

Highway to the Reich



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Note: Owners of previous editions of *HTTR* should carefully read these rules, as many changes have been incorporated into this edition. A specific rule (“case”) within a section always supersedes the general rule preceding it; if the two appear to contradict each other, the specific rule takes precedence.

[1.0] INTRODUCTION

Highway to the Reich is a tactical, company/troop-level simulation of the action that took place during the critical 10 day period of Operation Market-Garden: 17 through 26 September 1944. Market-Garden was the code name for the Allied attempt to outflank the German West Wall fortifications and cross the Rhine River. The operation involved the capture of a 43 mile (70 kilometer) stretch of highway by Allied airborne forces. Over that airborne carpet the troops of British *30 Corps* would pass. The primary concern of *30 Corps* was the capture of the crossings of all major water obstacles on the route.

Throughout the course of the game, players will be presented with problems similar to those faced by the historical leaders in all levels of command. Each of those problems will require a decision on the part of the player. That decision-making process is the core of the simulation, and the players’ levels of skill in the process will determine the outcome of the game.

How the Game is Organized

The rules to *Highway to the Reich* are divided into major sections. Each major section is numbered with a whole number (for example, 1.0, 2.0, 3.0, etc.). Many of the major sections start with a “general rule,” which is a summary statement of what that section covers. The detail of the specific rules in that section is given in the specific rules within it, also called “cases.” Cases are numbered decimally as subdivisions of the number of the major section. For example, cases 5.1, 5.2 and 5.3 are all parts of major section 5.0. In some instances, the cases themselves are subdivided into secondary cases (for example, 5.11, 5.12 and 5.13 are all subdivisions of case 5.1). Preliminary to and during the reading of the rules, players should examine all the components of the simulation. Examine the playing pieces,

the map sheets, and the charts, tables and tracks. Players should then skim the rules by reading the “General Rule” and “Commentary” sections, paying particular attention to the sequence of play, as it is the operative structure of the game. Then read through the rules and examine and experiment with each activity described in them using the components.

[2.0] GENERAL COURSE OF PLAY

Highway to the Reich (HTTR) is designed for two or more players. Solo play is possible and, in the campaign game, play by more than two individuals (team play) is recommended. The play of the game is constructed around a series of turns called “game turns” (hereafter called GT). During a GT each players’ pieces (called “units,” and representing the actual combat formations from the historic situation depicted) move and engage in combat in an attempt to achieve certain objectives. This activity is conducted in a manner controlled by the sequence of play.

Players may play scenarios in which a specific section of the larger action of the operation is recreated, or they may choose to play the entire campaign. In any case, the description of each scenario, or the full campaign, lists the opposing forces and the conditions under which they engage. Victory conditions, by which players’ performances may be evaluated, are included in the scenario and campaign listings.

[3.0] GAME EQUIPMENT

[3.1] The Game Map

The game map is composed of four separate 34x22” mapsheets, which form the operational area of *Market-Garden* from the border of Belgium to the Neder Rijn. A numbered hexagonal grid is superimposed on the game map in which each hex is analyzed as to its terrain type, in order to regulate the movement and location, and to calculate the firing ranges and sighting abilities, of the units. Each of the several different types of terrain on the map is displayed on the Terrain Key section of Map B. The various effects of terrain are stated in Section 10.0 and integrated into the various charts and tables.

[3.2] Game Charts & Tables

The game makes use of various tables, charts and tracks as part of its play system and to organize data in easily retrievable form. The use of those graphic aids is explained in the appropriate rules sections. Players should examine the charts and tables when they’re referred to in the rules. Note the various locations of the tables on the player aid cards.

[3.3] The Playing Pieces

The die-cut counters are the playing pieces of the game. The two basic kinds of pieces in the game are “units” and “markers.” Units represent the actual companies, troops and batteries that participated in this battle, or those that could have. The units are further categorized by type and nationality or branch of service (depicted by color schemes). Most markers are informational pieces used to record either a unit’s condition (such as strength or mode), or peculiar conditions, if any, in a particular hex (such as a demolished bridge or an Allied drop-zone). Some markers are used on game record tracks (such as the Game Turn Record Track).

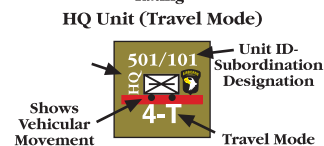
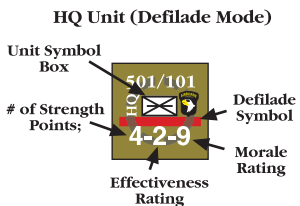
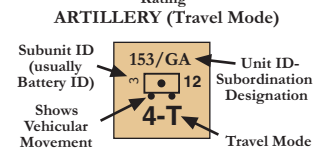
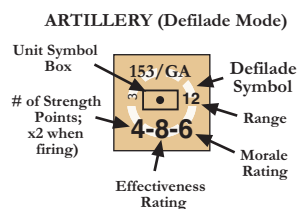
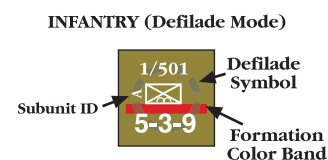
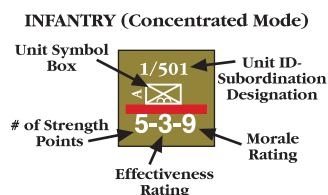
[3.31] Each unit has a unique identity, which usually lists the battalion, regiment or brigade and division to which the unit belongs. That ID is printed at the top of the counter above the unit-type box or vehicle symbol. Additional info representing the unit’s company designation may be printed just to the left of the unit-type box or vehicle symbol.

[3.32] All units are printed on both sides. Most combat units have a “concentrated” side and a “defilade” side. The defilade side is depicted by a dashed circle surrounding the unit type box or vehicle silhouette. Headquarters and most artillery and anti-tank (AT) units don’t possess a concentrated side, but instead have a “travel mode” side signified by a “T” in place of a numerical movement allowance. Additionally, the defilade side of an artillery/AT unit also means the unit is “in battery” (ready to fire). Those modes are explained in the appropriate rules sections.

[3.33] If a unit loses strength, the player places an appropriate step loss marker under the unit to reflect the loss. A unit’s current strength in steps is equal to its printed strength minus that of any step

loss marker under the unit. When a unit loses its last step, it's eliminated and removed from play. Depleted and disrupted markers are placed on a unit when it's in those states. Travel markers are placed on units they're in travel mode, unless they have an intrinsic travel mode side. Some units may be marked with a dismounted marker to show they're not using organic vehicular transport. Note that in this edition of the game, a unit's weapon effectiveness doesn't change when it is in defilade mode.

[3.4] Sample Units



Leader unit



[3.41] Unit Type

Every unit is identified by the symbols printed on the counter face. The unit type determines whether the unit is a “direct fire” or “indirect fire” unit and whether it’s an armored fighting vehicle (AFV) or conventional target (leg or vehicular). Unit type also determines a unit’s movement class (how and how far it will move).

UNIT TYPES

AFV: silhouette or oval armored symbol in unit-type box. Note that some armored units—armored infantry, for example—become conventional targets if they dismount.

Armor: units equipped with tanks (panzers), tank destroyers (jagdpanzers) and self-propelled armored assault guns. These units can conduct AT fire.

Armored Recon: even without the AFV silhouette, they’re still considered AFV units; they may conduct AT fire also.

Armored Artillery: these units must still go into defilade/in battery mode to use their barrage strengths; but they may move using up to half of their normal movement allowance.

Armored Infantry/Engineer: as long as they’re not dismounted, they’re considered AFV (light). If they are dismounted, they move as Leg units and are conventional targets. They may mount or dismount once per friendly movement phase at a cost of two extra MPs. They may also dismount after any fire combat against them has been resolved - this does not cost any MPs.

Armored Transport: any leg unit being transported by an armored unit. See armored infantry above.

Non-Armored Vehicular: a special subtype of AFV. They move like AFV but are considered conventional targets when fired on: jeep reconnaissance units, non-armored HQ in travel mode, and any units in travel mode that aren’t armored or mounted in armored units, including towed artillery/AT units.

Leg: conventional targets unless they’re being transported (mounted) in armored vehicles. They’re leg movement class units unless being transported in vehicles in travel mode (armored or not).

Infantry: just what it says.

Airborne: some Allied units bear either a parachute symbol or glider symbol in addition to their basic symbol. They are

airborne units. Some German units bear this symbol, but that’s only for historical purposes. Those units generally weren’t jump-capable.

Engineer: conventional target.

Bridging: conventional target.

Towed Artillery/AT: must be in defilade/in battery mode to fire at enemy targets; they may only move when in travel mode.

Flak/Anti-Air: light or heavy anti-aircraft (AA) symbol.

Anti-Tank: AT symbol plus AT dot. Note that some units are dual purpose AA and AT.

Light, Medium or Heavy Artillery: includes rocket and *Nebelwerfer* units.

Unit Fire Class: note that most artillery units (excluding heavy artillery - 9 ER) may fire using either direct or indirect fire, depending on LOS.

Direct Fire Units: All non-artillery units, including Heavy Weapons units. This includes most AFVs and infantry/engineer units.

Indirect Fire Units (non-AFV): HW or artillery/rocket symbol.

Indirect Fire Units (AFV): same as above, but with AFV or armored oval symbol. These are considered Self-Propelled (SP) artillery units.

Additional Notes on Unit Types

Artillery units are able to use indirect fire to engage the enemy. All but the heaviest guns may also use direct fire against enemy units.

Bridge Engineers are differentiated from combat engineers by a capital “B” in place of an effectiveness rating. As they have no effectiveness rating, bridge engineers may not conduct fire of any kind.

Combat Engineers may be in a variety of modes at the owning player’s option, but they perform their special functions only in concentrated mode. Combat engineers may move and fire like normal infantry units. Armored engineers must be dismounted and concentrated to perform their special functions.

Heavy Weapons Units represent the machinegun and mortar units that support the infantry companies of a battalion. These units have direct fire and indirect fire capability. They may only support the companies of their battalion when using indirect fire, unless they can observe the target themselves.

Headquarters are symbolized by the use

[3.42] Markers

Front	Back
One Step Loss	Two Step Loss
Travel Mode	Dismounted
Disrupted	Depleted
Opp Fire	Used Marker
Entrenchment	Entrenchment under construct.
Bridge	Bridge under construct.
Destroyed Bridge	In Defilade

of white fill-color in their unit-type box. A HQ in defilade mode is treated like leg infantry. A HQ doesn't have a concentrated mode. Some divisions are shown with two HQ units. Both are HQ for the division. As long as they have a supply path to each other and one is in supply, all units of the division may trace supply to either HQ unit.

Airborne Units. The parachute symbol or the glider symbol is relevant only when the unit is landing on the map. For normal movement, combat, etc., there's no functional difference between an ordinary infantry unit, for instance, and a parachute or glider unit.

Airborne Artillery and Antitank units all possess the parachute symbol. In fact, in almost every case they were actually glider-delivered units. We chose to give them the parachute symbol because the glider symbol would look awkward.

[3.42] Markers

	Unit Type	Movement Class	Fire Class	Target Class
AFVs		Vehicular	AT(DF)-Medium	AFV-Med
		Vehicular	AT(DF)-Heavy	AFV-Med
		Vehicular	AT(DF)-Medium	AFV-Med
		Vehicular	AT(DF)-Heavy	AFV-Heavy
		Vehicular	AT(DF)-Heavy	AFV-Very Hvy
		Vehicular	AT(DF)-Light	AFV-Light
Armored		Vehicular	Conven.(DF)	AFV-Light
		Vehicular	Conven(IF/DF)	AFV-Light
		Vehicular	Conven(IF/DF)	AFV-Light
		Vehicular May Dismount	Conven(DF)	AFV-Light
Motorised		Vehicular May Dismount	Conven(DF)	AFV-Very Lt.
		Leg Motorised when in Travel Mode	Conven(DF)	Conventional
Leg		Leg Same as above	Conven(DF)	Conventional
		Leg Same as above	Indirect(IF/DF)	Conventional
		Vehicular when in Travel Mode	AT(DF)	Conventional
Towed Artillery		Vehicular when in Travel Mode	Conven(DF) Flak also AT	Conventional
		Vehicular when in Travel Mode	Indirect(IF/DF)	Conventional
		Vehicular when in Travel Mode	Indirect(IF/DF)	Conventional

Various markers are used to facilitate game play.

Step Loss Marker: records the number of step losses a unit currently has.

Travel Mode Marker: signifies the unit is in travel mode.

Disrupted Marker: signifies the unit is disrupted.

Depleted Marker: the unit's currently "ammo depleted" and unable to fire.

Opp Fire Marker: used to remind you the unit has already opportunity fired.

Used Marker: a generic marker to aid you in remembering a unit has finished or resolved some function.

Entrenchment Marker (two sided): used to show the existence of a defensive complex in a hex. The backside represents such a complex being under construction.

Bridge Constructed (two sided): used to show a constructed bridge.

Bridge Demolished: used to show a demolished bridge.

[3.43] Nationalities & Major Subgroups

The units are divided into two major national groupings: the Germans and the Allies. Each group is further subdivided. The Germans are divided into branches of their armed forces, and the Allies are divided into nationalities, and in the case of the British are subdivided into airborne and non-airborne. All those groupings are distinguished by color.

Counter Errata: the following counter errata should be noted. All of the engineer units in 30 corps, with the exception of those marked with a B (for bridging) should have a medium AT dot. This would be 11 units total. The back of one of the German 21 Lehr FJ companies and 5th FJ divisional HQ was transposed with each other.

[3.5] Glossary

1d6: means a die roll using one six-sided die is required.

2d6: means a die roll using two six-sided dice is required.

AFV Target: any unit whose unit-type box contains an armored oval, or which possesses an armored silhouette in place of a unit-type box.

Ammo Point: A point that roughly measures artillery ammo usage and stockpiling. This is an optional rule.

Command Point: A point that abstractly measures supply and planning. Using these points will control the tempo of battle. This is an optional rule.

Concentrated: an organizational mode representing a unit formed to emphasize movement or close combat.

Conventional Fire: any type of non-AT fire directed at a conventional target (may be direct or indirect fire).

Covering Terrain: any type of terrain that requires an observer to either be adjacent (city and forest) or within two hexes (woods or town) to observe a unit occupying that type of terrain.

Defilade: an organizational mode in which the unit's been spread out to take advantage of defensive terrain. It isn't a mode that emphasizes mobility or firepower. The term disperse is synonymous with defilade for game purposes.

Direct Fire (DF): any form of fire combat in which the firing unit has a direct line of sight to the target.

Dual Purpose Gun (DP): A weapon that

may fire using Conventional Fire or AT Fire with equal effectiveness.

Fire Effectiveness Rating: the relative killing ability of a unit's weaponry rated on a scale of one to nine. A fire effectiveness rating doesn't change with a unit's organization mode. A unit's firepower depends on its strength and its effectiveness. Firepower will decrease with losses, or when a unit is in certain organizational modes.

Fire Packet: distinct grouping of friendly units combining their fire into one shot for purposes of resolution against a single target.

Fire Value: the result of cross-indexing a unit's fire effectiveness rating and the number of strength points firing. That value is cross-referenced with a die roll on the Fire Results Table to yield a combat result due to direct or indirect conventional fire. Those values range from one to 12, though the 10 to 12 values are only attainable using indirect fire.

Indirect Fire (IF): any form of fire combat in which the firing unit doesn't have a direct line of sight to the target.

Morale: each unit has a morale rating that is printed on the counter. Morale ratings range from one to nine. A unit's morale rating is reduced according to the number of step losses it's suffered. If a unit's printed morale is six or greater, its morale is reduced by one for every two step losses it's suffered. Units with a printed morale value lower than six reduce their morale by one for every step loss.

Movement Allowance (MA): The maximum number of movement points (MP) a unit may expend in a single phase while conducting movement from hex to hex. Most units have an MA of 12 movement points (MP). Recon units have an MA of 14 MP, while German King Tigers have an MA of nine MP.

Organization Modes: various modes a unit may be in (voluntarily or involuntarily) during the course of play. Some modes emphasize movement over combat or vice versa.

Strength: a unit's strength is printed on the counter. The strength indicates the approximate manpower of the unit (for infantry type units) or number of vehicles or guns (for armor and artillery type units), with one strength point equivalent to 30 to 50 men or two vehicles or guns. The printed strength is the unit's initial

or assigned strength. Whenever the unit loses strength (because of combat, etc.), the owning player should place a loss marker under the unit to show how many strength points it's lost from the printed value on the counter.

Range: the distance in hexes a unit may fire or observe. Units with no printed fire range have a one-hex range for DF purposes.

Zone of Control (ZOC): the area of influence a unit has against enemy units in nearby hexes.

[3.6] Game Scale

Each hexagon on the map represents approximately 600 meters of terrain from side to side. Each infantry unit represents a company. Each armor unit represents a platoon, and each artillery unit represents a battery. Each day game turn represents three hours. Each night game turn represents five or six hours.

[3.7] Inventory of Game Parts

A complete game of *Highway to the Reich* includes:

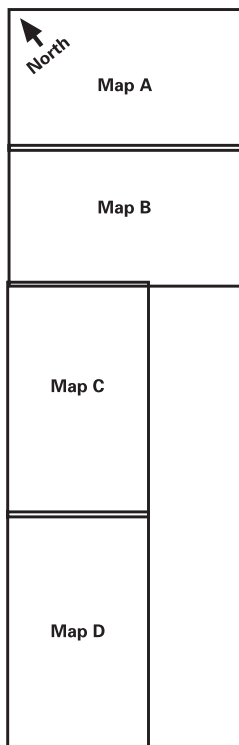
- one rule booklet
- one campaign study
- five counter sheets
- four marker sheets
- four 34x22" map sections (A, B, C, D)
- two Player Aid cards
- three German Formation Displays
- three Allied Formation Displays
- one 8x10" map blowup of Arnhem
- two six-sided dice
- one game box

If any parts are damaged or missing, write:

Decision Games, Inc.
PO Box 21598
Bakersfield, CA 93319

[3.8] Preparation for Play

The four map sections have been designed so they overlap each other when placed together. Players should note certain scenarios may be played on one map section, thus requiring less space for play. The four map sections are identified by letter codes: A, B, C or D. Section A is the northernmost (top) map section. Section B is the next lowest, followed by C and then D. When setting up all map sections, overlap the southernmost (0100) hex row of A on the northernmost (3900) hex row of B. (Refer to the compass rose on the maps for orientation.) Similarly, the southernmost hex row of C is overlapped on the northernmost hex row of D. The



map sections are then oriented as shown in the diagram, and the southernmost hex row of B is overlapped on the northernmost hex row of C. Note that hex 0101 on B should overlap hex 6101 on C, and hex 0134 on B should overlap hex 6134 on C. Check that the various roads and terrain features match in the overlap hexes.

Note that all hexes are identified by Map Section letter and hex number; thus the city of Arnhem is located around hex A2332, and the town of Zon is located in hexes C0715, C0814 and C0815.

The units should be sorted by divisional organization as fully as permitted by the component trays. The various markers should be sorted by type.

[4.0] SEQUENCE OF PLAY

The heart of the simulation is the sequence of play. It structures play of the game by rigidly controlling the order of each activity during the game turn. This sequence of activity is reciprocating; each of the two opposing sides is alternately considered the “active” or “phasing” player. During each phase, one player is considered the “phasing player” while his opponent, who is not active, is the “non-phasing player.” The player controlling the force named in the title of a phase is the “phasing player” that phase. Each game turn, and all activity within each game turn, must proceed strictly according to the sequence of play. Each scenario

lists a starting point in the sequence outline.

Game Turn Sequence Outline

1. **Weather Determination Phase:** During the 0601/0901 and 1501/1801 GTs of each day the Allied player must determine the weather conditions on the southern and northern sections of the maps.
2. **CP and Logistic Phase (Optional):** During the 0601/0901 and 1501/1801 GTs of each day both players must determine how many CPs and Amps are received, and for 30 Corps, the Club Route movement allowance.
3. **German Conditional Fire Phase: (Also called the Mini-Fire phase)** German units may conduct direct fire (conventional or AT). Allies may return fire in some cases.
4. **German Response Movement Phase: (Also called the Mini-Move phase)** German units that didn’t conduct fire combat in the previous phase may move, but leg units may never move more than two hexes, and other units a maximum of four hexes. Units may perform close action. The Allied player may perform Opp/Ambush fire if conditions permit it.
5. **Allied Command Phase:** the Allied player judges the supply status of all units under his command. The Allied player may then try to remove disruptions and depletions. Construction of entrenchments and bridges occurs in this phase, as does demolition of bridges.
6. **Allied Indirect Fire Phase:** The Allied player conducts indirect fire. Air-strikes are conducted.
7. **Allied Conditional Fire Phase (Direct Fire):** the Allied player conducts direct fire. German units may return fire on any Allied unit that conducted AT fire.
8. **Allied Conditional Movement Phase (and Close Action):** Units that didn’t fire above in phases 6 or 7 may move up to their full MA. SP artillery may move half of its MA even if it fired in phase 6.
9. **Allied Organization Phase:** the Allied player chooses which organizational mode he wishes each of his units to be in until the Allied Organization Phase of the next game turn. Note: to speed play, this may be combined with the

end of a unit’s movement in phase 8 above if no German unit is nearby.

Note: Phases 10 through 16 flip-flop phases 3 through 9, with the Germans, for the most part, being the active side.

10. German Command Phase

11. German Indirect Fire Phase

12. German Conditional Fire Phase

13. German Conditional Movement Phase

14. German Organization Phase

15. Allied Conditional Fire Phase

16. Allied Response Movement Phase

17. Game Turn Record Phase

[5.0] FIRE COMBAT

There are three types of fire combat that units may conduct against enemy units: Conventional, Anti-Tank (AT), and Indirect Fire (IF). Conventional and AT fire are both types of Direct Fire (DF), which requires the firing unit to have the target unit under direct observation (see 6.0), while IF is conducted by a unit that doesn’t actually see the target, but has another friendly spotting unit that can observe the target and is in communication with the firing artillery unit. Conventional fire is used when the target is not armored, and AT fire is used if the target is armored (an AFV). All three types of fire may also be conducted during enemy movement if certain conditions are met, and this is called Opportunity Fire (Opp Fire - see 8.4).

All regular direct fire occurs during a conditional fire phase if it is not Opp fire. Note that non-active units may return fire during an enemy fire phase if they were fired upon by any unit using AT fire. Indirect fire occurs during a friendly IF phase - unless it is Opp fire..

Each unit in the game is classed either as a DF unit IF unit. Additionally, all DF against an armored target is considered AT DF. All units possess the ability to conduct DF, but only artillery units and HW units may use IF. The most common indirect fire units are artillery batteries and HW companies. Tank platoons and infantry companies are predominantly armed with weapons that must be fired on targets directly observed by the gunner to take effect; that is, the tank gunner or rifleman or machinegunner must see his target to hit it; hence the term “direct fire unit.” Artillery and mortars (the predominant weapon in the heavy weapons company) are usually fired at targets hid-

den or masked from the view of the firing position, with detached observers who see the target using a radio or telephone to call the fire on target; hence the term “indirect fire.”

Direct Fire Attack Procedure (Conventional Fire):

1. Refer to the Fire Value Matrix (Direct Fire) and the Fire Results Table (See Fire Tables 5.61 and 5.63).
2. Determine the target unit (enemy unit being fired on), and which friendly units are firing on that target. Segregate the firing units into discrete “fire packets” based on their fire effectiveness. Each fire packet will resolve its DF against the target unit separately using the two above fire tables. First, determine the total firing strength of each fire packet and cross-reference that value with the fire effectiveness on the Fire Value Matrix Table. Values greater than nine are treated as nine. The resulting number is the fire value for that fire packet.
3. Refer to the Fire Results Table (5.63) and plug in the fire value obtained above in Step 2, making reference to the type of terrain the target unit is occupying and whether or not it is in defilade.
4. Roll two dice to resolve each fire packet’s attack on the target unit. Cross-reference the number rolled with the fire value. This locates a result that’s immediately applied to the target unit.

Indirect Fire Procedure

1. Refer to the Fire Value Matrix (Indirect Fire) Table 5.62 (separate sheet).
2. Determine the final fire value of any barrage directed against the target unit.
3. Refer to table 5.63.
4. Plug the final fire value into one of the top lines of the table, making reference to the target unit’s mode and the terrain in the target hex. Target units will either be AFV, entrenched, concentrated/travel or in defilade. If the hex a barraging unit is in contains more than 18 strength points, the die roll result is modified by one in favor of the barraging player.
5. Roll two dice. Cross-reference the number rolled with the final fire value. That gives a result that’s immediately applied against the target unit.

Note: indirect and direct fire makes use

of different tables to derive the fire value of the attack. AT Fire Procedure: see 5.8.

[5.1] Multiple Unit Fire

During his Indirect or Conditional Fire Phase a player may use all, some or none of his eligible units to fire on enemy units. The order of fire attack resolution is at the discretion of the owning player.

[5.11] The fire of each unit isn’t necessarily a separate event. Units may combine their DF against a single target and resolve that fire (a fire packet) before the resolution of any other fire packet. Any number of eligible units may fire at the same target unit in the same Fire Phase. Units with the same fire effectiveness must fire as a single fire packet; units of lower effectiveness may be included in a fire packet, but the lowest ER is used in that case.

[5.12] A player must first define and declare all fire packets being directed against a particular target before any DF against that target is resolved. A player isn’t required to do that for other target units before the DF is resolved against any one particular target unit. All fire is sequential in its execution and effect.

[5.13] After a target unit has been chosen (the target must be one of the top two units in a stack when using DF), the firing player determines which units will fire together as one DF against the target. All units firing with the same fire effectiveness constitute one fire packet using that fire effectiveness. (For example: three units with a strength of three each, and a fire effectiveness of four, would make one fire packet with an effectiveness of four and a fire strength of nine.) A unit may combine with units that have a lower FE, but the lower FE would be used for the fire calculations for that fire packet’s resolution. Units stacked together are not required to fire at the same targets; they may do so at the owning player’s option.

[5.14] Units using IF may fire at any individual units in the target hex, regardless of stacking order. When DF is directed against a hex, only the top two units may be targeted. Note that one DF attack could first eliminate enough strength points such that units initially screened from DF could be fired on later in the same phase. For example, three enemy units are in a hex in which DF is being directed. Only the top two units may be targeted. If the

first attack was a DF attack that eliminated the topmost unit, a later DF attack (for example, Armor/AT DF attack) could then fire on either remaining unit in the hex.

[5.15] Modifications to fire values

The following modifications are applied to a fire packet’s conventional direct fire.

- If units from more than one battalion-sized formation (or KG) are participating in the same fire packet, reduce the fire value by one. Do that for each additional battalion beyond the first.
- If the number of DF strength points is greater than nine, shift the fire value one column to the right on table 5.61 for every increment of nine strength points in excess of the initial nine points. The fire value for DF can never exceed a value of 9 on table 5.63.
- If the 9 column on the Fire Results Table is already being used, the firing player may add or subtract one (player’s choice) from the fire result die roll for each additional increment of nine fire points.

Example: a player is firing with 31 points of DF. The firing units have an effectiveness rating of five and the target’s entrenched. The first nine points would be cross-referenced on the Fire Value Matrix with the number 5 on the Entrenched line. That yields a fire value of five. The remaining 22 points of fire contain two increments of nine fire points. (The remaining four firing points are ineffective.) For each increment, the fire value is increased by one column, to a final fire value of six. If the target unit hadn’t been in entrenchments and not in defilade, the final fire value would’ve been nine, so the increases in fire would have occurred on the Fire Results Table (since the maximum fire value had already been attained on the Fire Value Matrix before modification). Looking at the Fire Results Table, the target isn’t in defilade, so the 9 column is initially used. The modifiers would allow the firing player to add or subtract two (one for each increment of nine) to whatever the die roll was on the Fire Results Table.

[5.16] Modification to fire strengths

The following modifications are applied to a unit’s strength when firing (indirect or direct).

- All AFV are doubled when firing con-

ventional fire at targets.

- All towed weapon units (AT, FLAK/AA or artillery) are doubled when using conventional fire. **Note:** this takes into account that the scale for these units has been changed to equal two vehicles or guns per strength point, rather than one, which was the case in the first and second editions.
- The fire strength of a unit in defilade mode that isn't entrenched is halved (round up). The fire strength of a unit in entrenchments is not halved for being in defilade mode. A unit's fire strength is never reduced below one due to this rule.
- A depleted unit has a fire strength of zero.
- A disrupted unit's fire strength is halved (but never reduced below one).
- An artillery unit firing at increased range (see 5.53) doesn't double its IF strength.

[5.2] Restrictions on Fire Combat

[5.21] A unit is never required to fire. The decision to conduct a fire attack is always the choice of the owning player. Units in depleted mode may never fire. A unit in travel mode may not fire unless it has an AFV silhouette or is armored recon.

[5.22] Only the two top units in a stack may execute DF, including opportunity fire. IF (artillery and HW) units are an exception and they may fire from any position in a stack.

[5.23] A unit may fire once in each of its friendly Fire Phases (exception: see 5.26). A unit that's not depleted may fire opportunity fire using DF whenever it's triggered and as often as it's triggered (see 8.4). Units using IF may only fire during friendly indirect fire phases, or once per enemy movement phase using Opp fire.

[5.24] No unit may fire in excess of its range (exception: see 5.53). DF may not be directed against targets the firing unit can't observe. IF units may fire on units they can't observe as long as they have communications with some other friendly unit that can observe the target.

[5.25] A unit's current strength is always used for fire combat purposes, though a unit in defilade mode halves its fire strength (unless it occupies an entrenchment). The only time a unit may split its fire against more than one opposing unit is when it's firing opportunity fire against

enemy units attempting to close action that unit, or it is conducting AT fire (see 5.8). A unit may never split its fire if any resulting fire values are less than one.

[5.26] HQ units may only conduct opportunity fire.

[5.27] A unit in travel mode may never fire with more than one strength point into the same defending hex, regardless of how many targets may be in that hex. If more than one unit is in travel mode in the same hex, only one of those units may DF into the same hex. They may, however, fire into different hexes. That represents frontage restriction when firing from a road column.

[5.28] Any DF passing through a dike hexside automatically has a range of only one hex (meaning you can only fire at adjacent units).

[5.3] Effects of Fire

Fire has two effects. First, it inflicts casualties, killing and destroying men and equipment. The second effect is a byproduct of the first effect: the tendency of a formation under fire to spread out, or "go to ground," in an effort to reduce losses in the face of incoming fire. The Combat Results Table contains three possible results. One result is "No Effect," meaning the fire failed to generate any appreciable effect. The second possible result is a number (1, 2, 3, etc.). That indicates the fire "killed" that number of the target's strength points (and is obviously perceived as dangerous by the target). The last possible result is "D" (defilade), which means the fire is close and intense enough to cause the target to disperse and seek defilade to reduce the possibility of casualties.

[5.31] **No Effect:** the firing unit has shot and missed. Play proceeds to the next action. The defender may choose to immediately place the targeted unit into defilade mode. If the fire was IF, the owning player may choose to put any of the units in the hex into defilade mode immediately.

[5.32] **1, 2, 3, etc.:** the target unit's strength must be immediately reduced by the number given on the table. For example, if the result is "2," the target unit loses two strength points. The owning player puts a loss marker under the unit to record strength point losses. If the target unit is already in defilade, there's no

further effect. If the target is concentrated, the owning player must: 1) place it in defilade; or 2) take an additional strength point loss while retaining the unit in the concentrated mode, which requires a morale check. If the target is in travel mode, the unit must take an additional strength point loss, and the owning player may immediately place it in defilade or concentrated mode if terrain allows. If he elects to change the mode of the target unit, it's automatically disrupted at the end of the Fire Phase. If the unit is disrupted there is no further effect.

[5.33] **"D":** if the target unit is already in defilade or disrupted, there's no effect. If the unit is concentrated, the owning player must either immediately disperse the unit or lose a strength point from it while retaining it in the concentrated mode, which requires a morale check (see 11.6). If the unit is in travel mode, it must lose a strength point.

[5.34] Generally, a unit is fired on by an adjacent unit. If the target disperses as a result of fire, that doesn't trigger opportunity fire.

[5.35] When a unit's strength reaches zero, it's removed from the map and eliminated. Losses in excess of the number of strength points in the target hex are ignored unless the fire was indirect.

[5.36] The effect of a "D" (defilade) result is applied immediately. If the target is fired on again, the target is in defilade and the combat is resolved as such.

[5.37] Headquarters and artillery units already on their defilade side must make a morale check if they suffer a D result on the Fire Results Table. If they fail that check, the owning player has two choices: he can either disrupt the unit or inflict a step loss.

[5.4] Indirect Fire (IF)

Artillery units and heavy weapon units have IF capability during a player's Indirect Fire Phases or when utilizing opportunity fire during enemy movement. They attack using the IF procedure (see also 18.1). In many cases they will fire at units they themselves don't observe.

[5.41] The firing artillery unit must be within two hexes of the "controlling" headquarters unit, while an HW unit must be within two hexes of at least one other company of the same battalion. A "controlling" headquarters unit is defined

as either the headquarters to which the artillery unit is subordinate, or a headquarters that controls the headquarters to which the artillery unit is subordinate.

Example: an artillery unit subordinate directly to the *43rd Division* could fire if it was in communication with a regimental HQ that was subordinate to the same division.

[5.42] Some unit subordinate to the controlling HQ must be able to observe the target, and that observing unit must be in communication with the controlling HQ (see section 12.0).

[5.43] If the conditions of 5.41 and 5.42 aren't met, the unit may not fire unless it can directly observe the target unit itself.

[5.44] If the conditions of 5.41 and 5.42 are met, the unit may use IF to attack the observed hex. Use the IF procedure given at the start of this rules section (5.0).

[5.5] Restrictions on Indirect Firing Units

[5.51] Artillery units may also use opportunity fire on an enemy unit that's moved more than two contiguous hexes using infantry movement, or four contiguous hexes using vehicular movement (the unit is an AFV or in travel mode), while being under continuous observation. The same spotting unit must be able to observe the moving unit in every hex required to trigger the opportunity fire.

Artillery units may also execute opportunity fire when they're defending against a close action. To do so, the artillery unit must be one of the top two units in its stack. The owning player conducts that opportunity fire exactly as if it were being performed by a DF unit; that is, the DF procedure and matrix are used. When conducting opportunity fire against a close action, an artillery unit's fire strength isn't doubled.

[5.52] Artillery units may not attack using close action. If they're in a hex from which a close action originates, their presence is ignored (except, of course, if they're the top unit in the stack, in which case the stack can't attack). Artillery units that must defend against a close action have their morale rating reduced by two levels.

[5.53] An artillery unit may increase its IF range by 33 percent (round down). When it does so, its fire value isn't doubled, as it normally would be against a

conventional target. The range increase is now one-third more of the original range (round down).

[5.6] Fire Tables

[5.61] Fire Value Matrix: Direct Fire
(see separate sheet)

[5.62] Fire Value Matrix: Indirect Fire
(see separate sheet)

[5.63] Fire Results Table
(see separate sheet)

[5.7] Armored Infantry or panzer grenadiers that are dismounted are treated exactly like leg infantry units. Their effectiveness rating is reduced by one.

[5.8] Anti-Armor (AT) Fire Combat

There are two ways to conduct fire combat against an armored target unit (the unit counter has an AFV symbol, is armored recon, or armored infantry that's not dismounted). The first method uses AT direct fire, in which the firing unit must have a normal DF line of sight (LOS) and must have an AT dot, or be an artillery unit with a fire effectiveness rating of seven or greater. Players must remember that AT DF isn't the same as conventional fire combat. The second method uses the normal IF procedure with special modifiers that relate to the type of armored target being fired at. When IF is used against armored units, all the normal rules for spotting apply. Remember to apply modifiers to the barraging unit's effectiveness due to the quality rating of the unit's armor. The AT Fire Table (5.8) lists those modifiers. After determining the final fire value and the correct terrain line for the target, the attacking player resolves the attack like a normal IF combat.

[5.81] A unit with an AT dot, or an artillery unit with an ER of seven or greater, may conduct AT direct fire during any friendly Conditional Fire Phase (Exception: engineer units with AT dots may only use AT fire when they are close assaulting or defending against a close assault involving AFVs). Such a unit may also return fire (AT or conventional) in the same phase (friendly or not) against any unit that conducted AT fire against it. If that happens, the fire of all units is considered simultaneous. AFVs may use conventional fire against towed AT or artillery units that conducted AT fire against them. The maximum range for AT direct fire is two hexes, regardless of the range of any

artillery unit using AT fire, and AFV units without a printed range of two may only conduct AT fire into adjacent hexes. The procedure for AT DF is as follows.

- The firing player announces at which enemy unit he's firing (AT fire is directed at individual units).
- The firing player declares which friendly units are firing at the enemy unit; the firing units are segregated into separate groups according to their AT rating (Lt, Med, Hvy). Each rating group will resolve its AT fire separately from the others.
- Artillery units with an ER of seven are considered to have a light AT fire rating; if an artillery unit's ER is eight or nine, its AT fire rating is medium.
- The AT fire strength of a unit is equal to the number of steps it currently has multiplied by the number of AT dots printed on its counter. For example: a German MkV (Panther) unit with two steps and one heavy dot printed on its unit counter means the unit has an AT fire strength of two heavy dots.
- To resolve each AT group's shot, roll two six-sided dice. The type of AT fire is cross-referenced with the target type on the AT Fire Table. This will yield a basic "to Hit" value. This value can be modified by the type of terrain the target is in, whether or not it is in defilade mode, and how many additional firing strengthpoints there are beyond the first. (see the AT Fire Table 5.8).
- The AT modifiers will reduce or increase the basic "to Hit" value to a final AT hit value. Compare the dice roll with that final AT hit value. If the roll exceeds that value, the AT fire has missed and there's no further result. If the roll is equal to or less than the final AT hit value, but is greater than half (round up) the final AT hit value, a step loss is inflicted on the target AFV. If the dice roll is equal to or less than half of the final AT hit value, the target AFV must lose two steps - which will kill most AFV units. Also note an AFV's AT fire type isn't always equal to its AFV target type. For example: British Sherman Firefly tanks are categorized as heavy for purposes of executing AT fire against enemy units, but they're considered medium targets when fired on. That's because the Fireflies were armed with 17-pounder AT guns

mounted on Sherman tank chassis (a medium target).

[5.82] A black AT dot signifies heavy AT fire capability, while a white/red AT dot indicates medium AT fire. A hollow AT dot indicates light AT capability. The AT Fire Table lists the target type of all units.

[5.83] A unit that uses AT fire may not use conventional fire later in the same Fire Phase.

[5.84] A unit in defilade has its firing strength halved (round up); the total combined AT fire strength against a target is never reduced below one (round any half-point up to one). Note that an AFV unit in defilade that fires at a conventional target is not halved, and it is doubled if firing while in concentrated mode.

[5.85] A target AFV unit may be fired on once each Fire Phase by each type of AT fire (light, medium or heavy). An AFV unit may voluntarily enter defilade mode after being fired at by AT fire.

[5.86] Units using AT fire against an enemy AFV must be able to spot (observe) that unit. All opposing units in adjacent hexes to the firing unit are spotted. Any unit two hexes away is spotted if it isn't in woods, forest, town or city and a valid LOS exists between the firing unit and the target. If a unit in that type of terrain fires, it's considered spotted if it's firing at an enemy unit that has an LOS to it.

[5.87] A unit with two dots has its current strength multiplied by two in order to calculate its AT fire strength. Example: a German MKVIb (King Tiger) unit has two steps of strength and has two heavy dots printed on its counter. Such a unit fires AT fire with a total strength of four, and its AT fire is categorized as heavy.

[5.88] Artillery units may use direct AT fire only if they occupy one of the top two positions in their stack. Note that artillery units using AT DF don't double their fire strength as they would if firing against non-AFV units. Artillery units may use IF to attack enemy AFV that have been spotted normally. This fire strength is also halved.

[5.89] Up to two towed AT units in defilade (unlimbered) mode may fire from a stack regardless of their position in the stack. If such a unit uses its AT Fire, it may be fired on in that phase even though it's not one of the top two units in a stack.

[5.9] Infantry AT Fire & Close Action

Infantry and engineer units that are involved in a close action with AFVs may conduct a special kind of AT fire against those AFV units before the initiation of the actual Close Action procedure. For all units except engineers, this fire is of a defensive nature and may only occur if the infantry units are defending against a close action containing enemy AFVs. Engineers may conduct this type of AT fire both offensively and defensively, which means that they may conduct this AT fire against defending enemy AFVs during a close action initiated by the engineer unit's side.

[5.91] All German infantry with a morale of 6 or more has medium AT fire capability. All Allied infantry (airborne included) has light AT fire capability. Engineer units of both sides possess medium AT fire capabilities regardless of their morale. Note that some engineer units have a medium AT dot. This AT dot signifies a offensive AT fire capability during close action - all engineers should have this medium dot. If they don't, consider it present anyway.

[5.92] Just before the beginning of actual close action resolution, all infantry/engineer AT fires should be resolved for both sides. This fire is considered simultaneous, with the AT fire of one side being completely independent from that of the opposing side (if any). If a side has no infantry/engineer units present in a close action, then the opposing side may conduct its infantry/engineer AT fire in the same manner as regular AT fire, with participating strengthpoints being allocated in anyway the firing player sees fit. Additional strengthpoints may be used to modify the "to Hit" value in the same manner as regular AT fire. If a side has infantry/engineers present, then the opposing side only gets one infantry/engineer AT shot and may modify the to hit value of that shot only by a number of strengthpoints that exceeds the number of enemy infantry/engineer strengthpoints present in that close action.

Note that if the close action occurs in covering terrain, the targeted AFV units do not receive the benefit of the defilade drm modifier.

Example: A stack containing two M4 shermans, two engineer units with a strength of four, and three infantry units

each with a strength of five close actions an enemy stack that contains a MkV AFV unit, and two infantry units with a morale of 7 and three strengthpoints each. Before the close action is resolved, each side conducts a special AT fire using the infantry and engineer units present for both sides. The AFVs are already considered to have exchanged AT fire during the Conditional Fire phase that preceded this movement phase. The Allied engineer units may fire offensively, while the German units can only conduct a defensive AT fire. First, the engineer units target the MkV AFV with a basic to hit value of five. Because there are more allied infantry strengthpoints than German (15 to 6) the Allied player may use the seven additional engineer points to modify the Allied to hit value for that AT fire. According to the AT fire table, each medium strengthpoint adds .75 to the to hit value, for a total of 5.25 (round down) added to the to hit value. Therefore, the AT fire is conducted with a final to hit value of 10. The German infantry may make one AT fire with a to hit value of six, but may not use other infantry strengthpoints to modify this value because there are more allied infantry strengthpoints in this close action than German.

[6.0] OBSERVATION

You have to be able to "see" something before you can kill it.

A unit must be observed before fire combat may be directed against it. All units conducting DF must be able to directly observe the units at which they're firing. Units conducting IF must be able to either directly observe the target, or be in communication with a unit that can observe the target and is eligible to "spot" for the unit conducting the IF. The unit performing the indirect observation is called a "spotting" unit or "spotter." The players should draw an imaginary straight line, called the line of sight (LOS), between the observing unit(s) and the target unit(s). If (a) the LOS isn't blocked by terrain, and (b) the distance between the observer and target unit doesn't exceed the observation limit, the observing unit can "see" its target. If an IF unit that doesn't have an LOS to its target wishes to use a spotter, the spotter must have an unobstructed LOS to the target, and it must also be in communication (see Section 12.0) with the IF unit.

Determine if a valid LOS exists between the observing unit and target unit by noting the terrain in each of the intervening hexes and then consulting the Terrain Effects Chart (see 10.15) to see if any of the hexes block the LOS, or that the LOS doesn't exceed the maximum observation range. If the LOS is free of those restrictions, it's valid and the observer can "see" the target. The terrain in the observer's hex never blocks LOS.

Terrain blocks LOS by having any part of a hex containing blocking terrain intersect with the imaginary straight line drawn between the target and observer. Each type of terrain that could potentially block the LOS has been numbered on the far right column, and next to its name on the TEC, with a blocking value. Clear and mixed terrain have no value, as they never block LOS by themselves.

[6.1] Observation Range Limits

The distance, in hexes of the LOS from the observer to the target (not counting the hex the observer is in) is called the "observation range." That range is limited by those factors listed below.

[6.11] The terrain the observer is occupying must be accounted for. The Terrain Effects Chart [10.15] lists observation range limits for every type of applicable terrain an observer could occupy. An LOS may never exceed those limits.

[6.12] All range limits are reduced to two hexes during night turns. If weather condition "P" exists, the range is reduced to one hex at night.

[6.13] Weather condition "P" reduces all daytime ranges by half (round down). If sighting occurs between maps with different weather conditions, use the condition of the map on which the observer is located.

[6.2] Observation Restrictions

[6.21] A disrupted unit may not observe for another unit.

[6.22] A unit may always observe a unit directly adjacent to it, regardless of the intervening terrain or the terrain of the hex in which the adjacent unit is located.

[6.3] Effect on Direct Fire

Since the vast majority of DF units have a range of one hex, the only time observation affects most DF is when the DF unit's LOS is blocked by a dike hexside and the firing unit has a range of two

hexes. Units in forest and woods hexes may never use those terrains to negate blocking terrain for the purposes of DF.

[6.4] Effect on Indirect Fire

When an IF unit can't see a target under normal sighting procedures, it may use a friendly unit in communication range (see Section 12.0) to spot for it. All combat and HQ units may spot for IF units, but leader units may not. Heavy weapon companies have a range of three hexes. They may utilize indirect fire against enemy units spotted by other companies from their battalion. All other normal sighting procedures apply to their use.

[6.5] Effect on Airstrikes

Airstrikes may attack any target on the map with the following exceptions: a) any unit in defilade in a city or forest hex not adjacent to a friendly unit to the airstrike, and b) any leader unit alone in a hex.

[6.6] Terrain Effects & Observation

Terrain has other effects on observation. Those effects are listed below.

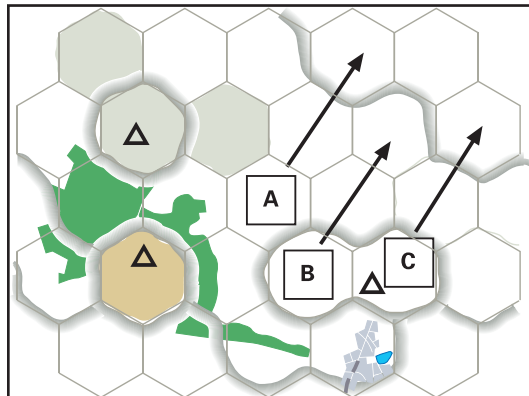
[6.61] If an LOS passes through any dike, it's blocked unless: 1) the observing unit is adjacent to the dike; or 2) the observing unit is occupying a hilltop hex. Even if the dike runs through part of an unplayable hex or hexside (the grayed-out hexes), it still blocks LOS.

[6.62] Forest and city hexes are always considered covering terrain. Woods and town hexes are covering terrain only if no enemy observer is within one or two hexes. A unit in covering terrain can't be observed unless the observer is in an adjacent hex, though for woods and towns that distance may be one or two hexes. If a unit conducts fire combat, covering terrain is negated for LOS purposes during the phase the fire combat occurs.

[6.63] Raised roads and railroads (embankments) are blocking terrain if the LOS must pass through them and the observer isn't on a hilltop hex or in a city hex. Treat the entire hex, not just the printed feature, as blocking terrain.

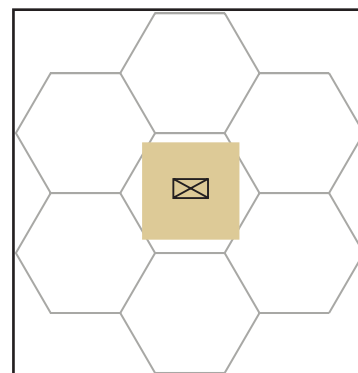
[6.64] Units that sight through an adjacent slope hexside may increase all range limits by two if they occupy the higher side of the slope. Ignore this rule if the unit occupies a hilltop or city hex. In the example below, unit "A" wouldn't increase

its observation range, as it's not adjacent to the slope hexside looking down. Unit "B" would increase its observation range in the direction of the arrow, but unit C wouldn't, since it's occupying a hilltop hex.



[6.7] Unobserved Barrages

A player may conduct IF at an unobserved hex. If that occurs, the firing strength of all units conducting that fire is quartered (round up). Randomly choose which unit in the hex is actually hit (use a die roll). In all other respects, this IF is conducted in the same way as observed fire.



[7.0] ZONES OF CONTROL

All Combat units that are not disrupted, including HQs, exert a zone of control (ZOC) in the six hexes surrounding them. Any combat unit with a printed fire range of two or more exerts a ZOC extending outward two hexes from the hex it occupies. A hex in a ZOC is said to be a "controlled hex." Friendly ZOCs affect enemy movement. Enemy opportunity fire is triggered by friendly unit activity in an enemy zone of control (EZOC).

[7.1] Effect of ZOC on Movement

When a friendly unit leaves an EZOC it must expend three MPs in addition to

any other movement costs; this cost applies to units of all movement classes. There are no extra MP costs to enter an EZOC, only to leave it.

[7.2] Effect of ZOC on Opportunity Fire

When a friendly unit in an EZOC attempts to leave the hex, alter its stacking position, change its operational mode, or execute a close action, it triggers enemy opportunity fire (see 8.4). A unit that is not in defilade mode that enters a hex adjacent to an enemy unit also triggers opportunity fire if that hex has an EZOC exerted into it and it contains no covering terrain - this form of Opp fire is called Ambush fire. Only units that exert a ZOC into the hex may conduct ambush fire. Units may not conduct Ambush fire if there are any enemy units already adjacent to the hex the ambusher is in.

[7.3] Effect of ZOC on Supply

A supply path may not be traced through EZOC except when the hex(es) are occupied by friendly unit(s).

[7.4] Effect of Terrain on ZOC

[7.41] A unit doesn't exert a ZOC into a hex it can't observe. Therefore units with a fire range of two or more don't exert ZOC into Forest or Cities (see 6.61, 6.62, 6.63).

[7.42] A unit's ZOC extends through a dike hexside only if that unit is adjacent to that hexside.

[7.43] ZOCs extend across river, canal and stream hexsides. In other words, a unit may control a hex it might not be able to move into. That's because ZOCs primarily simulate the ability to cover an area with fire. Note that many water features have dikes paralleling their course.

[7.5] Effect of Friendly Units on ZOCs

The presence of friendly units doesn't lessen or negate EZOC except for purposes of tracing a friendly supply path. It can't be overemphasized that a unit expends movement points to leave a controlled hex, not to enter it. There's no extra cost to enter a controlled hex. Thus ZOC inhibit, but do not prohibit, movement. Indeed, by operation of 8.14, a unit could leave a ZOC and enter an adjacent hex, which might or might not be enemy controlled, at a cost (terrain plus ZOC) in

excess of its movement point allowance.

[7.6] Units Without ZOC

[7.61] Units with no printed (or with a zero) effectiveness rating have no ZOC.

[7.62] Units that are disrupted, depleted or in travel mode exert no ZOC. There are no exceptions.

[8.0] MOVEMENT

During his Conditional or Response Movement Phase, a player may move any of his units that haven't fired in the immediately preceding Fire Phase. He may move one unit or one stack of units at a time. Each moving unit expends movement points (MP) from its normal movement allowance (MA) of 9, 12 or 14 MP to enter each hex. The exact cost depends on the terrain traversed, the mode of the unit, the unit type, and the presence of EZOC. When a unit moves during a Response Movement Phase, the distance it will be allowed to move is severely limited. (note: we call the response movement phase a mini-move phase for short).

To move a unit or stack of units, a player displaces it across the hex grid, hex by contiguous hex. To calculate the MP cost to enter each hex, cross-reference the unit's mode, type and the terrain it enters or crosses on the Terrain Effects Chart (TEC). Additionally, EZOC costs must be paid if they apply (see. 7.1).

[8.1] Restrictions on Movement

[8.11] Movement of a unit or stack must always be continuous. In moving a stack, units may be picked up and dropped off from the moving stack as long as each individual unit's movement is continuous (units that are dropped off must cease their movement for the remainder of the phase).

[8.12] A unit may never actually enter a hex containing an enemy unit. Close action (see 8.6) allows a player to attempt to clear a hex of enemy units at the end of a unit's movement; this could force enemy units to vacate a hex and thus permit the moving unit or stack to enter there.

[8.13] A unit may generally not expend MP in excess of its MA. A unit may spend some, all, or none of its MA prior to ending its move, but it may not save MP from phase to phase nor may it transfer MP to other units.

[8.14] A unit may always move one hex during any type of friendly Movement

Phase, even if it exceeds its MA in so doing, except that it may not enter or cross prohibited terrain or cross blocked hexsides.

[8.15] A leg unit may never move through more than two hexes during a friendly Response Movement Phase. Likewise, an AFV or unit in travel mode may never move through more than four hexes during such a phase.

[8.16] A unit may not voluntarily enter a hex in violation of stacking limits (see section 9.32).

[8.2] Effect of Mode on Movement

The mode a unit affects its ability to move. A unit in defilade mode usually must pay more MP to enter a hex than a unit in concentrated mode, while a unit in travel mode expends the least amount of MP. These effects are summarized for all types of terrain on the TEC. Some terrain has the opposite effect of prohibiting or penalizing the movement of a unit in travel or concentrated mode more than a unit in defilade mode.

[8.21] Only a unit capable of vehicular movement may enter travel mode; a travel mode marker is placed on a unit when it enters this mode (except see 8.22 below). All HQ and towed artillery units may assume travel mode. All AT and FLAK units are considered towed artillery for purposes of this rule. All Allied infantry that is not airborne may assume travel mode. Additionally, limited numbers of German or Allied airborne infantry units may be put into travel mode through the use of Truck Points.

[8.22] HQ and towed artillery units assume travel mode by flipping over to their travel mode face. The front side of those units represents the unit in defilade mode; they have no concentrated mode side.

[8.23] A unit's mode is chosen by the player during his Organization Phase. A unit's mode may not be voluntarily changed at any other time, except a player may remove a unit from travel mode at the conclusion of its movement at an expense of two MP, and he may dismount or remount a unit for the same cost. A unit may also go into defilade mode immediately after receiving any kind of fire.

[8.24] A disrupted unit may move only one hex.

[8.3] Effect of Unit Type on Movement

While most units have an MA of 12 MP, the type of unit (AFV, Leg, etc.) determines how many points, or fractions of points, it must expend to traverse a given type of terrain. For example, in most cases an AFV unit will expend far fewer MP to enter clear or road hexes than a will a leg unit. Those effects are summarized on the TEC. Before moving a unit, a player must know what type of unit it is and its mode in order to know the MP cost for entering each hex.

Every unit in the game that isn't a static unit, recon-type, or King Tiger II has an MA of 12 MP. Static units may not move or retreat. Recon units (those with any type of recon symbol or armored cars or M5 Lt tanks) have an MA of 14. German King Tiger IIs have an MA of nine.

[8.31] Units move using either vehicular movement or leg movement. On the TEC, under the Defilade Mode and Concentrated Mode movement cost listings, there are two sub-columns: one each for Leg Movement or Vehicular Movement. A moving unit uses the costs listed under the column that corresponds to the unit's movement type. There is only one column under travel mode, because units in that mode are only using vehicular movement when they move. Units with an AFV silhouette always use vehicular movement. Additionally, a unit with a mechanized oval or motorized wheel symbol as part of its unit-type box uses vehicular movement when it is in travel mode.

[8.32] Any infantry, combat engineer, or machinegun unit that shows a mechanized oval or motorized wheel symbol can be dismounted and then moved like a leg unit. The unit must expend two MP to dismount and should have a "Dismount" marker placed atop it. That status may not be changed for the remainder of the Movement Phase. A unit may remount and remove a Dismount marker by simply expending two more MP. A unit must be able to trace a valid supply line back to its controlling HQ to remount. A unit may only mount or dismount once per phase.

[8.33] Headquarters in defilade mode are considered leg units and may move as such.

[8.34] All towed artillery, anti-tank and anti-aircraft (FLAK) units have only

defilade and travel mode sides. Those units may not enter concentrated mode, and therefore have no concentrated mode side. Those units may only move when in travel mode and, conversely, they may only fire when in defilade mode. Basically, defilade mode also represents those units when they're in battery and ready to fire. Thus a player may only move such units by first placing them in the travel mode during his Organization Phase, and then moving them by paying the costs for units in travel mode. Note this requirement effectively prohibits such units from entering certain kinds of terrain (forest, broken, etc.) except via road or trail.

[8.35] For purposes of movement, machinegun, heavy weapon, engineer and HQ units in defilade without an armor or motorized wheel symbol are leg units.

[8.4] Opportunity Fire

When a unit or stack moves out of an enemy controlled hex, it triggers opportunity fire from the controlling enemy units, which occurs before the actual exit move from the hex the units are leaving. Opportunity fire is also triggered when a unit changes mode or position in a stack in an enemy controlled hex. When a mode change triggers opportunity fire from an enemy unit, the opportunity fire is executed on the target unit while the target unit is in its original mode. Disruption recovery doesn't trigger opportunity fire.

If a unit changes both its stacking order and its mode in the same phase, which is only possible in the Conditional Movement Phase, then the unit triggers enemy opportunity fire twice, once for changing stacking order and again for changing mode.

If an entire stack changes both mode and stacking order, only the top two units may be the targets of opportunity fire from each enemy unit eligible to fire on the units on the top of the stack.

A unit that moves more than two contiguous hexes using leg movement, or four contiguous hexes using AFV or travel mode movement, is subject to opportunity fire by IF provided the moving unit can be spotted by an observer. As long as the observer and artillery unit meet the communication and subordination requirements, such fire is immediately allowed. An artillery unit may only use this type of

fire once per Movement Phase. No more than one artillery unit may participate in each instance of this kind of opportunity fire.

A unit may also trigger Opportunity fire when it first enters an EZOC adjacent to an enemy unit in covering terrain. (see 7.2)

[8.41] Any unit that exerts a ZOC may execute opportunity fire. It's the only fire HQ units may execute. Opportunity fire is executed as normal fire (DF or IF, according to the firing unit). Disrupted units may not conduct opportunity fire.

[8.42] When a player moves a stack of units, he triggers one opportunity fire from each controlling enemy unit. Thus it's more advantageous to move a stack of units out of an EZOC than to move the units individually. If they're moved one by one, each in turn will trigger opportunity fire.

[8.43] A unit that triggers opportunity fire subjects itself to a number of opportunity fire attacks, the number of which is limited only by the number of enemy units that exert a ZOC in the hex.

[8.44] There's no limit to the number of times a unit may use DF opportunity fire. It may be executed every time it's triggered, but only when it is triggered. It's theoretically possible for a player to move a unit through three hexes adjacent to an enemy unit that exerts a ZOC. As he executes that movement he would be triggering opportunity fire from the enemy unit in each of the adjacent hexes out of which his unit moves. An artillery unit may only use indirect opportunity fire once per Movement Phase. Mark the unit with a "Used" marker if it conducts such fire, and remember to remove the marker at the end of the phase.

[8.45] Opportunity fire may only be executed against units that actually trigger the opportunity fire. The presence of other (remaining) units is ignored. This provision takes precedence over the restriction that only the top two units may trigger opportunity fire. For example, if the third unit in a stack moves and triggers opportunity fire, and the top two units remain in position, only the triggering unit may be fired on.

[8.46] A player undertaking any activity that triggers opportunity fire should declare his intention and give his opponent a chance to fire at the unit in its present

position and mode before the triggering unit's activity is executed.

[8.47] A unit may not be fired on for being forced to adopt a mode involuntarily while in an EZOC. Only a voluntary change in mode renders a unit susceptible to opportunity fire.

[8.48] Though close action combat (see 8.6) is executed and resolved while opposing units occupy adjacent hexes, the attacking unit(s) is/are considered to be attempting to enter the hex occupied by the defending unit(s). Thus, a unit that initiates a close action in an EZOC may be fired on by all eligible units before that close action is resolved. The attacking unit(s) is/are fired on in the hex it/they occupies, not the hex occupied by the defending unit(s).

If, after that fire, the close action attack allows the attacking unit(s) to advance into the hex formerly occupied by the defender, those attacking units may not be fired at by enemy units while making their advance, even though they may be exiting EZOC. Units being close action attacked may always conduct opportunity fire against the units attacking them, even if those units occupy a city or forest hex.

[8.5] Stacking & Movement

A unit may freely enter a hex containing other friendly units, either to pass through the hex or to terminate its movement stacked with those other units (see section 9.0). There's no extra movement cost to enter a hex containing a friendly unit. As long as it enters a hex that's not in an EZOC, a player may choose any position in the stack for a unit that's just completed its movement. If such a move occurs into an EZOC, the unit is considered to be the bottom unit in the stack. The impact of that is a player who reinforces a hex in an EZOC will have to undergo opportunity fire to replace units on the firing line with new units that have just moved in (see 8.51).

[8.51] At any time during movement, a player may rearrange the order of a stack at no movement cost. If done in an EZOC, such a rearrangement triggers opportunity fire on either of the two new top units. Such opportunity fire is in addition to any caused by subsequent or prior movement.

[8.52] Rather than move one unit, a player may move a stack of units; however,

he must take care no unit in the stack exceeds its MA or violates any movement restriction. As he moves, a player may accumulate a stack of units or, conversely, reduce a stack by dropping off units, as long as no unit exceeds its MA or violates a restriction.

[8.53] No more than two units at a time may be moved as part of the same stack if they're in travel mode. Additionally, units in travel mode may not be moved through other units in travel mode on any kind of thoroughfare, including railroads. Such units must stop if they enter such a hex already containing other units in travel mode.

[8.6] Close Action

Close action is a type of combat that occurs at the end of a unit's movement during any friendly Movement Phase. Only the phasing player may initiate close action. Close action is considered movement, therefore a unit that fired in the immediately preceding friendly Fire Phase may not execute a close action attack.

Close action combat may only occur between opposing units that occupy adjacent hexes during a Movement Phase, but they don't necessarily have to begin that Movement Phase adjacent to the close-assaulted unit. Execution of a close action attack requires all units expend two MP in addition to the costs of entering the hex they're attacking.

After a unit executes a close action attack it may move no farther during the current Movement Phase except as a result of close action combat. Close action combat is initiated and resolved at the option of the phasing player in any sequence he desires. His units are used to attack; units controlled by the non-phasing player must defend if attacked. No unit is granted the opportunity to retreat before close action combat is resolved. Though close action combat is executed and resolved while opposing units occupy adjacent hexes, the attacking unit(s) is/are considered to be attempting to enter the hex occupied by the defending unit(s).

All units in a hex being close actioned are considered to be units of the defending force. Close actions from different hexes are resolved separately. Under no circumstances are units from different

hexes combined in a close action attack. Players should note that once a close action is announced, it must be executed unless the conditions are such that the rules specifically prohibit the units from completing the attack. The extra MP cost for executing a close action is in addition to the cost for leaving an EZOC, which must be paid in a close action.

A unit may not be prevented from performing a close assault by a mode change caused by opportunity fire that was triggered as a result of that close assault. A unit in defilade mode involved in a close action has its combat strength halved (round up all remainders) for the purposes of calculating the close action ratio. Additionally, AT, AA/FLAK and artillery units always defend against a close action with an effectiveness rating of two, regardless of such units' printed ER values. The strengths of these units are not doubled (like they are when firing) for close action combat. AFV strengths are doubled for close action, unless there is no accompanying infantry/engineers and the terrain is woods, forest, town, city or rough, in which case the AFV strengths are not doubled.

[8.7] Close Action Combat Resolution

1. Determine the effectiveness rating of the top attacking unit and the top defending unit, which is the printed fire effectiveness rating plus or minus any modifications for cross-river attack, mode, etc. (see 10.4). Subtract the defender's modified effectiveness rating from the attacker's rating to determine the effectiveness differential of the close action. It may be a negative number.
2. Subtract the current morale rating of the top defending unit from that of the top attacking unit. A unit's current morale (see 11.61) is the printed morale minus adjustments due to step losses, plus the leader bonus (see 19.11) and any modifications for terrain, engineers, etc. The subtraction determines the morale differential of the close action, which may also be a negative number. Locate that differential on one of the morale differential columns depending on the terrain of the defender's hex.
3. Cross-reference the effectiveness dif-

ferential with the morale differential to obtain the close action value. In some cases this may yield a “D,” which means the attacker is immediately disrupted and the close action ceases. Otherwise, the value is carried over to table 8.72 (exception: 8.74).

4. Total the strengths of all the attacking units, and then that of all the defending units. Compare them as a ratio of attacker to defender, rounding any remainder in favor of the defender. Locate that odds ratio on the left side of table 8.72. Roll a die. Cross-reference the number rolled, under the appropriate odds column, with the close action value. That will give the results of the close action, which are applied immediately. Note: a unit may execute only one close action per Movement Phase as attacker; however, a unit may be the target of any number of close actions in sequence. A unit that begins the Movement Phase adjacent to an enemy unit may always close assault that unit even if the total movement expense exceeds that unit’s MA (see 8.14).

[8.71] Retreating from a close action doesn’t trigger opportunity fire.

[8.72] Close Action Value Table

(see separate sheet)

[8.73] Close Action Results Table

(see separate sheet)

[8.74] Units that close action an enemy hex with at least a three-to-one combat ratio (attacker to defender strength) may always proceed with a close action value of one. Ignore any “D” result on the Close Action Value Table.

[8.75] If one side in a close action possesses pure armor units in addition to infantry or engineers, that side gains a morale differential bonus equal to the AT value of the armor unit. A heavy AT unit awards a plus two, while all other types award a plus one. If armor is involved in a close action, and no friendly infantry type units are present, and the terrain is woods, rough, forest, town or city, the opposing side receives a plus three benefit.

[8.76] Units that receive a “D” on the Close Action Value Table may ignore the “D” and proceed with the close action if they pass a morale check and take one step loss. If this occurs, they close action with a close action value of one.

[8.8] Static Units

All units marked with a “D” on the back of their counters are static units. They may not move or retreat, but function in all other ways as other units do (see 11.53). The “D” side signifies that the unit is disrupted (no need to use a Disruption marker with those units).

[8.9] Movement of Armor Units

The following list describes the modes the various armor type units may employ,

AFV/Armor (“pure” tank) may use concentrated, defilade or travel modes.

Armored HQ are considered AFV for movement purposes. They have only a defilade and travel mode sides.

Armored Infantry and Armored Engineers are considered AFV for movement purposes, as long as they’re not dismounted. As soon as they dismount, they’re treated exactly like leg units with an ER of one less than that printed on their counters.

Armored Reconnaissance (tank or car) may use concentrated, defilade or travel modes.

Armored Artillery may move in defilade mode with half its MA. Note that most artillery units do not possess a concentrated mode. They’re basically in battery when on their defilade side. Towed artillery may not move at all in defilade mode. Armored artillery moves as defilade armor when in defilade mode. Some armored artillery units have a concentrated side (e.g., the SP HW units with Guards Armored Division). These units may move like concentrated AFVs and conduct fire, but their strengths are not doubled if they conduct fire in this mode.

[9.0] STACKING

Each hexagon on the map represents a limited amount of space. Within that space a limited amount of troops, guns and vehicles may be placed.

During a Movement Phase (only), the phasing player may reorganize the units he controls by stacking or unstacking units that occupy the same hex, within the stacking limits that are, in turn, dependent on terrain. The only exception to this rule is units incapable of moving may not switch stacking positions with other units incapable of moving. For example, defilade artillery and FLAK units may not alter their stacking order. Static units

must always be at the bottom of a stack of units.

[9.1] Maximum Stacking Limitations

The total number of strength points that may be voluntarily stacked in a single hex at any given time is limited according to the terrain in that hex. The stacking limit for most hexes is 28. Some hexes limit AFV/vehicle strength points even further (see the TEC). No more than eight strength points may ever be in travel mode in the same hex at the same time.

[9.11] The stacking limit is in effect at all times throughout all phases. A unit may never enter a hex, even momentarily, in violation of the stacking limit.

[9.12] A unit’s current strength is counted for stacking purposes. All strength points stacked in a hex count against the stacking limit of that hex.

[9.13] Leader units don’t have a combat strength and don’t count against the stacking limit. An unlimited number of leader units may theoretically be stacked in any given hex.

[9.14] Markers don’t count against the stacking limit.

[9.15] Friendly units may always stack in the same hex regardless of their nationality. All Allied units are considered friendly to each other. All German and Netherlands units are considered friendly to each other. No German or Netherlands unit is ever considered friendly with an Allied unit.

[9.16] On the TEC certain kinds of terrain limit the number of AFV strength points that may be in a hex (for example, woods). That limit means that of the 28 strength points allowed in a hex, the number of AFV/vehicular strength points present may not exceed the vehicular stacking limit.

[9.2] Stacking Effects on Movement

[9.21] Stacking and unstacking are only permitted during Movement Phases. During other phases, the order in which units are stacked may not be altered.

[9.22] There’s never any additional MP cost to stack or unstack units within a given hex.

[9.23] Remember to apply the rules on units entering a hex already containing friendly units when that hex is in an EZOC (see 8.5).

[9.24] Remember that no more than two units in travel mode may move as a single stack, and they may not move through other units in travel mode along any kind of roads or railroads (see 8.53).

[9.3] Stacking Effects on Mode

[9.31] Units that occupy the same hex as a disrupted unit aren't affected by that unit's disruption. Place the disrupted unit underneath any undisrupted units in the hex.

[9.32] The penalty for over-stacking is a reduction in MA for all units that begin a phase over-stacked. Reduce all affected unit's MA by half, even if the offending units are moved out of the hex that movement phase. Disrupted units forced to retreat onto a bridge or a pontoon bridge hex (engineer constructed) must be retreated one hex farther or be eliminated if they can't do so.

[9.4] Stacking Effects on Fire Combat

[9.41] Only the top two combat units stacked in a hex may engage in DF combat (but see AT guns and 5.89 and 9.47). Units stacked beneath the top two units may never utilize DF unless they are AT guns.

[9.42] A unit's position in a stack has no bearing on its ability to engage in IF combat. Any and all IF units in a stack may engage in IF regardless of their position within the stack.

[9.43] Strength point losses resulting from DF are inflicted on the attacking player's choice of one of the top two combat units in a stack. If either of the two top units is reduced to zero strength points, it's immediately removed from the map and any additional loss is inflicted on either of the two new top combat units. If a result calls for losses in excess of the total number of strength points in the target hex, all strength points in the target hex are eliminated and the excess loss is ignored.

[9.44] Strength point losses resulting from IF are inflicted on each target unit individually. If the unit that's the target of the attack is reduced to zero strength points, it's immediately removed from the map and any additional loss must be taken by other units in the hex.

[9.45] If a leader unit is the top unit in a hex, it neither protects nor hinders the units beneath it. Leader units never in-

hibit a combat unit from firing or from suffering the result of fire directed at the hex (see 19.3).

[9.46] A stack of units may be fired on if its stacking order is rearranged within an EZOC (see 8.4).

[9.47] Towed AT guns and FLAK units may fire from any position in a defending stack.

[9.48] Units that are the target of a close action may conduct opp fire against any of the enemy units participating in the close action; stacking order is not a factor for deciding who may be fired at in this case.

[10.0] TERRAIN

The Netherlands is generally considered to be flat terrain; the map graphically disproves that assumption. It's suggested the players familiarize themselves with the 25 different terrain types prior to play. Note that some of the waterways that are considered rivers by the Dutch, and are labeled as such on the game map, aren't rivers for game purposes, but rather are the terrain type given on the map.

The terrain on the map affects movement, because the kind of terrain in each hex determines the MP expenditure a unit must pay to enter the hex. Terrain along a hexside also affects movement. Terrain affects combat, first, by affecting observation and then by benefiting the target unit if fired on. Terrain affects the ability of a unit to trace a supply path. Terrain affects the ability of an observer unit to communicate with an IF unit, and thus affects combat again. Finally, terrain affects close action. In many cases forest, woods, towns, and mixed terrain are present in the same hex. That was done to preserve a natural look on some areas of the map. In those cases, forest always take precedence, followed by towns, then woods, and then mixed terrain.

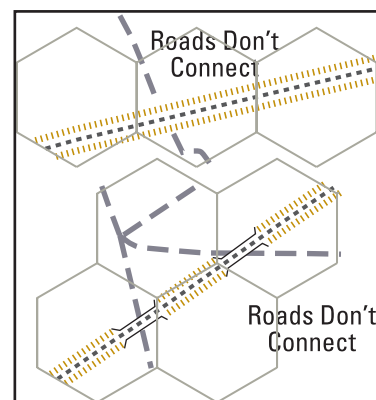
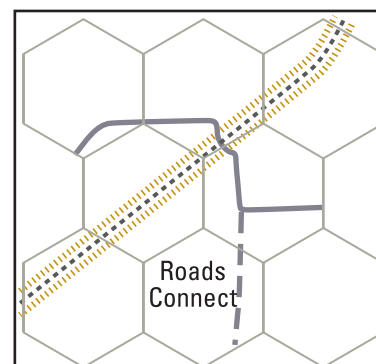
[10.1] Terrain Effects on Movement

Whenever a unit is moved, the owning player uses the TEC to determine the cost of entering each hex in the path of movement. To use the TEC, locate the type of unit and the terrain in the hex being entered or crossed. Cross-referencing establishes the number of MP, or fraction thereof, expended by the unit to enter the hex.

[10.11] Roads and Trails

A unit in concentrated or travel mode

may move from hex to contiguous hex along a connected road or trail using the road movement rate and ignoring normal terrain costs. Units in defilade mode don't benefit from roads or trails. For graphics purposes, trails weren't drawn through city hexes, but every city hex is considered to contain a trail through all six of its hexsides. That means adjacent city hexes are connected by trails if no better road exists, and trails leading up to city hexes are connected by trails to those city hexes.



[10.12] Raised Roads, Trails or Railroads

These thoroughfares represent elevated causeways above low, usually swampy, ground. Only units in travel mode benefit from them; otherwise they're ignored and other terrain in the hex controls movement. A unit in travel mode on a raised road may not change mode because the vehicles are in column and can't descend off the road. Units in travel mode on a raised road, trail or railroad may not enter or exit the thoroughfare except at the raised road or trail or railroad terminus, a road or trail or railroad intersection, or a clear hex. Leg units without a travel mode may move across a bridge traversed only by a raised road or trail

or railroad at a cost of one extra MP. If that exceeds the unit's MA, it may still cross as described in 8.14. A road or trail or railroad intersection is identifiable by a break in the elevated hash marks of the embankment where the intersecting thoroughfares meet. In some cases a small bridge symbol will indicate two roads (one being raised) don't meet and units may not be moved from one to the other of those roads.

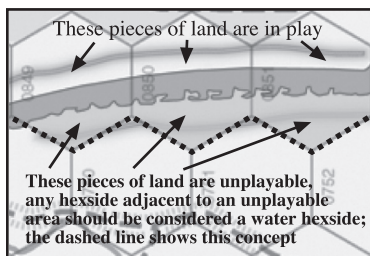
[10.13] Bridges

Bridges negate stream, canal and river hexsides for purposes of movement.

[10.14] Engineers/Cross River Movement

The presence of engineers may permit a unit to cross a canal or river or stream otherwise prohibited (see 18.4).

[10.15] Terrain Effects Chart for Movement, Stacking and Observation
(see separate sheet)



[10.16] Unplayable Land Areas

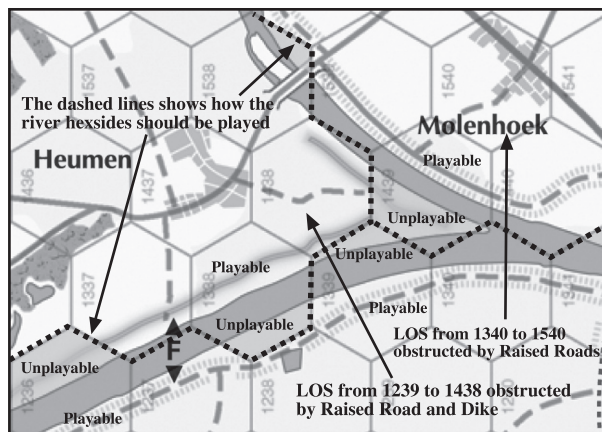
In order to present a more natural look, many of the canals and rivers were drawn just the way they existed. That means there are a lot of pieces of hexes that aren't playable as land features. Those areas have been "grayed out." One should imagine they're really all water for game purposes, and that a water hexside exists there. Map B hex 0850 is an example of this. The entire bit of land south of the river in that hex is unplayable, and the river is considered to run between 0750/0850 and 0751/0850.

[10.17] Marsh Hexes

This is a new terrain type, and it pretty much behaves just like broken terrain with the following exceptions: 1) it never blocks any LOS; and 2) an AFV or unit in travel mode may only enter and leave this type of terrain using a road, trail or railroad, and the unit must remain in travel mode while in the hex.

[10.18] "The Island"

The terrain east of the main highway on Map A between Nijmegen and Arnhem



consisted of soft polder with a high water table. Because of that, no unit in travel mode may enter a mixed terrain hex there unless doing so along a road or railroad.

[10.2] Terrain Effects on Observation

Certain types of terrain obstruct or otherwise affect line of sight (see section 6.0). Note: blocked hexsides (that is, hexsides that block movement) don't block LOS, since blocked hexsides are lakes or swamps and, as such, don't block vision. Dikes have been drawn in a natural manner. Therefore, if an LOS crosses such a feature, the dike is said to obstruct the LOS. That also applies to raised roads, trails and railroad embankments.

[10.3] Terrain Effects on Combat

When a unit is in defilade and it occupies terrain other than clear, it derives some protection from enemy fire. That benefit is integrated on the Fire Results Table.

[10.4] Terrain Effect on Close Action

[10.41] If the defending units are in entrenchment, forest or city hexes they gain two morale points for purposes of calculating the morale differential in a close action. If the units occupy rough, towns or wood, the morale benefit is one point.

[10.42] Units may not close assault into a hex they're otherwise prohibited from entering. For example, a unit could not close assault across a river except over a bridge or with the aid of bridging (ferrying) engineers.

[10.43] If a unit crosses a bridge to execute a close action, its strength is halved (rounding up).

[10.44] If a unit executes a close action across a dike, its combat strength is

halved (rounding up). If a unit executes a close action across a dike, only those units that could normally fire on it may execute opportunity fire on that unit, plus the unit being close assaulted.

[10.5] Entrenchment

The Entrenchment markers denote an entrenched hex. Any unit in an entrenched hex is considered entrenched and benefits thereby. Entrenchments may be removed during any Friendly Command Phase by the owning player.

[10.51] AFV, or any unit in travel mode, is prohibited from ever using entrenchments. All other units benefit from entrenchments, including dismounted armored Infantry or engineers.

[10.52] Note that the entrenchment benefit of two morale points is in addition to any terrain benefits. For example, an entrenchment in a city would give the defending units a benefit of four morale points.

[10.53] Entrenchments may be removed in any Friendly Command Phase by the owning player, who merely states he's destroying the entrenchment. The entrenchment marker is then removed from the map. An entrenchment is removed if an enemy unit occupies the hex. Only units in defilade mode ever benefit from being in a hex containing entrenchments. A unit executing a close action never benefits from entrenchments.

[10.6] Terrain Effects on Communication

To establish whether an observer unit can communicate with an IF unit, trace an LOS between the observer unit and the controlling HQ of the IF unit. That LOS may not pass through: a) three city or forest hexes; or b) four city, forest, town or

woods hexes; but c) if an observer is on a hilltop hex, the LOS may pass through up to four city and/or forest hexes; if the observer and controlling HQ are both on hilltops, and no other hilltop intervenes, then no terrain blocks this LOS. Additionally, no communication LOS may be longer than 36 hexes, no matter what the intervening terrain is. Players should note that if three of the hexes in (b) are city and/or forest, the LOS falls under (a). When determining LOS, the hex in which the HQ is located matters for the LOS, but the hex in which the other unit is located has no effect on the LOS unless it is on a hilltop hex.

[10.7] Terrain Effects on ZOC

[10.71] ZOC don't extend into forest or city hexes. They don't extend into hexes the controlling unit can't observe. Therefore, if a unit performs movement in one of the above mentioned hexes, it doesn't trigger opportunity fire.

[10.72] If a unit close assaults from a forest or city hex, it's subject to opportunity fire from the unit(s) in the hex it's close assaulting. No other units may perform opportunity fire on units moving out of forest or city hexes.

[10.73] If a unit close assaults from a forest or city hex or through a dike hexside, the unit still pays the movement cost for leaving a ZOC.

[10.8] Terrain Effects on Artillery

Artillery type units (artillery, anti-tank, FLAK, rocket artillery, etc.) don't receive the benefit for rough or city on table 5.63. If such units are attacked in a rough or city hex, the attack is resolved on the forest, town or broken line of the table. Anti-tank units receive the benefit of rough or city hexes if they occupy entrenchments (they receive the benefit of the entrenchment, as well).

[10.9] Ferries

[10.91] German units may use the permanent ferries indicated on the map; an engineer unit is necessary to use the ferry. Allied units may use ferries if a leader unit is present in the hex along with an engineer unit and a one time die roll (1d6) is successfully made for that particular ferry. The Allied player must roll a two or less to gain use of that ferry.

[10.92] Only units in concentrated mode

(travel mode if the unit is artillery) may cross a ferry.

[10.93] Units on a ferry receiving opportunity fire are always treated as if they were in concentrated mode, even if they don't possess a concentrated mode. In any event, when calculating opportunity fire against a unit on a ferry, raise by one the effectiveness rating of the opportunity firing unit(s). An effectiveness rating of nine remains nine.

[10.94] Units may close assault from a ferry, but if they do so, their strength is quartered (round up).

[11.0] COMMAND & SUPPLY

To move and fight effectively, combat units must be in command and supply. That involves being within the proximity of an appropriate HQ that's in supply itself. The HQ of the various corps, divisions, regiments and brigades provide the command and logistical infrastructure necessary for units to meet these requirements. The requirements for command and supply are nearly identical since it involves a unit tracing a path of hexes (a "supply path") to the same HQ for command and supply. The use of command points (CP) and ammo points (AmP)—which is optional—is recommended if you wish to gain historical insight into the battle, but players may opt to ignore those features and play the game using the basic command and supply rules.

During his Command Phase, a player determines the supply status of his chain of command to establish which of his headquarters are in supply. The supply status of each friendly combat unit must also be determined by attempting to trace a supply path from the unit to its controlling HQ. During this phase a player will also attempt to remove disruption markers and depletion, which may be affecting his units. If players are using the optional command and supply point rules, during their Command/Supply Phase of Game Turns 0601/0901 and 1201/1501 the players of both sides determine how many CPs and AmPs they've received, and they allocate those points as they see fit to their divisional commands.

The CPs are further allocated to regimental and brigade commands within the division. AmPs may be expended to undeplete artillery units. Any HQ found to be unsupplied will have the availability

of CP and their ammo levels drastically reduced, thus affecting their combat operations. The basic rules are all listed in sections 11.1 through 11.6, including a new section dealing with morale checks. Rules 11.7 and 11.8 deal with the optional command point and ammo point system.

[11.1] Supply Sources

[11.11] German

The German player's units may draw supply from any road leading to the north, east or west edges of the map. They may not trace to any road that leads to an off-map area captured by the Allies. For supply determination, off-map areas (see 20.2) are considered captured before the first phase of the game turn in which they're listed as being captured. The ferry at Pansterdam (map A 1049) becomes a German supply source if a German engineer unit occupies either side of the ferry.

[11.12] Allied 30 Corps

All Allied non-airborne divisional headquarters draw supply on the 30 Corps supply train (which lies south of Map D) or any major city hex of Eindhoven, Grave, Nijmegen, or Arnhem after 30 Corps ground units have moved through them. The city hex must still be connected by a valid supply path back to the south map edge of map D. The 30 Corps supply train is initially off-map south of the roads that exit Map D at hexes D0109, D0119 and D0131. A divisional HQ is out of supply if it can't trace back to one of the three Map D hexes or the aforementioned city hexes. Note that airborne divisional headquarters must continue to trace supply to their supply dropzones.

[11.13] Allied Airborne Units

There are four Allied airborne formations: the 1st (British) Airborne Division, the Polish Parachute Brigade, the 82nd (American) Airborne Division and the 101st (American) Airborne Division. Each of those formations has a supplyhead marker that the Allied player places on the map. That supplyhead marker is the source of supply for its formation. The Polish Parachute Brigade may draw supply from any of the other airborne divisional supply dropzones in addition to its own supplyhead.

Though units are out of supply when a German unit is on a supplyhead, or when a German ZOC extends onto a supply-

head hex without being countered by an Allied unit or ZOC, the supplyhead is unaffected. All Allied airborne units are in supply for all the September 17th Game Turns and, on subsequent days, four GT after they're dropped, after which they must trace supply normally.

[11.14] If the Allied airborne headquarters have been out of supply for seven consecutive turns for any reason except disruption, the Allied player may relocate the divisional supplyhead. Note that all headquarters in the division must be out of supply, and that a headquarters can be voluntarily out of supply. In relocating a supplyhead, don't use the drop procedure again. Simply designate any two contiguous clear terrain hexes and roll two dice. If the supplyhead is American, the relocation succeeds on a roll of eight or less; if it's British or Polish, it succeeds on a roll of six or less. These relocation attempts may be made once per day during any daylight game turn.

[11.15] Divisional HQ that are non-airborne must use their higher controlling corps HQs as their supply sources (although see 30 Corps and 11.12). Division von Tettau is an exception. That unit may trace supply off of any primary or secondary road that leads off of the west edge of the map above the Rhine River. Its higher controlling HQ was actually part of the Holland rear area German command, which isn't represented by any counter in the game. If the corps HQ isn't yet in play, the division HQ traces off of the nearest map edge as though the corps HQ was 10 primary road hexes away from the edge.

[11.16] The divisional HQs of the 82nd and 101st Airborne Divisions may also trace supply to 30 Corps supply sources in order to provide supply for any British 30 Corps ground formations that have been attached to those two divisions. The American component of those divisions must still trace supply to their respective supplyheads.

[11.2] Tracing the Supply Path

A supply path is a path of contiguous hexes traced from a unit or HQ to its next higher controlling supply source. That path must not enter hexes containing enemy units or their un-negated ZOC. (A friendly unit negates EZOC in the hex it occupies.) The terrain traversed by the path must not be prohibited for move-

ment to the unit doing the supply path trace. The length (in hexes or MP) of the supply path will depend on the type of unit or HQ tracing the path. When tracing the supply path from an HQ, a player must trace it as though he were moving a vehicular unit in travel mode. When tracing the path from a non-HQ unit, don't use movement points; the length is simply measured in hexes.

[11.21] Corps Headquarters

Corps HQ are in supply as long as they can trace a path of any length, entirely along primary and secondary roads, to their proper sources. All bridges over water features along that supply path must be intact. The British 30 Corps HQ is a special case; any road hex in a major city that's part of the supply path from the HQ to the south map edge, which also contains a city hex, is considered a supply source for divisional and independent HQ belonging to 30 Corps.

[11.22] Divisional and "Independent" Headquarters

Divisional HQ are in supply if they can trace a supply path (see 11.2) no longer than 18 MP back to their proper supply source. Some divisions (the German 59th Infantry, for example) have two HQ, one being a forward HQ and the other the main HQ. As long as they have a supply path to each other, and one is in supply from there on, all units of the division can trace to either HQ counter. Most independent HQ in the game must be attached to some divisional-sized formation and must trace supply to that formation's HQ. The scenario rules list exceptions.

[11.23] "Regimental" Headquarters

"Regimental" headquarters (identified as subordinate to a higher headquarters) are in supply if they can trace a supply path to their superior HQ. (The term "brigade" is considered identical to regiment for this rule.) The regimental HQ supply path (see 11.22) is limited to 12 MP in length.

[11.24] If a headquarters is unable to trace a valid supply path it's unsupplied. The owning player places a Depleted marker on the unsupplied headquarters. That marker remains on the headquarters unit until the next Command Phase, or later, when the headquarters unit is able to trace a valid supply path. It may not opportunity fire until it's back in supply.

[11.25] If a supply path is traced by the

Allied player across a river or canal by engineers, the effective length of tracing the supply path is halved. (An unlimited length is reduced to 50 hexes in length.)

[11.26] Guards Armored division is a special case with regard to HQs and supply. Both the 5th and 32nd brigade HQs each have two "regimental" HQs subordinate to them: IG and CG to the 5th, and WG and the GG to the 32nd. Also, units of the Household Cavalry may trace supply to any HQ in the division.

[11.3] Unit Supply Judgement

Whenever a unit moves or fires, the owning player must check to see if the unit is in supply. If it isn't, its movement allowance and fire strength may be affected. At the beginning of its move, if a unit can't trace a valid supply path, a die roll is made to determine its actual MA. If the unit is a leg unit, roll a 2d6; if it's using vehicular movement, roll a 1d6. The die roll result is the number of MP the unit may expend in the current Movement Phase. If a unit without a valid supply path conducts any type of fire combat, it must check for ammo depletion immediately (see 11.33).

[11.31] Supply Path

The supply path of a unit is defined as a path of no more than 12 traversable hexes between the firing unit and its controlling HQ, not counting the hex the firing unit is in but counting the hex the HQ unit is in. It may not traverse enemy controlled hexes except those occupied by friendly units. The supply path may not be traced through prohibited terrain and blocked hexsides. Unless units fall under the provisions of 11.32, they must always trace through a headquarters for supply.

[11.32] If a unit is in supply range of its headquarters at the moment it fires, it's said to be in supply, otherwise it's out of supply assuming, of course, the headquarters to which it traces isn't out of supply. If the headquarters is out of supply, the firing unit is unsupplied regardless of the supply range. Should a unit's supply source be on the map, the unit is in supply as long as it's on or adjacent to its supply source (provided enemy units don't prevent it). Off-map German units are always in supply.

[11.33] If a firing unit is out of supply, the owning player must roll the die immediately after executing the unit's fire. On a

roll of one, the unit is ammo depleted if its ER is four or less. If the unit's ER is between five or six, it depletes on a roll of one through three, and if the ER is higher, the unit depletes on anything but a six.

[11.34] Effect of Depletion

A depleted unit may never conduct any kind of fire. A depleted unit may not participate as part of an attacking force in close action. A depleted unit defends at half-strength (round up). Its fire effectiveness during a close action is one. Its morale is normal, though it may not be the top unit in a close assault. For all combat purposes, a depleted unit is almost worthless. Depletion doesn't affect movement, a unit's ability to observe enemy units, or a the ability of a headquarters to coordinate and communicate for artillery. Depleted units still count for stacking.

[11.35] Removing Depletion

A unit remains depleted until the owning player's next Command Phase, when the owning player will judge if the unit is in supply range of its controlling headquarters (which must be supplied). If that condition is met, the Depletion marker is removed, and the unit is restored to full combat capability. Note that when using the AmP rules, removing a Depletion marker from an artillery unit with an ER of seven or higher requires the expenditure of an AmP from the owning division's Ammo Point Record Track.

[11.4] "Independent" Units

Unless stated otherwise in the scenario rules, all independent units (those without a divisional ID) must be assigned to an appropriate higher level HQ (usually a division or division group) at the beginning of any friendly Command Phase. Independent battalions are assigned to regimental/KG HQ, while independent regiments/KG are assigned to division HQ. A regiment/brigade/KG may never have more than four active battalions (any number of companies within the battalion) operating under it at any one time. Independent units may be reassigned during any Command Phase, while independent formations may only be reassigned during the 601/0901 or 1201/1501 Game Turns.

[11.5] Disruption

During his Command Phase, a player may attempt to remove disruption

by making and passing a morale check (11.8). While disrupted, a unit suffers the following effects.

- Its current strength and effectiveness are halved (but never reduced below one).
- Its movement allowance is one hex.
- The disrupted unit may not perform or spot for any barrages or participate in any offensive activity.
- An HQ's supply range is halved, and it may not be used to communicate or coordinate indirect fire.
- A disrupted unit's morale is defined as its current morale less four.

[11.51] All static units or defilade artillery (with the obvious exception of armored artillery) forced to retreat as a result of disruption are eliminated, because they may not move.

[11.52] A disrupted unit that removes its disruption comes back in exactly the same state in which the unit was before it received the disruption. For all scenarios and the campaign game, German units that started the game disrupted come back in defilade mode. If a headquarters unit becomes disrupted in lieu of losing a strength point when it was unable to disperse, the HQ unit is in defilade mode when disruption is removed.

[11.53] Disruption Recovery Procedure

During his Command Phase, if a unit passes its morale check, it recovers from disruption and the marker is removed. Roll a 2d6 for each disrupted unit. Use the unit's printed morale value adjusted for losses, but don't apply the minus-four disrupted modifier to morale (11.5) when making this check. If a unit has not moved, or been adjacent at any time to an enemy unit during two consecutive night GTs, that unit automatically recovers from disruption on the first friendly daylight Command Phase.

[11.6] Command & Command Points (Optional)

The optional command point rules supplement the ordinary supply rules by adding the use of command points (CP) to the supply routine listed above. If you use these rules, you must also use all of the rules listed in section 11.7 (ammo points). All rules listed below supercede the previous basic supply rules.

In addition to being required to be in

supply to avoid depletion and its effects, units must also be in command to operate normally. A unit is in command if it can trace a valid supply path and its immediately controlling HQ has been allocated at least one command point (CP) in the last Command Phase. During certain friendly CP/Logistic Phases, a division receives CP from various supply sources and then assigns those CP to its subordinate HQ. Some CP may be left unassigned for future use. Each division has a corresponding CP Record Track, which is used to record any accumulated CP and those that have yet to be assigned.

[11.61] Receiving Command Points

Command points are received by each divisional formation twice each day during the CP and Logistic Phase of the 0601/0901 Game Turn and the 1501/1801 Game Turn. The method and quantity of CP acquired depends on the nationality and type of the division receiving the CPs. If a division can't trace a valid supply path, it can't receive new CP. To receive CP, players consult the appropriate CP Logistic Table for each friendly division (or divisiongruppe) in play. Once the number of CP a division has received has been determined, the CP Record Track should be adjusted to reflect the new totals for the current turn. Use a "1" marker to represent 0 to 9 quantities, and a "2" marker to represent multiples of ten quantities.

[11.61a] German Divisional CP Acquisition

German divisions use the German Divisional Logistic Table to determine how many CP are received. There are three levels of CP delivery possible on the table: low, normal and intense. Scenario rules will describe what level a division uses for the current game turn. The German player rolls two dice and cross references the result with the correct delivery level. The result is the number of CP the division has received. On the game turn Flak Brigade Swoboda's HQ arrives, the German player may use the Intense CP Delivery Level for the division to which that formation is attached.

[11.61b] Allied Airborne Divisional CP Acquisition

Allied airborne divisions use the Allied Airborne Divisional Logistic Table to determine how many CP are received. The Allied player chooses a percentage

delivery level for both CP and AmP. The combined percentage delivery level must equal 100 percent. For example, the Allied player might choose a 30 percent level for CP and a 70 percent level for AmP. The Allied player rolls a 2d6 and cross-references the result with the delivery level. The resulting number equals the number of CP the division has received. Note a 2d6 is made separately for CP and another 2d6 is made for AmP.

The German player may interfere with this procedure if he has units within range of the divisional supply dropzone. The German player may fire flak units at twice their normal range (from the unit to the dropzone), with each unit firing individually as though there was a concentrated leg infantry unit landing on the DZ.

For every step loss inflicted, one is subtracted from the original number of CP received. For each D result, the Allied player must roll for the scatter of one CP; if the CP lands on a German unit, it's added to that unit's current divisional CP total. If it lands in an all-water hex, or adjacent to a major river hexside, or in a forest hex, it's lost. If it lands on a Allied unit, it's received normally as long as the terrain in the hex doesn't require it to be lost. If it lands and survives, but isn't in a hex containing a unit of either side, it's placed on the map (use a strength point marker) and is awarded to the side that first enters that hex.

[11.61c] 30 Corps Divisional CP Acquisition

Allied 30 Corps divisions use the Club Route Divisional Logistic Table to determine how many CP are received. The trick here is the Allied player now has three variables to consider when making a CP delivery level choice: delivery rates for CP and AmP and movement allowances for units using Club Route for transit. Delivery and MA rates have been broken down into four fractions of 100 percent, and the Allied player must choose one of the four values for each variable. The sum of all three chosen rates may not exceed 100 percent. The Allied player may choose to not use one of the columns and may instead receive a plus two drm to use on the other columns. This drm may be split between the other two, or both drms may be applied to a single column. Once the number of CP and AmP that have ac-

tually been delivered has been calculated, the Allied player must allocate those points to each of his divisions in play. 30 Corps ground units attached to airborne divisions may have points allocated by 30 Corps as long as their HQ can trace to a 30 Corps supply source.

As in Allied airborne divisional CP acquisition, the German player may interfere with delivery by performing fire combat against Club Route. Any German unit within normal range of any road hex of Club Route may conduct direct fire as though the target unit was a vehicle in travel mode. For every hit suffered, the Allied player loses one CP or one AmP. Alternate taking the losses in each category.

[11.62] 30 Corps Movement Allowance

Due to the huge logistical requirement for 30 Corps, which means lots of trucks clogging the single highway being used, normal movement rates of ground combat units are affected as follows.

- Roll a separate 2d6 on the Club Route Log Table under the MA section for movement allowance of units using club route.
- All units except for the spearhead brigade on Club Route have the MA listed on the Log Table. The frontline brigade is any one brigade of Gds Armored or 43rd Infantry division.
- Units on Club Route may not leave the highway and Travel mode unless their HQ has been allocated CP and they will be conducting operations (such as fire combat, etc) off the highway.
- No 30 Corps unit in Travel Mode may ever move south on the Club Route unless it's formation has been assigned CPs and it will be operating off of the Club Route.
- No 30 Corps formation may be taken out of travel mode unless it has been fired upon (at least one unit of the formation is shot at) or it can spot a German unit no further than four hexes from the Club Route. Units with the Club Route spearhead (those within the first twelve hexes, may be taken out at anytime.

The spearhead brigade/regiment is whatever regiment/brigade formation takes up the first 12 hexes of the northernmost spearhead of 30 Corps along the Club Route.

[11.63] Using Command Points

After the number of CP received by a division has been recorded, the owning player can do two things with each CP. First, he can allocate it to any one of the division's subordinate HQ that can trace a supply path (see above 11.2) to either the main or forward divisional HQ.

Up to two CP may be allocated to any such HQ. If an HQ has two CP allocated, place a two step marker on its box on the formation display. If it was allocated only one CP, place a one-step loss marker on its box on the Formation Display. If an HQ has no CP allocated to it, leave its box empty on the Formation Display. CP may also be saved for later use in one of the game turns that occur before the next Command Phase in which CP are allocated. A player may save up to four CP from game turn to game turn. Mark that on the CP Record Track for that division using a step loss marker placed in the box equaling the number of CP that have been saved. CP allocations to subordinate HQ remain in effect until the next 0601/0901 or 1501/1801 friendly CP Phase.

Players may allocate up to two CP to a subordinate HQ during any Command Phase if those points are available to expend from the controlling division's CP Record Track. The subordinate HQ must still trace a supply path to either division HQ. Additionally, the owning player must roll a 2d6. If the result is greater than eight, only half the number of CP allocated are received. Round up remainders. That die-roll is modified by distance from the subordinate HQ to division HQ. For every two MP in length over the first eight, the player must add plus-one to the die-roll.

[11.64] Divisional Expenditure of CPs

A division must also expend CP to enable division-level assets to operate more efficiently. If two CP are expended, the division assets function normally. If only one CP is expended, the divisional assets suffer the same effects (see below) as units whose subordinate HQ has received only one CP. The same applies if no CP were expended.

[11.65] Saving Command Points

At the start of either a 0601/0901 or 1501/1801 CP Phase, before any new CP are received, the current totals must be adjusted on each division's record track. No more than four CP may be saved (to

be added to the incoming CP) from the previous game turn. A Division Record Track may never have more than eight CP left on it after allocations to subordinate HQ have been made; any excess is eliminated.

[11.66] Command Point Effects

Subordinate HQ that have been allocated two CP function normally and are considered to be in supply, as do all of the units they control. If only one CP has been allocated to an HQ, a 2d6 is rolled to determine the MA of all subordinate units during any friendly Movement Phase. All such units must roll to check depletion as per rule 11.33, with the exception of artillery units with an ER rating of seven or more, which use the procedures outline under the AmP rules (see below). If no CP has been allocated to an HQ, a modifier of plus-two is added to the depletion die rolls made per rule 11.33. A 1d6 is also made to determine the formation's MA, and no unit in that formation may initiate close action.

[11.67] Command Point Attenuation

When 30 Corps CP are used, there is an attenuation of CP if they're used north of the Maas (Grave Bridge) River or farther than 12 hexes from Club Route.

That attenuation represents the extra resources required to get the CP to HQ in those locations, or conduct operations in an area in which 30 Corps is unprepared. If an HQ is on map C or south of the Mass River on map B, one extra CP must be expended per HQ. If the HQ is between the Maas and Waal Rivers, one and a half extra CPs must be expended. Any HQ north of the Waal River must expend two extra CPs. This applies to division HQ as well. If any units of an HQ conduct operations farther than 12 hexes from Club Route, that HQ must expend an extra point of CP. Fire directed at targets beyond that 12 hex limit isn't counted. Flip the step loss markers upside down on the tracks to record half-step amounts.

[11.7] Artillery Supply & Ammo Points (Optional)

The optional AmP rules are meant to be used in conjunction with the CP rules—use one, and you must use the other. These rules affect artillery units with an ER of seven or more, and govern their ability to conduct fire combat (indirect or direct). As in the normal rules,

once such a unit is depleted, it's no longer able to conduct fire combat. AmP are acquired in much the same way as CP. The availability of AmP is checked at the same time as that for CP. For the Allies, choosing the delivery rate of CP and AmP is interrelated. The more you attempt to receive of one, the less you will get of the other. The German AmP delivery rate is independent of the delivery rate of CP to a division. The scenario instructions will detail the specific delivery rates for German divisions, and they change over the course of the game.

[11.71] Receiving Ammo Points

AmP are received by each divisional formation twice each day during the CP Phase of the 0601/0901 Game Turn and the 1501/1801 Game Turn. The method and quantity of AmP acquired depend on the nationality and type of the division receiving them. If a division can't trace a valid supply path, it can't receive new AmP.

To receive AmP, players consult the appropriate Logistic Table for each friendly division (or divisiongruppe) in play. Once the number of AmP a division has received has been determined, the CP Record Track should be adjusted to reflect the new totals for the current turn. Use any blank marker to represent 0 to 9 quantities, and a "2" marker to represent 0 to 9 plus 10 quantities on the ammo tracks for each division. Rules sections 11.61a, 11.61b and 11.61c apply in the same manner to AmP as they do to CP acquisition. Remember to make a separate 2d6 die roll for AmP on each appropriate Logistic Table.

[11.72] Using Ammo Points

After AmP have been allocated to a division HQ, they remain on that HQ's Ammo Record Track; they aren't further distributed to subordinate HQ like CP. Instead, each time an artillery unit controlled by or attached to that division fires, it checks for depletion and, if it fails, it can either reduce by one the number of AmP on the record track, or the unit can be marked with a Depletion marker (owning player's choice). Once the number of AmP on the track reaches zero, artillery units that fail a depletion check must be marked with a Depletion marker.

Artillery units with an ER of seven or eight fail the depletion check if they roll a one on a 1d6. Artillery units with an ER

of nine fail on a roll of one or two. During a Command Phase, for every AmP expended, two friendly artillery units may have their ammo depletion removed if they're in supply. The AmP expended is removed from the total number currently on that division's AmP Record Track. Even if there's no other reason to expend an AmP from a division's total, the number of AmP on the division AmP Record Track is always reduced by one every friendly Command Phase.

[11.73] Saving Ammo Points

During either an 0601/0901 or 1501/1801 CP Phase, the current number of AmP must be adjusted on each division's record track to reflect the addition of new AmP received. Any AmP already on the record track are retained. A division's record track may never have more than 12 AmP on it at the same time. Any excess AmP are lost any time the total exceeds 12.

[11.8] Effects of Cutting CP & AMP Supply

If players use the CP and AmP rules they must also use these rules, which deal with the effects of formations that can't trace a supply path to the appropriate supply source. Apply these rules to 30 Corps formations whose HQ can't trace a supply path (usually because the Club Route has been cut by the German side), to airborne divisions unable to trace to their supply DZ, or to German divisional formations that can't trace to a map edge supply source.

[11.81] If a division can't trace to a supply source, it doesn't conduct the procedure used to acquire new CP and AmP. Instead, it retains whatever CP and AmP levels it had in the immediately preceding Command Phase. That means subordinate formations within the division retain whatever CP assignments with which they started the game turn, and the AmP totals on the Division Ammo Point Track remain, minus the one AmP required to be expended—if available—every Command Phase.

Those totals last until the next 0601/0901 or 1501/1801 CP Phase. If, at that time, the formation is still unable to trace a valid supply path, all assigned CP levels are reduced by one. (Units with only one CP would be at zero.) If a player has unused CP on his record track, he may

expend those normally to keep units operating normally. Once a formation goes to zero CP, it's considered out of supply.

[11.9] Morale

Certain activities require units to compare and check a unit's morale. The close action procedure, and keeping a unit in concentrated mode when it's ordinarily required to go into defilade, are two examples of when a unit's morale is referenced.

[11.91] A unit's initial morale, before any losses or disruptions, is printed in the bottom right corner of the counter representing the unit. Morale values range from two (the lowest) through nine (the highest). A unit's morale decreases as the unit suffers step losses. The following formula is used to determine how much a unit's morale has declined due to losses.

- If the printed morale was six or higher, the unit loses one level of morale for every two step losses it's suffered
- If the printed morale was five or less, the unit loses one level of morale for every step loss it's suffered.
- A unit's morale is never reduced below zero.

[11.92] Whenever a morale check is required, the affected player must roll two dice, which then yields the morale check value for that unit. If that morale check value is greater than the unit's current morale level, the unit has failed its morale check.

Example: a unit with a current morale of seven suffers a D result due to DF. The owning player wants to keep the unit in concentrated mode and take a step loss instead. A morale check is required in order to do so, and the result from rolling two dice is a seven, which yields a morale check value of seven. Since that isn't greater than the unit's current morale of seven, the unit has succeeded in passing the morale check.

[11.93] Instances in which a unit must make a morale check are as follows.

- The owning player wants to take a step loss instead of placing the unit in defilade mode.
- The unit is attempting a close action with a friendly AFV unit, and the AFV is either eliminated or goes into defilade mode.
- The unit has received a disrupted result on the Close Action Value Table

[8.72] and the player wants to attempt to continue the close action (see 8.7 for details).

- The unit is an HQ or artillery unit already on its defilade side and has suffered a D result on the Fire Results Table (see 5.37).
- The unit is attempting to rally from disruption (see 11.5).

[11.94] If a unit is stacked with a controlling leader, its current morale is modified by plus-one.

[12.0] COMMUNICATION

An artillery unit may only fire IF if it's stacked with, or within two hexes of, a "controlling" headquarters unit, which in turn is in communication with a unit observing the target (see 10.6).

[12.1] "Controlling" Headquarters

A controlling headquarters is one to which the artillery unit is subordinate or one that's subordinate to the same headquarters to which the artillery unit is subordinate. For example, artillery units identified as 43xx belong to the 43rd (British) Infantry Division. They are subordinate to the 43rd Division headquarters. They may fire if they're stacked with or adjacent to the 43rd Division HQ unit or if they're stacked with or adjacent to any of the "regimental" HQ units subordinate to the 43rd HQ (such as the headquarters of the 129th Brigade.)

[12.2] Observer Status

A unit may only observe for and communicate with its own headquarters and/or with a headquarters superior to its own. For example a unit belonging in the 129th Brigade could communicate with 129th Brigade HQ unit or 43rd Division HQ unit or 30 Corps.

[12.3] Self-Observed Communicated Fire

If an artillery unit can see a target it may fire on the target, regardless of the relative position of headquarters units, etc. It is itself a unit, and may act as an observer for other artillery units within the strictures of 12.1 and 12.2.

[12.31] A heavy weapons unit may execute opportunity fire only if it's one of the two topm units in its stack. Artillery may only execute opportunity fire pursuant to 5.51. In any case, the opportunity fire unit must be able to see the target.

[12.4] Non-Divisional Headquarters & Artillery

Both the Allied and German player have corps units that may act as controlling headquarters.

[12.41] German Swoboda Flak Brigade [FBx]

Artillery units of the German Swoboda Flak Brigade may be controlled by any German divisional HQ unit. For purposes of artillery fire and supply they would be deemed subordinate to whatever headquarters they were controlled by when they fired.

[12.42] German Corps HQ

German Corps HQ units may control any German artillery unit, and any German unit may communicate with those headquarters units.

[12.43] Allied 30 Corps HQ

Any British non-divisional artillery unit within two hexes of this unit is automatically in communication with any other 30 Corps ground unit for observer purposes.

[12.5] Communication Restrictions

[12.51] The controlling headquarters is considered part of the IF process. Therefore it may not perform those functions during an Indirect Fire Phase and then move in the immediately following Conditional Movement Phase.

[12.52] A unit in travel mode, or disrupted units, may not function as observers or controlling headquarters.

Note: Most of the artillery units in the game are owned by divisions. A player can keep those units near the divisional headquarters or parcel them out to regimental headquarters. The first alternative provides maximum flexibility, as the artillery could fire on a target observed by any unit of the division. The second alternative is best adopted when the division must fight on an extended front. The corps headquarters units are particularly valuable, allowing you to mass and use army and corps level artillery units.

[13.0] ORGANIZATION

MODES

Within certain restrictions, a player is permitted to portray his units in various states or modes, corresponding to how the units are organized to fight and move within the scale of the game. The various modes are meant to simulate the following.

Defilade. The men and vehicles are spread out to take advantage of any cover offered by the terrain in the hex, signified by a dashed circle watermark on the counter. Artillery units in this mode are considered to be unlimbered and ready to fire. HQ are considered deployed for optimal command and supply capacity. The fire strength of non-artillery units is halved in this configuration unless they are entrenched.

Concentrated. The men and vehicles are massed within the hex in a tight, easily controlled formation. A concentrated unit can bring more fire to bear more effectively than a defilade unit, and in most cases a concentrated unit can move more quickly than a defilade unit.

Disrupted. This is a special mode imposed on a unit as a result of a close action or airstrike. It simulates the shock effect of close personal combat or strafing/bombardment. The personnel are disoriented, scared and confused.

Travel. The unit is in a column formation for quick displacement utilizing vehicular movement. AFV units are capable of travel mode as a matter of choice. The player places a Travel Mode marker if needed to signify travel. Artillery (always) and headquarters (usually) use travel mode as their means to move. Most infantry units are capable of travel mode, as they have trucks available to them. Some infantry cannot assume travel mode unless trucks are assigned.

During his Organization Phase a player may freely alter the mode of any of his units. (Except, of course, he may not undisrupt a unit.) He may change a defilade unit into a concentrated unit and vice versa. He may change a concentrated unit into one in travel mode and vice versa. However, only an artillery unit or HQ unit may change from a defilade mode directly to a travel mode. He may make only one mode change per Organization Phase. (That means, in effect, an infantry or AFV unit may not go from defilade mode to travel mode in one turn or vice versa.) Stacking order may not be changed. Note that any unit in travel mode may not voluntarily leave that mode on a raised road or RR.

[13.1] Artillery

A towed artillery, anti-tank or flak unit has a defilade mode side and a travel mode side on its counter. It can be in one mode or the other. When in defilade it may fire but not move. When in travel mode it may move but not fire. There's no such thing as a concentrated towed artillery unit.

Note that some self-propelled artillery units (oval symbol with the artillery dot) may be in concentrated mode. You will know that because they possess a defilade and concentrated side and require a marker to note when they have gone into travel mode. Those units may move up to half their current MA and still fire while in the concentrated mode. They don't double their fire strength if they do that. You'll note units with this ability are primarily the SP artillery units supporting the armored brigades in Guards Armored Division and the independent armored regiments.

[13.2] Headquarters

A headquarters has a defilade mode side and a travel mode side. An HQ in defilade mode may move and defend itself. A travel mode HQ unit may only move. There's no such thing as a concentrated HQ unit. Units that trace a supply path to an HQ in travel mode have their supply path distance halved to six hexes.

[13.3] Leg Infantry

Leg infantry, heavy weapons and engineer units have a defilade side and a concentrated side. Some of those units are capable of assuming travel mode. All units of 30 Corps are capable of assuming travel mode, as are all infantry units of 9th and 10th SS Panzer Divisions. The 30 Corps may also place up to four companies of each airborne division into travel mode if those companies can trace a supply path to an HQ unit within the 30 Corps chain of command. All other leg units must always walk.

[13.4] Armor

AFV units are all capable of assuming defilade, as well as concentrated and travel mode, as long as they're not artillery. For a complete list, see 8.9.

[13.5] Changing Organization Modes

[13.51] At the conclusion of his Conditional Movement Phase, a player may remove his units from travel mode at a cost of two movement points. That's an exception to the general rule. Note that the reverse isn't permitted.

[13.52] During (and only during) his Command Phase, a player may attempt to remove disruption from disrupted units. The unit must make a morale check and pass it.

[13.53] As a result of combat, a unit may go into defilade or disrupt. A unit that is fired at may also voluntarily go into defilade mode.

[13.54] Other than the cases above, a player may never change a unit's organization mode except during his Organization Phase. That means during that phase he must project his requirements through the next turn's Organization Phase.

[13.55] Armored infantry, engineers and AFV assume travel mode from concentrated mode; leaving travel mode, they assume concentrated mode. They may not assume travel mode directly from defilade. Instead, they must first assume concentrated mode and then, in a following Organization Phase, assume travel mode.

[13.6] Disruption

All units are capable of assuming disrupted mode; however, none may do so voluntarily. A disrupted unit may still move one hex. Disrupted units may be resupplied.

[14.0] AIR LANDING OPERATIONS

The essence of this game is in the airborne operation executed by the Allied player. Beginning on Game Turn 1, he will be introducing some of his airborne units into play via the air landing routine, which simulates the air drops that occurred on the first day of Operation Market-Garden. On subsequent game turns he will introduce the remainder of his airborne units via the same routine. (All German units and other Allied units either begin the game on the map or are brought into play from the map edges as reinforcements.) To understand what the following rules are attempting to simulate, we will briefly review the conditions

that prevailed during the operation.

One. The Allied airborne units used in Market-Garden were quartered in southern England, which lies to the northwest off the game map. The position of the air transport bases (from which the airborne troops would depart) was such that two possible flight routes could be used to arrive at the various destinations. On one, the southern route, the flight path would pass south of the front to a point to the east of Antwerp, where it would turn northeast and cross the front on a path to the Eindhoven area. Transports using that route would fly over Allied held territory for much of the way, and the final turn toward the drop destination would be identified by a radio beacon. The other route, the northern route, lay to the north of the front. The path crossed the Dutch coast south of The Hague and proceeded west to s'Hertogenbosch, where a final turn was made north to the drop zones around Arnhem and Nijmegen. Though the northern route was laid out to avoid the heaviest concentration of German flak, it lay entirely over enemy held territory and flight accuracy would depend on visual recognition of turning points. It was a more dangerous approach route, but it was the shortest route for the troops who would be dropping on the northern targets. On the first day, when the Allies wanted to insert the maximum number of troops simultaneously, both routes would have to be used to avoid traffic congestion.

Two. The Allies didn't have enough air transport to lift all their airborne units at the same time. More, after the first lift, the total capacity would shrink day by day in sustained operations due to losses from enemy flak and operational wastage.

Three. Airborne operations on this scale were sensitive to poor weather. Overcast clouds in England would hinder the formation of the transports after takeoff; overcast along the flight route and over the drop area could affect the integrity of the formations and their navigation, while wind, if not compensated for, could affect navigation and the actual drop. (A high wind could literally drag paratroopers to their death

or disablement.) The effect of weather at night on flight operations was further magnified.

Four. Given relatively good weather and daylight, the transport formations were usually capable of accurately delivering their loads to drop zones delineated by small pathfinder groups. Significant German flak along the route, or worse, near the drop zone, could affect operations by inflicting casualties or by causing the transport pilots to take disruptive evasive action. German fighters didn't have much effect on the initial operations, as the Allies held air supremacy in the area. Later airdrops (the Polish in particular) were affected to some degree by German firepower.

Air Landing operations are conducted by the Allied player during any Allied Conditional Movement Phase. Each day the Allied layer will be allocated a number of air lift points (see the Daily Game Turn Record Track). During any ensuing game turn of that day, he may use each air lift point to "lift" one airborne battalion (or battalion equivalent) from "England" to a drop zone hex (DZ) designated by the prior placement of a Pathfinder marker.

Prior to executing a "lift," the Allied player will have executed a pre-flight routine to determine the adverse conditions prevailing over the two flight routes he might select. With those conditions known, he will declare a lift, describing for himself and the German player, the flight path of each battalion stack (or serial) he is lifting, tracing its path hex by hex from either the southern or western edge of the map to the designated DZ hex. As he traces that path he will count the number of German flak (AA) units lying along it.

Given the prevailing weather and the number of flak units, he will then execute the air landing routine to determine exactly where the battalion drops in relation to the designated DZ hex. Having located the actual drop hex, he will place the battalion in that hex, or scatter some of the companies of it if required. If there are German units adjacent to, in the near vicinity of, or in the actual DZ hex, a series of opportunity fire or close action resolutions will be triggered.

To simulate the historic situation as much as possible, and to balance the

game as much as possible, the Allied player should designate the landing hexes for all drops before he rolls for the first one in a given game turn. This rule reflects the reality of the situation, since the Allies had no idea of what would happen to their troops as they landed.

This designation process may be affected in one of two ways. First, players may plot their landing hexes. Second, the landing player can place all airborne units on the map and then resolve all landings from north to south.

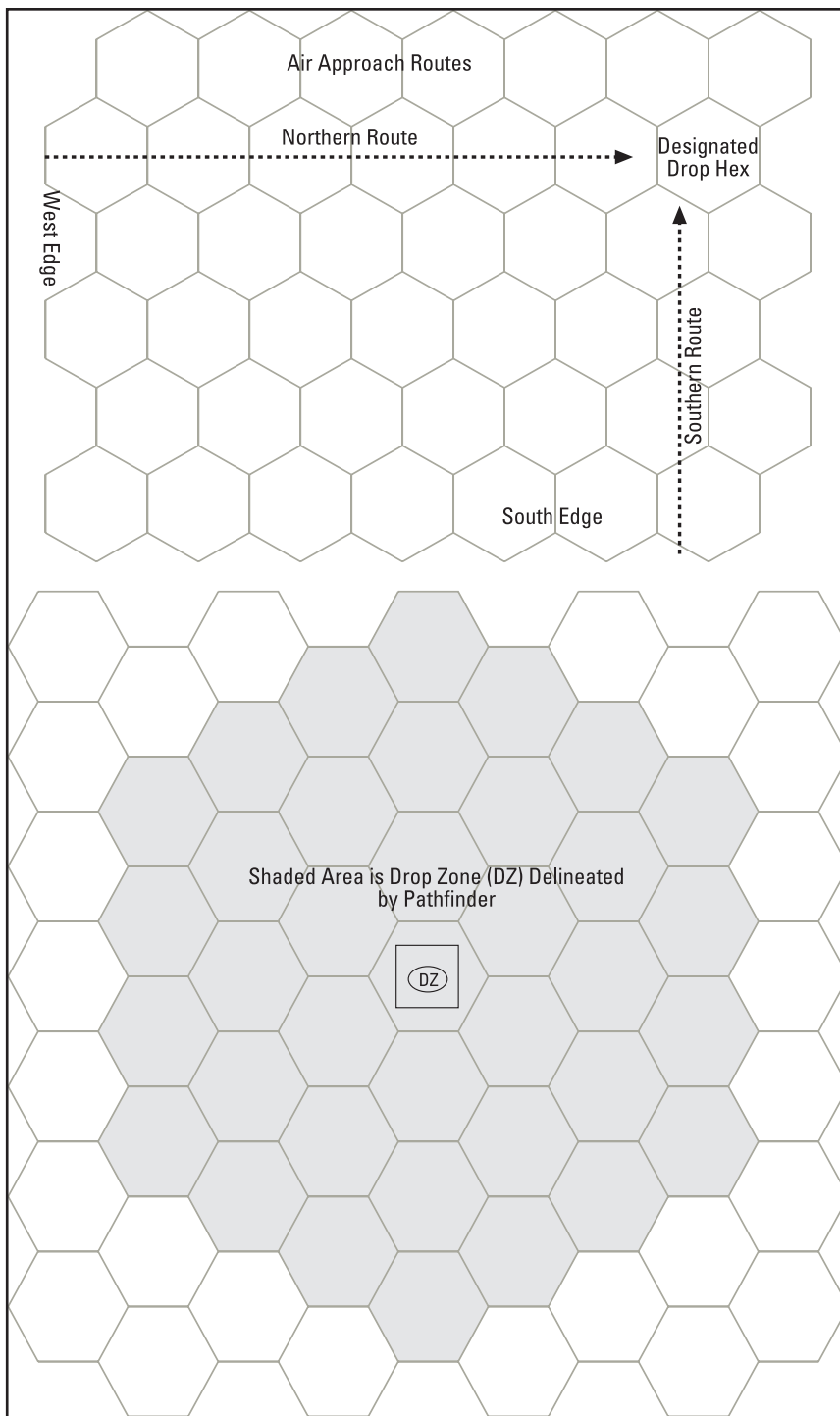
[14.1] Preflight Routine [Weather]

Twice a day the Allied player will roll two dice and determine the weather conditions prevailing over the northern and southern flight routes. At the very beginning of each 0601/0901 Game Turn, he rolls a 2d6 and consults the Weather Conditions Table. That gives a numeric rating for conditions over the transport airfields and either the southern route or the northern route. That rating prevails through the next three game turns, until 1501/1801, when the routine is executed again to determine the weather until 0601. When rolling for the weather condition, the player rolls first for the Northern Weather Condition and then for the Southern Weather Condition.

Example: Let's assume it's 0601/0901 on 18 September. The Allied player rolls the dice and gets a nine. That means the weather rating for the southern route is six, and for the northern route is P. A "P" means no operation is possible on that route.

[14.11] On the first day (17 September), all units landing on Map A, B and D must use the northern route, while all units landing on Map C must use the southern route.

[14.12] On subsequent days, the weather and the advance of the Allied units affect where units may land. Until an Allied non-airborne unit reaches a hex adjacent to the Maas, all units landing on the various maps must use the routes described in 14.11. After a unit reaches the Maas in supply, the units on Map B have the option of using the northern or southern routes, while all other units are still bound to the restrictions of 14.11. With the capture of hex B3235 by a supplied Allied non-airborne unit, the units on Maps A, C and D have the same option as those



on Map B.

[14.13] For units using the southern route, complications arose when the weather was substantially different on the two weather zones of the map. If the weather condition on the Southern Weather Zone (Maps C and D) is four or more better than the weather on the Northern Weather Zone (Maps A and B), reduce the air landing result by one.

If the weather condition on the Southern Weather Zone is four or more worse

(for example, SWZ = nine; NWZ = three) than the weather condition on the Northern Weather Zone, increase the air landing result by one. If the Southern Weather Zone's Weather Condition is P, and the weather condition on the Northern Weather Zone is three or less, increase the air landing result by two.

[14.14] To reduce the air landing result, an "A" becomes a "LI," an "LI" becomes an "S2", an "S2" becomes an "SI," and an "SI" becomes a "no effect." When

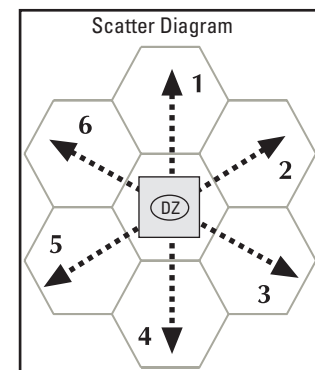
increasing the air landing result, simply reverse the procedure; however, if an "A" result is increased by two, one company in the serial is destroyed (owning player's choice).

[14.2] Air Landing Routine

The Allied player announces he's executing a battalion drop. He states what route, northern or southern, the battalion is taking and designates exactly which hex he into which he will attempt to drop the battalion.

He then traces a path hex by hex from the drop hex to the map edge. That path must follow a "straight" line (see diagram). As he traces the path, he counts the number of German AA units that lie on the path, and in hexes adjacent to the path, from the map edge to the drop hex. He then adds up the total flight conditions. The total is the sum of the weather conditions prevailing over the route he's declared, the number of flak units he's counted on the path he's traced, plus five if it's a night turn.

He rolls the dice and cross references that roll with the total flight condition on the Air Landing Table. That locates a result he applies immediately to the battalion drop. In determining the actual drop hex, if the unit drops and scatters off the map, it's placed in the last hex on the map that isn't prohibited terrain. If a unit lands in an all-water hex (such as A0240), the unit is eliminated and removed from play.



[14.21] When tracing the northern route, a straight line of hexes must be traced from the west map edge of Maps A or B to the drop hex. For tracing the southern route, a line (one hex right, one hex left, one hex right, etc.) must be traced from the south edge of Map D to the drop hex. If a straight line from Map D can't physically reach the drop hex on Map A or B

(that is, the drop hex is on the far right hand side of either of the two northernmost maps), the Allied player should “fly” the units of the serial in question from the south edge of Map D to the village of *Schajjk* (B0115/B0116), continue along the B01xx hexrow, moving toward the east edge of Map B, until it’s possible to draw a line from the B0lxx hexrow to the drop hex. Players should note the route must go exactly, as all units taking the southern route must move, with the obvious exception of the dogleg in the B0lxx hexrow.

[14.22] Flak that’s depleted, disrupted or in travel mode doesn’t count when determining the air landing result.

[14.23] **Air Landing Results** are found on the Air Landing Table (see 14.92). In this edition of the game, there are fewer total results to complete companies. Usually, single strength points of a company are affected.

- - = Serial lands in the designated hex. All units of the serial are placed in the defined drop hex.
- S1 = Serial scatters and lands in a hex other than the drop hex. The Allied player rolls a 1d6 for each unit within the serial to determine the direction of scatter away from the defined drop hex (see the diagram below). He then rolls another 1d6. On a roll of one or two, the unit scatters one hex; on a three or four, it scatters two hexes; on a five or six, it scatters three hexes.
- S2 = Same procedure as S1, except the scatter distance is increased by one.
- L1 = On a roll of one or two, the unit loses a step; on a three through five, it scatters one hex; on a roll of six, it scatters and loses a step.

[14.3] Pathfinder & Supply Head Markers

Each Allied airborne regiment has a Pathfinder or DZ marker identified with its subordination designation. In the scenarios the Allied player will be told to place them in specific hexes. In the Campaign Game there’s an optional free drop zone placement.

In locating Pathfinder markers on the map, the Allied player in effect defines a general drop zone for each of the regiments. Specifically, the Allied player must designate as a drop hex for each battalion belonging to a given regiment some hex

within three hexes of the regimental Pathfinder marker (his choice). Division asset units (those which aren’t subordinated to a specific regiment) are designated to drop within three hexes of the Pathfinder marker belonging to just the division. Each airborne division and the Polish Brigade has a supply DZ marker that acts as that formation’s supply source. It must be placed in either a specially designated hex or within the dropzone of one of the other pathfinders of the division.

[14.31] When Pathfinders Are Placed

The Allied player may place pathfinder markers anytime he wishes at any point, prior to the start of play or during play. Once placed, the markers may not be moved. Unless directed otherwise, the Allied player may place Pathfinder markers on any hex he chooses. Normally, of course, the Allied player will place his pathfinder markers immediately prior to dropping the first battalion belonging to the pathfinder’s regiment. Naturally, that placement determines approximately where the rest of the battalions belonging to the regiment will drop.

[14.32] Other than defining an area in which the Allied player may designate specific drop zone hexes, Pathfinder markers have no effect on play. Their presence is otherwise ignored. German units can’t destroy Pathfinder markers, and they have no stacking weight for either side. If a German unit occupies a hex containing a Pathfinder marker, all it means is there are Germans in the DZ area.

[14.4] Pregame Airborne Deployment

Prior to the start of a game the Allied player should deploy all his airborne units in the display labeled “England.” That will create the battalion (and battalion-sized) stacks (called *serials*) he will subsequently lift. Players will note some of those stacks will violate the 28 point stacking limitation. That’s allowed, since there’s a procedure to cure the violation when the stack is finally lifted onto the map (see 14.51).

[14.5] Action Taken Upon Actual Drop

Having determined the actual drop hex (after any scatter) for a battalion, the Allied player places the battalion stack in that hex. If there are German units adja-

cent to, or in the vicinity of, the battalion they may make a special one-time attack on the battalion stack. That attack is executed just as though it were a German Fire Phase.

In other words, it’s a special kind of OF, because German artillery units may participate. The units in the serial are considered to be concentrated; they don’t receive any terrain benefit for the fire attack. In addition, any German flak units present may fire at double their range. Losses are assessed immediately as they occur. When the Allied player is fixing an over-stack of units in a hex, they must remove the minimum number of units needed to correct the situation.

That doesn’t mean the units left in a stack must equal the stacking limit as nearly as possible, but that the violation is corrected by the removal of the least number of units. If a unit or group of units lands in a hex and causes overstacking, one (or more) units in that stack must immediately be moved to an adjacent hex. Artillery units may not be displaced. (The owning player may eliminate them and, should he have no choice, he *must* eliminate an artillery unit in an overstack.) If a unit displaced from one stack in turn displaces a unit in another stack, the second unit is disrupted.

Example. Five Allied units land in a clear hex. Their strengths are 8, 7, 5, 4 and 5. Since a stack of 28 is the maximum allowable, and there are 29 strength points in the stack, the Allied player must remove at least two strength points. The Allied player can reduce the stack to 28 or fewer strength points by the removal of one unit. Therefore, he can remove no more than one unit, but he may remove any one of the five units in the hex. The excess units must move to a vacant hex or a hex with friendly units. If there’s no such hex, the entire serial is disrupted in the hex in which it landed.

[14.51] If there are no German units in the drop hex, the serial is considered to have landed. Before that the Allied player may move one or more units within the restrictions of 14.5 to correct any over-stack.

If it’s necessary to enter a hex containing friendly units, the hex is filled to the stacking limit, at which point the Allied player must have the entire serial in the hex with the other friendly units. If

the stacking limit is *exceeded*, all of the units that were in the hex into which the serial is being moved are displaced. The displaced units are then disrupted. The Allied player has no option in this matter: should the landings occur such that a displacement is necessitated by an overstacked serial, the resulting disruption is unavoidable. During the Movement Phase a unit airlands, a 2d6 is made to see how many MP it has remaining for the current phase. A unit isn't required to move but, if it does, it may not expend more MP than that die roll in that phase.

[14.52] Since artillery must land in defilade mode, they may initiate displacement (as opposed to being displaced, in which case they're destroyed) at the cost of being disrupted. Of course, that means all units with the artillery unit are also disrupted.

[14.53] Should a serial land on friendly units that have been in play for at least one game turn, the friendly units may move away one hex, but the serial is disrupted. If it's impossible for the friendly units to move away, they're also disrupted. Opportunity fire may be triggered in all instances.

[14.54] When unstacking to meet the maximum stacking requirements, the unit(s) may perform a close action, provided they stay within the limits of 14.51. If the attack is successful, only the attacking units that were close assaulting because they were overstacked may advance—not any of the other units in the stack. Should the attacking unit(s) suffer a disruption result, the attacking unit(s) is eliminated, and the stack from whence it came is disrupted.

[14.55] If there are German units in the hex, the Allied player must use his units to make a mandatory close action on them, just as though the close action originated from an adjacent hex. That close action must succeed in disrupting the German units, forcing them to vacate the hex, or all Allied units are eliminated. If the attack is successful, and the hex is an overstack, treat it exactly as above. Airborne units landing in a city or forest hex occupied by German units are automatically eliminated.

[14.56] If airborne units landing on German units would be overstacked in the hex in which they're landing (the one the German units are in), subtract two from

the effectiveness rating of the stack, but calculate the strength exactly as printed on the counter. If forced to close action after successfully displacing the German units, the entire stack is eliminated.

[14.57] The special German fire is permitted by any German units within three hex range, regardless of otherwise obstructing terrain. Range limitations are in effect. In other words, infantry units (for example) couldn't fire at the landing units, unless the units were landing on or adjacent to the infantry units. IF may not be called in. Units with a two-hex range that are three hexes away from the landing units, but that are also capable of doubling their range and halving their effectiveness rating, may do so for the special German fire.

[14.6] Restrictions on Airborn Operations

[14.61] On the 0601/0901 Game Turn of every day, the Allied player receives a specific number of lift points. That's the maximum number of battalions, or battalion-sized serials, he may then lift and drop during that day. He's never required to lift and drop anybody. Unless otherwise directed, he may use all the lift points to make drops on the same game turn, or he may stagger drops between several different game turns, as long as, in the course of a day, he doesn't use more lift points than the number stated on the daily record track.

[14.62] Unless otherwise directed, the Allied player may lift and drop battalions in any order he wishes. He may use either the northern route or the southern route in making a drop. unless instructed otherwise.

[14.63] The Allied player may lift and drop battalions only during a friendly Conditional Movement Phase. The air drop may occur before, during or after regular movement has occurred.

[14.64] The Allied player may not designate a forest, rough, city or town hex as a drop hex; nor may he designate a hex containing a part of a canal or river. If, by chance (scatter), Allied units actually drop in one of those hexes, they're immediately disrupted. A unit landing in an all-water hex is eliminated. Units scattering off the map are placed in the last non-prohibited terrain hex they passed over. No unit is ever lost off the map.

[14.65] Lift points may not be saved from day to day. If a player doesn't use all his lift points in a given day, he loses those he hasn't used. **Exception.** If weather conditions state "No Flight" on both the AM and PM portions of the day for both the northern and southern routes, such that the player was prohibited from flight operations, he may add a maximum of three of the lift points he couldn't use to those given him on the following day.

[14.7] Lifting Less than a Battalion

[14.71] Though the "England" display groups the airborne units into battalion-sized serials, the Allied player may want to drop only part of the battalion serial. (Why he would want that is immaterial.) He may do that, though any lift less than a battalion still requires a lift point. In other words, if a player wants to split a battalion into two or more drops, he may do so, but he must use two or more lift points.

[14.72] The Allied player may, if he wishes, may rearrange the battalion serials defined on the "England" display. But he may not create fewer overall serials by so doing, nor may he create serials in excess of 28 strength points.

[14.8] Landing Unit Modes

No unit may ever land in travel mode. Infantry units may land in concentrated or defilade mode, at the owning player's option. Artillery units may land only in defilade mode. Jeep reconnaissance units land in defilade mode.

[14.9] Air Landing Tables

[14.91] Weather Conditions Table

(see separate sheet)

[14.92] Air Landing Table

(see separate sheet)

[15.0] AIRSTRIKES

Each day the players will consult their respective Turn Record Charts to find how many airstrikes they have available for that day. The Allied player will be able to use the specified allotment once during the AM turns and once during the PM turns.

The German player may use the allotment specified in the AM segment and, on a roll of one through four, once in the PM segment. The Germans were sometimes unable to get their small number of planes out from under Allied air cover. Before consulting the Airstrike Bombard-

ment Table (ABT), roll a die, and if that result is a one through five, proceed to the ABT. If a six is rolled, there's no air strike resolution. Once the target for an airstrike has been determined, the player consults the ABT, compares the mode of the target unit to the ABT, and rolls separately for each airstrike.

[15.1] Restrictions on Airstrikes

[15.11] No more than three airstrikes may be placed on a single hex in a given turn.

[15.12] Airstrikes may not be accumulated from AM to PM turns or vice versa. They must be used in their designated segments.

[15.13] Airstrikes must be used in multiples of two on night game turns and game turns in which the weather condition is P. On turns that both conditions exist, three airstrikes must be used to obtain one attack. Unused airstrikes may not be accumulated; however, each group counts as only one.

[15.14] Airstrikes may not be used against any targets except combat units and headquarters. They in no way interfere with supply, communication, or any non-combat related function. They may not be combined with ground attacks. They may not observe in any way, except for themselves, and they don't count for victory condition observation.

[15.15] All airstrikes are placed in the first Indirect Fire Phase following the Command Phase of the owning player after all mode changes have been made.

[15.16] All airstrikes are resolved at the end of the owning player's Conditional Fire phase. CAP markers (see below) remain on the map from the Command Phase in which they're placed to the end of the next Command Phase of that player.

[15.17] The German player may not use airstrikes until Game Turn 6.

[15.18] Airstrikes may affect any units in a stack. A disruption result has no effect on a previously disrupted unit. Similarly, a "1*" result only forces a non-armor or non-headquarters to lose one strength point; the disruption has no effect. Players may choose to attack any unit in the stack regardless of its position.

[15.2] Resolving Airstrike Attacks

[15.21] Each airstrike is resolved separately, except when it's necessary to com-

bine airstrikes as a result of weather and/or night. All attacks are treated the same, regardless of the number of airstrikes necessary to obtain one attack.

[15.22] Determine the mode and, if necessary, the terrain in which the target is located. Roll two dice and determine the bombardment result. Apply any adverse results immediately. Proceed to the next attack, if any.

[15.3] Combat Air Patrol (Optional)

Combat air patrol (CAP) represents fighters used to ward off enemy attacks over specified areas. Generally, CAP was used to protect individual formations but, as was the case with the Allies, it covered whole fronts.

[15.31] An airstrike may not be used over an area in which a CAP is being used. In other words, if a unit is under CAP, it's invulnerable to airstrikes.

[15.32] The Allied player is assumed to have a CAP over the entire 30 Corps. That CAP extends in a five hex radius from every headquarters of all 30 Corps formations. The Allied player may extend that radius by two hexes for every airstrike expended for that purpose, up to a maximum of 11 hexes.

[15.33] The Allied player may use airstrikes no farther than 30 hexes away from the nearest 30 Corps formation headquarters if the CAP option is being used. Also, only units in the command net of 30 Corps (that is, not the British 1st Airborne, for instance) may "sight" for airstrikes, bringing airstrikes down on units that couldn't be normally "sighted" (see ABT, 15.5). If the Allied player wants, that CAP may be removed and the range of Allied airstrikes will become unlimited.

[15.34] The German player may use the airstrike allocated him to perform a CAP against an Allied airborne landing. The German player must declare he's using the CAP option the moment the Allied player announces he's landing serials. The German player may use that CAP against up to eight serials within 10 hexes of each other. To do so, the German player rolls two dice. On a roll of two through nine, the landing has been intercepted and the Allied player must compute all landings as if the weather condition is 11+ for all affected serials. On a roll of 10, the CAP does nothing and is used up for the

segment. On a roll of 11 or 12, the airstrike CAP is destroyed by Allied quick reaction, and the Germans have no more airstrikes for the duration of the game.

Note. Historically the Germans were unable to provide combat air patrol for their ground units because the Allies had near-total air supremacy. The remnants of the *Luftwaffe* were, however, able to disrupt the landing of the Poles by attacking the serials as they came in for a landing.

[15.4] Explanation of Airstrike Bombardment Results

– = No result.

D = The target unit (only) is disrupted. If possible, retreat the disrupted unit out of the hex. If that isn't possible, the target unit isn't penalized and the other units aren't disrupted.

1* = If the unit is an armored unit or a headquarters, treat as a D. If the unit is anything else, subtract a strength point and disrupt the unit (no retreat).

1 = Regardless of unit type, subtract a strength point and disrupt the unit.

[15.5] Airstrike Bombardment Table

(see last page of this rulebook)

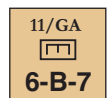
[16.0] CROSS RIVER & CANAL MOVEMENT

The objective of Market-Garden was the crossing of waterways that would normally be impassable without bridges under Allied control. The speed with which the Allies were able to cross the major canals and rivers would determine the success of the campaign. Ideally, the Allies would be able to capture all the bridges intact. The following rules outline what to do when the bridges aren't captured intact.

Bridge engineers can be used to repair or destroy bridges. They can also perform a function similar to a bridge. The German player is given the option of attempting to destroy bridges to slow the Allied advance.

[16.1] Bridge Engineers

Normally no unit may cross a canal or a river except at a bridge; however, a bridge engineer unit may "ferry" infantry, heavy weapons, headquarters, combat engineers and leaders (only) across an unbridged canal or river hex-side.



[16.11] To execute a ferry action, both the bridge engineer unit and the unit(s) to be ferried must be stacked in the same river or canal hexside at the beginning of the Conditional Movement Phase in which the unit(s) is to be ferried. The combat unit or leader may then move across (ferry) any of the adjacent intervening canal or river hexsides or hexes to the opposite bank, expending six additional movement points, above and beyond terrain cost, in doing so. A unit may always be ferried as the entire phase's movement, even if that requires a move of two hexes (a river/canal hex plus the opposite bank hex).

[16.12] To perform the ferrying function, the bridge engineer unit's strength must be equal to or greater than the strength of the unit(s) it's ferrying.

[16.13] The bridge engineer may not move in any Conditional Movement Phase the ferrying function is performed.

[16.14] Bridge engineers may ferry themselves across a river/canal, just as they would ferry a normal unit, except the bridge engineer unit itself is moved across. Once across, the bridge engineer unit may undertake no further movement in that phase. A bridge engineer unit may ferry no other units in the phase it ferries itself across a river/canal.

[16.15] Units may close action when ferried by bridge engineers. The close action is resolved exactly as if it were performed across a bridge (see 10.42).

[16.16] German units may cross rivers at permanent on-map ferries at the cost of six additional MP to the terrain cost. Allied units may do so if accompanied by a leader and a 2d6 is rolled and the result is less than six.

[16.2] Fire upon Ferrying Operations

If units being ferried are fired on (OF), they're considered a concentrated target, with the exception of artillery type units, which are considered to be in travel mode when fired on. Note the actual mode may be different than the "considered" target mode. The bridge engineers may not trigger OF unless they're ferrying themselves.

[16.3] Bridges Across Streams

Railway, road and trail bridges across streams may generally not be destroyed (exception: see 16.7).

[16.4] Road Bridges Across Rivers

Road bridges across rivers may not be destroyed. The fact is, the Germans failed to destroy any of the road bridges across the rivers. In the interest of game play, the destruction of those bridges has been prohibited.

[16.5] Bridges that can be Destroyed

Trail and railway bridges across canals and rivers, and road bridges across canals, may be destroyed. Whenever an Allied unit enters a hex adjacent to a hex or hexside containing one end of one of the above mentioned bridges for the first time, the Allied player must announce an Allied unit is adjacent to a bridge eligible for destruction. The German player then decides whether he will attempt to destroy the bridge.

If the German player chooses to attempt destruction of the bridge, he declares he's blowing the bridge and rolls a 2d6. If a six or less is rolled, the bridge is destroyed and a Destroyed Bridge marker is placed to note that fact. Anything higher than six means the attempt has failed and the bridge remains intact. If actual German units occupy one end of the bridge, subtract one from the die roll. For each bridge that has already been destroyed, add one to any subsequent destruction die rolls. The bridge at A1826 is an exception. It is always destroyed on a roll of eight or less.

[16.6] Repair of Destroyed Bridges

A bridge engineer unit in supply (or a stack of such units), with a strength of at least four, which remains in a hex containing either end of a destroyed bridge for three consecutive complete game turns repairs that destroyed bridge. To indicate the first game turn of repair, flip the Destroyed Bridge marker over to the face showing "Bridge Under Repair"; on the conclusion of the third turn of repair, remove the marker.

In order to effect repair, no German units may be in or adjacent to either bridge end hex. All restrictions outlined in 3.41 also apply. Note that a repaired bridge may not be destroyed unless done under the provisions of 16.7. (Once the Allies repaired a bridge, they tended to take away all remaining charges; so the Germans wouldn't be able to blow it immediately after the repair was effected).

[16.7] Demolition of Bridges in the Course of Play

If a bridge engineer unit is adjacent to a bridge hex across a stream for three consecutive game turns, the bridge is considered blown (no die roll). During those five turns, the bridge engineer must remain in concentrated mode, and it must have at least three strength points. Should the engineer unit not fulfill the above conditions (for example, it's disrupted), the engineer unit may continue the cycle an extra game turn, or the owning player may start over the entire cycle. To blow a railway bridge across a canal, the bridge engineer must spend five turns within the restrictions outlined above, and the owning player must roll a one through three to successfully destroy the bridge. If a four through six is rolled, the bridge is intact.

[17.0] SUBORDINATION

Every non-headquarters unit has a distinctive subordination designation printed on its counter that tells the player exactly what higher formation (if any) controls it. Every headquarters unit has a subordination designation that tells the player what formation the headquarters controls and any higher formation to which it reports. Subordination is important because the supply path must follow a chain of subordination, and subordination in some cases affects the ability of a player to make multi-unit attacks on a common hex.

[17.1] Examples of Subordination

The following examples show the varieties of subordination found in the game.

[17.11] Subordination to Battalion, Regiment, or Brigade

The overwhelming majority of infantry units of any kind are companies while AFV units are platoons. The heavy weapons units are also companies. Most of those units have a two-part subordination designation, in the form of "000/000." The number before the slash identifies the battalion to which the company or platoon belongs, while the number (we use the term "number" loosely; in some cases the number may be a letter) behind the slash identifies the regiment (or brigade) to which the battalion belongs. Thus a unit such as the one shown above is a parachute infantry company belonging to the 1st battalion of the 501st Regi-

ment. In the British Army, the brigade is the equivalent of the American or German regiment, and we say an infantry or heavy weapons company belongs to a battalion that, in turn, belongs to a brigade. Thus this unit belongs to the 5th Cold Stream Guards battalion of the 32nd brigade

[17.12] Headquarters Subordination

The smallest-level headquarters in the game is the regiment (brigade) headquarters. Most of those regimental HQ, in turn, are subordinate to a division. The designation takes the form “000/000,” with the number before the slash identifying the regiment the headquarters controls, and the number following the slash identifying the division to which the regiment belongs. Thus this unit is the HQ of the 501st Regiment of the 101st Division. Units belonging to the same regiment, brigade or *Kampfgruppe* usually have a color band of the same color as their controlling HQ.

[17.13] Subordination Direct to Regiment

Some units are directly subordinate to a regiment; that is, there’s no intervening battalion formation. For example, the infantry of the 85th, 84th and 180th German Infantry Divisions are shown as companies subordinate directly to regiments, as in the designation 1053/85. That’s because the regiments in those divisions were much reduced in strength. In other cases, the direct regimental subordination reflects the actual TO as it existed. Some of the engineer companies, and some anti-tank and artillery batteries, are shown subordinate to a regiment.

[17.14] Subordination to a Division

Most of the artillery, antitank, engineer and reconnaissance units are shown as directly subordinate to a division. While it’s true that, in most cases, there was an actual battalion or regimental HQ interposed between the company or battery and the division, in most cases it was primarily an administrative organ with the division commander assigning those divisional “assets” to his line regiments on an ad hoc basis, or in the case of artillery using the artillery *en masse*, to support any of his frontline units. (The reconnaissance units of the British 43rd and 50th Infantry Divisions are so numerous that a Reconnaissance Regiment HQ is provided to control them.)

[17.15] Independent Regiments or Brigades

Some regiments and brigades have no divisional subordination; the headquarters of those formations simply bear a single subordination ID. Those formations must be attached to divisions as they enter play. On the German side, many of those *ad hoc* formations (usually called *Kampfgruppen* or KG for short), arrive with various units of different branches attached. Some KG don’t initially possess their full command capacity of subordinated units. A KG may have up to four battalions with 16 company-sized units—not counting weapon units—under its control. Players may rotate different battalions in and out of control of a KG to manage the plethora of such units on the German side.

[17.16] Independent Companies or Battalions

Some units, particularly German, have no headquarters to which to report. They’re labeled with just their name. Such a unit must be attached to a higher HQ (KG or regiment or brigade) to operate and to which to trace supply.

[17.17] If a unit’s headquarters is destroyed, the owning player has two choices concerning what to do with the surviving units.

- 1) The units may attach themselves to a friendly headquarters of their choice that operates on the same level as their former headquarters. Those units still count for multi-formation attacks, but function in all other ways as a unit of their new headquarters command net. For example, the 214/43 headquarters is destroyed. The 5DL unit may hook up with the 130/43 or the 129/43 headquarters.
- 2) The surviving units may trace to higher formation headquarters with the same restrictions as in (1). For example (as in 1), the 5DL/214 may also trace directly to the 43xx headquarters. The units may only transfer when their normal headquarters is destroyed, not at any other time during play.

[17.18] If a division/corps headquarters or an intermediary headquarters (one that’s between the highest HQ and regimental/battalion HQ) is destroyed, the owning player rolls a 2d6. The result is the number of game turns that must elapse until the destroyed HQ may be brought back. During the Command Phase of that game

turn, the owning player may simply bring the destroyed HQ back into play as a reinforcement that appears adjacent to any unit subordinate to that HQ.

[17.2] Subordination’s Effect on Play

Whenever DF (or heavy weapons) units with different battalion subordinations fire on the same target unit, they’re penalized. That’s called a “multi-formation attack.” The penalty applies to any kind of fire combat.

Example of Multi-Formation Attack.

When computing the fire strength of the units involved in a multi-formation attack, reduce the effectiveness rating of each unit by one for each different subordination involved in that attack. In other words, if units of two different battalions attack the same hex, even if they are firing on different units in the same hex, each firing unit’s effectiveness rating will be reduced by two points. If three different battalions are involved, reduce by three points, etc.

If units have no battalion subordination, the penalty for multi-formation attacks isn’t applied, provided the units have the same regiment/brigade/KG subordination. If the units also lack a regiment/brigade subordination, they’re not penalized for multi-formation attacks if they have the same division/corps subordination. This rule applies at any time any one of the units doesn’t have a battalion subordination.

The only time a multi-formation attack penalty is assessed against multi-unit attacks is when the fire is directed at the same target hex in the same phase. If a unit triggers two opportunity fires at separate times in a phase, the enemy player could fire with units of different subordination at, for instance, a target changing mode and stacking, without penalty provided the units didn’t combine on any one attack.

The player in the example above could perform: a) two multi-formation attacks; or b) one multi-formation attack and one non-multi-formation attack; or c) two non-multi-formation attacks, depending on the number of units used in each.

Note. The many German independent companies force a multi-formation attack whenever they combine with any other unit that doesn’t have the same exact designation. As the German player has a

plethora of such units, it may be wise to try and place his leaders as near as possible to concentrations of such independent units.

[17.21] Effect on Artillery Units

Artillery units are shown as subordinate to a division or corps (in the majority of cases), to a regiment/brigade, or (in a small number of cases) to a battalion. If they're subordinate to a division, they may only fire if: 1) they are within two hexes of the division/corps HQ; or 2) if they're within two hexes of a regimental HQ belonging to their division.

They may only fire on a target observed by a unit in the chain of subordination of their division. In other words, if some infantry company belonging to a battalion and regiment of the 43rd Division observes a target, any artillery unit subordinate directly to the 43rd Division may fire on that target (assuming range and communication conditions, etc., are met).

If an artillery unit is subordinate to a regiment/brigade, it may fire only on targets observed by units in the chain of subordination controlled by that regimental headquarters, and it must be stacked with or adjacent to the regimental HQ. In the case of a battalion-subordinated artillery, it may fire only on targets observed by units of the same battalion, and it must be within three hexes of any other unit in the same battalion.

Note. Artillery units may always fire on targets that are self-observed, regardless of the proximity of a controlling headquarters. IF isn't considered as establishing a multi-formation attack. Infantry of division X may fire on the same hex at which division Y's artillery fires, as long as some unit of division Y can observe the hex of the target.

Artillery units subordinate to a regiment/battalion headquarters may not be transferred to a division/corps headquarters unless the owning headquarters is destroyed. Artillery that has its printed owning headquarters destroyed may be re-subordinated to any equivalent or lower-level HQ in the same division/corps; however, the artillery's effectiveness rating is permanently reduced by one in addition to any temporary losses in effectiveness rating. Should the artillery need to be transferred out of its division/corps group (that is, all the headquarters in that

group have been destroyed), the penalty becomes a reduction of the effectiveness rating by two.

If an artillery unit has no higher subordination than regiment/brigade, the unit may be transferred at a penalty of the reduction of its effectiveness rating by two.

These penalties aren't cumulative with each other. Artillery subordinate to 30 Corps may subordinate to any non-airborne divisional headquarters. Airborne units may observe for non-airborne artillery units through the artillery unit's controlling headquarters, and this doesn't constitute a multi-formation attack. Such observation doesn't prevent fire from the observing units. Non-airborne units may not observe for airborne artillery units.

[17.22] Antitank & Flak Units

Anti-tank and flak units are DF units. Except in those occasional cases in which an AT unit and an infantry unit have the same subordination (that is, belong to the same battalion), if they fire on the same unit it's considered a multi-formation attack.

Note: An artillery unit (with the exception of anti-tank and flak) doesn't cause a multi-formation attack as long as the IF unit with which it's firing can trace a line of subordination to the artillery unit's commanding headquarters. If the units are not commonly subordinated, it's a multi-formation attack. Anti-tank and flak units fall under the rules for DF units, with the exception they may fire with a unit that can trace a line of subordination to the headquarters to which they're directly subordinated and thereby not cause a multi-formation attack.

[17.23] Further Notes on Multi-Formation Attacks

If a unit subordinated directly to a division/corps headquarters attacks with a unit subordinated to a regiment/battalion headquarters of the same division, it's not considered a multi-formation attack.

[17.3] Effect on Close Action

Units of different divisions, or independent regiments/brigades, may not execute a close action against the same hex in the same phase. Infantry units and heavy weapons units of different regiments/brigades may not execute close actions against the same hex in the same phase. For non-regiment/battalion-controlled

units controlled by a division/corps headquarters, a close action is allowed with a unit of a regiment/battalion headquarters affiliated with the division/corps. Combat engineers, headquarters (see 18.3) and leaders (see 19.1) must coordinate with units of their organization to perform a close action.

[18.0] SPECIAL UNITS EFFECTS



[18.1] Heavy Weapon Units

Heavy weapons companies possess properties of both DF and IF units. Specifically, they always attack using the Indirect Fire Value Table, but they fire as though they are DF or IF units. They may execute opportunity fire against a unit that triggers such fire in their ZOC (which is almost always two hexes in depth). They may fire from any position in a stack, however, just like IF. Most HW companies have a range of three hexes. They may only fire at one of the top two units in the target hex.

HW companies are meant to support line companies of the same battalion, particularly line infantry. The term "line infantry" means combat units that possess infantry qualities, such as combat engineers and like units. Therefore, an HW company may always fire alone, but when HW companies fire or close action the same target hex, each HW company must have a corresponding line infantry unit of the same subordination to conduct an attack.

As an example, if three HW units fire on the same target in the same phase, there must be at least three infantry type units firing at that same target. All losses taken from an attack by an HW unit are treated as if they were taken from a DF unit. A heavy weapons unit may participate in a close assault, but not as the "lead" attacking unit. It may be the top defending unit; it may not close assault alone. A heavy weapons unit may only fire at a target observed by itself or by other units of its battalion.

[18.2] Anti-tank Units

Anti-tank units (those with the AT symbol and AT fire dot) use direct AT fire to engage AFV targets. They may also use conventional fire against conventional targets, but note they're much weaker than other units when firing on targets of

this type. See 5.8 for details regarding AT fire. They may Opp fire. They may not participate in a close action as an attacking unit. An anti-tank unit may only perform Opp fire if it's one of the top two units in a stack. An anti-tank unit may not participate in a close action attack, but it may be the top unit in a defending stack, in which case the unit possesses its normal characteristics.

[18.3] Engineers

There are two types of engineer units present in the game. The most common are the conventional combat engineers found in the forces of both players. Those units function as infantry with two exceptional characteristics. The other engineer units are the bridging units possessed by the British 30 Corps. Those units have a strength rating, but no effectiveness rating, and thus may not fire. They have only two functions in the game: 1) to repair destroyed bridges; and 2) to ferry Allied units across unbridged canals and rivers (see 16.0).

[18.41] Effect of Combat Engineers on Close Action

When a combat engineer is the top, or second from top, unit in a stack defending or attacking in a close action, the morale of the stack the combat engineer is in is raised by two morale points. In addition, if the defending force is entrenched, and the stack the combat engineer is in is attacking, the effect of the entrenchment is negated. In order for a combat engineer unit to have those effects, the combat engineer unit must have a strength of two and a morale greater than zero (that is, positive).

A combat engineer alone doesn't receive any of the above benefits, with the exception that it negates entrenchment when attacking. If, and only if, the combat engineer unit is stacked with other units (even another combat engineer), may the combat engineer make full use of its abilities. In addition, a combat engineer must be in concentrated mode, though it may be any position in a stack, to perform any of its special functions.

Combat engineers may also utilize AT fire offensively when they participate in close actions. See the AT fire rules (5.8) for details on this.

[18.42] Effect of Combat Engineers on Constructing Entrenchments

A combat engineer unit, or units, with a total strength of at least two, may construct an entrenchment. To do that the engineer must remain concentrated and undisrupted in the same hex for three consecutive game turns. After that time, if all conditions have been met, the player may place an entrenched marker in that hex. The presence of enemy units doesn't interfere with the entrenching process unless those enemy units attack the engineers and eliminate them or place them in defilade mode.

Combat engineers building an entrenchment may not execute any form of fire, but they may observe for artillery. If combat engineers perform any function aside from that of building an entrenchment or observing, the cycle for building that entrenchment must be started again.

[18.5] Flak Units

Flak units perform all their functions exactly as do anti-tank units, except German units also have a special anti-air function (see 14.2).

[18.51] Static flak units don't count for stacking in a hex. If they're disrupted, they don't disrupt other units in the hex except other static flak units. The disruption of other units in the hex will, however, disrupt static flak units.

[18.52] Any flak unit may be subordinated without penalty to any headquarters for purposes of supply and control. If the German player wants to switch their command, he may do so, but only if the flak unit spends a game turn out of supply.

[18.6] Artillery Units

Artillery units in a close assault perform in all ways as an anti-tank unit.

[19.0] LEADERS

Leader units represent historic personalities who can have a direct effect on the course of the battle.

[19.1] Effect of Leaders on Combat

[19.11] If a leader is stacked with a unit executing or defending against a close action, the morale rating of the unit(s) under the leader is raised by two morale points. Leaders may not combine their bonuses with other leaders. The proper chain of command is defined by the headquarters subordination listed on the Formation Display.

[19.12] The presence of a leader negates the operation of 17.2 and 17.3, permitting multi-formation attacks without penalty. To negate those rules, the leader must be stacked with a unit involved in the attack subordinated to him, and all other units in the attack must be in communication range.

[19.2] Effect of Leaders on Movement

Leaders have no stacking "weight," and their presence doesn't penalize movement for either player. Supply may be traced through a hex containing only an enemy leader.

[19.21] Lt. Col. John Frost (CO of the 2Bn/1 Para/1 Airborne Division) possesses a special movement effect. Any units of his battalion, plus any four other divisional units that are either adjacent or in a contiguous line of march with him, receive a movement point bonus to the MA equal to the roll of a single die. The units must, however, move with Frost to get that bonus. Make the die roll just before Frost and his associated units begin their move.

[19.3] Loss of a Leader

[19.31] A leader is eliminated if the hex he occupies is entered by an enemy combat unit, provided the leader is the only friendly unit in the hex. It isn't permitted for two leaders not on the same side to be in the same hex at the same time.

[19.32] Leaders may not be fired at; however, if a unit with which a leader is stacked takes a loss, for any reason, that leader is exposed to elimination as follows. The owning player rolls two dice. If a two is rolled, the leader dies. Leader elimination is rolled for each time one strength point is lost. So a loss of two strength points would call for two rolls of the dice.

[19.4] No 'Reincarnation' of Leaders

If a leader's been eliminated, he's dead Jim.

[19.5] Effect of a Lost Leader

Other than losing a leader's combat benefits, there's no further effect if a leader is lost.

[19.6] How Leaders Move

Leaders move around in jeeps and command cars. They have 12 movement

points. For purposes of assessing movement costs, the owning player may treat them as any variety of unit he wishes in any deployment mode convenient to the player. In other words, to enter hex number one the player could treat them as concentrated armor, hex number three as a unit in travel mode, etc., whatever is most beneficial to the owning player.

[19.7] Restrictions on Leaders

Leaders may not fire.

[19.8] Appearance & Affiliations of Leaders

All leaders first arrive when the HQ they command arrives as a reinforcement.

[19.9] Leaders and CPs

All units stacked with a controlling leader may always operate without suffering the effects of insufficient CPs being allocated to their HQ. If a leader is stacked with his HQ, Add one MP to the MA of all units subordinate to that HQ. This effect is cumulative for other leaders and HQs within the same division.

[20.0] GERMAN OFF MAP MOVEMENT

In the Campaign Game (only) the German player has the capability to make large-scale operational movement through areas not covered by the map. That activity is known as “off-map movement.” Off-map movement takes place during the German Movement Phase, just as does regular movement; only units in concentrated or travel mode may undertake off map movement.

The German Off-Map Movement Display is hidden from the Allied player at all times. When German units exit the map, or when they’re called for as reinforcements, they’re placed in the appropriate area of the display.

Each of the 22 areas of the display corresponds to a specific range of map edge hexes on a specific map. For example, area 5W corresponds to the western map edge hexes of Map C bordered by the 4000 and 2100 hexrows. Each of the borders is described on the Off-Map Movement Display.

A unit in a given Off-Map Movement Area may enter the map between or on the two boundary hex rows corresponding to the given off-map area. Placement

on the map edge hex from the Off-Map Movement Display consumes a number of MP appropriate for the entering units’ type and mode. Stacking limitations may never be exceeded by entering units. If units whose total strength exceeds the stacking limitations attempt to enter the same hex, they’re simply divided into the appropriate number of stacks and are considered to be entering “in column,” with each stack paying appropriately increasing MP costs.

[20.1] Restrictions on Off-Map Movement

[20.11] Only units in travel or concentrated mode may move from one off-map area to another, and then only in concert with their (or a corps or army) headquarters.

[20.12] Units may always enter and exit the map to and from the Off-Map Movement Areas regardless of command status, though units that exit the map may not reenter during the same game turn, and units that enter may not exit during the same game turn.

[20.13] Units must occupy an Off-Map Movement Area for one complete friendly Movement Phase before entering the map from that area.

[20.14] Units in travel mode require one complete Movement Phase to move from one Off-Map Movement Area to an adjacent Off-Map Movement Area. Units in concentrated mode require one complete game turn to move from one Off-Map Movement Area to an adjacent Off-Map Movement Area. Movement must be from area to adjacent area.

[20.15] No more than 30 strength points may ever be moved from any Off-Map Movement Area to any other(s) during one Movement Phase. Up to 30 points may be moved to a different area from each area. There’s no limit to the total number of strength points that may be in an Off-Map Area at any one time. The only restriction is no more than 30 strength points may be moved to or from a particular Off-Map Area in any one game turn.

[20.16] No movement may take place from one area to another during clear weather day game turns. For purposes of off-map movement, Maps A and B are considered to have the weather prescribed by the Northern Route Weather Status, and Maps C and D have the weather pre-

scribed by the Southern Route Weather Status. Clear weather is defined as “0” weather flight conditions.

[20.17] Off-map movement is permitted to all units, regardless of the presence of headquarters, during night game turns.

[20.18] Movement is allowed from an off-map area in which the weather isn’t clear to an off-map area in which the weather is clear. Movement isn’t allowed from an off-map area in which the weather is clear to an off-map area in which the weather isn’t clear.

[20.19] German units in Area 6E must wait two full turns there before they’re allowed to enter the map from that locale. Additionally, at the start of the second turn in that area, the German player must inform the Allied player there are units in that area that will be entering the map on the next turn.

Note. The nature of the map corner and proximity of the Grave Bridge to that area is such that it confers an unfair time/space advantage on the German player. In reality, the extra bit of land that’s missing would’ve enabled the Allied player to spot enemy units attempting to re-enter via that sector about one turn sooner.

[20.2] The Allied Advance

During the course of the game the Allied VIII and XII Corps, advancing on the flanks of the 30 Corps off the map to the east and west, made certain off-map areas unavailable for German movement. Any German units in the listed off-map areas on the game turn they become “deactivated” are removed from play.

<i>1W GT 8</i>	<i>4E GT 4</i>
<i>2W GT 48</i>	<i>5E GT 68</i>
<i>2E GT 8</i>	<i>6E GT 8</i>
<i>3E GT 28</i>	

See Off-Map Movement Display (separate sheet)

[20.3] Variable 30 Corps Advance from Frontline to Arnhem (Optional)

Players may use this rule to add more unpredictability or player control of the advance rate of 30 Corps up Club Route. This rule may be used in conjunction with any of the scenarios on Maps A, B, C or any combination of those maps to produce a variable arrival time for 30 Corps

onto the scenario playing area. This rule requires the Allied player to make a 2d6 roll once every Friendly Movement Phase during daylight game turns. The progress of 30 Corps can then be tracked using a piece of paper, with the Allied player recording the current location of 30 Corps.

[20.31] There are seven geographic objectives 30 Corps must reach on the way to Arnhem. Each objective has been assigned a die-roll value the Allied player must roll in order to reach that particular objective. Once he's reached a particular objective, he may begin rolling for the next in line. The die roll values and objectives are listed here:

- Valkenswaard (2-4)
- Eindhoven (2-6)
- Zon Bridge* (2-5)
- Veghel* (2-4)
- Grave* (2-5)
- Nijmegen* (2-6)
- Elst* (2-4)

The asterisk signifies the ability of the Allied player to add one to the arrival values for every objective by removing one serial from airborne units in play, regardless of the scenario. Up to three serials may be removed to provide the Allied player with favorable modifiers.

When removed, the Allied player must state to which objective the lift points for that serial have been reallocated. That becomes the objective that has its arrival values modified.

The German player may adversely affect the rate of 30 Corps's advance by transferring units from in-play areas to out-of-play areas using the Off-Map Movement Display. For every three German companies transferred (they must be infantry with an ER of at least six), the objective value is reduced by one. No objective value may ever be reduced by more than four.

Example. The Allied player chooses to omit two serials on the first day from the 1st Airborne and reassign them to the Zon objective. When the Allied player starts rolling to reach Zon, instead of a arrival value of 2-5, it's now 2-7 (increased by two because two serials were reallocated there). If the German player had sent three infantry companies with ER of six or more, the arrival value would be 2-6, due to the minus-one modifier gained by the German player.

[20.32] One is added to the arrival value of an objective if 30 Corps starts a new day rolling for the same objective it tried to reach the previous day.

[20.33] Once 30 Corps has reached Nijmegen, the Allied player must check once each daylight game turn to see if German forces have cut the corridor south of Grave. During a friendly Command Phase, the German player rolls a 2d6 and, if the result is four or less, the Club Route corridor has been cut. It remains cut until the Allied player rolls a nine or higher during a friendly Command Phase. If the corridor has been cut for six or more consecutive game turn, add two to the Allied die roll. Once reopened, the German player must again roll a four or less to cut the corridor.

[21.0] THE FORMATION DISPLAY

Both players are provided with formation displays. They have pictures of all the units used in the game, and they graphically show the subordination of those units to their various divisions, brigades, regiments, etc., or (in the cases of the Allied Airborne formations) places the units in battalion-sized serials. Prior to the start of play, all the units should be placed on the displays. That serves to locate all units, and thereby establish if any are missing, and also speeds subsequent play since the Reinforcement Track is keyed to the displays. Players should note, in some instances, not every individual company graphic is shown for a battalion. A multiple next to the image of a company signifies that more than one of that type of unit is assigned to the formation. That was done to save space on the tables. Note most of the displays also include tracks for CP and AmP.

[21.1] German Formation Displays

The German side is provided with three formation display sheets: one for the Southern section, one for the Central section, and one for the Northern section of play. The formations on each display have a letter code that's used in the scenarios to reference reinforcements and set up for all the forces in the sector represented by that display. All the various divisions, Kampfgruppen, and independent units the German receives are included on the formation displays. On the Game Turn Record Track, the code for each display is

“S” for south, “C” for central and “N” for north. In addition to coding the displays, each unit belongs to a reinforcement or set up group that's also letter-coded with the code appearing in its box on the display. So, to reference a unit on the Game Turn Record Track and the displays, first you would see the display letter followed by the letter code. That is, “C-a” denotes a unit on the Center display in box A.

[21.2] Allied Ground Formation Displays

There are three Allied Formation Displays. One is for the 1st Airborne Division and Polish Parachute Brigade in the Northern Sector. Another contains the two US airborne divisions dropped around Nijmegen and between Eindhoven and Uden (Center). Finally, there's a display for all 30 Corps ground units (30C). Unlike the German and Allied ground formations, the Allied airborne formations aren't depicted in their normal organizational framework. Instead, they've been broken into battalion-sized serials for air-drop. Note the same coding system has been used to reference the units on the displays and Game Turn Record Tracks that was used on the German displays (see 21.1 above). The display codes are “N” for North, “C” for Center and “30C” for all 30 Corps ground forces.

[22.0] REINFORCEMENTS

The Game Turn Record Track signals to each player when reinforcements are due to arrive. Next to the number of the game turn will be printed a lower-case letter corresponding to a formation display. That means units in the formation box with the same letter-code arrive on that game turn. The player refers to the lettered display and finds the appropriately time-coded group of units.

For example, on Game Turn 6 the letters *B*, *C* and *E* appear. That means units from the 10th SS Panzer Division, the 9th SS Panzer Division, and the “Independent” display arrive as reinforcements on Game Turn 6. The German player would refer to each of those displays and locate the groups of reinforcements coded for Game Turn 6. He would then introduce them into play on Game Turn 6. Reinforcements may enter in any of the modes they possess at the owning player's discretion.

[22.1] German Reinforcements

All German Reinforcements are coded as to time of arrival by game turn, and location of arrival as to what map section they will appear on and where on the map they will arrive. The code is in three parts, reading from left to right. The first part of the code indicates the game turn of arrival; the second part lists the map of arrival with an upper-case letter; the final part of the code will either give a specific numbered-hex on which the units must enter the map, or it will (in lower-case) label an entire mapedge. For example, “7A3930” means the units arrive on Game Turn 7 on *Map A* at hex-number 3930. The code “10B East” means those units will arrive on Game Turn 10 on *Map B* anywhere along the east edge of that map.

[22.11] When Reinforcements Arrive

If reinforcements are due to arrive on a given game turn, the German player may introduce them onto the map during his Conditional or Response Movement Phases of that game turn. He may delay arrival of reinforcements (see 22.15).

[22.12] Mode of Arriving Reinforcements

Entering reinforcements may be in any mode the owning player desires. Normally, of course, they would be in travel mode, and some kinds of units would have to be in travel mode or they couldn't move onto the map.

[22.13] Movement onto the Map

When the player moves a reinforcement onto the map, he begins paying movement costs when the unit enters the first map edge hex. Note that roads and trails run off the map, and the players can presume they extend indefinitely off the map such that a unit could enter onto the map on a road or trail.

[22.14] When a player brings on a mass of units into the same hex in the same Movement Phase, he must imagine them arriving in successive stacks such that “later” arriving units pay movement costs prior to arriving onto the map. Hex A3930 is an example of that. On Game Turn 22, most of the Flak Brigade is scheduled to enter on that hex. If every unit in that bunch only paid an initial cost upon entering, it would be an anomaly. So the German player should line up those units in a column stretching along the hypothetical road off the map, with all units except

those in the first stack paying movement costs for moving along the road prior to reaching the map.

[22.15] Rather than introduce units onto the map when called for, the German player may assume their presence in an appropriate Off-Map Movement Area. For example, units scheduled to appear in hex A3930 could instead be considered to arrive in Off-Map Area 2N (see 20.0).

[22.16] Units that have their entrance hex blocked may enter on an adjacent unblocked hex. Should the adjacent hexes also be blocked, treat the units as if they were entering from anywhere in the off-map area that abuts their entry hex. The owning player doesn't have to bring them into play immediately.

[22.2] Allied Ground Reinforcements

Allied units displayed in the “X” and “Z” boxes are available on a conditional basis. When the conditions have been met, they may be introduced anywhere along the southern edge of Map D.

[22.21] The Allied player is also governed by the “column” rule outlined in 21.14. If he introduces more than the maximum stacking limit into a single hex in a single Movement Phase, he must assume successive stacks.

[22.22] Practically speaking, the Allied player should introduce those reinforcements over a period of several game turns as his initial on-map forces clear the way. Otherwise they will be nothing but an encumbrance to his play and a target for the German player.

[22.23] Allied reinforcements enter under the same restrictions as 22.16.

[22.3] Allied Airborne Reinforcements

Allied airborne units are introduced into play via the airborne rules (see 14.0).

[22.31] Scenario Reinforcements

The scenario instructions will specify exactly where the Allied player must place his various Pathfinder markers, and will call for specific lettered drop groups to be introduced on specific game turns. Given the mandated placement of the pathfinders, the Allied player will be practically forced to drop those units near their pathfinders (within three hexes, etc.). He may not delay airborne reinforcements in the

scenarios.

[22.32] Campaign Game Reinforcements

In the Campaign Game, the Allied player is free to introduce his airborne units when and where he desires. He's told on the Turn Record Track exactly how many “lift” points he has available each day. Within that restriction, and the effects of weather, etc., he may drop where he wants. He decides where and when to place his pathfinders, and thus decides where his units will drop.

[23.0] OPTIONAL RULES

These following rules are meant as guidelines. None of them are presented as ‘hard and fast.’ They're intended to add realism or explore the “what ifs” of the Market-Garden campaign. Players should use the optional rules at their discretion, modifying them as they like. If you choose to implement one or more of them, interpret them as necessary if contradictions occur with the regular rules.

[23.1] German Ad-Hoc Formations

[23.11] The German player may declare he's creating an independent battalion out of a battalion that has a formal subordination. For example, the II Battalion of the 22nd Infantry Regiment of the 10th SS Panzer Division may be declared an independent battalion. That permits the German player to subordinate the battalion to any German HQ rather than just the 22nd Regiment HQ. The resubordination may only be done in the German Command Phase. **Note:** Several SS battalions are initially deployed on Maps C and D, while the parent formations are deployed on Map A. Application of this rule is one of two ways that problem can be resolved.

[23.12] As an alternative to 23.11: Any unit that begins the game out of command has two options: a) it may remain without an HQ; or b) the unit may attach to any headquarters, but at the penalty of having the effectiveness rating of the unit reduced by two until reunited with its original command. If the unit makes a fire attack with a unit of its “new” command, it's still a multi-formation attack (at a minimum of four effectiveness rating). Players will note this rule is included in the Campaign Game. It's mutually exclusive with 23.11.

Note: Of course, if players wish, they may allow the German player to totally

reorganize the German Army. If they allow the German player to do that, however, it gives that side a more unified command that, aside from being ahistorical, can unbalance the game.

[23.2] Glider Drops

Glider units must be designated to drop only in clear hexes. If by chance glider units drop into any other type of terrain, they're automatically disrupted and each glider unit suffers a loss of one strength point on a die roll (1d6) of four or higher. Players should remember that all units (specifically artillery) that are glider units are affected by this rule, even if the symbol is one of a parachute unit (see 3.41).

[23.21] Glider headquarters landing in anything but clear terrain will be disrupted. If, however, the headquarters moves out of the hex immediately, the other units are not affected.

[23.22] The headquarters of the 501st and 504th Parachute Regiments are exempt from the above provisions, as they were landed by parachute.

[23.3] Airborne Divisional Supply Markers

The supplyheads of the 82nd and 101st Airborne Divisions must be placed in a clear terrain hex, with at least three other clear terrain hexes adjacent. The supplyheads of the British 1st Division and the Polish Brigade may be placed in any clear terrain hex, or any woods hex with a road or trail in it.

[23.4] Independent Drops

The Allied player may designate a serial to drop outside the DZ defined by its Pathfinder marker. If that's done, add six points to the prevailing flight conditions for purposes of resolving the air landing routine. One company of the 82nd Division may make an independent drop within two hexes of Grave on the first landing without that counting as a serial for lift point purposes. (Historically, one company of the 82nd did land just south of the Grave)

[23.5] Allied Ferocity

[23.51] When a company of the Irish Guards first takes a strength point loss, the morale of all units in the Irish Guards is raised to 10 regardless of losses. All units marked "IG" receive this benefit

until the end of the succeeding game turn after the first loss is taken.

[23.52] On the first game turn units of the 82nd Airborne Division make an assault crossing of the Waal (that is, cross the Waal by the aid of bridge engineers), the morale of all units participating in the assault is raised to 10, regardless of losses, for the duration of the game turn. **Historical Aside:** Both of the rules above reflect documented cases where Allied units went berserk, and carried the day because of it.

[23.6] 30 Corps Spearhead (Recommended Use Very High)

[23.61] 30 Corps was operationally restricted to just the area around the main highway (the Club Route), as it advanced north toward Arnhem. The VIII and XII Corps of 2nd British Army were tasked to clear the areas farther out on each side of the road. To duplicate that situation, the ability of Allied players to operate off the highway is restricted by these rules. The lead units (which must be from Guards Armored Division) of 30 Corps aren't allowed to voluntarily move farther than three hexes away from Club Route. If they're retreated far from the route than that, the Allied player must make every effort to get them back where they belong. This restriction applies from the northernmost 30 Corps unit to 12 hexes south along Club Route. From the 13th hex behind the lead 30 Corps unit back another six hexes (for a total of 18 hexes behind the lead unit), 30 Corps may operate within six hexes of Club Route and, after a distance of 24 hexes, the restriction is thereafter maintained at 12 hexes within Club Route. These restrictions are not in effect north of the Nijmegen bridge (hex B3235).

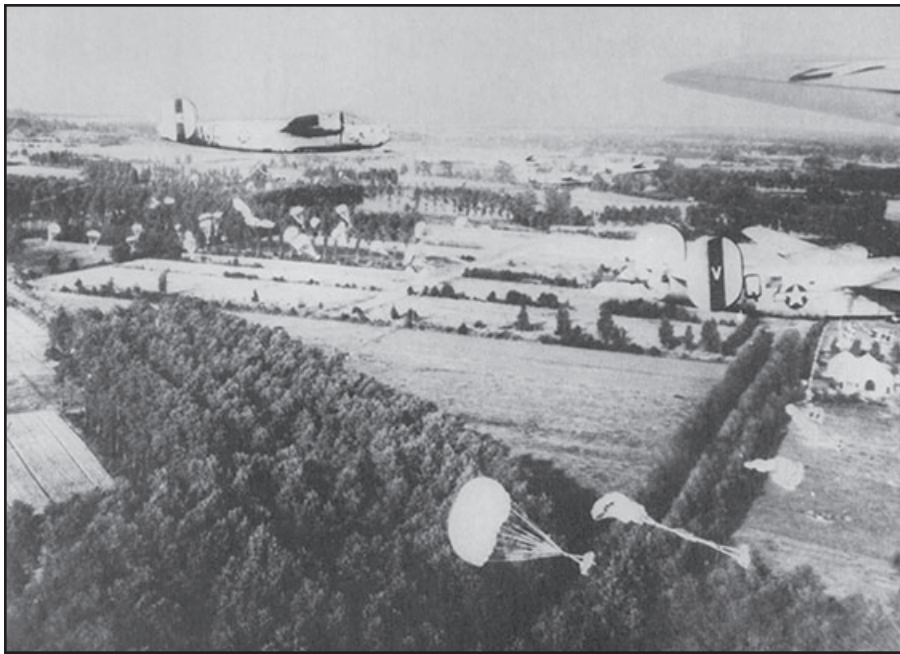
[23.62] Club Route is always the primary road running from hex D0619 to D5515, then to C0815, then all the way north to B1126. From that hex the Allied player may trace the route to B1639 or B2631, and then into Nijmegen and across the Waal using primary roads. Once across the Waal, Club Route has to proceed on a primary road directly to Arnhem and hex A2232.

[23.63] Allied armoured car units may move farther than the limits given above, but they must always end their move within 18 hexes of Club Route. Units of

Household Cavalry may trace supply to any Guards Armored HQ. These units are never considered to be spearhead units of the division. Spearhead units are those that belong to either the 5th or 32nd Brigade of Guards Armored division.

[23.64] Once 30 Corps reaches an airborne formation, it may operate freely within that formation's command radius to support those airborne units. That means they must always remain within two hexes of some airborne unit that's in supply and command. If those operations take a 30 Corps unit more than 12 hexes from Club Route, that unit's HQ must expend an additional CP (beyond the one or two usually expended) to operate. Of course, this only applies if you're using the CP and AmP rules. Note that independent 30 Corps formations attached to airborne divisions in order to support them are also governed by these rules.

[23.65] No unit of 30 Corps may move during the first two Night GTs of Sept 17th/18th. Thereafter a 1d6 is rolled at the beginning of each night GT. If the result is a 1 or a 2, this restriction is not in effect for that GT.



[24.0] INTRODUCTORY SCENARIO: HELL'S HIGHWAY, 22 SEPT.

This Scenario serves to introduce players to the mechanics of the game, and it simulates the strongest German attempt to cut the corridor in the 101st Airborne Division's section. This attempt was launched by components of 107th Panzer Brigade, and units of a German Kampfgruppe drawn from the 59th Infantry Division. The offensive succeeded in cutting the road and delaying the Allies for 24 hours.

[24.1] Scenario Length & Maps Used

The Scenario begins with Phase 1 of the 0901/1201 Game Turn (GT 35) of September 22 and ends with the completion of the 1801/2101 Game Turn (GT 45) of the 23rd. The Scenario is 11 game turns long and takes approximately three hours to play. Only Map "C" is used for this scenario and play is confined to an area described by the 2100 and 4300 hexrows. No units may move outside these boundaries.

[24.2] Initial Deployment

Note: HQ's indicated in boldface.

Allied:

101st Airborne all Group D
1/501 (all); 3/501 (all) within two hexes of 2809.
 2/501 (all); **501/101** within two hexes of

3213.

2/506 5-3 (one only); **506/101** within two hexes of **4418.**

German:

Group S:

2107P/107 (all); 2107/107 (all); 280/107 (all); 107PzB within two hexes of **3231.**

Group Q:

1053/85xx (all); Divisional Assets (all); 85xx within two hexes of **3603,** 1054/85xx (all);

[24.3] Reinforcements

Allied:

GT 36:

2/506 5-3 (x2); 2/506 6-6 (x1) ICG/5 2-5-8 (x4); 3/506(all); hex **2411**

GT 37:

3/327 (all); 81/101xx 2-2-8AT (x2); ICG/5 2-5-8 (x4); hex 2411;

Following enter at one-half MA: 1/327 (all); 2/327 (all); **327/101:** hex **2411**

GT 43:

5CG/32 (all); 1WG/32 (all); 31G/32 (all); **32/GdA:** hex **4519**

German:

GT 36: 1036/59xx (all); II/159/59art; **1036/59:** hex **2801**

GT 37: L/7FJ (all); PzJgr/7FJAT; 7/7FJxx: hex **2633**

[24.4] Rules of Engagement

Allied:

The Allied player has available six full-strength artillery batteries (effectiveness rating 8, strength 4), off the southern

map edge for the duration of the scenario. Those units may only fire on targets spotted by British units. Range for those units is counted from hexrow **2100** (12 hexes).

[24.5] Supply

Players will note that neither the supply source of the 101st Airborne Division or the headquarters of the 5/GA are present for the duration of the Hell's Highway scenario. All units that would normally trace to either of those two for supply purposes now trace to hex **2411** for supply. The HQ and the supply sources are assumed to be along the road. All German units are in full supply for the duration of the scenario.

[24.6] Victory Conditions

[24.6.1] Victory Conditions

The German player wins a decisive victory for achieving all three of the following conditions, a substantive victory for two, and a marginal victory for one.

1. Occupy any hex of Club Route (the primary road between 2110 and 4218) at any time in the game for one complete game turn.
2. Occupy any hex of the road listed in 1 above at the end of the 1201/1501 Game Turn of the 23rd.
3. Cause the Allied player to suffer more than 20 step losses.

The Allied player wins by avoiding all German conditions and eliminating 20 or more German steps.

[25.0] SCENARIOS

There are five scenarios listed in Sections 26.0 through 30.0. There are essentially mini-games permitting the players to isolate the first couple days' operations on individual maps.

[25.1] Scenario Length & Map Used

Each scenario is played on a single map. For example, Scenario 27.0, the *Drop of the 82nd Airborne Division*, is played on Map B; Scenario 28.0 is played on Map A, etc. The length of a scenario is stated in game turns on the Game Turn Record Track. A scenario doesn't necessarily begin with Game Turn 1. For example, the first turn of Scenario 30.0 is Game Turn 2. At least two of the scenarios start in the middle of the game turn sequence. For example, the instructions may state "play begins on Phase 8 of Game Turn x." In other words, the first seven phases

of the first game turn are ignored. Almost all scenarios begin on Phase 8 (the Allied Conditional Movement Phase). The Campaign Game also begins on Phase 8.

[25.2] Initial Deployment

[25.21] German Player

Under the heading **German Deployment**, the German player will find a statement indicating that units of certain formations are deployed on the map. For example, “Units of the 9th SS Panzer Division, formation (a).” He would then refer to the formation display, which lists reinforcements and units initially deployed on the map. Those units are deployed on the map according to the deployment key on the display, which will indicate the exact hex(es) in which units must be placed or the maximum distance in hexes a unit may be placed from that hex. The key will also indicate if units start entrenched or disrupted. All German units are set up in defilade mode.

[25.22] Allied Player

Under the heading “Allied Deployment,” the Allied player will find a statement describing exactly what formations he has available on the first game turn. For example, “Serials 1-10 group D1.” He would refer to his formation displays and locate the specified units. (In the example, they would be several regiments of the 101st Airborne Division boxed in their battalion sized stacks.)

In the case of the scenarios dealing with the Allied airborne, the Allied player will be told to place Pathfinder markers in specific hexes. Then, during his first Conditional Movement Phase, the Allied player uses the air landing routine to enter his airborne units onto the map. Given the mandated deployment of his pathfinders, he will be forced to drop the bulk of his serials within the DZ delineated by the pathfinders.

[25.23] Weather and Lift Points

In the scenarios, no mention is made of weather or lift points. For the scenarios we define the weather as “0” during the first and second days, and the Allied player is assumed to have sufficient lift points to introduce his initial airborne units and any subsequent reinforcements.

[25.24] German Flak

In the non-campaign scenarios the player should ignore German flak units when calculating the air landing routine.

In other words, flak has no effect on flight conditions.

[25.3] Reinforcements

Under the heading “Reinforcements,” each player will find a listing of game turns and formations. When play progresses to a listed game turn, the player will refer to the formation display(s) specified, locating the appropriately coded reinforcements (see 22.0).

Note. The game turn listed is according to the Game Turn Record Track. The reinforcement listing is merely a recap of the Game Turn Record Track as a reminder to the players. The German player will obviously only use reinforcements detailed to arrive on the map in use. Allied airborne reinforcements would arrive via the air landing routine.

[25.4] Restrictions & Special Rules

The most common restriction is one requiring the Allied player to locate his regimental headquarters in specific hexes by a specific time. That’s the one specific my method of imposing a broad historical course of action on the Allied player. Given the benefit of hindsight, perfect reconnaissance and a free hand, the Allied player would mop up the Germans in the 82nd and 101st scenarios. Thus the restriction.

In some cases the scenario calls for either player to exit units from the map. Scenario 28.0 is a case in point, with the German player required to exit the reconnaissance battalion of the 9th SS Panzer Division on the same turn it arrives as reinforcement. That again is a historical event (the battalion shows up as German reinforcements in the 82nd Airborne Scenario). It may come to pass a player finds it physically impossible to obey the letter of a restriction (for example, a headquarters may be scattered on drop), in which case he must adhere as closely as possible to the spirit of the restriction.

[25.41] CP and AmP Levels

If players are using the optional CP and AmP rules, the following rules are in place for all scenarios.

- Neither side needs or uses rules 11.6 or 11.7 on 17 September. Instead, all German units that started a scenario on the map may not enter concentrated mode and must roll a 1d6 to determine their movement allow-

ances (unit by unit) until Game Turn 3. On Game Turn 3, those units roll a 2d6 to determine their MA. German units entering as reinforcements may operate normally with no restrictions. Starting with the 0601 Game Turn on 18 September, the CP and AmP rules are used.

- The Allied player uses the procedures outlined in 11.6 and 11.7 to determine and set his CP and AmP delivery levels and govern the speed of 30 Corps units on Club Route.
- All German HQ have a low delivery level for both CP and AmP on 18 September, except the German player may choose any one division to have a normal delivery rate for that day. It must be a division operating on either Map A or B. On 19 September, both the 9th and 10th SS Panzer Divisions have their delivery levels of CP raised to normal (if not already at normal for one of them), and the division that Flak Brigade Swoboda is attached to has its CP and AmP levels raised to intense.
- Starting on 0601 on 20 September, the German player may choose any two divisions and raise their delivery levels to normal for CP and AmP. The German player may transfer those delivery rates to different divisions each day. If the weather condition is P, the German player may choose one additional division to bump up to normal, but only while the weather is P. The division must be located on the map where the weather is P.
- On the 0601 on the 22 September Game Turn, the German player may raise the delivery level of one more division to normal. That’s the last increase in delivery levels that will occur in the game.

[25.42] First Day German Movement Restrictions

If players aren’t using rule 25.41 above, they must still apply the following. All German units that started a scenario on the map may not enter concentrated mode and must roll a 1d6 to determine their movement allowances (unit by unit) until Game Turn 3. On Game Turn 3, those units roll a 2d6 to determine their MA. German units entering as reinforcements may operate normally with no restrictions.

[25.5] Victory Conditions

Determining victory in the scenarios and the Campaign Game is based on either victory point awards or victory objectives, which a player will usually obtain for satisfying a given condition by or at the end of a scenario. There's only one type of victory condition: historical.

Historical victory conditions usually represent an approximation of the Allied objectives in game terms. Unfortunately for the Allied player, they tend to give the German player a better than even chance of winning. Players interested in competitive play should shift all levels of victory one if favor of the Allies.

[25.6] Free Setup & Alternate Drop Zones (Optional)

Players may choose to allow the Allied player to designate DZ and supply DZ in locations different from those historically chosen. If that's done, all other normal rules for airdrop must be followed. The Allied player may alter the allocation of lift points between the various Airborne divisions, but he may not use more than the historical number of points that were available on any given day. If this option is chosen, the German set up can go two ways. First, players may choose to go with the same set up (historical) that already exists. That will grossly imbalance the game in favor of the Allies. If you want to have some real excitement, you should use the second option: German random alternate set up.

[25.61] German Random Alternate Set Up

This set up assumes the Germans might have bivouacked their units in the rear areas differently, while still having no knowledge of the impending airdrop. After the Allied player has designated his new DZ, the German player consults the random set up tables (rolling a die for each formation), and sets up according to the results on the table. Play proceeds normally after that's done.

The philosophy behind this option is the Allied player should have no idea exactly where the German units will be, and the German commanders would not have set up to optimally fight off an airdrop. They would have positioned troops according to rear area refit needs, etc.

[25.62] German Random Set Up Table

When using the random set up, if a stack's roll would place it in a hex already containing units from another random deployment, reroll on the Random Deployment Chart until a vacant hex results. The parenthesized values represent distance in hexes the unit may be from the hex listed on the chart. The German player decides the exact hex before he sees the Allied DZ.

[26.0] DROP OF THE 101ST AIRBORNE DIVISION SEPT. 17-18, 1944

This Scenario simulates the drop and pre-linkup action by the 101st Airborne along their assigned stretch of highway. The 101st was not particularly hard-pressed until 18 September, when the "missing" 59th Division of the *Wehrmacht* suddenly began a concerted push toward the all important road from the vicinity of Best.

[26.1] Scenario Length & Maps Used

The Scenario begins with Phase 8 of the 1201/1501 Game Turn of September 17 (Game Turn 1), and ends with the completion of the 1801 Game Turn of 18 September (Game Turn 10). The scenario is 10 game turns long, and takes approximately three hours to play. Only Map C is used for this scenario. Some units are required to exit the southern map edge, and they may not return to play.

[26.2] Initial Deployment

German:

All German units on Map C of Southern Sector Group U (mostly Division Gotsche)

Allied:

Pathfinders Hex Number

506 **C1011**

502 **C1310**

501 **C2611**

327 **C1111**

Supplyhead 101 **C1211**

In England (available to drop on Allied Movement Phase, 101st Airborne Division Serials 1-10, group D1).

[26.3] Reinforcements

German:

Game Turns Formation Display

2,3,5,9,11 **S-P**

5 **S-R**

Allies:

Game Turns Formation Display

12 **Serials 11-13, group D2, 101st Airborne**

[26.4] Rules of Management

1. All Allied Reinforcements arrive via Air-landing procedure.
2. German units may enter any west map-edge hex south of the **4000** hexrow. (I.e., any hex ending in 01 south of hex **4001**).
3. All Delivery Levels for German HQs are at Low.

[26.5] Restrictions

[26.51] Allied regimental headquarters must be located on the following hexes at beginning of Game Turn 3.

Regt. HQ Hex

506/101 **C0815**

502/101 **C1114**

501/101 **C3213**

The headquarters of the 501st and 502nd Regiments may not move from those hexes. Of course, if the headquarters in question don't land, the Allied player doesn't have to put the units on the assigned hexes.

[26.52] By the conclusion of Game Turn 6, all units of the 506th Regiment must have exited from Map C at hex 0117. They may not return to play. (They appear in scenario 30.0 as reinforcements at this time.)

[26.6] Victory Conditions

[26.61] Historical Victory Conditions

At the conclusion of play, the German player is awarded 1 victory point for achieving each of the following three conditions.

1. Destroy 12 or more Allied strength points.
2. Occupy the hexes at both ends of any canal/river bridge on the road between hex **C0117** and hex **C6122**.
3. If a German artillery unit is capable of firing without doubling its range (remember the road must be observed for the German artillery unit to be capable of fire on the road) on any hex of the aforementioned road or any Allied pathfinder.

No victory points equals an Allied victory; one victory point equals a German marginal victory; two victory points equals a German substantive victory, and all three victory points equals a German decisive victory.

**[27.0] DROP OF THE 82ND
AIRBORNE DIVISION SEPT.
17-18, 1944**

This Scenario simulates the drop and pre-linkup activities of the 82nd Airborne around the city of *Nijmegen* and the Maas Waal Canal. The 82nd has as its responsibility the capture and occupation of the canal and river bridges to provide 30 Corps with free movement through the area. The capture of all of those objectives was achieved except one: the all important bridge across the Waal at *Nijmegen*.

**[27.1] Scenario Length & Maps
Used**

The scenario begins with Phase 8 of the 1201 Turn of 17 September (Game Turn 1), and ends with the completion of the 1801 turn of 18 September (Game Turn 10). The scenario is 10 game turns long and takes approximately three hours to play. Only *Map B* is used for this scenario. Allied units may not exit the map. Every unit of the 504th Airborne Regiment and all German units are out of supply as the scenario begins.

[27.2] Initial Deployment

German:

406th Landeschutzen Division and various independent units (see display n)
C-F, and C-J

Allied.

Pathfinders Hex Number

504 **B1331**; one Co may land in **B0924**.

508 **B2448**

505 **B2048**

Supplyhead 82 **B2348**

In England, (available to drop on Allied Movement Phase) **Serials 17-18, Group E1**.

[27.3] Reinforcements

German:

Game Turn Formation

3, 5, 6, 10 C-F,

3, 4, 8 C-K

8 C-H

The Reconnaissance Battalion (Grabner) of the 9th SS Panzer Division (N-B), which is scheduled to enter Map A on Game Turn 2 at hex A3930, has crossed Map A and now enters **Map B** at hex B3830 on Turn 3.

Allied:

Game Turn Formation

GT 8: **Serials 29-32, Group E2**

[27.4] Rules of Management

1. All Allied reinforcements arrive via air landing procedure.
2. All German delivery levels are low.

[27.5] Restrictions

[27.51] At the conclusion of Game Turn 2, Allied regimental headquarters must occupy the following hexes and remain there for the balance of the scenario:

Regt. HQ Hex

504/82 **B1132**

505/82 **B2046**

508/82 **B3042**

[27.52] At the conclusion of the scenario, all Allied units that aren't in supply are considered destroyed for purposes of assessing German victory points.

[27.6] Victory Conditions

[27.61] Historical Victory Conditions

At the conclusion of the scenario, the German player is awarded a victory point for achieving each of the following three conditions.

1. There's no Allied unit on or adjacent to hex B3336.
2. Destroy 10 or more Allied strength points.
3. Some German units (undisrupted) within two hexes of an Allied pathfinder.

The Allied player receives one victory point if he can trace a series of connected road hexes from hex B0122 to any hex of *Nijmegen* that's free of German units and their zones of control. Subtract the Allied victory point (if earned) from the German points.

Differential Victory Level

- 3 Decisive German
- 2 Substantive German
- 1 Marginal German
- 0 Draw
- 1 Allied victory

[28.0] DROP OF THE BRITISH 1ST AIRBORNE DIVISION SEPT. 17-18, 1944

This scenario depicts the activity of the British 1st Division on the first two days of the operation. The British 1st was assigned the Arnhem highway bridge as its main objective and, when communications failed while the troops of the 1st Parachute Brigade began their march toward the bridge, disaster began. German AFV appeared and, when the sun set, only a part of 1st Parachute Brigade occupied the north end of the bridge, and the following day's operations failed to reinforce that bridgehead.

**[28.1] Scenario Length & Maps
Used**

The scenario begins with Phase 8 of the 1201 turn of 17 September, and ends with the completion of the 1801 Game Turn of 18 September. The scenario is 10 game turns long and takes approximately 3.5 hours to play. Only Map A is used for this scenario, and there are German units that are required to exit the southern map edge; they may not return to play.

[28.2] Initial Deployments

German:

Units from formations on the Northern Display A, B, C, and D.

Allied:

Pathfinders Hex Number

1/1 **A1814**

4/1 **A2510**

1A1/1 **A2416**

Supplyhead 1 **A2420**

In England, (available to drop on Allied Movement Phase) **Serials 36-46, group A1**

[28.3] Reinforcements

German:

Game Turn Formation

4A, 6A, 7A, 8A

2B, 3B, 4B, 5B

4C, 5C, 6C, 7C, 8C, 10C

4D, 5D, 8D

7E, 8E

Allied:

Game Turn Hex Number

12 **Serials 47-54, Group A2**

[28.4] Rules of Management

1. All Allied reinforcements arrive via air landing procedure.

2. If using CP and AmP rules, see 25.41 and apply to them to this scenario.

[28.5] Restrictions

[28.51] Allied units may not cross a ferry hexside. In other words, they can only cross the *Neder Rijn* at a bridge.

[28.52] The German units that enter on Game Turn 2 (the Reconnaissance Battalion of the 9th SS Panzer Division) exist only to cross the map and exit on the south edge at hex A0130 by the end of Game Turn 3. The German player may not use them for any other purpose.

Note: For 28.42, et al., where players are required to exit or seize an objective in the special rules, and have no penalties attached for failure in the victory conditions, the players are advised to keep to the spirit of the special rule(s). For example, if enemy action prevents the Reconnaissance Battalion of the 9th SS Panzer Division from exiting the map, the German player may engage in combat against those units preventing the battalion from reaching the edge of the map. I feel that no special rule need be formulated for such situations, because most players can figure out a solution using common sense. As an option, players may allow the German player to do as he wills with the Reconnaissance Battalion, but they will find that seriously imbalances the scenario.

[28.6] Victory Conditions

[28.61] Historical Victory Conditions

The German player is awarded a victory point for achieving each of the following conditions at the end of the scenario.

1. Destroy 14 or more Allied strength points.
2. Contain all Allied units in the northeast quadrant of the map, keeping them west of hex row xx26 inclusive and north of the *Neder Rijn*.
3. Have some German unit that can observe any Allied Pathfinder marker. The Allied player receives one victory point if he has at least one unit in *all* of the following hexes: **A1927**, **A2232** and **A2728**. Subtract the Allied victory point from the German victory points. Three = German decisive victory; two = German substantive victory, one = German marginal victory; zero = draw, minus-one = Allied victory.

[29.0] DESTRUCTION OF THE BRITISH 1ST AIRBORNE, SEPT. 19-21, 1944

This scenario extends the drop of the British 1st Scenario (28.0) to the point where reinforcement and resupply were no longer possible. After the disastrous actions of 17-18 September, the British position continued to deteriorate, and by the 21st, the day the *Nijmegen* bridge was finally forced, the British 1st was confined to a tiny perimeter centered on Oosterbeek.

[29.1] Scenario Length & Maps Used

The scenario is an extension of the *Drop of the British 1st Scenario*, and thus begins with Phase 8 of Game Turn 1 and ends with the completion of Game Turn 30. The Scenario is 30 game turns long and takes approximately 20 hours to play. Only Map A is used for this scenario. There are German requirements regarding exiting the southern map edge; certain units may return to play.

[29.2] Initial Deployment

Same as 28.2

[29.3] Reinforcements

Same as 28.3, plus:

German:

Game Turn Formation

14A, 18A, 19A, 28A, 29A, 30A

11C, 12C, 26C

15E,

12D, 18D, 22D, 25D, 26D, 27D, 29D

Allied:

Game Turn Formation

29 **Serials 55-58, Group C**

(Pathfinder Pol X may be placed anywhere.)

[29.4] Restrictions

Same as 28.4

[29.5] Victory Conditions

[29.51] Historical Victory Conditions

The German player receives one victory point for each of the following.

1. Destroy 45 or more Allied strength points.
2. Place all Allied units out of supply (that is, cut them off from hex A2419, which contains the 1st Division supply head).
3. Eliminate all Allied units north of

the *Neder Rijn*. The Allied player is awarded two victory points if he occupies both ends of an intact bridge across the *Neder Rijn*, or both ends of a ferry crossing, and there are no German units north of the river within five hexes of the northern terminus. Subtract the Allied points from the German points.

Differential Victory Level

- 3 Decisive German
- 2 Substantive German
- 1 Marginal German
- 0 Marginal Allied
- 1 Substantive Allied
- 2 Decisive Allied

[30.0] THE BREAKOUT OF 30 CORPS

This scenario simulates the attempt of 30 Corps to smash through German resistance on the front line around the Meuse Escaut Canal and drive up the road, thus linking with the units of the 101st Airborne Division. German resistance proved much heavier than expected, with both the number and caliber of German troops exceeding intelligence estimates. Among the real surprises was the presence of SS troops who were thought to be nowhere in the area.

[30.1] Scenario Length & Maps Used

The scenario begins with Phase 8 of 1501 Game Turn of the 17 September (Game Turn 2), and ends with the completion of the 1801 Game Turn of the 18 September (Game Turn 15). The scenario is nine game turns long and takes approximately three hours to play. Only *Map D* is used for this scenario. Both players may receive points for exiting the map.

[30.2] Initial Deployment

German:

S-U

S-O

Allied:

Group **Y** (units of the Guards Armored, etc.) deployed anywhere south of the initial front line printed on the map.

[30.3] Reinforcements

German:

Game Turn Formation

C-3M

Allied:

Game Turn Formation 6 **506th Regiment**

of the 101st Airborne Division enters on Hex D6117

These were required to exit Map C in scenario 26.0

[30.4] Restrictions & Special Rules

[30.41] German units may not move south of the initial front line. All bridges over the canal are considered destroyed except those within British lines.

[30.42] All Allied units moving along Club Route must begin the game in travel mode. No Allied unit may voluntarily leave travel mode until Game Turn 3. That includes the advance units of the Irish Guards (who should be leading the attack).

[30.43] The British player may make unobserved IF attacks as normal. That's in lieu of the original opening barrage mechanic in previous editions of this game.

[30.44] All units normally attached to the II SS Panzer Regiment may become part of the KGW headquarters supply net, or they may trace to the north edge of the map for supply as if their headquarters were one hex off the map. The units are treated as individual independent units if the second option is taken. Players should note the second option will drastically reduce the effectiveness of the II SS Panzer Regiment.

[30.45] Players should use rule 23.6.

[30.46] The 30 Corps player may not attack units further than six hexes away from the Club Route. Additionally, German units that start on the map and six or more hexes away from Club Route may not fire on Club Route and exist only to be exited off the map edges by the end of the 18th of September.

[30.5] Victory Conditions

[30.51] Historical Victory Conditions

The German player is awarded one victory point for achieving each of the following conditions by the end of the scenario.

1. Destroy 30 or more Allied strength points.
2. Exit units totaling 24 or more German strength points off either the west or east edge of *Map D* above the 21xx hex row.
3. Prevent any unit of the Guards Armored Division from exiting off the north edge of *Map D*. Two points equals a German victory.

The Allied player is awarded a victory, regardless of German victory points, if he exits "intact" units of the Guards Armored off the north edge of the map whose total strength equals or exceeds 30. An intact unit is one that hasn't taken any strength point losses.

[31.0] THE CAMPAIGN GAME

While the scenarios are fun to play, *Highway to the Reich* is best appreciated in its entirety as a Campaign Game. The objective of *Operation Market-Garden* was to gain a viable bridgehead across the Rhine (*Neder Rijn*), so Montgomery's army group could blitz the North German Plain in subsequent operations and thereby end the war before winter.

It was a daring concept that almost succeeded. If the operation hadn't been attempted in Holland, the airborne troops would've probably been used elsewhere, but not necessarily in one large drop, as with Operation Market. Hindsight has shown the plan had deficiencies, mainly in that the 1st Airborne was dropped "a bridge too far." Then again, the Allied high command didn't have the benefit of this game in making their preparations.

[31.1] Preparation

The four maps should be laid out according to the diagram in 3.8. Both players should set up their Formation Displays. The Game Turn Marker should be set on Game Turn 1. The time is 1201 hours, 17 September 1944.

[31.11] Initial German Deployment

The German player should examine all the German Formation Displays, locate all units to be deployed, and place the units where called for. Some units will be disrupted or entrenched (see key); the remainder may be placed on the map in concentrated mode or, if the unit doesn't possess that mode, defilade.

[31.12] Initial Allied Deployment

The Allied player places the lead elements of the 30 Corps (Group y) on *Map D* anywhere south of the initial front line. All those units must be in travel mode. Allied airborne units are located in "England" on the Formation Display, boxed in serials. All of those units are considered available to the Allied player. Checking the Game Turn Record Track, the Allied player will find his lift point allowance is 32 on the first day. When play begins, the Allied player may introduce 32 serials

into play during 17 September.

[31.13] Special Flak Suppression

Prior to the actual drops on 17 September, the Allies devoted hundreds of aircraft sorties in an attempt to suppress known German flak emplacements near the transport flight routes. Those missions had a large degree of success. To simulate that effort, the Allied player will roll a die over each German Flak unit on the map (regardless of terrain, entrenchments and stacks, etc.) prior to play beginning, with a roll of one through five indicating the flak unit is disrupted. The German player may not roll to remove disruption from those units until Game Turn 2.

[31.15] Allied Objective Hexes

There really is only one objective hex, and that's the bridge over the Rhine at Arnhem. Get 30 Corps over the bridge and you win; it's that simple. All other objectives were subordinate to that one goal.

[31.16] Multi-player Schedule

No. of players	Forces Controlled
2	1. Allied 2. German
3	1. Allied Airborne 2. Allied Ground 3. German
4	1. Allied Airborne 2. Allied Ground 3. German West Forces 4. German East Forces

As further commanders are added, we suggest discrete Allied divisions be given separate commanders, first the airborne divisions, then the ground divisions.

[31.17] Release of Off-Map Allied Units

Allied ground units begin the game off-map may start entering play according to the conditions listed below. All units enter from the south edge of map D using roads.

- The Allied 43rd Division and the engineer units of 30 Corps are available the turn after any 30 Corps ground unit is adjacent to the Maas River in supply.
- The Allied 50th Division (aside from the 231st Brigade which is already in play) becomes available one turn after a 30 Corps ground unit has crossed the Neder Rijn River using a road and is in supply.
- The 8th Armored Brigade is available the turn after any 30 Corps ground

unit has moved to within four hexes of B2935.

- The seaborne element of 52nd Lowland Division is available the turn after any other element of 52nd Lowland Division enters play anywhere on the game map.
- The 52nd Lowland Division is normally available two turns after any Allied unit has entered a hex of Deelen Airfield (A3724) in supply, and a 30 Corps ground unit has crossed the Neder Rijn.

[31.2] Special Rules & Restrictions

[31.21] The following special and optional rules are included in the play of the Campaign Game: 23.11, 30.41, 30.42, 30.44., and 30.46

[31.22] The Allied airborne supplyheads may be placed at any time during the game using the procedure outlined for pathfinders in 14.31.

[31.23] No airborne unit may voluntarily move more than 12 hexes from a DZ or a hex containing a bridge over which the Club Route will pass. **Exception:** airborne units may move beyond that distance if they remain within four hexes of a Club Route hex at all times. Additionally, an airborne divisional HQ may never be moved farther than 12 hexes from its supply DZ hex.

[31.3] Early Reinforcement Trigger

There are three divisional formations on the Central German Organization Chart, they are the 84, 180 and 190 Infantry Divisions. When playing the Campaign Game, certain British actions may trigger the early release of any one or all of these formations. If any Allied 30 Corps ground unit moves farther than 12 hexes from the Club Route, and that condition persists for more than one turn, the German player checks to see if an early release has been triggered. First check for the 84th Division, then the 180th, and finally the 190th. On a roll (1d6) of three or less, the 84th Division arrives within four game turns. Thereafter, if the condition persists, or is triggered again, the 180th is triggered on a roll of one or two. Finally, under the same conditions, the 190th Division is triggered on a roll of one. The divisions enter where they would ordinarily.

[31.4] Victory Point Schedule

The only victory points awarded are for killing enemy strength points. The other major criteria is how far north the Allied player can get 30 Corps while keeping it in supply. To that end, here is how VP are awarded.

[31.41] VPs for Killing Units

Each side receives one VP for completely eliminating a leg unit that doesn't belong to an Allied airborne formation. Two VP are awarded for every engineer, airborne, AFV or artillery unit eliminated. Three VP are awarded for every HQ or German Tiger VIb unit eliminated. Add one VP to each unit eliminated if it couldn't trace a valid supply path at the time of its elimination.

[31.42] VP for Geographic Objectives

For each bridge along Club Route controlled by a player, 50 VP are awarded if the bridge crosses a major river, or 25 VP if it crosses a canal. That's for each such bridge. A player must control both ends of the bridge, and no enemy unit may be within three hexes of it. The Arnhem bridge is worth 75 VP.

[31.43] Totaling VP

At the conclusion of the last turn of the Campaign Game, each side totals up the number of VP it's accumulated. Each side's total is compared to that of the other, and is stated as a ratio of German VP to Allied VP. Victory levels are determined as listed below. Note the Allied player may never win a decisive victory if he has no 30 Corps units across the Neder Rijn (in supply) by the end of the game.

[31.5] Victory Levels

Victory is determined by comparing the total victory points awarded to each player, stating the comparison as a ratio (German player to Allied player), and evaluating that ratio in comparison to the schedule below:

<i>Victory Point Ratio</i>	<i>Level of Victory</i>
3.0 or more to 1	German Decisive
2.5 to 2.99 to 1	German Substantive
2.01 to 2.49 to 1	German Marginal
2.0 to 1	Draw
1.5 to 1.99 to 1	Allied Marginal
1.01 to 1.49 to 1	Allied Substantive
1.0 to 2.0	Allied Decisive

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ALLIED LOGISTICS TABLES

ALLIED AIRBORNE LOGISTIC TABLE



Command Points

Ammo Points

Die Roll (2d6)	10%	30%	50%	70%	90%	10%	30%	50%	70%	90%
2-5	2	4	5	7	9	2	3	4	6	7
6-8	3	5	7	9	10	3	4	5	7	8
9-10	4	6	8	10	11	3	4	6	8	10
11	5	7	9	11	12	4	5	7	9	11
12	6	8	10	12	13	4	6	7	10	12

- A Divisional Formation must always expend a minimum of one Ammo Point per GT and one CP per Regiment/Brigade/KG, whether it is organic or attached.
- Each German Flak Unit that can fire on the Supply DZ reduces CPs or AmPs received by one for each step loss inflicted by Fire Combat. Each CP and AmP step is treated like a concentrated conventional target and may be fired upon by Flak units within their range x 2 and other units that are adjacent to where the CPs and AmPs are landing.

ALLIED CLUB ROUTE LOGISTIC TABLE

Die Roll (2d6)	Movement Allowance				Command Points				Ammo Points			
	12.5%	25%	50%	75%	12.5%	25%	50%	75%	12.5%	25%	50%	75%
2-3	1	2	4	6	8	12	14	16	10	14	16	24
4-5	2	3	5	7	10	14	16	18	14	18	20	28
6-8	3	4	6	8	12	18	20	22	16	20	24	32
9-10	4	6	8	9	14	20	22	24	18	22	28	36
11	5	7	9	10	16	22	24	26	20	24	32	40
12	6	8	10	11	18	24	26	28	22	26	34	42

- A Divisional Formation must always expend a minimum of one Ammo Point per GT and one CP per Regiment/Brigade/KG, whether it is organic or attached.
- Each German Unit that can fire on a Club Route hex reduces CPs or AmPs received by one for each step loss inflicted by Fire Combat.
- If one of the three categories is voluntarily left at 0, then a drm of plus two is available to apply to the other two categories. This drm can be taken entirely for one category, or a plus one can be given to each of the other two.



GERMAN RANDOM DEPLOYMENT TABLE



Northern Sector

9SS Pz Division

KG Harder	Die Roll	KG Allow-(9Pzj)	Die Roll	KG Spin(-Gropp)	Die Roll	9SS R Grabner	Die Roll	9SS M HQ+Harzer	Die Roll
A2535(2)	2-3	A3037(1)	2-3	A2428(1)	2-3	A2025	2-3	A2532	2-3
A2224(2)	4-5	A2124(1)	4-5	A3531(1)	4-5	A2923	4-5	A3245	4-5
A3031(2)	6-7	A2217(1)	6-7	Arrive Turn 1	6-7	Arrive Turn 1	6-7	A2939	6-7
A2528(1)	8-9	Arrive Turn 2	8-9	A2939(1)	8-9	Arrive Turn 2	8-9	Arrive Turn 5	8-9
A2419(1)	10	Arrive Turn 4	10	A1953(1)	10	A3224	10	Arrive Turn 4	10
A2236(1)	11	Arrive Turn 3	11	A1437(1)	11	A0729	11	Arrive Turn 3	11
A2938(1)	12	A2731(1)	12	A2723(1)	12	A1830	12	A2140	12

9SS F HQ+88Flak	Die Roll	9SS Engineers	Die Roll	9SS Gropp (Spin)	Die Roll	9SS PzJ (Allow)	Die Roll	9SS Art (Spin)	Die Roll
A2335	2-3	A3125	2-3	A3824(1)	2-3	A2223	2-3	A2837(1)	2-3
A2934	4-5	Arrive Turn 2	4-5	A2236(1)	4-5	A2224	4-5	A2933(1)	4-5
A2432	6-7	A2532	6-7	Arrive Turn 5	6-7	A3224	6-7	A3345(1)	6-7
Arrive Turn 3	8-9	Arrive Turn 4	8-9	A2938(2)	8-9	Arrive Turn 4	8-9	Arrive Turn 3	8-9
A3244	10	A2635	10	Arrive Turn 4	10	A2437	10	A2239(1)	10
Arrive Turn 2	11	A2331	11	A2232(2)	11	A2033	11	A3531(1)	11
A2528	12	A3444	12	A2032(1)	12	A2528	12	A2731(1)	12

Division Tettau

KG Krafft	Die Roll	KG Lippert-3SS	Die Roll	KG Lippert-HQ	Die Roll	KG Lippert-184	Die Roll	KG Lippert-Ebrw	Die Roll
A2224(1)	2-3	A1705(1)	2-3	A2502(1)	2-3	A2217(1)	2-3	A2602(2)	2-3
A2310(3)	4-5	A2211(1)	4-5	A1312(1)	4-5	A1413(1)	4-5	A0906(1)	4-5
No Change	6-7	A2502(2)	6-7	Arrive Turn 1	6-7	A1613	6-7	Arrive Turn 5	6-7
A2316(2)	8-9	A1615(1)	8-9	Arrive Turn 2	8-9	A1006(1)	8-9	Arrive Turn 6	8-9
A3124(2)	10	A3125(1)	10	A1605(1)	10	A1520(1)	10	A2204(1)	10
A1412(1)	11	A2217(1)	11	A1007(1)	11	A2414(1)	11	Arrive Turn 3	11
A1615(1)	12	A1722(1)	12	A2502(1)	12	A2025(1)	12	A1615(2)	12

KG Lippert-Schultz	Die Roll	2./6/14	Die Roll	Sts10	Die Roll	4SS	Die Roll	3Flgr	Die Roll
A2126(1)	2-3	A1722	2-3	A1437(1)	2-3	A1605(1)	2-3	Arrive Turn 8	2-3
A1615	4-5	A2528	4-5	A0729(1)	4-5	Arrive Turn 2	4-5	A2403(1)	4-5
Arrive Turn 4	6-7	A0514	6-7	Arrive Turn 1	6-7	A0912(2)	6-7	Arrive Turn 4	6-7
Arrive Turn 3	8-9	A0411	8-9	A0232(1)	8-9	Arrive Turn 3	8-9	Arrive Turn 3	8-9
Arrive Turn 2	10	A1523	10	A1216(1)	10	Arrive Turn 1	10	Arrive Turn 1	10
A1904(1)	11	A0822(1)	11	A1830(1)	11	A1730(1)	11	Arrive Turn 2	11
A3125(1)	12	A3924(1)	12	A2132(1)	12	A0729(1)	12	A1007(1)	12

406th Division

Central Sector

KG Grschk HQ/Flk	Die Roll	KG Grschk Fort15	Die Roll	KG Grschk Fort16	Die Roll	KG Grschk Fort17	Die Roll	vFuerst (2-5-7)	Die Roll
C2848	2-3	C1752	2-3	C1752	2-3	C2148	2-3	C2046	2-3
C3148	4-5	C1448	4-5	Arrive Turn 2	4-5	Arrive Turn 2	4-5	C0451	4-5
C1451	6-7	C3148	6-7	C3453	6-7	Arrive Turn 3	6-7	C0948	6-7
Arrive Turn 1	8-9	Arrive Turn 3	8-9	Arrive Turn 5	8-9	Arrive Turn 5	8-9	C2252	8-9
Arrive Turn 2	10	C3453	10	C3148	10	C1448	10	Arrives Turn 2	10
C2153	11	Arrive Turn 4	11	Arrive Turn 4	11	C1547	11	C1247	11
C2046	12	Arrive Turn 1	12	Arrive Turn 1	12	Arrive Turn 1	12	C2749	12

KG Tilt	Die Roll	KGHenke 4.,5./6/14	Die Roll	KGHenke 6Ers	Die Roll	KGHenke Runge	Die Roll	KGHenke 21Lr/HG	Die Roll
C2144	2-3	C2531	2-3	C3033	2-3	C2232	2-3	C2535	2-3
Arrive Turn 1	4-5	C3233	4-5	C1922	4-5	C2829	4-5	C2739	4-5
Arrive Turn 2	6-7	C2932	6-7	C2935	6-7	C1825	6-7	C3137	6-7
Arrive Turn 3	8-9	C2728	8-9	C3234	8-9	C3229	8-9	C3141	8-9
C0823	10	C3038	10	C2732	10	C2535	10	No Change	10
C1343	11	C3124	11	C3236	11	C0843	11	C2842	11
C1132	12	C1323	12	C0526	12	C1126	12	C2938	12

Division Group Gothsche

Southern Sector

KG Rink	Die Roll	21FJ 2x(3-4-7)	Die Roll	HG/A&E MkIV	Die Roll	Gothsche MkIV	Die Roll	93 Flgr Co	Die Roll
C0909	2-3	C2632	2-3	C1611	2-3	C0814	2-3	C1408	2-3
D5416	4-5	Arrive Turn 3	4-5	C3117	4-5	C0403	4-5	C1114	4-5
D5722	6-7	Arrive Turn 5	6-7	C1723	6-7	C1909	6-7	C1611	6-7
Arrive Turn 1	8-9	C0734	8-9	C0816	8-9	C1312	8-9	C1104	8-9
D5910	10	C1723	10	C1114	10	C1611	10	C3506	10
C0306	11	C0724	11	C2311	11	C0911	11	C0917	11
C0403	12	C2418	12	C4012	12	C1709	12	C2311	12