

# LUCKY FORWARD: Patton's Third Army in Lorraine



## SCENARIO RULES

**Lucky Forward: Patton's Third Army in Lorraine (5 Sep-15 Dec 1944)** presents Third Army's Fall 1944 campaign in Lorraine and its efforts to achieve an Allied breakthrough to the Rhine river. Also shown is the German Army's miraculous recovery at the Moselle River, and the largest German armored counterattack until the Battle of the Bulge in mid-December. There are three scenarios (September, November and December) and a campaign scenario that spans the period from early September to mid-December. Each monthly scenario highlights the major obstacles and or events particular to that month such as the battles for the Metz forts and the obstacles presented by the requirement to cross the Meuse and advance into Germany all

the while dealing with the extreme mud and flooding conditions that occurred in November. **Lucky Forward** includes a separate module that provides the rules required to play a hypothetical scenario of Patton's Dagger Thrust where Patton (instead of Montgomery) is allocated the bulk of the supplies and two to three airborne divisions in mid-September.

This is the fourth game in the **Grand Operational Simulation Series** (GOSS) using the same basic rules set as the three previous games. Included with the game are two rule booklets; An updated set of **GOSS** standard rules common to all games in the series and scenario rules that are specific for **Lucky Forward**.

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## 1.0 GAME COMPONENTS

### 1.1.0 Game Rules

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. Rule references to **GOSS** rules will be preceded by “**GOSS**” and those to **Lucky Forward** rules will be preceded by “**LF**”.

### 1.2.0 The Game Map

#### Lucky Forward Game Turn Track Errata:

- GDs 62, 63 & 64 US ADV should read 2/3
- GD 65 through GD 70 US ADV should read 2/5.
- GD 71 through GD 87 US ADV should read 4/5.

**Map Clarification:** On map 3, Hexside 2313/2314, ignore the bridge symbols. They cross a stream and should just show the railroad and road crossing the stream. They cannot be demolished unless flood conditions are in effect.

#### 1.2.1 The Moselle River

The only major river in the game is the Moselle River. The Moselle starts at hexside 4-3735/3835 and runs north to the map edge near the city of Trier (2-1801).

#### 1.2.2 Rough-2 Terrain

Rough-2 has been added to the list of terrain types to account for high hills and low mountainous terrain. Rough-2 terrain has the following characteristics:

- a) Rough-2 terrain provides additional LOS range (**LF** 8.1.2d).

**Important:** Rough-2 terrain does not award VP FS DRMs unless the hex also contains a VP, nor GA column shifts.

- b) Treat rough-2 terrain as constricted terrain for movement and stacking purposes. When moving into or out of a rough-2 hex there are no hexsides (unless using a road) that a unit would be exempt from the constricted terrain penalty.
- c) Treat rough-2 hexes as normal rough hexes for MCT/OCT purposes.

**Example:** Map 2, hex 4009

### 1.7.0 Inventory of Game Parts

A complete game of **Lucky Forward** includes:

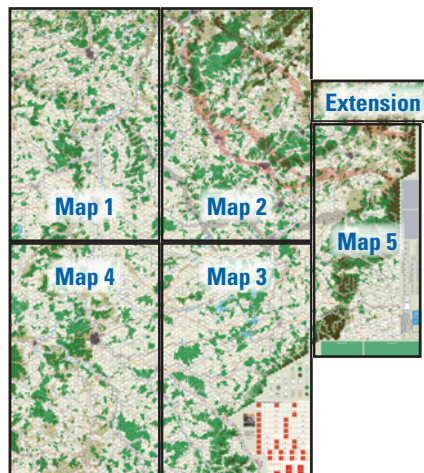
- Five map sheets: numbered from 1 to 5.
- Eight **Lucky Forward** counter sheets (2240 counters).
- Four **GOSS** Utility counter sheets (standard **GOSS** Markers) (1120 counters).
- One **GOSS** Rules Booklet.
- One **Lucky Forward** Scenario Booklet.
- Two ten-sided dice.
- Storage bags.

### Player Aid Cards:

1	<b>LF Scenario Set up Maps:</b> September Scenario (front), November Scenario (back)	11×17
2	<b>LF Scenario Set up Maps:</b> December Scenario (front). Battle for Gremercy Forest Introductory scenario (back)	11×17
3	<b>GOSS Ground Assault Procedures</b> (front) <b>Unit Type Charts</b> (back)	11×17
4	<b>LF US Record Tracks</b> (front only).	11×17
5	<b>LF German Record Tracks</b> (front only).	11×17
6	<b>GOSS Sequence of Play</b> (front & back).	8½×11
7	<b>GOSS Air Operations Procedures</b> (front & back).	8½×11
8	<b>GOSS Logistics Procedures</b> (front & back).	8½×11
9	<b>GOSS Fire Support Mission Procedures</b> (front & back).	8½×11
10	<b>GOSS Stacking &amp; Movement Procedures</b> (front & back).	8½×11
11	<b>GOSS Command &amp; GenS Procedures</b> (front & back).	8½×11
12	<b>GOSS Modes, Construction &amp; Replacements</b> (front & back).	8½×11
13	<b>LF Weather Procedures</b> (front) <b>Airborne Procedures</b> (back)	8½×11
14	<b>GOSS Ground Assault Resolution</b> (front & back).	8½×11

## 2.0 SETTING UP THE GAME

### 2.2.0 Setting up the Map & Pieces



The five map sections have been designed so that they overlap each other when they are placed together. Each map is identified by a number one through five. Not all maps are used

in each scenario. When placed together the roads and terrain features should align properly along the hexes on the edges of the maps. Place Map 3, then Map 2, then Map 1, then Map 4, then Map 5 and finally the Map 5 Kaiserslautern Extension.

## 3.0 THE GAME TURN

Use the **GOSS** standard sequence of play (**GOSS** 3.3.0).

### 3.1.1 Game Turn Record Track

Each calendar day is shown as a GD. There are 103 GDs in **Lucky Forward**. Throughout the rules, a GD will be listed using the GD number. **Example:** September 5, 1944 will appear as GD 1.

### 3.4.0 Extended Night Activity

Players may use ENA (**GOSS** 3.4.0) on or after GD 83.

## 4.0 UNIT CHARACTERISTICS

### 4.3.3 Static Class Units

Unless directed otherwise by scenario instructions, static Art and AT units may only be placed in any fort, West Wall (WW) or town/city hex adjacent to a WW hex.

**Important:** Players cannot move static Art and AT units once placed on the map (**GOSS** 4.3.3) unless motorized by army TP.

### 4.5.0 Green Divisions (optional)

US divisions arriving throughout the campaign were entering combat for the first time. If players use this rule the following divisions enter as Raw Divs:

10th Arm Div	87th Inf Div
14th Arm Div	95th Inf Div
26th Inf Div	100th Inf Div
44th Inf Div	

### 4.6.3 Rear Echelon Units

All fortress units (any type), MG Bn.'s, training (A&E) units, security (Sec) units, and police units are rear echelon units.

### 4.6.3a Metz NCO Schools

The vSgr (three Bn.'s) and Wa NCO (two Bn.'s) Rgts were composed of first-rate soldiers who were being trained to become NCOs. As such, their loss in combat would not be proportional to any gain they could achieve.

- These units cannot receive RePs nor may they be reconstituted if eliminated.
- The Allied player receives 2VPs (as listed in the scenarios) for each step loss these units incur.

- If any of these units are reduced to one step, the German player must (at the end of the Combat Phase) remove the unit from the map. The removed step does not count towards victory points unless that unit is eliminated prior to removal.

## 7.0 MOVEMENT

### 7.10.2b Fords Over Major Rivers

During any GT occurring during the month of Sept, fords over the Moselle River may be discovered and used by Allied units.

- When an Allied unit moves adjacent to the Moselle River and occupies a hex that is within two hexes of a city or town hex, all Moselle River hexsides adjacent to that unit's hex may be checked for the existence of a ford (the hexside could contain an intact or destroyed bridge).
- Roll 1d10 for each of the above hexsides. If the result is zero a ford is discovered (otherwise no effect). Place a ford marker in the hex to represent the ford.
- Each Allied occupied hex may only discover one ford (i.e. if a ford is discovered in any adjacent hexside do not roll for any further fords adjacent to that hex).
- Each hexside can only be checked one time. Players should either write down the hex numbers of the hexes that share the river hexside or mark them on the map.
- A hexside cannot contain a ford if either hex sharing that hexside already has a discovered ford.
- The ford may be used by Leg class units only (Mech class units cannot cross nor use the ford to attack across the river).
- Leg supply paths may be traced across the ford (Mech supply paths may not be traced across a discovered ford).
- Remove all discovered ford markers at the beginning of GD 27 (Oct 1). Do not make any further ford checks.

### 7.13.0 Delay Markers

The German player is limited to a maximum of 12 delay markers on the map until GD 48, at which point this restriction is removed.

- Starting GD 1 and continuing until the German player begins deploying mines (LF 7.13.4a) the German player may have a maximum of 12 delay markers on the map at any given time.
- The nine delay markers placed at the beginning of the Sept scenario count towards this total.
- Until LF 7.13.4 goes into effect delay markers may be placed in any type of MCT.
- During Sept, delay markers are placed and removed using GOSS 7.13.1 and 7.13.3.

### 7.13.4 Minefield (Delay) Markers

The latter half of the Lorraine campaign was punctuated by the extensive German usage of minefields. These minefields did not usually result in casualties that would be significant at the unit scale of GOSS, but the delay they imposed on advancing US forces was pronounced enough to warrant a game effect. The term minefield will be substituted for delay in this rules section, even though delay markers are used to indicate minefields.

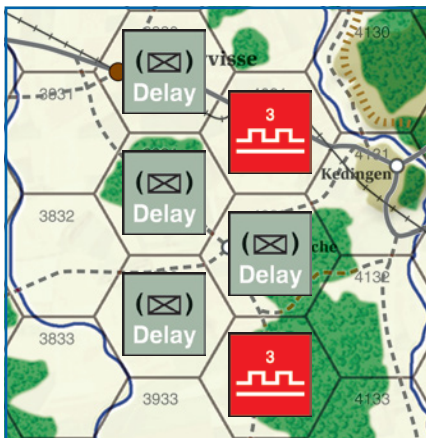
#### 7.13.4a Minefield Deployment

The German player may begin placing minefields on GD 48 (AM GT). Follow the below procedures.

**At Start:** When playing the Nov or Dec scenario, the German player places all minefield markers in the minefield pool and then randomly picks one minefield marker for each ET-3 that begins the game on the map.

- Minefields are placed with their numerical side down. Neither side can examine the minefield value.
- No more than one minefield can be placed in each hex.
- Minefields must be setup adjacent to deployed ET-3 markers.
- Up to two minefield markers may be deployed adjacent to each ET3. They may be placed in any type of terrain.
- Minefields cannot be deployed in a hex containing an ET-3 or Fort counter.

**Note:** It is possible that more than two minefields could be placed adjacent to an ET-3, if the placement of the ET-3 are such that it would allow the placement of additional minefields.



**Example:** The below diagram depicts a valid minefield placement during setup.

**During Play:** The German player may lay mines during any German Construction Phase.

- Mines may be laid in any hex not containing a Fort counter and not observed by Allied ground units.

**Important:** The hex where the marker is placed cannot be observed by an Allied ground unit. At any other time during the construction period, the hex may be observed.

- The hex must contain two Eng steps that are in GenS and not fatigued.
- The player must conduct a PRC using the defensive PR of any one Eng unit laying the mines (player's choice).

**Important:** Only one mine laying attempt can be made in each hex during a single GT.

- If the Eng unit passes the PRC, the German player randomly picks one minefield marker from the pool and places it in the hex with a spade marker on top to indicate the minefield is in the process of being laid.
- When laying minefields, the Eng unit(s) are treated as being in an open hex for observation purposes (no matter the terrain).
- Mine laying requires one full GT.

**Example:** The German player places the minefield marker at the beginning of the German Construction Phase of the AM GT. During the German Construction Phase of the PM GT the mines are fully deployed.

- During a lull, in the German AM Construction Phase, the German player may lay one minefield per GD for each divisional formation (GOSS 9.3.3) that is under lull condition. This is automatic and does not require the use of Eng units or a PRC. An enemy ground unit cannot observe the placement hex, nor can the placement hex be adjacent to an enemy unit.

**Important:** Friendly Mech units cannot enter a hex that has Eng units currently laying mines.

**Important:** The German player cannot lay more minefields than the number of delay markers provided in the game.

#### 7.13.4b Minefield Effects

All German units expend one additional MP to enter and exit a completed minefield hex. Minefields affect all Allied units as follows:

- Allied units entering a minefield hex must immediately halt their movement or advance. Leader advance bonuses cannot be used to advance through a minefield.
- Allied GenS can be traced into but not through a minefield hex. This does not preclude GenS to adjacent Allied units (GOSS 15.2.3).
- When tracing a German GenS path, a minefield hex imposes one additional MP to enter and one additional MP to exit.

- Allied units cannot leave a minefield hex until:
  - a) The minefield is cleared.
  - b) They retreat during their Attacker Adjustment Segment.
  - c) They retreat due to an enemy FS/GA.

However, they suffer the following penalties:

**FS:** The retreating unit must choose the option to take the first numerical hit as a step loss (**GOSS** 11.6.2a) and are considered to automatically fail their PR check in step 2

**GA:** Units must hold the position (**GOSS** 13.10.4a) and automatically fail the PRC.

- Allied units can move into a minefield hex in any mode (including PA).
- Allied units currently in a minefield cannot be attack designated.
- Allied units that advance into a minefield hex due to a FS mission result immediately remove their attack designation (they cannot conduct a GA that turn).
- Allied units in a minefield cannot spot for any type of FS mission.
- Allied Art units cannot enter a minefield hex while in-battery and cannot go in-battery while in a minefield hex.
- Allied units in a minefield cannot conduct any type of construction.
- Allied units in a minefield hex that are not attempting to clear the mines can retreat during a friendly Attacker Adjustment Segment even though they are not marked with a TAC assault or PA marker. The owning player makes one PRC using the offensive PR (use the unit with the lowest PR) for all units attempting to retreat from that hex.

**Pass:** The unit or stack may retreat one hex.

**Fail:** The unit or stack must remain in the hex.

### 7.13.4c Clearing/Lifting Minefields

Minefields can only be removed from a hex by being cleared or lifted. An enemy minefield is cleared, while a friendly minefield is lifted. Ignore the delay marker removal procedures outlined in **GOSS** 7.13.3. Follow the below procedures for clearing/lifting minefields.

**Clearing:** At the end of the Allied Attack Designation Segment, the Allied player may attempt to clear minefields. The hex containing the minefield must be occupied by:

- a) At least one step of an Inf or Eng type unit.
- b) Units clearing must be in GenS and not be fatigued.

- If the above requirements are met, follow the below procedures:

- a) If the Axis player cannot trace a LOS to the minefield hex, the Allied player automatically removes the minefield marker.
- b) If an Axis unit can trace a LOS to the minefield hex, the Allied player selects one Allied Inf or Eng unit in the hex to be cleared and follows the below procedure:
  - 1) Reveal the modifier on the minefield marker and conduct a PRC applying the modifier on the marker.
  - 2) Apply a -1 DRM for each Eng step in the hex.
  - 3) If the unit conducting the PRC is in PA mode apply a -1 DRM.
  - 4) If the unit passes the PRC the minefield marker is removed.
  - 5) If the unit fails the PRC, the minefield marker remains in place and if the units in the hex are in PA mode the PA marker is removed. The units cannot then be designated with TA marker.

**Important:** An unmodified mine clearance DR of 9 always fails.

**Lifting:** The German player may remove a minefield using the reverse of the process used to create the minefield during play (7.13.4.a). The minefield marker is returned to the minefield pool.

### 7.15.0 Railroad Movement

**Lucky Forward** contains German Art units marked with a "R" in place of their MA. These represent heavy railroad Art units. They are subject to the following special rules.

- They may move up to 30 hexes along connected friendly controlled railroad hexes.
- They only move during the Strat movement portion of the Movement Phase. Do not mark them with a Strat movement marker.
- If forced to retreat for any reason, they are automatically eliminated.
- They do not garner recycle points (**GOSS** 22.2.0) and once eliminated they may not be resurrected.

## 8.0 OBSERVATION & VISIBILITY

### 8.1.2d High Vantage Points

In **Lucky Forward** high vantage points (HVP) are marked with the vantage point triangle and a red diamond below the VP symbol. Vantage Points in Rough-2 terrain provide even greater LOS range than normal VPs. See below for the possible VP/Terrain LOS combinations in **Lucky Forward**.

- A VP, not in rough-2 terrain, has a LOS of 3.
- Rough-2 terrain (without a VP symbol) has a LOS of 3.

- An HVP (not in rough-2 terrain) has a LOS of 4 hexes.
  - Rough-2 terrain, with a VP, has a LOS of 5.
  - Rough-2 terrain, with an HVP has a LOS of 6.
- When determining blocking terrain, the above points are only blocked by terrain that has an equal or greater LOS range.

## 9.0 COMMAND

### 9.6.2g German Pz Brigades

German Pz Bdes may not be attached to other formations, nor may individual units of a Pz Bde be detached and attached to another formation until the AM GT of GD 50.

- Beginning GD 50, units of a Pz Bde may be used to rebuild and/or resurrect units assigned to Pz and PzG Divs that have been eliminated.
  - a) The receiving formation must be in refit (**GOSS** 22.4.0).
  - b) The units must be within 3 hexes of the receiving formation's HQ.
  - c) Each GD, two units from a Pz Bde may be used to replace eliminated units.
  - d) Each unit removed allows the receiving formation to receive the number of steps of the same type unit (ignore PR values) to rebuild or resurrect a unit assigned to the receiving formation. The steps garnered must be used immediately.
- If all a Pz Bde's units have been removed or eliminated, the Bde HQ is immediately removed from the game and may not be rebuilt, this removal does not garner recycle steps.

**Important:** Units assigned to a Pz Bde cannot receive any type of RePs, however they garner recycle steps normally (**GOSS** 22.2.0). If eliminated they are permanently removed from the game.

### 9.10.0 Allied Command Restrictions

#### 9.10.1 Allied Armies

**Important:** See scenario instructions for GenS, logistical and command boundary information.  
**Important:** Do not track replacements or recycle steps by army. Each side maintains a total number of replacements and/or recycle steps. Players may use them to replace losses in any friendly army.

There are three Allied armies in the game; 1st, 3rd and 7th. the 3rd Army is the predominant Allied army.

**1st and 7th US Armies:** Only those units of the US 1st and 7th Armies that were near the US 3rd Army are present in the game.

- Both armies will always operate with separate logistic values listed in each scenario.
- Players may not change the army boundary depicted on the set-up and game maps.



- Players may not reassign formations and units to and from the 1st and 7th or Armies unless scenario instructions state otherwise.

### **9.10.2 US 83rd Inf Div**

This division is a special case. It was given to 3rd Army for limited use. Bradley had stipulated that the division was not to be committed to heavy combat, as it was eventually going to be turned over to Hodges' 1st Army. Planning was underway to cross the Moselle River with it in a drive to clear the Saar Moselle Triangle. The day before the November offensive, Bradley withdrew the use of this division.

- The 83rd Div arrives on GD 16 and may operate normally until the end of the Sept Scenario (GD 26) with the following restrictions:
  - a) It must be assigned to the XX Corps.
  - b) Attacks by units assigned and/or attached to the 83rd Div do not count towards the US assault training (LF 17.6.3c).
  - c) The division may not attack across or cross to the east side of the Moselle River.
- If playing the Sep Extended or Campaign Scenarios, beginning the AM GT of GD 27 the 83rd Div deactivates. At that time, the 83rd Div must:
  - a) Immediately begin to move to a position to assume the northern most divisional position along the XX Corps front along the Moselle River.
    - 1) Beginning at the 1st/3rd Army boundary line (blue dashed line on Map 1) all hexes on the western side of the Moselle must be occupied by or adjacent to a unit assigned or attached to the 83rd Div.
    - 2) The Allied player is free to decide how far along the Moselle River the 83rd Div extends its front to the south.
    - 3) If the area along this front is not clear of German units, the 83rd Div may operate normally to clear that area.

**Important:** Beginning GD 28 the 83rd Div may not conduct GAs unless the Div is conducting operations as above.

  - 4) Once the area to the west of the Moselle River is clear of German units, the 83rd Div must de-activate within two GDs.
  - 5) The Allied player must rebuild and/or reconstitute all units of the 83rd Div (including the attached Tk Bn.) prior to using any RePs to replace other units.
  - 6) No units may be detached from the Div while inactive and any assigned units detached while the Div is active must immediately be returned to the Div when the Div is deactivated.

- If the Allied player fails to meet the above requirements, the Allied player must subtract 50 VP from the Allied total at the end of any scenario.
- The Div must remain inactive unless one of the following occur:
  - a) German units conduct a GA against any units assigned to the 83rd Div. In this case, the 83rd Div is then activated and may operate without restriction.
  - b) The Allied player may activate the 83rd Div any time after GD 57. If the Allied player activates the division in this manner, subtract 50 victory points from the Allied total. If activated, it may operate without any restrictions.
  - c) If the German player does not maintain a continuous front against the 83rd Div, the Allied player may activate the division in a limited manner as follows:

**Note:** *The game defines a continuous front as; having a German unit placed so that each frontline WW hex is either occupied or adjacent to a hex occupied by a German non-artillery/non-HQ unit.*

- 1) The division may operate normally between the northern boundary of 3rd Army and a line drawn from 1-4121 direct to 2-2321 then direct to 2-4927.
- 2) This activation does not incur the victory point penalty.
- 3) However, if the German player establishes a continuous frontline in the WW hexes to the east of the Saar River or the third belt of WW hexes starting in 2-2503, the Div may only advance to a point that its units are adjacent to that line and then must be de-activated until such time as the German player does not maintain a continuous frontline.
- 4) If the above occurs, the player may once again activate the 83rd with no penalty. The division then remains active until the end of the Dec Scenario.

### **9.10.3 German Armies**

**Important:** See scenario instructions for GenS, logistical and command boundary information.

The Germans had up to four different armies (1st, 7th, 5th Pz and 19th) operating on the map during the campaign.

- The 1st Army is the predominant army for the game.
- The 5th Pz Army arrives on GD 8 and is withdrawn on GD 46. While on the map the 5th Pz Army's ZOP is created out of part of the 1st Army ZOP.

**7th & 19th Armies:** Only those units of the German 7th and 19th Armies that were near the German 1st Army are present in the game.

- Both armies will always operate with separate logistic values listed in each scenario.
- Players may not change army boundaries depicted on the set-up and game maps unless scenario rules state otherwise.
- Players may not reassign formations and units to and from the 7th or 19th Armies unless scenario instructions state otherwise.

### **9.10.4 Fort & Fort Unit Command**

At the beginning of any scenario that includes Metz forts as part of the set-up, the German player must designate a formation HQ as the Metz *Festung* HQ. In addition to the HQ's assigned units, that HQ treats the below units as assigned units:

- a) Any number of forts and fort designated units (those with Fort in their unit ID); and,
  - b) All fort Art units in Metz forts; and,
  - c) All Metz garrison units (units with the yellow stripe).
- The HQ may not attach additional units (GOSS 9.6.1).
  - Units assigned to the Metz *Festung* HQ, may not be assigned or attached to other formations.

**Exception:** The German player must assign the two forts near Thionville (Illange and G.F. Koenigs) to a single formation HQ which may be different than the formation HQ designated as the Metz *Festung* HQ.

- The above units operate as part of the designated HQ and are not subject to the following:
  - a) They do not suffer the multi-formation penalty when stacked with the HQ's assigned units.
  - b) Forts and fort Art may spot for FS missions as if attached to the designated HQ.

### **9.11.0 Command Boundary Garrisons**

Players may not modify Army boundaries unless scenario instructions state otherwise. In game terms, this would create non-historical situations as each army advances. To preclude players from ignoring army open flanks the following garrison rules are in effect in all scenarios and the campaign game.

- At the beginning of each player's GT, each army must determine if it has an open flank with an adjacent enemy army. A road hex meeting all criteria outlined below is an open flank hex.
  - 1) A primary or secondary road hex that is on the army boundary and passes into an

enemy army's ZOP behind that enemy army's frontline; and,

**2)** That hex is greater than 6 Mech MP from the nearest friendly unit that is adjacent to an enemy unit (on the frontline); and,

**3)** That hex is more than two hexes from a friendly non-headquarters/non-Art unit.

### **9.11.1 US Army Boundaries**

US 1st Army/3rd Army: Garrison requirements are in place while the 1st Army is active (GD 1 to GD 25).

**US 3rd Army/7th Army (XV Corps):** Garrison requirements are in effect at the beginning of GD 9 and continue until the end of the Dec scenario or campaign game.

**Important:** Even though XV Corps is assigned to the 3rd Army for the Sept scenario, the Allied player must treat the future 7th Army boundary as if it were in play because higher command was already making plans to transfer XV Corps to 7th Army.

### **9.11.2 German Army Boundaries**

German 7th Army/1st Army Boundary: German Garrison requirements are only in place while 7th Army is active (GD 1 to GD 25).

**German 1st or 5th Pz Army/19th Army:**

Garrison requirements are in place throughout all scenarios and the campaign game.

### **9.11.3 Garrison Requirements**

- If a player's units have advanced to a point where they create an open flank hex, that army must garrison all open flank secondary and primary road hexes within one GT of the open hex being created.
- Armies must garrison each open flank secondary and primary road hex with a minimum of two steps of any non-headquarters/non-artillery unit. Each step of Recon (any type) counts as two steps for garrison purposes.
- Garrison units must be placed within two hexes of the enemy army boundary and within two hexes of the open flank hex.
- The distance between each garrison unit and/or a qualifying front line unit can be no more than 10 hexes. This requirement may mean that additional garrison units are required.
- Mark all garrison units with a spade marker, a garrison cannot move unless:
  - 1)** The garrison unit is attacked (FS or GA); or,
  - 2)** The frontline has moved so that the hex it is garrisoning is no longer an open flank hex.
- Garrison units can be replaced by other units. Once the new garrison unit is in place, the original garrison unit may move normally.

**Important:** Players must manage their army flanks. They are not allowed to send deep penetrations into enemy territory without having to make provisions to deal with potential counterattack threats from adjacent enemy armies. This rule allows individual corps/divisions of an army to outpace each other so long as they are solely within the players army and not creating an open flank with an enemy army's ZOP. Likewise, players may not ignore deep enemy penetrations which threaten an army's flank.

### **9.11.4 Failure to Garrison Penalty**

If, at the end of the Command Phase, either side has not met the above garrison requirement, the opposing player selects the number of infantry steps from the closest available unit(s) (units can be broken down) to meet the garrison requirement. Once selected the owning player places those steps within the open boundary to meet the garrison requirements.

## **15.0 SUPPLY**

See Scenario instructions for PSS and GenS procedures for both the Allied and German side.

### **15.5.3 German City OhS**

Any city that meets all the following requirements can be a source of OhS for the German side:

- a)** It began the scenario in German control; and,
  - b)** It cannot trace a GenS path of any length to any primary road hex on the eastern edge of map two, three or five; and,
  - c)** Consists of at least three city hexes.
- If a city meets these requirements in a friendly Administrative Phase, the city has six OhS points and two FP that the player may distribute to any HQ(s) that can trace an OhS supply path to at least one of the three required city hexes.
  - The player must use the city FP prior to any conversion of other OhS to FP (**GOSS** 15.5.1a).
  - Other than the above, treat city OhS and FP garnered from conversion as per **GOSS** 15.5.0.
  - The city OhS points are in addition to the HQ OhS points received per **GOSS** 15.5.1b.
  - If an OhS city can, in any Supply Determination Segment, once again trace GenS as per b) above, all stockpiles OhS and FP are lost and if in a subsequent GT it is found to meet the requirement above, it may once again garner and use city OhS.

### **15.9.0a Major River Bridgeheads**

Players may not place bridgehead markers in a hex occupied by a Metz fort.

## **16.0 LOGISTICS & TRUCKS**

See Scenario instructions for logistic procedures for both the Allied and German side.

### **16.4.1a Fuhrer Ammo/Fuel Reserve**

Hitler had special stocks of ammo and fuel being set aside for the Ardennes Offensive. Had the Allies threatened to breakthrough, he would (and did to a minor extent) have released these stocks to halt them. Starting with GD 58 (Nov 1), the German player may call on this reserve. There is a total of 12 AmP and 12 FP available in the reserve. Drawn AmP and FP are added to the 1st Army stockpiles at the beginning of the Joint Logistic Phase.

- For each AmP drawn from the reserve, the Allied player receives one victory point.
- For each FP drawn from the reserve, the Allied player receives two victory points.

### **16.5.0 Fuel & Reinforcements**

If scenario instructions specify that reinforcements enter in a low or no fuel state, then all reinforcement units/sub-formations/formations must roll their fuel value as listed below. Reinforcements must always use option 1 in **GOSS** 16.4.5b.

- a)** Use the current army and/or corps HQ fuel value for all corps/army asset units arriving in the corps/army's ZOP.
- b)** If a formation has assigned units on the map, any additional units arriving as reinforcements on the current GD arrive with the fuel value of the units on the map.
- c)** If an arriving formation does not already have units on the map, the player must determine the fuel value for the formation.

## **17.0 ENGINEERS & DEFENSIVE WORKS**

### **17.3.1c German Heavy Bridges**

**a)** If a German Hvy bridge(s) is not stacked with another type of German unit and it is the subject of Allied GA, it is automatically captured (eliminated). The maximum number of constructed bridges (**LF** 17.3.1d) is affected as follows:

- 1)** The Allied player increases the Allied bridge construction limit by two for each Hvy bridge unit captured.
- 2)** The German player reduces the German bridge construction limit by one for each Hvy bridge unit captured by the Allied side.

**b)** If a Hvy bridge(s) unit is stacked with another German unit that defends in a GA, the Hvy bridge unit must suffer the first mandatory step loss (if any) suffered by that stack. In this case the German side suffers the same penalty as



above, however the Allied side does not gain an increase to the Allied bridge construction limit.

**c)** In both “a” and “b” the Allied player also receives one victory point for each Hvy bridge unit captured or eliminated.

**Important:** If the German player moves a Hvy bridge unit off the map, the bridge unit is considered abandoned and counts as captured with the effects defined in case a) and c) above.

### 17.3.1d Bridge Construction Limit

Both sides have a limited capability to build or repair bridges.

- Sept thru Oct (GT 1 through GT 57), the Allies may build and/or repair a maximum of 10 bridges.
- GT 1 through GT 102, the Germans may build and/or repair a maximum of six bridges.

**Important:** Bridges built or repaired by German heavy bridging units do not count against the German total.

- Demolished or collapsed bridges over any type of river that have been repaired count as one-half a bridge.
- Bridges built across a river where a bridge did not exist (not noted on the map) count as one bridge.
- Bridges built across a major river where a bridge did not exist (not noted on the map) count as two bridges.

**Important:** Both sides should keep a side record of the number of bridges built during their side’s limited capacity period. Players may, at the end of a friendly Construction Phase freely remove any placed bridge marker (place a bridge destroyed marker on a previously repaired bridge). That previously placed bridge no longer counts against that side’s total bridge construction limit.

**Design Note:** At this stage of the campaign, both sides had only limited bridging materials in the campaign operational area. Third Army would eventually build up enough bridging stock to alleviate this problem for its November offensive.

### 17.3.3c German ET-3

Beginning Oct 1, GD 27 or (if playing the scenarios) on the first GD of the Nov and Dec scenarios, the German side may replace one ET-2 with an ET-3 on every other GD.

**Important:** If an ET-3 is not placed during an eligible GD, that ET-3 may not be placed (i.e., you cannot bank unused ET-3).

- During a friendly Construction Phase the German player may replace a completed ET-2 marker with an under-construction ET-3 marker if:
  - 1) The hex is in GenS and contains a village, town or city; and,
  - 2) Two Eng steps are present in the hex.

- In the next friendly Construction Phase, the ET-3 is flipped to its constructed side.
- Quick construction may not be used. All other rules pertaining to the construction of ETs apply.
- ET-3s may be recycled. During a friendly Construction Phase, the German player may remove an ET-3 that is on the map. The marker is available in the next friendly Construction Phase. The removed ET-3 marker may be replaced with an ET-2, or just removed.
- The number of ET-3 allowed on the map at any one time is limited to the **Lucky Forward** counter mix (24).

### 17.5.0 West Wall Fortified Areas

Due to years of neglect, the Westwall was not battle-ready early in September.

- On GD 1 and continuing until the end of GD 7 German defending units only receive one left shift when defending against GA in a WW hex.
- Beginning GD 8 and continuing until the end of GD 15 German defending units only receive 2 left shifts when defending against GA in a WW hex.
- On GD 16 and through the end of any scenario, German defending units receive the full three left shifts when defending against GA.
- WW hexes remain subject to the –7 Ft Area FS DRM on all GDs.
- All WW hexes are intact (even those in hexes west of the German front line on GD 1).

### 17.5.1 Bitche Forts

The immediate area around Bitche (5-2330) featured a fort complex that was originally part of the Maginot line. The Germans refurbished these facilities and they proved tough to crack, although not as difficult as the Metz fortifications.

- Prior to starting play in any scenario, the Bitche Forts are placed on the map and are functional.
- Place the Bitche forts (name side showing) in the hex numbers as noted on the back of the counters.

**Ft Sim.:** 5-2129

**Ft Hohen.:** 5-2929

**Ft Schl.:** 5-2329

**Bitche:** 5-2630

**Ft Otterb.:** 5-2429

- The Bitche forts do not need to remain occupied by friendly units to remain on the map. They have an inherent garrison and all movement halt requirements for enemy units remain in effect.
- Bitche forts do not contain inherent artillery.
- An Allied unit cannot move into an unoccupied Bitche fort. Bitche forts must be eliminated by a GA or FS mission. An unoccupied Bitche fort that is the subject of a GA has a defense strength equal to its current number of steps and a defensive PR of 4.

- Each Bitche fort confers the number of GA shifts and DW FS DRMs equal to the number shown on the counter (even if unoccupied).
- Any type of unit(s) may be placed in a Bitche fort. If a Bitche fort is occupied by any German unit(s), the German player can select one of those units as the lead PR unit.

**Important:** Bitche forts are treated as FW for all stacking purposes and other than the above listed properties are treated as an ET-2.

- When a Bitche fort is the subject of a GA or FS, all step losses must be taken from the fort, prior to applying any step losses to units in the fort. Each step loss reduces the fort by one factor (use step loss markers to show losses).

**Important:** The German player ignores discretionary hits, until the Bitche fort has been destroyed. If a fort is eliminated and there are mandatory and or discretionary hits remaining, they are then treated normally.

**Example:** Ft Sim is at full strength (4) and suffers one step loss. The German player would place an ace of spades marker under the fort to denote it has taken one step loss. If the fort suffered a second step loss, remove the ace of spade marker and the fort would be flipped to show a strength of 2.

### 17.6.0 Metz Forts

Unlike other games in the series, **Lucky Forward** includes a major fortress complex unlike any other seen in WW2. These are the forts and fortresses of the Metz-Thionville complex. In the game, Fort markers come in three classes:

**Class A** (the strongest)

**Class B**

**Class C** (the weakest)

- Each marker may represent more than one fort in the same area that has been abstracted into others for ease of play. All **GOSS** rules applying to forts, including movement halts and adjacent movement apply unless stated otherwise in the following rules.
- Class A forts are those forts with a solid hexagon icon on their counter. These forts have a defensive PR of 8.
- Class B forts are those with only the hexagon outline. Class B forts have a defensive PR of 7.
- Class C forts use a variation of the entrenchment icon but is printed in black on a red field. Class C forts have a defensive PR of 6.

- The unique nature of the forts depicted in **LF** require modifications to the standard **GOSS** fort rules.
  - a) Forts do not receive the DW +1 modifier to their PR, although if using the PR of any other unit in the fort, the +1 DW PR modifier does apply.
  - b) An Allied unit stacked with an enemy fort can trace a GenS path into the fort hex. **This is an exception to GOSS 15.2.1; a)1).**
  - c) The fort hex itself does not count toward the two enemy adjacent hex limit for Allied units stacked in a fort hex. **This is an exception to GOSS 15.2.1; a)3).**
  - d) Infantry units cannot receive replacements when in an enemy fort hex nor can units within the fort receive replacements when an enemy unit is in the hex with the fort. **This is an exception to GOSS 22.5.1.**

### **17.6.1 Metz Fort Placement**

The fort markers are placed on the map according to the hex numbers appearing on the backs of their counters and on the Fort Track. Blue ace of spade markers are used on the Fort Track to record the actual strength of the forts.

- Each numbered box on a fort's track represents one step.
- As steps are gained or lost, move the marker into the appropriate strength box.
- When starting with the Sept scenario, the fort strength markers begin in the numbered boxes that contain the red square beneath the strength numbers on their tracks. In all other scenarios all forts start at full strength unless specifically noted in scenario rules.
- Beginning on GD 7 and every six days thereafter, during the Joint Logistics Phase (Replacement Point Segment) move the strength marker for each fort up one box (to a higher strength) if there is no US unit occupying the fort's hex. Once the strength marker reaches the box with the fort's icon, it can no longer be moved to a stronger number.

**Example:** Forts may increase their steps on GD 7, GD 13 & GD 19.

- If a fort incurs a hit prior to reaching its maximum strength, place a red ace of spade marker in the fort's box showing the icon (the maximum strength of the fort). Move the marker to the next lower box each time it receives an additional hit until the red marker is in the same box as the blue marker. That box signifies the maximum strength of the damaged fort. Remove the red marker at that time and then use the blue marker to record additional losses.

### **17.6.2 Stacking**

German units in a hex with a fort may be inside or outside of the fort.

**Important:** Only Leg class or Static units may be inside a fort. Mech units in a hex containing a fort must be stacked outside the fort unless dismounted.

#### **17.6.2a Inside the Metz Fort**

Units that are in the fort may be placed on the Fort Track in the appropriate fort box or simply placed under the fort marker.

- There is no cost in MP to move into or out of a fort.
- Units stacked in a fort do not count against maximum stacking limits for units in the hex outside the fort, however both (those inside and those outside) do count for FS mission density purposes (**GOSS 11.5.4**).
- Forts with a current strength of four or more may contain up to six steps of leg type units.
- Forts with a current strength of three or less can contain up to three steps of leg type units.
- Static fortress Art units can be placed in a fort.
  - a) Only one fortress Art unit can be placed in each fort.
  - b) Each fortress Art step counts as two leg steps when determining stacking within the fort.
- If the fort's strength falls below the number of units currently inside the fort, then the owning player must place those excess SP outside the fort. This may cause the hex to become overstacked.

**Exception:** If a fort contains a fortress Art unit and is reduced to one step, the fortress Art unit must be eliminated.

- Units inside the fort and the fort itself cannot be subjected to GA, unless there are no friendly units outside the fort.
- Units inside the fort and the fort itself are not affected nor do they participate when friendly units outside the fort participate in a GA (either offensively or defensively).

#### **17.6.2b Outside the Metz Fort**

Normal stacking limits apply outside the fort. Units inside the fort do not count against the normal **GOSS** stacking limits. If subject to a GA that results in a retreat, units stacked outside the fort may retreat into the fort, however, fort stacking restrictions (**LF 17.6.2a**) still apply. If all units that were outside the fort can retreat and do retreat into the fort, this in-hex retreat resolves all discretionary hits taken as a retreat.

### **17.6.3 Special Metz Fort Rules**

Due to the nature of the forts depicted in **LF**, the following rules apply.

### **17.6.3a FS Missions & Metz Forts**

German units inside and outside the fort must be attacked separately. For FS mission targeting purposes, the units inside (and the fort) and units outside are considered to occupy separate hexes. However, **GOSS 11.5.4**, unit density always applies to all units in the hex.

**Important:** Forts themselves do not count for density purposes.

- When conducting an FS mission against a fort hex, the Allied player must declare if the mission is against the fort and any units inside or against those units outside the fort.
- **GOSS 11.4.1f** does not apply. All FS numerical hits against forts and the units inside the fort, are converted to AS hits. Maximum of two AS hits still applies.

**Exception:**

- a) If at least one heavy Art unit participated in the FS mission; and,
  - b) The volley strength was 8; and,
  - c) If at least one un-modified DR of 9 is rolled (no matter the number of volleys or even if total the number of DRMs would automatically preclude any result).
- Then one step loss is applied to the fort in addition to any AS results obtained. A maximum of one step loss may be applied in this manner no matter how many original DR of nine are rolled during a qualified FS mission/volley.
  - When determining FS mission capacity (**GOSS 11.2.4**) treat an unoccupied Metz fort to be occupied by a Bn.
  - When conducting a FS mission against a Fort hex containing both a Fort (including units in the Fort) and Allied units:
    - a) Allied units in the fort hex automatically qualify as an observer for an Allied heavy capacity FS mission, no matter their current mode or unit size.

**Important:** Allied units in a fort hex are always able to observe the fort, no matter the terrain, or if the Allied units are attack designated or not.

- b) The Allied units are ignored when determining FS mission DRMs (they cannot be targeted nor are they affected by any Allied FS mission.
- c) The Fort or units within the Fort automatically qualify as an observer for a heavy capacity FS mission.
- d) German FS missions do not effect Forts and units within the Fort, nor do they count when determining FS mission DRMs.
- e) GS support missions cannot be conducted into hexes containing both Allied units and German Fort counters.

### 17.6.3b GA Against Metz Forts

Units outside a fort can be assaulted normally (they do not receive any benefits from the fort). If units outside a fort retreat, the attackers cannot advance into the fort hex even if there are no German units in the fort.

- To conduct a GA against a fort (and the units inside the fort), there cannot be any German units outside the fort in the hex.
- Allied units attempting to conduct a GA against a fort, must be in PA mode and must start the Movement Phase in the same hex or in an adjacent hex to the fort.
- Once in the fort hex, they may remain there until voluntarily or involuntarily moved away.
  - a) Allied units moving out of a fort hex may only move one hex (into an adjacent hex) and then must halt their movement. **This is an exception to GOSS 7.9.0.**
  - b) Allied units may only exit an intact fort hex using tactical non-road movement.
  - c) When leaving a hex with a fort, the hex entered may not be adjacent to any other fort.
- Allied units may not conduct a GA against a fort and units inside a fort, unless stacked in the same hex as the fort. Units in adjacent hexes may not participate in this GA.
- After all FS missions and Allied attack adjustments and if there are no German units stacked outside the fort, Allied units in PA mode may enter the fort's hex. Allied stacking is not affected by the fort or units inside the fort, however Allied stacking is limited to the standard stacking limits for the terrain in the hex.
- The defense strength of a fort is equal to its current strength plus the defensive strength of all units in the fort.
- Ignore all discretionary hits on the fort and units in the fort.
- Mandatory hits affect the fort and then the units in the fort as follows:
  - 1) The German player must take all mandatory hits (Max step loss does not apply) against the fort itself until:

**Important:** Each mandatory hit reduces the fort's strength by one. Adjust the fort's marker on the track accordingly.

- a) The number of units in the fort exceeds the fort's current stacking strength (LF 17.6.2a), or;
  - b) The fort is eliminated.
- 2) In either of the above, remaining mandatory hits (if any) are taken against the units in the fort. Max step loss applies (GOSS 4.2.1a).
  - 3) If, after "1" and "2" above are completed and the fort stacking is still exceeded or the fort has been eliminated, the units in the fort

must immediately conduct a PRC. The +1 to PR value applies even if the fort was eliminated.

**Pass:** Units exceeding the current fort stacking must retreat one hex. If the fort was eliminated all units in the fort retreat. This retreat is subject to all the restrictions and penalties due to terrain and adjacent enemy units.

**Exception:** Enemy units in the fort hex are not considered for this purpose.

If all hexes adjacent to the fort's hex are enemy occupied all retreating units are eliminated (surrender).

**Important:** Surrendered units are treated as isolated units. They do not generate recycle steps and pay extra RePs to resurrect.

**Fail:** All units greater than the current fort stacking are eliminated (surrender). If the fort was eliminated all units that were in the fort are eliminated (surrender).

- Allied units that are forced to retreat or voluntarily retreat are subject to GOSS 11.6.3c.
- When conducting a GA against a fort, Allied units cannot advance after combat even if the fort and all German units in the fort are eliminated. Ldr advance bonuses do not apply.

**Important:** Treat all hexes adjacent to a fort as open terrain to the fort (for all purposes) when conducting a retreat out of a fort hex.

- GAs against a fort are conducted without using modifications for the following:

**Attacker armor bonuses:** The attacker cannot receive armor bonuses; however, the defender may use AT bonuses against attacking armor.

**Exception:** If the US side has at least one step of M36 TDs participating, he receives a minimum of one bonus if none of the German units in the fort have an AT value.

**RIB, CR, and Leaders:** Neither side receives any of these modifications or bonuses.

**PR:** A maximum of one PR bonus may be applied to either side.

**Engineers:** During the entire month of September, Eng bonuses do not apply (attacker or defender). See LF 17.6.3c for effect of assault training.

**Defender Shifts:** A fort does not receive adjacent defender shifts. All other applicable defender shifts do apply.

### 17.6.3c US Assault Training

The Metz Fort complex was a uniquely challenging assault problem. The Allied player can gain experience over time to enable his Eng units to earn the ability to gain combat shifts, and even train Leg Inf units to temporarily utilize Eng combat abilities.

- Immediately after the completion of each GA against a fort (no matter the result), move the US fort attack marker one box higher on the US Fort Attack Track.
- If the marker is moved into a red box (with a DR value) and at least one Eng step participated in the attack, roll 1d10.
  - a) If the result is less than the number shown in the box, the Allied player receives the ability to gain one engineering combat shift.

**Important:** In the 4 Box, if the result is less than or equal to 1, move the marker one box to the right. All other red boxes require a DR less than the printed number.

**b)** If the DR is equal to or greater than the number, the marker is immediately moved one box lower until another GA is made against a fort.

**c)** If the marker moved into a red box and no Eng step participated immediately move the marker one box lower.

- Training checks can be made for every eligible GA during a GT at which time the Allied player makes another attempt to increase his level of training.
- Additional shift gains on the Fort Attack Track are immediately available.
- Each shift requires the presence of one Eng/ranger step. A maximum of five shifts can be gained subject to the number allowed on the US Fort Attack Track.

**Important:** This is an exception to GOSS 13.7.3, m) in that the US may count multiple Eng steps in the stack attacking the fort to possibly not only negate the fort's defensive shifts but actually achieve a net positive number of shifts depending on the number of Eng steps involved in the attack.

### 17.6.3d Allied Divisional Assault Training

After five available Eng shifts have been achieved on the US Fort Attack Track the Allied player may begin training Leg class Inf steps as combat Eng steps by conducting Fort assault training for a Div.

- Once divisional training is complete, all that division's assigned Leg class Inf steps are treated as combat Eng for the purposes of assaulting forts.
- To train an Allied Div, it must be an Inf Div that has two Inf Bn.'s in CR for a minimum of 18 GTs.
- Any number of Allied Inf Divs may conduct training at the same time.
- If the units marked as CR are attacked or used to modify any GA, the training cycle is interrupted until the CR requirement is met



again, although any GTs of training already completed still count.

- In addition to the above, if the US player initiates a lull (LF 24.0), at the end of the lull, for every six (round down) GDs that the lull lasted, he may designate one Div as fort assault trained. When using this rule, there is no requirement for units to be in CR, however the Div cannot be voluntarily active during the lull (GOSS 24.2.0).
- An assault trained Div loses its assault training capabilities 15 GDs after any unit assigned to the Div takes part in an offensive GA.

**Designer's Note:** *There are not enough survivors of combat left to consider the division specially assault trained anymore.*

### 17.6.3e Metz Fort Artillery

German Metz forts possess an inherent Art strength. They function like Art units.

**Exception:** Bitche forts do not contain inherent Art.

**Important:** If a fort (and the units in the fort) are isolated (LF 17.6.3f), that fort may only fire its Art against enemy units that are in the same hex assaulting that fort. The fort may not fire at any other hex, although if there is a fort Art unit in the fort, that unit may fire normally.

**Ammo Depletion:** A fort and any fortress Art unit in the fort do not check for ammo depletion and may not be marked AD even if they fired with non-fort Art units in an FS mission, unless they are in fort supply (LF 17.6.3f).

**Intensive Fire:** Forts and fortress Art in a fort cannot use intensive fire.

**Range:** Range of all fort Art is three hexes. For observation purposes only:

- a) A fort can always observe enemy units in the fort's own hex. This even applies during night GTs and if fog is present in the fort's hex.
- b) A fort can always observe enemy units in hexes adjacent to the fort itself, regardless of terrain/FW.

**Exception:** During night GTs or if fog is present in an adjacent hex normal observation rules are in effect.

**Important:** This observation capability does not affect FS mission DRMs for group A and B (GOSS 11.5.1 & 11.5.2).

**Spotting Restrictions:** German static fortress Art units are considered attached to the nearest formation HQ when determining formation requirements for spotting FS missions (GOSS 11.2.5). For all other purposes they are considered corps/army assets.

**Important:** Forts and static Art units that are assigned to the Metz Festung HQ (LF 9.10.4) may spot for FS missions as if they were divisional units of that HQ.

**Barrage Strength:** The Art strength of a fort is equal to the number of steps it currently possesses. Forts may participate in an FS mission with other Art units and other forts within range.

**FS Target Restrictions:** Fortress Art units that are stacked in a fort, and who conduct a FS mission must fire at the same target as the fort (if the fort is firing).

- If they do conduct a FS mission in conjunction with the fort, they use their printed barrage strengths.
- If the fort is not conducting a FS mission they may fire separately, however their printed barrage strength is halved (round up).
- Forts and fortress Art can conduct FS missions against enemy units in their hex.

**Important:** If an Allied unit is in the fort hex, the fort and any fortress Art unit in the fort, can only conduct FS missions against the Allied units in the fort hex.

### 17.6.3f Metz Fort Supply

If a fort cannot trace GenS in accordance with GOSS 15.2.0 the fort may attempt to trace fort supply using the below rules.

- Fort supply is determined in the Supply Determination Segment of a friendly Administrative Phase.
- Forts and units inside the fort may trace a fort supply path no longer than ten hexes to either Metz (any city hex) or Thionville (any hex east of the Moselle).

**Important:** This path is in hexes, not MP. The path cannot:

- 1) Cross an unbridged Moselle River hexside.
- 2) Be traced into or through an enemy occupied hex.
- 3) Be traced through a hex adjacent to an enemy unit unless that hex is MCT.

- If tracing to a Metz hex, that hex does not need to be able to trace a GenS path to a PSS.
- If tracing to a Thionville hex, that hex must be able to trace a GenS path to PSS of any length.
- A fort cannot trace GenS or fort supply if there are Allied units in the fort hex, and there are no German non-fort units adjacent to the fort hex.
- If the fort can trace the above path it is in fort supply.
- Forts and the units in forts tracing supply using a fort supply path are affected as follows:
  - a) Attack strength is quartered.
  - b) Defense strength is unaffected.
  - c) ADV of the forts and Art units in the forts is equal to the current strength of the fort.
- If a fort is unable to trace a GenS path or a fort supply path, the fort and units in the fort are isolated and must use the below OhS procedure.

- Fort OhS is equal to the strength of the fort at the time it was first unable to trace a valid supply path.
- A fort using OhS expends one OhS point per GD (at the end of the Surrender Segment in the AM Command Phase) until it has none left. This point is expended regardless of any actions taken by the fort. Use a blue spade marker to represent OhS in the fort.
- When using fort OhS, the fort and units in the fort are affected in the same manner as tracing fort supply, except that their ADV is equal to the number of OhS points remaining.
- If a fort is isolated and has used all its OhS, it must check for surrender. Otherwise isolated fort/units in a fort with OhS are exempt from surrender checks.

**Important:** Units not in a fort (even if in the fort hex) do not qualify for fort supply.

### 17.6.3g Metz Fort Surrender

Isolated forts (including the units in the fort) that have expended all their fort OhS points and are adjacent to an Allied unit must check for surrender (PR check) at the beginning of the Surrender Segment of the AM Command Phase.

**Important:** GOSS 15.7.1 DRM apply.

- If there are no units in the fort, use the fort's current strength as the fort's PR for the surrender check.
- If there are units in the fort, the German may (his choice) use the offensive PR of any unit in the fort as the fort's PR for the surrender check.
- If the fort passes the surrender check there is no effect.
- If the fort fails the surrender check the fort or one of the units in the fort must take one step loss.
- When the fort's strength is reduced to zero, the fort and any units remaining in the fort are eliminated.

### 17.6.3h German Units in a Fort

German units inside a fort cannot move out of the fort if there are Allied units in the hex.

- They may exit the fort to conduct ground assault against Allied units outside the fort. In this case they would remain in the hex and be marked with a PA marker.
- German units in adjacent hexes can participate in the GA normally.
- If the Allied units are eliminated or retreated out of the hex, units that exited the fort may advance after combat out of the fort hex.
- If all Allied units have not exited the fort hex, the German units in the hex must immediately withdraw into the Fort. This withdrawal satisfies all discretionary hits.

### 17.3.6i Allied Units in Metz Fort Hex

Allied units in a hex with a fort may not receive replacements or remove fatigue hits.

- Allied HQ are permitted to trace supply to units in a fort hex but must count the hex adjacent to the fort as well as the fort hex itself as two total hexes adjacent to enemy units (**GOSS** 15.2.1).

### 17.6.4 Maginot Line

After the fall of France, the Maginot Line system of fortifications had been stripped of guns and equipment. Additionally, the Maginot Line (in most cases) was designed to defend against attack from the east. To reflect this the following is in effect.

**a) During all GTs,** Allied units treat Maginot Line hexes as Bocage hexes for movement purposes only unless using road movement along printed roads.

**b) GD 1 through GD 57:** Maginot Line hexes have the following capabilities:

- Any German non-HQ or non-artillery unit that begins a friendly Movement Phase in a Maginot Line hex receives all the benefits of an IP (place an IP marker on the unit).
- German units may treat Maginot Line hexes as a village, town or city hex when constructing ET-2 (**GOSS** 17.3.3b).
- Non-attack designated German units in a Maginot Line hex are not required to conduct a GA mandatory PRC (**GOSS** 13.10.2), and they automatically pass.

**c) GD 58 through GD 102:**

- During the Command Phase of each GD the German player rolls 2d10 (percentage). If the result is 50 or greater, the Maginot Line has been upgraded. The German player may place an ET-2 marker in any Maginot Line hex occupied by a non-HQ/non-Art type German unit at the beginning of a friendly Movement Phase. The ET-2 remains in place as long as a German unit of any type occupies the hex.

**Important:** When playing the Dec scenario, the Maginot Line has been upgraded.

## 18.0 UNIT BREAKDOWN

### 18.3.0 Units Allowed to Breakdown

German static AT units cannot be broken down.

## 19.0 WEATHER

### 19.2.0 How Weather is determined

**Lucky Forward** does not list historical weather.

**Exception:** Scenarios may have set weather for specific GTs.

**Important:** Unlike other games in the series, **LF** does not contain separate DRs or listings for precipitation (**GOSS** 19.5.0). When determining DRM to the Interdiction Value Table use the POvr with rain modifier when the atmospheric condition is POvr, and the Ovr with rain when the atmospheric condition is Ovr.

Follow the below steps to determine the Atmospheric, ground and any special weather conditions.

**1)** Consult the **Lucky Forward** Atmospheric Table to determine atmospheric condition each GT. Use the PM portion of the chart when determining the weather for Night GTs.

- Roll 2d10 and cross reference the current month, date and GT (AM or PM) with the result. Move the atmospheric marker to the appropriate box.
- If the rolled result is POvr, determine if fog conditions exist (**LF** 19.3.5).
- 2)** Consult the Ground Condition Modifier Table.
- Roll 1d10 and cross reference the DR with the current month and condition modifier (at the top of the table).
- The derived modifier determines the direction the player will move the ground condition (GC) marker along the Ground Conditions Track. See **LF** Weather Determination Player Aid Card for procedures.

### 19.3.0 Atmospheric Conditions

See **GOSS** 19.3.0 for the effects of atmospheric conditions.

#### 19.3.5 Fog

During all AM and PM GTs there is a chance that ground fog exists in all hexes adjacent to all rivers.

**Exception:** Fog does not apply to streams, even if Flood 2 effects are in place (**LF** 19.4.6c).

- The atmospheric condition must be POvr.
- Roll 1d10, if the result is equal to or less than the fog value (the number in parenthesis in the POvr column), fog exists.
- If fog conditions exist, treat all hexes adjacent to any type of river hexside (not streams) as if night conditions exist in that hex. All **GOSS** rules pertaining to night movement, observation, air operations, and combat apply in the hex where fog exists.

**Exception:** Ignore fog conditions if attempting to trace a LOS through a fog hex. Fog conditions only apply when determining LOS traced into a fog hex.

#### 19.3.6 Snow Atmospheric Condition

Treat snow atmospheric conditions as storm (**GOSS** 19.3.4)

**Important:** Do not confuse snow ground conditions (**GOSS** 19.4.5) with snow atmospheric conditions. Each condition occurs independently and may or may not appear at the same time.

### 19.4.0 Ground Conditions

Prior to starting a scenario, place the ground conditions marker on the Ground Conditions Track in the box noted in the scenario rules. To reflect the unique conditions encountered during November and December 1944, **LF** adds a deep mud ground condition. Use **GOSS** 19.4.0 for all other ground condition effects.

#### 19.4.3b Deep Mud

The effects of deep mud are the same as mud with the following exceptions:

- Trails and railroads have no effect on movement. They cease to exist for all purposes except for RR movement.
- Exception:** Trails and railroads that cross streams, and any type of river are treated as fords, unless Flood-1 or Flood-2 is in effect (**LF** 19.4.6c).
- Road improvement (**GOSS** 17.7.0) has no affect on trails/railroads during deep mud conditions.
- GenS paths traced along primary and secondary roads are reduced to using the standard Mech movement cost along roads (i.e., one-half and one respectively).

**Important:** Extended supply paths cannot be used in deep mud.

- GenS path distance from HQs to units is one-half the normal MPs. This reduction is in place of the three MP supply path reduction from mud in **GOSS** 15.2.6.
- The MA of all units is reduced to one-third of their printed MA when not moving solely along primary or secondary roads.
- The MA of all units is reduced by one-half when moving solely along primary and secondary roads.
- Mech units cannot enter PA mode unless on a primary or secondary road hex at the start of the Mode Determination Phase.
- PA movement for all units is one hex (primary and secondary roads have no effect).

**Important:** Mech units cannot conduct PA movement unless that movement is along a primary or secondary road hex. They can attack into a non-road hex.

- All GA attacks suffer a one-column shift to the left if all attacking units are not in a town or city hex.
- Maximum advance after GA is one hex, unless advancing entirely along a primary road.
- Maximum advance after GA is two hexes if advancing entirely along a primary road.

- Maximum retreat is one hex unless retreating entirely along a primary road.
- Maximum retreat is two hexes if the retreat is entirely along a primary road.
- Ldr bonuses may modify advance/retreat limits during deep mud.

#### **19.4.5 Snow Ground Conditions**

Snow ground conditions only exist if both the atmospheric condition is snow and the ground condition modifier is freeze. **GOSS** 19.4.5 and **GOSS** 15.2.6 apply. See **LF** Weather Determination Player Aid Card for procedures on when snow ground conditions exist.

#### **19.4.6 Flood Conditions**

November 1944 had the heaviest rainfall in Europe for that period in 35 years; Rivers and streams became swollen, raging torrents of water that washed out all but one of the 3rd Army's Eng-constructed bridges over the Moselle (the exception being the bridge at Pont Mousson). At one point, the Moselle River was more than a mile wider than its normal width. Due to this flooding, the game requires special rules for November and December river and ground conditions.

##### **19.4.6a Determine Flood Conditions**

See **LF** Weather Determination Player Aid Card for procedures to determine when flooding occurs.

##### **19.4.6b Flood Track**

On the GT that flooding occurs, place the flood marker on the track in the Flood 1 Box.

**Important:** Flooding can only occur once in a scenario (including Campaign Scenarios).

Follow the Flood Conditions Track Adjustment procedures on the **LF** Weather Determination Player Aid Card.

**Important:** Each Flood Box on the River Flood Track (on map) has the word Flood followed by a superscript number. The number represents the flood state. Move the flood marker to the right, and then the left to represent the rise and descent of flood waters.

##### **19.4.6c Flood Effects**

**Important:** See **GOSS** 17.3.1d to determine if a constructed (not repaired) bridge is a trail or secondary road bridge.

The effects of each level of flooding are as follows:

**F0:** All watercourses require an additional +1 MP to cross if the unit is not using:

- Mech road movement; or,
- A bridge if a Leg class unit following a road; or,
- Ferrying operations.

**Important:** The player must expend the additional MP if using a ford or trail bridge across a stream.

**F1:** All units expend double the MP cost to cross any watercourse unless crossing along a primary road, secondary road or railroad bridge.

- Trail bridges and fords that cross any type of watercourse are not usable.
- Units crossing streams along a secondary road or railroad bridge incur a +1 MP penalty. Units cross normally at primary roads.
- Add one GT to all bridge construction times.
- Any bridges under construction immediately add one GT to their construction time.

**Important:** Only apply the additional GT once to each construction the first time F1 conditions occur, do not apply for each GD that F1 is in effect.

**F2:** Treat all streams as rivers, all rivers as major rivers and major rivers as great rivers for movement and combat purposes.

- Remove all completed bridge markers.
- Remove all bridge under construction markers.
- Trail/railroad bridges and fords that cross any type of watercourse are not usable.
- Secondary road bridges across streams are not usable.
- Units crossing streams along primary roads incur a +1 MP penalty.
- Players may not construct bridges using bridge markers or heavy bridge units.
- Until flood conditions recede to F1, players may not repair demolished printed:
  - Secondary bridges crossing any watercourse.
  - Primary road bridges crossing major or great rivers.
- All bridge construction has two GTs added to its construction time.

**Important:** Only apply the additional GTs once to each construction, do not apply for each GD that F2 is in effect.

- All marsh hexes are in flood. Ground units cannot enter flooded hexes until F1 conditions once again exist.
- In the first friendly Movement Phase after F2 conditions go into effect, all units that are in a flooded hex must move one hex directly to a non-flooded hex, or if unable to move directly to a non-flooded hex, they must move one hex maximum per GT towards the closest non-flooded hex each GT until entering a non-flooded hex.
- Ignore all minefields in flooded hexes. Minefields do remain in place.
- Players must immediately remove all FWs in flooded hexes.

## **20.0 AIRPOWER**

The GTRT provides the number of AP available to both sides for each GD. All **GOSS** airpower rules (**GOSS** 20.0) are in effect.

Both sides check the GTRT to determine the number of AP available each GD.

- Players may allocate AP to all missions listed in **GOSS** 20.0.

**Exception:** Carpet Bombing is not available.

- The Axis side does not have ATP.
- The Allied side has two ATP available on all GDs after GD 26. This applies to all scenarios (including Campaign Scenarios).
- Each side may conduct a maximum of three supply interdiction missions each GD.
- Players may allocate a maximum of 4 AP (after weather reductions) to a single GS mission.
- Treat all maps as one air sector when conducting ASup, GI and German GS missions.
- The Allied player must assign AP allocated to GS missions to specific corps in the Joint Air Allocation Phase. AP designated to provide GS to a corps, may conduct those missions anywhere in that corps ZOP.

## **21.0 REINFORCEMENTS**

**Important:** In all scenarios, unless scenario instructions specifically state otherwise, all reinforcements may enter in Tac mode or Strat mode (player's choice).

### **21.2.1 Placement**

Units designated to arrive on hexes not on a map edge, are considered to arrive in sequence. Treat the hex as a map edge hex (**GOSS** 21.2.0).

### **21.2.2 Assignment of Reinforcements**

All arriving reinforcements may be assigned to any corps/army unless scenario instructions assign the formation and/or units to the US 1st or 7th Armies or the German 7th or 19th Armies.

### **21.4.0 Withdrawals**

The procedure in **GOSS** 21.4.0 applies. Units in the Eliminated Units Pool belonging to a withdrawn formation are removed from the pool. When a formation or unit is withdrawn, from the map the formation or unit must contain at least 50% of the number of total steps as it contained when it arrived or started the scenario.

- If the formation or unit does not contain the required steps, the owning player determines the difference. Subtract the withdrawn step strength from 50% of the beginning/arriving step strength (round down).
- He must then expend one Inf ReP for each missing step.



- If the required number of Inf ReP are not available, the owning player may not use any Inf RePs until the difference has been made up.

**Important:** The type of steps has no bearing on calculating the number of steps. Missing steps are always accounted for by expending Inf RePs regardless of the type of step(s) lost.

**Example:** In the December scenario the Pz Lehr Div set up with 15 steps. When the division is withdrawn it contains 6 steps. 50% of 15, rounded down is 7. The German player must expend 1 Inf ReP (either in stockpile or future Inf RePs)

## 22.0 REPLACEMENTS

Replacements are received per **GOSS 22.0**.

**GOSS** German and Allied recycle rates are used in all scenarios and/or campaign games, unless stated otherwise in scenario rules. Both sides may roll for replacements and convert recycle steps (**GOSS 22.2.1**) beginning GD 3. Step losses are accumulated beginning GD 1. Free French forces are treated as US units for replacement and recycle purposes.

### 22.5.2c Resurrecting with RE Units

RE units may reorganize into regular infantry type Bn.'s beginning GD 6. The German side may resurrect one Bn. using a RE unit every two GDs.

**GOSS 22.5.2c** applies.

**Exception:** Static fortress Art and all units listed as Metz fortress units (those units with the yellow band) cannot be used to resurrect units nor can they transfer steps (**GOSS 22.5.1b**).

### 22.4.0 Refit

Modify **GOSS** Refit RePs (**GOSS 22.4.3**) as follows:

- Allied non-Arm Divs receive 4 Inf ReP each GD.
- Allied Arm Divs receive 3 Inf Rep and 2 Arm ReP.

**Important:** Non-activated German divisions may enter refit prior to being activated.

## 23.0 LEADERS

### 23.2.2 Corps & Army Leaders

**Important:** All formation leader bonuses listed in **GOSS 23.2.1** apply normally.

#### 23.2.2a Allied Leaders

**Patton (3rd Army):** If Patton starts the AM GT stacked with a formation HQ, all units of that formation may perform twice the number of PA assaults allowed by **GOSS 16.3.3**. Additionally, those units may advance after GA one hex further than normal (**GOSS 13.12.3**).

**Haislip (XV Corps):** If Haislip starts the AM GT stacked with a formation HQ assigned to the XV Corps, that formation may conduct movement

in any order the player wishes (except for CdM movement). Additionally, that division receives two extra GA shifts (offensive and defensive) during any friendly and/or enemy GA segment. These shifts may be used/split in any way the owning player desires.

**John Wood (4th Arm Div):** Instead of providing one combat shift, Wood may provide two combat shifts to any GAs (attack or defense) he is adjacent to. Mech units that participated in an offensive GA, that Wood provided a combat shift may advance one additional hex than results allow provided the advance is along a road of any type.

**Bob Grow (6th Arm Div):** If Grow starts the AM turn stacked with the division HQ, all that division's units may increase their advance after GA by one hex.

#### 23.2.2b German Leaders

**Manteuffel (5Pz Army):** If Manteuffel starts an AM turn stacked with a corps HQ assigned to the 5Pz Army, one Mech formation assigned to that HQ receives an extra MP for both the AM and PM GTs of that day and one GA (attack or defense) per turn involving units of that formation receives a column shift in its favor. He may not add that shift to a GA already receiving a shift from another leader.

**v. Knobelsdorff (1st Army):** If v. Knobelsdorff starts the AM GT stacked with an assigned corps HQ, up to two column shifts (per GT) may be awarded to defensive GAs involving units of any formation assigned to that corps HQ. The shifts may be used for the same GA or split between two different combats.

**Designer's Note:** *V. Knobelsdorff was replaced on Dec 4 by Hans von Obstfelder. Keep the V. Knobelsdorff counter in play (if he hasn't been killed).*

**v. Luettwitz (47Pz Korps):** If vLuettwitz starts the AM GT stacked with a formation HQ, one GA (attack or defense) per GT may be given a favorable column shift if a unit from that formation is involved. He may not add that shift to a combat already receiving a shift from another leader.

**Bayerlein (Pz Lehr Div):** If Bayerlein starts an AM GT stacked with the Lehr Div's HQ, one GA (attack or defense) per GT may be awarded a favorable column shift if a unit from that division is involved. Additionally, all MU of his division may increase their maximum retreat after a GA distance by one hex (**GOSS 13.11.1**).

**v. Luck (21st Pz Div):** If v Luck starts the AM GT stacked with the 21Pz Div HQ, one GA (attack or defense) per GT may be awarded a favorable column shift if a unit from that division is

involved. Additionally, all MU of his division may increase their maximum retreat distance after GA by one hex (**GOSS 13.11.1**).

**Muehlen (559 VG Div):** Muehlen awards 2 MPs to any units of his division that he starts a friendly movement phase stacked with. Additionally, Muehlen may provide one GA combat shift to any one GA involving units of his division that are within two hexes of his location.

## 24.0 LULLS

**Important:** See Oct and Nov scenario instructions for the effects of no lull or of a lull that does not last 28 GDs.

When playing the campaign game (Sept through Nov at a minimum) either or both sides may declare a lull at any time.

- To receive the logistic benefits listed in **LF 17.6.3c, 29.3.8b, 29.4.3, 29.4.4, 20.5.5** and **20.5.7** the Allied player must declare a lull on or prior to GD 36 and the lull must last a minimum of 28 GDs. **GOSS 24.0** applies with the following exceptions:
  - The German player must grant the lull.
  - The German player cannot launch a counter offensive until the lull has been in effect for a minimum of 10 GDs. If the German player launches a counter offensive after the above GD, the German side does not gain the logistic benefits of the lull, however the Allied side does.
- Minefields may be laid during a lull (**LF 7.13.4**).
- If the Allied player maintains the lull for a full 28 GDs, the effects of **LF 17.6.3c, 29.3.8b, 29.4.3, 29.4.4, 29.5.5** and **29.5.7** go into effect the first AM GT after the lull ends and remain in effect for a full 15 GDs.
- If the Allied player does not declare a lull on or prior to GD 36, neither side receives the listed logistic benefits.

### 24.2.0 Lulls & Truck Points

During a lull, both sides must still maintain a minimum number of TPs on fuel and ammo delivery to sustain their armies.

- In addition to the requirements in **GOSS 16.1.2b**, each side must assign at least one TP to transport fuel.
- The Allied side can allocate no more than two TP to bring in units from the Allied Reinforcement (**LF 29.3.11**).

### 24.4.0 Lull Effects & Barrage

In addition to the First GT effects listed in **GOSS 24.4.0**, the following rules are used.

**First GT After Lull Ends:** The player ending the lull conducts FS missions prior to the in-active players defensive FS missions.

**First GD After Lull Ends:** The player ending the lull modifies unobserved FS missions from a -4 to a -2 modifier if the target hex is OCT due to FW, fortified area, or fort.

## 27.0 EXCLUSIVE RULES

These rules pertain only to **Lucky Forward** and have no corresponding case number in **GOSS**.

### 27.1.0 Map Intervals

The problem of the SE map edge for **Lucky Forward** is that US VI Corps (7th Army) did not advance with XV Corps uniformly throughout the campaign. This failure to do so meant that there were times when XV Corps' right flank would be extended and open to enemy contact-which then required Allied units (usually the 2nd French Arm Div) to mask or garrison this flank. This dilemma is represented by dividing this area in map intervals which require Allied presence in hexes adjacent to these intervals to prevent German units from leaking back into the Allied rear areas near the SE map edge.

An open interval is an active edge that German units may enter from if not masked by Allied units. A closed interval occurs when a date has been reached whereby VI Corps is now considered to have advanced all along that interval edge, closing off any ability of the Germans to re-enter units along that interval.

### 27.1.1 Map Intervals

There are four such intervals on the game map.

- An interval is defined as open when an Allied unit assigned to the XV corps enters any hex on or east of the western boundary of that interval.
- On the GT following an interval opening, the Allied player must assign a minimum of nine non-HQ/non-artillery steps to mask that interval. Steps designated as the masking force must move adjacent to any map edge hex within that interval. They remain there until replaced by another unit with an equal number of steps or until the interval is no longer open.
- Intervals run from one map edge hex (as listed below) along the map edge to the next designated hex.
- All intervals are open until their closed date listed below.

**Interval One:** From hex 4-2453 to 4-4552 and is closed in the Joint Command Phase of GD 27.

**Interval Two:** From 4-4653 to 3-2352 and closed in the Joint Command Phase of GD 58.

**Interval Three:** From 3-2453 to 3-2740 and is closed in the Joint Command Phase of GD 63.

**Interval Four:** From 3-2739 to 5-3258 and is open until the turn following the exit of the 2nd Free French Arm Div CC along the SE map edge from 3-3730 to 5-1158 (**LF** 27.2.0). Once Interval Four is closed implement the following:

- The German 19th Army is deactivated and removed in the Joint Command Phase of the first GD after this interval is closed. All units/formations previously assigned (or later received as reinforcements) to the 19th Army immediately become part of the German 1st Army on that GD.
- The area marked out of play (bounded by the orange dashed line) on the southeast corner of Map 3 goes out of play. Any Allied units within this area must exit the area as soon as possible. German units within this area are removed from play.

### 27.1.2 Open Map Interval Effects

If a map interval is open and not masked, the German player may do the following:

- Beginning on the first turn that such an interval is open and not masked, the German player may enter as a reinforcement any one regiment from the 716th Infantry Div plus division asset units per (**GOSS** 21.1.0) anywhere along the map edge of that interval. The division HQ is considered six supply MP away from that map edge.
- Beginning on the third consecutive turn that the interval is unmasked, the German player may commit another regiment from the same division plus its division slice and the fusilier Bn.
- Beginning on the sixth consecutive turn, if the interval is still unmasked (remember, the units that have already entered may prevent the Allied player from closing that interval), the German player may bring in the remainder of the 716th Div two turns after the second regiment entered.
- At any time after the first units of the 716th Div entered the map using this rule, all surviving units able to trace a path of hexes free of enemy units to an open interval map edge hex may be withdrawn by immediately removing it from the map. All such units withdrawn may enter the game again only via **LF** 27.3.1 and units of the 716th Div may no longer enter the game via the open interval process.

**Important:** Withdrawn units cannot reenter due to 27.3.1 until 2 GDs after they were withdrawn. Step losses suffered by withdrawn units are fully replaced at that time.

### 27.2.0 2nd Free French Arm Div.

The goal for Leclerc and his division was the great city of Strasbourg on the Upper Rhine river. If the division is in play on the map board, its goal and purpose is to cross into the Alsatian Plain to the east of the Vosges on the way to Strasbourg. The only way to do this in the game is to capture the town of Saverne and the related gap in the Vosges Mountains it gives its name to. As such, this division must always be fighting toward this goal, and it is the best use of this division in the game to do so.

- One CC from this division must exit the SE map edge between hexes 3-3730 to 5-1158 no later than 2 GTs after the Allied frontline has advanced to any hex on or east of Map 5 hex column 12xx.
- All units of the exited CC may then reenter Map 5 between hex 1858 and 2858 (inclusive) two GTs later. If a unit of the CC can trace a GenS path (of any length) to a map edge hex on Map 5, hex 1858 to 2858 (inclusive), that unit is in GenS and command.

**Example:** The CC exited GD 87. It may reenter on GD 89.

- Once the above CC has reentered on Map 5, the Allied player may move the remainder of the 2nd FF Div off the map using the same procedures.
- Once within the Alsatian Plain area, Allied units cannot exit the area except to meet the requirements of 27.3.2.

### 27.3.0 The Alsatian Plain

The area to the east of the Saverne Gap and the Vosges Mountains is the Alsatian Plain.

- The Alsatian Plain is defined as; all hexes on or south, southeast of Map 5-1258, 1256, 2350, 2340, 3226.
- When playing the campaign game or the Nov scenario the area is out of play the GT after the Allied requirements in **LF** 27.3.2 have been met.
- When playing the Dec scenario, the area is out of play.

### 27.3.1 German Deployment

On the GT that any Allied unit enters the Alsatian Plain area or at least one 2nd FF Arm Div unit has exited the map (**LF** 27.2.0) the 716th German VG Div is placed anywhere within the Alsatian Plain area on or north of the xx53 hex row. Units cannot be placed adjacent to an Allied unit.

**Exception:** If the 716th is activated due to Allied units entering this area, the Allied player must immediately halt his movement in the first hex entered within the area. The German player then places all available units of the 716th Div. Once all German units are placed, the Allied player may continue his movement.

- Withdrawn units of the 716th Div which are not yet eligible to enter play, may be placed as reinforcements on their turn of reentry in any hex meeting the same criteria described above.
- The 716th Div may trace GenS and command to any map edge hex not occupied or adjacent to an Allied unit.
- Each unit of the 716th Div that is eliminated provides the Allied player two victory points.
- All units of the 716th Div (including the HQ) may be moved (or retreated) off the map at any time the German player wishes. Units moved off the map do not count as eliminated for victory point purposes.

### 27.3.2 Allied Exit & Victory Points

To make the Alsatian Plain dormant, the Allied player must exit all units of 2nd Fr Arm Div and 79th US Div off the map between the two N entry points (inclusive). Once this is done, 25 VPs are awarded to the Allied player and no units of either side may re-enter this map section as it is out of play. Remove the 106th CvGp and any remaining units of the German 716th Div from the map. All exited/removed units are no longer in play but are not considered eliminated (they are conducting operations in support of the effort to capture Strasbourg).

### 27.4.0 The 353rd German Div & Orscholz Switch Line

If Allied units breach the Orscholz Switch Line, the German player can receive portions of the 353rd Div.

- The Switch Line is defined as that section of WW running from hex 2-1303, along the east side of the Moselle river to hex 1-4316 then to hex 2-1318 and then along the west bank of the Saare River until reaching the Moselle River.
- The line is breached if an Allied unit occupies any non-WW hex within the above boundary.

### 27.4.1 353rd Entry Procedure

The first AM GT (in the Command Phase) after the line has been breached, a portion of the 353rd Div (seven units) can appear as reinforcements in Trier.

- Each AM GT, the German player rolls 1d10 and halves the result (round up). The result is the number of units from the division that appear that GT.
- Set the division HQ aside and randomly pick the number of units rolled from the remaining six divisional units. Place them in any hex in Tier.
- These units may operate normally on the GT of their arrival.

- On the first AM GT after all six units have arrived, place the division HQ in any hex of Tier. Until its arrival the divisional units trace GenS from hex 2-1801.
- Once the 353rd HQ is on the map, the German player is free to assign the division to any corps assigned to the 1st Army.

### 27.5.0 The 12SS Pz Div

This division was spread throughout the Kaiserslautern area for refitting for the Ardennes Offensive during the months of November and December. If the Allied player advances too far east, the chance that this division is committed is heightened.

### 27.5.1 12SS Commitment

Should any Allied unit be within six hexes of Zweibrucken (5-3903) or Neunkirchen (2-4728) at the beginning of the Joint Command Phase, the German player may receive the 12SS Pz Div KG (9 units).

- During the Joint Command Phase that an Allied unit meets the above requirement, the German player rolls 1d10. If the result is five or less, the 12th SS KG arrives in either of the above two cities (German player choice).
- The German player continues to check for the arrival of the 12th SS KG each Joint Command Phase until:
  - 1) Allied units no longer meet the above requirement; or,
  - 2) The 12th SS KG arrives; or,
  - 3) The scenario ends.

**Important:** The 12th SS Div HQ is treated as a BG HQ, not a divisional HQ (GOSS 9.3.3a).

## 28.0 GEOGRAPHIC VICTORY POINTS

The following are the geographic victory points that the US player can attain throughout the scenarios being played.

**Important:** There are VPs to be gained for clearing the Alsatian Plain and exiting Allied units off the map from that region (LF 27.3.2). The Allied player may also obtain victory points for destroying units of the 716th Div (LF 27.3.1), eliminating steps of the Metz NCO units (LF 4.6.3a), eliminating/capturing German Hvy bridge units (LF 17.3.3a) and by the German use of the Fuhrer Ammo/Fuel Reserve (LF 16.3.7).

**Automatic Allied Victory:** If at any time, the Allied player can exit at least three infantry or Hybrid Bn.'s (all units must be assigned to the same division) off Map 5 between hex 4101 to 4105 he automatically wins the game. The units must be able to trace a GenS path to their assigned formation HQ.

## 28.1.0 VP Locations

The towns and cities listed in 28.1.1 award the Allied player with the listed geographic victory points.

- The Allied player must be able to trace a GenS path from the hex along any type of road or trail to a valid Allied PSS.

**Important:** In the case of towns or cities that have more than one hex, the Allied player must control the listed hex and all hexes adjacent to the listed hex if those hexes are town or city hexes.

- When playing the Nov or Dec Scenarios, if such a location begins a scenario already under Allied control, the Allied player does not count the victory points for that hex.

### 28.1.1 VP Locations

<b>Baccarat</b> (3-2439): <b>2</b>	<b>Pirmasens</b> (5-3220): <b>15</b>
<b>Bitche</b> (5-2330): <b>4</b>	<b>Pont Mousson</b> (4-2607): <b>5</b>
<b>Blamont</b> (3-2929): <b>8</b>	<b>Rambervillers</b> (3-1846): <b>8</b>
<b>Bouzonville</b> (2-1432): <b>5</b>	<b>Saar Union</b> (3-4304): <b>8</b>
<b>Chateau Salins</b> (3-1213): <b>5</b>	<b>Saaralbe</b> (2-3952): <b>10</b>
<b>Dieuze</b> (3-2313): <b>5</b>	<b>Saarbourg</b> (3-4118): <b>5</b>
<b>Fenetrange</b> (3-3911): <b>5</b>	<b>Saarbrucken</b> (2-3836): <b>7</b>
<b>Francaletroff</b> (3-2703): <b>4</b>	<b>Saarguemines</b> (2-4245): <b>6</b>
<b>Homburg</b> (5-1812): <b>5</b>	<b>Saarlautern</b> (2-2529): <b>5</b>
<b>Kaiserslautern</b> (5-3903): <b>35</b>	<b>Saverne</b> (5-2052): <b>10</b>
<b>Luneville</b> (3-1029): <b>8</b>	<b>St. Avold</b> (2-2245): <b>5</b>
<b>Luxemburg City</b> (1-3010): <b>1</b>	<b>Thionville</b> (1-3327): <b>6</b>
<b>Merzig</b> (2-1921): <b>8</b>	<b>Trier</b> (2-1901): <b>10</b>
<b>Metz</b> (1-3244): <b>5</b>	<b>Volkingen</b> (2-3035): <b>10</b>
<b>Nancy</b> (4-3222): <b>6</b>	<b>Zweibrucken</b> (5-2017): <b>10</b>
<b>Neunkirchen</b> (2-4728): <b>25</b>	
<b>Pachten/Dilling</b> (2-2328): <b>5</b>	

## 29.0 SCENARIOS

### 29.1.0 Scenario Presentation

Each scenario is a self-contained game representing major combat activity in one of the months of September, November or December. Players may start a Campaign Scenario using the Sep or Nov Scenario start date and playing through to any subsequent scenario. The scenario starting setups and boundaries are shown on the setup diagrams for each scenario. The rules section for each scenario will list when the scenario begins, its duration, the strength of starting units (if less than full strength), any rules that are used only for that scenario, and its victory conditions for both sides.



### **29.1.1 Scenario Diagrams**

Along with a description of each scenario is a set up diagram that players should consult. It depicts all the boundaries, frontlines and major units at the time the scenario begins. Scenario boundary lines are drawn on each diagram to allow players to physically see a representation of the playing area. Each scenario diagram is labeled according to the scenario date. The frontline for every scenario is shown as solid blue (Allied) and red (German) lines.

- German units may be set up on or east of the listed frontline hexes (red line). All hexes on or east of the frontline are German controlled.
- Allied units may be set up on or west of the listed frontline hexes (blue line). All hexes on or west of the frontline are Allied controlled.
- Formations listed as frontline must be within 5 hexes of the listed frontline hexes.
- Frontline HQ may be set up more than 5 hexes from the frontline if all units of its formation are able to trace a GenS path from the HQ.
- Divisional frontages are depicted using red (German) and blue (Allied) boxes.
- In all scenarios, units may be set up in CR.
- Units are set up in TAC mode unless the scenario instructions state otherwise.
- No units (unless so designated) may be set up in maneuver reserve.

**Exception:** Units/formations may have specific hexes or cities in which they must be placed.

### **29.1.2 Corps, Army & Divisional Boundaries**

These are shown on the set-up maps as red dashed lines for the Germans and blue dashed lines for the Allies. The German forces are labeled in red and the Allies are in blue.

### **29.1.3 Scenario Set Up Manifest**

Formations including army, corps, divisions and sub-formations that begin a scenario on the map are shown on the set-up diagram and are listed in the scenario specific set up manifest. In addition to the abbreviations in **GOSS** 26.0, the following abbreviations are used.

**(e):** Unit is placed in Eliminated Unit Box

**{map #-hex #}**

**(-#):** Number of steps a unit or group of units are reduced

**[# x units]:** number of units of that type and/or that command

**AFA:** Armored Field Artillery

**Aufk:** Aufklärung

**Btry:** Battery

**Det:** Detachment

**Htz:** Hetzer

**Mag:** Maginot Line

**MG:** Machine Gun

**Pio:** *Pionere* (German combat engineers)

**PzG:** *Panzergrenadier*

**VG:** *Volksgranadier*

The Germans set up first in any scenario that starts in Sep and Dec. The Allied player sets up first in any scenario starting in Nov. Detailed scenario information such as step losses, eliminated units and attachments for each formation starting on the map are listed. In each group below units may be set up anywhere within that formation's ZOP, as depicted on the set-up diagram.

In each formation, if a unit is not listed, it is not part of the set up (they will appear as reinforcements in the current or later scenarios).

German units with a yellow band across the middle of the counter belong to the Metz Garrison. They must be set up within 10 hexes of a city hex of Metz and may not leave this area during play. All Metz forts west of the Moselle must have at least one unit of the Metz Garrison stacked inside each fort counter.

### **29.2.0 Battle for Gremercy Forest Introductory Scenario**

See Player Aid Card 2: **LF** Scenario Set up Maps.





*US troops inspect a captured German machinegun nest.*

**Important:** When playing Campaign Scenarios players will need to check the Oct, Nov and Dec Scenario set up sections for information on changes in logistic procedures and reinforcement pools.

### **29.3.0** September Scenario

This scenario depicts the end of the long pursuit during August through France after the collapse of the German armies in Normandy.

### **29.3.1** Scenario Length & Maps

The scenario begins on GD 1 (5 Sept) with the AM GT. It ends at the end of the Night GT on GD 26 (30 Sept). Maps 1 through 4 are used. The German side sets up first.

### **29.3.2** Bridges

All bridges are intact. Bridges may be demolished starting on GD 1, AM GT.

### **29.3.3** Weather

GD 1 weather is clear and dry. Beginning the AM GT of GD 2, weather is randomly determined each GT. There is no historical weather.

### **29.3.4** Special German Movement

After both sides have completed set up, but before starting the first GT, the German side may move any units not assigned to frontline formations that started on the game map. These units may move up to one-half their normal MA using either Mech road movement or tactical movement. This move is not subject to GI.

### **29.3.5** US Fatigue

During each GT on GDs 1 thru 3 (inclusive) in addition to GOSS 14.0, Allied units may become fatigued. The Allied player checks for fatigue when:

- a) A unit moves more than one-half of its modified MA (GOSS 7.3.0) during a Movement or Exploitation Phase. Units required to make this check conduct the check upon completion of their movement for that phase and after suffering any fatigue hits due to rest turns.

**Important:** This fatigue hit is in addition to any fatigue garnered during a rest turn or ENA (GOSS 3.5.0 & 14.1.2).

- b) A unit is placed in PA mode. This check is made when the unit removes its PA marker for any reason.

### **29.3.5a** Fatigue Check Procedure

Roll 1d10 for each unit requiring a fatigue check:

- 0–5: No Effect.
- 6–8: The unit suffers one fatigue hit.
- 9: The unit suffers two fatigue hits.
- The maximum of two fatigue hits applies (GOSS 14.1.0).
- If an already fatigued unit receives a fatigue hit, a maximum of one additional fatigue hit can be applied.

### **29.3.6** Command Boundary Changes

Neither side may change corps boundaries until GD 7. The army boundaries for both sides Armies may only change when dictated by scenario instructions.

### **29.3.7** US GenS

**Important:** The following Allied HQs do not appear in **Lucky Forward**:

- 1st Army**
- 7th Army**
- V Corps**

- The Allied player must designate one west map edge primary road hex as the PSS for the XX and XII corps prior to starting play.
- The hex must be:
  - a) Within the ZOP of that corps; and,
  - b) At least seven hexes from any German unit.

**Exception:** The seven hex restriction does not apply to the XV and V Corps until the first AM GT that a German unit is more than seven hexes from the western map-edge.

- During the Command Phase of GD 3 (arrival of the 5th Arm Div) the Allied player must designate one north or west map edge primary road hex as the PSS for the V Corps.
- During the Command Phase of GD 7 (arrival of 79th Inf Div) the Allied player must designate one west or south map edge primary road hex on Map 4 within the XV Corps ZOP as the PSS for the XV Corps.



- The designated hex remains the corps PSS until the arrival of the corps HQs.
- During the Command Phase of the GD that the corps HQ arrive (GD 7 for the XX and XII Corps and GD 8 for the XV Corps), the Allied player is free to change the corps PSS, using the same requirements listed above. The Allied player may change PSS hexes during any subsequent Command Phase.
- When playing any scenario with GD 1 start, when the 3rd Army HQ arrives (GD 63), the XX, XII and XV corps HQ must trace GenS to the 3rd Army HQ and then to any one primary map edge road hex on the western edge of Map 1 or 4 within the 3rd Army ZOP.

**Important:** The Allied side may place depots (no more than two) in all scenarios beginning any GD after 3rd Army HQ is on the map. Use the Relocating Depots procedure in **GOSS 15.8.2** when placing any depot. As an exception to **GOSS 15.8.1**, depots may be used between the army HQ and corps HQ.

- When playing the Extended Sep or Campaign Scenario, the XV Corps transfers to the 7th Army on GD 26. At that time, XV Corps no longer traces GenS to 3rd Army. During the Command Phase of GD 26, the XV Corps HQ must then trace GenS as outlined for GD 7.
- In addition to the PSS listed above, any city hex of Luxemburg, Metz and Nancy can function as a US PSS for 3rd Army and Luneville (4-1029) can function as a US PSS for 7th Army if:
  - a) All city hexes of each of the above cities are Allied controlled; and,
  - b) A full 15 GDs have elapsed since the capture of the city; and,
  - c) The selected city hex can trace a GenS path of any length along a primary road to the west edge of Map 1 or Map 4; or, in the case of 7th Army to the south or west edge of Map 4.

### **29.3.8 US Logistics**

The US player does not use the Logistic Table on GD 1. Use the below procedures:

- a) All units except for the CvGps are low fuel.
  - 1) All CvGps have normal fuel.
  - 2) They can be attached to formations; however, they remain in normal fuel status on GD 1 and have no effect when determining fuel level for the formation to which they were attached.
- b) All reinforcements arriving prior to GD 27 enter with low fuel. See **LF 16.10.0** to determine their fuel value.
- c) US corps have an ADV of 2. The ADV is not modified for any reason.

**d)** 3rd Army has three TP that can only be used for motorization.

- The 3rd Army begins using the full logistic rules on GD 2.
- 3rd Army may not transfer FP or AmP to 1st or 7th Army.

**Important:** From GD 2 to GD 8, the 3rd Army can never receive more than six FP when determining fuel delivery (**GOSS 16.2.1**)

### **29.3.8a US 1st & 7th Army Logistics**

- The 1st Army uses the below logistic rules from GD 3 (arrival of 5th Arm Div) until GD 26 when it deactivates (**LF 29.3.15**).
- The 7th Army activates on GD 26 and begins using the below procedures.
- Neither army uses the logistic tables.
- Each army has an ADV of two. The ADV may not be modified due to number of formations assigned, nor may it create AmP by reducing its ADV or increase its ADV by expending AmP.
- Each army receives one AmP each AM GT.
- Each army may stockpile a maximum five AmP.
- Neither army receives nor uses fuel points. All HQ assigned to the 1st and 7th Armies have low fuel. This includes all reinforcements. See **LF 16.5.0** to determine their fuel value.
- Each army has one TP available for motorization only.

**Important:** The above procedures remain in effect for the 7th Army until GD 58.

### **29.3.8b Art Ammunition Shortages**

By the fall of 1944, the US logistics train was stretched to near the breaking point due to the rapid advance during the summer. To reflect the limited availability of artillery shells, the Allied player suffers the below AD and replenishment penalties.

- In all scenarios beginning in Sep and Nov; and ending prior to the Dec Scenario, the below is in effect for the duration of the scenario.
- When playing any Campaign Scenario beginning in Sep or Nov the below is in effect until the first GT after the lull conditions **LF 24.0** have been met or GD 88 whichever comes first.
  - a) When the Allied player conducts ammunition depletion DRs, if any artillery unit of 155mm or larger participated in the mission, the first unit to be ammo depleted must be a unit of 155mm or larger.
  - b) When the Allied player conducts ammunition replenishment DRs for artillery units of 155mm or larger, apply a +1 to the replenishment DR.

### **29.3.9 German GenS**

**Important:** The German 7th and 19th Army HQs do not appear in **Lucky Forward**.

**1st Army:** Prior to the start of play, the German player must designate one of the below locations as 1st Army's PSS:

- a) Any one city hex in Germany that can trace a GenS path of any length along a primary road to a north or east map edge within the 1st Army ZOP.
  - b) Any one primary road map edge hex on the north or east side of Maps 2, 3 or 5 within 1st Army ZOP.
  - c) The designated PSS must be at least seven hexes from any Allied unit.
- The German player may change PSS hexes during any subsequent Command Phase.

**5th Pz Army:** During the Command Phase of GD 8, the German player must designate a PSS for 5th Pz Army using the same criteria as above.

**Important:** See **LF 15.5.3** for city OhS.

**LXXX Corps (7th Army):** Prior to the start of play, the German player must designate any one primary road map edge hex on the north or east side of Map 1 or 3 within the LXXX ZOP as the LXXX Corps' PSS.

- The road hex must be at least seven hexes from any Allied unit.
- The German player may change PSS hexes during any subsequent Command Phase.

**LXVI Corps (19th Army):** Prior to the start of play, the German player must designate any one primary road map edge hex on the south edge of Map 4 or any one primary/secondary road hex on Map 3 or 5 within the LXVI ZOP.

- The PSS cannot be:
  - a) A hex within a closed map interval (**LF 27.1.0**); or,
  - b) Within seven hexes of an Allied unit.
- The German player may change PSS hexes during any subsequent Command Phase.

### **29.3.10 German Logistics**

The German 1st Army uses the full logistic rules. The 1st Army and 5th Pz Army may not transfer FP or AmP to the 7th or 19th Armies.

#### **29.3.10a 5th Pz Army**

During the Command Phase of GD 8 (Sept 12) the German player:

- a) Must allocate the number of TP listed on the GTRT between the two armies. The player may assign these TP as desired.
  - b) May freely transfer any or all the stockpiled 1st Army FP and AmP to 5th Pz Army.
- Each army has the base ADV listed on the GTRT.



### 29.3.10b 7th & 19th Armies

Both the 19th and 7th Armies use the below logistic procedures when active.

**Important:** The 7th Army deactivates in accordance with **LF 29.3.14**.

- Each army has an ADV of four. The German player may not modify ADV due to number of formations assigned.
- Each army may create a maximum of two AmP per GD by reducing its ADV by one.
- Each army may stockpile a maximum of five AmP.
- Neither army receives fuel points. All Mech HQ have low fuel. This includes all Mech HQ arriving as reinforcements. Independent Mech class units arriving as reinforcements assume the fuel value of their superior HQ.
- Each army has one TP available for motorization only.

### 29.3.11 Allied September Reinforcement Pool

When playing any scenario beginning on GD 1, the Allied player must create a reinforcement pool using corps and army asset units.

- Do not place the following units in the pool:  
**3C/XX CvGp** [2 Bn.'s]      **274/XX AFA Bn.**  
**2C/XII CvGp** [2 Bn.'s]      **558/XX AFA Bn.**  
**6C/A CvGp** [2 Bn.'s]      **695/XX AFA Bn.**  
**106C/XV CvGp** [2 Bn.'s]

All units marked with a white square in the upper right corner.

- Place all remaining corps/army asset units in a wide mouth opaque container.  
**3A** × 11 units      **XX** × 20 units  
**XII** × 24 units      **XV** × 19 units
- Follow the below procedure to receive corps and army asset units.
  - 1)** Beginning GD 2, during the Joint Logistics Phase, TP Assignment Segment, the Allied player may assign TP to the reinforcement pool.
  - 2)** TP expended for this purpose cannot be used for any other function during the current GD.
  - 3)** For each TP assigned, the Allied player randomly picks five units from the pool.
  - 4)** The picked units arrive as reinforcements on any road hex on the western edge of Map 1 or 4.
  - 5)** These units assume the same fuel state as their superior HQ.
  - 6)** Corps and army asset units designated (army or corps symbol on the counter) as part of the 3rd Army, XX or XII Corps can be assigned to any of the above HQ. They may enter on any road hex within the ZOP of the 3rd Army.

**7)** Army/corps asset units marked as assigned to the XV Corps that are drawn prior to GD 7 are held to the side. On or after GD 7 they enter on any road hex within the ZOP of the XV Corps. They cannot be reassigned to any other corps.

### 29.3.12 ET-3 & ET-2 Placement

The German player may place 6 × ET-3 and 24 × ET-2 in any German occupied hex. ET-3 must meet the placement criteria in **LF 17.3.3c**. No further ET-3 may be constructed unless playing a scenario extending past GD 27.

### 29.3.13 Victory Conditions

At the end of GD 26 the players determine victory.

- The German player wins a strategic victory if the Allied player has not:
  - a)** Captured all town and city hexes of Nancy (total of 12 hexes); and,
  - b)** Established and hold at least three bridgeheads and/or bridges across the Moselle River north of hex 4-3017. At least one of these bridgeheads/bridges must be north of hex 1-3443; and,
  - c)** Conducted enough GAs against the Metz forts to have reached the 6 block on the US Attacks on Forts Track; and,
  - d)** Control all hexes to the west of any Moselle River hexside within the XV Corps ZoP. In this case control is defined as there being no in GenS German units west of any Moselle River hexside within the XV Corps ZOP.
  - e)** Control all Luxemburg City town and city hexes or if any hex is occupied by a German unit, that German unit cannot be in GenS (trace a GenS path to its PSS).
- If the Allied player has met the above conditions count the number of geographic victory points the Allied forces have captured (**LF 28.1.0**) and add or subtract victory points for the conditions listed in **LF 28.0**.
- After totaling all victory points, both players then determine the level of victory using the below scale:  
**7 or Less:** The German side wins an operational victory.  
**8 to 15:** The scenario is a draw.  
**16 to 50:** The Allied side wins an operational victory.  
**51 or More:** The Allied side wins a strategic victory.

### 29.3.14 German Setup

**Metz Forts:** Setup all 28 Metz forts in the hexes indicated on the fort counters.

### 7th Army

**LXXX K:** Anywhere in LXXX ZOP, consisting of all hexes north of or on the line from 1-2017 to 1-2717 to 1-2916 to 1-3017 to 1-3614 to 1-3613 to 1-4608 then along the east side of the Moselle River to 2-1703 then to 2-4903.

- LXXX Corps units may not move (activate) until Allied units enter the US V Corps ZOP. On the GT that the first V Corps units arrive on the map all units assigned to the LXXX Corps may operate freely within the 7th Army ZOP but may not move south of the army boundary line.

**Exception:** Eng units assigned to the Lehr Pz Div and the 5FJ Div may move normally within 4 hexes of the designated front line.

- Units not yet activated may construct IPs and ET-2s and receive replacements.
- Players may not reassign LXXX Corps formations and/or units to other armies.
- When playing the extended Sep or Campaign Scenario, the 7th Army/LXXX Corps is deactivated at the beginning of the Command Phase of GD 26. Remove all LXXX Corps formations and units from the map. The boundary line between German 7th and 1st Army runs along the dashed blue line on Map 1.

**106th Pz Bde:** Within one hex of Grevenmacher (1-4606); (7 × units).

**5FJ Div:** Front line 1-1701 to 1-1705 to 1-1906: 5FJ HQ, I/13, II/13, I/14, II/14, I/15, II/15 FJ Bn.'s (-5 × Inf), 5 Pio Co. (-1), 1./5PzJ Co. All remaining units (e).

**Lehr Pz Div:** Front line 1-2007 to 1-2017: Lehr HQ (-1), Bayerlein, 1 × Pz IV Co., 1 × Pz V z-step, I/901 PzG Bn. (-1), 130 *Aufkl* Bn. (-2), II/130 Art Bn., 1./130 PzG Pio Co. 1./130 Flak Co. All remaining units (e).

**1st Army:** Anywhere in 1st Army ZOP: 1A Army HQ, VKnobel.

**Thionville {1-3327}:** 139 StG Co.

**Thionville {within 3 hexes}:** 1415 Fort Inf Bn.

**Nancy {4-3222}:** 243 Pio Bn.

**Luneville {3-1029}:** 16/16L Mot Pio Co., Sturm/1A Bn.

**Saarbrücken {2-3636}:** 844/846 & 550/551 Hvy Bridge Eng Det, 668 Mot Pio Bn.

**Arnaville {1-2551}:** 282 A&E Bn.

**Dornot {1-2649}:** 208 A&E Bn.

**St Nicholas {4-3826}:** 104 A&E Bn.

**9th LW Flak Div:** In or east of any WW hex within 1st Army ZOP: 42nd Rgt [9 × Co.], 69th Rgt [9 × Co.] 12th Rgt [6 × Co.]. All units must be on or east of the Map 2 15xx hex column. The above Flak units may not move until activated. Individual Co. can provide FS points and can provide Flak support against all air attacks

normally. If an Allied unit moves adjacent to an individual Flak Co. assigned to the 9th LW Flak Div, that unit immediately activates. See **GOSS** 4.6.2 for command and GenS requirements. These units may not be withdrawn to function as supply interdiction Flak until activated.

**West of the WW within 1st Army ZOP:**

27th Rgt [9 × Co.]. These units are active.

See **GOSS** 4.6.2 for command and GenS requirements. They are released to move on GD 3. There are no restrictions on withdrawing them to function as supply interdiction Flak.

**LXXXII K:** Anywhere in LXXXII ZOP; All hexes on or south of the LXXX boundary and north of the line from 1-2552 to 1-4152 to 2-1745: LXXXII HQ.

**48th VG Div:** Front line 1-2018 to 1-2019 to 1-2521 to 1-2525: 48 HQ, 126 Rgt [2 × Bn.'s], 127 Rgt [2 × Bn.'s], 128 Rgt [2 × Bn.'s], (-5), 148 Fus Bn. (-1), 148 Pio Co., I/148 Art Bn., III/148 Art Bn., 1./148 PzJ Co., 2./148 PzJ Co. 3./148 PzJ Co. (e), II/148 Art Bn. (e).

**559th VG Div:** Front line 1-2526 to 1-2528 to 1-3131 to 1-3137: 559 HQ (Muehlen) 1125 Rgt [2 × Bn.'s], 1126 Rgt [2 × Bn.'s], 1127 Rgt [2 × Bn.'s], 1559 Pio Co., 559 Fus Co., 1./559 AT Co., 2./559 Htz Co., I/1599 Art Bn., II/1599 Art Bn.

**462nd VG Div:** Front line 1-3038 to 1-2640 to 2643: 462 HQ, vSgr NCO Rgt [3 × Bn.], Wa NCO Rgt [2 × Bn.'s] 1010 Metz Fort Rgt [2 × Bn.], 19/462 SS Pol Rgt [2 × Bn.'s], Sig/462 SS Signal Rgt [2 × Bn.'s] 38 Metz Fort Bn. All remaining units (e).

**17th SS PzG Div:** Front line 1-2644 to 1-2646 to 1-2746 to 1-2747 to 1-2648 to 1-2649 to 1-2549 to 1-2551: 17ss HQ, 37 Inf Rgt [2 × Mot Inf Bn., 1 × Inf Bn.] (-1 Mot Inf), 38 Inf Rgt [2 × Mot Inf Bn., 1 × Inf Bn.] (-1 Mot Inf), 17 Aüfkl Bn., 1./17P StG Co., 2./17 PzJ Co., 17 Mot Pio Bn. (-1), 17 Flak Bn., 17 Art Rgt [4 × Bn.'s]. All remaining units (e).

**19th VG Div:** Within two hexes of Bouzonville {2-1432}: 19 HQ, 59 Rgt [2 × Bn.'s], 73 Rgt [2 × Bn.'s], 74 Rgt [2 × Bn.'s], 119 Fus Bn., 119 Pio Co., 1./119PzJ AT Co., 2./119PzJ Htz Co., 119 Art Rgt [2 × Bn.'s].

**XLVII Pz K (V Luettwitz):** Anywhere in XLVII Pz K ZOP, consisting of all hexes on or south of the LXXXII boundary and north of the line from 4-1045 to 4-3245 to 3-3226 to 3-3225 to 5-3240: XLVII Pz K HQ, (v Luettw).

**36th VG Div:** Within two hexes of Forbach {2-3339}: 36 HQ, 87 Rgt [2 × Bn.'s], 118 Rgt [2 × Bn.'s], 165 Rgt [2 × Bn.'s], 36 Fus Bn., 36 Pio Co., 36 Flak Co., 1./36PzJ AT Co., 2./36PzJ StG Co., 268 Art Rgt [3 × Bn.'s].

**3rd PzG Div:** Front line 1-2552 to 4-2501 then along the east side of the Moselle River to 4-2812: 3 PzG HQ, 8 Rgt [3 × Mot Inf Bn.'s] (-1), 29 Rgt [3 × Mot Inf Bn.'s] (-1), 1./103 StG Co., 2./103 StG Co., 2./228 Pj IV Co., 1./2 103 Aüfkl Co., 3./4 103 Aüfkl Co., 103 Pio Bn., 1./312 Flak Co., 2./312 Flak Co., 3 Art Rgt [3 × Bn.'s]. All remaining units (e).

**553rd VG Div:** Front line 4-2813 to 4-2816 to 4-2617: 92 LW Inf Rgt [2 × Bn.'s]. Front line, along southeast side of Moselle River from 4-2517 to 4-2025: 3FJ Rgt [3 × FJ Bn.'s]. Within three hexes of Nancy {4-3222}: 553 HQ, 1119 Rgt [2 × Bn.'s], 1120 Rgt [2 × Bn.'s], 1121 Rgt [2 × Bn.'s], 1./1553PzJ AT Co., 2./1553PzJ Htz Co., 553 Fus Co., 1553 Pio Co., 1553 Art Rgt [2 × Bn.'s].

**15th PzG Div:** Place one BG within eight hexes of Metz {1-3245}, Remainder of Div within three hexes of Luneville {3-1029}: 15PzG HQ, 104 Rgt [3 × Bn.'s], 115 Rgt [3 × Bn.'s] (-1 Mot Inf), 1./115 Pz IV Co., 3./33 PzJ AT Co., 1.2/115 Aüfkl Co. (-1), 3.4/115 Aüfkl Co., 115 Mot Pio Bn., 1./315 Flak Co., 2./315 Flak Co., 33 Art Rgt [3 × Bn.'s], 2./115 Pz IV Co. (e), 3./115 Pz IV Co. (e), 1./33 PJ IV Co. (e), 2./33 PJ IV Co. (e). See **GOSS** 9.6.2 for BG attachment limitations. The exceptions listed in the case are ignored.

**Delay Markers:** Randomly pick six delay markers and place them on or south, southeast of the primary road running from 4-1039 to 4-1930, then to 4-2729, and north of the 19th Army boundary.

**19th Army:** Army ZOP consists of all hexes south of the LXVI Corps boundary on the Sep Scenario set up map.

- Units assigned to the 19th Army that start the Sep scenario west of the Moselle River may not activate until Allied units enter the German 19th Army ZOP.

**Exception:** Eng units assigned to the 16th LW Div may move normally within four hexes of the designated front line.

- Units not yet activated may construct IPs and ET-2s and receive replacements.
- All units assigned to the 21st Pz Div, 111th Pz Bde and the 112th Pz Bde may operate normally in any hexes east of the Moselle River. They cannot move to the west side of the Moselle River.
- All other reinforcements assigned to the 19th Army may operate anywhere within the corps ZOP.

**Important:** When the 5th Pz Army arrives, the German player must assign the below formations to the 5th Pz Army:

- a)** 21st Pz Div. If the Div is in refit, the Div is still immediately assigned to the 5th Pz Army, however it may remain in refit. Immediately upon exiting refit the Div must move directly to the 5th Pz Army ZOP.
- b)** One 19th Army Pz Bde.
- One Pz Bde must remain assigned to the 19th Army. All movement restrictions on this Bde are removed.
- The 21st Pz Div and Pz Bde must move into the 5th Pz Army ZOP. There are no additional movement restrictions on these two formations.

**Blamont {3-2929}:** Ebr Pio Bn.

**Charmes {within one hex of 4-3743}:**

1 × StG BU Co. (902nd StG Bn.).

**Baccarat {3-2438}:** 47/19A Flak Bn., Bacc Sec Bn.

**East of the Moselle River anywhere within LXVI Corps ZOP:** 200/9xx Flak Co., 45/9xx Flak Bn. [2 × Co.], 86/9xx Flak Bn. [2 × Co.].

**Important:** 9th LW Flak Div units assigned to the 19th Army may not be withdrawn to function as supply interdiction Flak until 19th Army units are released (**LF** 9.10.1).

**LXVI K:** Anywhere south of the LXVI Corps ZOP: LXVI HQ.

**Raubervillers {3-1846}:** 835 Sec Bn., Ramb AT Bn.

**16th VG Div:** Front line 4-1152 to 4-1149 to 4-1746 to 4-2546: 16 HQ (-1), 221 Rgt [2 × Bn.'s] (-3), 223 Rgt [2 × Bn.'s] (-3), 225 Rgt [2 × Bn.'s] (-2), 1316 Fus Bn. (-1), 1./1316PzJ AT Co., 1316 Pio Co., I/1316 Art Bn., II/1316 Art Bn., 2./1316PzJ AT Co. (e), 3./1316PzJ StG Co. (e), III/1316 Art Bn. (e).

**Group Ottenbacher:** Front line 4-2646 to 4-2746 to 4-2945 to 4-3046 to 4-3115 to 4-3246 to 4-3544: 3 × 1-2-6 Inf BU Co., 1 × 1-2(4)-9 AT BU Co., 3 × Delay Markers (randomly chosen), Only one Inf Co. per hex.

**21st Pz Div:** Within three hexes of Raubervillers {3-1846}: 21Pz HQ (-1) (v Luck), I/125 PzG Bn. (-1), II/125 Mot Inf Bn. (-2), II/192 Mot Inf Bn. (-1), 1./200 AT Co., 2./200 AT Co., 3./200 StG Co., 1./220 PzG Pio Co., 1.2/200 Aüfkl Co., 1./305 Flak Co., I/155 SP Art Bn. All other units (e).

### 29.3.14a German Reinforcements

All units arrive in AM GT unless specifically noted otherwise. Units designated to arrive in non-map edge hexes, are considered to arrive in sequence. Treat the hex as a map edge hex (**GOSS** 21.2.0).

**GD 2 (6 Sept):**

**Metz Fort (any):** 4/1462 Metz Fort Art Bn.

**GD 3 (7 Sept):****Metz Fort (any):** 7 Fort Art Bn.**9th Flak Div:** All Flak Rgts, except 69, 42, and 12 Rgts, are released.**GD 4 (8 Sept):****WW or Mag (any):** 4 Fort Art Bn.**WW (any):** 1303 Fort Art Bn.**GD 6 (10 Sept):****Map 1, Mag (any):** 1416 Fort Inf Bn.**Saarbrücken {2-3636}:** 1152/OKW Art Bn., 44 MG Bn., 318/1A Art Btry.**Metz Fort (any):** 819 Metz MG Bn.**Map 3, Entry Area H thru K:** 111 Pz Bde (12 units).**Map 3, Entry Area H:** 112 Pz Bde (12 units).**Important:** The 111th and 112th Pz Bdes are assigned to the 19th Army. The German player may transfer one Pz Bde to the 5th Pz or 1st Army.**GD 8 (12 Sept):****Saarbrücken {2-3636}:** 43 MG Bn., 45 MG Bn., 318/1A Art Bn., 11FJ LW StG Bn.**Blamont {3-2929}:** 5PzA HQ (Mantfl), LVIII Pz Corps HQ, 1305 Fort Art Bn.**5th Pz Army:** During the Command Phase of GD 8, the German player must establish the 5th Pz Army boundary running along the current LXXXII/LXVII boundary and north of the 19th Army boundary.**a)** All formations/units assigned to the 5th Pz Army at this time are automatically in command GD 8.**b)** The 21st Pz Div and one of the two Pz Bdes assigned to 19th Army must be assigned to the 5th Pz Army and are free to exit the 19th Army ZOP.**c)** The 1st Army boundary now exists south of the 7th Army boundary and north of the 5th Pz Army boundary.

- The German player must assign the XLVII Pz Corps to the 5th Pz Army on GD 8.
- The LXXXII Corps must remain assigned to the 1st Army.
- The German player may assign corps HQ that arrive as reinforcements to either army unless specifically prohibited by scenario rules.
- The 5th Pz Army HQ and all units with 5PzA in the upper right-hand corner of the counter are withdrawn on GD 46 (Oct 20).

**Sarrebourg:** {3-4118}: 113 Pz Bde (12 units).**GD 11 (15 Sept):****Metz Fort (any):** 1410 Metz Fort Inf Bn.**Saarbrücken {2-3636}:** 457 Art Bn., I/113 Art Bn., II/113 Art Bn.**Blamont {3-2929}:** 39 MG Bn., 31 Fort Inf Bn. (both assigned to LXVI K)**GD 12 (16 Sept):****Saarbrücken {2-3636}:** 1306 Fort Art Bn., 19A Pio Bn. (-1).**GD 13 (17 Sept):****Saarbrücken {2-3636}:** 48 MG Bn., 51 MG Bn., 52 MG Bn., 805 MG Bn.**GD 14 (18 Sept):****Map 3, Entry Area H thru K:**

11th Pz Div; HQ, I/110 PzG Bn. (-1), II/110, I/111 and II/111 Mot Inf Bn. (-2), 1.2/11 Aüfkl, 3./I/15P Pz V Co., 5./II/15P Pz IV Co., 2./61 PJ IV Co., 2./277 Flak Co.

**Important:** The 11th Pz Div can be assigned to the 5th Pz or 19th Army.**GD 16 (20 Sept):****Saarbrücken {2-3636}:** 1419 Fort Inf Bn., 53 MG Bn., 56 MG Bn., 58 MG Bn.**Saarlautern {2-2529}:** 810 Metz MG Bn.**WW (any):** 1309 Fort Art Bn.**Rambervillers {3-1846}:**

33 PzG Pio Bn., 220 PzG Pio Bn., 22 Pio Co., 5P Hvy Bridge Eng Det, 671 Sec Bn., 600/5P Pio Bn.

**GD 18 (22 Sept):****Saarbrücken {2-3636}:** XIII SS Pz Corps HQ, XIII SS Art Btry, 13K Pio Co.**GD 19 (23 Sept):****Saarbrücken {2-3636}:** 811 MG Bn.**GD 20 (24 Sept):****Metz Fort (any):** 1311 Metz Fort Art Bn., Pio/Metz Bn.**GD 21 (25 Sept):****Trier {2-1901}:** 1432 Fort Inf Bn.**GD 22 (26 Sept):****Map 3, Entry Area H thru K:** 3.4/11 Aüfkl.**Saarbrücken {2-3636}:** 812 MG Bn.**GD 23 (27 Sept):****Blamont {3-2929}:** 813 MG Bn.**GD 24 (28 Sept):****Trier {2-1901}:** 1313 Fort Art Bn.**29.3.15 US Setup****Command Boundaries****1st Army:** The boundary line between 1st and 3rd Armies is set during each scenario's set up. It may not be changed unless scenario rules state otherwise.

- When playing the extended Sept scenario or the campaign scenario.

**1)** On GD 26 the 1st Army/V Corps ZOP is deactivated (remove all units/formations assigned to the V Corps/1st Army).**2)** A new 1A/3A boundary is in effect (dashed blue line on map 1).**3)** 3rd Army units may not move north of this boundary west of the Moselle River and German units may not enter this area unless scenario special rules allow such movement.**3rd Army:** The 3rd Army ZOP boundary is set by the 1st and 7th Army boundaries.

- XX and XII Corps boundary runs from Map 4, hex 1006 direct to 3606.
- The 3rd Army southern boundary is not active until the AM GT, GD-7. Until then the XII/XV Corps boundary shown on the Sept Scenario Map is the boundary line between the XII and XV Corps. XII units may operate on or north of the blue boundary line; 4-1042 to 4-1444 to 4-3044 to 4-4835 (If required due to the US advance, extend the XII/XV boundary in a straight line along the same axis).
- On GD 7 the XV Corps HQ enters the map and activates the 3rd/7th Army boundary shown on the map.

**a)** All formations not designated as assigned to the XV Corps and those XV Corps asset units the Allied player does not wish to assign to the XV Corps must exit the XV Corps ZOP by the end of the Allied Movement Phase of the AM GT, GD 8.**b)** Any of the above formations and/or units that have not exited the XV ZOP by the end of the Allied Movement Phase of the AM GT, GD 8 are immediately marked OoC. In addition to the OoC penalties (**GOSS** 9.8.0) the following is in affect:**1)** All Art units are immediately marked AD. Art units so marked cannot replenish until entering the XII Corps ZOP.**2)** Units may not receive RePs.**3)** Formations with more than 50% of their assigned/attached units still in the XV Corps ZOP count as two formations (1 for BG) when adjusting ADV (**GOSS** 16.3.2). The player must support these formations using the XII Corps.

- When playing the Sep Scenario, the XV Corps remains assigned to the 3rd Army until the end of the scenario.
- When playing the Sept extended scenario or any Campaign Scenario the XV Corps is assigned to the 7th Army on GD 25.

**Important:** Units assigned to the 3rd Army/XII Corps may not cross into the XV ZOP during the above period.**US Fort Attacks:** Place the US fort attacks marker in the 1 Box on the US Attacks on Forts Track.**The below units begin on the map:****Within one hex of 1-1641:**

3C/3/XX Recon Bn., 1 × M5 Co.



**Within two hexes of 1-1035:** 357/90 [3 × Inf Bn.], 90 Recce Co., 1 × divisional 105mm Art Bn., 1 × Eng Co., 1 × AT Co., 1 × M4 Co.

**Within two hexes of 4-1011:** 317/80 [3 × Inf Bn.], 1 × divisional 105mm Art Bn., 1 × Eng Co., 2 × AT Co., 1 × M4 Co.

**Within two hexes of 4-1018:** 319/80 [3 × Inf Bn.], 80 Recce Co., 1 × divisional 105mm Art Bn., 1 × Eng Co., 2 × AT Co., 1 × M4 Co.

**Within one hex of 4-1206:**  
2C/2/XII Recon Bn., 1 × M5 Co.

### 29.3.15a US Reinforcements

**Important:** All units/formations/sub-formations entering as reinforcements automatically enter with low fuel (FP are not required). The Allied player may expend the FP required during the Logistics Phase of the GD of arrival to increase the fuel level to normal (pay only the difference between low fuel and normal fuel).

**Exception:** Pool reinforcements LF 29.3.11. All other rules outlined in GOSS 21.1.0 still apply.

#### GD 1 (5 Sept), AM GT:

**Map 4, Entry Area D:** 4th Arm Div, CCA (3 × units), 1 × SP Art Bn., 1 × Recon Co., 1 × Arm Eng Co.

**Map 4, Entry Area E:** 4th Arm Div, CCB (3 × units), 1 × SP Art Bn., 1 × Recon Co., 1 × Arm Eng Co.

**Map 4 Entry Area E:** 2C/42/XII Recon Bn.

#### GD 1 (5 Sept), PM GT:

**Map 1, Entry Area B:** 3C/43/XX Recon Bn.

**Map 1, Entry Area B:** 90th Inf Div [11 units] (-1 Eng), 712 M4 Bn. (-1), 607 AT Bn. (-1).

**Map 1, Entry Area C:** 5th Inf Div [16 units], 818 M10 Bn., 735 M4 Bn.

**Map 4, Entry Area D:** 6C/28/3A Recon Bn., 6C/6/3A Recon Bn., 1 × M5 Co.

**Map 4, Entry Area D:** 80th Inf Div [7 units], 702 M4 Bn. (-2), 808 AT Bn. (-2), 691 AT Bn. (-2).

#### GD 2 (6 Sept) AM GT:

**Map 4, Entry Area E:** 4th Arm Div, Gen Wood [7 units], Eng Bn. (-2), Recon Bn. (-2), 704 M18 Bn.

**Map 1, Entry Area B:** 7th Arm Div, [15 units] (-2 Eng), 814 M10 Bn. 274/XX AFA, 558/XX AFA, 695/XX AFA.

#### GD 3 (7 Sept) AM GT:

**Map 1, Entry Area A:** 5th Arm Div [15 units], 628 M10 Bn., 629 M10 Bn. 112/28 Inf Rgt [3 × Inf Bn.], 1 × M18 Co., 1 × Eng Co. All units are assigned to the 1st Army, V Corps.

#### GD 6 (10 Sept) AM GT:

**Map 4-Entry Area E:** 35th Inf Div [all 16 units], 773 M10 Bn., 737 M4 Bn.

#### GD 7 (11 Sept) AM GT:

**Map 4, Entry Area F:** 79th Inf Div [16 units] 781 M4 Bn., 813 M10 Bn.

**Map 4, Entry Area F:** XV Corps HQ, 106C/121/XV Recon Bn., 106C/106/XV Recon Bn., 1 × M5 Co. Allied player must establish XV ZOP per the set-up map. The 79th Inf Div be must assigned to the XV corps.

**Map 1, Entry Area B or C:**

**XX Corps HQ.**

**Map 4, Entry Area D or E:**

**XII Corps HQ.**

#### GD 8 (12 Sept) AM GT:

**Map 4, Entry Area F:** 2nd FF Arm Div [13 units]. Formation is assigned to the XV Corps.

#### GD 14 (18 Sept) AM GT:

**Map 4, Entry Area D:** 6th Arm Div, Gen Grow [15 units], 603 M18 Bn.

#### GD 16 (20 Sept) AM GT:

**Map 1, Entry Area A:** 83rd Inf Div [16 units], 774 M4 Bn. Assigned to the 3rd Army until GD 36.

#### GD 19 (23 Sept) AM GT:

**Withdraw:** 7th Arm Div [all units], 814 AT Bn.

## OCTOBER SCENARIO

### 29.4.0 October Scenario

The only October scenario is the introductory scenario "Battle for Gremercy Forest" (LF 29.2.0), a short battle scenario depicting the 35th Inf Div and 6th Arm Divs battle to stabilize the Sept frontline. As such, there are no other October setups.

The October reinforcements and their arrival dates are provided so that players may extend the September scenarios beyond that month for campaign play and for variant scenarios.

### 29.4.1 Extended Sep Scenario

Players may choose to extend the Sep Scenario to the end of GD 35.

- All rules for the Sep scenario apply to the Extended Sep scenario, unless modified by the below rules.

**Important:** See LF 29.3.15 for the US 1st Army deactivation procedures.

### 29.4.2 Extended Sep Scenario Victory Conditions

At the end of GD 35 the players determine victory.

- The German player wins a strategic victory if the Allied player has not:
  - a) Captured all town and city hexes of Nancy (total of 12 hexes); and,
  - b) Established and hold at least three bridgeheads and/or bridges across the Moselle River north of hex 4-3017. At least one of these bridgeheads/bridges must be north of hex 1-3443; and,
  - c) Conducted enough GAs against the Metz forts to have reached the 8 block on the US Attacks on Forts Track; and,
  - d) Control all hexes to the west of any Moselle River hexside within the XV Corps ZoP. In this case control is defined as there being no in GenS German units west of any Moselle River hexside within the XV Corps ZoP.
  - e) Control all Luxemburg City town and city hexes or if any hex is occupied by a German unit, that German unit cannot be in GenS (trace a GenS path to its PSS).
- If the Allied player has met the above conditions count the number of geographic victory points the Allied forces have captured (LF 28.1.0) and add or subtract victory points for the conditions listed in LF 28.0.
- After totaling all victory points, both players then determine the level of victory using the following scale:

**15 or Less:** The German side wins an operational victory.

**16 to 20:** The scenario is a draw.

**21 to 60:** The Allied side wins an operational victory.

**61 or More:** The Allied side wins a strategic victory.

### 29.4.3 US GenS & Logistics

**Important:** See LF map errata (LF 1.0).

**Extended Sep Scenario or a Campaign Scenario extending either to the Nov or Dec end dates:**

**3rd Army:** The US 3rd Army continues using the GenS and logistic rules in LF 29.3.7 and LF 29.3.8.

- On GD 27 the Allied player uses the ADV listed to the left of the slash on the GTRT until GD 35 if playing the Extended Sep Scenario.
- If playing a Campaign Scenario use the ADV listed to the left of the slash until a lull is declared.
- If a lull is declared on or before GD 36
  - 1) Use the values to the right of the slash beginning the first AM GT of the GD the lull is declared; and,
  - 2) When the lull is ended use the procedures in LF 29.5.5.

**7th Army:** The US 7th Army activates on GD 25, follow the procedures in LF 29.3.7, LF 29.3.8 and LF 29.3.15.

**Important:** When playing a Campaign Scenario with a Sep start date, if the Allied player does not declare a lull on or prior to GD 36, the 7th Army continues to use the logistic rules listed in LF 29.3.8a until the end of Nov. If the Allied player declares a lull on or prior to GD 36 the procedures in LF 29.5.5 are used beginning the first AM GT of the GD that the lull is declared and continue to the end Nov.

### 29.4.4 German GenS & Logistics

**Important:** The German 7th Army is no longer active.

**Extended Sep Scenario or a Campaign Scenario extending either to the Nov or Dec end dates:**

The 1st, 5th Pz and 19th Armies use the logistic and GenS procedures in LF 29.3.9 and LF 29.3.10.

- If playing a Campaign Scenario and a lull is declared on or prior to GD 36 use the above procedures until the lull ends. Beginning the GD that the lull ends, use the procedures in LF 29.5.7.
- If no lull is declared or if the lull does not remain in place for 28 GDs, the 1st and 19th Armies continue to use the procedures in LF 29.3.9 and LF 29.3.10 until GD 88.

### 29.4.5 Allied October Reinforcements

When playing the Sep Extended Scenario or playing any Campaign Scenario, if Allied units remain in the Allied Reinforcement Pool continue using LF 29.3.11.

- If units remain in the pool when a lull is declared or if the 3rd Army is not using the full logistic rules, the Allied player may automatically randomly draw 5 units from the pool each AM GT.

**Important:** Beginning the AM GT of GD 27 (in all scenarios) all Allied reinforcements use GOSS 21.0 to determine fuel states and GenS.

- The below reinforcements do not apply to the Extended Sep Scenario. They only apply when playing a Campaign Scenario.
- When playing a Campaign Scenario, all the below reinforcements arrive during the Allied Movement Phase of the AM GT for the GD listed.

**GD 36 (10 Oct):**

**Map 4, Entry Area D:** 26th Inf Div; [16 units], 610 AT Bn.

**Withdraw:** 83rd Inf Div [16 units]] 774 M4 Bn.

**GD 38 (12 Oct):**

**Map 4, Entry Area D:** 44th Inf Div [16 units], 749 M4 Bn., 776 M10 Bn.

**GD 41 (15 Oct):**

**Map 4, Entry Area D:** 761 M4 Bn.

**GD 46 (20 Oct):**

**Map 4, Entry Area D:** 95th Inf Div [16 units], 778 M4 Bn.; 705 M18 Bn.

**GD 48 (22 Oct):**

**Map 1, Entry Area B:** French Paris Rgt [3 units].

**GD 52 (26 Oct):**

**Map 1, Entry Area B:** 10th Arm Div [15 units], 609 M18 Bn.

**GD 57 (31 Oct):**

**Conversion:** 607 AT Bn., 610 AT Bn., 776 M10 Bn.'s convert to M-36. 691 AT Bn. convert to M10 Bn.

**GD 63 (6 Nov):**

**Map 1, Entry Area A:** 3rd Army HQ (Patton)

**Note:** The army HQ represents the logistical center for 3rd Army, it is not the actual official HQ.



## 29.4.6 German October Reinforcements

**German RE Pool:** If playing the Sep Extended or any Campaign Scenario, during the Command Phase of GD 27, the German player must create a RE Pool (opaque container) by placing the following units in the pool: 31 MG, 34 MG, 49 MG Bn., 806 MG, 815 MG, 816 MG Bn.'s, 1431 Metz Fort Inf Bn., VI Fort Inf Bn., VII Fort Inf Bn., VIII Fort Inf Bn., 1015 Fort Inf Bn., 17 Fort Inf Bn., 33 Fort Art Bn., 1510 Fort Art Bn., 1518 Fort Art Bn., 1520 Fort Art Bn. & 1522 Fort Art Bn.

- The German player consults the German Pool Reinforcement Table on the German Army Track and rolls 1d10. Cross reference the result with the number of units received from the pool (unlike the Allied reinforcement pool, the German player does not expend TP).
- The German player then randomly picks that number of units to arrive during the German Movement Phase of the AM GT.
- The German player may place these units in any German controlled WW hex or city in Germany. The hex must be placed so there is a minimum of six intervening hexes from the closest Allied unit.

### GD 27 (1 Oct):

**1A:** Withdraw 36th VG Div [all].

**19A:** 1 × StG BU Co. (from 902 StG Bn.).

### GD 28 (2 Oct):

**Metz or Saarbrücken {2-3636}:** 761 Art Regt [3 units].

### GD 35 (9 Oct):

**Saarbrücken {2-3636}:** 2/OKW RR Art Btry.

**Important:** The below reinforcements only appear if playing a Campaign Scenario.

### GD 36 (10 Oct):

**1A:** Withdraw: 3rd PzG Div [all].

**Trier {2-1901}:** 416th VG Div [13 units].

### GD 38 (12 Oct):

**1A:** To refit 48th VG Div [all]. Must enter refit by AM GT of GD 42.

### GD 40 (14 Oct):

**1A:** Saarbrücken {2-3636}: 3rd Pio Bn.

### GD 41 (15 Oct):

**1A:** Withdraw: 15th PzG Div [all]

**Saarbrücken {2-3636}:** 280th StG Bn. [3 units].

**Sarreguemines {2-4245}:** 209th Pz Pio Co.

### GD 42 (16 Oct):

**1A:** Saarbrücken {2-3636}:

765/OKW RR Art Btry, 721/OKW RR Art Btry.

### GD 44 (18 Oct):

**1A:** Trier {2-1901}: 1119th StG Co.

**Saarbrücken {2-3636}:** Out of refit; 48th VG Div [all] (out of refit), 1181/OKW Art Bn.

**19A:** Blamont {3-2929}: 669/1A Pio Bn. (-1)

### GD 46 (20 Oct):

**Withdraw:** XLVII PzK HQ, all 5th Pz Army units (HQ and all units with 5PzA in upper right-hand corner of counter).

- Any of these units that were eliminated prior to withdrawal must be rebuilt. The German player pays one infantry RP for each step of eliminated units of any kind. These units must be replaced prior to expending Infantry RP on any other units.

**1A:** Saarbrücken {2-3636}: 54 Pio Bn.

### GD 47 (21 Oct):

**1A:** Saarbrücken {2-3636}: 485 AT Bn.

### GD 50 (24 Oct):

**1A:** Sarreguemines {2-4245}: 361 VG Div [13 units], 1553/1559 Pio Co.

### GD 53 (27 Oct):

**1A:** Withdraw: 11th Pz Div to refit.

**Sarreguemines {2-4245}:** 207 Pio Bn.

### GD 55 (29 Oct):

**1A:** Sarreguemines {2-4245}: 111/1A Flak Bn.

**19A:** Blamont {3-2929}: 1192/64K Art Bn.



## NOVEMBER SCENARIO



German heavy mortar firing on American positions to counter an attack on 22 November. German Federal Archives.

### 29.5.0 November Scenario

After the logistically enforced reduction in operations for October (Lull), the 12th Army Group was ready to resume the offensive again. Ammo, fuel and other supplies had been stockpiled, and Ike decided to resume his broad front offensive with 1st, 3rd, 9th, and 7th Armies all attacking in November. The goal of these attacks was to reach the Rhine River at multiple points to put more pressure on the German armies west of that river. This was all hoped to be done before the full onset of winter.

The November scenario begins with set piece assaults against a defensive line that has had more than a month to be established and upgraded. US and French units begin at full strength with enough supply to attack unfettered. The Germans have received reinforcements and have had time to lay tens of thousands of mines and improve their positions. Their goal is to buy enough time and space so that Hitler's upcoming counteroffensive in the Ardennes will not be compromised by 3rd Army gains.

**Campaign Scenarios:** When playing a Campaign Scenario beginning on GD 1, the end of the Campaign may be set for GD 87 (end of Nov Scenario) or GD 102 (end of Dec Scenario). Ignore:

- |           |           |
|-----------|-----------|
| LF 29.5.1 | LF 29.5.6 |
| LF 29.5.2 | LF 29.5.7 |
| LF 29.5.4 | LF 29.5.8 |

All Logistic and set up procedures that pertain to the Nov Scenario including the corps boundaries. **Important:** The below logistic procedures and RE/reinforcement pool sections contain information that is used for the Campaign Scenarios.

### 29.5.1 Scenario Length & Maps

The scenario begins on the AM GT of GD 65. It ends at the end of the Night GT on GD 87. The Allied player sets up first. All five maps are used.

**US Attacks on Forts Track:** The US Attacks on Forts Track; place the marker in the 8 Box.

Players may choose to play just parts of this scenario by choosing a US corps and playing only within the boundaries for that corps. If you do this for a 3rd Army corps, take one-half of the available APs and half of the daily AmPs that arrive. You can only take a reinforcement if that reinforcement is shown in the corps' operational area for a Dec scenario. Use the German units that are in the chosen US corps ZOP. Additionally, for each German reinforcement unit from a pool, the German must pay one-third of a victory point. You can combine any combination of US corps action into a scenario, like playing just XV and XII Corps, for example. Where the boundary for a corps overlaps just part of a German division, the German player uses only the units that can set up within the US ZOP.

### 29.5.2 Weather

GD 65 weather is Ovr and the GC is mud (place the marker in the M2 space). Do not roll for flooding or for fog.

- Beginning the AM GT of GD 66, weather is randomly determined each GT (GOSS 19.2.2). There is no historical weather.

**Important:** Roll for flood beginning GD 66 as per LF 19.4.6a.

### 29.5.3 Command Boundary Changes

The US 1st Army and German 7th Army are no longer active. Both of their ZOPs are out of play (See Nov Scenario set up map).

**Important:** Corps boundaries may be changed (GOSS 9.2.0). Army boundaries may not be changed unless directed otherwise in scenario rules.

- The Alsatian Plain goes out of play as soon as it is cleared (LF 27.3.0).
- Intervals 1, 2 and 3 are closed (LF 27.1.1).

### 29.5.4 US GenS

All US forces use the procedures in LF 29.3.7.

### 29.5.5 US Logistics

The Allied side does not use the logistic tables during the following periods:

**Important:** See LF map errata (LF 1.0).

**Nov Scenario or Campaign Scenario**

**starting on (GD 65):** The first 15 GDs of the Nov scenario (GD 65 through GD 79 inclusive).

**Important:** If playing the above, the 3rd Army begins with 10 AmP in stockpile.

**Campaign Scenario starting in Sep:** The first 15 GDs after coming out of a lull that lasted at least 28 GDs (LF 24.0).

**3rd Army:** During the above periods 3rd Army:

- 1) Has a base ADV of 5. ADV is adjusted as per GOSS 16.3.2 (skip step 5).
  - 2) Receives 4 AmP each AM GT.
  - 3) All units have normal fuel.
  - 4) Each assigned corps has two TP available for motorization (ignore the GTRT TP allocation).
- On the first GD that standard logistic rules again apply, 3rd Army:
    - 1) Has 12 FP in stockpile.
    - 2) Has all AmP previously accumulated and an additional number of AmP equal to the total DR of two 1d10 available in stockpile.
    - 3) Has a base ADV as listed to the right of the slash on the GTRT.
    - 4) Has the number of TP as listed on the GTRT.

**Exception:** If playing a Campaign Scenario with a Sep start and the Allied player did not declare a lull that met the conditions in LF 24.0, the 3rd Army must use the full logistic rules throughout Nov. The 3rd Army must use the ADV on the GTRT listed to the left of the slash.

**7th Army:**

**Nov Scenario or Campaign Scenario**

**starting on (GD 65):** The 7th Army:

- 1) Has an ADV of 4. Do not use the ADV adjustments in GOSS 16.3.2. See below for AmP conversion.
- 2) Receives 1 AmP each AM GT.

- 3) May convert a maximum of one point of ADV to two AmP, or two AmP to one point of ADV each AM GT.
- 4) Starts with three AmP in stockpile and may not carry more than four AmP from one GD to another.
- 5) Has two TP available for motorization only.
- 6) All formations and units are in normal fuel.

**Important:** 7th Army could end a Joint Logistics Phase with more than four AmP, however at the beginning of the next Joint Logistics Phase all AmP over four in the stockpile must be eliminated.

**Campaign Scenario starting in Sep:** Use the procedures in LF 29.4.3.

### 29.5.6 German GenS

Use the procedures in in LF 29.3.9.

### 29.5.7 German Logistics

The German side does not use the logistic tables during the following periods in November:

#### **Nov Scenario or Campaign Scenario**

**starting on (GD 65):** The first 10 GDs of the Nov scenario (GD 65 through GD 79 inclusive).

**Important:** If playing the above, the 1st Army begins with 6 AmP in stockpile.

**Campaign Scenario starting in Sep:** The first 10 GDs after coming out of a lull that lasted at least 28 GDs (LF 24.0).

**1st Army:** During the above periods 1st Army:

- 1) Has a base ADV of 4. ADV is adjusted as per GOSS 16.3.2 (skip step 5).
  - 2) Receives 2 AmP each AM GT.
  - 3) All units have normal fuel.
  - 4) Has three TP available for motorization (ignore the GTRT TP allocation).
- On the first GD that standard logistic rules again apply, 3rd Army:
    - 1) Has 8 FP in stockpile.
    - 2) Has all AmP previously accumulated and an additional number of AmP equal to the result of rolling 1d10 available in stockpile.
    - 3) Has a base ADV as listed on the GTRT.
    - 4) Has the number of TP as listed on the GTRT.

**19th Army:**

#### **Nov Scenario or Campaign Scenario**

**starting on (GD 65):** The 19th Army:

- 1) Has an ADV of 3. Do use the ADV adjustments in GOSS 16.3.2. See below for AmP conversion.
- 2) Receives 1 AmP each AM GT.
- 3) May convert a maximum of one point of ADV to two AmP, or two AmP to one point of ADV each AM GT.
- 4) Starts with two AmP in stockpile and may not carry more than four AmP from one GD to another.

**Important:** 19th Army could end a Joint Logistics Phase with more than four AmP, however at the beginning of the next Joint Logistics Phase all AmP over four in the stockpile must be eliminated.

5) All formations and units are in normal fuel.

6) Has 1 TP available for motorization.

**Campaign Scenario starting in Sep:** Use the procedures in LF 29.4.4.

### 29.5.8 Bridges

Any bridge (other than those listed below) on the at-start frontline may start the scenario destroyed (German player's choice).

- There are a limited number of available bridges across the Moselle River. Place bridge markers in the following hexes.
  - Arnaville** (1-2551 to 2652)
  - Vandieres** (4-2503 to 2603)
- The below bridges (printed on the map) are fully functional.
  - Pont Mousson** (4-2507)
  - Dielouard** (4-2711)
- All other bridges over the Moselle should be marked destroyed.

**Important:** See flood rules for bridges being washed out (LF 19.4.6c).

### 29.5.9 Fieldwork Placement

The German side may place:

- 14 × ET-3 in the 1st Army ZOP within 8 hexes of the frontline.
- 10 × ET-3 may be placed in the 1st Army ZOP at least 12 hexes from the frontline.

**Important:** ET-3 may only be placed in hexes allowed by 17.3.3c.

- 30 × ET2 may be placed anywhere within 6 hexes of the frontline within 1st Army ZOP.
- 10 × ET-2 can be placed at least 12 hexes from the frontline in the 1st Army ZOP.
- 3 × ET-3 and 10 × ET-2 can be placed within 6 hexes of the front line in the 19th Army ZOP.
- 2 × ET-2 can be placed at least 10 hexes from the frontline in the 19th Army ZOP.
- The German player may place IPs in all other German occupied front-line hexes occupied by at least one step of non-artillery/non-HQ units.
- The Allied side may place an ET-2 on any hex occupied by at least two steps of non-artillery/non-HQ units that is adjacent to the frontline as designated on the scenario map.

**Important:** See LF 7.13.4 for minefield placement.

### 29.5.10 Special Rules

The Allied forces have completed a 28-day lull. When playing the Nov scenario, the benefits and restrictions listed in LF 24.4.0 only apply to the corps selected below.

- Prior to the start of the scenario, the Allied player secretly (writes down) selects one corps from the 3rd Army.
- That corps receives all the benefits of the first GD of coming out of a lull (GOSS & LF 24.4.0).
- After the German player has completed his set up the Allied player reveals the corps selected.
- Units assigned to the corps that was not selected cannot enter PA mode On GD 65 and do not receive any of the benefits listed in 24.4.0.

### 29.5.11 Victory Conditions

**Important:** If playing a Campaign Scenario with a start date of GD 1, the Allied player must meet all the victory conditions listed in LF 29.4.9 and the below.

If playing the Nov Scenario, the German player wins a strategic victory if the Allied player:

- a) Has not captured all town and city hexes of Nancy; and,
- b) Has not captured all city and town hexes of Metz; and,
- c) Cannot trace an Allied GenS path through at least three Metz city hexes using primary road hexes. This path must trace from any primary road map edge hex on map 1 to 1-2444.

d) Has not cleared the Alsatian Plain and the 79th Inf Div and 2nd Fr Arm Div have not exited off the east map edge of map 5 (toward Strasbourg).

- If the Allied player has met the above conditions count the number of geographic victory points the Allied forces have captured (LF 28.1.0) and add or subtract victory points for the conditions listed in LF 28.0.
- After totaling all victory points, both players then determine the level of victory using the below scale:

**29 or less:** German side wins an operational victory.

**30 to 49:** German side wins a marginal victory.

**50 to 79:** The scenario is a draw.

**80 to 100:** The Allied side wins an operational victory.

**101 or more:** The Allied side wins a strategic victory.

### 29.5.12 November Frontline

The front line is shown on the set-up maps provided. Players can also use the hex numbers and river references below. Allied units may be set up on or west/southwest of the line. Axis units may be set up east or southeast of the hexes listed below.

**Start at 2-1701** and follow the Moselle River south to 1-3336 to 3237 to 3238 to 3138 to 2937 to 2639 to 2641 to 2541 to 2548 to 2649 to 2549 to 2550 to 2651 to 2652, to 2752 to 2852 to 2952 to;

**Map-4** Hex 3001 to 3003 to 2903 to 2905 to 3006 to 3105 to 3107 to 3509 to 3609 to 3810 to 3811 to 3911 to 4011 to 4212 to 4213 to 4313 to 4512 to 4713 to 4715 to;

**Map-3** Hex 1619 to 1620 to 1821 to 1822 to 2023 to 2024 to 2124 to 2129 to 2230 to 2231 to 2633 to 2634 to 2734 to 2735 to 2836 to 3137.

**Important:** The portion of the out of play area, denoted by the red dotted line on map 3 (Nov scenario map) is still active. It is out of play when Interval Four is closed (LF 27.1.1).

### **29.5.12a 1st & 3rd Army Boundary**

3rd Army units may be set-up on or south of the blue dashed line running from 1-1907 due east to the Moselle River then follow the Moselle to the north map edge. The area to the north and west of this line is out of play for the November scenario.

### **29.5.12b 3rd & 7th Army Boundary**

3rd Army units may be set-up north of the XII/XV orange boundary line on the map. This boundary may not be modified during the November scenario.

### **29.5.12c XX & XII Corps Boundary**

XX Corps can set up on or south of the 1st and 3rd Army boundary and northwest of the following hexes: Map-4: Hex 1011 following the primary to 4-2507 to 4-3204 to from there following the secondary road to 3203 to Map 2 hex 1146.

XII Corps can be set up south of the XX boundary and north of the 3rd and 7th Army boundary.

### **29.5.13 US November Set-up**

**Campaign Scenario starting GD 1:** If Allied units remain in the Allied Reinforcement Pool continue using LF 29.3.11. If units remain in the pool when a lull is declared or if the 3rd Army is not using the full logistic rules, the Allied player may automatically randomly draw 5 units from the pool each AM GT.

#### **Nov Scenario or Campaign Scenario**

**beginning on the Nov start date:** All Corps or army Art and Eng assets not listed in the set up are still in play and are set up anywhere within their corresponding ZOP. Allied frontline units must be set up within four hexes of the frontline.

**Exception:** Units with a white square in their upper right corner that are not listed in the set up are not placed on the map.

**Optional:** The November and December set ups for US forces show the area within a divisional boundary were each sub-formation was historically located. Prior to commencing set up, players should agree to use the sub-formation locations or allow the US player to set up the sub-formations as he wishes within the

divisional boundaries. Unless noted otherwise, divisional asset units (those units listed below with the formation) may set up anywhere within the divisional boundaries.

#### **Third Army:**

**3rd Army HQ, Patton:** Nancy (4-3121).

The Allied player may place one depot in any hex on a primary or secondary road to the west/southwest of the Allied front line.

**6/3A CvGp:** (frontline) 1-2952 to 4-3105. 2 × Bn.'s, 1 × M5 BU Co. The CvGp is screening between XX and XII Corps. The group can be split with different units being assigned to corps' ZOP they are in.

**1137 CE Grp:** Deploy anywhere in 3rd Army ZOP, must be more than four hexes from the frontline: 145/XII, 178/XII, 188/XII, 249/3A CE Bn.'s.

**Remaining 3rd Army Asset Units:** Units may set up anywhere within 1st Army ZOP. All such assets are in play. This includes the 400/VIII AFA Bn.

#### **XX Corps:**

**XX HQ:** Chambley (1-1749).

**83rd Inf Div:** (frontline) 1st Army Boundary to 1-4222; [16 units], 774 M4 Bn., 802 AT Bn. See LF 9.9.3 for restrictions on its use.

**90th Inf Div:** (frontline) 1-4121 to 1-3128; [16 units] 712 M4 Bn., 607 M36 Bn., 773 M10 Bn., 1139 CE Grp: 160/XX CE, 179/XX CE, 206/XX CE Bn.'s.

**TF Polk BG:** Within 2 hexes of frontline within 90th Div area. 3/XX Cav Grp [2 Recon Bn., 1 × M5 BU Co.], 689/XX FA and 241/XX FA Bn., 705 M18 Bn., 827 M10 Bn.

**Important:** The two FA Art Bn.'s while part of the TF can be assigned to the corps HQ.

**95th Inf Div:** (frontline) 1-3229 to 1-2550; [16 units], 778 M4 Bn., 614 AT Bn. 135/XX CE Bn.

**Free French Paris Rgt:** (frontline) within 95th Inf Div area. 3 units.

**5th Inf Div:** (frontline) 1-2651 to XX Corps Boundary [16 units] 735 M4 Bn., 818 M10 Bn., 204/XX CE Bn.

**10th Arm Div:** Within 2 hexes of 1-1943; [15 units] 609 M18 Bn. Division must enter MR during GD 65 (AM GT).

**Remaining XX Corps Asset Units:** Units may set up anywhere within XX Corps ZOP. All such assets are in play.

#### **XII Corps:**

**XII HQ:** Nancy (4-3222).

**80th Inf Div:** (frontline) 4-3106 to 4-3911; [16 units] 702 M4 Bn., 808 AT Bn., 167/3A CE and 248/3A CE Bn.'s. Following Art Bn.'s must set up within 80th Div area (not on frontline): 267/3A FA, 278/3A FA, 696/XII SPA, 731/XII FA, 741/XII FA, 752/XII FA, 775/XII FA, 974/XII FA Bn.'s.

**35th Inf Div:** (frontline) 4-4011 to 4-4715; [16 units] 737 M4 Bn., 654 M10 Bn., 610 M36 Bn., 133/XII CE Bn., 150/XII CE Bn.

**26th Inf Div:** (frontline) 3-1016 to 3-1720; [16 units] 761 M4 Bn., 602 M18 Bn., 691 M10 Bn., 166/XII CE Bn.

**2/XII CvGp:** (frontline) 3-1821 to 3rd Army boundary; [2 Recon Bn.'s, 1 × M5 BU Co.].

**4th Arm Div (Wood):** Within 3 hexes of 4-4021, [15 units] 704 M18 Bn. In MR, eligible for MR bonus GD 66, AM GT.

**6th Arm Div (Grow):** Within 3 hexes of 4-3620; [15 units] 603 M18 Bn. In MR, eligible for MR bonus GD 66, AM GT.

**Remaining XII Corps Asset Units:** Units may set up anywhere within XII Corps ZOP. All such assets are in play.

#### **7th Army**

##### **XV Corps:**

**XV HQ, Haislip:** Luneville (3-1029).

XV Corps is inactive until the AM GT of GD 70 (Nov 13). During that time, XV Corps cannot conduct any FS or GA. On the AM GT of GD 70, XV Corps activates. It is coming out of a lull, receiving all the benefits of such. Thereafter it operates normally within the 7th Army restrictions. Until that time, all units are restricted to actions permitted by GOSS 24.2.0. The Allied is side one but cannot declare any units active.

**Corps Asset Units:** Anywhere in corps ZOP. 61/XV CE and 2/36/XV CE Bn.'s. 182/XV FA, 202/XV FA, 208/XV FA, 242/XV FA, 250/XV FA, 265/XV FA, 693/XV AFA, 772/XV FA, 961/XV FA, 975/XV FA, 989/XV FA and 999/XV FA Bn.'s.

**106/XV Cav Grp:** (frontline) 7th Army boundary to 3-2124. 106C/106 Recon Bn., 106C/121 Recon Bn., 1 × M5 BU Co.

**79th Div:** Within 3 hexes of 3-1330; [16 units] (-3 Inf), 813 M10 Bn. Begins the scenario in refit. It is eligible to exit refit GD 67 AM GT. The Div must replace the 2nd FF Arm Div in the frontline. Once the 79th has relieved the 2nd FF Arm, the 79th must provide the masking force (27.1.1) for Interval Four until that interval is closed.

**Important:** The 79th Div does not meet the distance requirement for refit. GOSS 22.4.1 does not apply in this case only.

**44th Inf Div:** (frontline) 3-2125 to 3-2230; [16 units] 749 M4 Bn., 776 M36 Bn. 59/XV AFA Bn. (anywhere in 44th area).

**2nd FF Arm Div:** (front line) 3-2231 to 3-2735 [13 units] (-2 Tk & -1 Mech Inf). The division must provide a masking force (27.1.1) for Interval Four (once it becomes open) until relieved by the 79th Inf Div.



**Important:** The 79th Inf Div relieves the 2nd FF Arm Div beginning GD 67. The 2nd FF Arm Div must enter MR no later than the AM GT of GD 69. It must remain in MR for at least nine GTs (**GOSS** 5.4.4).

### **29.5.14 US Nov Reinforcements**

All reinforcements are assigned to the XV Corps.

#### **GD 72 (15 Nov):**

**Map 4, Entry Area D:** 821 AT Bn.

#### **GD 79 (22 Nov):**

**Map 3-2439 (Baccarat):** CCA/14AD, 1 × AFA Bn., 1 × Recce BU Co., 1 × Arm Eng BU Co., 1 × M10 BU Co.

#### **GD 81 (24 Nov):**

**Map 3-2439 (Baccarat):** 100th Inf Div [16 units]. Attached 781 M4 Bn., 824 AT Bn.

### **29.5.15 German**

#### **November Boundaries**

##### **29.5.15a 1st Army Boundary**

See **LF** 29.5.10c, 7th Army ZOP is out of play for this scenario. 1st Army ZOP extends from the north edge of Map 2, east of the Moselle River along the frontline to;

**Map 3:** Hex 2330, then to 2529 to 2528 to;

**Map 5:** Hex 3237.

##### **29.5.15b Corps Boundary**

Corps boundaries are defined back from the frontline to a specific hex.

**LXXXII Corps:** ZOP extends from the north map edge of Map 2, along the frontline to Map 1, hex 2849 to 4741.

**XIII SS Corps:** ZOP extends from the LXXXII southern boundary along the frontline to Map 4, hex 3909 to 4705.

**LXXXIX Corps:** ZOP extends from the XIII SS Corps boundary along the frontline to 19th Army boundary.

### **29.5.16 German November Set-up**

#### **German November RE Pool:**

**1)** If playing a Campaign Scenario with a GD 1 start, any units remaining in the pool remain in the pool and all units listed below are then added to the pool. Use the procedures in **LF** 29.4.6.

**2)** If playing the Nov Scenario or Campaign Scenario beginning in Nov, the German player must create a RE Pool using the procedures in **LF** 29.4.6. The pool contains the following units: 1412 Fort Inf Bn., XIII Fort Inf Bn., XVI Fort Inf Bn., 1503 Fort Art Bn., 1504 Fort Art Bn., 1506 Fort Art Bn., 1507 Fort Art Bn., 1508 Fort Art Bn., 1509 Fort Art Bn., 1517 Fort Art Bn., 1519 Fort Art Bn., 1/I Fort Art Bn., 2/I Fort Art Bn., 3/I Fort Art Bn., 1417 Fort Inf Bn., I/5 Fort Art Bn.

### **1st Army**

**Metz and Bitche Forts:** Set all forts up in the hexes indicated on the fort counters. All forts are at full strength.

**1A, VKnobel:** Anywhere in 1st Army ZOP.

**1st Army asset units:** Anywhere in 1st Army ZOP. 3 Pio Bn., 207 Pio Bn., 209 PzG Pio Bn., 54 Pio Bn., 668 Mot Pio Bn. (-1), 844 and 550 Bridge Pio units, Sturm/1A Bn. (-1), 2×318/1A Art, 721/OKW Art Btry, 765/OKW Art Btry, 2/OKW RR Art Btry, 43 MG Bn., 44 MG Bn., 805 MG Bn., 811 MG Bn., 1303 Fort Art Bn., 1305 Fort Art Bn., 1306 Fort Art Bn., 1./2.26/1AAT Bn., 3./4/26/1AAT Bn., 1./2.27/1AAT Bn., 3./4/27/1AAT Bn.

**Place the following units in the locations given:**

**Saarbrücken Fort Inf Bn.:** 5-3736.

**Saarlautern Fort Inf Bn.:** 2-2529.

**Merzig Fort Inf Bn.:** 2-1921.

The 11th Pz and 9th LW Flak Divs start the scenario assigned to the 1st Army. The 11th Pz must be assigned to a corps (as desired) prior to exiting MR. The 11 Pz is considered in command while transiting to their assigned corps ZOP. Units of the 9th LW Flak that are not active do not count against the 1st Army maximum army asset total.

**11th Pz Div:** In MR (eligible to exit with bonus) within 3 hexes of 2-1045. All units except 5./II/15P & 6./II/15P MKIV Co. (in eliminated units pool). 11 Aufk Bn. [2 × Co. units] (-1 step), Mot Inf (-2 steps).

**9th LW Flak Div:** In or east of any WW hex within 1st Army ZOP: 42nd Rgt [6 Co.], 69th Rgt [7 × Co.], 12th Rgt [4 Co.] (all remaining Co.'s are in the Eliminated Units Box). The above Flak units may not move until activated. Individual Co.'s can provide FS points and can provide Flak support against all air attacks normally. If an Allied unit moves adjacent to an individual Flak Co. assigned to the 9th LW Flak Div, that unit immediately activates. See **GOSS** 4.6.2 for command and GenS requirements.

**West of WW within 1st Army ZOP:** 27th Rgt [4 Co.] (remaining Co.'s are in the Eliminated Units Pool). These units are active. See **GOSS** 4.6.2 for command GenS requirements.

#### **LXXXII Corps:**

**LXXXII HQ:** Anywhere in corps ZOP.

**Corps asset units:** Anywhere in corps ZOP: 82K Pio Co., 1119 StG Co., 1557 StG Co., 457 Art Bn., 761 Art Rgt (3 × Bn.'s), 1152/OKW Art Bn., 48, & 806 MG Bn.'s, 7 Fort Art Bn., 1520 Fort Art Bn., 1522 Fort Art Bn., 404 VAK Bde [5 units].

**416th VG Div:** (frontline) North map edge of Map 2 to 1-3923; All units [12] 2./416 StG Co. (e) (-2 Inf steps).

**19th VG Div:** (frontline) 1-3924 to 1-3437; [13 units] (-1 Inf step).

**462nd VG Div:** (frontline) 1-3337 to XIII SS Corps boundary; [16 units] (-2 Inf steps) (-1 Eng step). Permanently eliminated and removed from play: II/19SS/462 Pol Bn., II/SigSS/462 Sig Bn. Sgr/462 NCO Rgt (3 × units), Wa/462 NCO Rgt (2 × units).

**Metz Garrison:** In any Metz Fort, no more than one per fort. 4/1462/Metz Fort Art Bn., 1075/Metz Fort Art Bn., 1313 Fort Art Bn., 1432 Metz Fort Art Bn., 1431/Metz Fort Inf Bn., 38/Metz Fort Inf Bn., 1410/Metz Fort Inf Bn., 810/Metz MG Bn., 819/Metz MG Bn., Pio/Metz Eng Bn.

#### **XIII SS Corps:**

**XIII SS Corps HQ:** Anywhere in corps ZOP.

**Asset Units:** Anywhere in corps ZOP; 33 Fort Art Bn., 1518 Fort Art Bn., 1015 Fort Inf Bn., 13K Pio Bn., 13K Pio Co., 485 Mot AT Bn., 2./280 StG Co., 3./280 StG Co., 113 Art Rgt [2 Bn.'s].

**Saarbrücken {2-3636}:** 681/A AT Bn.

**17th SS PzG Div:** (frontline) XIII SS corps northern boundary along frontline to 4-3206; [17 units] (-2 Mot Inf steps) (-1 Mot Eng step) (-1 Flak step). 1./I/17P(e) and 2./I/17P (e).

**48th Div:** (frontline) From 4-3207 to LXXXIX corps northern boundary; [15 units].

#### **LXXXIX Corps:**

**LXXXIX Corps HQ:** Anywhere in corps ZOP.

**Asset Units:** Anywhere in corps ZOP. 1510 Fort Art Bn., 39 MG Bn., 49 MG Bn., 815 MG Bn., 89K Pio Co., 243 Pio Bn., 1./280 StG Co., 111/1A Flak Bn.

**559th VG Div (Muehlen):** (frontline) from northern boundary of LXXXIX corps to 3-1216; [13 units] (-1 Inf step).

**361st VG Div:** (frontline) 3-1316 to 3-2022; [13 units].

**553rd VG Div:** (frontline) 3-2122 to 19th Army boundary; [13 units] (-2 Inf steps).

#### **19th Army:**

**Asset units:** anywhere in 19th Army ZOP. 669 Mot Pio Bn. (-1), Ebr Pio Bn., 47/19 Flak Bn. (-1), 163 Inf Bn., 51 MG Bn., 812 MG Bn. The 19th Army operates under the rules outlined in **GOSS** 24.2.0 as side two. No formations may be declared active.

**106th Pz Bde:** In Army Reserve (**GOSS** 25.0) anywhere in 19th Army ZOP; 106P HQ, 1./I/2106 MKV Co., 4./I/2106 PJV Co., II/2106 PzG Bn. (-1), 106 PzG Pio Co. 2./I/2106 MKV Co. (e), 3./I/2106 MKV Co. (e).

**LXVI Corps:****LXVI Corps HQ:** Anywhere in corps ZOP.**Asset Units:** 902 StG Bn. (-1), 1 × StG BU Co. in Eliminated Units Pool, 1192/64K Art Bn.**21st Pz Div (von Luck):** (frontline) from 19th Army boundary to 3-2934; [23 units] (-2 Mot Inf) (-1 PG). 2./I/22P & 3./I/22P (e), 5./II/22P Co. (e), 6./II/22P Co. (e), 3.4./200 Aufk Co. (e)**KG 708th VG Div:** Attached to 21st Pz Div. 708 Fus Bn. (-1), 708 Pio Co. (-1), 1./708 AT Co., I/760 Inf Bn. (-1), II/760 Inf Bn. (-1), I/1708 Art Bn.**29.5.17 German November Reinforcements**

All units arrive in AM GT unless specifically noted otherwise.

**Important:** For the November scenarios, all reinforcements entering prior to 8 Nov (GD 66) are already accounted for in the Nov start setups.**GD 58 (1 Nov):****Trier {2-1901}:** 404 VAK Bde [5 units],**GD 63 (6 Nov):****Saarbrücken {2-3636}:** 1036 Art Bn., 681/A AT Bn.**GD 66 (9 Nov):****Saarbrücken {2-3636}:** 401 VAK [4 units], 12 Mot AT Bn.**GD 68 (11 Nov):****21st Pz Div:** Reassigned to the LXXXIX Corps. All units must enter 1st Army ZOP no later than PM GT of GD 69.**708th VG Div:** Map 5, Entry Area L or M; Remainder of 708th VG Div [7 units] 1 × Pio BU Co. (-3 Inf).**KG 716th VG Div:** Arrives attached to 708th Div: 706 Inf Rgt [2 Bn.'s] (-2), 1./716 AT Co.**Sarrequemines {2-4245}:** 617 Art Bn.**Kaiserslautern {5-3903}:** 25th PzG Div [21 units] (-2 Mot Inf steps) (-1 Aufk step). 3./I/8P StG Co. (e), 5./II/8P MkV Co. 9e)**GD 69 (12 Nov):****Trier {2-1901}:** 36th VG Div [15 units].**Metz Garrison:** 503rd AT Bn. [3 Co.] in any Metz fort or Metz city hex.**Saarbrücken {2-3636}:** 55 Pio Bn.**GD 70 (13 Nov):****Saarbrücken {2-3636}:** 1181/OKW Art Bn., 681/OKW NW Bn., 243 StG Bn. [3 Co.].**GD 74 (17 Nov):****Sarrequemines {2-4245}:** 347th VG Div [13 units].**Saarbrücken {2-3636}:** 103 PzG Pio Co.**GD 78 (21 Nov):****Sarrequemines {2-4245}:** 486 Mot AT Bn.**Bitche {5-2330}:** Bitche Inf Bn.**GD 80 (23 Nov):****Pirmasens {5-3220}:** Pz Lehr Div [19 units] (-1 PzG step) (-2 Mot Inf), Bayerlin. 130 Aufk Bn. does not enter with division.**Important:** The German player must track step losses for this division. If at any time it has suffered the number of cumulative step losses of 16 (not including the step losses it arrives with) or more the division must withdraw.**GD 82 (25 Nov):****Neunkirchen {2-4728}:** 17/999 Pio Bn.**Pirmasens {5-3220}:** 130/Lehr Pz Aufk Bn. (-1).**GD 84 (27 Nov):****Neunkirchen {2-4728}:** 1151/OKW Art Bn.





## DECEMBER SCENARIO

### 29.6.0 December Scenario

This scenario extends the November offensive into December as Third Army and XV Corps drive to the Westwall and crossings over the Saar River. The Germans were determined to hold the Americans at the WW as they were stalling for time until the German counteroffensive could be launched further north. The weather was lousy, the troops on both sides exhausted and casualties had been high. Nevertheless, the US Army finally got toeholds over the Saar and were fighting for control of several towns and cities on the other side when the word came down that something was up further north in the Ardennes, forcing the retreat of 3rd Army's hard-won gains in Dec.

**Campaign Scenarios:** When playing a Campaign Scenario beginning on GD 1 or GD 65, ignore the following:

<b>LF 29.6.1</b> (except ending date)	<b>LF 29.6.6</b> <b>LF 29.6.7</b>
<b>LF 29.6.2</b>	<b>LF 29.5.8</b>

All logistic and set up procedures, including front lines and that pertain to the Dec Scenario including the corps boundaries.

**Important:** The below logistic procedures and RE/reinforcement pool sections contain information that is used for the Campaign Scenarios.

### 29.6.1 Scenario Length & Maps

The scenario begins on AM GT of GD 88. It ends at the end of the Night GT on GD 103. All maps are used. The German side sets up first.

**US Attacks on Forts Track:** The US Attacks on Forts Track; the marker is in the 12 Box. The 5th Inf Div is assault trained.

**Metz Pocket:** Both the German and Allied set up for the remaining Metz fortifications is an optional historical set up for the Dec scenario. Players may refrain from setting this group and the US units containing them up.

**Important:** If the Metz pocket is not used, the Allied player receives the regimental BG listed in the pocket set up on the first GT of the scenario as described.

**Note:** Players could decide to not use Map 4 to save space, just have it available to ensure that the GenS path for the two US armies are good.

**Important:** All intervals are closed (LF 27.1.1).

Like the November scenario players may choose to play just parts of this scenario by choosing a US Corps and playing only within the boundaries for that corps.

- If you do this for the XII or XX Corps, take one-half of the available APs and half of the daily AmPs that arrive.

- Reinforcements can only be received if they are listed as arriving in the active corps operational area for the Dec scenario.
- Apply the same restrictions for the German side. For each German reinforcement unit from a pool, the German must pay one-third of a VP.
- Players can play any combination of US Corps action into a scenario, like playing just XV and XII Corps, for example.
- Where the boundary for a corps overlaps just part of a German division, the German player uses only the units that can set up within the US ZOP.

### 29.6.2 Weather

GD 88 weather is POvr. The GC is mud. Place the ground condition marker in the M1 space. The flood state of the rivers is at F0 until the AM GT of GD 92 (LF 19.4.6b). Beginning the AM GT of GD 89, weather is randomly determined each GT. There is no historical weather.

### 29.6.3 Command Boundary Changes

Neither side may change command boundaries until GD 89.

- The boundaries between US armies or out of play areas may not be changed. 1st US Army area is out of play. The area in the 7th Army ZOP (marked as VI Corps) to the southeast of the black boundary line on the scenario diagram is out of play.
- The German army boundaries between 7th/19th and 1st Armies may not be changed. 7th and 19th Army ZOP are out of play (See Dec set up map).

**Important:** 19th Army is no longer an operational command. Only the 1st Army is active. The LXXXIX Corps is assigned to the German 1st Army.

### 29.6.4 US GenS

All US forces use the procedures in LF 29.3.7.

### 29.6.5 US Logistics

Dec Scenario or Campaign Scenario starting on GD 1 or GD 65: Beginning on GD 88, neither the 3rd nor the 7th Army use the full logistic rules.

#### 3rd Army:

- 1) Has a base ADV of 4. ADV is adjusted as per GOSS 16.3.2 (skip step 5).
- 2) Receives 2 AmP each AM GT.
- 3) If playing the Dec Scenario, the 3rd Army has 10 AmP in stockpile. If playing a Campaign Scenario, the 3rd Army carries over any AmP in stockpile.

4) All units have normal fuel.

5) Has four TP available for motorization.

**Exception:** If playing a Campaign Scenario and the Allied player did not declare a lull that met the conditions in LF 24.0, The 3rd Army must use the number of TP to the right of the slash on the GTRT.

#### 7th Army:

1) Has an ADV of 4. Do not use the ADV adjustments in GOSS 16.3.2. See below for AmP conversion.

2) Receives 1 AmP each AM GT.

3) May convert a maximum of one point of ADV to two AmP, or two AmP to one point of ADV each AM GT.

4) If playing the Dec Scenario, the 7th Army has four AmP in stockpile. If playing a Campaign Scenario, the 7th Army carries over any AmP in stockpile. The 7th Army may not carry more than four AmP from one GD to another.

5) Has two TP available for motorization only.

6) All formations and units are in normal fuel.

**Important:** 7th Army could end a Joint Logistics Phase with more than four AmP, however at the beginning of the next Joint Logistics Phase all AmP over four in the stockpile must be eliminated.

### 29.6.6 German GenS

Use the procedures in in LF 29.3.9.

### 29.6.7 German Logistics

Dec Scenario or Campaign Scenario starting on GD 1 or GD 65: Beginning on GD 88, the 1st Army uses the full logistic rules (GOSS 16.0).

1st Army:

1) If playing the Dec Scenario, the 1st Army has five AmP and five FP in stockpile.

2) If playing a Campaign Scenario, the 1st Army carries over any AmP and FP in stockpile.

### 29.6.8 Bridges

All bridges behind US lines are now intact. The German side may choose to start the scenario with any bridge on or behind the German frontline and within 10 hexes of it, already destroyed, except that at least 3 bridges over the Saar must still be left intact.

### 29.6.9 Fieldwork Placement

**Important:** Fieldworks cannot be placed in any hex containing a WW symbol (**Exception:** GOSS 17.4.1f).

**Important:** The Bitche Forts must also be placed (LF 17.5.1).

### The German side may place:

- 24 × ET-3 in the 1st Army ZOP. They can be placed in any village, town or city hex on or east/northeast of the frontline.
- 20 ET-2 may be placed anywhere within six hexes of the frontline.
- The German player may place IPs in all other German occupied front-line hexes occupied by at least one step of non-artillery/non-HQ units.
- The Allied side may place an ET-2 on any hex occupied by at least two steps of non-Art/non-HQ units that is adjacent to the frontline as designated on the scenario map.

**Important:** See LF 7.13.4 for minefield placement.

### 29.6.10 Special Rules

There are no special rules.

### 29.6.11 Victory Conditions

**Important:** If playing a Campaign Scenario with a start date of GD 1 or GD 65, the Allied player must meet all the victory conditions listed in LF 29.4.1, 29.5.9 and the below.

- If playing the Dec Scenario and the Allied player has met the above conditions count the number of geographic victory points the Allied forces have captured (LF 28.1.0) and add or subtract victory points for the conditions listed in LF 28.0.
- After totaling all victory points, both players then determine the level of victory using the below scale:
  - 25 or less:** German side wins an operational victory.
  - 26 to 50:** German side wins a marginal victory.
  - 51 to 75:** The scenario is a draw.
  - 76 to 100:** The Allied side wins an operational victory.
  - 101 or more:** The Allied side wins a strategic victory.

### 29.6.12 December Front Line

The front line is shown as a reference on the December set-up map provided. Players should place spade markers on the below hex lines to show the German front line. German frontline units can be placed on or within five hexes east/northeast of the line. Allied frontline units can be placed adjacent to (west/southwest of) and within four hexes of the of the frontline.

**Frontline:** Start at Map 2-1201 to 1203, then follow the east/northeast side of the Moselle River south to Map 1-4316, then to 4416, 4516, 4617, 4717, Map 2-1018, 1319, 1320, 1521, 1522, 1824, 1825, 1925, 1927, 2229, 2234, 2334, 2335, 2236, 2241, 2542, 2543, 2744, 2844, 2943, 3044, 3045, 3145, 3147, 3248, 3249, 3450, 3451, 3551, 3552, Map 3-3601, 3701, 3702, 3903, 3904, 4105, 4205, 4506, 4606, Map 5-1241, 1539, 1540, 1641, 1740, 1841, 1940, 2041, 2240, 2339.

**Out of Play Area:** All hexes on or, south, southeast of Map 5-2058, 2043, 2242, 2240, 2339, 2337, 2437, 2436, 3232.

**Metz Pocket:** See Metz Fortification set up. The listed hexes (including the Metz Forts listed) are under German control. Hexes outside the given hex numbers are Allied controlled.

### 29.6.12a German Command Boundaries

**7th Army:** North/northeast of the line beginning at map 2-1203, then all hexes north of the Moselle River, then 1603 via a line to 2-4903. 7th Army ZOP is out of play.

**1st Army:** South/southwest of the 7th Army boundary, along the frontline until reaching the out of play area on map 5.

**LXXXII Corps:** From the 1st Army northern boundary along the frontline to Map 2-2233, then following a line north, northeast to Map 3-3924.

**XIII SS Corps:** From the southern boundary of LXXXII Corps and then along the frontline to Map 2-3348, then following a line north, northeast to hex Map 5-1122.

**XXXIX Corps:** From the southern boundary of XIII SS Corps along the frontline to the out of play area on map 3.

### 29.6.13 German Setup

#### German November RE Pool:

**1)** If playing a Campaign Scenario with a GD 1 or GD 65 start, any units remaining in the pool remain in the pool and all units listed below are then added to the pool. Use the procedures in LF 29.4.6.

**2)** If playing the Dec Scenario, the German player must create a RE Pool using the procedures in LF 29.4.6. The pool contains the following units: 817 MG Bn., II/469 Inf Bn., 1523 Fort Art Bn., 1527 Fort Art Bn.'s.

#### 1st Army:

**1A Army HQ, VKnobel:** Neunkirchen (2-4728)

**1st Army Asset Units:** Anywhere within 1st Army ZOP: 17/999 Pio Bn., 3 Pio Bn. (-1), 207 Pio Bn. (-1), 209 PzG Pio Bn. (-1), 668 Mot Pio Bn. (-2), 844/846 Bridge Pio Co., 550/551 Bridge Pio Co., 1553/1559 Pio Co., 12 Mot AT Bn. (-1), 1A Sturm/1A Inf Bn. (-2), 681/OKW NW Bn., 318/1A Art Bde [2 units], 721/OKW Art Btry, 765/OKW RR Art Btry, 1./2./25/1A AT Bn., 3./4./25/1A AT Bn., 2/OKW RR Art Btry, 43 MG Bn., 1303 Fort Art Bn., 1305Fort ArtBn., 1503Fort ArtBn., 1504Fort ArtBn., 1508Fort ArtBn., 1509Fort ArtBn., 1519Fort ArtBn., XIII Fort Inf Bn., XVI Fort Inf Bn.

**Place the following units in the locations given:**

**Saarbrucken Fort Inf Bn.:** 2-3736

**Saarlautern Fort. Inf Bn.:** 2-2529

**Merzig Fort Inf Bn.:** 2-1921

**553rd VG Div:** (in Refit, entered refit on Nov 29 (GD 86)); Within 3 hexes of 2-4728 (Neunkirchen); [13 units] All Inf Bn.'s/Co. start with 1 step, 2./1553 Htz Co. (e), 1553 Pio Co. (-1), I/1553 Art Bn. (e).

**9th LW Flak Div:** In or east of any WW hex within 1st Army ZOP: 42nd Rgt [6 Co.], 69th Rgt [6 Co.] 12th Rgt [6 Co.]. (all remaining Co.'s of the above Rgts are in the Eliminated Units Pool). The above Flak units may not move until activated.

Individual Co.'s can provide FS points and can provide Flak support against all air attacks normally. If an Allied unit moves adjacent to an individual Flak Co. assigned to the 9th LW Flak Div, that unit immediately activates. See GOSS 4.6.2 for command and GenS requirements.

**West of the WW within 1st Army ZOP:** 27th Rgt [3 Co.]. (remaining Co.'s are in Eliminated Units Pool). These units are active. See GOSS 4.6.2 for command and GenS requirements.

**172nd Reserve Div:** [11 units] In any hex of the second belt of WW hexes {those WW hexes between 2-2524 and 5-1120}. No unit can be set up within 6 hexes of an Allied front line hex. These units are not activated (may not move). The entire division is immediately activated if an Allied unit is, at any time, within four hexes of any hex occupied by a unit of the 172nd Div.

**526th Training Div:** [9 units] In any hex within the third belt of WW {those WW hexes between 5-3613 to 2-4519}. These units are not activated (may not move). The entire division is immediately activated if an Allied unit is, at any time, within four hexes of any hex occupied by a unit of the 526th Div.

#### LXXXII Corps:

**LXXXII HQ:** Anywhere in the corps ZOP.

**Corps Asset Units:** Anywhere in LXXXII ZOP: 54 Pio Bn. (-1), 82K Pio Co., 486 Mot AT Bn. (-1), 1./2./26/1A AT Bn., 3./4./26/1A AT Bn., 1557 StG Co. (-1), 457 Art Bn., I/761 Art Bn., II/761 Art Bn., III/176 Art Bn. (e), 1151/OKW Art Bn., 1152/OKW Art Bn., 404 Art Bde [4 Art Bn.'s & 1 Mot HAA Bn.], 7/Fort Art Bn., 1520 Fort Art Bn., 1522 Fort Art Bn., 1/I Fort Art Bn., 2/I Fort Art Bn., 3/I Fort Art Bn.

**416th VG Div:** (front line), from the northern boundary of LXXXII Corps to 2-1319; All units [13] 416 HQ (-1) (-6 Inf steps). 2./416 StG Co. (e).

**19th VG Div:** (frontline), from 2-1320 to 2-1926; All units [13 units] 19 HQ (-1), (-9 Inf steps, 2 must be from Fus Bn.), 119/19 Pio Co. (-1), 2./119 Htz Co. (e), I/119 Art Bn. (e).

**21st Pz Div:** (frontline) from 2-1927 to 2-2233; 21Pz HQ (-1), 1./2./200 Aufk Co. (-1), 2./200 Mot AT Co., 3./200 StG Co., I/125 PzG (-1), II/125 Mot Inf (-1), 192 Mot Inf Rgt [2 Bn.'s]

(-3), 1./220 PzG Pio Co., 2.3./220 Mot Pio Co. (-1), I/155 SP Art Bn., III/155 Art Bn. All other assigned units are in the Eliminated Units Pool.

**KG Muehlen (559th VG Div):** (frontline) The remnants of 559th and 48th VG Div. have been combined into one divisional KG under the command of Oberst Muehlen. The KG sets up as a separate independent BG anywhere within the 21st Pz Div frontline area. All units from the 559th, 462nd and 48th VG Div not listed below (or in the isolated Metz forts) are permanently eliminated and may not return to play.

559th HQ (-1), I/128/48 Inf Bn. (-1), II/127/48 Inf Bn. (-2), 1./148 AT Co., I/148 Art Bn., 148 Pio Co. (-1), 559 Fus Co., I/1125 Inf Bn. (-1), II/1125 Inf Bn. (-1), I/1127 Inf Bn. (-1), 1./559 PzJ Co., 1559 Pio Bn. (-1), I/1559 Art Bn., II/1559 Art Bn., 1126 Rgt [2 Bn.'s], II/1127 Inf Bn., 2./1559 PzJ Co.

**462nd VG Div:** (Isolated in Metz Forts). Place the following Metz forts (at full strength) and units in the hexes marked on the fort counters.

**Ft Driant:** I/1217/462 Inf Bn. (-1), 819 Metz MG Bn. (-1).

**Ft Jean'dArc:** 462/462 Fus Co., 462 HQ (-1), Pio/Metz Eng BU Co.

**Ft St Quentin:** 810 MG Bn. (-1), 1/1010 Fort Inf Bn. (-1).

All other Metz forts and all Metz garrison units are permanently eliminated and may not return to play.

### **XIII SS Corps:**

**XIII SS Corps HQ:** Anywhere in corps ZOP.

**Corps Asset Units:** 13K Pio Bn. (-2), 243 Pio Bn. (-1), 103 PzG Pio Co., XIIISS Art Btry, 485 Mot AT Bn. (-2), 3./280 StG Co., 1./243 StG Co., 2./243 StG Co. (e), 3./243 StG Co. (e), 111/1A Mot HAA Bn. (-1), 113 Art Rgt [2 Bn.'s], 1036/OKW Art Bn., 33 Fort Art Bn., 1518 Fort Art Bn., 1015 Fort Inf Bn.

**347th VG Div:** (frontline) from the northern boundary of XIIISS Pz Corps ZOP to 2-2238; 347 HQ (-1), 860 Inf Rgt [2 Bn.'s] (-2), 861 Inf Rgt [2 Bn.'s] (-3), 880 Inf Rgt [2 Bn.'s] (-3), 347 Fus Bn. (-2), 347 Pio Co. (-1), III/347 Art Bn., 1./347 AT Co., 2./347 Htz Co. (e), 1/347 Art Bn. (e).

**36th Div:** (frontline) from 2-2239 to 2-2744; 36 HQ (-1), 87 Inf Rgt [2 Bn.'s] (-3), 118 Inf Rgt [2 Bn.'s] (-2), 165 Inf Rgt [2 Bn.'s] (-3), 36 Fus Bn. (-2), 36 Pio Co. (-1), II/268 Art Bn., III/268 Art Bn., 1./36 AT Co., II/268 Art Bn. (e), 2./36 StG Co. (e), 36 Mot HAA Co. (e).

**17th SS PzG Div:** (frontline) from 2-2844 to the northern boundary of XXXIX Corps ZOP; 17ss HQ (-1), I/37 Inf Mot Bn. (-1), II/37 Inf Mot Bn. (-1), II/38 Mot Inf Bn. (-1), III/38 Inf Bn. (-1), 17ss Aufk Bn. (-2), 17ss Mot Pio Bn. (-2), 1./I/17P StG Co.,

2./17 Mot AT Co., 1.2./17 Mot HAA Bn. (-1), I/17 Art Bn., II/17 Art Bn., IV/17 Art Bn. All remaining units (e).

### **LXXXIX Corps:**

**LXXXIX Corps HQ:** Anywhere in the LXXXIX Corps ZOP:

**Corps Asset Units:** 1./280 StG Co., 1 x 1-2(4)-12 BU Mot AT Co., 681/1A AT Bn. (-2), 163 Inf Bn. (-1), 47/19A Mot AA Bn. (-1), 669/19A Mot Pio Bn. (-2), Ebr Pio Bn., 89K Pio Co., 55 Pio Bn. (-1), 812 MG Bn., 813 MG Bn., 617 Art Bn., 401 Art Bde [4 Bn.'s], 1181/OKW Art Bn., 1192/64K Art Bn., I/5 Fort Art Bn., 1507 Fort Art Bn., 1510 Fort Art Bn., 1517 Fort Art Bn.'s.

**11th Pz Div:** (frontline) from the northern boundary of the LXXXIX Corps ZOP to 3-3702; 11 Pz HQ, 1./I/15P PzV Co., 2./I/15P PzV Co., 5./II/15P PzV Co., 6./II/15 PzV Co., 2./61 PJIV Co., I/110 PzG Bn. (-1), II/110 Mot Inf Bn. (-1), I/111 Mot Inf Bn. (-1), II/111 Mot Inf Bn. (-2), 1.2./11 Aufk Bn., 1./209 PzG Pio Co., 2.3./209 Mot Pio Co. (-1), 1./277 Mot HAA Co., I/119 SP Art Bn., III/119 Art Bn., 3./I/15P PzV Co. (e), 7./II/15P PzV Co. (e), 3.4./11 Aufk Co. (e), 1./61 Mot AT Co. (e), 2./277 Mot HAA Co. (e), II/119 Art Bn. (e).

**25th PzG Div:** (frontline) from 3-3803 to 3-4105; 25 Pz HQ (-1), 1./I/8P StG Co., I/119 PzG Bn. (-1), II/119 Mot Inf Bn. (-1), II/35 Mot Inf Bn. (-1), III/35 Mot Inf Bn. (-2), 125 Aufk Bn. (-2), 2./125 Mot AT Co., 1./25 PzG Pio Co., I/25 Art Bn., II/25 Art Bn., 2./I/8P StG Co. (e), 3./I/8P StG Co. (e), 4./II/8P PzV Co. (e), 5./II/8P PzV Co. (e), 6./II/8P PzV Co. (e), 1./25 PzJ Co. (e), 2.3./25 Mot Pio Co. (e), III/119 Mot Inf Bn. (e), I/35 Mot Inf Bn. (e), II/25 Art Bn. (e).

**Designer's Note:** *Historically the German XC Corps was activated to command the 11th Pz and 25th PzG Divs. It was not included as never fully activated in its command role in the context of the game.*

**Pz Lehr Div:** (frontline) from 3-4205 to 3-4606; Lehr Pz HQ, 5./II/130P PzV Co., 7./II/130PPzV Co., 130Aufk Bn. (-1), 3./130 Mot AT Co., 1./130 PzG Pio Co., 2.3./130 Pio Co. (-1), I/901 PzG Bn. (-1), II/901 Mot Inf Bn. (-2), I/902 Mot Inf Bn. (-1), I/130 SP Art Bn., II/130 Art Bn., 6./II/130P PzV Co. (e), 8./II/130P PzV Co. (e), II/902 Mot Inf Bn. (e), 1./130 PJIV Co. (e), 2./130 Mot AT Co. (e), 1./130 Mot HAA Co. (e), 2./130 Mot HAA Co. (e), III/130 Art Bn. (e).

**361st VG Div:** (frontline) from 3-4607 to Out of Play Area; 361 HQ (-1), 951 Rgt [2 Bn.'s] (-3), 952 Rgt [2 Bn.'s] (-2), I/953 Inf Bn. (-1), III/361 Art Bn. II/953 Inf Bn. (e), 361 Fus Co. (e), 361 Pio Co. (e), 1./361 AT Co. (e), 2./361 Htz Co. (e), I/361 Art Bn. (e).

**KG 708th VG Div:** Attached to 361 Div: 708 Fus Bn. (-2), 708 Pio Co. (-1), 1./708 AT Co., I/728 Inf Bn. (-1), II/728 Inf Bn. (-1), I/708 Art Bn. Remaining unit of 708th Div are permanently eliminated and cannot return to play.

### **29.6.13a German Reinforcements**

All units arrive in AM GT unless specifically noted otherwise. Note that 19th Army is no longer in play and all reinforcements are 1st Army units.

#### **GD 90 (3 Dec):**

**Zweibrucken {5-2017}:** 686/1A Mot AT Bn., 4./686/1A Mot AT Co.

**Pirmasens {5-3220}:** Stenger Inf Bn., 201 Mtn Inf Bn., 202 Mtn Inf Bn.

#### **GD 93 (6 Dec):**

**Neunkirchen {2-4728}:** 719th VG Div [13 units].

**GD 95 (8 Dec):** Withdraw: 401 Art Bde [all units], Pz Lehr Div [all units].

#### **GD 96 (9 Dec):**

**Kaiserslautern {5-3903}:** 1./504 AT Co., 2./504 AT Co., 3./504 AT Co.

### **Eliminated Units Pool:**

**106th Pz Bde:** 2./I/2106 PzV Co., 3./I/2106 PzV Co.

**Misc. Units:** 13K Pio Co., 1119 StG Co., 902 StG Bn., 2./280 StG Co.

### **29.6.14 US SET UP**

#### **Campaign Scenario starting GD 1 or GD 65:**

If Allied units remain in the Allied Reinforcement Pool continue using **LF** 29.3.11. if the 3rd Army is not using the full logistic rules, the Allied player may automatically randomly draw 5 units from the pool each AM GT.

**Dec Scenario:** All Corps or army Art and Eng assets not listed in the set up are still in play and are set up anywhere within their corresponding ZOP. Allied frontline units must be set up within four hexes of the frontline. Where listed, units may have been already withdrawn and no longer appear in play.

#### **29.6.14a US Command Boundaries**

**1st Army:** North/northeast of Map 1-3801 to 2-4705 then along the west bank of the Moselle River to 2-1702, then to 2-1803 via a straight line to 2-4903. 1st Army area is out of play.

**3rd Army:** South/southwest of the 1st Army boundary along the frontline to 4-4606. The army boundary follows the yellow line drawn on the map to hex 5-2906. At that point, the army boundary is along the xx06 hex in each row until exiting Map 5 at hex 3906.

**XX Corps:** From the northern boundary of 3rd Army along the frontline to 2-2744 then along



the front line to 2-2944, then north/northeast to 2-4038. Additionally, from 2-2744 to 2-1849.

**XII Corps:** From the southern boundary of XX to the 7th Army boundary marked on the map.

**7th Army/XV Corps:** From the 7th Army boundary shown on the map to the out of play area marked on the map.

### 3rd Army:

**3rd Army HQ (Patton):** Any hex in Nancy (Map 4).

**Note:** 3rd Army HQ was historically located in Luxemburg City, however, for game purposes, the HQ represents the logistical center of the 3rd Army and is thus placed in the PSS.

**3rd Army Asset Units:** All units with the "A" (8 units) and the 400/VIII AFA Bn. (this unit was on temporary loan to the 3rd Army) may be set up anywhere within 3rd Army ZOP, with the exception of the following: 6CvGp, 5 Rngr Bn., all CE Bn.'s and 267/A FA Bn. (this Bn. is attached to XV Corps).

### XX Corps:

**XX Corps HQ:** Thionville (1 3228)

**XX Corps Asset Units:** All units with the XX corps insignia (17 units) anywhere in the XX Corps ZOP, with the exception of 3C/3/XX 3C/43/XX Recon Bn.'s, all CE Bn.'s and 689/XX FA Art Bn.

**83 Inf Div:** (frontline); from the 1st Army boundary to 1-4217; all 16 units, 802 AT Bn., 774 Tk Bn. See LF 9.9.3 for restrictions on its use.

**TF Polk (Independent BG):** (frontline) 1-4317 to 2-1220; 3C/3/XX Recon Bn., 3C/43/XX Recon Bn., 1 × M5 Co., 827 M10 Bn., 135/XX CE Bn., 689/XX FA Bn.

**CCA 10th Arm Div:** (frontline) 2-1221 to 2-1523; CCA/10A [3 units] (-2), 1 × Recon BU Co., 1 × Arm Eng BU Co., 1 × M18 BU Co., 419/10A AFA Bn.

**CCB 10th Arm Div:** (in refit, entered refit Nov 28 (GD85) Within three hexes of Thionville (1-3228); 10th Arm HQ, CCB/10A [3 units] (-4), 609 M18 Bn. (-2), 55/10A Arm Eng Bn. (-2), 90/10A Recon Bn. (-2). Note that the 609th, 55th, and 90th Bn.'s each have one step shown as BU Co. with CCA. The second step missing from the Bn.'s is a combat step loss and can be replaced.

**Important:** CCB is treated as an independent sub-formation until it leaves refit. This is an exception to GOSS 22.6.1.

**CCR 10th Arm Div:** CCR Within three hexes of 1-4528; CCR/10A [3 units] (-3), 420/10A AFA Bn., 423/10A AFA Bn.

**90th Inf Div:** (frontline); 2-1624 to 2-1928; 90 HQ, 357th Inf Rgt [3 Bn.'s] (-3), 359th Inf Rgt [3 Bn.'s] (-2), 315/90 Eng Bn. (-1), 90/90 Recon Co., 343/90 FA Bn., 344/90 FA Bn., 345/90 FA Art Bn., 915/90 FA Art Bn., 712 Tk Bn. (-1), 607 M36 Bn. (-1), 773 M10 Bn. (-1). 358th Inf Rgt [3 Bn.'s] (-3) within one hex of 2-1430.

**1139 CE Grp:** (attached to 90th Div) 160/XX CE Bn., 179/XX CE Bn., 206/XX CE Bn.

**95th Inf Div:** (frontline); 2-2029 to 2-2235; 95 HQ, 377th Inf Rgt [3 Bn.'s] (-2), 378th Inf Rgt [3 Bn.'s] (-2), 95/95 Recon Co., 315/95 CE Bn., 360 FA Bn., 358 FA Bn., 369 FA Bn., 920/95 FA Art Bn., 778 Tk Bn. (-1), 705 M18 Bn. (-1), 614 AT Bn., 379th Inf Rgt [3 Bn.'s] (-3) within one hex of 2-1632.

**1103 CE Grp:** (anywhere in the 95th Div area) 249/A CE Bn., 204/XX CE Bn., 167/A CE Bn.

**Task Force Bell (5th Inf Div):** (frontline) attached to the 95th Div; 2-2135 to 2-2240; 10th Inf Rgt [3 Bn.'s] (-2), 46/5 FA Bn., 5/5 Recon Co., 1 × Eng BU Co.

**Metz pocket:** (within four hexes of any German occupied hex within the pocket; 5th HQ, 2/5 Inf Rgt [3 Bn.'s] (-2), 11/5 Inf Rgt [3 Bn.'s] (-2), 7/5 CE Bn. (-1), 19/5 FA Bn., 50/5 FA Bn., 21/5 FA Bn., 821 AT Bn. (-1), 818 M10 Bn. (-1), 602 M18 Bn. (-1), 735 Tk Bn., FF Paris Inf Rgt [3 Bn.'s]. The Allied player may withdraw one US Rgt (including one FA Bn., and one Co. from the CE, AT, M10, M18, and Tk Bn.'s beginning the first game turn. The remainder of the Metz pocket force must remain to contain the German units in the pocket.

**Task Force Fickett:** (frontline); from 2-2241 to 2-2644; 6C/6/A Recon Bn., 6C/28/A Recon Bn. (-1), 5 Ranger Bn., 1 × M5 BU Co.

### XII Corps:

**XII Corps HQ:** Dieuze (2-2313)

**XII Corps Asset Units:** (18 units) Anywhere in XII Corps ZOP.

**Exception:** All XII CE Bn.'s and 2 CvGp.

**80th Inf Div:** (frontline) 2-2744 to 2-3047; 319th Inf Rgt [3 Bn.'s] (-2), 318 Inf Rgt [3 Bn.'s] (-2), 305/80 CE Bn., 80/80 Recon Co., 313/80 FA Bn., 314/80 FA Bn., 315/80 FA Bn., 905/80 FA Bn., 702 Tk Bn. (-1), 808 AT Bn., 317 Inf Rgt [3 Bn.'s] (-2), within one hex of 2-2448.

**1117 CE Grp:** within one hex of 2-2150; 133/XII CE Bn., 178/XII CE Bn., 188/XII CE Bn.

**6th Arm Div:** (frontline); 2-3147 to 3-3349; All units [15] (-7 Hybrid), 603 M18 Bn. (-1).

**35th Inf Div:** (frontline) 3-3450 to 3-3601; 35th HQ, 134th Inf Rgt [3 Bn.'s] (-2), 137th Inf Rgt [3 Bn.'s] (-2), 161/35 FA Bn., 216/35 FA Bn., 219/35 FA Bn., 127/35 FA Bn., 35/35 Recon Co., 60/35 CE Bn., 737 Tk Bn. (-1), 654 M10 Bn., 610 M36 Bn. (-1). 320th Inf Rgt [3 Bn.'s] (-2) within one hex of 3-2703.

**1137 CE Grp:** within one hex of 3-2402; 145/XII CE Bn., 150/XII CE Bn.

**26th Inf Div:** (frontline) 3-3602 to 3-4205; All units [16 units] (-8 Inf), 761 Tk Bn. (-1), 607 AT Bn. (-1), 691 M10 Bn.

**Attached to 26th Div, 2 CvGp:** 2C/2/XII Recon Bn., 2C/42/XII Recon Bn., 1 × M5 BU Co.

**1135 CE Grp:** within one hex of 3-3110; 166/XII CE Bn., 248/A CE Bn.

**4th Arm Div:** (do not use Gen Wood he was relieved from command) (frontline) 3-4305 to 3-4606; 4th HQ, CCA/4A [3 units] (-2), CCB/4A [3 units] (-3), 24/4A Arm Eng Bn., 25/4A Recon Bn., 22/4A AFA Bn., 66/4A AFA Bn., 94/4A AFA Bn., CCR/4A [3 units] (-3) within one hex of 3-3611. 776 M36 Bn. (-1).

### 7th Army/XV Corps:

**XV Corps HQ:** Sarrebourg (3-4118)

**XV Corps Assets:** Anywhere in XV Corps Z-OPN; 61/XV CE Bn., 2/36/XV CE Bn., 182/XV FA Bn., 202 FA Bn., 208/XV FA Bn., 242/XV FA Bn., 250/XV FA Bn., 693/XV AFA Bn., 772/XV FA Bn., 961/XV FA Bn., 975/XV FA Bn., 989/XV FA Bn., 999/XV FA Bn., 267/A FA Bn.'s.

**44th Inf Div:** (frontline) 5-1040 to 5-1540; All units [16] (-4 Inf), 749 Tk Bn. (-1), 629 M10 Bn.

**100th Inf Div:** (frontline) 5-1641 to 5-2341; All units [16 units] (-3 Inf), 781 Tk Bn., 824 AT Bn.

### 29.6.14b Reinforcements:

All units arrive according to the dates and on the map-edges listed below. All arrivals are during the AM GT.

**GD 88 (1 Dec):** Luneville (4-4829); 814 M10 Bn. Assigned to XV Corps.

**GD 90 (3 Dec):** Map 1, Entry Area B: 87th Inf Div; All units [16], 628 M10 Bn., 707 Tk Bn. The division is assigned to the XII Corps and must move by the most direct route into the XII ZOP.

**GD 92 (5 Dec):** Map 4, Entry Area D: 12th Arm Div; All units [15]; 813 M10 Bn. Assigned to XV Corps.

**GD 94 (7 Dec):** Withdraw 4th Arm Div.

**GD 97 (10 Dec):** Withdraw 26th Inf Div. Do not withdraw 761 Tk Bn., 607 AT Bn., 691 M10 Bn.

### 29.7.0 Campaign Scenario

Players may elect to create a campaign game from the starting points of the Sept or Nov scenarios. To do so, simply setup the units according to that scenarios instructions and use the special rules as they apply to the time Sept, Nov or Dec.

#### 29.7.1 Victory Conditions

To win a campaign scenario, the victory conditions for the month you decide to end the game must be met.

## PATTON'S DAGGER THRUST

This module allows the Allied player to conduct a hypothetical airborne drop to aid in the 3rd Army's advance to the Rhine in September 1944. The Allied player may opt to use the 82nd Airborne and 101st Airborne Divs (counters included with **Lucky Forward**). Additionally, the player may include the 1st British Airborne Div and 1st Polish Airborne Bde (counters in Atlantic Wall).

Inclusion of this module offers players a chance to create their own alternate history scenarios. Feel free to have fun with this one.

**Important:** Patton's Dagger Thrust is an optional scenario variant that has not been fully play tested. Players should agree that the Allied player may conduct the drops prior to commencing a Sep Scenario.

### 30.0 PLANNING

**Important:** All rules pertaining to the Sep Scenario and Extended Sep Scenario are in effect unless otherwise stated in the following rules.

Patton's Dagger Thrust Variant Scenario begins on GD 1. All rules used for the Sep Scenario are in effect.

- If the Allied player does not conduct the drop, ignore all the following rules except 30.1.0 through 30.3.0.
- If the Allied player conducts the airborne drop, the scenario ends:
  - 1) After the completion of GD 26; or,
  - 2) If the drop takes place after GD 17 (see 30.1.0 for latest drop GD), the scenario ends 10 GDs after the GD the airborne drop took place. Do not count the GD of the drop.

**Example:** The drop takes place on GD 24. The scenario ends at the end of the Night GT on GD 34.

#### 30.1.0 Initial Planning

During the Command Phase of any GD from GD 1 to GD 7, the Allied player must make the decision to conduct the airborne drops or not. The Allied player must create a planning document that will be placed in an envelope once planning is complete.

- The German player will only receive the information on the document at the beginning of the Allied player turn on the GT that the drops commence or during the Command Phase of GD 25 if the drop was not planned or if the drop was cancelled.
- If the Allied player chooses not to conduct the drops, play continues normally with no changes. Note on the document that the drops will not take place.
- If the Allied player chooses to make the drops, the player must (in writing) designate:



Patton in 1943

**Important:** The airborne drop must take place during the PM GT of the GD selected unless a postponement (30.1.3) is allowed.

- 1) The current GD; and,
- 2) The GD that the drop (D-Day) will take place. D-Day must be at least seven GDs (inclusive) from the planning GD. Additionally D-Day must be on or before GD 25.

**Example:** On GD 2, the Allied player makes the decision to conduct the drop. The earliest GD the drop may be conducted is GD 8.

- 3) The divisions that will be used in the drop.
- 4) The player designates which corps (XII, XX or XV) will be the primary ground force (PGF) for the operation. See 30.4.0 for details.

#### 30.2.0 Final Planning

During the Command Phase of the fourth GD (inclusive) after the initial planning GD the Allied player must select the formations that will participate and the DZs for each formation. This information is added to the planning document.

- The Allied player can designate one, two or all three of the following formations:  
**101st AB Div.                      82nd AB Div.**  
**1st British Div and 1st Polish Bde.**

**Important:** The number of formations participating will impact the victory conditions (30.6.0).

- The Allied player must designate the divisional drop zones (DZ) for each division participating in the drop.

- The Allied player can plan for follow on drops using the ATP available those GDs (30.7.3), however all DZs for D-Day and follow on GDs must be planned at this time.

**Important:** If both the 1st British and the 1st Polish participate, the 1st Polish it will land as part of the British 1st Airborne Div.

- Designate (enter in the planning document) no more than two hexes for each DZ (Div and Rgt/Bde).
- Both DZ hexes must be in clear terrain.
- The two hexes chosen for each DZ must be no further than two hexes apart (one intervening hex). For each DZ include the Div, Rgt (or Bde) name.

**Divisional DZ:** The Div HQ must land at this DZ. The Div DZ will also be the supply DZ for that division.

**Important:** If using the British 1st Airborne Div, the Div DZ must be within 12 hexes of any Moselle River hexside (count the hex with the Moselle River hexside).

**Regimental/Bde DZ:** All units assigned to each Rgt/Bde must land at their corresponding Rgt DZ. All divisional asset units (those not assigned to a Rgt and US glider Inf units may land at any DZ.

**Important:** Rgt and Bde DZs must be within four hexes of their superior Div HQ DZ.

### 30.3.0 Postponements

**Important:** Airborne drops may only be conducted when the atmospheric condition is clear or POvr.

Once final planning is complete, the operation may be postponed or cancelled entirely. If postponed or cancelled the Allied player notes the GDs and decisions on the planning document.

- The drop may be postponed or cancelled if:
  - 1) The atmospheric condition on the PM GT the drop was planned is Ovr or POvr. This decision must be made in the Joint Weather Determination Phase of the PM GT. If postponed, the Allied player must attempt to land in the next PM GT.

**Important:** The Allied may conduct a drop during POvr, however there are adverse modifiers applied.

- 2) The operation must be cancelled if the drop has been postponed three times due to weather; or,
- 3) It is GD 26; or,
- 4) More than 50% of the total DZs are Allied controlled. For this purpose, controlled is defined as:
  - a) Occupied by an Allied unit; or,
  - b) Within three hexes of one Allied occupied hex; or,
  - b) Behind the current Allied front line.

**Important:** This last one will take a little common sense on the part of both the Allied and German player.

### 30.4.0 Effects on Allied Ground Forces

During initial planning (30.1.0) the Allied player must designate one corps (XII, XV or XX) as the primary ground force (PGF) for the operation.

**Important:** On D-Day plus one GD, the Allied player must adjust (if required) corps boundaries so that all DZ are located within the ZOP of the PGF.

- During the Joint Fuel Determination Phase in the PM GT that the initial drop is conducted:
  - 1) The PGF corps HQ and all subordinate HQ that are in a no fuel state, are treated as if they are in a low fuel state. If in a low fuel state, they are treated as if they are in a normal fuel state. This includes any reinforcements arriving that GD. This bonus remains in effect through the night GT of D-Day.
  - 2) The PGF corps HQ immediately increases its ADV by two.
  - 3) The PGF corps HQ receives 4 AmP that may only be used to conduct intensive fire and/or replenish AD Art units in the Administrative Phase. These AmP must be used prior to using any AmP from the army stockpile.
- Beginning D-Day plus one GD and continuing for 10 GDs (inclusive) PGF corps HQ is awarded the below each GD:

**Example:** The drop takes place on GD 10. D-Day plus one is GD 11.

- 1) Four FP in addition to any FP allocated to the PGF or subordinate HQs from 3rd Army.
  - 2) If the PGF corps ADV is two or more after all adjustments are made (**GOSS** 16.3.2), add two additional ADV to the corps ADV. This addition may not be used to create additional AmP.
  - 3) Four AmP that may only be used to conduct intensive fire and/or replenish AD Art units in the Administrative Phase. These AmP must be used prior to using any AmP from the army stockpile.
- If on D-Day plus 11 GDs the Allied player can trace a GenS line (of any length) from an Allied occupied German city hex (not adjacent to a German unit) solely along primary road hexes to the west edge of Map 1 or 4, the PGF corps receives:
    - 1) Two FP in addition to any FP allocated to the PGF or subordinate HQs from 3rd Army.
    - 2) If the PGF corps ADV is two or more after all adjustments are made (**GOSS** 16.3.2), add one additional ADV to the corps ADV. This addition may not be used to create additional AmP.
    - 3) Two AmP that may only be used to conduct intensive fire and/or replenish AD Art units in the Administrative Phase. These AmP must be used prior to using any AmP from the army stockpile.

### 30.4.1 US 1st & German 7th Armies

If the airborne drop occurs on or after GD 24 there is no affect to either army both armies deactivate on GD 26. If the airborne drop occurs prior to GD 24, both armies deactivate on D-Day plus two GDs.

### 30.4.2 3rd Army

**Important:** Step losses taken from any airborne units do not count towards recycle steps, nor may the Allied player rebuild or reconstitute any airborne units.

Beginning at the start of D-Day plus one GD and ending on D-Day plus 10 (inclusive) the following is in effect each GD:

- 1) The Allied player must select one corps assigned to the 3rd Army as non-supported (**GOSS** 15.4.3). The Allied player may designate a different unsupported corps each GD.
- Important:** The Allied player may not reduce any corps below a minimum of two division sized formations.
- 2) In addition to the TP allocated to 3rd Army on GTRT, the 3rd Army receives two TP.
  - 3) 3rd Army ADV on the GTRT is increased by one.

4) 3rd Army is not subject to the FP restriction in **LF** 29.3.8.

5) The Allied player automatically (no TP allocation required) may randomly pick two units from the Sep Reinforcement Pool. This is in addition to the procedures in **LF** 29.3.11.

6) The Hvy Art ammunition shortage (**LF** 29.3.8b) does not apply.

7) All reinforcements arrive with normal fuel and all procedures in **GOSS** 21.0 apply.

- On D-Day plus one GD, 3rd Army assumes full control over XV Corps. The Allied player may change the XV Corps boundary with XII as desired and may reassign formations/units as desired.
- If on D-Day plus 11 GDs, the Allied player cannot trace a GenS line (of any length) from an Allied occupied German city hex (not adjacent to a German unit) solely along primary road hexes to the west edge of Map 1 or 4, the XV Corps is reassigned to the 7th US Army:
  - 1) The 3rd/7th Army boundary as depicted on the map is now active.
  - 2) The XV Corps must use the Sep Scenario GenS and Logistic rules (**LF** 29.3.8a).
  - 3) The XV Corps must have a minimum of 2 Inf and one Arm Div assigned. If the required formations are not within the XV Corps ZOP, the Allied player must immediately move the required divisions (all assigned units) to the XV ZOP. These divisions must be allocated enough FP to be in a normal fuel state until all assigned/attached units enter the XV ZOP.
  - 4) All army/corps asset units within the XV ZOP must remain within that ZOP.
- On D-Day plus one GD the Allied player may accelerate the arrival of one division by four GDs. Select one division from the reinforcement list in Sep or Oct (and units arriving with that division) and note the new arrival GD.
- On D-Day plus one, all restrictions on the US 83rd Inf Div are lifted (**LF** 9.10.2) and the Allied player has full control of the division.

### 30.5.0 German Reaction

On D-Day plus one GD and continuing for eight GDs, the German player increases printed 1st Army ADV by one and automatically receives three FP (prior to determining delivery).

- On D-Day (PM and night GT), all German units within six hexes of an Allied airborne unit:
  - 1) Halve their printed MA; and,
  - 2) Suffer one unfavorable GA shift when defending and/or attacking.



- Beginning at the start of D-Day plus one GD, the German player:
  - Creates the German RE Pool defined in **LF** 29.4.6 and then follows the procedures outline therein. The German player may randomly pick an additional two units each GD.

**Important:** The additional picks do not apply beginning D-Day plus 5 GDs, however the German player may continue to pick RE units using the standard procedure.

- Accelerates all German scheduled reinforcements arriving on or after D-Day plus two GDs by one GD.
- Receives an additional two Inf RePs and one Arm Rep each GD for seven total GDs.

### **30.5.1 Additional Units**

Units may not breakdown until the GT after arrival.

#### **D-Day plus one GD (German AM GT, Movement Phase);**

For the 172nd and 526th Divs, if location of arrival of any unit(s) are Allied occupied on their GT of arrival, The affected units arrive one GT later in any intact WW hex at least 10 hexes east or northeast of their original arrival hex.

**353rd and 12SS Pz BG:** Arrive as per **LF** 27.4.0 and **LF** 27.5.0.

**172nd Training Div (11 units):** If any Allied airborne unit landed within 12 hexes of Saarlautern (2-2529) the division activates and is placed as follows:

- One BG (**GOSS** 9.3.3a) within three hexes of Pachten (2-2327).
- The Div HQ and remainder of the division's units within three hexes of Merzig (2-1921), Inf Rgt and 105mm Art Bn30

If not activated as above, the division activates during any German Movement Phase if an Allied unit (of any type) is within 12 hexes of Merzig (2-1921).

**526th Training Div (9 units):** If any Allied airborne unit landed within 14 hexes of Saarbrücken (2-3736) the division activates and is placed as follows:

**526 HQ:** Within two hexes of 2-3736.

**At least one unit (of any type) in each of the following hexes:** Map 2, hexes; 2733, 3035, 3335, 3636, 3837, 3735.

If not activated as above, the division activates during any German Movement Phase if an Allied unit (of any type) is within 14 hexes of Saarbrücken (2-3736).

**9th Flak Div:** All Flak Co.'s within the German 1st Army ZOP are activated (**LF** 29.3.14).

- The following units arrive during the German AM GT of the GD listed. All units arrive using RR movement using the movement procedures in **LF** 7.15.0, with the following exceptions:

- The units may only use RR movement on the GT of arrival.
- They may not exit and/or any RR hex within eight hexes of an Allied unit.
- Mech road movement stacking does not apply.
- At the end of the German Movement Phase on the GT of arrival they are considered unloaded and in Tac mode.

#### **D-Day plus two GDs;**

**10th SS Pz Div:** The Div HQ and units arrive on any map edge RR hex on Map 5 that is not within eight hexes of an Allied unit. Prior to arrival the German player must:

- Eliminate 16 steps (any type) from the division's units. AFV steps count as two steps (one step units reduced to meet the requirement do not form z-steps). No more than two assigned Art Bn.'s may arrive with the division (eliminated Art Bn.'s count as one step eliminated).
- Place any eliminated units into the Eliminated Units Pool. Resurrected units arrive on the GT after resurrecting at the above locations.
- Divide the remaining divisional unit into three equal (to the maximum extent possible) equal BGs. Each BG must include at least one AFV Co. The Div HQ may arrive with any of one of the BG.
- Beginning on D-Day plus one GD, randomly pick one BG to enter. Continue this until all three BG are on the map.

All units of the division must withdraw no later than 12 GDs after arrival. **LF** 21.4.0 applies.

#### **D-Day plus three GDs;**

**I1SS Pz Corps HQ and the two II SS Pz Corps Art units:** Arrive on any north or northeast map edge RR hex on Map 2 or 5 that is not within eight hexes of an Allied unit.

**2nd SS Pz Div:** The Div HQ and units arrive on any north or northeast map edge RR hex on Map 2 or 5 that is not within eight hexes of an Allied unit. Prior to arrival the German player must:

- Eliminate 20 steps (any type) from the division's units. AFV steps count as two steps (one step units reduced to meet the requirement do not form z-steps). No more than two assigned Art Bn.'s may arrive with the division (eliminated Art Bn.'s count as one step eliminated).
- All remaining units/steps enter as above.
- Place any eliminated units into the Eliminated Units Pool. Resurrected units arrive on the GT after resurrecting at the above locations.

All units of the division must withdraw no later than 15 GDs after arrival. **LF** 21.4.0 applies.

**107th Pz Bde (7 units):** Arrives on any north or northeast map edge RR hex on Map 2 or 5 that is not within eight hexes of an Allied unit.

#### **D-Day plus four GDs;**

**654 PzJ Bn.:** Arrives on any map edge RR hex on Map 5 that is not within eight hexes of an Allied unit.

#### **D-Day plus five GDs;**

**506th Pz Bn. (3 units):** Arrives on any north or northeast map edge RR hex on Map 2 or 5 that is not within eight hexes of an Allied unit.

**5th FJ Div (all units):** Arrives at Tier (cannot use RR movement). The division is assigned to the 1st Army. Prior to arrival the German player must:

- Roll two 1d10 and add the result of each DR together. The result is the number of step losses the division has suffered.
- All remaining units/steps enter as above.
- Place any eliminated units into the Eliminated Units Pool.

### **30.6.0 Victory Conditions**

The victory conditions for this variant scenario are based on the all or nothing nature of the operation. Like Market Garden the use of airborne corps was granted because Montgomery planned on the operations breaching the Rhine Barrier. In Patton's Dagger Thrust, to win, Patton would have had to breach the Maginot Line and a major section of the WW, then penetrate far enough into Germany to threaten or disrupt Germany's industrial centers. In game terms victory is based on the number of airborne divisions used and how far the 3rd Army can drive into Germany. This being the standard, this is a win big or loose scenario. At the end of the scenario, the Allied player determines victory or defeat.

- When using any one of the below victory conditions, all airborne formation HQs used in the operation must be in standard **GOSS** GenS (not extended).
  - If any airborne division HQ is not in GenS and the Allied player has met the below conditions, the scenario is a draw.
  - If the conditions below have not been met and any one airborne Div HQ is not in GenS, the Germans win a strategic victory.
- The Allied player wins a strategic victory if all airborne Div HQ are in GenS and the conditions below have been met.
  - If the Allied player uses only one of the US airborne divisions (player's choice, The Allied player wins the scenario if:
    - Allied units control all city and town hexes of one German city. None of the

hexes can be occupied by or adjacent to a German unit.

**2)** The Allied player must be able to trace a non-extended GenS path from the 3rd Army PSS to all town and city hexes of that German city. Use the same procedure as if the hexes were Allied Mech units.

**b)** If both US airborne divisions are used:

**1)** The Allied player wins an operational victory if Allied units control (using the procedure above) two German cities. In addition, one of the cities must be east of the western most WW belt (it cannot be in WW hexes).

**2)** The Allied player wins a strategic victory if the above condition is met and must occupy least one city hex of Kaiserslautern (Map 5). The hex must meet the GenS requirement listed above.

**c)** If all three of the airborne divisions (count the 1st Polish Bde as part of the 1st British Div) are used, the Allied player wins a strategic victory if both the requirements in both 1) and 2) are met by GD 26.

### **30.7.0 Airborne Landings**

#### **30.7.1 D-Day Preparation**

During the Joint Weather Determination Phase (after the weather for the PM GT has been determined the Allied player must make a Go-No-Go decision.

- If the atmospheric condition is:  
**Ovr:** The Allied player must postpone the drop one GD.  
**Clear:** The Allied player must conduct the drop as planned.  
**POvr:** The Allied player may conduct or postpone the drop one GD.
- If drop is a No Go, the Allied player must note the postponement on the planning document, and play continues normally.
- If the drop is a Go, the Allied player must declare the drop and reveal the planning document to the German player.

#### **30.7.2 Transporting Airborne Forces**

If the drop is a Go, the Allied player must then determine the units that will conduct the drop this GT.

- If the Allied player only planned on using one division, there are 18 ATP available for transport on D-Day.
- If the Allied player planned on a two or three division drop there are 36 ATP available for transport on D-Day. These ATP may be used to transport and drop the airborne forces only.

- Each ATP may transport three steps of parachute (Para) or glider units. Glider and Para Art Bn.'s count as three steps.

**Important:** Ldr counters may be placed with any lift group, they do not count for lift purposes. Two Co. AT units may break down into their one Co. components.

- Each ATP available for one GD can only be used once.
- ATP available on each GD cannot be carried over to the next GD even if not used.

**Exception:** If D-Day is postponed, all 36 ATP are still available the GT that D-Day is conducted.

- The Allied player divides all units of the airborne formations that will drop this GT into lift groups.

**Important:** Units assigned to component Rgts must land on their corresponding regimental DZ. The Div HQ must land at the divisional DZ. Divisional asset units may land at any DZ. Glider units land in a separate segment and must be in their own lift groups separate from para type units.

**1)** All para Inf and Eng units have corresponding BU Co.'s (30.8.2) and will drop using those (set the Bn.'s aside for now).

**2)** All other units (including glider Inf units) do not have FoW sides and will drop as Bn.'s or Co.'s (depending upon the unit).

- The player must identify the DZs where units will be landing, and which lift groups will land at each DZ.
- All Para units landing in the airborne drop segment at each DZ must be in the same lift group.

**Important:** All Art Bn.'s (no matter if shown as Para or glider types, land during the glider landing segment.

- Glider type units land in the glider landing segment. All glider type units landing at each DZ must be in the same lift group.

#### **30.7.3 Subsequent Drops**

**Important:** Not all the Airborne Assault Stage Segments are used when conducting drops on subsequent GDs. See 30.18.0 for procedures.

On D-Day plus one GD, the Allied player has two available ATP for each Div used in the air drop. These ATP are available each GD to use in the airborne lift role or airborne supply role until all airborne division HQ are in GenS or the scenario ends, whichever comes first.

**Important:** The above ATP can be used to support any airborne division in the transport or airborne supply role.

### **30.8.0 Airborne GenS & Logistics**

**Important:** Airborne units do not require a rest GT on D-Day. This does not apply to airborne units landing after D-Day.

All airborne units are in GenS until D-Day plus three GDs if:

- 1)** The Div HQ can trace a path no longer than three hexes from the Div DZ; and,
- 2)** All units assigned to that HQ can trace a path no longer than six hexes from the Div HQ.
- 3)** The above paths cannot be traced into or through hexes:

- a)** Occupied by enemy units; or,
- b)** Adjacent to enemy units unless the hex contains MCT.

**4)** All hexes are counted as one hex, no matter the terrain.

**5)** If the path crosses an un-bridged, nor non-ford river hexside, count the river hexside as one hex.

- During the above period, all Art units assigned the airborne formations have an ADV of 2.
- On D-Day plus four GDs if an airborne Div HQ cannot trace a GenS path (may be extended) to the PGF corps HQ, the airborne HQ is in OhS and all OhS rules apply (**GOSS** 15.5.1).

### **30.9.0 Airborne Assault Stage**

During the Allied player turn, prior to conducting the Mode Determination Phase, the Allied player conducts the Airborne Assault Stage.

The charts and tables required for this module are found on the Airborne Assault Tables Card. There are 11 segments in the airborne stage. The Allied player conducts all segments unless except those that specifically state German.

Conduct them in the below order:

- 1)** Drop Zone Placement Segment (30.9.1)
- 2)** Airborne Drop Segment (30.9.2)
- 3)** 1st Allied Movement Segment (30.9.3)
- 4)** Glider Landing Segment (30.9.4)
- 5)** 1st Allied Combat Segment (30.9.5)
- 6)** 1st German Movement Segment (30.9.6)
- 7)** 1st German Combat Segment (30.9.7)
- 8)** 2nd Allied Movement Segment (30.9.8)
- 9)** 2nd Allied Combat Segment (30.9.9)
- 10)** 2nd German Movement Segment (30.9.10)
- 11)** 2nd German Combat Segment (30.9.11)

#### **30.9.1 DZ Placement Segment**

All Rgt and Div DZs remain on the map until all airborne units are regrouped and a GenS path is established to airborne Div HQ from the PGF corps HQ.

##### **30.9.1a DZ Placement**

The Allied player places each DZ marker with lift groups assigned in the hexes noted on the planning document, even if occupied by a German unit. Players should have a piece of paper available to track the status of each DZ.

**Important:** DZs with no lift groups assigned are not placed during this segment. See 30.10.0 for procedures.

- Refer to the DZ Scatter Table then roll 1d10 and apply a +2 DRM if atmospheric condition is POvr. Cross-reference the modified DR with the scatter result to the right.

**NS (No Scatter):** The DZ remains in its target hex. Note the result on a piece of paper.

**S1:** Note the result on a piece of paper, and then consult the Scatter Diagram to determine the hex where the DZ landed.

**Important:** Div DZ always land in the DZ, however, the player must conduct this procedure to determine the status of the Div DZ.

- If the HQ scatters refer to the Scatter Diagram below the DZ Scatter Table. Rgt HQ can only scatter one hex, use the first ring out from the DZ hex.

**Important:** Align the scatter diagram with the columns of hexes on the map.

- Roll 2d10 (percentage); start in the hex directly north of the center hex. Moving clockwise, place the DZ in the first hex reached that the DR falls within the result.

**Important:** A DZ will not scatter into a march, forest, town or city hex. If such a hex is rolled for, move the DZ to the next hex in a clockwise direction. If all hexes contain the above terrain, the DZ is not established and all lift groups listed for that DZ do not land, they may land in subsequent PM GTs using other DZs associated with their assigned Div.

- If a DZ scatters into a hex with a German unit, the DZ is placed in the hex. When units land in the DZ follow the procedures in 30.9.2c for each unit. If at the end of the 2nd German Combat Segment, the German unit is still in the hex, remove the DZ.

### 30.9.1b Drop Zone Status

The status of a DZ is determined immediately after the DZ has been placed.

- For each DZ: consult the DZ Status Table and roll 1d10. Modify the result as listed below:

**Adjacent Units:** If both are applicable, apply only the higher DRM.

**+1:** If any German unit is adjacent to the DZ (maximum of +1).

**+2:** If at least one of the adjacent units is a German Flak unit.

**Terrain:**

**+1:** If the DZ is in a woods or rough hex.

**Glider Units:** (This modifier is not used for DZ status determination).

**-3:** If the unit is any type of glider unit (including HQ).

- Cross-reference the modified DR with the result obtained in 30.9.1a. The result is a DZ status letter code ranging from A through C, with C being the least effective status. Record the DZ Status for each DZ on a piece of paper.

### 30.9.2 Airborne Drop Segment

The Allied player begins airdropping his paratroop (Para) units onto the map at their respective DZs. Conduct the full landing procedure for each DZ prior to moving to the next DZ.

- Each Para BU Co. has a Co. sized unit printed on the front of its counter and a Fog of War (FoW) image on the reverse side.
- Dummy markers with US and CW FoW symbols on one side and the word Dummy printed on the reverse are provided. Dummy counters will be mixed in with real units to create and maintain a degree of uncertainty as to what airborne units are real and which are not.

**Important:** Neither player is allowed to check to determine whether a FoW unit is an actual unit or dummy unit.

#### 30.9.2a Generating Dummy Units

Before landing Para units on the map, the player must determine the number of dummy units to be mixed in with the FoW units. Select one DZ that has BU Para Co.'s landing on the DZ, then conduct the following:

- Count the number of BU Para Co.'s landing at the DZ and place them into an opaque container. Leaders and/or units without a FoW side scheduled to land on the DZ are set aside and not placed in the container.
- Divide the number of BU Para Co.'s by three (round up). The result is the number of times the player will roll to determine the number of dummy counters that are added to the opaque container.
- Consult the Unit Scatter Table and cross reference each result with the determined DZ status (30.9.1b). Do not apply any DRMs.
- If a parenthesized value exists for that DR, then the number of dummy units equal to that value are added to the container.

#### 30.9.2b Drop Procedure

All landing units follow the following procedure.

Leaders may be attached to either a non-FoW or FoW unit. A Ldr must be attached to unit prior to that unit rolling for scatter. The Ldr suffers any result obtained. If the Ldr survives the landing procedure, it is placed with the unit in an active state.

**Non-FoW Units:** The player may select these in any order desired.

**FoW Units:** Randomly pick one FoW counter from the container and place it FoW side up on the DZ (do not look at the front side of the counter).

**Important:** Do not reveal eliminated FoW units. The identity of eliminated FoW units remains a secret until all FoW units have been regrouped.

- For each of the above units, consult the Unit Scatter Table and roll 1d10. Apply the DRMs listed under the table and then cross reference the modified DR with the DZ status result obtained in 30.9.1b.

**NS:** No Scatter, the unit remains in the DZ. Determine terrain affects as below.

**S1 through S4:** The unit scatters into adjacent hexes (S1) or in hexes 2 to 4 (S2 to S4) hexes from the DZ hex. For each unit roll 2d10 (percentage and start in the hex directly north of the center hex. Moving clockwise, place the unit in the first hex reached that the DR falls within the result.

- If the hex contains any of the below terrain, roll an additional 1d10 and apply the result:

**Woods or Town hex:**

**DR 9:** The unit suffers one step loss.

**City, Marsh or Forest hex:**

**DR 7-8:** The unit suffers one step loss.

**DR 9:** Eliminate the unit.

**Important:** If a unit lands (after determining scatter) in an enemy occupied hex, conduct the procedure in 30.9.2c prior landing the next unit.

#### 30.9.2c Enemy Occupied Hexes

If a unit lands in an enemy occupied hex, conduct the following:

- Each German unit, in the hex must conduct a separate defensive PRC. Units that fail the check must retreat using the procedure in 30.9.5b.

**Exception:** German towed IB Art units that fail the PRC are eliminated.

- If all German units retreat from the hex, the Allied unit remains in the hex.
- If at least one German unit remains in the hex, the Allied unit must attack all German units in the hex (prior to landing another airborne unit). Only units in the hex may participate. Use the procedure outlined in 30.9.5.

### 30.9.3 1st Allied Movement Segment

**Important:** GenS is not considered for either side when conducting movement and/or combat during the Airborne Assault Stage. Ignore OoS, isolated, and OhS markers on German units during the stage.

The Allied movement segment is conducted in the following order:



- Para Co. Reorganization
- FoW Re-group
- Movement.

### 30.9.3a Reorganization

A BU Para Co. (not FoW units) that begins an airborne movement segment or regular friendly Movement Phase stacked with another Co. of the same Bn. may re-organize into their parent Bn. Re-organization does not affect a unit's ability to move.

- Two Co.'s of the same Bn. can re-organize into the parent Bn. (with one step loss).
- Three Co.'s of the same Bn. may re-organize into the parent full-strength Bn.
- If all FoW units have regrouped any Bn. that has only one Co. remaining may re-organize into its parent Bn, with one step remaining.

### 30.9.3b Regrouping FoW Units

Once all re-organization is complete, the Allied side may attempt to re-group FoW units. FoW units are eligible to re-group if stacked with a DZ marker or a Ldr. Roll 1d10 for each FoW unit attempting re-group.

- Units stacked with a DZ marker re-group on a DR equal to or less than the DZ's regroup number (the number in parenthesis next to the DZ status on the Unit Scatter Table). If a Ldr is stacked in the hex add one to the DZ's re-group number.
- Units that are not stacked with a DZ but are stacked with a Ldr may attempt to re-group. In this case, all Ldr have a re-group number of three. The additional bonus does not apply.
- Re-grouped FoW units are flipped to their normal Co. side and may move in the same movement segment or phase. FoW units that are revealed as a dummy unit are removed from the map.
- FoW units that fail their re-group attempt remain on their FoW side.
- FoW units and Ldrs may move after attempting regroup.
- FoW units that have failed to re-group during the Airborne Assault Stage can attempt to re-group at the start of during all regular friendly Administrative Phases.
- Use the same procedures as above. Apply a -1 DRM to the attempt for each GD after the D-Day GD. Ldr still applies.

### 30.9.3c Stacking

Normal stacking rules apply (GOSS 6.0). In addition, the Allied player may stack up to four FoW units in the same hex. Stacking applies at the end of each Allied Airborne Movement Segment GT.

**Exception:** FoW units that land (not move into) a DZ may remain in the hex in violation of the four FoW stacking restriction.

### 30.9.3d FoW Units

FoW units:

- 1) May not attack, except when landing in an enemy hex.
- 2) Do not block enemy units from entering the hex that the FoW unit occupies.
- 3) Have a Def strength of one and a PR of six.
- 4) Are one-step units for all purposes.

### 30.9.3e Movement

During any Allied Movement Segment in the Airborne Assault Stage, the Allied player may any number of friendly airborne units. Movement is in hexes not movement points.

- During the first Allied Movement Segment:
  - 1) FoW units may move up to two hexes, however FoW units must move toward a DZ or a bridge hexside that it will attempt to destroy.
  - 2) All other airborne units (including Ldrs) may move up to three hexes in any direction desired.
- Allied movement is restricted as follows:
  - 1) Units may not end their movement more than six hexes from a DZ of the same formation as the unit.
  - 2) Units may not cross an un-bridged river hexside.
  - 3) Units that start the movement segment in a marsh hex that does not contain a road or trail may not move. If the hex contains a road or trail, the unit may move one hex along that road or trail.
  - 4) A unit that enters a marsh or forest hex; or crosses a stream and does not do so along a road or trail, must stop its movement.
- All units ignore all enemy generated movement halts.
- Re-grouped units may not enter enemy occupied hexes.
- FoW units may attempt to pass through an enemy occupied hex.
  - a) The enemy occupied hex must be the first hex the FoW unit moves into and the FoW unit must be eligible to move two hexes.
  - b) FoW units may not end their movement in an enemy occupied hex.
- If a FoW unit moves attempts to move through an enemy unit, the German player conducts a Def PRC using one German unit in the hex (German player's choice).
  - a) If the unit fails the PRC, the FoW may move thru the hex.
  - b) If the German unit passes the PRC, the FoW unit may not enter the hex, and must remain its current hex.

### 30.9.3f Bridge Blowing Missions

During the Airborne Assault Stage, all Allied non-HQ/non-Art units that end an Allied Movement Segment adjacent to a bridge hexside over a river (not streams) may attempt to blow that bridge. Each unit may only make one attempt per segment, and only one attempt per bridge may be made in each Allied Movement Segment.

- Roll 1d10 (no DRMs) if the result is:
  - 0 to 5: The attempt fails, No Effect.
  - 6 to 9: If the attempt was made by a non-FoW unit, the attempt succeeds, if made by a FoW unit, reveal the FoW unit; and,
    - a) If it is a dummy unit, the bridge is not destroyed, remove the dummy unit.
    - b) If the FoW is a Para Co. the bridge is destroyed. The Co. remains regrouped.

### 30.9.4 Glider Landing Segment

The Allied side now lands all scheduled Glider units on their respective DZs. Glider units do not have a FoW side and are always considered re-grouped.

**Important:** Art units land IB, they may not switch to OoB until a subsequent Mode Determination Phase.

- Follow the scatter procedure outlined in 30.9.2b and 30.9.2c. Ignore all references to FoW units. Apply a -3 DRM to each unit's scatter DR and modify the terrain effects in 30.9.2b as follows:
  - Woods or Town Hex:**
    - DR 9: Eliminate the unit.
  - City, Marsh, or Forest Hex:**
    - DR 7 to 9: Eliminate the unit.
- Conduct 30.9.2c as written.

**Exception:** If any German unit passes the PRC, Allied Art or AT type units that landed in the hex are eliminated.

### 30.9.5 1st Allied Combat Segment

The Allied player may conduct attacks using any non-FoW units that are adjacent to enemy units. FoW units may not participate in an attack.

- Each German occupied hex may be attacked once per Allied Airborne Combat segment.
- A German occupied hex can be attacked from one friendly occupied hex only (i.e., Allied units from different hexes may not attack the same hex).
- Airborne Art units adjacent to an enemy unit may add their barrage strength to the attack; however, the one attacking stack rule still applies.
- Each Allied unit may attack only one enemy occupied hex per segment.
- Units may not attack across un-bridged river hexsides.
- All units in a hex must defend (any overstacked units are ignored-owner's choice).

- All units in a hex do not have to attack, nor must they attack the same enemy hex.

### 30.9.5a Airborne Combat Procedure

Ground combat during the Airborne Stage does not follow the standard **GOSS** procedures. The procedure is the same for both the German and the Allied sides. Follow the below steps:

**Step 1:** Each side totals up its attack or defense strengths. Current combat strength for units is determined as outlined in **GOSS** 13.0 with the following exceptions:

- 1) FoW units have a defensive strength of one.
- 2) Allied in-battery airborne Art units use their barrage strength as their attack strength and their normal defensive strength when defending.
- 3) AFV units double their combat strength (both attack and defense) if stacked with any type of Inf unit and that stack is in a clear terrain hex (the hex may contain a locations or village).

**Step 2:** Each side selects a lead PR unit.

- 1) Add one-half (round up) of that unit's PR to the attack or defense strength (the attacker uses his attack PR, and the defender his defensive PR). FoW units have a defensive PR of six.

**Step 3:** Add the applicable modifiers to the above total:

- +1: To a side's total if a Ldr is stacked with the attacking or defending side (if German, the Ldr must be active). Only one Ldr on each side applies.

If the defender is in the below terrain, modify the defender's strength as listed (only one may apply).

- +1: Marsh or Woods
- +2: Forest or Town
- +2: If attacked across a bridge
- +3: City

**Step 4:** Each side rolls 1d10 and adds the result to above total for their side.

**Step 5:** Compare the two totals obtained in Step 4; the side with the higher total is the winner. Subtract the lower total from the higher total.

- 1) If the difference is zero, there is no effect.
  - 2) If the difference is greater than zero but less than the loser's PR, the loser retreats one hex (30.9.5b).
  - 3) If the difference is equal to or greater than the loser's PR, the loser retreats one hex and loses one step.
- If the attacker was the winning side, participating units may advance into the defender's hex.

**Important:** Except for SP Art, all IB Art units are eliminated.

### 30.9.5b Retreat

Units of both sides may be required to retreat due to airborne combat results and/or a failed PRC.

- Retreating units must retreat one hex into any hex not occupied by an enemy unit.
- Units cannot retreat into or across prohibited terrain. Units can only retreat over a river at an intact bridge or ford.
- If a unit is forced to retreat into a hex in violation of stacking limits, that unit must continue its retreat until it is not overstacked.
- Units that cannot retreat due to the presence of enemy units or prohibited terrain are eliminated.

### 30.9.6 1st German Movement Segment

The German side may activate and move a limited number of units.

- a) German units that were attacked in any manner are automatically activated. This includes those units that retreated due to a PRC after an Allied unit landed on them. These units may move up to two hexes.
  - b) German units that begin this segment adjacent to an Allied unit (including FoW units) are activated, they may move up to two hexes.
  - c) German units that begin this segment within two hexes (one intervening hex) of an Allied unit (including FoW units) may move one hex.
- A unit may not enter or cross any type of terrain that it would be prohibited from crossing or entering during the regular Movement Phase.
  - If a unit enters a marsh or forest hex or crosses any kind of stream/ river and is not following any type of road or track must stop its movement.
  - German units may attempt to enter a hex containing Allied FoW units. If there are any other types of Allied unit, the German unit may not enter the hex.

1) Prior to entering the hex occupied by a FoW unit, the German unit must pass an offensive PRC (Ldr bonus may apply).

2) If the result of the modified PRC DR is 0:

- a) The FoW units in the hex must displace one hex. The German unit may move into the original hex and one additional hex.
- b) The additional hex does not count towards the German unit's total movement and could be occupied by the same or different FoW units (make another PRC).
- c) If the German unit attempts to enter a second FoW unit occupied hex, the 0 DR effect is ignored.

3) If the German unit passes the PRC but the modified DR is not 0, the FoW units are displaced one hex and the German unit may enter the original hex and end its movement.

4) If the German unit fails the PRC, it must halt in its current hex and move no further that segment.

### 30.9.7 First German Combat Segment

The German player may conduct attacks against Allied units. Use the procedures in 30.9.5a.

### 30.9.8 2nd Allied Movement Segment

The Allied player may conduct reorganization, regroup and movement following the same procedures used in the First Allied Movement Segment (30.9.3).

**Exception:** Units starting the movement segment in a marsh hex may move one hex if not moving along a road.

### 30.9.9 2nd Allied Combat Segment

The Allied player may conduct combat following the same procedures used in the First Allied Combat Segment (30.9.5).

### 30.9.10 2nd German Movement Segment

The German player may move any unit activated in the First German Movement Segment (30.9.6).

- The German player may activate three additional units that are within six of any Allied airborne unit (including FoW units).
- All activated German units may move up to their full printed MA, however when entering a hex within three hexes of an Allied unit, multiply all MP costs by two (including Mech road movement costs).

### 30.9.11 2nd German Combat Segment

The German player may conduct attacks against Allied units following the same procedures used in the previous combat segments (30.9.5).

### 30.10.0 Airborne Drops After D-Day

Follow on airborne drops (those conducted on GDs after D-Day) are managed differently than those conducted on D-Day. All airborne drops must take place in the PM GT.

- The procedures for Go, No Go outlined in 30.3.0 apply.
- The sequence of play for the Airborne Assault Stage is modified as follows:

**Important:** The below sequence applies to those Allied units being dropped during the current GT and those German units that are eligible to move.

- 1) Drop Zone Placement Segment: This segment is only used if the Allied player did not plan to land all DZs on D-Day.
- 2) Airborne Drop Segment (30.9.2)
- 3) 1st Allied Movement Segment (30.9.3)
- 4) Glider Landing Segment (30.9.4)
- 5) 1st Allied Combat Segment (30.9.5)
- 6) 1st German Movement Segment (30.9.6)
- 7) 1st German Combat Segment (30.9.7)

### **30.11.0 After the Airborne Assault Stage**

Eligible airborne units may reorganize prior to moving during any friendly Movement Phase. Use the procedure in 30.9.3a. There is no movement cost for reorganization.

**Important:** Remove all regimental/Bde DZ once all FoW units assigned to that division have been regrouped.

- During the standard **GOSS** sequence of play, FoW units operate using the below rules.

- FoW units may move during a Friendly Movement Phase. FoW units may move up to two hexes. In addition, the following applies to FoW movement:
  - a) A FoW unit that is not following any type of road or trail can only cross an un-bridged river hexside or move into a marsh or forest hex if that move is the first hex entered during the Movement Phase.
  - b) FoW units ignore all MH.
  - c) FoW units may not move further away from a DZ than when they started the Movement Phase. The distance does not have to measure from the same DZ.
  - d) FoW units may not enter enemy hexes.
- Eligible FoW units may attempt to regroup at the start of any friendly Administrative Phase. Use the procedures in 30.9.3b, modified as follows:

**In a DZ hex:** Roll 1d10 for each FoW unit, if the result is 7 or less, the unit regroups. If a Ldr is in the hex, the unit regroups on a DR of 8 or less. No other DRMs apply.

**Stacked with Ldr, not in a DZ hex:** Roll 1d10 for each FoW unit if the result is 6 or less the unit regroups. Do not apply any DRM.

- FoW units may not participate in an offensive GA.
- FoW units may not be the lead unit when defending against a GA, unless they are the only unit defending in a hex. They do retain their defensive strength of one and defensive PR of six.
- FoW units may not observe for FS missions.
- FoW units do not inhibit the movement of enemy units, or the tracing of enemy GenS. Enemy units may move through hexes containing FoW units, however they cannot end their movement in a hex with a FoW unit.





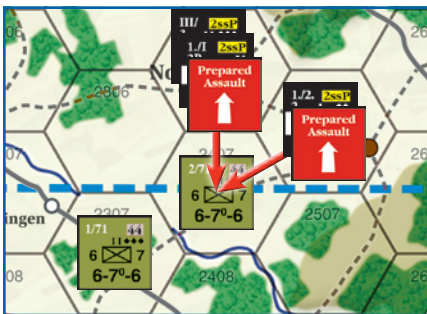
## GOSS EXAMPLES OF PLAY

### GOSS 13.8.3b RIB Unit Eligibility, Example One:



- The 1st, 2nd and 3rd Bn.'s of the US 71st Rgt, 44th Inf Div are in PA mode and are assaulting the 1/225 Bn. of the 16th Volksgrenadier (VG) Div. Because all three units participating in this attack are assigned to the 71st Rgt, 44th Div, and no unit is reduced to its last step, all three may be counted for RIB bonus, a total 3 RIBs bonuses are awarded to the attacker.
- The German 1/225 Bn. is adjacent to the 1/225 Bn. and 1316 Pioneer Co. from the 16th VG Div. However, since the pioneer unit is not a Bn. sized unit and is not in the defending hex it may not contribute to the defender's RIBs. Thus, only the 2 Bn.'s are eligible to generate 2 RIBs for the German side.
- The players subtract the lower from the higher RIB total with a result of 1 RIB for the attacker, or a +5 DRM to both player's DRs.

### GOSS 13.8.3b RIB Unit Eligibility, Example Two:

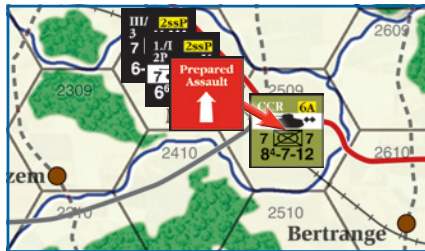


- The three depicted German units of the 25th Pz Div are all attacking the US 2/71 Bn. Since the 1/71 Bn. is adjacent to the 2/71 Bn. and is not down to its last step, the US side receives 2 RIBs.
- As the German units have the same divisional assignment, the German player may use the Recon Co. and the PzG Bn. for two-RIB. The 1/1 Pz Co. of the 33rd Pz Rgt

may generate a RIB due to stacking with a Mech Inf Bn. from the same division. The German player receives 3-RIB.

- The players subtract the lower from the higher RIB total with a result of 1 RIB for the attacker or a +5 DRM awarded to player's DR.

### GOSS 13.8.4g Armor/AT Bonus Value



**Example:** The 2 German units 1./1 2 Pz V Co. and III/4 PzG Bn. are attacking a hybrid unit of 6th Arm Div from a clear terrain hex. CCR2 occupies a hex containing a village. The German attacking Arm factor is 6 vs. a US defending Arm factor of 4. In Arm vs. Arm subtract the smaller factor from the larger factor. In this case, since the attacking force had the larger Arm factor, this generates 2 Arm bonuses for the attacker. The defender may choose the terrain in the defending hex. Since it is clear (no DRM) and village, the defending player chooses the village garnering a -1 to the Arm DRM. The German player receives a net of 1 Arm bonus. Since the attacking Arm is in clear terrain the 1 bonus generates +15 DRM for the attacker.

### GOSS 13.9.1; GA Results Columns



**Step 1; Identify Defender's Hex (13.3.0):** The German defender occupies a town hex with an ET-2. The terrain line for this GA is Line 3.

**Step 2; Identify Attacking Hexes (13.4.0):** Both adjacent Allied stacks are in PA mode, thus both are eligible to attack the defending hex in the same GA.

**Step 3; Determine Unit Status (13.5.0):**

- 1) No units are eligible for surrender.
- 2) No units are eligible for standoff.

- 3) No units are using OhS.
- 4) It is not a rest GT for either side.
- 5) There are no previously retreated defenders.
- 6) There are no bridges involved.

**Step 4; Determine GAV (13.6.0); The GA strength for this GA is:**

**Attacker:** 2 full strength Inf Bn.'s, each with CS of 6, an Eng Bn. (1 step loss) CS of 3 and 1 Inf Bn. (2 step losses) CS of 2. GAV of 17 (6+6+3+2 = 17).

**Defender:** 1 Inf Bn. CS of 7. GAV of 7.

- The ratio for this GA is;  $17:7 = 2.4$  to 1 which is resolved on the 2:1 column.
- The players cross-reference 2:1 with the defender terrain line 3 resulting in an initial assault column of G.

**Step 5; Determine Column Shifts (13.7.0);**

- 1) The defender receives 2 left shifts for the ET-2 marker. However, the attacker has 1 participating Eng unit that provides one right shift, netting out at 1 left shift.
- 2) The attacker's units are in PA mode and thus are conducting a PA, awarding 1 right shift to the attacker. This shift cancels the remaining left shift from the ET-2.
- 3) The attacker receives 1 right shift due to the AS marker on the German unit.
- 4) The final total number of shifts is 1 shift right. The FAC will be column H (3:1 ratio on terrain line 3).

**Step 6; Determine DRMs (13.8.0):**

Proficiency Bonus:

- 1) The defending lead PR unit has a defensive PR of 7. The unit is in an ET-2 thus the player adds 1 to the PR of the unit, for final PR of 8.
- 2) The attacking player has 3 Bn.'s, all with an offensive PR of 6 and 1 Eng Bn. with an offensive PR of 5. The player declares the 1/71 Inf Bn. as his lead PR unit resulting in a PR differential of 2 (8-6).
- 3) Since the defender has the higher PR, the DRM for proficiency bonus is -10.

**Combat Reserve Bonus:** Neither side has any eligible units in CR, no bonuses awarded.

**RIB Bonus:**

- 1) The attacker has 3 Bn.'s of the 71st Inf Rgt, 44th Div, however, one of the Bn.'s has only one step remaining, so it does not contribute to the RIB calculation. The attacker has 2 RIBs
- 2) The defender has a single Bn. defending with no units adjacent that could contribute RIB. The defender has no RIBs.
- 3) Since the attacker has two more RIB bonuses than the defender, the DRM for RIBs is +10.

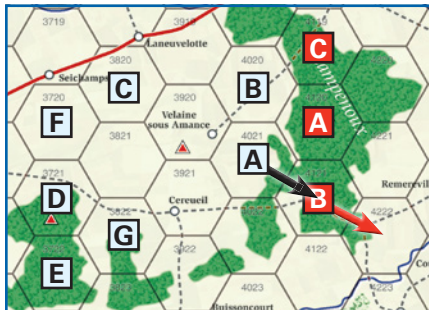
**Armor/AT Bonus:** There is no armor involved on either side, no bonuses awarded.

**Final DRM:** The defender received a -10 DRM for proficiency and the attacker received +10 DRM for RIBs, resulting in a net DRM of 0.

**Step 7; Determine GA Result (13.9.0):**

- 1) The attacker rolls 2d10, using a red die for the 10s and a white die for the 1s. The red DR is 6 and the white 7 giving a result of 67, there are no DRMs. Cross-referencing the DR with the Attacker DR, Defender's Results in column H (3:1) the DR result is located on the 55:74 line. The defending units suffer a \*1 result.
- 2) The defender also rolls 2d10, with a result of 77. Cross-referencing the DR with the Defender DR, Attacker's Results in column H (3:1) the DR result is located on the 61:80 line. The attacking units suffer a \* result.

**GOSS 11.6.0 FS Mission Resolution**



<b>A</b>	Prepared Assault CCR 10A 1 8 10-8-12 2 6 8-7-12 3 6 8-7-12 MIS 11 52 1-2-12
<b>B</b>	Prepared Assault CCA 10A 1 8 10-8-12 2 6 8-7-12 3 6 8-7-12 MIS 12 51 1-2-12
<b>C</b>	419 10A 105 11 4-5-6 420 10A 105 11 4-5-6
<b>D</b>	423 10A 105 11 4-5-6 975 15011 3-4-0
<b>E</b>	772 456 11 2-1-4-0 961 1554 11 2-1-3-0
<b>F</b>	512 105 11 3-4-0 775 456 11 2-1-4-0
<b>G</b>	945 15011 3-4-0

<b>A</b>	2 1/ 21Ps 125 11 *** 7 7-8-12 9-10-12
<b>B</b>	1/ 21Ps 22P + Y 7 7-8-12 6-4-12
<b>C</b>	1/ 21Ps 192 11 *** 7 7-8-12 2. 21Ps 200 1 2-3-12

It is the Allied player turn of the AM GT, Combat Phase, Offensive Support Step of the Fire Support Segment. The Allied player did not allocate any AP to GS missions and the German player did not have any Art units in range to conduct Defensive Support.

- 1) The Allied player identifies the 1/ CCA/10A as the observing unit.
- 2) The German player then informs the Allied player that stack A has a unit that qualifies for mixed Arm DRM, and that stack C does not have any units that qualify for mixed or pure Arm DRMs (8.4.3).
- 3) The Allied player designates stack C as the target for the FS mission.
- 4) The Allied player determines that the spotter qualifies for a heavy FS mission (11.2.4c).
- 5) The Allied player designates 419/10A (stack C), 772 and 961 (stack E) Art units for a total of 8 FS mission points (intensive barrage is not declared).
- 6) The players determine that the only two DRMs that apply are Forest (-1) and IP (-1) for a total of -2 DRM.
- 7) The Allied player rolls a 6 for a result of 12 (AS1) (6+8-2 = 12).
- 8) The German player places an AS marker on stack C and then decides to take the first numerical hit as a step loss, applying one step loss to the AT Co., reducing it to a Z-step unit. Since all numerical hits have been resolved, no further action is required.

The Allied player then declares a second FS mission using the same unit as the spotter and declares stack A as the target. Since the Allied player already knows there is at least 1 mixed Arm and that the spotter is eligible for a heavy capacity mission, he designates the 420 (stack C) and both Art units in stack F as participating in this mission. There is a total of 9 mission points (he decides not to roll for the 1 extra point), giving him 1 volley of 8 points. He declares an intensive volley (expending 1 AmP). Since the stack qualifies for mixed Arm, the German player picks the ET-2 (-2), the Mixed Armor (-2) DRM (rather than using the forest DRM of -1) and a +1 for density for a total of -3 DRM. The Allied player then rolls 2d10 (1 for each volley) with results of 8 and 8. Each DR is modified by -3, resulting in a result of

5+8 = 13 (AS1) and 5+8 =13 (AS1). The German player places two AS markers on the stack, and declares that he will take the first numerical hit as a step loss and applies a step loss to I/125 Mech Inf Bn. Since the target units are in an ET-2, no PRC is required to remain in the hex. The German player applies the 2nd numerical hit to the I/125. He could not have applied it to the I/125 as that unit has already met Max Step Loss (4.2.1a). The Allied player would then automatically AD one Art unit plus any others depleted due to the AD DR check.

The Allied player then selects 1/CCR/10A as the spotting unit. The German player states that there is a unit eligible for Pure Arm DRM in stack B. The Allied player uses the 423 and 961 (stack D) and 745 Art units (stack G) to obtain a total of 10 FS mission points. He again declares an intensive barrage giving the Allied player 2 8-point and 1 2-point volleys. Since the target is still a Mixed Arm (pure Arm unit and non-armor units) the German player receives IP (-1) and Mixed Arm (-2) for a total of -3 DRM. The Allied player rolls 3d10 (identifying the DR for the 2 point volley) with DRs of 6 and 5 for the 8 point volleys and 8 for the 2 point volley. Results (3+8 = 11), (2+8 = 10) and (-1+8 = 7) for a total of 2 numerical hits. The German player declares the units will take the 1st step as a retreat. The units retreat to hex 4222, leaving 1 numerical hit to resolve, which because of the retreat is reduced to 1÷2 = ½, rounded up is one. The German player takes one step loss to the I/192 and places an AS marker on the stack due to the retreat. The Allied player may then advance into the target hex, retaining its PA marker. In this case the German player could have attempted to remain in the hex, and if the units passed the PRC would have taken 2 step losses but would still be in the IP and not have an AS marker. Hopefully, there was a good reason for the retreat.

# INFORMATIONAL MARKERS

## MAP MARKERS

Front	Back	Front	Back

## GAME TURN & WEATHER CONDITIONS

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**Errata:** GI Leg Value Marker was inadvertently left off counter sheet 6.

## TRACK MARKERS

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## ALLIED AIR POINT MARKERS

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## GERMAN AIR POINT MARKERS

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## FORTS (LF 17.5.1 & 17.6.0)

	Barrage Factor (Strength)		Set Up Hex (Map-Hex Number)
	Fort Name		



## SPECIAL LF RULES CHECKLIST

### **Fords (LF 7.10.2b)**

### **Minefields (LF 7.13.4)**

### **West Wall Fortified Areas (LF 17.5.0)**

**GD 1 – GD 7:** 1L to German units Def against GA.

**GD 8 – GD 15:** 2L to German units Def against GA.

**GD 16 to End:** 3L to German units Def against GA.

### **Metz Forts (LF 17.6.0)**

**Class A Forts:** Solid hexagon icon. Def PR of 8.

**Class B Forts:** Hexagon outline. Def PR of 7.

**Class C Forts:** Entrenchment icon. Def PR of 6.

- a) Forts do not receive the +1 modifier to PR, it does apply to units in the fort.
- b) Allied units stacked with a fort, can trace GenS into hex. Exception to **GOSS** 15.2.1; a1.
- d) Allied Leg units cannot receive RePs when in a fort hex nor can units in fort receive RePs if Allied unit is in hex.

**Stacking:** Only Leg or static units may be inside a fort. Forts with a current strength of:

- 4 or more may contain up to 6 steps of leg type units.
- 3 or less can contain up to 3 steps of leg type units.
- 1 static Fort Art unit can be in a fort, counts as 2 leg steps.

### **Fort Artillery (LF 17.6.3e)**

**Ammo Depletion:** A fort & any Fort Art unit in fort do not check for AD unless they are in fort supply (17.6.3f).

**Intensive Fire:** Forts & Fort Art units cannot use intensive fire.

**Range:** Range of all fort Art is 3 hexes.

- a) A fort can always observe enemy units in the fort's own hex. Applies in night GTs & if fog is in the fort's hex.
- b) A fort can always observe enemy units in hexes adjacent to the fort itself, regardless of terrain/FW.

**Spotting Restrictions:** German static Fort Art units are attached to nearest formation HQ when determining formation requirements (**GOSS** 11.2.5). For all other purposes they are considered corps/army assets.

**Barrage Strength:** The Art strength of a fort is equal to the number of steps it currently possesses. Forts may combine with other Art units & other forts.

**FS Target Restrictions:** Fort Art units stacked in a fort, who conduct FS missions must fire at the same target as the fort (if the fort is firing).

- If they do conduct a FS mission in conjunction with the fort, they use their printed barrage strengths.

- If the fort is not conducting a FS mission they may fire separately, their barrage strength is halved (round up).
- Forts & Fort Art can conduct FS missions against enemy units in their hex.

### **Maginot Line (LF 17.6.4)**

#### **Fog (LF 19.3.5)**

Check for Fog during all AM & PM GTs (if POvr) in all hexes Adj to rivers.

**Exception:** Does not apply to streams.

- Roll 1d10, if result is  $\leq$  than fog value (number in parenthesis in the POvr column), fog exists.
- If fog conditions exist, treat all affected hexes as if night conditions exist in that hex. Ignore fog conditions if attempting to trace LOS thru fog hex. Only apply when determining LOS traced into fog.

#### **Deep Mud (LF 19.4.3b)**

**Modes:** Mech units cannot enter PA mode unless on a primary or secondary road hex.

**Movement:**

- a) Trails & RRs have no effect on movement. They cease to exist (except RR movement). Trails & RRs that cross any type of water course are treated as fords unless Flood-1 or Flood-2 is in effect (**LF** 19.6.4c).
- b) Reduce MA to 1/3 when not moving on primary or secondary roads.
- c) 1/2 MA when moving on primary/secondary roads.
- d) PA move 1 hex. Mech units cannot move in PA mode unless moving along a primary/secondary road. They can attack into a non-road hex.

**GenS:**

- a) Traced along primary & secondary roads revert to standard Mech move cost along roads (1/2 & 1). Extended GenS cannot be used.
- b) GenS distance from HQs to units is 1/2 the standard distance. Do not subtract 3 MP for this portion of the path.

**Ground Assault:**

- a) All GA attacks suffer a 1L column shift if all attacking units are not in a town or city hex.
- b) Max advance is 1 hex, unless advancing entirely along a primary road. If advancing entirely along a primary road Max advance is 2 hexes. No bonuses apply.
- c) Max retreat is 1 hex unless retreating entirely along a primary road. If retreating entirely along a primary road Max retreat is 2 hexes. No bonuses apply.

### **Flood Effects (LF 19.4.6c)**

**F0:** All watercourses require +1 MP to cross if not using:

- a) Mech road movement; or,
- b) A bridge if a Leg class unit following a road; or,
- c) Ferrying operations.

Expend +1 MP if using a ford/trail bridge to cross stream.

**F1:** Double the MP cost to cross any watercourse if not using Mech road movement.

- Trail bridges & fords are not usable.
- Crossing streams using Mech road move on secondary road & RR bridges streams incur a +1 MP penalty.
- Add 1 GT to all bridge construction times.
- Bridges under construction add 1 GT to construction time.

**F2:** Treat all streams as rivers, all rivers as major rivers & major rivers as great rivers for movement & combat.

- Remove all completed bridge markers.
- Remove all under construction markers.
- Trail/railroad bridges & fords are not usable.
- Secondary road bridges across streams are not usable.
- Units crossing streams using Mech road move on primary roads incur a +1 MP penalty.
- Cannot construct bridges of any type.
- Until flood conditions recede to F1, cannot repair demolished printed:
  - a) Secondary bridges.
  - b) Primary road bridges crossing major or great rivers.
- Add 2 GTs to all bridge repair.
- All marsh hexes are in flood. Ground units cannot enter flooded hexes until F1 conditions again exist.
- In the first friendly Movement Phase after F2 conditions go into effect, all units in flooded hexes must move 1 hex to a non-flooded hex, or if unable, they must move 1 hex towards the closest non-flooded hex each GT until entering a non-flooded hex.
- Player ignore all minefields in flooded hexes. Minefields do remain in place.
- Players must remove all FWs in flooded hexes.