



Lanzerath Ridge

BATTLE OF THE BULGE

LANZERATH RIDGE

Rulebook

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In *Lanzerath Ridge* you take control of an intelligence and reconnaissance platoon and an artillery battery's forward observer team in the village of Lanzerath, Belgium on the first day of the Battle of the Bulge. Under your command the defenders must fend off relentless attacks from German paratroopers and fusiliers.

Object of the Game

The goal of *Lanzerath Ridge* is to recreate the incredible historic accomplishment by defending the key roads in the town and delaying the advance of an SS Panzer Division. In the game, this accomplishment is represented by playing through four decks of enemy cards.

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Dedication

This game is dedicated to the valiant defenders of Lanzerath Ridge.

Game Scale: Tactical

Players: 1

Time to Play: 75 Minutes

Complexity: Low



Introduction

The **Battle of Lanzerath Ridge** was fought on December 16, 1944, the first day of the Battle of the Bulge, near the village of Lanzerath, Belgium, along a key route for the German advance. The American defenders consisted of 18 men from the 394th Infantry Regiment's intelligence and reconnaissance platoon and 4 forward artillery observers. They fought against a German battalion of about 500 paratroopers and another 50 German soldiers from a fusilier regiment. During a day-long confrontation, the Americans inflicted dozens of casualties on the Germans and delayed the advance of the entire 1st SS Panzer Division, the spearhead of the German 6th Panzer Army.

During a game of *Lanzerath Ridge*, you control the American defenders. The goal of the game is to keep up the defense until four enemy card decks are depleted. You score points for maintaining morale, reporting critical intelligence, accomplishing special objectives, and holding your position at all cost.

Companion Book

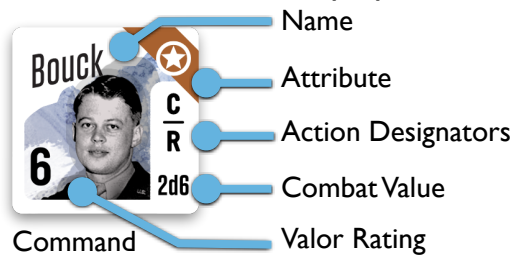
A companion book is also available for this game. The companion book provides historical details about the battle. A print version of the companion book is available to purchase from Dan Verssen Games (www.dvg.com), or you can download it from www.digitalcapricorn.com.



Looking from the I&R Platoon's memorial towards the woodline they defended.

Counters and Cards

Defender Counters (22)



A Squad

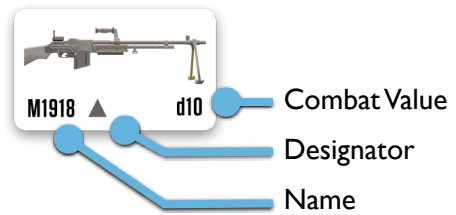


B Squad



C Squad (Forward Observers)

Weapon Counters (4)



Vehicle Counters (3)

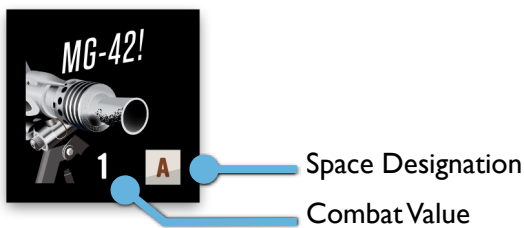


Enemy Counters

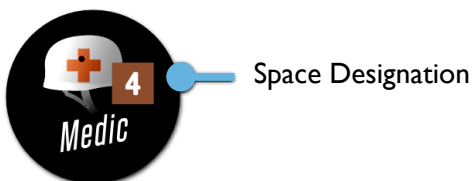
Assault Counters (46)



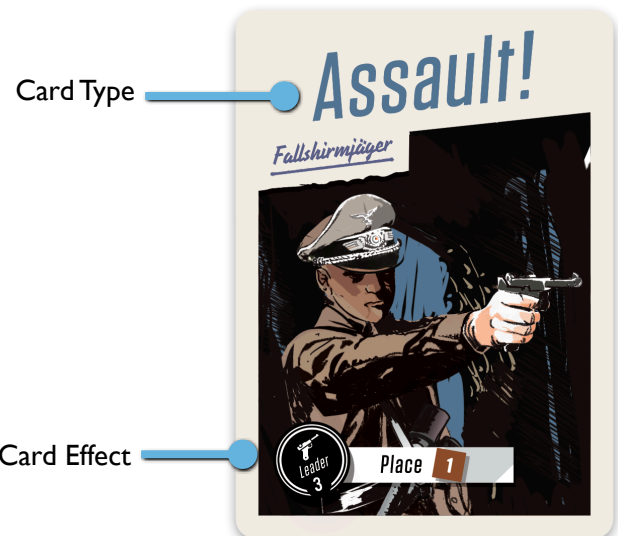
MG-42 Counters (4)



Medic Counters (3)



Enemy Cards (105)



Set up and Components

1) Game Board

Set out the game board in the middle of the table.

2) Enemy Cards (105)

Sort the enemy cards by the deck number on the back of the cards. Shuffle each deck, place the decks face down, and keep them separate.

3) Tactics Cards (47)

Do not use the tactics cards. They are only used in variants of the game (p. 25).

3) Objective Cards (3)

Place the objective cards by the game board. They are used for special Objectives in Attack Periods 3 and 4 (p. 22).

4) Assault Counters (46)

Sort the assault counters and place them near the board.

5) MG-42 Counters (4)

Place the MG-42 counters near the board.

6) Medic Counters (3)

Place the medic counters near the board.

7) Action Tokens (5)

Place the action tokens near the board.

8) Disrupted Tokens (22)

Place the disrupted tokens near the board.

9) Radio Tokens (13)

Place the radio tokens near the board.

10) Intelligence Token (1)

Place the intelligence token on the 0 space of the intelligence track.

11) Morale Token (1)

Place the morale token on the 5 space of the morale track.

12 Dice (10)

Place the dice near the board.

Enemy, Tactics, and Objective Cards



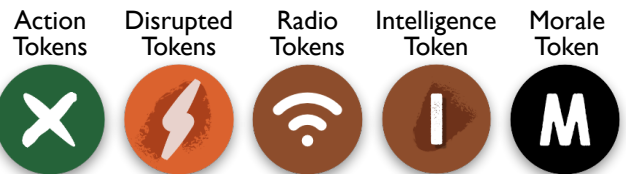
Assault Counters



MG-42 Counters



Medic Counters

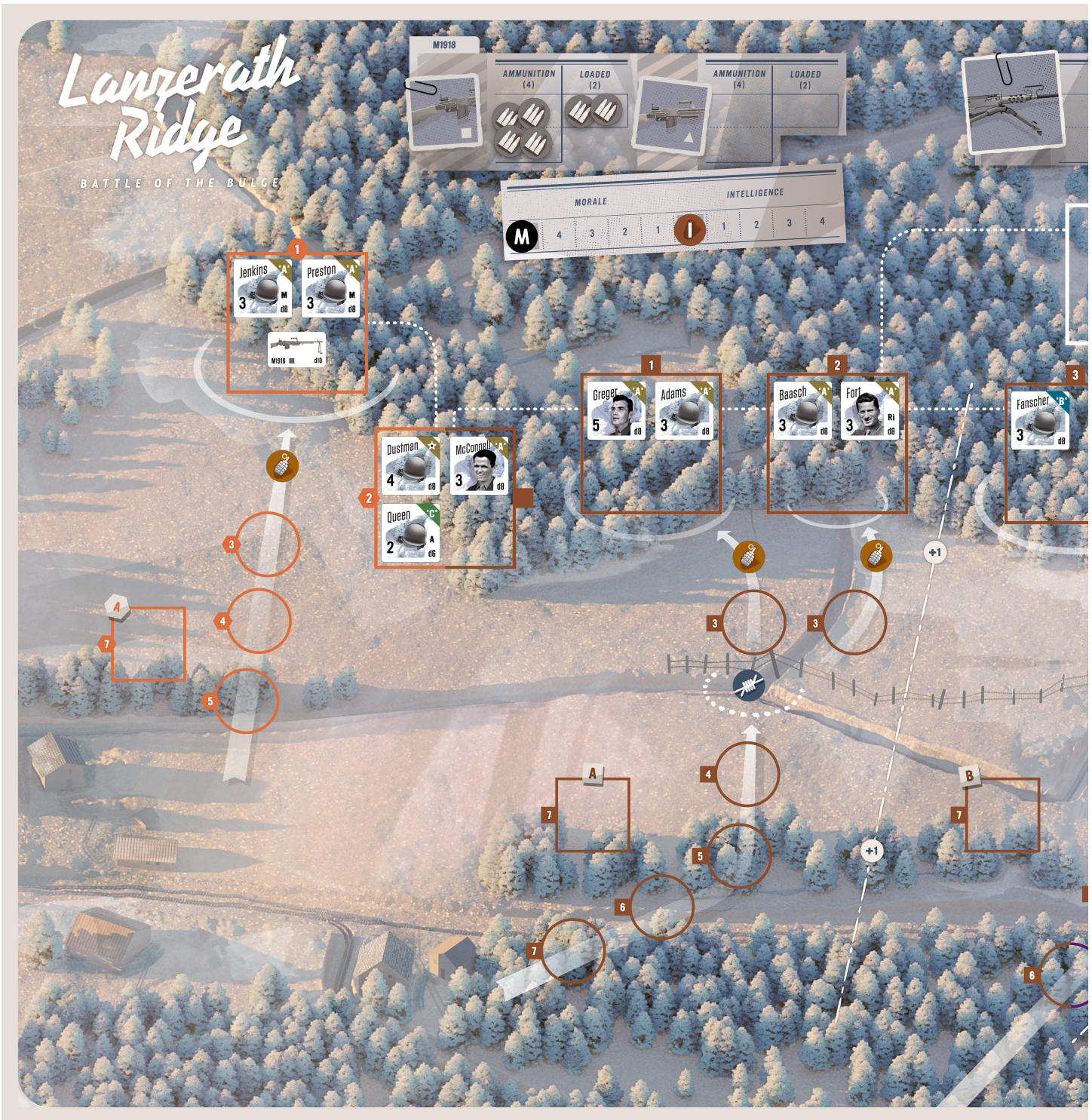


Dice



Extra Cubes

This game comes with extra cubes that match the color of the circular tokens in the game. The cubes can be used as an alternative to the tokens if you wish. They are not otherwise used in the game.



13) Weapon Counters (4)

Place the weapon counters face up (on their emplaced side) on the board as depicted. **Do not place the M1918 with the ▲ designator. It is only used in variants of the game (p. 25).**



Emplaced



Dismounted

14) Ammunition Tokens (45)

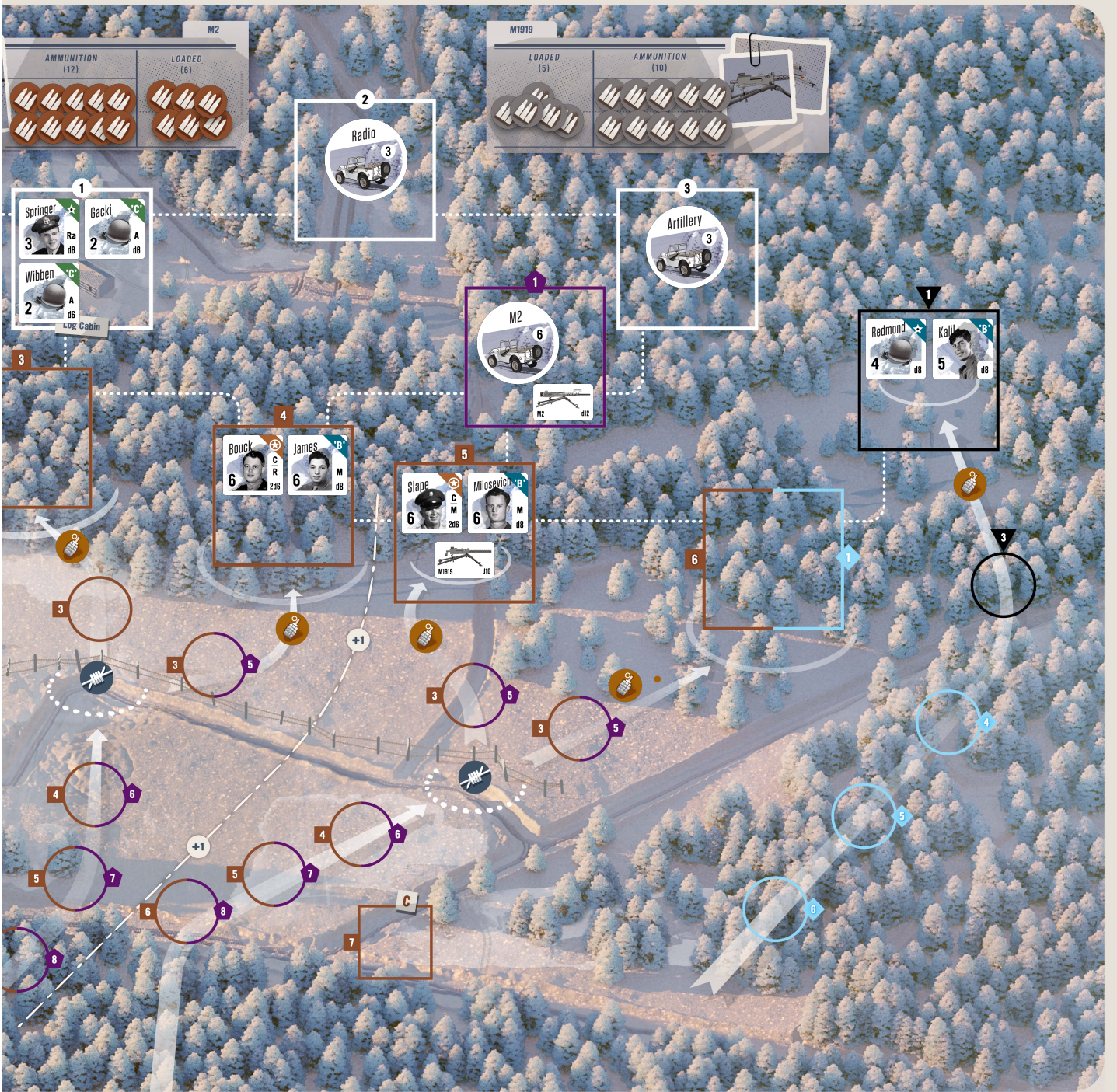
Place the ammunition tokens on the board, equal to the number in the loaded and ammunition spaces. **Do not place ammunition tokens on the M1918 space with the ▲ designator. That space is only used in variants of the game (p. 25).**



M1918, M1919
Ammunition



M2 Ammunition



15) Fence Tokens (3)

Place the fence tokens on the corresponding spaces on the board.



16) Grenade Tokens (8)

Place the grenade tokens on the corresponding spaces on the board.



17) Vehicle Counters (3)

Place the vehicle counters on the board as depicted.



18) Defender Counters (22)

Place the defender counters on the board as depicted. **Do not place McGehee, Robinson, or Silvola. They are only used in variants of the game (p. 25).**



I.0 Playing the Game

1.1 Game Overview

Lanzerath Ridge is divided into four Attack Periods, each of which is represented by a deck of enemy cards.

- **Attack Period 1** began at approximately 1030. This was the 9th Fallschirmjäger Regiment's initial assault, which consisted of two platoons from the regiment's 2nd Company charging straight up the hill at the defenders.
- **Attack Period 2** began around 1100. This attack also consisted on a straight-forward charge up the hill, though limited efforts were made to attack the defenders' flanks.
- **Attack Period 3** began around 1400. This attack was supported by extensive machine gun and mortar fire, but no efforts were made to flank the defenders.
- **Attack Period 4** began at dusk. The 9th Fallschirmjäger Regiment was joined by men from the 27th Fusilier Regiment. Together they launched coordinated attacks against the defenders' right and left flanks, eventually penetrating the lines and capturing the Americans.

Each Attack Period is divided into a number of turns, and each turn consists of two phases:

- **Enemy Phase:** Resolve three enemy cards.
- **Defense Phase:** Perform five actions.

The game ends immediately if the defenders' morale drops to 0 or if there is an enemy assault counter in a defender combat position at the end of the Defense Phase. Otherwise, the game ends at the end of the last turn of Attack Period 4, when you complete the Defense Phase and there are no more enemy cards to draw. Your score is based on the morale track value, intelligence track value, and any objectives you accomplished.

1.2 Morale

The defenders' morale is tracked on the board. Morale starts at 5 at the beginning of the game. Each time a defender becomes a casualty, decrease the morale by one step. At the end of each Defense Phase, decrease the morale by one step for each defender that has a disrupted token.

Morale represents the willingness of the defenders to continue the battle. **If morale ever drops to 0, the game ends immediately (p. 24).**





Morale Track

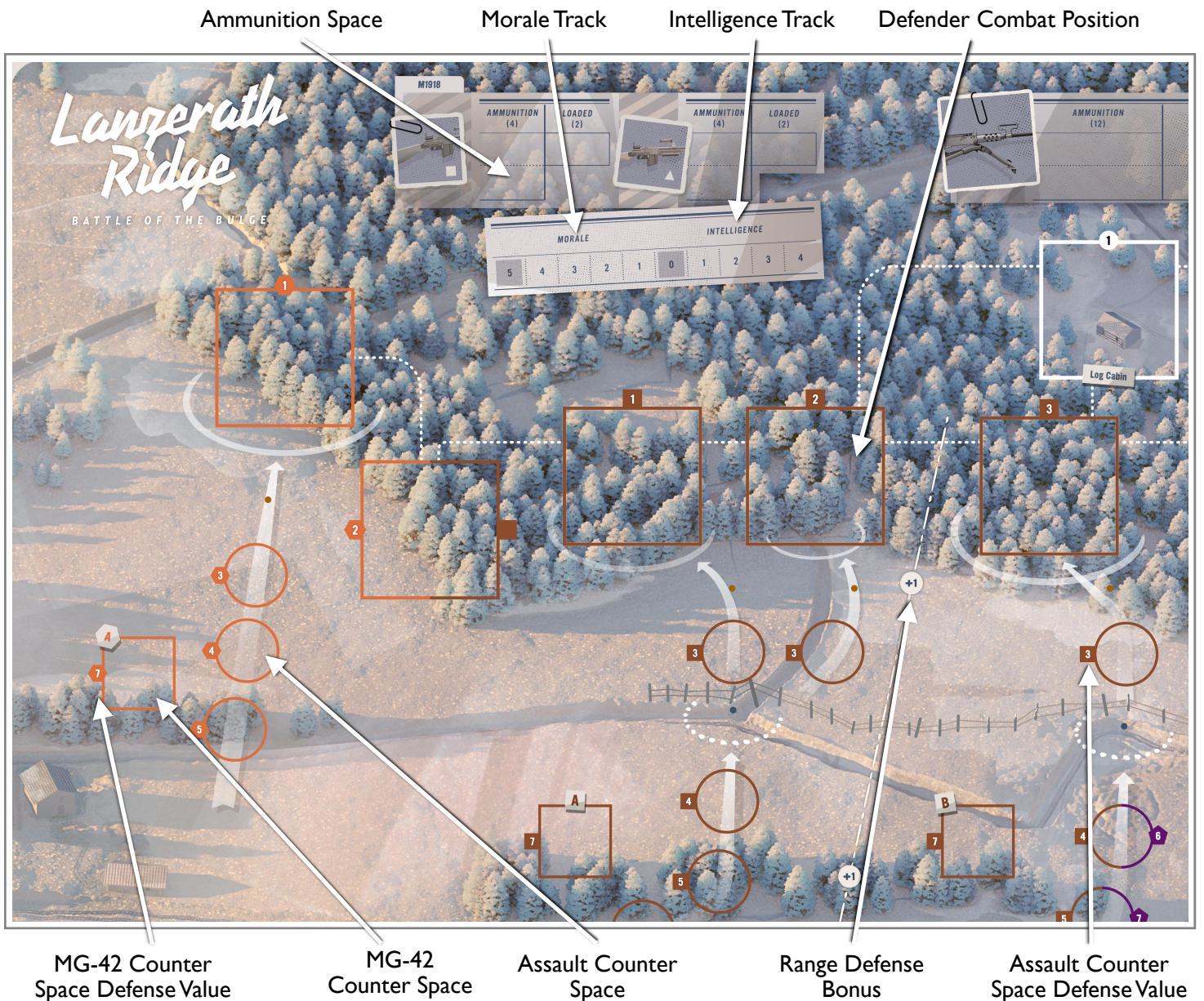
Playing the Game

1.3 The Game Board

The game board depicts Lanzerath Ridge. The large squares areas are combat positions used by the defenders. The circle areas are used to track the advance of enemy assault counters. The small squares are used by enemy MG-42 counters. The top of the board has areas to track the defenders' ammunition tokens, the morale track, and the intelligence track.

1.4 Line of Sight

Line of sight is used to determine if defender and enemy counters can target one another. Counters have line of sight to one another when they are in spaces with the same color and shape. For example, if a defender is in a combat position with a  symbol, the defender can target an enemy counter in an MG-42 or assault counter space with the matching  symbol. Defender and enemy counters in spaces with two symbols have line of sight to all spaces with corresponding symbols.



2.0 Attack Periods

Lanzerath Ridge is divided into four Attack Periods, each of which is represented by a deck of enemy cards.

2.1 Attack Period 1 Setup

At the beginning of Attack Period 1, place 10 enemy riflemen assault counters on the board as depicted below.

2.2 Ending Attacks Periods 1 to 3

Attack Periods end after you complete a Defense Phase and there are no more enemy cards to draw for the current Attack Period. After completing the Defense Phase of the last turn, do the following:

- Decrease the morale token one step for each defender that had a disrupted token.
- Remove all disrupted tokens from defenders and place the tokens in the supply.
- Flip over defenders from their exhausted side.
- Place all enemy assault counters and radio tokens in the supply.
- Leave defenders, weapon counters, and enemy machine gun counters on the board.

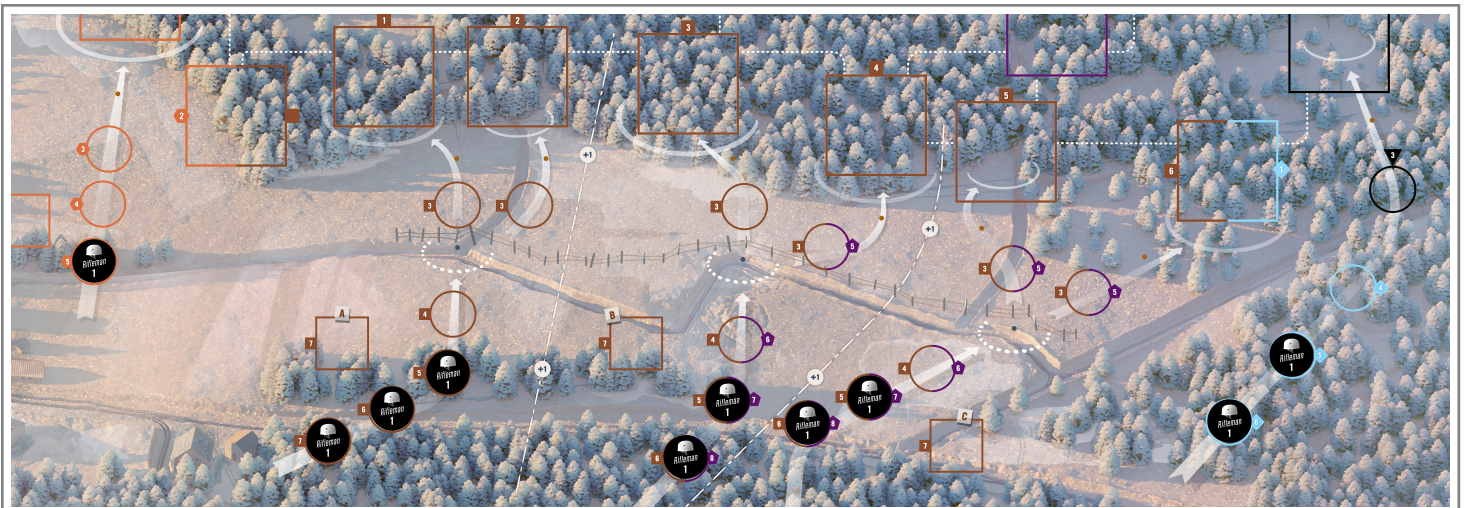
2.3 Attack Periods 2 to 4 Setup

At the beginning of Attack Periods 2 to 4:

- Place 10 enemy riflemen assault counters on the board as depicted.
- If fence tokens were removed from the board during the previous Attack Period, place the fence tokens back on the board.
- Move ammunition tokens from the ammunition area to the loaded area of each ammunition space, up to the loaded value.
- Choose whether to flip each weapon counter to its emplaced or dismounted side.
- Place Bouck, Springer, and Fort in the “Log Cabin” space.
- You may redistribute all other defenders in the combat positions however you like, with two exceptions:
 - defenders may not begin in the ② ③ ① combat positions, and
 - no combat position may have more than four defenders.
- Attack Periods 3 and 4 also have unique setup considerations for Objectives (p. 22).

2.4 Ending Attack Period 4

At the end of Attack Period 4, decrease the morale token one step for each defender that had a disrupted token as normal, then end the game.



8 Riflemen placement at the beginning of each Attack Period.

3.0 Enemy Phase

Each turn begins with the Enemy Phase. In the Enemy Phase, you will resolve three enemy cards from the current enemy deck. Reveal one card at a time, resolving the effect of each one before moving to the next.

There are three different categories of enemy cards, based on the card effect:

- Assault (Grenadiers, Leaders, Riflemen, and Submachine Gunners)
- MG-42
- Mortar

Discarding Enemy Cards

After all three enemy cards have been resolved, discard them and move on to the Defense Phase.



Assault



MG-42

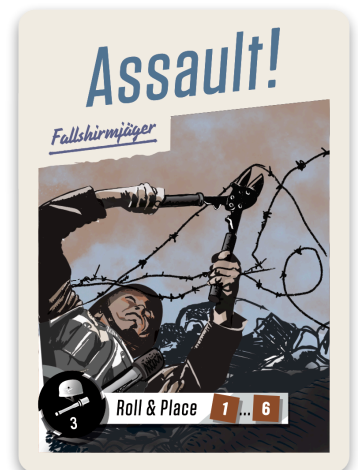


Mortar

3.1 Assault

There are four types of enemy cards with the assault effect: grenadiers, leaders, riflemen, and submachine gunners. When you draw an assault card, you will place a corresponding assault counter. Placing assault counters is the key element of the enemy's advance. Placing each assault counter has two steps:




- Place the assault counter
- Advance assault counters



Assault Counter and Card

Enemy Phase / Assault

3.1.1 Place the Assault Counter

When you reveal a card with the assault effect, check to see where the counter is placed. The card will either instruct you to place it on the  or  track or roll a die for one of the  tracks. Each track designator corresponds to a defender combat position at the end of the track. Place the counter in the first enemy assault counter space along the track.

3.1.2 Advance Assault Counters

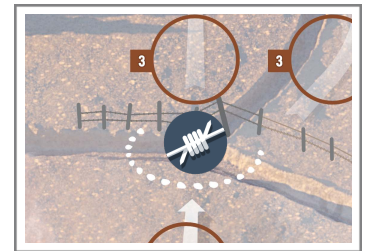
After you place the assault counter, move any assault counter already in the first enemy assault counter space along the track towards the defender combat position. If advancing an assault counter moves it into a space that already had an assault counter, advance the assault counter that was already in that space. Continue this process until the leading counter is moved into the first open space or until it reaches a space adjacent to a fence token. If moving an assault counter forward in this way would advance an assault counter into a defender combat position, the assault counter has penetrated the defenders' line. Immediately resolve an attack against the defenders. If an assault counter advances into a grenade token, resolve the booby trap, then complete the card effect.

Fences

There are three fence tokens on the assault tracks that can stop the movement of assault counters. When assault counters reach a space adjacent to a fence token, they stop their advance. If a counter was already adjacent to a fence token, place the advancing counter on top of the counter that was already present. Two conditions can cause a fence token to be discarded when an assault counter moves adjacent to it:

- There are already three assault counters in the space adjacent to the fence, or
- A leader assault counter is present on the track.

If either of those conditions are met, the fence token is discarded to the supply and the assault counters continue to advance forward. Assault counters that were stacked in the space adjacent to the fence will advance forward as a group and remain stacked. Once a fence token is discarded, it no longer has an effect until it is placed back on the board in the setup for a subsequent Attack Period.



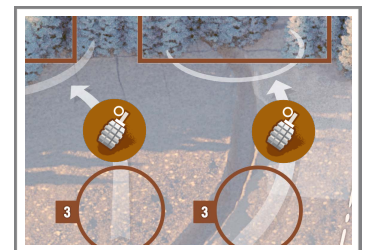
Fence Token

Attack Defenders

If one or more assault counters moves into a defender combat position, immediately resolve an attack. Add the combat value of all the assault counters (do not include any assault counters already in the position). Then roll a number of six-sided dice equal to the combat value against each defender in the combat position. If at least one of the dice rolled is equal to or higher than the defender's valor rating, place a disrupted token on the defender. If a defender already has a disrupted token on it, the defender becomes a casualty: remove the defender from the board and decrease the morale token one step. There is no limit to the number of assault counters in a defender combat position.

Booby Traps

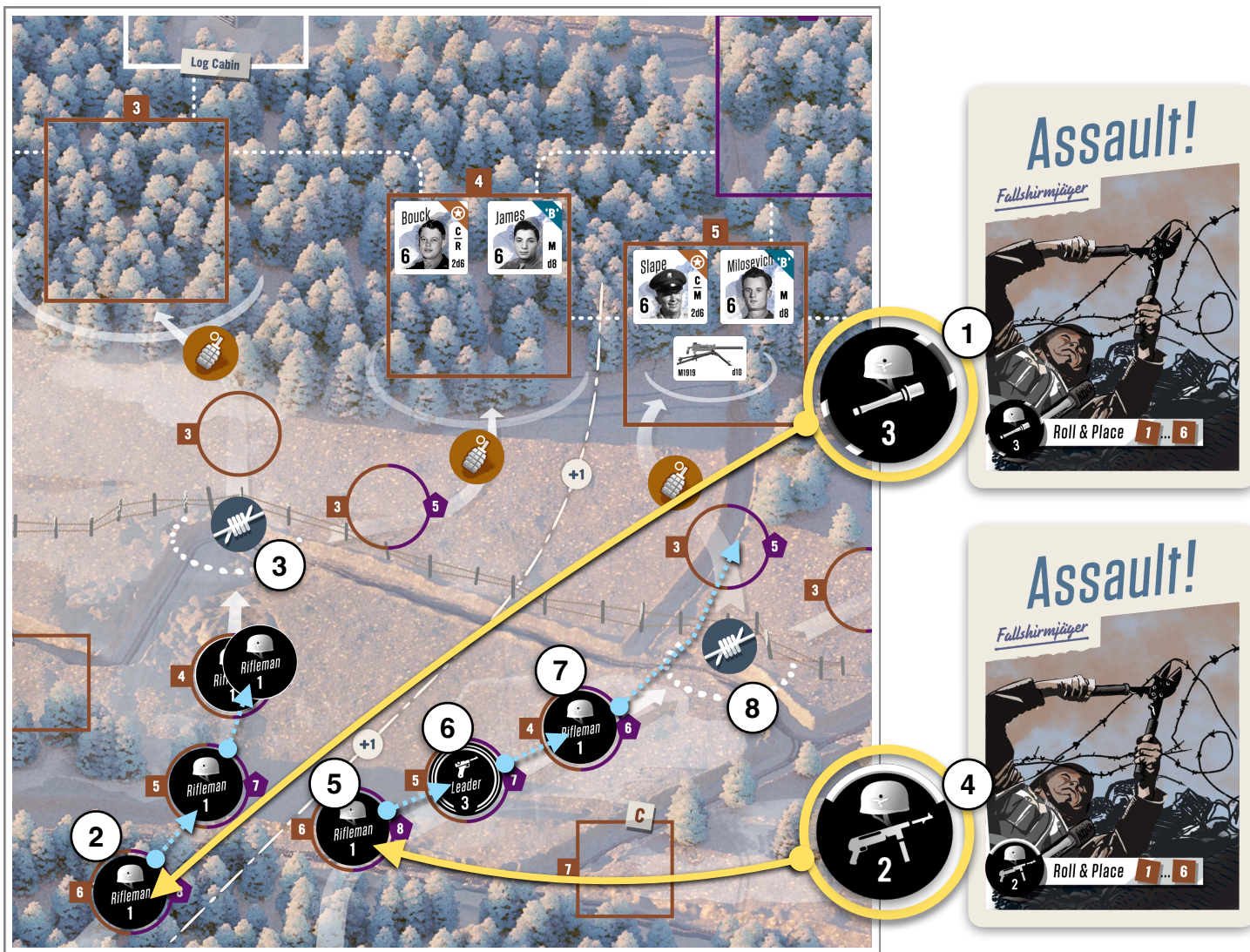
If one or more assault counters moves into a grenade token, immediately remove the grenade token from the game and place the assault counter in the supply. If a stack of assault counters moved into the grenade token, only the top assault counter is removed from the game.



Grenade Tokens

Enemy Phase / Assault

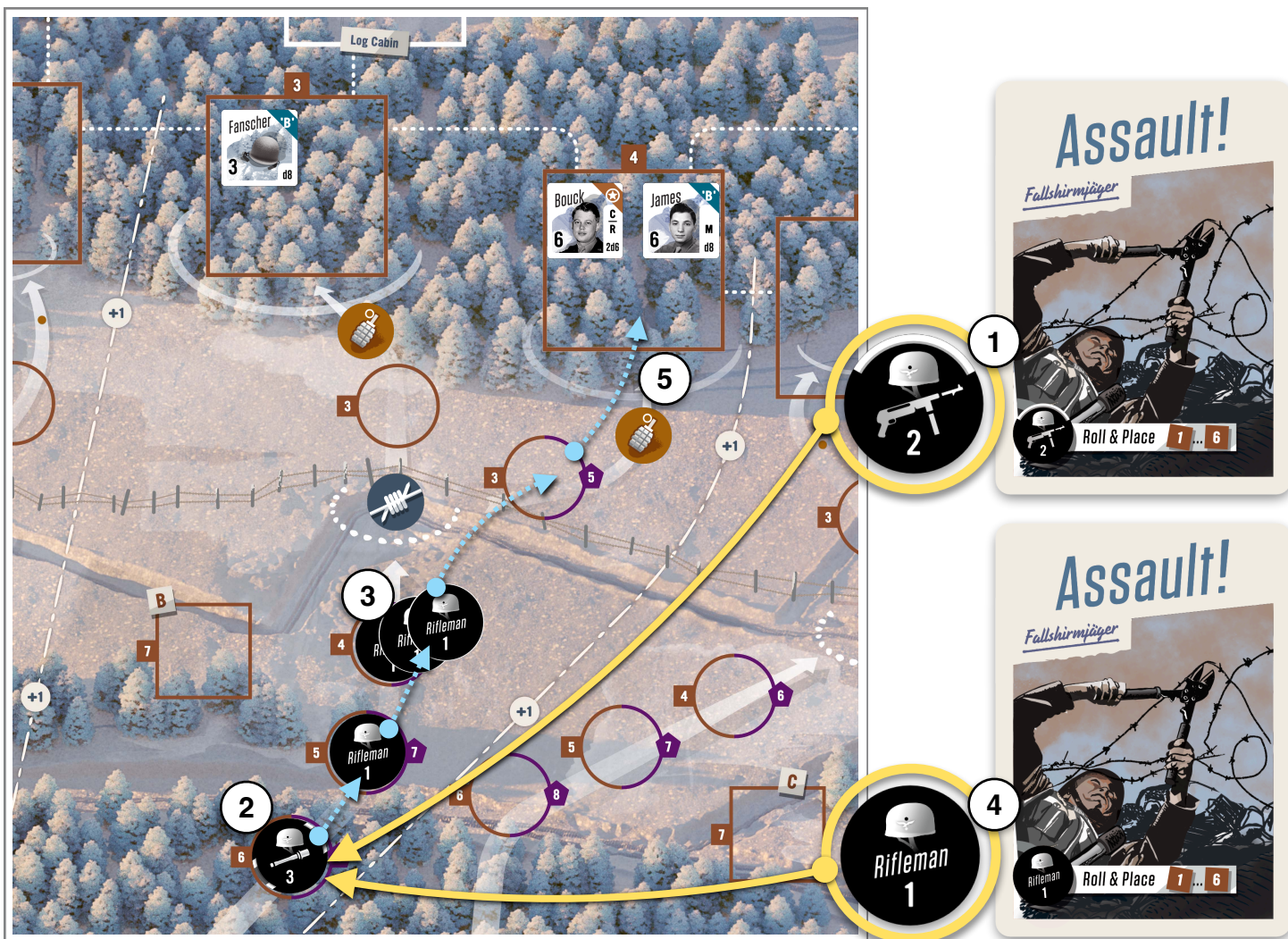
Placing and Advancing Assault Counters



Gameplay Example: A grenadier card is drawn with the **1-6** (1). You roll a six-sided die and the result is 4, so the assault counter should be placed on the track ending with the **4** defender combat position. You place the counter on the first space of the track. A rifleman counter was already on the space (2), so it advances forward on the track. This continues until the assault counters are stopped by the fence token (3), resulting in three assault tokens stacked on the space adjacent to the fence token. If there had already been three assault counters on the space adjacent to the fence token, the fence token would have been moved to the supply and the stack of three assault counters would have moved towards the **4**. Next, a submachine gunner card is drawn with the **1-6** (4). You roll a six-sided die and the result is 5, so the assault counter should be placed on the track that ends with the **5** defender combat position. You place the counter on the first space of the track. A rifleman counter was already on the space (5), so it advances forward on the track. This continues, and because a leader assault counter is on the track (6), the rifleman assault counter (7) moves past the fence token (8), and the fence is discarded to the supply.

Enemy Phase / Assault

Placing and Advancing Assault Counters



Gameplay Example: A submachine gunner card is drawn with the **1-6** (1). You roll a six-sided die and the result is 4, so the assault counter should be placed on the track that ends with the **4** defender combat position. You place the counter on the first space of the track. A grenadier counter was already on the space (2), so it advances forward on the track. This continues, and because three assault counters were already adjacent to the fence token (3), the three assault counters move past the fence token and the fence is discarded to the supply. Next, a rifleman card is drawn with the **1-6** (4). You roll a six-sided die and the result is 4, so the assault counter should be placed on the track that ends with the **4** defender combat position. You place the counter on the first space of the track. The submachine gunner assault counter that was previously placed is there now, so it advances forward on the track. This continues until the stack of three assault counters move through the grenade token and into the **4** combat position (5). Because the assault counters moved through the grenade token, the grenade token is removed from the game and the top assault counter is discarded to the supply. The two assault counters that moved into the combat position now attack Bouck and James. Both assault counters are riflemen, which means they have a combined combat value of 2. You designate the first target as Bouck and roll two dice, with a result of 1 and 3. Neither is equal to Bouck's valor rating of 6, so there is no effect. Next, you resolve the attack for James. You roll two dice, and the result is 4 and 6. Because the 6 is equal to James' valor, you place a disrupted token on James.

Enemy Phase / Mortars

3.3 Mortar

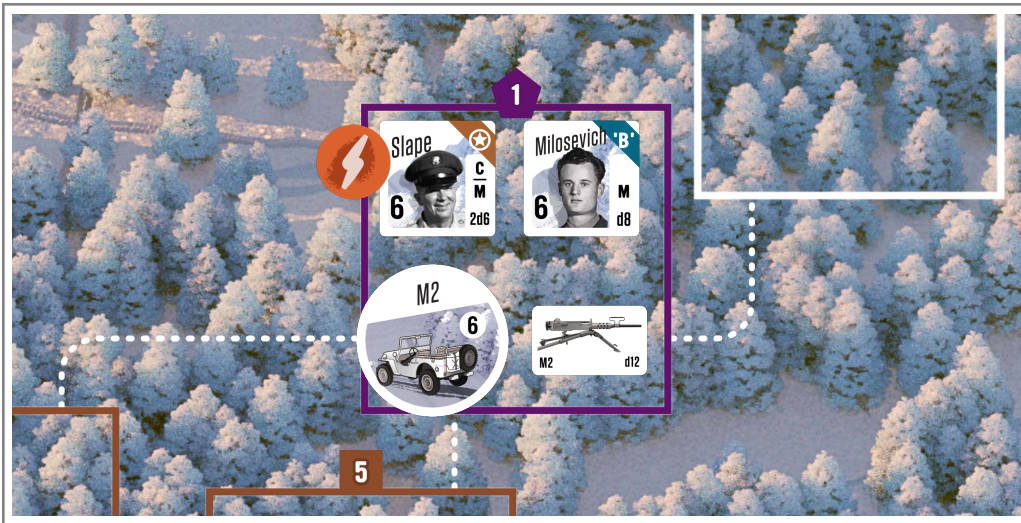
When you reveal a mortar card, check to see which defender combat position is targeted. The card will either instruct you to roll to determine the position or it will specify a position. If the defender combat position is unoccupied, there is no effect. If the position is occupied, roll one six-sided die for each defender in the combat position and compare the result to the defender's valor rating. If the result is equal to or higher than the defender's valor, place a disrupted token on the defender. If a defender already has a disrupted token on it, the defender becomes a casualty: remove the defender from the board and decrease the morale token one step.

Attacking Vehicles

In addition to attacking defenders, mortars also attack vehicle counters in the targeted combat position. Roll one six-sided die and compare it to the vehicle's defense value. If the result is equal to or higher than the vehicle's defense, flip the vehicle to its damaged side (mortars do not affect vehicles that are already damaged). Damaging vehicles has the following effects:

- **M2 Jeep:** If the M2 weapon counter is emplaced in the **1** combat position, it is immediately removed from the game.
- **Artillery Jeep:** Must roll a 6 when performing major Radio-Artillery actions.
- **Radio Jeep:** Must roll a 6 when performing major Radio-Intelligence actions.

Resolving Mortar Cards



Gameplay Example: A mortar card is drawn. You roll one six-sided die, and the result is 1, which corresponds to the **1** defender combat position. You designate the first target as Milosevich, and roll one six-sided die with a result of 6. Because 6 is equal to Milosevich's valor, you place a disrupted token on Milosevich. Next, you resolve the attack for Slape. You roll one six-sided die, and the result is 6. Because 6 is equal to Slape's valor, you would place a disrupted token on Slape. However, Slape already had a disrupted token, which means that Slape becomes a casualty. You remove Slape's counter from the game and decrease the morale marker token one step. Last, you resolve the attack on the M2 Jeep. You roll one six-sided die, and the result is 6. Because 6 is equal to the M2 Jeep's defense, the M2 Jeep is flipped to its damaged side and the emplaced M2 weapon counter is immediately removed from the game. If the M2 weapon counter had been dismantled it would not have been removed.

4.0 Defense Phase

After you complete the Enemy Phase, you are ready for the Defense Phase. In the Defense Phase, you can take up to five actions with the defenders. At the end of the Defense Phase, after you have completed all your actions, remove the action tokens from the defenders before moving to the next turn. **If the Defense Phase ends with an enemy assault counter in a defender combat position, the game ends immediately (p. 24).**

4.1 Actions

During the Defense Phase, you can take up to five actions with defenders, with the following restrictions:

- You cannot take an action with a defender that already has an action token.
- If a defender is disrupted or exhausted, the only action they can take is Recover.



Action Token

4.1.1 Action Types

There are two types of actions: major and minor. Major actions exhaust defender counters (flip them over to their exhausted side), while minor actions do not. Regardless of whether you take a major or minor action with a defender counter, you still place an action token on the defender. Note that the Radio (Artillery and Intelligence) actions can be major or minor, depending on how they are used.

Major Actions

You can do the following with a defender as a major action [some actions require special action designators]:

- Attack
- Close Combat
- Adjust Fire (requires the Machine Gunner **[M]** designator)
- Assist (requires the Assist **[A]** designator)
- Command (requires the Command **[C]** designator)
- Reposition
- Radio-Artillery (requires the Radio **[R]** or Radio-Artillery **[Ra]** designator)
- Radio-Intelligence (requires the Radio **[R]** or Radio-Intelligence **[Ri]** designator)

After you take a major action with a defender, flip it to its exhausted side and place an action token on the defender.

Minor Actions

You can do the following with a defender as a minor action [some actions require special action designators]:

- Dismount Weapon
- Emplace Weapon
- Move
- Radio-Artillery (requires the Radio **[R]** or Radio-Artillery **[Ra]** designator)
- Radio-Intelligence (requires the Radio **[R]** or Radio-Intelligence **[Ri]** designator)
- Recover
- Reload
- Transfer Ammo

After you take a minor action with a defender, place an action token on the defender.

Defense Phase / Actions

4.2.1 Attack (Major Action, Exhausts Defender)

Attacks allow you to remove enemy counters from the board. A defender must have line of sight to an enemy counter to take an Attack action. Declare the defender that will take the action and the enemy counter that will be the target of the attack. Roll the defender's combat value dice and compare the result to the defense value of the space the assault counter is in. If at least one of the dice rolled is equal to or exceeds the enemy counter's defense value, the enemy counter is removed from the board and placed in the supply. When multiple enemy counters are stacked, a defender can only target the top defender in the stack. A successful attack removes the top counter. Attacks from defender combat positions that pass over range defense bonuses provide a cumulative +1 defense value bonus.

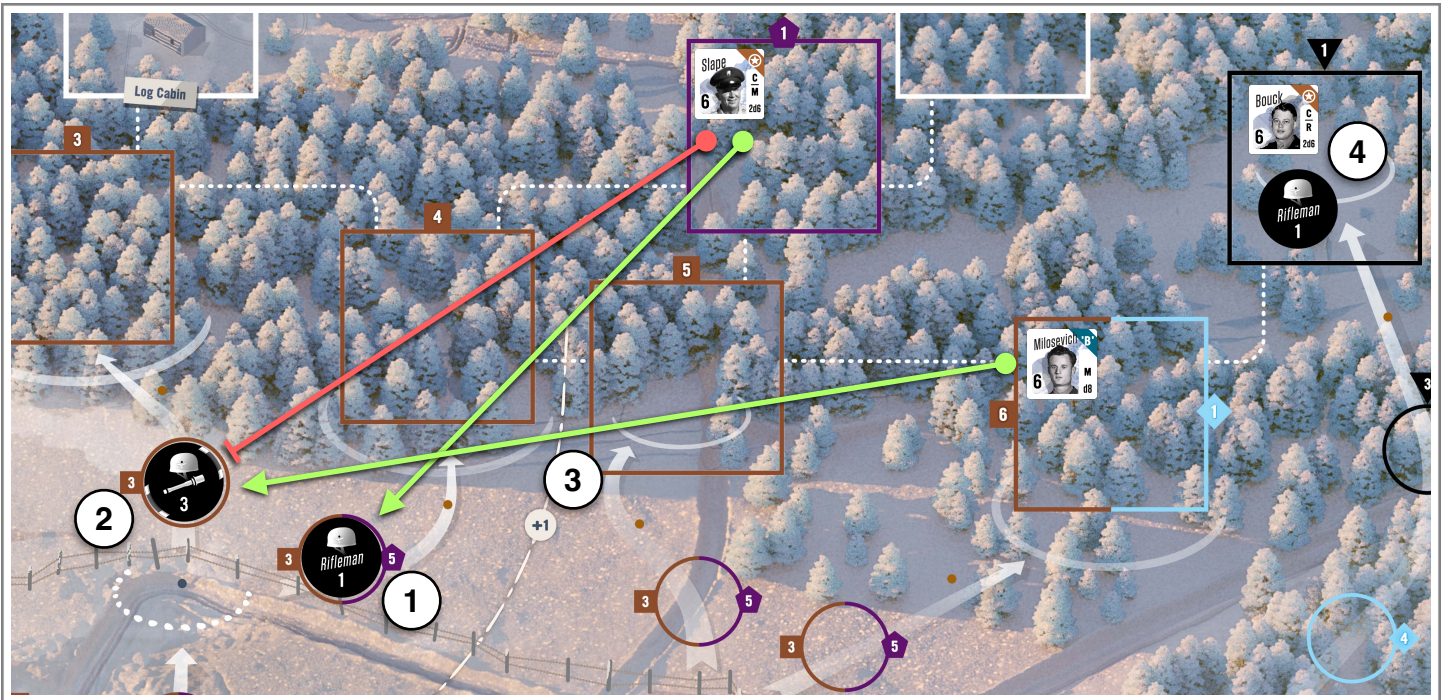
4.2.2 Close Combat (Major Action, Exhausts Defender)

A defender can take a Close Combat action to remove an assault counter from the same combat position as the defender. No attack roll is needed to remove an assault counter using a Close Combat action.

Last Line of Defense

Close Combat is the only way to remove an assault counter once they have reached a combat position.

Attack and Close Combat



Gameplay Example: Slape attacks the rifleman (1). Slape has a 2d6 combat value, so you roll two six-sided dice. The result is 2 and 3. The 3 is equal to the defense value for the space the rifleman is in, so the rifleman is removed from the board and placed back into the supply. Slape could not have attacked the grenadier (2), because Slape does not have line of sight to the grenadier. Milosevich attacks the grenadier (2). Milosevich has a 1d8 combat value, so you roll one eight-sided die. The result is 3. The defense value for the space the grenadier is in is 3, but the grenadier receives a +1 defense because Milosevich's attack passes over one range defense bonus (3). Milosevich's attack is lower than the modified defense of 4, and has no effect. Bouck uses a Close Combat action to remove the rifleman (4).

Defense Phase / Actions

4.2.3 Adjust Fire (Major Action, Exhausts Defender)

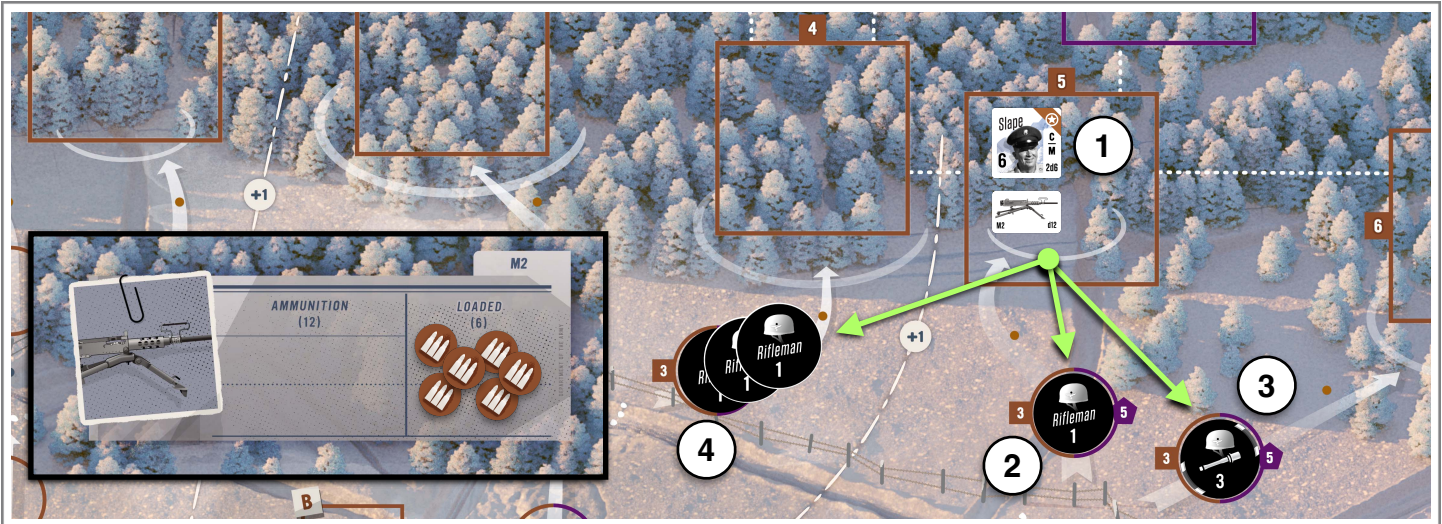
Adjust Fire allows you to make one or more attacks with a single defender, using a weapon counter. To take an Adjust Fire action, a defender must have the Machine Gunner [M] designator, and there must be a weapon counter in the same combat position as the defender. You can make one or more attacks with the defender by spending one or more ammunition tokens. For each attack, declare the number of ammunition tokens that will be spent from the weapon's loaded ammunition, then roll that many of the weapon counter's combat value dice and compare the result to the enemy counter's defense value. If at least one of the dice rolled is equal to or exceeds the enemy counter's defense value, the enemy counter is removed from the board and placed back in the supply. After completing the first attack, you can make additional attacks with the same defender and weapon counter, following the same process until the weapon counter no longer has loaded ammunition tokens. For each attack after the first, the enemy counter receives a cumulative +1 defense value bonus. Spent ammunition tokens are removed from the game.



Overheating Weapons

If you use more than three ammunition tokens during an Adjust Fire action, the weapon might overheat. After completing the Adjust Fire action, roll one six-sided dice for each ammunition token used beyond the first three. If you roll a 1 on any of the dice, the weapon overheats and you remove it from the game.

Adjust Fire



Gameplay Example: Slape uses the M2 weapon counter to take an Adjust Fire action (1). Slape attacks the rifleman (2), by spending one ammunition token from the loaded area. The M2 has a combat value of d12, so you roll one twelve-sided die. The result is 4, which is higher than the defense value of the space the rifleman is in, so the rifleman counter is placed in the supply. Next, Slape spends two ammunition tokens to attack the grenadier (3), so you roll two twelve-sided dice. The result is a 2 and a 3. The grenadier has a +1 defense bonus because this is Slape's second attack, so the grenadier has a modified defense of 4, resulting in a miss. Slape then spends three ammunition tokens to attack the rifleman at the top of the three assault counter stack (4), so you roll three twelve-sided dice. The result is a 1, 5, and 9. The rifleman has a +3 defense bonus (+2 because this is Slape's third attack, and +1 from a range bonus), so the rifleman has a modified defense of 6. Slape's attack is successful, and the rifleman is moved to the supply. Slape used six ammunition tokens during the attack, which means you must check to see if the M2 overheats. You roll three six-sided dice (one for each ammunition token used beyond the first three), and roll a 1, 3, and 5. Because you rolled a 1, the M2 overheats and the weapon counter is removed from the game.

Defense Phase / Actions

4.2.7 Radio-Artillery (Major or Minor Action)

To take a Radio-Artillery action, a defender must have the Radio [R] or Radio-Artillery [Ra] designator, and they must be in the (3) defender combat position with the Artillery Jeep vehicle counter. Defenders can take a major or minor Radio-Artillery action:



Minor Action

A defender can take a minor action (does not exhaust the defender) to place a radio token on the Artillery Jeep.

Major Action

A defender can take a major action (exhausts the defender) to discard all the radio tokens from the Artillery Jeep to the supply. For each radio token discarded, roll one six-sided die. If at least one of the dice rolled is a 5 or 6, discard three cards from the top of the current enemy deck. If the Artillery Jeep is damaged, you must roll a 6 to be successful.



4.2.8 Radio-Intelligence (Major or Minor Action)

To take a Radio-Intelligence action, a defender must have the Radio [R] or Radio-Intelligence [Ri] designator, and they must be in the (2) defender combat position with the Radio Jeep vehicle counter. Defenders can take a major or minor Radio-Intelligence action:

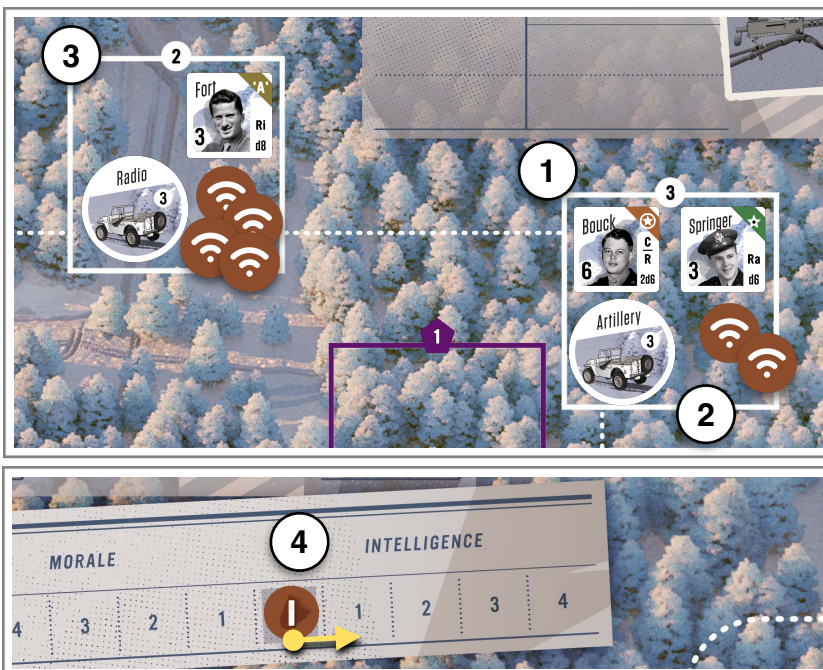


Minor Action

A defender can take a minor action (does not exhaust the defender) to place a radio token on the Radio Jeep.

Major Action

A defender can take a major action (exhausts the defender) to discard all the radio tokens from the Radio Jeep to the supply. For each radio token discarded, roll one six-sided die. If at least one of the dice rolled is a 5 or 6, advance the Intelligence token one step on the Intelligence track. If the Radio Jeep is damaged, you must roll a 6 to be successful.



Gameplay Example: Bouck takes a minor Radio-Artillery action to place a radio token on the Artillery Jeep (1). Springer then takes a major action to discard the radio token plus two others that had already been placed (2). You roll three six-sided dice, and the result is 1, 5, and 5. Because there was at least one success, you discard the top three cards from the current enemy deck. Fort takes a major action to discard the four radio tokens on the Radio Jeep (3). You roll four six-sided dice, and the result is 1, 2, 3, and 5. Because there was at least one success, you advance the Intelligence token one step (4). If the vehicle counters had been on their damaged sides, you would have had to roll at least one 6 for success.

Defense Phase / Actions

4.2.9 Dismount Weapon (Minor Action, Does Not Exhaust Defender)

To take a Dismount Weapon action, a defender must be in the combat position with the weapon counter. Flip a weapon counter from its emplaced side to its dismantled side.

Dismounted Weapon Counter Combat Value

Note that when a weapon counter is dismantled, its combat value is reduced.

4.2.10 Emplace Weapon (Minor Action, Does Not Exhaust Defender)

To take an Emplace Weapon action, a defender must be in the combat position with the weapon counter. Flip a weapon counter from its dismantled side to its emplaced side.

4.2.11 Move (Minor Action, Does Not Exhaust Defender)

Move a defender to an adjacent combat position on the board. A defender can take one dismantled weapon counter with them when they move. A combat position may only hold four defenders (there is no limit to the number of weapon counters in a combat position).

4.2.12 Recover (Minor Action, Does Not Exhaust Defender)

When a defender is disrupted or disrupted and exhausted, the only action a defender can take is Recover. When a defender takes a Recover action, remove the disrupted token from the defender and place it back in the supply.

Exhausted Defenders

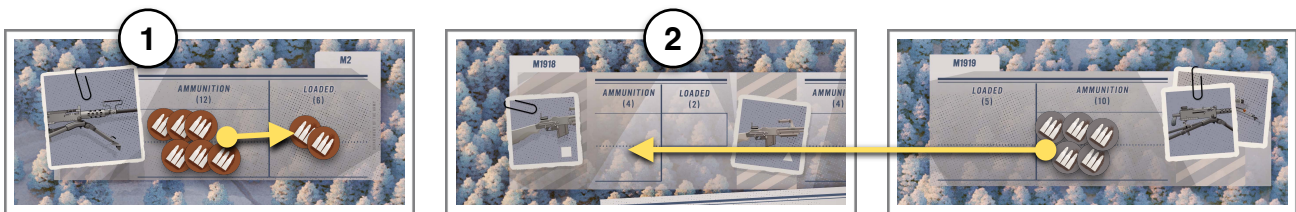
Unlike in other games in the Valiant Defense series, the Recover action does not allow you to flip over defenders from their exhausted side. The only way to flip defenders over from their exhausted side is with Assist and Command actions. Otherwise, you must wait until the end of an Attack Period to flip over all the defenders.

4.2.13 Reload (Minor Action, Does Not Exhaust Defender)

To take a Reload action, a defender must be in a combat position with a weapon counter. Move ammunition tokens from a weapon's ammunition space to its loaded space, up to the loaded space's maximum.

4.2.14 Transfer Ammo (Minor Action, Does Not Exhaust Defender)

To take a Transfer Ammo action, a defender must be in a combat position with two weapon counters. Move ammunition tokens from a weapon's ammunition space to a different weapon's ammunition space. You may not transfer ammunition to or from the M2.



Gameplay Example: A defender takes a Reload action to move four ammunition tokens from the M2's ammunition space to its loaded space (1). You could not have moved more ammunition tokens because that would have exceeded the M2's loaded maximum of 6. A defender takes a Transfer Ammo action to move four ammunition tokens from the M1919 to the M1918 (2). The weapon counters for the M1919 and M1918 had to be in the same combat position to take the Transfer Ammo action. There is no limit to the number of ammunition tokens that can transferred between weapons.

Defense Phase / Attributes

4.3 Attributes

All defenders have an attribute: they can either Inspire, they have a Squad Designation, or a combination of both. Attributes are not treated as actions. Instead, they are special conditions that are always in effect.

4.3.1 Squad Designation

Most defenders are categorized into one of three squads. Each squad is designated by a letter and colored indicator:

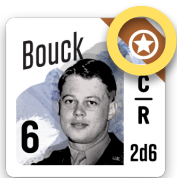
- A Squad, Brown
- B Squad, Blue
- C Squad, Green
- Two defenders (Bouck and Slape) are not associated with a squad. They have a red indicator.



4.3.2 Inspire

A defender with the Inspire attribute (designated by a star in their color indicator, rather than a Squad Designation) provides an additional die for other defenders in the same combat position during Attack and Adjust Fire actions. To grant this benefit, the defender with the Inspire attribute cannot be exhausted, have an action token, or have a disrupted token. The benefit from Inspire does not stack. In addition, specific defenders have certain limitations:

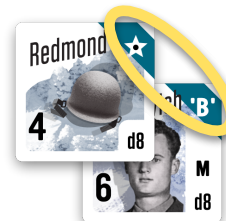
- Bouck and Slape can provide the benefit to any defender except those that also have the Inspire attribute.
- Dustman, Redmond, and Springer can only provide the benefit to defenders in their squad.



Bouck and Slape can Inspire all defenders except those that also have the Inspire attribute.



Dustman can Inspire defenders from A Squad.

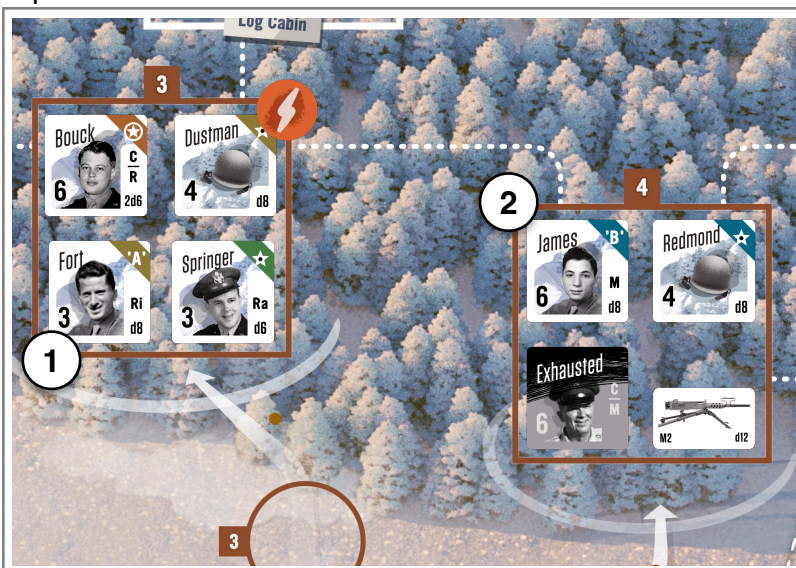


Redmond can Inspire defenders from B Squad.



Springer can Inspire defenders from C Squad.

Inspire



Gameplay Example: Fort takes an Attack action (1). He cannot be inspired by Springer, because Springer can only inspire C Squad defenders. He cannot be inspired by Dustman because Dustman has a disrupted token. He can be inspired by Bouck. Fort rolls two eight-sided dice for the attack. James takes an Adjust Fire action (2). He cannot be inspired by Slape because Slape is exhausted. He can be inspired by Redmond. James rolls an extra twelve-sided die for all attacks that he makes as part of the Adjust Fire action (he does not spend extra ammunition for the Inspire bonus).

5.0 Objectives

Attack Periods 3 and 4 have objectives that defenders can accomplish to affect the game and score extra Victory Points.

5.1 Attack Period 3

Add the following to the setup for Attack Period 3:

- Display the Disguised Forward Observer objective card.



Medic (Face-up)



Medic and Forward Observer (Revealed)

5.1.1 Place Medic Counters

The first time a Mortar enemy card is revealed, shuffle the enemy medic counters face-up and place them alongside the three **4** assault counter spaces.

5.1.2 Disguised Forward Observer

While the Disguised Forward Observer objective card is on display, all enemy mortar card attacks roll two six-sided dice rather than one. In addition, defenders can take the following action:

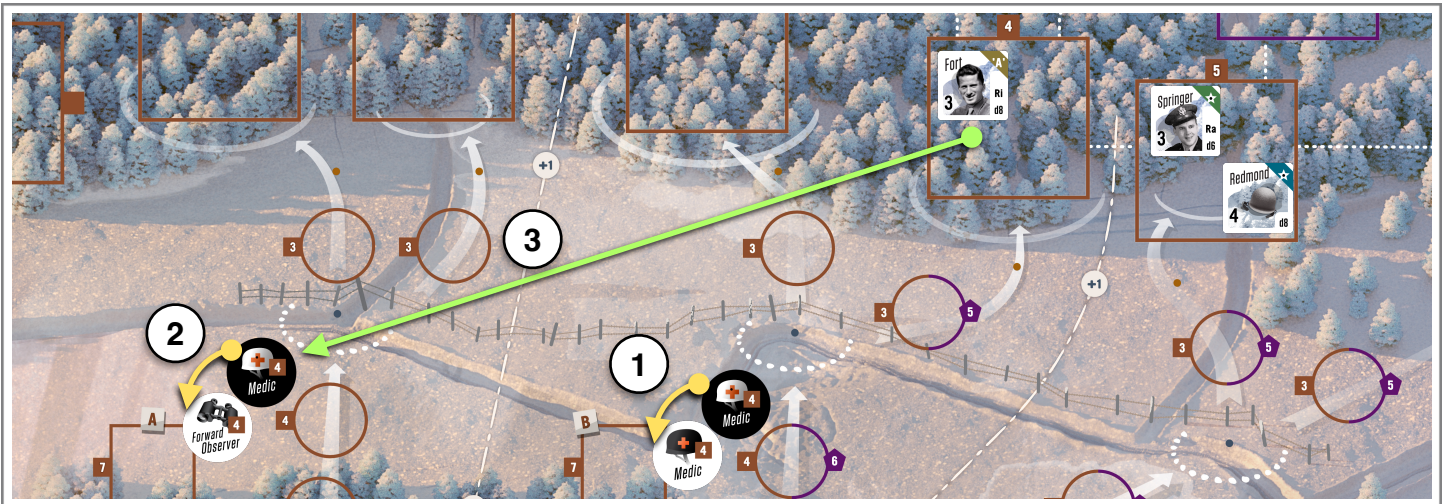
5.1.2.1 Reveal (Minor Action, Does Not Exhaust Defender)

Flip an enemy medic counter from its face-up side to its revealed side. If the counter is a revealed medic, remove it from the game. A defender must have line of sight to an enemy medic counter to take a Reveal action.

5.1.2.2 Completing the Disguised Forward Observer Objective

An enemy medic counter that has been flipped and revealed as the disguised forward observer can be removed by a normal Attack or Adjust Fire action. The disguised forward observer is considered to be in the **4** assault counter space for the purposes of determining its defense value. When the disguised forward observer counter is removed, also remove the Disguised Forward Observer objective card.

Disguised Forward Observer



Gameplay Example: Springer takes a Reveal action to flip over a medic counter (1) to its revealed side. Redmond takes a Reveal action to flip a medic counter (2) to its forward observer side. Fort attacks the forward observer. Fort has a 1d8 combat value, so you roll one eight-sided die. The result is 5. The defense value for the space the forward observer is in is 4, and the forward observer receives a +1 defense because Fort's attack passes over one range defense bonus (3). Fort's attack is equal to the modified defense of 5, so the attack is successful. The forward observer and the Disguised Forward Observer card are removed from the game. Mortar cards no longer receive an extra six-sided die for their attacks.

Objectives

5.2 Attack Period 4

Add the following to the setup for Attack Period 4:

- Display the Deny Equipment and Make Contact objective cards.

5.2.1 Deny Equipment

While the Deny Equipment objective card is on display, defenders can take the following action:

5.2.1.1 Deny (Minor Action, Does Not Exhaust Defender)

Move a vehicle or weapon counter from the board to the Deny Equipment objective card. A defender must be in the same combat position as the vehicle or weapon to take the action.

5.2.1.2 Completing the Deny Equipment Objective

When all vehicle and weapon counters have been placed on the Deny Equipment objective card, the objective is complete. (If a weapon counter has already been removed from the game, you do not need to place it on the Deny Equipment objective card to meet the conditions for the objective).

5.2.2 Make Contact

While the Make Contact objective card is on display, defenders can take the following action:

5.2.2.1 Withdraw (Special Action, Removes Defender)

Move a defender counter from the board to the Make Contact objective card. A defender must be in the **3** defender combat position to take the action. Defenders from C Squad may not take this action.

5.2.2.2 Completing the Make Contact Objective

When two defender counters have been placed on the Make Contact objective card, the objective is complete.



Gameplay Example: Redmond takes a Withdraw action (1) and you move his counter to the Make Contact objective card. Springer cannot take the Withdraw action because he is part of C Squad. Springer takes a Deny action and you move the Artillery vehicle counter to the Deny Equipment objective card (2). Fort takes a Deny action and you move the M2 weapon counter to the Deny Equipment objective card (3).

6.0 Ending the Game

End the game immediately if morale drops to 0 or an enemy assault counter is in a combat position at the end of the Defense Phase.

If you did not reach Attack Period 4, **you lose**. The extent of the defeat is determined as follows:

- Attack Period 1: Epic Defeat
- Attack Period 2: Major Defeat
- Attack Period 3: Minor Defeat




If you reached Attack Period 4 but did not complete the game, **you draw**.

Otherwise, the game ends at the end of the last turn of Attack Period 4, when you complete the Defense Phase and there are no more enemy cards to draw.

Score: The goal in *Lanzerath Ridge* is to score as many victory points as possible. To determine your score, do the following:

- Score points equal to the value on the Morale track.
- Score points equal to the value on the Intelligence track.
- Score 2 points if you completed the “Make Contact” objective.
- Score 3 points if you completed the “Deny Equipment” objective.

Gameplay Example: You end the game after the last turn of Attack Period 4. The Morale track was on 3 (3 victory points) and the Intelligence track was on 2 (2 victory points). You completed the Make Contact objective card (2 victory points) but not the Deny Equipment objective card. You scored a total of 7 victory points for a Minor Victory.

Score	Award	Victory Level
13-14	Distinguished Service Cross 	Epic Victory
10-12	Silver Star 	Major Victory
1-9	Bronze Star 	Minor Victory
Attack Period 4		Draw
Attack Period 3		Minor Defeat
Attack Period 2		Major Defeat
Attack Period 1		Epic Defeat

7.0 Variants

The standard setup for *Lanzerath Ridge* reflects the battle's historic situation. You can use setups that are ahistorical but could possibly have occurred. You can also adjust the game's difficulty by adding Tactics cards. Tactics cards represent planning and coordination by elements of the 9th Fallschirmjäger Regiment and 27th Fusilier Regiment. Finally, you can play the game against another player with a competitive variant.

7.1 Alternative Setups

7.1.1 Full Strength

This setup reduces the difficulty level. It represents what would have happened if McGehee, Robinson, and Silvola had not been split off from the rest of the platoon prior to the battle.

Make the following change to the game's standard setup:

- Place the McGehee, Robinson, and Silvola defender counters as well as the M1918 with the ▲ designator in the **6** / **1** defender combat position. Place six ammunition tokens for the M1918 in its ammunition space (two loaded, and four ammunition).

7.1.2 Lost Observation Post

This setup increases the difficulty level. It represents what would have happened if Slape and Creger, who were operating at an observation post in Lanzerath, had been unable to make their way back to the Intelligence and Reconnaissance Platoon.

Make the following change to the game's standard setup:

- Do not place the Creger and Slape defender counters. They are not used during the game.

7.1.3 Lost Commanders and Observation Post

This setup increases the difficulty level. It represents what would have happened if Bouck, Slape, Creger, and James, who traveled into Lanzerath on the morning of the battle, had been unable to make their way back to the Intelligence and Reconnaissance Platoon.

Make the following change to the game's standard setup:

- Place the McGehee, Robinson, and Silvola defender counters as well as the M1918 with the ▲ designator in the **6** / **1** defender combat position. Place six ammunition tokens for the M1918 in its ammunition space (two loaded, and four ammunition).
- Do not place the Bouck, Creger, James, and Slape defender counters. They are not used during the game.

7.1.4 Forward Observer Team Never Arrived

This setup increases the difficulty level. It represents what would have happened if Springer and his forward observer team never joined the Intelligence and Reconnaissance Platoon.

Make the following change to the game's standard setup:

- Do not place the Gacki, Queen, Springer, and Wibben defender counters. They are not used in the game.

Variants

7.2 Tactics Cards

7.2.1 Veteran Difficulty

Set up:

- Sort the tactics cards into four decks by deck number, then shuffle each deck.
- Take three cards from each of the four decks and remove them from the game.
- Place each of the four decks face down near the corresponding enemy card decks.

In Play: At the beginning of the Enemy Phase on the first turn of the game, deal one tactics card face up next to the tactics cards deck and apply the effects of the card for the rest of the turn. On the second turn of the game and for all subsequent turns, deal a new tactics card face up at the beginning of the Enemy Phase and discard the tactics card that was previously in play. When you begin a new Attack Period, use the tactics cards for that Attack Period.



Gameplay Example: At the beginning of the Enemy Phase on the first turn, you flip over the Alert tactics card. At the beginning of the Enemy Phase on the second turn, you remove the Alert tactics card and flip over the top card of the deck - Assault - Grenadier.

Variants

7.2.2 Elite Difficulty

Set up:

- Sort the Tactics cards into four decks by deck number, then shuffle each deck.
- Take two cards from each of the four decks and remove them from the game.
- Place each of the four decks face down near the corresponding enemy card decks.

In Play: At the beginning of the Enemy Phase on the first turn of the game, deal two tactics cards face up next to the tactics cards deck and apply the effects of the cards for the rest of the turn. On the second turn of the game and for all subsequent turns in the Attack Period, discard the tactics card that was furthest away from the tactics card deck from play, shift the remaining tactics card, and draw a new tactics card to replace the card that was shifted. Apply the effects of the tactics cards for the rest of the turn. When you begin a new Attack Period, clear the tactics cards from the prior Attack Period and use the tactics cards for the new Attack Period. Start the first turn of the new Attack Period by drawing two cards.



Gameplay Example: At the beginning of the Enemy Phase on the first turn, you flip over the Alert and Assault - Grenadier tactics cards. At the beginning of the Enemy Phase on the second turn, you remove the Alert tactics card, slide the Assault - Grenadier tactics card over, and flip over the top card of the deck - Coordinated Attack.

Variants

7.3 Competitive Play

In this variant, one player takes on the role of the defenders of Lanzerath Ridge (the Defender). A second player takes on the role of the German attackers (the Attacker). Note that this variant presents a very difficult challenge for the Defender.

Setup and play the game as normal with the following changes:

7.3.1 Full Strength Setup

Use the Full Strength setup variant (p. 25). This helps offset the Attacker's advantage.

7.3.2 Prepare Tactics Cards

Shuffle the four tactics decks and place each deck next to its corresponding enemy deck.

7.3.3 Play Enemy and Tactics Cards

At the beginning of the first Enemy Phase for each Attack Period, the Attacker draws a hand of three cards from the top of the tactics deck and four cards from the top of the attack deck. The Attacker chooses one tactics card, places it face-up in play, and sets the other two tactics cards aside, face-down. The Attacker then chooses three of the enemy cards and places the fourth enemy card aside, face-down. The Attacker plays each of the three enemy cards, one at a time, resolving the effect of each one before moving to the next (once the Attacker begins resolving the enemy cards, they may not use the face-down enemy card instead of one of the three they originally chose).

After resolving the enemy cards, the Attacker discards the three enemy cards they played and the face-up tactics card. The Attacker then takes the two face-down tactics cards and the face-down enemy card back into their hand, and they draw one new tactics card and three new enemy cards into their hand. Then the Defense Phase begins as normal.

When the Attacker draws their enemy cards for the last turn in each Attack Period, there will only be two enemy cards remaining; therefore, they will only have three cards in their final hand of enemy cards.

At the end of the Attack Period, the Attacker will have unplayed tactics cards in their hand. In addition, it is possible that the Attacker will have extra tactics cards remaining in their tactics card deck at the end of an Attack Period due to the Defender using Artillery actions. The Attacker discards all of these extra tactics cards before moving to the next Attack Period (or ending the game).

Design Notes

In 2020 I asked the wargame community for input on the topic for volume four of the Valiant Defense series. I was nearing the end of the development process for *Soldiers in Postmen's Uniforms* and was looking for another inspiring story. Of all the ideas presented, one stood out: the defense of Lanzerath Ridge on the first day of the Battle of the Bulge. The Battle of the Bulge has always been an intriguing topic for me. Unlike many others who have studied the conflict and focused on popular topics such as Bastogne and Peiper, my insight into the battle had been through the lens of investigating the actions of the 30th Infantry Division. I had studied the 30th's role because that is the unit my maternal grandfather was part of. So when I visited the Ardennes in the winter of 2018, it was primarily in the 30th's area of operations in the northern shoulder. Therefore, when I settled on the topic of Lanzerath Ridge, I needed to dig deeper into that particular battle's history, and broaden my research to include the 99th Infantry Division. Of course I knew of the "Battle Babies" and the defense of Elsenborn Ridge, but little beyond that in terms of the 99th's contribution. What I found was the incredible, courageous story of the defenders of Lanzerath Ridge and their impact on the broader Battle of the Bulge — a true story of valiant defense.

The typical design process for the Valiant Defense series is to start with the research, and Lanzerath Ridge was no different. For about six months, I read the major texts about the battle, ranging from Eisenhower's "The Bitter Woods" to Kershaw's "The Longest Winter." Primary sources from the time of the battle were difficult to find, but I benefited greatly from post-war interviews of members of the I&R platoon, and especially from the military award case files relating to the platoon's recognition. In-depth video interviews of Lyle Bouck, Samuel Jenkins, Louis Kalil, and Risto Milosevich conducted by the National WWII Museum were invaluable.

After conducting the research, I modeled the game to reflect the elements I felt were most important to convey. My goal was to evoke specific parts of the battle for the player experience, specifically: I wanted the player to feel the tension of being forced to hold out against overwhelming odds, the desperation of wanting supporting artillery fire, the need to provide updates to regimental headquarters, and the final effort to prepare for withdrawal.

During the early part of the design process, I reached out to the brilliant artist Nils Johannson about collaborating on this project. In the past, I've been very fortunate to work with Matt White, a fantastic artist who provided the art for counters and cards for *Castle Itter* and *Soldiers in Postmen's Uniforms*. But I wanted to push the visual aspects of Lanzerath Ridge even further. Rather than me working on the board and some of the other visual elements, I wanted to see if Nils was interested in forming a partnership from the very beginning. I would provide him the background on the design, and he would have complete creative control over all visual design elements of the game. We would serve as co-creative partners on the game. I was ecstatic when Nils agreed to team with me on this project.

Since Nils joined me in late 2020, this has been a true partnership. We've spoken often about the game in its totality, ensuring the design and visual elements were in sync. I think the final product speaks to the strengths of collaborating on this from the start.

Lastly, I would like to thank the playtesters for their dedication and critical feedback, and I would like to thank DVG for their never-ending support of the Valiant Defense series.

I hope you enjoy playing this game as much as I enjoyed designing it.

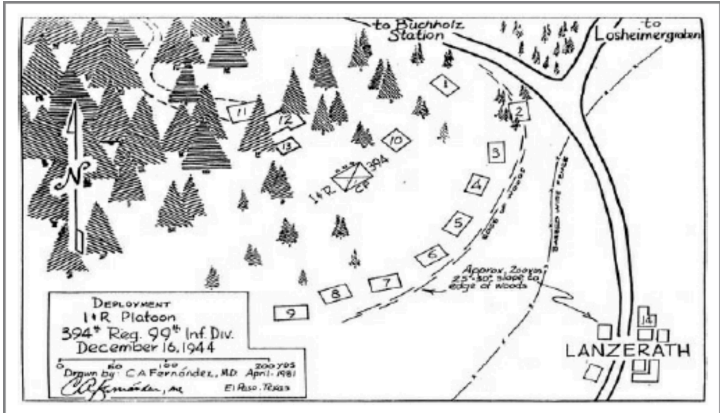
— David Thompson

Design Notes: The Battleground

The area where the Battle of Lanzerath Ridge was fought has changed very little in the last 75 years. When I began the process of studying the battlefield, I used three major historical sources: two aerial photos taken around the time of the battle and a map sketch made in 1981 by one of the I&R platoon members. These references can be seen in detail in the Lanzerath Ridge Companion Book, pages 12-14. Because the topography has changed very little, I was able to use modern geospatial data to derive distances that informed effective weapon ranges and assess the impact of terrain on line of sight.



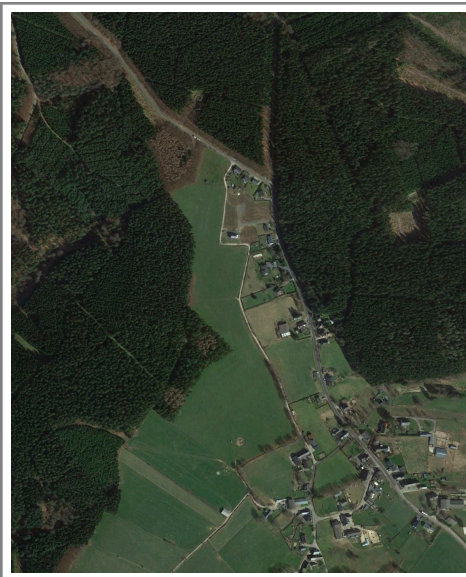
Aerial photograph, 1945



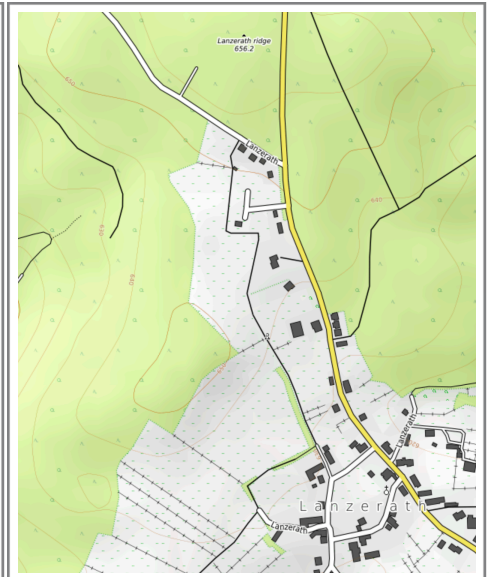
Drawing, 1981



Aerial photograph, 1945



Satellite imagery, 2021



Topographical map, 2021

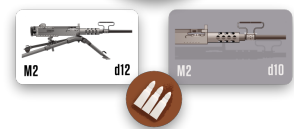
Design Notes: The Defenders

The defenders of Lanzerath Ridge are divided into four major groups in the game: commanders, two squads from the I&R platoon, and the forward observers (referred to as “squad C” for gameplay purposes). The commanders include Lt. Bouck and Technical Sergeant Slape. The two squads are led by Sergeants Dustman and Redmond. The forward observers are led by Lt. Springer.

Bouck and Slape led the defense at Lanzerath. They have the Command action, which allows them to rally the defenders and improve the overall effectiveness of the defense. In gameplay, this is modeled by improving the action efficiency of the defenders. Bouck and Slape, along with Dustman, Redmond, and Springer have the Inspire attribute. This improves the combat efficacy of nearby troops (though Dustman, Redmond, and Springer are limited to affecting only those soldiers under their command). In combination, the Command action and the Inspire attribute represent the overall command and control of the defenders.

Five of the defenders have the Machine Gunner designator: Slape, James, Milosevich, Jenkins, and Silvola. The Machine Gunner designation allows these defenders to use the critical Adjust Fire action, which is necessary to target multiple assault counters with machine gun fire. During the battle, Slape and James operated the .50 caliber M2 machine gun, Slape and Milosevich operated the .30 caliber M1919 machine gun, and Jenkins and Silvola had their M1918 Browning Automatic Rifles.

Use of machine guns played an extremely important role during the battle, and as such they are modeled to a greater extent than in past Valiant Defense games. This is reflected in multiple ways: effective weapon range, ammunition, and emplacement. For the first time in a Valiant Defense game, weapons use different dice types to represent effective range. Short-range weapons, such as Bouck and Slape’s carbines, have the lowest dice type (d6), while the M2 machine gun has the highest dice type (d12). This allows the game to elegantly model the upper limit of effective weapon range. Weapon efficacy is separately modeled by the use of multiple dice, through a combination of the the Inspire attribute and Adjust Fire action (Bouck and Slape’s carbines also use 2d6 for their combat values, representing the effectiveness of the semi-automatic weapons at close range). Machine guns can be dismantled and moved during the defense, albeit at the cost of reduced effective weapon range. Extensive use of the machine guns can lead to overheating, reflecting what actually happened to the M1919. Machine gun ammunition must be managed, and for optimal use defenders should be dedicated to reloading them.



Design Notes: The Defenders

Three defenders have designators associated with Radio actions in the game: Bouck, Springer, and Fort. There are two different Radio actions in the game: Artillery and Intelligence. The procedures for using these two are the same, but the effects are different and reflect possible historic effects. Bouck and Springer can use Radio actions to call for artillery, while Bouck and Fort can use Radio actions to update regimental headquarters on enemy activity in Lanzerath. Bouck's SCR-300 radio and Springer's SCR-610 radio were destroyed during the battle, though exactly what destroyed the radios is uncertain (accounts differ, and include sniper fire, machine gun fire, and mortar fragments). In the game, the radios can be damaged by mortar fire (abstracted to represent the effect of any of the potential causes of damage), because that was the most elegant way to model the effect without introducing additional, redundant mechanisms. The potential of mortar and small arms fire to target the radios has also been extended to Fort's jeep-mounted SCR-284 radio. German radio-jamming (which affected Fort's SCR-284 radio, historically) is modeled by a tactics card.

The three forward observers under Springer's command (Gacki, Queen, and Wibben) have the Assist action. Gacki and Wibben primarily contributed during the battle by reloading the M1 rifles of the I&R platoon members with whom they shared dugouts. The Assist action allows Gacki, Queen, and Wibben to use their action to unexhaust the better trained I&R platoon members and allow them to act again.

All defenders have a valor rating, a new addition to the Valiant Defense series of games that replaces the way defense is modeled. In prior games in the series, defense was determined by a combination of a defender's location and the integrity of the structure around them. In the actual defense of Lanzerath Ridge, all defenders benefitted from exceptionally well-constructed dugouts that provided cover and concealment; they were seldom in physical danger unless Germans were attacking from extremely close range. The actions taken by the defenders throughout the battle ranged widely, as evidenced by the different levels of recognition awarded to the soldiers. Therefore, the valor rating is an abstract measure of the defenders' willingness to fight under heavy attack. In general, the level of recognition a soldier received was the primary influence for their valor rating. Soldiers who earned the Distinguished Service Cross have a valor rating of 6, those who earned the Silver Star have a valor rating of 5, and those who earned a Bronze Star with "V" Device have a 3 valor rating. There are some exceptions to this: the two squad leaders (Dustman and Redmond) have a 4 valor rating, primarily for gameplay purposes. In addition, even though all the members of the forward observer team received Silver Stars, their valor ratings are either 3 (for Springer) or 2 (for the other members). Despite being awarded Silver Stars, the forward observers were much less active in the defense than their I&R platoon counterparts.*



*According to Springer, Queen, and Wibben's Silver Star citations, each of the men manned a machine gun during the defense; however, there is no evidence to support this other than the citations.

Design Notes: The Battle

A game of Lanzerath Ridge is divided into four acts, each of which correspond to a discrete attack.

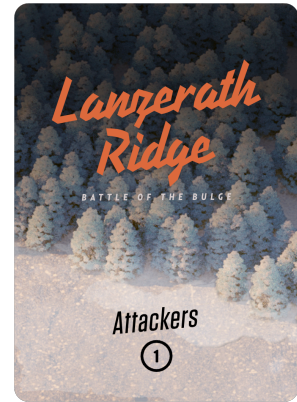
During the initial attack, two fallschirmjäger platoons, supported by machine gun fire, charge straight up the hill at the defenders. The barbed wire fence serves as a major obstacle for the attackers, though the presence of platoon leaders will force the attackers forward (during the actual battle, the defenders reported that German attackers would often dive to the ground for cover, and only press on if commanded to do so). During this attack, the defenders will concentrate on the avenues of approach straight up the hill, as the attackers won't conduct flanking attacks.

The second attack also consists of a straight-forward charge up the hill by the attackers, though limited efforts are made to flank the Americans. In addition to machine gun fire, the attackers are supported by a small amount of mortar fire. The second attack will likely serve as the first major challenge for the defenders. They must guard against both the central avenues of approach as well as both flanks. Machine gun fire can disrupt the Americans' defensive plans, and mortar attacks can damage the radios.

The third attack includes the first of three objective cards — the German forward observer disguised as a medic. If not dealt with quickly by the defenders, the forward observer will significantly improve the effectiveness of the German mortars. Once again, the fallschirmjäger charge straight up the hill during the attack, with no effort to flank the defenders. But the third attack will likely leave the defenders heavily disrupted, low on ammunition, and with their equipment damaged. The third attack might not result in the Germans penetrating the I&R platoon's line, but it will almost certainly leave the Americans weakened.

The Americans have many competing priorities in the final attack. First and foremost, they must hold out against overwhelming German forces, which focus on penetrating the I&R platoon's lines via flanking attacks for the first time. In addition to defending their line, the Americans will want to send back members of the platoon to contact regimental headquarters, and they'll want to destroy their equipment so that the Germans can't use it.

Throughout the battle, it is critical to maintain the defenders' morale. During the actual battle almost all of the Americans were wounded, but there were only three major casualties: Billy Queen was killed and Kalil and James were seriously injured. German attackers entering the defenders' dugouts is the primary threat, but machine gun and mortar fire are also dangerous and difficult to predict. Relying too heavily on booby traps and neglecting disrupted defenders could lead to instant defeat through broken morale.



0 VP

Disguised Forward Observer

Setup — Display this card.

Effect — The first time a mortar enemy card is revealed, shuffle the enemy medic counters face-up and place them alongside the three brown 4' assault spaces. Mortars roll 2d6 for attacks. Defenders gain access to the Reveal action.

Discard — When the enemy forward observer is removed.

2 VP

Make Contact

Setup — Display this card.

Effect — Defenders gain access to the Withdraw action.

Complete — When two defender counters are placed on this card.

3 VP

Deny Equipment

Setup — Display this card.

Effect — Defenders gain access to the Deny action.

Complete — When all vehicle and weapon counters are placed on this card.

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Special thanks to Tyler Bollman for providing me a copy of Cavanagh's Dauntless, which now holds a prized place in my collection.

Lanzerath Ridge in other Games

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