

THE LAST GAMBLE

The Ardennes Offensive, December 1944

Game Rules

C2 [Page 5, Introduction, The Units] In the first paragraph, add “**nationalities:**” after the words Allied and German.

C2 [Page 6, Introduction, Reduced Strength] Add the following **bold text** to the third sentence and add a new fourth sentence: **Combat** units that have only one step at full-strength or have already been reduced are “eliminated” (removed from the map) if they lose another step. **Non-combat units do not have steps.**

E1 [Page 12, 2.2] Strikethrough the entire third sentence and “for non-motorized units” in the fourth sentence. A supply line may also be interrupted by Air Interdiction (4.5.2).

C1 [Page 13, 2.5.2] In the second sentence, change “die roll” to “**dice rolls**”.

E1 [Page 14, 2.8] In the first sentence, replace the words “at least two” with “**one or more**” and the replace the words “more than two” with “**three or more**”.

E1 [Page 14, 2.9] In the second sentence, replace the word “two” with “**one or more**”.

C2 [Page 20, Footnote 41] Add new last sentence: These units use the Motorized column of the TEC when moving in SM.

C1 [Page 21, 5.1.5] In the fourth sentence, add the following **bold text**: On their following day (AM) turn, fatigued units may not enter reserve or strategic movement; their movement allowance is halved (FRU); they may attack at half-strength but defend at full-strength, they still exert a ZOC (if applicable), they may blow a bridge, **and if they have not moved or participated in combat during the current game turn** and are not within an enemy ZOC, they may begin to build an improved position (IP).

C1 [Page 22, 5.1.6] Reword the exception as follows: (exception: Isolated armor units [2.8] **and units with 0 MP [5.3.3]** may not move at all).

C1 [Page 23, 5.2.6.3] Near the end of the first sentence, insert “**non-commando**” between “enemy” and “unit”.

C1 [Page 24, 5.2.6.3] At the end of the sentence that places a Blown Bridge marker, change “D” to “**B**”.

E1 = Correction, **C1** = Clarification – 9-9-2024

E2 = Correction, **C2** = Clarification – 5-1-2025

C2 [Page 24, 5.2.8] Add the following **bold text**: Movement in marsh terrain is severely affected by the presence or absence of highways, roads or trails and only one motorized unit may occupy **any one** marsh terrain **hex** at any one time.

E2 [Page 24, 5.2.9] Add new second sentence: (Exception: Allied units may use Road Movement [5.1.2] to enter hexes 4502, 4602, 4603, 4704, 4804, 4701, 4902, 4818, 4917 and 4421).

C1 [Page 25, 5.3.1.2] In the first sentence, underline “panzergrenadier” and strike-through “(~~only~~)”.

E1 [Page 26, 5.3.3] Add the following **bold text** to the paragraph: Tube-type artillery units that either retreat or do not “deploy” at the end of their movement are flipped over to their “Moved” side, **block road movement (5.1.2) and strategic movement (5.1.3) for motorized units through their hex** and may not fire until they “deploy” again.

C1 [Page 26, 5.3.4] In the fourth sentence, change (9.3) to (9.3.1).

C1 [Page 29, 5.7.1.2] Change the underlined phrase “do not” to “does not”.

C1 [Page 30, 5.8.1] Change the first sentence to read “**Two or more units may only move as a stack** using normal movement (5.1.1) or minimal movement (5.1.6) (exception: multi-unit KG/TF [5.3.1 and 5.3.2])”.

E1 [Page 30, 5.8.2] In the first sentence after “French”, add the word “**Belgian**”.

C1 [Page 31, 7.2] In the first sentence, change “odds column” to “**row**”. In the second sentence, change “column” to “**row**”.

E1 [Page 32, 7.2.4] Add a new third sentence: Barrage attacks fired into open-terrain forest hexes (7.7.2.3.1) receive an offensive (+1) combat-odds shift to reflect the lethality of “tree-bursts.”

C1 [Page 32, 7.2.13] In the third sentence, change “combat odd shift” to “**combat-odds shift**”.

C2 [Page 35, 7.6.3] Add the following **bold text**: Flame-throwing tanks that are stacked with infantry **or an armor unit that exerts a ZOC** may claim a +1 combat-odds shift when attacking a city, town, village, hamlet, Westwall terrain or improved position (IP) during AM

game turns only. Limit of one +1 combat-odds-shift per attack.

E1 [Page 35, 7.6.4] In the first sentence after Engineer Battalions (II), add “**and the Belgian V Fusilier unit**”. At the end of the second sentence after combat-odds shift, add “, **any BTL or ENG result becomes a D1, a D1 becomes a D2 and a D2 becomes a D2X.**”

C2 [Page 36, 7.7] Add the following **bold text** to the seventh sentence: Artillery units must be stacked with a friendly **non-artillery** combat unit to conduct or continue any type of artillery fire if an enemy combat unit is adjacent to them.

E1 [Page 37, 7.7.4] Add the following phrase after (ZZ) “**and barrage attacks fired into open-terrain forest hexes (ZZZ)**” ...

E2 [Page 39, 7.8] Add the following **bold text** to the third sentence: U.S. FB units may only support U.S. **and attached British** combat units.

E2 [Page 41, 7.10.2] Add the following **bold text**: This is resolved like a D1 result except that the attacker must **also** take a step loss from one of the attacking units.

E2 [Pages 47-48] Add the following **bold text** to rule 10.3:

10.3 Allied Movement Restrictions

E2 Allied units are restricted in their ability to move due to the surprise of the German attacks, the loss of communication from the German artillery barrages and radio jamming, **and the emergency evacuation of U.S. fuel supplies:**

E2 10.3.1 In the 16AM game turn, the Allied player does not receive a reaction phase before the German attacks.

E2 10.3.2 In the 16AM Allied player turn, Allied units that are not in reserve (5.4) may move one hex and/or attack only if they were attacked, OR they had enemy units move adjacent to them, OR they had enemy units move while adjacent to them.

E2 10.3.3 In the 16PM Allied player turn, Allied units that are not reinforcements or in reserve may move up to their full movement allowance and/or attack only if they were attacked by any means in the 16AM or 16PM turns, OR they had enemy units move adjacent to them, OR they had enemy units move while adjacent to them.

E2 10.3.4 Beginning on 17AM, all Allied units that are not restricted (5.6) move and attack normally (see the U.S. OOA notes for exceptions to this rule).

E2 10.3.5 Strategic Movement (SM). From 16AM through 20PM, no Allied unit currently on the map may enter SM (5.1.3.1). From 16PM through 20PM, U.S. reinforcements that enter the map from areas A-F and H-Q may only use SM (5.1.3.3) on their turn of entry (exception: Wacht Am Rhein U.S. Note A16). U.S. reinforcements that enter the map from area G may move up to two turns in SM.

E2 10.3.6 U.S. Airborne Reinforcements.

E2 10.3.6.1 On 18AM, all units of the U.S. 82nd Airborne Division, 101st Airborne Division and the XVIII Airborne HQ enter the map in SM at entry area G (5.1.3, 11.14.1).

E2 10.3.6.2 At the beginning of the 18PM game turn, the Allied player must secretly designate an “assembly point” for each U.S. airborne division that may be a hamlet, village or town and may not be within seven hexes of an enemy combat unit (exception: KG Von der Heydte, 5.3.3). All four units of each division must end their 18PM movement within three hexes of their assembly point while observing the enemy approach restrictions for units in SM (5.1.3) as necessary (exception: KG Von der Heydte, 5.3.3).

E2 10.3.6.3 On 19AM through 20PM, U.S. airborne division units may not use SM.

E2 10.3.6.4 On 21AM and thereafter, all U.S. airborne and SM use restrictions end.

C1 [Page 48, 10.4] In the second sentence, change (OOA note “Res”) to (OOA **green parentheses**).

C2 [Page 49, 10.6] Add the following underlined bold text to the fourth sentence: Additionally, from 16AM to 17PM, **each** intact bridge in and adjoining the traffic jam zone may be crossed by no more than one German motorized unit (or *KG*) and one German non-motorized unit per game turn using road movement (5.1.2) or minimal movement (5.1.6).

C1 [Page 49, 10.7.1] In the second sentence, change “third” to “**second**” and underline the entire second and third sentences.

C2 [Page 50, Footnote 142] Add a new last sentence: KGP is not subject to rule 11.13.

C2 [Page 52, 10.12] Make the following changes **bold text** changes to the first two sentences: **No Allied unit may attempt to blow a bridge or build an improved position (IP) until 18AM. Additionally**, U.S. engineer units may not build IP, blow bridges or create roadblocks until a German combat unit moves (or **airdrops**) within seven hexes of them.

E2 [Page 53, 11.1.3] Strike-through ~~The German player receives the Ju 88 at night.~~

E2 [Page 53, 11.1.4] Strike-through ~~The German player receives the Ju 88 at night.~~

C2 [Page 60, 11.13] Add the following **bold text** to the first sentence: This replaces the German Traffic Jams rule (10.6) and is applicable in every game phase **throughout the game**.

C2 [Page 60, 11.14.2] Add the following **bold text** to the first sentence: Any U.S. headquarters may augment any U.S. divisional unit **and any attached British combat unit**.

C1 [Page 62, 11.14.6] In the third sentence, replace "reduced-strength" with "**alternate (reverse-side)**". Throughout the remainder of the paragraph, replace "reduced-strength" with "**alternate**", changing case as necessary.

C1 [Page 62, 11.14.7] In the last sentence, replace "reduced-strength" with "**alternate (reverse-side)**".

C1 [Page 64, 11.20] Add this sentence last: “Place a TOT marker on the firing artillery unit(s).”

C2 [Page 64, 11.20] Add the following **bold text** to the second sentence: From 17AM to the end of the game, **only** one TOT artillery fire mission **per game turn** may be conducted at the Allied player's discretion.

C1 [Page 70, Replacement Worksheet] In the left-hand column, change “Turn” to “**Date**” and change all “AM” entries to “**DEC**” or “**JAN**”.

Player Aid Cards

E1 [Combat Modification Chart] Add a new line: **ZZZ**: Barrage attacks fired into open-terrain forest hexes (+1) (7.2.4)

E1 [Combat Results Table] On the Night (PM) Turns CRT in the 6th result column to the right (Forest, 6-1), change the dr=4 result from ~~ENG~~ to **BTL** and the dr=5 result from ~~ENG~~ to **BTL**.

C2 [Combat Results Table] In the last sentence of the FF Result, add the **bold text**: No advance after combat may occur unless **one player's units are entirely** eliminated. (7.10.5).

E2 [Complex Combat Examples, Multi-Hex Combat] Change the 1Army/705 TD (2-2-8) unit in the image to the reduced-strength 1Army/628 TD (1-2-6) unit.

C2 [Complex Combat Examples, Retreat] In the first sentence, change “blue/yellow (7.12))” to “yellow (7.12))”.

E2 [Game Markers Chart] In the Place column of the Isolated line, change “2 or more” to “**3 or more**”.

C1 [Fuel Dump Demolition Table] Change the heading of the left-hand column from “2-Dice Roll” to “**1-Die Roll**” and the number values in the left-hand column from “1 to 9” to “**0 to 8**”.

C1 [Terrain Effects Chart] At the top of the left-hand column, change “Terrain” to “**Terrain / MV Type**”.

Order Of Appearance Cards

E2 [Battle Before the Meuse, Allied OOA Page 1, Line 5] Change the notes for XXX/2HHC and XXX/61 Recce from B1 to **B6**.

E2 [Battle Before the Meuse, Allied OOA Page 1, Line 8] Change the entry areas for LVII/211 FA from L-P to **L-O**.

E1 [Battle Before the Meuse, Allied OOA Page 2, Line 1] Change the arrival of British 53/71 to from 25PM to 25AM; change the arrival of British 53/158 and 53/160 from 25PM+ to 25AM+.

E2 [Battle Before the Meuse, Allied OOA Page 2, Line 3] Change the entry areas for LVII/32/179 FA from L-P to **L-O**.

C1 [Battle Before the Meuse OOA, Page 2, Allied Note A2] Strike-through “~~On arrival, it must move to and~~” and replace that phrase with the word “**It**”.

E2 [*Battle Before the Meuse*, Allied OOA Page 2, British Note B5] Strikethrough the following bold text: These units arrive ONE GAME TURN after a German combat unit enters ~~Namur (0710)~~ or any hex west of the Meuse and south of Namur.

E2 [*Battle Before the Meuse*, Allied OOA Page 2, British Notes] Add new note: “**B6: British Long-Range Recce:** Once activated, this unit may operate in any hex north of hex row XX26 AND west of the Ourthe or West Ourthe Rivers.”

E2 [*Battle Before the Meuse*, Allied OOA Page 2, British Notes] Add new note: “**B7:** 31T/1FFY/B is attached to and may only operate with U.S. 2nd Armor DIV anywhere on the map.”

E2 [*Battle Before the Meuse*, German OOA Page 2, Note G1] Add new last sentence: KGP units may not exercise the First KGP Attack +2 combat-odds shift but may exercise the KGP Night Combat +1 combat-odds shift throughout the scenario (10.7.3).

E2 [*Battle Before the Meuse*, German OOA Page 2, Note G2] Add the following bold text: On the German 26PM player turn, **unless they are currently "engaged" (7.10.6)**, all Fuhrer Begleit Brigade units must withdraw off the map or be eliminated.

E1 [*Das Eisen Schmieden*, British OOA, Page 4, Line 4] Change the arrival date of all British units on the fourth line from 25 Dec. AM to **19 Dec. AM**.

E1 [*Wacht am Rhein*, U.S. OOA, Page 1, Line 8] Change 9Arm/19 Tnk (+) setup from (4329) to **(4436)**. Maintain exploitation reserve status.

E2 [*Wacht am Rhein*, U.S. OOA, Page 1, Line 10] Change the entry turn of XVIII AB Corps, 82/504, 82/505, 82/508 and 82/325G from 17PM to **18AM**.

E1 [*Wacht am Rhein*, U.S. OOA, Page 2, Line 1] Change 10Arm/CCB entry from “C” to “**C-D**”.

E2 [*Wacht am Rhein*, U.S. OOA, Page 2, Line 3] Change III/1137 Eng, 4Arm/CCA, 4Arm/CCR and 80/610 TD Arrival Note from A9 to **A10**.

E1 [*Wacht am Rhein*, British Notes, B9] Add the following bold text: XXX-R-Force must withdraw off the map on **23AM**.

E1 [*Wacht am Rhein*, U.S. Notes, A1] Change the second sentence to say: “On 17AM and thereafter, a U.S. engineer that sets up on-map **is released when** a German

combat unit moves within seven hexes of **it but may only move one hex on its release turn** (Exception...).”

C1 [*Wacht am Rhein*, U.S. Notes, A4] Strike-through duplicate title “~~A4: 5Arm/CCR:~~”

E2 [*Wacht am Rhein*, U.S. Notes, A5] Change US Note A5 with the following bold text: A5: In the 16AM Allied exploitation phase, this unit must move to **Setz (4814)** but remains in reserve. On 16PM, it must operate within three hexes of VIII/14/18 Cav if that unit survives **(10.4)**.

E2 [*Wacht am Rhein*, U.S. Notes, A6] Replace US Note A6 with this: “In the 16PM US Enemy Reaction Phase, 9Arm/CCB must move by the shortest route in Movement Points to St. Vith (4317) and stop there. Beginning on 17AM, 9Arm/CCB must remain within five hexes of St. Vith and is not released until: 1) both the 106/422 and 106/423 infantry regiments are in general supply on 18AM or 19AM, 2) both the 106/422 and 106/423 infantry regiments surrender or have been eliminated, 3) to 20AM game turn.”

E2 [*Wacht am Rhein*, U.S. Notes, A7] Replace US Note A7 with this: “**A7: 7th Armored Division.** On 17AM, all 7Arm DIV units must move before any other reinforcements. The three units entering at “P” must use up to 25MP in SM to move within two hexes of Vielsalm (3717) via Verviers (3505) and Stavelot (3812). 7Arm/CCR must move in SM to Poteau (4015) via Eupen (4104), Malmedy (4111) and Recht (4115). Beginning on 17PM, all 7Arm DIV units must operate within six hexes of St. Vith (4317) and are not released until: 1) the 106/422 AND 106/423 infantry regiments are in general supply on 18AM or 19AM; 2) one game turn after the 106/422 AND 106/423 infantry regiments have been eliminated or surrendered; 3) the 20AM game turn.”

C1 [*Wacht am Rhein*, U.S. Notes, A8] Strike-through “~~Make the following bold text changes. A8: Third Armored Division, CCA:~~”

C1 [*Wacht am Rhein*, U.S. Notes, A11] Change “Flak” to “**AAA**”.

E1 [*Wacht am Rhein*, U.S. Notes, A16] Strike-through “~~Withdrawal~~” in the title. Add the following new first sentence: “No 10th Armored DIV unit may enter the map in SM.”

E1 [22 December, U. S. OOA, Page 1, Line 2] Change the last Blown Bridge hexes from “3232-3233” to **3233-3234** and add a Blown Bridge between **3713-3813**.

E1 [22 December, U.S. OOA, Page 1, Line 10] 10Arm/CCB arrives at reduced-strength (4-3-7).

E1 [22 December, U. S. OOA, Page 2, Line 4] Strike-through “**A1**” beneath VIII/159 Eng.

E1 [22 December, U. S. OOA, Page 2, Line 10] On 24 Dec. PM, replace XII/177 FA with **XVIII/211 FA**.

E1 [22 December, German OOA, Page 1, Line 8] Change the **ISO-1** (Isolated 1 turn) note to **OOS-1** (Unsupplied 1 turn) for the three armor units of KG Peiper in hex 3512 (1SSPz/1/Pz, 1SSPz/SS s.Pz 501 and 1SSPz/84 FlaK). Also on Line 6, strike-through the **ISO-1** note from the ES-4 Commando unit.

E1 [22 December, German OOA, Page 2, Line 4] Fuh Gr/101 Pz (7-6-7) and Fuh Gr/911 StuG (3-2-6) setup in hex **4928**, not 5238.

E1 [22 December, German OOA, Page 2, Line 8] Strike-through the **FAT** (Fatigued) note from the six units of 2nd Panzer Division [2Pz/3/II Pz, 2Pz/2, 2Pz/3/I Pz, 2Pz/38 Pzjgr, 2Pz/304, 2Pz/2 (Recon)].

E1 [22 December, German OOA, Page 2, Line 9] Change setup hex of 26/26 Pzjgr from 3028 to **2928**.

Temporary Rules Tables

E2 [German Temporary Rules Table – *Das Eisen Schmieden*, Pages 1 and 2, Ref 2.6] Make the following additions/corrections to line 2.6: 10AM – DR, 11AM – DR, 12AM – 3xDR, 13AM – 4xDR, 14AM – 4xDR, 15AM – 3xDR, 16AM – 3xDR, 17AM – 4xDR, 18AM – 4xDR, 19AM – 4xDR, 20AM – 4xDR, 21AM – 3xDR, 22AM – 3xDR, 23AM – 4xDR, 24AM – 4xDR. Strike-through all entries in columns after 24PM.

E2 [Allied Temporary Rules Table – *Wacht am Rhein* / *Last Blitzkrieg*, Page 1, Ref A7] Add a “C” to the 17PM, 18AM, 18PM, 19AM and 19PM columns.

C1 [Allied Temporary Rules Table – *Wacht am Rhein* / *Last Blitzkrieg*, Page 1, Ref A16] Strike-through “~~Withdrawal~~” in the title. Add an “X” in the 17PM and 18AM columns.

Scenario Cards

E2 [Battle Before the Meuse, Game Status] Under Optional Rules/Variants, remove **11.21**.

E2 [Battle Before the Meuse, Game Status] Replace the first Special Scenario Rule with: **1. Supply**. All on-map units are in general supply on 23PM. The German player may trace supply to any highway, road or trail hex leading off the south or east map edge between hexes 1724 and 3315 (inclusive). Some of these hexes are behind the U.S. front lines on 23PM. On 24AM, all on-map units trace supply normally and then all units of German 2nd Panzer Division (except KG von Bohm) are arbitrarily Unsupplied in lieu of a German Fuel Shortages dice roll. On 25AM and 26AM, roll twice on the German Fuel Shortages Table.

E2 [Battle Before the Meuse, Victory Conditions] Under Instant Victory, change the (0410 to (**0710**). Under Settlement Control, strike-through **Jemelle (1821)**,

E1 [22 December, Game Status] In Special Scenario Rule 2 (Allied Supply), change the words “Isolated” to “**Unsupplied**” (two instances).

E2 [22 December, Game Status] Add new second sentence to Special Scenario Rule: 4. Combat Conditions: “*Kampfgruppe Peiper* units may not exercise the First KGP Attack +2 combat-odds shift but may exercise the KGP Night Combat +1 combat-odds shift throughout the scenario (10.7.3).”

E1 [22 December, Victory Conditions] Add the following option: “By mutual agreement, the 22 December scenario may be extended from December 26th (26PM) to January 2nd (02PM) by substituting the *Wacht am Rhein* victory conditions.”

Map

C1 The hexside between Petit Coo (3513) and Ster (3612) is a river hexside (5.2.3) with severe terrain (5.2.1) that is neither bridged nor forded.