

# ONE-PAGE BULGE™ UPDATE KIT

## 1.0 Introduction

After acquiring a copy of One-Page Bulge™ as part of the “Pocket Box Games of the 80s” Kickstarter, I thought the game was worthy of a new map and counters. Although the layout of the map is faithful to the original, I updated how things “work.” This document provides some guidance on how to use the new components. I’ve attempted to match the rules references to clarify what has changed.

***Notice:** The material presented here is my original creation, intended for use with One-Page Bulge from Steve Jackson Games Incorporated. This material is not official and is not endorsed by Steve Jackson Games Incorporated. One-Page Bulge is a trademark of Steve Jackson Games Incorporated, all rights reserved. This material is used here by permission of Steve Jackson Games Incorporated.*

## 2.0 Setup

**2.1 Components.** The map is now full-color and 22x34 inches in size. The terrain effects and combat results tables are printed on the map, in addition to a turn track. The turn track only has eleven spaces, with the understanding that each player completes a turn for each daily space. The spaces are marked with German or American (yes, the British were there, too) roundels when a side receives reinforcements during that turn. There are now 130 counters rather than 112. The additional counters are provided to avoid having to re-use American dead units as reinforcements. In the upper-right corner of each counter is either a starting hex letter identifier or a reinforcement turn (and entry area for the Americans) of entry for that unit.

## 4.0 Reinforcements

**4.1 General.** The American reinforcements with black-on-green reinforcement turn indicators are the “extra” counters. These may only be used if a like unit has been eliminated during play. This distinction is important to adhere to the original counter mix limits. After playing the game, it’s unlikely that a reinforcing unit will not be used! Additionally, rather than providing distinct areas for setting up reinforcements prior to entry, simply enter them onto the map through the reinforcement entry areas bounded by white dotted lines, noting the appropriate area (A, B, or C) for the American units. Note

that the hexes at the extremes of Area B are shared with areas A and C).

## 5.0 Isolation

**5.3 Effects of Isolation.** When a unit is isolated, it is flipped over and its values are reduced. To make this process easier, I’ve created “backs” for the German units with the appropriate values and a red band to clearly distinguish this status.

## 9.0 Allied Air Power

**9.2 Weather Roll.** Use the Air Points marker to track the number of air points earned and expended on the turn track where indicated by the air power symbols.

## 10.0 Ending the Game

I have provided a dotted yellow line along the path of the Meuse river to make it easier to distinguish where the Germans must cross over for victory purposes.

## 11. Optional Rules and Complexities

**11.1 Bridge Blowing.** I’ve added about three dozen “Blown Bridge” markers. This should be more than sufficient. If more bridges are blown than there are counters, either use some other kind of marker, or move a marker from a location on the map that won’t make a difference in the long-run.































**11.13 Pontoon Bridges.** I’ve added 22 pontoon bridge markers, so that each player can create one pontoon bridge per turn.

**11.21 Depot Hex Markings.** I’ve replaced the verbiage on the map with an oil-can icon marked with a victory point value. The two petrol, oil, and lubricant (POL) hexes are marked with red victory point values. The eight-point POL hex provides one additional movement point to the Germans units for the following two turns. The twenty-point POL hex (Liege) grants the extra movement point to German units for the remainder of the game.

**11.24 Destruction of Supply Depots.** I’ve added several numeric markers to help keep track of how many movement points were assigned toward the destruction of a supply depot.

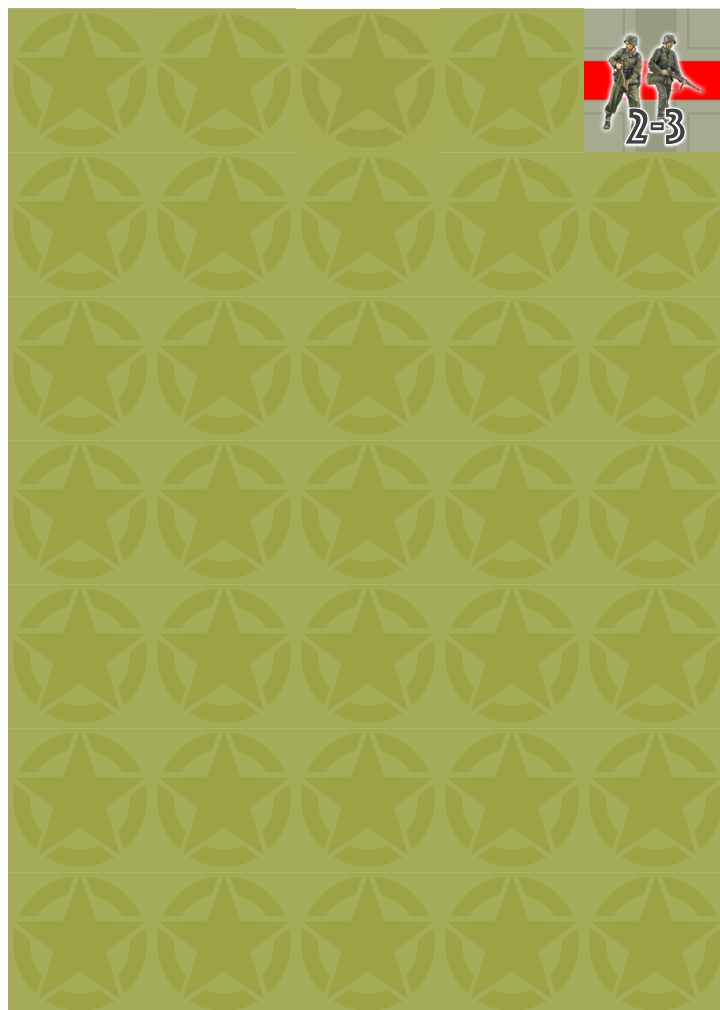
**11.25 Evacuation of Depots.** The numeric markers may also be used to keep track of evacuation.

 <b>R</b> 10-6	 <b>17</b> 10-6	 <b>H</b> 9-6	 <b>H</b> 9-6	 <b>J</b> 9-6
 <b>L</b> 9-6	 <b>M</b> 9-6	 <b>O</b> 9-6	 <b>Q</b> 9-6	 <b>V</b> 9-6
 <b>I</b> 5-6	 <b>T</b> 5-6	 <b>T</b> 5-6	 <b>16</b> 5-6	 <b>16</b> 5-6
 <b>16</b> 5-6	 <b>20</b> 5-6	 <b>B</b> 4-5	 <b>B</b> 4-5	 <b>C</b> 4-5
 <b>C</b> 4-5	 <b>D</b> 4-5	 <b>D</b> 4-5	 <b>E</b> 4-5	 <b>E</b> 4-5
 <b>F</b> 4-5	 <b>F</b> 4-5	 <b>G</b> 4-5	 <b>G</b> 4-5	 <b>K</b> 4-5

 <b>18</b> 9-6	 <b>18</b> 9-6	 <b>18</b> 9-6	 <b>18</b> 9-6	 <b>18</b> 9-6
 <b>18</b> 9-6	 <b>23</b> 9-6	 <b>23</b> 9-6	 <b>23</b> 9-6	 <b>I</b> 5-6
 <b>20</b> 5-6	 <b>20</b> 5-6	 <b>20</b> 5-6	 <b>20</b> 5-6	 <b>20</b> 5-6
 <b>K</b> 4-5	 <b>N</b> 4-5	 <b>N</b> 4-5	 <b>P</b> 4-5	 <b>P</b> 4-5
 <b>S</b> 4-5	 <b>S</b> 4-5	 <b>U</b> 4-5	 <b>U</b> 4-5	 <b>W</b> 4-5
 <b>W</b> 4-5	 <b>16</b> 4-5	 <b>16</b> 4-5	 <b>16</b> 4-5	 <b>16</b> 4-5

 <b>A</b> 4-5	 <b>M</b> 8-8	 <b>O</b> 8-8	 <b>T</b> 8-8	 <b>T</b> 8-8
 <b>17C</b> 8-8	 <b>17C</b> 8-8	 <b>A</b> 4-8	 <b>H</b> 4-8	 <b>Q</b> 4-8
 <b>T</b> 4-8	 <b>B</b> 4-7	 <b>C</b> 4-7	 <b>D</b> 4-7	 <b>E</b> 4-7
 <b>F</b> 4-7	 <b>F</b> 4-7	 <b>G</b> 4-7	 <b>I</b> 4-7	 <b>J</b> 4-7
 <b>K</b> 4-7	 <b>L</b> 4-7	 <b>N</b> 4-7	 <b>P</b> 4-7	 <b>R</b> 4-7
 <b>S</b> 4-7	 <b>20C</b> 4-7	 <b>20C</b> 4-7	 <b>22C</b> 4-7	 <b>22C</b> 4-7
 <b>AIR</b>	 <b>23A</b> 4-7	 <b>23A</b> 4-7	 <b>23A</b> 4-7	 <b>23A</b> 8-8

 <b>21A</b> 8-8	 <b>21A</b> 8-8	 <b>22A</b> 8-8	 <b>22A</b> 8-8	 <b>23A</b> 8-8
 <b>17C</b> 4-8	 <b>21A</b> 4-8	 <b>22A</b> 4-8	 <b>22A</b> 4-8	 <b>23A</b> 4-8
 <b>17C</b> 4-7	 <b>17C</b> 4-7	 <b>17C</b> 4-7	 <b>17C</b> 4-7	 <b>17C</b> 4-7
 <b>17C</b> 4-7	 <b>17C</b> 4-7	 <b>17C</b> 4-7	 <b>18A</b> 4-7	 <b>18A</b> 4-7
 <b>18A</b> 4-7	 <b>18A</b> 4-7	 <b>18A</b> 4-7	 <b>18A</b> 4-7	 <b>20C</b> 4-7
 <b>22C</b> 4-7	 <b>22C</b> 4-7	 <b>23A</b> 4-7	 <b>23A</b> 4-7	 <b>23A</b> 4-7
 <b>25C</b> 8-8	 <b>25C</b> 8-8	 <b>23A</b> 4-8	 <b>24B</b> 4-8	 <b>25C</b> 4-8





BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE
DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED
BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE
DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED

BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE
DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED
BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE
DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED

1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2
3	3	3	3	5	5	7	15

BRIDGE	PONTOON	PONTOON	PONTOON	PONTOON	PONTOON	PONTOON
DESTROYED	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE
BRIDGE	PONTOON	PONTOON	PONTOON	PONTOON	PONTOON	PONTOON
DESTROYED	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE

BRIDGE	PONTOON	PONTOON	PONTOON	PONTOON	PONTOON	AIR
DESTROYED	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	POINTS
BRIDGE	PONTOON	PONTOON	PONTOON	PONTOON	PONTOON	+
DESTROYED	BRIDGE	BRIDGE	BRIDGE	BRIDGE	BRIDGE	TURN

C	C	C	C	C	C	C
D	D	D	D	D	D	D
E	E	E	E	E	E	E