

# Grand Operational Simulation Series



## GOSS 2020 SYSTEM RULES

The **Grand Operational Simulation Series (GOSS)** system depicts WWII combat at the battalion level.

Please register this game purchase on-line at: [www.decisiongames.com](http://www.decisiongames.com) for access to VASSAL Modules, errata and new products from Decision Games.

The **GOSS** rule system makes heavy use of abbreviations and acronyms. Players should thoroughly familiarize themselves with Definitions, Abbreviations & Acronyms section at the end of the rules (26.0).

Players familiar with previous versions of **GOSS** should carefully read through the **GOSS** system rules. Many concepts and rules have been updated and reorganized to assist players in better understanding the rules. This version of the **GOSS** system rules is playable in all previous games (**Wacht am Rhein (WAR)**, **Hurtgen: Hell's Forest (HHF)** and **Atlantic Wall (AW)**).

## TABLE OF CONTENTS

<b>GOSS MAJOR CLARIFICATIONS &amp; CHANGES</b>	<b>5</b>			<b>7.0 MOVEMENT</b>	<b>20</b>
<b>GOSS 2020 SYSTEM RULES</b>	<b>5</b>			<b>7.1.0</b> Movement Allowance (MA)	20
<b>1.0 GAME COMPONENTS</b>	<b>5</b>			<b>7.2.0</b> Movement Points (MPs)	20
1.1.0 Game Rules	5	4.4.1 Unit Proficiency Checks	10	<b>7.3.0</b> Minimum Movement	20
1.2.0 Game Map	5	4.4.2 Ldr Proficiency Checks	10	<b>7.4.0</b> Movement Types	20
1.3.0 Game Charts & Tables	5	4.4.3 BU Co. Proficiency Ratings	11	<b>7.5.0</b> Movement Procedure	20
1.4.0 The Playing Pieces	5	<b>4.5.0</b> Green Divisions	11	7.5.1 Movement Eligibility	20
1.4.1 Punching Out the Counters	5	4.5.1 Green Division Checks	11	7.5.2 Movement Order	20
1.5.0 The Rounding Rule	5	<b>4.6.0</b> Special Units & Formations	11	<b>7.6.0</b> MA Modifications	21
1.6.0 Game Scale	5	4.6.1 German Generic Pz Bn.'s	11	7.6.1 Reductions to a Unit's MA	21
1.7.0 Inventory of Game Parts	5	4.6.2 Flak Regiments	11	7.6.1a MA & Fuel.....	21
		4.6.3 Rear Echelon Units	11	7.6.1b Increases to a Unit's MA.....	21
		4.6.4 German Nebelwerfer & Artillery		7.6.1c MA Halved.....	21
		Bdes/Rgts	12	7.6.1d MA Quartered.....	21
		4.6.5 Kangaroos	12	7.6.1e MA & Ground Conditions.....	21
		4.6.6 Commandos	12	7.6.1f Movement during Night GTs.....	22
		4.6.7 Engineer AFVs	12	7.6.2 Leg Class Units & Roads	22
		4.6.8 CW Recon Bn.'s	12	<b>7.7.0</b> Movement Halts (MH)	22
<b>2.0 SETTING UP THE GAME</b>	<b>5</b>			7.7.1 Artillery	22
2.1.0 Choosing Sides	6	<b>5.0 UNIT MODES</b>	<b>12</b>	7.7.2 Heavy AT/Flak	22
2.2.0 Setting up the Map & Pieces	6	<b>5.1.0</b> Tactical (Tac) mode	12	7.7.3 Defensive Works	22
		5.1.1 Movement	12	7.7.4 Ground Interdiction	22
		5.1.2 Tactical Assault (TA) Designation	12	7.7.5 GenS Movement Restriction	22
		5.1.3 Other Functions	13	<b>7.8.0</b> Adjacent Enemy Units	22
<b>3.0 THE GAME TURN</b>	<b>6</b>	<b>5.2.0</b> Prepared Assault Mode	13	<b>7.9.0</b> ET-3/Forts/Ft Area Hexes	22
3.1.0 Scenario First Turn Rules	6	5.2.1 PA Mode Restrictions	13	7.9.1 Movement & Ft Area Hexes	22
3.1.1 Game Turn Record Track	6	5.2.2 PA Mode & No/Low Fuel	13	7.9.1a Ft Areas & Mech Units.....	22
<b>3.2.0</b> Sequence of Play	<b>6</b>	5.2.3 PA Movement	13	7.9.1b Ft Areas & Enemy Units.....	22
3.2.1 Active Player	6	5.2.4 Combat	13	<b>7.10.0</b> Mech Road Movement	23
<b>3.3.0</b> Game Turn Sequence Outline	<b>6</b>	5.2.5 Removing PA Markers	13	7.10.1 Intersections	23
3.3.1 Joint Player Pre-Game Day Activities	6	<b>5.3.0</b> Exploitation Mode	13	7.10.2 Bridges	23
3.3.1a Joint Air Allocation Phase.....	6	5.3.1 Recon Units & Exploit	14	7.10.2a Bridge Bottlenecks.....	23
3.3.1b Joint Weather Phase.....	6	5.3.2 Exiting Exploit Mode	14	7.10.3 Mech Road Movement Stacking	23
3.3.1c Joint Command Phase.....	6	5.3.3 Reentering Exploit Mode	14	<b>7.11.0</b> Non-Road Movement	24
3.3.1d Joint Logistics Phase.....	6	5.3.4 Exploit Movement	14	7.11.1 Constricted Terrain	24
3.3.1e Joint Fuel Value Determination Phase.....	6	5.3.4a Exploit & Enemy Units.....	14	7.11.2 Constricted Terrain Penalty Avoidance	24
3.3.2 Allied Player Turn	7	5.3.4b Exploit & Overrun.....	14	7.11.3 Constricted Terrain Penalty	24
3.3.2a Mode Determination Phase.....	7	5.3.4c GS Missions & Exploit Movement.....	15	7.11.4 RR Embankments	24
3.3.2b Construction Phase.....	7	5.3.5 Overrun Combat	15	<b>7.12.0</b> Movement Class Changes	24
3.3.2c Movement Phase.....	7	5.3.5a Successful Overrun.....	15	7.12.1 Dismount Procedure	24
3.3.2d Inactive Player Exploit Phase.....	7	5.3.5b Unsuccessful Overrun.....	15	7.12.1a Dismounted Effects.....	25
3.3.2e Combat Phase.....	7	5.3.5c Exploitation & GA.....	15	7.12.2 Mount Procedure	25
3.3.2f Active Player Exploit Phase.....	7	<b>5.4.0</b> Maneuver Reserve Mode	15	7.12.3 Motorization	25
3.3.2g Administrative Phase.....	7	5.4.1 Fuel	16	7.12.3a Army TP.....	25
3.3.3 The Axis Player Turn	7	5.4.2 MR Mode Restrictions	16	7.12.3b Allied Inherent Transport.....	25
3.3.4 Update Game Turn Indicator	7	5.4.3 MR Mode to Exploit Mode	16	7.12.4 Special Movement	25
3.3.5 Night GT Exploitation Phase	7	5.4.4 MR Bonus Period	16	7.12.4a Leg Class AT Units.....	25
<b>3.4.0</b> Extended Night Activity	<b>8</b>	5.4.4a Movement Bonus.....	16	7.12.4b Towed AT Units.....	25
3.4.1 Player Determination	8	5.4.4b Combat Bonus.....	16	7.12.4c Allied Engineer Units.....	25
3.4.2 ENA Activation of Units	8	5.4.4c General Supply (GenS).....	16	7.12.5 Transported Units & Combat	26
3.4.2a ENA Activation by Leader.....	8	5.4.4d Fatigue.....	16	<b>7.13.0</b> Delay Markers	26
3.4.2b ENA Activation by Unit.....	8	<b>5.5.0</b> Strategic Mode	17	7.13.1 Creating Delay Units	26
3.4.3 ENA Restrictions	8	5.5.1 Entering Strat Mode	17	7.13.2 Delay Marker Effects	26
3.4.4 ENA & Fuel	8	5.5.2 Exiting Strat Mode	17	7.13.3 Removing Delay Markers	26
3.4.5 ENA Sequence of Play	8	5.5.3 Strat Mode Benefits	17	<b>7.14.0</b> Coup de Main (CdM)	26
3.4.5a ENA First Player Turn.....	8	5.5.3a Command Status.....	17	7.14.1 Eligible Bridges	26
3.4.5b ENA Second Player Turn.....	8	5.5.3b Movement Bonus.....	17	7.14.2 CDM Unit Requirements	26
3.4.5c ENA Mutual Fatigue Phase.....	8	5.5.4 Strat Mode Restrictions	17	7.14.3 Conducting the CdM	27
3.4.6 ENA & Fatigue	8	5.5.5 Strat Mode & Stacking	17	7.14.4 Successful CdM Attempt	27
<b>3.5.0</b> Rest Game Turns	<b>8</b>	5.5.6 Strat Mode & Combat	17		
3.5.1 Allied Rest Turns	8	<b>5.6.0</b> Artillery Units & Stance	17		
3.5.2 German Rest Turns	8	5.6.1 In Battery Towed Art Movement	17		
3.5.3 Rest GT Restrictions	9	5.6.2 Horse-drawn Artillery	18		
3.5.4 Rest Turns & Fatigue	9	<b>5.7.0</b> HQs & Mode	18		
3.5.4a Exempt Units.....	9	<b>5.8.0</b> Combat Reserve (CR)	18		
				<b>8.0 OBSERVATION &amp; FOG OF WAR</b>	<b>27</b>
<b>4.0 UNIT CHARACTERISTICS</b>	<b>9</b>			<b>8.1.0</b> Line of Sight	27
4.1.0 Unit Size	9	<b>6.0 STACKING</b>	<b>18</b>	8.1.1 LOS & Blocking Terrain	27
4.1.1 Battalions	9	6.1.0 Stacking Limits	18	8.1.2 LOS Range	27
4.1.2 Companies	9	6.2.0 Special Stacking	18	8.1.2a LOS & Rough Terrain.....	27
4.1.3 Z-Step Units	9	6.2.1 German AFV Companies	19	8.1.2b LOS & Night GTs.....	28
4.1.4 Hybrid Units	9	6.2.2 Engineer/AT Co.'s	19	8.1.2c Atmospheric Conditions.....	28
<b>4.2.0</b> Unit Steps	<b>9</b>	6.2.3 US Arm Cav Bn.'s	19	8.1.2d High Vantage Point Hexes.....	28
4.2.1 Step Losses	10	<b>6.3.0</b> Non-constricted Terrain Stacking	19	<b>8.2.0</b> Observation & CT	28
4.2.1a Maximum Step Loss.....	10	6.4.0 Constricted Terrain Stacking	19	8.2.1 Movement Covering Terrain	28
4.2.2 Taking Step Losses	10	<b>6.5.0</b> Mech Units Effect on Stacking	19	8.2.2 Observation Covering Terrain	28
<b>4.3.0</b> Unit Movement Class	<b>10</b>	6.6.0 Mixed Mode Stacking	19	8.2.3 Units Always Observed	28
4.3.1 Leg Class Units	10	<b>6.7.0</b> Overstack Effects	19	<b>8.3.0</b> Air Observation	28
4.3.2 Mech Class Units	10			<b>8.4.0</b> Fog of War	29
4.3.3 Static Class Units	10			8.4.1 Recon Units	29
<b>4.4.0</b> Unit Proficiency Ratings	<b>10</b>				

## TABLE OF CONTENTS

8.4.2 Vantage Points	29	11.6.2a First Numerical Hit as a Step Loss....37	13.10.2 Reduction/Conversion of Mandatory Hits	46	
8.4.3 Fire Support	29	11.6.2b First Numerical Hit as a Retreat ...38	13.10.3 Resolve Mandatory Hits	47	
8.4.4 Ground Assault	29	11.6.3 FS Mission Retreat	38	13.10.4 Resolve Discretionary Hits	47
<b>9.0 COMMAND</b>	<b>29</b>	11.6.3a Retreat Priorities .....	38	13.10.4a Hold the Position .....	47
9.1.0 Assignment	29	11.6.3b Bridge Collapse .....	38	13.10.4b Conduct Limited Retreat .....	48
9.2.0 Command Boundaries	29	11.6.3c Retreat & Other Units .....	38	13.10.4c Conduct Full Retreat .....	48
9.3.0 Command Structure	30	11.6.3d Enemy Units & No MCT.....	38	<b>13.11.0 GA Retreat Procedures</b>	49
9.3.1 Army	30	11.6.3e Artillery Units .....	38	13.11.1 Max Retreat Distance	49
9.3.2 Corps	30	<b>11.7.0 Advance after FS Mission</b>	39	13.11.2 Retreat & Other Units	49
9.3.3 Formations	30	<b>11.8.0 Ammunition Depletion (AD)</b>	39	13.11.3 Retreating Adjacent to Enemy Units	49
9.3.3a Battlegroups (BG).....	30	11.8.1 AD & On Hand Supply	39	13.11.4 Artillery Units	49
9.3.4 Formation Types	30	<b>11.9.0 Naval Unit Availability</b>	39	13.11.5 Bridge Collapse Check	49
9.3.4a Axis Leg Formations & Mech Units....	30	<b>12.0 ATTACKER STATUS</b>		<b>13.12.0 Advance after GA</b>	49
9.3.5 Command Requirements	30	<b>ADJUSTMENT SEGMENT</b>	<b>39</b>	13.12.1 Advance Eligible Units	50
9.3.6 Army & Corps Asset units	31	<b>12.1.0 Mandatory Removal</b>	39	13.12.2 Advance Procedure	50
<b>9.4.0 Command Changes</b>	<b>31</b>	<b>12.2.0 Voluntary Removal</b>	40	13.12.3 Advance Distance	50
9.4.1 Emergency Command Changes	31	<b>13.0 GROUND ASSAULT (GA)</b>	<b>40</b>	13.12.4 Advance Path	50
<b>9.5.0 Command Capacity</b>	<b>31</b>	<b>13.1.0 Ground Assault Table</b>	40	13.12.5 Advance Restrictions	50
<b>9.6.0 Attachments &amp; Detachments</b>	<b>31</b>	13.1.1 Attacker/Defender DR Columns	40	13.12.5a ETs/Fort/Ft Areas.....	50
9.6.1 Detachment Limit	31	<b>13.2.0 GA Sequence</b>	40	13.12.5b Mud.....	50
9.6.2 Attachment Limit	31	<b>13.3.0 Step 1: Identify Defender's Hex</b>	40	13.12.5c Night GTs & ENA Periods .....	50
9.6.2a Special Assignments .....	31	13.3.1 Defending Hex/Units	40	13.12.5d Fuel .....	50
9.6.2b US Tank, TD & AT.....	31	13.3.2 Defender Terrain Line	40	<b>13.13.0 Removal of AS Markers</b>	50
9.6.2c German RE Units.....	31	<b>13.4.0 Step 2: Identify Attacking Hexes</b>	40	<b>14.0 FATIGUE</b>	<b>50</b>
9.6.2d US Armored Cavalry Groups .....	32	13.4.1 Multi-hex Attacks	40	14.1.0 Recording Fatigue	50
9.6.2e CW Arm Bdes.....	32	13.4.2 Attacker Restrictions	40	<b>14.2.0 Effects of Fatigue</b>	<b>50</b>
9.6.2f German KG .....	32	13.4.3 Constricted Terrain & GA Limits	41	14.2.1 Effects of Fatigue 1	51
<b>9.7.0 Reinforcements</b>	<b>32</b>	<b>13.5.0 Step 3: Determine Unit Status</b>	41	14.2.2 Effects of Fatigue 2	51
<b>9.8.0 DoC Penalties</b>	<b>32</b>	13.5.1 Surrender Check	41	<b>14.3.0 Recovery from Fatigue</b>	<b>51</b>
<b>9.9.0 Multi-Formation Penalties</b>	<b>32</b>	13.5.2 Standoff	41	<b>15.0 SUPPLY</b>	<b>51</b>
<b>10.0 COMBAT</b>	<b>32</b>	13.5.3 Declare Use of On Hand Supply	41	<b>15.1.0 General Supply (GenS)</b>	<b>51</b>
10.1.0 Combat Phase Sequence	32	13.5.4 ENA & Rest Turns	41	15.1.1 When GenS is Determined	51
10.2.0 Tactical Assault Designation	32	13.5.5 Retreated Defenders	41	15.1.2 Supply Status	51
10.3.0 Fire Support (FS) Missions	32	13.5.6 Bridges	41	<b>15.2.0 GenS Paths</b>	<b>51</b>
10.4.0 Ground Assaults	32	13.5.6a Hasty Bridge Demolition .....	41	15.2.1 GenS Path Procedures	51
<b>11.0 FIRE SUPPORT MISSIONS</b>	<b>32</b>	13.5.6b Bridge Collapse Check.....	41	15.2.1a Mech class GenS Paths.....	51
11.1.0 GT FS Mission Sequence	33	<b>13.6.0 Step 4: Determine Ground Assault Value (GAV)</b>	42	15.2.1b Leg Class GenS Paths.....	52
11.2.0 Declare the FS Mission	33	13.6.1 Combat Strength Modifiers	42	15.2.2 HQ to HQ Supply Path	52
11.2.1 Spotting Unit	33	13.6.1a Attacker CS Modifiers.....	42	15.2.3 HQ to Unit Supply Path	52
11.2.1a Spotter Limits .....	33	13.6.1b Defender CS Modifiers.....	42	15.2.4 Extended GenS Paths	52
11.2.2 Target Hex	33	13.6.1c Ammo Depleted Artillery.....	42	15.2.4a Additional Truck Support.....	52
11.2.3 Designate Mission Units	33	13.6.1d Combined Arms .....	42	15.2.5 On Hand Supply Paths	53
11.2.4 Mission Capacity	33	13.6.2 GAV Ratio Determination	42	15.2.6 Supply Paths & Weather	53
11.2.4a Light Capacity Missions .....	34	<b>13.7.0 Step 5: Determine Column Shifts</b>	42	<b>15.3.0 Corps &amp; Army Asset GenS</b>	<b>53</b>
11.2.4b Medium Capacity Missions.....	34	13.7.1 Determine GA Column Shifts	42	<b>15.4.0 HQ Support</b>	<b>53</b>
11.2.4c Heavy Capacity Missions.....	34	13.7.2 Column Shift Limits	43	15.4.1 Army HQ Support	53
11.2.4d Capacity Modifications .....	34	13.7.3 Attacker Column Shifts	43	15.4.2 Corps HQ Support	53
11.2.5 Formation Requirements	34	13.7.4 Defender Column Shifts	43	15.4.2a Formation HQ Value .....	53
<b>11.3.0 Range Requirements</b>	<b>34</b>	13.7.4a Adjacent Defenders.....	43	15.4.2b Corps Support.....	53
11.3.1 Artillery Unit Range	34	13.7.4b Engineers.....	43	15.4.3 Not Supported Effects	53
11.3.2 Naval Unit Range	34	13.7.4c Commandos.....	44	<b>15.5.0 On Hand Supply</b>	<b>54</b>
11.3.3 Air Point Range	35	<b>13.8.0 Step 6: Determine DRMs for the Combat DR</b>	44	15.5.1 HQs & On Hand Supply	54
<b>11.4.0 FS Mission Points</b>	<b>35</b>	13.8.1 Proficiency Bonus	44	15.5.1a Expending HQ OhS .....	54
11.4.1 Art Mission Points	35	13.8.2 Combat Reserve	44	15.5.1b Adding Available OhS.....	54
11.4.1a Number of Volleys.....	35	13.8.3 Regimental Integrity (RIB) Bonus	44	15.5.2 Units & OhS Usage	54
11.4.1b 88mm Flak Units.....	35	13.8.3a RIB Eligibility .....	44	<b>15.6.0 OoS Effects</b>	<b>54</b>
11.4.1c Allied TD Units .....	35	13.8.3b RIB Unit Eligibility .....	44	<b>15.7.0 Isolation</b>	<b>55</b>
11.4.1d Art Split Fire.....	35	<b>13.8.4 Armor (Arm)/Anti-Tank (AT) Bonuses</b>	45	15.7.1 Surrender	55
11.4.1e Surprise GTs & Lulls .....	35	13.8.4a Arm/AT Comparisons.....	45	<b>15.8.0 Depots</b>	<b>55</b>
11.4.1f Heavy Artillery .....	35	13.8.4b AT vs. AT Factors .....	45	15.8.1 Depot GenS Paths	55
11.4.1g Intensive Fire.....	35	13.8.4c Arm vs. Arm Factors .....	45	15.8.2 Relocating Depots	55
11.4.2 NGS FS Mission Points	35	13.8.4d Arm vs. AT Factors.....	45	<b>15.9.0 Major River Bridgeheads</b>	<b>55</b>
11.4.3 Air FS Mission Points	35	13.8.4e AT vs. Arm Factors.....	46	<b>16.0 LOGISTICS &amp; TRUCKS</b>	<b>56</b>
<b>11.5.0 FS Mission DRMs</b>	<b>36</b>	13.8.4f Armor/AT Limits.....	46	<b>16.1.0 Truck Points (TPs)</b>	<b>56</b>
11.5.1 Terrain (Group A)	36	13.8.4g Armor/AT Bonus Value.....	46	16.1.1 Truck Point Availability	56
11.5.2 Defensive Works (Group B)	36	13.8.5 Total all DRM	46	16.1.2 TP Assignment	56
11.5.3 Armor (Group C)	36	<b>13.9.0 Step 7: Determine the GA Result</b>	46	16.1.2a TP & Ammunition.....	56
11.5.4 Unit Density (Group D)	36	13.9.1 GA Result Columns	46	16.1.2b TP & Fuel.....	56
11.5.5 Other Conditions (Group E)	36	13.9.2 Reading the GA Result	46	16.1.2c TP & Unit Motorization .....	56
<b>11.6.0 FS Mission Resolution</b>	<b>36</b>	<b>13.10.0 Step 8: Apply GA Results</b>	46	<b>16.2.0 TP &amp; Logistics Table</b>	<b>56</b>
11.6.1 Apply Artillery Shifts (AS)	37	13.10.1 Mandatory PRC	46	16.2.1 Ammunition & Fuel Delivery	56
11.6.2 Resolve Numerical Hits	37				

## TABLE OF CONTENTS

16.2.2 Delivery DRM	57	18.2.0 Breakdown Unit Status	64	21.3.1 Reinforcements & Step Losses	70
<b>16.3.0 Artillery Ammunition</b>	<b>57</b>	18.3.0 Breakdown Requirements	64	<b>21.4.0 Withdrawals</b>	<b>70</b>
16.3.1 Ammunition Delivery	57	18.4.0 Breakdown Procedure	64	<b>22.0 REPLACEMENTS</b>	<b>70</b>
16.3.2 ADV & AmP Delivery Process	57	18.5.0 Axis Infantry Breakdowns	65	22.1.0 Replacement Points	70
16.3.3 ADV & GA Limits	57	18.6.0 Hybrid Units Breakdowns	65	22.1.1 Receiving RePs	70
16.3.4 AMPs & Unsupported Units	58	18.7.0 Recombining BU Units	65	22.2.0 Recording Recycle Steps	70
16.3.5 Transfer of AmP	58	18.8.0 Z-Step Breakdowns	65	22.2.1 Converting Recycle Steps	70
16.3.6 AmP Stockpiles	58	18.9.0 Breakdowns & Step Losses	65	22.3.0 GD Replacements	71
16.3.7 Art Unit Replenishment	58	18.10.0 Generic TO&E Battalions	65	22.4.0 Formation Refit	71
16.3.7a AmP Replenishment.....	58	<b>19.0 WEATHER</b>	<b>65</b>	22.4.1 Refit Eligibility	71
16.3.7b DR Replenishment.....	58	19.1.0 When Weather Is Determined	65	22.4.2 Refit Transfer of Steps	71
<b>16.4.0 Fuel</b>	<b>58</b>	19.2.0 How Weather is Determined	65	22.4.3 Refit RePs	71
16.4.1 Fuel Delivery	58	19.2.1 Historical Weather	65	22.4.4 Involuntary Release from Refit	71
16.4.2 Fuel Allocation	58	19.2.2 Variable Weather Determination	65	22.4.5 Voluntary Release from Refit	72
16.4.3 Fuel State	58	<b>19.3.0 Atmospheric Conditions</b>	<b>65</b>	<b>22.5.0 Replacing Step Losses</b>	<b>72</b>
16.4.3a Units & Fuel State.....	59	19.3.1 Clear	65	22.5.1 Rebuilding On-map Units	72
16.4.3b Army/Corps Asset Units.....	59	19.3.2 Partial Overcast (POvr)	65	22.5.1a Unit Consolidation.....	72
16.4.3c Mech Class Units & Fuel State.....	59	19.3.3 Overcast (Ovr)	66	22.5.1b RE Units.....	72
16.4.4 Fuel Requirements	59	19.3.4 Storm	66	22.5.1c German Ersatz Units.....	72
16.4.4a Reduced Divisions &		<b>19.4.0 Ground Conditions</b>	<b>66</b>	22.5.2 Resurrecting Units	72
Fuel Requirements.....	59	19.4.1 Dry	66	22.5.2a Resurrection Procedure.....	72
16.4.4b Allied Div Leg Class Units.....	59	19.4.2 Wet	66	22.5.2b Resurrected Unit Placement.....	72
16.4.5 Fuel Value	59	19.4.3 Mud	66	22.5.2c Resurrecting with RE Units.....	73
16.4.5a Determine Fuel Value.....	59	19.4.4 Freeze	66	<b>22.6.0 Hybrid Replacement</b>	<b>73</b>
16.4.5b Fuel Value & Unit MA.....	59	19.4.5 Snow	66	<b>23.0 LEADERS</b>	<b>73</b>
<b>17.0 ENGINEERS &amp; DEFENSIVE WORKS</b>	<b>60</b>	19.5.0 Precipitation	66	23.1.0 Activating Ldrs	73
17.1.0 Engineers & Ground Assaults	60	19.5.1 Precipitation Effects	66	23.2.0 Ldr Benefits	73
<b>17.2.0 Engineer Ferrying Requirements</b>	<b>60</b>	<b>20.0 AIRPOWER</b>	<b>66</b>	23.2.1 Formation Ldr Benefits	73
17.2.1 Ferrying Across Streams & Rivers	60	20.1.0 Air Point Availability	66	23.2.1a Formation Ldr Movement Bonus.....	74
17.2.2 Ferrying Across Major Rivers	60	20.1.1 Allocation of Air Points	66	23.2.1b Formation Ldr Combat Bonus.....	74
17.2.3 Ferrying Across Great Rivers	60	20.1.2 Using Air Points	66	23.2.1c Formation Ldr ENA Activation.....	74
<b>17.3.0 Construction</b>	<b>60</b>	20.1.3 Air Points & Mission Types	66	23.2.1d Formation Ldr Multi-formation	
17.3.1 Bridge Construction	61	20.2.0 Ground Support (GS)	66	Penalty Bonus.....	74
17.3.1a Bridge Construction Procedure.....	61	20.2.1 Conducting GS Missions	67	23.2.1e Formation Ldr PRC Bonus.....	74
17.3.1b GTs to Complete a Bridge.....	61	20.2.2 GS Missions vs. Exploiting Units	67	23.2.1f Advance After GA Bonus.....	74
17.3.1c Heavy Bridge Units.....	61	20.2.3 GS Mission Errors	67	23.2.2 Corps & Army Ldrs	74
17.3.1d Bridges & Roads.....	61	<b>20.3.0 Ground Interdiction (GI)</b>	<b>67</b>	<b>23.3.0 Ldr Casualties</b>	<b>74</b>
17.3.2 Bridge Demolition & Collapse	61	20.3.1 Interdiction Value	67	<b>24.0 LULLS</b>	<b>74</b>
17.3.2a Collapse.....	61	20.3.2 GI Procedures	67	24.1.0 When a Lull Occurs	74
17.3.2b Hasty Bridge Demolition.....	62	20.3.2a Conducting GI Attacks.....	67	24.1.1 Voluntary Lulls	74
17.3.2c Prepared Bridge Demolition.....	62	20.3.2b Resolving GI Attacks.....	68	24.1.2 Request for Lull	74
17.3.3 Fieldworks (FWs)	62	20.3.2c Multiple GI Attacks.....	68	<b>24.2.0 Lull Effects</b>	<b>74</b>
17.3.3a Improved Positions (IP).....	62	<b>20.4.0 Supply Interdiction (SI)</b>	<b>68</b>	24.2.1 Lull Movement & Modes	75
17.3.3b ET-2 Construction.....	62	20.4.1 Conducting SI Missions	68	24.2.2 Lull Combat	75
17.3.3c ET-3 Construction.....	62	<b>20.5.0 Air Supply</b>	<b>68</b>	24.2.3 Air Missions & Lulls	75
<b>17.4.0 Defensive Works (DW)</b>	<b>63</b>	20.5.1 Conducting Air Supply	68	24.2.4 Replacements & Reinforcements	
17.4.1 Benefits of Defensive Works	63	20.5.2 The Drop Zone Hex	68	During Lulls	75
17.4.1a DW Effect on PR.....	63	20.5.3 Resolving the Drop	68	24.2.5 Lull Construction & Demolition	75
17.4.1b Movement Halts.....	63	<b>20.6.0 Air Superiority (ASup)</b>	<b>68</b>	24.3.0 Ending a Lull	75
17.4.1c Observation.....	63	20.6.1 When to Conduct ASup Missions	69	24.4.0 Effects of Ending a Lull	75
17.4.1d FS Missions.....	63	20.6.1a ASup versus GI Missions.....	69	<b>24.5.0 Lull Counter Offensive</b>	<b>75</b>
17.4.1e GA/Overrun.....	63	20.6.2 Conducting Air Superiority	69	<b>25.0 ARMY RESERVE</b>	<b>76</b>
17.4.1f Defensive Work Destruction.....	63	<b>20.7.0 Anti-Aircraft (Flak)</b>	<b>69</b>	25.1.0 Army Reserve Movement	76
<b>17.5.0 Fortified Area Hexes</b>	<b>63</b>	20.7.1 Flak Points	69	25.2.0 Leaving Reserve	76
<b>17.6.0 Forts</b>	<b>63</b>	20.7.2 Flak & SI Missions	69	<b>26.0 DEFINITIONS, ABBREVIATIONS</b>	<b>76</b>
<b>17.7.0 Road Improvement</b>	<b>64</b>	<b>21.0 REINFORCEMENTS</b>	<b>69</b>	<b>&amp; ACRONYMS</b>	<b>76</b>
17.7.1 Procedure	64	21.1.0 Division Asset Units & Entry	69		
17.7.2 Improvement Effects	64	21.2.0 Map Entry on Roads	70		
<b>18.0 UNIT BREAKDOWN</b>	<b>64</b>	21.3.0 Reinforcement Lists	70		
18.1.0 Breakdown Unit Reverse Side	64				

## CREDITS

**Game design:** Joe Youst

**Development:** Doug Johnson

**Playtesters:** Dave Bolt, Dave Collins, Dave Davieau, Mike Fallon, Mark Fisher, Michael Hershey, Lance Jones, Chris Lestochi, Justin Martinez, Scot McConnauchie, Charles McKenzie, Jeff Milliefogle, Cory Rube, Dick Sauer

**Proof Reading:** Björn Engqvist, Matthias Hardel, Michael Hershey, Lance Jones, Fredrik Karlsson, Chris Lestochi, Guy Miller, Tyler Roush, Joey Sabin, Dick Sauer, Thomas Stearns, Matt Strickland, Michael Ward, Peter Wyche

**Counter Graphics:** Joe Youst

**Map Graphics:** Joe Youst

**Rules Layout:** Richard Aguirre

© 2020, Decision Games, Bakersfield, CA.



## GOSS MAJOR CLARIFICATIONS & CHANGES

### 3.3.1 Joint Command Phase

The HQ GenS Determination Segment has been deleted. All GenS (HQ then units) takes place in the Supply Determination Segment of a friendly Administrative Phase.

### 5.5.0 Strategic Mode

Strategic movement is now defined as a mode.

### 5.8.0 Combat Reserve (CR) & 13.8.2 Combat Reserve

Now states that a unit must be within three hexes of at least one friendly unit that is **participating** in the current GA. Previous GOSS rules stated, "three hexes from defending hex".

### 7.10.2a Bridge Bottlenecks

Rule added from previous game's exclusive rules.

### 7.14.0 Coup de Main (CdM)

New Rule.

### 11.4.1c Allied TD Units

Change range from four to two hexes. Clarified all restrictions for TD units.

### 11.5.3 Armor (Group C)

**Mixed Armor:** Clarified, see UTC and 26.0 for definition of mixed armor when determining FS mission DRMs. Any unit with armor symbol (oval in center of unit type symbol) is mixed armor.

### 13.8.3b RIB Unit Eligibility

Rule expanded and requirements clarified.

### 13.10.4a Hold the Position

### 13.10.4b Conduct Limited Retreat

### 13.10.4c Conduct Full Retreat

GA retreat options clarified.

### 15.2.3 HQ to Unit Supply Path

**Clarification:** Mech formation HQs may only trace GenS paths to Mech class units using a Mech GenS path.

### 17.7.0 Road Improvement

New Rule.

### 22.4.0 Formation Refit

Rule change. Refit no longer restricted to German formations.

## 24.0 LULLS

### 24.2.0 Lull Effects

Rule modified to reduce maximum number of corps/army Art units.

## GOSS 2020 SYSTEM RULES

## 1.0 GAME COMPONENTS

### 1.1.0 Game Rules

There are two game rules booklets. The **GOSS** rules are common to all games in the series; consider these the basic rules set. The scenario rules are specific to each game. The Scenario rules cover all special rules, scenarios, and setups that pertain to that game. The rules are in a numbered case format, with higher numbered rules within the same section always taking precedence over lowered numbered rules. Rules in the scenario booklet may change, add to, and always supersede any rules found in the basic rules set.

### 1.2.0 Game Map

Each game map in the series is a graphic representation of the geographic area in which a game's battle occurred. The map's hex grid regulates distance and location for various game functions. Each hex has a unique identifying number printed within it. Terrain features exist both within hexes and along hexsides; the Terrain Key lists these features.

**Important:** The defender always chooses the terrain feature in the defending hex. When moving a unit, always use the most expensive terrain cost for both hexes and hexsides, unless using a form of road movement.

### 1.3.0 Game Charts & Tables

Each game in the series comes with various charts and displays. See Definitions, Abbreviations & Acronyms section at the end of

the rules for information concerning the various charts, tables and tracks.

### 1.4.0 The Playing Pieces

Included with each game are cardboard pieces (counters).

- Unit counters (units), represent headquarters (HQs) and combat units that took part in the battle. Players can find detailed counter information on the UTC.
- All other counters (markers) record or keep track of information on the game map or on off-map record tracks. Markers also keep track of any change in a unit's supply state, strength, or mode.

### 1.4.1 Punching Out the Counters

Players should make photocopies of each counter sheet prior to punching out the counters. It will be much easier to find a counter if you have a copy of the counter sheets handy to quickly ID the unit.

### 1.5.0 The Rounding Rule

Unless a rule states otherwise, always round fractional numbers up to the next whole number.

**Example:** Round 1.3 up to 2.

**Exceptions:** Formation Value (15.4.2a).

A rule may require the player to round fractions to the nearest whole number using the standard mathematical rounding rule.

**Example:** Round 1.3 down to 1. Round 1.5 up to 2.

**Important:** When calculating the GA or FS strength of units:

- 1) Apply modifiers to each unit individually (do not round each individual unit).
- 2) Total the modified strength of all participating units.
- 3) Round the total final value up to the next whole number.

**Example:** A stack of 2 Inf Bn.'s and 1 Eng Co. are defending against a ground assault. The stack is out of supply. Halve each unit's combat factors. Each Bn. has a printed, defense factor of 5 and the Eng Co. has a printed defense factor of 3. The total would be  $(5 \div 2 = 2.5) + (5 \div 2 = 2.5) + (3 \div 2 = 1.5) = 6.5$  rounded up to 7.

### 1.6.0 Game Scale

Each hex is one mile of actual distance from side to side. Units represent Co.'s and Bn.'s. Each AM or PM GT equals about one-half of available daylight time. The night GT represents the hours of darkness. ENA game turns represent additional effort on the part of troops at night when they normally would be sleeping or refitting.

### 1.7.0 Inventory of Game Parts

Each game provides a complete list of game components.

## 2.0 SETTING UP THE GAME

**Important:** The terminology used to define formations and their relationship to the hierarchy of command is an important function of the game. Players should familiarize themselves with the

following terms; regiments, brigades, divisions, battle groups and formations (9.0 & 26.0).

### 2.1.0 Choosing Sides

The players choose which side they will play.

- The Allied side controls all Allied units including all American (US), British/Commonwealth (CW), and any other minor Allied units (such as Free French).
- The Axis side controls all German (including SS, Kriegsmarine, and Luftwaffe) Italian and other minor Axis allied units.

**Note:** National force composition for each game are in the scenario rules.

### 2.2.0 Setting up the Map & Pieces

If a game consists of more than one map sheet, the scenario rules will explain how the maps lay out. Players should sort units and markers by formations and usage.

- Once players choose a scenario, units that begin the scenario on the map are set up according to the scenario rules.
- When setting up units, players can identify hexes by the map identifier (letter or number) and the hex number printed in each hex.

## 3.0 THE GAME TURN

The Sequence of Play (SoP) divides each GT into phases.

- Phases may be further sub-divided into smaller periods of game activity called segments.
- Each GD of historical time is composed of three GTs: AM, PM, and night turn. Players may prolong a Night GT using extended night activity (ENA) if either side desires it.

### 3.1.0 Scenario First Turn Rules

Scenarios may begin with a GT that has a non-standard SoP. Scenario rules will explain when and how this occurs.

#### 3.1.1 Game Turn Record Track

The GTRT can be located on the map or on a stand-alone chart. The GTRT may contain the following information:

- a) Historical date and GD number.
  - b) Historical weather.
  - c) Number of available air/truck points.
  - d) Reinforcement lists.
  - e) Unit withdrawals.
  - f) Replacement Tables.
- In addition to the GD boxes, there are the AM, PM, and night GT Boxes. These boxes track the GTs in each GD.
  - Players should place GD and GT markers in the appropriate boxes to record the passage of days and GTs.

## 3.2.0 Sequence of Play

### 3.2.1 Active Player

A GT consists of:

- a) One to five preliminary joint phases.
  - b) Allied Player Turn.
  - c) Axis Player Turn.
- During each Player Turn, one side is the active player; the other side is the inactive player.

**Example:** The Allied player is the active player during the Allied Player Turn.

- The active player performs tasks during his Player Turn, although there are exceptions, as described in the SoP.

### 3.3.0 Game Turn Sequence Outline

Players conduct each GT in the order given below. All phases and segments must occur in the order given.

#### 3.3.1 Joint Player Pre-Game Day Activities

Both sides conduct the below phases prior to the AM Allied Player Turn.

**Important:** The Joint Weather Phase (3.3.1b) and the Joint Fuel Value Determination Phase (3.3.1e) are also performed before every GT.

##### 3.3.1a Joint Air Allocation Phase

Scenario rules determine the number of AP available and any operational restrictions. See 20.0 for the use of AP.

- 1) Both sides determine the number of APs they have available for the entire GD (20.1.0 & scenario rules).
- 2) Both sides allocate available AP to specific missions (20.1.1 & scenario rules).
- 3) Both sides can return withdrawn Flak units (withdrawn to protect against supply interdiction) to the map (20.7.2).
- 4) Both sides may withdraw Flak units to protect against supply interdiction attacks (20.7.2).

##### 3.3.1b Joint Weather Phase

**Important:** Players conduct the Joint Weather Phase prior to the Allied Player Turn each GT (AM, PM, Night).

**Weather Segment:** Determine the atmospheric condition, ground condition, and precipitation for the current GT and scenario rules (19.0).

**Ground Interdiction Value Segment:** Both players determine ground interdiction values.

##### 3.3.1c Joint Command Phase

**Rest GT Designation Segment:** Both sides secretly designate which GT will be their rest GT (3.5.0).

**Important:** The Allied player normally must conduct rest GTs at night (3.5.1).

**Command Segment:** Both sides may:

- 1) Attach and/or detach units/formations (9.6.0).
- 2) Create and/or alter corps and army boundaries (9.2.0).
- 3) Enter/release eligible formations to/from refit (22.4.0).
- 4) Enter/release eligible formations to/from army reserve (25.0).

**Naval Unit Assignment Segment:** Players determine the number of available naval units (11.9.0).

**Lull Determination Segment:** Both sides may make lull declarations (24.1.0).

**Ldr Activation Segment:** Both sides attempt to activate Ldrs (23.1.0).

**Surrender Segment:** Both sides determine if isolated units surrender (15.7.1).

##### 3.3.1d Joint Logistics Phase

Both sides perform the following segments with each of their armies.

**Important:** Both sides should determine if there are any modifications to this phase by consulting the scenario rules.

**Truck Point Assignment Segment:**

- 1) Determine the total number of TP available to each army (16.1.0).
- 2) Allocate TP to one of the three tasks (16.1.2): ammunition, fuel, and/or motorization.

**Supply Interdiction Segment:** Both sides may conduct supply interdiction attacks (20.4.0).

**Ammo Delivery Segment:** Both sides determine the AmPs delivered and then the ADV for each army and corps by following the procedures in 16.2.0 & 16.3.0. ADV determined in this phase applies to all GTs in the current GD.

**Fuel Delivery Segment:**

- 1) Both sides determine the number of FPs delivered to each army (16.4.0).
- 2) Both sides allocate FP to HQs as desired (16.4.2).

**Depot Placement Segment:** Move or place new depots (15.8.0).

**Replacement Point Segment:**

- 1) Both sides convert Inf and Arm recycle steps to Inf and Arm ReP (22.2.1).
- 2) Both sides determine the type and number of RePs received for the current GD (22.3.0).

##### 3.3.1e Joint Fuel Value Determination Phase

**Important:** Players conduct the Joint Fuel Determination Phase prior to the Allied player turn each GT (AM, PM, Night).

Both sides determine the fuel value for all HQ with low or no fuel (16.4.5).

### **3.3.2 Allied Player Turn**

The Allied side is the active player; the Axis side is the inactive player.

**Important:** Unless specifically stated, the active player conducts all phases during each individual Player Turn.

#### **3.3.2a Mode Determination Phase**

Determine the mode each unit will be in for this GT (5.0). This includes placing Art units in-battery or out-of-battery (5.6.0).

#### **3.3.2b Construction Phase**

**Construction Segment:** Conduct construction of FW and construction/repair of bridges (17.3.0).

**Step 1:** Flip all completed FW and bridge under-construction markers to their completed sides (17.3.0).

**Step 2:** Advance the construction of bridges by removing hit markers from under construction markers.

**Step 3:** Start construction by placing FW and bridge under-construction markers in eligible hexes.

**Important:** If time of construction is greater than one GT, place hit markers equal to the number of GTs required to complete the construction.

**Demolition Segment:** Eng units may attempt to destroy bridges (17.3.2c).

#### **3.3.2c Movement Phase**

**Combat Reserve Designation Segment:** Place CR markers on eligible units, as desired (5.8.0).

**Movement Segment:** The active player conducts steps 1 through 5 in the order given below:

**Important:** Units in MR mode (5.4.0), Exploit mode (5.3.0) and in CR (5.8.0) may not move.

**Step 1:** The active player may:

- Place reinforcements (21.0).
- Conduct required withdrawals (21.4.0).
- Conduct emergency command changes (9.4.1).

**Important:** The active player conducts enemy ground interdiction attacks during Step 2 through 4 against his own moving units if required (20.3.0).

**Step 2:** Units in Strat mode may move. Units moving in this segment must use Mech road movement (5.5.0).

**Step 3:** The active player declares and conducts Coup de Main (CdM) attacks (7.14.0).

**Step 4:** The active player moves units in Tac mode (5.1.0). Move units in the order given below:

- Mech class units using Mech road movement (7.10.0).
- All units using non-road movement (7.11.0).

During step 4, players may:

- Breakdown (18.4.0 and recombine (18.7.0) units.
- Mount and dismount units (7.12.0).

c) Place delay markers (7.13.0).

**Step 5:** Units in PA mode may move (5.2.0).

**Command Status Segment:** Determine the command status of all friendly units and HQs (9.0).

**Quick Construction Segment:** Complete eligible FW construction (17.3.3).

#### **3.3.2d Inactive Player Exploit Phase**

**Step 1:** Eligible formations in MR mode may enter Exploit mode (5.3.0).

**Step 2:** The inactive player declares CdM attacks (7.14.0).

**Step 3:** Units in Exploit may move (5.3.4) and conduct overruns (5.3.4b). Units moving during the Exploit Phase may be subject to ground support (GS) attacks (5.3.4c) by the active player while moving and may be subject to Art fire support (FS) missions when conducting an overrun (5.3.5).

**Important:** Exploit units must move in the same order as Tac mode units during the Movement Phase 7.5.2).

**AM or PM GT:** May move up to one-half of their MA in each friendly Exploit Phase during the current GT.

**Night GT and ENA Period:** The inactive player must choose to move in either the Inactive Exploit Phase or Active Exploit Phase. During the selected phase units may move their full MA (5.3.4).

#### **3.3.2e Combat Phase**

**Tactical Assault Designation Segment:**

- Designate units that will make tactical assaults (5.1.2 & 10.2.0).
- Attempt to remove delay markers (7.13.3).

**Replacement Segment:** Eligible units may receive RePs (22.5.0).

**Fire Support (FS) Segment:** Both sides perform FS missions in the order given below.

**Offensive Air Support:** Active player conducts ground support (GS) missions (20.2.0).

**Defensive Support:** Inactive player conducts FS missions; Artillery first (11.0), followed by either GS (20.2.0) and/or Naval support as desired (11.0).

**Offensive Support:** Active player conducts FS missions; Artillery first, followed by Naval support (11.0)

**Attacker Status Adjustment Segment:**

- Remove attack designation markers (TA and PA) from units that are no longer adjacent to enemy units.
- Remove excess attack designation markers (TA and/or PA) that are not in compliance with ADV limits (12.1.0).
- Voluntarily attempt to remove attack designation markers from units that are adjacent to enemy units (12.2.0).

**Ground Assault (GA) Segment:** Active player conducts GAs against enemy units (13.0). Each declared GA may require players to check for:

- Hasty bridge demolition (17.3.2b).
- Bridge collapse (17.3.2a).
- Surrender of isolated defending units (15.7.1).

**Artillery Shift Marker Removal Segment:**

Both players remove all AS markers from the map (13.13.0).

#### **3.3.2f Active Player Exploit Phase**

The active player conducts this phase using the procedures in 3.3.2d.

#### **3.3.2g Administrative Phase**

**Air Resupply Segment:** (AM & PM GTs only): Active player conducts air supply missions (20.5.0).

**Supply Determination Segment:** Active player checks the GenS state of all HQs and then all units marking HQ/units OhS, OoS and isolated as required (15.0).

**Ammo Replenishment Segment:**

**Step 1:** The active player may replenish AD Art units by expending AmP (16.3.7a).

**Step 2:** The active player may roll to replenish AD Art units (16.3.7b).

**Step 3:** Inactive player may replenish AD Art units by expending AmP (16.3.7a).

**Fatigue Recovery Segment:** Active player may remove one fatigue level from all eligible units (14.3.0).

**Delay Marker Removal Segment:** The owning player may remove any delay markers (player's choice). The non-owning player may remove enemy delay markers if friendly units occupy the delay marker hex (7.13.0).

### **3.3.3 The Axis Player Turn**

The Axis Player Turn is identical to the Allied Player Turn, except the Axis player is the active player and the Allied player is the inactive player. After conducting the Axis Player Turn, the GT is complete.

#### **3.3.4 Update Game Turn Indicator**

If the last turn in the scenario is complete or if one player meets a sudden death victory condition, the game is over. Players should consult the scenario victory conditions to determine which side won and the level of victory obtained. If none of the above apply, advance the GT marker to the next GT and start a new GT.

#### **3.3.5 Night GT Exploitation Phase**

The SoP for night GTs is identical to AM and PM GTs.

**Exception:** During night GTs and ENA periods, each side may only conduct Exploit activity

in only one of the two allotted friendly player Exploit Phases. Either during the other player's GT (during the friendly Exploit Phase) or during your GT (during the friendly Exploit Phase), but not both (5.3.4).

**Example:** It is a night GT. The German player has a formation in Exploit mode, he has two options:

- a) During the Allied Player Turn in the Inactive Player Exploit Phase, the German player may move all units in Exploit mode up to their full MA; or,
- b) During the German Player Turn, in the Active Player Exploit Phase, the German player may move all units in Exploit mode up to their full MA.

**Important:** The German player may not conduct Exploit movement in both.

### **3.4.0 Extended Night Activity**

At the end of the Axis Player Turn of each night GT, either side may extend the Night GT with an ENA period. This ENA period uses the special SoP outlined in 3.4.5. Units that move or conduct combat may suffer fatigue (3.4.6).

**Important:** Not all scenarios allow ENA periods.

#### **3.4.1 Player Determination**

If only one side decides to conduct an ENA period, that side is automatically the first player. If both sides decide to conduct an ENA period, both sides must make ENA die rolls (1d10). The side with the higher DR (Axis wins ties) will choose which side will be the first player in the ENA SoP (3.4.5). These DRs also determine the number of unit activations for this ENA (3.4.2).

**Note:** Scenario rules may award modifiers to the ENA DR.

#### **3.4.2 ENA Activation of Units**

The ENA DR result for each side is the number of units that side may attempt to activate for that ENA period. A unit cannot be OoS and/or OOC and must be in tactical or Exploit mode.

##### **3.4.2a ENA Activation by Leader**

A player may choose to use a formation leader (Ldr) to activate units.

- Ldr must be active and stacked with (in the case of formation Ldr), the formation HQ. In the case of a Rgt Ldr, the Ldr must be stacked with a unit of that Rgt.
- The Ldr makes an activation check (use Ldr's activation number). If the DR is less than this number, all units of his formation (including any attached units) may activate for ENA.
- The Ldr's attempt uses one-half of the allowable ENA activation capacity for that ENA period.
- If the Ldr failed his ENA activation DR, none of the units may activate, however,

the attempt still counts as one-half of the allowable number of activated units.

**Example:** The Allied player rolled an 8 on his activation DR. General Harmon (2nd US Armored Division) is active, his activation number is 7 and he rolls a 6. All units of the 2nd Armored Division may activate for ENA, leaving the Allied player 4 units able to activate for ENA (one-half of activation DR of 8).

##### **3.4.2b ENA Activation by Unit**

A player may attempt to activate each unit for ENA individually by conducting a proficiency rating check (PRC) using the unit's offensive PR (units without offensive PR use their defensive PR). Conduct the check at the start of a friendly ENA Movement or Exploitation Phase.

**Pass:** Activate the unit.

**Fail:** The unit cannot activate. The failure counts against the number of attempts allowed. Do not fatigue the unit.

#### **3.4.3 ENA Restrictions**

During an ENA period:

- a) Units in Strat mode may not move.
- b) Units may not conduct any construction. Do not count an ENA period as a GT for ongoing construction.

**Exception:** Units may attempt hasty bridge demolition (17.3.2b).

- c) Units may not voluntarily change mode.

#### **3.4.4 ENA & Fuel**

Mech units use the fuel state of their formation in the immediately preceding night GT (16.4.3).

#### **3.4.5 ENA Sequence of Play**

Extended night activity occurs in the following order:

**Important:** There is no Mode Determination Phase or Administration Phase during ENA periods.

##### **3.4.5a ENA First Player Turn**

- 1) First Player Movement Phase.
- 2) Second Player Exploit Phase (full MA). The second player can choose to use this Exploit Phase or the Second Player Exploit Phase in the Second Player Turn.
- 3) First Player Combat Phase.
- 4) First Player Exploit Phase (full MA). The first player can choose to use this Exploit Phase or the First Player Exploit Phase in the Second Player Turn.

##### **3.4.5b ENA Second Player Turn**

- 1) Second Player Movement Phase.
- 2) First Player Exploit Phase (full MA). If the first player conducted an Exploit Phase in the First Player Turn, skip this phase.
- 3) Second Player Combat Phase.

- 4) Second Player Exploit Phase (full MA). If the second player conducted an Exploit Phase in the First Player Turn, skip this phase.

#### **3.4.5c ENA Mutual Fatigue Phase**

Place all fatigue hits due to any type of ENA activity during the ENA Mutual Fatigue Phase only.

#### **3.4.6 ENA & Fatigue**

A unit incurs one fatigue hit (14.1.0) for each action performed from the below list during an ENA period:

- a) If the unit expends any MPs.
- b) If the unit participates in an offensive GA.
- c) Defends against a GA using more than one-half its current CS (13.6.1).
- d) If an Art unit participates in an offensive or defensive FS mission.

**Exception:** Units that are in a MR bonus period are not subject to fatigue during ENA.

**Example:** Two activated German units move and then conduct a TA. Both sides commit 2 Art units to the combat and the defender decides to defend at full strength. At the end of the German player's ENA turn, the 2 German units that moved and attacked would suffer 2 fatigue hits and the 2 German Art units would receive 1 fatigue hit. The Allied defending unit and the two Art units would all receive 1 fatigue hit.

**Important:** See 14.2.0 and 14.3.0 for the effect and recovery of fatigue.

#### **3.5.0 Rest Game Turns**

Unless scenario rules state otherwise, players must conduct one rest GT each GD. Rest GTs do not impact the ability of a side to conduct ENA.

**Example:** The Allied player could conduct an ENA period even though the night GT is the Allied rest GT. Units activated would still suffer the penalties of conducting an ENA period.

##### **3.5.1 Allied Rest Turns**

All western Allied forces must take a rest turn each night GT unless scenario rules state otherwise.

**Designers note:** Allied tactical doctrine (especially for CW units) was such that units tended to utilize this time to reorganize and supply their units. With few exceptions, most commanders were either unable or unwilling to attempt the coordination required for a large-scale assault during hours of darkness.

##### **3.5.2 German Rest Turns**

Each GD during the Command Phase, the Axis side must secretly (note on a piece of paper) designate a rest GT (AM, PM or Night).

- Prior to the start of a game, players should agree on one of the following options:
  - 1) All armies (and all subordinate units) designate the same rest GT.



- 2) Each army (and all subordinate units) may designate a rest GT separately.
- 3) Each corps (and all subordinate units) may designate a rest GT separately.
- 4) Each formation (and all subordinate units) may designate a rest GT separately.

**Important:** No matter the option agreed upon, if a unit takes an action during a Night GT that would violate 3.5.3, the Axis player must reveal the designated rest GT for that unit.

### 3.5.3 Rest GT Restrictions

**Unit Modes:** Units may not enter PA or Exploit mode during a rest GT.

**Important:** Units already in Exploit mode may remain in Exploit mode.

**Movement:** Units may not move directly from a hex adjacent to any enemy unit to another hex adjacent to that same or different enemy unit.

**Exception:** Units marked with an isolated and/or OoS marker, and who move towards their source of GenS are exempt from the above adjacent enemy unit restriction, although normal MHs and MP costs still apply.

### 3.5.4 Rest Turns & Fatigue

A unit incurs one fatigue hit for performing each of the following actions during their rest GT:

- a) Moves more than one-half of its modified MA. Apply the fatigue hit the moment a unit completes its movement in both the Movement and Exploit Phase.
- b) If marked with a TA marker. Apply the fatigue hit when removing the TA marker (voluntary or involuntary removal).

**Important:** Apply this fatigue hit even if the unit did not conduct a TA.

- c) Defends against a GA using more than one-half its CS.
- d) Conducts any type of FS mission using more than one-half of its barrage factor (11.4.1). Apply the fatigue hit when participating in an FS mission.
- e) If marked CR (5.8.0) and supports an offensive or defensive GA.

**Exception:** Units that are in a MR bonus period (5.4.4d).

#### 3.5.4a Exempt Units

The following units are exempt from rest turn movement restrictions/fatigue penalties.

- a) Mech units (including Leg units using TPs) that use Mech road movement and remain at least six hexes from an enemy unit (five intervening hexes).
- b) Units in a MR Bonus period (5.4.4).
- c) MP expended by units when placing delay markers does not count towards fatigue (7.13.0).
- d) Art units using in-battery movement (5.6.1).

## 4.0 UNIT CHARACTERISTICS

This section discusses unit size, unit steps, movement class, and strength. Players should refer to the UTC when reading this section.

### 4.1.0 Unit Size

Unit size affects game functions throughout the rules. Units range in size from Bn.'s (largest) to Z-step units (the smallest).

#### 4.1.1 Battalions

A Bn. will have a Bn.-size symbol (two vertical lines) on its unit counter.

**Important:** Three-step hybrid units may not always have the Bn. size symbol.

- A Bn. can contain from one to three steps (Co.'s). Treat a one or two-step Bn. as Bn. unless otherwise noted in the rules.

**Example:** Art Bn.'s, RE Bn.'s, CW Recon Bn.'s, and HQ units.

- A three-step hybrid unit is always a Bn sized unit.

**Important:** There are Art units designated as Co. and Z-step units. Unless specifically stated in scenario rules, all artillery units (except Z-step units) consist of one step.

#### 4.1.2 Companies

A Co. sized unit has a white stripe across the counter behind the unit type box or AFV silhouette (icon) and may have a Co. symbol (a single vertical line).

- A Co. sized unit can contain one or two steps (Co.'s). A two-step Co. has a second unit type box or AFV icon superimposed over its unit type box/AFV icon.
- A two-step hybrid unit is a Co. sized unit.

**Important:** A two-step Co. unit is still just a single Co. sized unit for all purposes, even though it represents two Co.'s. It is not a Bn.

#### 4.1.3 Z-Step Units

A Z-step unit does not have a unit size symbol or step dot, instead it will have a white or red circle behind the unit type box or icon.

- A Co. unit that possesses a Z-step will have a Z-step unit of the same type printed on the reverse of the unit counter. This applies to both Co. BU and Co. unit counters.
- A Co. unit possessing a Z-step may breakdown into two Z-step units (18.8.0).
- If a Co. unit incurs a step loss and that Co. possesses a Z-step, flip the counter over so that its Z-step side shows.
- Regardless of other units in a hex, no more than two Z-step units may stack in one hex (6.1.0).

**When conducting FS missions, Z-step units:**

- a) Count as one-half a step for unit density (round up) (11.5.4).

b) Cannot observe for FS missions (11.2.1).

c) Cannot fulfill numerical hits if stacked with a Co. or Bn. sized unit.

d) Are eliminated if not stacked with a unit of at least Co. size if subject to any combat result, which requires any type of step loss to the defending hex.

e) If a Z-step unit with a defensive factor of zero is the sole unit in a hex, and is the subject of a GA, use the right most column on the CRT and apply shifts normally.

**When participating in a GA:**

a) Z-step units may only participate in an offensive GA if stacked with a unit of at least Co. size and that unit is participating in the same GA.

b) Z-step units may never be the lead PR or armor unit when conducting an offensive GA if there are any Co. or Bn. sized units participating in the GA (13.8.1 & 13.8.4).

**Exception:** A Pz V, Pz VI or Pz VIb Z-step unit may be the lead PR and/or armor unit. This applies when attacking or defending.

c) Z-step units that are the only units in a defending hex during a GA, may be the lead PR and/or lead armor unit.

d) Each step loss taken by a mandatory GA step loss result also eliminates one Z-step unit of that side (if any are present). This loss does not satisfy any step loss obligation (13.10.3).

e) If after resolving all step losses in a GA, there are no surviving friendly Co. or Bn. sized units in a hex, eliminate all surviving Z-step units in the hex that participated in that GA.

f) Eliminate all Z-step units not stacked with a unit of at least Co. size if subject to any GA combat result which requires any type of step loss to the defending hex.

**Exception:** During a GA resolution, if a Co. suffers a step loss that reduces it to a Z-step, do not eliminate that newly created Z-step unit from either of the above two rules.

#### 4.1.4 Hybrid Units

Hybrid units are units that represent one or two Co.'s of AFV and one Co. of Mot Inf, Arm Inf, or Arm Recon. They are Mech class units. See UTC and 22.6.0.

### 4.2.0 Unit Steps

The number of steps a unit currently possesses is equal to the number of step dots on the unit's counter. Each step represents a Co.

- The back of a two or three-step unit depicts the unit after it has suffered one step loss. A color band across the counter's combat and movement values indicates the unit has suffered one step loss.

- The back of a one-step unit may:
  - a) Display a Z-step unit (4.1.3); or,
  - b) Display a unit symbol only.

**Important:** See 22.6.0 to determine hybrid step losses and replacements.

#### 4.2.1 Step Losses

When resolving a FS mission or GA results, a single unit cannot suffer additional step losses until all affected units in the hex have suffered an equal number of step losses.

- Reduce the number of steps in a unit by one for each step loss suffered.

**Important:** A Bn. or two-step Co. unit size remains a Bn. or Co. sized unit regardless of the number of step losses it has sustained. See 4.1.3 for the effect on Co.'s. that have a Z-step on their reverse side.

- Eliminate units when they have lost their last step (remove them from the map).

**Exception:** Co. units that have a Z-step unit on the reverse side of the counter (4.1.3).

- Eliminated units may be eligible for resurrection (22.5.2).

#### 4.2.1a Maximum Step Loss

A unit may not suffer more than one step loss in a single GA or FS mission unless it is specifically stated that Max step loss does not apply. See special stacking (6.2.0).

#### 4.2.2 Taking Step Losses

Mark unit step losses using the below procedures:

**Important:** A unit's PR, armor rating, AT rating and MA are unaffected by losses.

**Z-step Units:** Eliminate the unit if it suffers any type of loss (4.1.3).

**One-Step Units:** Eliminate the unit if it suffers one step loss.

**Exception:** If the unit has a Z-step unit on its reverse side, flip the counter so that the Z-step side shows.

**Two-Step Units:**

**First Step Loss:** Flip the counter over so that its reduced side shows. The combat factors printed on the reduced side of the counter are its CS.

**Second Step Loss:** Eliminate the unit when it suffers its second step loss.

**Three Step Units:**

**First Step Loss:** Flip the counter over so that its reduced side shows. The combat factors printed on the reduced side of the counter are its CS.

**Second Step Loss:** The counter continues to have its reduced side showing. Place an ace of spade marker under the unit. Calculate the unit's CS by halving the combat factors shown on its reduced side.

**Example:** If a three-step Bn. with a combat strength of 7-8 takes a step loss, flip it over so that its reduced side is up. The Bn. now has a CS of 5-6. If the unit suffers a second step loss, place a hit marker under the unit. The Bn.'s CS would now be 3-3 ( $5 \div 2 = 2.5$  and  $6 \div 2 = 3$ ).

**Third Step Loss:** Eliminate the unit when it suffers its third step loss.

- Players place eliminated units in the corresponding Eliminated Units Box.
  - a) Players must keep units eliminated while isolated separate from other eliminated units (22.5.0).
  - b) Players cannot resurrect eliminated HQ on the same GD of elimination. Place eliminated HQ in the next GD Box on the GTRT. Place them in the Eliminated Units Box at the beginning of that GD.

**Important:** See 22.6.0 to determine hybrid step losses and replacements.

#### 4.3.0 Unit Movement Class

A unit's movement class determines the number of MP expended based upon the terrain entered or crossed by the unit as it moves (7.0 & TEC) and can affect other unit capabilities throughout the rules. Each unit is one of three movement classes:

##### 4.3.1 Leg Class Units

Leg class units represent units that do not have enough inherent wheeled or tracked vehicles to transport all assigned equipment and personnel.

**Important:** Leg class units are always personnel type units.

##### 4.3.2 Mech Class Units

Mech class units represent units that:

- a) Have enough inherent vehicles to transport all personnel; or,

**Example:** Motorized, armored and motorcycle Inf units.

- b) Consist primarily of wheeled/tracked vehicles (including horse-drawn units).

**Example:** HQs, pure AFV units, towed/SPA units and armored Recon units.

- c) All HQ are Mech class units unless noted otherwise in scenario rules.

**Important:** Mech class units can be either personnel or vehicular type units. See Unit Type Chart (UTC).

- Leg class units can temporarily become Mech class units using TP (7.12.3a) or Allied inherent transport (7.12.3b).
- Mech class units can dismount (leave their vehicles) and temporarily become Leg class units (7.12.1).

**Important:** Ldr units may switch from Mech class to Leg class units and may use Mech road

and non-road movement in the same Exploit or Movement Phase (23.1.0).

#### 4.3.3 Static Class Units

Static Art, AT and Flak units are units that have a printed MA of zero. They may have a "T" printed on the counter or have wheels under the unit type box that are hollow (i.e. not blackened in); these hollow wheels show that such units lack organic transport.

- Static units may only move if transported by TP from their superior army HQ's allocation of motorization TPs.
- Static units mount and dismount using the procedures in 7.12.0.
- Static Art units that do not depict a type of motorization symbol (hollow wheels), or only have a unit type symbol (and a unit ID) may not move after a player places them on the map.
- Static Art, AT and Flak units under transport cannot conduct FS mission or offensive GAs. They defend with a strength of 1 and do not possess Flak or AT capabilities.

#### 4.4.0 Unit Proficiency Ratings

All units have a PR. See the UTC for the location of these ratings on the counters.

- Most units have both, an offensive and a defensive PR.
- There are units that have a defensive PR but not an offensive PR. These units may not participate in an offensive GA if they are the only unit in a hex. They may conduct an offensive GA if stacked with a non-z-step unit that possesses attack proficiency. They may not function as the lead PR unit.

**Exception:** Ranged Art units (those units with a printed range greater than zero) may never participate in an offensive GA.

##### 4.4.1 Unit Proficiency Checks

Use the below procedure when making a PRC.

- Roll 1d10, apply any applicable modifiers.
  - a) If the result is equal to or greater than the PR value of the unit, it has failed its PRC.
  - b) If the result is less than the PR value of the unit, it has passed its PRC.

**Important:** If stacked with a Ldr, apply a -1 DRM.

- Unless stated otherwise, use the offensive PR when the unit is on the active side and the defensive PR when the unit is on the inactive side.
- In phases where both sides are active (Command Phase) use the PR rating listed in the specific rule.

##### 4.4.2 Ldr Proficiency Checks

Ldr PRCs use the same procedure as unit PRCs. Use the Ldr's activation number as its PR.

### 4.4.3 BU Co. Proficiency Ratings

Unless stated otherwise in scenario rules, the standard PR ratings (offensive PR/defensive PR) for BU Co.'s are as follows:

#### Prior to 1 September 1944

**German 1-2-6 Leg Infantry Co.:** 4/5

**Other German Leg Co.:** 5/6

**German Mech Co.:** 6/6

**All Allied Co.:** 5/6

#### Beginning 1 September 1944

**German 1-2-6 Leg Infantry Co.:** 4/5

**Other German Leg Co.:** 5/6

**German Mech Co.:** 6/6

**Allied Leg Co.:** 6/6

**Allied Mech Co.:** 6/7

**Important:** Consult scenario rules to determine BU Co. PR for other nationalities.

- A BU Co. can only recombine (18.7.0) back into a unit with the same or lower PR rating.

### 4.5.0 Green Divisions

Historically, formations new to combat did not initially perform well during their introduction to combat. Scenario rules will outline which formations are green and any additional special affects this may incur.

**Important:** This rule does not affect independent corps/army asset units (including Arm CvGps).

- There are three levels of training in the game. From worse to best they are; Raw, Green, and Veteran (Vet).

#### GA Effects:

**Raw:** If any unit in a raw status participates in a GA:

- a) If part of the attacking force, shift two columns to the left.
- b) If part of the defending force, shift one column to the right
- c) Vet units attached to a raw formation suffer the same GA penalties as the raw units even if no assigned raw units participate in the GA.

**Green:** If any unit in a green status participates in a GA:

- a) If part of the attacking force, shift one column to the left.
- b) If part of the defending force, shift one column to the right.
- c) Vet units attached to a green formation suffer the same GA penalties as the green units even if no assigned green units participate in the GA.

#### Command Restrictions:

- a) Players may not attach raw and green units to a formation that is itself, in a green or raw status.
- b) Players may attach raw and green units to a Vet formation.

**Important:** When raw and green units participate in a GA while attached to a Vet formation, that GA suffers the unfavorable column shift(s).

c) Raw and green US armored formations may not operate as a divisional formation until at least two combat commands (CC) subordinate to the formation have gained Vet status. Each CC (can include division support units) must operate as an independent BG. Players may attach the CC to a Vet formation, as above.

### 4.5.1 Green Division Checks

A raw or green formation can increase its status when two subordinate Rgts achieve a higher level of experience (raw to green or green to Vet).

- A Rgt may change its status when at least two BN.'s subordinate to the same Rgt contribute RIBs to a successful offensive GA.

**Important:** The offensive GA is successful if the defending units suffered more total hits (mandatory and discretionary) than the attacking units.

- Immediately after the completion of a successful offensive GA, roll 1d10 and if the result is greater than 3, the Rgt gains one level of experience. If the formation has an active divisional Ldr, apply a +1 DRM (the Ldr can be anywhere on the map).
- Each Rgt can conduct this check after each successful GA.
- If one assigned Rgt of a division makes a successful check, the player may not make any further checks for that division during the current GD.

**Important:** Only one Rgt in each formation can increase its experience by one level per GD.

- Once two Rgts gain a level of experience, the entire formation moves up one level.

### 4.6.0 Special Units & Formations

#### 4.6.1 German Generic Pz Bn.'s

The Axis side may have generic German Pz Bn. counters. Each Bn. is type specific, representing one type of panzer. To utilize a generic Pz Bn.

- The Axis player may, during a friendly Mode Determination Phase, remove from the map three steps of pure armor that are all the same type as the Pz Bn. The steps must come from the same formation, be in command and GenS.
- He then places a generic Pz Bn. (of the same type as the removed steps) on or adjacent to the formation HQ.
- The generic Pz Bn. functions with the combined strength of all three Pz Co.'s and the PR ratings of any one Co. it replaced (player's choice). Treat the Bn. as a three-step Bn.

- When a generic Pz Bn. suffers a step loss, one of the off-map Pz Co.'s must lose a step (it could be flipped to its z-step side). Two z-step Pz units are equal to one Co., if the Bn. suffers a second step loss (reducing a second Co. to a Z-step unit), the Axis player must recombine the two z-step units into one full strength Co. These off-map Z-step units are not subject to the Z-step loss rules in 4.1.3.
- There is no requirement for the Axis player to reveal the actual strength of a generic Pz Bn. to the Allied side, until the Bn. participates in a GA (offensively or defensively).
- Axis players should keep track of the units assigned to the Bn. on paper or in a makeshift holding box.
- The Axis player may, during a friendly Mode Determination Phase, remove an in GenS generic Pz Bn. from the map and replace it with any surviving steps of pure armor in the holding box.

### 4.6.2 Flak Regiments

Unless scenario rules dictate otherwise, follow the below procedures when *Luftwaffe* Flak units/formations are present.

**Important:** *Luftwaffe* Flak Co.'s do not block Mech road movement unless the Flak Co. is a static unit being transported by TP or if they are in Strat mode.

- *Luftwaffe* Flak Co.'s:
  - a) Are in command and GenS if they can trace a GenS path to any friendly HQ.
  - b) Are not required to be attached or assigned to a superior HQ.
  - c) Do not require fuel (they are always in normal fuel).
  - d) Do not incur the multi-formation penalty when stacked units from other formations.
  - e) Have a limited ability to conduct FS missions (11.4.1b).

**Designer's Note:** The *Luftwaffe* Flak units were normally under the administration and command of the Reich Defense Command, so command of these units should not be a problem. *Luftwaffe* Flak formations contain a variable number of Co.'s that consist of motorized 88mm Flak guns (20 and 37mm guns have been abstracted into the units).

### 4.6.3 Rear Echelon Units

Rear Echelon (RE) units have a white circle or box behind their unit size symbol. A game may also have additional RE units (not marked).

Consult the game's UTC. RE units:

- a) Cannot breakdown.
- b) Cannot receive RePs.
- c) Cannot resurrect if eliminated.

- d) Do not count as step losses for recycling purposes (22.2.0).
- e) Have special rules for transferring steps (22.5.1b).
- f) May provide steps to assist in resurrecting eliminated units (22.5.2c)

#### 4.6.4 German Nebelwerfer & Artillery Bdes/Rgts

*Nebelwerfer* and all Art Bdes/Rgts are army/corps artillery assets (they do not have a separate HQ). Players may not attach units of these Bdes/Rgts to a formation.

**Important:** Do not treat these Bdes/Rgts as formations. Treat each unit as a corps/army asset unit (9.0).

#### 4.6.5 Kangaroos

Games may include Kangaroo transport units.

- Each Kangaroo unit may transport one personnel Leg class Bn. or Co.
- All rules pertaining to mounting and dismounting (7.12.0) are in effect with the following exceptions:
  - a) Use of Kangaroos does not reduce the Allied inherent transport capability (7.12.3b).
  - b) Units mounted in Kangaroos are personnel type Mech class units.
  - c) Units mounted in Kangaroos may participate in GAs while mounted.
  - d) They provide the mixed AFV DRM when defending against a FS mission.

#### 4.6.6 Commandos

CDOs have the following capabilities and restrictions:

- CDOs may attempt to ignore MHs due to the presence of adjacent enemy units (7.7.0).
  - a) When encountering a hex subject to MH, roll 1d10 and if the result is a 0–4, they may ignore the MH in that hex.
  - b) They may make this attempt in every hex they enter which requires a MH.

**Exception:** If motorized using TP or Allied inherent transport, a CDO may not use the above benefit.

- Players may not select a CDO unit as the lead PR unit in a GA unless:
  - a) The CDO unit is participating in an offensive GA and the defending hex contains a Fort, a fortified area hex, or is a special objective detailed in scenario rules; or,
  - b) CDO units are the only units participating in a GA (offensively or defensively).
- Players may only attach one CDO to any formation.
- See 13.7.4c for special engineering capabilities.

#### 4.6.7 Engineer AFVs

Scenario rules will identify those AFV units with special combat engineer capabilities. Eng AFVs have the following capabilities:

- a) They are pure AFV units for all purposes.
- b) For GA purposes, each step is the equivalent of one step of Eng.
- They do not possess Eng construction/bridge demolition or ferrying capabilities.

**Important:** Eng AFVs identified as flame tanks have an “F” in place of their offensive combat strength. These units may be part of an offensive GA, but do not contribute to the total strength of the attacking force. However, they may provide combat Eng shifts (13.7.4b).

#### 4.6.8 CW Recon Bn.’s

A CW Recon Bn. is subject to the following restrictions:

- If alone in a hex, it cannot conduct an offensive GA unless the only unit in the enemy hex is a z-step unit.
- If stacked with other units, it cannot be the lead PR unit.
- If stacked with other units with an armor or AT factor, it cannot be the lead armor/AT unit.

**Important:** In *Wacht* and *Hurtgen*, CW Recon Bn.’s indicate they are three-step units. Treat them as two step Bn.’s. Their combat strengths remain the same.

### 5.0 UNIT MODES

The mode a player chooses for each unit represents the unit’s tactical configuration during a GT. Each mode is suited for different activities; one mode might combine movement and combat functions while another sacrifices mobility for greater combat power.

- Players may only voluntarily change unit modes during a friendly Mode Determination Phase.

**Exceptions:** Leaving MR mode (5.4.3) or when adjusting attacker status (12.0).

- Combat results and other circumstances may force a unit to involuntarily change its mode.

**Example:** A unit in PA mode that retreats due to a FS mission or GA removes its PA marker and reverts to Tac mode.

- Units can only be in one mode at a time.
- There is no requirement for a unit to stay in the same mode from turn to turn.
- All units in the game will be in one of five modes:

**Tactical Mode** (5.1.0)

**Prepared Assault Mode** (5.2.0)

**Exploit Mode** (5.3.0)

**Maneuver Reserve Mode** (5.4.0)

**Strategic Mode** (5.5.0)

**Important:** Do not confuse unit mode with movement type. Units in Tac mode can move using Mech road movement or non-road movement. Units in Exploit Mode can use Mech road movement or non-road movement. Note: Units in Strat mode must only use Mech road movement.

#### 5.1.0 Tactical (Tac) mode

Tac mode is the most flexible in terms of maneuver and combat. Tac mode is the default setting for a unit without a mode marker.

#### 5.1.1 Movement

See 7.0 for Tac mode movement procedures.

**Important:** Do not confuse tactical mode with tactical assault designation.

#### 5.1.2 Tactical Assault (TA) Designation

Units in Tac mode may be marked with a tactical assault (TA) marker during the Attack Designation Segment of the Combat Phase (10.2.0).

**Important:** Units transported by TP or Allied inherent transport cannot be attack designated (7.12.3).

- Placement of a TA marker on a unit and/or stack of units designates them as eligible to conduct tactical assault.
- Units marked with a TA marker:
  - a) Must participate in a GA if adjacent to an enemy unit at the start of the GA Segment.
  - b) Receive no benefit for terrain, population features or FWs/fort/fortified areas when the target of an FS mission.
  - c) Are always observable by adjacent units (even if the units marked TA are in covering terrain).
  - d) May always observe enemy units in adjacent hexes, regardless of the terrain or features the enemy units are in.
- Units marked with a TA marker cannot:
  - a) Combine with units in other hexes to conduct a multi-hex GA (13.4.0).
  - b) Advance more than one hex after GA (13.12.0).
  - c) Spot for a heavy FS mission (11.2.4).
- A player removes TA markers on friendly units:
  - a) During the Attacker Adjustment Segment (12.0). This removal may be voluntary or mandatory.
  - b) After advancing due to a FS mission (11.7.0).
  - c) After a retreat due to an FS mission (11.6.2).
  - d) After a unit conducts an offensive GA (13.11.0).

### 5.1.3 Other Functions

A unit must be in Tac mode to:

- Breakdown into component Co.'s or recombine into their parent unit (18.0).
- Be designated combat reserve (5.8.0).
- Reduce fatigue level (14.3.0).
- Conduct ferry operations (Eng units only) (17.2.0).

**Exception:** Eng units in PA mode can ferry leg units that are also in PA mode (17.2.1).

- Perform any kind of construction tasks (17.3.0).
- Receive replacements (22.5.0).

**Important:** Units in MR mode can also receive replacements (5.4.0).

- Enter the map as reinforcements.

**Exception:** They may also enter in Strat mode (21.0).

**Important:** Scenario rules may allow units to enter as reinforcements in other modes.

### 5.2.0 Prepared Assault Mode

Prepared assault (PA) mode maximizes attack and advance after combat capabilities.

- Units enter PA mode during a friendly Mode Determination Phase.
- Mark such units with a PA marker.

#### 5.2.1 PA Mode Restrictions

**Important:** Units may not enter PA mode during a rest GT.

The following units may not enter PA mode:

- HQs
- Artillery units.
- Overstacked units (6.7.0).
- Out of supply (OoS) units (15.6.0).
- Fatigue-2 units (14.2.2).
- Out of command (OoC) units (9.8.0).
- Units that could not conduct PA movement to reach a hex that is adjacent to an enemy unit.
- Units transported by TPs or Allied inherent transport (7.12.3a & b).

**Important:** Players may not place units in PA mode where such placement would force the player to conduct more GAs than allowed by 16.3.3.

#### 5.2.2 PA Mode & No/Low Fuel

If a Mech unit's formation is in a low/no fuel state, the formation must meet one of the below requirements for Mech units to enter PA mode.

- If a player determined the formation's fuel value using the option 1 procedure in 16.4.5b, and the formation's fuel value is a minimum of six MP, then any number of that formation's units may enter PA mode; or,
- If the player determined the formation's fuel value using the option 2 procedure in 16.4.5b, and it is less than six, then the owning player can only place the number of units into PA

mode that is less than or equal to result of the fuel value DR. No other units subordinate to the formation may enter PA mode.

**Important:** Fuel levels do not affect a Leg class unit's ability to enter or move in PA mode.

#### 5.2.3 PA Movement

Units in PA mode move using PA movement. This type of movement does not use MP. PA movement is determined in the number of hexes moved.

- A unit using PA movement:
  - Cannot enter or cross prohibited terrain that it could not move into or across when using tactical movement.

**Important:** Eng units in PA mode may ferry Leg class units also marked PA across streams and rivers (17.2.0).

- Must halt movement as soon as it moves adjacent to an enemy unit. This does not prohibit a unit from beginning PA movement adjacent to one enemy unit and then moving adjacent to another enemy unit, or another hex adjacent to the same enemy unit.

**Exception:** 7.9.0.

- PA movement limits are as follows:

**Leg class units:** May move one hex.

**Important:** Leg class CDO units may move two hexes, except during any type of mud ground condition or night GTs.

**Mech class units:** May move up to two hexes during AM and PM GTs. Mech class units may only move one hex if:

- It is a night GT.
- If any type of mud ground condition is in effect unless the unit moves entirely along primary or secondary roads.
- If the unit's formation HQ is in a low or no fuel state.

**Important:** A Mech unit must halt PA movement when entering a wood, forest, marsh, soft ground, swamp, bocage, hedgerow, RR embankment or constricted terrain hex if it is not entering the hex along a road (of any type).



**Example of PA Movement:** Two Allied units in PA mode move to attack units of the 902 Mot Inf Rgt.

- The 3/317 Inf and M4 tank Bn. can PA move adjacent to the German I/902 Mot Inf Bn. by entering hex 2712 or 2713. They could not move into hex 2614 as both units must halt their PA movement (the Inf Bn. has moved as far as it can, and the M4 Bn. must stop due to entering forest terrain not along a road).
- The 1/317 Inf Bn. may PA move into either hex 2714 or 2715.

#### 5.2.4 Combat

Units in PA mode:

- Must participate in a GA if adjacent to an enemy unit at the start of the GA Segment.
- If the target of an FS mission, they do not receive any benefit for terrain, population features or FWs/fort/fortified areas.

**Important:** See 8.2.1 & 8.2.2 for PA mode and observation.

- May always observe enemy units in adjacent hexes regardless of the terrain or features the enemy units are in.
- May combine with units in other hexes that are in PA mode to conduct a multi-hex offensive GA (13.4.0).
- May advance more than one hex after GA (13.12.3).
- Receive a one-column shift in their favor when conducting a GA (13.7.3).
- If a Bn. sized unit, may spot for a heavy FS mission (11.2.4).

#### 5.2.5 Removing PA Markers

A player removes PA markers on friendly units:

- After a retreat due to an FS mission (11.6.3).
- During the Attacker Adjustment Segment (12.0). This removal may be voluntary or mandatory.
- After conducting a GA.

#### 5.3.0 Exploitation Mode

Exploit mode allows units to move during the Exploit Phase giving them a chance to react to offensive or defensive opportunities outside the normal Movement Phase.

- Units may enter Exploit mode:
  - During a non-rest GT (3.5.3) friendly Mode Determination Phase; or,
  - During a friendly Exploit Phase if the units are in Maneuver Reserve (MR).
- Units entering Exploit mode:
  - Cannot be fatigue-1 or Fatigue-2; and,
  - Cannot be adjacent to an enemy unit; and,
  - Must be in GenS and in command; and,
  - Cannot be in a no fuel state.
  - Must be a Mech class unit or a Leg class unit motorized using TP or Allied inherent transport.

**Important:** If fuel points are not allocated to a unit's formation during the Logistics Phase,

the unit must revert to Tac mode during that Logistics Phase.

- Mark units entering Exploit mode with an Exploit marker.
- Units in Exploit mode may only move during a friendly Exploit Phase. They may not voluntarily move in any other phase.
- Units do not enter or exit Exploit mode individually; they must do so as part of a formation or Rgt.
  - a)** To enter Exploit mode, all Mech class units subordinate to a formation or Rgt (this includes attached units) must enter Exploit mode.
  - b)** Mech class divisional asset units (26.0) can enter Exploit mode along with a Rgt subordinate to the same formation. There is no limit to the number of divisional asset units that may enter Exploit mode with one Rgt.

**Example:** A division could have all units of one of its Rgts enter Exploit mode. However, it could not have part of that Rgt enter Exploit while other units of the same Rgt do not.

### **5.3.1 Recon Units & Exploit**

Individual Mech class Recon units of any size (UTC) may enter Exploit mode without having to place the whole formation/Rgt into Exploit mode.

- All other rules regarding entering Exploit mode are in effect.
- Recon units in Exploit mode may not stack with units not in Exploit mode at any time.
- If at the end of any phase, a Recon unit is in a stack with a unit not in Exploit mode, the owning player must immediately remove the Exploit marker from the Recon unit.
- A Recon unit may stack with any unit in Exploit mode allowed by special stacking (6.2.0).

### **5.3.2 Exiting Exploit Mode**

The owning player may voluntarily remove Exploit markers during the Mode Determination Phase.

- The owning player must remove an Exploit marker from a unit in the phases below:
  - a)** The Administration Phase if the unit is OoS.
  - b)** The Exploit Phase if:
    - 1)** The unit is adjacent to an enemy unit in PA mode (5.3.4a).
    - 2)** The unit retreats due to a result of an FS mission (5.3.4c).
    - 3)** The unit conducts an unsuccessful overrun (5.3.5b).
  - c)** The Combat Phase if forced to involuntarily remove its Exploit marker (5.3.5c).

### **5.3.3 Reentering Exploit Mode**

Individual units forced to exit Exploit mode involuntarily may re-enter Exploit mode

during a subsequent non-rest GT (3.5.3) Mode Determination Phase if:

- a)** At least one unit of their formation or Rgt is still in Exploit mode; and,
- b)** The unit is not adjacent to an enemy unit; and,
- c)** The unit is in GenS and command.

### **5.3.4 Exploit Movement**

Each side has two Exploitation Phases in each GT.

- Units in Exploit mode may move in the following order:
  - a)** Units using Mech road movement.
  - b)** Units using non-road movement.
- During AM and PM GTs units in Exploit mode may move up to one half (round up) their modified MA in both friendly Exploit Phases.
- During Night GTs and ENA periods, each side may use only one of its two friendly Exploit Phases. Units moving in that one Exploit Phase may move up to their full modified MA.

**Important:** During a night GT or ENA period, the owning player must choose one of the two friendly Exploit Phases during that GT/ENA period to move all his units in Exploit mode.

**Important:** If marked OhS, a unit in Exploit mode is immediately marked OoS if it expends any MP during an Exploit Phase.

### **5.3.4a Exploit & Enemy Units**

- Units in Exploit mode do not pay additional MPs to move adjacent to enemy units if the hex entered contains MCT.
- A unit in Exploit mode that begins an Exploit Phase adjacent to an enemy unit in PA mode must retreat.

**Important:** The presence of an adjacent enemy unit with a TA marker does not force a unit to exit Exploit mode.

- a)** The unit in Exploit mode may retreat up to the maximum retreat distance allowed by 13.11.1.
- b)** After completion of this retreat, the unit reverts to Tac mode (remove the Exploit marker).
- c)** The enemy player may advance the units in PA mode one hex.
- d)** After completing the advance, the owning player removes the PA marker; and,
  - 1)** Replaces the PA marker with a TA marker if the unit is adjacent to an enemy unit and the owning player wishes to conduct a tactical assault; or,
  - 2)** If the advancing unit is not adjacent to an enemy unit or the owning player does not wish to conduct a tactical assault, he then simply removes the PA marker.

### **5.3.4b Exploit & Overrun**

Overruns combine Exploit movement and combat allowing units in Exploit mode to displace or destroy enemy forces while on the move.

- Only Mech class units (not Leg class units transported by TP or Allied inherent transport) may conduct an overrun.

**Exception:** Units transported by Kangaroos (4.6.5).

- Only one unit at a time can conduct an overrun (i.e., the player may not conduct an overrun using a stack of units).

**Important:** Treat all units stacked using special stacking (6.2.0) as one unit for this rule.

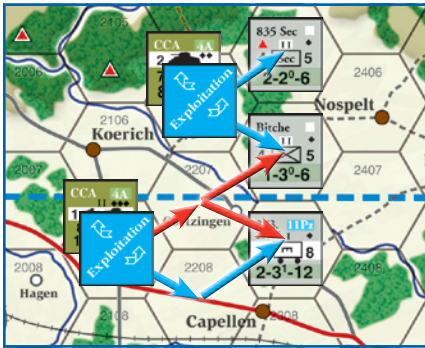
- The following units cannot conduct an overrun:
  - a)** OoS units.
  - b)** OoC units.
  - c)** Fatigued units (level 1 or level 2).
  - d)** Units in a hex without MCT (last hex prior to entering the overrun hex) if that hex is adjacent to more than one enemy occupied hex.

**Important:** During night GTs, treat all OCT as MCT.

- The unit conducting the overrun must be able to enter the overrun hex. The overrunning unit:
  - a)** May begin its Exploit movement by declaring and conducting an overrun against an adjacent unit or may move and when entering a hex adjacent to an enemy unit, immediately declare an overrun against the adjacent enemy unit.
  - b)** Expends one additional MP to conduct the overrun (this is in addition to the MP cost of entering the overrun hex).
  - c)** Expends all normal hex and hexside terrain costs to enter the hex being overrun, including the cost of moving adjacent to an enemy unit (7.8.0).

**Important:** This only applies if the overrun hex is not MCT and there are adjacent units friendly to the units being overrun.

- d)** May conduct an overrun regardless of whether it is moving via Mech road movement or non-road movement.
- A hex may be the subject of an overrun more than once per Exploitation Phase.
- A unit or stack of units may be subject to overrun more than once per Exploitation Phase.
- A unit may overrun more than one hex in the same Exploit Phase, but the same unit cannot overrun the same units in the same hex more than once in an Exploitation Phase.



**Example:** The diagram above demonstrates the effect of adjacent units. The German side does not have any artillery within range that would create MHs. The 1/CCA could move into hex 2208 and then overrun the 2./3. 209th Eng Co. even though hex 2208 is clear terrain. However, it could not move into clear hex 2207 and overrun either the Bltche Inf Bn. or the Eng Co. due to the presence of two adjacent enemy units.

The 2/CCA is in MCT and thus could start its Exploit move by overrunning either the 835th Sec. Bn. or the Bltche Inf Bn. The 2/CCA could not move into hex 2207 to overrun the Bltche Inf Bn. or the Eng Co.

### 5.3.4c GS Missions & Exploit Movement

Units executing Exploit movement may be subject to a maximum of one GS attack in each hex entered if the hex entered:

- a) Is within six hexes of an enemy unit; and,
  - b) Does not contain MCT (ignoring FW); and,
  - c) Is observable by a friendly ground unit or air observation.
- An opposing player may conduct only one GS mission in each eligible hex the Exploit unit enters.

**Important:** A player may only conduct a maximum of one GS mission in each hex against a single unit.

- Conduct GS missions using the standard procedures (20.2.1).
- If the Exploiting unit retreats due to a result of a GS mission, the owning player must immediately remove the unit's Exploit marker.

### 5.3.5 Overrun Combat

Players resolve overruns using the normal FS mission and GA procedures (11.0 & 13.0), except as modified below.

**Important:** The target hex for any defending FS mission is the last hex entered prior to entering the hex containing the units being overrun.

### FS missions:

- a) The overrunning player may not conduct offensive FS missions.
- b) The defending player can conduct a medium capacity Art FS mission against the overrunning units if the units being overrun are in an ET, Fort, or Fortified area; or,
- c) If the overrun unit does not meet the above requirements but is a Bn., the defending player may conduct a light capacity Art FS mission.

**Important:** The overrunning units are always observable to the units in the overrun hex. They are only observable to non-adjacent units if the overrun hex is clear or OCT.

### Ground Assault:

- a) Neither side may use combat reserves.

**Important:** All other adjustments to CS, column shifts, and DRMs apply, including any modifications for the hexside crossed when entering the overrun hex.

- b) After determining the GA result but before resolving those results, players must determine if the overrun was successful or unsuccessful by following the below steps:

- 1) The attacking player must declare if he will convert all discretionary hits to step losses. If he chooses not to convert all discretionary hits, the overrun is unsuccessful.
- 2) If the attacker converts all discretionary hits to step losses, the players compare the attacker's total hits (mandatory and discretionary) to the defender's total hits. If the attacker's total is less than the defender's, the overrun is successful.

**Important:** A successful overrun does not require clearing overrun enemy units from the hex.

- c) A unit conducting an unsuccessful overrun follows the procedures in 5.3.5b.

### 5.3.5a Successful Overrun

Players resolve combat results.

- The attacker must inflict all hits as mandatory hits (step losses) (13.10.3). Max step loss does not apply.
- The defender resolves hits using the standard GA procedure (13.9.0).
- Advance after combat does not occur, instead a unit that successfully overruns a hex may continue moving (and overrunning) if it has MP remaining.
- The Exploit units that conducted the overrun may ignore the overrun enemy units and their effects on movement for the remainder of the current Exploit Phase. This is true even if the overrun units retreat to another hex.

- Overrunning units may not end their movement stacked with enemy units.
- If the overrun did not clear the defending units from the overrun hex, the overrunning units must exit the hex.
  - a) If they have enough MP remaining, they may continue moving normally, ignoring the overrun units; or,
  - b) If they do not have enough MP remaining to exit the hex, the player must return them to the hex from which they entered the overrun hex. They may retain their Exploit marker, but they cannot move any further this phase.

### 5.3.5b Unsuccessful Overrun

An unsuccessful overrun requires the attacking unit to return to the hex from which it launched the overrun.

- The owning player must remove the unit's Exploit marker.
- The attacker then resolves all hits normally as if he chose the retreat option (13.10.2). Count retreat hexes from the hex the unit occupies (not the overrun hex).
- The defender resolves hits using the standard GA procedure (13.9.0).

### 5.3.5c Exploitation & GA

Units in Exploit mode may conduct a TA during a friendly Combat Phase.

- Mark units in Exploit mode with a TA marker during the Attack Designation Segment (the Exploit marker remains in place).
- Resolve all FS missions and the TA using standard procedures.
- Units in Exploit mode must remove the Exploit marker if forced to involuntarily remove the TA marker.
- Defending units in Exploit mode receive one column shift to the right.

**Exception:** Removal of a TA marker after an advance due to an FS mission or at the end of the Combat Phase does not cause the removal of an Exploit marker.

### 5.4.0 Maneuver Reserve Mode

**Important:** Both Leg and Mech formations/units (9.3.4) may enter MR mode.

MR mode represents the retention of a formation from activity so that it can be introduced into battle at a later time that is more advantageous to the owning side.

**Important:** A formation (9.3.3) cannot enter MR mode if it has been in a MR bonus period in the last seven GDs.

- Units cannot enter MR mode individually; they enter as part of a formation.
- When a formation/Rgt enters MR mode all units of that formation/Rgt must enter MR mode.

**Exception:** Art units subordinate to the formation/Rgt may remain in Tac mode (in or out of battery).

- Place MR markers on units to show they are in MR mode.

**Important:** Units in MR mode can receive replacements.

- All units of the formation/Rgt entering MR mode must:
  - 1) Have been allocated enough fuel points to be in a normal fuel status (16.4.2).
  - 2) Be in GenS.
  - 3) Be in command
  - 4) Be within six hexes of its formation HQ.
  - 5) Be at least four hexes away from an enemy unit.

**Example 1:** The player has attached units of the 30th Inf Div to the 2nd Arm Div. If the 2nd Arm Div enters MR, the attached 30th Inf Div units must enter MR mode.

**Example 2:** The player has detached CCB of the 2nd Arm Div and it is operating as an independent BG. The owning player could place CCB (and attached units) into MR mode without placing the remainder of the division in MR mode.

#### **5.4.1 Fuel**

Players do not need to allocate fuel points to a formation/Rgt currently in MR mode.

- The formation/Rgt remains in a normal fuel state until released from MR mode.
- If the formation/Rgt meets the MR bonus period (5.4.4) requirements when released, it is in normal fuel for the remainder of the GD released plus one additional GD.
- If a player releases the formation/Rgt from MR (for any reason) prior to meeting the MR bonus period requirements, it is in normal fuel for the GD of release only.

**Example:** The 2nd Arm Div entered MR during the Mode Determination Phase during the AM GT of GD 4. On the AM GT of GD 7 the player releases it from MR. The 2nd Arm would not require the allocation of fuel points until the Logistics Phase of GD 9.

If the player released the division on the PM GT of GD 6, it would require the allocation of fuel points on the AM GT of GD 7.

#### **5.4.2 MR Mode Restrictions**

While in MR mode, units must adhere to the following restrictions:

- a) They may not move.
  - b) They cannot be adjacent to an enemy unit.
  - c) They cannot be the target of any type of FS mission that inflicts a numerical hit.
- If, at any time, a unit is in violation of one of the above, the entire formation

immediately involuntarily exits MR mode and enters Tac mode.

- If a formation exits MR mode involuntarily, the formation does not receive the MR bonus.

#### **5.4.3 MR Mode to Exploit Mode**

Mech Formations/Rgts (9.3.4) and individual Recon units of a formation in MR may exit MR and enter Exploit mode at the beginning of any friendly Exploitation Phase.

- Units may exit MR and enter Exploit mode no matter the number of GTs spent in MR mode even if they are not eligible for the MR bonus.

**Important:** This is an exception to the rule that all voluntary mode changes occur during the Mode Determination Phase.

- If a formation/Rgt or Recon unit leaves MR mode to enter Exploit mode in this manner, it loses any GTs it has accumulated toward an MR bonus.

**Example:** A formation has been in MR mode for 4 GTs. The formation could exit MR during their friendly Exploit Phase, however, since it has not spent the requisite number of GTs in MR the formation would not be eligible for the MR bonus and if it reenters MR mode, it would be at GT 1 for MR bonus determination.

#### **5.4.4 MR Bonus Period**

Once a formation has been in MR mode for at least nine consecutive GTs, it is eligible to receive a MR bonus.

**Important:** If a player has attached an additional Rgt to a Div, the Div adds one GD to the time required for the MR bonus.

- The MR bonus period lasts for six full GTs.
- **Important:** Depending on the GT of release from MR, a formation may require the allocation of fuel points during the MR bonus period (5.4.1).
- The MR bonus applies to all units of the formation/Rgt exiting MR mode and entering any other mode.
- Units in a MR bonus period receive the benefits outlined in 5.4.4a through 5.4.4d.

**Example 1:** A German formation, released from MR during the German Mode Determination Phase of the 20 Dec AM GT, would receive the MR bonus until the beginning of the German Mode Determination Phase of the 22 Dec AM GT (ENA period does not count as a GT for this purpose).

**Example 2:** A German formation is released from MR mode during the German Exploit Phase of the German Player Turn on the 20 Dec PM GT, the formation would receive the MR bonus until the beginning of the German Exploit Phase of the German Player Turn of the 22 Dec PM GT (ENA period does not count as a GT for this purpose).

#### **5.4.4a Movement Bonus**

**Important:** Leg units do not receive a movement bonus during an MR bonus period.

Mech Formations/Rgts or Recon units that move during a Movement or Exploit Phase while in a MR bonus period may receive a bonus to the number of MPs each unit may expend.

**Important:** See 5.4.1 for fuel allocation and status while in an MR bonus period.

- Prior to moving a formation/Rgt or Recon unit, the owning player consults the Maneuver Reserve MA Bonus Table, and rolls 1d10.
- Apply a +1 DRM if this is the first GT after the formation exited MR Mode.

**Important:** Complete this procedure at the beginning of each Movement or Exploit Phase while in the MR bonus period.

- The result is the number of additional MP that all units of that formation/Rgt or Recon unit may expend that Movement/Exploit Phase.
- Apply the MP bonus prior to applying any other modifications to the unit's MP (including Ldr bonuses).

**Example:** During a friendly AM Exploit Phase, a formation receives a 2 MP bonus. The formation Ldr in the same hex as the division HQ is giving an additional 1 MP bonus. A unit has a printed MA of 12. The owning player would add 2 MP (MR bonus) and 1 MP (Ldr bonus) to the unit's printed MA and then halve (rounding up) the unit's MA due to moving during a during the AM Exploit Phase. The unit would have 8 MP available to expend that phase.

#### **5.4.4b Combat Bonus**

If all friendly units involved in a GA or overrun (offensively or defensively) are in an MR bonus period, that side receives a one-column shift in its favor. This bonus is cumulative with all other shifts.

**Important:** This bonus effectively cancels the unfavorable shift for a unit in Exploit mode when participating in a GA (both defensively and offensively) (13.7.0).

#### **5.4.4c General Supply (GenS)**

Units/HQ in a MR bonus period are automatically always in GenS.

- Players do not check GenS for MR bonus eligible individual units or HQs.
- MR bonus eligible units are exempt from the movement restrictions in 7.7.5.

**Important:** HQs/units must remain in their superior HQs command radius (9.0).

#### **5.4.4d Fatigue**

Units in an MR bonus period are not:

- Subject to fatigue when moving or participating in any type of FS mission or GA during an ENA period or a rest GT.



- Subject to rest GT movement restrictions including entering PA mode.

### **5.5.0 Strategic Mode**

See 26.0 for the definition of Strat mode.

#### **5.5.1 Entering Strat Mode**

Units enter Strat mode during a friendly Mode Determination Phase. Place a strategic move marker on units entering Strat mode.

**Important:** Reinforcements may enter the map in Strat mode.

- A unit is eligible to enter Strat mode if the unit is:
  - a) A Mech class unit.
  - b) A Leg class unit transported by TP or Allied inherent transport.
  - c) In GenS.
  - d) In command (unless entering as a reinforcement).
  - e) Eligible to conduct Mech road movement (7.10.0).
  - f) Art units must be OoB.
- A unit may not enter Strat mode if the unit is:
  - a) OoS, OhS or OoC.
  - b) Fatigued (level 1 or 2).
  - c) In a no-fuel state.
- A unit may enter Strat mode if stacked with one other Mech unit, however, after moving out of that hex, it cannot enter any hex containing a Mech class unit.

**Important:** Strat mode units may use special stacking rules (6.2.0).

#### **5.5.2 Exiting Strat Mode**

Scenario rules may require units to meet additional requirements when exiting Strat mode. Units may exit Strat mode:

- a) During a friendly Mode Determination Phase.
- b) If it is a Night GT and the owning player chooses to remove the Strat mode marker at the end of a friendly Movement Phase. There is no MP cost for this action.
- c) If a unit defends against a GA and suffers any type of hit (mandatory or discretionary) the unit must exit Strat mode after resolving the GA.

**Important:** If the result is a mandatory PRC only and the unit passes the PRC, the unit remains in Strat mode.

#### **5.5.3 Strat Mode Benefits**

##### **5.5.3a Command Status**

All units in Strat mode are automatically in command until the first AM Command Phase after exiting Strat mode. HQs:

- a) Still require fuel points (16.4.0); and,
- b) May only receive fuel points from the army HQ whose ZOP the HQ is in during the Joint Logistics Phase.

#### **5.5.3b Movement Bonus**

A unit in Strat mode increases its available MA by 50%.

- When determining a unit's available MA, modify the unit's MA due to its fuel value and then by any applicable ground conditions prior to increasing the unit's MA.

**Example:** A Mech class unit has a printed MA of 12, however, it is in a low fuel state with an available MA of 8. The player would increase the unit's MA by 4 (50% of 8, not 12), thus allowing the unit to expend 12 MP.

#### **5.5.4 Strat Mode Restrictions**

Units in Strat mode:

- a) Cannot move during ENA periods.
- b) Must move using Mech road movement rules (7.10.0).
- c) Cannot move adjacent to an enemy unit.
- d) Cannot move into a hex observed by an enemy ground unit.
- e) Must comply with Strat mode stacking restrictions (5.5.5).
- f) Cannot conduct any type of construction or demolition activity.
- g) Cannot enter FW or Forts (inside the actual FW or Fort marker), although they may enter hexes containing FW and Forts.
- h) Cannot make use of FW/Forts/Ft Areas when determining FS DRMS, or GA column shifts.

#### **5.5.5 Strat Mode & Stacking**

Units in Strat mode must comply with all Mech road movement stacking restrictions (7.10.3). In addition to those rules:

- Units in Strat mode may not enter a hex already containing a Mech unit.
- A Mech unit using any type of movement may not enter a hex with a unit in Strat mode.

**Exception:** Special stacking (6.2.0).

#### **5.5.6 Strat Mode & Combat**

Units in Strat mode may not:

- a) Observe for FS missions.
  - b) Conduct an offensive GA.
  - c) Contribute RIBs.
  - d) Provide adjacent defender modifiers.
  - e) Be the lead PR unit if stacked with a unit not in Strat mode.
- Units in Strat mode:
    - a) Award two column shifts in favor of the attacker.
    - b) Immediately exit Strat mode after resolution of the GA.
  - If forced to retreat due to a FS mission or GA, the unit must retreat along any type of road (during dry ground conditions units may retreat into and through clear terrain hexes).

**Important:** If unable to meet the above retreat restriction, the owning player must eliminate the unit.

### **5.6.0 Artillery Units & Stance**

Art units are either in-battery (IB) or out-of-battery (OoB).

- One side of an Art unit is its IB mode and the other is its OoB mode (UTC).

**Important:** Self-propelled (SP) Art is recognizable by having a white or red square around the MA of the unit on the counter.

- Players change Art units from IB to OoB, or from OoB to IB during the friendly Mode Determination Phase.

- All OoB Art units are Mech class units.

**Important:** Do not treat IB towed/SPA units as Mech class units for the purposes of Mech road movement stacking restrictions (6.5.0 & 7.10.3).

- Towed Art units must be IB to participate in an FS mission.
- Towed Art units must be OoB to move.
- SPA units may participate in FS missions while IB or OoB.
- SPA units that are IB can move their normal MA as shown on their IB side.
  - a) SPA units that are IB may use Mech road movement.
  - b) SPA units moving while IB or OoB are subject to fuel value restrictions.

**Exception:** In-battery one hex movement (5.6.1).

**Important:** All IB Art units are always in Tac mode. OoB Art units may be in Tac, MR, Strat or Exploit mode.

- Players may mount static Art units using army TP (7.12.3a).

#### **5.6.1 In Battery Towed Art Movement**

**Important:** Towed Art units may not use IB movement to move adjacent to enemy units, unless the Art unit starts the Movement Phase already adjacent to an enemy unit and the only eligible hex the unit could move into is also adjacent to an enemy unit.

A player may move non-static IB towed Art units one hex if:

- a) The Art unit is:
  - German 150mm** (including *Nebelwerfer*) or less
  - Any other nationality 155mm or less**
  - British 25lb or less**

**Exception:** Towed Art units labeled with a G following their gun size or labeled as mixed Art Bn.'s, are not eligible for one-hex IB movement.

- b) The movement complies with the minimum movement rule (7.3.0).

**Exception:** Towed Art units using IB one hex movement cannot cross a stream or use a ford.

**Important:** Towed Art units using IB one hex movement may not enter a constricted terrain hex even if moving along a road or when using the exceptions in 7.11.2.

- Towed Art units conducting one hex IB movement do not:
  - a) Require fuel. They do not count when using 16.4.5b option 2 to determine fuel value.
  - b) Suffer fatigue due to movement during rest GTs, or ENA periods.
- Art units using IB one hex movement may not move into an otherwise prohibited hex or cross a prohibited hexside.

### 5.6.2 Horse-drawn Artillery

All Art units that are not static or do not possess wheel symbols or the tracked oval are horse drawn. They have the letter H after their MA on the counter.

- Horse drawn Art units are Mech class units, deriving all the movement benefits without the need for fuel. They do not count as Mech class units when determining fuel value.
- Horse drawn Art units cannot conduct an IB one hex retreat (11.6.3d).
- Horse drawn Art units can conduct IB one hex movement (5.6.1).

### 5.7.0 HQs & Mode

HQs are normally in Tac mode. They may enter MR, Strat and Exploit mode.

**Important:** Ignore HQs and do not count them as Mech units for Mech road movement stacking (7.10.3) or Strat mode stacking restrictions (5.5.5).

### 5.8.0 Combat Reserve (CR)

**Important:** CR is not a mode; but it does have special restrictions and bonuses that warrant placing the rule in this section.

- During a friendly Movement Phase in the CR Designation Segment, the active player may mark Tac mode units with CR markers and remove CR markers from units already so marked.
  - A player may designate a unit as a CR if the unit is:
    - a) A personnel type unit.
    - b) In Tac mode.
- Important:** A player cannot mark a CR unit with a TA marker during a friendly Combat Phase.
- c) Not adjacent to an enemy unit.
  - d) A Bn. sized unit with at least two steps remaining.
- A player may not designate a unit as a CR if the unit is:
    - a) A Co. (one or two step) or a Bn. sized unit with only one step remaining.
    - b) A RE unit (4.6.3).
    - c) OoS, OoC or marked fatigue level 1 or 2.

- The owning player must remove a CR marker from a unit when:
  - a) The unit is adjacent to an enemy unit at the beginning of a friendly Movement Phase.
  - b) The unit moves during a friendly Movement Phase.
  - c) The unit receives any FS mission result incurring an AS.
  - d) The unit had to defend against a GA, no matter the result.
  - e) The player utilizes the units CR bonus.
- A unit marked with a CR marker may receive Repl during the Replacement Segment of a friendly Combat Phase.
- See 13.8.2 to determine the number of CR bonuses and how to apply them to a GA.

## 6.0 STACKING

The act of placing more than one unit in a hex is stacking; such a combination of units in the same hex is a stack.

**Important:** The stacking order of units in a hex is important when determining the information received by an opposing player. See Fog of War (8.4.0).

- The stacking limit controls the number of units allowed in a single hex.
- Important:** When determining stacking, a Bn. unit is always a Bn. unit, no matter the number of steps it has remaining.
- Players must meet stacking limits at the end of each Movement/Exploit Phase.
- Exception:** Strat mode (5.5.5), Mech road movement (7.10.3) and when entering PA mode (5.2.1).
- Players must correct all overstacks by the end of each friendly Movement/Exploit Phase (6.7.0).
- Important:** A player may overstack a hex because of retreats after combat (both FS and GA). The owning player must resolve the overstack by the end of the first Movement/Exploit Phase in which the units are eligible to move.

### 6.1.0 Stacking Limits

Constricted hexes and non-constricted hexes have different stacking limits.

- Exceptions:** Units using Mech road movement (7.10.3) and units in Strat mode (5.5.5).
- A maximum of two Bn.'s, one Co. and two Z-step units plus any units that qualify under 6.2.0 may stack in a non-constricted hex.
  - A maximum of one Bn., one Co. and one Z-step unit plus any units that qualify under 6.2.0 may stack in a constricted terrain hex.
  - In both the above, a player could substitute Co.'s for the Bn. sized units. In this case the Co. can be a one-step or two-step Co.

- No more than two Z-steps may ever be in a non-constricted terrain hex.
- No more than one Z-step unit may ever be in a constricted terrain hex.
- Other than noted above, Z-step units have no effect on stacking, including Mech road movement.

**Example:** In a non-constricted hex, if not using 6.2.0, a player could stack:

- a) 2 Bn.'s, 1 Co. and 2 Z-step units; or,
- b) 1 Bn., 2 Co.'s and 2 Z-step units; or,
- c) 3 Co.'s and 2 Z-step units.

### 6.2.0 Special Stacking

Players may stack specific type units as an exception to 6.1.0 if the units meet the requirements outlined below.

**Important:** When applying the rules in this section a Co. must be a one-step Co. or a two-step Co. already reduced to one-step.

- When moving and applying special stacking rules, the moving units:
    - a) Must start the Movement/Exploit Phase stacked together to move as a single unit.
    - b) Can immediately ignore Strat mode and Mech road movement stacking restrictions if the moving units qualify for special stacking.
- Example:** A Mech Inf Bn. uses Mech road movement to enter a hex containing a Pz Co. The Mech Inf Bn. will pay the additional two MPs and may move no further that Movement Phase. However, the two units are immediately treated as one-unit for purposes of additional Mech units moving into the hex.
- Treat units stacked using this rule as one unit for all stacking, moving and Max step loss purposes.
  - Do not treat units using this rule as one unit when:
    - a) Determining AFV FS DRMs (11.5.3).
    - b) Determining FS density DRMs (11.5.4).
    - c) When determining RIB bonuses during a GA (13.8.3).
    - d) When determining the number of Mech units in a formation for fuel requirements (16.4.5).
    - e) When determining the number of attached units (9.6.2).
  - When moving the stacked units, always use the MA of the slowest unit.
  - Always use the PR of the larger sized unit. If all stacked units are Co.'s use the PR of the Co. with the lowest PR.

**Important:** When using this rule to stack a Leg class and Mech class unit together all movement restrictions that apply to each movement class must be adhered to, including prohibited hexes, low/no fuel (16.4.3) and that the combined unit may not move using Mech road movement.

### 6.2.1 German AFV Companies

One German one-step AFV Co. may stack for free with any Mech class personnel/Recon Co. sized unit or Bn. sized unit subordinate (attached or assigned) to the same formation.

- Dismounted Mech class personnel units remain eligible for this special stacking.
- The Mech class personnel/Recon unit cannot be a BU Co.
- A maximum of three AFV Co.-sized units may stack for free in a non-constricted hex.
- A maximum of two AFV Co.-sized units may stack for free in a constricted hex.

### 6.2.2 Engineer/AT Co.'s

This rule applies to all nationalities unless stated otherwise in the rules.

- One one-step Eng or AT Co. may stack for free with a Bn.-sized personnel/Recon unit or a two-step hybrid unit.
- A maximum of two one-step Eng and/or AT Co.'s may stack for free in a non-constricted hex.
- A maximum of one, one-step Eng Co. or one-step AT Co. may stack for free in a constricted hex.
- Players may substitute a TD or PzJ Co. for any allowed free stacked towed AT Co.

**Example:** A player could not have a non-constricted hex with two Bn.'s each with an Eng or AT Co. stacked for free, and then have a two-step hybrid unit with an Eng or AT Co. stacking for free as this would be one too many free stacked Co.'s.

**Example:** The German side may have a Mech Inf Bn./Recon Co. with an AFV Co. and either Eng/AT Co., both of which are free stacked with it!

### 6.2.3 US Arm Cav Bn.'s

This rule applies to US units only.

- A US M5 Co. may stack for free with a US Arm Cav Bn.
- The M5 Co. is a substitute for a permitted Eng/AT Co allowed in 6.2.2. It is not in addition to it.
- All the rules that apply to Eng/AT Co.'s stacking for free also apply to this case.

### 6.3.0 Non-constricted Terrain Stacking

The below examples show the possible combinations of the number of units allowed in non-constricted terrain.

**Important:** All examples show one or more Eng/AT Co.'s than allowed in a non-constricted hex for all possibilities to be shown.

### German

- a)** Any Bn. (if Mech class +1 AFV Co.) and 1 Eng Co. or 1 AT/TD Co.; plus,
- b)** Any Bn. (if Mech class +1 AFV Co.) and 1 Eng Co. or 1 AT/TD Co.; plus,
- c)** Any non-Bn. sized unit (if Mech class +1 AFV Co.) or if this unit is a hybrid Co.-sized unit +1 Eng Co. or AT/TD Co.).
- d)** 2 Z-step units.

**Max of ten units.**

**Important:** See 6.2.1 and 6.2.2 for requirements and maximum number of units that may stack for free.

**Example:** The German player could stack the following in a non-constricted hex.

- a)** Mot Inf Bn. +1 AFV Co. +Eng Co.
- b)** Leg Inf Bn. +1 AT Co.
- c)** Two-step Recon Co. +1 AFV Co.
- d)** 2 Z-step units.

In this case the German player is limited to 9 units (one of the Bn.'s is a Leg class unit thus unable to stack free with an AFV Co. If the Leg Inf Bn. was an Arm Inf Bn. an additional AFV Co. could stack for free bringing the total up to 10 (max German stacking in a non-constricted hex).

### Allied

- a)** Any Bn. +1 AT/TD or Eng Co.; plus,
- b)** Any Bn. +1 AT/TD or Eng Co.; plus,
- c)** Any non-Bn. sized unit: +1 AT/TD or Eng Co.); plus,
- d)** 2 Z-step units

**Max of seven units**

**Important:** See 6.2.2 and 6.2.3 for requirements and maximum number of units that may stack for free.

### 6.4.0 Constricted Terrain Stacking

#### German

The below examples show the possible combinations of the number of units allowed in constricted terrain.

**Important:** All examples show one or more Eng/AT Co.'s than allowed in a constricted hex for all possibilities to be shown.

- a)** Any Bn. (if Mech class +1 AFV Co.) and 1 Eng Co. or 1 AT/TD Co.; plus,
- b)** Any non-Bn. sized unit (if Mech class +1 AFV Co.) or if this unit is a hybrid Co. sized unit: +1 Eng Co. or AT/TD Co.; plus,
- c)** Any non-Bn. sized unit (If Mech class) +1 AFV Co.
- d)** 1 Z-step unit.

**Max of six units.**

**Important:** See 6.2.1 and 6.2.2 for requirements and maximum number of units that may stack for free.

### Allied

- a)** Any Bn. +1 Eng Co. or 1 AT/TD Co.; plus,
- b)** Any non-Bn. sized unit +1 Eng Co. or 1 AT/TD Co.; plus,
- c)** 1 Z-step unit.

**Max of four units**

**Important:** See 6.2.2 and 6.2.3 for requirements and maximum number of units that may stack for free.

### 6.5.0 Mech Units Effect on Stacking

When determining stacking for Strat mode and Mech road movement treat the below Mech class units as Leg class units:

- a)** IB SPA units.
- b)** IB Art units.
- c)** Dismounted Mech class personnel units.
- d)** Mech class Eng units conducting any form of construction.
- e)** HQ units.
- f)** Luftwaffe Flak units.

- Players ignore the above units for the purposes of Strat mode and Mech road movement stacking when moving other Mech class units into or through a hex containing these units.
- All other stacking restrictions still apply at the end of the Movement Phase.

### 6.6.0 Mixed Mode Stacking

A player may stack units that are in different modes.

**Exception:** Recon units in Exploit mode may not stack with units not in Exploit mode (5.3.1).

### 6.7.0 Overstack Effects

Overstacked units suffer combat and movement penalties.

- If any participating stack is overstacked when declaring a GA, that side suffers a one-column unfavorable shift (offensive or defensive) when conducting a GA.
- When resolving a GA, if a participating stack is overstacked only those units meeting stacking limits can participate in the GA (owning player's choice).
- Overstacked units do count when determining density DRMs for FS missions.

Units that are overstacked may not:

- a)** Enter PA mode.
- b)** Enter Strat mode.
- c)** Move during the Mech road movement step during a Movement or Exploit Phase.

- If any stack containing units of the phasing player are in an overstack situation at the end of the current Movement or Exploit Phase, the phasing player must eliminate enough units so that stack meets stacking limits.

## 7.0 MOVEMENT

### Important:

See 5.2.0 for PA mode movement procedures.

See 5.3.0 for Exploit mode movement procedures.

See 5.5.0 for Strat mode movement procedures.

See 5.6.0 for Art unit movement restrictions.

Players move their units during the friendly Movement and Exploit Phases. A unit's current movement class affects when and how a unit conducts movement (4.3.0).

- Retreat and advance after combat are not movement and do not expend a unit's MP. Retreat and advance after combat are determined in the number of hexes and have their own specific rule sections.
- Units moving while in PA mode do not expend MP, PA movement is determined in the number of hexes a unit may move (5.2.3).

### 7.1.0 Movement Allowance (MA)

The printed MA of a unit is on the lower right corner of the counter (UTC).

- The following conditions and/or the mode of a unit may require a player to modify a unit's printed MA.
  - a) Units in Exploit mode (5.3.0).
  - b) Units in Strat mode (5.5.0).
  - c) GenS status (15.0).
  - d) Command status (9.8.0).
  - e) Fuel state of Mech class units (16.4.3).
  - f) Fatigue (14.0).
  - g) Ground conditions (19.4.0).
  - h) Leg class units transported by TP or Allied inherent transport (7.12.3a & b).
  - i) Leg class units moving along roads (7.6.2).
- A unit's modified MA is the maximum number of MP the unit may expend in a single phase.

### 7.2.0 Movement Points (MPs)

MPs are a measure of how far a unit may move and/or conduct actions such as:

- a) Mounting or dismounting (7.12.0).
  - b) Placing delay markers (7.13.0).
  - c) Breakdown into BUs (18.4.0).
  - d) Reforming BUs into their parent unit (18.7.0).
- Players may not save unused MPs for use in later phases or transfer them to other units.
  - A unit cannot enter a hex if the MP expenditure of the hex and the hex side crossed to enter the hex, exceed the unit's remaining MP.

**Exception:** Minimum movement (7.3.0).

- The Movement TEC lists the MP cost for terrain and other actions. Determine the MP cost to enter a hex using:

- a) The movement class (4.3.0) and type of movement used by the unit (7.4.0).
- b) Current ground conditions.
- c) The terrain in the hex entered.
- d) The hexside crossed to enter the hex.
- e) Enemy units in adjacent hexes.

- All the above costs are cumulative.

**Important:** Use the most expensive hex and hexside terrain MP cost (based on the unit's movement class) to enter a hex unless using Mech road movement (7.10.0) or if it is a Leg unit following a road.

### 7.3.0 Minimum Movement

A unit may always move one hex regardless of MP costs if it:

- a) Does not violate the rules for entering constricted terrain (7.11.3) & fuel state (16.4.3).
  - b) Does not move into a prohibited hex or cross a prohibited hexside.
  - c) Is a Leg class unit.
  - d) Is a Mech unit in normal fuel.
  - e) Is a Mech unit in a low fuel state granted full MA or an MA equal to the fuel value (16.4.5b).
  - f) Is a Mech unit in a no fuel state if granted full MA.
- Leg units using minimum movement expend all their printed MA.
  - Mech units in low/no fuel state expend all MP up to their fuel value.
  - In both the above two cases, the units may be subject to fatigue during rest GTs, ENA periods and if scenario rules dictate a special fatigue check.

**Important:** Due to lack of fuel (16.4.5), Mech units may not be able to move even one hex.

### 7.4.0 Movement Types

Units may use one of three movement types:

**Mech Road Movement:** Mech class units in Tac, Strat and Exploit mode may use Mech road movement (7.10.0). Leg class units cannot use Mech road movement.

**Non-Road Movement:** Mech class units in Tac /Exploit mode and Leg class units in Tac mode may use this type of movement (7.11.0).

**Important:** Leg class units that move solely along roads may gain additional movement benefits. This is not Mech road movement. Mech class units using non-road movement may not pay road movement costs.

**PA Movement:** Only units in PA mode may use this type of movement (5.2.3).

### 7.5.0 Movement Procedure

Players move units individually.

**Exception:** Special stacking (6.2.0) may allow multiple units to move as one unit.

- Trace a unit's path of movement through contiguous hexes on the map.
- Units may not skip hexes.
- A unit must stop moving once it has either exhausted its MA or encountered a condition requiring a MH.
- A unit cannot enter a hex containing an enemy unit.

**Exception:** Units in Exploit mode conducting an overrun (5.3.4b).

- There is no requirement for a unit to use its full MA in a single phase.
- Units must meet stacking limits at the end of a Movement or Exploit Phase.
- There is no limit to the number of units that may move through a single hex or hexside during a Movement or Exploit Phase.

**Exceptions:** Mech Road movement (7.10.0) and Strat mode (5.5.0).

### 7.5.1 Movement Eligibility

During a friendly Movement Phase, the active player may move any number of his units if the unit is in Strat, Tac and PA mode. During a friendly Movement Phase, a player may not move a unit that is:

- a) Marked with a CR marker (5.8.0).

**Important:** A player may remove the marker and then move.

- b) In Exploit mode (5.3.0).
- c) In MR mode (5.4.0).
- d) A mech class unit with a fuel value of zero (16.4.3).
- e) Marked with an under-construction marker (17.3.0).

- During a friendly Exploit Phase, the player may only move those units in Exploit mode.

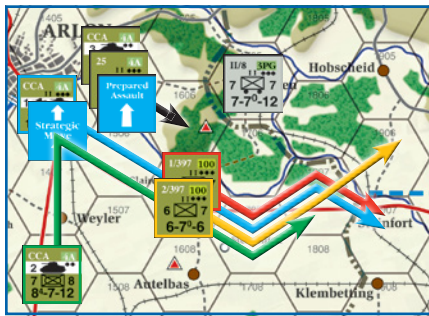
**Important:** Units in MR mode may enter Exploit mode and then also move during a friendly Exploit Phase.

### 7.5.2 Movement Order

During the Movement Phase, movement order is determined by the mode the unit is in and then the type of movement the unit will use. Players must follow the below order of movement:

- 1) Units in Strat mode.
- 2) Units in Tac mode (5.1.0).
  - 2a) Mech class units using Mech road movement (7.10.0).
  - 2b) All units using non-road movement (7.11.0).
- 3) Units in PA mode (5.2.3).

**Important:** During a friendly Exploit Phase, units in Exploit mode move using the procedure in 5.3.4.



### Movement Example:

- 1) CCA/1/4A is in Strat mode. It must move first. The player moves this unit along the primary road from 1406 to 1907. Since the two units in hex 1607 are Leg class units, the CCA/1/4A may move through them with no penalty (stacking in this case does not apply during movement). Additionally, the German unit cannot observe CCA/1/4A at any time during the Movement Phase.
- 2) The player must then move Mech units in Tac mode using Mech road movement. He moves the CCA/2/4A from hex along the primary road to 1406 then to 1807. The unit may move through hex 1607 ignoring the Leg class units. The unit must stop its movement due to CCA/1/4A in 1907 (Mech units cannot pass through or stack with Mech units in Strat mode).
- 3) The player must now move all units using non-road movement. The player moves the 2/397/100 Inf Bn. to hex 1707, 1807 and 1906. The unit expends a total of 5 MP (1 each to enter 1707 and 1807 along the primary road, and then crosses the stream (+1 MP) and 2 MP to enter 1906 (forest)). He then moves the 1/397/100 Inf Bn. to hex 1907 at a cost of 3 MP. Since the Inf Bn. is a Leg unit it may freely move through hex 1807 containing CCA/2/4A and stack with a Mech unit in Strat mode.
- 4) Lastly the player moves all units in PA mode. Both CCA/3/4A and 25/4A are in PA mode. The player moves them to hex 1606 where they must halt their movement as they moved adjacent to an enemy unit.

## 7.6.0 MA Modifications

Certain conditions or events may reduce, halt, or increase the MA of a unit.

### 7.6.1 Reductions to a Unit's MA

Conditions or events may reduce a unit's MA.

- When called upon to divide a unit's MA by a factor, the player always rounds fractions up.
- Players must determine reductions in the order given in 7.6.1a through 7.6.1f.

### 7.6.1a MA & Fuel

Low or no fuel state may reduce a Mech class unit's available MA.

- Players must follow the procedures outlined in 16.4.5 to determine a Mech unit's available MA.

### 7.6.1b Increases to a Unit's MA

After applying modifications for fuel (7.6.1a) and before applying reductions in 7.6.1c and 7.6.1d, the player increases a unit's MA (round up) if the unit:

- a) Is in Strat mode (5.5.0).
- b) Is in a MR bonus period (5.4.4).
- c) Is a Leg class unit meeting all the requirement in 7.6.2.
- d) Is subject to a Ldr's movement bonus (23.2.1a).

**Important:** The Ldr bonus is cumulative with the Strat mode or MR bonus period MA increase.

**Example:** A formation enters Exploit mode during the Exploit Phase. The formation Ldr is active and stacked with the formation HQ. The player rolls on the Fuel Value Table, rolling a 6 on the out of reserve line. Award a +3 to each unit's MA and another +1 due to its active formation Ldr. A unit of that formation with a printed MA of 12 would have 8 MP  $((12+3+1):2 = 8)$  to expend during this Exploit Phase.

### 7.6.1c MA Halved

Halve a unit's MA if the unit is subject to any one of the following conditions:

- a) OoS
- b) OoC
- c) Fatigue Level 1
- d) Units in Exploit mode moving in an AM or PM GT Exploit Phase.

### 7.6.1d MA Quartered

Quarter a unit's MA if:

- a) Any two or more halving conditions in 7.6.1c are in affect.
- b) The unit is fatigue level 2.

**Important:** Never reduce a unit's MA below a quarter of its base MA due to conditions listed in 7.6.1c & 7.6.1d even if the unit is subject to three or more of the above conditions.

### 7.6.1e MA & Ground Conditions

After applying the modifications listed in 7.6.1a through 7.6.1d a player must modify a unit's MA due to the below ground conditions.

**Wet:**

- a) Mech class units subtract two from their modified MA unless using Mech road movement only along primary or secondary roads.
- b) There is no effect to Leg class units.

**Snow:**

- a) Mech class units divide their modified MA by three if not using Mech road movement only along primary or secondary roads.
- b) Mech class units subtract one from their modified MA when using Mech road movement only along primary or secondary roads.
- c) Leg units divide their modified MA by three if not moving entirely along primary or secondary roads.

**Mud:**

- a) Mech class units divide their modified MA by two if not using Mech road movement only along primary or secondary roads.
- b) Leg class units divide their modified MA by two if not moving entirely along primary or secondary roads.

**Note:** Conditions may increase or decrease the MP cost of certain types of terrain. Scenario rules may further reduce the ability of a unit to conduct movement.

**Example:** Due to a low fuel state all units of the formation have a MA of 6. The current ground condition is mud. All units of the formation are in Tac mode. No units are adjacent to or observed by enemy units.

- The first unit the player wishes to move is an in-battery SPA unit with a printed MA of 6. Since the unit's printed MA does not exceed the MA result on the Fuel Level Table, the unit retains its printed MA. The player decides to move the unit along a primary road using Mech road movement. Checking the Movement Terrain Effects Table, the player determines that a Mech unit moving on a primary road in Tac mode pays one-half MP per hex, thus the unit may move up to 12 hexes along a primary road.
- The second unit of the formation that the player wishes to move is a Mech unit (MA of 12) in Tac mode, currently in a clear terrain hex and will use non-road movement. The unit's base MA is 6 (due to low fuel). The player then divides the unit's modified MA by 2 for mud conditions giving the unit 3 MP to expend. The player wishes to move the unit into a forest hex (4 MP). Normally the unit could not move into the forest hex, however, due to the minimum move rule (7.3.1) it may move one hex. The unit enters the forest hex, completing its move for that phase.
- The third unit is a Leg unit (MA 6) attached to the Mech formation. Low fuel does not affect Leg units, so the unit retains its printed MA of 6. The unit is under a Fatigue-2 marker, and the player wishes to move the Leg unit into a hex not along a road. The Leg unit's modified MA is 1  $(6:4 \text{ (Fatigue-2)} = 1.5, \text{ rounded up} = 2:2 \text{ (mud conditions)} = 1)$ .

### 7.6.1f Movement during Night GTs

Night GTs effect a unit's MP costs if:

- Mech class units not using Mech road movement entirely along primary or secondary roads expend one additional MP for each hex entered.
- Leg class units expend one additional MP per hex, unless moving entirely along any type of road (including trails and RRs).

### 7.6.2 Leg Class Units & Roads

Leg class units cannot move using Mech road movement, however, they do gain benefits by moving along roads.

- Leg class units pay one MP per hex when entering a hex from an adjacent hex connected by any type of road (including trails and RRs).

**Important:** Leg class units do not need to start or end in a road hex, nor are they required to move entirely along road hexes to receive this benefit.

- Leg class units ignore MP costs for crossing any type of river or stream if using a bridge.
- Leg class units expend one additional MP if using a ford to cross any type of river.
- A player may increase a Leg class unit's MA by two if the unit:
  - a) Is in Tac mode.
  - b) Is in GenS and in command.
  - c) Starts its movement on a primary or secondary road and moves entirely along primary or secondary roads.
  - d) Does not start, move or end its movement adjacent to an enemy unit.
  - e) Is not observed by an enemy ground unit at any time during the current Movement Phase.

### 7.7.0 Movement Halts (MH)

A unit must immediately stop moving if it enters a hex subject to a MH. A MH occurs if any of the cases listed below applies.

**Important:** The opposing player must demonstrate the existence of conditions generating a MH to enforce such a halt on the moving player's units.

#### 7.7.1 Artillery

A unit encounters a MH if it enters a hex without MCT that is:

- 1) Adjacent to a hex with at least two steps of non-artillery, non-HQ enemy units; and,
- 2) The hex entered is within range of a non-ammo depleted enemy Art unit with a red hexagon.

**Important:** Do not treat German heavy Flak units as Art units when using this rule.

### 7.7.2 Heavy AT/Flak

A MH occurs when entering a hex containing no MCT if the hex entered is adjacent to an enemy heavy AT or Flak unit of any size with a red hexagon.

### 7.7.3 Defensive Works

A MH occurs whenever a unit moves next to an enemy unit in an ET, Fort or Ft Area (not IPs). The terrain in the hex entered and the number of adjacent enemy steps have no effect on this.

**Exceptions:**

- 1) Units subject to an overrun do not generate MHs against the overrunning units, although other hexes containing enemy units may still generate a MH (5.3.4b).
- 2) CDOs may attempt to move through hexes containing MHs (4.6.6).
- 3) Forts do not require a unit to be in the hex, the Fort itself generates the MH.

### 7.7.4 Ground Interdiction

Each side may assign air points (AP) to ground interdiction (GI) missions (20.3.0). A MH immediately occurs if a unit suffers any step losses or fatigue results due to enemy GI missions. This MH occurs in the target hex where the interdiction occurred (20.3.2).

### 7.7.5 GenS Movement Restriction

Units cannot move into a hex that they are unable to trace a line of GenS (15.2.0 & 15.5.0) and that is within three hexes of an enemy unit (i.e., two intervening hexes).

**Exception:** CDO units and units in an MR bonus period are exempt from the above restriction.

**Important:** This rule does not apply to units advancing or retreating after FS or GA (11.6.0, 11.7.0, 13.11.0 & 13.12.0).

- A unit that begins a friendly Movement Phase in a situation that it cannot trace a path of supply to its PSS, may move towards a friendly supply source in violation of this rule.
- A unit marked OoS cannot move into a hex adjacent to an enemy unit.

**Exception:** CDO units and units in an MR bonus period are exempt from the above restriction.

**Designer's Note:** This is a key element of the GOSS system. Players may not run units willy-nilly about behind enemy lines without having to also ensure they are able to maintain their supply lines. You will find that unlike other games, your cardboard troops are quite mindful of the precariousness of being out of supply. The exception for advancing/retreating units allows for troops to take ground they have been fighting over at the small risk of being temporarily only one hex outside of normal supply. Units in MR mode have loaded up on supplies as part of their time off the line and are prepared for a deep

exploitation of enemy lines, but even that extra supply only lasts two days.

### 7.8.0 Adjacent Enemy Units

- Leg class units expend one MP when entering a hex adjacent to at least one enemy unit.
- Mech class units expend two MPs when entering a hex adjacent to at least one enemy unit.

**Important:** Multiple enemy units do not increase this cost.

A unit does not pay the additional cost if:

- a) The unit moves adjacent to an enemy unit during a friendly Exploit Phase and the hex the unit enters is MCT.
- b) During a Friendly Movement or Exploit Phase if the only adjacent enemy units are pure AFVs; and,
  - 1) The hex entered contains MCT; and,
  - 2) The hex entered does not have a road of any type connecting it to the enemy occupied hex.
- c) The unit is a CDO unit and the hex entered contains MCT.

**Important:** Units have additional restrictions when moving adjacent to enemy units during rest GTs (3.5.3).

### 7.9.0 ET-3/Forts/Ft Area Hexes

A unit may never move into a hex adjacent to an enemy occupied intact ET-3 or Fort/Ft Area directly from another hex adjacent to that ET-3, or Fort/Ft Area. Scenario rules may add further restrictions.

- At least one step of a non-HQ/non-Art units must occupy an ET-3 or Ft Area to gain this benefit. Forts do not require a unit in the hex. The Fort itself generates the MH.

### 7.9.1 Movement & Ft Area Hexes

Each scenario will designate which side is the owning side of a Ft Area. Both the owning and opposing side suffer movement penalties for moving into or through intact Ft Areas.

#### 7.9.1a Ft Areas & Mech Units

Mech units belonging to the side owning the Ft Area must pay two additional MPs to enter an intact Ft Area hex unless using Mech road movement.

#### 7.9.1b Ft Areas & Enemy Units

All units of the non-owning side treat an enemy intact Ft Area hex as constricted terrain hex for movement and tracing GenS purposes.

- Roads do not negate this effect.
- Do not impose constricted terrain stacking limits.

**Important:** Do not treat destroyed Ft Areas as Ft Area hexes (17.4.1f).

## 7.10.0 Mech Road Movement

**Important:** Treat Leg class units transported using TP or Allied inherent transport as Mech class units for movement purposes.

Mech Road movement allows Mech class units to move along roads using Mech road movement rates. Mech class units in Exploit and Tac mode may use Mech road movement. Mech units in Strat mode must use Mech Road movement.

**Important:** Specific non-moving Mech class units (6.5.0) do not affect Mech road movement stacking, although they do count for maximum stacking limits in a hex.

- A Mech class unit that is in violation of stacking or is in a stack with more than one other non-free stacked Mech class unit may not use Mech road movement during the current phase (7.10.3).

**Exception:** Units stacked using special stacking (6.2.0) do not count when determining if a unit may use Mech road movement due to stacking of more than one Mech class unit.

- Two one-step Mech Co.'s that start the Movement Phase stacked together may be treated as a single unit for Mech road movement purposes (including those units in Strat mode. Treat them as two units for all other purposes.
- Mech class units using Mech road movement:
  - a) Do not expend additional MP when using a bridge to cross any type of river or stream.
  - b) May start and/or end their movement adjacent to enemy units.

**Exception:** Units in Strat mode (5.5.0).

- c) Expend MP based on the type of road the unit uses to enter a hex.
- d) Are subject to Mech road movement stacking restrictions (7.10.3).
- Units using Mech road movement:
  - a) Must begin an Exploit or Movement Phase in a hex containing a road or, during dry ground conditions (only), a clear hex.

**Important:** Heavy or super heavy AFV units using Mech road movement may not enter or exit a constricted terrain hex along a trail.

- b) Must move entirely along contiguous road hexes through hexsides connected by a road.
- c) May during dry ground conditions, treat clear terrain hexes as if they were road hexes. The MP cost is one and one-half (1.5) MP for each clear hex entered.
- Units in Tac or Exploit mode using clear hexes as roads may ignore Mech road movement stacking restriction (7.10.3) and the MP penalties for entering a clear hex containing a Mech class unit.

**Important:** Units in Strat mode have additional stacking restrictions (5.5.5).

## 7.10.1 Intersections

A unit can only switch movement from one road to another (in the same phase) in hexes where the two road symbols intersect; it is not enough that the roads merely exist in the hex.

**Exception:** If a Mech class unit using Mech road movement enters a clear terrain hex during dry conditions containing one or more roads, the player may expend 1.5 MP (7.10.0) to enter the hex and then then exit the hex along any road that exists in the hex.

**Designer's Note:** Unlike other games, in this one, you cannot jump onto another road if there is no road connection between the two.

## 7.10.2 Bridges

Units using Mech road movement may cross streams and rivers using a bridge or a ford.

- If using a bridge there is no additional MP cost to cross a river.
- If using a ford, the unit pays the cost of the ford in addition to the cost of entering the hex on a road.
- Certain armor units may cause a bridge collapse and thus be unable to use that bridge (17.3.2a). Bridges across streams are immune to bridge collapse.

**Important:** Bridges exist wherever any type of road crosses a stream/river even if not marked on the map.

## 7.10.2a Bridge Bottlenecks

Scenarios may require the use of bridge bottlenecks.

- During the Movement and Exploitation Phases, whenever a unit uses Mech road movement to cross a bridge, the owning player must immediately place a bridge bottleneck marker in a hex adjacent to the bridge with the 12 pointing to the hexside the bridge crosses.
- As units move over the bridge, adjust the marker to show the number of units that may still cross the bridge.
- After the 13th Mech unit has crossed, turn the marker over to the bridge blocked side.
- No further units using Mech road movement may cross that bridge during the current phase. Remove the marker at the end of the phase.

**Example:** Use ace of spade markers to track the number of units between the shown numbers on the marker (i.e., 3 mech units have crossed the bridge, the player would have the bridge bottleneck marker and 2 ace of spade markers in the hex).

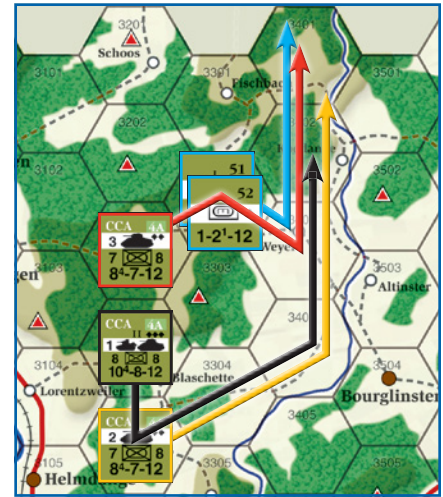
## 7.10.3 Mech Road Movement Stacking

**Important:** Units in Strat mode have additional restrictions (5.5.4).

The number of Mech class units in a hex may restrict road movement.

**Exception:** Units stacked using special stacking (6.2.0) or two one-step Mech Co.'s moving together do not count when determining Mech road movement stacking.

- Units using Mech road movement:
  - a) May enter a hex containing one Mech class unit by expending two MP in addition to the MP expended to enter the hex. The moving unit must end its movement in that hex.
  - b) May move into a hex with more than one other Mech unit if the Mech class units in the hex qualify for special stacking (6.2.0), so that at the end of the current phase there are only two Mech class units in the hex.
  - c) If the units are unable to qualify for (b), a Mech class unit cannot enter a hex containing more than one Mech class unit.



**Example:** During the Mech Road Movement Segment, the Allied player wishes to concentrate CCA in hex 3402.

- 1) He moves the 2 Arm Eng Co.'s in 3302 (using 6.2.2) to hex 3403 (1 MP), then switches to the trail leaving the hex to the north (1.5 MP), then into 3402 (1.5 MP), then into 3401 (1.5 MP) for a total MP cost 5 MP.
- 2) He then moves CCA 3 from hex 3203 to 3302 (1.5 MP), then into 3403 (1 MP), then switches to the trail leaving the hex to the north (1.5 MP), then into 3402 (1.5 MP), then into hex 3401 (1.5 MP, plus 2 MP for entering a hex containing a Mech class unit). Even though there are already 2 Mech class units present in the hex, he may enter the hex stating one of the Arm Eng Co.'s is now attached to the CCA 3. Total MP cost 9.
- 3) He then moves CCA 2 into 3304 (1.5 MP) then into 3404 (1 MP), then into 3403 (1 MP) then switches to the trail leaving the hex to the north (1.5 MP), then into 3402 (1.5

MP), then into 3401 (1.5 MP plus 2 MP for entering a hex containing a Mech class unit) Even though there are already 2 Mech class units present in the hex, he may enter the hex stating that the other Arm Eng Co.'s is now attached to CCA 1. Total MP cost 10.

4) He then moves CCA 1 into 3205 (1.5 MP), then into 3304 (1.5 MP), then into 3404 (1 MP), then into 3403 (1 MP), then switches to the trail leaving the hex to the north (1.5 MP), then into 3402 (1.5 MP). The unit cannot enter hex 3401 as there are 2 Mech units already in the hex.

### 7.11.0 Non-Road Movement

Units must be in Tac or Exploit mode to use non-road movement. When using non-road movement:

- Units may start and/or end their movement adjacent to enemy units.
- All units must pay the cost of the most expensive terrain present when entering a hex.
- Leg class units can use Eng units to reduce the MP cost of crossing a stream/river and may cross unbridged/un-forded major and great rivers if ferried by Eng units (17.2.0).
- Mech class units may only cross rivers using fords and/or bridges. When using a bridge, treat the bridge as a ford for movement cost purposes.

**Important:** Mech class units may cross streams by paying the stream hex side movement cost.

### 7.11.1 Constricted Terrain

Constricted terrain presents difficult terrain which is an obstacle to movement and restricts stacking.

- Units entering or leaving a constricted terrain (TEC) hex using non-road movement suffer movement penalties and are subject to reduced stacking while in constricted terrain (6.4.0).

### 7.11.2 Constricted Terrain Penalty Avoidance

Units may ignore paying the penalty for entering constricted terrain if they are units using Mech road movement.

**Exception:** Heavy/super heavy AFVs cannot use trails/RRs in constricted terrain (7.10.0).

- Units entering a constricted terrain hex through a hexside connected to a dashed constricted terrain contour line suffer no movement penalty (it is moving parallel to the obstacle).
  - a) That unit may continue moving without penalty if it follows the dashed line (like a road) when it exits the hex.
  - b) If multiple dashed lines exist in a hex, a unit can only use the dashed line it used to enter the hex to avoid the exit penalty.

c) Units that start their movement in the hex may exit the hex without penalty using any dashed line in the hex.

d) Leg class units following any type of road when entering and/or exiting a constricted terrain hex (7.6.2) do not suffer the constricted terrain penalty.

### 7.11.3 Constricted Terrain Penalty

**Important:** Towed and SPA units (IB or OoB) may not enter a constricted hex unless using Mech road movement. Towed Art units using IB one hex movement may not enter a constricted terrain hex.

Units that do not meet the requirements in 7.11.2 and that are using non-road movement suffer the following penalties:

- Mech class units must expend their entire MA to enter or exit a constricted hex.
- Leg units must expend one additional MP to enter and/or exit a constricted hex.



**Example:** A unit moving from hex 4623 could enter 4723 and exit 4723 to 4722 without paying the constricted hex penalty. If it attempted to exit 4723 through any other hex side, it would pay the constricted hex penalty.

A unit could move from hex 4823 to 4723 and exit 4723 to hex 4724 without the constricted hex penalty. If it attempted to exit 4723 to any other hex, it would suffer the constricted hex penalty.

### 7.11.4 RR Embankments

Treat RR embankment hexes as constricted terrain for movement purposes only.

- Use the RR embankment symbols in the same manner as constricted symbols.
- Use non-constricted terrain stacking rules.

### 7.12.0 Movement Class Changes

These rules apply to all units that convert from Mech class to Leg/static class units and from Leg/static class to Mech class units.

- Mount and dismount always takes place during a friendly Movement Phase.

- Units mounting or dismounting expend one-half of their MP available for that Movement Phase.
- Leg class units may mount using TP or Allied inherent transport.
- Static class units mount using TP only.
- Personnel type Mech class units may dismount. While dismounted they are Leg class units.

**Important:** Units may mount or dismount and breakdown during the same Movement Phase at the total cost in one-half the unit's MA.

**Note:** Individual games may provide specific dismounted markers. The number of markers is not a limit on the number of units that may dismount.

### 7.12.1 Dismount Procedure

A personnel type Mech class unit, any static class unit and mounted Leg class units transported by TP/Allied inherent transport can dismount at any time during the friendly Movement Phase.

- Static class units and mounted Leg class units must be in Tac mode to dismount.
- Mech class units must be in Tac or PA mode.
- If in Tac mode a unit cannot have expended more than one-half of its modified Mech MA prior to dismounting.
- If in PA mode, it must dismount prior to moving. The unit then can move one hex using PA movement.
- Non-static units may continue moving after dismounting.
- To determine the number of MP remaining after dismounting subtract the number of MP expended prior to dismount (do not count the cost of dismounting (7.12.0)) from three. The result is the number of MP the unit has available to expend.
- Units that dismount can use Mech road movement prior to dismounting and continue moving dismounted as a Leg class unit using non-road movement. Complete such a unit's movement immediately after dismounting.

**Exception:** This rule is an exception to 7.4.0.

- Dismounted Mech class units are Leg class units for all purposes.

**Example:** A mounted unit expends 1 MP, and then dismounts. The player subtracts the 1 MP used prior to dismounting from 3. The now dismounted unit has 2 MP left to expend. If the unit had expended 3 or more MP prior to dismount, the dismounted unit would have 0 MP remaining.

**Important:** Do not forget to add the TPs back into the appropriate army TPs allocated to truck point motorization. The returned TP are not available for motorization until the beginning of the next friendly Movement Phase.



**Important:** Units that dismount do not change the number of Mech units in a formation (for fuel purposes) until the beginning of the next GT.

### 7.12.1a Dismounted Effects

Dismounted Mech class units function exactly like Leg class units of the same type. Modify dismounted Mech class units as follows:

- They have a MA of 6.
- Subtract one from all combat factors, and armor/AT factors. Attack and defense factors can never be less than one. Armor/AT factors can never be less than zero.
- Dismounted Arm Inf do not qualify as a mixed AFV when the target of a FS mission.

### 7.12.2 Mount Procedure

A player may mount dismounted Mech class units, static units and personnel type Leg class units at any time during a friendly Movement Phase. To be eligible a unit must:

- a) Be in Tac mode and not have expended more than one-half of its modified Leg class MA.
- b) Be able to trace a Mech GenS path to its superior HQ.
- c) Be in command.
- d) Not be fatigued (level 1 or level 2).
- e) Be in terrain not prohibited to a Mech unit.

**Exception:** Units in a hex prohibited to a Mech class unit may mount if there is a primary or secondary road in the hex.

- If the mounting unit is a dismounted Mech class unit, remove the dismount marker or in the case of an originally mounted BU Co. replace the Leg class unit with its corresponding Mech class unit.
- If the mounting unit is a Leg class unit using Allied inherent transport or TP, place a motorized unit marker on the unit.
- The unit immediately assumes the fuel value of its superior HQ.
- If the unit did not move prior to mounting, the unit may move up to one-half of its Mech class MA.

**Important:** If the superior HQ is in a low or no fuel state, the unit may only expend one-half the available fuel value of its superior HQ. This is true even if the player chose option 2 (16.4.5b).

- If the unit did move prior to mounting, the player adds six to the number of MP already expended and subtracts that total from the fuel value of its superior HQ. The result is the number of MP the unit may expend. The unit may then continue moving (including those units using Mech road movement) as a Mech class unit. **This is an exception to 7.4.0.** Complete such a unit's movement immediately after mounting.

**Example:** A dismounted unit expends 3 MP moving as Leg class unit and enters a hex containing a primary road. The unit's superior HQ has a fuel value of 10 MP. The player adds the 3 MP to 6 and subtracts the total (9) from 10 resulting in 1 MP remaining. The player then could move the unit two hexes along the primary road using Mech road movement.

**Important:** Units that mount during a player turn do not count against the number of Mech units eligible to move using 16.4.5b until the beginning of the next GT.

### 7.12.3 Motorization

Players may motorize (mount) Leg or static class units using transport outlined in this section.

#### 7.12.3a Army TP

Leg class and static class units may mount using army TPs allocated to motorization.

- Units transported by TP mount and dismount using the procedures in 7.12.1 & 7.12.2.
- Each TP can motorize up to three units of any size.

**Important:** Each unit motorized counts as one unit, no matter if the unit motorized is a Bn., Co. or Z-step unit. Units using special stacking rules (6.2.0) count as one unit for this purpose.

- TP may motorize any type of Leg class unit, static AT/Flak units and Art units noted as transportable (4.3.3).

**Important:** TP cannot transport Horse drawn Art units.

- Units transported by TP are Mech class units for all purposes (**Exception:** 7.12.4). They have a Mech MA of 12.

#### 7.12.3b Allied Inherent Transport

Each Allied division has inherent transport available to transport Leg Inf units.

- Players may use Allied inherent transport to mount Leg class Inf units subordinate to that division HQ (assigned and/or attached).
- Each Div HQ may motorize three subordinate units.

**Important:** Each unit motorized counts as one unit, no matter if the unit motorized is a Bn. or Co.

- Units, transported by Allied inherent transport, mount and dismount using the procedures in 7.12.1 & 7.12.2.
- Treat units motorized using Allied inherent transport as Mech class units for all purposes (**Exception:** 7.12.4). They have a Mech MA of 12.
- Allied inherent transport may never be used as army TP.

**Important:** If a player is using a division's inherent transport to use extended GenS

(15.2.4a), that division's inherent is not available to transport units.

### 7.12.4 Special Movement

#### 7.12.4a Leg Class AT Units

Leg class AT units with a printed MA of six or nine may function as Mech class units.

- Leg class AT units may enter Strat and Exploit mode. Treat them as Mech class units for all purposes until the unit exits Strat or Exploit mode.

**Exception:** Limit Leg class AT units to a one hex movement while in PA mode.

- During the Mode Determination Phase, a player must declare which Leg class AT units will move as Mech class units during the ensuing friendly Movement Phase. Treat these units as Mech class units for the purposes of 7.10.3 penalties.
- The unit cannot move as a Mech class and Leg class unit in the same Movement Phase.
- If moving as a Mech class unit, place a motorized unit marker on the unit. The marker remains in place until the end of the Movement Phase. This is not mounting or dismounting. There is no MP cost, nor does it use TP/Allied inherent divisional transport.
- If moving as a Mech unit, it is subject to the fuel value of its superior HQ and all fuel requirements and other restrictions applicable to Mech class units.
- If moving as a Mech unit it has an MA of nine.

#### 7.12.4b Towed AT Units

Players may choose to dismount towed Mech class AT units.

- Players must make the decision to dismount or mount towed AT units prior to moving the unit.
- A towed AT unit can only dismount if in Tac or PA mode.
- A dismounted AT unit may enter PA mode.
- Towed AT units mounts/dismounts using the procedures in 7.12.1 and 7.12.2.
- Dismounted AT units are Leg class units for all purposes and are subject to all dismounted effects in 7.12.1a.

**Exception:** Dismounted towed AT units may only move one hex.

- Players may ferry dismounted AT units.
- Dismounted AT units can only advance after combat a maximum of one hex.
- If a dismounted AT unit retreats for any reason, it automatically suffers one step loss. This step loss does not count toward Max Step Loss.

#### 7.12.4c Allied Engineer Units

Allied Eng units are normally Leg class units (**Exception:** Allied Arm Eng), however, each

Allied Leg class Eng unit possess its own inherent transport capability. Players may not transfer this capability to other units.

- Allied Leg class Eng units may mount and dismount using the procedures in 7.12.1 & 7.12.2.
- Allied Eng units do not require the use of army TPs or Allied inherent transport.
- They are subject to the combat restrictions in 7.12.5.

### **7.12.5 Transported Units & Combat**

- Units motorized using any of the methods outlined in 7.12.3 cannot:
  - a) Participate in an overrun.
  - b) Be attack designated (marked with a TA or PA marker).
  - c) Contribute to RIB.
  - d) Be CR designated.
  - e) Conduct a FS mission.
- Units motorized as above:
  - a) Defend against a GA normally if a personnel type unit.
  - b) Defend against a GA with a defensive strength of one, if an AT or Art unit.

### **7.13.0 Delay Markers**

Games in the series may provide delay markers for one side or the other. To deploy a delay marker a unit must:

- a) Be a personnel type unit (Leg or Mech class).
- b) Have a defensive PR of 5 or greater.
- c) Have at least two steps remaining.
- d) Begin the Movement Phase in a hex containing allowed terrain as called for by the game's scenario rules.
- e) Be in GenS and in command.
- f) Be in Tac mode.

#### **7.13.1 Creating Delay Units**

The number of delay markers provided with each game is the maximum number of delay markers that can be in play at any given time.

**Important:** Players may not remove delay markers and use them again in the same Movement Phase.

- A unit may attempt to place delay markers during the friendly Movement Phase if it meets the requirements in 7.13.0 and has not for any reason expended MP during the current Movement Phase.
- A unit can only attempt to create one delay marker per GT.
- A player may make only one delay marker attempt in each hex per GT.
- To place a delay marker, the attempting unit expends one-half of its available MA (round

up) and then must pass a PRC (use the unit's defensive PR).

- a) If the attempt was successful, the owning player randomly picks a delay marker. Place the marker with DRM face down in the hex.
  - b) If the attempt fails, do not place a marker.
- MPs, expended to create a delay marker during a rest GT, do not count against a unit's total MP expenditure for fatigue purposes.
  - Units that successfully create a delay marker must vacate the hex of attempted placement using Mech road or non-road movement. Movement must be toward the unit's source of GenS.
  - After attempting to place a delay marker, a unit may not expend MP for any other purpose except movement.

#### **7.13.2 Delay Marker Effects**

A delay marker generates an immediate MH on all enemy units entering the hex occupied by the delay marker.

- Units friendly to the delay marker may move through a hex containing a delay marker.

**Important:** Remove the delay marker if a friendly unit ends any phase in the hex.

- At the beginning of the Attack Designation Segment of the Combat Phase, after placing TA markers, the active player determines the effect of all delay markers stacked with friendly attack designated units.
    - a) The owning player must conduct an offensive PRC using the unit with lowest PR in the hex. Apply the DRM noted on the delay marker.
- Important:** Treat units using special stacking (6.2.0) as separate units for this purposes.
- b) If the unit passes the PRC, remove the delay marker, there is no effect.
  - c) If the unit fails the PRC, all attack designated units in the hex must remove their attack designation marker. The checking units remain in the hex. Do not remove the delay marker.
- Unless specifically stated in the scenario rules, delay markers have no other effects on play.

#### **7.13.3 Removing Delay Markers**

Delay markers removed from the map and are available for random selection during the owning player's next Movement Phase. Delay markers remain on the map until one of the following occurs:

- a) An enemy attack designated unit passes its PRC in the hex with the delay marker (7.13.2); or,
- b) During the Delay Marker Removal Segment of each Administrative Phase,

the owning player may remove any delay markers (player's choice).

**c)** During the Delay Marker Removal Segment of each Administrative Phase, the non-owning player may remove enemy delay markers if friendly units occupy the delay marker hex.

### **7.14.0 Coup de Main (CdM)**

A player may attempt to capture bridges over major or great rivers that have enemy units occupying the connected hex on the far side of the river.

- A player may attempt a CdM during any friendly Movement or Exploit Phase.
- A CdM allows the attempting units to cross the designated bridge into an enemy occupied hex on the opposite side of the bridge.
- The enemy occupied hex is the CdM hex.
- The active player must conduct all CdM movement and attempts before conducting any other movement.

**Exception:** Strat movement.

- A player may only make one attempt per bridge per phase.

### **7.14.1 Eligible Bridges**

Prior to conducting any movement, the phasing player must designate the target bridge for the CdM. To be eligible for a CdM attempt the bridge must:

- a) Cross a major or great river hexside; and,
- b) Be intact (not destroyed); and,
- c) Be more than five hexes from any unit friendly to the attempting side; and,
- d) Have an enemy unit on the opposite side of the bridge (in the hex with the bridge hexside).

### **7.14.2 CDM Unit Requirements**

After designating the bridge, the phasing player must designate the unit(s) attempting the CdM.

- A player can only attempt one CdM per bridge in each Movement or Exploit Phase.
- A player can only designate one unit per attempt.

**Important:** When using 6.2.0 to move multiple units as one unit, the player can only use a maximum of three steps to perform the CdM.

- The unit(s) attempting the CdM movement:
  - a) Must have enough MPs to enter the CdM hex.
  - b) The designated unit may be from an unsupported formation; however, they suffer all the penalties outlined in 15.4.3, including the requirement to expend AmP.
  - c) Ignore all MH requirements created by the units in the CdM target hex. This includes a

halt required by the units themselves or their ability to spot for Art units.

**d)** Ignore the MP cost for moving adjacent to the enemy units occupying the CdM target hex.

### **7.14.3 Conducting the CdM**

The active player moves and resolves CdM attempts one at a time, conducting the approach movement and determining the outcome of the attempt prior to conducting the next attempted CdM. The attempting units:

- Must start their movement from the same hex (6.2.0 applies).
- May use Mech road or non-road movement.
- May be in Exploit Mode.
- Resolve the CdM attempt after entering the CdM hex. Roll 1d10 and apply the following modifiers:
  - 1**: If the attempting unit(s) are all Mech movement class units.
  - 1**: If the attempting unit(s) started their move more than 10 hexes from the CdM target hex.
  - 1**: It is a Night GT or during an ENA period.
  - #/+#**: Compare the offensive PR of the attempting unit (owning player's choice) to the defensive PR of any enemy unit occupying the CdM hex (owning player's choice). Subtract the higher PR from the lower PR. If the attempting units have the higher PR, subtract the difference from the DR. If the defending unit has the higher PR, add the difference to the DR.
- If the modified DR is zero or less, place a CdM marker (arrow pointing towards the bridge crossed). The defending units (if any) remain in the hex with the attempting units.
- If the modified DR is one or greater, the attempting units have failed to capture the bridge. Move them back across the river. Do not place a CdM marker. They cannot conduct a GA this GT, although they may spot for FS missions. There is no effect to the defending units.

### **7.14.4 Successful CdM Attempt**

The CdM marker, attempting units and enemy units remain in the hex until one side or the other must retreat and/or is eliminated.

- The player attempting the CdM can stack a maximum of three steps in the CdM hex. Normal stacking applies to the defending side.
- After completing all movement that phase, the unit(s) under the CdM marker must conduct a TA attack against the enemy units in the CdM hex.
- The defending units use the terrain in the CdM target hex (including any FW).
- The attacking units ignore any effects of the river for combat purposes.

- The CdM attack receives one right column shift in its favor.
- Conduct the GA as a TA, except for the following:
  - a)** Units not in the CdM hex may not provide RIB or CR DRMs.
  - b)** Neither side can conduct any type of FS missions in the CdM hex (both defensive and offensive).
- Units that retreat because of the GA ignore enemy units in the CdM target hex for all purposes.
- If the attacking units retreat, they must retreat across the bridged hexside that was the objective of the CdM.
- If all defending units vacate the CdM target hex (retreat or elimination), remove the CdM marker. The attacking units remain in the target hex. The player may mark the CdM units TA in the Tactical Assault Designation segment if desired and are otherwise eligible.
- If all attacking units vacate the target hex, the defending units remain in the hex. Remove the CdM marker.
- If both sides remain in the hex after resolving the GA, the attacking units must immediately withdraw back across the river. They cannot be marked with a tactical assault marker this GT, although they may spot for FS missions.

## **8.0 OBSERVATION & FOG OF WAR**

**Important:** Observation pertains to a spotting unit's ability to observe a unit or stack for the purposes of MHs and FS missions. FoW pertains to a unit's ability to glean information on a stack of enemy units.

**Important:** Observation is not always reciprocal; however, line of sight is always reciprocal.

Tracing a valid LOS depends on visibility, distance (range), and the terrain that the LOS traverses.

- If a player cannot trace a valid LOS from a friendly unit into an enemy unit's hex, the enemy unit is always unobserved.
- Unobserved units receive a negative DRM on the FS Results Table.

**Important:** Players can only conduct unobserved missions if scenario rules allow. If units are unobserved, but a population feature in the is observed, players may perform an FS mission against the hex, but the player must use the unobserved (units) DRM. If neither the units nor the feature is observed; it is an unobserved mission (11.2.2) that cannot be performed unless scenario rules allow.

- If a unit is in a hex with no covering terrain, then any enemy unit within LOS range and

with no intervening blocking terrain can observe that unit.

**Important:** A single hex may have more than one type of terrain. When determining covering terrain (CT), use the most advantageous terrain to the unit entering or in the hex.

**Example:** A unit on a VP in woods can see an enemy unit three-hexes away in clear (open) terrain. The enemy unit will not be able to observe the unit in return due to it being in OCT (woods) and due to it being too far away.

### **8.1.0 Line of Sight**

A valid Line of Sight (LOS) is the straight line drawn from the center of the observing unit's hex to the center of the target hex that does not pass through any hex containing blocking terrain. The LOS range (8.1.2) and terrain (8.2.0) may affect the LOS.

#### **8.1.1 LOS & Blocking Terrain**

Towns, cities, and VP are blocking terrain. Treat the entire hex as blocking terrain, not just the artwork.

- A hexside blocks a LOS when a LOS runs directly along a hexside and both hexes that share that hexside are blocking terrain.
- A hex containing blocking terrain blocks a LOS unless the observing unit is in a vantage point (VP) hex.
- Only a VP or high vantage point (HVP) hex can block the LOS of VP hex.

**Important:** Blocking terrain and OCT are not the same (8.2.0).

#### **8.1.2 LOS Range**

The LOS range is the distance in hexes from the observer's hex to the target hex (do not include the observer's hex).

- If the range exceeds the maximum LOS range, the LOS is not valid.
- The maximum LOS range is dependent on:
  - a)** Atmospheric conditions; and,
  - b)** The terrain in the observer's hex; and,
  - c)** The terrain through which the LOS passes; and,
  - d)** The terrain in the target hex.
- The base LOS range is one hex, which means hexes adjacent to the observer only.
- Units in a town or city hex have a LOS range of two hexes.
- Units in a VP hex have a LOS range of three hexes.

**Exceptions:** 8.1.2b & 8.1.2c.

#### **8.1.2a LOS & Rough Terrain**

A LOS traced through or into (but not from) any rough terrain hex(es) has its range reduced by one hex (to a minimum of one).

**Important:** Reduce the LOS by one hex, no matter the number of rough hexes.

**Example:** A unit in a VP hex cannot observe a unit in rough terrain if the LOS range is greater than two hexes.

### 8.1.2b LOS & Night GTs

Modify LOS range, OCT and MCT during Night GTs and ENA periods as follows:

- a) Maximum LOS range is one hex (adjacent).
- b) Treat open terrain as OCT.
- c) Treat all terrain listed as OCT as MCT.

**Exception:** Neither b or c applies to hexes adjacent to an enemy ET, Ft area or Fort.

- MHs generated by 7.7.3 and 7.9.0 are still in effect.

**Designer's Note:** ETs, fortified areas and forts imply that the units have developed observation posts, tripwires and cleared fields of fire to be able to see into adjacent hexes.

### 8.1.2c Atmospheric Conditions

Atmospheric conditions affect LOS range as follows:

**Overcast:** Maximum LOS is two hexes.

**Snow/Storm/Fog:** Maximum LOS is one hex.

### 8.1.2d High Vantage Point Hexes

Check the scenario rules, TEC and Terrain Key to determine the symbol for an HVP.

- HVPs confer increased LOS range during clear or PoVr GTs.
- The number printed next to the HVP symbol is the LOS range for that HVP.
- If there is no number next to the symbol or on the TEC, the LOS range for that HVP is four.
- Only an HVP hex can block the LOS of another HVP hex.

## 8.2.0 Observation & CT

There are two kinds of covering terrain (CT), movement (MCT) and observation (OCT). Terrain that is neither MCT nor OCT is open terrain.

- Terrain that is not CT for an activity is open terrain for that activity.

**Important:** Open terrain does not refer to clear terrain only.

- If a hex contains any amount of a type of CT, the entire hex is the type of CT most beneficial to a unit in the hex or entering the hex.

### 8.2.1 Movement Covering Terrain

MCT is terrain which limits the ability of an observer to detect units and can make it easier to move adjacent to enemy units (7.8.0).

**Important:** See LOS & Night GTs (8.1.2b).

- The following terrain types and features are MCT:

<b>Woods</b>	<b>Cities</b>
<b>Forest</b>	<b>ET-3, Forts and Ft</b>
<b>Bocage</b>	<b>Areas</b> (regardless
<b>Hedgerow</b>	of the other hex
<b>Towns</b>	terrain).

**Important:** Treat bocage and hedgerow hexes as OCT (not MCT) terrain when an observing unit is in:

- a) An adjacent hex containing a VP; or,
  - b) A hex within one-half the LOS range of a unit in an HVP hex; or,
  - c) When using air observation.
- A unit can observe an enemy unit in MCT if the observer is:
    - a) Attack designated and adjacent to the enemy unit's hex; or,
    - b) Adjacent to an enemy unit that is attack designated; or,
    - c) In any type of VP/town/city hex and the enemy unit is attack designated.

**Important:** The attack designated unit must be in the LOS of the of the VP/town/city hex.

### 8.2.2 Observation Covering Terrain

OCT is terrain that provides a measure of concealment, but only to stationary units.

**Important:** See LOS & Night GTs (8.1.2b).

- The following terrain types and features are OCT:
  - 1) All terrain and features listed as MCT are also OCT.
  - 2) Locations and villages.
  - 3) IP, ET-2, ET-3 and destroyed Ft Areas (regardless of other hex terrain).
- A unit can observe an enemy unit in OCT if the observer:
  - a) Is attack designated and adjacent to the enemy unit's hex; or,
  - b) Is adjacent to the enemy unit and the enemy unit is moving or is attack designated.
  - c) Is in any type of VP/town/city hex and the enemy is moving, an Eng unit constructing a bridge or attack designated or is constructing an ET-3.

**Important:** To apply c) the unit must be in the LOS of the VP/town/city hex.

### 8.2.3 Units Always Observed

A player's units are always observable if:

- 1) They are within the LOS range of an enemy ground unit or enemy air observation; and,
  - a) In open terrain; or,
  - b) In Strat mode.
- 2) They are adjacent to an enemy unit and,
  - a) The enemy unit is attack designated; or,
  - b) The friendly unit is attack designated; or,
  - c) The friendly unit is constructing a bridge (17.3.1).
  - d) The friendly unit is constructing an ET-2/ET-3 and is not in MCT (17.3.3b & 17.3.3c).

**Important:** The friendly unit is also observable by an enemy unit in any type of VP/town/city hex.



**LOS & Observation Examples:** The blue lines show the US units that can observe German units. The Black lines show German units that can observe US units.

**US 1/329 Inf:** Is in a village/rough/forest hex with a LOS of 1. The unit cannot observe any enemy units.

**US 2/329 Inf:** Is in an HVP and has a LOS of 4. It can observe the enemy units in hex 1701, 1802 and 2002 as they are in clear terrain and the intervening VP hexes do not block the LOS of a unit in an HVP. Additionally, while hex 1803 contains rough terrain, the 2/329 still has a LOS to 2002 as the one rough hex only reduces a LOS by one. The unit can observe the German unit in PA mode as the 2/329 is in an HVP and has an LOS to the German unit in PA mode.

**US 3/329 Inf:** Can only observe the German unit in PA mode as it is adjacent to that unit. Intervening VP hexes and/or because the German unit is in CT block the LOSs to all other German units.

**US 1/330 and 2/330:** Both these units can observe the unit in PA mode but cannot observe any other German unit as they have a LOS range of 1 and the one other adjacent German unit is in CT and not attack designated.

**German Units:** The only German unit that can observe a US unit is the German unit in PA mode. No other US unit is observable as all are in CT and not attack designated.

### 8.3.0 Air Observation

When granted by scenario rules, one or both sides can use air observation.

Commonwealth and US forces may always use air observation unless prohibited by scenario rules.

- Players may not use air observation when:
  - a) Ovr, storm or snow atmospheric conditions exist; or,
  - b) It is a night GT or ENA period.

- During clear atmospheric conditions, a player may use air observation to observe a target if:
  - a) The target unit is in open terrain within six hexes of a friendly ground unit that is in GenS.
  - b) The target unit is in Strat mode in any type of terrain.
- During POvr atmospheric conditions a player may use air observation to observe a target if:
  - a) The target unit is in open terrain within three hexes of a friendly ground unit that is in GenS.
  - b) The target unit is in Strat mode in any type of non-MCT.

**Important:** There is no range limit when using air observation to observe a unit in Strat mode.

#### **8.4.0 Fog of War**

Players cannot freely examine enemy stacks.

- Players are always able to view the top unit in a stack unless that stack is in a FW or Fort.
- When more than one unit is present in a hex, the owning player is free to choose any non-HQ unit to be the topmost unit in the stack.
- Markers other than FW/Fort markers do not inhibit a player from seeing the top combat unit.
- Players only divulge stack composition at specific times within the sequence of play.

#### **8.4.1 Recon Units**

When a Recon unit ends its movement adjacent to an enemy stack(s), the Recon unit allows the owning player to determine a limited amount of information concerning all adjacent enemy units.

- The owning player must reveal the following information for each hex adjacent to the Recon unit if the units are not in a Fort.
  - a) If the stack is not in any type of DW:
    - 1) If the stack has units able to qualify as pure or mixed AFV types for FS mission DRMs, but not the specific type of units.
    - 2) The number of steps in the hex, but not the type of units.

**Important:** For units stacked above (outside the DW) the owning player must reveal information as in 1) for those units.

- b) If the stack is in a non-Fort DW, the owning player must reveal:
  - 1) If the stack has units able to qualify as pure or mixed AFV types for FS mission DRMs, but not the specific type of units.
  - 2) The top unit counter under the DW marker or in the case of a Ft Area the top unit in the hex.
- c) If the stack is in a Fort, the owning player must state if the stack has units able to qualify as pure or mixed AFV types for FS mission DRMs, but not the specific type of units. Do not reveal any other information.

**Important:** This rule does not change the observation status of the units involved.

#### **8.4.2 Vantage Points**

Units occupying a VP receive the same level of information as an adjacent Recon unit for all enemy stacks within their LOS that are not in any type of OCT.

#### **8.4.3 Fire Support**

There are two points in the FS mission resolution process (11.6.0) that may require the defending player to reveal unit information.

- In Step 2 of the FS mission resolution, the defending player must inform the attacking player if there is any unit capable of generating either a mixed armor or pure AFV DRM in each of the following hexes:
  - a) When conducting defensive FS missions, any hex adjacent to the spotting unit containing attack designated units not in MCT and any hex containing any observed enemy units within the spotter's LOS range not containing OCT or MCT.
  - b) When conducting offensive FS missions, any hex containing observed enemy units within the spotter's LOS not containing OCT or MCT. If the spotter is in a VP hex (either type), any hex within the spotter's LOS range containing observed units not in MCT.
- In Step 4 of the FS mission resolution the defending player must reveal the following information:
  - a) If the units receive the mixed or pure AFV DRM.
  - b) The unit density DRM.

**Example:** The player must reveal if the FS mission receives either a minus two or minus three AFV DRM and whether the target units receive a minus one, plus one or plus two density DRM (not the actual number of steps in the hex).

**Important:** There is no requirement (in either step) for the player to reveal the number of units, unit types, or number of steps in each unit.

#### **8.4.4 Ground Assault**

After the attacking player determines the defending hex, the attacker and then defending player state if they have participating armor units and if they will stand off (13.5.2). Both sides determine if they have combined arms (13.6.1d).

**Important:** After revealing the above information both players should lay out their participating units so that each side may examine their opponent's units while resolving the GA.

## **9.0 COMMAND**

Command represents the control hierarchy for each side's forces, from armies down to individual units. All units, formations, corps and armies must be in command to operate without penalty. The two things that are critical for determining command status are assignment and command boundaries.

### **9.1.0 Assignment**

Unit assignment simulates the historical military chain of command. Assignment and attachment are two different concepts. Units assigned to a formation/Rgt/Bde/BG may be attached/detached to another formation/BG, but you may never change a unit's original assignment during play.

- Units printed with a corps or army superior HQ identification are corps/army assets. These assignments are for historical purposes only. Unless stated otherwise, players are free to assign/attach these units to any available formation, corps or army HQ.

**Exception:** German Art/Nebelwerfer Bdes/Rgts (4.6.4).

**Important:** Units with a white square in their upper right corner are independent corps/army asset units that players may assign or attach as desired, unless directed otherwise by scenario rules.

**Important:** Scenario rules may assign units to an HQ that do not have the same designation as the HQ.

- Scenario rules establish initial Div, Bde and corps assignments. Within certain limits, players may change assignments during the Command Phase.

**Designer's Note:** When changing assignments, players should pay careful attention to formation detachment/attachment limits (9.6.0) and corps/army asset assignment limits (9.3.1, 9.3.2 & 15.4.0).

### **9.2.0 Command Boundaries**

Units must be within the command boundaries of their assigned superior HQs to avoid out of command (OoC) penalties. The area within a given HQ's boundaries is that unit/HQ's zone of operation (ZOP).

- A unit located in a hex on a command boundary is in command.
- If at any time, a unit is outside ZOP it is immediately marked OoC.

**Exception:** During a friendly Movement/Exploit Phase a unit/HQ that remains within one hex of its ZOP boundary (i.e., one hex outside its boundary) is in command for the entirety of the current friendly Movement/Exploit Phase. If the unit/HQ does not end its Movement/Exploit Phase inside its HQ's ZOP it is immediately marked OoC.

- A unit may conduct an offensive GA into a hex that is one hex outside its ZOP, however, if it advances into that hex, it is immediately marked OoC.
- A unit may observe enemy units outside its ZOP, however, if the observed unit is not adjacent to the observing unit, the enemy cannot be the target of a FS mission unless observed by a friendly unit in the same ZOP as the enemy unit.
- Scenario instructions will designate at start corps, army or AG command boundaries.
- Scenario rules dictate whether players can modify corps and army boundaries. If allowed, players make these modifications during the Command Phase.
- Army and corps boundaries should be as straight as possible with no more than one dog leg.
- Players may designate boundaries to follow a river line or a line of road hexes from one identified hex to another, following that river or road.
- Extend command boundaries into enemy territory a minimum of ten hexes past the friendly front line (use common sense here).
- Extend boundaries in friendly territory back to a friendly controlled map edge, or coastal hex.
- If a unit enters enemy territory further than a command boundary currently exists, it may ignore command boundaries. Do not mark the unit OoC. In the next Command Phase, the owning player must designate a revised corps or army boundary at least 10 hexes beyond the new frontline.

### **9.3.0 Command Structure**

#### **9.3.1 Army**

A player may assign any number of corps HQs to an army HQ.

**Important:** A corps HQ assigned to an army HQ does not automatically receive support (15.4.1).

- A player may assign a maximum of 12 units directly to an army HQ. These are army asset units.
- If a player assigns more than 12 asset units to an army HQ, the owning player must mark excess units OoS (player's choice).
- Players may assign any Div and BG HQs in Strat mode or in army reserve (25.0) directly to an army HQ. These assigned HQs and the units subordinate to them do not count against the 12-unit maximum assignment.

**Important:** Other than the above players cannot assign Div and BG HQs directly to army HQ.

- If an army HQ is eliminated, for any reason, all subordinate HQ, and/or units are immediately marked OoC until the next

Command Phase when the owning player can reassign them.

**Important:** Though army HQ may not be present in all games, players must still assign corps HQ to an army HQ.

**Note:** Scenario rules may designate army groups (AGs). Players must abide by AG command boundaries. There are no AG HQ counters. AGs do not affect GenS, ADV or any other supply function, other than to designate where its subordinate armies may operate.

#### **9.3.2 Corps**

Players must assign all corps HQ to an army HQ.

- A player may assign any number of formation HQs to a corps.

**Important:** A formation HQ assigned to a corps HQ does not automatically receive support (15.4.1).

- A player may assign a maximum of 24 units directly to a corps HQ. These are corps asset units.
- If a player assigns more than 24 asset units to a corps HQ, the owning player must mark excess units OoS (player's choice).
- If a corps HQ is eliminated for any reason, all subordinate formations and/or units are OoC until the next Command Phase when the owning player can reassign them.

#### **9.3.3 Formations**

A formation HQ commands all units assigned and/or attached to that HQ.

- A Div formation consists of assigned and/or attached Bdes, Rgts, CCs and KG and a variable number of asset units such as AT, Flak, Eng, Recon and Art.
- Bdes, Rgts, CC and KG formations may consist of a variable number of Bn.'s and support Co.'s.

**Important:** For game purposes the term regiment defines Bdes, Rgts, CC and KG assigned and/or attached to a Div HQ.

#### **9.3.3a Battlegroups (BG)**

Bdes, Rgts, CC and KGs not assigned or attached to a Div HQ and instead operating independently, are BG formations.

- Players may also detach regiments from a formation and (if allowed) additional divisional asset units to form BGs, subject to the detachment rule (9.6.1).
- When creating a BG (or if the player wishes to change the HQ unit), the owning player must designate one Bn.-sized unit attached to the BG as the BG HQ. It functions exactly like a formation HQ for supply purposes (15.2.0).
- A player may only create and/or change BG during the Command Phase.

### **9.3.4 Formation Types**

There are two types of formations; Mech and Leg. Formation types are important when determining GenS paths and fuel requirements.

**Important:** Do not confuse Mech and Leg class units with formation types. Mech formations may have Leg class units assigned/attached and Leg formations may have Mech class units assigned/attached.

- All Axis formations designated as tank, panzer, panzer grenadier and motorized are Mech formations.
- Axis BGs which contain three or more Mech class units are Mech formations.
- Axis formations not listed above are Leg formations.
- All Allied formations are Mech formations (including infantry and airborne divisions), unless designated otherwise by scenario rules.

**Designer's note:** The various HQ counters in the game represent more than just the physical presence of the command post. More importantly the HQ counter represents the logistic support for the corps, formations, and units under the command of that HQ. The GenS, ammunition, fuel and command rules reflect this interaction of the command chain and the ability of the command structure to support combat units in the field.

#### **9.3.4a Axis Leg Formations & Mech Units**

Axis non-Art Mech units that are subordinate to Leg formations must stack with or be adjacent to a Leg unit subordinate to the Div HQ to be in GenS.

- During the Supply Determination Segment, if such a unit does not fulfill the above condition, it is immediately marked OoS (skip OhS status).
- Axis Leg formations may not have more than three Mech class units assigned and/or attached at any time unless the formation was originally assigned more than three Mech class units. In those cases, no additional Mech class units may be attached to that formation until there are less than three assigned Mech class units remaining.

**Important:** Assigned Mech class (including horse drawn) Art units do not count towards the three-unit limit.

- Count each BU Co. separately for the purposes of this rule.

#### **9.3.5 Command Requirements**

A corps or army HQ is in command if it is within its corps/army ZOP.

- If a corps/army HQ is OoC, all its subordinate corps, formations and independent units are OoC.

- A formation HQ is in command if it is within its assigned corps or army ZOP.
- If a formation HQ is out of command (OoC), all units subordinate to it are OoC.
- Units assigned/attached to a formation HQ are in command if:
  - 1) Its formation HQ is in command; and,
  - 2) The unit is within the ZOP of its HQ's assigned corps/army.

### 9.3.6 Army & Corps Asset units

Army or corps assets are units that have corps or army IDs/symbols printed on the upper right corner of their unit counters. Army/corps asset units may not have the ID or symbol in the upper right-hand corner; however, these units are army/corps assets.

**Important:** There is no requirement to assign units marked with corps/army insignias to the designated HQ (printed on the counter), unless specifically restricted by scenario instructions. The designation is for historical purposes only.

- Corps/army asset units do not have an assigned formation, although players may attach them to a formation.

**Exception:** German Art and Nebelwerfer Bde/Rgts (4.6.4).

- For GenS purposes corps/army asset units may trace a GenS path from any HQ assigned to the same corps/army HQ.

**Important:** Treat corps/army asset units as a separate formation for purposes of multi formation GA penalties (13.7.3 & 13.7.4), unless they are attached to the formation involved in the GA. Also see 11.2.1 for the effects of a corps/army asset observing for FS missions.

**Designer's note:** Both sides have units that start a game or enter as reinforcements designated as attached directly to either an army or corps. While a player does not have to assign them to a formation, it is wise to do so as soon as possible due to the rules pertaining to multi-divisional GAs and FS mission spotting rules.

### 9.4.0 Command Changes

Both sides may make command changes during the Joint Command Phase.

- Command changes include:
  - a) Detaching and attaching units and HQ (9.6.0).
  - b) Reassigning a formation to another corps HQ (9.3.2).
  - c) Reassigning a corps to another army HQ (9.3.1).
- Units and formations conducting a command change during the Command Phase do not suffer any adverse effects.

### 9.4.1 Emergency Command Changes

Players may attach units to a formation at the start of a friendly Movement Phase.

- Such units may not conduct any form of offensive GA nor can they spot for or conduct offensive FS missions during the current GT.
- At the start of the next GT, they operate normally.

### 9.5.0 Command Capacity

Army and corps command capacities are a function of the supply system (15.4.0). Players will find it helpful to keep track of attachments using pencil and paper.

### 9.6.0 Attachments & Detachments

Players may detach assigned and previously attached units or formations from their superior HQ.

- A unit/formation may detach from one HQ and then attach to another HQ in the same Command Phase.
- Attached units/formations function exactly like assigned units.
- Units must be in command to detach and/or attach.
- When attaching units to an HQ, the attaching units must be able to trace a GenS path to the attaching HQ.
- Units and/or formations entering as reinforcements and who cannot trace GenS to their formation HQ, must:
  - 1) Attach to another formation HQ; or,
  - 2) Form into a BG; or,
  - 3) The player must assign them to a corps/army HQ as assets.

### 9.6.1 Detachment Limit

No more than six assigned units may detach from a formation.

**Exception:** 9.6.2f.

### 9.6.2 Attachment Limit

All formation HQ have a maximum number of units that they may attach.

- a) No more than six units
- b) No more than four of the six may be larger in size than a one-step Co.
- c) No more than one may be an Art unit.

**Exceptions:** 9.6.2d, 9.6.2e, & 9.6.2f.

- When attaching a regimental sized formation to a Div/BG each unit counts toward the six-unit maximum.
- If a single Rgt consists of more than six assigned units, that Rgt may attach to a formation, even if it exceeds the formation's attachment limit. However, no other units may attach to that formation while there are more than six units attached.

**Important:** If a Bn. that has broken down into any of its component Co.'s attaches to a formation, that Bn. and all its component Co.'s count as one Bn. Players should note that the complete Bn. has been attached, with any BU Co.'s so noted.

**Example:** The 1st US Inf Div could attach CCA of the 2nd US Arm Div, consisting of the four hybrid units and one Recon Co. The 1st Div could still attach one Co. sized unit from another Div or any corps/army asset even if one of the hybrid units was broken down into its component Co.'s.

**Designer's note:** Typically, a regiment or brigade plus Div asset units would detach and then attach to another division for a specific purpose. This rule simulates that ability without allowing players to create huge divisions of more than four Regimental sized formations.

### 9.6.2a Special Assignments

A player may assign units to a formation to replace eliminated assigned units.

- The newly assigned unit must be of the same type as the eliminated unit.
- These units do not count against the formation's attachment limit.

**Example:** During the Hurtgen battles, the 176th VG Div had three Rgts assigned; the 1218, 1219, and 1220 Inf Rgts (2 Bn.'s each), plus the 176 Fus Bn. All three organic Rgts and the Fus Bn. start the game in the Eliminated Unit's Box. The German player may assign up to seven infantry type Bn.'s to the Div to replace those eliminated Bn.'s.

### 9.6.2b US Tank, TD & AT

It was common practice in the US army to attach a Tk Bn. and either a TD or towed AT Bn semi-permanently to a Div.

- These Bn.'s may have the Div ID that they were historically assigned. The historical designation for these Bn.'s is for information only.
- These Bn.'s may have a white square instead of the Div ID.
- Players may freely assign these Bn.'s as noted below without regard for historical designations.
- Each US Div may attach one tank and either one TD or one towed AT Bn.
- These attachments do not count against the division's maximum attachment (9.6.2) or fuel requirements (16.4.4).
- If a player attaches more than one of each free assigned type Bn.'s, the additional Bn.'s count against that division's attachment limit and towards attached Mech class unit fuel requirements (16.4.4).

### 9.6.2c German RE Units

Scenario rules will identify what units (if any) are German RE units. Also, see the UTC.

- When RE units enter play, they are corps/army asset units.
- Players may attach RE units to formations.
- Players may assign RE units to formations using 9.6.2a.
- No matter assignment or attachment, RE units:
  - 1) May not participate in an offensive GA unless stacked with participating non-RE unit or Ldr.
  - 2) Do not provide RIB bonuses (13.8.3).
  - 3) May not fulfill combined arms requirements (13.6.1d).

**Important:** RE units also have special step transfer capabilities (22.5.1b).

### 9.6.2d US Armored Cavalry Groups

Treat armored cavalry groups (CvGp) as independent BGs for all purposes (including attachments).

- Treat the two armored Recon Bn.'s assigned to each CvGp as one Rgt for regimental integrity bonus (RIB) purposes (13.8.3).
- No more than two Arm Recon Bn.'s can be attached to a single BG.
- Players may attach a CvGp to a Div HQ.

### 9.6.2e CW Arm Bdes

CW Arm Bdes are BGs.

- A CW Arm Bde may not attach additional units.
- Players may attach them to a Div HQ.

### 9.6.2f German KG

German KG may have more than six assigned units. Scenario rules will define German KG compositions.

- A KG with more than six assigned units can form a BG.
- A KG with six or more assigned units may not attach additional units.
- German Div HQ may detach or attach a single KG, even if above the six-unit limit.

**Note:** This rule applies to named, German KG specifically identified as belonging to one named KG (i.e., Peiper's KG in *Wacht*).

### 9.7.0 Reinforcements

Players must assign units and formations that enter the map as reinforcements to a formation, corps, and/or army HQ at the time they enter the map.

- Reinforcements are automatically in command, even if not within the ZOP of their assigned corps/army HQ, for three GTs (count the GT of arrival as the first) after entering the map, provided, they can trace a GenS path of any length to their assigned HQ.
- Reinforcements must move by the most direct route available to their assigned corps/army ZOP.
- Reinforcements cannot change their command assignments until the first Command Phase after they are within their

assigned HQ ZOP and have established a GenS path (can be extended) to their assigned HQ.

### 9.8.0 OoC Penalties

During the Command Status Segment of the Movement Phase, the active player must determine if any friendly HQ or units are OoC.

- If an HQ or unit is OoC, the owning player must mark the HQ or unit with an OoC maker.
- The marker remains in place until the next friendly Command Status Segment.
- OoC units:
  - 1) May not enter PA, Strat or Exploit mode.
  - 2) May not observe for GS or naval gunfire FS missions.
  - 3) May not observe for Art FS missions that consist of Art units from other formations, corps or army HQ.
  - 4) May not, if Art, participate in a FS mission if the observer is from any other formation (including corps/army).
  - 5) May not activate during ENA periods.
- OoC HQs may not attach or detach units.
- All OoC units may only expend one-half of their printed MA.

**Important:** See 5.5.3a for Command and Strat mode.

### 9.9.0 Multi-Formation Penalties

When units directly subordinate to more than one HQ participate in a GA, those units suffer a column shift (13.7.0).

- If all participating attacking units are not directly subordinate to the same HQ, the defending side receives one favorable column shift.
- If all participating defending units are not directly subordinate to the same HQ, the attacking side receives one favorable column shift.

**Example:** The attacking force consists of 3 stacks with a total of 5 units. 4 of the units are subordinate to the 352nd Inf Div and one unit is a corps asset unit assigned to the corps HQ. The defending side would receive one column shift to the left (favorable).

## 10.0 COMBAT

Both sides use combat to inflict step losses, retreats, and fatigue on the opposing side's units.

### 10.1.0 Combat Phase Sequence

The SoP for the Combat Phase (3.3.2e) lists the order of segments used during this phase.

### 10.2.0 Tactical Assault

#### Designation

Units that are in PA mode are already attack designated by being in PA mode (5.2.0).

- During the TA Designation Segment, the active side designates units that he wishes to conduct a TA (5.1.2).

**Important:** Attack designation (and therefore, attacking) is not mandatory. Units must conduct an attack if they are still attack designated at the end of the Attacker Status Adjustment Segment (3.3.2e).

### 10.3.0 Fire Support (FS) Missions

Players resolve FS missions using the Fire Support Table during the FS Segments of the Combat Phase and during the Exploit Phase when conducting overrun attacks.

- Ground Support (GS) missions are FS missions that convert AP into FS points (20.2.0).
- Art barrages are FS missions that convert an Art unit's barrage factors into FS points (11.4.0).
- Naval gunfire support is a FS mission that converts NGS points into FS points (11.4.2).

### 10.4.0 Ground Assaults

GAs are attacks by units against enemy units in adjacent hexes and occurs during the GA Segment (13.0). Overrun (5.3.4b) is a form of GA that occurs during Exploitation Phases.

## 11.0 FIRE SUPPORT MISSIONS

Art units, air points, and naval units attack enemy target hexes by conducting FS missions. These missions are useful for softening up enemy positions prior to GA. Players normally conduct FS missions during the FS Mission Segment of the Combat Phase.

**Exception:** Units in Exploit mode may be subject to ground support (GS) and Art missions during an Exploit Phase (5.3.4c & 5.3.5).

**Important:** Each FS mission is an individual event that players must resolve prior to initiating a new FS mission.

- Players may conduct only one Art mission per target hex per Combat Phase, however, that mission may consist of multiple volleys.
- The number of GS and/or NGS missions allowed per target hex will vary with the mission capacity (light, medium, or heavy). Mission capacity depends on the size, type of DW occupied by the observing (spotting) unit and the mode of the unit observing for the mission (11.2.4).
- There is no requirement for a player to conduct a FS mission.

**Note:** In the following rule sections, the term mission refers to FS mission. The attacking player is the player who initiated the FS mission and the



defending player is the player whose units are the subject of an FS mission.

### **11.1.0 GT FS Mission Sequence**

There are three sub-segments within the FS Mission Segment during the Combat Phase.

- Players must conduct sub-segments in the order listed below.
- Players must conduct each sub-segment for all target hexes prior to moving to the next sub-segment.

**Important:** Units moving during the Exploit Phase may be subject to a GS mission (5.3.4c), and a medium Art capacity mission (11.2.4b) immediately upon declaring an overrun attempt.

**Sub-Segment 1:** Active side declares and conducts GS missions.

**Sub-Segment 2:** Inactive side declares any NGS or GS missions, then declares and conducts Art missions, then conducts any declared NGS or GS missions.

**Sub-Segment 3:** Active side declares any NGS missions, then declares and conducts Art missions and then conducts any NGS missions.

**Resolving the Mission:** There are nine steps to resolving a mission. Players must conduct the below mission steps in the order given. Resolve all steps prior to initiating another FS mission.

**Step 1:** Active player selects a spotting unit

**Step 2:** Inactive player must declare if there are any units eligible to generate either a mixed or pure Arm FS DRM in any hex observed by the spotting unit.

**Step 3:** Active player selects a target hex.

**Step 4:** Active player determines mission capacity.

**Step 5:** Active player calculates the number of volleys (including if any will be an intensive fire)

**Step 6:** Both players determine DRMs.

**Step 7:** Active player determines the result of all volleys.

**Step 8:** Inactive player implements results.

**Step 9:** Active player checks for ammunition depletion.

### **11.2.0 Declare the FS Mission**

A player initiates a mission by designating the spotting unit.

- The defending player must then declare if there are any units eligible to generate either a mixed or pure Arm FS DRM in any hex observed by the spotting unit.
- The attacking player then selects the target hex.
- The player then declares the type of mission (i.e., Art, GS or NGS).
- In each sub-segment, players make these declarations on a target hex by target hex basis (i.e. the player does not have to declare

all missions against all target hexes that he plans to conduct that sub-segment, just those against the current target hex).

- The attacking player cannot examine target hexes beyond what the fog of war rules (8.4.0) and the observation rules (8.0) allow.
- The defending player must inform the attacking player of all applicable DRMs once the attacking player declares the target hex.

**Important:** There is no requirement for the defending player to inform the attacking player of the exact composition or type of units.

#### **11.2.1 Spotting Unit**

The attacking player must designate one friendly unit as the spotter for all types of FS missions conducted against a single target hex.

- When allowed by scenario rules, a player may use air observation (8.3.0) to spot for FS missions.
- The spotter must be able to observe at least one enemy unit, or a population feature in the target hex using the criteria described in 8.0.
- When conducting a FS mission against an observed population feature, if there are no observed units in the target hex, the attacking player:
  - a)** Conducts the mission as if it is an observed mission for mission capacity purposes; and,
  - b)** Applies the unobserved FS mission DRMs.
- If the spotter cannot meet the above requirements, the mission is unobserved.

**Important:** Players can only conduct unobserved missions if scenario rules allow.

#### **11.2.1a Spotter Limits**

The same spotter must always observe for all missions conducted against a single target hex in each sub-segment.

- A player may designate a Bn.-sized unit as a spotter for missions in two separate target hexes.
  - a)** Treat a two-step hybrid unit (even if reduced to one step) as a Bn. for this purpose.
  - b)** The number of steps remaining does not affect the ability of a Bn.-sized unit to observe into more than one target hex.
- Other than the hybrid unit mentioned above, all Co.-sized units (one or two step) may spot for missions into one target hex.
- A player may not designate a Z-step unit as a spotter.
- A player may not designate more than two units as spotters from a single hex during a Combat Phase.
- A player may not designate a unit as a spotter if that unit has advanced after a FS mission during the same Combat Phase (11.7.0).

- Attached units may only be a spotter for the formation to which it is currently attached.

### **11.2.2 Target Hex**

A FS mission always targets a single enemy-occupied hex (the target hex). If a target hex contains units that are attack designated and those that are not attack designated and the non-attack designated units are in any type of CT and/or FW/Fort/Ft Area, then the following applies:

- a)** The non-attack designated units count towards density modifiers only. Ignore the non-attack designated units for all other DRM determinations; and,
- b)** The FS mission results cannot affect the non-attack designated units.

**Important:** If the non-attack designated units are not in CT or any type of FW/Fort/Ft Area, treat them as part of the target. They do not provide any DRMs (except density) but they can suffer the results of the FS mission.

### **11.2.3 Designate Mission Units**

The player conducting the mission designates the number of air or naval units that will participate in the mission.

- The inactive player may not conduct a GS and NGS mission into the same target hex in Sub-Segment 2; it must be one or the other.
- The active player may conduct GS missions in the first sub-segment (11.1.0) and then after the inactive player conducts his missions, he may conduct Art and/or NGS missions.
- A unit or point may participate in a mission if:
  - a)** There is enough mission capacity (11.2.4); and,
  - b)** If conducting NGS and/or Art missions the naval and Art units must be within range of the target hex.

**Example:**

- 1)** In sub-segment 1, the active player declares and conducts a GS mission against the target hex.
- 2)** In sub-segment 2, the inactive player declares any GS or NGS missions, then declares and conducts any Art and then (if enemy units remain in the hex) conducts any GS or NGS missions.
- c)** In sub-segment 3, the active player declares any NGS mission, then declares and conducts any Art mission, then (if enemy units remain in the hex) conducts the declared NGS mission.

### **11.2.4 Mission Capacity**

Mission capacity limits the number of Art units, AP and naval units that may participate in a mission. There are three levels of mission capacity: Light, Medium and Heavy.

**Important:** When conducting an overrun the active player cannot conduct any type of FS mission.

- Consult the Mission Capacity Table to determine the maximum number of units and/or points allowed in each category. See 11.2.5 for additional formation requirements.

**Important:** Unless stated otherwise in scenario rules, treat Free French as US units and Polish units as other Allied for purposes of this rule.

### 11.2.4a Light Capacity Missions

**Important:** Unobserved missions are always light capacity missions.

- A player may only conduct a light capacity mission when the spotter is:
  - a) A Co.-sized unit; or,
  - b) A corps or army asset unit of any size not assigned to a division or BG; or,
  - c) A Bn.-sized unit that is the subject of an overrun and is not in an ET/Fort/Ft Area.

**Important:** When conducting a FS mission against an overrun, the spotter must be one of the units in the overrun stack.

- A light capacity mission may only consist of up to:

**Art Mission:**

**If Allied:** 2 Art units

**If Axis:** 1 Art unit

**GS Mission:** No GS allowed.

**NG Mission:** 1 DD

### 11.2.4b Medium Capacity Missions

To conduct a medium capacity mission, a target unit or population feature in the target hex must be observed.

- FS missions using air observation (8.3.0) are always medium capacity missions.
- A player may only conduct a medium capacity mission when the spotter is:
  - a) A Bn.-sized unit; or,
  - b) A Co.-sized unit in an ET/Fort/Ft Area hex; or,
  - c) A Co.-sized unit or larger in an ET/Fort/Ft Area that is the subject of an overrun. The attacking player may not conduct NGS or GS missions during an overrun.

**Important:** When conducting a FS mission against an overrun, the spotter must be one of the units in the overrun stack.

- A medium capacity mission may only consist of up to:

**Art Mission:**

**If Allied:** 3 Art units

**If Axis:** 2 Art units

**GS Mission:** 1 GS mission

**NG Mission:** 2 DD

### 11.2.4c Heavy Capacity Missions

To conduct a heavy capacity mission, a target unit or population feature in the target hex must be in observation.

- A player may only conduct a heavy capacity mission when the spotter is:
  - a) A Bn.-sized unit in PA mode; or,
  - b) A Bn.-sized unit in an ET/Fort/Ft Area hex.

**Important:** Players may not use heavy capacity missions against an overrunning unit.

- A heavy capacity mission may only consist of up to:

**Art Mission:**

**If US:** 16 Art units

**If other Allied:** 12 Art units

**If Axis:** 8 Art units

**GS Mission:** 2 GS missions

**NG Mission:**

1 BB or MN; or,

1 CA and 1 CL; or,

1 CA and 1 DD; or,

1 CL and 1 DD; or,

2 DD.

### 11.2.4d Capacity Modifications

Increase the number of Art units that may participate in a mission by one if the observing unit occupies a VP hex.

- The following units do not count against capacity limits. Players may have an unlimited number of these units participate in any capacity mission.
  - a) Art units adjacent to the target hex.
  - b) Hvy Flak or CW/US TD units.
  - c) Forts with Art capabilities.

### 11.2.5 Formation Requirements

**Important:** When conducting a medium or heavy capacity mission at least one of the participating Art units must be subordinate to the same formation as the spotting unit. This does not apply when using air observation.

Art units must meet formation requirements to participate in a FS mission.

- To conduct a medium or heavy capacity mission participating Art units must meet one of the below requirements:
  - a) Be subordinate to the same formation as the spotter; or,
  - b) Be an army asset unit assigned to the same army as the spotter's formation; or,
  - c) Be a corps asset unit assigned to the same corps as the spotter's formation.
- Additionally, one other formation, assigned to the same corps as the spotter, may contribute any of its subordinate Art units.

**Exception:** Art units that are subordinate to an army, corps or formation with an ADV of zero (15.4.3) may not participate in a mission

observed by a unit that is not subordinate to the Art unit's formation.

### 11.3.0 Range Requirements

An Art or naval unit must be within range of a target hex.

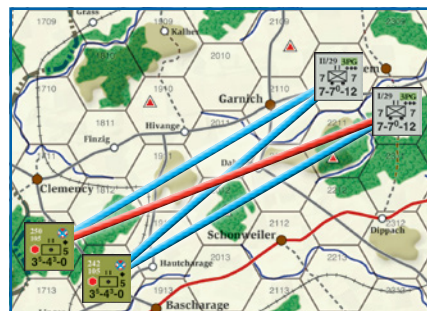
- Range is the shortest distance (in number of hexes) from the firing unit to the target hex; including the target hex but excluding the hex in which the firing unit is located.
- If the distance in hexes exceeds the unit's range, the firing unit may not participate in a FS mission against that target hex. Terrain has no effect on range.

### 11.3.1 Artillery Unit Range

The range of all Art units is the superscript number to the right of its barrage factor (BF) on each Art unit counter (UTC).

**Important:** Reduce an Art unit's range to one hex if there is an enemy unit in an adjacent hex that is attack designated or is not in any type of CT.

- See 11.3.2 and 11.3.3 for the range of naval units and AP.
- See 11.4.1b and 11.4.1c for the range of Hvy Flak units and Allied TD units.
- Fort counters may have Art capability. Forts may display their range, in other cases the game's scenario rules will detail the Fort's Art range.



**Example:** Each US Art Bn. has a range of 5. Both US Art units may fire on the German II/29 Mot Inf Bn. Only the US 242 Art Bn. may fire on I/29 Mot Inf. The other Art Bn. has a range to I/29th of 6 and thus is out of range.

### 11.3.2 Naval Unit Range

There are five types of naval units. They are battleship (BB), monitor (MN), heavy cruiser (CA), light cruiser (CL), and destroyer (DD).

Naval units can fire from any full sea hex.

Each naval unit has a specific range.

**BB:** 20

**MN:** 18

**CA:** 14

**CL:** 12

**DD:** 7

### 11.3.3 Air Point Range

AP do not have specific ranges; however, specific games may restrict AP to areas of operations and/or specific national groups or commands.

### 11.4.0 FS Mission Points

Players calculate FS mission points differently for air, naval, and Art missions.

#### 11.4.1 Art Mission Points

Each point of an Art unit's BF equals one FS mission point.

- A player may use each point of a unit's BF only once per Combat Phase.
- Ammunition depleted (AD) Art units have a BF of zero. AD Art units cannot participate in a FS mission.

**Note:** *Players should rotate or somehow mark units that have used all their barrage factors to indicate that no more barrage factors are available. Games may have fired markers provided to aid in this.*

#### 11.4.1a Number of Volleys

The number of volleys is equal to the total number of mission points divided by eight. If there are points remaining after dividing by eight, those points constitute an additional volley with that number of mission points. All other volleys have a mission point value of eight.

**Important:** *Players may choose not to use a volley of less than eight when resolving a mission*

**Example:** *36 barrage factors are participating in a mission. Resolve the FS mission as 5 volleys, 4 with a value of 8, and 1 with a value of 4. The owning player may choose not to conduct the 4-point volley.*

#### 11.4.1b 88mm Flak Units

German non-Z-step 88mm Flak units that have either a heavy unit bar in their unit type symbol or a red hexagon to the left of their unit symbol may function as Art units.

- Flak units can only participate in a FS mission if there is at least one non-Flak unit participating in that mission.
- Flak units currently transported using TP may not participate in an FS mission.
- Flak units functioning as Art units:
  - a) Have a range of four hexes.
  - b) Have a BF of one per step.
  - c) Do not check for ammunition depletion (AD), ignore them when determining ammunition depletion (11.8.0).
  - d) Are always in-battery.
  - e) Do not count against mission capacity limits (11.2.4d).
  - f) Are exempt from formation requirements.

#### 11.4.1c Allied TD Units

In any scenario beginning on or after Sept 1st, 1944 CW and US TD units (M-10, M-18, & M-36) may participate in an Art FS mission.

- Use the same rules listed for 88mm Flak units (11.4.1b) with the following differences:
  - a) TD have a range of two hexes.
  - b) TD are not exempt from formation requirements.
  - c) A TD unit cannot participate in an FS mission if the TD unit is adjacent to an enemy unit.

#### 11.4.1d Art Split Fire

Certain Art units may split their fire so that they use part of their BF in one mission, and another part in a second mission.

- Players may only split an Art unit's BF in whole number increments.

**Example:** *An Art unit with a BF of 3 could split fire in a maximum of 3 missions by assigning one point to each mission (assuming it does not suffer AD).*

- All Allied Art units may split fire.
- Axis Art units that are subordinate to a formation may split fire; however, they may only split their fire into a maximum of two missions.
- Axis Art units subordinate to corps and/or army HQ may not split fire.
- An Art unit always counts as one unit against the mission capacity of a FS mission, even if it did not use all its BF in a specific mission.
- If an Art unit using split fire suffers AD, it immediately loses the ability to fire any unused BF.

#### 11.4.1e Surprise GTs & Lulls

Games in the series may have surprise GTs.

- Scenario rules will define the effects of surprise.
- Ending a Lull will affect both sides abilities to conduct Art FS missions (24.3.0).

#### 11.4.1f Heavy Artillery

A white circle behind, or in front of an Art unit's BF identifies an Art unit as a heavy Art unit.

- Subtract one BF from a heavy Art unit's BF if the heavy Art unit participates in a defensive fire mission.
- Missions conducted against a Fort or Ft Area that do not have at least one heavy Art unit participating, have all numerical hit results converted to an equal number of AS hits.
- Max of two AS still applies (11.6.1).
- Heavy Art units used in a FS mission against a Fort or Ft Area may not split fire.

#### 11.4.1g Intensive Fire

Both the attacker and defender may use intensive fire to create additional volleys. The following restrictions apply:

- The mission must be an Art mission.
- The mission must consist of at least one volley with a strength of eight mission points.
- Corps' ADV must be at least one.
- Art units subordinate to an unsupported formation may not conduct intensive fire.
- Participating Art units must be in GenS.
- Art units operating under extended GenS may not conduct intensive fire unless additional trucks are being used (15.2.4a).
- Expend one AmP for each added intensive fire volley.
- A player may add only one intensive fire volley for each original eight-point volley in the Art mission.

**Important:** *When conducting an intensive barrage, one participating Art unit is automatically ammunition depleted for each volley of intensive fire conducted (11.8.0).*

**Example:** *The owning player has a Barrage value of 16, resolved as 2 volleys of 8. He spends 2 AmP to create 2 intensive fire volleys. The owning player must AD 2 Art units (one for each intensive fire volley) in addition to any units ammo depleted due to the AD DR (11.8.0).*

#### 11.4.2 NGS FS Mission Points

Each type of naval unit has a specific number of FS mission points.

<b>BB:</b> 8	<b>CL:</b> 5
<b>MN:</b> 8	<b>DD:</b> 4
<b>CA:</b> 6	

- If more than one naval unit is firing on the same target in the same phase:
  - a) All naval units firing on the same target hex are part of the same NGS mission. Only one NGS mission may fire on each target hex.
  - b) Resolve each firing naval unit as a separate volley. Do not add the naval units together (no matter the number of mission points).

**Example:** *A player declares a heavy capacity NGS FS mission against a target hex. One CA and one CL participate in the mission. After resolving any Art FS missions, resolve 2 volleys; one 6-point volley for the CA and one 5-point volley for the CL.*

#### 11.4.3 Air FS Mission Points

Scenario rules determine the maximum number of APs that a player may assign to a FS mission.

- Each AP assigned equals two FS mission points.
- Each mission is one volley.
- A player may only allocate one mission to a target hex when conducting a medium capacity mission (11.2.4b).
- A player may allocate up to two GS missions to a target hex when conducting a heavy capacity mission (11.2.4c).

**Example:** A player assigns 2 GS missions to a heavy FS mission. The player allocates 3 AP to each mission. There is no Air Sup. Each mission's 3 AP convert to 6 FS mission points. The player resolves two 6-point volleys.

### **11.5.0 FS Mission DRMs**

After determining the strength of each volley, determine DRMs. The Fire Support DRM Table lists the DRMs.

- Apply all applicable DRMs to each volley.
- DRMs are cumulative unless otherwise noted.
- The maximum net DRMs allowed in a volley after determining all DRMs is plus or minus ten (+/-10).

**Important:** The player defending against a FS gives the DRMs that affect the mission, not the specific information that generated those DRMs.

**Example:** The defending player states the density DRM but does not give the exact number or composition of the units that generated the DRM.

#### **11.5.1 Terrain (Group A)**

Terrain confers DRMs which are normally favorable to the defender.

- A target hex that contains a unit that is attack designated or in Strat mode is not eligible for terrain DRMs.
- Only one terrain DRM may apply. The defending player may choose which terrain modifier he wishes to use. Treat population features as terrain for this purpose.
- See 11.5.3 for effects of AFV DRMs in conjunction with terrain DRMs.

#### **11.5.2 Defensive Works (Group B)**

Targets in which units are in a DW receive favorable DRMs.

- Only one DW DRM may apply.
- Attack designated units, units in Strat mode, Eng units constructing bridges and units in Exploit Mode are not eligible for DW DRMs.
- Units in DWs may also receive terrain DRMs.

**Exception:** Forts, StP and Ft Areas and units within those DWs do not receive terrain DRMs.

- See 11.5.3 for effects of armor DRMs in conjunction with DWs.

#### **11.5.3 Armor (Group C)**

The presence of armor in the target hex can award favorable DRMs to the defender. See UTC and 26.0 for definition of pure and mixed armor.

**Pure Armor DRM:** If all units in the target hex are pure armor units, the owning player must use the pure armor DRM of -3.

**Exception:** Recon units showing an armored car silhouette are not pure AFV units. Treat them as mixed armor.

The owning player must limit the use of other DRM groups as follows:

- a) Apply no more than one DRM from either Group A or Group B. The owning player is free to choose which of the two DRMs to use.
- b) The player must apply Group D and E DRMs as required.

**Example:** There are 3 Pz IV Co.'s in the target hex (pure armor -3). The terrain in the target hex is town (-3) and all units are in an ET-2 (-2). There are no other DRM. The player must use the pure armor DRM and chooses to use the town DRM. The FS mission has a total of -6 DRM.

**Mixed Armor DRM:** If all units in the target hex are not eligible to receive the pure armor DRM, but at least one unit is eligible for pure armor or mixed armor DRMs, the target is a mixed armor target.

- a) The owning player may apply no more than two total DRM from Group A, Group B and Group C. The owning player is free to choose the two DRM allowed.
- b) The player must apply Group D & E DRMs as required.

**Example:** There is 1 Pz IV Co. in the target hex (pure armor) and 2 Mot Inf Bn.'s. The units are in an ET-3 in a city hex. The owning player chooses to use the Group A and B DRMs. The total DRM for the FS mission would be; -4 (city hex), -3 (ET-3) +2 (unit density) for a total of -5 DRM. The Group C DRM would have only been a -2 DRM for mixed armor which would have resulted in a less favorable -4 total DRM.

#### **11.5.4 Unit Density (Group D)**

Count the total number of unit steps present in the target hex. DRMs may be positive or negative depending on the number of steps. Unit density DRMs are as follows:

**Important:** Z-step units count as one-half a step (round up) (4.1.3).

- 2 or less steps:** -1
- 5 to 6 steps:** +1
- 7 or more steps:** +2

**Important:** Total all steps in the hex, no matter the situation of units within the target hex.

#### **11.5.5 Other Conditions (Group E)**

The below DRMs may favor either side. Apply all the below applicable DRMs in this group to the mission:

**Vantage Point (VP) (+1):** Applied only:

- a) When the spotting unit occupies a VP hex and the target hex is not a VP hex; or,
- b) When the spotting unit occupies an HVP and the target hex is not an HVP.

**Night/ENA GT (-1):** Applied to all missions conducted during night GTs/ENA periods.

**Unobserved Target (-4):** Applied to all unobserved missions.

**Target unit is in Strat Mode (+4):** Units in Strat mode are not eligible for DRMs from either Group A or B.

**Nebelwerfer (NW) Bonus (+1):** If at least one NW unit participates in a mission against a target hex that cannot generate any DRMs from Groups A, B, or C, then only the first volley receives the +1 DRM.

**NW Mass Shock Effect (+1):** If the mission is composed solely of NW units, and the conditions under NW bonus DRM also exist, all volleys of that mission apply the +1 DRM.

**BB or MN (+1):** If a BB or MN conducts the FS mission, apply this DRM.

**Weather Condition DRMs for NGS missions:**

**Ovr with rain:** -2

**Ovr without rain:** -1

**POvr with rain:** -1

### **11.6.0 FS Mission Resolution**

Perform the following steps for each volley in a mission. Fully resolve each FS mission before proceeding on to a new target hex. The active player consults the FS Mission Resolution Table and then:

- 1) Rolls 1d10.
- 2) Adds the FS point strength of that volley to the DR result.
- 3) Applies the total net FS mission DRMs (max of +/-10) for that volley to the total garnered in step 2 above. The resulting number is the Fire Support Value (FSV) found in the left column of the table.
- 4) Cross reference the FSV with result listed on the right side of the table.
  - a) An FSV of seven or less always results in a "no effect" result.
  - b) An FSV of 23 or greater always results in 4 numerical hits.
- 5) If the mission consists of more than one volley repeat steps 1 through 4 for each volley, making a note of each volley's result.
- 6) After the results for all volleys have been determined, total the number of numerical and AS hits of all volleys to obtain a final mission result. The defending player then implements the final mission result.

**Important:** Following each completed Art FS mission, the firing player must make an ammunition depletion check (11.8.0).

**Example:** The US side is the active player and has two adjacent hexes each containing units with PA markers. The target hex contains a German stack consisting of 2 full strength Leg Inf Bn.'s (3 steps each) and 1 Co. of MkIV tanks in a woods hex. All units are in an IP.

- The US player identifies the target hex, and then determines which of his units will

function as an observer. Since all the US units are Bn.'s he picks one of them to be the observer (units in PA mode always observe adjacent units).

- Consulting the Mission Capacity Table, the US player qualifies for a heavy capacity mission and may allocate up to 16 Bn.'s of Art, 2 GS missions, and any of the combinations of naval units shown in 11.2.4c.
- The player allocates a total of 8 AP in the first sub-segment. After resolution of ASup, the US player now has 1 mission with 4 AP and another with 3 (lost 1 AP to German ASup). Each mission is a volley, so he multiplies his remaining AP by two, resulting in 1 volley of 8 and 1 of 6 (11.4.3).
- The US player then determines the applicable DRMs. The German player informs him that there is a mixed AFV (-2) woods (-1), and IP (-1), however, since he may only use two of the above three DRMs the German player chooses the AFV and IP modifiers (total of -3). The German player also informs the US player that he has 7 or more steps present in the target hex (+2), since no other DRMs apply there is a net -1 DRM for each volley.
- The US player then rolls 1d10 for each volley. The 8-point volley DR is 7 (total 15) and the 6-point volley DR is 5 (total 11).
- The US player then applies the net (-1) DRM to each volley resulting in an FSV of 14 and 10 for each volley.
- Cross referencing the FSV of each volley gives a result of 2 and a 1, resulting in a total of 3 numerical hits which must be applied to the target hex.

### **11.6.1 Apply Artillery Shifts (AS)**

The defending player applies the total AS hits to each eligible target unit in the target stack (11.2.1). For each AS hit place one AS marker on the unit/stack.

- A maximum of two AS markers may be on any unit, at any time. Units with two AS markers ignore all subsequent AS results.

**Example:** Because of a FS mission, a stack of units receives 2 AS hits and 1 numerical hit. The owning player decides to take the first numerical hit as a retreat (11.6.2b), which normally would incur 1 AS hit, however, since the stack already has 2 AS markers the player ignores the additional AS hit due to the retreat.

- A unit marked with an AS marker:
  - a) Receives one unfavorable column shift per AS marker when attacking or defending in a GA (13.7.0).

**Important:** Each side receives a maximum of two AS shifts in a GA regardless of the number of participating units with AS markers.

**Example:** Three PA marked stacks are conducting a GA and each stack has 1 AS marker. The attacker would only suffer 2 left column shifts.

- b) Reduces adjacent defending unit column shifts generated by that hex by one (13.7.4).
- c) Cannot cause a step loss when an enemy unit retreats into a hex adjacent to it (11.6.3c & 13.11.3).
- d) Immediately loses its CR status (remove the CR marker).

**Important:** If a unit or stack marked with an AS marker retreats or moves into (is in same stack at end of any phase or segment) a stack without an AS marker, all units in the newly created stack suffer the AS penalties.

- Both sides remove all AS markers at the end of each Combat Phase.

### **11.6.2 Resolve Numerical Hits**

**Important:** See 11.2.1 when resolving an FS mission against a target hex that contains attack designated and non-attack designated units in the target hex.

The player owning the affected units must choose one of the below two options when resolving numerical hits:

- 1) The player may choose to take the first numerical hit as a step loss. Follow the procedures in 11.6.2a; or,
  - 2) The player may choose to take the first numerical hit as a retreat. Follow the procedures in 11.6.2b.
- See scenario rules regarding Forts and units in Forts.
  - See 4.1.3 to determine Z-step losses.
  - Convert all numerical hits against units in a Fort or Ft Area to AS results unless a heavy Art unit participated in the FS mission (11.4.1f).
  - HQ cannot absorb step losses until all non-HQ units have suffered one step loss.
  - A single unit cannot suffer an additional step loss until other eligible units have suffered an equal number of step losses.

#### ***11.6.2a First Numerical Hit as a Step Loss***

A player must use this option if the target units are unable to retreat one hex due to terrain or enemy units (11.6.3).

**Step 1, Apply One Step Loss:** Apply one numerical hit as a step loss. The owning player takes one step loss from one unit of his choice; or,

- a) If the target units are non-attack designated units in an ET-3, the player may remove the ET-3 (do not replace with ET-2)

to absorb this step loss. If numerical hits remain, proceed to step 2.

**Important:** If removed in this manner, the ET-3 may not negate the PRC in step 2.

b) If the target units are non-attack designated units in a Fort, the player may reduce the Fort by one step to absorb this numerical hit. If numerical hits remain proceed to step 2.

**Important:** If the player eliminated the Fort due to the above one step reduction, the Fort may not negate the PRC in step 2.

**Step 2, PRC:** If numerical hits remain after conducting step 1, the owning player must conduct a PRC using the defensive PR of the lowest rated unit in the hex.

**Exception:** Non-attack designated units occupying an ET, Fort, or Ft Area automatically pass this PRC.

**PRC Passed:** The target units remain in the target hex. Attack designated units retain attack designation.

**Important:** ET-3 may not absorb any step losses in this step.

- 1) The owning player applies one numerical hit as a step loss.
- 2) If after suffering the numerical hit above, numerical hits remain, the owning player may;
  - a) Convert one or two numerical hits to fatigue hits. Apply each fatigue hit to all targeted units; and/or,
  - b) Apply all remaining numerical hits as step losses (4.2.1). If the target units are in a Fort the player may treat the Fort as a combat unit for step loss purposes.

**Important:** Max Step Loss does not apply.

**PRC Failed:** The owning player:

- 1) Removes any attack designation on the target units (if any); and,
- 2) Applies one AS hit to all target units (11.6.1); and,
- 3) Retreats all target units one hex; or, if the target units were attack designated, the player may choose to retreat all units into any DWs in the target hex. Retreating into a DW fulfills the one hex retreat.

**Important:** This one hex retreat does not reduce the total number of numerical hits.

4) Applies numerical hits as step losses (Max step loss applies). If the target units were not attack designated and were in a Fort, treat the Fort as a combat unit for step loss purposes.

**Important:** Do not use an ET-3 to absorb step losses in this step.

5) If after reaching Max step loss there are remaining numerical hits, the owning player may convert a maximum of two remaining

numerical hits to fatigue hits. Fatigue hits apply to all target units.

**6)** If after applying two fatigue hits, there are still numerical hits remaining, Max step loss no longer applies. Take all remaining numerical hits as step losses.

### 11.6.2b First Numerical Hit as a Retreat

A player can only use this option if the target units can retreat one hex (11.6.3).

**Exception:** If the target units are attack designated and cannot retreat one hex, the player may choose to take the first numerical hit as a retreat by withdrawing into an eligible DW that exists in the target hex.

**Step 1:** The owning player removes attack designation from target units (if any).

**Step 2:** All target units suffer one AS hit (11.6.1).

**Step 3:**

- a) The owning player retreats all target units one hex (11.6.3); or,
- b) If the target units were attack designated, the owning player may choose to retreat all units into any DW in the target hex. Retreating into a DW fulfills the one hex retreat.

**Step 4:** The owning player subtracts one numerical hit from the total numerical hits garnered in the mission result.

**Step 5:** The owning player divides the number of remaining numerical hits by two (round up).

- a) The result is the number of numerical hits which remain that must be applied to the target units. Max step loss applies.
- b) If the target units reach Max step loss, the owning player must convert up to two numerical hits to fatigue hits. Fatigue hits apply to all target units.
- c) After applying a maximum of two fatigue hits, the owning player ignores all remaining numerical hits.

### 11.6.3 FS Mission Retreat

All units retreated due to a FS mission (11.6.2a & 11.6.2b) can retreat a maximum of one hex.

**Important:** A stack of units must retreat as a stack; individual units cannot use different retreat paths.

- The owning player always retreats his own units.
- A player may not retreat:
  - a) Units into enemy occupied hexes.
  - b) Units into terrain or across hexside terrain prohibited to the unit's movement class or type.

**Important:** If a unit could only move into a hex using Mech road movement, then it can only retreat into that hex if a road connects the two hexes.

- c) Mech units across an unbridged river, major river or great river unless using a ford.

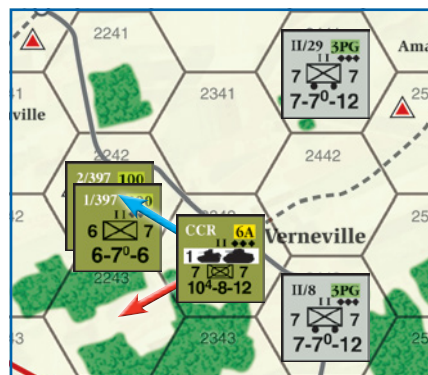
**Important:** If retreating across a bridge, check for bridge collapse (11.6.3a).

- d) Leg class units across a major or great rivers.
  - Leg units may retreat across an unbridged river (not major or great rivers).

### 11.6.3a Retreat Priorities

If there is more than one hex available for units to retreat into, the owning player chooses the hex using the below criteria in the order given:

- 1) Into a hex not adjacent to an enemy unit.
  - 2) Into a hex that is closer (in hexes) to the unit's superior HQ.
  - 3) Into a hex containing CT.
  - 4) Along any type of road.
  - 5) Not into an overstack.
- For each criteria:
    - a) If more than one hex meets that criteria, move to the next criteria.
    - b) If only one hex meets the criteria the player must retreat into that hex.
    - c) If no hexes meet a criteria, move down the list until only one hex meets a criteria. Retreat into the hex meeting that criteria.
    - d) If after checking all criteria, there is more than one hex that meets all criteria, the owning player is free to select the retreat hex from any of those that meet all five criteria.



**Example:** Due to an FS mission, the US CCR must retreat. The US player determines that both hexes 2242 and 2243 meet criteria 1 (not adjacent to an enemy unit). The same two hexes are equidistant from the 6A Div HQ, so both also meet criteria 2. Both hexes meet criteria 3 (CT), however, only one hex meets criteria 4 (along a road hex). The owning player must retreat into hex 2242, even though the retreat violates criteria 5.

### 11.6.3b Bridge Collapse

Players must check for bridge collapse if heavy or very heavy AFVs retreat or advance across a trail bridge or bridge marker that spans a river (not streams) (17.3.2a).

### 11.6.3c Retreat & Other Units

Units may retreat into a friendly occupied hex in violation of the stacking limits. Those units now count toward density modifiers in any subsequent FS missions against that hex. Resolve the overstack per 6.7.0.

- Units that retreat into a hex with other friendly units and if that hex is the target of a subsequent FS mission that same Combat Phase are:
  - a) Used to determine Group D (density) DRMs.
  - b) Not used when determining Group C (Armor) DRMs.
  - c) Subject to all FS mission results. Step losses taken prior to retreating do not count towards Max step loss.
- Units that retreat into a vacant hex (no friendly units) cannot be the target of a subsequent FS mission in that Combat Phase.

### 11.6.3d Enemy Units & No MCT

A retreating stack that enters a non-MCT hex that is adjacent to an enemy unit must take one step loss from one unit in the retreating stack (owning player's choice).

**Exception:** The units do not suffer the one step loss if the adjacent units consist entirely of HQs, OoB Art towed units, Z-step units or a unit marked with an AS marker.

- Z-step units cannot fulfill the step loss requirement unless they are the only unit(s) in the retreating stack.
- Ignore Max step loss for purposes of this rule.
- The presence of other friendly units in the hex do not negate this condition for units that retreat into their hex.
- The additional step loss does not count towards fulfilling any results obtained from the FS mission.

### 11.6.3e Artillery Units

Art units may only suffer step losses due to numerical hits if all other non-HQ, non-Art units have suffered at least one step loss.

- All OoB Art units retreat normally using the procedures in 11.6.3.
- IB SPA and the following IB towed Art units with the below size guns may retreat normally, they remain IB:
 

<b>75mm</b>	<b>150mm/155H</b>
<b>105mm/105H</b>	<b>25lb</b>
- Other IB towed Art units and all horse drawn Art units may not retreat. If forced to retreat, the owning player must eliminate these units.

**Important:** Each Art step eliminated due to the above reduces any remaining numerical hits by one.

### 11.7.0 Advance after FS Mission

If after resolving all numerical hits, there are no longer any units remaining in the target hex the attacking player may advance any or all adjacent attack designated units into the target hex.

**Important:** Bridge collapse may occur during an advance (17.3.2a).

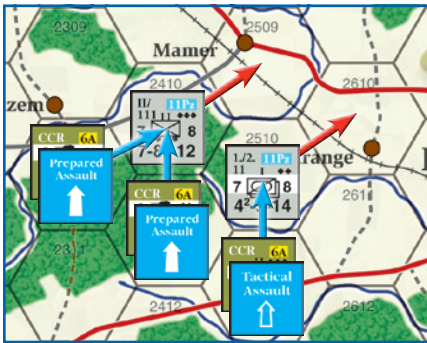
- The attacking player must conduct any advances for one FS mission prior to initiating another FS mission.
- A unit may only advance after an FS mission once per Combat Phase.
- Advancing units may not advance across or into prohibited terrain.
- Advancing units may not observe for subsequent FS missions that Combat Phase.
- Advancing units must adhere to the target hex's stacking limitations.

**Important:** Units may advance after an FS mission even if it is advancing from a hex adjacent to an ET-3/Fort/Ft Area to another hex adjacent to the same occupied ET-3/Fort/Ft Area hex.

- Advancing units in PA mode retain their PA status.

**Exception:** Units in PA mode that advance into a hex that has MCT may immediately revert to Tac mode. If the units revert to Tac mode, they cannot conduct a GA in the immediately following GA Segment.

- Advancing units marked with a TA marker must remove the TA marker. They cannot conduct a GA in the immediately following GA Segment.



**Example:** Advance & Retreat after a FS mission: The US player conducts a FS mission against hex 2410. The result is AS1. The German player places an AS marker on the unit and then decides to take the first numerical hit as a retreat. The player retreats the unit to hex 2509 and places a second AS marker on the unit. The US player then declares that both adjacent PA mode units will advance into the target hex. They retain their PA marker. The US player then conducts a FS mission against hex 2510. The result is 2 numerical hits. Again, the German player declares a retreat and retreats the unit to

hex 2610. The German player reduces the total numerical hits by one for the retreat, and then divides the remaining hits by 2, rounding up leaving 1 numerical hit taken as one step loss to the unit. The German player then places 1 AS marker on the unit. The US player then declares he will advance and moves the CCR unit with the TA marker into hex 2510 and then removes the TA marker.

### 11.8.0 Ammunition Depletion (AD)

Each time a player conducts an Art FS mission, that player must make an AD check by rolling a 1d10 and comparing the modified result to the corps' ADV in whose ZOP the Art unit is located.

**Important:** Make only one check for each mission, not each volley within that mission.

- Modify the AD DR using the below cumulative DRMs:
  - +1:** Per volley after the first volley. Include all volleys gained by using intensive fire.
  - +1:** For any volley if all firing units are NW. This includes the first volley and those gained by using intensive fire.
  - +2:** If any portion of the Art unit's GenS is an extended GenS path.
- If the modified AD DR result exceeds the corps' ADV, the number of Art units equal to the difference between the modified AD DR and the ADV are ammunition depleted (subtract the ADV from the modified DR).

**Important:** Unsupported Art units always have an ADV of zero (15.4.2c) and thus automatically deplete. These mandatory depletions are not counted towards any depletions resulting from the AD check. They may not conduct intensive fire.

- When a player uses intensive fire, deplete one Art unit per volley gained by using intensive fire. These depletions do not count towards those resulting from an AD check.
- The owning player is free to choose which Art units deplete, however; the Art unit(s) chosen must have participated in that mission.
- If all Art units have been marked AD, ignore any remaining required depletions for that FS mission. An Art unit may only be marked with one AD marker.

### 11.8.1 AD & On Hand Supply

The attacking player must deplete all OhS Art units (15.4.2) when they participate in a FS mission. These depletions do not count towards those resulting from an AD check.

- If an Art unit is subordinate to an HQ that is OhS, the Art unit's ADV is equal to the current on hand supply value of that HQ. Such Art units may use that HQ's available AmPs to remove AD status and/or intensive fire (15.5.1a).

**Important:** If an HQ is OhS and is supplying GenS to its formation, then those Art units are not in OhS, they are in GenS. It is only the HQ that is in OhS.

### 11.9.0 Naval Unit Availability

During the Joint Command Phase the side or sides with available naval units determine the number of naval units (and their type) that will be available for that GD.

- The owning player may use each available naval unit once in the AM and once in the PM GT.
- Scenario rules will detail which if any naval units are available and if there are any additional restrictions such as ammunition depletion.

## 12.0 ATTACKER STATUS ADJUSTMENT SEGMENT

During this segment, the active side may voluntarily or involuntarily remove attack designation markers.

- Players conduct the removal of attack designations in the below order.

**Important:** A unit or stack that is attack designated at the beginning of the immediately following GA Segment must conduct an attack (13.4.0).

### 12.1.0 Mandatory Removal

**Important:** Units required to remove their attack designations because of this rule may not retreat.

The active player removes attack designation markers in the following order:

- 1) If an attack designated unit is not adjacent to an enemy unit, the owning player must remove the unit(s) attack designation.
- 2) If there are more attack designated stacks adjacent to enemy units than could legally conduct GAs, the owning player must reduce the number of attack designated stacks.
  - a) If stacks marked PA and stacks marked TA are adjacent to a single enemy occupied hex, all stacks with a TA marker must remove their designation.
  - b) If there is more than one stack marked TA adjacent to a single defending hex, the attacking player must remove all but one of the TA designations.
- 3) If the attacking side has attack designated units placed in such a way that would require him to launch more GAs than allowed by ADV GA limits (16.3.3), the owning player must reduce the number of attack designated units to a point that meets the ADV limit requirements.

**Exception:** The owning player can expend AmP to conduct the additional GAs (16.3.3).

### 12.2.0 Voluntary Removal

After conducting all mandatory attack designations removals, the owning player may voluntarily remove attack designations.

- 1) If the units are in MCT; the units may remain in their hex, retreat one hex or withdraw into a DW in the hex (owning player's choice).
- 2) If the units are not in MCT; the owning player must conduct a PRC using the unit with the lowest attack PR in the stack.

**Pass:** All units in the hex remove their attack designation and may remain in the hex, retreat one hex or withdraw into a DW in the hex (owning player's choice).

**Fail:** All units retain their attack designation and remain in the hex and must participate in a GA.

## 13.0 GROUND ASSAULT (GA)

The active player conducts GAs one at a time, resolving each GA completely before initiating a new GA. The active player is always the attacker and the inactive player is always the defender.

**Note:** The terms assault, attack, and attacker used in this rules section mean the same thing.

### 13.1.0 Ground Assault Table

Players use the Ground Assault Table (GAT) to resolve all GAs. The GAT is composed of six major parts:

- Defender's Terrain Line
- Combat Ratios
- Attacker DR Columns
- Defender DR Columns
- Attacker Results
- Defender Results

#### 13.1.1 Attacker/Defender DR Columns

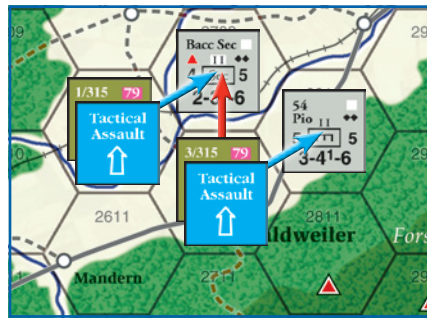
There are two horizontally split sections.

- 1) The top section is used by the attacker and consists of the attacker DR columns and defender result columns.
  - 2) The bottom section is used by the defender and consists of defender DR columns and attacker result columns.
- There are ten rows of DR results in each column.
  - Each DR result row contains a numerical range of values that either the attacker's or defender's DR could fall within.

### 13.2.0 GA Sequence

The active player is free to conduct GAs in any order he desires.

**Exception:** The player must conduct attacks in an order such that all attack designated units are able to conduct an attack.



**Example:** In the below diagram, the attacking player must attack with both the 1/315/79 Inf Bn. and the 3/315/79 Inf Bn. Since they are making TA attacks, they cannot combine into one attack. The attacking player could not attack the German Bacc Sec Bn. with the 3/315/79 as that would leave the 1/315/79 without a valid attack. In this case, the 3/315/79 must attack the 54/Pio Bn. and the 1/315/79 must attack the Bacc Sec Bn. The US player could conduct the two required attacks in any order the attacking player desired.

- Once the attacker initiates a GA, follow the steps below. they must occur in the order given.

#### 13.3.0 Step 1: Identify Defender's Hex

The active player indicates the defending hex. The attacker must have friendly units that are attack designated in hexes adjacent to that defending hex, and there must be enemy units in the defending hex.

**Important:** The attacking player designates one defending hex at a time, resolving that GA and then may designate another defending hex. There is no requirement for a player to pre-designate all attacks.

#### 13.3.1 Defending Hex/Units

Each GA may only assault one defending enemy occupied hex.

- The attacking player may only attack each defending hex once per GA Segment.
- Units that retreated into an unoccupied hex due to a previous GA may not be the target of another GA, however, see 13.5.5 for rules regarding previously retreated units in a hex with other defending units.
- All units in the hex (up to the stacking limit) defend together against a GA conducted against that hex.

### 13.3.2 Defender Terrain Line

The defender chooses the terrain line. There are four defender terrain lines arranged across the top of the GAT. They are, from left to right:

**Line 1:** Clear

**Important:** Locations have no effect on the terrain line selection.

**Line 2:** Rough, Hedgerow, Woods, Village, Marsh (Marsh also represents soft ground and swamp.)

**Important:** Marsh affects the CS of both sides even if not selected as the defender's terrain (13.6.1).

**Line 3:** Forest, Bocage, Town, Rough 2.

**Line 4:** City

The correct terrain line for a GA must be located by comparing the terrain in the defending hex with these four lines.

**Important:** If a hex contains multiple types of terrain, the defender chooses the terrain to use. He may use any terrain type in the defending hex, no matter how much or little of that terrain artwork is present in the hex.

#### 13.4.0 Step 2: Identify Attacking Hexes

The attacker designates the units participating in the GA. The attacking units must be attack designated (PA or TA) and adjacent to the defending hex.

- There is no requirement for all units in a stack to attack the same hex.
- A unit that is attack designated at the start of a GA Segment must attack.
- A unit may never attack more than once per GA Segment.

#### 13.4.1 Multi-hex Attacks

If terrain permits, the attacking player may attack a defending hex from all six adjacent hexes.

- All attacking units must be in PA mode if attacking from more than one hex.
- Units marked with a TA marker may never combine with units from other hexes to attack the same defending hex.

#### 13.4.2 Attacker Restrictions

A unit may not participate in an attack if the unit is:

- a) Not attack designated; or,
- b) An Art unit with a range greater than zero; or,
- c) Prohibited from entering the defender's hex. If a unit could only enter a hex using a



road, then it may only attack that hex through such a hexside; or,

**d)** A German RE unit unless stacked with non-RE unit or Ldr.

**e)** A Mech class unit attacking across a river hexside unless:

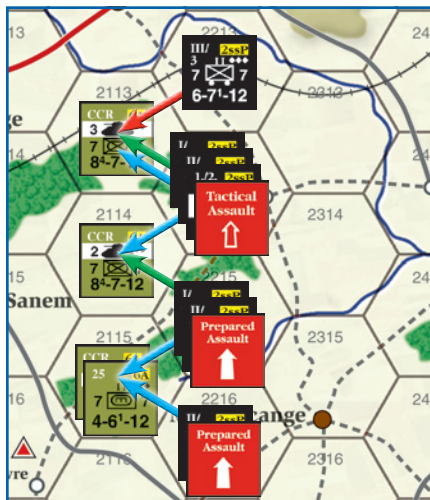
- 1) It is attacking across a ford or an undestroyed bridge; or,
- 2) It is a pure AFV unit using standoff (13.5.2).

**Important:** A Mech class unit cannot attack across a bridge or ford on a major or great river; however, see CdM procedures (7.14.0).

- A pure AFV attacking into or out of a marsh, swamp, or soft ground hex not connected by a road to the defending hex. The AFV may use standoff.

**Exception:** Ground conditions may allow units to attack swamp, marsh, or soft ground hexes (19.4.0).

- Pure AFVs may attack across rivers/major rivers and/or into swamp, marsh, or soft ground hexes without the benefit of a road, bridge, or ford, but in this case, they must use standoff (13.5.2) and are not eligible to be the lead PR unit, to contribute armor or AT bonuses, and may not advance after combat.



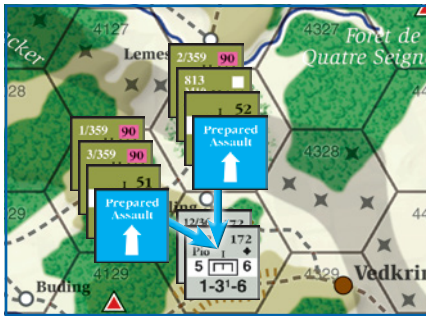
#### Example of GA Participation:

- The German III/3 is not in PA mode or marked with a TA marker, it may not participate in any form of GA.
- The German stack of three units has a TA marker on it, it may attack hex 2114 or 2113. They may not combine with the stack of units in PA mode.
- The units in 2215 and 2216 are both in PA mode and may combine to attack hex 2115 or if the stack making a TA attacks hex 2113, the units in 2215 could attack hex 2114 and the stack in 2216 could attack the unit in 2115.

### 13.4.3 Constricted Terrain & GA Limits

No more than two units, only one of which may be a Bn., can attack into a constricted terrain hex from each adjacent hex.

**Exception:** Special stacking (6.2.0).



**Example:** The US units are all in non-constricted terrain hexes. Both stacks are in PA mode. The German units are in a constricted terrain hex. Both US stacks could conduct a PA GA, however, since the Germans are defending in a constricted hex, only one Bn. and one Co. from each stack may participate. If the attack clears the hex, only one Bn. and one Co. total could advance into or through the hex.

### 13.5.0 Step 3:

#### Determine Unit Status

Players make determinations for the below items.

#### 13.5.1 Surrender Check

Defending units that are isolated and OoS (15.1.2) must check to see if they surrender when subject to a GA. Use the same procedure outlined in 15.7.1. Apply the DRMs the same as AM GT surrender checks.

**Important:** This check occurs now, prior to the GA DR.

#### 13.5.2 Standoff

Both players declare if they have units with an armor factor participating in the GA. They do not yet declare their exact armor/AT factors. Any number of their participating units with an armor factor may adopt a stand-off role.

- The attacker identifies stand-off units first.
- Neither player can declare standoff if the defender is using terrain line 1.
- A unit in standoff cannot also be the lead PR unit (13.8.1).
- Both sides must have at least one unit of any type involved in the GA that does not standoff.
- Both players ignore stand-off units when determining armor/AT bonuses.
- Standoff units halve their CS.
- Standoff units cannot advance after combat.

**Important:** If a unit uses standoff, the unit's combat strength (CS) does not suffer additional modifications for hexside terrain noted in 13.6.1a.

### 13.5.3 Declare Use of On Hand Supply

Both the attacker and defender must declare if units in an OhS status will use their full CS. The attacker declares first (15.5.0). Mark any OhS unit using their full combat strength as OoS at the end of the GA.

### 13.5.4 ENA & Rest Turns

During ENA periods (3.4.0) and rest GTs (3.5.0) the defender may choose to have his units defend at half strength to avoid fatigue penalties.

### 13.5.5 Retreated Defenders

Defending units that retreated due to a GA earlier in the current Combat Phase may not be attacked unless they are in a hex with other friendly units that have not been attacked this phase.

- Units that retreat into a hex with other friendly units due to a previous GA and are then the target of a subsequent GA:
  - a) Do not contribute to the subsequent GA in any manner.
  - b) They are subject to all GA results due to the subsequent GA.
  - c) Step losses suffered in the first GA do not count towards Max step loss in the second GA.

**Important:** The attacking player may attack units that retreated due to a FS mission if there are adjacent attack designated units.

### 13.5.6 Bridges

The defender determines if a bridge may be subject to hasty demolition or collapse.

- AFV units that declared standoff do not trigger bridge collapse.
- If hasty demolition succeeds or if the bridge collapses, Mech units that were using the bridge to conduct the GA may not participate in the GA unless they possess an armor factor, at which point they may declare that they are standing off.
- If all units standoff due to a bridge collapse or hasty demolition, the GA is complete. Remove all attack designations.

#### 13.5.6a Hasty Bridge Demolition

If the defending player has at least one Eng step in the defending hex, the defending player may immediately attempt a hasty bridge demolition if the enemy attack is across a bridge hexside over any type of river (not streams) (17.3.2b).

#### 13.5.6b Bridge Collapse Check

The owning player of an AFV listed on the UTC as a heavy (H) or very heavy (VH) must check for bridge collapse (17.3.2a) the first time such an

AFV attempts to conduct a GA/overrun across any type of river using a trail bridge or bridge marker if that bridge has not been previously subject to a bridge collapse check.

**Exception:** Bridges across streams and heavy bridge units are not susceptible to collapse.

### **13.6.0 Step 4: Determine Ground Assault Value (GAV)**

Both the attacker and defender reveal all units and determine their GAV. Each player determines their side's GAV as follows:

- 1) Determine each unit's combat strength (CS) as defined in 4.2.2 and as modified in 13.6.1. Do not round fractional values of individual units.
  - 2) Add the CS of all units participating in the GA into one total and then round any fraction up.
- The total is the GAV for each side.

### **13.6.1 Combat Strength Modifiers**

Determine the modifiers to each unit's CS individually.

**Important:** A unit may never have its CS reduced by more than a total of two halving modifiers (one quarter reduction in total) regardless of the number of halving modifiers it may be subject to.

#### **13.6.1a Attacker CS Modifiers**

- a) Halve a unit's CS if:
    - 1) A Leg class unit attacks across a river (bridges and fords do not negate this effect).
- Exception:** Do not halve the CS of an attacking Leg class unit if an Eng unit ferries the unit across a river.
- 2) A Leg class unit attacking across a major river when ferried by Eng units (17.2.0).
  - 3) A Mech class unit attacking across a river at a bridge/ford hexside.

**Important:** Mech class units with an armor factor may only attack across any unbridged/ford hexside of a river or major river by using standoff (13.5.2).

- 4) A Leg class unit attacking into or out of a marsh hex. The unit incurs this penalty even if marsh and other terrain also exists in the hex and even if the defender has chosen a different terrain line (13.3.2).

**Important:** Leg class units attacking from and into a marsh are only halved, not quartered.

- 5) A pure AFV unit does not meet the combined arms requirements in MCT or marsh terrain (13.6.1d). The units incur this penalty even if marsh and other terrain also exists in the hex and even if the defender has chosen a different terrain line (13.3.2).
- 6) The unit is OoS (15.6.0).
- 7) The unit is fatigue 1 (14.2.1).

- 8) The unit is in standoff (13.5.2).
- b) Quarter a unit's CS if:
    - 1) The unit meets two or more of the halving conditions.
    - 2) A Mech class unit attacks into or out of a marsh hex. The unit incurs this penalty even if marsh and other terrain exist in the either hex.

**Important:** Pure AFV units may not attack into or out of a marsh hex unless a road of any type connects the attacker's and defender's hex (13.4.2).

- 3) Any unit attacking across a major or great river using a bridge. This would apply to all units that do not use standoff (13.5.2).

#### **13.6.1b Defender CS Modifiers**

- a) Halve a unit's CS if:
    - 1) If a stack of two or more units contains an Art unit, halve the CS of all Art units.
- Important:** If the stack only consists of Art units, halve only one Art unit's CS.

- 2) The unit is defending in an ENA period or rest GT and does not wish to suffer the fatigue penalty.
- 3) It is a pure AFV unit in MCT or marsh terrain and does not meet the combined arms requirements (13.6.1d).
- 4) The unit is OoS.
- 5) The unit is in OhS and does not wish to go OoS at the end of the GA.
- 6) The unit is fatigue 1.
- 7) The unit is in standoff (13.5.2).

- b) Quarter a unit's CS if:
  - 1) The unit meets two or more of the halving conditions.
  - 2) The unit is fatigue 2.
  - 3) It is a Mech unit in a marsh hex.

#### **13.6.1c Ammo Depleted Artillery**

AD Art units have a defensive CS of one and an AT factor of zero.

#### **13.6.1d Combined Arms**

Pure AFV units must stack with a personnel type unit when attacking into or defending in MCT or marsh hexes to operate at full effectiveness.

**Exception:** German RE units cannot provide combined arms (9.6.2c).

**Important:** Vehicular Recon units also provide combined arms (UTC).

- A Bn.-sized personnel unit (any number of steps remaining) provides combined arms for all pure AFV units in the hex.
- A Co.-sized personnel unit (one or two steps) provides combined arms for one pure AFV unit.

**Important:** Attacking Eng/CDO units using their combat Eng capabilities (13.7.4b & 13.7.4c) may also provide combined arms.

- Hybrid units are a combined arms unit.
  - a) A Bn.-sized hybrid fulfills the combined arms requirement for the stack.
  - b) A Co.-sized hybrid unit only provides combined arms for itself and one additional pure AFV Co.

**Important:** An AFV unit that does not meet the combined arms requirement has an armor and AT factor of zero.

**Exception:** The CS penalty for not having combined arms (13.6.1d) does not apply if a pure AFV unit(s) are attacking or defending against pure AFV units and neither side meets the combined arms requirements.

### **13.6.2 GAV Ratio Determination**

The players divide the attacker's GAV by the defender's GAV. Express the result as a ratio (retaining fractions). This is the initial assault odds column.

**Example:** The attacker's GAV is 24, the defender's GAV is 6. The ratio would be 4 to 1, expressed as 4:1. The initial GA column would be the 4:1 column on the GAT.

- On the defender terrain line identified in Step 1 (13.3.0) find the column that is equal to the GAV or the closest column which is less than the GAV ratio.

**Example:** The attacker has a GAV of 36. The defender has a GAV of 8. The ratio would be 4.5:1. Looking at the GAT, the ratio is between 4:1 and 5:1, thus you would select the 4:1 column (it is equal to or less than the ratio calculated above. In other words, round down).

- If the ratio obtained is less than the left-most column on the appropriate terrain line, use the left-most column as the initial assault column.
- If the ratio obtained is greater than the right-most column on the appropriate terrain line, use the right most column as the initial assault column.

### **13.7.0 Step 5: Determine Column Shifts**

Players now determine the applicable column shifts to apply to the assault column found in 13.6.0.

- Shifts to the right benefit the attacker (attacker shifts), while those to the left benefit the defender (defender shifts).
- The result of the above procedure is the final assault column (FAC) for both the attacker and defender.

#### **13.7.1 Determine GA Column Shifts**

A condition may confer more than one column shift. All shifts are cumulative.

- Determine the type and number of shifts for both the attacker and defender.

- Subtract the total defender shifts from the total attacker shifts. The result is the number of shifts made to the assault column.
- A negative value moves the column to the left, while a positive value moves the column to the right.

### 13.7.2 Column Shift Limits

No matter the total number of column shifts, do not shift the initial assault column further than the right or left most column on the defender terrain line for that GA. Ignore all excess shifts.

### 13.7.3 Attacker Column Shifts

Award one attacker shift if:

- a)** Attacking units are in PA mode (5.2.0).
- b)** All attacking units are in a MR bonus period (5.4.4b).
- c)** For each AS marker on the defending stack (maximum of two) (11.6.1).
- d)** Any defending unit is in CR (5.8.0).
- e)** Defending hex is over stacked (6.7.0).
- f)** Any of the defending unit's superior HQs have ADV of zero (15.4.3).
- g)** It is the first AM GT after a lull ended and the attacker was the side that ended the lull (24.4.0).
- h)** Any defending unit is using an extended GenS path (15.2.4).
- i)** Any defending unit is in Strat mode (5.5.6).

**Important:** Apply two right shifts in this case.

- j)** Any defending unit is in Exploit mode (5.3.5c).
- k)** The attacker has an applicable Ldr bonus (23.2.1b).

**Important:** Defender must declare Ldr participation (if any) first.

- l)** Any defending unit is raw or green (4.5.0).
- m)** If attacking a DW, each attacking stack consisting of one Eng unit (any size) stacked with one other unit. provides a shift with a maximum number of shifts equal to the defender shifts for DWs (13.7.4b & 13.7.4c).
- n)** If attacking a town or city hex, and no defending Eng unit is in the target hex, then each attacking stack consisting of at least one Eng unit (any size) stacked with one other unit provides one shift with a maximum of three shifts for a town hex and four shifts for a city hex (13.7.4b).
- o)** All defending units are not subordinate to the same HQ (9.9.0).
- p)** Any defending unit is using an extended GenS path (15.2.4).

### 13.7.4 Defender Column Shifts

Award one defender shift if:

- a)** The defender occupies a VP or HVP.
- b)** For each AS marker on all attacking stacks. A maximum of two shifts can apply (11.6.1).

- c)** Any attacking unit is using an extended GenS path (15.2.4).

**Exception:** Not applicable if using additional trucks (15.2.4a).

- d)** Any attacking stack is over stacked (6.7.0).
- e)** It is a night GT or ENA period.
- f)** The defender is in a DW (17.4.1).

**Important:** See Ground Assault Table for the number of shifts provided by DWs.

- g)** The defender has an applicable Ldr bonus (23.2.1b).
- h)** All attacking units are not subordinate to the same HQ (9.9.0).
- i)** Any attacking unit is green (4.5.0).
- j)** Any attacking unit is raw apply two shifts to the left.
- k)** Each eligible hex with adjacent defending units (13.7.4a).
- l)** All defending units are in a MR bonus period (5.4.4b).
- m)** The attacking units are using a bridgehead marker for GenS (15.9.0).
- n)** Attacking units are in Exploit mode.

### 13.7.4a Adjacent Defenders

Award defender shifts for each friendly occupied hex adjacent to any enemy attacking units participating in a GA. These friendly occupied hexes are supporting hexes.

- There is no limit on the number of column shifts applied if fulfilling the below requirements.
- A supporting hex may generate column shifts against one GA per GA Segment.

**Important:** Players cannot split multiple shifts from the same friendly stack between two GAs.

- To generate shifts, each supporting hex must meet both of the following requirements:
  - 1)** It must contain at least one step (not a Z-step unit) of non-HQ units. If the only unit in the hex is an Art unit, the Art unit must be SPA or an IB towed Art unit; and,
  - 2)** The supporting hex must not have defended against a GA during the current Combat Phase, unless the final assault column was below the left-most column on the table.

**Important:** This does not mean they cannot be the subject of a GA later in the same phase; they just cannot provide the benefit if they have already been the target of a GA in the current phase.

- Award one defender shift for each qualifying supporting hex if:
  - 1)** The supporting hex is adjacent to both the defending hex and adjacent to a hex containing attacking units that are in MCT; or,
  - 2)** The supporting hex is adjacent to a hex containing attacking units that are not in MCT.

**Important:** In this case, the supporting hex does not need to be adjacent to the defending hex.

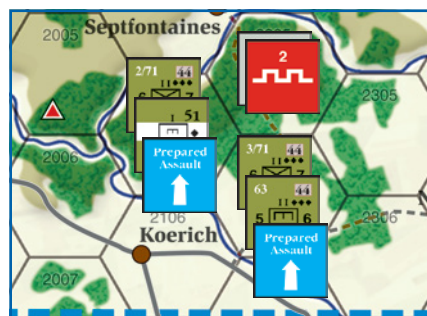
- In either of the above cases if the supporting hex contains a VP, award one additional defender shift.
- If the units in the supporting hex are marked with an AS marker, then reduce number of shifts that hex may award by one for each AS marker.

### 13.7.4b Engineers

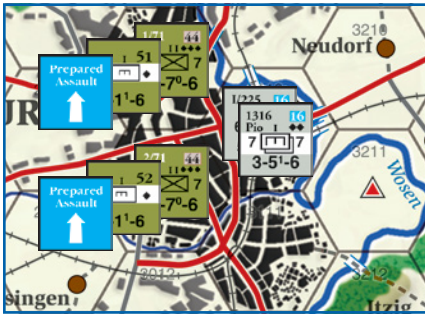
Eng units gain attacking shifts against DWs and may award attacker shifts when the defender occupies a town or city hex.

- Each attacking stack that contains an Eng unit (of any size) and at least one non-Eng unit negates one defender shift due to DWs. Eng units can never award more shifts than are awarded to the defender for the DW.
- If the defender is in a town or city hex without an Eng unit of any size; each attacking stack containing an Eng unit and at least one non-Eng unit generates one attacker shift if:
  - 1)** There are enough attacking stacks with Eng units providing shifts which negate all defending DW's shifts; and,
  - 2)** There are attacking stacks with an Eng unit which was not used to negate DW shifts, then the attacker receives one shift for each such attacking stack, with a maximum of three shifts for a town and four shifts for a city.

**Exception:** Negate all attacker shifts awarded for Eng units attacking a town or city hex if there is an Eng unit in the defending stack. The defending Eng unit does not need to be in a stack with a non-Eng unit.



**Example One:** There are 2 Inf Bn.'s, 1 Eng Co. and 1 Eng Bn. conducting a GA against the German unit in an ET-2. Each Eng unit awards one attacker shift which effectively negates the two defender shifts awarded for the ET-2.



**Example Two:** 2 US Eng Co.'s and 2 Inf Bn.'s are conducting a PA against the German occupied city hex. The 2 US Eng units would normally award a total of two-attacker shifts when attacking into a town or city, however; in this case, the presence of the defending Eng unit prohibits those attacker shifts.

### 13.7.4c Commandos

If a CDO unit is the lead unit in a GA, the CDO unit may also be treated as an Eng unit when assaulting DWs or town/city hexes. Unlike engineers, the CDO unit does not need to stack with any other unit.

**Important:** The attacker can use Eng units in conjunction with Cdo units in the same hex.

**Example:** A stack containing a CDO Bn. and an Eng Co. are conducting a GA against an ET-2. The ET-2 generates two left shifts for the defender and the attacking stack would generate two right shifts for the attacker, thus cancelling out the effect of the ET-2.

### 13.8.0 Step 6: Determine DRMs for the Combat DR

Prior to rolling to determine the GA results, both players must determine the total DRM awarded for bonuses.

- Both players determine the bonus for each section in 13.8.1 through 13.8.4 by subtracting the defender's DRM total for each bonus from the attacker's DRM total for that bonus. The total will be either a positive or negative number.
- Keep a running total of the DRM awarded for each bonus.
- If the total is positive, add the bonus to both player's DR.
- If the total is negative, subtract the bonus from both player's DR.

**Important:** The final DRM can never exceed plus or minus 60 points.

### 13.8.1 Proficiency Bonus

Each side must choose one participating unit to be the lead proficiency rating (Lead-PR) unit for that GA. A player may choose any unit that is not in a standoff role.

- The attacker uses the unit's attack PR, while the defender uses the unit's defensive PR.
- The lead unit can be any Co. or Bn.-sized unit not in a standoff role.

**Important:** If units are stacked using special stacking (6.2.0) the Bn./hybrid unit PR must be used unless both units are Co.'s, then the unit with the lowest PR is used.

- If a side suffers step losses the lead unit on that side must suffer the first step loss.
- Modify a lead unit's PR as follows:
  - 1) Units defending in an ET, Fort or a Ft Area increase their defensive PR by one (to a max of eight).
  - 2) Add one to the lead unit's PR if a Ldr participates in the GA (max PR of nine) (23.2.1e). This applies to both the attacker and defender.
- Subtract the higher lead unit's PR from the lower.
- Award the side with the higher lead-PR rating the number of bonuses equal to the PR difference.
- Each proficiency bonus awards 5 DRM.

### 13.8.2 Combat Reserve

The defending player and then the attacking player declare the number of CR units that will participate in the GA. Each unit with a combat reserve (CR) marker awards one CR bonus for that side.

**Important:** Do not use CR bonuses when conducting an overrun.

- Both the defending and attacking side can receive CR bonuses. To be eligible to award a CR bonus, the unit must:
  - a) Be subordinate to the same formation HQ as at least one friendly participating unit.
  - b) Be within three hexes of at least one friendly unit that is participating in the current GA.
  - c) The path traced:
    - 1) May not enter a hex prohibited to both Leg and Mech class units.
    - 2) May not cross a major or great river. Bridges, fords, and Eng units cannot negate this restriction.
    - 3) May not enter an enemy occupied hex.
    - 4) May trace this path through hexes normally affected by MHs.
- No more than three CR units can be committed to one GA per side.
- Subtract the side with the lower total bonuses from the side with the higher total. The result is the number of CR bonuses received by the higher side.
- Each CR bonus awards 5 DRM.

- Remove the CR marker from any units that provided a CR bonus.

**Important:** CR units providing CR bonuses to a GA are unaffected by any results of that GA.

### 13.8.3 Regimental Integrity (RIB) Bonus

Units of the same Rgt are more effective when they operate near each other. For the purposes of RIBs, the term Rgt includes Bdes, KGs, BGs or US CCs and US CvGps.

- A unit can only count towards RIB one time in the entire GA segment. No unit may ever provide RIB to multiple GAs in a player turn.
- The attacker may receive RIBs from up to two Rgts (max of six bonuses).
- The defender may receive RIBs from one Rgt (max of three bonuses).
- A Rgt can award a maximum of 3 and minimum of 2 RIB bonuses.

**Important:**

- Subtract the side with the lower total RIBs bonuses from the side with the higher total. The result is the number of RIB bonuses received by the higher side.
- Each RIB bonus awards 5 DRM.

### 13.8.3a RIB Eligibility

- Award the attacker one RIB for each eligible participating unit.
- Award the defender one RIB for each eligible unit in the defending hex and/or in any hex adjacent to the defending hex.
- The adjacent units may have already participated in a GA this segment, however, they may not have provided RIB to GA.
- Units in adjacent hexes must:
  - 1) Be a Bn. sized unit and have at least two steps remaining; and,
  - 2) Be assigned to the same Rgt as the units in the defending hex (do not count attached units).

**Important:** A major/great river hexside cannot separate the defending hex from the adjacent hex. Bridges, fords, or the presences of Eng units do not negate this restriction.

### 13.8.3b RIB Unit Eligibility

**Important:** Attached units or units assigned as a replacement for an eliminated assigned Bn. cannot contribute towards RIBs.

To be eligible to contribute RIBs, a unit must be:

- 1) In PA or Tac mode; and,
- 2) An Inf type unit (not Eng) of the same Rgt; or,
- 3) A Hybrid unit of the same CC; or,
- 4) Arm Recon Bn. of the same CvGp; or,
- 5) German Eng Co. or Bn. of the same Leg or Mech formation; or,
- 6) German Fusilier Co. or Bn. of the same Leg or Mech formation; or,

7) German Recon Co. or Bn. of the same Leg or Mech formation; or,

8) German AFV Co. or Bn. subordinate to the same German Mech formation.

9) CW Arm Bdes and Free French Arm Rgts. that contain a mixture of assigned (not attached) pure AFV and Inf Bn.'s may count pure AFV Bn.'s for RIB purposes, if at least one of the Bn.'s involved in the attack is an Inf Bn. assigned to the same Bde/Rgt.

10) A maximum of two Arm Recon Bn.'s in CvGp may provide RIBs for that CvGp.

- Units cannot contribute towards RIBs if the unit is:

1) A BU Co. or Z-step unit; or,

2) OoS, OoC, or fatigued; or,

3) A German RE unit.

See [Scenario Booklet](#) for examples of play.

### 13.8.4 Armor (Arm)/Anti-Tank (AT) Bonuses

The effect of armor or lack of it against opposing enemy forces is an important part of the game's combat resolution process.

- Units that only have a superscript value with their defense factor, have an AT factor only.

**Exception:** Arm Inf units defending without armor have an Arm factor of one.

- Units that have a superscript next to the unit's attack factor, have an Arm factor only.

**Important:** If the unit is an Art unit, the superscript value is a range factor not an Arm factor.

- Units that have a superscript next to both their attack and defense factors have an Arm factor. Use the factor next to its attack factor when attacking and next to its defense factor when defending.

**Important:** A unit with two factors (both Arm and AT) has Arm factors not AT factors.

- Ignore the Arm/AT factors of units in a stand-off role (13.5.2).
- Pure AFV units that do not meet the combined arms requirements have all Arm factors reduced to zero (13.6.1d).
- Ammo depleted (AD) and OoB towed Art units have an AT factor of zero.
- OoS units have an Arm and AT factor of zero.

#### 13.8.4a Arm/AT Comparisons

The comparison of attacking and defending Arm/AT factors determines the number of bonuses awarded to one side.

- There are four different cases that can occur when comparing Arm and AT factors.
- The case used determines whether terrain and/or FW/Fort/Ft Areas affect the number of bonuses awarded.
- The ground assault player aid card lists the terrain modifiers. The first column lists the

applicable terrain, the second the modifier, and the third the maximum number of bonuses awarded in that type of terrain.

- The defending player may choose the terrain feature in the defending hex that is most beneficial to the defense.

**Example:** A unit is defending in a hex with rough and woods terrain. The player could use either the rough or woods terrain to modify the Arm/AT bonuses. In this case the player would choose the woods terrain as it confers a -2 modifier and only allows a maximum of 2 bonuses to the attacker.

**Important:** Population features are terrain features.

- The attacking then the defending player (if they have units with Arm/AT factors) chooses the unit they will use to determine the Arm/AT bonus. This unit is the lead Arm/AT unit.

**Important:** If the attacker has a unit with an Arm factor and the defender does not have a unit with an Arm/AT factor greater than zero, the attacker receives his full Arm bonus (modified by the defender's terrain).

#### 13.8.4b AT vs. AT Factors

If both sides can only apply AT factors, stop here, do not award a bonus to either side.

**Exception:** If the defending hex contains a mounted Arm Inf unit, the defender receives one Arm bonus.

#### 13.8.4c Arm vs. Arm Factors

The attacker and defender both choose a lead unit with an Arm factor.

- If the attacker and defender Arm factors are equal, stop here, do not award a bonus to either side.
- If they are not equal, subtract the smaller of the two factors from the larger and follow the below steps:

1) Determine if modifiers apply:

a) If there are terrain/DW modifiers skip to step 2.

b) If there are no modifiers to the Arm bonus, the side with the higher Arm factor receives the number of bonuses equal to the difference obtained.

c) Reduce the number of bonuses received to the maximum allowed (five during AM or PM GTs and two during night GTs) (13.8.4f).

2) If there are terrain modifiers, use the terrain chosen by the defender:

a) If the attacker has any AFV (does not have to be the unit used to determine modifiers) unit in clear terrain (ignore the presence of locations and villages for this purpose) the defender may choose to use

that terrain type in lieu of the terrain in the actual defending hex.

b) If the attacker does not have an AFV in a clear terrain hex, or if the defender chooses not to take the above option, the defender selects one terrain feature in the defending hex, reducing the number of Arm bonuses by that terrain's modifier. DW modifiers do not apply to armor vs. armor.

**Important:** Apply terrain modifiers to the result, no matter which side has the higher Arm factor.

c) Reduce the number of Arm bonuses received to the maximum allowed by the lower of either the terrain type or GT (five during AM or PM GTs and two during night GTs) (13.8.4f).

3) The side that had the higher Arm factor receives the number of bonuses determined above.

**Important:** If due to terrain modifications and Arm bonus limits the result is zero or less, neither side receives a bonus. It is entirely possible for one side to have superior armor when compared to the other, but to have that advantage nullified/reduced by difficult terrain.

#### 13.8.4d Arm vs. AT Factors

The attacker chooses a lead unit with an Arm factor and the defender chooses a unit with an AT factor.

- If the attacker's Arm factor and the defender's AT factor are equal, stop here, do not award a bonus to either side.
- If the defending AT factor is less than the attacking Arm factor proceed to step 2.
- If the defending AT factor is greater than the attacking Arm factor:

1) Subtract the attacking Arm factor from the defending AT factor.

a) Do not apply terrain or DW modifiers.

b) If it is a night GT the night GT limit applies.

c) The resulting value is the number of defender bonuses awarded.

2) Subtract the defending AT factor from the attacking Arm factor

a) The defender then determines the total terrain modifier by selecting the defending hex terrain feature.

b) The defender then applies any applicable DW modifiers.

c) Subtract the total modifiers from the attacker's bonus.

d) If the number of bonuses received after modifications is greater than the limit (13.8.4f), reduce the number of bonuses to the limit imposed by the terrain and or GT (i.e., Night GT).

- e) If the resulting value is positive, the value is the number of attacker bonuses awarded.
- f) If the resulting value is equal to or less than zero, do not award a bonus to either side.

### 13.8.4e AT vs. Arm Factors

The attacker does not have an eligible unit with an Arm factor; however, if the defender chooses a unit with an Arm factor. The attacker may then choose a unit with a AT factor.

**Important:** In this case, the defender must use his offensive Arm factor.

- If the attacker's AT factor is equal to or greater than the defender's Arm factor, stop here, do not award a bonus to either side.
- If the attacker's AT factor is less than the defender's Arm factor;
  - 1) Subtract the attacker's AT factor from the defender's Arm factor.
  - 2) The defender then determines the terrain modifier by selecting the defending hex terrain modifier (do not use the DW's modifiers). Subtract the modifier from the defender's factors.
  - 3) If the number of bonuses received after modifications is greater than the limit (13.8.4f), reduce the number of bonuses to the limit imposed by the terrain and or GT.
    - a) If the resulting value is positive, the value is the number of defender bonuses awarded.
    - b) If the resulting value is zero or negative, do not award any bonuses.

### 13.8.4f Armor/AT Limits

The type of terrain in the defender's hex may reduce the number of armor/AT bonuses. After reducing due to terrain, apply the applicable maximum limit:

- The maximum number of allowable bonuses during an AM or PM GT is five.
- The maximum number of allowable bonuses during night GTs (or ENA periods) is two.

**Example:** The attacker receives 3 Arm bonuses. However, the defender occupies a clear terrain hex during a night GT, reduce the attacker armor bonus to a maximum of 2. If the same defender occupied a forest hex during a night GT, reduce the attacker Arm bonus from 3 to 1 (1 is the maximum bonus awarded in a forest hex).

### 13.8.4g Armor/AT Bonus Value

**Important:** This rule emphasizes the advantage of long-range AT/AFV main weaponry.

Each armor/AT bonus is normally worth 10 DRM, however they can be worth 15 DRM in the following case:

- If the attacking or defending Arm (not AT) is in clear terrain hex with no MCT (the hex can

contain OCT terrain) and if a side has an Arm or AT factor of five or greater each armor/AT bonus awarded to the side with the Arm/AT factor of five or greater is worth 15 DRM.

See Scenario Booklet for examples of play.

### 13.8.5 Total all DRM

Add all DRM created from 13.8.1 through 13.8.4 to get a final DRM. The total will be either zero or a positive or negative number.

**Important:** The final DRM can never exceed plus or minus 60 points.

### 13.9.0 Step 7:

#### Determine the GA Result

Each side rolls 2d10 and applies the DRM bonus calculated in Step 6 (13.8.0).

- a) If the DRM total is a positive number, add the total DRM to both side's DRs.
- b) If the DRM total is a negative number, subtract the total DRM from both side's DRs.
- Each player cross-indexes their modified DR with the defender's terrain line determined in Step 1 (13.3.2) and the FAC determined in Step 5 (13.7.0).
  - a) The attacker uses the rows (top half of the table) listed to the right of the column labeled Attacker DR, Defender's Results.
  - b) The defender uses the rows (lower half of the table) listed to the right of the column labeled Defender DR, Attacker's Results.
- Each row lists a range of possible DRs. Find the row with a range of values that the modified DR falls within (inclusive).
  - a) Attacker DR range:
    - 1) If the attacker's modified DR is less than the lowest number listed on the FAC, there is no result against the defender.
    - 2) If the attacker's modified DR is greater than the highest number listed on the FAC the defender suffers the results listed on that row.
  - b) Defender's DR range:
    - 1) If the defender's modified DR is less than the lowest number listed on the FAC, the attacker suffers the results listed on that row.
    - 2) If the defender's modified DR is greater than the highest number listed on the FAC, there is no result against the attacker.

### 13.9.1 GA Result Columns

Two rows of GA results are located on the GAT, one just to the right of column H, and a second to the right of column N. The GA results in the right-most columns are more favorable to the attacker (to reflect higher odds), while the results in the left column are less favorable to the attacker (to reflect lower odds). Each side uses

the first results column directly to the right of the FAC for that GA.

**Important:** Players must remember that the attacker's DR result applies to the defending force. Conversely the defender's DR result applies to the attacking force.

See Scenario Booklet for examples of play.

### 13.9.2 Reading the GA Result

Each GA result row (in the GA result column) contains one or more GA results. All three results may appear either separately or in combination with each other. The possible results are:

\* **(Asterisk):** Requires a mandatory PRC.

# **(Parenthesized) Value:** Between 1 and 3 represents the number of mandatory hits inflicted upon the affected side.

# **(Un-parenthesized) Value:** Between 1 and 3 represents the number of discretionary hits.

### 13.10.0 Step 8: Apply GA Results

The attacking player, then the defending player applies their determined combat results. Each player follows the below sequence.

**Important:** When the attacking player applies fatigue and retreat results, they affect every stack that participated in the GA. Each stack is retreated separately.

### 13.10.1 Mandatory PRC

If the result included a mandatory PRC, the affected player must conduct a PRC (4.4.1) using the lead PR unit identified earlier in the GA (13.8.1).

**Exception:** Defending units in Forts as well as Forts by themselves automatically pass mandatory PRCs (no DR required).

- Use the lead PR unit (13.8.1).
- Modify a lead unit's PRC by the following:
  - 1) Units defending in an ET, Fort or a Ft Area increase their defensive PR by one (to a max of eight) (17.4.1).
  - 2) Subtract one from the PRC DR if a Ldr participates in the GA (23.2.1e).

**Important:** If more than one stack is attacking, the lead unit for the GA conducts the PRC. Do not conduct a PRC for each individual attacking stack.

- If the lead PR unit fails the PRC, add one discretionary hit to that side's total GA result.
- If the lead PR unit passes the PRC there is no effect.

### 13.10.2 Reduction/Conversion of Mandatory Hits

Players check to see if they are eligible to reduce and/or convert any mandatory hits. Follow the steps below in order:

**Check for Mandatory Hit Reduction:** The defending player may reduce the number of mandatory hits by one if the defending units are

in a hex with an ET-3 by removing the ET-3 (do not replace the ET-3 with an ET-2 or IP).

**Example:** A 3 step Bn., defending in an ET-3 suffers a result of 3(3). The owning player may remove the ET-3, thus reducing the result to 3(2).

**Check for Mandatory Hit Conversion:** If all friendly units that participated in the GA are Recon and/or CDO units (6.2.0 special stacking applies), the owning player may choose to convert one mandatory hit into one discretionary hit.

- a) A defending player cannot choose this option if:
  - 1) The defending units are in a hex without any type of covering terrain (OCT or MCT); and,
  - 2) The attacking side had one unit that applied at least one Arm factor (prior to modifications); and,
  - 3) The defending side did not have one unit that applied at least one Arm or AT factor (prior to modifications).
- b) The attacking player cannot choose this option if:
  - 1) The attacking units are in a hex without any type of covering terrain (OCT or MCT); and,
  - 2) The defending side had one unit that applied at least one Arm factor (prior to modifications); and,
  - 3) The attacking side did not have one unit that applied at least one Arm or AT factor (prior to modifications).

**Important:** If the affected units do not have a valid retreat path of at least one hex, the owning player may not use the above two methods.

### **13.10.3 Resolve Mandatory Hits**

**Important:** If the GAV ratio (prior to column shifts) was less than the minimum ratio on the GAT (left most column) the attacker ignores Max step loss (4.2.1a) when applying GA results.

Apply remaining mandatory hits as step losses. Max step loss applies (4.2.1a).

- HQ and Art units cannot absorb step losses until all non-HQ/non-Art units have suffered one step loss.
- A single unit cannot suffer additional step losses until all affected units have suffered an equal number of step losses (4.2.0).
- Eliminate one participating Z-step unit for each step loss taken by Co. sized and larger units. See 4.1.3 for other Z-step results.

**Important:** The attacking player assigns any mandatory step losses to any attacking units of his choice regardless of which stack they are located in if the below priority order is followed.

**Example:** All step losses may be taken from units in one stack as long as all mandatory hits are resolved as step losses.

- The owning player must assign step losses to units in the following order:
  - 1) The lead PR unit (13.8.1).
  - 2) The lead Arm/AT unit, if the player used Arm/AT factors (13.8.4).
  - 3) An Eng unit, if any Eng unit provided a column shift to the combat. This includes defending Eng units used to prevent the attacking Eng units from gaining town and city shifts (13.7.4b).
- If mandatory step losses remain after reaching Max step loss, convert all remaining mandatory hits to discretionary hits.

**Important:** The above requirements cannot violate the Max Step Loss rule, including units stacked in accordance using special stacking rules 6.2.0. Within the above restriction, take step losses from the exact unit providing the benefit.

**Example:** The lead PR unit is an AFV unit that also is the Lead Arm/AT unit. The AFV unit would take one step loss as the PR unit but could not suffer a step loss for also being the lead Arm/AT unit.

- If all participating defending units are in a Fort, and those units have met Max step loss and mandatory hits remain:
  - 1) The owning player ignores all discretionary hits.
  - 2) The owning player must inflict remaining mandatory hits to the Fort. Max step loss does not apply.
  - 3) If these mandatory hits eliminate the Fort and mandatory hits remain, ignore all remaining mandatory and discretionary hits.

**Example:** An attacking stack is using special stacking (6.2.0) to stack one Leg Inf Bn. (offensive PR of 7) with an attached Eng Co. and a second Leg Inf Bn. (offensive PR of 6) with an attached TD Co. the player chooses the Inf Bn. with the 7 PR as the lead PR unit and the TD Co. is chosen as the lead armor unit. The attacking player also applied the Eng unit to gain a column shift against a defending IP.

After executing all column shifts, the defender chooses the forest terrain line and the odds are computed at 3:1. The defender's modified DR is -21, resulting in the attacker result of \*2(3). The attacking player resolves the combat result as follows:

- 1) Resolve the PRC using the lead PR unit's PR (7). The DR result is a 7, resulting in a failure, adding one additional discretionary hit. The result is now 3(3).
- 2) The lead PR unit (the first Inf Bn.) must take the first step loss

3) The TD Co. providing the armor factors must then take the next step loss.

4) The 3rd step loss would normally be assigned to the Eng Co., except in this case, the Inf Bn. to which it was attached has already taken a step loss meeting Max step loss requirement for that unit. With no other attacking units remaining that have not already suffered a step loss, the 3rd mandatory hit is converted to a discretionary hit. The player must now resolve 4 discretionary hits.

### **13.10.4 Resolve Discretionary Hits**

Forts and participating defending units in a Fort ignore all discretionary hits.

- For each hex the attacking side retreats, the defending side reduces the number of discretionary hits received by one.
- Prior to resolving discretionary hits, the affected player must declare that all participating units will:
  - 1) Attempt to hold their current position (13.10.4a); or,
  - 2) Attempt to conduct a limited retreat (13.10.4b); or,
  - 3) Conduct a full retreat (13.10.4c).
- The affected player resolves each discretionary hit by following the steps in the method he chose above.
- Discretionary hits are reduced by one each time the player:
  - 1) Retreats all participating units one hex; or
  - 2) Assigns one fatigue hit to all participating units; or,
  - 3) Inflicts one step loss to one participating unit. Max step loss may or may not apply depending on the option taken.

**Important:** Do not eliminate one Z-step unit for every step loss. Instead a player may eliminate two Z-step units to fulfill one discretionary hit taken as step loss. If the player eliminated all Co./Bn. sized units and if there are discretionary hits unresolved, then all Z-step units are eliminated.

#### **13.10.4a Hold the Position**

If the affected player declares that all participating units will attempt to hold the position, the player must conduct a PRC using the participating unit with the lowest PR. The attacker uses the offensive PR, the defender the defensive PR.

**Exception:** Units in an ET-2, ET-3, Fort or Ft Area, automatically pass this PRC (no DR required). This does not apply if the affected player removed the ET-3 using 13.10.2.

**Important:** Co. units attached to Bn.'s using special stacking (6.2.0) are ignored when determining lowest PR.

**PRC Passed:**

The units remain in their hex(es) The owning player resolves all remaining discretionary hits in any combination of step losses and fatigue hits (max of two) as desired. Max step loss does not apply.

**PRC Failed:**

All friendly participating units must retreat.

- If there is only one discretionary hit to resolve, attacking units may resolve that discretionary hit by withdrawing into a DW occupying their hex. Even though the units did not leave their hex, this satisfies the one discretionary hit.

**Important:** Attacking units unable or unwilling to perform this withdrawal continue with the steps below to resolve the discretionary hit.

- The owning player must retreat one hex (up to the unit's maximum retreat distance) for each discretionary hit.
- Units must retreat the number of hexes equal to the remaining discretionary hits if possible. Units may not intentionally choose a retreat path that results in fewer hexes if a longer retreat path is available which would satisfy more discretionary hits.
- If the units cannot retreat a minimum of one hex for any reason or if all units can retreat at least one hex, but are unable to retreat (for any reason, including maximum retreat distance), the number of hexes needed to fulfill all discretionary hits the owning player must absorb remaining discretionary hits as follows:
  - 1)** Inflict step losses on all units, up to the Max step loss limit (previous step losses taken earlier as mandatory hits count).
  - 2)** If the units meet the Max step loss limit and there are remaining discretionary hits, the player must apply remaining discretionary hits as fatigue hits on all units. A player may apply a maximum of two discretionary hits as fatigue hits.
  - 3)** If the player has applied two fatigue hits and there are remaining discretionary hits, take all remaining hits as step losses (Max step loss does not apply).
  - 4)** If part of a retreating force retreats enough hexes to fulfill all discretionary hits, and another part cannot, the units that were unable to fulfill the total discretionary hits as retreats apply all remaining hits using 2) and 3) above.

**Important:** When applying 4), if forced to eliminate all units that failed to retreat the full distance, the owning player ignores all remaining discretionary hits.

**Example:** There are 2 full strength Bn.'s defending in an ET-3, they receive a 2(2) result.

The player does not eliminate the ET-3 to reduce the number of mandatory hits. Each Bn. suffers one step loss fulfilling all mandatory hits. The player then chooses to hold the position.

- 1)** The units automatically pass their PRC check (in an ET-3).
- 2)** The units remain in the hex and the player may resolve the 2 discretionary hits by:
  - a)** Inflicting 1 step loss on each Bn.; or,
  - b)** Inflict 1 step loss on 1 Bn. and inflict 1 fatigue hit on both Bn.'s; or,
  - c)** Inflict 2 fatigue hits on both Bn.'s.

**Example2:** There are 2 full strength Inf Bn.'s and 1 1-step Co. defending, they receive a 3(2) result. The player fulfills the 2 mandatory hits by taking 1 step loss to each Bn. The player attempts to hold the position, but the units fail the PRC.

- 1)** If the units have a path of retreat available and retreat 2 hexes leaving 1 discretionary hit remaining. Since the units have not met Max step loss, the player applies the last discretionary hit as a step loss on the Co. eliminating it, thus fulfilling all discretionary hits.
- 2)** If the units have a path of retreat that only allows them to retreat 1 hex, the units retreat that 1 hex and have 2 discretionary hits remaining. The player must first eliminate the Co. unit and then apply 1 fatigue hit to both Bn.'s.

**13.10.4b Conduct Limited Retreat**

A player may only choose a limited retreat if all participating units have a valid retreat path of at least one hex or if all attack designated units can withdraw into a DW.

- The owning player must make a PRC using the same PRC procedure used in 13.10.4a.

**PRC Passed:**

- All defending participating units must retreat a minimum of one hex.
- All attacking units must retreat a minimum of one hex or withdraw into a DW occupying their hex.

**Important:** Reduce the number of discretionary hits for each hex the units retreat (up to the maximum retreat distance). Attacking units withdrawing into a DW reduce the number of discretionary hits by one.

- If after retreating or withdrawing, there are discretionary hits remaining, the owning player resolves all remaining discretionary hits in any combination of step losses and fatigue hits (max of two) as desired. Max step loss does not apply.

**PRC Failed:**

Players follow the PRC failed procedures in 13.10.4a.

**13.10.4c Conduct Full Retreat**

All participating units must retreat the maximum distance allowed.

- Units cannot stop their retreat prior to fulfilling all discretionary hits unless they have no other options.

**Important:** If a longer alternate retreat path is available, a player cannot choose to retreat into a hex that would require halting a retreat prior to retreating the maximum distance allowed.

- If after resolving all mandatory hits there is only one discretionary hit to resolve, attack designated units may withdraw into a DW occupying their hex.

**Important:** This option does not require that all attacking units occupy a hex with a DW. Units that do not occupy a hex with a DW must follow the below procedure.

- The owning player must retreat one hex (up to the unit's maximum retreat distance) for each discretionary hit.
- If the units cannot retreat a minimum of one hex, for any reason, the owning player resolves discretionary hits in the following order:
  - 1)** Inflict step losses on all units, up to the Max step loss limit (previous losses count).
  - 2)** If the units meet the Max step loss limit and there are remaining discretionary hits, the player must convert remaining discretionary hits into fatigue hits on all units. A player may convert a maximum of two discretionary hits into fatigue hits.
  - 3)** If the player has applied two fatigue hits and there are remaining discretionary hits, take all remaining hits as step losses (Max step loss does not apply).
- If all units can retreat at least one hex, but are all unable to retreat (for any reason, including maximum retreat distance) the number of hexes needed to fulfill all discretionary hits, the owning player must absorb remaining discretionary hits in the following order:
  - 1)** Inflict step losses on all units, up to the Max step loss limit (previous losses count).
  - 2)** If the units meet the Max step loss limit and there are remaining discretionary hits, the player must convert remaining discretionary hits into fatigue hits on all units. A player may convert a maximum of two discretionary hits into fatigue hits.
  - 3)** If the player has applied two fatigue hits and there are remaining discretionary hits, ignore all remaining discretionary hits.
  - 4)** If part of a retreating force retreats enough hexes to fulfill all discretionary hits and another part cannot, the units that were unable to fulfill the total discretionary hits as



retreats apply all remaining hits using steps 1 through 3 above.

**Important:** When applying 4), if forced to eliminate all units that failed to retreat the full distance, the owning player ignores all remaining discretionary hits.

**Example:** A defending Inf Leg Bn. receives a 3(2) result. The owning player must take 1 mandatory hit (Max step loss). He then converts the 2nd mandatory hit to a discretionary hit. The player must now resolve 4 discretionary hits. The owning player chooses to conduct a full retreat. The player retreats 2 hexes (max retreat for Leg class units), then since the unit met Max step loss, the player must inflict 2 fatigue hits on the unit.

### **13.11.0 GA Retreat Procedures**

The hexes that a unit enters due to retreat are its retreat path; this is important for determining advance after GA.

- A retreat is a combat displacement, not movement, thus retreating units are not subject to MHs.
- The owning player always retreats his own units.
- A stack of units must retreat as a stack. Individual units within a single stack cannot use different retreat paths.
- Each hex of retreat must, if possible, be at least one hex farther away from the original occupied hexes.
- A player may not voluntarily drop off units before the stack has stopped retreating.
- A player may not retreat:
  - a) Units into enemy occupied hexes.
  - b) Units into terrain or across hexside terrain prohibited to the unit's movement class or type.

**Important:** If a unit could only move into a hex using Mech road movement, then it can only retreat into that hex if a road connects the two hexes.

- c) Mech units across an unbridged river, major river or great river unless using a ford.

**Important:** If retreating across a bridge, check for bridge collapse (17.3.2a).

- d) Leg class units across a major or great rivers.
- e) Units may not retreat into the same hex more than once during a retreat.
- Leg class units may retreat across an unbridged river (not major or great rivers), however, unless using a bridge or ford, the Leg class unit must stop its retreat in the first hex after crossing the river hexside.
- If there is more than one hex available for units to retreat into, the owning player chooses the hex using the below criteria in the order given:

- 1) Into a hex not adjacent to an enemy units.
- 2) Into a hex closer (in hexes) to the unit's superior HQ.
- 3) Into a hex containing CT.
- 4) Along any type of road.
- 5) Not into an overstack.

- For each criteria:
  - a) If more than one hex meets that criteria, move to the next criteria.
  - b) If only one hex meets the criteria, the player must retreat into that hex.
  - c) If no hexes meet a criteria, move down the list until only one hex meets a criteria. Retreat into the hex meeting that criteria.
  - d) If, after checking all criteria,

there is more than one hex that meets all criteria, the owning player is free to select the retreat hex from any of those which meet all five criteria.

#### **13.11.1 Max Retreat Distance**

- Units that retreat because of a GA or overrun may retreat a maximum of:
  - a) Two hexes if a defending Leg class unit.
  - b) Four hexes if a defending Mech class unit.
  - c) One hex if an attacking Leg class unit.
  - d) Two hexes if an attacking Mech class unit.

#### **Exceptions:**

- a) Mech class units whose HQ is in a no fuel state can retreat a maximum of two hexes (16.4.5).
- b) See 7.12.4b for AT unit exceptions.

#### **Important:**

- a) The number of MP assigned to a Mech class unit in a low or no fuel state has no bearing on its ability to retreat, it is based solely on the fuel state of the assigned HQ (Leg formations use their corps HQ fuel state).
- b) Mech units must stop their retreat in the first hex entered that contains woods, forest, marsh, soft ground, swamp, bogage, hedgerow, RR embankment or constricted terrain unless it entered that hex along any type of road.

#### **13.11.2 Retreat & Other Units**

Units may retreat into a friendly occupied hex in violation of the stacking limits. Resolve the overstack per 6.7.0.

- Units that retreat into a hex with other friendly units, which are the target of a subsequent GA:
  - a) Do not contribute to the subsequent GA in any manner.
  - b) They are subject to all GA results due to the subsequent GA.
  - c) Step losses suffered in the first GA do not count towards Max step loss in the second GA.

#### **13.11.3 Retreating Adjacent to Enemy Units**

A retreating stack that enters a non-MCT hex that is adjacent to an enemy unit must take one step loss from one unit in the retreating stack (owning player's choice).

**Exception:** Retreating units do not incur this step loss if the adjacent enemy units consist entirely of HQs, OoB Art units, Z-step units and/or units of any type if stacked with an AS marker.

- Z-step units cannot fulfill the step loss requirement unless they are the only unit(s) retreating.
- Ignore Max step loss for the purposes of this rule.
- The presence of other friendly units in the hex provides no protection from this step loss penalty.
- The additional step loss does not count towards fulfilling any results obtained from the GA.

#### **13.11.4 Artillery Units**

SPA Art units retreat like any other Mech unit, even when IB. They may remain IB.

- All OoB Art units retreat normally.
- IB horse drawn Art units may not retreat.
- Static Art units may not retreat.
- IB non-horse drawn, non-static Art units with the below size guns may retreat one hex and remain IB:

<b>75mm</b>	<b>150mm/155H</b>
<b>105mm/105H</b>	<b>251b</b>

If required to retreat more than one hex, these units must immediately go OoB and then may continue to retreat.

- Art units required to retreat, but unable to do so are eliminated.
- Each step lost due to this elimination counts towards fulfilling discretionary hits.

#### **13.11.5 Bridge Collapse Check**

Retreating AFVs listed on the UTC as a heavy (H) or very heavy (VH) must check for bridge collapse (17.3.2a) when crossing any type of river using a trail bridge or bridge marker.

**Exception:** Bridges across streams and heavy bridge units are not susceptible to collapse.

#### **13.12.0 Advance after GA**

Advances allow the active player to advance friendly attack designated units into and sometimes beyond hexes vacated by the defending player.

- An advance is a combat displacement, not movement.

**Important:** Advancing units are subject to any applicable MHs in the original defending hex and any hexes of advance thereafter.

- Defending units may never advance.

### **13.12.1 Advance Eligible Units**

All participating attack designated units may advance if the defending hex is unoccupied (for any reason) due to the GA result.

**Important:** Bridge collapse applies during advance (17.3.2a).

- Advance is not mandatory.
- After completing all advances for a single GA, remove all attack designations from units that participated in that attack.

### **13.12.2 Advance Procedure**

Units are advanced individually in any order desired by the attacker.

- The path of advance consists of all the hexes vacated or passed through by retreating units.
- The first hex of advance must be into the hex the defenders occupied at the time of the GA.
- If the owning player eliminated all defending units prior to executing a retreat, the attacking player is free to determine the path of advance (the first hex entered must still be the defending hex).
- Advancing units must comply with stacking limits (6.0) when the advance is complete.

### **13.12.3 Advance Distance**

The player conducting an advance may always stop it at any point.

- Certain conditions may force an advancing unit to stop prior to reaching its maximum allowable advance distance.
- Count the defender's hex as the first hex of the advance.
- The maximum number of hexes a unit can advance is:

**Units in Tac Mode:** One hex (i.e., into the defender's hex).

**Units in Exploit Mode:** One hex (i.e., into the defender's hex).

**Leg Units in PA Mode:** Two hexes.

**Mech Units in PA Mode:** Four hexes.

- If the GA result eliminated all defending units prior to any retreat, advancing units are limited to an advance of hexes no more than the total unresolved hits (both mandatory and discretionary)
- Mech Recon units may advance one hex farther than the path of retreat allows if the entire advance is solely along roads or clear terrain. When using clear terrain (not road) the Mech Recon unit cannot cross a stream and the hex must not contain any terrain other than vantage points, locations and villages.
- MHs (7.7.0) do not restrict an attacking unit advancing from its original hex into the first hex of an advance (the original defending hex).

**Important:** Units may advance one hex (the original defender's hex) even if it is advancing from a hex adjacent to an ET-3/fort/Ft Area to another hex adjacent to the same occupied ET-3/fort/Ft Area hex.

- Once an advancing unit is in the defender's original hex, all MHs apply (including those that would create a MH in that hex).

### **13.12.4 Advance Path**

Advancing units normally follow the path of retreat chosen by the defending player. The following are exceptions to that rule:

- Mech units may deviate from the path of retreat if all hexes entered (including the first) are clear terrain or connected by any type of road.
- If the GA result eliminated all defending units after retreating at least one hex, the advancing units must follow the path of retreat to the hex where the elimination occurred and then, if at that point there are unfulfilled discretionary hits, the advancing player is free to determine the path of advance.

### **13.12.5 Advance Restrictions**

An advancing unit can never enter or cross prohibited terrain unless the advance is along a road and that road would allow such a unit to move into the hex.

- Unless entering a hex along a road, Mech units must stop their advance in the first hex entered that contains any of the following terrain:

<b>Woods</b>	<b>Bocage</b>
<b>Forest</b>	<b>Hedgerow</b>
<b>Marsh</b>	<b>RR Embankment</b>
<b>Soft Ground</b>	<b>Constricted</b>
<b>Swamp</b>	<b>Terrain</b>

- Leg units that advance across a river must stop in the first hex after crossing the river unless an intact bridge exists over that hexside.

**Important:** Ldr benefits do not nullify the above terrain restrictions.

### **13.12.5a ETs/Fort/Ft Areas**

Advancing units must stop if they advance into a hex adjacent to an ET, Fort, or enemy intact Ft Area hex (7.9.0). There is no requirement for an enemy unit to be present in Forts and Ft Area hexes.

**Important:** Ldr benefits do not negate this requirement.

### **13.12.5b Mud**

Units may never advance more than one hex during mud conditions.

**Important:** Ldr benefits can increase an advance in mud by no more than one additional hex, resulting in a maximum advance of two hexes.

### **13.12.5c Night GTs & ENA Periods**

Units may never advance more than one hex during a night GT or an ENA period.

**Important:** Ldr benefits can increase an advance during a night GT or ENA period by no more than one additional hex, resulting in a maximum advance of two hexes.

### **13.12.5d Fuel**

- Mech units whose formation HQ is in a no fuel state may not advance.
- Mech units, whose formation HQ is in a low fuel state may only advance one hex.

**Important:** The number of MP assigned to the Mech unit has no bearing on advance, it is based solely on the fuel state of the assigned HQ (Leg formations use their corps HQ fuel state).

**Important:** Ldr benefits can increase the advance of Mech units in a low fuel state to a maximum of two additional hexes. Ldrs have no effect on Mech units in a no fuel state.

### **13.13.0 Removal of AS Markers**

Remove all AS markers at the end of the GA Segment.

## **14.0 FATIGUE**

Units can become fatigued as a result of combat and/or movement during specific GTs. There are two levels of fatigue; Fatigue 1 and fatigue 2.

Units may become fatigued if they:

- 1) Conduct activities during rest GTs (3.5.4).
- 2) Conduct activities during ENA periods (3.4.6).
- 3) Are subject to ground interdiction attacks (20.3.0).
- 4) Take FS mission numerical hits and/or GA discretionary hits as fatigue hits (11.6.2 & 13.10.4).

### **14.1.0 Recording Fatigue**

When a unit suffers fatigue, the owning player marks the unit with a fatigue 1 marker. A unit already subject to fatigue 1 which receives another fatigue hit is marked with a fatigue 2 marker.

**Important:** A unit can suffer a maximum of two fatigue hits.

### **14.2.0 Effects of Fatigue**

Units marked with either a fatigue 1 or 2 marker cannot:

- a) Generate RIBs.
- b) Enter into CR or provide CR bonuses.
- c) Conduct construction or demolition.
- d) Provide combat Eng shifts.
- e) Ferry units across rivers.
- f) Receive replacements.
- g) Enter Exploit mode.
- h) Breakdown into BU Co.'s or recombine into their parent unit.

### 14.2.1 Effects of Fatigue 1

Units marked with a fatigue 1 marker:

- a) Reduce their printed MA by one-half.
- b) Reduce their CS by one-half.
- c) Reduce their barrage strength by one-half.

### 14.2.2 Effects of Fatigue 2

Units marked with a fatigue 2 marker:

- a) Cannot enter PA mode or be attack designated.
- b) Cannot participate in a FS mission.
- c) Quarter their printed MA.
- d) Quarter their defensive CS.

### 14.3.0 Recovery from Fatigue

Units may recover a maximum of one fatigue hit during the Fatigue Recovery Segment of a friendly Administration Phase. A unit may recover one fatigue hit if the unit:

- 1) Did not move in the preceding friendly Movement Phase; and,
- 2) Did not participate in a GA, or receive any result from an FS mission in the preceding friendly Combat Phase; and,
- 2) Is a Mech unit, not adjacent to an enemy unit and not observed by an enemy ground unit.
- 3) Is a Leg unit, not observed by an enemy ground unit (dismounted units qualify as Leg units in this case).

**Important:** During a lull (24.0), all units on both sides recover from all fatigue at the start of the GT that the lull ends, unless units of their formation participated in a GA during the previous GT.

## 15.0 SUPPLY

Both side's HQs and units require supply to function at full effectiveness. There are two elements to how supply is treated in the game; General Supply (GenS) and the ammunition/fuel logistic system.

- The ammunition/fuel logistic system is a point-based system requiring the use of army TPs to deliver ammunition (AmP) and fuel points (FP). AmP are used to raise an army or corps' HQ ammunition depletion value (ADV), replenish depleted Art units and create intensive volleys. FPs are allocated to HQs to determine their Mech class units' movement capabilities for that GT (16.0).
- Unless otherwise marked, units are assumed to be in GenS and HQ are assumed to be in a normal fuel state. Record any degradation of HQ or unit supply status on the unit or HQ using markers. Place low/no fuel markers on HQs to mark such status for that GT.

## 15.1.0 General Supply (GenS)

GenS involves tracing a supply path from a primary supply source (PSS) to an army HQ, then to a corps HQ, which in turn traces to a formation HQ, and finally from the formation HQ to the unit.

- The existence of a valid supply path traced to a unit places the unit in GenS until the next required check.
- A unit/HQ that is OoS operates at reduced effectiveness and is in danger of surrendering if it is isolated.
- HQs and units not in GenS can be in either OhS or OoS.

### 15.1.1 When GenS is Determined

GenS is determined by tracing GenS paths:

- HQ units determine their GenS status prior to determining non-HQ GenS during the Supply Determination Segment of a friendly Administrative Phase.
- After determining HQ GenS, non-HQ units determine their GenS status.

### 15.1.2 Supply Status

A valid GenS path is a supply path traced in accordance with 15.2.0. A unit or HQ is always in one of five supply states:

**In GenS:** A unit or HQ has a valid GenS path from its PSS (15.2.0).

**On Hand Supply (OhS):** If a unit/HQ does not have a valid GenS path, it is OhS. The unit/HQ has enough on hand GenS to continue limited normal operations, however certain tasks will exhaust this OhS (15.5.0). Mark the unit/HQ with an OhS marker.

**OhS & Isolated:** If a unit or HQ does not have a GenS path of any length, traced to it from the next level of supply, is not within three hexes of a friendly unit in GenS and has OhS remaining. Mark the unit/HQ with isolated and OhS markers.

**Out of Supply (OoS):** If a unit or HQ is unable to trace a valid GenS path from its PSS and has consumed all its available OhS. Mark the unit/HQ with an OoS marker.

**OoS & Isolated:** If a unit or HQ does not have a valid GenS path of any length, is not within three hexes of a friendly unit in GenS and has consumed all its available OhS. Units/HQs that are isolated and OoS may surrender (15.7.1). Mark the unit/HQ with isolated and OoS markers.

### 15.2.0 GenS Paths

A GenS path is a series of contiguous hexes (a path) traced in the following order:

- 1) PSS to army HQ or PSS to depot and then to army HQ.
- 2) Army HQ to corps HQ.

3) Corps HQ to formation HQ.

4) Formation HQ to subordinate units.

- Scenario rules will provide each side with the location of their applicable primary supply sources.
- Scenario instructions may restrict one side or the other to a specific PSS for each army.
- Army HQs may be located off map.
- Scenario instructions may require corps and/or formation HQs to trace directly to a PSS.
- An army HQ may not trace a GenS path to its corps or formations through another army's ZOP (9.2.0).
- A corps HQ may not trace a GenS path to its formation HQ through another corps ZOP.
- A formation HQ may not trace a GenS path to its units through another corps ZOP.

**Exception:** Units and/or formations arriving as reinforcements are automatically in GenS for three GTs (count the GT of arrival) if they can trace a GenS of any length to their assigned army/corps HQ.

**Important:** While in Strat mode or due to special rules, formation HQ may be subordinate directly to an army HQ (9.0), in which case they trace from that HQ rather than a corps HQ.

**Note:** One or more of the above HQ may not be present and thus would not be a required part of the full GenS path.

### 15.2.1 GenS Path Procedures

Players measure the length of a GenS path using MP in the same manner as when moving a unit. There are two types of GenS paths; Mech Class and Leg Class.

- The following applies when players trace both Mech and Leg class GenS paths. GenS paths:
  - 1) Cannot enter an enemy occupied hex.
  - 2) May trace into, but not through, a hex that would generate a MH against friendly units moving into the hex (7.7.0).
  - 3) Cannot trace into more than two hexes that are adjacent to enemy units (they do not have to be the same enemy unit).
  - 4) When counting the GenS length MPs, do not add in cost of moving adjacent to enemy units.
  - 5) When tracing GenS during a Night GT, do not use night GT MP cost.
  - 6) See 15.2.6 for the effects of mud and snow ground conditions.

**Important:** Games in the series may impose additional restrictions or have special ground conditions that affect GenS path length.

#### 15.2.1a Mech class GenS Paths

The following apply to Mech class GenS paths only.

- When tracing a Mech class GenS path, the MP cost for a primary road hex is one-third

of an MP, and for a secondary road hex, one-half of an MP.

- Mech class GenS paths cannot trace through terrain prohibited to Mech class units unless tracing the GenS path along a road.
- Mech class GenS paths can only trace over a river if a bridge or ford exists on the hexside crossed.

### 15.2.1b Leg Class GenS Paths

The following applies to Leg class GenS paths only.

- Leg class GenS paths cannot trace through terrain prohibited to Leg class units unless using a road (any type).
- Leg class GenS paths may cross a stream or river by expending the standard MP cost as when a Leg class unit crosses the hexside.
  - a)** An Eng unit (of any size) may reduce this cost by ferrying GenS. The Eng unit must be adjacent to the stream or river during the Administrative Phase. The Eng unit may not be fatigued nor in the process of construction when ferrying supplies.
  - b)** When using an Eng unit to ferry GenS, ignore the MP cost to cross a stream and reduce the cost to cross a river to +1.
  - c)** Leg class units may trace GenS using a bridgehead (15.9.0).
- Leg class GenS paths may only cross an un-bridged, un-forded major river if an Eng unit(s) totaling at least three steps is present and adjacent to the hexside crossed at the time GenS is determined.
  - a)** A GenS path crossing a major river in this way costs three MP.
  - b)** The Eng unit(s) may not be in the process of construction when used to ferry supplies.
- Eng units may not ferry GenS across a great river.

### 15.2.2 HQ to HQ Supply Path

GenS paths from a PSS to an HQ (could be from PSS to depot to an HQ) or from an HQ to a subordinate HQ is an HQ path.

- HQ paths can only trace into or through:
  - 1)** Clear terrain (when ground conditions are normal/dry only); or,
  - 2)** Secondary or primary roads (not trails).
- HQ paths must use Mech class GenS path procedures (15.2.1).
- HQ paths cannot exceed 18 Mech class MP unless using an extended GenS path (15.2.4).
- An HQ in OhS (15.5.0) can only trace a GenS path that is one-half its normal GenS path distance.

**Important:** Apply the ground condition limitations listed in 15.2.6 prior to halving the GenS path distance for OhS.

### 15.2.3 HQ to Unit Supply Path

The movement class of the GenS path from an HQ to its subordinate units depends on the type of formation HQ tracing from (i.e., either Leg or Mech (9.3.4)). The maximum number of MP for each type of formation and/or nationality is as follows:

**Leg Formations:** 12 Leg class MP.

**Axis Mech Formations:** 12 Mech class MP.

**Allied Mech Formations:** 18 Mech class MP.

- All types of HQ may use extended GenS paths (15.2.4).
- Mech formation HQs may only trace GenS paths to Mech class units using a Mech GenS path.
- Mech formation HQ may trace to Leg class units using either Mech or Leg GenS paths.

**Important:** Players make this decision on a unit by unit basis.

**a)** The owning player must make this decision prior to tracing a GenS path to each individual Leg class unit.

**b)** Each unit's GenS path may only utilize one movement class movement rate during the current phase.

**Example:** A player could not trace GenS to a Leg class unit using Mech class movement for part of the path and then Leg class movement for another part.

**Important:** When an Allied Mech formation HQ traces a GenS path using Leg class movement costs, reduce the GenS path length to 12 Leg class MP.

- If a player assigns one TP from the army motorization TP total to a Leg formation HQ, all units of that formation can use the Mech class GenS path MP.
- Important:** This TP does not cancel extended GenS penalties (15.2.4a).

- If a unit can trace GenS to its superior HQ, then all adjacent friendly units who are subordinate to the same superior HQ are in GenS, even if they are unable to successfully trace a GenS path.

**a)** The hexside between the two hexes cannot prohibit Leg class movement or consist of an un-bridged river hexside.

**b)** Units provided GenS in this manner may not provide GenS to other units.

**c)** This method of delivering GenS to units does not permit units to move into an out of supply hex (7.7.5).

**Important:** Eng units may allow tracing a Leg GenS path by ferrying GenS over a river/stream (15.2.1b).

### 15.2.4 Extended GenS Paths

When determining valid GenS paths, HQs and units may use extended GenS paths.

- Extended GenS paths increase an HQ or unit's GenS path by one third.

**Example:** A formation HQ using extended GenS would increase the GenS path from the HQ to the unit from 12 to 16 Leg class MP.

**Important:** Apply weather conditions (15.2.6) after determining the extended GenS path length.

**Example:** An extended Mech GenS path is 24 MP. If any part of the GenS path does not trace along a primary or secondary road and the weather is mud the extended GenS path would be 21.

- An HQ/unit suffers the below effects if using an extended GenS path along any portion of its GenS path:
  - a)** Army HQs suffer a -2 DRM for all logistic delivery DRs (16.2.0).
  - b)** Mech class HQs in a low or no fuel state suffer a -2 DRM for all fuel value DRs (16.4.5a).
  - c)** Units participating in a GA suffer one unfavorable column shift on the GAT.
  - d)** Art units may not intensive fire (11.4.1g) and suffer a +2 DRM to all AD replenishment DRs (16.3.7b).
  - e)** Any FS mission containing at least one Art unit using extended supply suffers a +2 DRM to its AD DR (11.8.0).

**Important:** OhS HQs cannot use extended GenS (15.5.1).

### 15.2.4a Additional Truck Support

When using extended GenS paths, a player may use Allied inherent transport (7.12.3b) or the player may dismount Mech class Inf Bn.'s (7.12.1) to provide additional trucks to the HQ to negate all of the extended supply penalties listed in 15.2.4.

**Important:** Trucks used for this purpose may not come from the army's available truck points.

- In the Joint Logistics Phase, a player may dismount three Mech Inf class Bn.'s (for this purpose a Co. does not count) to garner one truck point to be used to avoid extended GenS penalties.

**Important:** An Allied Inf Div may use its inherent transport to enable itself or its corps HQ to avoid the extended GenS penalties (players should note the division(s) that have detached their inherent truck point).

- Place a motorized unit marker on the formation or corps HQ that is using additional truck support to provide the above benefit.
- When determining GenS for an HQ with additional truck support, the HQ may use the extended GenS path to its subordinate HQ and or units without incurring the penalties outlined in 15.2.4.

- During any following Joint Logistics Phase, the player may return these trucks to their parent organization. Bn.'s dismounted for this purpose are automatically mounted during this phase.
- Trucks garnered to provide additional truck support do not allow Leg formations HQ to use Mech class GenS path MP (15.2.3).

**Example:** During the Logistics Phase of the June 20 GD, the US 2nd Inf Div detaches its inherent transport. The US player places a US motorized unit marker on the Div HQ. The 2nd Inf Div may now use extended GenS paths when determining GenS for all subordinate units without penalty. The player could, instead, use the marker to support the V Corps (the superior HQ for the 2nd). In this case, the V Corps could use extended GenS path to all its subordinate HQs and corps asset units without penalty. However, a formation HQ subordinate to the V Corps would require additional truck support to allow that HQ to use extended GenS to its subordinate units without penalty. In the above example, the 2nd Inf Div would be unable to negate extended GenS to its subordinate units since it had already assigned its Allied inherent transport to the V Corps.

### 15.2.5 On Hand Supply Paths

An HQ in OhS (15.5.0) can only trace a GenS path to its subordinate HQ and/or units that is one-half the normal GenS path distance for that type of HQ.

**Important:** Apply the conditions listed in 15.2.6 prior to halving the GenS path distance.

### 15.2.6 Supply Paths & Weather

Certain ground conditions reduce GenS path length.

**Mud:** Reduce GenS paths by three MP unless tracing the path exclusively along primary or secondary roads.

**Snow:** Reduce GenS paths by one MP unless tracing the path exclusively along primary or secondary roads.

### 15.3.0 Corps & Army Asset GenS

Corps and army asset units not attached to a formation (9.3.0) may trace GenS paths using one of two methods.

- 1) Directly from their superior army or corps HQs.
- 2) From a formation HQ subordinate to the asset unit's superior corps or army HQ

### 15.4.0 HQ Support

There is no limit to the number of corps or formation HQs that can trace GenS from a single HQ, however, army and corps HQs that provide support to an excessive number of HQs have their final ADV reduced.

- When determining the number of supported HQs do not count HQs that are:
  - 1) In army reserve (25.0).
  - 2) In MR mode (5.4.0).
  - 3) In Strat mode (5.5.0).
  - 4) OhS HQs (15.5.0).
  - 5) OoS HQs (15.6.0).
  - 6) HQs selected by the owning player as not supported (15.4.2b).

### 15.4.1 Army HQ Support

An army HQ can provide GenS and support for any number of corps HQ, but there is a limit to the number of such HQ it can support without penalty. See 9.3.1 for limits on army asset unit assignment.

- An army HQ may only provide support for up to three corps HQ without affecting its ADV (16.3.2 step 4). If an army HQ supports:
  - a) More than three corps reduce that army's ADV by one for each corps over three that it supports.

**Important:** The owning player may choose not to support a corps, and thus not suffer the modification to the army's ADV.

- b) Less than three corps increase that army's ADV by one.

**Important:** Only increase the ADV by one, even if the player has assigned only one corps.

**Example 1:** An army's base ADV is 3. The owning player has assigned 4 corps to that army. If a player decides to support all 4 corps, reduce the army's ADV to 2.

**Example 2:** An army's base ADV is 6. There are 5 corps assigned to the army and the player wishes to support all 5 corps, reduce the army's ADV to 4.

**Example 3:** An army's base ADV is 3. The player has assigned 2 corps to the army, increase the army's ADV to 4.

### 15.4.2 Corps HQ Support

A corps HQ can provide GenS and support for any number of formation HQ. A corps HQ can provide GenS to any number of formation HQ but there is a limit to the number of such HQ it can support without penalty. See 9.3.2 for limits on corps asset unit assignment.

#### 15.4.2a Formation HQ Value

When determining the number of formations that a corps HQ is supporting, count formations as follows:

- a) All Allied Divs and all Axis Tank, Pz, PzG, or Mot Divs count as one formation.
- b) All Axis divisions that are not Tank, Pz, PzG, or Mot, and any Axis BG count as one-half a formation.
- c) All Allied BG and CvGp count as one-half a formation.

- Always round a fractional number of formations down to the nearest whole number.

**Important:** Attachments to a division count as part of the division, do not count attached BG separately.

**Example:** An Axis Corps HQ has 2 Pz Divs and 3 Inf Divs assigned to it. The player wishes to support all of them. The total formation value is 3.5 (Pz Divs count 1 each and Inf Divs count 0.5 each). This rounds down to a total of 3 formations supported.

### 15.4.2b Corps Support

A corps HQ may support three formations with no effect to its ADV (16.3.2 step 7).

- If a corps HQ supports:
  - a) More than three formations reduce that corps' ADV by one for each formation over three that it supports.
  - b) Less than three formations increase the corps' ADV by one.

**Important:** Only increase the ADV by one, even if the player has assigned only one formation.

**Example:** A German army HQ has an ADV of 4 and supports 4 corps. Reduce the army ADV to 3. Each corps HQ then starts with an ADV of 3. Two of the German corps support 3 Pz Divs each, so their ADV of 3 remains unchanged. The fourth corps supports only 2 Inf Divs, the player increases that corps' ADV to 4.

**Note:** Players may track supported and unsupported HQs in any manner they wish. To keep opponents from knowing exactly which HQs receive support, the designer recommends that players note the status of HQs on a piece of paper.

### 15.4.3 Not Supported Effects

Unsupported, in GenS corps or formation HQs are unable to operate at full operational capacity.

- All units subordinate to an unsupported corps or to an unsupported formation HQ are automatically unsupported.
- Unsupported units suffer the following effects:
  - a) Art units have an ADV of zero.
  - b) Art units may not participate in an intensive barrage.
  - c) AD Art units cannot replenish by DR. The owning player can only replenish them during a friendly Administrative Phase by expending AmP.
  - d) The owning player must expend AmP to mark unsupported units as attack designated units. Each AmP expended allows one unit/stack to be designated PA or two units/stacks to be designated TA.
  - e) Units defending against GA receive a one column shift to the right penalty.

**Designer's note:** These rules simulate the fact that in many cases, while an HQ may have been able to receive supplies their superior HQ may not have been able to provide the amount of ammunition and other required items to sustain any kind of offensive action that would show up at this level of play. Players now must make choices to determine which formations and/or corps receive the support required to conduct offensive actions.

### 15.5.0 On Hand Supply

A unit with an OhS marker continues in that supply status until it has expended all OhS, or the unit has a valid GenS path during a friendly Supply Determination Segment (15.1.2).

- OhS allows a unit to function as though it is still in GenS. An OhS path is one-half the normal GenS path (15.2.5).
- If a unit conducts activity that would use its on-hand supply, mark the unit with an OoS marker.
- HQs using OhS may operate normally and provide GenS to subordinate units until the HQ is OoS.

**Important:** Do not mark units with an OhS marker if they can trace a GenS path to a superior OhS marked HQ.

- OhS marked HQs that do not have a valid GenS path of any length can continue to supply subordinate units using OhS by utilizing the steps outlined in 15.5.1.

### 15.5.1 HQs & On Hand Supply

During the Administrative Phase, if a player cannot trace a valid GenS path to an HQ, that HQ goes into an OhS status.

- The owning side must immediately determine the number of OhS points available to that HQ unit.
- Roll 1d10 and apply the following cumulative DRMs:
  - 4: If a formation HQ.
  - 3: If corps HQ.
  - 1: If unable to trace a GenS path of any length to the HQ.
  - +1: If the HQ is in a town or city hex.
  - +2: If it is a US HQ.
- If the modified DR is:
  - 3 or less:** The on-hand supply number is four.
  - 4–6:** The on-hand supply number is six.
  - 7 or more:** The on-hand supply number is eight.
- Players can either write this number down on a piece of paper or use the pocket supply markers and record tracks to record these numbers for the affected HQ.
- Place a pocket supply marker on the HQ unit and another marker with the same ID on the record track in a space whose value corresponds to the OhS number.

- OhS HQs may not use extended supply (15.2.4).

**Important:** OhS GenS paths are halved (15.2.5).

### 15.5.1a Expending HQ OhS

During the Administrative Phase the player may convert OhS points to fuel points (FP) or AmP and expend OhS points to supply subordinate HQ and units. This includes the Administrative Phase where the HQ was marked OhS (after determining the number of OhS points available (15.5.1).

- Each HQ OhS point expended allows an HQ to be a supply source for all its subordinate HQs and assigned units until the next Administrative Phase. Subordinate HQ and units are in support and GenS.
- OhS HQs that start the Supply Determination Segment with no OhS points immediately become OoS.
- A player may convert OhS points to fuel points. One OhS point converted creates one fuel point.

**Important:** Treat FP created by conversion of OhS points as standard FP, including allocation to the HQ and/or subordinate formation HQs. OhS HQs may choose to stockpile FPs for use in future GT.

- An OhS HQ may convert OhS points to AmP. The size of the HQ affects the number of AmP received for each point converted. The player may use these AmP to replenish AD Art units subordinate to the HQ.
  - a)** One army OhS point yields two AmP.
  - b)** One corps OhS point yields one AmP.
  - c)** Formation HQs may not convert OhS points into AmP.
- OhS HQs have an ADV equal to the remaining OhS points after deducting points to provide GenS and converting OhS points to FP and/or AmP. All subordinate Art units use this ADV when checking for AD and replenishment.
- If an OhS HQ is eliminated, delete all OhS points currently with that HQ.
- If an OhS HQ moves, it loses one-half its current OhS points (round up).

**Important:** Immediately eliminate FP and AmP created using OhS if the OhS HQ is found to be in GenS status.

### 15.5.1b Adding Available OhS

During the Air Resupply Segment of a friendly Administrative Phase, a player can add to the amount of OhS available to an HQ by using air transport points (20.5.0) or amphibious missions (see scenario rules).

- Each point of an ATP mission delivers:
  - a)** One OhS point to an army HQ; or,
  - b)** Two OhS point to a corps HQ; or,
  - c)** Four OhS points to a Div or BG HQ.

- If there is no HQ to receive the air resupply, each point of ATP will allow:
  - a)** The owning player to remove 10 OoS markers from any units (except HQs) within three hexes of the actual drop zone hex. Replace the OoS markers with OhS markers.
- If an army or corps HQ is in the pocket, the OhS points are assigned to the highest-level HQ.
- If multiple formation HQs are in the same pocket (without an army or corps HQ), the owning player must distribute each point when dropped.
- A player must assign each point to a specific HQ.
- An HQ must be able to trace a GenS path no longer than three hexes to the hex where the air supply drop took place.

### 15.5.2 Units & OhS Usage

During the Supply Determination Segment of a friendly Administrative Phase, all non-HQ units that cannot trace an OhS supply path to an HQ with available OhS points or an HQ that is in GenS are marked OhS.

- Non-HQ units marked with an OhS remain in OhS until the unit conducts one of the following actions:
  - 1)** Expend more than one-half of their printed MA; or,
  - 2)** Conduct an offensive GA; or,
  - 3)** Defend against a GA using more than one-half their defensive CS; or,
  - 4)** Participate in an Art FS mission; or,
  - 5)** Expend more than three MPs while in Exploit mode. A unit in Exploit mode may conduct an overrun and not become OoS if it uses no more than three MPs and participates in the GA using only one-half of its attack CS.
- Immediately mark any unit that performed the above actions with an OoS marker.

**Important:** Units supplied by an OhS HQ are not OhS, they are in GenS until the first friendly Administrative Phase after their superior HQ becomes OoS.

### 15.6.0 OoS Effects

OoS units suffer limitations and restrictions.

- Units that are OoS cannot:
  - 1)** Enter PA mode.
  - 2)** Enter Exploit mode.
  - 3)** Enter Strat mode.
  - 4)** Enter CR or provide CR bonuses.
  - 5)** Conduct replacement.
  - 6)** Conduct any type of construction or demolition (other than IPs).

**Exception:** OoS Eng units function as non-HQ/non-Art units when conducting construction.

- If units are OoS:
  - 1) They may only expend one-half of their printed MA (round up).
  - 2) They must immediately exit Exploit mode.
  - 3) Eng units lose all special combat Eng abilities.
  - 4) Reduce their CS (attack and defense) by one-half (round up).
  - 5) Art units are immediately marked AD and may not replenish.
  - 6) If isolated, they may be subject to surrender (15.7.1).

**Important:** Do not modify the Arm/AT factors of units that are OoS.

- OoS HQ units:
  - 1) May not provide GenS to subordinate units.
  - 2) Cannot count any of its subordinate units as the nearest air observer for Allied air observation (8.3.0).

### 15.7.0 Isolation

A unit that cannot trace a GenS path of any distance is isolated if there are no friendly units in GenS within three (two intervening) hexes of the unit. Note it is possible to be isolated and OoS or isolated and OhS (15.1.2).

- Isolation is determined during the friendly Administrative Phase of each player GT.
- Players may not designate an isolated unit as a spotter for FS missions.
- During the Command Phase, each side checks to see if any isolated OoS units surrender (15.7.1).
- Isolated OoS units must check for surrender prior to defending in GA (13.5.1).

### 15.7.1 Surrender

During the Joint Command Phase both players determine if isolated units surrender by conducting a defensive PRC for each isolated/OoS unit.

- Modify the DR as follows:
  - +2: For each AM GT (after the first) that a unit checks for surrender.

**Important:** This DRM also applies if checking for surrender due to GA.

**Note:** Players can use a bridge bottleneck or spade marker to keep track of the number of AM GTs elapsed by placing it under the unit's isolated marker.

**Example:** On GD 4 a unit is isolated and OoS. It checks for surrender and passes. The unit would not suffer +2 DRM until the Command Phase of GD 5. If the unit is still isolated and OoS during the Command Phase of GD 6, it would suffer a +4 DRM.

- +1: If any other unit within two hexes (one intervening hex) has already surrendered during that GT.
- 1: If stacked with a Ldr (23.2.1e).

- If the unit fails the PRC, the unit surrenders; remove it from the map.

**Important:** Units that surrender or are eliminated in any manner while isolated do not garner recycle steps (22.2.0). Players must keep these units separate from other eliminated units as these units cost additional ReP when resurrecting them (22.5.2a).

### 15.8.0 Depots

Depots serve as extensions of the standard GenS path from an army's PSS to the army HQ. Scenario rules will outline if depots are available and the procedures for activation and placement.

- If an enemy unit enters a hex with a depot, the owning player must immediately eliminate the depot.
- The eliminated depot is available for relocation (15.8.2) during the next Joint Logistic Phase.

### 15.8.1 Depot GenS Paths

Depots extend the distance from a PSS to an army HQ. An army HQ may trace GenS from its PSS as follows:

- From the PSS to a depot, then to the army HQ.
- From the PSS to a depot, and then to other depots until it reaches the army HQ.
- Each of the above sections of the GenS path can be no longer than 18 Mech MP.
- Treat the path to and from a depot as an HQ to HQ GenS path (15.2.2).

### 15.8.2 Relocating Depots

A player may relocate a depot.

- Conduct relocation during the Joint Logistics Phase.
- When relocating a depot, the owning player may only relocate the depot to the hex containing the depot's army HQ and that hex must be a town or city hex. The army HQ must be in the desired relocation hex prior to starting the depot relocation.

**Important:** The army HQ may not move during the relocation process. If for any reason the army HQ is moved during the process, the player must start the relocation process over. The player must still expend the required FP.

- A player cannot relocate a second depot until the full process for locating the first depot is complete.
- Follow the below process when relocating a depot:
  - 1) At the end of the Joint Logistics Phase, the player subtracts one-half of the TP assigned to the depot's army. The player cannot use these TP for any other purpose.

2) The player then removes the depot from the map and places it on the GTRT two GDs from the current GD.

3) The player must then expend six FP from the depot's army stockpile.

**Example:** The player removes the depot from the map on GD 5 and then places it on the GTRT in the GD 7 box.

4) At the end of the Joint Logistics Phase of the second GD (or any later GD), the player may then place the depot in the town/city hex containing the depot's army HQ. The army HQ may move during the AM GT.

5) The player returns the TP subtracted for the relocation to the army TP total.

**Important:** Players do this at the end of the Joint Logistics Phase; therefore, the TP are not available for use during the current GD.

6) The depot is fully functional at the time of placement.

**Example:** 1st Army wishes to move its depot from Isigny to the location of the 1st Army HQ (St Lo) on the July 1 GD. During the Joint Logistics Phase, after determining fuel and AmP delivery, the US player removes the depot from the map and places it on the GTRT on the July 3 GD. He immediately expends 6 FP from the army stockpile. The number of TP assigned to the 1st Army is 6 thus the Allied player reduces the number of TP available for the army by 3. These TP become available after placing the depot. On the July 3 GD after determining fuel and AmP delivery, the player places the depot in St Lo and returns the 3 TP to army TP total.

**Important:** Moving a depot requires that the relocating depot deactivates. While this affects GenS path length, it does not otherwise affect the ability of an army to operate under the GOSS Logistics Rules.

### 15.9.0 Major River Bridgeheads

Anytime either side occupies a hex adjacent to a major river, and there is not a valid GenS path across the river, the owning player may place a bridgehead marker in the occupied hex.

- A bridgehead may provide GenS if the bridgehead marker is adjacent to a hex (on the opposite side of the river) that is in GenS.
- Placement of a bridgehead marker does not require the use of an Eng unit.

**Important:** A player may place a maximum of three bridgeheads by units subordinate to the same division HQ, and a maximum of two bridgeheads by units subordinate to a BG HQ.

- A bridgehead marker provides GenS to all leg units within two hexes of the bridgehead marker (i.e., one intervening hex).

- Units supplied by a bridgehead may provide GenS to adjacent leg units on the same side of the bridgehead as per 15.2.3.
- Units tracing GenS to a bridgehead marker (including the units in the same hex as the marker) receive a one column shift to the left when conducting an offensive GA.
- A bridgehead marker may remain on the map indefinitely. A player may remove a friendly bridgehead marker at any time; however, the owning player must remove a bridgehead marker when:
  - 1) The player can trace a non-bridgehead GenS path to the bridgehead hex; or,
  - 2) An enemy unit occupies the bridgehead hex.

**Note:** *There is no limit to the number of bridgeheads that may be on the map at any one time is not limited by the counter mix, it is only limited by the maximum number allowed per division/BG noted above. Players should feel free to mark bridgeheads in any agreed upon manner.*

## 16.0 LOGISTICS & TRUCKS

Ammunition/fuel Logistics rules model an army's supply of Art ammunition and fuel. Each side controls the flow of ammunition points (AmPs) and fuel points (FPs) by adjusting the number of truck points (TPs) it assigns to each type of supply. Scenario rules will list the number of TPs available to each side, along with any other special rules that pertain to ammunition or fuel usage.

**AmP & Artillery Overview:** A player can only conduct FS missions with Art units that are not ammunition depleted. Each FS mission requires an ammunition depletion (AD) check DR. Players can replenish AD Art units by expending AmP or by passing a replenishment DR.

**FP & Mech Movement Overview:** Mech formations and all army/corps HQs require FP to allow their subordinate Mech units to move in a normal fashion. If a player fails to allocate enough FPs to HQs, subordinate Mech units will have a low or no fuel state, both will severely affect their movement.

**TP & Logistic Table Overview:** TPs assigned to armies allow players to adjust the mixture of ammunition, fuel, and motorization of Leg class units for that army for the entire GD. Players assign TP to carry ammunition or fuel, or to motorize units.

- Players use the appropriate Army Record Tracks to manage:
  - a) Corps and army ADV.
  - b) The number of AmP stockpiled.
  - c) The number of FP stockpiled.
  - d) The number of available TP and their allocation to specific tasks.

### 16.1.0 Truck Points (TPs)

TPs are an abstract design mechanic used to represent a stressed logistical transport system operating at less than optimal efficiency. Scenario rules may suspend the use of TPs and the Logistics Table.

#### 16.1.1 Truck Point Availability

Scenario instructions assign each side the number of TP available and may assign them to specific armies or may allow the player to assign them as desired.

- The players must assign each TP to a specific army.
- Do this by noting the TP assignment on an army's Logistic Record Track and by moving the TP marker up or down one box for each TP gained or lost.

#### 16.1.2 TP Assignment

Scenario instructions will detail the number of TP available and what latitude (if any) that the player has when allocating TP to each army.

- During the Joint Logistic Phase, players must allocate each available TP to one of three tasks:

<b>Delivery of ammunition.</b>	<b>Motorization of Leg or static class units.</b>
<b>Delivery of fuel.</b>	

#### 16.1.2a TP & Ammunition

TPs allocated to carry ammunition affect the possible number of AmP delivered to an army.

- Players record the number of TPs carrying ammunition by adjusting the ammunition TP marker on the army track.
- The maximum number of TPs that can deliver ammunition is seven. However, players can allocate more than seven TPs to the ammunition role for the purpose of absorbing losses caused by supply interdiction missions.
- Allied armies must allocate at least one TP to deliver ammunition for each corps supported by that army.
- Axis armies must allocate at least one TP per army to ammunition delivery.

**Important:** *The number of TP allocated during this segment sets the maximum number of corps the army can support. Reductions in this number due to supply interdiction (20.4.0) do not affect an army's ability to support corps.*

**Example:** *The Allied player allocates 3 TP to deliver ammunition. During the Supply Interdiction Segment, 1 TP is lost. The army could still support 3 corps if the army ADV derived in Step 2 of 16.3.1 is 3 or above.*

#### 16.1.2b TP & Fuel

TPs allocated to carry fuel affect the possible number of FP delivered to each army.

- Players record the number of TPs carrying fuel by adjusting the fuel TP marker on the army track.
- The maximum number of TPs that can deliver fuel is eight.
- Players may allocate additional TPs to the fuel role for the purpose of absorbing losses caused by supply interdiction missions.
- There is no requirement to assign any TP to fuel delivery.

#### 16.1.2c TP & Unit Motorization

TPs allocated to motorization affect the possible number of TP that may conduct motorization roles.

- Players record the number of TPs assigned to motorization by adjusting the motorization TP marker on the army track.
- TP assigned to motorization can:
  - 1) Motorize Leg class units subordinate to the TPs army (7.12.3a); or,
  - 2) Allow Leg formations to use Mech class GenS paths (15.2.3); or,
  - 3) Transfer AmP from one army to another (16.3.5).

### 16.2.0 TP & Logistics Table

After completing TP assignment and allocation (16.1.1 & 16.1.2) and after resolving all supply interdiction missions (20.4.0), each player determines the quantity of ammunition and fuel delivered to each army.

**Exception:** *TP allocated to motorization are not subject to supply interdiction.*

#### 16.2.1 Ammunition & Fuel Delivery

During the Ammo and Fuel Delivery Segments (16.3.2 step 5 & 16.4.1) each player determines the delivery results for each army. The owning player rolls 1d10 on the Logistics Table for each delivery type (ammunition and fuel).

- Cross-index the number of TPs (along the left column) assigned to that delivery with the DR (along the top row).
- The middle of the Logistics Table is composed of columns that represent delivery values. Rows zero through seven (counting from the bottom up) contain two delivery values:
  - a) Ammunition delivery results are displayed on the left side of the slash. The number represents the number of AmP delivered to that army's stockpile.
  - b) Fuel delivery results are displayed on the right side of the slash. The number represents the number of FP delivered to that army's stockpile.
- Row eight contains fuel delivery values only.



### 16.2.2 Delivery DRM

If any part of the GenS path from the PSS to the army HQ consists of an extended GenS path (15.2.4), the player must apply a -2 DRM to both delivery DRs.

### 16.3.0 Artillery Ammunition

The supply of ammunition available to each army and corps is represented in the game through a combination of the army's ADV and stockpiled AmPs. See 11.8.0 for the procedures to conduct ammunition depletion checks.

### 16.3.1 Ammunition Delivery

During the Ammunition Delivery Segment of the Joint Logistics Phase, both players receive AmP using the procedures listed in 16.2.1.

- Each army determines AmP delivery separately.
- Scenario rules will list the ADV of all armies that start the scenario on the map and those that arrive during play. An army's ADV may vary during a game due to strategic conditions outside of player control.

**Note:** Beginning with AW, each game provides corps ADV markers. Players should feel free to use those markers or make their own to aid in tracking corps ADV in other GOSS games lacking these markers.

### 16.3.2 ADV & AmP Delivery Process

**Important:** The decisions a player makes in the Joint Logistics Phase determines the ADV levels for all armies and corps for the remainder of the current GD (until the next Joint Logistics Phase). Follow the below steps to determine army and corps' ADV and AmP delivery.

**Important:** At no time may an army or corps have an ADV greater than eight or less than zero.

**Step 1:** Place the army ADV marker in the appropriate numbered box corresponding to its ADV (as set by the scenario). The ADV set here is the army base ADV.

**Step 2:** If the player allocated TP to motorization, the player may reduce the number of AmP in the army's stockpile by the number of AmP the player wishes to transfer to another army (16.3.5).

**Note:** Players should note the number of AmPs being transferred by using ace of spade markers under the army's Motor marker on the track.

**Step 3:** The player may lower an army's ADV to create AmP or expend AmP to raise the army's base ADV.

- a) Lowering the army ADV by one point adds two AmPs to the army's stockpile.

**Important:** A player may create a maximum of ten AmP using this procedure.

- b) Expending two AmP from the army's stockpile adds one point to the army's ADV.

**Step 4:** The player then decides if the army will support all subordinate corps as explained in 15.4.1.

- a) See 16.1.2a to determine the maximum number of corps a player can support based on TP allocated prior to SI attacks (20.4.1).
- b) Adjust the army's ADV based on the number of corps' the army is supporting (15.4.1).
- c) The player must determine which corps are not supported (if any) at this time. The player does not need to inform the opposing player as to which corps are supported or not, however a notation should be made as to which are supported and which are not.

If a player does not support a corps, that corps has an ADV of zero and the player cannot make further adjustments to that corps' ADV. All formations and units assigned to that corps are automatically unsupported.

**Important:** An army cannot support the number of corps that would require the player to adjust the army ADV to zero.

**Step 5:** Determine the number of AmP delivered (16.2.1).

- a) If the result is a negative number, the player must remove the number of AmP from the army's stockpile to make up the shortage, if the number of AmP in the stockpile is not sufficient to make up the shortage, the player must reduce the army ADV by one for each multiple of two AmP required (round down) to fulfill the shortage.

**Important:** If after this adjustment the army ADV is zero, the army HQ and all corps/units subordinate to that army operate as unsupported units.

- b) If the result is a positive number, add the result to the army's AmP stockpile.

**Step 6:** Assign each supported subordinate corps an ADV equal to the adjusted superior army's ADV obtained in Step 5.

**Step 7:** Adjust supported corps' ADV determined by the number of subordinate formations the player chooses to support (15.4.2).

- a) A corps cannot support the number of formations that would require a player to adjust its ADV to less than zero.
- b) If a player does not support a corps, do not make any adjustments to the corps ADV. That corps' HQ and all formations and units subordinate to that corps suffer the non-supported penalties (15.4.3).

**Step 8:** Players may expend AmP from the army stockpile to increase one or more supported corps' ADV. For every two AmP expended, one supported corps subordinate to that army may raise its ADV by one.

**Important:** A corps can only support the number of formations that does not exceed this adjusted ADV.

**Example:** The Allied 1st Army has an ADV of 3 (as assigned by the current scenario) and he has 4 AmP in stockpile.

**Step 1:** The player places the army's ADV marker on the Logistic Track in the 3 box.

**Step 2:** The player does not transfer AmP.

**Step 3:** The player decides to create 2 AmP thus lowering his army ADV to 2 and increasing the army's number of AmP in stockpile to 6.

**Step 4:** The player has four corps (V, VII, XII, and XIX) assigned to the 1st Army. The player chooses to support only 2 (V and VII). The player then sets the XIX and XII ADV to zero. Since 1st Army is only supporting two corps, raise the army's ADV to 3.

**Step 5:** The 1st Army has 3 TP assigned to ammunition. The player rolls 1d10 and consults the 3-line. The DR is 5 and there are no DRMs in effect. He then consults the Logistics Chart, cross referencing the 3-line, with the 5-column; with a result of +4. He adds 4 AmP to the 1st Army stockpile. 1st Army now has 10 AmP in its stockpile.

**Step 6:** The player now sets the V and VII Corps ADV equal to the 1st Army's ADV of 3 (Step 5).

**Step 7:** The V Corps has a total of 4 formations (all a value of 1 per 15.4.2) assigned and the player decides to support all 4. The player must decrease the V Corps ADV by 1, thus reducing the V Corps ADV to 2. The VII Corps has 3 formations and the player decides to support all 3. The VII Corps ADV remains at 3.

**Step 8:** The player expends 2 AmP from the army stockpile to raise the V Corps' ADV back to 3. The ADV of the 1st Army and subordinate corps for that GD are as follows:

<b>1st Army:</b>	3
<b>XII and XIX Corps:</b>	0
<b>V Corps:</b>	3
<b>VII Corps:</b>	3
<b>1st Army stockpile:</b>	8 AmP

### 16.3.3 ADV & GA Limits

Each supported formation assigned to a corps may conduct one PA GA or two tactical assault GAs per point of corps ADV.

**Important:** This limit does not restrict the number of units/stacks that may be attack designated either in the Mode Determination Phase or Tactical Assault Designation Segment; however, the player must adjust the number of attack designated units in each formation during the Attacker Status Adjustment Segment (12.1.0).

- A player may conduct any combination of the above up to the corps' ADV limit.

- During the Attacker Status Adjustment Segment, the active player must:
  - 1) Remove attack designations from units/stacks to meet the above limit; or,
  - 2) Expend AmP to increase the number of allowed GAs. Each AmP expended for a formation allows one additional PA or two additional tactical assaults for that formation.

**Important:** Remember a single PA could have more than one stack attacking a single enemy stack. No matter the number of stacks participating in a single PA, that still counts as one PA for ADV limit purposes.

**Example:** (Continuing the example from 16.3.2) Since both the V and VII Corps have a final ADV of 3, each formation assigned to those corps may conduct 3 PA assaults or 2 PA and 2 tactical or a combination not to exceed the equivalent of 3 PA per GT.

### 16.3.4 AMPs & Unsupported Units

If a player does not support a corps (Step 4) or formation (Step 6) during the delivery process:

- Units subordinate to unsupported corps and/or formation may not conduct a GA unless the player expends AmP from their superior army stockpile. For each AmP expended, the player can conduct one PA or two tactical assaults.

**Important:** Units subordinate to a corps with an ADV of zero receive penalty column shifts when defending.

### 16.3.5 Transfer of AmP

A player may transfer AmP from one army to another.

- Players deduct AmP for transfer from the sending army during Step 2 of the deliver procedure.
- Each TP allocated to motorization can transfer up to two AmP.
- TP transferring AmP are not available for any other use that GD as covered in 16.1.2c.
- After all armies have completed Step 8 of the ammunition delivery procedure, the player adds the transferred AmP to the receiving army's AmP stockpile.
- The player then marks as used one TP from motorization for each two AmP transferred (round up).

### 16.3.6 AmP Stockpiles

A player may maintain a stockpile (the number of AmP noted on the army track) of AmP. At no time may a stockpile contain more than the following number of AmP. Scenario instructions will set the initial AmP stockpile (if any) for each army.

**20:** If the army does not have any on map depots.

**40:** If the army has at least one depot on the map.

**Important:** A Player can never exceed the above totals, even during the Joint Logistics Phase.

### 16.3.7 Art Unit Replenishment

Players replenish AD Art units during the Administrative Phase.

- Players may only replenish Art units that are in GenS or can trace an OhS path to an HQ that has remaining OhS points (15.5.0).

**Exception:** An Art unit marked with an OhS marker and that participated in a FS mission is immediately marked OoS and cannot replenish until it is in GenS or can trace a OhS path to an OhS HQ with available OhS points (15.5.0).

- During a friendly Administrative Phase, Art units may replenish expending AmP (16.3.7a) or by passing an AD replenishment DR (16.3.7b).
- During an enemy Administrative Phase, Art units can only replenish by expending AmP.

**Exception:** Unsupported artillery units may not roll for ammo replenishment (15.4.3).

#### 16.3.7a AmP Replenishment

Replenishment by AmP may occur during a friendly or enemy Administrative Phase.

- Deduct AmP used to replenish Art units from the unit's superior army stockpile.
- During a friendly Administrative Phase, the owning player must replenish by AmP prior to attempting to replenish by DR.
- A player may replenish up to three AD Art units per AmP expended.
- Remove the AD marker for each replenished unit.
- If replenishing less than three Art units, the player must still expend one AmP and any unused replenishment is lost.

#### 16.3.7b DR Replenishment

After expending AmP as per above, a player can attempt to replenish Art units by DR.

Replenishing Art units by DR may occur only during a friendly Administrative Phase.

- Each Art unit may only make one attempt per friendly Administrative Phase.
- Roll 1d10 for each unit attempting to replenish.
- Add two to the DR if the Art unit is using an extended GenS path.

**1)** If the modified DR is equal to or less than the ADV of its superior HQ, remove the AD marker. The unit is no longer AD.

**2)** If the modified DR is greater than the ADV of its superior HQ, the attempt fails. Leave the AD marker in place.

**Important:** Art units assigned to an army HQ use the ADV of the corps in whose ZOP they are located, not the army's ADV.

**Designer's Note:** Technically these Art units are army assets; however, the corps HQ was normally responsible for providing supply for them.

### 16.4.0 Fuel

Armies need fuel; the game handles this using FP. Scenario instructions will list the number of FP that start the game in each army's stockpile (if any).

#### 16.4.1 Fuel Delivery

During the Fuel Delivery Segment of the Joint Logistics Phase, both players receive FP using the procedures in 16.2.1.

- Each army determines fuel delivery separately.
- Add the number of FP received to the army's FP stockpile using the Fuel Point marker on each army's Logistic Track.
- Adjust the FP marker as needed to reflect the current FP totals in the stockpile.
- An army may only expend FPs from its fuel stockpile.
- Each army maintains a stockpile (the number of FP noted on the army track) of FP. At no time may a stockpile contain more than the below number of FP.

**20:** If the army does not have any on map depots.

**40:** If the army has at least one depot on the map.

**Important:** A player can never exceed the above totals, even during the Joint Logistics Phase.

#### 16.4.2 Fuel Allocation

After players determine the number of FP delivered, each player may allocate FPs to their Mech formations and army/corps HQs as desired. The number of FP allocated to an HQ determines its fuel state (16.4.4).

**Important:** Axis Leg formation HQ do not use fuel and do not require the allocation of FP, their subordinate Mech class units use the formation's superior corps HQ fuel status.

- If an HQ unit is in GenS, expend FPs from the army's fuel stockpile.
- If an HQ is OhS, the player may only expend FP from the HQ's OhS stockpile.
- There is no requirement for a player to allocate any FP to an HQ.

#### 16.4.3 Fuel State

The fuel state of the HQ determines the effect of fuel shortages on unit movement and GA. Every HQ is in one of three states:

**Normal**

**Low**

**No Fuel**

### 16.4.3a Units & Fuel State

A formation's fuel state applies to all subordinate Mech class units.

**Important:** Leg class units mounted using army TP or Allied inherent transport are Mech class units (7.12.2).

- Fuel state does not affect the following units:
  - 1) Leg Class Units
  - 2) Horse Drawn Art Units (5.6.2)
  - 3) Dismounted Mech Class Units (7.12.1)

### 16.4.3b Army/Corps Asset Units

Mech class units assigned to corps and army HQ require fuel.

- All Mech class units assigned to army/corps HQs use the fuel state of their superior army/corps HQ.
- Army/corps HQs may provide fuel for the number of asset units up to the HQ's command capacity (9.3.1 & 9.3.2).

### 16.4.3c Mech Class Units & Fuel State

Mech class units subordinate to an HQ in a low or no fuel state may suffer restrictions:

- When entering or operating in PA Mode (5.2.2), Exploit Mode (5.3.0) and Strat Mode (5.5.1).
- When retreating (13.11.1) and advancing (13.12.5d) after GA.

### 16.4.4 Fuel Requirements

Axis Mech formations and all Allied formations, plus all corps/army HQs on both sides require fuel (9.3.4).

**Important:** Scenario rules may state that specific Allied formations are Leg formations that do not require FP.

- The number of FP allocated to an HQ automatically sets the HQ, and all the units subordinate to that HQ in the same fuel state.
- If a player does not allocate any FP to an HQ, that HQ and all subordinate units are in a no fuel state.
- Each type of formation requires a specific number of FP to operate at either normal or low fuel state:

Type Formation	Normal	Low
Mech Divisions	2	1
Mech BG	1	0.5
Allied Corps HQ	2	1
Axis Corps HQ	1	0.5
Army HQ	1	0.5

- For fuel requirement purposes, Axis Mech BGs are any BG with three or more Mech class units (9.3.4). Allied BGs are always Mech BG unless only containing units specifically listed as Leg class units in the scenario rules.

- Axis Leg formations not listed above do not require fuel. Mech units subordinate to those formations have the same fuel state as their superior corps HQ. These units do not count as army/corps asset units (16.4.3b).
- Early US armored divisions (1st, 2nd, & 3rd) require an additional one-half FP for low fuel or an additional one FP for normal fuel prior to any attachments.
- If a player attaches three or more Mech class units (of any size) to a division, that division must add the Mech BG fuel cost to each fuel status.

**Exception:** Do not count the Tk and/or AT/TD units assigned as per 9.6.2b.

**Example:** An Allied Inf Div has 2 Tk Bn.'s, 1 AT Co. and 1 Hybrid (Tk/Mech Inf) unit attached. The player would ignore 1 Tk Bn. and the AT Co. For fuel status purposes the Div has less than 3 Mech class units attached and thus would not require additional FP.

### 16.4.4a Reduced Divisions & Fuel Requirements

If a Mech Div HQ has seven or fewer Mech class Bn.'s subordinate to the HQ, that Div only requires one-half the number of FP listed in 16.4.4. Round FP expenditure fractions up the nearest half point only after all HQ have had FP allocated.

- This rule applies to Div HQs when only part of a Div is on the map, or if the number of units subordinate to the Div HQ is below a certain level.
- When counting Mech Bn.'s for reduced formation fuel requirements, players determine the number of Mech class Bn.'s as follows:
  - A Bn. or three-step hybrid unit count as one Bn., no matter the number of current steps remaining.
  - One and two step Co. units (including breakdown Co.'s) count as one-half a Bn.
  - Do not count Z-step units

**Important:** When totaling the number of mech units, round fractions down.

### 16.4.4b Allied Div Leg Class Units

Allied Inf/AB Div are Mech formations, however, the majority of the formation's units are Leg class units.

- When counting Mech class units for the purposes of 16.4.4a and 16.4.5b, all Leg class units subordinate to the formation HQ count as Mech class units.

**Important:** The formation's fuel value does not affect Leg class units unless mounted by Allied inherent transport or TP.

### 16.4.5 Fuel Value

An HQ's fuel value determines the available MA for units subordinate to an HQ in a low or no fuel state.

- Both sides determine HQ fuel value for all army, corps and Mech formation HQ during the Joint Fuel Value Determination Phase.

**Important:** This phase occurs prior to the Allied player turn in the AM, PM and Night GTs.

- The fuel value determined in this phase remains in effect until the next Fuel Value Determination Phase.
- Fuel value does not affect Leg class units (unless mounted). This is true even if they are subordinate to a Mech formation.

### 16.4.5a Determine Fuel Value

Formations in a normal fuel state do not roll on the Fuel Level Table. They operate normally and do not suffer any combat or movement restrictions due to their fuel state.

- Determine fuel value of each HQ in a no fuel or low fuel state by:
  - 1) Consulting the Fuel Level Table and rolling 1d10.
  - 2) Apply a -2 DRM if any part of the GenS path traced to the HQ from its PSS is an extended GenS path.
  - 3) Cross reference the modified DR with the fuel state of the HQ. The result is the HQ's fuel value.

### 16.4.5b Fuel Value & Unit MA

A player must choose to use the fuel value of an HQ in one of two ways:

- Restrict all Mech class units subordinate to that HQ to a MA equal to the fuel value for that HQ.

**Example:** The result of the fuel value determination is 4. All Mech class units attached to that HQ have a MA of 4.

- Choose to provide the number of Mech units up to the HQ's fuel value their full MA. All other Mech units subordinate to that HQ may not move. When using this option:

- If the number of Mech class units subordinate to an HQ is ten or fewer, the player can only provide full MA to the number of Mech class units equal to half of the HQ's fuel value (round up). For Allied formations count all subordinate units (even Leg class units) as if they are Mech class units for this purpose only.

- When determining fuel value for units drawing their fuel value directly from corps/army HQs (i.e., corps/army assets or Mech units attached to a Leg formation), you must count all units eligible to draw fuel from the corps to

determine if the number of Mech units is 10 or less.

**c)** When counting Mech Bn.'s, a unit designated as a Bn. or a three-step hybrid unit always count as one Bn., no matter the number of current steps remaining.

**d)** One and two step Co. units (including breakdown Co.'s) and two-step hybrid units count as one-half a Bn., Z-Step units are not counted. When totaling the number of mech units, round fractions down.

**e)** Mech units that use special stacking (6.2.0) to stack for free must still be counted as individual Mech class units for this rule.

**Example:** An Allied Inf Div has not motorized any of its Inf Bn.'s this turn. It has 4 Art Bn.'s, 1 Recce Co., and 1 Tk Bn. assigned along with its normal complement of 9 Inf Bn.'s and an HQ. When counting Mech class units it has 15 and one-half (rounded down to 15) units even though 9 of them are nominally Leg class units. The Leg class units still do not use fuel and are exempt from fuel movement restrictions when not transported by either Allied inherent transport or army TP.

**Designer's Note:** The limitation of ten or fewer Mech units is in place to preclude players from avoiding low fuel difficulties when using the second option for low fuel BGs or reduced strength formations (thus moving at full MA).

## 17.0 ENGINEERS & DEFENSIVE WORKS

Engineers are a special category of units. Any type of unit displaying the Eng unit type symbol (see UTC) is an Eng for the purposes of these rules. Eng units can:

- a)** Affect ground assaults against defensive works (DW), towns and cities (13.7.4b).
- b)** Ferry units across watercourses (17.2.0).
- c)** Construct and demolish bridges (17.3.1 & 17.3.2).
- d)** Construct fieldworks (17.3.3).
- e)** Improve roads (17.7.0).

**Important:** Players may use Eng units stacked using special stacking (6.2.0) singly or combined to fulfill any Eng requirement listed in these rules.

### 17.1.0 Engineers & Ground Assaults

See 13.7.4b for the effect of Eng units on GA against FW, towns and cities.

### 17.2.0 Engineer Ferrying Requirements

Eng units can assist Leg class units that are moving or attacking across stream and river hexsides by ferrying them. The Eng unit:

- Cannot be OoS or fatigued.
- Must be in PA or Tac mode.
- May not be performing any type of construction activity.

**Important:** See 15.2.1b for using Eng units to ferry GenS.

### 17.2.1 Ferrying Across Streams & Rivers

Leg class units ferried by Eng units:

- a)** Ignore stream MP expenditures.
- b)** Only expend one MP to cross a river.
- One Eng step may ferry one Leg class unit (of any size) across a stream or river hexside. An Eng unit may ferry itself.
- The Eng step must start the Movement Phase in a hex adjacent to the river hexside. The Eng unit may move after completing its ferrying actions.
- Ferried Leg class units may move prior to or after an Eng unit ferries them across a river or stream hexside.
- Eng units may (if not ferrying other Leg class units) cross a stream/river using the ferry MP costs only if the Eng unit begins the Movement Phase adjacent to the river hexside.
- Eng units cannot ferry Leg class units conducting a tactical assault across a river.
- Eng units in PA mode may only ferry Leg class units conducting PA movement across a river or conducting a PA GA across a river. If conducting the PA across the river, the ferrying Eng unit must also participate in the GA.
- Ferried units and the Eng units do not suffer the CS modification for conducting a GA across a river (13.6.1a).
- Eng units that ferry units across a river while conducting a PA are not eligible to provide Eng combat shifts. An Eng unit could ferry another Eng unit which then could be used for Eng combat shifts (13.7.4b).
- An Eng unit in PA mode may also ferry itself and one Leg class unit across a stream or river during advance after an FS mission (11.7.0).

### 17.2.2 Ferrying Across Major Rivers

Eng units may ferry Leg class units across major river hexsides.

- One Eng step may ferry one Leg class unit (of any size) across a major river hexside. The Eng unit may ferry itself.

- The Eng unit and the unit ferried must both start the Movement Phase in the same hex, that is, adjacent to the major river.
- The Eng may not move the player turn it ferries.
- The ferried unit expends its entire MA to enter the hex across the major river.
- One Eng step in PA mode may ferry one Leg class unit (any size) conducting PA movement across a major river. In this case the Eng unit cannot move across the river.
- An Eng unit in PA mode may ferry one Leg class unit in PA mode when conducting a GA across a major river hexside. The Eng unit used to ferry Leg class units cannot contribute its CS to the PA nor advance after the GA; however, it is subject to all GA results suffered by the attacking force.
- Halve the CS of all ferried units conducting a PA across a major river hexside (13.6.1a).
- An Eng unit in PA mode may also ferry one Leg class unit across a major river during advance after a FS mission, in this case the units ferried must immediately remove their PA marker. The Eng unit may not advance.

**Important:** A player may not ferry units across a major river when conducting any type of retreat.

### 17.2.3 Ferrying Across Great Rivers

Units may not cross great rivers unless using an intact bridge.

### 17.3.0 Construction

Activities covered here are bridge construction and demolition which only Eng units can perform, and FW construction which both Eng units and certain other combat units can perform.

- All units must be in Tac mode and in GenS or OhS and not fatigued to perform construction activities. A unit can only perform one such activity per GT and may not do anything else that GT.
- Units do not have to be from the from the same formation to perform activities jointly.
- If a player removes an under-construction marker prior to completing the construction (for any reason), the unit(s) conducting that construction may immediately operate normally.
- Players cannot initiate construction during an ENA period nor do ENA periods count as a GT toward construction.
- Construction continues normally during rest GTs.
- The owning player must halt construction (remove the construction marker) if at any time any of the units conducting the construction (those under the construction marker) meet any of the following criteria:

- 1) Conducts any other action, including breaking down or moving other than defend against a GA or FS; or,
- 2) Are the subject of a GA or FS mission and the result of the combat, requires the stack to take a step loss or retreat from the hex; or,
- 3) Are marked OoS.

**Important:** In any of the above cases, all prior work is forfeit. The owning player may restart the construction process in the next friendly player turn.

- Completing construction is not considered a construction activity, thus units that complete construction during the Construction Phase may:
  - 1) Begin other construction in the same hex during the same Construction Phase; or,
  - 2) May move in the ensuing Movement Phase.

### 17.3.1 Bridge Construction

An Eng unit may start construction of one new bridge or repair of one destroyed bridge during any friendly Construction Phase.

**Important:** An Eng unit can only build one bridge at a time.

- The unit must be adjacent to the hexside where the bridge will span the river.
- Bridge construction cannot start, continue or be completed if an enemy unit occupies:
  - 1) Either of the two hexes adjoining the river hexside crossed by the bridge under construction; or,
  - 2) Any hex adjacent to the unit conducting the construction unless a friendly unit occupies both hexes crossed by the bridge under construction.

**Important:** If at any time during the construction process (any phase) an enemy unit meets either of the above two conditions, immediately remove the bridge construction marker. The constructing Eng units may immediately enter any DW in their hex.

- A completed bridge is neutral. Either side may use constructed bridges.

**Important:** Adjacent enemy units can always observe Eng units conducting bridge construction (8.2.3). If not in MCT, Eng units constructing a bridge are also always observable to enemy units in VP/HVP hex with a valid LOS to the Eng unit (See 8.1.2b for night GT observation).

- a) They cannot gain DW FS mission DRM (11.5.2), however, they do receive terrain DRM.
- b) They cannot receive GA column shifts for DW (13.7.4).

#### 17.3.1a Bridge Construction Procedure

During the Construction Phase, the owning player places an under-construction bridge marker on top of the Eng unit(s) involved in the construction.

- Place one spade marker under the bridge construction marker for each required GT beyond the first.
- Remove one spade marker from the bridge construction at the beginning of each successive friendly Construction Phase.
- If no hit markers remain, the construction is complete. Flip the marker to the completed bridge side or remove the demolished bridge marker if repairing a printed bridge.

#### 17.3.1b GTs to Complete a Bridge

The number of GTs required to complete a bridge depends on the number of Eng steps involved and what type of water course the bridge will cross. Eng steps do not have to be from the same formation/unit (BU Co.'s may construct bridges).

- A stream always requires one GT no matter the number of Eng steps conducting the construction.
- One Eng step requires:
  - a) Three GTs to bridge a river.
  - b) A single Eng step cannot build a bridge over a major or great river.
- Two Eng steps require:
  - a) Two GTs to bridge a river.
  - b) Three GTs to bridge a major river.
  - c) Two Eng steps cannot build a bridge over a great river.
- Three Eng steps require:
  - a) One GT to bridge a river.
  - b) Two GTs to bridge a major river.
  - c) Four GTs to bridge a great river.
- Additional Eng steps above those required have no effect on the number of GTs required.

#### 17.3.1c Heavy Bridge Units

Heavy bridge units are Mech class units.

- They have a MA of nine and must adhere to all movement restrictions imposed on Mech units.

**Exception:** Heavy bridge units cannot enter Strat mode.

- An un-deployed heavy bridge counts as one Bn. for stacking.
- A deployed heavy bridge (under construction, completed or during dismantling) is a bridge and is not a unit for movement or stacking purposes.
- Construct heavy bridges in the same manner as normal bridges with the following exceptions.
  - a) It requires a minimum of three Eng steps to construct a heavy bridge. GTs required are the same as in 17.3.1b. The Eng unit must be stacked with the heavy bridge unit in either of the two hexes adjoining the river hexside crossed by the bridge under construction
  - b) The owning player may dismantle a heavy bridge. Reverse the construction process using the same number of GTs it took to

complete the bridge. Players may use the bridge in another position.

- c) Once the dismantling process has begun, the bridge is not usable until it goes through the construction process.

#### 17.3.1d Bridges & Roads

When building or repairing a bridge, the bridge automatically connects to any roads in the hexes shared by the bridged hexside.

- These roads do not have to show a printed connection as the bridge automatically creates a cross hexside connection to these roads as part of the construction process.
- If at least one of the now connected hexes consists of trails only, the bridge is connected using a trail. In all other cases, the bridge is connected using a secondary road.

#### 17.3.2 Bridge Demolition & Collapse

Players may voluntarily attempt to demolish bridges using hasty or prepared demolition. Bridges may also collapse when crossed by certain AFV types.

**Important:** Players may not demolish bridges that cross streams. Bridges crossing streams are not subject to collapse.

#### 17.3.2a Collapse

The owning player of an AFV listed on the UTC as a heavy (H) or very heavy (VH) must check for bridge collapse the first time such an AFV attempts to cross a trail bridge or any bridge marker over a river. Bridges may collapse:

- a) During the Movement or Exploit Phase (7.10.2); or,
- b) When conducting overrun or a GA across a bridge (5.3.4b & 13.5.6b); or,
- c) When conducting advance after a FS mission or GA (11.7.0 & 13.12.0).
- d) When retreating for any reason (11.6.0 & 13.11.0).

**Exception:** Bridges across streams and heavy bridge units deployed across any river or stream are not susceptible to collapse.

**Important:** Check bridge collapse only the first time an H or VH AVF crosses a bridge. Players should note when a trail bridge or bridge marker has successfully passed a bridged collapse.

- The player whose units are attempting to cross a bridge conducts a bridge collapse check by rolling 1d10 and consulting the Bridge Collapse Table.
- If the DR is less than or equal to the number given, the bridge collapses, implement the result prior to the AFV crossing the bridge.

**Important:** The AFV must stop all movement, advance or retreat.

- If the bridge does not collapse, the bridge will never require another check. There is no effect to the AFV.

### 17.3.2b Hasty Bridge Demolition

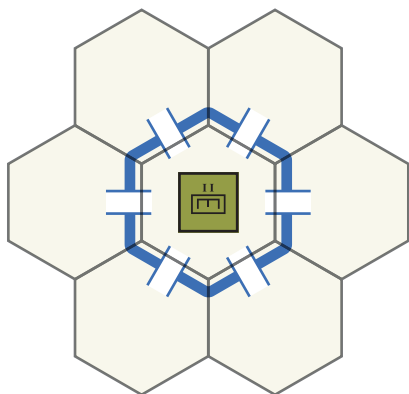
The defending player may attempt hasty bridge demolition whenever the enemy conducts a GA or overrun across a bridge hexside over any type of river.

- There must be at least one Eng step in the defending stack.
- The Eng unit attempting hasty bridge demolition may not be OoS or fatigued.
- The defending player rolls 1d10 and consults the Bridge Demolition Table, Hasty Demolition columns.
  - 1) Apply a +1 DRM during Night GTs or ENA periods.
  - 2) Apply a -2 DRM if more than one Eng Step is attempting the hasty bridge demolition.
  - 3) If the modified DR is less than or equal to three, the attempt succeeds. Any other result is a failure.
- If the attempt succeeds, mark the bridge destroyed prior to the resolution of the GA or overrun.

### 17.3.2c Prepared Bridge Demolition

Prepared demolitions can only occur during the Demolition Segment of the Construction Phase.

- Eng unit(s) attempting the demolition may not move during the following Movement Phase.
- The bridge must be within eight hexes of an enemy unit, counting from a hex on either side of the bridge.
- A player may make only one demolition attempt for each bridge per Construction Phase.
- Eng units in the same hex may cooperate to gain beneficial bridge demolition DRMs.
- The Eng unit(s) must be adjacent to the bridge hexside at the time of its attempted demolition.
- An Eng unit(s) may attempt to demolish all bridges crossing rivers adjacent to the Eng unit(s).



**Example Above:** (Roads omitted for clarity).

- For each bridge, the player attempts to demolish, the player rolls 1d10 and consults the Bridge Demolition Table, Prepared Demolitions columns.
  - 1) Apply a +1 DRM if an enemy unit is adjacent to the bridge.
  - 2) Apply a +1 DRM if attempting the demolition during a night GT or ENA period.
  - 3) Apply a -2 DRM if more than one Eng step is making the attempt.
  - 4) If the modified DR is less than or equal to five, the attempt succeeds. Any other result is a failure.
- If the attempt succeeds, mark the bridge destroyed.

### 17.3.3 Fieldworks (FWs)

Eng units and/or Non-HQ and non-Art type units may construct Fieldworks (FWs) to improve the defensive capabilities in a hex. The term FW encompasses Improved positions (IPs) and entrenchments (ETs). Fieldworks are a type of defensive work (DW) (17.4.0).

**Important:** All FW markers have a symbol and a number. The number denotes the number of column shifts (GA) and the number of DRMs (FS missions) applied for that specific FW (i.e., IP 1, ET-2, and ET-3).

- All procedures in 17.3.0 apply.
- The units conducting FW construction must be in the hex where the construction will occur.
- Neither side may build FW in hexes already containing a Fort or intact Ft Area.
- Construction of FWs begins during the friendly Construction Phase. The active player places an under-construction FW marker on top of the unit(s) involved in the construction.
- Completion of FWs can occur either during the Construction Phase or during the Quick Construction Segment at the end of the friendly Movement Phase. When the FW is complete, flip the FW marker to its finished side.
- There is no limit to the number of FW markers that a player may build or have on the map at any one time. Players are not limited by the counter mix.

**Exception:** ET-3 (17.3.3c).

- Players should feel free to make additional FW markers or use markers from other games in the series.

### 17.3.3a Improved Positions (IP)

The type and number of unit steps determines the time required to complete an IP:

- a) Two or more steps of any non-HQ/non-Art type units: 1 GT.
- b) One Eng step: 1 GT.
- c) One step of Eng and one step of non-HQ/non-Art type units complete the IP during the following Quick Construction Segment.
- d) Two or more Eng steps complete the IP during the following Quick Construction Segment.

**Important:** Units can construct IPs in hexes adjacent to and/or observable by enemy units.

### 17.3.3b ET-2 Construction

The type and number of unit steps and the presence of an already completed IP determines the time required to complete an ET-2.

- To initiate construction of an ET-2 there must be a completed friendly IP in the hex. This IP may have been completed during step 1 of this same Construction Phase.
 

**Exception:** A hex containing a village, town or city feature does not require the presence of an IP.
- Units constructing an ET-2 are observable when in OCT terrain within the LOS of an enemy unit. Only MCT terrain prevents ET-2 construction units from being observed.
- A player cannot initiate the construction of an ET-2 if the constructing unit is observable by enemy units.

**Important:** Observed units can continue and complete ET-2s, they just cannot initiate construction of an ET-2 if observed.

**Example:** A player may initiate construction of an ET-2 in a village in clear terrain in an enemy LOS during a night GT (all OCT terrain becomes MCT (8.1.2b)), but not in an AM or PM GTs.

- The type and number of unit steps determines the time required to complete an ET-2:
  - a) One Eng step and one non-HQ/non-Art type step: One GT.
  - b) Two or more Eng steps complete the ET-2 during the following Quick Construction Segment.

### 17.3.3c ET-3 Construction

Players may only construct an ET-3 if allowed by scenario instructions. Scenario instructions will dictate placement, construction times, and number of ET-3s allowed for one or both sides.

#### Examples of FW Construction

**Example 1:** A one-step Inf unit and a one-step AFV unit are present in a hex at the beginning of the Construction Phase. There are no Forts, intact Ft Areas or FW present in the hex. A player may place an under-construction IP marker in the hex. At the beginning of the next

friendly Construction Phase, if the units still meet the construction requirements, the player may turn the under-construction marker over to its completed side.

**Example 2:** Using the same hex as in Example 1. If a one-step Eng unit entered the hex during the same GT that the IP was under construction, the player could, in the next Construction Phase (the one in which the IP was completed) have the Eng unit cooperate with one other step in the hex and assuming the constructing units are not observed place an ET-2 marker (construction side up). Complete the ET-2 in the next GT during the Construction Phase.

**Example 3:** At the beginning of a friendly Construction Phase there are two Eng steps present in a hex that has a completed IP marker. The player could place an ET-2 marker (construction side up) in the hex. Then during the Quick Construction Segment of the following Movement Phase, flip it to its completed side and remove the IP.

#### **17.4.0 Defensive Works (DW)**

DWs include all Forts, Ft Areas and FW.

- Forts and Ft Areas exist as explained in the scenario rules.
- Players cannot construct or rebuild Forts and Ft Areas during a game.
- Players may construct FW (17.3.3).
- Forts may have a printed defensive strength and may contain inherent artillery (see scenario rules).

**Important:** In each of the below if the rule states "DW" the rule applies to all DW. If the rule states specific types of DW, the rule applies to that type of DW only.

#### **17.4.1 Benefits of Defensive Works**

Each type of DW provides defensive benefits during FS missions (11.5.2) and GAs (13.7.0). All units in a hex with a DW benefit from the DWs except units that are:

- a) In Exploit mode; or,
- b) In Strat mode; or,
- c) Attack designated; or,
- d) Eng units constructing bridges (17.3.1).

**Important:** A hex containing a Fort or FW may have units in and/or outside the Fort. Stack units outside the Fort/FW above the Fort/FW marker.

**Important:** A unit's movement class may restrict that unit from entering a Fort. See scenario rules.

#### **17.4.1a DW Effect on PR**

Units in an ET/Fort/Ft area have their defensive PR increased by one (up to a maximum of eight).

- Defending units in a Fort (and the Fort itself) automatically pass GA mandatory PRCs (13.10.1).
- Defending units in an ET/Fort/Ft area automatically pass the first numerical hit as a step loss PRC (11.6.2a), and retreat PR checks (13.10.4a, 13.10.4b).

#### **17.4.1b Movement Halts**

All DWs (other than IPs) provide MHs (7.7.3) and may restrict enemy movement when attempting to move from one hex adjacent to a non-IP DW to another hex adjacent to a non-IP DW (7.9.0).

#### **17.4.1c Observation**

DWs may provide OCT and/or MCT benefits (8.2.0).

- ETs, Forts and Ft areas affect the status of OCT/MCT during night GTs (8.1.2b).
- DWs restrict the information a Recon unit may receive (8.4.1).

#### **17.4.1d FS Missions**

DW may provide benefits to both the attacking and defending sides:

- a) Spotters in ET/Fort/Ft areas affect mission capacity (11.2.4a through c).
- b) All DWs provide defensive DRM to the FS resolution DR (11.5.2).
- c) Forts or Ft area DWs allow the defending player to convert numerical hits to AS hits if heavy Art units do not participate in the FS mission (11.6.2).
- d) All DWs allow attack designated units to withdraw into the DW instead of taking the first numerical hit as a step loss (11.6.2a).
- e) Players may remove an ET-3 instead of taking the first numerical hit as a step loss if the targeted units are not attack designated (11.6.2a).

#### **17.4.1e GA/Overrun**

DW have the following effects when resolving GA during the Combat Phase or during overruns:

- a) All DWs provide defensive column shifts (13.7.4).
- b) All DWs provide modifications to Arm/AT bonuses (13.8.4).
- c) Forts negate mandatory PRC results (13.10.1).
- d) The defending player may reduce the number of mandatory hits by removing an ET-3 (13.10.2).
- e) Forts and units within a Fort ignore discretionary hits (13.10.4).
- f) Non-IP DW allow defending units to ignore retreat or hold PRC (13.10.4a & 13.10.4b).
- g) All DWs allow attack designated units to withdraw into the DW rather than retreat from the defending hex (13.10.4a & 13.10.4b).
- h) ET/Forts/Ft areas halt advance after combat (13.12.5a).

#### **17.4.1f Defensive Work Destruction**

- Remove a FW marker if:
  - a) It is not occupied by friendly units at the end of any phase; or,
  - b) All friendly units that occupied the FW were retreated or eliminated due to a FS mission or GA/overrun.

**Important:** Players may remove ET-3 to satisfy hits garnered from FS missions and GA/overruns (17.4.1d & 17.4.1e)

- Remove a Fort marker if:
  - a) By scenario rules; or,
  - b) Eliminated due to combat results.

**Important:** Forts may satisfy GA mandatory and/or discretionary hits (13.10.3 & 13.10.4). Forts may satisfy step losses garnered due to a FS mission (11.6.2).

- A Ft area hex is destroyed if:
  - a) Entered by any enemy unit advancing after a GA (not FS). Immediately place an attacker owned completed IP marker in the hex. This is not construction activity and occurs freely.
  - b) Occupied by any sized Eng unit (the side opposed to the side that originally controlled the Ft Area) at the beginning of a friendly Construction Phase. Immediately place a completed IP marker in the hex. This placement does not count as construction activity. The Eng unit may move normally in the ensuing Movement Phase.
    - 1) Players may replace the IP marker with an ET-2 by following the standard construction procedure.
    - 2) The completed IP/ET-2 marker remains in place for the duration of the game (no requirement for a friendly unit to occupy the hex) unless a unit of the opposing side enters the hex. At that time, the active player immediately replaces the marker (IP or ET-2) with a completed IP marker friendly to the side now occupying the hex.

**Important:** The Ft Area no longer exists. A destroyed Ft Area cannot be re-built.

#### **17.5.0 Fortified Area Hexes**

In addition to 17.4.0, Ft Area hexes have the following characteristics:

- FS mission results have no effect on Ft Areas. Units in Ft Areas apply FS mission results as per 17.4.1d.
- Ft Areas are a DW, not a terrain feature when determining FS mission DRMs.

#### **17.6.0 Forts**

Forts are specific counters placed at the beginning of a scenario. Players may not construct Forts. Permanently remove destroyed Forts from the game. Forts represent not only the

defensive works associated with the position, but also the inherent garrison assigned to occupy the position and thus may have intrinsic defense factors. This may include artillery emplaced within the fort. In addition to 17.4.0, Forts have the following characteristics:

- Forts have an inherent garrison. They do not require combat units to maintain their printed CS.
- Scenario rules will detail Fort defensive PRs and other special rules.
- Fort counters do not count towards stacking limits.
- Forts may not participate in an offensive GA; it has an offensive PR of zero.
- Forts may consist of more than one step or level. Unless stated otherwise in scenario rules, Forts retain their abilities no matter the number of steps remaining.
- Forts may have emplaced Art as part of their weaponry. Each game's special rules will define Fort Art range, barrage and defense values.
  - a) Treat the inherent Art capability as a normal army/corps level Art asset (9.3.6).
  - b) Inherent Fort Art is not capable of split fire (11.4.1d).
  - c) Scenario rules will detail AD procedures for inherent Art (16.3.7).
- Fort Art may have a fire arc (represented by the arrows on the counter) that restricts artillery fire only through hexes the arrows point thru. If there are no arrows, fire is unrestricted, and the Fort may fire in any direction.

### **17.7.0 Road Improvement**

Players may use Eng units to improve the quality of trails and roads for supply purposes only. Road improvement is temporary and only valid as long as the conditions apply.

**Important:** Improved roads do not affect movement costs, nor do they confer any other benefit gained for the improved road.

#### **17.7.1 Procedure**

At the beginning of a friendly Construction Phase, the active player may designate Eng units as road improvement crews.

- To perform road improvement the Eng unit(s) must be:
  - a) In Tac mode; and,
  - b) In a hex containing a trail/railroad or secondary road.
- The hex must contain at least two Eng steps.
- The Eng unit(s) cannot be in a hex observed by an enemy ground unit.

**Important:** If observed by an enemy ground unit while designated as road improvement units, the Eng unit(s) immediately lose their road improvement status.

- The Eng units cannot move while performing road improvement (players should mark them in any manner desired to denote that they are performing road improvement).
- The owning player may remove their road improvement status marker during any friendly Movement Phase.
- Eng units improving roads do not change the type of printed bridge which cross a water obstacle. Such bridges retain their original characteristics (e.g., trail bridge remains a trail bridge) for all purposes, including flooding and bridge collapse (17.3.2a).

### **17.7.2 Improvement Effects**

When determining GenS (in the Administrative Phase) the hex occupied by the designated Eng units and all adjacent hexes that the Eng unit could legally move to (without being ferried) that contain a trail/railroad or secondary road are improved for supply purposes only.

- When tracing GenS:
  - a) Treat trail/railroad hexes as secondary road hexes.
  - b) Treat secondary road hexes as primary road hexes.

**Important:** Eng units cannot improve primary roads.

## **18.0 UNIT BREAKDOWN**

Players can form Co.-sized units from larger units using generic breakdown units (BU).

- These units are one-step Co.'s.
- BU Co.'s display CS and movement capabilities in the same manner as their parent units.
- Co.'s may breakdown into separate Z-step units.
- A unit that breaks down into Co.'s or Z-step units is the parent unit.
- The breakdown process can occur in reverse to allow a BU Co. or Z-step unit to recombine with its parent unit.

**Note:** The counter-mix does not limit the number of BU counters that may be on the map. Players should feel free to either make their own or use breakdown counters from other games in the series.

### **18.1.0 Breakdown Unit Reverse Side**

BU units may have another type of BU unit on the back of the counter. The BU units printed on the back do not represent reduced, or alternate strength sides of the unit printed on the front.

**Important:** The only case where the reverse side represents the same unit as printed on the front side is where Z-step units (18.7.0) exist. These Z-step units are treated as further breakdowns of the Co.'s which are on the front of the counter.

### **18.2.0 Breakdown Unit Status**

A BU unit remains subordinate to the same HQ as the parent unit. Players can either remember this or write it down.

- A BU unit receives GenS normally from their superior HQ.
- A BU unit may not generate RIBs.
- BU units have generic PRs. See 4.4.3 for BU PRs.

### **18.3.0 Breakdown Requirements**

A player may only conduct breakdown or recombination during a friendly Movement Phase.

**Important:** Breakdown, while like consolidation (22.5.1a) is not the same and does not occur during a Replacement Segment.

- A unit must be in Tac mode to breakdown and/or recombine.
- Fatigued units (be it parent or BU) cannot breakdown or recombine.
- HQs, Art units, and units marked with a red triangle may not breakdown (UTC).
- Units marked with a red square may only create one BU unit. The parent unit must have two steps remaining prior to breaking down.
- See the unit breakdown diagrams on the UTC for specific BU units that a parent unit can breakdown into.

### **18.4.0 Breakdown Procedure**

During a Movement Phase, a player chooses a parent unit and reduces it by the number of steps equal to the number of BU units formed.

- The type of BU Co.'s used for different eligible units are depicted on the UTC.
- Place BU units in the hex the parent unit occupies (stacking limitations do not apply).

**Important:** Players must meet the stacking limitations by the end of the Movement Phase.

- If the parent unit uses all its steps to create breakdown units, remove the parent unit from the map. That parent unit is not destroyed and may not be resurrected (22.5.2) unless all its breakdown units have been eliminated.
- The parent unit may be returned to the map by recombining at least one of its breakdown units (18.7.0). See 4.2.2 for procedures used to display a unit's current number of steps.
- The parent unit must expend one-half of its MP after adjusting for GenS, ground conditions, and, if a Mech class unit, its fuel value.
- The parent unit may move before and after conducting breakdown.
- Breakdown units start their Movement Phase with the same remaining MP as the parent unit had after expending MP for the breakdown.

**Important:** A unit may dismount or mount (7.12.0), and breakdown all in the same phase, there is no extra MP cost to do both. Thus, a



player could dismount and breakdown at a total cost of one-half its MA.

### **18.5.0 Axis Infantry Breakdowns**

- Axis Leg Inf Bn.'s breakdown into either **1-2-6** Leg Inf Co., or **2-2-6** Leg Inf Co.'s as follows:
  - a) Leg Inf Bn.'s with defensive CS of seven or more break down as follows:
    - 1) If the offensive CS is six or more: each step may form a Co. with factors of **2-2-6**.
    - 2) If the offensive CS is five, the first breakdown step forms a **2-2-6** Co., the second and third steps form **1-2-6** Co.'s. In this case, if the parent unit has a previous step loss both BU Co.'s form **1-2-6** Co.'s.
    - 3) If the offensive CS is four or less, all steps form **1-2-6**
  - b) Inf Bn.'s with defensive CS of six or less may only break down into **1-2-6** Co.'s

**Note:** Some games will start with Bn.'s broken down in violation of the above. These Bn.'s may be reformed, but once reformed must comply with the rules.

### **18.6.0 Hybrid Units Breakdowns**

A hybrid unit composed of AFV Co.'s and Mech Inf may only break down if it is at full strength.

**Important:** Hybrid units breakdown in the order they take step losses (22.6.0).

### **18.7.0 Recombining BU Units**

See 4.2.2 for procedures used to display a unit's current number of steps.

To recombine BU units back into the parent unit:

- The BU unit must be in or adjacent to the hex occupied by the parent unit, or if the parent unit is not on the map, the unit(s) recombining must be in the same or adjacent hexes. A single BU may use recombining to bring its parent unit back to the map.
- The units may move prior to the recombination but must be able to expend one-half of their MA to conduct the rebuild.
- A parent unit may not continue moving after recombination is complete.
- The parent unit retains the most severe supply status of any of the BU Co.'s that recombined.

### **18.8.0 Z-Step Breakdowns**

Some Co.'s may breakdown into two Z-step units. If the unit has a Z-step unit printed on the back of the counter, it may breakdown into two Z-step units of the same type. Use the back of the Co. counter to represent one of the Z-steps.

- The following types of units may have Z-step units:

**AT**      **Pure AFV**      **Flak**

**Important:** If the Co. does not have a Z-step on the back of the counter, it may still breakdown

into Z-step units of the same type exist in the counter mix.

- Z-step units behave like any other breakdown except as noted in 4.1.3.

### **18.9.0 Breakdowns & Step Losses**

When breakdowns recombine with a parent unit, the parent unit gains one step for every BU unit removed from the map.

- Two Z-step units are equal to one BU Co. unit.
- Place eliminated BU Co.'s in the owning player's Eliminated Units Box.
- A player may resurrect BU Co.'s. Players may not resurrect Z-step units.
- Place resurrected BU Co.'s in a hex, in or adjacent to an in GenS HQ or parent unit.

**Important:** Eliminated parent units cannot be resurrected using BU Co.'s or Z-step units. The parent unit must first be resurrected before absorbing BU Co.'s. (18.7.0). Additionally if all BU Co.'s of a parent unit have been eliminated, the parent unit cannot be resurrected using BU Co.'s (22.5.2a).

### **18.10.0 Generic TO&E Battalions**

Some games provide generic Bn.-sized units that allow players to breakdown hybrid units and reform them into their regular separate armor or mechanized infantry Bn.'s. All normal rules for breakdown and buildup apply.

## **19.0 WEATHER**

Before starting a game, players decide if they will use historical weather (if provided) or variable weather. Weather has a pronounced effect on game activities. Players may choose to use historical weather or generate variable weather conditions randomly by using the Weather Table. Weather depends on two main factors: the ground condition and the atmospheric condition. Games may include precipitation separately from atmospheric conditions.

### **19.1.0 When Weather Is Determined**

If players use historical weather reference the GD or GT Record Track during the weather determination phase of each GT. If players choose the variable weather option, use the Weather Table during the Weather Determination Phase of each GT.

**Note:** Scenarios may only have either historical or variable weather and may have special rules with historical weather for certain GTs and only variable weather on others.

### **19.2.0 How Weather is Determined**

The below rules provide the details when determining historical weather and variable weather. GTRTs may list the AM and PM weather in the same GD Box, while other GTRTs may list each GT's weather in its own box on the track.

#### **19.2.1 Historical Weather**

Games may depict historical weather on the GTRT. Others have a separate chart showing the weather conditions (both atmospheric and ground) by GD or by GT. Consult the scenario rules for determining historical weather conditions.

#### **19.2.2 Variable Weather Determination**

Variable weather requires the use of the scenario's Weather Table.

- Each game will detail the use of its Weather Table, including the number of dice required, DRMs, and any special conditions that would modify a given result.
- Players will normally roll one set of dice for atmospheric conditions first and then one set of dice for ground conditions. Current atmospheric conditions will normally affect the current ground conditions.
- In all cases note the current weather conditions in the appropriate display boxes.

**Important:** Even though the atmospheric conditions at night have little or no effect on night GT play, those conditions must be determined as the result may affect the AM GT weather conditions.

### **19.3.0 Atmospheric Conditions**

There are four atmospheric conditions: Clear, Partial Overcast, Overcast, and Storm. These conditions affect LOS (8.1.2c) and AP availability (20.1.0).

#### **19.3.1 Clear**

There are no adverse effects. Maximum LOS is in effect.

#### **19.3.2 Partial Overcast (POvr)**

- POvr does not affect LOS.
- Each available AP counts as one-half of one AP (round down).
- Air observation is three hexes (8.3.0).
- Ground support (GS) mission error resolution is subject to a +1 DRM (20.2.3).
- NGS FS missions are subject to case E DRMs (11.5.5).
- Ground Interdiction (GI) mission resolution is subject to DRMs (20.3.1).
- Air supply mission resolution is subject to a +1 DRM (20.5.3).

### 19.3.3 Overcast (Ovr)

- Maximum LOS for ground units is two hexes.
- Each available AP counts as one-quarter of one AP (round down).
- Players may not use air observation.
- GS mission error resolution is subject to a +2 DRM (20.2.3).
- NGS FS missions are subject to case E DRMs (11.5.5).
- Air supply and Supply Interdiction (SI) missions may not be conducted (20.5.0).
- Ground Interdiction (GI) mission resolution is subject to DRMs (20.3.1).

**Example:** The Allied player assigned 24 AP to ground support on the AM GT. The weather is determined as overcast. During the Allied Combat Phase, he conducts a GS mission. Each AP assigned to GS counts as one-quarter an AP, thus the Allied player would have to use 16 of the 24 AP assigned to GS to be able to conduct the GS mission at the maximum level of 4 AP.

### 19.3.4 Storm

Scenario rules detail the creation and duration of storm conditions. Unless modified by scenario rules, storm conditions have the following effects:

- Maximum LOS is one hex (adjacent).
- APs are not available.
- Players cannot use air observation.
- Naval Gunfire is unavailable.

### 19.4.0 Ground Conditions

There are five ground conditions: Dry, Wet, Mud, Snow, and Freeze/Frozen.

**Important:** Scenarios may detail other types of ground conditions that are specific to that scenario.

- Scenario rules will detail the specific ground conditions in use for that game.

**Important:** See 15.2.6 for the effects of ground conditions on GenS paths.

- Games may include separate weather zones. When moving from one weather zone to another, always calculate a unit's MA using the ground condition of the zone the unit began movement in.

**Example:** If a unit starts in a zone with dry conditions, the unit retains its printed MA even if it moves into a zone with mud condition.

**Important:** Players adjust unit MAs, due to ground conditions after adjusting the unit's MA for the effect of any other factors such as GenS, fatigue and the halving of unit's MAs during Exploitation Phases.

### 19.4.1 Dry

Dry ground conditions have no adverse effect.

- Dry ground conditions allow Mech road movement to use clear terrain hexes (7.10.0).

**Note:** Different games may refer to dry ground conditions as normal ground conditions. There is no functional difference.

### 19.4.2 Wet

All Mech units subtract two from their MA unless solely using Mech road movement on a primary or secondary road.

### 19.4.3 Mud

The worst ground condition is mud. Mud conditions have the following effects:

- Halve (round up) the MA for all units unless the unit is solely using Mech road movement on a primary or secondary road. Leg class units also receive this benefit when moving solely along primary and secondary roads.
- A unit may still move one hex regardless of MP costs if it meets all the minimum movement requirements (7.3.0).
- Units can only advance a maximum of one hex after combat unless advancing entirely along a primary or secondary road.

**Exception:** Ldr advance benefits (23.2.1f).

### 19.4.4 Freeze

Mech units using any type of Mech road movement subtract 1 MP from their MA. Treat soft ground as clear, marsh/swamp as rough.

### 19.4.5 Snow

Mech units using any type of Mech road movement subtract 1 MP from their MA.

- Leg units that move solely along primary or secondary roads retain their full MA.
- Any unit using non-road movement reduces its current MA by one-third.
- Treat soft ground as clear, marsh/swamp as rough.

### 19.5.0 Precipitation

Games may include the concept of precipitation. In most cases precipitation is determined by a separate DR. Consult scenario rules to determine the effect of precipitation.

### 19.5.1 Precipitation Effects

Precipitation may affect:

- Ground condition DR when using variable weather (19.4.0).
- NGS mission case E DRMs (11.5.5).
- GI mission resolution DRMs (20.3.1).

## 20.0 AIRPOWER

Airpower represents the application and effect of each side's air resources on the battlefield.

Each GD both players receive AP. They allocate those AP to mission types. Players may then assign these previously allocated AP to specific missions during appropriate times in the SoP. If a

mission type has no AP, you cannot fly that type of mission that day. Adverse weather and enemy anti-aircraft can reduce the effect of airpower to varying degrees.

### 20.1.0 Air Point Availability

In the Joint Air Allocation Phase of the AM GT, both sides consult the GT Record Track to determine the number of AP they will have available for use that GD. Consult scenario rules to determine rules pertaining to AP availability.

### 20.1.1 Allocation of Air Points

During the Joint Air Allocation Phase players must allocate available AP to specific mission types (20.1.3).

- AP allocations remain in effect until the next GD.
- The total number of allocated AP cannot exceed the total number of available AP.
- APs may be used anywhere on the map that is eligible, unless scenario rules require APs to be allocated by army/corps/map sector (20.3.1 & 20.6.1).

### 20.1.2 Using Air Points

Once AP are allocated to a certain mission type, players assign those AP when they conduct a mission of that type.

- If required by scenario rules, the AP must be available for use on the AP Track of the army/corps sector and mission flown.
- Deduct the number of AP from the total AP allocated to that specific mission type.
- When the number of AP allocated to a mission type reaches zero, the player may not conduct any more missions of that type.
- Players may not conduct air missions during a night GT or ENA period unless scenario rules allow.

### 20.1.3 Air Points & Mission Types

Players can allocate APs to four different types of missions. These missions are; ground support, ground interdiction, supply interdiction, and air superiority.

- GS is flown as an individual mission against hexes. GI establishes a ground interdiction value in the Joint Air Allocation Phase that is used to interrupt individual unit movement. Supply interdiction is flown abstractly against an army's logistic capability during the Joint Logistics Phase.

**Important:** Air transport points (ATP) are a separate pool of points used to conduct air supply (20.5.0).

### 20.2.0 Ground Support (GS)

Enemy units and/or population features may have GS missions flown against them during a friendly/enemy Fire Support Segment of the

Combat Phase (11.1.0) or during an enemy Exploitation Phases (5.3.4c).

### **20.2.1 Conducting GS Missions**

To conduct a GS mission the player:

- 1) Identifies the observing unit (11.2.1) or if the target is air observed (8.3.0).
- 2) Declares the target hex.
- 3) States the number of missions and the number of AP in each mission that will be attacking the target hex.
- 4) States the number of escort AP accompanying each mission.

**Important:** See 11.2.4 for the number of missions allowed and 11.4.3 for the number of AP allowed per mission.

- 5) The opposing player states if intercept missions will be conducted against that GS mission and the number of AP that will be used against each mission.
- 6) Resolve air superiority (20.6.0).
- 7) Resolve GS mission errors (20.2.3).
- 8) Resolve the GS mission (11.0).

### **20.2.2 GS Missions vs. Exploiting Units**

A player may conduct GS missions against units moving during an enemy Exploit Phase (5.3.4c).

### **20.2.3 GS Mission Errors**

Due to the inherent problems of spotting targets and then coordinating with mission aircraft, there is a chance a GS mission may miss its target entirely and even accidentally hit friendly units.

- Resolve GS mission errors after air superiority resolution but before mission resolution.
- The GS mission player rolls 1d10 and consults the Mission Error Table.
- Apply all the below applicable DRMs
  - +1:** Target hex terrain is; woods, hedgerow, Rough-2 or town.
  - +2:** Target hex terrain is; forest, bocage, or city.
  - +1:** Atmospheric condition is POvr.
  - +2:** Atmospheric condition is Ovr.
  - +1:** Per enemy Flak capable unit that is in range of the target hex (20.7.1). Apply a maximum of +2 DRM for Flak.
  - 1:** Target is in Strat mode.
  - 1:** US or CW mission conducted in September 1944 or later.
- If the modified DR result is:
  - 9 or Greater:** Abort the GS mission, do not resolve the mission. The participating AP are used and may not conduct any other missions the same GD.
  - 8:** Scatter, Conduct the GS mission, however, it does not hit the intended target hex. Roll

1d10 to determine a new GS mission target hex. If the result is:

- 0:** The hex immediately north of the intended target hex is now the target hex.
- 1 to 5:** Succeeding numbers move one hex clockwise around the original target hex with the result now being the new target hex.
- 6 to 9:** Reroll until obtaining a result of 0-5.
  - a) If at least one point of Flak is in the new target hex or if there are no ground units in the new target hex, treat the result as an abort.
  - b) If occupied by ground units and there is not one point of Flak, resolve the mission against the new target hex no matter which side occupies the hex.
- 7 or Less:** Resolve the GS mission against the intended target hex.

### **20.3.0 Ground Interdiction (GI)**

Each side may allocate AP to GI missions. Players determine the ground interdiction value in the Joint Weather Phase, then during an enemy Movement Phase, the active player conducts GI attacks against his own moving units. Scenario rules may list limits to the number of AP players may allocate to each sector and/or the number of total AP each side can allocate to GI.

#### **20.3.1 Interdiction Value**

If a player allocated AP to the GI mission, that player must determine the interdiction value for each air sector on the map during the Ground Interdiction Value Segment of the Joint Weather Phase each AM & PM GT.

**Important:** Unlike other missions, AP allocated to GI during the Joint Air Allocation Phase are used to determine the ground interdiction value in both the AM and PM GT.

- Each player conducts (Allied then Axis) the following procedure for each air sector.
  - 1) Determine the number of AP allocated to GI in that sector.
  - 2) Adjust the number of AP allocated to GI based on atmospheric conditions and precipitation (19.3.0 & 19.5.0).
  - 3) Determine and resolve enemy air superiority (ASup) missions (20.6.1a).
- Important:** The GI mission player cannot assign ASup AP to escort any GI missions.
  - 4) Adjust the number of GI mission AP based on any ASup results.

**Important:** Eliminated mission AP in the AM GT are not available for use during the PM GT.

- 5) Consult the Air Interdiction Table and locate the adjusted total AP in the top row. If the exact modified number of AP falls

between the numbers on two of the columns, select the lower column.

**6)** Roll 1d10 and apply the below applicable weather DRM based on the atmospheric condition for the current GT:

- 1:** POvr.
- 2:** POvr with rain.
- 2:** Ovr.
- 3:** Ovr with rain.

**7)** Cross index the modified DR with the number of AP.

- a) A dash indicates no effect.
- b) The value to the left of the slash is the interdiction value for Leg class units.
- c) The value to the right is the interdiction value for Mech class units.
- d) Mark the GI value for each sector on the track.

**Example:** The Allied side has 20 AP allocated to the sector being determined and the current atmospheric condition for that sector is POvr. The player halves the number of AP allocated to 10 (19.3.2). Since the number of modified AP now falls between column 8 and 12, the Allied player uses the 8-column.

### **20.3.2 GI Procedures**

The active player conducts GI attacks against his own friendly moving units during the Friendly Movement or Exploit Phase.

- The active player must temporarily stop the movement of a unit as soon as it expends one MP above the interdiction value and in intervals after that (20.3.2c).

**Important:** Only count MP expended for actual movement purposes. Do not count MP expended for mounting/dismounting, breakdown.

**Example:** The interdiction value for Mech class units is 8. The active player must halt each Mech class unit the moment the unit expends its 9th MP.

- Units are not subject to GI attacks if all movement by that unit is within six hexes of an enemy unit.
- If a unit starts its movement within the six-hex limit, begin counting MP for interdiction purposes in the first hex outside the six-hex limit.
- If a unit starts its movement outside the six-hex limit and moves within six hexes of an enemy unit, ignore all MP expended within the six-hex limit.

#### **20.3.2a Conducting GI Attacks**

The active player conducts GI attacks in the first hex where the unit expended MP that exceeded the interdiction value by at least one.

**Example:** The interdiction value for Mech class units is 6. A unit is moving along a secondary road and enters a hex that causes the unit to

expend its 7th MP. The unit has been greater than 6 hexes from enemy units its entire movement. The unit would be subject to a GI attack in that hex.

### 20.3.2b Resolving GI Attacks

The active player consults the Ground Interdiction Attack Table and rolls 1d10.

**Important:** Treat units moving using special stacking (6.2.0) as a single unit.

- Apply the below cumulative DRMs:
    - 1: If the moving unit is a pure AFV unit.
    - 1: Per friendly Flak point that is in range of the target hex (20.7.1).
    - 1: Atmospheric condition is not clear.
    - +1: The target unit is using Mech road movement.
    - +2: The target unit is in Strat Mode.
- Important:** The Strat mode +2 DRM is not cumulative with the +1 DRM for using Mech road movement.
- Cross reference the modified DR with the result. Apply the result immediately.
    - a) If the target unit receives any result other than a no effect, the unit must end its movement in the target hex.
    - b) If the target unit received a result of no effect, the unit may continue moving, however, the unit may be subject to additional GI attacks (20.3.2c).
  - GI attacks only affect the unit(s) that triggered the attack, ignore all other units in the target hex.

### 20.3.2c Multiple GI Attacks

A unit triggers a GI attack each time it exceeds a multiple of its interdiction value by one.

**Example:** The interdiction value is 4/3. A Mech class unit with a MA of 12 would suffer a GI attack when the unit expends 4 MP. If the result of the attack is no effect, the unit may continue moving and would suffer a second GI attack when it expends its 7th MP and 10th MP.

### 20.4.0 Supply Interdiction (SI)

A player may attack the enemy logistic infrastructure by conducting SI missions during the Joint Logistics Phase.

**Important:** SI missions may only be conducted during clear or POvr atmospheric conditions.

- Use the current atmospheric condition on the map as the weather condition for SI missions.

**Important:** Scenario rules will state the total number of SI missions allowed per GD, what atmospheric conditions apply and air sector restrictions (if any).

### 20.4.1 Conducting SI Missions

Players may assign a minimum of two AP and maximum of three AP to each SI mission out

of those previously allocated. Atmospheric conditions apply (19.3.0).

**Example:** The current atmospheric condition is POvr. To conduct a SI mission of 2 AP, the player must assign 4 AP from the total AP allocated to SI missions.

- Players may assign AP allocated to ASup as escorts to each SI mission.
  - First, the Allied player, then the Axis player conduct all desired SI missions. The player conducting SI missions is the mission player.
  - Use the below steps to conduct each SI mission.
    - 1) The mission player secretly determines the number of SI missions and the composition of each mission (number of mission and escort AP).
    - 2) The mission player declares the number of missions and (if more than one enemy army exists) which missions are attacking which enemy army.
    - 3) The non-mission player declares the number of intercepting AP (if any) for each SI mission.
    - 4) The mission player selects one SI mission and declares the number of AP assigned to the mission as well as any ASup APs escorting the mission.
    - 5) Conduct ASup (20.6.2).
    - 6) Determine the effect ASup Flak suppression and the effect of surviving Flak against the SI mission AP (20.7.2).
    - 7) The mission player determines the SI TP target type and then rolls 1d10.
      - a) If the result is 0–4 the attack is against TP transporting fuel.
      - b) If the result is 5–9 the attack is against TP transporting ammunition.
- Important:** If the determined target type has no TP assigned or remaining, the mission ends with no effect.
- 8) The mission player resolves the SI mission by rolling a second 1d10.
    - a) Modify the DR based on the number of surviving mission AP:
      - Three AP: –1
      - One AP: +1
    - b) Additionally, apply a +1 DRM for each of the available Flak points divided by four (round down) (20.7.2).
    - c) If the modified DR is two or less, the mission is a success. Any other result is a failure.
- A successful mission reduces the number of TP assigned to that logistic type by one. The TP is not available until the next GD.
    - a) As escorts for GS, SI or air supply missions; or,

### 20.5.0 Air Supply

Players can conduct air supply to replenish OhS HQs and remove OoS markers from ground units (15.5.0).

- Conduct air supply during the Air Resupply Segment of the Administrative Phase.
- Air supply uses air transport points (ATPs). Scenario rules will list the number of ATP available.
- Players may only conduct air supply during AM or PM GTs.
- The atmospheric condition must be clear or POvr.

**Important:** Do not adjust the number of ATP based on atmospheric conditions.

### 20.5.1 Conducting Air Supply

The active player conducts air supply missions using the below steps:

- 1) The active player declares the number of ATP conducting the mission.
- 2) The active player declares the number of ASup AP escorting the mission.
- 3) The inactive player declares the number of AP that will intercept the mission.
- 4) Players conduct ASup (if any).
- 5) The active player declares the location of the drop zone hex (DZ).
- 6) The active player resolves the drop.

### 20.5.2 The Drop Zone Hex

The DZ hex must:

- Be clear, hedgerow or rough terrain. It may contain a location or village.
- Not be enemy occupied, or adjacent to an enemy unit.

### 20.5.3 Resolving the Drop

The mission player rolls 1d10 for each ATP.

Apply the following modifiers:

- +1: For every four enemy units within three hexes of the DZ.

**Important:** Each unit that is Flak capable (20.7.1) counts as two units if the unit is within its Flak range.

**Note:** Count the number of eligible enemy units and divide by four (round up).

- +1: If the atmospheric condition is POvr.

- If the modified DR is eight or less, the mission delivers one air supply point.

**Important:** An unmodified DR of zero always succeeds.

### 20.6.0 Air Superiority (ASup)

Each AP allocated to ASup can be assigned to one ASup per GD. Players can assign AP allocated to ASup:

- a) As escorts for GS, SI or air supply missions; or,

**Important:** Players cannot assign ASup AP as escorts to GI missions.

**b)** As interceptors against GS, SI, GI and air supply missions.

- APs assigned to escort a mission are in addition to the maximum number of APs allowed on each mission type.

### 20.6.1 When to Conduct ASup Missions

When a player initiates a GS, air supply, or SI mission, he must declare the number of APs (if any) that are escorting the mission.

- The opposing player may then assign APs to intercept the mission.
- Unless scenario rules set a limit, there is no limit to the number of AP allocated to ASup missions that may conduct escort and/or intercept.
- If scenario rules dictate air sectors, APs assigned as an escort must come from the same sector as the mission APs.

#### 20.6.1a ASup versus GI Missions

- Prior to determining the ground interdiction value, assign and conduct ASup missions intercepting GI missions.
- Players cannot assign escort ASup AP to GI missions.
- Reduce the number of AP allocated to GI by the number of enemy ASup AP intercepting the mission. The number of surviving mission AP is the number of AP used when determining the interdiction value in the AM and PM GT.

### 20.6.2 Conducting Air Superiority

Each escort AP aborts one intercept AP, and vice versa.

- Each surviving intercept AP aborts one mission AP or ATP.
- Aborted AP/ATPs do not conduct their assigned mission. They are not available for other missions that GD.

### 20.7.0 Anti-Aircraft (Flak)

Except for ASup, Flak may affect all air missions. Consult the specific mission rules for how to affect a mission using Flak points.

#### 20.7.1 Flak Points

Units and city hexes may have Flak points.

- No single hex can contribute more than one Flak point regardless of the number of actual points in the hex.
- Each German city hex has one Flak point with a range of one (the hex occupied by the unit and all adjacent hexes). The city must have been German controlled since the beginning of the scenario.

- Scenario rules will detail any other terrain features and DWs that may possess Flak capabilities.
- Each hex containing any one of the following units has one Flak point with a range of one hex (the hex occupied by the unit and all adjacent hexes).
  - a)** All HQ units.
  - b)** Allied Art Bn.'s in any scenario after 1942.
  - c)** Flak type units (of any size).
- Each hex containing any one of the following units has one Flak point with a range of zero (only the hex occupied by the unit).
  - a)** German and US armored Inf Bn.'s, armored Recon Bn.'s, Tk Bn.'s and hybrid units.
  - b)** CW armored Inf and armored Recon Bn.'s in any scenario after 1942.

**Designer's Note:** The above units are not necessarily a flak type unit, but because each of these units had anti-aircraft assets as part of their TO&E, they are eligible to generate flak points.

### 20.7.2 Flak & SI Missions

Players may voluntarily remove Flak capable units from the map during the Joint Air Allocation Phase to provide off map Flak support against SI missions (3.3.1a).

- Count non-Flak type units as outlined in 20.7.1.
- Each step of Flak type units (one Co.) counts as one point of Flak.
- Treat withdrawn Flak units as if they are occupying the SI mission target hex.
- Withdrawn Flak units can support any army (i.e., not just the army assigned to when withdrawn).
- Players track Flak points garnered by using one of the withdrawn units on their AP track.
- Players conduct any ASup, and then the mission player may use each surviving escort AP to suppress one point of Flak.

**Important:** Flak points suppressed in one mission do not count as suppressed for any subsequent SI missions during the same GT.

- Divide the total number of un-suppressed Flak points by four (round down). The result is the number of positive DRMs applied to that SI mission DR.

**Example:** There are two Axis army HQs (7th and 5th Pz). The Allied player declares 2 SI missions against the 7th Army and 1 against the 5th Pz. The Axis player has 12 Flak points on the track and has declared 1 AP will conduct ASup for the first mission against the 7th Army.

- a)** The Allied player conducts his first mission against 7th Army. The Axis player conducts ASup using the 1 AP assigned. The Allied player then reveals that the mission contains 3 SI AP and 3 ASup AP. The Allied player must abort 1 ASup AP due to the 1 Axis ASup

AP. The two surviving ASup AP suppress 2 Flak points, leaving 10 Flak points available. The Allied player would apply a +2 DRM to the mission DR due to flak ( $10 \div 4 = 2.5$ , rounded down to 2) and a -1 DRM due to having 3 mission AP for a net +1 DRM.

**b)** The Allied player then declares his second mission will attack the 5th Pz Army. The Axis player decides not to commit ASup. The Allied player reveals the mission contains 3 SI mission AP and 3 ASup AP. The 3 ASup AP suppress 3 Flak points, leaving 9 Flak points available. The Allied player would again apply a +2 DRM to the mission DR due to flak ( $9 \div 4 = 2.25$ , rounded down to 2) and a -1 DRM due to having 3 mission AP for a net +1 DRM.

- Withdrawn Flak units may return to the map. During the Joint Air Allocation Phase remove them from the AP track and place them on the GTRT in the next GD Box.
- During the Joint Air Allocation Phase of that GD, place returned Flak units in or adjacent to any friendly army HQ during the friendly Movement Phase. They may not move the GT they are placed on the map.

## 21.0 REINFORCEMENTS

Reinforcements enter play during the friendly Movement Phase on the GT of arrival.

- Scenario rules will provide a list of reinforcements. The list will explain where the units enter on the map, and any other conditions of their arrival.
- Unless scenario rules state otherwise, all reinforcements always arrive:
  - a)** In GenS for three GTs (15.1.0).
  - b)** In a normal fuel state for the remainder of that GD at no cost in FP and not counting towards any HQ's low/no fuel limits (16.4.5).
  - c)** Supported (15.4.0).
  - d)** In any mode desired by the owning player.
- The owning player must assign reinforcements to an army and corps HQ upon arrival.

**Important:** Reinforcements are subject to all requirements normally the GD after arrival.

### 21.1.0 Division Asset Units & Entry

Division asset units are the support units normally assigned to a division.

Division asset units include:

- a)** Eng units
- b)** Recon units
- c)** AT units
- d)** Tank units
- e)** Art units

- When one or more of a division's Rgts arrive as a separate listing the owning player may

include an equal portion of the available divisional asset units.

**Example:** A US division has its Rgts (3 Rgts) arriving on separate GTs. The Allied player would include one-third of the available asset units with each Rgt. If the HQ is not specifically called out on the reinforcement list, the player may include the HQ with any of the separate groups.

- Players may break asset units down into their component BU units, with each type of BU accompanying a separate Rgt.
- If a player is unable to evenly split the number of asset units between Rgts, the player may include the extra asset units with one of the Rgts.

**Important:** Players should carefully check their reinforcement list to ensure that divisional assets do not show as arriving separately, or with specific Rgts.

### 21.2.0 Map Entry on Roads

When reinforcements enter a map edge using Mech road movement, each arriving unit must expend MPs equal to the number of MPs expended by the previous unit to enter the same hex in the same phase, plus the cost of the road hex.

- When entering using Mech road movement, the owning player may delay any units that cannot enter due to insufficient MP until the next GT.

**Example:** The first Mech unit entering the map on a primary road (using Mech road movement) would expend one half an MP to do so, the next would expend 1 MP (.5+.5); the third would expend 1 and one-half MP (1+.5) and so on.

### 21.3.0 Reinforcement Lists

Each scenario will list the arrival and withdrawals of all units for each side.

- Arriving formations or Rgts include all units subordinate to that formation or Rgt unless stated otherwise.
- Unless stated otherwise in the scenario rules; a player may delay the entry of reinforcements for any length of time (owning player's choice).

#### 21.3.1 Reinforcements & Step Losses

Units that enter the map that are not listed at full-strength must enter with the indicated step losses already subtracted from the unit. Such units may only receive replacements once on the map.

### 21.4.0 Withdrawals

Scenario instructions may require the withdrawal of specific units or formations on specific GTs, or when specific conditions exist.

- If the units are in GenS (including extended GenS) and not adjacent to an enemy unit, the owning player may simply remove them from the map.
- If they are adjacent to an enemy unit, the owning player must (during the Movement Phase) move such units so that they are no longer adjacent to enemy units (if possible). If at the end of the current Movement Phase the unit is no longer adjacent to an enemy unit, the owning player must remove it from the map.
- If the unit(s) are not in GenS, at the time of their required withdrawal, the owning player must move them back into GenS in the quickest way possible. If at the end of the Movement Phase the unit(s) are in GenS (even if extended) the player must remove the unit(s) from the map.

## 22.0 REPLACEMENTS

During the Replacement Segment of a friendly Combat Phase players may replace step losses for on-map units that have suffered step losses and resurrect eliminated units back into play. See 4.2.2 for information regarding units taking step losses.

- Players should place eliminated Co. sized or larger units into the appropriate Eliminated Units Box.
- Players must separate units eliminated while isolated from units not isolated when eliminated.
- Players should place eliminated Z-step units into the Eliminated Units Box with their Z-step side face up. When two Z-step units of the exact same type are in the Eliminated Units Box, remove one of the Z-steps and replace the other one with a Co. sized unit and record the loss on the Step Loss Track (22.2.0).

### 22.1.0 Replacement Points

The heart of the replacement system is the replacement point (ReP), of which there are two types: infantry and armor. Players use RePs to regain lost steps for on-map units or resurrect units from the Eliminated Units Box.

**Important:** Players track RePs for each side. Scenario rules will state if national grouping track RePs separately or together.

#### 22.1.1 Receiving RePs

Both sides receive RePs during the Joint Logistics Phase (3.3.4).

- Each side may receive RePs using the following methods:

- 1) The recycling process (22.2.0).
- 2) The Replacement Table (22.3.0).
- 3) By placing formations into refit (22.4.0).

### 22.2.0 Recording Recycle Steps

**Important:** Scenario rules may not allow players to recycle step losses.

Players record step losses using the appropriate Step Loss Track. Each time a side incurs a step loss, the affected player follows the below procedure.

**Important:** Isolated units do not garner recycle steps. If the unit losing steps is isolated, do not record the step loss.

- If the unit is not isolated and is a Co. sized unit or larger, the player refers to the Unit Replacement Chart to determine if the step loss garners a recycle step.
- Cross reference the unit type with the Recycle Step column and record the number and type (Inf or Arm) of steps on the Step Loss Track using the appropriate step loss marker (Inf or Arm).
- If the unit is a Z-step unit, the player does not receive a recycle step until two Z-steps of the same type have been eliminated.

**Important:** If the Unit Replacement Table does not list a unit type, that type of unit does not garner recycle steps.

**Example 1:** The Axis player suffers one Arm Recon step loss. The unit is not isolated. Refer to the Unit Replacement Table under the heading Axis Replacements, and cross reference the Arm Recon line with Recycle Steps column. A German Arm Recon step loss garners one-half an Arm step. Record a one-half Arm step loss on the Step Loss Track using the Arm x1 loss marker in the .5 Box.

**Example 2:** The Allied player suffers one US Arm Eng step loss; the unit is not isolated. Using the same procedure as above, except using the Allied Replacements, the player will find that one step loss of Allied Arm Eng garners one Inf step.

### 22.2.1 Converting Recycle Steps

Players determine the number of RePs garnered from recycle steps by converting them to Inf or Arm RePs. as the first step in the Replacement Segment of the Joint Logistic Phase.

**Important:** Scenario rules may modify the below factors.

- Each player adjusts the number of recycle steps recorded during the preceding GD by the factors below:

**Important:** Left-over recycle steps carry over to the next GD.

**1) Inf Recycle Steps:**

**Axis:** For every four Inf recycle steps reduced, the Axis side records one Inf ReP on the Axis Replacement Point Track.

**Allied:** For every five Inf recycle steps reduced, the Allied side records one Inf ReP on the Allied Replacement Track.

**Important:** Scenario rules may require players to track nationalities separately. In this case each side will determine each nationality group within the Allied or Axis separately.

**2) Armor Recycle Steps**

**Axis:** For every four Arm recycle steps reduced, the Axis side records one Arm ReP on the Axis Replacement Point Track.

**Allied:** For every three Arm recycle steps reduced, the Allied side records one Arm ReP on the Allied Replacement Track.

**Example:** The Allied player has 22 Arm recycle steps recorded. The Allied player reduces the Arm recycle steps by 21 and records 7 Arm RePs (21÷3 = 7) on the Allied Replacement Point Track. The Allied player then moves the Arm step loss markers on the Allied Step Loss Track to show that there is 1 Arm recycle step remaining.

### **22.3.0 GD Replacements**

Each GD during the Replacement Segment of the Joint Logistics Phase, both sides consult the scenario rules to determine the number and type of additional RePs received that GD. Players receive RePs in one of two ways:

- 1)** By receiving a set number of Arm and/or Inf RePs each GD; or,
- 2)** By consulting a Replacement Table and rolling 1d10 to determine a variable number of Arm and/or Inf RePs each GD.

### **22.4.0 Formation Refit**

**Important:** Formations placed in refit are not in MR and do not gain the benefits of an MR bonus (5.4.4). Formations in MR mode are not in refit and do not gain the refit Rep bonus, however formations in army reserve (25.0) may gain the benefits of the MR bonus.

Players may move all units of a division or independent Bde (the Bde must have an HQ counter) away from the front line to refit and train replacements.

**Important:** Detached Rgts without an HQ counter cannot enter refit.

- Units in refit may not move until released.
- A formation in refit receives RePs that are in addition to and separate from those generated through recycling (22.2.0) and GD RePs (22.3.0).

- There is no limit to the number of formations that may be in refit at any one time, however, there are restrictions on a player releasing formations from refit (22.4.4 & 22.4.5).
- A formation released from refit cannot reenter refit again until a minimum of seven full GDs have passed since it was released from refit.

**Example:** A formation exits refit during a friendly Movement Phase of GD 6. The formation could not reenter refit until GD 14.

### **22.4.1 Refit Eligibility**

A formation can only enter refit when:

- 1)** All units of the formation are at least 20 hexes away from the nearest enemy unit; and,
  - 2)** All units are in command and in GenS.
- The owning player may ignore the below units when making the above determination.
    - 1)** Any two Art units may detach from the formation and then attach to the formation's superior corps/army HQ (9.6.0). These Art units must remain attached to a corps/army HQ until the refitting formation is released. They may not be attached to any formation/BG. This Art detachment procedure must be complete no later than the first Joint Command Phase after their formation enters refit; and,
    - 2)** Any isolated units assigned to the formation.
      - a)** Isolated units that (in later GTs) re-establish GenS must immediately move to meet the 20-hex minimum refit distance requirement.
      - b)** If those units remain isolated, the owning player cannot use the special assignment rule (9.6.2a) to assign other units to the refitting formation.

**Important:** All units assigned to the formation except as noted above must enter refit.

### **22.4.2 Refit Transfer of Steps**

Once a formation has entered refit, but before it receives any ReP, it may transfer unit steps or Art Bn.'s (these Art units cannot be those detached in 22.4.1) to other friendly formations of the same nationality.

- Steps from one formation may transfer to multiple friendly formations.
- The receiving formation(s) may also be in refit.
- The transferring formation HQ and the receiving formation HQ must be within three Mech MP of each other and both must be in GenS.
- The receiving unit may not be:
  - 1)** Adjacent to an enemy unit; and,
  - 2)** Observed by enemy ground units (air observation does not apply).
- The receiving unit must be in GenS.

- Each non-HQ or non-Art Bn.-sized unit of the formation may transfer all but its last step to other units of other formations.
- One and two step Co.-sized units may transfer all their steps to other formations. Place these counters in the Eliminated Units Box.
- Players may reassign Art units to other formations if:
  - 1)** The formation receiving the Art unit has previously had an assigned Art unit eliminated; and,
  - 2)** The eliminated Art Bn. is the same type (i.e., 105mm for 105mm) of the transferring Art Bn.

**Important:** The owning player removes the transferring Art Bn. from the map and replaces it with the eliminated Art Bn. from the receiving formation. The player may then rebuild the removed Art Bn. during any later GT.

- The Player cannot resurrect Non-Art/HQ Bn.-sized units in the receiving formation using this procedure.
- The player may resurrect one and two step Co.-sized units in the receiving formation.
- The receiving units must be the exact same type as the transferring unit.
- The receiving unit's proficiency values (both offensive and defensive) may not be higher than the transferring unit.

### **22.4.3 Refit RePs**

Formations in refit receive additional RePs each GD during the Replacement Segment of the Tactical Assault Designation Phase.

- a)** German Leg divisions and Allied non-Arm divisions receive three Inf RePs.
  - b)** German Leg independent and Allied non-Arm Bde/Rgt receive one Inf ReP.
  - c)** German Mech and Allied Arm divisions receive two Inf RePs and one Arm ReP.
  - d)** German Mech and Allied Arm Bde/Rgts receive one Inf and one Arm ReP.
- Players may not accumulate RePs received from refit. Player must use these ReP the GD received.
  - Players may not transfer refit RePs to other formations.

### **22.4.4 Involuntary Release from Refit**

- Players must immediately release a formation from refit if any enemy ground unit is within eight hexes of any unit subordinate to the formation in refit.
- Refitting stops immediately if this occurs and all normal rules apply to the formation.

### 22.4.5 Voluntary Release from Refit

Players may voluntarily release formations in refit during the Joint Command Phase.

- A player cannot voluntarily release a formation from refit until the formation has been in refit for a minimum of five Joint Command Phases.
- When determining the number of Command Phases, count the Command Phase the formation entered refit, but not the phase the formation exits.

### 22.5.0 Replacing Step Losses

During the Replacement Segment of a friendly Combat Phase (3.3.2e), players use RePs to replace step losses:

- 1) To reduce step losses to on map units by removing step loss markers and/or flipping reduced units back over to their full-strength side (22.5.1); and,
- 2) To resurrect eliminated units in the Eliminated Units Box (22.5.2).

### 22.5.1 Rebuilding On-map Units

When a player allocates the correct number and type of RePs indicated on the Unit Replacement Table, a receiving unit may regain one step of strength.

- An on-map unit may receive RePs if the unit is:
  - 1) Listed on the Unit Replacement Table.
  - 2) In Tac mode; and,
  - 3) In GenS and in command; and,
  - 4) Not attack designated; and,
  - 5) Not marked with a fatigue marker; and,
  - 6) A Leg class unit not adjacent to an enemy unit; or,

**Exception:** A Leg class unit may be adjacent to an enemy unit and receive RePs, if the Leg class unit is in OCT.

- 7) A Mech class unit that is not adjacent to an enemy unit and not observed by an enemy ground unit.
- An on-map unit may only replace one step per GT.
  - Players must replace dismounted units using the same type and number of RePs as required for the mounted unit.
  - Player replace BUs using the same type and number of RePs required for their parent unit.

**Example:** A dismounted Mot Inf Bn./BU Mot Inf Co. would still require the expenditure of 2 Inf RePs to replace one step.

### 22.5.1a Unit Consolidation

Players may transfer steps between units. These transfers always occur during a friendly Replacement Segment.

- The transferring unit must:
  - 1) Be in the same or adjacent hex as the receiving units. The hexside terrain separating adjacent unit cannot preclude the unit from crossing.

**Example:** Two Mech class units with an unbridged, non-ford river hexside between them, could not consolidate.

- 2) Must consist of at least two steps (it cannot transfer its last step to another unit).
  - 3) Not be attack designated.
- The receiving unit must meet the requirements in 22.5.1.

**Exception:** Players may ignore the GenS status of the transferring and receiving units. They may be in OhS or OoS.

- Units assigned to the same formation HQ may transfer steps between each other if they are of the same type. Players may ignore PR values.

**Important:** Attached units do not count as assigned in this case.

- Units subordinate to different formation HQs. may not transfer steps if the difference between their offensive PR is greater than one.
- Units of different nationalities cannot transfer steps from one nationality to another.
- An HQ unit with two steps remaining may transfer one step to any Inf type unit in its formation regardless of PR.
- No unit can transfer or receive more than one step per GT.

**Example:** An Inf Bn. could transfer one step to one other eligible Inf Bn. The transferring Bn. cannot also receive a step loss, nor could it transfer a second step to another or the same Inf Bn.

- Two Z-step units of the exact same unit type may consolidate into one Co.-sized unit. If either of the PR values are different use the Co.-sized unit with the lower value(s).

### 22.5.1b RE Units

RE Bn.'s may transfer steps directly into any Inf type units of any formation assigned to the same army as the RE Bn.

**Exception:** Eng and/or Arm Recon units may not receive ReP from RE Bn.'s.

- The RE unit can transfer its last step.
- When transferring steps from a RE unit to an Inf unit, if the receiving unit has an offensive PR rating of six or more, the player must transfer two RE steps to replace one step. A Player can use two RE Bn.'s to meet the above requirement.
- If the receiving unit is an Arm Inf type unit, the player must also expend the additional one-half armor ReP to replace such a step loss (see the Unit Replacement Table).

### 22.5.1c German Ersatz Units

German ersatz type units may conduct unit consolidation the same as RE units.

- Ersatz units may only transfer steps to units that are assigned to the same HQ as the Ersatz unit.
- Ersatz units may transfer their last step.
- Ersatz units may transfer and/or receive a total of two steps per GT.
- Ersatz units ignore PR when transferring steps.

**Example:** An ersatz unit could transfer one step to another unit and then receive one ReP, or it could receive a ReP and then transfer one step to another unit.

### 22.5.2 Resurrecting Units

Players may return eliminated units to play using the resurrection process.

#### 22.5.2.a Resurrection Procedure

Players resurrect units by:

- 1) Selecting a unit in the Eliminated Units Box. The unit selected must be a type of unit listed on the Unit Replacement Table.
- 2) Expending the unit resurrection ReP cost:
  - a) Leg class units expend one-half an Inf ReP.
  - b) Mech class units expend one-half an Arm ReP.

**Exception:** One-step units do not require the resurrection ReP expenditure.

- 3) In addition to the resurrection cost, players must expend one Inf ReP to resurrect units (of any size) that were isolated when eliminated.
  - 4) The player must then expend the number and type of RePs shown next to the type of unit resurrected in the ReP Cost column to rebuild it to its first step.
- A resurrected unit never enters play with more than one step, although the owning player can rebuild the unit to full strength using the on-map replacement procedure on subsequent GTs.
  - If a player has broken down a parent unit (removed it from the map), and all its component BUs have been eliminated the player may not resurrect its BUs units, but rather the parent unit must first be resurrected (18.4.0).

#### 22.5.2b Resurrected Unit Placement

Players return resurrected units to play by placing them on or adjacent to their superior HQ.

- The HQ must be in GenS.
- The resurrected unit is automatically in GenS on the GT it returns to the map.



- Players place resurrected formation HQ:
  - 1) In a hex with or adjacent to any of the HQs' subordinate units; or,
  - 2) If no subordinate units are on the map, the player places the HQ in or adjacent to their superior HQ.
- Players place resurrected corps HQ adjacent to their superior army HQ.
- Players place resurrected army HQ in any city hex within the army's ZOP.

### 22.5.2c Resurrecting with RE Units

German RE Bn.'s (see UTC) may be used to resurrect eliminated Inf type units that do not require Arm ReP as part of their ReP steps.

**Exception:** Eng, machinegun (MG), parachute, glider and Recon units cannot resurrect using this procedure.

- Each side may only eliminate one on map RE Bn. a maximum of every other GD to resurrect an eliminated unit.
- RE Bn.'s must be assigned to the same army as the unit being resurrected.
- Resurrecting a unit using RE steps requires two steps of RE type unit(s). The two steps do not need to come from the same unit, but the player must eliminate at least one RE unit providing steps for resurrection.
- Players do not expend the resurrection ReP cost (22.5.2a).

### 22.6.0 Hybrid Replacement

Use the below procedures to determine recycle points and order that the player must replace different hybrid type steps.

**Important:** Players should note the type of AFV shown on hybrid counters. Hybrid units may depict only one type of AFV. In these cases, take losses in the same order as listed for three step hybrid units, except ignore the least and most expensive AFV since both steps are AFVs of the same type.

#### Three Step Hybrid Units:

- a) The unit takes its first step loss: The player receives the recycle steps for the least expensive AFV shown on the counter. To return the unit to full strength the player expends the replacement cost of the least expensive AFV shown on the counter.
- b) The unit takes a second step loss: The player receives the recycle steps for the type of the Inf/Recon shown on the counter. To return the unit to two-steps, expend the replacement cost of the Inf/Recon shown on the counter. Then in subsequent GTs, the player would use a) to bring the unit to full strength.
- c) The unit loses its third and last step: The player receives the recycle steps for the

most expensive AFV shown on the counter. To resurrect the unit, the replace the first step using the cost of the most expensive AFV shown on the counter plus the cost of resurrecting the unit (in this case .5 armor ReP). In subsequent GTs you would use b) and then a) to determine the ReP cost to return the unit to two and then three steps.

#### Two Step Hybrid Units:

- a) The unit takes its first step loss: The player receives the recycle steps for the type of Inf/Recon shown on the counter. To return the unit to full strength the player expends the replacement cost for the type of Inf/Recon shown on the counter.
- b) The unit takes a second step loss: The player receives the recycle steps for the type of AFV shown on the counter. To resurrect the unit, the player replaces the first step using the cost of the AFV shown on the counter plus the cost of resurrecting the unit (.5 armor ReP). In a subsequent GT, the player would use a) to determine the ReP cost to return the unit to full strength.

## 23.0 LEADERS

Ldrs have special abilities that enhance the performance of the units under their command. The below rules outline general Ldr procedures and formation Ldr abilities. Consult the scenario rules to determine corps and Army Ldr abilities.

- Unless scenario rules state otherwise, Ldrs arrive automatically activated and stacked with their designated HQ when they enter as a reinforcement.
- Each Ldr has an HQ command designation and activation number printed on the Ldr counter.

**Example:** The US Ldr, Robertson has 2nd Division printed on his counter.

**Designer's Note:** Ldr counters represent more than just the individual named Ldr. In game terms Ldr counters are a mechanism to show and manage the effect Ldrs had on command level staff work and their influence on subordinates within their command.

### 23.1.0 Activating Ldrs

All Ldrs de-activate at the end of the night GT or at the end of any ENA period.

- At that time, players move all non-isolated Ldrs to their designated non-isolated HQ (pick them up and place them on their designated HQs with their inactive side facing up).
- If the Ldr and/or designated HQ are isolated, the Ldr does not move, it remains in the current hex. The owning player flips the Ldr to show its inactive side if it is not already showing that status.

- During the Ldr Activation Segment of the Joint Command Phase, each side conducts an activation check for all Ldrs on the map (including isolated Ldrs). Roll 1d10 and compare the result to the Ldrs activation value.
  - 1) If the DR is less than the value, the owning player flips the Ldr, so its activated side is up. The Ldr remains activated for the entire GD.

- a) The owning player may immediately place the activated Ldr in any stack containing any subordinate HQ or subordinate unit.
- b) Ldrs placed in this manner are considered to have started the GT or GD at that location.

**Important:** If a Ldr cannot trace a GenS path of any length to its designated HQ, the activated Ldr remains stacked with the isolated units until no longer isolated. The Ldr still activates and de-activates normally.

- 2) If the DR is greater than or equal to the Ldrs activation number, the Ldr remains inactive.

- a) The Ldr remains with its designated HQ or isolated unit for the entire GD.
- b) The Ldr must move with the HQ and if the HQ suffers an elimination, the player must eliminate the Ldr also.
- c) Inactive Ldrs cannot provide any benefits.

- Activated Ldrs have a MA of twelve regardless of parent HQ's fuel status.
- Activated Ldrs can move normally, during either the friendly Movement or Exploitation Phase, using either Mech class or Leg class movement. They may switch from one to the other in the same Movement Phase, paying the least MP cost for each hex or hexside.

### 23.2.0 Ldr Benefits

Ldrs, unless specifically stated otherwise in scenario rules, confer the below benefits.

**Important:** If a rule requires a Ldr to stack with an HQ to confer certain benefits, the HQ must be able to trace a GenS path (extended path is okay) to the unit or units benefiting from the Ldr bonus. Additionally, the Ldr must remain stacked with that HQ for the entire GT that the benefit is being conferred.

#### 23.2.1 Formation Ldr Benefits

Formation Ldrs always confer the benefits listed in 23.2.1 (a through f) for their subordinate units unless scenario rules state otherwise. Scenario rules can also modify these benefits and may add further benefits.

**Important:** Unless scenario rules state otherwise, only one Ldr can confer any of the bonuses awarded in 23.2.1a through 23.2.1f when determining the effect of an action or unit.

### 23.2.1a Formation Ldr Movement Bonus

- If the Ldr begins the GT stacked with the formation HQ, apply a one MP bonus to all units subordinate to that HQ.
- If not stacked with the formation HQ at the beginning of the GT, the formation Ldr may confer the one MP bonus to units stacked with or adjacent to the Ldr.

**Important:** Apply a Ldr's movement bonus prior to any modifications to a unit's MA.

**Note:** German Kampfgruppe Ldrs may also be formation Ldrs. Consult scenario rules for specific restrictions or benefits for these KG Ldrs.

### 23.2.1b Formation Ldr Combat Bonus

A formation Ldr in or adjacent to a hex with at least one subordinate unit that is attacking or defending in a GA confers a favorable, one-column shift bonus to the GA. A formation Ldr may only confer this bonus to one GA per player turn each GT.

**Exception:** Do not apply offensive GA Ldr shifts during a Ldr's rest GTs.

**Example:** Harmon is the formation Ldr for the 2nd Arm Div. The owning player could apply Harmon's GA bonus during the Allied Combat Phase (in the attack) and again during the German Combat Phase (when defending).

### 23.2.1c Formation Ldr ENA Activation

Units attempting to activate for ENA periods may use an activated formation Ldr's initiative rating instead of their own PR (3.4.2).

### 23.2.1d Formation Ldr Multi-formation Penalty Bonus

A formation Ldr stacked with units participating in a GA where at least one of the participating units are subordinate to the Ldr, negates the multi-formation penalty for that GA (13.7.3 & 13.7.4). A Ldr may apply this bonus any number of times during a GT.

### 23.2.1e Formation Ldr PRC Bonus

Formation Ldrs provide a -1 DRM to all PRCs made in the Ldr's current hex. A Ldr may apply this bonus any number of times during a GT. When determining PR bonus for GA, add one to the lead unit's PR (maximum of 9).

**Exception:** Corps and army Ldrs may also provide this PRC bonus (23.2.2).

### 23.2.1f Advance After GA Bonus

Scenarios may assign certain (formation, corps and army) Ldrs special bonuses for advance after combat and/or retreat after GA. In those cases, only award the given bonus after making

all adjustments for fuel, Recon units, and ground conditions.

**Important:** Ldr bonuses do not negate terrain restrictions but may be used to exceed any ground condition advance limits (19.4.3).

### 23.2.2 Corps & Army Ldrs

Scenario rules will detail the effects for these Ldrs.

**Important:** Corps and army Ldrs provide PRC bonuses (23.2.1e) even though they are not formation Ldrs. They do not provide any other formation Ldr benefits.

### 23.3.0 Ldr Casualties

If any of the below occur, the player must remove the Ldr in question from play. Players cannot replace eliminated Ldrs.

- If stacked with units that participate in a GA or are subject to a FS mission and any unit in that stack suffers a step loss, roll 2d10; if the result is five (05) or less eliminate the Ldr. Any other result has no effect.
- If a ground unit enters a hex containing an enemy Ldr and there are no units friendly to the Ldr in the hex, the owning player rolls 2d10.
  - a) If the result is greater than five (05), the owning player must immediately place the Ldr in the hex with closest friendly unit. Intervening prohibited terrain and enemy units have no effect on the displacement.
  - b) If the result is five (05) or less, eliminate the Ldr.

## 24.0 LULLS

Armies cannot conduct continuous combat operations without regrouping and reorganization. In game terms, lulls allow players to reorganize and rebuild their formations with little or no fear of enemy interference. In practice most lulls will be mandatory lulls dictated by scenario rules, however players may request voluntary lulls, if for no other reason than it speeds up play when both sides need time to reorganize.

- Players request voluntary lulls on an army by army basis.

**Example:** The Allied side has two armies on the map, the Allied player must request a lull for each army individually, the German player could agree to one lull and not the other.

- Scenario rules may impose lulls for all armies on the map, or on an army by army basis.

**Important:** Opposing army boundaries rarely match, players must abide by the army boundaries of the army requesting the lull when conducting lull procedures.

## 24.1.0 When a Lull Occurs

A lull may occur at the end of the Weather Determination Phase if requested by one side and the opposing side grants the lull. Scenario rules may require lulls at specific times in the game.

- The side requesting the lull is Side One.
- The side that grants a lull is Side Two.

**Important:** If conducting a mandated lull, the scenario rules will list which side is Side One and Side Two.

### 24.1.1 Voluntary Lulls

In the Lull Segment of the Weather Determination Phase, each side must inform the opposing side if they wish to request a lull.

- The Allied side requests first.
- If a lull is already in place, Side Two must inform Side One if they will attempt to break the lull by launching a counter-offensive this GT (24.3.0).

### 24.1.2 Request for Lull

A lull goes into effect immediately if a side requests a lull and the other side grants it.

- The side that requested the lull must secretly note the GT that the player plans for the lull to end.

**Important:** A voluntary lull must last for a minimum of twenty-one GTs unless broken by Side Two (24.3.0).

- If the side not requesting the lull does not grant the lull, there is no effect, play continues normally.

### 24.2.0 Lull Effects

During a lull, inactive units have operational restrictions (24.2.1). Each side may choose to active a limited number of formations and corps/army asset units. Activated formations and units operate normally within the restrictions given below.

- Side One may:
  - 1) Activate one formation from each army. The active formation may have up to three attached units.
  - 2) Activate a maximum of three corps/army Art units.
  - 3) During any succeeding Command Phase choose one formation to replace its original active formation (one each Command Phase), but this formation must come from army reserve (25.0).
- Side Two may:
  - 1) Activate a maximum of two formations in each army. Each active formation may include all allowed attachments (9.6.2).
  - 2) Activate a maximum of six corps/army Art units.
  - 4) During any succeeding Command Phase choose one formation to replace one of its

two active formations, but this formation must come from army reserve (25.0).

**Important:** Side Two's active formations may only conduct GAs and offensive FS missions against Side One's active units.

- Side Two's active units may not enter hexes adjacent to inactive enemy units unless Side Two's units are in OCT.
- Side Two inactive units become active the next GT after being attacked by a GA (including overrun). They de-activate two GTs later if not attacked during the previous GT.

**Important:** Inactive formations cannot do anything in the PM and Night/ENA GTs. They may defend normally if the target of a GA and may conduct defensive FS missions.

### **24.2.1 Lull Movement & Modes**

During lulls, inactive units may only change mode and/or move during the AM GT.

- Inactive units may double their printed MA prior to modifications for fuel and ground conditions.
- Inactive units may not move adjacent to an enemy unit if a friendly unit is not already adjacent to that same enemy unit.
- Inactive units cannot:
  - a) Enter PA mode.
  - b) Enter Exploit mode.
  - c) Move during the Exploit Phase.

**Important:** Inactive units that are in Exploit mode when a lull goes into effect may remain in Exploit mode and may exit Exploit mode during a friendly Mode Determination Phase.

- Inactive units may enter Strat and MR Mode.

### **24.2.2 Lull Combat**

During a lull, active units may conduct offensive/defensive GAs and offensive/defensive FS missions normally.

**Important:** Players must determine rest GTs for active units/formations (3.5.0).

- Each inactive formation may conduct a maximum of two tactical assaults during the AM GT only.

### **24.2.3 Air Missions & Lulls**

Both sides may conduct GS, SI, ASup and air supply missions normally.

- Neither side may conduct GI missions in a sector with a lull. If the map has only one sector, ignore GI missions in the ZOP of an army in a lull.
- Lulls have no effect on air observation.

### **24.2.4 Replacements & Reinforcements During Lulls**

Players conduct replacement and reinforcement activity during the AM GT only.

- Reinforcements scheduled to arrive during PM and Night GTs instead arrive during the following AM GT.
- Reinforcements (formations and/or units) are automatically inactive and cannot be activated unless first entering army reserve.

### **24.2.5 Lull Construction & Demolition**

During a lull, inactive units follow the below procedures when conducting construction or demolition.

- Active units conduct construction and demolition normally.
- Destroy all Ft Area hexes not occupied by ground units of the original owning side and that cannot trace a GenS path of any length to the PSS of the original owning side.
- Players may not place delay markers, although delay markers already on the map may remain in place.
- Inactive units conduct all construction and demolition during a friendly Construction Phase of the AM GT only.
- Inactive units cannot conduct bridge demolition or construction if an enemy ground unit (ignore air observation) has a LOS to either hex connected by the bridge.
- If an enemy ground unit does not have a LOS as above during a friendly Construction Phase, each step of Eng can automatically (no DR required) demolish one adjacent bridge hexside.
- Inactive units conduct construction during the AM GT using the below procedures:

**Bridges Over Rivers:** One or more Eng steps may start construction during the AM Construction Phase and complete the bridge during the Quick Construction Segment of the same AM GT.

**Bridged Over Major Rivers:** Two or more Eng units may start construction during the AM Construction Phase and complete the bridge during the Quick Construction Segment of the same AM GT.

**Bridges Over Great Rivers:** Three or more Eng units may start construction during the AM Construction Phase and complete the bridge during the next Construction Phase in the following AM GT.

**IP:** One or more Eng steps may start construction during the AM Construction Phase and complete the IP during the Quick Construction Segment of the same AM GT.

**ET-2:** If the hex contains MCT and two or more Eng steps occupy the hex, the owning player may start construction during the AM Construction Phase and complete the ET-2

during the Quick Construction Segment of the same AM GT.

**Important:** An IP is not required.

**ET-3:** If scenario rules allow ET-3 construction, each side may replace one ET-2 with an ET-3 at the beginning of a friendly AM Construction Phase if:

- 1) There are two or more Eng steps in the hex; and,
- 2) The hex meets all the requirements in the scenario rules; and,
- 3) The hex is not adjacent to an enemy ground unit.
- 4) The placement of ET-3's must otherwise comply with scenario rules.

### **24.3.0 Ending a Lull**

Lulls mandated by scenario rules end on the GT noted, unless Side Two breaks the lull. Non-mandated lulls end when:

- 1) On the GT noted by the requesting player (24.1.2); or,
  - 2) Side Two may declare a counter offensive and end the lull on any GT after the lull has been in place for at least 15 GTs.
- If on the player noted GT lull ending GT the weather is not clear or if the ground condition is mud, Side One may postpone the end of the lull until the next GT. Side One may only delay the end of the lull a maximum of five GTs. This delay is not applicable to mandated lull ending dates in scenario rules.

### **24.4.0 Effects of Ending a Lull**

Non-isolated units of both sides are automatically in GenS for one full GD starting with the GT the lull ends.

**Important:** During this period units may move in violation of the restrictions in 7.7.5.

- The side ending a lull receives the following bonuses beginning immediately on the GT the lull ended:
  - a) On first GT, the side ending the lull may conduct unobserved Art FS missions using up to three Art units (vantage point mission capacity bonus can increase this to four).
  - b) On the first GT, all the opposing sides (the side that did not end the lull), halves all Art FS mission points.
  - c) On first two GTs, all GA initiated by the ending side receive a one-column surprise shift (one shift to the right).
  - d) On the first three GTs, the side that did not end the lull may not conduct intensive barrages.

### **24.5.0 Lull Counter Offensive**

If Side Two ends a lull by declaring a counter offensive, Side Two receives the benefits listed in 24.4.0 beginning with Side Two's player turn.

- Side One's active units operate normally.
- Side One's inactive units remain subject to the restrictions in 24.2.0.
- Side One activates units as follows:

**Important:** Units activated under any of the below circumstances remain active.

- a) The owning player immediately activates friendly units if they are subject to or adjacent to a hex subject to offensive GA by Side Two.
- b) On the first GT the lull ends, during Side One's friendly Mode Determination Phase, Side One may activate additional units. Roll two 1d10 for each army affected by the lull. Total the two DRs and halve the result. The player may activate that number of units subordinate to that army during the first friendly Mode Determination Phase. Units using special stacking (6.2.0) still count towards the total number of units that may activate.
- c) On the second GT after lull ends, during Side One's friendly Mode Determination Phase, Side One again rolls 2D10 for each army affected by the lull. Total the two DRs. The player may activate that number of units subordinate to that army during the Mode Determination Phase.
- d) On the third GT after the lull ends, all of Side One's units are active.

## 25.0 ARMY RESERVE

Each side may create an army reserve.

- Units enter army reserve by formation (either divisional or BG). Individual units or Rgts cannot enter army reserve unless the entire formation enters army reserve. Formations may enter army reserve with any allowed attachments.
- German Mech and all Allied formations entering army reserve must be in a normal fuel state.
- Both sides may designate up to four formations in each army as an army reserve. Independent BG count as one-half a formation for the purposes of this rule.
- When assigning formations to army reserve the owning player must secretly designate one or two hexes as the army reserve area(s) for each army.
- The hex(es) must be at least 10 hexes from the nearest enemy unit.

**Important:** There is no effect if in subsequent GTs, enemy units move to a hex closer than 10 hexes to the reserve area.

- To enter army reserve, all units subordinate to the formation entering reserve must be:
  - 1) At least seven hexes from an enemy unit; and,
  - 2) Within four hexes of an army reserve area hex.
- When a formation has entered army reserve, the owning player secretly notes the army reserve area hex for the formation and then removes the HQ and all units subordinate to the formation from the map.
- While in reserve, a formation may receive RePs and rebuild units using the normal replacement rules.

### 25.1.0 Army Reserve Movement

After a formation has entered army reserve, during any subsequent Joint Command Phase, a player may create or re-locate one army reserve area hex and then may secretly reassign formations between the two army reserve area hexes.

- a) If relocating, the new reserve area hex must be within four hexes of the original reserve area hex and at least seven hexes from an enemy unit; or,
- b) If the army currently has only one army reserve hex recorded, it may add a second such hex, which must be within four hexes of the first reserve area hex and at least seven hexes from an enemy unit.

**Important:** An army may have a maximum of two army reserve areas.

- c) All formations may then be secretly re-assigned to a reserve area hex of the player's choice and are now located within their newly designated reserve area hex.

### 25.2.0 Leaving Reserve

Formations leave army reserve either involuntarily or voluntarily.

- A player must involuntarily release all formations from an army reserve area hex if any enemy ground unit moves within five hexes of it.
- A player may voluntarily release a formation from army reserve during any Joint Command Phase.
- If a formation remains in reserve for a minimum of nine consecutive GTs, the formation automatically receives all the benefits of an MR bonus period when released from army reserve.
- When a formation is released from army reserve (involuntarily or voluntarily), the owning player must place the formation HQ and all subordinate units on the map.
- Players place the released units in hexes within seven hexes of the army reserve hex. The player cannot place units in hexes which

they could not legally move into, they may not be placed adjacent to enemy units and the units must be able to trace a GenS path of any length from their superior HQ's PSS.

**Important:** Units may not meet the placement requirement by being supplied only by other units which are in GenS (15.2.3). Each unit placed must be able to trace its own GenS path from its parent HQ.

## 26.0 DEFINITIONS, ABBREVIATIONS & ACRONYMS

All rule sections refer players back to this section. Players need to thoroughly familiarize themselves with the definitions, acronyms and abbreviations contained here.

**Important:** European unit size identifiers were often different from their Yankee counterparts. To reduce confusion in terminology, the rules refer to all battalion-sized units and regimental-sized formations as battalions and regiments.

### A

**Active (side or units):** The side performing the activities listed during a segment or a phase within a game turn. An active unit is a unit belonging to that side. The other sides' units are inactive.

**Afternoon Game Turn (PM) (3.0):** The second game turn (GT) of any given game day (GD) includes the hours from noon to early evening.

**Air Point (AP) (20.0):** Unit of measure used to represent the air assets available to each player side.

**Air Transport Point (ATP) (20.5.0):** A type of AP used to deliver supply.

**Allied Side or Player:** Term used to describe all forces (or players controlling those forces) aligned against the Axis.

**Ammunition Depletion (AD) (11.8.0):** Game status representing Art units which have exhausted their supply of ammunition.

**Ammunition Depletion Value (ADV):** The numerical value that shows the level of ammunition supply available to an army or corps. Corps ADV determines the maximum number of allowable GAs for each formation (16.3.3). An army/corps' ADV determines if an Art unit becomes AD or successfully replenishes (15.4.0 & 16.3.7).

**Ammunition Point (AmP):** Unit of measure used to; replenish AD Art units, conduct intensive barrages (11.4.1g) and to decrease/increase the ADV of an army (16.3.2).

**Anti-Tank (AT) Factors:** The strength of a defending unit's AT weapons against attacking AFV units (13.8.4). See UTC.

**Armor (Arm) Factors (13.8.4):** The rating of an AFV equipped unit's weapon and armor protection in battle. See UTC.

**Armored Fighting Vehicle (AFV) (4.0 & UTC):**

An armor protected vehicle (usually tracked) capable of combat against the enemy at close range. All units displaying an armor silhouette have AFVs and are either pure AFV units (if they only have an AFV symbol) or hybrid (mixed) units (if they have both an AFV and an Inf or Recon symbol).

**Exception:** Arm Recon units with an armored car silhouette or the Arm Recon symbol are mixed armor for all purposes, they are never AFV.

**Armored Infantry (Arm Inf):** Units transported in armored type vehicles (i.e. halftracks, armored cars, and light armored vehicles). Arm Inf is a personnel type unit and includes panzergrenadier and armored engineers. Arm Inf can dismount. All Arm Inf units are mixed armor for FS mission DRM purposes (11.5.3), unless dismounted (7.12.1).

**Army:** Represents a collection of one or more corps, divisions, BGs and/or individual units, assigned directly to a specific army HQ.

**Army Group (AG):** A collection of one or more armies. AG HQ do not appear in the game. See scenario rules.

**Army Reserve (25.0):** Formations in army reserve receive refit benefits and can perform limited hidden movement.

**Artillery (Art) (5.6.0):** Art units can conduct FS missions. See the UTC for information on artillery counter marking and types. The front side of an Art unit shows the unit's in-battery (ready to fire) mode and the reverse is its out-of-battery (ready to move) mode.

**Artillery Barrage (11.0):** A FS mission conducted by Art units using their ability to engage an enemy target using indirect fire.

**Artillery Shift (AS) (11.6.1):** A term used to represent the morale and shock effect due to FS missions.

**Assigned:** Are units and Rgts that were historically subordinate to a specific HQ. All units of a division or independent smaller formation (BG) have a color box behind their superior HQ identification.

**Important:** Players cannot change a unit's original assignment, although, a scenario may reassign specific units.

**Attachment (9.6.0):** A unit or units assigned to one HQ and temporarily subordinated (for combat, supply, and movement) to another HQ.

**Attack Designated (5.1.2 & 5.2.0):** Units marked with a tactical assault or prepared assault marker are attack designated. A unit can only conduct an attack if is attack designated.

**Attacker:** A player whose units are conducting a FS mission, GA or overrun.

**Axis Side or Player:** Term used to describe all forces (or players controlling those forces) aligned with Germany.

**B**

**Barrage Factor (BF) (11.4.1):** Each Art unit has a BF shown on the counter (UTC). Each point of a unit's BF equals one FS mission point.

**Important:** An Art unit does not have an offensive combat factor. The number is instead that Art unit's barrage factor.

**Battalion (Bn.) (4.1.1):** Bn.'s are the standard unit of maneuver. Most units in the game are Bn. sized.

**Battle Group (BG) (9.3.3a):** The term used to define a Rgt, Bde, CC or KG not currently attached to a Div.

**Breakdown Unit (BU) (18.0):** Players may create Co.-sized, or zero step (Z-step) units from a larger parent unit.

**Bridgeheads (BH) (15.9.0):** Simulates the ability of an army to ferry supplies across a major river, supporting Leg class units that would otherwise be OoS. Unlike normal Eng ferried supply (15.2.1) BHs do not require the use of Eng units.

**Brigade (Bde) (9.3.3 & 9.6.2e):** A collection of units historically assigned and attached to an HQ that is smaller than a Div. A Bde containing an HQ is an independent formation assigned directly to a corps or army. All Bdes not attached to a division HQ are BGs for all game purposes.

**Important:** Not all historic independent CW Bdes have HQ units.

**C**

**Captured (Cap):** Appears on various Art Bn. counters. Denotes captured guns of various types ranging from 88mm to 155mm. Treat as 150mm for purposes of IB Art movement (5.6.1).

**Cavalry Group (CvGp) (9.6.2d):** A grouping of two or more US Arm Recon Bn.'s.

**Column Shifts (13.7.0):** Are applied to the initial ground assault column on the GAT.

**Combat Reserve (CR) (5.8.0):** Units in combat reserve are eligible to support a given GA.

**Combat Strength (CS) (4.2.2):** A unit's attack and defense factors after any reductions due to step losses but before any other modifications.

**Command (9.0):** The chain of command that exists from HQ to unit.

**Commando (CDO) (4.6.6):** The term commando includes all units with a CDO unit type symbol. Unless a rule stated otherwise, a rule applies to all CDO units.

**Commonwealth (CW):** Term used to define countries that were part of the British Empire, Commonwealth and allied nations primarily equipped by the British Army.

**Company (Co.) (4.1.2):** A unit with a white band across its unit type symbol (it may also display a Co. (I) size symbol) is a company.

**Constricted Terrain (6.4.0 & 7.11.1 through 7.11.3):** Represents bluffs, steep canyons, or very rugged terrain that severely restricts movement. Dashed lines drawn from one hexside to another in the same hex is constricted terrain.

**Corps (9.3.2):** Represents a collection of one or more divisions, BGs and/or independent units assigned directly to a corps HQ. A corps is normally subordinate to an army.

**Coup de Main (CdM) (7.14.0):** A player may attempt to capture bridges over printed major or great rivers during any friendly Movement or Exploit Phases.

**Covering Terrain (CT) (8.2):** Represents terrain in which units are more difficult to detect or engage. There are two kinds of CT, movement CT (MCT) and observation CT (OCT).

**D**

**Defender (Def):** A player whose unit(s) is the target of a barrage, airstrike, naval gunfire support, ground assault, or overrun, is the defender.

**Defensive Works (DW) (17.4.0):** Term used to describe all types of man-made defensive positions, including Fieldworks, Forts and Ft Area hexes. Forts and Ft Area hexes cannot be constructed within the context of the game.

**Deployed Heavy Bridge (17.3.1c):** A heavy bridge unit that is under construction or fully constructed.

**Detachment (9.6.0):** A unit or units of one formation that are no longer subordinate to their assigned formation. Detached units may subordinate (attach) themselves to another formation or they may function as an independent unit or BG.

**Die Roll (DR):** DRs always consist of one of two types.

**1d10:** Roll one ten-sided die. Results can range from 0 to 9 (result of 0 is a zero not a 10).

**2d10:** Roll two ten-sided dice (one die being the tens and the other die the ones). Results can range from 00–99. Recommend that players use two different colored dice.

**Die Roll Modifier (DRM):** A numerical value either added or subtracted from a DR result to represent specific conditions present that would affect the variable outcome of a given circumstance. Unless noted otherwise, all DRMs are cumulative.

**Discretionary Hit (13.10.4):** Hits garnered during ground assault resolution that may be resolved as a retreat and/or step losses.

**Division (Div) (9.3.3):** A formation consisting of two or more Rgt sized formations and supporting (asset) units assigned to a Div HQ.

**Divisional Asset Units:** Are units assigned/ attached to a Div that are not subordinate to one of the Rgts subordinate to the Div HQ.

**Example:** US AT, Recon, Eng and Art units.

## E

**Engineer (Eng):** Eng units have construction/ demolition capabilities (17.3.0), ferry GenS (15.2.1) and units across streams/rivers (17.2.0) and provide combat effects against DWs and cities (13.7.4b). Pioneer (Pio) is a term used to denote some German Eng units, the terms Eng and Pio are interchangeable.

**Entrenchment (ET-2 & ET-3) (17.3.3):** Are a form of fieldwork representing improved communications, fields of fire and temporary emplacements or improvements in existing structures that offer more protection for defending units.

**Exploitation (Exploit) Mode (5.3.0):** Term used to define a unit mode that allows a side to take advantage of a breakthrough or to react to enemy movement. Units in Exploit mode can only move during Exploit Phases.

**Extended Night Activity (ENA) (3.4.0):** Is a scenario permitted GT conducted after the Night GT. ENA simulates a unit's ability to conduct extended operations at night when they normally would be sleeping or refitting. Not all games allow ENA periods.

## F

**Fatigue (F) (14.0):** Fatigue represents the physical limit of pushing soldiers and their military organizations beyond the limits of human and material endurance, and the disruptive nature of combat. There are two fatigue levels, fatigue one and fatigue two.

**Fieldworks (FW) (17.3.3):** Entrenchments (ET) and improved positions (IP) are FWs. Players may construct FWs during a game.

**Final Assault Column (FAC) (13.7.0):** The column on the Ground Assault Table (after all column shifts) used to resolve ground assaults.

**Fire Support (FS) (11.0):** The term used to describe conducting a barrage using AP, Art units or NGS points against an enemy occupied target hex.

**Fire Support Charts & Tables (11.0):** This group of charts and tables provides the variables and process for conducting all types of FS missions.

**Fog of War (FoW) (8.4.0):** Simulates the confusion and uncertainty of battlefield conditions. FoW rules limit the level of information an opposing player can determine.

**Formation (9.3.3):** A generic term used to describe divisions and independent BG.

**Fortifications (Fort) (17.6.0):** Represent hardened defensive positions built prior to the commencement of a game.

**Fortified Area Hexes (Ft Area) (17.4.0 & 17.5.0):** Represent extensive hardened defensive positions printed on the map.

**Free French (FF):** Military forces that continued to fight against the Axis powers after the fall of France. Unless stated otherwise, all rules referring to US units apply to FF units.

**Fuel Point (FP) (16.4.0):** A unit of measure used to quantify the fuel requirements of mechanized formations and or units.

## G

**Game Day (GD):** Unit of measure to determine the historical dates of a given game. GDs consist of three regular GTs (AM, PM, and Night) and a possible ENA period.

**Game Turn (GT) (3.0):** Unit of measure used to regulate the flow of play during any given GD.

**Game Turn Record Track (GTRT) (3.1.1):** The track used to record GTs and GDs.

**General Supply (GenS) (15.0):** Form of supply, based upon tracing a supply path from a primary supply source through a set of HQs to individual units.

**GenS Path (15.2.0):** A path of hexes (of a certain length) traced from a PSS through the chain of successively lower HQ until finally reaching an individual unit.

**German:** In the context of the game, a term used to describe all military branches of Germany.

**Ground Assault (GA) (13.0):** The term used to describe the act of attacking enemy units from adjacent hexes.

**Ground Assault Table (GAT) (13.1.0):** Use this table to resolve GAs. Unlike other games both the attacker and defender each roll to see what results they achieve against enemy forces.

**Ground Assault Value (GAV) (13.6.0):** Value obtained by comparing the attacker's final CS to that of the defender's final CS.

**Ground Interdiction (GI) (20.3.0):** GI missions interdict enemy ground unit movement behind the front lines.

**Ground Interdiction Value (20.3.1):** The number of MPs a unit can expend prior to being subject to ground interdiction missions.

**Ground Support (GS) (20.2.0):** A FS mission conducted using APs.

## H

**Headquarters (HQ) Units (9.0, 15.0 & 16.0):**

Represent the command structure of a given formation or chain of command. HQs are the focal point for logistical support and command functions.

**Heavy Bomber (HB) (See Scenario Rules):**

Represent HB fighter escorts used to conduct carpet bombing. Scenario rules will describe their use.

**High Vantage Point (HVP) (8.1.2d):** Games may have terrain features that are more prominent than a VP. In game terms these features are HVP.

**Hybrid Unit (4.1.4 & 22.6.0):** A Mech class unit that is a mixture of AFVs and Inf (includes units with the Recon symbol).

## I

**Improved Position (IP) (17.3.3a):** Represent defensive positions, such as rudimentary fox holes, designated fields of fire and an improved communications network.

**Independent Unit (9.0):** A unit not assigned and/or attached to any formation. Corps and army asset units are independent units, but may be attached to formations.

**In-Battery (IB) (5.6.0):** Art units deployed in a way to conduct maximum fire support. Most IB Art units cannot move. **Exceptions:** IB one hex movement (5.6.1) & SPA units (5.6.0).

## K

**Kampfgruppe (KG) (9.0):** A German term used to describe ad-hoc formations of less than divisional sized grouped together to complete a specific mission. German formations may consist of KG named for the Ldr historically associated with the group.

## L

**Leader (23.0) (Ldr):** Ldr counters are Ldrs (and their staff) that had a significant impact on operations in each game.

**Lead Unit (13.8.1 & 13.8.4):** When conducting a GA each side must select units to determine the proficiency (lead PR unit) and Arm/AT ratings (lead Arm/AT unit) of the attacking or defending units. There is no requirement that these two types of lead units be the same unit.

**Leg Movement Class Units (Leg class units) (4.3.1):** Represent units that move primarily by foot (UTC).

**Line of Sight (LOS) (8.1.0):** A straight line from the center of a spotter's hex to the center of the target hex.

**Logistics Charts and Tables (15.0 & 16.0):** This group of charts and tables provide the variables and process for managing the game's logistic procedures.

## M


**Mandatory Hit (13.10.3):** Hits garnered during ground assault resolution that normally require a specific number of step losses be taken from participating units.

**Maneuver Reserve (MR) Mode (5.4.0):** A mode that a formation may enter that represents a time that the formation may rest its personnel and repair equipment allowing the formation to operate at a higher level of performance for a given time after exiting MR mode.

**Maximum Step Loss (Max step loss) (4.2.1a):** A single unit cannot suffer more than one step loss per combat result unless the rule states that Max step loss does not apply.

**Mechanized Class Movement Units (Mech class units) (4.3.2):** Represent units that move using tracked, motorized or horse drawn vehicles.

**Mech Road Movement (7.10.0):** Allows Mech class units to take advantage of roads while moving. Only Mech class units can move using this type of movement.

**Mixed Armor:** When determining FS mission DRMs, any unit with the armor symbol () is mixed armor.

**Morning Game Turn (AM) (3.0):** The first GT of any given GD including the hours from just before sunrise to noon.

**Movement Allowance (MA) (7.1.0):** Each unit counter has a printed MA (UTC). A unit's MA is the maximum number of movement points a unit can expend in a single Movement Phase. Conditions, such as fuel, ground condition, unit mode and GenS may modify a unit's printed MA.

**Movement Charts & Tables (7.0):** This group of charts and tables provides the variables and process for conducting all types of movement, including construction.

**Movement Halt (MH) (7.7.0):** GOSS does not use the concept of zones of control. Instead, a player may normally move units adjacent to (and past) enemy units without any restrictions. A unit must immediately stop moving if it encounters a MH. **Exception:** CDOs (4.5.0).

**Movement Point (MP) (7.2.0):** Unit of measure used to determine how much of a unit's MA it must use to enter a hex or perform other functions.

## **N**

**Naval Gunfire Support (NGS) (11.3.2 & 11.4.2):** A FS mission conducted using naval assets.

**Night Game Turn (3.0):** The third GT of any given GD including the hours from early evening to the start of the next GD.

**Non-Road Movement (7.11.0):** Non-road movement allows Mech and Leg class units to move through most types of terrain without the benefit of roads.

**Numerical Hits (11.6.2):** Term used to represent casualties inflicted from FS missions.

## **O**

**Observed (8.0):** A term used to denote the status of a unit that is subject to an enemy unit being able to direct a FS mission onto an observed unit. Observation is not automatically reciprocal.

**On Hand Supply (OhS) (15.5.0):** The supply status of a unit or HQ showing the unit/HQ is unable to trace a valid GenS path to its superior HQ but still has a limited amount of supply present.

**Open Terrain (8.2.0):** Any terrain that is not covering terrain, such as clear, rough and marsh.

**Out-of-Battery (OoB) (5.6.0):** Art units deployed in a way to conduct movement.

**Out of Command (OoC) (9.8.0):** Used to describe the status of a unit or HQ which is outside its superior HQ's zone of operations (ZOP).

**Out of Supply (OoS) (15.6.0):** The supply status of a unit or HQ showing the unit/HQ is unable to trace a valid GenS path to its superior HQ and does not have OhS.

**Other Terrain in Hex (OTIH):** Term used on various charts to note that the terrain listed does not affect play in this case.

**Overcast (Ovr) (8.1.2c & 19.3.3):** An atmospheric condition that affects observation and available AP.

## **P**

**Panzer (Pz):** German term describing AFVs and associated weapon types.

**Panzergrenadier (PzG):** German term to denote armored infantry.

**Partial Overcast (POvr) (8.1.2c & 19.3.2):** An atmospheric condition that can affect observation and available AP.

**Personnel Type Units:** A unit consisting of personnel supported with a mix of vehicles and support weapons. Personnel units may be Leg or Mech class units. See the UTC for full listing of personnel type units.

**Population Feature:** Term to denote a location, village, town, or city.

**Prepared Assault (PA) Mode (5.2.0):** A mode that combat units must enter to conduct a GA from more than one hex. PA mode allows greater support and coordination between units.

**Primary Supply Source (PSS) (15.2.0):** A position on the game map or a location off map that army, corps, and formation HQs use to determine their GenS status.

**Proficiency Rating (PR) (4.4.0):** A value that measures a unit's performance in combat. Most units have an offensive and defensive PR.

**Proficiency Rating Check (PRC) (4.4.1):** A 1d10 DR (may be subject to DRMs) made against either the offensive or defensive PR of a unit. A PRC is successful if the modified DR is less than the PR of the unit.

**Pure Armor Unit:** A unit that contains only AFVs. Pure AFV units have the silhouette of the AFV type on their counter with no other symbol present.

**Exception:** Recon Co.'s (those with armored car silhouette or Arm Recon symbol), are mixed armor for all purposes, they are never pure AFV units.

## **R**

**Railroads (RR):** Individual games may depict railroads on the game map. Unless stated otherwise, RRs are trails for movement purposes.

**Rear Echelon (RE) Units (4.6.3):** Represent training detachments, security forces and other units that are not normally committed to combat.

**Reconnaissance Units (Recon) (8.4.1):** Represent a unit containing light AFVs, jeeps, and/or other wheeled or tracked vehicles (UTC). Units with an Arm cavalry symbol or silhouette of an armored car are vehicular type units and qualify for the mixed AFV FS DRM (11.5.3). Units with other type symbols noted as Recon, Rec or Auf are personnel type units, they do not qualify for the mixed armor FS DRM. Recon units have special capabilities as explained throughout the rules.

- Exploit Mode (5.3.1).
- Stacking (6.2.3).
- Fog of War (8.4.1).
- Regimental Integrity Bonus (13.8.3b).
- Conversion of mandatory step losses (13.10.2).
- Advance after combat (13.12.3).

**Regiment (Rgt) (9.0):** A collection of two or more Bn. sized units. Rgts may also contain Co. sized asset units such as Eng, AT, Flak or Art. Units assigned to a Rgt will have the regimental name as part of their unit identification. For game purposes the term regiment defines Bdes, Rgts, CC and KG assigned and/or attached to a Div HQ. Rgts not attached to a division HQ are BGs for all game purposes.

**Note:** Commonwealth terminology notes Bn.-sized Rgts, and Rgt-sized as Bdes, GOSS uses US regimental system terminology throughout the rules.

**Regimental Integrity Bonus (RIB) (13.8.3):** A DRM awarded to a GA (both attacking and defending) representing the ability of formations to better coordinate attack and defensive actions when either most or all the units involved are part of the same Rgt.

**Reinforcement (21.0):** Reinforcements are new formations and units that appear for each side during play. A scenario may require players to withdraw units or formations.

**Replacement Point (ReP) (22.0):** A unit of measure used to quantify personnel and/or equipment returned to a unit that is not at full strength.

**Rest Turn (3.5.0):** Units cannot operate 24 hours a day for days on end. Units need time to rest and perform maintenance/repair. To reflect this requirement, a player normally must conduct one rest GT each GD.

**Rivers (17.2.1 to 17.2.3):** Rivers/canals and streams are hexside terrain features that affect movement and combat. Rivers/canals and streams are watercourses.

- There are three types of rivers that could be present. From the smallest to largest they are:  
**River/Canal.                      Great River.  
Major River.**

**Important:** Streams are not rivers; however, they do affect armored combat and movement.

- For a more natural look, rivers/canals and streams do not conform exactly to the hexsides. Apply their effects to the hexside that is nearest to them.



**Example:** In the diagram, the loop is a single river hexside; ignore the land inside the loop. Bridges and fords over all rivers exist only where marked on the map. The stream does affect hexsides 3813/3912 or 3813/3913.

**Important:** If a watercourse symbol extends along an entire hexside the hexside is a watercourse hexside. Ignore small portions of the artwork extending into adjacent hexes and small bits of color missing from an otherwise covered hexside. When in doubt use common sense.

**Roads (7.10.0):** There are three types of roads in the game:

**Primary Roads:** Wide, hard surfaced roads, capable of supporting a large volume of heavy vehicle traffic.

**Secondary Roads:** Hard surfaced roads, capable of supporting a moderate volume of traffic.

**Trails:** Dirt or graveled roads, capable of only supporting a light volume of traffic. Trails are highly susceptible to inclement ground conditions.

## S

**Self-Propelled Artillery (SPA):** Represents Art units with guns mounted on a self-motorized platform (typically a tracked vehicle). SPA units have a red or white box around their MA. SPA may

move and fire while in or out of battery. US SPAs were known as Armored Field Artillery (AFA).

**Sequence of Play (SoP) (3.2.0):** Dictates the order of actions taken during a GT.

**Soft Ground, Marsh, & Swamp:** Soft ground, marsh, and swamp are special terrain types that may combine with other types of terrain. Not all soft ground, marsh & swamp are equal. Scenario rules will detail specific differences.

**Spotting Unit (11.2.1):** A term used to describe a unit that can observe the target hex when conducting a FS mission. Players may use air observation in place of a spotting unit (8.3.0).

**Static Class Unit (4.3.3):** Units that cannot move unless transported by army level truck points.

**Steps (4.2.0):** A quantification of the strength (in Co. equivalents) a unit possess.

**Strategic (Strat) Mode (5.5.0):** Strat mode allows units to move at a faster rate, while sacrificing the ability to quickly react to enemy actions. Streams: See Rivers.

**Subordinate (9.0):** In the context of the game, subordinate refers to all HQ and units currently assigned and attached to the HQ discussed.

## T

**Tactical Assault (TA) (5.1.2):** A TA is GA conducted by no more than one unit or stack. It is not a mode. Mark units conducting a TA during the Tactical Assault Designation Segment of the Combat Phase.

**Tac mode (Tac) (5.1.0):** A unit's default mode when not marked by a mode marker.

**Terrain Effects Charts (TEC):** Summarizes the effects of terrain on movement, observation, and combat. For convenience, the TEC appears on multiple player aid cards, with each table depicting the pertinent data required to show the effect of terrain on that function.

**Important:** Hexes may depict more than one terrain type. The amount of each type of terrain in a hex has no bearing on the type of terrain used.

**a)** The defending player (both GA and FS) always chooses the type of terrain used during combat resolution.

**b)** When determining movement costs when moving into or out of a hex, always use the hex or hexside terrain requiring the highest MP expenditure unless the moving unit(s) are using a Mech road movement or if a Leg class unit is moving along a road.

**c)** If a hex has marsh or swamp terrain, always use the marsh/swamp terrain when determining CS modifiers for attacking out of or into the hex (13.6.1), even if the defender has chosen a different terrain type.

**Truck Point (TP) (16.1.0):** A unit of measure used to represent the ability of an army to transport fuel, ammunition and units.

**Towed:** Term used to describe weapon systems (primarily Art) pulled by wheeled (or tracked vehicles) and horses.

## U

**Unit Breakdown Chart (UBC) (18.0):** Displays how a unit may breakdown into smaller units called breakdown units or breakdown Co.'s.

**Unit Mode (5.0):** All units must be in one of five modes. Unit modes affect unit movement and combat abilities.

**Unit Movement Class (4.3.0):** There are three movement classes used in GOSS; Mechanized (Mech), Leg and Static.

**Unit Replacement Chart (URC) (22.0):** Summarizes the number of ReP required to replace losses and to rebuild units. The chart also provides the number of recycle points received for unit step losses.

**Unit Type Chart (UTC):** Gives examples of every type of unit, value, and symbol used on the unit counters.

**Unmodified DR:** The original DR prior to applying any DRMs.

**Unobserved (8.0 & 11.2.2):** A term used to describe a FS mission conducted without a qualified spotting unit or air observation.

**United States (US):** In the context of the game, a term used to describe all units of the US army/Air Corps and allied nations primarily equipped by the United States.

## V

**Vantage Points (VP) (8.0):** Represent terrain that offers a significant height advantage to units in the hex. VP affect observation, FS mission capacity (11.2.4d) and GAs (13.7.0).

**Vehicular Type Units (Veh):** A unit with weapon systems that are vehicular or horse-drawn in nature.

**Example:** Artillery, anti-tank, anti-aircraft (both towed and self-propelled); AFVs, Armored Recon and HQ are all vehicular type units.

**Volley (11.4.1):** Increments of eight or less FS mission points that require a 1d10 to resolve.

## Z

**Zero Step Unit (Z-step) (4.1.3, 6.1.0 & 18.8.0):** Z-Step units represent units of approximately one-half of a Co.

**Zone of Operations (ZOP) (9.2.0):** The area within the corps or army boundaries forms a ZOP in which the units and formations of a corps, army or army group may operate.