An Operational Level Historical Simulation Game of World War II

THE KILLING GROUND

The Campaign for Normandy, July-August, 1944

RULES OF PLAY

2nd Edition

Living Rules v2.0

NES

NEW ENGLAND SIMULATIONS

Table of Contents

[1.0] Introduction

The Killing Ground is a World War II simulation of the battle for Normandy during the months of July and August, 1944. A month after the D-Day landings, the U.S. and British Allied forces were only a few miles from the beaches and floundering in the thick hedgerow country of the Normandy region of France. Despite huge advantages in men and material, as well as total air superiority, the Allies were being ground to a standstill by a well orchestrated and tenacious German defense. The Germans, with their low numbers and dwindling resources, used the terrain to great effect making the Allies pay for every yard in blood. As the losses were mounting, each army had reason for concern. The Allied leaders had become fearful of a World War I style stalemate. But on the other side, the Germans knew that the numbers game was against them, but to give up Normandy was to give up France.

The Killing Ground is a regiment/battalion level game of the critical campaign in Normandy in the summer of 1944. Players will mostly be concerned with the problems of corps and army levels of operations – moving infantry, artillery and armored formations for attacks, choosing defensive lines, allocating supply, and assigning air units to ground support and interdiction missions.

The rules to *The Killing Ground* are presented in sets of major sections, each section divided into numerous major and secondary cases. *The Sequence of Play* (Section 3.0) regulates the order of the action in the game, while providing a brief summary of how these actions are undertaken. The rest of the rules are more detailed, explaining every aspect of each major section.

IF YOU ARE NEW OR UNFAMILIAR TO HISTORICAL GAMES, DON'T PANIC! First look at the map, playing pieces and the charts and tables and then give the rules a quick read through. Please don't try to memorize them! Set up one of the single map scenarios and go through the Sequence of Play step by step. As questions arise simply refer back to the rules. After a couple of turns you will know most of what you'll need to easily get through the Game-turn.

> **A Note on Reading Later Edition Rules**
> If a rule has changed or been clarified from the first edition rules of *The Killing Ground* you will see a green dot ● next to the rule that has been altered. A green triangle ▶ is a change from version 1.4. A black triangle ▶ is a change from version 1.5

[2.0] Game Equipment

[2.1] The Game Map

The game map is composed of two separate 22" x 34" mapsheets which, when joined together, form the Normandy battlefield. A hexagonal grid is printed over the maps to regulate movement and placement of the playing pieces.

[2.2] Charts and Tables

A number of visual aids are provided in the game to facilitate and display many of the game functions. These visual aids are printed in the rules, on the map, or on a separate card. The use of these charts and displays is explained in the appropriate rules sections.

[2.3] The Playing Pieces

The 900 cardboard playing pieces are provided in the game in four die-cut sheets. These playing pieces are referred to as counters. Some represent the actual military units that took part in the campaign while others are simply markers used to facilitate certain game mechanics.

[2.31] How to Read the Counters

The Killing Ground counter mix includes forces from various nationalities and armies. Each nationality and army is indicated by a color unique to that force. Players should take note that the units are not of uniform size. While most units in the game are regiments or brigades, many are not, and the size of a unit is important in some aspects of the game.

[2.32] Example of Units

INFANTRY REGIMENT (U.S.)

Front
- Division/Corps Designation (Pre-August 1st)
- Corps Designation after August 1st (U.S. only)
- Size
- Battalion/Regiment Designation
- Bar indicates number of regiments in division: Yellow for 3, Red for 2
- Combat Class
- Effectiveness Rating
- Turn of Entry
- Unit Type
- Movement Allowance

28/19 · III · 19 · 110 · A35

Back (Cadre)
- Size (Cadre)
- Combat Strength
- Movement Allowance

28/19 · CDR · 19 · 110 · 1-5

HEADQUARTERS (U.S. Corps)

- Army Designation
- Corps Designation
- Combat Strength
- Movement Alliance

1 US · 7 · HQ · 1-14

Back
- In operation (red)

1 US · 7 · OP · 1-14

ARMOR BATTALION (German)

Front (Full Strength)
- Division/Corps Designation
- Battalion Designation
- Armor Superiority Value (ASV)
- Unit Type
- Combat Strength
- Movement Allowance

116Pz · 2/16 · 2-14

Back (Reduced)
- Movement Allowance
- Reduced Combat Strength

116Pz · 2/16 · 1-14

ARTILLERY UNIT (German)

Front (full)
- Range (in hexes)
- Corps Designation
- Artillery Unit Designation
- Size
- Unit Type
- Offensive Barrage Strength
- Defensive Barrage Strength
- Movement Allowance

84 · ④ · III · 621 · 5•3-6

Back (reduced)

84 · ④ · III · 621 · 0•1-6

Note: Artillery units have two sides for support, but only one step for taking losses from combat.

Caution: The bullet between the barrage strengths is not an ASV dot.

STRENGTH CHIT

Front (Full Strength)
- Combat Classes
- Combat Strengths
- Effectiveness Rating

1 · A 6 · B 4 · C 2

Back (1 Step Loss)

1 · A 3 · B 2 · C 0
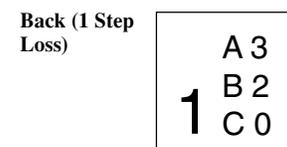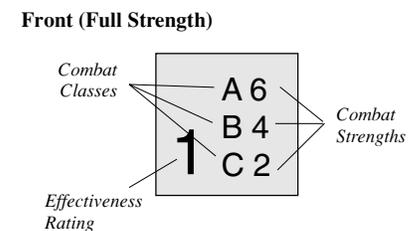
[2.33] A Note on Reading Unit Designations and Types

In *The Killing Ground* a unit's designation plays an important role in the game and therefore it is absolutely necessary for players to familiarize themselves with reading those designations. In

most cases, a unit's regimental number (or in the case of smaller formations, its battalion number) is printed on the left hand side of the counter next to the unit's type classification. The numbers at the top of each combat counter are given as *division/corps* (the division designation is larger than the corps designation) or simply by corps number in the case of corps level units. Units with no corps designation may attach themselves to any corps at anytime.

EXAMPLE: The unit left is identified as the 2nd Battalion, 16th Regiment, 2nd Panzer Division, 47th Corps (German).

A unit's size plays an important role in the game for stacking and combat. Players should note that for game purposes, regiments and brigades are treated equally and that a reference of regiment in the rules will also mean brigade.

II = Battalion; III = Regiment; X = Brigade; XX = Division

Note: German KG units and the U.S. 82nd Airborne Division are considered regiments for all purposes.

U.S. Army Designations

Prior to Game-Turn 27, all U.S. units are considered to be in 1st Army regardless of unit designation. Only the designation at the top of the counter is used prior to Game-Turn 27, not the square or circle army designation. Upon 3rd Army activation, the Allied player must use the square or circle army designation and the Corps designation inside those symbols (if any). The division number always remains the same.

■ 1st Army symbol   ● 3rd Army Symbol

EXAMPLE: The 35th Div. is in the 5th Corps/1st Army before converting to the 12th Corps /3rd Army after 3rd Army activation on Game-Turn 27.
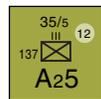
British/Canadian Army Designations

The British 2nd Army is designated by yellow or orange bands across the top of the units. The 1st Can. Army is designated by green bands across the top of the unit. Those British units without a band may be used by both armies. Unlike the U.S. Army the designations on British/Canadian units never change upon activation of 1st Canadian Army, although the HQ units get switched out. Prior to activation, units of the 1st Can. Army are considered in 1st British Corps or 2nd Can. Corps of the British 2nd Army.

German Designations

German units have no army designations printed on them but must always be considered to be in one of the two German armies; VII Army or V Panzer Army (or Panzergruppe Eberbach). The corps headquarters to which it traces supply determines which army a unit is in and its affiliation must be determined during the *Supply Segment*.

[2.4] Unit Types

Mechanized

Front		Back	Front	Markers	Back
Armor Brigade (Armor)			Strength Chit (Both players share the same strength chits)		
Mech Infantry (Infantry Type)			Air Unit		
Motorized Infantry (Infantry Type)			Out of Supply		
Reconnaissance			Isolated		
Self-Propelled Artillery			Weather		
Armored Engineer Battalion (Armor)			Sea Condition		
Motorized Rocket Artillery			Improved Position		
Tank (Armor)			Entrenchment (German Only)		
Headquarters			Corps Support Point Marker		
			Army Reserve Support Point Marker		
			Allied Boundary Indicator		

Non-Mechanized

Front	Back	Front	Marker	Back
Infantry (Infantry Type)		Disorganized		
Airborne Infantry (Infantry Type)		Regroup		
Artillery (see 4.7)		Step Loss Marker		
Anti-Tank		Victory Point Marker		
Flak or Anti-Air (Anti-Tank)		Destroyed Bridge Marker		
		Game Turn Marker		

Reserve Marker

Attack Marker

[2.5] Glossary of Game Terms

Combat Strength: A quantitative measure of a unit's attack and defense value.

Movement Allowance: A quantitative measure of a unit's mobility expressed in movement points.

Combat Class: A letter (A, B or C) expressing the relative size of a unit in terms of its manpower and equipment.

Effectiveness Rating: A quantitative measure of a unit's ability to perform in combat; the higher the number the better its quality.

Strength Chit: A marker carried under those units which require one for combat. Each chit determines the strength of the owning unit "carrying" the chit. Strength chits are always hidden from the opposing player except at the moment of combat.

Army: A single army within a nationality or army group. Example: U.S. 1st Army.

Nationality or *Army Group:* Two armies within a single army group or nationality. Example: U.S.1st Army and 3rd Army is in one nationality or one army group.

Supply Range: The distance, counted in hexes, from a corps HQ to a combat unit which it supplies (see 11.1). A corps' supply range is always 6 hexes.

[2.6] Game Scale

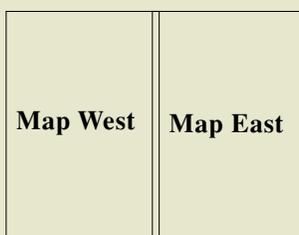Each full game turn represents one day of actual time. Each hexagon on the map represents about 2.5 kilometers.

[2.7] Inventory of Game Parts

A complete game of *The Killing Ground* will include the following:

1 rules booklet
2 map sections (22" x 34" each)
3 different countersheets (900 counters)
4 different charts
2 dice
1 game box

[2.8] Setting Up the Game

After you have decided which scenario will be played unfold the maps and lay them out side by side. The two map sections are labeled East and West and have been designed so as one overlaps the other when used together. Note that two of the scenarios require the use of just one of the maps. The

| Map West | Map East |

Turn Record Track should be placed near one of the map edges and the other charts and play-aids should be positioned in any convenient location. The playing pieces should be carefully punched out and separated as to how they will be used in the game. Players will need 4 wide mouth containers; one for each Strength Chit Effectiveness type (1, 2 and 3) and one additional cup for the Air units. Place all markers on their appropriate tracks and refer to the scenario for the set-up positions of the combat units (note that units with a Game-Turn number on them enter the game later as reinforcements). Refer to 22.0 Scenarios for details in setting up each scenario.

[3.0] Sequence of Play

[3.1] The Game-Turn

Each game is played in a number of Game-Turns consisting of two Player-Turns each (one Allied and one German). The player whose Player-Turn is in progress is called the Phasing Player.

[3.2] Game-Turn Sequence Outline

Each Game-Turn must proceed exactly as described in the following outline:

A. WEATHER AND AIR DETERMINATION STAGE

A. *Weather Segment:* The Allied player reveals the weather for this turn and rolls for rain if required. The Allied player then rolls for the Sea Condition and moves the markers to the appropriate box on the Weather and Sea Condition display. The Allied player then secretly rolls for the weather for the next turn.

B. *Allied Air Segment:* The Allied Player determines how many Air Points he will receive for the current Turn and allocates these Air Points between Movement Interdiction and Ground Support (15.2). He then determines the amount of Air Points used for Supply Interdiction.

B. MUTUAL SUPPORT AND SUPPLY DETERMINATION STAGE

A. *Corps and Artillery Support Segment:* the Allied player first determines how many, if any, Support Points must be used (from the *Army Reserve SPs*)to keep his corps HQs "supported" (see 10.5.1). The Allied player determines how many SPs to allocate to each corps and transfers that number of SPs from the *Army Reserve SPs* to each corps (SPs to each corps is limited by the current *Daily Corps Support Level* of each army, see 10.1.1a). The Allied player may resupply a number of his reduced artillery units (at no cost in SPs) equal to the *Artillery Support Level* indicated on the Daily Corps Support Level track (10.4.2).

The German player allocates SPs to those corps that will be supported for the game-turn (10.2.1a and 10.5.5).

Both players may also resupply as many reduced artillery units as they wish to by using Army Reserve SPs (see artillery supply 10.4).

B. *Supply Segment:* Both players determine the supply status of all their units on the map. Units are determined to be either *In Supply, Out of Supply or Isolated.* Unit attachments are established at this time (see 11.7). The supply status determined in this phase is in effect until the next Mutual Supply Determination Phase.

The Allied player determines if one of his army's Daily Corps Support Level increases and may transfer Corps Support Levels between armies or nationalities (see 10.1.2).

C. ALLIED PLAYER-TURN

1. Operation Phase

A. *Allied Operation Segment:* The Allied player may initiate an Operation or continue to support any current ones. If there are none, then this segment is skipped. If an Operation is declared, the player identifies which HQ (and its combat units)are in an Operation and flips that HQ to its Operation side. SPs are then allocated for that corps and any other corps currently in an Operation (see 12.1). The Allied player announces if he will conduct carpet bombing and places the Carpet Bombing markers in the target hexes at this time.

B. *German Operational Initiative Segment:* Only those German units that are part of a corps that is conducting an Operation *and has Operational Initiative* (see 12.2.7), conduct their *German Operation Phase*, undergo Allied Targeted Air Interdiction attacks, and conduct their German Movement and Combat Phases at this time.

2. Army Support and Replacement Phase

A. *Army Support Segment:* The Allied player activates a new army if eligible to do so (see 13.0). He now determines how many support points he will receive by rolling a die for each Allied nationality on the Allied Support Table (see 10.1.1c), and adds them to each nationality's Army Reserve Support Point total.

B. *Replacement Segment:* The Allied player determines how many replacement points he receives this turn. He then may add replacement points to any reduced eligible units per the Replacement rules (17.0). Eligible units may be removed for resting (17.5). Reinforcements are placed on or adjacent to an Allied supply source hex.

The Allied player may change the Inter-Army Boundary at this time (18.0).

3. Movement Phase

A. *Tactical Movement Segment:* The Allied player may move any or all of his eligible units by using tactical movement. Units that will move in the *Reserve Movement Segment* must be marked with a Reserve Marker and have limited movement during this phase (12.4). *Only units of a Corps in an Operation may be placed in Reserve.*

B. *Strategic Movement Segment:* The Allied player may now move the remainder of his units by using strategic movement. Units marked with a Reserve Marker may not move during this segment.

C. *Carpet Bombing Resolution Segment (Allied Operation only):* The Carpet Bombing Mission must be resolved at this time (15.3).

4. Combat Phase

A. *Combat Segment:* Allied units must attack all adjacent German units as per the normal rules for combat. Units in certain types of terrain may be exempt from mandatory combat. A combat ratio is determined for each attack, modifiers are applied and two dice are rolled. The combat result is determined from the Combat Results Table and attrition losses. Step losses, disorganization, retreats and advances are performed.

B. *Reserve Segment:*
1. Movement: Any unit marked with a Reserve Marker may move the remainder of its printed Movement Allowance using *Tactical Movement only* (12.4.4).
2. Combat: Reserve units that moved may attack adjacent enemy units *but* must attack all enemy units as required by the normal rules for combat. Artillery and units not in Reserve may not participate in these attacks.

5. Targeted Air Interdiction Phase

The Allied player may use Movement Interdiction Air Points to conduct *Targeted Air Interdiction* on specific hexes (15.5.4).

6. Engineering Phase

The Allied player may flip any construction markers to their completed sides. He may now place new construction markers face down (construction side up). The Allied player may remove bridge construction markers restoring the bridge in the hexside and place new bridge construction markers on any other destroyed bridge hexside.

7. Disorganization/Regroup Phase (Both Players)

The Phasing (Allied)player returns all units with a Regroup marker on them to normal. The non-Phasing (German) player may regroup any disorganized unit(s) by flipping the Disorganized marker to its Regroup side.

- The Allied player resets the Naval Bombardment marker to 0.

D. GERMAN PLAYER-TURN

1. Operation Phase

The German player may initiate an Operation or continue to support any current ones per the rules for German Operations (12.2). *Note:* A German Operation with **Operational Initiative** will conduct its *Operation, Targeted Air Interdiction, Movement* and *Combat Phases* during the *Allied Operation Phase* (see 12.2.7).

The German player may transfer SPs to the German Operations SP total (see 12.2.2).

2. Army Support and Replacement Phase

A. *Army Support Segment:* The German player receives 12 Support Points each turn, minus the number lost to Allied Air Interdiction and control of German supply sources, and distributes them between his two armies (see 10.2.1b).

B. *Replacement Segment:* The German player determines how many replacement points he receives this turn and may roll on the German replacement Table to determine the replacement types (17.1.2 and 17.1.3). Reinforcements are placed on the map or in an OMM box in accordance with the rules for reinforcements (16.1 and 17.2.8).

3. Allied General Air Interdiction Phase

The Allied player determines the effects of *General Air Interdiction* on German movement for the upcoming *German Movement Phase* per the Air Interdiction rules (15.5.1).

4. Movement Phase

Same as in the Allied Player-Turn except the German units move. German movement may be affected by Allied Air Interdiction.

5. Combat Phase

Same as in the Allied Player-Turn except the German units attack.

6. Engineering Phase

Same as in the Allied Player-Turn except that the German player may build Entrenchments (19.2).

7. Disorganization/Regroup Phase (Both Players)

The Phasing (German) player returns all units with a Regroup marker on them to normal. The non-Phasing (Allied) player may regroup any disorganized unit(s) by flipping the Disorganized marker to its Regroup side.

- The Allied player resets the Naval Bombardment marker to 0 and returns all air units to the cup.

E. GAME-TURN INDICATION STAGE

A. *Victory Point Segment:* Both players record victory points (positive or negative) due to them and add them to their Victory Point Tracks. On every fourth Game-Turn (indicated by a shaded space on the Turn Record Track) the Allied player determines the number of city hexes that are Allied controlled and adds this number to his Victory Point total.

The German player determines if he will (or must) declare *Withdrawal from Normandy*.

B. *Game-Turn Indication Segment:* The Game-Turn marker is advanced on the Game-Turn Record Track to indicate the end of this Game-Turn and beginning of a new Game-Turn.

[4.0] Movement

GENERAL RULE

Movement is regulated by the printed hexagons on the mapboard. During the *Movement Phase*, the Phasing Player may move all, some, or none of his units as desired. Movement is expressed in terms of movement points, which are expended in varying amounts as a unit moves from hex to hex depending on terrain and other factors such as the presence of enemy units, supply or the type of movement being performed. As long as a unit does not spend more movement points than are available in its movement allowance, it may be moved as many or as few hexes as desired. Unused movement points may not be accumulated from turn to turn, nor may they be transferred to another unit. Units are moved individually, in any order the phasing player desires, tracing a path of contiguous hexes through the hex grid. Once a player begins moving a particular unit, he must complete its movement before any other unit is moved.

CASES

[4.1]   How Units are Moved

[4.1.1] All units belong to one of two movement classes: mechanized or non-mechanized. Mechanized units are all armor types, armored infantry, motorized infantry, self-propelled artillery, Allied artillery, armored engineer, and reconnaissance. All other types are non-mechanized. *Note: German non-mech artillery units move only as non-mech but Allied artillery units may move as mech units (see 4.7.1).*

[4.1.2] Movement points expended for terrain are summarized on the Terrain Effects Chart. Note that the costs for mechanized and non-mechanized units are different.

[4.1.3] Combat may never occur during the Movement Phase.

[4.1.4] During the *Movement Phase*, the phasing player decides if each unit will move Tactically, Strategically, or move at all. Units may not move both Tactically and Strategically in the same phase. Units in an Operation that are designated as **Reserve** split their movement allowance between the *Movement Phase* and the *Reserve Movement Segment* (see 12.4.3 and 12.4.4).

[4.1.5] A U.S. infantry regiment may move like a mech unit if it begins and ends its *Movement Phase* stacked with a Truck Marker (see the scenario for U.S. truck availability). A truck marker may be placed with any U.S. infantry unit but once placed it must remain with that unit until it is "reassigned". To reassign a truck, the Allied player removes the truck from the unit at the start of the *Allied Movement Phase* and places it on the new unit at the end of the same *Movement Phase*. If the infantry unit is eliminated then the truck marker is permanently lost as well. Truck markers stack for free.

[4.2]   Movement Restrictions

[4.2.1] A unit may never enter a hex occupied by an enemy unit.

[4.2.2] A unit must cease all movement the moment it enters an enemy controlled hex (see ZOC, 5.0), and move no further that phase. A unit that begins the *Movement Phase* in an enemy controlled hex, however, may leave that hex by expending some of its movement allowance in addition to the cost of the hex entered (see 5.1.2). This movement may only be made if the first hex to be entered is neither enemy controlled nor prohibited to the unit in question (Exception; see 5.2.1 and 5.2.4).

[4.2.3] Friendly controlled hexes never interfere with the movement of friendly units.

[4.2.4] Advances and retreats due to combat are not considered to be movement and do not cost movement points (see 8.11).

[4.2.5] A friendly unit may move through hexes occupied by friendly units at no penalty. There is no limit to the number of friendly units which may be moved through a given hex in the *Movement Phase*. There are, however, limits to the number of friendly units which may end the phase stacked together (see Stacking 6.0)

[4.2.6] As long as it does not move from one enemy controlled hex to another, a unit may always move at least one hex, even if it does not possess enough movement points to accomplish the move normally (exceptions: see 5.2.1). A unit may not use this rule to move into terrain it could not normally move into.

▶ [4.2.7] *Mech units* may not cross a minor or major river hexside unless the hexside is traversed by a road. However, an ***Allied mech unit*** (in supply) may cross any type of river hexside if it begins adjacent to the river hexside and expends all its movement allowance to do so (even into an enemy ZOC). Similarly, a ***non-mech unit*** (in supply) may cross a major river hexside if it expends all its movement allowance to do so.

● [4.2.8] A unit can only move from hex A to hex B if it could also move from hex B to hex A.

[4.3] Tactical Movement

[4.3.1] A unit must employ tactical movement in order to enter enemy controlled hexes and perform combat in the ensuing *Combat Phase*.

[4.3.2] When using tactical movement, a unit employs its printed movement allowance, and pays terrain costs as noted on the Terrain Effects Chart.

▶ [4.3.3] A unit that enters a hex through a road hexside may ignore the normal movement point costs associated with the hex and pay only one movement point with the following exception:

- A mech unit pays 2 MPs when entering a lowlands or flooded hex by road. **Note:** A Regroup marker is placed on a Mech unit that enters a flooded hex by road at the end of its movement.

[4.3.4] German non-mech units pay only one movement point to enter a bocage hex if there is no bold result on the Allied Interdiction die roll.

[4.4] Strategic Movement

[4.4.1] A unit may only employ strategic movement if it starts, ends, and remains at least three hexes away from enemy units at all times during the *Movement Phase*. This distance is defined by counting from the enemy unit (exclusive) to the moving unit (inclusive) i.e. there must be two intervening hexes between the units. A ***disorganized*** unit may not use strategic movement (see 8.12.3).

▶ [4.4.2] Units using strategic movement use their printed movement allowance and pay the costs listed on the terrain effects chart, using the fractional cost for road travel. For example, a mechanized unit travelling along a road would only spend $1/3$ of a movement point per hex entered. Travelling along a road, the movement cost for the hexside *and* the hex entered is the terrain cost if the bridge between the hexes is destroyed.

[4.5] Off-Map Movement Areas

[4.5.1 The boxes with city names around the hexagonal map represent regional areas for Off-map Movement (OMM) and are referred to as Off-Map Movement areas or boxes. An Off-Map Movement area can be used by both players, however, once Allied controlled, an OMM box may not be entered by German units (see 4.6). German units must leave an Allied controlled OMM area in the next Movement Phase, but only if they enter the map or another German OMM box, or are removed for VPs. All OMM areas are considered German controlled until controlled by an Allied unit.

● [4.5.2] Units may only move into an OMM area from the map by using the hexes indicated by the lines between the designated hexes to which the area is adjacent. Likewise, units may only enter the map at those hexes designated by the OMM area. A unit pays 1 MP to move from the map edge into an OMM area. A unit that begins the *Movement Phase* in an OMM area may move to an adjacent OMM area using its entire movement allowance or onto the map at no additional cost in movement. Units that become Isolated in an OMM area may not move to another OMM area.

● [4.5.3] There is no combat in Off-map Movement areas.

● [4.5.4] An Allied unit may not enter an East OMM area from another OMM area after *Withdrawal from Normandy* is declared (see 21.5).

● [4.5.5] Some Off-map Movement areas are marked as German supply sources (see Supply 11.0). Once it is Allied controlled, an OMM area may not be used as a German supply source (see 10.2 and 11.2).

[4.6] Allied Controlled OMM Areas

[4.6.1] The Allied player must maintain a force of at least 3 non-artillery units in an Off-map Movement area in order for the OMM area to be considered Allied controlled (one unit must be a regiment size unit). Brittany OMM areas are considered Allied controlled after all required Allied units have exited into Brittany (and do not require a garrison). Likewise, except for Le Mans, all southern OMM areas are considered Allied controlled after all required Allied units have exited to the Loire. Once entered, the Allied player must always maintain an occupation garrison in Le Mans. Only British/Canadian units may enter OMM areas marked with a British flag. British/Canadian units may not enter an OMM area from another OMM not marked by a British flag symbol. An OMM box must be controlled by the Allied player to receive the VPs from it.

[4.6.2] An Allied unit is considered out of supply in an OMM box unless the OMM box it occupies has a supported HQ unit of the same army in it. A unit is considered isolated if the two adjacent OMM areas are enemy controlled and a supply line can not be traced onto the map to a proper supply source or if the HQ unit that it traces to is unsupported.

[4.7] Artillery Movement

▶ [4.7.1] Any non-mech Allied artillery and anti-tank units and German flak AA unit (Flk) may move as non-mech at its printed movement allowance or it may double its movement allowance and move as a mech unit.

[4.7.2] An artillery unit may not use its Offensive Barrage Strength in the same player-turn if it moved during the *Strategic Movement Segment* (Place a Regroup Marker on the unit after such movement).

[5.0] Zones of Control

GENERAL RULE

The six hexes that surround a unit (or stack) constitute the Zone of Control (ZOC) for that unit or stack. Zones of Control affect movement, combat, and supply. Hexes in the ZOC are called controlled hexes. All units exert a ZOC except cadre, artillery, HQ, or battalion–sized units. Any unit exerting a ZOC exerts it at all times through the game turn (exception: see Disorganization and Regrouping 8.12)

CASES

[5.1]   The Effects of Zones of Control on Units

[5.1.1] All units must cease movement immediately upon entering an enemy ZOC and can move no further that phase.

[5.1.2] **Cost to Enter and Leave a ZOC**
A unit may exit an enemy ZOC only at the beginning of its Movement Phase. There is an additional movement point cost to enter and leave an enemy ZOC.

- **Non-mech unit:** When a non-mech unit enters or leaves an enemy ZOC during its movement, it expends one (1) additional movement point plus the cost of the terrain entered.

- **Mech unit:** When a mech unit enters or leaves an enemy ZOC during its movement, it expends three (3) movement points plus the cost of the terrain entered.

[5.1.3] Some terrain types have an effect on ZOCs, but there is no additional or cumulative effect from having more than one enemy unit exerting a ZOC on a given hex.

[5.1.4] Units may not move directly from one hex in an enemy ZOC to another except as a result of combat (exception see 5.2.1). A unit which begins its Movement Phase in an enemy ZOC may leave the hex, but only if it moves directly into a hex that is not in an enemy ZOC.

[5.1.5] A unit may move without a penalty into and out of hexes adjacent to units that do not exert Zones of Control.

▶ [5.1.6] Friendly units do negate enemy Zones of Control in the hexes they occupy for all purposes except for movement or tracing the path of retreat.

▶ [5.1.7] Enemy and friendly units can both exert Zones of Control into the same hex. Such Zones of Control are said to mutually exist in the hex and do not negate each other.

[5.1.8] An enemy controlled or occupied hex blocks the tracing of friendly supply through that hex. However, friendly units (not friendly Zones of Control) negate the presence of an enemy ZOC in the hex they occupy for the purpose of tracing supply.

[5.2] Special Terrain Effects on Zones of Control

[5.2.1] Bocage/Hedgerow
Even if it has not enough movement points to do so, a German unit that begins its Movement Phase in a *hedgerow or bocage* hex may move directly from one enemy Zone of Control into another. It must stop upon entering that ZOC and the hex entered may not be a clear hex. *The hex entered (or hexside crossed) may not be directly in-between 2 enemy units that exert a ZOC into the hex the moving unit is entering.*

EXAMPLE: *German units moving from one Allied ZOC directly into another ZOC.*
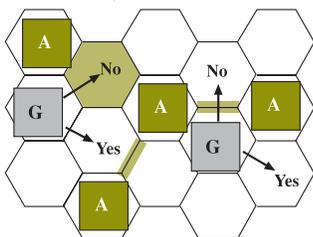
[5.2.2] Cities
Zones of Control do not extend into a city hex.

▶ ### [5.2.3] Major and Minor Rivers
Zones of Control *do not* extend across a **minor or major river** hexside, for any purpose, *until an opposing unit attempts to move, attack or advance after combat across it.* **Note: A** *bridge (road hexside) has no affect on ZOCs across a minor or major river hexside*. The following movement and combat exceptions temporarily create a zone of control across minor and major river hexsides:

a. **Movement:** If a friendly unit attempts to move across a river hexside, any enemy unit adjacent to that river *and* adjacent to the hexes the moving unit is moving from or into, instantly

projects its ZOC across that river's hexsides for the entire friendly unit's movement.

EXAMPLE: *Hexes moving units allowed to move into across a river hexside (V units have ZOCs).*
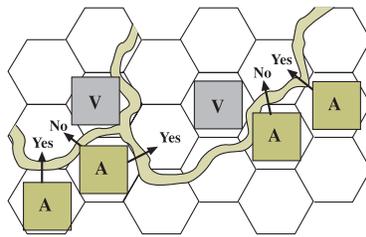
b. **Combat:** If a friendly unit attempts to attack across a minor or major river hexside, any enemy unit adjacent to that river *and* adjacent to any of the attacking or defending units, instantly projects its ZOC across that river's hexsides for the units or stacks making the attack. **Note:** *ZOCs do not extend across a minor or major river hexside for retreats, but do always extend across for advances after combat.*

Exception: An adjacent enemy unit that has a river between itself and the hex the friendly unit is moving from *and* the hex it is moving into (or attacking into), does not project a ZOC for that move or attack.

[6.0] Stacking

GENERAL RULE

In all terrain types other than *hedgerow, bocage and forest,* no more than **three units** may stack in the same hex at the end of any *Movement Phase*. In *hedgerow, bocage and forest* type hexes, no more than **two units** may stack in the same hex. These may be any combination of various unit sizes and types subject to the following conditions.

[6.1] Movement Stacking Conditions

[6.1.1] Units may freely move through hexes without regard to stacking limitations during a *Movement Phase*. There is no movement point cost to stack or unstack units.

[6.1.2] No more than two regiment or brigade size units (any combination) may occupy a given hex at the end of movement.

[6.1.3] Headquarters are a battalion size unit and count against stacking limits. However, one headquarters unit may stack for free in any stack.

[6.1.4] Cadre units count as a battalion size unit.

[6.1.5] At the end of any *Movement Phase*, any hex with an excess of units above the stacking limit must disorganize. The excess units must make a one hex retreat by the owning player.

[6.2] Combat Stacking Conditions

[6.2.1] No more than one regiment or brigade size unit may attack from or be attacked in any given hex during the *Combat Phase*. When more than one regiment or brigade size unit is stacked in a combat hex, the owning player may choose which one will participate in the combat at full strength.

The other regiment may participate, but *may only add its cadre strength* (and cadre ASV if any) to the total strength of the stack.

[6.2.2] All battalion size units in a given combat hex must attack or be attacked.

[6.2.3] All units in the combat hex are affected by the combat result.

[6.2.4] Units in a combat may not participate in a subsequent combat in the same *Combat Phase*; however, they may provide divisional integrity in subsequent combats if all other requirements are met.

[6.2.5] When providing artillery *support* only, up to 3 artillery units may participate in an attack from the same hex.

[6.2.6] Combat stacking restrictions are never affected by the terrain of the defending hex(es).

[6.3] Retreat Stacking Conditions

[6.3.1] Retreating units may violate stacking limits when retreating through or into other hexes. The stacking violation must be corrected during the owning player's subsequent *Movement Phase* (see 6.1.5).

[7.0] Limited Intelligence

COMMENTARY

In war, commanders are rarely able to ascertain the exact strength and ability of their own troops, and even more so for assessing their enemy. In Normandy, both sides had difficultly in assessing exact enemy strength and coordinating their own forces to achieve maximum impact. This inability coupled with variations in unit morale and capability often resulted in unexpected combat results. This variability and uncertainty is captured in the Limited Intelligence rules.

GENERAL RULE

Units without a specific combat strength printed on the counter are of undetermined strength until their first combat. Upon a unit's first combat, its combat strength will be determined by drawing a "strength chit" from an appropriate EFFECTIVENESS rating pool (1, 2, or 3) and using the combat value corresponding to the unit's COMBAT CLASS (A, B, or C). A single *Effectiveness* rating and three *Class* values are printed on the counter. Once drawn, this chit is placed underneath the combat unit and remains there until the strength chit is reduced or eliminated. Once placed, the opposing player may examine a unit's strength (counter) only to determine combat odds at the instant a given combat is to be resolved. Generally, this should occur after all artillery, air, and other combat modifiers have been declared.

[7.1] Combat Class and Effectiveness

[7.1.1] Regimental and Brigade size units belong to a specific *combat class*. This class corresponds to the general size of a unit: A (large), B, and C (small).

[7.1.2] Regimental and Brigade size units have an individual *effectiveness rating*. This value indicates the general quality of the unit: 1 (worst), 2, and 3 (best).
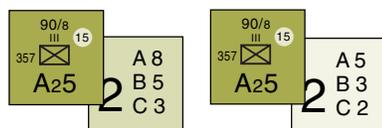
[7.2] Strength Chits

[7.2.1] A *strength* chit is a counter with letters and numbers on both sides that represents the strength of a unit at a given time. The large number (1,2, or 3) represents the effectiveness of the unit and the letter identifies the size of the unit (A, B, or C). The small numbers next to the *unit size* letters are the combat value of the unit. Thus, a class A3 unit would draw a chit from the class 3 pool of chit counters and use the combat value adjacent to the letter A.

[7.2.2] Each strength chit has two sides: full strength (largest combat values) and reduced (smaller combat values). The full strength side is used when a combat chit is first drawn from the pool. The reduced side is used when a unit takes a combat step loss. If two combat step losses are taken then the chit is removed from underneath the unit and returned to the appropriate pool and the unit reduced to cadre. *Note: A strength chit with a "0" value on its reduced side means the unit does not have a reduced strength and goes to cadre.*

[7.2.3] At the start of the game the players must sort all the strength chits by *effectiveness* rating into their appropriate groups (1,2,3). Place each group into a container to allow random drawing. The player then randomly draws a chit from the appropriate effectiveness rating pool whenever units need chits for combat or replacements.

[7.2.4] When strength chits are removed from a unit due to combat loss or replacement, they are returned to their proper pool for later use in the game.

Example: *An American infantry regiment is performing combat for the first time. The American player draws a chit and places it under the regiment with front side up; its strength is 8. In the ensuing combat, the unit takes a step loss and flips over the strength chit to the reduced side; its strength is now 5.*

[7.2.5] Strength chits never count for stacking. They are considered part of the combat unit.

[7.2.6] When a player has spent the last strength chit of a particular *Effectiveness Rating*, he must retrieve some from units on the map to replenish his pool. The owning player rolls one die, the resulting number is the number of chits he takes back from those unreduced units with the same *Effectiveness Rating*. The owning player may decide which units to remove the chits from.

[7.2.7] A unit that has been reduced in strength by combat (or reduced in the initial scenario setup) may be restored through replacements. (see

17.0 Replacements). When adding a replacement to a reduced strength unit, the strength chit is always removed (see 17.2). A Cadre unit may only receive replacements by a special process that brings it to its full strength side (see 17.2.5, 17.2.6, 17.2.7).

[7.3] Cadre Units and Units without Strength Chits

[7.3.1] Every regiment/brigade size combat unit is back-printed with a cadre side. All cadres have a printed combat strength, replacing its original Combat Class and Effectiveness Rating, and a movement allowance. A cadre is formed when a regiment (or brigade) size unit takes losses in combat. If a unit originally consisted of three steps of strength, the cadre side of the unit is considered the third step of strength. Similarly, if a unit was originally worth two steps of strength, the cadre side is considered the second step. All cadres themselves are worth one step of strength. Cadres do not have a Zone of Control, and are treated as a battalion-size unit for stacking. A regiment of a division that is reduced to cadre may affect Divisional Integrity (see 8.4).

[7.3.2] Battalion, artillery and headquarters units never use strength chits. Their combat values are printed on the counter.

[7.4] Play Restrictions

In the spirit of the game, players should abide by the following limitations that increase uncertainty about the opponents strength and condition.

[7.4.1] Players may not record unit strengths of the opposing units.

[7.4.2] Players may not examine opponent's stacks except by observing the unit placed on top of the stack. Information markers such as out-of-supply, disorganized, Improved Position, etc. do not apply for this purpose. A player must tell his opponent if units in a hex exert a ZOC if the unit on the top of the stack does not.

[7.4.3] Players may not choose to withdraw from combat or remove or change units participating in a combat once either player's combat strengths have been revealed.

[8.0] Combat

GENERAL RULE

Friendly units that are adjacent to enemy units during the friendly *Combat Phase* are obligated to attack those enemy units subject to the restrictions of Stacking and Combat (see 6. 2). A given unit has a combat strength which is used when attacking and defending. A unit's strength may not be divided among different combats when either attacking or defending. The phasing player is termed the attacker and the non-phasing player is termed the defender regardless of the overall strategic situation. The result of a given combat may be affected by terrain, supply status, whether the attacking and/or the defending units have divisional integrity, if the attacker is eligible for

combined arms and/or armor superiority bonuses, whether either player employs artillery or air support. Combat results to units involved may include losses (determined in "steps;" see 8.9) and/or retreats as well as disorganization.

PROCEDURE

- At the beginning of the *Combat Phase*, the attacking player must indicate, by using a marker, which enemy occupied hexes will be attacked. In each individual combat the attacking player first declares if the attack will be **supported** or **unsupported** (see 10.3) He then declares any air, naval and/or artillery support he will use in the attack and the defending player does the same. Total the Combat Strengths of all the units participating in a combat against a specific hex by examining the strength chits owned by the applicable units or the combat strength printed on the counter (adjusting for supply and support status and terrain. Next the defender does the same for all of his units participating in the defense. *The total Combat Strength of the attacker is compared to the total combat strength of the defender and this comparison is stated as a probability ratio: Attacker's strength to Defender's strength.* This ratio is rounded up or down (see Rounding Rule) to match one of the simplified ratio columns found on the Combat Results Table. Next, determine the terrain type occupied by the defender. Cross index the terrain line with the correct ratio column on the Combat Results Table. Both sides determine the number of shifts to the ratio column that each is eligible for (see Summary of Combat Modifiers on the CRT card). Apply all shifts together to modify the combat ratio; defender's shifts move the ratio to the left, attacker's shifts to the right (see Combat Ratio Shift Summary on the CRT card). Roll two dice to resolve the attack and read the result from the appropriate line under the proper ratio. Additional combat options on the result (for the defender, the attacker or both) may then be applied (8.11 and 8.12). The results must be applied immediately, before the resolution of any further attacks. All necessary combats must be resolved during the Combat Phase and separate attacks may be resolved in any order the phasing player desires.

CASES

[8.1] Which Units May Attack

[8.1.1] Every non-phasing unit that has a ZOC, and that is adjacent to a phasing unit, must be attacked by some phasing unit during that *Combat Phase* (Exception: see 8.1.3, 8.1.4 and 8.1.5). These attacks may be resolved in any order the phasing player desires.

[8.1.2] All the phasing player's units ending their *Movement Phase* adjacent to enemy units with a ZOC, must attack some unit during the ensuing *Combat Phase* (Exception: see 8.1.3, 8.1.4 and 8.1.5). The phasing player may choose which friendly stacks will attack each adjacent enemy unit so long as all adjacent, enemy-occupied hexes are attacked.

- **[8.1.3]** Any unit that occupies a *city, forest or entrenchment* hex is not required to attack adjacent

enemy units during the friendly Combat Phase. If they choose to attack adjacent enemy units, they are only obligated to attack one adjacent stack, although they may attack more if the owning player wishes to. Units adjacent to a city or forest hex are still required to attack them unless they occupy a hex or hexes described in 8.1.4 or 8.1.5 (exception; entrenchments, see 19.2.3).

[8.1.4] Any unit that occupies a *hedgerow, bocage, or an Improved Position* hex is not required to attack adjacent enemy units during the friendly Combat Phase. However if it does attack, all other adjacent enemy occupied hexes that exert a Zone of Control must be attacked unless they are themselves attacked by another friendly unit *or in a ZOC of another friendly unit that is not involved in any attacks.* In other words; A friendly unit may ignore other adjacent enemy units during combat if those enemy units are in the ZOC of a friendly unit that is not going to attack this phase.

Examples of Attacking Units in hedgerow, bocage or IP
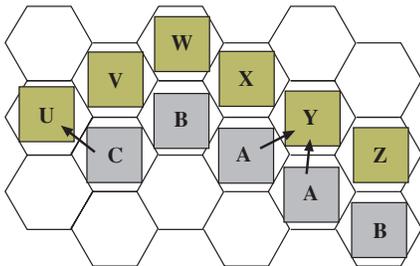
Attacking units A may attack defending unit Y and do not have to attack units X and Z because the two friendly units B have a ZOC into X and Z and are not participating in an attack this phase. Likewise, C may attack U without attacking V because V is being held by B.

▶ [8.1.5] Any unit that occupies a *hilltop, woods, lowlands or town hex* is not required to attack adjacent enemy units during the friendly *Combat Phase.* If it does choose to attack, all other adjacent enemy occupied hexes that exert a Zone of Control, must be attacked by some friendly unit(s) that phase per rule 8.1.1). *Note: When terrain types overlap, rule 8.1.4 supersedes 8.1.5.*

▶ [8.1.6] A unit may not be attacked more than once in a *Combat Segment,* and more than once in the *Reserve Segment* of the *Combat Phase* (see 12.4.5). A unit may not attack more than once in a *Combat Phase.*

[8.2] Multi-unit and Multi-hex Combat

[8.2.1] If an attacking player's unit is adjacent to more than one enemy occupied hex, it must attack all of the enemy adjacent hexes (subject to the stacking rules) that are not involved by some other attacking friendly unit (Exception: see 8.1.3, 8.1.4 and 8.1.5).

[8.2.2] Attacking units from two or more different hexes may combine their combat strength to attack an adjacent, single hex.

[8.2.3] All units in a given hex must attack and defend as a single, combined combat strength. A stack may not withhold a unit except due to stacking restrictions (see 6.2.1).

[8.2.4] A single attack may involve a number of defending and attacking units. All attacking units must be adjacent to all of the defending units in order for an attack to be resolved as a single combat.

[8.2.5] Whenever an attack involves defending units in more than one hex, use the terrain line that most favors the defender on the CRT.

[8.3] Effects of Terrain on Combat

[8.3.1] In most cases terrain effects are integrated into the CRT; however, there are some instances where the terrain does modify a unit's Combat Strength (see 8.3.2, 8.3.3 and 8.3.4) or causes one or more column shifts in the final combat ratio (see 8.3.5 , 8.3.6 and 8.3.7). After determining the combat ratio, simply determine the terrain type that the defending units occupy and locate the corresponding line on the Combat Results Table. A unit's combat strength may not be halved more than twice due to terrain.

Important: CRT shifts that occur for reasons of hedgerow, bocage or a river are taken after all of the attacker's shifts are applied.

[8.3.2] **Clear Hexes**
All armor type units (battalions and brigades) are doubled in strength attacking into or defending in a clear hex. A clear hex with a town is considered clear, but a clear hex with woods is not clear for doubling armor. *Exception: tank type units are not doubled if attacking a clear hex across a minor river or bridged major river hexside.*

Some examples of armor type units

▶ [8.3.3] **Rivers and Streams**
A unit attacking across a *stream, minor or major river* hexside has its combat strength halved (rounded up). If half or more of all attacking units are attacking across a river hexside, the CRT odds shift 1 to the left for a *minor river* or 2 to the left for a *major river*. **Note:** *ZOCs do not extend across a river hexside for retreats, but do extend across for advances (see 5.2.3).* A bridged hexside (road hexside) has no affect on combat.

● [8.3.4] **Woods**
A defending stack adds 2 to its final combat strength if it occupies a woods hex in addition to any other terrain benefits. However, only 1 may be added to a 1 strength point unit for woods.

[8.3.5] **Hedgerow and Bocage Hexes**
• The maximum Combined Arms bonus shift to the *attacker* is 1 when attacking into a bocage hex and 2 when attacking into a hedgerow hex (see 8.5.3).

• German units always shift the CRT combat ratio column 1 to the left when defending in a bocage or hedgerow hex.

[8.3.6] **Hilltops**
If, at the instant a combat is being resolved, a player has a unit that occupies a hilltop hex that is within two hexes of a defending unit in the combat, the player receives a *hilltop combat bonus.* When determining the distance from the hilltop to the defending hex, count from the hilltop (exclusive) to the defending hex (inclusive). *The distance is one hex less if the hilltop is in a bocage or hedgerow hex.*

[8.3.61] An occupied hilltop may provide a hilltop combat bonus even if it is in an enemy ZOC at the instant of combat. A hilltop hex that is being attacked may provide a hilltop combat bonus only to itself.

[8.3.62] A player who is allowed a hilltop combat bonus may shift the combat ratio one column in his favor. (Attackers shift one to the right and defenders shift one to the left.) A maximum of one hilltop combat bonus per combat is allowed. If both the defender and the attacker are allowed a hilltop combat bonus, only the defending player receives it.

[8.3.7] **Cities and Towns**
Infantry type units shift the CRT combat ratio column one to the left when defending in a city or town hex. Note: One shift per attack, not per unit.

▶ [8.3.8] **Flooded Lowlands**
A Mech unit may add its strength to an attack but may not advance after combat into a flooded lowlands hex except through a road hexside.

• A Mech unit may not retreat into a flooded hex except when connected by a road. A Mech unit that retreats into or through a flooded hex (on a road)is immediately disorganized.

Combat Ratio Shifts Priority

The Combat Ratio Shifts Summary on the Combat Results Table card is a checklist of possible shifts available to each side. The sequence in which the shifts are listed is not necessarily when they must occur. Shifts due to Ground Support, Artillery and Naval Bombardment are *declared before* calculating the *Initial Odds Ratio* from unit combat strengths, but are *applied* with all the other shifts (attacker's and defender's) as a net gain or loss to determine the *Maximum Odds Ratio*. Shifts taking the ratio beyond minimum or maximum odds on the CRT are lost. The defender then gets to apply shifts due to minor river and hedgerow/ bocage resulting in the *Final Odds Ratio*.

Example: The attacker declares the use of an air point for *ground support* and two *artillery* units. The odds are calculated and shifts are applied for *divisional integrity* and *armor superiority* bringing the odds to 10 to 1 in hedgerow. The defender applies *town* and *hilltop* bonuses to reduce the ratio to 8 to 1. The attacker now applies 3 shifts for his *ground support* and *artillery* results, returning the odds to 10 to 1. The defender now applies one shift due to *hedgerow* for a final odds ratio of 9 to 1.

[8.4] Divisional Integrity

Both players may receive a divisional integrity combat bonus when attacking or defending.

[8.4.1] *Attack Integrity:* If, at the moment of resolution of an attack, the phasing player has at least two non-cadre regiments (or brigades) of the same division adjacent to the enemy units that are being attacked (and the remaining regiment is stacked with or adjacent to at least one of the other regiments) the player receives a *Divisional Integrity Combat Bonus*. Only one of the regiments is required to participate in the attack, but it is necessary for at least two of them to be adjacent to the enemy units at the moment of combat. Regiments fulfilling this requirement may be stacked in the same hex. Divisions that originally only have two regiments (such as British armored divisions and some German mech and infantry divisions) may receive divisional integrity with just their 2 regiments. However, if a division has more than one regiment reduced to cadre or one of its regiments is eliminated, it may not receive divisional integrity when attacking.

[8.4.2] *Defense Integrity:* If a regiment in a defending stack is being attacked and, at the moment of resolution, it is stacked with or within 2 hexes of another regiment of the same division, the non-phasing player receives a defensive divisional integrity combat bonus. If a division has all its regiments reduced to cadre *or* one of its regiments is eliminated and another is reduced to cadre, it may not receive divisional integrity when defending. (Note: The U.S. 82nd Airborne division does not receive divisional integrity when attacking, but does when defending.)

[8.4.3] When applying a divisional integrity combat bonus in an attack, shift the final combat ratio column one to the right for each participating division that meets the requirements of 8.4.1. When a divisional integrity combat bonus is applied to the defense, shift the final combat ratio column one to the left on the CRT.
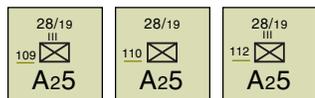
DIVISIONAL INTEGRITY REQUIREMENTS

2 Regiment Division
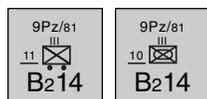
Note: Red bar under the regiment designation indicates a 2 regiment division; a yellow bar indicates a 3 regiment division.

3 Regiment Division

Note: It is not necessary for German Panzer or Panzergrenadier divisions to employ their component support battalions (tank, antitank, etc.,) in order to fulfill divisional integrity.

[8.4.4] The maximum number of shifts that may be applied in an attack for divisional integrity is two. The maximum number of shifts that may be applied to a defense as defensive divisional integrity is one.

British and Canadian Divisional Integrity Restrictions

In order for a British or Canadian division to receive its divisional integrity bonus when attacking, the Allied player must first roll a die. A die roll of 1, 2 or 3 allows the division its divisional integrity bonus shift. Any other result and the division does not receive its divisional integrity bonus. When defending, British/Canadian divisions automatically receive divisional integrity.

[8.5] Combined Arms

[8.5.1] Both players are eligible to receive a combine arms combat bonus when attacking. In order to receive this bonus, the attacking player must have a stack of units that contains both an armor battalion unit and an infantry type unit of regiment or brigade size (Exception: see 8.5.2). Only one Combined Arms bonus per stack is allowed. A light armor unit (designated by a red L) does not provide Armor Superiority but can provide a Combined Arms bonus. **Note:** An armor brigade reduced to cadre may be treated as an armor battalion.

[8.5.2] Any unit that has a Combat Class Rating in parentheses automatically receives one combined arms bonus if it participates in a combat. Such a unit does not have to have a tank unit stacked with it in order to receive the bonus; however, if it becomes a cadre type unit, it no longer automatically receives the combined arms bonus.

[8.5.3] The attacking player may shift the ratio column one to the right for each stack that meets the requirements of 8.5.1. The maximum number of combined arms bonuses for the attacker depends on the terrain type the defending stack is in. The maximum number of combined arms bonus shifts is as follows:

No. of Shifts	Terrain Type
3	Clear, Mixed
2	Hedgerow, IP
1	Bocage, Forest, City, Lowlands, Entrenchment
0	Minor/Major River hexside, in or out of Flooded hex

[8.5.4] If a defending stack of units possesses at least one infantry type **and** one armor or antitank unit (or a unit with a parenthesized Combat Class), then the attacking player may receive **no** combined arms bonuses for that attack. This is known as combined arms defense, although no shifts are awarded on the CRT to the defender—it does eliminate the combined arms shifts awarded to the attacker. *Note: All German anti-air (Flak) battalions are considered antitank units.*

Combined Arms Examples

[8.5.5] Armor Superiority

Both players are eligible to receive an Armor Superiority bonus when attacking and defending. The Armor Superiority Value (ASV) of a unit is indicated by the number of dots on the unit. Dots that are white (or a color) indicate an ASV that can be used while attacking or defending. A black dot indicates that its ASV can only be used while defending. To calculate the Armor Superiority bonus for a combat, both players total the number of dots from all the participating stacks. If the attacking units have a combined total in Armor Superiority Value greater than the defending hex the shifts to the CRT is as follows:

- If the total attacking ASV is *one or two* points greater than the defender's, the attacking player shifts the final combat odds **1** to the right.

- If the total attacking ASV is *three* or *four* points greater than the defender's, the attacking player may shift the final combat ratio **2** to the right.

- If the total attacking ASV is *five* or greater than the defender's, the attacking player may shift the final combat ratio **3** to the right.

- If the *defender* has more white ASV points than the attacker's (white only), the defender shifts the final combat ratio **1** column to the left, and the attacker receives none).

● Armor Superiority bonuses are not allowed attacking into or defending in a city, flooded or forest hex. ASV bonuses are not allowed attacking from a flooded hex or across a river hexside.

ASV Modification for Allied Units
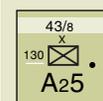
All British and Canadian infantry brigades should have 1 black dot on the front of the counter for Armor Superiority.

All U.S. and French mech infantry regiments should have 1 white dot on their cadre side.

[8.6] Special Unit Effects on Combat

[8.6.1] **Armored Engineers**

The Allied player may use an armored engineer unit in an attack to shift the final combat ratio column one to the right. At least one armored engineer unit must participate in the attack and only one shift is allowed regardless of the number of armored engineer units involved in the combat. Armored engineer units may also be used for Combined Arms Bonuses.

[8.6.2] **Heavy Tank Battalions**

The German player has a number of heavy tank battalions designated with an "H". In addition to acting as a regular tank battalion, an attacking heavy tank battalion automatically causes the combat ratio column to shift one to the right on the CRT.

[8.6.3] If a special unit is involved in an attack and a 1 appears on either die from the combat result die roll, the special unit must be the first step taken if the owning player must take a step loss.

[8.7] Artillery Units

GENERAL RULE

Artillery units have 2 types of combat factors: Offensive Barrage Strength (OBS) and Defensive Barrage Strength (DBS). To determine the number of Artillery Support Bonus shifts when attacking or defending, a player totals all his participating artillery units' Barrage Strength(s) and finds the appropriate column on the Artillery Support Table. The player then rolls one die and the resulting number is the number of shifts on the CRT allowed for artillery. At the beginning of each combat, both players (attacker first) must announce which artillery units each will use for the combat. An artillery unit has only one step for combat; however, for support purposes it has two sides: Supported or Full (front) and Reduced (back). When a full strength artillery unit is used in combat by the owning player, it must be flipped to its reduced side. A reduced artillery unit is never flipped again if used in combat. To return a reduced artillery unit to its full strength side, the owning player must use a Support Point during the *Corps and Artillery Support Segment* (see 10.4). For one support point expended the owning player may flip one reduced artillery unit to its supported side (two for a British AGRA artillery unit).

- [8.7.1] A defending artillery unit (or units) not stacked with a friendly unit with a combat strength, or an artillery unit that is the only combat unit attacking, must use its *reduced side* DBS as its combat strength. If attacking an adjacent hex in combination with other units, it may use its Barrage Strength to provide the Artillery Support Bonus only to the hex it is in or adjacent to (see 8.7.2).

- [8.7.2] If a friendly artillery unit is not in the ZOC of an enemy unit and is within its printed range (in hexes) of a defending enemy unit, the owning player uses its Offensive Barrage Strength to provide an Artillery Support Bonus. To find the number of Artillery Support Bonuses for the attack, the phasing player totals the Barrage Strengths of all eligible participating friendly artillery units in the combat. Next he rolls one die and reads the result (applying any modifiers) on the appropriate line under the proper column on the Artillery Support Table. The result is the number of column shifts to the right on the CRT awarded to the attacker for the combat.

[8.7.3] When an attack involves more than one defending hex, each barraging artillery unit used by the attacking player must be in range of all defending hexes. For each additional defending hex more than one, in a single attack, 1 is added to the die roll result on the Artillery Support Table.

▶ [8.7.4] When defending, any friendly artillery unit not adjacent to an enemy unit, within range of a defending unit, may use its DBS to provide

the defending unit(s) with *Defensive Artillery Support Bonus shifts* (exception: 8.7.1). The procedure is the same as in 8.7.2 except that the column shifts are to the left for the defender and ***no modifiers apply.*** Normally, a full strength artillery unit is reduced (flipped) when used to support a defending hex; however, if the owning player wishes to, he may voluntarily use it's *Reduced Side* DBS and not reduce the unit.

[8.7.5] Regardless of the type of support provided, an artillery unit must be part of the same corps or army formation as at least one of the units in the friendly attacking or defending stacks. If the artillery unit does not have a corps designation it must be within 6 hexes of the participating HQ unit of the attacking or defending friendly stacks. If a stack has units from more than one HQ the owning player may choose which corps the artillery unit is attached to.

[8.7.6] When attacking, only three artillery units may participate in a given combat. No more than two artillery units may provide support to a defending hex. An artillery unit may be used only once during a Combat Phase. When applying any type of artillery support the attacking player announces which artillery units he will use first and the defending player announces second. Both intentions are declared before the revelation of strength chits and prior to the players roll on the Artillery Support Table.

[8.7.7] If an artillery unit that began the Combat Phase not adjacent to an enemy unit, finds itself adjacent to an enemy unit as a result of advances or retreats, that artillery unit may still apply support to friendly units within range for the remainder of the Combat Phase.

[8.7.8] An artillery unit's barrage strength can be doubled (attacking or defending) if an additional Support Point is expended. For Allied artillery, this support point must come from the supplying corps SP total; For German artillery, this support point must come from the Army's SP total through the supplying HQ. Simply reduce the Support Point level by one and double the barrage strength of the artillery unit. British AGRA artillery units can be doubled by expending two SPs. The artillery unit is still flipped to its reduced side. Artillery units out of supply or reduced may not double their barrage strength.

[8.7.9] British AGRA Artillery Units

The British Army Group Royal Artillery units are in actuality not artillery units themselves but an administrative function coordinating most of the non-divisional Army Group artillery units. However, in the game they function just like normal artillery units with the following exceptions:

1) A reduced AGRA unit requires two support points instead of one to be returned to its full side.

2) The Allied player may split the strength of an AGRA unit in multiples of 4 for two or three separate attacks.

3) Except during an Operation, no more than one AGRA unit may be applied to a single combat during the Combat Phase (see 12.0).

[8.7.10] An artillery unit that is disorganized or regrouping may not be used in combat, unless it is in a hex being attacked. An artillery unit that moves during the Strategic Movement Segment has a Regroup marker placed on it after it moves.

▶ [8.7.11] **Allied Naval Bombardment Bonus** The Allied player may receive 1 or 2 *Naval Bombardment Combat (NBC)* bonuses, per combat, when attacking or defending, shifting the combat results ratio to the right when attacking or to the left when defending. Naval Bombardment may only be used on Map E, within eight hexes of an all sea hex. To receive a NBC bonus, the Allied player must first roll one die, adding one for each bombardment already taken. If the die result is 6 or less the player receives the bonus. If the die result is greater than 6, no NBC bonus is available for the rest of the player-turn. The Allied player may try again during the *German Combat Phase* when defending. The Naval Bombardment marker is returned to 0 during each *Disorganization/Regroup Phase*. **See the Allied Naval Bombardment Track on the East Map.**

- Naval Bombardment is not available during Rain with Rough Sea or Storm turns.

[8.8] High and Low Combat Ratios and Rounding Rule

Attacks made at ratios lower or higher than those printed on the Combat Results Table use the lowest or highest ratio column indicated on the table. Any shifts due to players are made from the lowest or highest ratio column.

Ratio Rounding Rule

When rounding to whole numbers apply the following rules:

If the attacker's strength is greater than the defender's, and the final number contains a fraction of .5 or less, then round down in the defender's favor. If the final number contains a fraction greater then .5, round up in the attacker's favor.

Example: 16 to 9 is 1.77 to 1 or a 2:1 attack. 16 to 7 is 2.286 to 1, still a 2:1 attack. 16 to 11 is 1.45 to 1 or a 1:1 attack.

If the attacker's strength is less than the defender's and the final number contains a fraction of .5 or more, round the ratio in the defender's favor. If the final number contains a fraction less then .5, round the ratio in the attacker's favor.

Example: 11 to 16 is 1 to 1.45 or a 1:1 attack, but 10 to 16 is 1 to 1.6 or a 1:2 attack. 8 to 12 is 1 to 1.5 or a 1:2 attack, but 9 to 12 is 1 to 1.33 or a 1:1 attack.

[8.9] Combat Resolution

Each unit in The Killing Ground consists of a number of "steps" of strength, which indicate the amount of losses that the unit may take in combat before becoming eliminated from the game entirely. A step loss will reduce the unit's Combat Strength (or in some cases, eliminate the unit). Most of the units in The Killing Ground consist of three steps of strength. Some small combat units may consist of only two steps or one.

[8.9.1] Below is a summary of the number of steps that each type of unit in the game possesses:

A. Each combat unit whose original strength chit has a Combat Strength of three or more has three steps of strength. When such a unit takes one step loss, its strength chit is flipped over to its reduced side indicating this loss and displaying a smaller combat strength than the original. When the unit must take a two step loss (or the unit takes one step loss after having previously taken a one step loss), the strength chit is removed from play and the parent combat unit is flipped to its "cadre" side (see 7.2.2). This cadre is now considered a combat unit worth one step and with a combat strength of 1 or 2. When a unit with three steps of strength loses three steps in combat, the strength chit is removed from play and the combat unit is eliminated.

B. Each combat unit whose original strength chit has a Combat Strength of two or less, has two steps of strength. When such a unit takes one step loss, the strength chit is removed from play and the combat unit is flipped to its cadre side. (Note: When flipped over, a unit's strength chit that indicates a zero strength is not considered to have a step of strength.) When a unit of two steps of strength loses two steps in combat, its strength chit is removed from play and the combat unit is eliminated.

C. All HQ units, cadre units, artillery and some battalion size units only consist of one step of strength (some battalions have two steps). These units have their Combat Strength printed on them and do not use strength chits to determine their combat value. If forced to take a step loss in combat, they are eliminated from play. Battalions with two steps are flipped over for the first step loss and eliminated after they take a second step loss.

[8.9.2] All combat results are expressed in terms of steps lost, hexes retreated and/or disorganization. The result to the attacker is to the left of the slash (in light type) while the result to the defender is to the right of the slash (in **bold**). An arrow symbol (◄ or ►) indicates the owning player must retreat. A "D" result denotes that some/all participating units, of the owning player, are Disorganized (8.12.2).

[8.9.3] All numbers in the combat result which are next to the slash (left or right) are the mandatory step losses for the owning player's units. Reading outward from the slash, the number after the retreat symbol is the indicated number of hexes that the affected unit(s) must retreat and / or may take as a number of step losses. All attacking units are subject to any result left of the slash in light type. All defending units are subject to any result right of the slash in bold type. Thus if a player chooses to retreat, all of his units involved in the combat must retreat. If a player chooses to (or must) take step losses, any one or more of his units involved in the combat may be reduced as long as the total number of steps lost is equal to the requirement.

Example: $1D/\mathbf{1}\blacktriangleright\mathbf{2}$

Result to the attacker / *Result to the defender*

The above result is read as follows:
The attacker must lose 1 step and the attacking player's participating units are disorganized. The defender must lose 1 step and retreat two hexes (or take 1 additional step and retreat 1 hex or take 2 additional steps and remain in the hex).

[8.9.4] Step losses, if any, are taken by the owning player (exception see 8.9.6). Losses must first be taken from units participating in the combat. If there are not enough steps available in these units, then the remaining losses are taken by units in the hex that did not participate in the combat. **Note:** Although the "nonparticipating" regiment *may* add its cadre strength to the total strength of the stack, it is the *last* unit to be affected by any combat result (see 6.2.1).

▸ [8.9.5] The defending player may freely choose to take his step losses from any participating defending units in the stack.

▸ [8.9.6] The attacking player must choose which attacking unit(s) will take the losses. *The first step must be taken from the participating unit with the highest modified combat strength* with the following exceptions:

• If the attacker used *Accelerated Effort,* he may take the first step loss from any participating unit.

• If *Special Units* were involved in the attack and 8.6.3 applies, the first step loss must be taken from a participating special unit (see 8.6)

▸ [8.9.7] The attacking player must take *the second step loss as an armor unit* if one participated and the first loss was not taken as an armor type. Any armor type unit or a regiment with a white ASV dot may be used.

[8.9.7] Combat Results Table (separate card)

[8.10] Attritional Losses and Accelerated Effort

[8.10.1] Attritional Loss

Either the attacker or defender may cause an *additional step loss to the opposing side* when taking step losses in lieu of the retreat requirement. This step loss is referred to as **Attritional Loss** and is only applied to the side that "won" the combat (the non-retreating side). After the combat results have been applied, if "the losing player" (the retreating side) fulfills his total retreat result by taking steps, he rolls 1 die. If the number shown on the die is less than or equal to the highest, unmodified, effectiveness rating of any of his participating units, the opposing player must lose 1 step from one of his participating units. *This step loss is of the owning player's choosing.*

[8.10.2] For calculating Attritional Loss, armor and infantry battalions have an Effectiveness of 2. All other battalion sized units and artillery units have an Effectiveness of 1. A cadre uses the Effectiveness Rating on its non-cadre side.

[8.10.3] A unit (or units) defending in a city hex may convert its Attritional Loss into a *one hex retreat*. German units defending in a bocage or hedgerow hex may convert the Attritional Loss into a *one hex retreat*. If a unit retreats instead of taking a loss, the opposing units may advance after combat.

[8.10.4] Accelerated Effort

After the combat odds ratio has been calculated (including all shifts) the attacker may use Accelerated Effort to increase the odds ratio further. To do so, the attacking player must first reduce one of the attacking units by 1 step and roll a die. The number shown on the die is then compared to the *unmodified* Effectiveness Rating of the unit that took the step. The attacker may shift the combat odds ratio to the right on the CRT according to the following:

► **2** if the number on the die is *less* than or *equal* to the Effectiveness Rating of the unit

► **1** if the number on the die is 1 or 2 *greater* than the Effectiveness Rating of the unit

► **0** if the number on the die is 3 *greater* than the Effectiveness Rating of the unit

Only infantry type units (including mech or motorized infantry) that possess an Effectiveness Rating may be used for Accelerated Effort in an attack—cadres and battalions may not be used.

[8.11] Retreats and Advances After Combat

[8.11.1] A player may retreat his units due to a retreat combat result (see 8.9.3). All retreats are expressed in hexes, not movement points. Retreats are always conducted by the owning player. When a retreat is called for, each unit in the stack must move the required number of hexes. Individual units in the retreating stack may be moved to separate hexes as long as they meet the following priorities:

1. To a hex that is the maximum distance from an enemy unit.

2. To a non-enemy controlled hex (if possible)

3. Retreating units may not reenter a hex previously occupied during the retreat.

[8.11.2] A unit may retreat through an enemy Zone of Control; however, for each enemy controlled hex entered, the retreating player must lose one strength step from any unit in the retreating stack (exception see 8.11.3).

[8.11.3] A German stack retreating into **the first** enemy controlled bocage or hedgerow hex does not lose a step from the enemy Zone of Control.

[8.11.4] When forced to retreat as a result of combat, a stack will leave a path of vacant hexes behind it called the path of retreat. Any victorious unit that was involved in the combat (or that was stacked with the units that did participate) is allowed to advance along the path of retreat and may sometimes deviate from it (see 8.11.5:4). An advance after combat may not be more than the number of hexes the defeated stack retreated. If all units in the hex are eliminated due to combat,

the victorious units may advance the number of hexes remaining in the eliminated stack's retreat obligation. Defending units advance only one hex if the attacker retreats.

Special: If all defending units in the hex are eliminated due to combat and the attacker has a retreat result, the attacker has two options:

a) ignore the retreat result and stay in place (do not advance)

b) take a 1 step loss and advance one hex

[8.11.5] Advances After Combat
Advances after combat are conducted as follows:

1. The choice of which units to advance and how far to advance is determined by the owning player. Victorious units are never required to advance.

2. Move each victorious unit individually or as a stack. The first hex entered must be the hex formerly occupied by the retreating units.

3. All non-mech, non-artillery units may advance a maximum of 2 hexes along the path of retreat conducted by the retreating player. The move is conducted hex by hex and may not deviate from the path of retreat.

4. All mech type units may advance the permissible number of hexes and may deviate from the path of retreat. They may advance up to the allowable limit of hexes. Non-mech units may accompany an advancing mech unit that deviates from the path of retreat.

5. Regardless of the type of unit, they must halt their advance immediately upon entering an enemy Zone of Control, *exclusive of the first hex entered.*

[8.11.6] Retreat and Advance Restrictions

a. **General:** A unit may not retreat or advance into or across prohibited terrain. Units may not retreat off the map. Stacks unable to retreat lose 1 step for each hex not retreated. An infantry unit that is motorized (stacked with a truck unit) may advance as a non-mech unit without the Truck (4.1.5).

▶ b. **Rivers and Streams:** A unit advancing across a *stream or river* hexside must end its advance in the hex crossed into. A mech unit may never retreat or advance across *any river* type hexside unless the hexside is traversed by a road. A unit that advances or retreats across a *major river* hexside becomes disorganized.

c. **Hedgerow/Bocage:** Victorious non-mech units may advance only one hex when advancing into a hedgerow or bocage hex after combat. If, however, a non-mech infantry unit is stacked with a mech unit, and remains stacked with it, it may deviate from the path of retreat per 8.11.5:4.

d. **Forest:** A mech type unit may retreat or advance one hex into a forest hex only if it is the first hex entered into. A road hexside negates this restriction if advancing along a road.

▶ e. **Flooded:** A mech unit may never retreat or advance into a flooded hex even if the hex is traversed by a road.

[8.12] Disorganization and Regrouping

[8.12.1] Disorganization happens to a unit (or stack) as a result of combat, an air attack or carpet bombing. Whenever a D result is indicated on the CRT the owning player's units are immediately Disorganized and remain Disorganized until they are Regrouped (see Recovery from Disorganization). When a unit (or stack) becomes disorganized the owning player places a Disorganized marker on it. Attacking units in the combat are affected by a D in light type, while defending units are affected by a **D** in boldface. Apply Disorganization results before any advances after combat. Thus, an attacker Disorganized by a combat may only advance one hex. *Regardless of their actual participation, all units in a hex are affected by a Disorganization result. However, attacking stacks may not all be subject to disorganization (see 8.12.2).*

▶ [8.12.2] The number of attacking stacks that must disorganize as a result of combat is *equal* to the number of defending units remaining after the combat result is applied with the following exceptions:

– **add 1** to the number of stacks that must disorganize if any defending unit *in the hex* still has a Zone of Control

– **1 stack only** disorganizes if all defending units were eliminated

– **no stacks** disorganize if all defending units were Disorganized (or Regrouped) at the beginning of the attack

The owning player chooses which stacks will disorganize, however, the stack with the highest number of non-disorganized units must disorganize first.

[8.12.3] Effects of Disorganization
A unit suffers the following effects the moment it becomes Disorganized:

- its movement and combat factors are halved (rounded up) – This is in addition to any halving effects from terrain and supply/ support (IPs are halved as well). It may not use Strategic Movement

- it has no Zone of Control

- it may not provide Divisional Integrity to other units in its division (however, when defending it may receive Divisional Integrity)

- Armored Engineer, and Heavy Tank bonuses are not allowed

- it may not provide Combined Arms

- it may not take step losses in place of retreating

- it may advance only one hex after combat

- it may not construct IPs or Entrenchments

- it may not receive replacements

- a disorganized HQ unit may not retreat before combat and may not function as a headquarters.

There is no additional effect when a disorganized unit suffers a further Disorganized result.

[8.12.5] Recovery from Disorganization (Regroup)
Returning Disorganized units to normal occurs during the *Disorganization/Regroup Phase* of each player turn and is a two part process. Disorganized units must first *regroup* and then return to normal.

During the phasing player's Disorganization/Regroup Phase:

– the **non-phasing player** may regroup any of his Disorganized units simply by flipping the Disorganized marker to its Regroup side.

– the **phasing player** may return to normal any unit that currently has a Regroup marker on it.

[8.12.6] Units with a Regroup marker suffer the same effects as Disorganization. A Disorganized or Regrouping unit may move and have combat, however, if a Regrouping unit attacks, it goes to Disorganized first.

[9.0] Headquarters Units

GENERAL RULE

Both the Allies and Germans possess headquarters units. Besides facilitating supply and Operations (see 11.0 and 12.0), headquarters have special properties with regard to movement, stacking and combat.

[9.1] Headquarter Units

[9.1.1] All headquarters units (HQs) have a constant combat strength printed on the counter and do not require a strength chit. All HQs are worth one step of strength and do not have a Zone of Control. HQ units are treated as a battalion-size units except that one may be placed with a friendly stack "for free". HQ units are considered mech units.

▶ [9.1.2] HQ units possess special characteristics in terms of combat. A HQ's unit strength is for defense only and may not be used for attacking. If a hex that contains only HQ units is attacked, it (they) may retreat one or two hexes before the resolution of combat. HQs are never compelled to attack adjacent enemy units. If alone in a hex adjacent to an enemy unit with a ZOC at the start of the friendly combat phase, the HQ unit must retreat one or two hexes. A headquarters unit that undergoes such a retreat is Disorganized at the end of the retreat.

An eliminated HQ automatically returns as a reinforcement 2 Game-Turns later.

▶ [9.1.3] A HQ unit that is unsupported may still be considered in supply unless it cannot trace a valid supply line to a valid supply source.

[9.1.4] There are three Allied HQ units that are represented by two counters; U.S. 8 Corps, British 1 Corps, and Canadian 2 Corps. These HQ units will change their army designations during the course of the game (see 13.1.2 and 13.2.1).

[10.0] Support Points

In order for units to attack at full strength, artillery units to resupply, and corps to operate normally, players must expend Support Points (SPs). To make a *Supported Attack*, the player must expend one Support Point per attack. An attack made without a Support Point is an *Unsupported Attack (see* 10.3). An unsupported attack reduces the combat strength of the participating units by one half. Players need not use SPs when defending. The owning player must expend one Support Point to resupply a reduced artillery unit (return it to its full strength, see 10.4).

Both players receive Support Points for each army and determine the support for each corps during the *Mutual Support and Supply Determination Stage* of each turn (10.1 and 10.2). **Note:** *The receiving and allocation of Support Points is slightly different for the German player than it is for the Allied player.* Both players begin each scenario with a number of SPs assigned to each army and/or corps and players will receive additional SPs each game turn.

▶ PROCEDURE

During the **Mutual Support and Supply Determination Stage,** both players must receive and/or distribute Support Points for the Game-Turn.

During the *Corps and Artillery Support Segment* the Allied player transfers Support Points from the Army Reserve Support Point total and adds them to each of the corps up to the limit for each army (10.1.1a). The German player allocates Support Points from each army's support point total to place in support those HQ units he wishes to be supported (10.2.1a). Both players may use army SPs to resupply reduced artillery units (see 10.4.1 and 10.4.2)

During the *Army Support Segment* of each player-turn, the phasing player receives support points for each of his nationalities. The Allied player determines the number of Support Points he gets for each army from the **Allied Support Table (see map)**. The German player automatically receives 12 points each turn, subtracting the total of Allied Supply Interdiction and Allied occupied German supply sources. Players add these Support Points to their respective Army Support Point Tracks. Each time a player uses an SP it must be subtracted from the appropriate corps or army Support Points Track total.
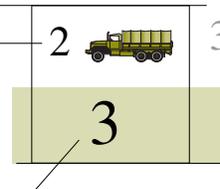
CASES

● [10.1] Allied Support Points

[10.1.1] **SPs for Corps and Armies**
a.) **Support Points for the support of corps HQs:** During the *Corps and Artillery Support Segment* the Allied player expends SPs to support corps HQs *if needed*; all corps HQs must be supported if possible (see 10.5). SPs to support Allied HQs precede all other SP expenditures from the Army Reserve Support Point total.

b.) **Support Points to the corps for combat use:** During the *Corps and Artillery Support Segment* a number of SPs may be transferred from the army's **Army Reserve Support Point** total and added to each corps's SP total. Each Allied corps has a corresponding Corps Support Marker which is placed on the *Army/Corps Support Points display* (one for each army). A corps receives Support Points only from the army to which it belongs. **The Daily Corps Support Level** is the number of SPs each corps can have per turn. When a corps is given Support Points, that same number of SPs is subtracted from the Army Reserve Support Point total. Both corps and army markers are adjusted to reflect the new totals. Reduced artillery units are resupplied using army SPs at this time (see 10.4). *Note: A corps currently in an Operation receives SPs during the Allied Operation Segment in addition to any received during the Corps and Artillery Support Segment.*

Daily Corps Support Level Display

The maximum number of Support Points each corps may have each turn and the army's Allied Support Table die roll modifier.

2   3

3

The number of additional SPs, for artillery only, each army of a nationality receives each turn during the Corps and Artillery Support Segment.

c.) **Support Points to Army Reserve:** During his *Army Support Segment* the Allied player determines the number of Support Points he gets from the **Allied Support Table**. To do this, the Allied player rolls one die for each nationality (one for the British/Canadian Army group and one for the U.S. Army group), Apply all applicable modifiers (see the **Allied Support Table** on the West Map section for modifiers). The die roll result is compared to the die number under the current sea condition column and the number indicated is the number of SPs the army receives that turn. There are no support points received during a storm turn. The Support Points are then added to the appropriate nationality's army support point total on its *Army Reserve Support Points* display. When the second army of a nationality becomes active, the owning player rolls just once (not twice) for both, and allocates the SPs between the two armies. *Note: The Allied Support Die roll cannot be less than the current Allied Support modifier from the Turn Record Track.*

● [10.1.2] **Changing Corps Support Levels**
At the start of the game the Allied player places the appropriate Army's Support Level Marker(s) at the levels indicated by the scenario. The Support Transport Marker is placed in the **Turn 1** space on the Turn Record Track. During each *Supply Segment,* the Allied player rolls two dice. If the number rolled is equal to or less than the number of Game-Turns from the Support Trans-

port Marker to the first Game-Turn (inclusive), the Allied player may increase the Daily Corps Support Level by 1 on either the U.S. or British Daily Corps Support Level display (not both) and returns the Support Transport marker back to turn 1. If the number rolled is greater than the Game-Turn number, the marker occupies, there is no change and the Support Transport Marker is moved up the Turn Record Track one space. *Note: If a nationality's second army is activated, only one army receives the increase. The player must choose which army is to increase its Daily Corps Support Level.*

[10.13] Once during the game the Allied player may transfer up to *two* Daily Corps Support Levels from one nationality (army group) to another. They may be taken from any army or armies and given to any army or armies. However, no single army may ever be at less than level 1. This transfer takes place during the *Supply Segment.*

● [10.14] After all required U.S. units have exited into Brittany the U.S. 3rd Army Daily Corps Support Level is reduced 1 level. The exited corps' HQ and its Support Marker are no longer used (see 21.4.4).

● [10.2] German Support Points

▶ [10.2.1] **SPs for Corps and Armies**
a.) **Supporting Corps HQs and Artillery:** In each *Corps and Artillery Support Segment* the German player must allocate SPs from each army's support point totals to support HQ units and resupply reduced artillery units (see 10.4.1 and 10.5.5). *In addition, each Game-turn the German player may automatically support 1 HQ unit and resupply 1 artillery unit in each army at no cost of SPs.* Units to be supported must be able to trace a line of supply to a valid German supply source.

b.) **Support Points to the Army:** In each German *Army Support Segment,* the German player receives 12 Support Points. He must subtract from this the total Interdiction Value from Allied Supply Interdiction (see 15.4) as well as the total number of Allied occupied German supply sources (hexes and OMM areas marked with a supply symbol). The result is the number of Support Points he may distribute between his two armies: VII Army and 5th Panzer Army (and later for Panzergruppe Eberbach). *It is possible that Allied Supply Interdiction may leave the German Player with 0 Support Points.* The German player may allocate his Support Points to his armies in any way he chooses. Once an army receives a Support Point it may not be transferred to another army. *Note: Unlike Allied SPs, German SPs are not allocated to corps except during an Operation 12.2.*

[10.3] Expending Support Points for Combat

[10.3.1] Prior to the resolution of each attack, the attacking player determines if the attack will be supported or unsupported.

Supported: If the attack is *supported*, all attacking units in that combat – except those out of supply, isolated or Disorganized – use their **full combat strength**. The owning player must expend one Support Point from the corps (if Allied) or army, via a corps (if German) that participated in the attack. *The supporting HQ must be within 6 hexes (counted like supply; see 11.3.1) of at least one of the combat units participating in the attack.* Each supported attack will expend one SP regardless of the number of units participating in the combat. For a supported attack with units from more than one corps, only 1 Support Point from any eligible HQ is required.

Unsupported: If the attack is to be *unsupported,* all attacking non-artillery units *attack as if they are out of supply* (regardless if they are in or out of supply). If any of the attacking units are isolated, then they attack as isolated.

[10.3.2] If the German player attacks with a corps that is supported, he may choose not to expend an SP out of the army but support the attack by expending the HQ unit. He simply states which HQ he is using for the support and flips the HQ unit to its unsupported side (see 10.5.5).

[10.4] Support Points for Artillery Resupply

[10.4.1] During the *Corps and Artillery Support Segment,* both players may expend one SP for each artillery unit to be resupplied (exception, British AGRA artillery units require 2 SPs each; see 8.78). An artillery unit need not be *In supply* but may not be *Isolated* as per the supply rules (11.0). It must be able to trace to a valid supply source in order to receive a Support Point (an artillery unit with a corps designation must trace through its parent supported HQ unit). Artillery units are resupplied directly from the owning Army's SPs. An artillery unit may only be resupplied from the army to which it or its parent corps belongs.

[10.4.2] Indicated on the Allied player's Daily Corps Support Level track for each army is a number of additional Support Points used to resupply reduced artillery units only (the larger number in the shaded area of the display). These SPs are in addition to the Support Points normally received and are determined by each army's current Daily Corps Support Level. This number is increased for an Operation and the increase must only be for artillery units within 6 hexes of the HQ in an Operation (see 12.0 Operations).

[10.5] Support Points for Supporting Headquarters

Allied

[10.5.1] An Allied corps headquarters is always considered supported as long as it can trace a supply line of 12 hexes or less (counting per 11.3) to a valid supply source (see 11.1.). However, the distance of an Allied HQ to a supply source may cause an additional expenditure of Support Points from the Army Reserve in order to keep a corps supported. If an Allied corps HQ unit is within

12 hexes (counted per 11.3.1) from its supply source it is automatically supported without the cost of a Support Point. At the beginning of the *Corps and Artillery Support Segment*, the Allied player must subtract 1 Support Point per corps HQ, for each additional twelve hexes to a supply source. SPs spent to support an HQ are "lost" and are separate from SPs transferred from Army Reserve to the corps.

Example: The U.S. 19 Corps Headquarters is a total of 28 hexes from its supply source (counting from the HQ to the supply source). Subtracting the first twelve hexes, the remaining 16 are within two twelve-hex increments. The U.S. player must subtract 2 Support Points from the Army Reserve in order to keep that corps supported.

[10.5.2] All Allied headquarters must be supported before any other support points consideration is made. Any corps HQ that cannot be supported for any reason is declared unsupported and an Allied Unsupported HQ Marker is placed on the HQ unit. *Note: An unsupported corps HQ unit is not necessarily considered out of supply (See 9.1).*

[10.5.3] An Allied HQ unit that is off-map (i.e., in any OMM box) simply uses 2 Support Points to be considered supported. It must be able to trace a supply line to a supply source from the OMM box it occupies and may trace through other Allied controlled OMM boxes.

[10.5.4] U.S. 3rd Army HQ units that are removed from the map after exiting into Brittany and the Loire no longer require supporting (see 21.4.4).

German

[10.5.5] During the *Corps and Artillery Support Segment* of each Game-Turn, the German player must determine if a corps will be either supported or unsupported. A corps is indicated as supported by the corps HQ unit being face up (displaying **HQ** in the unit type symbol), and is indicated as being unsupported by the corps HQ unit reverse side (displaying **U** in the unit type symbol). For a corps to be supported it must be given a Support Point during the *Corps and Artillery Support Segment* **every game turn**. If the German player chooses not to (or can not) give a Support Point to a corps, that corps is considered to be unsupported for the remainder of the Game-Turn.

[10.6] The Effects of Being Unsupported

[10.6.1] A supported corps HQ allows the combat units that trace supply to it to operate normally for combat and movement. Combat units must be within the supply range of a supported corps HQ during the *Mutual Support and Supply Determination Stage* in order to be in supply for that game turn (see Supply 11.0).

[10.6.2] Combat units designated (or attached) to an unsupported corps HQ are considered Out of Supply if they are within the supply radius of that corps and Isolated if they are beyond that radius (see Supply 11.0).

[10.6 3] Regiments of a division that trace supply to an unsupported HQ at the time of combat,

may not receive Divisional Integrity for combat.

[10.6.4] An unsupported HQ may not perform the following:

• build Improved Positions or Entrenchments

• repair bridges

• participate or continue in an Operation

• provide an SP for a supported attack

• provide a line of supply through which an artillery unit receives an SP to return to full strength or expend an SP to double an artillery unit's barrage strength

[11.0] Supply

GENERAL RULE

In order to use its Combat Strength and Movement Allowance without penalty, a unit must be in supply. There are three possible states of supply: ***in supply, out of supply or isolated***. In addition, a corps (or army) must expend a Support Point in order for their units to attack at full Combat Strength (see 10.3).

PROCEDURE

Supply determination for all is made by both players during the *Supply Segment* of the ***Mutual Support and Supply Determination Phase*** of each Game Turn. A unit's supply status at the end of the *Supply Segment* will remain at all times during the Game-turn, even if circumstances alter its supply status as a result of movement or combat. All corps HQs have a **Supply Range** of 6 hexes. To be considered in supply, a unit must trace a supply line of 6 hexes or less from an eligible, ***supported*** HQ to itself and the HQ in turn must be able to trace an uninterrupted supply line to a valid supply source.
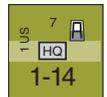
[11.1] Supply Determination of Combat Units

[11.1.1] In order to be considered in supply, a combat unit must be able to trace a continuous supply line of six hexes or less in length from a friendly, ***supported*** corps HQ unit of the same army (see 10.5.1 and 10.5.5). In turn, that HQ must be able to trace a continuous line of hexes of any length to a supply source (see 11.2 and 11.3).

[11.1.2] Any combat unit, regardless of its corps designation (or with no corps designation), may trace supply from any corps HQ ***within the same army*** (see 10.5.5 and 11.7.3). However, one Division ***with the same corps designation as its parent corps HQ unit,*** must trace supply to that HQ at all times (all units of the division must trace).

[11.1.3] A corps headquarters may provide supply to any number of combat units. However, ***no more than 3 divisions*** may trace to a single HQ unit (one or more non-cadre regiments of a division counts as one division). *If more than 3 divisions trace to an HQ unit, the HQ is considered unsupported (exception, see 11.9, 20.2.2).*

- One division with the same corps designation as the corps it is tracing to, is counted free against the 3 division limit. *Example: The British 8th Corps has 4 divisions tracing to it; 15th (free), 43rd, 7th Ar. and 53rd, but counts only 3 divisions for supply purposes.*

- During an Operation, an HQ may have up to 6 divisions tracing to it (see 12.0).

[11.2] HQs Tracing Supply to a Supply Source

Allied

[11.2.1] In order to be in supply, receive *Support Points* and provide supply to Allied combat units, an Allied headquarters unit must be able to trace a continuous line of supply of any length to an Allied supply source (see 11.3). The length to the supply source will determine how many Support Points must be expended in order to consider the Allied HQ unit to be supported (see 10.5.1).

[11.2.2] The Allied player has two supply sources: one for the U.S. Army (hex W6021) and one for the British/Canadian Army (hex W5735).

German

[11.2.3] In order to be considered in supply, receive *Support Points* and provide supply to German combat units, a German HQ unit must be within 3 hexes of any hex traversed by a road, which in turn leads off the map along a continuous line of road hexes of any length, to any German controlled OMM box (with or without a supply symbol). Once an Allied unit controls an OMM area it is no longer considered a German supply source. *Note: The supply symbol in the Alencon hex (E1422) is not a supply source for tracing supply (exception: see 20.2.3) but may be used for reentering replacements (see 17.2.9).*

[11.3] Supply Lines

[11.3.1] A supply line is a path of continuous hexes from an HQ to a combat unit or from that HQ to a supply source. A supply line is counted as hexes, not movement points, and none of these hexes may be enemy occupied or pass through an enemy controlled hex (unless occupied by a friendly unit). This path may not cross a non-bridged major river hexside. **Each hex is counted as 1 (regardless of terrain type) except for the following terrain:**

Any Road hex (if entered from a connected road hex)	1/2
Forest or Flooded hex	2
Minor River hexside (non-bridged)	+3
Primary Road hex (for counting from HQ to supply source only)	1/3

[11.3.2] A friendly line of supply may trace through an enemy Zone of Control if all enemy units exerting the ZOC are across a non-bridged minor river hexside.

[11.3.3] An Allied unit (on the map) that traces from an HQ in an OMM box adds 6 hexes when calculating its supply line. (in effect it cannot be in supply from that HQ).

[11.4] Out of Supply

[11.4.1] A unit is considered to be **out of supply** under the following conditions:

(a) A unit is only able to trace a supply line greater than six hexes from a *supported* HQ unit.

(b) A unit is able to trace a supply line of six or less hexes in length to an HQ which in turn can trace a supply line to a supply source but that HQ is *unsupported*.

[11.4.2] Place an Out of Supply marker on any unit that is determined to be out of supply during the *Supply Segment* of each Game-Turn.

[11.4.3] **Effects of being Out of Supply**
A unit that is considered out of supply has its Combat Strength and Movement Allowance affected as described below:

(a) If the unit is attacking, its Combat Strength is *halved* (round fractions up). Note that a unit's Combat Strength may be halved due to supply in addition to other reductions, such as disorganization and terrain effects, but regardless of the amount of reductions, a unit's Combat Strength may not be less than one.

(b) If a unit is defending, its Combat Strength remains unaffected.

(c) If the unit is a mechanized type unit its Movement Allowance is *halved* (round fractions down). *Note: German units subjected to general Movement Interdiction reduce their Movement Allowance for interdiction first and then halve for supply.*

(d) If the unit is a non-mechanized unit, its Movement Allowance remains the same.

[11.5] Isolation

[11.5.1] A unit is considered to be **Isolated** under the following conditions:

(a) A unit is unable to trace a supply line of 12 hexes or less to a HQ unit or a friendly supply source.

(b) A unit is considered *out of supply* (per case 11.41a) but its HQ is *unsupported.*

(c) A unit is able to trace a supply line to a HQ, but the HQ itself cannot trace a supply line to a supply source.

[11.5.2] Place an Isolated marker on any unit that is determined to be isolated during the *Supply Segment* of each Game-Turn.

[11.5.3] **Effects of Isolation**
Any unit that is considered Isolated has its Combat Strength and Movement Allowance affected as described below:

(a) If the unit is *attacking,* its Combat Strength and ASV are never more than 1.

(b) If the unit is *defending*, its Combat Strength and ASV are *halved* (round fractions up). *Note: A defending unit's Combat Strength may never be halved more than twice. Regardless of the amount of reduction, a unit's Combat Strength may not be less than one.*

(c) If the unit is any kind of mechanized type unit its Movement Allowance is *quartered* (rounded up), reducing its Movement Allowance for Movement Interdiction first.

(d) If the unit is a non-mechanized unit, its Movement Allowance is reduced by 1, in addition to the reduction from Allied Movement Interdiction Level.

[11.6] Automatic Supply

[11.6.1] All HQ units are always considered to be in supply unless they cannot trace a supply line to a supply source (however, they may be considered to be unsupported).

[11.6.2] Any unit entering the map as a reinforcement is considered to be in supply for movement for the first two Game-Turns in which it enters the map.

[11.7] Attached Units

[11.7.1] A corps HQ may attach any number of units *bearing another corps' designation* (within the restrictions of 11.1.3). A unit tracing supply to an HQ with a different corps designation is considered attached to that corps and is treated as a unit of that corps for all purposes. The owning player, at any time during the *Supply Segment,* simply declares which units are attached to another HQ and those units are assumed to be part of that corps until the following friendly *Supply Segment.*

[11.7.2] During an Operation, a corps HQ may attach up to six divisions and any number of non-divisional units (see 12.0).

[11.7.3] During the *Supply Segment,* any Allied unit of an army that traces supply to an HQ from another army (of the same nationality) is considered *out of supply* (see 13.1.4).

[11.7.4] U.S. units may not be attached to a British/Canadian corps; likewise, British/Canadian units may not be attached to a U.S. corps.

[11.7.5] A unit with a corps designation that enters the map as a reinforcement must first move to within the supply range of its parent HQ before it can be attached (trace supply or receive support points) to another corps.

[11.8] Independent Units

[11.8.1] Combat units that have no corps (or army) designation are considered independent units and may trace supply and/or receive SPs from any friendly HQ unit the owning player wishes them to. *Note: Independent divisions count against the 3-division limit of an HQ (see 11.1.2 and 11.1.3).*

[11.9] Special Support for Increased HQ Supply

[11.91] A Headquarters unit may increase the number of divisions it can supply by 2, if the owning player expends one additional Support Point (to the HQ) during the *Supply Segment* (exception: 12.3.5) .

[12.0] Operations

Operations are conducted in order to provide a larger amount of Support Points to a corps as well as providing some advantages in attacking and movement. An army may initiate only one Operation at a time. When a player announces an Operation he must designate which corps will conduct the Operation (Allied player signifies this by flipping the corps HQ unit to its Operation side). An Operation involves one corps HQ *and any units within its supply range designated to be a part of that corps at the time the Operation is declared*. Additional SPs must be allocated to facilitate an Operation. An HQ in an Operation that receives additional "operational Support Points" uses those SPs in the same way and for all purposes as regular SPs. During an Operation, any activity by a combat unit (or its corps HQ) that requires a Support Point, must take it from the corps HQ's Support Points. Although aspects of operations are similar for both sides, players should take note that the application of a German Operation is slightly different from that of an Allied Operation.

[12.1] Allied Operations

▶ [12.1.1] To conduct an Operation the Allied player simply announces his intention to do so during his *Operation Phase*. An Operation may not be initiated in the same army during a current Operation or for two turns after an Operation has ended. *Example: If an Operation ended on turn 24, a new Operation cannot be started until turn 27.* In order to initiate an Operation the following conditions must first exist:

- The army must have at least 12 SPs in its Army Reserve

- The weather must be Clear, Scattered or Light Overcast

- The army must have all corps in supply and currently supported

- The designated corps must have a number of artillery units within its supply radius, equal to the current *artillery resupply number* indicated on the army's Daily Corps Support Level display (count each AGRA as 2)

If the above conditions are met, the Allied player simply designates which corps is to conduct the Operation and flips the HQ unit of the corps and its corresponding Support Point Marker over to their Operations side. The Allied player then re-designates which divisions and units are attached to the corps. He then transfers up to 6 SPs from the Army Reserve to the Corps' Support Point total. He must transfer enough SPs to bring the corps' total to at least 5.

[12.1.2] During the Allied *Operation Phase* of each Game-Turn, each corps currently in an Operation may be given additional Support Points from the Army Reserve order to bring its total up to 5 or more on the Corps's Support Level track. Each corps in an Operation may be given up to 6 SPs from its Army Reserve during this phase, but may never have more than a total of 9 Support Points.

Example: The British 30 Corps is in an Operation and received 2 SPs during the *Corps and Artillery Support Segment*. At the start of the *Operation Phase* it must be given at least 3 SPs in order for it to remain in an Operation. The Allied player gives the corps 5 SPs for a total of 7 SPs .

▶ [12.1.3] The Allied player receives 2 additional **Artillery Support Points** for artillery units only. These artillery SPs are in effect "free" and may be used only to resupply artillery units within the supply range of an HQ that is in an Operation.

These points may not be saved in the Army Reserve SP Track.

[12.2] German Operations

▶ [12.2.1] The German player may initiate an Operation during the *Operation Phase* of any German player-turn if eligible to do so. The German player assigns one corps HQ unit to conduct the Operation, and only one HQ may conduct an Operation at any time. In order to initiate a German Operation, the following conditions must first exist:

- The *German Operation Support Points* must be at 6 or greater

- The *German Support Points*, from both armies combined, must be at least 6 SPs.

- The HQ unit used for an Operation must be supported and have at least 4 non-cadre strength regiments in it (or attached to it)

After the Operation is declared, the German player may redesignate which divisions and units are attached to the corps. He then rolls one die; the number rolled is the maximum number of SPs that may be *immediately added* to the *German Operation Support Points* total (see 12.2.2). These SPs are taken from one or both of the German Army's Support Points totals.

▶ [12.2.2] During each German *Operation Phase* in which a *German Operation is ongoing,* the German player rolls one die. The number on the die is the maximum number of SPs that may be added to the current *German Operation Support Points* total. These SPs are taken from one or both of the Army's Support Points totals from the German Army's Support Track (see example). The die-roll number may not be less than the current German VP modifier on the Turn Record Track. **Caution:** *If the SP total of the Operation is less*

Using German Operational Support Points

In **Example 1** the German player has been adding 1 to 2 SPs a turn for the previous 5 turns to build up for a V Panzer Army Operation.But he does not have enough SPs in the Armies to declare an Operation.

In **Example 2** He now has enough SPs in both the *Operations Support Points* total as well as the combined Armies support points (8 and 8).

During the German Operation Phase the German player announces that he is launching an Operation with 47th Corps. He replaces the Operational HQ unit with the German Operations marker (on the back side of the Mandated Attacks marker) and exchanges the 47 Corps HQ on the map with the OPs HQ unit. He then rolls one die and rolls a 5. He may add up to 5 SPs to the Operations support points and does so for a total of 13 operation SPs. He reduces V Pz Army SPs by 3 and VII Army SPs by 2. During his upcoming *Movement Phase* the German player conducts the Operation for that HQ using the SPs from the Operations SP total.

On the following game-turn, in which an Operation is currently in effect, the German player rolls a die during the *Operation Phase* to determine how many SPs he can add to the Operational SP total. The player rolls a 3, so 3 (or less) SPs are reduced from any of the Army's SPs (if available) and added to the Operational SP total. Remember, the SP total in

How Support Points Levels Affect an Operation

Example 1

Although the German player has enough Operational SPs, there are not enough SPs in the Armies to launch an Operation.

Example 2

The German player now has enough Operational SPs and enough SPs in the Armies to launch an Operation. He then rolls one die and rolls a 5. Three SPs are removed from V Panzer Army and 2 SPs are removed from VII Army. These five Support points are added to the V Pz Army Operations SPs which brings the total up to 13.

an Operation must be at least 3 at the end of the *Operation Phase*, otherwise the Operation must end.

Remember, if the German player announces a *Major Operation,* he rolls an additional die (one time only) and adds that number rolled to the Operations SP total.

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than 3 at the end of the Operation Phase, the German Operation must end (12.6).

▶ **[12.2.3]** During a German Operation, the 2 automatically resupplied artillery units (see 10.2.1) may be those within the radius of the HQ conducting an Operation.

[12.2.4] The German player(s) will lose Victory Points if a German Operation fails to capture an Allied town or city hex (see 21.2).

▶ **[12.2.5] German Operation Support Points**
Before an Operation can be initiated, the German player must have *6 or more SPs of Operation Support Points*. At the end of each German *Operation Phase,* (during those turns in which there is no German Operation) the German player may transfer up to 2 SPs from any of his Army's Support Points and add them to the *German Operation Support Points* total. *German Operation Support Points* are indicated on the German Support Points Track by using the Army Operational HQ marker.

Once the Operation is declared the OPs HQ marker is replaced by the Operation marker on the Support Points Track and the HQ marker is placed on the map.
Alternative Method: Put the OP HQ marker on the map and the actual HQ unit it is replacing on the track (have them swap places) and use the corps HQ to track the Operational SPs.

▶ If an Operation is not declared, Operation SPs may be transferred back to the Army's Support Points track; however, all Operation SPs must be removed (reducing the operational SP total to 0). Prior to an Operation, no more than 9 points may be held in the Operation Support Points total.

● **[12.2.6] Major German Operations**
The German player may declare a *Major Operation* twice in the game; once by any eligible HQ and once by the Panzergruppe Eberbach HQ. A *Major German Operation* is the same as a normal Operation with the following additions:

• the HQ unit used for the Operation must have at least 6 non-cadre strength regiments in it (including any in the Hidden Reserve display)

• the German player immediately rolls an additional die—the resulting number is the number of *free* SPs added to the German Operational SPs (the number cannot be less than the current German VP factor on the Game-turn Record Track).

● **[12.2.7] German Operational Initiative**
If a *Major German Operation* begins with 12 or more SPs, the German player may declare his Operation to have *Operational Initiative*. Operational Initiative moves the *German Operation* and *Allied Targeted Air Interdiction Phase* to the *Allied Operation Phase and* allows only those units of that Operation to conduct their *Movement and Combat Phases* during the *Allied Operation Phase*. For these

units only, this change in the sequence begins on the Game-Turn following the initiation of the Operation and continues until the Operation comes to an end. Any and all friendly units within the supply range of the German HQ conducting the Operation (and so designated by the German player), are considered to have *Operational Initiative*. *Operational Initiative* ends when the Operation ends.

[12.3] An Operation's Effect on Combat, Movement and Supply

[12.3.1] A corps in an Operation must make at least two attacks each turn. If the corps does not make the two attacks as required, the Operation may not continue for that corps (see 12.6).

▶ **[12.3.2]** All attacks by units in an Operation must be supported if possible; i.e., each attack in an Operation must expend a Support Point. If there are no SPs left in the corps, the remaining attacks, and those made during *Reserve Movement,* simply occur as unsupported. The Operation may not continue if any attacks during the *Combat Segment* of the *Combat Phase* in that Operation, are made as unsupported (see 12.6.1).

[12.3.3] Units from a corps in an Operation may employ Surprise Assault and use Reserve Movement (12.4 and 12.5).

▶ **[12.3.4]** German units from a corps in an Operation may not receive replacement points.

▶ **[12.3.5]** An HQ in an Operation may have 6 divisions, and any number of non-divisional units, tracing supply to it at no additional cost in SPs (see 11.1.3). It may not use rule 11.9 to add an additional 2 divisions.

[12.4] Reserve Movement

[12.4.1] Any non-artillery combat unit, that is part of a corps that is currently in an Operation, may be placed in Reserve and move and have combat during the *Reserve Movement Segment* of the Combat Phase. *Only those units that are part of a corps (including assigned and independent units) that is currently in an Operation may be placed in Reserve.*

[12.4.2] During the friendly Movement Phase the owning player places a Reserve Marker on any unit or stack he wishes to have in Reserve (a maximum of 9 units per corps may be placed in reserve). These units will be able to move later, after all combats have been completed, during the *Reserve Movement Segment* of the Combat Phase. For a unit to be eligible for Reserve Movement it may not begin the Movement Phase in an enemy controlled hex and it must be in supply.

[12.4.3] During the friendly Movement Phase, a unit in Reserve may move a maximum of 1 hex or 3 mech movement points. It may not enter an enemy ZOC, cross a non-bridged minor or major river hexside or enter prohibited terrain.

[12.4.4] During the *Reserve Movement Segment* of the phasing player's turn, a unit in Reserve may move its Movement Allowance *less 1 for non-mech and less 3 for mech units* (using Tactical Move-

ment only). All other rules of movement apply.

[12.4.5] After all Reserve units have finished moving in the *Reserve Movement Segment,* any unit that was placed in Reserve may attack adjacent enemy occupied hexes. All units in Reserve that occupy a hex that would normally require them to attack an enemy occupied hex, had they moved prior to the Combat Phase, *must* attack those hexes. All the rules for combat apply except for the following:

• No artillery unit may be used by either player

• Naval Bombardment cannot be used

• Only Movement Interdiction Air Points may be used as Ground Support, counting as one shift only

At the end of the *Reserve Movement Segment,* all Reserve markers are removed from those units that were in Reserve.

[12.5] Surprise Assault

[12.5.1] In the *Combat Segment* of the *Combat Phase* during the first turn of an Operation, the attacking player may declare a Surprise Assault for any attack of that Operation. In order to use Surprise Assault the attacking player may not include any artillery, air units or Naval Bombardment in the attack. The Allied player may not have used Carpet Bombing in the Operation. For each attempt of a Surprise Assault the attacking player rolls one die; a result of 1–4, the attack achieves surprise, a result of 5 or 6 the Surprise Assault attempt fails. A +1 die roll modifier *for each attempt made that turn* is added after the first attempt. A Surprise Assault must be completed before the next surprise attempt is made. No more attempts may be made that turn once a Surprise attempt has failed.

[12.5.2] For each successful Surprise Assault, the attacking player may shift the final combat odds ratio 2 columns to the right on the CRT. In addition, the defending player may not use any artillery, air points or Naval Bombardment for that combat. If the Surprise Assault attempt fails, there is no shift benefit to the attacker (the defender still may not use artillery or air during that attack).

[12.5.3] The German player subtracts 2 from any Surprise Assault die roll on the first declared major German Operation of the game.

▶ [12.6] Ending an Operation

[12.6.1] An Operation ends only at the start of the owning player's *Operation Phase*. A player may voluntarily end an Operation any turn he wishes to; however, an Operation may not continue if any of the following occur:

• a corps Operations Support Point total is less than the required total at the end of the *Operation Phase;* 5 for Allied (12.1.2), and 3 for German (12.2.3)

• the corps failed to make the required two attacks as per 12.3.1 *or* made an attack unsupported (excluding attacks made during *Reserve Movement*)

- the HQ conducting the Operation is unsupported at the end of the *Mutual Support and Supply Determination Stage*

[12.6.2] At the end of an Allied Operation, if the corps has more SPs than the number shown on the Daily Corps Support Level display, the excess SPs must be used to resupply any reduced artillery units within the supply range of the HQ unit from the Operation. If after doing so the corps has excess SPs, they are returned to the corps Army Reserve SP total. When an Allied Operation ends, the corps HQ unit is flipped back to its normal (HQ) side.

▶ [12.6.3] At the end of a **German Operation** the Operation's SP total must be reduced to 0. If any SPs remain, after an Operation, half (rounded up), are lost. The other half are immediately used to resupply any reduced artillery units within the supply range of the operational HQ. The remaining are returned to any Army SP total the player wishes.

[13.0] U.S. 3rd Army and Canadian 1st Army

COMMENTARY

As the Allied buildup in Normandy continued, 21st Army Group's command structure had to expand to meet the growing logistical and administrative demands that were being placed on it. As a result, two army groups from the existing 21st Army Group were created; the U.S. 12th Army Group under the command of General Omar Bradley and the British 21st Army Group under the command of General Sir Bernard Montgomery. The U.S. 12th Army Group was created from the U.S. 1st Army and consisted of 1st Army and 3rd Army. On the British side the 1st Canadian Army was established from the existing 2nd British Army to form the British 21st Army Group. The following rules represent the effects of this organizational expansion.

GENERAL RULE

At the beginning of Game-Turn 27 (Aug. 1st) the U.S 3rd Army automatically becomes activated. The 1st Canadian Army may become activated anytime after all the city hexes that make up the city of Caen are British occupied or controlled.

[13.1] U.S. 3rd Army Activation

[13.1.1] At the beginning of the Allied *Army Support Segment* of Game-Turn 27 all units with a 3rd Army designation are automatically considered to be 3rd Army units for the remainder of the game. The Allied player places the 3rd Army Support Point marker at 0 on the *Army and Corps Support Point Track* then allocates any amount of Support Points to 3rd Army from 1st Army's Reserve Support Points (reducing the same amount from 1st Army). All 3rd Army corps must now get Support Points only from the 3rd Army Reserve Support Points.

[13.1.2] The 8th Corps HQ unit and its *Support Point Track* marker are now changed from 1st Army to 3rd Army.

[13.1.3] The Allied player places the 3rd Army's Daily Support marker at level 1 on the U.S. *Daily Corps Support Level* track. He may then increase 3rd Army's level by reducing 1st Army's level by the same amount. No army may ever have less than 1. Afterwards, the levels may be changed only one level in a Game-turn.

[13.2] Canadian 1st Army Activation

[13.2.1] At the beginning of the Allied *Army Support Segment* of any Game-Turn following the Allied occupation/control all city hexes of Caen, the Allied player may activate the Canadian 1st Army. For the British/Canadian Army, the activation process for the Canadian 1st Army is the same as per rules 13.1.1 and 13.1.3 except as that relates to the British 2nd Army. The British 1st Corps and Canadian 2nd Corps HQ counters are converted to Canadian 1st Army. Their corresponding support track markers are exchanged as well.

[14.0] Weather

GENERAL RULE

The weather for the current turn is determined during the *Weather Segment* of the previous Game-turn and applies for the duration of the turn. Each turn the Allied player secretly rolls one die for the next turn's weather and reveals the weather for the current game-turn. The Allied player then rolls for rain (if required) and the Sea Condition and moves the markers to the appropriate boxes on the Weather and Sea Condition display. The die rolls may be adjusted by modifiers on the Current Weather and Sea Condition Display (see West Map).

CASES

[14.1] Cloud Cover and Rain

[14.11] At the beginning of the turn, the Allied player rolls a single die to determine the weather for the next day. The die roll may be modified by a Weather Modifier on the weather chart or rain. Possible outcomes are clear, scattered, light-overcast, and heavy overcast. If light or heavy overcast are the result, then a second die roll is required to determine rain for the day (rain die-roll is done on the next turn). The Allied player rolls one die not revealing the result to the German player. If the German player can't trust the Allied player or if the Allied player is prone to forgetfulness, then a small cup can be placed over the die until the next turn. ***See the Current Weather and Sea Condition Display on the West Map.***

[14.12] If the result is clear or scattered, then no second die is rolled to determine rain. If the first die roll results in light or heavy overcast, roll the die a second time to determine if there is rain or no-rain. ***Special Weather Advisory:*** *The -1*

modifier for rain is ignored after the second consecutive rain turn.

[14.13] Place the *Weather* marker on the appropriate weather condition box. If the die roll conditions are met for storm, then place the *Weather* marker on the *storm* box.

[14.14] There is no Allied Army Support die roll or air units available during a storm game-turn.

[14.2] Sea Condition

COMMENTARY

Sea Conditions are an abstraction of the many factors that affected the Allies' ability to transport supplies from England, disembark them on the beach and distribute them to the front. Factors that influenced delivery of supplies were: weather and sea conditions, supply coordination, transport availability and congestion on the beachheads (plain old logistics management).

[14.21] After determining the weather conditions, the Allied player rolls a die to determine Sea Condition ***for the current turn only***. The die roll is adjusted by the modifier for the weather condition and rain. See the *CURRENT WEATHER AND SEA CONDITION DISPLAY*. Place the *Sea Condition* marker on the appropriate *Sea Condition* box.

[14.22] Unless the current weather is scattered or there was rain, there is no effect on weather or sea conditions from the previous turn. Each turn determines a new weather and sea condition from that of the preceding turn's condition.

[15.0] Air Power

COMMENTARY

Allied air power exerted a tremendous influence on the battle for Normandy. By July 1944, the Allies maintained total air superiority over the Normandy beachhead and large parts of France. This superiority allowed them to conduct unopposed supply interdiction, ground forces interdiction, carpet bombing and direct combat support of infantry for both offensive and defensive operations. However, Allied air operations were limited by bad weather and by fierce German antiaircraft defenses. During night and bad weather days, the Germans were able to strategically deploy their forces without fear of Allied air attacks. However, on clear days German forces caught in the open or on roadways could suffer a significant reduction in capability. On the other hand, those that were dug-in within the thick bocage areas and those protected by anti-air capability tended to fare better. As the Allies advanced into Normandy, capturing cities, they hastily built makeshift air strips and deployed tactical fighters close to the front. This greatly shortened the response time for interdiction and support missions and generally increased air effectiveness as the campaign developed. As for the Germans, they were virtually void of any air capability. For practical game considerations, the Germans have no air points.

GENERAL RULE

The Allied player receives a variable amount of Air Power (air points) each turn and may only be used in the turn received. The amount of air points is determined by a die roll indexed against the cloud cover of the current turn: (*clear, light overcast, or heavy overcast*). If there is *heavy overcast with rain or storm*, then no air points are available for the turn. Once the number of air points are determined, then the Allied player may allocate the available air points between ***Movement Interdiction, Ground Support*** and ***Supply Interdiction*** missions.

[15.1] Air Units

Air units represent the application of air power to a particular mission: carpet bombing, ground support, air interdiction or supply interdiction. One air point allows use of one Air unit in the current turn. At the beginning of a scenario Air units should be place in a cup to allow random drawing during the turns. At the end of each turn the air counters are returned to the cup for use in the next turn. Each Air unit has separate mission values that represent the capability for the respective mission.

One Air Unit

Interdiction

Interdiction Value
Ground Support Shifts
Front

Air Attack/ Carpet Bomb Modifier
Back
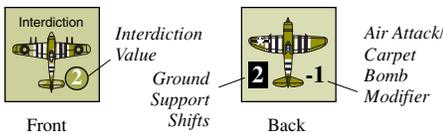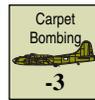
[15.2] Air Point Determination and Allocation Sequence

[15.2.1] The Allied player uses the following sequence during the *Allied Air Segment* of the **Weather and Air Determination Stage.**

1. AIR POINT DIE ROLL — The Allied player rolls the die on the ALLIED AIR AVAILABILITY TABLE and cross references the die roll against the current turn cloud cover. The die roll is increased by the Allied Air Availability Modifier (on the Game-Turn Record Track). The resulting number is the total number of air points (Air units) available to the Allies for Ground Support or Movement Interdiction (supply and movement).

2. ALLOCATE AIR POINTS BETWEEN MOVEMENT INTERDICTION AND GROUND SUPPORT. The Allied player allocates his available air points between Ground Support and Movement Interdiction. In no instance may the total air points allocated to either category exceed 18. Place the *Ground Support* marker on the GROUND SUPPORT track corresponding to the desired number of ground support points. Place the *Interdiction* marker on the MOVEMENT INTERDICTION TRACK corresponding to the desired number of interdiction points.
Note: *Half of the unused Ground Support points may be transferred to Movement Interdiction at the start of the Allied General Air Interdiction Phase*

3. ALLOCATE SUPPLY INTERDICTION POINTS FROM THE MOVEMENT INTERDICTION POINTS. Allocate up to six interdiction points to *Supply Interdiction*. The number of air points that may be allocated to *Supply Interdiction* is limited to the maximum number indicated by the current day weather. See SUPPLY INTERDICTION DISPLAY. **Important:** Reduce the number of air points on the MOVEMENT INTERDICTION TRACK by the number of points allocated to Supply Interdiction.

4. DRAW AIR CHITS FOR SUPPLY INTERDICTION — Draw the number of allocated *Air units* from the Air unit pool and place them on the SUPPLY INTERDICTION DISPLAY. Place the counters so that the ***Interdiction Value*** is showing. Total the number of *Interdiction Value* points. This number will be used by the German player during his *Army Support Segment* to reduce his available Support Points for the current turn.

[15.3] Carpet Bombing

[15.3.1] The Allied player is allowed the use of carpet bombing missions in all scenarios except 22.3. Only one carpet bombing mission is allowed per turn and carpet bombing missions may not be conducted on two consecutive turns. Each carpet bombing mission allows the Allied player to carpet bomb attack up to 3 hexes. For each carpet bombing mission, VPs are subtracted from the Allied Victory Point total at the end of the game (see 21.3).

[15.3.2] Carpet bombing missions may be conducted only as part of, and only on the first turn of, an Allied Operation.

[15.3.3] Carpet bombing missions may not be conducted during rain or heavy overcast turns.

[15.3.4] There are no terrain restrictions for carpet bombing.

[15.3.5] No Close Combat Air Support may be used in attacks that actually receive carpet bombing in the player-turn the bombing occurs.

[15.3.6] Carpet Bombing Procedure

At the end of the *Operation Phase* in which an Operation is declared, the Allied player may declare a carpet bombing attack. If so, he reduces the total air points from the Ground Support Track by 1 and places the Carpet Bombing markers in the intended target hexes. (Though desirable there need not be German units in a hex receiving carpet bombing. Advisedly, Carpet Bombing markers should not be placed in hexes containing Allied units.) The markers may be placed in one group as to form a contiguous array of interconnected hexes or in separate groups (1 and 2 or 1, 1, and 1). If placed as two groups, there may not be more than two hexes between groups. If placed as three groups, there may not be more than one hex between groups. At the end of the *Allied Movement Phase,* after all movement is completed, the Allied Player conducts the Carpet Bombing Attack using the following procedure:

1) The Allied player draws up to 3 *Air units* from the pool and places them, *Air Attack side up,* in the marked target hexes.

2) The Allied player must then determine if each bombing mission is on-target or not. A die is rolled for each carpet bombing Air unit, adding any modifiers (see below). If the die roll is a 1–6, then the attack is on-target in the selected hex. If 7 or greater is rolled, then the attack is off-target and a second die is rolled for scatter direction (See the Scatter Compass on the map). Move the Air unit one hex in the scatter direction (the Carpet Bombing marker remains in the target hex). If an Air unit is already in the hex, rotate the scattered Air unit to the next lower number on the Scatter Compass. Repeat for all carpet bombing attacks.

On/off target die roll modifiers

+1 if the target hex is bocage, hedgerow or forest

+1 if the preceding die roll was a modified 6 or greater

3) After all on-target rolls are completed, roll a single die for each targeted and scattered hex. Using the *carpet bombing* column of the AIR ATTACK RESULTS TABLE, apply carpet bombing modifiers (from the Air unit and modifiers listed under "Carpet Bombing Modifiers" on the Air Attack Results Table) and determine the bombing outcome. Results will be either a Step Loss (1) and/or Disorganized (D) or No Effect (•). Results are applied immediately to the ground unit (or stack) in the hex even if Allied units ultimately receive the attack.

4) For each targeted or scattered hex, remove the Air unit from the hex, flip the Carpet Bombing marker to its "Bombed" side and place any other appropriate markers in the attacked hex.

[15.3.7] Carpet Bombing Effects on Combat and Movement

In addition to the results indicated on the Air Attack Results Table, the following effects apply to a carpet bombed hex:

- Each friendly attack made into a carpet bombed hex during the ensuing Combat Phase receives a 1 column shift to the right on the CRT

- No roads exist for the remainder of the Game-Turn and 1 is added to the movement cost into clear or mixed terrain hexes

- Zones of Control do not extend into or out of a carpet bombed hex for the game-turn

- Entrenchments are reduced to Improved Positions and IPs are eliminated (after the results of the bombing are applied)

[15.3.8] General Bradley Rule

General Bradley was appalled by carpet bomb losses suffered by the Americans during the campaign. Thus, if American forces suffer any step loss or disorganization from carpet bombing, then

no further carpet bombings may be used by the Americans. *Note: This does not affect carpet bombings in British Operations.*

15.4 Supply Interdiction

[15.4.1] The sum total of supply interdiction points on the **Supply Interdiction Display** in any given turn represents the amount of Support Points subtracted from the German player allotment. Thus if the **Supply Interdiction Display** shows eight interdiction points, then the German player would have his Support Points reduced by eight SPs.

15.5 Movement Interdiction

The Allied player may conduct two types of Air Interdiction with his available air points; *General Air Interdiction* and *Targeted Air Interdiction.* During the *Allied General Air Interdiction Phase* of the German Player-turn, the Allied player determines the value of that interdiction by rolling one die on the **Allied Air Interdiction Table**. These numbers represent the reduction in movement points that the German player will apply to all of his infantry and mechanized units. During the *Targeted Air Interdiction Phase* of the Allied Player-turn, the Allied player may conduct Targeted Air Interdiction by placing individual air points in specific hexes (see 15.5.4).

[15.5.1] **General Air Interdiction**
At the start of the *Allied General Air Interdiction Phase* the Allied player determines the value of Allied air interdiction by rolling one die on the **Allied Air Interdiction Table**. The result of this die roll produces a general interdiction level in the form of a pair of numbers X/Y (example, **1**/3. See chart: **Allied Air Interdiction Table**). The number in bold, to the left of the slash, (X) is the number of Movement Points subtracted from the Movement Allowance of all **non-mech** units. The second number (Y) is the number of Movement Points subtracted from the original Movement Allowance of all **mech** units.

▶ [15.5.2] During its movement, if a German unit exceeds its Interdicted Movement Allowance, it must check for Disorganization at the end of its movement. To do so the German player rolls 2 dice for each unit. If the total of the dice is equal to or less than the number to the right of the slash (mech affected interdiction value) from the current General Air Interdiction level result, the unit disorganizes. If the total of the dice is less than or equal to half (rounded up) than the number to the right of the slash from the current General Air Interdiction level result, the unit immediatly losses 1 step (excluding HQ units).

▶ [15.5.3] A boldface result from the Allied General Movement Interdiction die roll will affect German units during the *Strategic Movement Segment* in the following way:

- **0:** all German units treat primary roads as secondary roads; secondary roads are unaffected
- **1 or 2:** German units spend 1 MP per hex to move on secondary roads and $1/2$ MP per hex to move on primary roads

In addition, any **bold non-zero number** result increases the cost of movement for German non-mech units from 1 to $1^{1/2}$ into a bocage or hedgerow hex.

▶ [15.5.4] **Targeted Air Interdiction**
If the Allied player has any Movement Interdiction Air Points, he may use some or all of them to interdict an individual hex or hexes during the *Targeted Air Interdiction Phase*. To conduct Targeted Air Interdiction the Allied player draws one Air unit and places it in the hex, reducing the Movement Interdiction Air Points by one on the track. If any German units occupy the hex, the Allied player may use the same Air unit to conduct an Interdiction Air Attack (see 15.6). The Air unit's Interdiction Value is also its Interdiction Radius.

During the *German Movement Phase,* any German unit entering an Air unit's Interdiction Radius adds the following to its movement cost for each hex:

Mech unit: 1   Non-mech unit: $1/2$

Note: Units entering a hedgerow, bocage, light woods or forest hex, do not add the interdiction penalty to their movement cost unless during Strategic Movement or using a road (or town) to negate the cost of the terrain.

Targeted Air Interdiction Example

[15.5.5] When placing Air units for Targeted Air Interdiction, an Air unit may not be placed in a hex within the radius of a previously placed Air unit.

▶ [15.5.6] Targeted Air Interdiction is applied to German units *that are in an Operation with Operational Initiative* prior to those units taking their Movement Phase (see 12.2.7).

[15.6] Interdiction Air Attacks

[15.6.1] When making an interdiction air attack the Allied player picks an enemy unit in the hex to attack. The Allied player first selects a hex without looking at the units in it, but may then examine the stack to pick the desired target unit. He flips the Air unit to its back side and reads the *Air Attack modifier* on the Air unit and adds it to the modifiers for the attack die roll. He then rolls one die, applies all modifiers to the die roll and determines the result for the TARGET TYPE column. The result will be No Effect, Disorganized and/or step loss(es). A step loss applies only to the targeted unit, a Disorganized result is applied to all units in the hex. In addition, if the unmodified Air Attack die roll number is a 1 or 2, the air unit is removed from the map. Any other result, the air unit remains in the attacked hex until the end of the German Player turn. The hex may not receive any further interdiction attacks during the remainder of the phase.

An Interdiction Air Attack on a German unit *that is in an Operation* applies a -2 modifier in addition to the other modifiers. ***Note: This modifier is not on the Air Attack Results Table.***

[15.7] Combat Air Support

Prior to computing combat odds or rolling the die, the Allied player may declare Combat Air Support (sometimes referred to as Ground Support) for offensive or defensive combat. The Allied player then draws one Air unit from the cup reducing the number of air points on the GROUND SUPPORT TRACK by one. When attacking, the resulting Combat Air Support Shifts are added to the total number of shifts to the right on the COMBAT RESULTS TABLE. When defending, the resulting Combat Air Support Shifts are added to the total number of shifts to the left on the CRT. If the hex is a forest, hedgerow, or bocage hex or there is rain, the effect of the Combat Air Support is reduced by 1 shift.

[16.0] Reinforcements

GENERAL RULE

Both Allied and German players receive reinforcements. These units appear on the Game-Turn Record and Reinforcement Track and enter play during the owning player's *Replacement Segment*. The track indicates the appearance of either an Allied or German reinforcement. Each unit that arrives as a reinforcement has its turn of entry printed on it. In addition, a separate Reinforcement schedule is provided listing the number of units, the Game Turn of appearance, the designation of those units, and the area of entry on the map where those units will arrive.
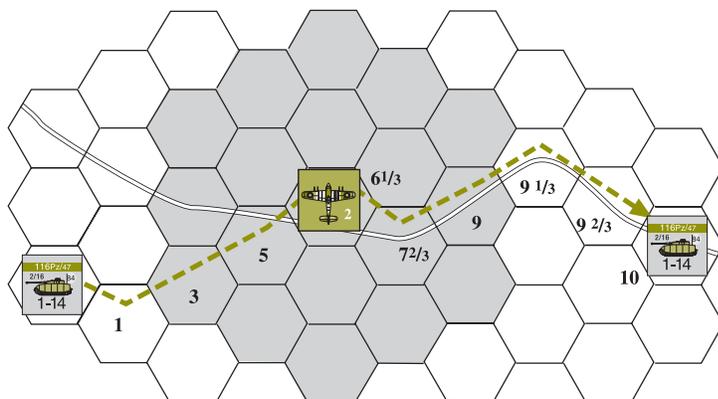
[16.1] Entry of Reinforcements

[16.1.1] All scheduled reinforcements arrive during the *Replacement Segment* of the owning Player. Allied reinforcements arrive on or adjacent to a supply source hex of their nationality while German reinforcements are placed in one of the Off-map Movement boxes called for in the reinforcement schedule.

[16.1.2] Reinforcements which enter from an OMM box are free to enter the map area at any hex within that OMM box's designated entry area and are free to move using Tactical or Strategic Movement. Once on the map, reinforcements may be moved normally.

[16.1.3] German reinforcements may not be placed in a OMM box that is controlled by an Allied unit. If all OMM boxes from the same off-map area are Allied controlled, the scheduled reinforcements may not enter the game.

[16.1.4] Artillery and HQ units enter the game as reinforcements fully supported (its front side up).

[16.2] Restrictions

[16.2.1] If an entry area is totally occupied by enemy units or enemy ZOCs, the owning player may move the entering units to an adjacent OMM box. However, doing so will cause a one turn delay in the entry of these units.

[16.2.2] Reinforcements may be intentionally delayed by the owning player for as long as he wishes.

[16.3] Allied Reinforcement Schedule (See Game-Turn Record Track)

[16.4] German Reinforcement Schedule (See Game-Turn Record Track)

[17.0] Replacements

GENERAL RULE

Both sides receive replacements during the game in the form of Replacement Points or RPs, which are used to return lost steps to reduced or eliminated units. One Replacement Point (RP) will return one combat step to a reduced or eliminated unit. Players receive RPs by nationality as indicated on the Turn Record Track. Only German, U.S., British and Canadian units may receive Replacement Points. All other nationalities may not receive replacements (see game map for nationality identification). For the Allies, RPs indicated on the Turn Record Track are infantry type only (and reconnaissance). Allied armor (tank) units are replaced using the Allied Tank Replacement Table (see also 17.2.8).

[17.1] Replacements Points

[17.1.1] Both players receive Replacement Points indicated on the Turn Record Track, in addition, the German player may receive RPs from combat strength steps eliminated (see 17.1.3). Replacement Points indicated on the Turn Record Track are taken the turn indicated and added to the army's replacement points total or may be used the same turn that they are received. For the Allies, the RPs indicated on the Turn Record Track are infantry type (including mech infantry) and reconnaissance. For the German, Replacement Points on the Turn Record Track are of two types: *variable* (?) and *armored* (either (T) representing any type of armor step; Tank, STG, JgPz, or (H) for heavy tank only).

[17.1.2] Most Replacement Points for the German Player are variable and are indicated by a **?** on the Turn Record Track. The **German Replacement Table** indicates what kind of RP the German player will receive and is determined by rolling one die. The result indicates the type of replacement points the German player is to receive that turn. For the German player, Replacement Points are unit type dependent; i.e., an armor type replacement point replaces an armor (tank) step, an infantry point replaces an infantry step, etc.

[17.1.3] German RPs may also come from strength steps which have been eliminated in combat. The German player records eliminated tank and non-tank steps separately. Whenever a non-tank unit loses a step, the German player records that loss on the **Army Support Track** using the appropriate German Army Step Loss marker. Whenever a tank step is lost, the player records that loss on the **German Tank Steps and Infantry RPs** display using the German Tank Step Loss marker. During his *Replacement*
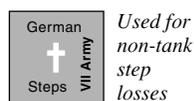
Segment, for **each 6 points** the German player subtracts from his accumulated, per army, non-tank step loss points, he receives **1 variable RP** (whose type is immediately determined as in 17.1.2). Similarly, for each 6 points he subtracts from his accumulated Tank Step Losses he may take **1 tank (T) RP** and replace any type of tank unit he wishes (except Heavy Tank).

[17.1.4] Any type of RP other than infantry must be used the turn it is received otherwise it is lost. Allied RPs and German infantry Replacement Points may be saved and used in a later turn. The German Replacement marker is placed on the **German Tank Steps and Infantry RPs** display for accruing infantry replacement steps. *Note: "Banked' German infantry RPs (and tank RPs) may be used by any German Army.*

[17.2] Applying Replacements Points to Reduced Units

[17.2.1] Non-Armor Replacements

A player spends Replacement Points only during the friendly *Replacement Phase*. The owning player simply adds the step to the reduced unit(s). By spending one RP, a player may restore a regiment with a one-step loss to full strength. Cadres may receive RPs only as per rule 17.2.5 or 17.2.6. *Note: Eliminated artillery units, Allied regiments (brigades) and Allied antitank are permanently eliminated and may not be restored (receive RPs).*

[17.2.2] A unit that receives a Replacement Point must be in supply and may not be adjacent to an enemy unit (exception, 17.2.3). Any unit that receives an RP has a Regroup marker placed on it. *Note: A unit under a Regroup marker may receive a Replacement Point (see 8.12).*

[17.2.3] German and U.S. infantry and mech infantry regiments (but not cadres) may receive an RP while adjacent to an enemy unit. Combat may not be initiated from the hex the receiving unit is in; otherwise all other replacement rules apply.

[17.2.4] Armor Replacements

The procedure for Replacements of armor units differs for the Allied and German players.

German Armor Replacement

For the German player, one armor RP may return to play an eliminated tank battalion or restore to full strength a 2 step tank battalion with a one-step loss.

Allied Armor Replacement

Allied tank battalions are automatically replaced and returned to play a number of game-turns later. Whenever the Allied player looses an armor battalion (tank, TD or armor engineer) he rolls one die and consults the **Allied Tank Replacement Table** (on map W). The result is the number of game-turns (from the current one) that the tank battalion is removed from play. Armor brigades use this table as well for replacing lost steps. To do so, the brigade (or its cadre) is removed from the map and one die is rolled for 1 or 2 steps to be replaced. If it is a cadre, 1 is added to the die roll. An Effectiveness marker is never applied to a tank brigade nor can it be eliminated from a replacement roll. An Allied armor brigade removed from the map to replace a lost step cannot be removed if in an enemy Zone of Control. *A tank battalion involved in an attack made at minimum odds that is eliminated, is lost permanently and does not roll on the Tank Replacement Table.*

All replacement tank battalions return to the map as if they were reinforcements.

[17.2.5] Reducing Effectiveness

Whenever an Allied regiment returns to full strength after receiving a Replacement Point, its Effectiveness Rating is reduced by one. Remove the strength chit and place an Effectiveness marker on the unit to indicate its new Effectiveness Rating. When the unit next engages in combat a new strength chit must be picked for the unit corresponding to the new Effectiveness Rating. If the unit takes another step loss and receives an RP a second time, its Effectiveness rating is again decreased by one. A unit's Effectiveness Rating does not go below 1 regardless of the number of times it takes replacements. Units that have a reduced Effectiveness Rating may have it restored to normal only by resting. (see 17.5). *Note: A unit with a printed Effectiveness Rating of 2 that takes 2 RPs still gets a -2 Effectiveness*

Rating marker, even though its Effectiveness Rating is treated as 1 for game purposes. This means it requires 4 days of rest to return to full strength (see 17.5).

▶ [17.2.6] **Allied Cadres**

Allied cadre units are returned to full strength by using *two* Replacement Points**.** To restore a cadre unit to full strength the cadre may not be adjacent to an enemy unit and the Allied player must expend 2 RPs. As per 17.2.5, a -2 Effectiveness marker is placed under the unit; i.e., an Allied cadre cannot build up to a reduced strength unit.

▶ [17.2.7] **German Cadres**

The German player may use any combination of like-type RPs, combined units (rules 17.3.2) and/ or six Step Loss Points to return a cadre to a full strength unit. A German cadre unit must be at least 4 hexes from an Allied unit to receive any RPs. Unlike an Allied cadre, a German cadre unit may build up one step per turn. All other rules for RPs apply.

[17.2.8] An eliminated battalion that is restored from a Replacement Point, reenters the game as a reinforcement. A German restored battalion reenters the game from any German controlled OMM box or city hex with a supply symbol in it.

[17.3] Rebuilding German Infantry Regiments

During the campaign the German Army was very adept at pulling together remnants of destroyed units to form "Kampfgruppen" or combining units to bring a formation up to strength. The following rules somewhat reflect this unique capability.

[17.3.1] An eliminated German infantry regiment (not mech or motorized), may be returned to play at full strength by expending 3 infantry RPs (or one cadre and 2 RPs). The German player simply draws a regiment from his eliminated pool of units, expends the 3 RPs and places the infantry unit on the map. The unit may only be placed in a German controlled city hex that is further than 6 hexes from an enemy unit *or* in a town that is 12 hexes from an enemy unit. If a cadre is used, the cadre unit must be futher than 4 hexes from an enemy unit. The returned unit must be placed in the same hex the removed cadre came from. In all cases the unit must be placed within 12 hexes of the parent HQ (or Eberbach). A Regroup marker is placed on the unit.

[17.3.2] German cadres may be used to directly replace steps of other *regiment size* units in the same army. During the German *Replacement Segment* the owning player may remove a cadre unit and add one strength step to another reduced *regiment size* unit. The units being combined must be in the same hex or adjacent to each other. A Regroup marker is placed on the receiving unit. *A non-SS cadre unit may not combine with an SS unit and an Ost cadre unit may not combine with a non-Ost regiment .*

[17.4] Dissolving a British Division

[17.4.1] Once per game, during the friendly *Replacement Segment* of any turn after game turn 26, the Allied player may dissolve all the units of any one British infantry division (only one) or an independent British brigade and use its steps to apportion to other units. The dissolved units are removed from play and the strength steps from it are simply added to other reduced units in the same manner as replacements (except that cadres may receive two steps to return to full strength). The units that receive these steps may be infantry or mech infantry but do not need to have the same Effectiveness Rating. The unit(s) to be dissolved, as well as those to receive the steps, must all be British. A unit receiving a step is not reduced in effectiveness but does have a Regroup marker placed on it.

[17.5] Resting Regiments

▶ [17.5.1] The Allied player may return those regiments/brigades that have reduced Effectiveness to normal by resting them. During the friendly *Replacement Segment* the Allied player may remove the regiment from the map and place it in a space *three* Game-turns later (after the current Game-Turn) on the Game-Turn Record Track. For the first 3 turn period of rest, the Effectiveness Penalty markers is reduced in value by 1. After a 3 turn period of rest, the unit may be returned to the map as a reinforcement or it may rest for 1 more turn to remove an additional Effectiveness marker value by one more. *Example: A regiment has a -2 Effectiveness marker with it. To bring the regiment to its normal Effectiveness Rating, it must rest for 4 game-turns.*

▶ [17.5.2] In order for a regiment or brigade to be eligible for resting it:

- must be in supply and be able to trace a movement path free of any enemy ZOCs to an Allied supply source.
- may not be in an enemy ZOC.
- may not be disorganized (but may be regrouped)
- must be at full strength or be given RPs to bring it to full strength.

▶ [17.5.3] If all of the regiments/brigades of a division are removed for resting on the same Game-turn, the Allied player may add 1 SP to the Army Reserve Support Points total of its parent army.

[17.6] Allied Additional Replacements

[17.6.1] The Allied player may take additional RPs at a cost in Victory Points. At the end of any Replacement Phase the Allied player may add 9 RPs to the U.S. replacement total or 6 RPs to the British total. Each time additional replacements are taken the Allied player subtracts 18 VPs at the end of the scenario (see 21.3).

[18.0] British/U.S. Army Boundaries

[18.1] During the campaign games the Allied player must maintain a boundary between the U.S. 1st and British 21st Army Group. This line is indicated on the map by the British/U.S. Army Boundary markers provided in the countermix. British Army units may move into hexes defined as part of the army boundary. Boundaries may only be changed in the Allied *Replacement Segment* simply by moving the markers. The boundary must always connect the starting front line with the east edge of the East Map.

▶ [18.2] A unit of one Allied army may not move into the area of the other. If a unit is in the area of another army it must move as quickly and directly as possible to its own area. Units of one Allied army *may* attack and advance after combat into a boundary hex of the other army.

● [18.3] At the beginning of the campaign games, the boundary starts at hex W4731 and points to hex W3826, to hex W2433, pointing along the 24xx hexrow to the east map edge. The Allied player may not change the **east–west** 24xx portion of the boundary line until a U.S. unit has moved into it coming from the south (see 18.4) or British/Canadian units control the east OMM areas south of E2 (see 18.5). Once the EW 24xx line is moved south, it may never move back north, and rules 18.4 and 18.6 may not be played. The **north–south** portion of the Boundary marker can be adjusted at any time. It is always fixed at W4731 and ends at some point along the E24xx hex row. It should not end further east than E2409 (until the EW 24xx component gets moved per 18.3). It can be a straight line or a zigzag, but at most, it can go from W4731 southeast straight down to E2409 (until the EW 24xx line gets moved per 18.4 and 18.6).

● [18.4] U.S. (and French) units only may attempt to purposely violate the EW 24xx portion of the boundary line. To do so, the Allied player rolls one die when the first friendly unit enters the boundary line. If the die roll result is a 1 or 2, units may freely move north of the EW 24xx hexrow, and the boundary is reset north 4 hexes. Any other result is no effect and all U.S. units may not cross the boundary line that turn. The Allied player is allowed only one attempt per Game-Turn. The boundary may be moved north in this manner multiple times; however, each time requires a *Bradley Stop Order* die roll (see 18.6).

● [18.5] Once the E3 OMM box is Allied controlled, the Allied player may move the EW 24xx portion of the boundary any number of hexes southward, up to the southern most entry hex of the next OMM area (E4 for example). This may continue for each succeeding Allied controlled Eastern OMM area until the boundary line gets to E0332.

▶ [18.6] **The Bradley Stop Order**

Whenever the EW 24xx portion of the boundary is moved per rule 18.4, the Allied player must immediately roll a die. If the result is 1, 2 or 3, the Bradley Stop Order is in effect for the remainder of the game. Any other result is no effect. Once the Bradley Stop Order is in effect, the EW 24xx portion of the boundary line may still be moved north per 18.4, but only on a *die roll of one and at one hexrow* per successful attempt.

[19.0] Engineering

[19.1] Improved Positions

[19.1.1] Both players are eligible to build Improved Positions (IPs). Improved Positions represent enhanced or fortified fieldworks, mines, etc., that increase the defensive capability of an occupying combat unit. Building an IP is a two turn process and occurs in any friendly occupied hex during the friendly *Engineering Phase* by the phasing player. The hex receiving the Improved Position must be within six hexes of a supported HQ unit and be in supply in the first turn of construction. The HQ is not involved in the second turn of construction. The hex may not be a flooded hex.

[19.1.2] A supported HQ may initiate construction of up to 2 IPs or 1 Entrenchment (but *not* one of each) per turn. There is no Support Point cost to initiate the first IP. The cost to initiate the construction of a second Improved Position is 1 SP and it must come from the owning HQ's corps (for Allied) or army (for German) Support Point total.

▶ [19.1.3] During the Engineering Phase the owning player places the Improved Position marker in the hex with its construction side face up. During the next Friendly Engineering Phase, the marker is simply flipped to its Improved Position side. A non-disorganized combat unit (not an armor type or HQ) must occupy the hex when construction is initiated, and remain in the hex for completion. No more than one Improved Position may occupy a hex. If the constructing unit is disorganized or leaves the hex before completion, the marker is removed. *Artillery units are considered combat units for purposes of building Improved Positions.*

● [19.1.4] Improved Positions marked on the map are for initial setup indication only.

▶ [19.1.5] Units that occupy a hex containing a friendly IP receive the following benefits:

- 2 strength points are added to the final combat strength of the stack when defending (if the unit has 1 strength point , the IP adds only 1 strength point to the stack)
  Example: A 1 strength point unit in an IP in the woods (8.3.4) would have a defense of 3.

- It is not required to attack adjacent enemy units during the Friendly Combat Phase. If it chooses to attack an adjacent enemy stack, it is obligated to attack any adjacent enemy stack that exerts a Zone of Control and is not itself in a ZOC of a phasing unit that is not involved in any attacks (as like 8.1.4).

- The maximum number of Combined Arms bonuses for an enemy attacker may be no more than 2.

[19.1.6] An Improved Position (and Entrenchment) is removed the instant an enemy unit enters the hex it occupies or the owning player wishes it removed.

[19.2] Entrenchments

[19.2.1] Only German units can build Entrenchments. An Entrenchment has the exact same requirements as an Improved Position for its construction with the following additional requirements:

- A completed Improved Position must currently occupy the hex

- Entrenchments may not be built in a bocage, hedgerow, city or forest hex

- A Support Point must be used from the owning army's Support Point total.

[19.2.2] Units that occupy a hex containing an Entrenchment receive the following benefits:

- An enemy ZOC does not extend into a friendly occupied Entrenchment hex

- Combat strengths are doubled when defending (except armor units in an Entrenchment *and* clear terrain are tripled, not doubled and doubled again)

- When defending, the mandatory step loss, from the combat result, is reduced by 1

- They are not required to attack adjacent enemy units during the Friendly Combat Phase. If they choose to attack an adjacent enemy stack, they are not obligated to attack any other adjacent enemy stack that exerts a Zone of Control (see 8.1.3).

- The maximum number of Combined Arms bonuses for an enemy attacker may be no more than 1 (see 8.5.3).

● [19.2.3] An enemy unit adjacent to an Entrenchment hex need not attack that hex. But if it does attack, it must attack all hexes it is obliged to per the rules under 8.1, including the Entrenchment hex.

[19.3] Bridges

Both sides may attempt to destroy and repair bridges during the course of the game. German player bridge destruction occurs during the *Allied Player-Turn* and *German Engineering Phase*. The Allied player may destroy bridges only during the Allied Engineering Phase (see 19.3.1b). Bridge repair takes place only during the owning player's Engineering Phase.

▶ [19.3.1] **Destroying Bridges**
To destroy a bridge the player announces which bridge hexside he wishes to destroy and rolls one die. A die roll result of **1–5 destroys the bridge** (or bridges) on that hexside, a result of 6 is no-effect.

> For each attempt the following modifiers are added to the die roll:
>
> **+3** if no supported HQ is within 6 hexes
>
> **+1** if the bridge is a primary road across a major or minor river hexside
>
> **+1** if either hex that the bridge hexside is part of is not friendly occupied or in a friendly ZOC

Place a Bridge Destroyed marker next to the destroyed bridge hexside.

a. During the *Allied Player-Turn,* the German player may attempt to destroy a German controlled bridge the instant an Allied unit or ZOC first moves adjacent to it (the hexside being part of the hex moved into). There is no limit to the number of bridge hexsides the Germans may attempt to destroy in a turn; however, there is a limit of one attempt per bridge per phase.

b. During the *Engineering Phase* the phasing player may attempt to destroy a bridge only if an enemy unit or ZOC is adjacent to the bridge hexside and one of the two hexes is friendly occupied or controlled.

▶ [19.3.2] All bridge hexsides south of a scenario start line are considered German controlled until an Allied unit crosses the hexside. Once an Allied unit crosses a bridge hexside it is considered Allied controlled. If a German unit crosses an Allied controlled bridge hexside, the hexside will revert to German control.

● [19.3.3] **Repairing Bridges**

▶ [19.3.3a] The Allied Player may repair any non-stream bridge within the supply range (6 hexes) of a supported Allied HQ unit. Both hexes of the bridge hexside must be Allied controlled (free of enemy ZOCs); but if any hex is in a German ZOC, then it must be Allied occupied. During the *Allied Engineering Phase* the Allied player places a Bridge Repair marker next to the bridge hexside. On the following *Allied Engineering Phase* the Allied player rolls a die; a result of 1–5 repairs the bridge (or bridges) on that hexside, a result of 6 is no-effect (the bridge remains destroyed). Only one repair attempt on a non-stream bridge may be made per turn.

● [19.3.3b] During either Phasing Player's *Engineering Phase*, any destroyed, stream bridge may be automatically repaired if a friendly unit controls both hexes of the stream hexside (or occupies the hexes if any are enemy controlled).

[19.3.3c] During the *German Engineering Phase*, the German Player may repair any bridge over a major or minor river, within the radius of a supported German HQ unit, in the same manner as the Allied Player. A die roll modifier of +2 is added on each non-stream German bridge repair attempt.

[20.0] German Special Rules

[20.1] Hidden Reserve

[20.1.1] At the beginning of the *German Movement Phase,* the German player may remove any eligible combat unit from the map and place it in the Hidden Reserve Display (see Hidden Reserve Display on the game map). Units from the map are placed in the first box of the Hidden Reserve display. At the start of the German player's *Movement Phase*, units in the Hidden Reserve may move to the next higher numbered box within the display. Units that start in the 3rd box may be placed on the map or be transferred to the same numbered box of the other map. Units in Hidden

Reserve may remain there until the German player releases them and places them back on the map. HQ units may not be put into Hidden Reserve.

[20.1.2] To place a combat unit into Hidden Reserve it must meet the following criteria:

- It must be at least 4 hexes away from an enemy unit.

- It must be able to trace a line of supply (any length) to a supply source and to its parent HQ (if it has a corps designation) or any HQ if independent. *Note: It may be out of supply.*

- If it is part of a division, all the remaining regiments of the division must be eligible and be removed from the map as well.

- It may not be in a clear, mixed or lowlands hex (unless the weather is Heavy Overcast or Rain).

[20.1.3] At the beginning of the friendly Movement Phase the German player may take any number of units from the third box of the Hidden Reserve Display and place them on the same map section. Before the placement of units from the Hidden Reserve Display, the German player must first check for placement delay. To do this the German player rolls 1 die. On a die roll of 1, 2 or 3 the units may be placed on the map that same turn, a roll of 4 or greater the placement of those units is delayed for one turn. The German player may indicate this delay in any fashion he wishes. *Note: Units being placed as part of an Operation need not check for delay.*

[20.1.4] A unit from the Hidden Reserve Display may be placed anywhere on the *same* map within the following restrictions:

- It must be placed within 6 hexes of a German HQ unit (not counted like supply range), that can trace supply to a German controlled OMM Box

- It must be placed in supply and at least three hexes from any enemy unit.

- A unit may not be placed in a clear or mixed hex (but may be placed in a woods hex)

Units placed on the map, even if delayed, *may not* move that turn. However, units placed within the supply radius of an HQ, *in an Operation,* may freely move as long as they end their movement within the supply radius of that same headquarters.

[20.1.5] German units in the Hidden Reserve display may receive Replacement Points.

[20.1.6] For every four mech units that are in the 3rd panel of the Hidden Reserve Display, the German player may add 1 SP (each turn) to either one of the Army's Support Points or to Panzergruppe Eberbach's SPs. These SPs are added during the German's *Army Support Segment.*

[20.1.7] The German player adds 1 Victory Point for each complete mech division in the Hidden Reserve Display, in every Victory Point Segment. A complete division must include all regiments (each with no more than one step reduced) and at least 1 battalion with the same divisional designation.

[20.1.8] Once *Withdrawal from Normandy* is declared, any units in Hidden Reserve must be placed on the map in the following game-turn and Hidden Reserve may no longer be used. These units are not delayed but still may not move after placement.

[20.2] Panzergruppe Eberbach

[20.2.1] Panzergruppe Eberbach is a special HQ unit that is available to the German Player after Game-Turn 26. To activate Panzergruppe Eberbach the German Player simply announces his wish to do so during the *German Replacement Segment.* When activated, the German player places the HQ unit on the map in any city hex that is not Allied controlled and places its Support Points marker in the 6 space on the German Support Points Track. When activated the German player may use it that turn, or any turn thereafter, to conduct an Operation according to the rules for German Operations (see 12.2). Eberbach SPs may be used to satisfy the Army SP total for an Operation or may be considered Operational SPs themselves (but not both).

[20.2.2] Any German combat unit is considered in supply for movement and defensive combat if it is within eight hexes of the Panzergruppe Eberbach HQ. Panzergruppe Eberbach may attach as many units as it wishes regardless of which Army they are in.

[20.2.3] The Panzergruppe Eberbach HQ unit is always considered supported as long as it can trace supply to a valid German supply source. Once Panzergruppe Eberbach HQ is activated, the automatic support bonus of the 2 German HQs is removed for the remainder of the game (see 10.2.1a). In addition, if Alencon (E1422)is German controlled, it may act as a valid supply source for Eberbach's HQ as long as Eberbach has at least 2 SPs. The Alencon supply source need not be able to trace to another OMM supply source.

[20.2.4] Once placed, the Panzergruppe Eberbach HQ may never be retired. Except for the rules exclusive to Panzergruppe Eberbach, the Panzergruppe Eberbach HQ acts like any other German headquarters.

[20.2.4] During the same Replacement Phase in which Eberbach enters the game, the German player receives 2 additional rolls on the Replacement Table. The RPs from these rolls must be used that turn and used within the radius of Eberbach HQ first if possible.

[20.3] Mandated Attacks

[20.3.1] The German player is required to make an attack for each city hex *and* for any towns that the Allied player captured in the preceding Allied Player-turn. For each Mandated Attack not made the German player must subtract 2 points from his Victory Point total at the end of the turn.

Example: The Allied player captured 1 city hex and 4 towns. The number of Mandated Attacks is 2.

[20.3.2] Once *Withdrawal from Normandy* is declared, or if the German player conducts a *Major Operation* resulting in the capture of city and town hexes equal to at least 10 VPs (counted as German VPs), he no longer is obligated to make Mandated Attacks for the remainder of the game.

[20.3.3] Those attacks made by surrounded units, that also could not trace to a friendly HQ, and/or in terrain that forces them to attack, may not be used to satisfy Mandated Attacks.

[20.4] German 25th Corps

The 25th Corps HQ unit may be removed at anytime the German player wishes. It must be removed as soon as any of the following occur:

- an Allied unit enters a Brittany OMM box

- there are no 25th Corps regiments that trace to it

- *Withdrawal from Normandy* is declared

- German VP total reaches 0

Once the HQ unit is removed, no more 25th Corps reinforcements may enter the game. If the 25th Corps HQ is removed, then all 25th Corps units become independent or may be removed and turned into replacement steps during the *Replacement Segment.*

[20.5] Isolated German Units

[20.5.1] At the end of the *Supply Segment,* any German regiment (or cadre) that is isolated may be removed from the map and placed in the **Isolated German Units** box on the Turn Record Track. For each unit removed the German player rolls 1 die. If the result on the die is greater than the unit's Effectiveness Rating the unit losses one step; recorded as a 1 step loss to the German's Step Loss total. The remaining steps (if any) are recorded at 2x step loss and added to the German's Step Loss total. If the die roll is less than or equal to the unit's Effectiveness Rating, then *all* of the unit's steps are recorded at 2x step loss and added to the German's Step Loss total. The regiment is then placed in the Isolated German Units box as a cadre. Armor, HQs and artillery units may not be removed when isolated.

[20.5.2] At the end of any friendly *Replacement Segment,* the German player may use 6 Step losses or 1 RP and take a cadre from the Isolated German Units box and place it on the map per 17.3.1. A cadre unit should be returned to the map section corresponding to the section that it is currently in from the Isolated German Units box. A unit in the Isolated German Units box may move from one section of the box to the other during the Movement Phase. **Note:** *Rule 17.3.1 is not affected by this rule; however, only one regiment may be pulled from each section of the Isolated German Units box at a time. Units in the Isolated German Units box should be kept separate from other eliminated units.*

[20.5.3] If *Withdrawal from Normandy* is declared any units currently in the Isolated German Units display may remain there and are unaffected. Isolated units in the display at the end of the game are counted as isolated units for VPs.

[21.0] Victory Points

GENERAL RULE

Victory Points are used to determine which player is the winner and at what level the victory is for all scenarios except 22.3. During the Victory Point Segment of each Game-Turn, each player will add and/or subtract VPs on his Victory Point Track. At the end of each game, the Allied player totals all of his Victory Points and subtracts the total German Victory Points. The difference determines the victor and the level of victory (see Determining Victory).

CASES

[21.1] Accumulating Victory Points

During the game as well as at the end of the last game-turn, each player will add or subtract VPs on his victory point track printed on the map (only the German player can accrue negative VPs). Players must keep a running total of their victory points because it affects the final victory point total. No matter when the game ends, isolated German units (including those in the Isolated German Units Box) are considered eliminated for Victory Point purposes.

[21.2] VPs Accrued During Play

ALLIED

+1 for each Allied controlled city hex (counted at the end of every Allied VP Check Game-Turn, see 21.41). VPs for occupied city hexes are also counted on the last turn of the game (see 21.6.4).

+1 for each Eastern OMM box that is Allied controlled at the end of each game turn

+2 at the end of each game turn after all required U.S. units have exited into Brittany (see 21.4.2)

+3 at the end of each game turn after all required U.S. units have exited into the Loire valley (see 21.4.2)

▶ GERMAN

Note: VP schedule below ends after Withdrawal from Normandy is declared (go to 21.3)

+1 each German mech division in Hidden Reserve at the end of each turn (20.1.7)

+6 if the Allies fail to capture any German occupied city or town hexes at the end of the turn

–2 for each Mandated Attack not made (20.3.1)

–4 for each city hex captured by the Allies during the turn (and held by the Allies in the *Victory Point Segment*)

-15 if a German Operation fails to capture a town or city hex *For purposes of this rule only, the elimination of Allied units totaling 6 steps, by units involved in the Operation only, may be counted equivalent to the capture of one town or city. Only Allied units whose counters are actually removed from the map count for this total.*
Note: German VPs gained for capturing towns and cities are still gained separate from this rule.

*Must be German occupied during the Victory Point Segment of the Game-turn of capture.

[21.3] VPs Added at the End of the Game *and* for Withdrawal from Normandy

ALLIED

–5 for the first Carpet Bombing mission. Each additional mission increases the VP cost by –5 points. **Example:** The Allies conducts 3 missions for a total of –30 VPs (–5, –10 and –15).

–18 taking additional replacement points (see 17.6)

+1 for each eliminated German unit at the time *Withdrawal from Normandy* is declared (counted once only on the turn *Withdrawal from Normandy* is declared)

GERMAN

if *Withdrawal from Normandy* is not declared;

+6 for each city hex German controlled at the end of the Game (exception: +2 in scenario 22.1 instead of +6).

+3 per regiment (full or reduced), artillery unit and HQ still on the map and in supply

+# per combat strength each battalion and cadre unit still on the map and in supply

if *Withdrawal from Normandy* is declared:

+1 per unit on the map, west of Exx28 (inclusive) that is still in supply

+1 per German controlled city hex multiplied by the German VP factor on the Game-turn *Withdrawal from Normandy* is declared (see 21.5.2)

The German player also receives the following Victory Points for German units that exit the map into a German controlled OMM area (units still on the map, in supply, east of the Touques River or east of hexrow Exx28 are included as well):

+3 per regiment (full or reduced), artillery unit or HQ (including those removed)

+2 per cadre unit

+# per combat strength each battalion

Note: German Ost battalions and regiments are not counted for Victory Points.

Clarification: German units still on the map, and eligible to be counted for VPs, must be able to trace a line of movement free of enemy ZOCs, to a German controlled OMM box.

[21.4] Allied Victory Points for Capturing Cities and Exiting Units

[21.4.1] At the end of every **Allied VP Check** Game-Turn (see Turn Record Track) the Allied player determines how many city hexes (and VP OMM areas) he controls and adds that number to his Victory Point total. In all scenarios, the Allied player counts as VPs only those city hexes that are Allied controlled south of the 22.5 scenario start line. City hexes north of the 22.5 scenario line are never counted for Allied VPs.

Note: A city hex is considered Allied controlled if an Allied unit is in the hex or was the last to pass through it, otherwise it remains German controlled.

[21.4.2] The Allied player is required to exit a certain amount of U.S. units off the west edge of the map into Brittany and the south edge of the map into the Loire valley. The number and type of units to be exited are indicated in the boxed displays on the west map. Exiting units for VPs

The price of liberation — not measurable in victory points.

must be removed from the OMM area that represents the region to be entered and placed in the Brittany or Loire Display. Only units that occupy the OMM box at the start of the Movement Phase may be removed. A regiment may not exit as a cadre. See west map for the Required U.S. Units to Exit Displays. *Note: All the Brittany units have to exit before the Brittany VPs are counted, and all Loire Valley units have to exit before the Loire Valley VPs are counted.*

[21.4.3] The Allied player may receive city VPs for control of southern OMM areas (OMM boxes marked South), but may not exit any required units to the Loire until the *U.S. Units to Exit into Brittany* requirement has been completed.

[21.4.4] The Game-Turn after all U.S. units have exited into Brittany, the Allied player removes the exited corps Support Point marker from the Corps Support Point display; the corps HQ and its Support marker are no longer used. In addition, the U.S. 3rd Army Daily Corps Support Level is reduced by 1 level.

[21.4.5] The Game-Turn after all required U.S. units have exited into the Loire, the Allied player removes the exited corps Support Point marker from the Corps Support Point display; the corps HQ and its Support marker are no longer used. In addition, the U.S. 3rd Army Daily Corps Support Level is reduced 1 level and the Allied player must now subtract 1 when rolling for the U.S. on the Allied Support Table (see 10.1.1).

[21.5] Withdrawal from Normandy

At the end of a Victory Point Segment, the German player may choose to declare *Withdrawal from Normandy;* however, he may be forced to declare *Withdrawal from Normandy* as a result of Allied control of Off-Map Movement Boxes. *Withdrawal from Normandy* applies only when playing scenarios 22.4 and 22.5.

[21.5.1] During the *Victory Point Segment* of any Game-turn in which the Allies have taken control of one or more OMM areas, the German player determines if he must declare *Withdrawal from Normandy*. If the Allies have taken control of 1 or more OMM areas, the German player must determine if *Withdrawal from Normandy* has to be declared if one of the following conditions occur:

1. the OMM area is an East OMM area.
The German player rolls one die. If the die roll number is *equal to or less than* the number of Eastern OMM areas that are Allied controlled, *Withdrawal* must be declared.

2. the OMM area is a South OMM area *and*
the German VP total is 0 or less *or*
the current Allied VP total is more than double the German VP total (if the German VP total is positive). The German player rolls one die. If the die roll number is *equal to or less than* the number of Southern OMM areas that are Allied controlled, *Withdrawal* must be declared.

[21.5.2] On the game-turn *Withdrawal from Normandy* is declared the German player receives a VP bonus for German controlled city hexes. The number of German controlled city hexes (not OMM boxes) is multiplied by the current German VP factor on the Game-Turn Record Track. The resulting number is immediately added to the German VP total.

[21.5.3] Once *Withdrawal from Normandy* is declared the following rules apply:

a. an Allied unit may not enter an Eastern OMM area from another OMM area.

b. the German player no longer receives reinforcements or replacements from the Turn Record Track (the remaining reinforcements are not counted for VPs). *Note: He still may convert lost steps to RPs, and may use accumulated RPs.*

c. during the Allied Combat Phase, the German player may convert one mandatory step loss *of any combat result that requires a defender retreat* to an additional retreat result. The German player may declare his wish to convert the result after the final odds calculation (before Accelerated Assault) and before the dice are thrown. If the German converts the result, he must take the retreat. All Disorganization results to the attacker (Allied) are ignored. In addition, if there is no step loss to the defender, the attacker takes no step loss as well. *Note: If the attacker does take a step, he may ignore rule 8.95 and take it from any participating unit.*

d. the German player may no longer use rule 20.5 (Isolated German Units). However, those currently in the box still remain in play.

e. a German unit pays 1 movement point less to exit an enemy ZOC as long as it doesn't reenter an enemy ZOC that same phase.

f. German operations may no longer be declared. Any ongoing German Operation must end.

g. carpet bombing in a non-entrenchment hex adds a +3 die roll to the Carpet Bombing Modifiers

[21.6] Determining Victory

[21.6.1] After the Victory Points have been calculated on each side, subtract the total German VPs from the total Allied VPs, and refer to the Victory Level Schedule in each scenario to determine the victor and level of victory.

[21.6.2] If *Withdrawal from Normandy* is not declared and the Allies do not control any Eastern OMM boxes, the level of victory is shifted one level in the German player's favor. For example, if the level of victory is Allied Marginal, the final level then becomes German Marginal.

[21.6.3] If the German Victory Point total reaches 0 before Game-Turn 27, the level of victory is shifted one level in the Allied player's favor.

[21.6.4] If the game ends on a non-Allied VP Check Game-turn, the Allied player receives VPs for Allied controlled cities on the turn the game ends as if it were an Allied VP Check Game-turn.

[21.7] Ending the Game

The game ends under any of the following conditions:

• the last Game-Turn indicated in the scenario has been played

• at the end of the Game-Turn in which all Off-Map Movement boxes have become Allied controlled

• at the end of a Game-Turn in which there are no German controlled city hexes *or* there are no German units, west of hexrow EXX28, that can trace a line of supply (of any length) to any German HQ unit that is in supply.

[21.8] Optional Victory Points

The following rules are for the campaign scenarios only.

[21.8.1] Divisions to the Seine
In the battle to close the pocket, a number of Allied divisions were sent racing for Paris and the bridges across the Seine. As it is now, the victory conditions lack any incentive for the Allied player to go for this "long envelopment" rather then concentrate to close the door on the Germans at Falaise/Argentan. The following rule attempts to recreate this historical option for the Allied player and is highly recommended.

The Allied player adds 1 VP to the Allied Victory Point Schedule for each supported *division group* sent to the Seine each VP Segment.

A division group eligible for VPs must meet the following restrictions:

• A *division group* must consist of all 3 regiments of the division (none of which may be reduced to cadre) and one armor unit and one artillery unit. No more than 5 division groups may be sent to the Seine.

• Divisions sent to the Seine may be removed only from the Everon and Le Mans OMM boxes and once removed may never return to the map.

• Divisions sent to the Seine may be removed only after all required units to exit to Brittany and the Loire have been completed.

• 1 SP must be used to supply 1 division group each Game-turn (expended during the *Corps and Artillery Support Segment*). If a division group does not receive an SP, the Allied player may not add its VP to the Allied VP total.

[21.8.2] Eliminated Allied Units
The German player adds 3 VPs for each permanently eliminated Allied unit. Points are counted at the end of the scenario.

[22.0] Scenarios

GENERAL RULE

Unless otherwise noted in the scenario's specific rules, please follow these guidelines when setting up scenarios.

While one side is indicated as setting up first, this applies AFTER both players simultaneously set up their units in their designated set up hexes. Then, the first player may reposition units up to the number of hexes away from the set up hex (up to one, up to two, etc.). No unit may ever start over the scenario start line.

Divisional units are listed in the following order: Regiment/**Division**/Corps, the Division designation being bold faced. For non-divisional units, the following abbreviations are used to aid in identification: (T) Tank, (TD) Tank Destroyer, (A) Artillery, (AA) Anti-air Artillery, (I) Infantry, (AT) Towed Antitank*, (R) Recon.

A specific unit with a (-1) exponent indicates the unit has a step loss. For regiments, randomly select the appropriate strength chit for the unit, then flip the chit over to indicate the step loss. For battalions, simply use the reduced side of the unit. A unit with an -E) exponent indicates that the unit starts at an Effectiveness of one less than the printed value. Place the reduced Effectiveness counter under the unit to indicate this.

The Allied player may place an IP marker in any hex with a red IP symbol printed in it regardless of the scenario.

Allied Air Availability Note:
For all single map scenarios (22.1, 22.2 and 22.3) the Allied player has available only half (rounded up) of the total Ground Support Air Points and Movement Interdiction Air Points (for Targeted Air Interdiction).

Map Note: For all single map scenarios, half hexes are playable.

*Some units marked as AT in the scenario set-ups actually have AA unit type symbols.

[22.1] Steel Inferno
Operation Goodwood and and the Drive to Falaise

HISTORICAL NOTES

Caen, viewed as the linchpin of the German defenses and gateway to the rest of France, had been the primary objective of the British army on D-Day. They only got a little more than half way there at their closest on June 6, and more than one month later where yet to capture the prize. A series of attacks had been launched throughout June and early July, (Villers Bocage, operations EPSOM & CHARNWOOD) all with the capture of Caen as their primary objective. By early July, these wasteful attacks had not only failed, but the casualties (particularly to the Infantry) and lack of progress they produced had brought great pressure down on Montgomery to produce some sort of victory. Monty's chief planner, Brigadier Charles Richardson, proposed a plan with Falaise as its ultimate objective. Far more sweeping than the mere capture of Caen, GOODWOOD was designed to use massive armored formations and air power to break out of the Orne river bridgehead, through the surrounding high-ground, and to the relatively open country beyond. This would have two effects desirable to British high command: Caen would be outflanked and fall, and the operation, being primarily an armored assault, would save the infantry from the heaviest casualties. It was a plan for nothing less than the final breakout from Normandy.

Three British armored divisions (7th, 11th and Guards) where scheduled to jump off on the morning of July 18 and drive to destiny. Two days later, the operation would be called off with over 400 British tanks knocked out and 6,500 British and Canadian casualties. Caen had finally fallen (to a determined infantry assault from the Canadian 3rd & British 51st divisions), but the German line had not been broken. The death knell, however, had been rung. Within 36 hours, replacements where pouring into the armored divisions as the British began the slow advance to Falaise. For the Germans, the replacement well was about dry and their left flank was about to explode. GOODWOOD may have failed to reach its final objective, but it did tie up valuable German assets that where sorely needed against the Americans where the real breakout was about to take place.

[22.1.1] Scenario Length

Steel Inferno is a 14 turn scenario beginning on 18 July (Game Turn 13) and ending on 2 August (Game Turn 28).

[22.1.2] Initial Deployment

(a) Only the East map is used.

(b) Unit type abbreviations as in General Rule. The Allied player sets up first.

GERMAN SETUP
All units may set up on or within two hexes of the hex indicated. No unit may begin the scenario north of the Scenario Start Line. Each hex of the scenario start line must be German occupied or in a German zone of control of a German unit adjacent to the start line.

86 CORPS
E5111: 982/**272**/86, 12/**12ss**/1ss(AT);
E5110: 980/**272**/86, 1PzJg/**1ss**/1ss(T);
E3814: 981/**272**/86; E5718: 744/**711**/86, 731/**711**/86; E5516: 854/**346**/86, 858/**346**/86;
E5314:31/**16Lft**/86^{-1}, 32/**16Lft**/86^{-1}, 45/**16Lft**/86^{-1}; E5215: 117/86(A), 9NW(A), 86/V PzAr (HQ). E5113: 21Stg/**21Pz,** 1/100/**21Pz**$^{-1}$(T), 2/100/**21Pz**$^{-1}$(T), 125/**21Pz**$^{-1}$; E5312: 192/**21Pz**$^{-1}$; E4913: 9/**21Pz**(R).

1SS CORPS
E4911: 1/**1ss**/1ss(AT), 1/**1ss**/1ss^{-1};
E4910: 1/1/**1ss**/1ss^{-1}(T), 1/**1ss**/1ss(R); E4808: 2/**1ss**/1ss^{-1}, 2/1/**1ss**/1ss^{-1}(T); E4907: 979/**271**, 978/**271**, 977/**271**; E5323: 26/**12ss**/1ss, 1/12/**12ss**/1ss^{-1}(T), 12PzJg/**12ss**/1ss(T); E4013: 25/**12ss**/1ss, 2/12/**12ss**/1ss(T), 12PzJg/**12ss**/1ss(T); E4014: 12/**12ss**/1ss(R); E4610: 84/7NW(A), 83/7NW(A); E4811: 1/1ss(A); E4511: 654PzJg(T), 1ss/V PzAr(HQ).

2SS CORPS
E4708: 20/**9ss**/2ss^{-1}; E4707: 2/2ss,(AT);
E4508: 101^{-1}(T); E4704: 19/**9ss**/2ss, 1/9/**9ss**/2ss^{-1}(T), 2/9/**9ss**/2ss^{-1}(T); E4706: 21/**10ss**/2ss, 22/**10ss**/2ss^{-1}, 2/10/**10ss**/2ss^{-1}(T),10/**10ss**/2ss(R); E4603: 2ss(A), 102(T); E4405: 2ss/V PzAr(HQ), 102/2ss(A).

INDEPENDENT UNITS
E4903: 989/**277**/74, 991/**277**/74; E3714:600(I) E1222: 1039(AT), E2920:1/2/3Flk (AA); E1322: 2/2/3Flk(AA); E5027: 3/2/3Flk(AA).

The following units may be placed on or adjacent to any German unit: 1/3/3Flk(AA),

Troops of the 29th Infantry Division moving through St. Lo.

2/3/3Flk(AA), 3/3/3Flk(AA), 503H⁻¹(T).

IMPROVED POSITIONS/ENTRENCHMENTS
Improved Position: 8
Entrenchments: 5

The Entrenchment markers are placed first in any hex south of the scenario start line that has an IP symbol in the hex. The Improved Position markers are then placed on the remaining hexes with an IP symbol. The remaining IP markers may be placed anywhere south of the scenario start line.

ALLIED SETUP
Only British/Canadian units are used. Units set up on or adjacent to the hex indicated. No unit may set up south of the Scenario Start Line.

British 2nd Army
1 BRITISH CORPS
E5615: 3/**6Abn**/1⁻¹, 5/**6Abn**/1⁻¹, 6AL/**6Abn**/1⁻¹; **E5515:** 152/**51**/1, 153/**51**/1, 154/**51**/1; **E5514:** 8/**3**/1, 9/**3**/1, 185/**3**/1, 144RAC/33Tnk, 1NYeo/33Tnk, 148RAC/33Tnk; **E5613:** 4 AGRA/1; **E5713:** 51Hv(A), 1/2Brt.(HQ).

2 CANADIAN CORPS
E5410: 7/**3**/2, 8/**3**/2, 9/**3**/2; **E5509:** 2 AGRA/2, 2Cn/2Brt.(HQ); **E5310:** 6/2Tnk, 10/2Tnk, 27/2Tnk; **E5209:** 4/**2**/2, 5/**2**/2, 6/**2**/2; **E5510:** 55Hv(A).

8 BRITISH CORPS
E5108: 129/**43**/8⁻¹, 130/**43**/8, 214/**43**/8; **E5006**: 44/**15**/8⁻¹, 46/**15**/8, 227/**15**/8⁻ᴱ; **E5408:** 7AGRA/8, 53Hv(A), 8/2Brt.(HQ).

12 BRITISH CORPS
E5004: 158/**53**/12⁻¹, 160/**53**/12⁻ᴱ, 71/**53**/12; **E5104:** 176/**59**/12⁻¹, 197/**59**/12⁻ᴱ, 177/**59**/12⁻ᴱ, 107RAC/34Tnk(T), 147RAC/34Tnk(T);**E5204:** 3AGRA/12; **E5305:** 59Hv(A), 12/2Brt.(HQ).

INDEPENDENT
E5513: 32/**GdsAr**, 5/**GdsAr**; **E5413:** 29/**11Ar**, 156/**11Ar**; **E5612:** 22/**7Ar**, 131/**7Ar**

The following units set up on or adjacent to any British/Canadian unit on Map E: 9 AGRA, 8 Ar Brg., 4CldStm/6Gds, 4GrnGds/6Gds, 4SctsGds/6Gds, 1L/BHY/30Ar/**79**, 22/30Ar/**79**, 1ER Yeo/27Ar, Stfs Yeo/27Ar

The following tank battalions start on the Turn Record Track as replacements:
Turn 17: 13-18Hus/27Ar
Turn 18: 153RAC/34Tnk

IMPROVED POSITIONS
The Allied player starts with 6 additional Improved Position markers and may place them in any start line hex on map E.

[22.1.3] Initial Support Points

GERMAN V PANZER ARMY: 16

GERMAN OPERATIONS: 0

BRITISH 2nd ARMY
　Army Reserve Support Points: 14
　1 Br. Corps Support Points: 2
　All other Corps Support Points: 0

British Daily Corps Support Level: 2

[22.1.4] Initial Replacement Points
GERMAN: 0

BRITISH: 3

CANADIAN: 1

GERMAN STEP LOSS LEVELS
VII Army: NOT USED
V Panzer Army: 4
Armor Steps: 2

[22.1.5] Reinforcements
Allied: Only British/Canadian units scheduled as reinforcements, between turns 13 and 26 (inclusive), may be used.

German: Only German 86 Corps, all units of 116 Pz division and independent units scheduled as reinforcements on map E between turns 13 and 26 (inclusive) may be used.

[22.1.6] Weather/Sea Condition
The weather on Game-Turn one is automatically Clear. Sea Condition is Calm

[22.1.7] Special Rules
a. German Movement Restrictions
　All units of the 12ss Panzer Division, may not move on the first game turn (turn 13).

b. Bridges
　The German Player may indicate as destroyed any bridge from any hexside on the Scenario Start Line.

c. British Artillery Units
　All British/Canadian artillery units except for 4, begin the scenario in full (supported) mode. The Allied player may choose any 4 artillery units to be reduced (one must be an AGRA)

e. German Support Points
　The German player receives 7 Support Points each game-turn instead of 12 and subtracts half (rounded down) of the indicated Interdiction Values from Allied Supply Interdiction.

[22.1.8] Determining Victory
Both players receive Victory Points as per the Victory Point Schedule except that the German player does not receive points for units still on the map (21.3). *Withdrawal from Normandy* may not be declared. **Special Note:** The German player receives 2 VPs for each city hex controlled at the end of the scenario, not 6.

Each player starts the scenario at the following VP levels:
Allied: 12
German: 20

Net Victory Points	Level of Victory
20 or more	Allied Decisive
1 to 19	Allied Substantive
0 to -19	Allied Marginal
-20 to -39	German Marginal
-40 to -69	German Substantive
-70 or less	German Decisive

HISTORICAL NOTES
While the British where hurling themselves again and again at the German defenses near Caen, the key to the defenses in the American front was St Lo, the rock upon which the US advance had broken itself since mid-June. Hung up on roughly the same line since before the capture of Cherbourg, Omar Bradley and Lawton Collins (VII corps commander) conceived COBRA as a way to break out of the hellish hedgerows, and out of Normandy. The first step was to take St Lo, finally accomplished at tremendous cost by the 29th and 35th infantry divisions. Collins would then mass his corps along a very narrow (7000 yard) front and smash through with the aid of an incredible aerial bombardment. Fighter-bombers and artillery where to hit the German front lines to 250 yards deep all along the short VII corps front, followed by the heavy bombers of the 8th Air Force carpet bombing the next 2,500 yards deep. After breaking through, the VII corps was to turn west and pocket the German 84th Corps against the coast.

Bad weather delayed the jump off of COBRA until July 24. The heavy bombers shorted the drops and did considerable damage to the US 9th & 30th infantry divisions. Despite the inauspicious start, the Americans where able to collect themselves and get moving. By early July 25, the exhausted and depleted German line was crumbling and in full retreat everywhere from St Lo to Lessay on the coast. The US forces took Coutances on July 28, and resistance in front collapsed. Locally, there where some German counterattacks, but the advance was only slowed, not stopped. By July 30th, Avranches had fallen, the flank was open and George Patton was about to make the newly christened 3rd army famous.

[22.2.1] Scenario Length
Breakout ! is a 14 turn scenario beginning on 18 July (Game Turn 13) and ending on 2 August (Game Turn 28).

[22.2.2] Initial Deployment
(a) Only the West map is used.

(b) Unit type abbreviations as in Scenarios, General Rule. The Allied player sets up first.

GERMAN SETUP
All units may set up on or within two hexes of the hex indicated. No unit may begin the scenario north of the Scenario Start Line. Each hex of the scenario start line must be German occupied or in a German zone of control of a German unit adjacent to the start line.

V Panzer Army
74 CORPS
W4934: 990/**277**/74; **W4630:** 986/**276**/74, 987/**276**/74, 988/**276**/74; **W4533:** 74/V PzAr(HQ).

47 CORPS
W4632: 304/**2Pz**/47⁻¹, 1/3/**2Pz**/47⁻¹(T), 2/3/**2Pz**/47⁻¹(T), 2/**2Pz**/47(R); **W4833:** 2/**2Pz**/47,

2PzJg/**2Pz**/47(T); **W5218:** 901/**PzLr**/47, 1/130/**PzLr**/47⁻¹(T); **W4124:** 902/**PzLr**/47⁻¹, 2/130/**PzLr**/47⁻¹(T); **W4225:** 130/**PzLr**/47(R), **W4532:**130Stg/**PzLr**/47(T); **W4428:** 47/VPzAr (HQ); **W4430:** 130/47 (A).

VII Army
2 PARACHUTE CORPS
W4824: 5/**3Fsjr**/2P; **W4726:** 9/**3Fsjr**/2P, 12Stg/2P; **W4627:** 8/**3Fsjr**/2P, **W4922:** 914/**352**/2P⁻¹, 916/**352**/2P; **W4724:** 118/2P(A); **W4525:** 2P/VII(HQ).

On or adjacent to any 2P Corps unit:
12/2P(I).

25 CORPS
W1117: 985/**275**/25; **W4920:** 984/**275**/25; **W2813:** KG/**343**/25; **W5415:** 896/**265**/25; **W4917:** 115/25(A), 25/VII(HQ).

84 CORPS
W5210: Eitner/**91**/84, Klstrkpt/**91**/84⁻¹; **W5513:** 941/**353**/84⁻¹, 942/**353**/84⁻¹, 943/**353**/84⁻¹; **W5610:** 1049/**77**/84⁻¹, 1050/**77**/84⁻¹; **W5609:** 920/**243**/84⁻¹, 921/**243**/84⁻¹, 922/**243**/84⁻¹; **W5115:** 3/**2ss**/2ss⁻¹, 4/**2ss**/2ss⁻¹, 1/2/**2ss**/2ss⁻¹ (T), 2/2/**2ss**/2ss⁻¹(T), 2/**2ss**/2ss(R), 2PzJg/**2ss**/2ss (T); **W5213:** 621/84(A); **W5112:** 84/VII(HQ).

On or adjacent to any 84 Corps unit:
902Stg(T), 8NW(A).

INDEPENDENT UNITS
W4819: 13/**5Fsjr**; **W2513:** 14/**5Fsjr**; **W4725:** 15/**5Fsjr**; **W5317:** 37/**17ss**⁻¹, 38/**17ss**⁻¹, 17Stg/**17ss**(T); **W5120:** 897/**266**⁻¹; **W5117:**6/**2Fsjr**⁻¹(Mot.I); **W3527:**2/1/3Flk(AA) **W2812:** 3/1/3Flk (AA); **W2233:**3/4/3Flk(AA).

The following units may be placed on or adjacent to any German VII Army unit: 657(AT), 1040(AT), VII Army(A), 1/1/3Flk(AA), 1/4/3Flk(AA), 2/4/3Flk(AA).

Eliminated German Units
The following units begin the scenario as eliminated units: **716**/86(KG), 915/**352**/2P, 752/Ost/84(I), 561/Ost/84(I), 649/Ost(I), Blanck/Ost/84, Lewdwski/**91**/84. Also, before the final placement of units, the German player must randomly choose one regiment of the **243** division (84th Corps) as eliminated.

IMPROVED POSITIONS/ENTRENCHMENTS
Improved Position: 10
Entrenchments: 0

The German player places one Improved Position marker in each of the following hexes: **W4629, W4631, W4733, W4933**; the remaining IPs may be placed anywhere south of the scenario start line.

ALLIED Setup
U.S. and British units are used. All units set up on or adjacent to the hex indicated unless otherwise noted. No unit may begin the scenario south of the Scenario Start Line.

U.S. 1st Army
8 CORPS
W5808:313/**79**⁻ᴱ, 314/**79**⁻ᴱ, 315/**79**⁻ᴱ; **W5811:**13/**8**/8, 28/**8**/8, 121/**8**/8; **W5714:**357/**90**⁻ᴱ 358/**90**⁻ᴱ, 359/**90**⁻ᴱ; **W5615:** 330/**83**, 331/**83**, 329/**83**.

Within 4 hexes of **W5913:** 607(AT), 802(AT), 106(R), 258(A), 8/1U.S(HQ).

7 CORPS
W5517: 39/**9**/7, 47/**9**/7, 60/**9**/7; **W5418:** 8/**4**, 12/**4**, 22/**4**.

Within 4 hexes of **W5619:** 801/7(AT), 823(AT), 4(R), 70(T), 746(T), 7/1U.S(HQ).

19 CORPS
W5320: 117/**30**/19, 119/**30**/19, 120/**30**/19; **W5122:** 134/**35**⁻ᴱ, 137/**35**⁻ᴱ, 320/**35**⁻ᴱ; **W5024:** 115/**29**/19⁻ᴱ, 116/**29**/19⁻ᴱ, 175/**29**/19⁻ᴱ; .

Within 4 hexes of **W5324:** 821/19(AT), 99(I), 113(R), 743(T), 744(T), 19(A), 19/1U.S(HQ).

5 CORPS
W4927: 28/**2**/5⁻ᴱ, 9/**2**/5⁻ᴱ, 23/**2**/5⁻ᴱ; **W4829:** 16/**1**⁻ᴱ, 18/**1**⁻ᴱ, 26/**1**⁻ᴱ; **W5627:** 2/**5**, 10/**5**, 11/**5**;.

Within 4 hexes of **W5128:** 612/5(AT), 102(R), 741(T), 333(A), **5**/1U.S(HQ).

INDEPENDENT UNITS
W5816: CCA/**4Ar**, CCB/**4Ar**, CCR/**4Ar**; **W5620:** CCA/**3Ar**, CCB/**3Ar**; **W5523:** CCA/**2Ar**, CCB/**2Ar**.

Within 4 hexes of **W6021:** 3 truck units.

Any hex west of **WXX18:** 712(T), 735(T), 737(T), 818TD(T), 749(T), 813TD(T), 704TD(T), 406(A), 144(A), 208(A), 187(A).

Any hex west of **WXX21:** 142(A), 179(A), 193(A).

Any hex between **WXX21 and XX29** inclusive: 18(A), 79(A), 188(A), 119(A), 228(A), 190(A), 174(A), 747(T), 759(T), 634TD(T), 899TD(T), 702TD(T), 703TD(T), 893TD(T), 635TD(T)

On or adjacent to any U.S. unit: 15(A), 745(T), 709(T), 644TD(T), 654TD(T), 629TD(T), 803TD(T) *Note: These units are mismarked as reinforcements. Ignore their original turn of entry.*

British 2nd Army
30 BRITISH CORPS (–)
W5135: 149/**49**/30⁻ᴱ, 147/**49**/30⁻ᴱ, 70/**49**/30; **W4932:** 69/**50**/30, 151/**50**/30, 231/**50**/30; **W4831:** 56/30 Brg.; **W5031:** 4Ar Brg.; **W5231:** 5AGRA/30, 30/2 Brt.(HQ).

INDEPENDENT
The following units set up on or adjacent to any British unit on Map W: 2CLY/30Arm/**79**(AE)⁻¹, 7RTR/31Tnk(T), 9RTR/31Tnk(T), 52Hv(A).

On the Turn Record Track as a replacement:
Turn 16: 141RAC/31Tnk,

[22.2.3] Initial Support Point Levels
GERMAN VII ARMY: 12

GERMAN OPERATIONS: 0

U.S 1st ARMY
 Army Reserve Support Points Total: 8
 Corps Support Point Totals: 1 (all corps)
 U.S. Daily Corps Support Level: 2

[22.2.4] Initial Replacement Points
GERMAN: 0

U.S. ARMY: 3

British units receive no RPs for this scenario.
GERMAN STEP LOSS LEVELS
VII Army: 3
V Panzer Army: 0 (Add to VII Army's Total)
Armor Steps: 2

[22.2.5] Reinforcements
Allied: Only U.S. units scheduled as reinforcements, between turns 13 and 28 (inclusive), may be used.

German: Only German units entering from Brittany and South OMM areas and independent units scheduled as reinforcements between turns 13 and 28 (inclusive) may be used. Independent units from Eastern OMM areas enter 2 turns later from the east map edge south of the German front line.

[22.2.6] Weather
Game-Turn one weather is automatically Clear. The sea condition is calm.

[22.2.7] Special Rules
a. British Support
 Support for British HQ units in this scenario is automatic. Attacking British units are always considered supported. A reduced British artillery unit returns to full strength on a die roll of 1–3.

b. German Support Points
 The German player receives 5 Support Points each game-turn instead of 12 and subtracts half (rounded down) of the indicated interdiction values from Allied Supply Interdiction.

c. Current U.S. Operation
 The U.S. 19 Corps begins the scenario in an Operation. The 19 Corps HQ unit and the Corps Support Point Marker should start with their Operations side up. The Allied Player must continue the 19 Corps Operation in the first game-turn.

d. U.S. Artillery Units
 All U.S. artillery units except 6, begin in reduced mode. The Allied player may choose any 6 artillery units to be in full mode.

e. Bridges
 The German Player may indicate as destroyed any bridge from any hex on the Scenario Start Line.

f. German V Pz Army Units

The German 74 Corps and 47 Corps HQs are always considered supported. VII Army units may not be stacked with units from 74 Corps nor may they be attached to either the 47 or 74 Corps. The 47 Corps artillery unit is resupplied from VII Army Support Points.

[22.2.8] Determining Victory

Both players receive Victory Points as per the Victory Point Schedule except that the German player does not receive points for units still on the map. *Withdrawal from Normandy* may not be declared. Each player starts the scenario with at following VPs levels:

Allied: 3
German: 18

The Victory level is increased by one to the Allied Player if he has exited all the required units into Brittany.

Net Victory Points	Level of Victory
51 or more	Allied Decisive
26 to 50	Allied Substantive
1 to 25	Allied Marginal
0 to –20	German Marginal
–21 to –40	German Substantive
–41 or less	German Decisive

[22.3] Operation Luttich
Hitler Strikes Back

HISTORICAL NOTES

As Patton's Third Army raced into Brittany and towards Le Mans in early August, Operation Luttich sprang, full fantasy, from the mind of Adolf Hitler. In the best counterattacking German tradition, Luttich harkened back to Manstein's Backhand Blow from the year before: A bold armored thrust through Mortain to Avranches, cutting off and destroying the over-extended American armored spearheads. The plan was sound in theory, but blissfully igno-rant of the reality on the ground in Normandy. The primary problems where that the armored units assigned to make the thrust (1st SS Pz, 2nd SS Pz and 2nd Pz) where tired, weak and lacked infantry support. By August, over half of the tanks the Germans had committed to Normandy had been knocked out, and the assault units could only scrape up 175 AFV's between them. In ad-dition, the Americans guarding the sector (30th infantry and elements of the 3rd armored) where supposed to be thinly spread and weak, they where neither.

On August 6, the Germans attacked without a preparatory artillery barrage (for secrecy) and dreams of Luftwaffe air cover. The Allies where well aware of what was transpiring through an ULTRA intercept and greeted the attackers with the largest concentration of fighter-bombers yet seen on the Western front. The Luftwaffe was conspicuous by its absence. It is a testament to the fighting ability of the German army that despite the obstacles, they where able to come within nine miles of Avranches before they where stopped by US forces. By August 12, the German offensive was over and another 100 now irreplaceable panzers lay wrecked on the field. In the final analysis, Luttich simply pushed the Germans deeper into the developing trap. For the Wehrmacht, the horror of Falaise was about to begin.

[22.3.1] Scenario Length

Operation Luttich begins on Game-Turn 1 (7 August) and ends at the conclusion of Game-Turn 6 (12 August). See Scenario 22.3 Setup Card for the scenario Turn Record Track.

[22.3.2] Initial Deployment

Only the West map is used. The map area north of the 38XX hexrow is not playable and may not be entered for any reason.

Note: Players may reposition a unit into a hex in an enemy Zone of Control if it could have moved there from its starting hex. You cannot reposition IP markers.

[22.3.3] Initial Support Points

GERMAN
See Scenario 22.3 Setup Card. All German HQs begin as supported.

German Operations SPs: 6

Scenario Only: The German player receives 9 Support Points (minus the effect of Allied Air Interdiction) each game turn.

ALLIED (1st Army only)
1st Army Reserve Support Points Total: 6
Corps Support Point Totals: 1 (all 1st Army corps)
U.S. Daily Corps Support Level: 2

1st Army units trace supply to Isigny (6021).

See Special Rules for 3rd Army Support.

[22.3.4] Replacement Points
See Scenario 22.3 Set-Up Card

[22.3.5] Reinforcements
See Scenario 22.3 Set-Up Card

[22.1.6] Weather
The weather on Game-Turn one is clear.

[22.3.7] Special Rules

a. First Game Turn
The first Game-turn begins with the *German Player-Turn* (*The Weather and Air Determi-nation Stage, Mutual Support and Supply Determination Stage* and *Allied Player-Turn* are skipped for Game-turn 1). The Allied Air Points for Interdiction is set at 5. The Allied Air Points for Ground Support is set at 0. The Allied player must roll for the next Game Turn's weather. *Note: If the German declares an Operation, it is considered the first Opera-tion of the game.*

b. U.S. Artillery Units
All U.S. 1st Army artillery units except 3, be-gin in reduced mode. The Allied player may choose any 3 of his artillery units to be at full mode. All U.S. 3rd Army artillery units be-gin at full mode.

c. German Movement Restrictions
All units of the **1ss Division**, except for 2/1/**1ss**/1ss, may not move on the first game turn. All units of the **1ss Division**, may move nor-mally after Turn 2. All units of the **116 Pan-zer Division** may not move on Turn 1. In ad-dition, the **116 Panzer Division** must check to see if it can move in Turn 2. To do so the German player rolls a die. If the result is a 1, 2, or 3, the **116 Panzer Division** may not move on Turn 2. A 4, 5 or 6 result allows the division to move. The **116th Panzer Divi-sion** is free to move on Turn 3. *Note: These restrictions are in addition to Allied Air In-terdiction effects.*

d. Allied Support
For this scenario, only U.S. 1st Army corps and army support levels are used (see **e.** below for 3rd Army support) .The Allied player makes his die roll for support points normally, with all SPs going only to 1st Army reserve. **Note:** The Allied player must sub-tract 2 from his Allied Support Table die roll (for exited Brittany and Loire units).

e. U.S. 3rd Army Units Supply/Support
A 3rd Army unit is considered to be in sup-

ply as long as it can trace a supply line (of any length) to the 12 Corps/3 Army HQ. There are no Support Point die rolls for 3rd Army for this scenario. 3rd Army units that begin the scenario in an OMM box are considered in supply for the first two Game-turns. Only 1 combat involving 3rd Army units per turn, is a supported attack. All other 3rd Army combat units are considered unsupported during combat. 3rd Army artillery units begin the scenario fully supported, and only one per turn may be resupplied.

f. Allied Air Points
Air points allocated to Ground Support, Supply Interdiction and Targeted Interdiction are always halved (rounded up). No carpet bombing is allowed in this scenario.

g. German Hidden Reserve Option
At the start of the scenario, the German player may place all units of the **2ss Panzer Division** and **17ss Panzer Grenadier Division** in the 3rd box of the German hidden display instead of deploying them on the map.

[22.3.8] Determining Victory
Unlike the other scenarios, victory is not determined per the normal Victory Point rules (21.2). In this scenario, players add victory points per the schedule below and the player with the greater amount of VPs at the end of the scenario is declared the winner. *Withdrawal from Normandy* is not available and may not be declared.

German Victory Points:

6 each German controlled city hex at the end of the scenario

2 each eliminated or isolated U.S. regiment size unit at the end of the scenario

1 each Allied controlled town hex captured at any time during the scenario

Allied Victory Points:

2 each Allied controlled city hex at the end of the scenario

1 for each Allied 1st Army mech unit exited off the east map edge at the end of the scenario

1 for each Allied 3rd Army unit exited off the south map edge or in a Southern OMM box at the end of the scenario

Caution: Units no longer used in the game should not be included in this scenario as well; see Counter Mix Errata, page 35.

[22.4] The Killing Ground
The Campaign for Normandy

HISTORICAL NOTES
The campaign in Normandy, from the stalemate of July to the closing of the Falaise pocket, was marked by some of the most intense combat of the Second World War. The Allied and German armies squared off in dense terrain on a narrow front. The Allied advantages in numbers and firepower where more than offset by the defensive nature of the ground and the seemingly endless ability of the Germans to repel whatever was thrown at them.

On the British and Canadian front, the Allies went through a series of meat grinder offensives culminating in the final capture of Caen and the methodical push to Falaise. For the Americans, the slow torture of St Lo and the bocage was finally ended with the stunning breakthrough to Avranches. At last broken free from the shackles of the static battle, the US Third and First armies poured into Brittany and beyond in a lightning drive that sealed the Falaise pocket and the doom of the Fifth Panzer and Seventh armies.

For the Germans, the campaign was an unending nightmare to keep the stopper on the bottle that was Normandy. Forced to contend with numerically superior ground troops, massive artillery barrages and constant aerial attack, the Wehrmacht was able to hold on and even counterattack until the crushing weight of the Allied arsenal finally broke them in late July.

The Normandy campaign will be remembered for the ferocity of its combat, the men of both sides that endured it and the tragedies and triumphs that marked the battles of July and August 1944. For the soldiers that fought there, it has always been simply remembered as, the killing ground.

[22.4.1] Scenario Length
The Battle for Normandy combines scenarios 22.1 and 22.2. The scenario begins on 18 July (Game Turn 13) and ends on 22 August (Game Turn 48)

[22.4.2] Initial Deployment
(a) Both the West and the East map are used.

(b) Unit type abbreviations as in Scenarios, General Rule.

GERMAN SETUP
All German units set up in accordance to German Set-Up for 22.1 and 22.2.

ALLIED SETUP
All Allied units set up in accordance to Allied Set-Up for 22.1 and 22.2 with the following exception; British 30 Corps begins with 1 SP at the start.

[22.4.3] Initial Support Point Levels
Same as 22.13 and 22.23

[22.4.4] Initial Replacement Points
GERMAN: 0

BRITISH: 3

CANADIAN: 1

U.S.: 6

GERMAN STEP LOSS LEVELS
VII Army: 3

V Panzer Army: 4

Armor Steps: 4

[22.4.5] Reinforcements
All Allied and German units scheduled as reinforcements, between turns 13 and 48 (inclusive), may be used.

[22.4.6] Weather
The weather on Game-Turn one is automatically Clear.

[22.4.7] Special Rules
All special rules for scenarios 22.1 and 22.2 are used except for 22.1.7e, 22.27a and 22.27b.

[22.4.8] Determining Victory
Both players receive Victory Points as per the Victory Point Schedule (rule 21.2). Each player starts the scenario at the following VPs levels:

ALLIED: 15

GERMAN: 38

Net Victory Points	Level of Victory
200 or more	Allied Decisive
120 to 199	Allied Substantive
50 to 119	Allied Marginal
-40 to 49	German Marginal
-110 to -41	German Substantive
less than -110	German Decisive

[22.5] Into the Cauldron
The Battle for the Hedgerows

HISTORICAL NOTES

The period July 6 – July 29 1944 was the time in which the seeds planted by the Allies in late June came to bear fruit in Normandy. The buildup of forces and constant offensive pressure finally wore down the German defenses that seemed endless. For the Allies, this was the critical month when the twin albatrosses of Caen and St Lo where at last thrown off and defeat of the German army was assured.

For the Germans, July was both the finest and darkest hour for the Wehrmacht. The Germans defended and counterattacked with skill that won the grudging respect of the Allies. All through the month, the Seventh Army found some way to put replacements in the field when there where none, get ammunition to the front through the umbrella of Allied fighter-bombers and maneuver units to plug threatened sectors. Heavily overmatched throughout the campaign, the German army finally collapsed in late July. All that remained was for the Allies to administer the coup de grace.

[22.5.1] Scenario Length

Into the Cauldron begins on 6 July (Game Turn 1) and ends on 29 July (Game Turn 24). Players can extend the campaign game (scenario 22.4) by simply using the rules for the setup and Initial VP levels, and using the Victory Point Levels determination for 22.4.

[22.5.2] Initial Deployment

(a) Both East and West Maps are used.

(b) Unit type abbreviations as in the General Rule. The Allied player sets up first.

GERMAN SETUP

All units may set up on or within three hexes of the hex indicated. No unit may begin the scenario north of the Scenario Start Line. Each hex of the scenario start line must be German occupied or in a German zone of control of a German unit adjacent to the start line.

V Panzer Army

E5211: 21Stg/**21Pz**, 1/100/**21Pz**[-1](T), 2/100/**21Pz**(T), 125/**21Pz;** 192/**21Pz**[-1]; 9/**21Pz**(R).

86 CORPS.
E5718: 731/**711**/86, 744/**711**/86; **E5415:** 858/**346**/86, 854/**346**/86; **E5113:** 31/**16Lft**/86, 32/**16Lft**/86, 45/**16Lft**/86; **E5410:** KG/**716**/86; **E4916:** 86/VPzAr(HQ).
With or adjacent to any 86 corps unit: 117/86(A), 9NW(A).

1SS CORPS.
E5109: 12/**12ss**/1ss(R); **E5309:** 26/**12ss**/1ss[-1], 25/**12ss**/1ss[-1], 1/12/**12ss**/1ss[-1](T), 2/12/**12ss**/1ss[-1](T), 12/**12ss**/1ss(AA), **E5008:** 1/**1ss**/1ss(R), 1/**1ss**/1ss, 2/**1ss**/1ss, 1/1/**1ss**/1ss(T)[-1], 2/1/**1ss**/1ss(T)[-1], 1PzJg/**1ss**/1ss; **E1322,** 977/**271**, 978/**271**, 979/**271**; **E4710,** 1/1ss/1ss(AA),

1ss/VPzAr (HQ); **E4910:** 84/7NW(A), 83/7NW(A), 654PzJg(T), 101ss(T)[-1], 1/1ss(A)

2SS CORPS

E4803: 19/**9ss**/2ss, 20/**9ss**/2ss[-1], 1/9/**9ss**/2ss(T)[-1], 2/9/**9ss**/2ss(T), **E4805:** 21/**10ss**/2ss, 22/**10ss**/2ss, 2/10/**10ss**/2ss, 10/**10ss**/2ss(R).

E4604: 2/2ss(AT), 102(T)[-1];
E4206: 2ss(A), 102/2ss(A), 2ss/VPzAr(HQ)

47 CORPS

W4626: 2/**2Pz**/47[-1], 304/**2Pz**/47, 2PzJg/**2Pz**/47, 1/3/**2Pz**/47(T)[-1], 2/3/**2Pz**/47(T), 2/**2Pz**/47(R), **W5034:** 901/**PzLr**/47[-1], 902/**PzLr**/47, 1/130/**PzLr**/47(T)[-1], 2/130/**PzLr**/47(T)[-1], 130Stg/**PzLr**/47(T), 130/**PzLr**/47(R); **W4433:** 130/47(A), 503(T), 47/5PzAr(HQ)

74 CORPS

W4733: 986/**276**/74, 987/**276**/74, 988/**276**/74; **W4530:** 989/**277**/74, 990/**277**/74, 991/**277**/74, **W4332:** 74/VPzAr(HQ)

VII Army

2 PARACHUTE CORPS
W4824: 5/**3FsJg**/2P, 8/**3FsJg**/2P[-1], 9/**3FsJg**/2P; **W5123:** 914/**352**/2P, 915/**352**/2P[-1], 916/**352**/2P; **W4723:** 12Stg/2P(T), 12/2P(I), 118/2P(A), 2P/VII(HQ)

25 CORPS
W5613: 896/**265**/25; **W5420:** 984/**275**/25; **W5217:** 115/25(A), 25/VII(HQ):

84 CORPS
W5807: Eitner/**91**/84, Klstrkpr/**91**/84[-1], Lewdwski/**91**/84; **W5809:** 920/**243**/84[-1]; **W5811:** 941/**353**/84[-1], 942/**353**/84[-1], 943/**353**/84; **W5713:** Bnjtchnk/84, **W5618:** 897/266; **W5110:** 922/**243**/84[-1]; **W5112:** 921/**243**/84[-1]; **W4711:** 1049/**77**/84[-1], 1050/**77**/84[-1]; **W5411:** 84/VII(HQ); **W5517:** 6/**2FsJg**; **W5515:** 37/**17ss**, 38/**17ss**[-1], 17Stg/**17ss**

With or adjacent to any 84 corps unit: 621/84(A), 902Stg(T), 8NW(A), 752/84(I), 649/84(I), 561/84(I),

INDEPENDENT UNITS
W3528: 3/**2ss**/2ss[-1], 4/**2ss**/2ss[-1], 1/2/**2ss**/2ss(T)[-1], 2/2/**2ss**/2ss(T), 2PzJg/**2ss**/2ss(T), 2/**2ss**/2ss(R),

VII ARMY UNITS
Set up within two hexes of any VII Army unit: 657(AT), VII Army(Art)

3 FLK CORPS
Place one unit with the designation 3 Flk in each of the following hexes: **E1322, E2919, E3715, E5113, W4711, W3606, W3527, W2813.** The remaining 4 units of the 3 Flk Corps may set up in any hex south of the front line.

IMPROVED POSITIONS/ENTRENCHMENTS
Improved Positions: 14
Entrenchments: 8

One Entrenchment marker is placed in each of the following hexes: **E5715, E5516, E5314, E5313, E5411, E5410, E5409, and E5207.**

One IP marker is placed in each of the following hexes: **E5716, E5315, E5408, E5308, E5007, E4906, W4933, W4733,**

W4631, W4629 and W4728.

The remaining IP markers may be placed anywhere on the West Map south of the scenario start line.

ALLIED SET-UP

All units must set up within two hexes of indicated listed hex. No unit may begin the scenario south of the front line. Hex numbers are in bold.
Special Note: Remember, the 1st Army/3rd Army colored symbol in the upper right of each unit is to be ignored until 3rd Army is activated.

U.S. 1st Army

8 CORPS
W6007: 313/**79**[-E], 314/**79**[-E], 315/**79**[-E]; **W6011:** 8/1U.S(HQ); **W6013:** 357/**90**[-E], 358/**90**[-E], 359/**90**[-E]; **W6010:** 82Abn; **W6017:** 4Cv(R)

7 CORPS
W5815: 8/**4**/7, 22/**4**/7, 12/**4**/7; **W5919:** 330/**83**, 331/**83**, 329/**83**, 7/1U.S(HQ). **W5721:** 117/**30**, 119/**30**, 120/**30**, **W5523:** 113Cv(R);

19 CORPS
W5425: 19(A), 821/19(AT), 19/1U.S(HQ); **W5324:** 115/**29**/19[-E], 116/**29**/19[-E], 175/**29**/19[-E] **W5524:** CCA/**3Ar**, CCB/**3Ar**.

5 CORPS
W5227: CCA/**2Ar**, CCB/**2Ar**, 5/1U.S(HQ). **W5126:** 102Cv(R); **W5026:** 28/2/**5**[-E], 9/2/**5**[-E], 23/2/**5**[-E], 612/5(AT); **W4829:** 16/**1**[-E], 18/**1**[-E], 26/**1**[-E];

INDEPENDENT UNITS
The following units set up on or adjacent to any U.S. unit (at least one armor and one artillery unit must set up with each division): 607(AT), 802(AT), 823(AT), 893TD(T), 813TD(T), 703TD(T), 634TD(T), 702TD(T), 635TD(T), 70(T), 712(T), 743(T), 741(T), 744(T), 746(T), 747(T), 749(T), 759(T), 803TD(T), 629TD(T), 745(T), 18(A), 119(A), 142(A), 174(A), 179(A), 187(A), 188(A), 190(A), 228(A), 333(A), 406(A)

Place the 3 truck units in W6021 at the start of the scenario or the Allied player may place a truck unit with any U.S. infantry unit of his choice.

British 2nd Army

1 BRITISH CORPS
E5514: 3/**6Abn**/1[-1], 5/**6Abn**/1[-1], 6AL/**6Abn**/1[-1]; **E5513:** 152/**51**/1, 153/**51**/1, 154/**51**/1; **E5610:** 8/**3**/1, 9/**3**/1, 185/**3**/1, **E5711:** 4 AGRA/1; **E5712:** 51Hv(A), 1/2Brt.(HQ).

2 CANADIAN CORPS
E5607: 7/**3Cn**/2, 8/**3Cn**/2, 9/**3Cn**/2; **E5709:** 2Cn AGRA/2; **E5907:** 2Cn/2Brt.(HQ), 55Hv(A).

8 BRITISH CORPS
E5107: 129/**43**/8[-E], 130/**43**/8[-E], 214/**43**/8; **E5005:** 44/**15**/8[-1], 46/**15**/8[-1], 227/**15**/8[-E]; **E5405:** 7AGRA/8, 53Hv(A), 8/2Brt.(HQ).

12 BRITISH CORPS
E5406: 158/**53**/12[-1], 160/**53**/12, 71/**53**/12[-E]; **E5604:** 176/**59**/12, 197/**59**/12, 177/**59**/12; **E5606:** 3AGRA/12; **E5706:** 59Hv(A), 12/2Brt.(HQ).

30 BRITISH CORPS
E5203: 149/**49**/30^{-E}, 147/**49**/30^{-1}, 70/**49**/30^E;
W5133: 69/**50**/30^{-E}, 151/**50**/30^{-E}, 231/**50**/30;
W5734: 56 (Inf.Brg.); **W5231**: 5AGRA/30,
30/2 Brt.(HQ).

INDEPENDENT
E5404: 32/**GdsAr**, 5/**GdsAr**; **E5205**: 29/**11Ar**,
156/**11Ar**; **W4932**: 22/**7Ar**, 131/**7Ar**

The following units set up on or adjacent to any
British/Canadian unit: 9AGRA, 52Hv(A), 4Ar
Brg., 8 Ar Brg., 1L/BHY/30Ar/**79**, 22/30Ar/**79**,
2CLY/30Arm/**79**, 1ER Yeo/27Ar, Stfs Yeo/
27Ar, 13-18Hus/27Ar, 144RAC/33Tnk,
1NYeo/33Tnk, 148RAC/33Tnk, 6/2Tnk, 10/
2Tnk, 27/2Tnk, 107RAC/34Tnk(T), 147RAC/
34Tnk(T), 153RAC/34Tnk, 7RTR/31Tnk(T),
9RTR/31Tnk(T), 141RAC/31Tnk

IMPROVED POSITIONS
Place an Allied Improved Position marker in all
hexes with the red IP symbols. In addition, the
Allied player starts with 2 extra Improved Posi-
tion markers and may place them in any start line
hex on map E.

[22.5.3] Initial Support Points
GERMAN

V PANZER ARMY: 18

VII PANZER ARMY: 12

GERMAN OPERATIONS: 0

BRITISH 2nd ARMY

Army Reserve Support Points: 14

Corps Support Points: 1

British Daily Corps Support Level: 1

U.S. 1st Army

Army Reserve: 6

Corps: 1 SP in each corps

U.S. Corps Daily Support Level: 1

Note: The Canadian 1st Army and the U.S. 3rd
Army are not activated and thus have no SPs.

[22.5.4] Initial Replacement Points
GERMAN: 1

BRITISH 2nd ARMY: 1

U.S. 1st ARMY: 3

GERMAN STEP LOSS LEVELS
VII Army: 4
V Panzer Army: 2
Armor Steps: 4

[22.5.5] Weather
The weather on Game-Turn one is Light Over-
cast/No Rain.

[22.5.6] Special Rules
a. German Movement Restrictions
All German units on the West map, not adjacent
to an Allied unit, may not move on turn 1.

b. U.S. Artillery Units
All U.S. artillery units except 6, begin in
reduced mode. The Allied player may choose
any 6 artillery units to be in full mode.

c. British Artillery Units
All British/Canadian artillery units except for
4, begin the scenario in full (supported) mode.

The Allied player may choose any 4 artillery
units to be reduced (one must be an AGRA).

d. The German player may not move units of **2nd
SS Panzer Division** until released. The Ger-
man player rolls one die at the start of the
Movement Phase. On a roll of 1 or 2 he may
free 1 unit of 2nd SS Panzer Division of his
choice. All units are free to move after game-
turn 12.

[22.5.8] Determining Victory
Both players receive Victory Points as per the Vic-
tory Point Schedule except that the German player
does not receive points for units still on the map.
Withdrawal from Normandy may not be declared.
Each player starts the scenario at the following
VPs levels:

Allied: 0

German: 60

Net Victory Points	Level of Victory
80 or more	Allied Decisive
40 to 79	Allied Substantive
1 to 39	Allied Marginal
-39 to 0	German Marginal
-79 to -40	German Substantive
less than -80	German Decisive

Charts/Tables Errata

ALLIED AIR ALLOCATION CHART
The Allied Air Interdiction Table on the original
Allied Air Allocation Chart is incorrect. A 2nd
edition Allied Air Chart with an updated
Interdiction Table has been reprinted and should
be used. Contact NES for a new chart or
download the new chart (as a PDF) from the
NES web site: **www.carpatina.com/nes**

REINFORCEMENT SCHEDULE
U.S.
Turn 6; add 13/**8**/8, 28/**8**/8, 121/**8**/8, 709(T).
Turn 7: add 644TD(T), 654TD(T), 15(A)
changed from later turns.
Turn 8: delete 8/**4**/7, 22/**4**/7, 12/**4**/7
Turn 14: remove 196(A).
Turn 19: delete 803TD(T), 745(T), 709(T),
402(A).
Turn 23: add 12(A) and 20(A).
Turn 27: delete 629TD(T).
Turn 35: remove 182(A) it is listed twice, it
enters turn 39.
Turn 41: remove 15(A), 12(A) and 20(A).
Turn 43: 402(A) change from turn 19.

German
Turn 18; add 116/**116Pz**(R).
Turn 44; should be turn 45.

GAME-TURN RECORD TRACK
Add 2 Canadian RPs Game-turns 4, 24 and 32.
Add a German Reinforcement indicator to
turn 7.

Remove the Allied Reinforcement indicator on
turns 1, 31 and 41.

GERMAN VARIABLE REINFORCEMENTS
The three 2P units listed under Turn 26 should
have AA symbols to match their counters.

TERRAIN EFFECTS CHART
The notes on the Secondary Road and Primary
Road lines should read "An Air Interdiction bold
result of 0, 1, or 2 affects these cost; see 15.5.3

Map Errata
- E4302 and E4202 are hedgerow, not bocage
hexes.
- When using both maps, it is best for the East
map to overlap the West Map.
- When using one map, the following hexes
have the indicated type of terrain:
W0635/E0602 – Clear   W1235/E1202 – Clear
W2235/E2202 – Woods W1336/E1303 – Clear
W2336/E2303 – Hilltop
W4536/E4503 and W1136/E1103 – Hedgerow
- The hexrow 55xx between 58xx and 60xx
should be 59xx

Counter Mix Errata
- Ignore the 2ss Corps designation on units of
the 2nd SS Division. Treat the 2nd SS
division as an independent division.
- Ignore the 47th Corps designator on the
228 PzJg unit of the 116th Panzer Division.
- The U.S. 333 Artillery Group range
number on the front of the counter should
be 5 not 4. It is correct on the back.
- All regiments of U.S. armor and French
divisions should have a white dot on their cadre
side.
- All British and Canadian brigades should have
a black dot on their front sides.
- The following units are no longer used in the
game and should be removed:
U.S.: 101 Airborne Div., CCR/**2Ar**, CCR/**3Ar**
(see 23.15), 196(A)
German: 9STG/**9ss**/2ss(T), 10PzJg/**10ss**/
2ss(T), 101/1ss(A), 704/84(A), 474/84(AT),
32/3Flk(AA).
- The flag symbol on the VII Army side of the
German Operational HQ unit should be black
and white

[23.0] Optional Rules

The following are provided to add a little more historical spice to the game. Use any or all according to taste

[23.1] British Combined Arms

British tank and infantry units were surprisingly poor at coordinating tactically while attacking. To reflect this the following rule should be used. Any attack involving British units may have a maximum of 1 Combined Arms bonus. An all Canadian attack may have a maximum of 2 Combined Arms bonuses. *Note: Does not apply to units with a parenthesized Combat Class.*

● [23.2] British/Canadian IPs ASV Bonus

To make allowances for the higher level command antitank assets that are not explicitly portrayed in the game, the Allied player may add one or both of the following Improved Position rules. Note that the following rules pertain only to the British/Canadian units.

- Add a black dot to an IP occupied by a British/Canadian unit.

- Allow 1 construction marker (that traces supply from a British HQ to be flipped to its IP side *at the start* of the Allied Movement Phase. The units in the hex may not move and have a Regroup marker placed on them. Only 1 marker may do this per turn.

▶ [23.3] Bridge Capacity Limits

The narrow bridges in Normandy caused a fair amount of traffic problems during the campaign, particularly the smaller capacity bridges over major waterways. The following rule somewhat reflects the restrictive nature of moving large number of units over a few eligible bridges.

A unit pays an additional movement point cost when crossing a bridge over a minor or major river hexside (stream bridges are unaffected) During Tactical Movement a mech unit must add 2 additional movement points for each unit that has crossed (including itself). A non-mech unit adds 1 additional movement point for each unit that has crossed (including itself).

Designer's Note: This is an untested rule that came in from the field. The effect is unknown and players are left to their own devices as to how to keep track of the number of units that have crossed.

[23.4] Extended Antitank Defense

Certain German antitank and flak units have two sides; the front of the counter displays its normal antitank mode and the reverse side displays its Extended Antitank Defense (EAD) mode. When the antitank unit is in EAD, it will add one black dot to a friendly stack in any two adjacent hexes as well as the hex it occupies. *However, it no longer provides Combined Arms Defense, even in the hex it occupies.* When a unit is in EAD mode it does not count for stacking, may not move and has a defense strength of 0. If the stack in the hex it occupies suffers any loss as a result from combat it may not be used to satisfy that loss. If an antitank unit in EAD mode is with a stack that retreats, it must remain in

the hex and may not retreat. An enemy unit may enter a hex occupied by a unit in EAD mode, however a unit in EAD mode will continue to support adjacent hexes for the entire combat phase. At the end of the combat phase, any antitank unit that is stacked with an enemy unit is eliminated. Antitank and Flak units may change mode only at the beginning of their movement.

Example of German Anti-air Unit in EAD

| Front | Back (EAD) |

Note: Overlapping EAD by 2 or more units do not provide more than one black dot in ASV.

[23.5] Accelerated Effort Option

Accelerated efforts in attacking was a risk that had the strong chance of greater casualties for an uncertain gain. The cost of that gain depended greatly on the quality and determination of the defenders, which for both sides was often an unknown. If players don't mind the additional wristage involved the following rule gives more uncertainty to the outcomes of accelerated efforts. Everything is the same except that the loss to the attacker is now determined by the defender and not automatic.

• To determine if the Accelerated Effort will cause a step loss to the attacker, the defender rolls one die. If the number rolled is less than or equal to the defender's Effectiveness Rating, the attacking accelerated unit looses the 1 step. The die roll is modified by the number of shifts the attacker received from his Accelerated Effort die roll (subtract 1 for each shift). In addition, modify the die roll if:

–1 the defender is in a city hex

–1 the defender is German in a hedgerow, bocage or entrenchment hex

Note. If a loss was avoided by this roll and the combat result imposes a loss on the attacker the attacker must still take his first loss from the largest unit contributing to the attack.

● [23.6] German Armored Artillery

The German 217 armored artillery unit normally just adds its strength to the hex it is stacked in. For some variation, try either one the following:

- Generally, treat it as a Light Armored unit, in that it can provide a Combined Arms bonus but no Armor Superiority shifts.

- Allow it to roll on the Artillery Support Table, but don't allow it to combine with any other artillery unit, and don't apply any of the modifiers to the roll. It does not expend any SPs when it fires, but may only be used if tracing to a supported corps.

● [23.7] German Flak Protection

Generally, the effects of German air defense is built into the game. However, this has caused the players to use the German Flak units in an entirely antitank role, ignoring their role in air defense. The following rule can give players a choice as to how best to deploy these Flak units.

A German Flak (AA) unit that is on a road hex, within 2 hexes of a city hex, may be used to reduce the effects of Targeted and General Air Interdiction. The Flak unit may not be within 3 hexes of an Allied unit and may not be within 6 hexes of another flack unit being used for Flak Protection. Interdiction Flak Protection extends up to 3 hexes from the Flak unit (count primary roads as 1/2). The effects of Flak Protection on Allied Air Interdiction are:

Effects on Targeted Air Interdiction:

An Allied air unit placed in a hex that is Flak Protected has its *Interdiction Value* reduced by 1. *Note: Overlapping hexes of Flak protection do not cause additional effects.*

Effects on General Air *and* Supply Interdiction:

During the Air Interdiction Phase, the German player counts the number of Flak units eligible for Flak Protection and rolls one die. If the die roll number is less than the number of Flak units assigned to Flak Protection, the column used to determine the Allied Air Interdiction result is shifted one to the left on the Allied Air Interdiction Table. In addition, during the Army Support Segment, the German player counts the number of Flak units used for Flak Protection and rolls one die. If the die roll number is less than the number of units assigned to Flak Protection, the Allied player looses (must set aside) the fourth (4th) air unit picked when determining Supply Interdiction.

[23.8] Weather

The weather table in The Killing Ground is designed, more than anything, to be unpredictable. However, it is recognized that the weather in the game has a huge effect on supply and air support and that a long string of the same or excessive weather will skew the game to one side's favor. So, for those that don't think that mother nature should have a will of her own (try living in New England for a while), the following governor may be applied:

• If there are 3 consecutive turns of rain, or there have been a total of 8 rain turns, subtract 1 from the weather die roll until clear or scattered occur.

• If no rain occurs for consecutive 8 turns, add 1 to the weather die roll until rain occurs.

[23.9] Bradley is Overruled

At one point General Eisenhower had offered Montgomery the use of the American 2nd Armored Division when there was a concern that the British line was getting a little thin covering its assigned sector. General Bradley was against having any American troops under British command and proposed instead that the boundary be shifted and he would cover the ground with an American corps.

At a cost of 10 VP, once per game, one American division plus three attachments, can be assigned to operate freely on the British side of the Army Boundary. It may do so only when it will be in supply from a British or Canadian corps HQ. It may be attached to a corps even when that corps is not in an Operation. It may receive American replacements normally. If any regiment of the division is rested, eliminated

or reduced to cadre the division must remove itself from the British sector per normal boundary rules. The attachments can consist of one artillery unit and two other units, which may only be tank, tank destroyer or antitank battalions. Treat the units assigned as normal British/Canadian units while in British territory except for the exceptions and restrictions found in this rule. The artillery unit can only be used to support attacks or defenses involving the detached American units. It may only be flipped to full strength by the expenditure of an American 1st Army Support Point. While under British command the units may not receive from, or provide support to, any American units still on the American side of the boundary.

[23.10] Allied Replacements

[23.10.1] A British tank battalion within 3 hexes of a reduced British tank brigade may be used to replace a step in that brigade. Simply remove the tank battalion as if eliminated in combat.

[23.10.2] The Effectiveness Rating of a British Brigade is never reduced more than 1 from taking replacements. The Effectiveness marker is never flipped to -2 no matter how many replacement steps a unit receives.

[23.10.3] Allied Airborne units may not receive replacement points.

[23.11] German 25th Corps HQ

A 25th Corps Headquarters is included in the game because research indicated that a portion of it went with the artillery to facilitate fire control and logistical support. However, the bulk of the 25th Corps Headquarters remained in Brittany and in fact did not have operational status much beyond the Sélune River. Although a great many units from the 25th Corps were moved to the front, most were attached to other corps and were used to flesh out reduced units. Therefore, to more accurately reflect the German use of the 25th Corps HQ and its units, players should not use the 25th Corps HQ in the game at all and all 25th Corps units are considered independent units.

[23.12] Bridge Destruction

The Allied player may use a Movement Interdiction Air Point to destroy a bridge across a stream or river hexside. The procedure is the same as for an Interdiction Air Attack except that the target is a bridge. If the air attack results in a 1 then the bridge is destroyed, any other result has no effect. A bridge is considered a mech target.

[23.13] Tank Destroyer Vulnerability

If a Tank Destroyer (TD) unit participated in an attack, and a tank loss is called for, the first armor unit eliminated must be a Tank Destroyer battalion.

[23.14] Tactical Air Cover for Patton

After the breakout, Patton's 3rd Army was supported by its own TAC. A considerable amount of air strength was busy supporting the 3rd Army's drive across France on such missions as Armored Column support and watching the flanks. To reflect this, the Allied player should modify the Air Availability die roll by –3 after all units have exited into Brittany and Loire.

[23.15] Pet Division

A division's Effectiveness Rating in the game was the result of a combination of careful analysis of combat records and anecdotal accounts. However, some of you may not agree with the final result. We also know that some of you may have a personal connection to a particular division—an uncle in the 9th Division or a neighbor in the Canadian 2nd. If so, and you think that some division deserves special status in your eyes, feel free to use the following rule:

Each player may select one division before play starts, to be designated as a *Pet Division*. It would be advisable to record the division(s) for reference before starting play. When drawing a strength chit for units of the favored division, the player may draw two chits and keep the larger one. *Designer's Note: There should be a good (and true) story that goes along with your choice of division, otherwise, no Pet Division.*

[23.16] U.S. Armor Divisions

During combat, if the U.S. 2nd or 3rd Armored Division has divisional integrity it receives 1 additional white ASV dot. (**Note:** The 2nd and 3rd Armored Divisions have Divisional Integrity as a 2 regiment division.) In addition, the CCRs of these divisions may be used to provide 2 replacement points for their division. These two special RPs may be used only for the designated division to which they belong and are applied like regular RPs. When used, there is no effectiveness loss to the regiment, and once used they are never returned. *Designer's Note: The 2nd and 3rd U.S. Armor Divisions did not change there organization until late in the war which is why they are of higher strength with just two regiments.*

[23.17] Enemy Artillery Unit Displacement During Friendly Movement

During the *Tactical Movement* and the *Reserve Movement Segments*, a unit may automatically "displace" an enemy artillery unit if the artillery unit is on a road and alone in the hex. The moving unit (or stack) must be in supply, have at least 6 strength points, a ZOC and be moving from a connected road hex. None of the moving units may be disorganized or under regroup.

Procedure: The moving unit enters the artillery unit's hex paying an additional movement point cost of 1. The artillery unit is immediately displaced by the owning player 3 hexes away as if retreating (ignoring enemy ZOCs). Place a Regroup marker on the displaced unit. A unit in a town, city, Improved position or entrenchment hex may not be displaced. After displacing the artillery unit, the moving units may continue moving normally.

[24.0] Player's Notes

The Killing Ground attempts to capture the essence of a period often overlooked in historical gaming: that time between the stabilization, (or stagnation), of the front after D-Day and the explosive breakout into France. The game does a good job of presenting very different problems to each of the four commands. Therefore, as a player, you have at least four games to play before you have exhausted the possibilities in this simulation.

There are a couple of real differences between how one will have to play the British/Canadians, the Americans, the German 5th Panzer Army, and the German 7th Army. One is the terrain: the open plains around and beyond Caen versus the bocage and hedgerow on the rest of the map. The other is the different unit compositions which are the basis for the strengths and weaknesses of each of these four commands.

Suffice it to say that the Germans have the more difficult position and should be played by better or more experienced players. However, a good but aggressive German player could easily lose the game. Each command requires a different mindset and who should play which side will be addressed later.

The victory conditions deal with the many variables that must be addressed to determine what has been achieved by last turn. They presume that the Allies will more often then not achieve something close to the historical results. So, even though the German Player may know he is losing the campaign, he will achieve victory by doing better then his historical counterparts. Likewise recent analysis of the historical result has shown that the Allies could have done even better then they did.

The American Armies

Yours is the most mobile military force history had ever seen up to this time. And this mobility does you absolutely no good at the start of the game. You are in **the bocage** — where your units are unable to concentrate effectively and the German is in perfect terrain to apply the defensive tactics he is the undisputed master of. As long as the German 7th Army is able to maintain a continuous front, you will only crawl forward.

What the Allies did historically was to attrition warfare. The German will eventually become so weak that you can either blow a big hole in his line and penetrate deeply or just wait for the whole line to collapse and gain ground across the front. The American Army can exchange losses at a two-to-one ratio and still keep going. There is a trade-off here: waiting for more attrition means a smaller amount of victory points for cities captured and OMMs entered.

Managing your resources is key. Taking high losses, and exercising the option to pay in victory points for those extra replacements, is what it took historically for the Americans to succeed. The only resource you are short of is supply and you are your own worst enemy when it comes to spending it. Be frugal!

You get the most mileage for your supply points in Operations. They take time to prepare, but when executed properly they can be decisive. A couple of points to remember: first, just because you have enough points to launch one doesn't mean you should. Ensure that your artillery is at full strength. Second, plan things out so that you can sustain the Operation for several turns. This will give the Germans less time to recover.

Be prepared as the American to be very frustrated through the first third or even the first half of the game. It will seem as though the German always has just enough troops to plug the gaps, and always finds some dodge using the bocage to slip away just short of disaster. Take consolation in watching the German dead pile grow.

Tactical Hints for the American

Look for weak points, especially lone units with no Combined Arms. Armor is less effective than in clear terrain, but it still works a lot better than no armor. You get the combined arms bonus as well as at least one armor superiority for a total of at least two shifts.

One-liners: Targeted Interdiction is key to isolating an area and creating a hole. Accelerated Assault can get you up to two shifts and you have enough units and replacements that you can do it often. Keep the future 3rd Army units together to avoid wasting time redeploying them once 3rd Army activates. Rotating units out for Rest and Refit is one way to move them. Keep only two regiments of a division in the front line. It makes it easier to slide the division along the front without losing the divisional integrity shift. Air interdiction should be used nearly every turn because it slows down every unit on every map sheet.

Strive to remain in contact with the Germans. The MP cost to exit ZOCs will keep him from running too fast. With high levels of Interdiction, the Germans can only move only a couple of hexes. Keep attacking, even if unsupported, so the German will have to make the tough choice of standing and dying, or retreating and condemning neighboring units to being cut off.

Carpet Bombing is a very powerful tool, albeit a costly one in terms of VP. The ability to eliminate Entrenchments is more than merely handy when the Germans are dug in around Caen; because units that are Disorganized have no Combined Arms or Divisional Integrity in addition to being halved.

The Allies also have a not-so-obvious valuable asset: trucks. Depending upon your style you might mount up a whole division or just one regiment from each of three.

The British/Canadian Armies

You face off in entirely open terrain except, that is, for the rivers, cities and towns and whatever the German constructs opposite you of course. While a breakout in the British sector is going to be hard to pull off, it is also the one event that is the most devastating to the German.

The problem for the British is what concerned Monty and the British before the first troops ever landed: the lack of significant British replace-ments. Unlike the American though, most defenses you face *will* have Combined Arms — and often *more* armor than you. Don't necessarily focus on maximizing your armor against an armor heavy defender — you may get better odds by attacking with a good quality infantry unit, as most of your pure armor units have relatively low raw strengths. No matter how much armor the defender has, the worst he can get is one shift against you. Just concentrate on grinding him down. He will usually pick infantry as his loss to preserve his armor. Sooner or later though, he will need to preserve his infantry in order to maintain a line of ZOCs. While you don't have infantry to spare, you are endowed with numerous tank battalions. Taking these as an attritional loss is a good way to keep the German on the downhill slope of attrition.

Specific Hints

In the Caen and Orne sectors, you are in range of the Royal Navy. The 79th Armored Engineer units should be in use as often as possible to maximize the bonus and they are especially good for cities — where armor is useless.

Liberating Caen releases the Canadian First Army, which gives you more support points through a better modifier. You can sometimes leverage the German out of Caen by attacking to the East of the city out of the Orne bridgehead. If you make enough progress here and towards Evercy, the German may withdraw rather than be cut off.

An Overview of the German Situation

In spite of Hitler's constant demand that every inch of ground be held, the Germans will continue to conduct a series of tactical withdrawals, when pressed, in the bocage. At Caen, however, there just is not that much terrain to give.

Unlike the Allies the Germans will find that each turn they must deal with several top level decisions. The most significant of these will be the allocation of what supply gets through the Allied interdiction efforts. Next is the allocation of armor replacements and results from variable replacement rolls. Followed, of course, by where the reinforcements go. Shifting forces between armies is slow – think it out ahead of time.

The German side is not saddled with Hitler Directives in this game. They may set their own grand strategy. Which may reflect the all or nothing approach of Hitler's thinking; attempt to emulate the more conservative option of extracting their forces in a controlled manner; or something in between. Note well that there are trade-off's in the victory conditions. One is that if you leave too soon the Allied Player will rack up enough territorial points to compensate for the lesser amount of German units destroyed.

The Germans have the means to launch some offensives of their own — provided they can free up the right troops and manage their supplies effectively. Any hope for a *major* German victory will only come about if the German can launch at least one such sustained offensive. It has to be one that inflicts enough loss upon a sector of the Allied line so that concentrations of forces at other points are diluted to cover for this. As noted above this will most likely happen in the British Sector. However, a successful Operation Luttich that isolates large numbers of Americans can do the trick just as well. Which is to say, wars are not won by retreats.

Specific Hints for the German

Due to lack of mechanized units and lesser reliance on Improved Positions, the HQs in the 7th Army sector are less critical if some need to go unsupported for a turn. Every support point you bank early you will need when your supply is almost totally interdicted. Mathematically, in clear weather turns, only 1-2 points get through, if any. Learn to conserve. Another way to save support points is to exercise the Hidden Reserve option, but do it early while you can spare the units. Being out of supply and interdicted is a death sentence for most of your forces.

Once you declare Withdrawal from Normandy, run! You can only gain VPs by exiting units. At this point, the tone will change. The Allies will spend less on Combat Support and more on Interdiction. Because of your ability to convert that first step loss into a retreat, combat is a harder way to kill units — the Allied player will instead work on cutting you off.

The German 7th Army

Of the four commands, the Player who controls the 7th Army must be the most disciplined. He must, on virtually every turn, decide what new adjustment to make to his line. He has to continually choose where to stand firm and where to trade terrain for time and when to protect unit strength.

The only route to a *major* German victory depends on the 7th Army preventing the U.S. from reaching the OMM boxes to Brittany and the Loire. In most games that will seem just doable enough to be a tempting option; however the American will have to perform at a less than average level and your partner will have to ship you some heavy help for this to actually work.

The bocage and hedgerow hexes are great for defense. Your problem is lack of elite and AT capable units. While the bocage is not ideal tank country, the shifts from Combined Arms and ASV should be avoided, at least in key hexes. Remember that you can elect to retreat rather than take a step loss in bocage if the American exercises the Attritional Loss option.

The German 5th Panzer Army

This is probably the most crucial and most difficult of the four commands to play. Mistakes here can blow the game wide open and lead to an early 'withdrawal from Normandy' if the British are allowed into the Eastern OMM boxes. As the Germans did historically, this area will be where the bulk of the elite panzer divisions are deployed. The key, especially around Caen, is to plan multiple lines of defense several turns ahead and construct fortifications accordingly. While entrenchments are expensive, the ability to ignore the first step loss is a big plus in preserving your forces, since few combat results call for a sec-

ond step loss. Or it will allow you to take a loss and inflict an 'attritional loss' on the British. A support point spent for this purpose is probably better spent here than on 'defensive artillery support', as the latter is gone after one combat, whereas the entrenchment will hopefully be around for multiple combats and thus offer a better 'bang for the buck'. The British must not cross the Orne River — blow bridges when in doubt, especially in the city on the coast. If fortifications are not available, try not to deploy units in terrain where the British can advance after combat and mandate an attack on your part. And don't attempt to defend every hex if forces are scarce. A strong stack in alternate hexes is far stronger. A weak stack will be exploited by the British and will cause neighboring units to be cut-off.

Unlike the 7th Army, the 5th Panzer is heavy in mobile divisions and powerful panzer battal-ions. It is this armor superiority that is at the heart of a successful German offensive. These factors will give the Germans the best ability to hold the line at Caen; and to mount a surprise counter-offensive. And be sure you have 'combined arms' defense in every hex where applicable.

When choosing your own defense losses, always take infantry steps to preserve 'armor superiority' and 'combined arms'. Preserving anti tank assets is crucial to avoid being overrun in the clear terrain if forced out of fortifications. Furthermore if the British stick their necks out in an advance after combat, you have the armor to make him pay with a counterattack.

Final Thoughts

Now we can return to the question of who should play what. Briefly, the American player can be aggressive and not necessarily very careful. He has lots of infantry that he can afford to lose and he has to advance briskly. The German facing the American in the bocage has to be very disciplined. His job is to make stands that are far more damaging to the American than they are to him and to fall back just when things look best. On the other side of the battlefield, the British/Canadian player has the job of advancing and inflicting damage while not losing very much. He has to control his aggression. His German opponent meanwhile has to be a builder. Rings of Improved Positions and Entrenchments are what he needs to make the Allied advance as difficult as possible. He can take opportunities to counterattack but not too many. His attitude needs to be compatible with the grudging giving of ground with only the occasional jab back.

Good Luck!

[25.0] Designer's Note

The Normandy campaign is one of the epic stories of World War II. The two and half months between D-Day and the liberation of Paris saw some of the bitterest and costliest fighting in western Europe. The titanic struggle between the U.S. and British/Canadian coalition and the German Army in Normandy during the months of July and August, 1944 became a test of the irresistible force against the immovable object. The Allies had to break out – the Germans had to hold them.

All wargame designs are biased. A designer picks what he thinks are important elements and uses them to create, what is hopefully, a reasonable representation of an extremely complex historical event. What I have tried to do is take those aspects that I think made this campaign what it was and put them together with a game system that I believe, is not only perfect for it but a lot of fun as well; the old SPI Victory in the West (VitW) series. The random strength draws for units as well as its combat system and easy playability made it a good fit to model the situation. So, I spent the last five years trying to put the two together. The result became the game you now have, *The Killing Ground*.

As I began to inject the history of the Normandy campaign into the game system it became painfully obvious that it had its limitations. To make a very long story short, I started out designing a strait-up VitW *a la Normandie,* but as you devotés of the system will undoubtedly notice, it took a significant departure by the time we got it into the box. I just couldn't get all that "Normandy stuff" into the existing system. Things like supply, the roles of air power, artillery and armor, manpower and the effects of the unique terrain had to be given major consideration to create any game about Normandy. Furthermore I didn't want players to be forced into doing only what their historical counterparts did (but I did want to make it possible). I became very conflicted between wanting to put as much history into the game and keeping the integrity of the original system. However, about half way into it, I decided it was more important to reflect the historical nature of the campaign than it was to adhere dogmatically to a perceived orthodoxy of a popular game system. So changes were made.

The "all or nothing" Combat Results Table was the first major deviation. The straight combat system produced buckets of German casualties with little loss to the Allies. The first attempts to correct this historical misalignment was to attach a number of special rules and restrictions, but it became too artificial. So, a more attritional CRT was created until we got to a system where the attacker can actually take more losses than the defender and still advance. We also got rid of breakthroughs as a result of combat. Historically, breakthroughs were 2 – 3 day affairs plus I've always hated the idea of units advancing after combat further than they could move, so that's why in TKG breakthroughs have to be manufactured. In addition, players will notice many more variables in the combat system (such as air support and artillery) that I believe more accurately reflects the vicissitudes of operational warfare during the Normandy campaign.

Of the many contributing factors that made the Normandy campaign difficult for both sides, I believe the most significant were supply, Allied air power and the terrain. And of those three, it was supply – or the lack there of – that determined the rate of advance by the Allied armies. Conserving supply for Operations while maintaining constant pressure on the German line is a big part of the game for the Allies. The use of Operations in the game is to allow players, particularly the Allied player, two distinct ways of prosecuting the campaign. They can attack piece meal or build up support and launch an Operation in the hopes of making the big breakthrough. For the Allies, if you don't do an Operation you are not likely to break through.

The role of air power can not be understated. I tried to keep the air portion of the game as abstract as I could (I hate complex air rules in a ground game) while still demonstrating those roles that air power played during the campaign.

The German's defence in the hedgerow country has become legendary, and for good reason. Small German units were routinely stopping attacks 5 times their size. I became fascinated with the idea of differing levels, or densities, of the bocage. The game has two levels and I wish now I had put in a third. The Army's 1944 GSGS 1:25,000 maps showed the density in unbelievable detail and I used over 60 of them to do the map. The depiction of the bocage on the map is probably the most accurate element of the game. The only fault may be too many clear hexes. The fact is, that a village and road exist in just about every hex and it is loaded with these little – and not so little – hills. Some hills that were fought over for days were bumps compared to huge rises that nobody died on. As much information as I had, I still had to make tough choices about much of the terrain you see.

I tend to design for the "right effect" more than make players go through "mechanical construction" in order to get to a result. Even with that, the game got a bit more complex than I really wanted it to. There are many, many aspects about the design of *The Killing Ground* that are worth mentioning, but space does not allow me to go through all of them here. I hope to provide more detailed information, in the near future, in other forums.

The Normandy campaign was a huge and complex affair and I had to make many, and sometimes regrettable, simplifications. The game is as right as I can make it within the confines of the system. I hope you'll have a lot of fun with it.

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Questions or Damaged/Missing Game Components?

We welcome your comments and suggestions as well as any questions or problems you might have about the game.

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