

# WESTWALL QuadriGame

Four Complete World War II Battles in one package!

Based upon the Borodino-NAW System • Separate 17" x 22" Maps and Counter Sheets

The *Westwall QuadriGame* consists of four games, completely new and individual and sold both separately and as a complete set. Each of the four games depicts one of the decisive battles at the frontiers of the Reich in World War II.

The rules to all the *Westwall* games are interchangeable. The Standard Rules folder and the Optional Rules it contains are common to all four titles in the *QuadriGame*. In addition, each game has its

own Exclusive Rules folder, which includes special rules, historical set-up, Players' Notes and Designer's Notes.

The game mechanics used in this series are based on the *Borodino-Napoleon at Waterloo* system; the Standard Rules are modeled closely after those in the *Modern Battles QuadriGame*. The scale of the maps ranges between 500 and 1500 meters per hex and each Game-Turn represents twelve

to twenty-four hours of real time. All units are battalion- or regiment-sized. Movement is sequential and single-phased. Zones of Control are rigid and combat is mandatory between adjacent opposing units. The Combat Results Table is "bloodless," with multiple-hex retreat results, and is a differential type. The terrain effects are integrated into the CRT; each outcome column has several differential headings, one for each of the terrain effect types.

## Arnhem Operation Market-Garden, September 1944

Three Allied parachute divisions (the British 1st, and the U.S. 82nd and 101st) were dropped up to sixty miles behind German lines in a daring plan designed to end the war before Christmas. It was the job of these parachute divisions to capture the bridges over all the water obstacles from the Allied front line to the Neder Rijn, clearing the way for the British 30th Corps

and setting the stage for a direct drive on the heartland of Germany by outflanking the formidable West Wall fortifications.

*Arnhem* is a simulation of this massive operation. The game covers the ten days from the drop to the evacuation of the British 1st Division. Exclusive Rules cover parachute drops and the tenacious defense of cities by both sides, as well as German

flexibility in meeting the Allied threat. Also provided for are Allied engineers, the effects of weather on reinforcements and Ground Support.

The two scenarios allow players to examine the Allied plan as it was carried out or to formulate their own plan within the restrictions actually faced by the Allies.

## Hurtgen Forest Approach to the Roer, November 1944

Nestled between the Belgian border, to the west, and the Roer River, to the east, is a conglomerate of German forest-land which the Americans called Hurtgen Forest. It was through this maze of dense pines and deep ravines that the United States First Army made its major thrust into Germany. With the 28th Division's failure to make any headway, another penetration was planned

for the middle of November that would, hopefully, have more positive results. Cutting through the heart of the forest would be the 4th and 8th U.S. Infantry Divisions, backed by some 30-odd battalions of artillery. But the terrain favored the defender and the numerous, albeit understrength, German units were able to hold tenaciously, giving up ground slowly

and at a tremendous cost to the Americans.

*Hurtgen Forest* simulates the slugfest between the U.S. and German forces. The Americans will find not only the Germans to be a tough adversary, but the terrain as well. Only coordinated attacks of artillery and ground units will make any headway against the strong defenders.

## Bastogne The Desperate Defense, December 1944

On 19 December 1944, after striking across a quiet and thinly-held sector of the front, German panzer divisions racing for the Meuse River bypassed and surrounded the important crossroads town of Bastogne. As it happened, the U.S. 101st Airborne Division was awaiting further orders in Bastogne, after having just arrived in

reaction to the German counteroffensive. In the following days, German infantry units moved up to exploit the breakthrough of the panzers, and worked against time to reduce the pocket of resistance. If the town could not be taken, the entire counter-offensive would grind to a halt. And an attack from the south by Patton's Third

Army threatened to relieve the 101st. Although historically the Germans refused to divert the 2nd Panzer and most of the Panzer Lehr to battle, the German Player has the option to use those units — if he is willing to pay the penalty in Victory Points. He could take Bastogne, but still lose the game.

## Remagen Bridgehead on the Rhine, March 1945

In March of 1945, one formidable obstacle, the Rhine River, remained in the path of the advancing Allied armies. On March 7, the 27th Armored Infantry Battalion (of the 9th Armored Division) entered the town of Remagen. Much to their surprise, a railroad bridge still spanned the Rhine. Seizing the

moment, the tanks of the battalion rushed across the river and achieved a bridgehead.

Repeated German counterattacks were made, including vain attacks by bombers and V-2 missiles.

The Germans were very slow in bringing up

reserves. The scenarios allow for a quick German response. At the same time, the Americans only wanted to establish a bridgehead across the river; they did not attempt to exploit their prize in any depth. Another scenario allows the American forces to go for broke across the Rhine.

The *Westwall QuadriGame* will sell for \$12. Available 28 February 1976.

Each individual Folio Game will sell for \$5. Available 15 March 1976.