 per defender isolated
Defender surrounded by Corps(4 or more sides)	+2 per defender isolated
Attacker Army Depots Damaged(per battle)	-1 per depot
Defender Army Depots Damaged(per battle)	+1 per depot

CRT Results

CRT Results	UNIT STATUS
A3	Attacker must retreat 3 hexes - 3 hexes of breakthrough movement for defender
A2	Attacker must retreat 2 hexes - 2 hexes of breakthrough movement for defender
A1	Attacker must retreat 1 hex - 1 hex of breakthrough movement for defender
AE	Attacker Engaged - defending units cannot move next frame
DE	Defender Engaged - all units engaged, cannot move next frame
D1	Defender must retreat 1 hex - 1 hex of breakthrough movement for attacker
D2	Defender must retreat 2 hexes - 2 hexes of breakthrough movement for attacker
D3	Defender must retreat 3 hexes - 3 hexes of breakthrough movement for attacker
DS	All defending units surrender(removed from play) - 1 hex of breakthrough movement for attacker

ALLIED SCORE

Frame 1
a/c kills - 7
a/c ground - 1.5
SDs - 4
Total = 12.5

Frame 2
a/c kills - 6
a/c ground - 1.5
SDs - 4
Battles - 7
Total = 18.5

Frame 3
a/c kills - 7
SDs - 5
Battles - 3
Total = 15

Frame 4
a/c kills - 7
a/c ground - 7.5
SDs - 5
Battles - 5
Total = 24.5

GERMAN SCORE

Frame 1
a/c kills - 9
a/c ground - 2
SDs - 2
Total = 13.0

Frame 2
a/c kills - 10
a/c ground - 0
SDs - 4
Battles - 4
Total = 18.0

Frame 3
a/c kills - 8
SDs - 5
Battles - 3
Total = 16

Frame 4
a/c kills - 10
a/c ground - 1
SDs - 9
Battles - 3
Total = 23

GERMAN SQUADS

1	3
JG 2	416
2	1
JG 27	401
3	2
31st	Ferrets
2	1
JG 51	Knights

A/C POOL

2
2 G2s
1 JU87s

The Ardennes Wargame Phases

- Log retrieved with Frame results - results posted on S6 parser.
- A/C steps shot down(confirmed kill) are removed from board
- Airfield damage determined and a/c steps removed from damaged airfields
- Army HQ Supply Depot damage is determined as this affects ground unit movement
- Isolated and out of Army Control units determined for both sides
- Each side may designate up to 4 attacks, 1 attack per ground unit.
- Retreat and breakthroughs determined after all attacks conducted.
- Allies move all Corps units
- Germans may designate Blitz Panzer/SS Corps(once per series for each Corps)
- Germans move all Corps units
- Allies move all Army HQs
- Germans move all Army HQs
- A/C steps for both sides redeployed as airbases captured/overrun
- Germans may announce Operation Bodenplatte(2-5) or The Big Blow(FR 4-5)
- In-game operational plans set based upon above board game actions.
- Fly Frame
- Repeat for next Frame beginning at phase 1