

Elwin Klappe

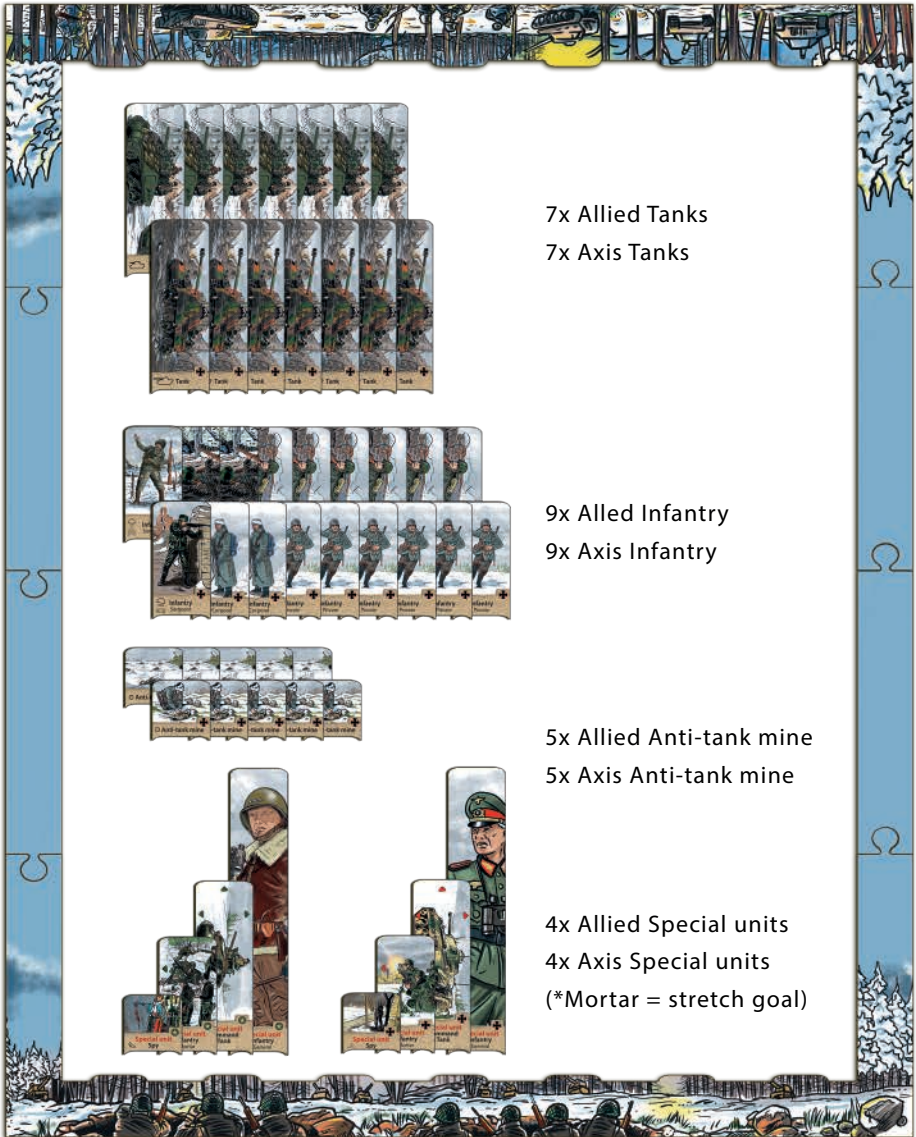
CLASH

OF THE ARDENNES



Rule book

Components



7x Allied Tanks
7x Axis Tanks

9x Allied Infantry
9x Axis Infantry

5x Allied Anti-tank mine
5x Axis Anti-tank mine

4x Allied Special units
4x Axis Special units
(*Mortar = stretch goal)



8x Objective cards
8x Victory cards



1x Battle field (10 pieces)
3x Allied Street markers
3x Axis Street markers

T A B L E O F C O N T E N T

Clash of the Ardennes

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The story of the Ardennes

Bois Jacques, Foy, 16:00, 26th of December 1944

"The silence, it's the silence that makes this a scary place.

In the snow covered, dark, foggy forest of the Ardennes, the enemy could be everywhere, yet all is quiet.

A bird flies up above our heads and starts singing, it is a simple treat. Strange how in the darkest of times, you start appreciating the little things in life.

My platoon, the 101st, has been camped here for 2 weeks defending Bastogne and the access road to Namur. Our supply lines are a disaster and troops are scarce around here.

We had to blow out our fox holes with dynamite, as the soil is so frozen, no shovel can do the work. We are cold. Yesterday Sam made a fire as he no longer could stand the cold, the sergeant was furious, how could he, risking our lives like that. A few seconds later Sam was feeling as guilty as he ever had been in his life. A German sniper shot the sergeant through his head. At least it was a quick death.

I'm on observation duty today, it is quiet in Bois Jacques. Our reconnaissance hasn't been very successful these days because of the clouds, our air force hasn't been able to see any German troop advancement. We know they are out there, snipers have been taking lives at our front line. We haven't gotten any sign of reinforcements, are they even out there?

Suddenly the bird stops singing, a screeching noise comes rumbling in from below, is that... Louder and clearer, metal plating running, trees breaking, this must be... German tanks! I look for the flare to warn the troops back, ah there it is, I pull it. The red light crosses the fog and unfolds the scene ahead of me: As a strange procession, a tank division followed by infantry is making its way in our direction.

Jack and I leave our foxhole and scramble to the platoon further up the hill. It doesn't take long before we are spotted by the German infantry. Under a hail of bullets, we stumble over to our platoon. The guys are calling us, "Just a little further! Keep running! You're almost there!" A tank shell hits the ground right next to Jack, the explosion knocks me off my feet. I crawl up, back on my feet, the shell shock disorientates me, where is my platoon? I see trees, blood on the ground. I see people shouting, but I can't hear them. Suddenly arms pull me to the ground into the foxhole right in front of me.

I look into the eyes of Jack, he is shouting at me. I call out "I can't hear!"

I look over the edge and fall back into the hole from the impact of an explosion on a German tank. The German tank is on fire, the crew trying to escape from the burning beast. A second impact coming from the south, one impact after the other, can this

be...? Under a storm of shell impacts, our infantry swarms the field, Patton's 3rd army turns the tide. More German tanks are set on fire. The few German tanks that are unharmed, pull back to the cover of the trees, covering the retreat of their infantry.

Santa is one day late this year, but I can live with that.

Bastogne, 10:00, 27th of December 1944

We have gathered on the market square, or what is left of it. Yesterday seems already forgotten, however, since yesterday General Patton is the big hero of the Ardennes! We are getting new orders, to move on to the many towns, roads and forests like here in Bastogne waiting to be liberated."

Are you ready to take up this task?

From the memories of Private L.J. Murray



Prepare yourself!

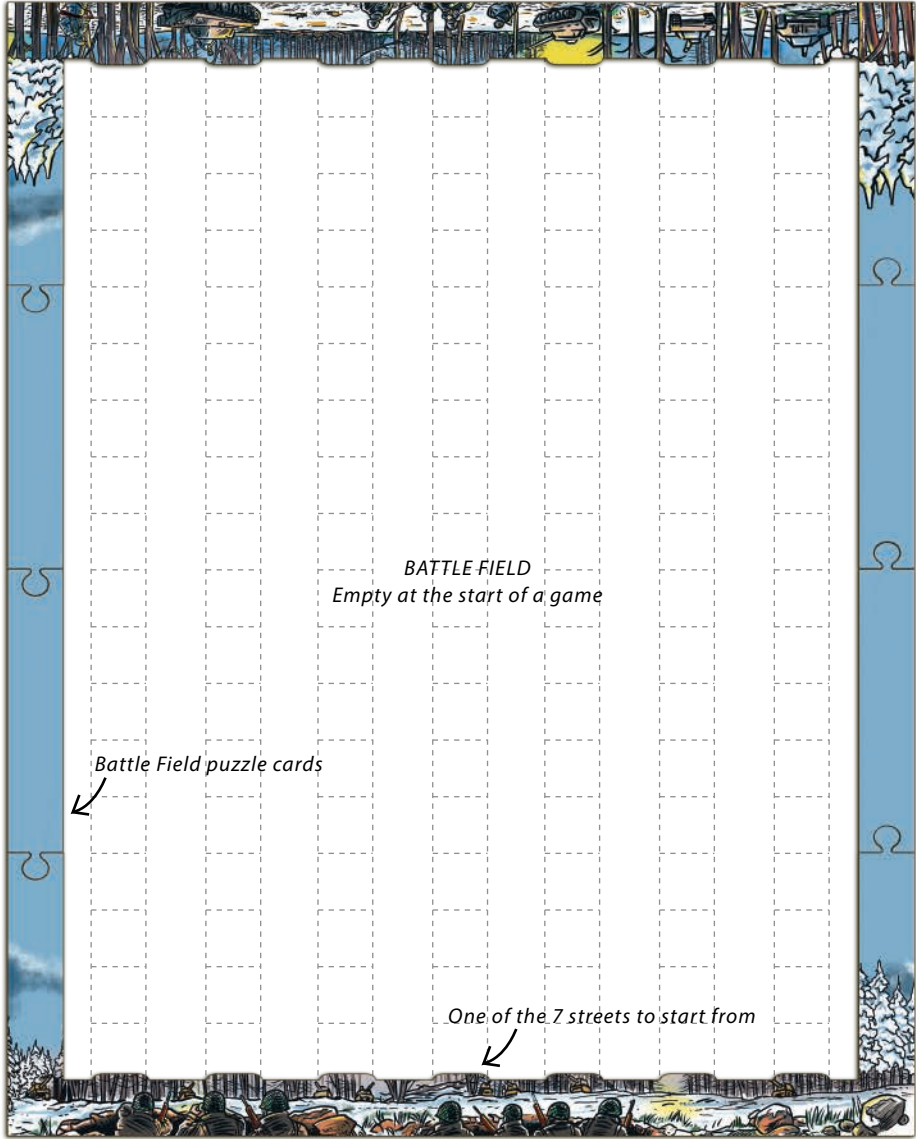
When you're starting a new game, first lay out the 'Battlefield puzzle cards'. They form the outer spaces of the Battlefield. On the next page you can see how they form the Battlefield. The pieces are numbered on the back, so you can easily form the Battlefield.

Player 1 plays the Axis side (black/red cross, top) and Player 2 plays the Allied side (green star, below). Place all units (25 cards per player) **open**, next to or beneath the Battlefield in your 'stock'. Keeping the units organized (Infantry, Tanks, Anti-tank mines and Special units together) is preferable.

Shuffle the 'Victory' and 'Objective cards' apart and place them up-side-down, aside from the Battlefield.



Player 1: Axis stock units
(organized and visible)



BATTLE FIELD
Empty at the start of a game

Battle Field puzzle cards

One of the 7 streets to start from

Objective cards
(shuffled and facing up-side-down)



Victory cards
(shuffled and facing up-side-down)



Player 2: Allied stock units
(organized and visible)



Objective

Decide which player initiates the first round or use the 'Starters-coin.' This player draws 1 'Objective card' from the top of the pile. The other player draws the next card.

This cards contains your objective for the rest of the game. Read this card carefully, keep it secret and place it up-side-down, next to your units.

Your goal is to conquer streets (which ones, are described on your Objective card). You can conquer streets by placing your units on 1 of the 7 streets, starting from your own side and move up to the other side. If you 'reach' the end of a street, the street is yours.



Close combat

Each round a player may choose to take up to 4 action points:

Move:

- Place any unit in any street
- Take any rear unit and place it to the front of the street you have taken it from
- Retreat a leading unit and place it back in stock
- Retreat a leading *blocked* unit and place it back in stock

Cost:

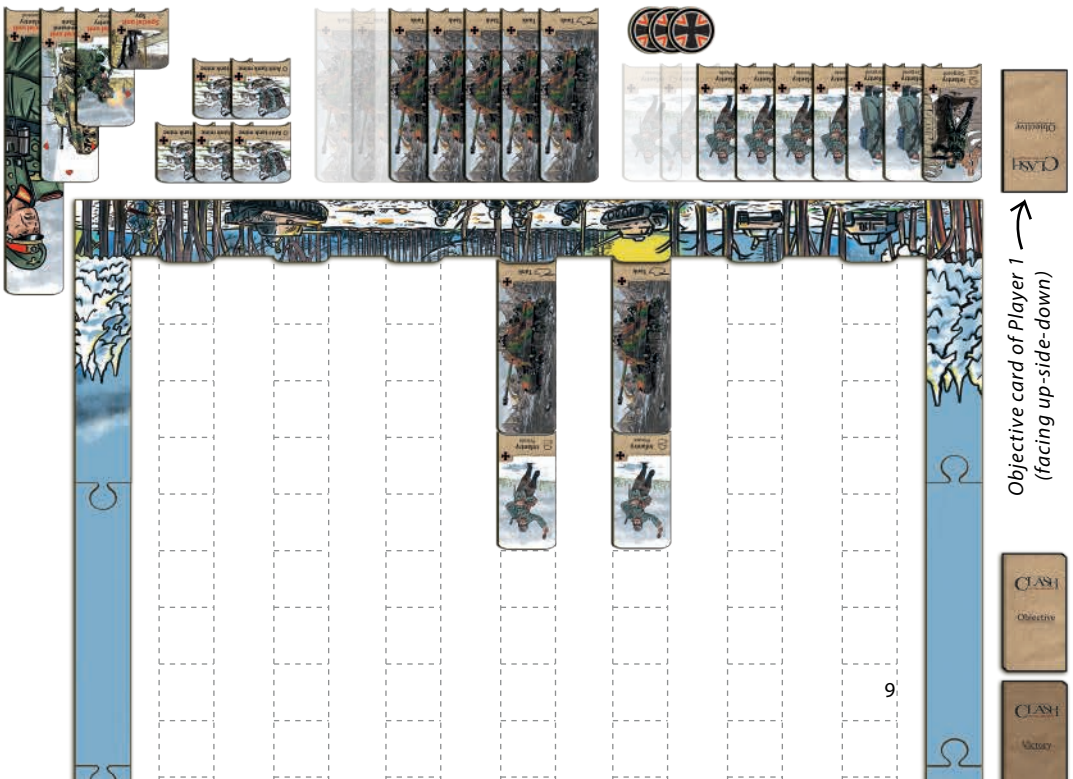
- 1 action p.
- 2 action p.
- 2 action p.
- 3 action p.

Important:

- Units always start moving/advancing from your own side. The units must always be in contact with each other and must form a continuous line.
- You can't start a second line of units once you already have units on a street!
- Once you have used all of your action points, it's your opponent's turn. You don't have to use all of your action points if you don't want to.
- Cards can never overlap. Even not when you conquer a street.

Example: Start of a new game

Below you can see Player 1 (on the topside, Axis) placed 4 units (2 Infantry Privates and 2 Tanks) on the middle street and the street next to it. This means 4 action points in total, so now Player 2 can start his round.



Attacking

It is unavoidable that units will eventually clash, because your opponent will try to prevent you from reaching their side.

When 2 units clash (they touch each other and attack*), the strongest unit always wins.

When you attack your opponent with a stronger unit, the opponent has to withdraw their unit from the Battlefield and place it back in their stock (your opponent may use this unit again in their own turn). A gap appears. You may now fill this gap up with (a) unit(s) from your own stock if you have action points left.

Who defeats who in detail is further explained in the "unit section". For now, it is enough to understand that a Tank defeats Infantry, Infantry defeats an Anti-tank mine and an Anti-tank mine defeats a Tank, as shown here:



Important: attacking is always free, costs no action points at all and can be executed any time during your own turn.

Attacking the same units in line

When you attack (for example, Infantry attacks an Anti-tank mine), all the same units that are in line must be removed + all (special) units that are weaker. **This means:** don't place too many of the same units in line. Better alternate them with other units.

Example

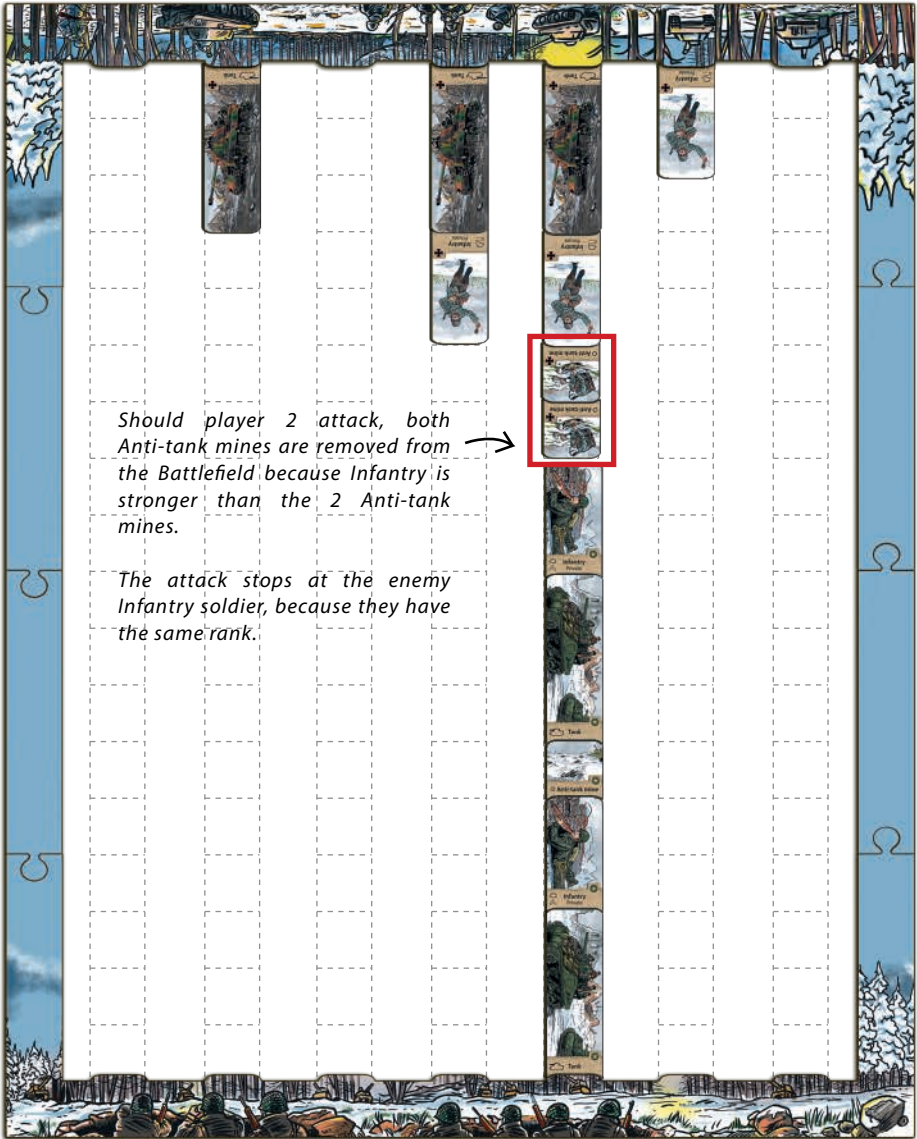
On the right side you can see player 2 (Allied green) placed Infantry in front of 2 Anti-tank mines and wants to continue attacking. Because there are 2 Anti-tank mines in line, both are removed. A gap appears. Player 2 may then make his next move.

Important: an attack ALWAYS stops at the point where you meet a stronger unit or a unit that has the same rank.

Same units

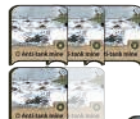
When 2 units clash and they are the same or have the same rank, ONLY these 2 units must be removed. So, for example, if 2 Anti-tank mines clash, both Anti-tank mines are removed from the Battlefield.

* special rules apply for the Mortar and Commander tank, see the unit section.



Should player 2 attack, both Anti-tank mines are removed from the Battlefield because Infantry is stronger than the 2 Anti-tank mines.

The attack stops at the enemy Infantry soldier, because they have the same rank.



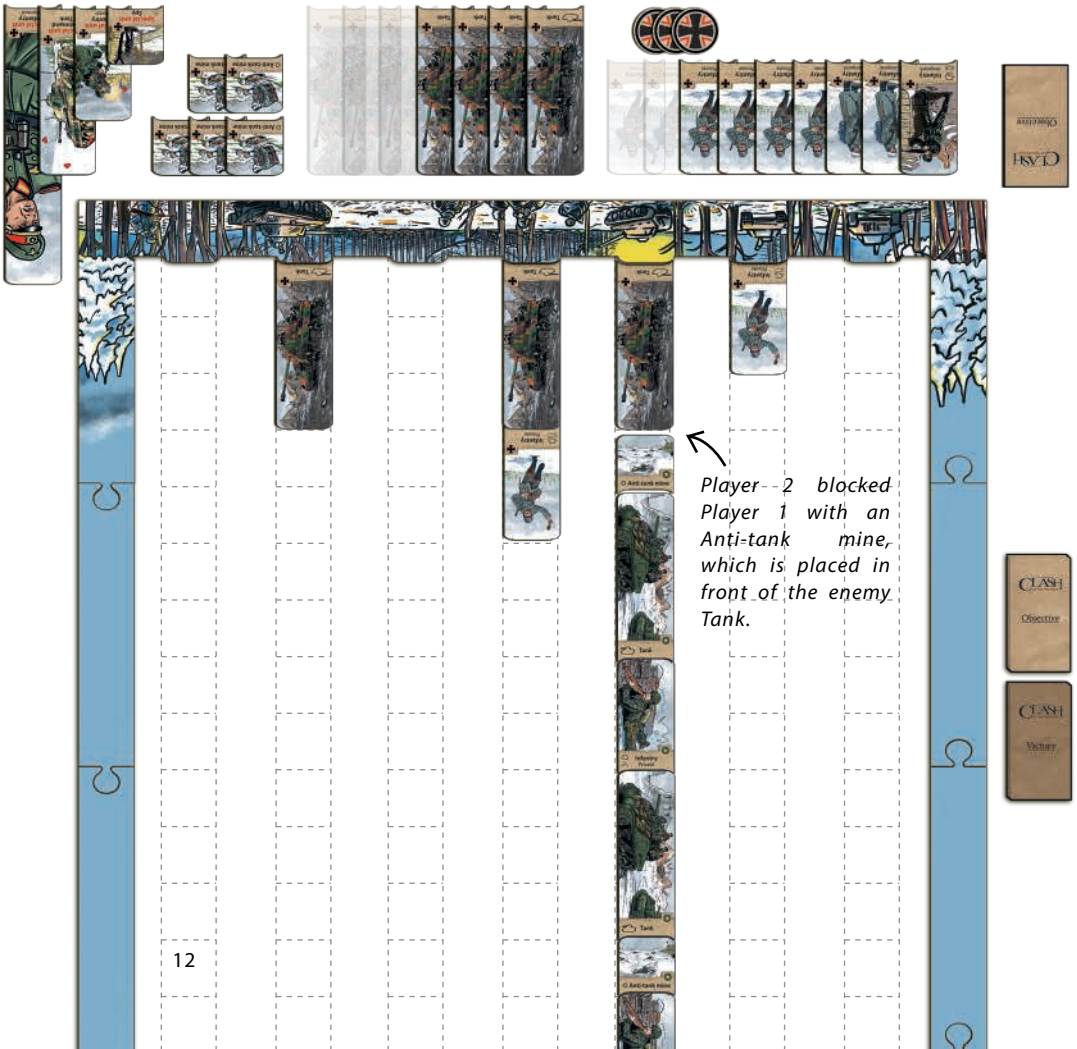
Blocking

When you have only 1 or few action point(s) left, you may consider 'Blocking' your opponent with a stronger unit. This means you don't attack, but leave your unit standing in front of the weaker unit. When it is your opponent's turn, there is no room for placing a stronger unit. Removing their front unit is the only option for maneuvering in this street, but costs 3 valuable action points...

Tip: you don't have to attack the enemy unit: blocking is a smart way to hold the street in your advantage. Use it often.

Example

Player 2 placed an Anti-tank mine in front of a Tank, but player 2 has no more action points left. It's better not to attack, but block the enemy Tank.



Conquering a street

When you reach the end of the street with any unit, you have conquered this street. Keep in mind, you can never overlap the Battlefield. You may now draw 1 'Victory card' and place a 'Street-marker' on this street. Read the Victory card and use it as described on the card.

Important: you can't retreat a leading unit on a conquered street.

Example

In the previous example Player 2 placed an Anti-tank mine in front of the Tank. After the turn of his opponent Player 2 can now choose to conquer this street. He can attack for free and bring his last unit, a Tank, to the front of the street (2 action points).

↙ Player 1 lost the Clash with the Anti-tank mine. He can place the Tank back in his stock and use it later again.

Player 2 conquered a street. He used his last Tank and moved it to the front (2 action points).

Player 2 places a 'Street-marker' on the street, so both players know the street has been conquered.

Player 2 now receives a 'Victory card.'

Units

The following pages contains the description of all basic and special units that are used during the game. If you're new to Clash of the Ardennes, then consider playing a few games without the special units.

Anti-tank mines

The Anti-tank mine occupies 1 tile and is widely used to fill in small gaps.

The Anti-tank mine defeats all Tanks, but can be disarmed by all Infantry and the Spy.



5x Allied
Anti-tank mine

5x German
Anti-tank mine



Tanks

The Tank occupies 3 tiles and can therefore advance very quickly. The Tank defeats all Infantry, but is defeated by the Anti-tank mine and the Spy.

7x German Tank



7x Allied Tank



Infantry

Infantry occupies 2 tiles and is the most common piece in the game. Each Infantry unit has a rank. If 2 Infantry units clash, the highest ranking Infantry unit wins. There are 5 playable Infantry ranks (2 of them are 'Special units', which are described on page 18 and page 21).



Ranks

The Allied and German Privates are the lowest in ranking, followed by the Allied and German Corporals. The Allied and German Sergeants are next in ranking.

If a higher ranking Infantry unit clashes with **MORE** lower ranking Infantry units, **ALL lower ranking Infantry units** are removed from the Battlefield + weaker units (in this case Anti-tank mines), *up to the point* when he meets another unit, which is a higher ranking Infantry unit, an Infantry unit with the same rank or a stronger unit. A more detailed description of this action can be found on page 25.

If two Infantry units clash and they have the same rank, the same rule applies as a clash with other same units. Only **BOTH** units are removed from the Battlefield.



Special units

The following pages contains the description of all special units that can be used during the game. Special units are considered special, because you have only 1 of each special unit and they have special abilities.

During a game, each player can only have 1 special unit on the Battle field. If you want to use any other special unit, you first have to retreat the leading special unit (2 action points) or let the special unit be defeated by the other player.

Keep in mind, when you conquered a street and a special unit is wedged in the street, you can't use any other special unit anymore during the game.

The General

The General behaves the same as all Infantry units. Because the General is the highest in command, he defeats all Infantry units, as well as the Anti-tank mine. This special unit has the ability to make a huge step, because of the length of the unit (5 tiles). The General is defeated by all Tanks and the Spy.



1x Allied General

1x German General



The Spy

The Spy is the most cunning unit in the game. The Spy occupies 1 tile only and therefore can always be placed. The Spy defeats every other unit. Only an enemy Spy can stop your Spy. Both Spies are then removed from the Battle field.

The downside

Although the Spy can attack any other unit and always wins, you can't wipe out a whole street. The downside of the Spy is that (s)he can only attack the first 2 units that are in line. In the accidental case that the second unit is the enemy spy, this enemy spy will stand.



1x German Spy 1x Allied Spy



The Command Tank

The Command Tank behaves the same as a normal Tank, but has the extra special ability to flank on both streets, left and right, next to the street you placed it in. You must place this special unit with the arrow pointing towards weaker units. If one of the arrows contacts with any infantry unit, this infantry unit must be removed from the game board + all other units in front of it (even if it contains stronger units like Anti-tank mines or the Spy). This is a powerful special unit, because it can clear up to 3 streets at once. If you attack an enemy Tank, the Command tank behaves the same as a Tank, so only your Command Tank and the enemy Tank are removed.

Keep in mind, you can't flank Tanks or the opponents Command Tank. Only Infantry.

Note: in the 'Game examples' section, this action is described in more detail.

1x German Command Tank



1x Allied Command Tank



The Mortar (Stretch goal)

The Mortar (Infantry unit) has the special ability to attack from a distance. When deployed, you can **only** attack the lowest ranking Infantry unit (private) who is exactly 2 streets away from your Mortar and in line with the arrow of the Mortar (left side ONLY). This infantry unit must be removed from the game board + all other units in front of it (even if it contains stronger units like Tanks, higher ranking Infantry or the Spy).

When in direct contact (a clash), the Mortar only wins from the Anti-tank mine, but loses against all other Infantry units, Tanks and the Spy.

Note: the Mortar may shoot over a captured street. In the 'Game examples' section, the Mortar is described in more detail.

1x German
Mortar

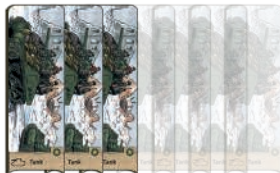
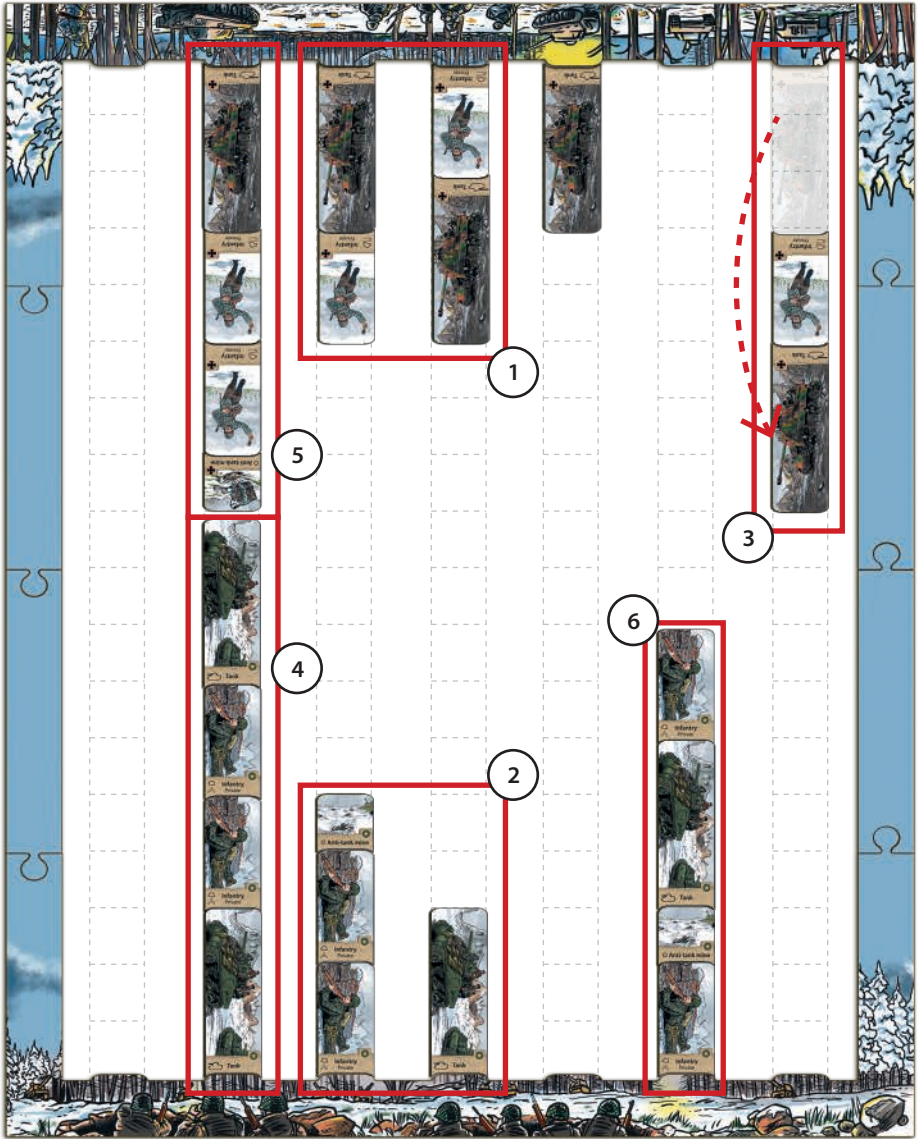


Game examples and tactics

On the following pages, a few game examples are described, as well as some tactical movements.

Example: start of a game

1. Player 1 started this game and placed 2 Tanks and 2 Infantry units on 2 different streets.
2. Player 2 reacted and placed 2 Infantry units and an Anti-tank mine on one street and a Tank on the other street.
3. Player 1 placed a Tank and an Infantry unit. After this, Player 1 took the last unit and brought it to the front ($1 + 1 + 2 = 4$ action points in total).
4. Player 2 placed a Tank, 2 Infantry units and a Tank.
5. Player 1 reacted and placed a Tank, 2 Infantry units and an Anti-tank mine in front of the enemy Tank, therefore blocking player 2.
6. Player 2 decides not to retreat his Tank, but places an Infantry unit, an Anti-tank mine, a Tank and a another Infantry unit on another road.



Example: using the Command tank

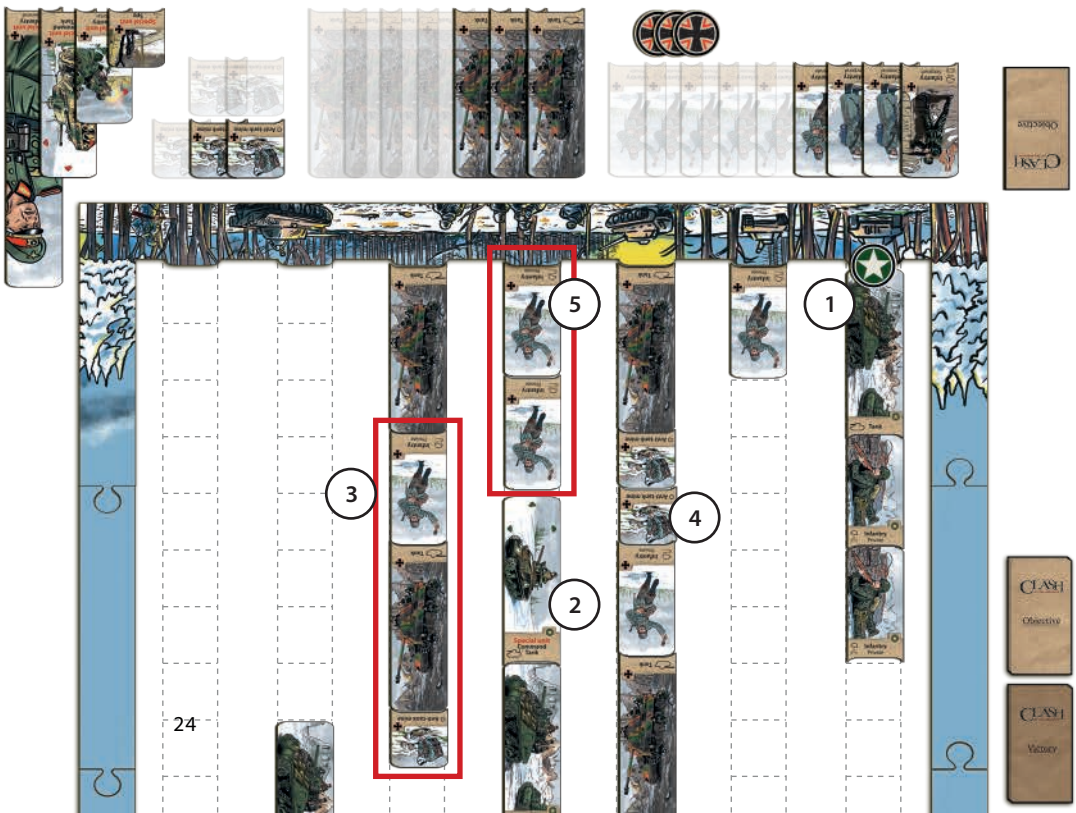
In this example, the Command tank is described. A highly dangerous special unit, which can clear up to 3 streets at once as long as one of the three arrows displayed on the Command tank unit, points towards Infantry (it doesn't matter which part of the tile of the Infantry unit).

Let's assume you're in the middle of a game. Player 2 (Allied green) already conquered a street (1).

Player 2 places his Command Tank (2) with his last action point. He decides to attack the left street, because his left arrow is pointing towards Infantry. This Infantry unit must be removed from the Battle field + **ALL** units in front of this unit (3), **no matter** which unit.

Player 2 can't attack the right street, because the arrow of the Command Tank is not in line with Infantry (4). He can now choose between blocking the front 2 Infantry Privates or attack (5). If he attacks, both soldiers must be removed, but then player 1 will possibly place new units on this street during his round. Blocking is preferable.

Note: you can't attack any units in a conquered street.



This page and next pages are reserved for play testers and backers

The team and contact



Sabine
Video-editor



Elwin
Author



Steven
Illustrator

Contact

If you have any questions about this board game, we'll advise you to visit www.elwinklappe.nl

Here you can find most of the answers you have about 'Clash of the Ardennes.' You can also download the rules in your language if available.

Q U I C K R E F E R E N C E

Each round a player may choose to take up to 4 action points:

Move:

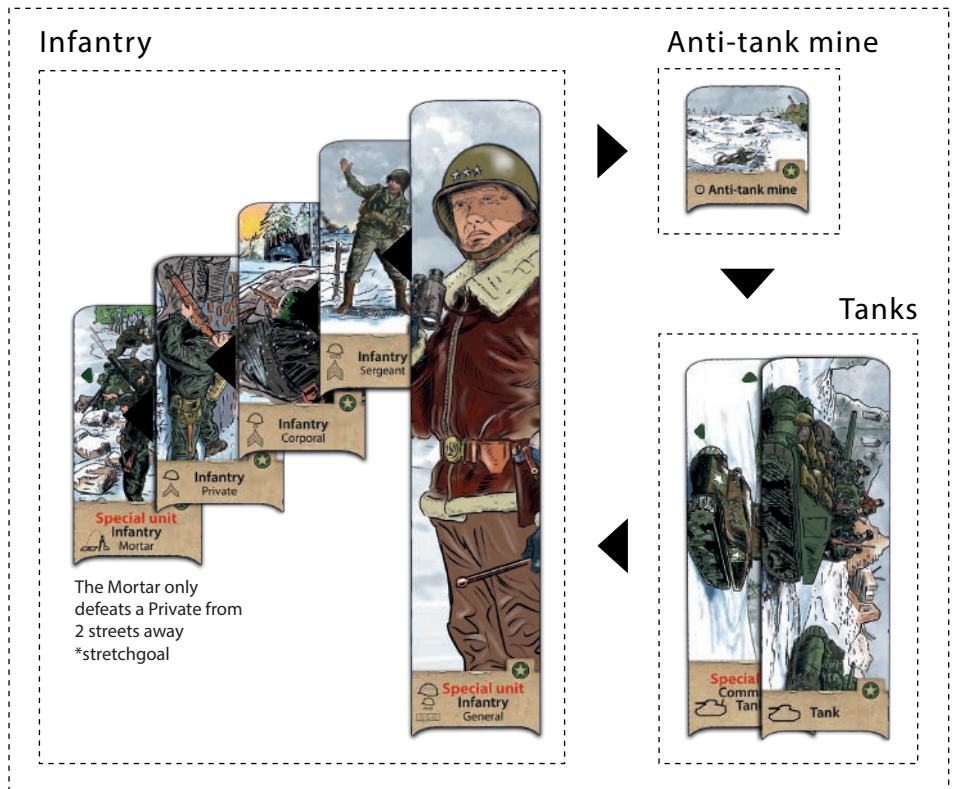
- Place any unit in any street
- Take any rear unit and place it to the front of the street you have taken it from
- Retreat a leading unit and place it back in stock
- Retreat a leading *blocked* unit and place it back in stock

Cost:

- 1 action p.
- 2 action p.
- 2 action p.
- 3 action p.

Remember:

- Make use of your special units, they make the difference
- Blocking is a smart way to hold the street in your advantage
- You can only use 1 special unit on the streets
- When two even units clash, both units are removed
- Try to conquer a street with as little units as possible, you'll need the units later
- Cards can never overlap and you can't overlap the Battle field



Spy