As the wintery morning fog lifts the sleepy American outpost on the frontier is rudely awoken when by the sounds of tank engines and orders shouted between troops in German. The small collection of a dozen American infantrymen has minutes, if not seconds, to prepare to face might of the German army! The Battle of the Bulge has begun!

Devil’s Charge is the second book in the Battle of the Bulge series. It covers the initial onslaught by Hitler’s favourite Sixth Arme on 16 December 1944. Players can take command of the very tip of the spear with SS-Kampfgruppe Peiper’s Panthers, Panzer IVs, Tiger II, and armoured infantry. If brute force isn’t your style you can also field Otto Skorzeny’s sneaky 150. Panzerbrigade. Skorzeny disguised his force to look like an American one in order to infiltrate behind enemy lines and cause pandemonium. You will have access to Panthers disguised as M10 tank destroyers and StuGs that look like Priests. Use stealth to get in behind enemy lines and race to the Meuse!

Defending the line were several American infantry divisions and a cavalry group, all of which gives players a variety of excellent troops for the job of stopping the German offensive. American players can field a Rifle Company, man a Perimeter Outpost, demolish bridges with an Engineer Combat Company, defend the gap with a Cavalry Squadron, or counterattack with a Light Tank Company. All sorts of new equipment is available, including the T34 Calliope rocket launchers, captured German artillery, and more!

Devil’s Charge places players in the cauldron of the early and decisive days of the Battle of the Bulge. At this point, the outcome of the battle is far from certain, so get out there and do your part for victory!

FW222 DEVIL’S CHARGE
84 page full colour A4 Intelligence Handbook covering the forces on the northern shoulder, Battle of the Bulge, December 1944, and features two New German and five New US intelligence briefings.
The heroism and staying power of the average American doughboy will be put to the ultimate test in Devil's Charge. However, in true American fashion, the citizen soldiers can rely on excellent firepower and resolute determination.

This book allows you to field the following US forces:
- Perimeter Outpost - Fortified Company
- Rifle Company - Infantry Company
- Engineer Combat Company - Infantry Company
- Cavalry Recon Troop - Mechanised Company
- Light Tank Company - Tank Company

‘We gamble everything now. We cannot fail.’ — General von Rundstedt's reaction to Hitler's order for the Ardennes offensive.

The Germans had been in retreat since the Allied breakout from Normandy, finally settling into defensive lines on their frontier as Autumn turned into Winter. In early December 1944 it seemed, to the Americans facing them in the Ardennes forests of Belgium and Luxembourg, unlikely that the Germans would attack.

On 16 December that illusion was shattered when the might of German Sixth Panzer Army smashed into the thinly-held US lines. The unexpected and powerful thrust overwhelmed some Americans units, while others fought with great determination and skill.

The Germans led the assault with elite units of 1. LSSAH SS-Panzerdivision under SS-Obersturmbannführer Jochen Peiper. Sowing confusing and panic behind the lines were the commandoes of Otto Skorzeny's 150. Panzerbrigade, using disguises and infiltration tactics.

US riflemen, engineers, and cavalry units put in every effort to halt the Germans with improvised defences, counterattacks, road blocks, ambushes, and bridge demolitions.

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**ARMY LISTS IN DEVIL'S CHARGE**

**GERMAN**

The hour of glory is upon us! The hopes and dreams of the Führer and the people of Germany have been placed in this massive offensive. The enemy thinks we are beaten and worn out, but we will show them that there is plenty of fight left in our hearts!

This book allows you to field the following German forces:
- SS-Kampfgruppe Peiper - Tank Company
- 150. Panzerbrigade Kampfgruppe - Tank Company

**US**

The heroism and staying power of the average American doughboy will be put to the ultimate test in Devil's Charge. However, in true American fashion, the citizen soldiers can rely on excellent firepower and resolute determination.

This book allows you to field the following US forces:
- Perimeter Outpost - Fortified Company
- Rifle Company - Infantry Company
- Engineer Combat Company - Infantry Company
- Cavalry Recon Troop - Mechanised Company
- Light Tank Company - Tank Company

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**PRICE BANDS**

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You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Remember, Luftwaffe and SS platoons in a SS-Kampfgruppe Peiper force ignore the Reich Divided rule.

Motivation and Skill

Even as the rest of the German army has begun scraping the bottom of the barrel for personnel, the SS has had no problem filling their ranks with motivated, if inexperienced, recruits. SS-Kampfgruppe Peiper is rated Fearless Trained.

Even as the rest of the German army has begun scraping the bottom of the barrel for personnel, the SS has had no problem filling their ranks with motivated, if inexperienced, recruits. SS-Kampfgruppe Peiper is rated Fearless Trained.
SS-Kampfgruppe Peiper is an extremely flexible force. The company diagram is quite forgiving in allowing you to field a force tailored to your mission. You have access to things like Panthers, Panzer IVs, King Tigers, and armoured infantry. You can back them up with some serious firepower such as the devastating battery of six Grille 15cm self-propelled guns, or the brand-new Me 262 jet fighter, which is so fast that the Allies can't intercept it!

Perhaps the best thing about the kampfgruppe is that it is rated Fearless Trained. Far from being a weakness, you can actually pack a lot of heavy-hitting toys into your force!

**WHAT'S NEW**

GBX66 - Panther G (late production) Platoon
- Out Now!

GBX68 - Panzer IVJ Platoon
- New 23rd June 2012

GE896 - SS-Obersturmbannführer Joachim Peiper (with Panther D)
- New 25th Aug 2012

GBX69 - Königstiger (non-zimmerited) with FJ Tank Riders
- New 25th Aug 2012

GE170 - Ostwind
- New 22nd Sept 2012

AC009 - Me4262 A2a Sturmvogel (1:144)
- New 22nd Sept 2012
You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ is from the Waffen-SS (marked 🔴). At least one Combat Platoon must also be from the Waffen-SS, however the remainder of your force can be of any type.

Remember, Heer and Waffen-SS platoons in a 150. Panzerbrigade Kampfgruppe company ignore the Reich Divided rule.
150. Panzerbrigade (150th Panzer Brigade) is an interesting force with an interesting story. Armed with enemy disguises, this force attempts to use stealth to infiltrate the enemy before attacking. Using Skorzeny Commando teams fully disguised and driving Jeeps, the German player can dish out a bit of confusion and disarray with a menu of discord.

Meanwhile, the main portion of the brigade, armed with Panthers disguised as M10s and StuGs as M7 Priests, the force is armed to teeth and manned by hand-picked seasoned veterans from all service branches of the German Army. This force is both a flavoursful and colourful one to add to your collection!

**WHAT'S NEW**

**GE069 - Ersatz Panther**  
New 25th Aug 2012

**GE125 - Ersatz StuG**  
New 25th Aug 2012

**GE660 - Skorzany Commando Group**  
New 25th Aug 2012

**TD033 - SS Gaming Set (Dice and Tokens)**  
New 14th July 2012
You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Combat, Weapons, and Regimental support platoons must be from the 28th Infantry Division (marked 🟢).

Support platoons can be of any variant type and do not have to be from the 28th Infantry Division.
The Perimeter Outpost represents the tired and worn-out divisions that manned the front and formed the first line of defence against the German offensive. This is an interesting force as it represents the first and really the only example of the Americans fighting from a fortified position. The outposts were manned by the divisions understrength rifle platoons, but these were reinforced heavily by anti-tank guns, machine-guns, mortars, barbed wire, minefields, obstacles and more. They were also the test bed for some experimental platoons such as the new T34 Calliope rocket launchers, each example of which was armed with 60 rockets!

**What's New**

**US754 - Mortar Platoon (winter)**  
New 22<sup>nd</sup> Sept 2012

**US405 - Intelligence & Recon Platoon**  
New 8<sup>th</sup> Sept 2012

**UBX34 - Calliope Tank Platoon**  
New 28<sup>th</sup> July 2012

**UBX39 - T27 Xylophone Rocket Launcher Battery**  
New 22<sup>nd</sup> Sept 2012

**US759 - Artillery HQ (winter)**  
New 11<sup>th</sup> Aug 2012

**UBX40 - M1A1 155mm “Long Tom” howitzer Battery**  
New 22<sup>nd</sup> Sept 2012
You must field one platoon from each box shaded black and may field one platoon from each box shaded grey. Your Company HQ must be either from the 2nd Infantry Division (marked ⭐), or the 99th Infantry Division (marked ⚫). All other platoons marked with either of these divisional symbols must be from the same division as your Company HQ. Support platoons can be of any variant type and do not have to match your Company HQ.
The Rifle Company comes in three variants: the veteran 2nd 'Indianhead' Infantry Division, the fresh 99th 'Checkerboard' Infantry Division, or even the interesting 99th Infantry Battalion (Separate) which was formed entirely with Norwegian refugee and immigrant troops. These are the men that stopped Peiper cold.

Players will recognise this force as a quite standard Rifle Company, but there are several new things to take advantage of, such as captured German artillery (including the heavy 8.8cm PaK43 anti-tank gun!), and strange tank platoons equipped with whatever could be scrounged from local repair depot and rushed to the front.

**Motivation and Skill**

A Rifle Company from the 2nd Infantry Division is rated Confident Veteran.

A Rifle Company from the 99th Infantry Division is rated Confident Trained.

**What's New**

- **UBX35 - Rifle Company (winter)**
  - New 28th July 2012

- **US886 - Audie Murphy**
  - New 22nd Sept 2012

- **US755 - HMG Platoon (winter)**
  - New 8th Sept 2012

- **US757 - Bazooka Teams (winter)**
  - New 11th Aug 2012
Support Platoon

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey. Support platoons can be of any variant type and do not have to match your Company HQ.

Motivation and Skill

The highly trained 1111th Engineer Combat Group was galvanised in the bloody hedgerow fighting in Normandy. An Engineer Combat Company is rated Confident Veteran.

Reluctant Conscript

Confident Trained

Fearless Veteran
This is a brand new company for the Americans. Once Peiper broke through the crust, he ran head-long into the 291st Engineer Combat Battalion. These men put up a fighting withdrawal, demolishing bridges within view of Peiper, causing the angry German to declare, 'Those damned engineers!'

Players can field them as a mobile engineer company equipped with armoured bulldozers and dumptrucks, but can also setup roadblocks and utilize booby traps to stop the enemy advance. Armoured riflemen and paratroopers reinforced the engineers, giving players the option to add good amount of firepower to their defences.

**WHAT'S NEW**

UBX36 - Engineer Combat Company (winter)
New 11th Aug 2012

UBX37 - Engineer Support Platoon
New 11th Aug 2012

UBX38 - Armoured Rifle Platoon (winter)
New 8th Sept 2012

US503 - M1 57mm gun (winter)
New 11th Aug 2012

US511 - M5 3in gun (winter)
New 11th Aug 2012
You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be either from the 2nd Cavalry Group (marked \( \text{\#} \)) or the 14th Cavalry Group (marked \( \text{\(\text{\&}\)} \)). All Combat and Weapons platoons marked with either of these symbols must be from the same cavalry group as your Company HQ. Support platoons can be of any variant type and do not have to match your Company HQ.

A Light Tank Company from the 2nd Cavalry Group is rated Confident Veteran.

A Light Tank Company from the 14th Cavalry Group is rated Confident Trained.
The Light Tank Company is based on F Troop from the cavalry squadrons. This troop was armed with light tanks. Early in the war they were armed with the fast, if a bit outdated M5A1 Stuart tank. However, in late 1944 these troops were among the first to receive the new M24 Chaffee light tank, which combined the speed of a Stuart with the hitting power of a Sherman. These fast forces will become the bane of German tankers from here to the end of the war!

The Cavalry Recon Troop mainly follows the story of the 14th Cavalry Group which stood as the only American force defending the Losheim Gap, a rare stretch of land in the Ardennes well-suited for tank warfare. Using their armoured cars, a Cavalry Squadron commander will need to be fast and maneuverable to face the German tanks!

The group put up a good fight, but were overwhelmed in the end. They regrouped and returned for vengeance armed with a new weapon…