



The Ardennes Wargame Commander Rules

1.0 - Air Units

1.1 – Aircraft Counters

All available aircraft are pre-positioned on the game map. The airbase circle has the number and types of a/c steps are listed for each airfield as well as the number of squad steps that may base there (large top number in circle). This is the stacking limit of that airfield and it cannot be exceeded during play (see [airmap](#)). Squads must ask the Frame CO what airfield they may deploy to if their field is capped or closed.

1.2 - Aircraft Roles

Some a/c like the P51 and 109s cannot carry ord while others must be flown by dedicated bomber or strike squads. Check out the [a/c step](#) chart for info.

1.3 - Airfield Basing Restrictions

Before the series begins each side must look at their squad steps (see [squad a/c](#)) and base them at airfields on the map where they are most needed. Each side has a specific number of steps at each airfield depending on that field's size. Larger squads may break up their steps and assign them to more than one airfield. Squads must fly the a/c assigned at their home field.

Tac fields = 2 squad steps(SS) + 4 a/c steps(AS)
Small fields = 3 squad steps(SS) + 6 a/c steps(AS)
Medium fields = 4 squad steps(SS) + 8 a/c steps(AS)
Large fields = 5 squad steps(SS) + 10 a/c steps(AS)

1.4 - Air Force Ops Areas

The Allies must base at least 4 squad steps in 2 TAF/9th TAF while the Germans must base 4 squad steps in Northwest and West Front. The only time the Allies must base units in 8th AF is if the Germans declare The Big Blow. All bomber and strike squads must fly heavies if this occurs.

1.5 - Airfield Steps

- Aircraft steps may be reduced by combat attrition and attacks on airfields. Post frame the number of a/c shot down (confirmed kills to players/host) are tallied and each a/c type reduced by that amount. These steps are removed from rear airfields and represent reinforcements (*exception - 8th AF units are not included*).
- After each frame the damage to each airfield is determined and a/c steps based there reduced. Damage is based upon the size of the airfield and structures destroyed. Steps are reduced by the level of relative damage as follows:
Tac/Small airfields = light(0 steps), moderate(1 step), heavy(2 steps)
Medium airfields = light(1 step), moderate(2 steps), heavy(3 steps)
Large airfields = light(1 step), moderate(2 steps), heavy (4 steps)
- If airbases are overrun by enemy ground units those a/c steps there are put into a force pool and either held for later use or moved to another base or replace lost steps at damaged airfields. Airfields can be captured by ground units moving into their hex. A/C steps can be moved to captured fields from the force pool or other airfields. This is the only time that airfields can move their designated steps to another field.
- Airfields are difficult to close in the ETO but if they are closed then squads based there may move to another field and must abide by stacking limits as well as a/c type. Squads flying one a/c type must move to a field that has same a/c type present. Squads may move between fields during play but again each field must support their a/c type and stacking limits must not be exceeded. Squad COs should make a note of free airfields they could use to take some of the planning off the Frame CO (*exception - 8th AF units are not included*).

1.6 - Air to Ground Attacks

- Air units may attack supply depots, airfields or Corps units. They cannot attack Army HQs. Radar targets may be attacked but have no affect other than loss of radar coverage for that Frame.

- b) Supply depots are main tac towns, industries or ports (see [supplymap](#)). Supply depots have to suffer enough destruction to be ruled damaged, some buildings will be difficult to destroy it is the number of damaged and destroyed buildings are important.
- c) Corps units are attacked by hitting all tac towns and bridges in their hex exclusive of supply depots. If there are no tac towns or only a supply depot in the hex then the Corps has to be attacked by hitting tanks located somewhere in the hex. These tanks will be difficult to destroy but as they unload they will be listed as kills due to damage. There will be some CM help to locate tanks but low recce flights are crucial to spot them.



2.0 - Ground Units

2.1 – Ground Unit Counters

Each side has a number of historical Army Corps and Army HQs (see the [groundmap](#)) Corps units move and engage the enemy while HQs move and supply their dependent corps units from supply depots. The following table shows the relative strengths and movement points of the various units.

Ground Unit	Combat Strength	Movement Points
Allied Corps (ZOC)	4	6
German Corps (ZOC)	3	4
Panzer Corps (ZOC/Blitz)	4	6
SS Corps (ZOC/Blitz)	5	6
Army HQ (no ZOC)	1	4

2.2 - Zone of Control

- a) Only Corps units have a Zone of Control (ZOC) one hex around their position. This ZOC effects enemy movement, combat and supply. Army HQs do not have a ZOC.
- b) Army Control can only be traced into an enemy ZOC not through, therefore ZOCs can be used to cut off enemy Corps from supply.
- c) Each side must maintain a frontline after every movement phase. A frontline consists of a continuous series of edge to edge ZOCs by Corps units running from the NW to the S board edge. Sea hexes are considered a board edge. No breakthrough movement after combat may occur until that frontline is restored.

2.3 - Movement

- a) Each Corps or Army HQ has a basic set of movement points (MPs) that can be used to conduct onboard movement.
- b) Movement points are doubled when the Corps is in reserve. Reserve is not on a frontline hex and within 5 hexes of its Army HQ.
- c) Movement is decreased by one for each damaged supply depot servicing the Army HQ. This is applied to both the Army HQ and all Corps attached to it.
- d) The ETO has five types of hex terrain; hills, woods, river, sea and plain. The following is a list of the movement costs to move a unit;
 - Hills = 3 pts
 - Woods = 2 pts
 - River/Sea = 2 pts
 - Plain = 1 pt
 - Into enemy ZOC = 1 pt (hexes around all corps units, army HQs have no ZOC)
 - Out of Army Control = 1 pt (per hex moved more than 5 hexes away from HQ)
- e) Regardless of terrain or movement points all ground units can still move one hex.
- f) Sea hexes can only be moved into and out through the same hexside, no moving through.
- g) Only one ground unit per hex.
- h) Friendly ground units may pass through each other.
- i) Ground units cannot pass through enemy units.
- j) Corps units can enter and pass through enemy ZOC.
- k) Army HQs cannot enter enemy ZOC.
- l) Corps units are moved first – Allies then Germans (exception German Ardennes Offensive).
- m) Army HQs are moved last – Allies then Germans (exception German Ardennes Offensive).

2.31 – German Ardennes Offensive Movement

The German Ardennes offensive is conducted before Frame 1 begins. The German team may move all some or none of their units. All Corps on the board are moved first then all Army HQs after. The Allies cannot move any units at this time.

2.4 - Ground Board Game Combat

- Each side may attack four enemy ground units during the combat phase.
- Only Army Corps may attack, Army HQs can only defend.
- Each Corps can only have one attack; they may not attack multiple enemy units.
- Each ground unit has a combat strength (CS) that can be reduced temporarily by 1-2 CS depending on the extent of TAC air damage to that unit by air attacks during a Frame.
- Before the combat phase the CM tallies up all possible attacks then each side decides what battles to fight. Only battles in which they are designated the attacker may be fought.
- The side with the highest CS in a battle is designated the attacker on the CRT.
- For each battle the total CS is tallied and dice are rolled on the Combat Results Table(CRT) with dice roll modifications being applied to attacker and defender.
- All combat occurs at once and results are cumulative. *i.e. - Units attacking in one battle are also affected by defending in another battle.*

2.41 - 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

2.42 - Combat Results Table(CRT)

Dice Roll	1:5 1:6	1:3 1:4	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	ADE	DE	1-
2	A3	A2	A2	A1	A1	AE		DE	D1	2
3	A3	A2	A1	A1	AE		ADE	DE	D1	3
4	A2	A2	A1	A1	AE		DE	D1	D1	4
5	A2	A1	A1	AE		ADE	DE	D1	D2	5
6	A2	A1	AE	AE		DE	D1	D1	D2	6
7	A1	A1	AE		ADE	DE	D1	D2	D2	7
8	A1	AE	AE		ADE	D1	D1	D2	D3	8
9	A1	AE		ADE	DE	D1	D1	D2	D3	9
10	AE	AE		ADE	DE	D1	D2	D3	DS	10
11	AE		ADE	DE	D1	D1	D2	D3	DS	11
12		ADE	ADE	DE	D1	D2	D3	DS	DS	12
13+	ADE	ADE	DE	D1	D1	D2	DS	DS	DS	13+

2.43 - CRT Results

A3	Attacker must retreat 3 hexes - 3 hexes of breakthrough movement for defender
A2	Attacker must retreat 2 hexes - 2 hex 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
	Contact – both defender and attacker unaffected
ADE	Engaged – all units engaged, cannot move next frame
DE	Defender Engaged – defending units 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	Defender surrenders(removed from play) – 1 hex of breakthrough movement for attacker

2.44 - CRT dice roll modifiers

UNIT MODIFIERS	DICE MODIFIERS
Defender unit in hill hex	-2
Defender unit in forest hex	-1
Defender 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	-1 per depot
Defender Army Depots Damage	+ 1 per depot

2.45 - Retreat

If a battle is lost and units have to retreat they must move toward their Army HQ the required number of hexes. At no time can units retreat forward or into enemy ZOC unless such retreat brings them closer to their Army HQ.

2.46 - Breakthrough Movement

If a battle is won and there is an enemy retreat the victorious side may move one of the Corps units involved in the battle into the breakthrough hex (enemy vacated hex). If additional breakthrough hexes result the victorious side may move any combination of units and hexes that total number. *i.e. - If a side scores 2 breakthrough hexes it can move two units one hex or one unit a total of two hexes.*

2.47 - Engaged

When an engaged result occurs all Corps so affected cannot move either in breakthrough movement or in the subsequent movement phase. They do still have a ZOC and can attack and defend normally.

3.0 - Special Rules

3.1 - Weather

For the first three frames there will be heavy overcast from 4,000 to 8,000ft. This will make the use of heavy bombers impossible. The last two frames will only have light overcast and heavy bombers may be used.

3.2 - German Ardennes Offensive

Before Frame 1 begins the Germans may move some or all of their ground units, Corps moving first then Army HQs. The Allies are surprised and cannot move. Beginning after Frame 1 the Allies move first and the Germans second for the remaining frames.

3.3 – Operation Bodenplatte or The Big Blow

- In one frame only the Germans may launch a surprise air attack, either against Allied airfields on the mainland (Bodenplatte) or Allied heavy bombers from England (The Big Blow).
- Bodenplatte can be declared before Frame 2-5 after all movement is conducted. If Germany declares Bodenplatte all German a/c may launch at T-10 in pre-dawn darkness while the Allies must stay in tower until T+0. All Allied a/c must be based on the mainland for this frame.
- The Big Blow can be declared before Frame 4-5 after all movement is conducted. If Germany declares The Big Blow all Allied strike and bomber units must fly heavies from England and hit supply depots in the 6 grid. The four top surviving German fighter pilots(most kills, assists, lowest losses) at that time may fly Me262 interceptors against the heavies.

3.4 – German Panzer/SS Blitz

- Each German Panzer or SS Corps may announce its going to "Blitz". This is a special offensive movement trying to grab supplies and position using their most experienced troops. This is announced after all combat is done and before German movement occurs.
- A Blitz unit has special supply effects that last until subsequent combat and breakthrough movement is finished. A Blitzing Panzer/SS Corps is immune to Army Control effects for movement, CS reduction and CRT die modification.
- All Blitz units must attack during the combat phase regardless of odds.
- If a "Blitz" unit is forced to retreat or is out of Army Control when its next movement phase occurs then it permanently loses one CS for the remaining frames.

3.5 – US 8th Air Force

- Allied units based in England represent the massive 8th AF. Only in frames 4-5 may the heavy bombers be used from L6. There will be light overcast around 6,000ft during these two frames making high altitude bombing possible on rear supply depots.

- b) During any frame 8th AF P51s may operate from there but all such a/c must return to their original fields and cannot land as a squad on the mainland except in extreme emergencies.
- c) A 20,000ft air-start can be requested from M106 before the frame begins to represent the many US fighters in the Channel and over the mainland.



4.0 - Board Game Phases

4.1 - Before Frame 1

- a) Germans move Corps Units
- b) Germans move Army HQs
- c) A/C steps for both sides redeployed as airbases captured/overrun

4.2 - Before Frame 2-5

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

5.0 - Game Scoring

5.1 - Victory Conditions

Victory conditions are cumulative and a winner is declared only after all the frames have been run. The total points for both sides are compared after 5 frames;

0-10 point difference is a draw

11-20 point difference is a minor victory for the side with the greatest number.

21-30 point difference is a victory for the side with the greatest number.

31+ point difference is a major victory for the side with the greatest number.

SCORE MODIFIERS	POINTS
Fighter step shot down	1
Strike(ord capable fighter, Ju87 or Dh98VI) 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 Dh98VI) 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

S3 Clarifications - the S3 staff reserves the right to make a ruling on questions, unit moves or game situations not answered completely or missed by the rules. For further clarification please post on the S3 forum or email Jabo.