RULES OF PLAY

Version 2.0 With Errata Corrections
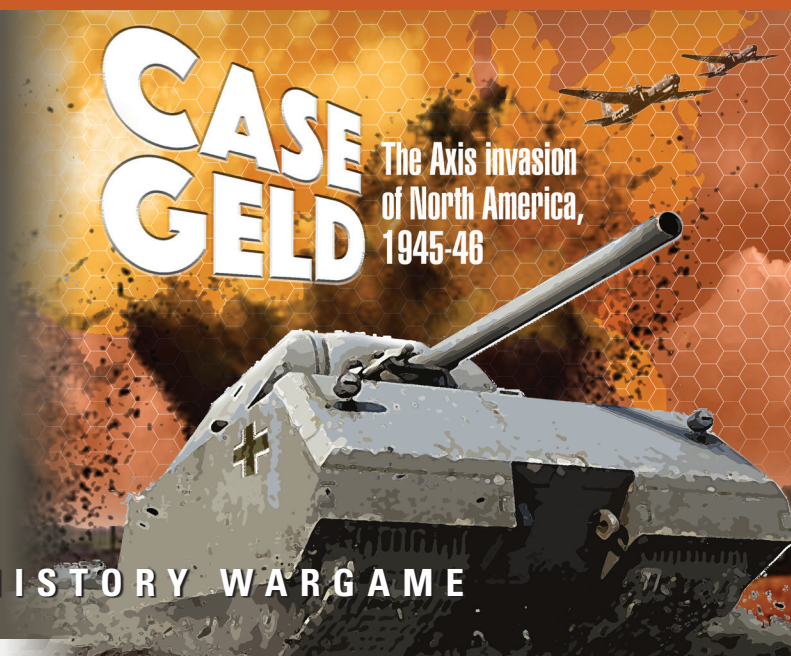
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CASE GELD

The Axis invasion of North America, 1945-46

AN ALTERNATIVE HISTORY WARGAME

1.0 INTRODUCTION

1.1 Case Geld (CG) is an alternative history wargame intended to investigate the strategic parameters that would have been in place in mid-1945 if, starting in late-May 1940, all contingency factors (luck and decision-making) had gone optimally for the Axis and badly for the Allies.

1.2 Scales. Each hexagon on the map represents 50 miles (81 kilometers) from side to opposite side. The US units of maneuver are corps, while those for the two Axis powers are armies. Air power is represented abstractly, with counters and rules showing the effects of the efforts of the US Army Air Force to overturn overall Axis air superiority. Each full game turn represents one to two months of 'real time.'

1.3 Joining the Mapsheets & Geographic Simplification. Position the east map at the most convenient spot on your gaming table. Then overlay the west map atop the east map's western portion, taking care to match up the hex-grid numbers. When the two mapsheets are assembled, they will have an overall perimeter resembling that of an upper-case letter "L," and no scissor-trimming is needed. Fasten the maps together using either small pieces of permanent tape or larger strips of removable tape. The latter is available from any art or office supply store or online source of such supplies. Also note all whited-out hexes are unplayable, as are the four otherwise normal-looking hexes of Vancouver Island (0151, 0150, 0251 & 0250).

1.4 Compass Directions. Note the compass roses on the two maps do not point in exactly the same direction. That's because the map covers enough territory that the curvature of the earth comes into play, making "north" different from one map edge to the other. For all play purposes, consider the north edge of the assembled maps to run from 4518 to 1000.

1.5 Hexagonal Grid Coordinate Numbers. The hex-grid numbering system has been set up to be unitary across the two assembled maps. No two hexes have the same number anywhere across the two assembled maps.

1.6 Definitions. If a rule is said to apply to "Axis units," that means it applies to all German and Japanese units. If a rule is said to apply to "US units," that means it applies to all the units of that side regardless of their specific sub-nationalities. If a rule applies only to some national or unit-type subset of Axis or US units, that will be explicitly stated.

1.7 Theaters of Operation. Note the line that runs north-south near the Tulsa, Oklahoma hex. The entire area lying west of that line on the assembled maps are part of the Western Theater of Operation (WTO); conversely, the entire area to the east of it are part of the Eastern Theater of Operation (ETO).

(The Tulsa/New District of Columbia hex is considered to lie in both the WTO and ETO simultaneously.)

1.8 Orders of Battle. The units included in the Axis orders of battle are what the Germans and Japanese organized, at army-level, during the historic war. I figured they didn't hold back anything in the real war, so they wouldn't do so here either. I gave the Japanese a fictional "North America Expeditionary Army" based on their proclivity for organizing such forces to spearhead their various historic aggressions, such as the "China Expeditionary Army," etc. Figure it contains their imperial guard divisions. On the US side, the OB is again mostly historic at corps-level, along with Mexican, Canadian, British and ANZAC additions. The latter two units are so weak (and also irreplaceable) because presumably only a handful of those nations' armed forces would have been able to escape across the Pacific and Atlantic Oceans to get to North America. Historically, the four existing US armored corps were done away with late in 1942, when the army went over to an organization that did not differentiate between all-arms and armor at the corps level. But I figure Patton would have called for their revival in order to provide an organizationally appropriate home for the newly arriving (and superb) M-26 Pershing and Super Pershing heavy tanks. Their defense factors are low because by the time they would have been reorganized, there would have been an all-around infantry shortage.

1.9 Unit-Counter Erratum. The Manhattan Project marker with the set-up hex-grid 2605 printed on its reverse side should instead have 2615 there.

German First Paratroop Army. The fact the movement factors on this elite army's top-two steps are nines, which then decrease to sixes on its bottom-two steps, is not a misprint. The idea is to show that those paras — though organically unmotorized — have (initially at least) super-high morale. That allows them to attain deployment speeds unreachable by other such foot-slogging units. As they take losses, however, their morale drops – and the cars and trucks they have stolen run out of spare parts and gas, etc. — and they slow to a normal walk.

Japanese First (Infantry) Army. This unit is improperly shown with the factors of 4-8-6 its front full-strength side. Those factors should be 7-6-6 like all the other Japanese infantry armies. The reduced strength side is correct.

1.10 Map Corrections

1. In Texas in hex 4030 "Larado" should be spelled "Laredo."

2. Wilmington, North Carolina, is in hex 2808.

3. The marker printed with the set-up hex of "2036" (Los Alamos, NM) should go in that hex northwest of Santa Fe. Note, however, that hex and the one just west of it ("2037") are out of sequence in the grid on the map itself. That is, the "2036" New Mexican hex should actually be identified there as "2636," and "2037" should be shown as "2637."

2.0 COMPONENTS

2.1 Components to a complete game of CG include these rules, the two mapsheets and a sheet containing 228 die-cut squares (referred to as "units" and "unit-counters"). Players must provide a standard six-sided die to resolve combat and other probabilistic game events.

2.2 The Assembled Game Map (see 1.3 above) illustrates the militarily significant terrain found in and around the 48 states in 1945. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of units across it, much like in Chess or Checkers. A unit is considered to be in only one hex at any one time. Every hex on the map has a unique four-digit identification number printed within it. These are provided to help find exact locations more quickly and to allow for the recording of unit positions if a game has to be taken down before it can be completed.

2.3 Unit-Counters. There are 228 unit-counters in the game, most of which represent combat formations. Others are provided as informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Using a nail clipper (or a purpose-designed counter-clipping device) to remove the nub-like "dog ears" from their corners will facilitate easier handling and stacking of the units during play, and as an added bonus, will also demonstrate your samurai-like determination and discipline to your opponents.

2.4 Sample Combat Unit. Each combat unit-counter displays several pieces of information: nationality, specific historical unit identification, unit type and size, combat and step strengths, movement allowance, and reinforcement or other special status or set up code.
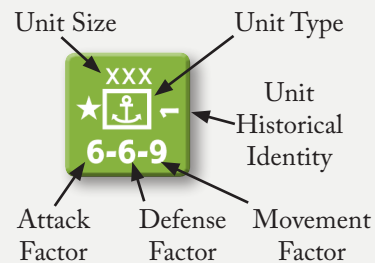
2.5 Nationality. A unit's nationality — and therefore the side it is on — is shown by its color scheme.

Axis Units

German elite units — white on black

German regular units — black on field gray

Japanese elite unit — white on tan

Japanese regular units — black on tan

US Units

Elite units—white on medium green

Regular units—black on medium green

Design Note. Regular American units have one strength-step each, while American elite units have two strength-steps each. Axis regular units have two strength-steps each, while Axis elite units have four strength-steps each See 2.11 below and section 10.0 and 12.0 for the significance of that in play.

2.6 Historical Identification & Abbreviations.
All units are given specific identities by the numbers or names used to designate those formations during this period. Those abbreviations are as follow:

ANZAC—Australian & New Zealand Army Corps

BEF—British Expeditionary Force

C—Canadian

Mx—Mexican

NEA—North America Expeditionary Army

SS—Schutzstaffel

2.7 Unit Sizes.
Units' organizational sizes are shown with the following symbols.

XXXX—army

XXX—corps

2.8 Unit Types.
The following symbols, found in each counter's unit-type box, distinguish the various combat arms employed.

Marines	Airborne	Fully Motorized	Armor
Partial Motorized	Mech Infantry	Mountain Infantry	
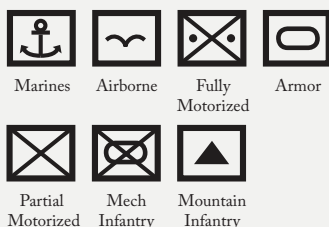
2.9 Combat Factors.
Attack and defense factors are the measures of each unit's ability to conduct those types of combat operations. (Their specific uses are explained in section 12.0.)

2.10 Movement Factor (MF).
This number is a measure of a unit's ability to move across the hex-grid printed on the map. Units pay varied movement costs to enter different hexes, depending on the terrain in each and the moving unit's type. (See section 11.0 for details.)

2.11 Strength-Step.
All ground units in the game have one through four "strength-steps," which are also simply called "steps." That is an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its "robustness" in current US Army jargon). Those units with combat factors printed on only one side of their counters are "one-step" units; those with printing on both sides of their counters are "two-step" units. If a two-step unit suffers one step loss, it is flipped over
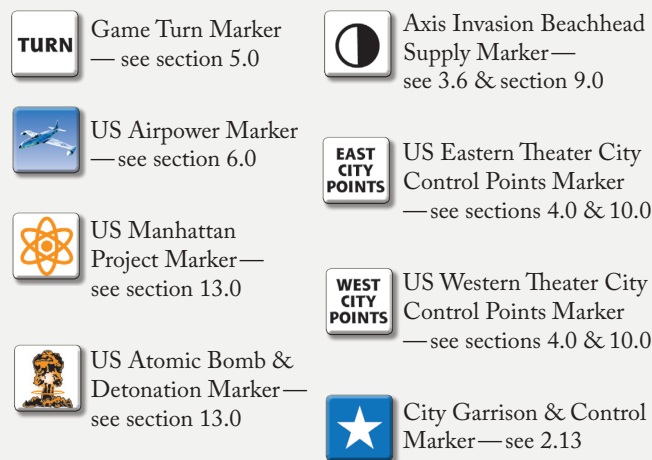
so its one-step side (with the lower combat factors) shows. If a one-step unit, or a two-stepper that has already been "reduced," suffers a step loss, it is removed from the map ("eliminated") and placed into a "dead pile" off to the side. No fully eliminated unit is ever returned to play, at any level of strength-step, for the remainder of the game.

2.12 Multi-Step Elite Units.
One Japanese and four German units each have four strength-steps available within them. When such units are reduced to strength-steps below three, remove their stronger counter from the map and replace it with their weaker "substitute" counter. Other than that, the principle of step reduction here is the same as described above in 2.11. Note that no elite multi-step unit will ever have both of its counters in play on the map at the same time. Also note that substitute counters are marked with large dots in their upper-left corners for easier identification.

2.13 City Garrison & Control Markers.
These are only "units" in the most general sense. They represent the rear area, constabulary, administrative and logistical forces found in cities during wartime operations of this scope. They are "static" units in that they never move. They have defense factors and step strengths of one, but they never attack, nor do they exert zones of control. If a "mobile" unit or stack—any unit with a movement factor greater than zero printed on its counter—is in a hex with a garrison, that mobile unit/stack still exerts its ZOC normally. See rules 7.3, 8.1, 9.5 and 12.14 for more details.

2.14 Marker Counters.
The uses of the following counters are explained at the appropriate points throughout the rest of the rules.

Game Turn Marker — see section 5.0

Axis Invasion Beachhead Supply Marker— see 3.6 & section 9.0

US Airpower Marker —see section 6.0

US Eastern Theater City Control Points Marker —see sections 4.0 & 10.0

US Manhattan Project Marker— see section 13.0

US Western Theater City Control Points Marker —see sections 4.0 & 10.0

US Atomic Bomb & Detonation Marker— see section 13.0

City Garrison & Control Marker—see 2.13

3.0 SET UP & HEX CONTROL

3.1 In General.
The players should first decide which of the two commands each will control. After that, they each take their own units and sort them onto and around the map according to the instructions below. When playing with two, one player controls all German units along with the US units in that nation's Western Theater of Operation (WTO); the other player controls all Japanese units along with the US units in that nation's Eastern Theater of Operations (ETO). When playing with three, one player commands the US WTO and ETO forces, while the second player controls the Japanese and the

third controls the Germans. When playing with four, split the US command in two—based on the WTO/ETO. Note that no matter how many players you have, you must always observe all the various command and geographic separation strictures given below for two-player play.

3.2 Dividing US Elite Units. Both players should openly roll a die. The high roller (reroll ties) takes two Marine Amphibious Corps (MAC) and the 18th Airborne Corps; the other player gets the remaining three MAC.

3.3 Dividing US Regular Units. Take all the regular (non-elite black on olive drab) US units and spread them out evenly and face-down on the portion of the western mapsheet that contains only charts and tables. Then, by whatever method the players prefer, one grand division of them is made (usually by one-at-a-time blind selection) between the US WTO and ETO commands.

3.4 City Control & Manhattan Project Markers. Place a Japanese–flag-backed city control marker, with the US star-side showing, in every city hex in the WTO. Place a German–flag-backed city control marker, with the US star-side showing, in every city hex in the ETO. (Again, Tulsa/NDC remains empty of all counters.) Place the six Manhattan Project markers into the hexes printed on each one's reverse side.

3.5 Completing the US Set-Up. With both players in possession of a US force consisting of three elite and 16 regular units, the overall US set-up should be completed. Each player sets up all his units anywhere in his command portion of the US. Be careful to deploy the non-elite units with their "untried" (question marked) sides showing and neither playing knowing the as-yet unrevealed strengths on their hidden sides. The elite units are all deployed with their full two-step strengths showing upward. Normal stacking is allowed, but no unit may be set up in Tulsa/NDC.

Design Note. In three-player play, the lone US player must still choose the WTO and ETO units blindly as described above.

3.6 Axis Set-Up. Both Axis players should take their own force's beachhead supply marker (see 2.14), select one full stack of three of their own force's combat units and set those stacks immediately offshore from the hex they want to invade. The Japanese commander may do so in any hex on the Pacific coast from 0451 to 4245, inclusive. The German commander may choose to invade any hex on the Atlantic coast from 1001 to 4209, inclusive. Also note the German player may optionally add the 1st Paratroop Army to his invading force by airdropping it into any hex immediately adjacent to his landing hex. (See 11.19 for more details.)

Design Note. East coast geography is difficult to perceive clearly at this scale, so—to clarify—all five land hexes around 2207 (Chesapeake Bay) are vulnerable to amphibious invasion, but Baltimore is not. For more details, see the note after rule 9.13.

3.7 Others Markers. Either player should temporarily set off to the side of the map, within easy reach, all US airpower and atomic markers. Put the Turn Marker in the "1" box of the Turn

Track, printed on the mapsheet. Put the "East City Points" and "West City Points" markers in the "45" box of the City Points Control Track printed on the mapsheet. That completes the set-up process.

3.8 Hex Control. The idea of "hex control"—which side "owns" which hexes at any given instant—is important for purposes of strategic movement (see 11.18) judging victory (see section 4.0), and tracing supply (see section 9.0). At the start of play, neither Axis commander controls any hexes anywhere on the map. The control status of a hex switches from one side to the other whenever a ground unit from the other side enters it. Control switching is immediate, and may occur and reoccur in the same hex any number of times during play.

3.9 Hex Control vs. Zone of Control. Don't confuse the idea of "hex control," explained above, with that of "zones of control"(a.k.a. "ZOC"), which is explained in section 8.0. For now, all you need understand regarding the latter is the fact the mere projection of a ZOC into an enemy-controlled hex is not enough, by itself, to cause the control status of that hex to switch from one side to the other.

4.0 HOW TO WIN

4.1 In General. The Axis forces are generally on the offensive throughout the game, trying to win by driving inland as fast as possible and in such a way as to bring about their capture of Tulsa, or gain control of at least 23 points worth of city hexes within their respective theater. US forces are thus tasked with trying to prevent the Axis forces from fulfilling either of those conditions.

4.2 Axis Sudden Death Victory. If, at any time during play, a German or Japanese unit enters Tulsa via advance-after-combat, the game is ended and the commander of that Axis force has won the game.

4.3 US Sudden Death Victory. During Game Turn 1, if either the German or Japanese invasion force fails to get ashore, play stops and the commander of the US force that just achieved that victory is declared to have won the game.

Design Note. Please see 5.5 for more details, and the Axis should try to be somewhat conservative in choice of landing hexes, obviously.

4.4 Axis Victory on Points. At the end of the last turn of play (see 5.8) of a match in which Tulsa has remained under US control, but either Axis commander has 23 or more city points under his control in his own theater of operations, he is declared the winner of the game. If both Axis players end the game with more than 23 points, the one with the higher total is declared the overall winner of the game. If their totals are both greater than 23 but are the same, that game ends in a draw.

4.5 US Victory on Points. At the end of the last turn of play (see 5.8) of a match in which Tulsa has remained under US control, if neither Axis commander has 23 or more city points under his control in his own theater of operations, the US is declared to have won the overall game. More particularly, the commander of the US theater of operations in which the Axis

force there has a lower total of points than the Axis force in the other theater is declared the specific victor of the game. If both Axis point totals are below 23 and are identical, that game is still an overall US victory but neither US theater commander can declare himself the specific victor.

4.6 City Points Control Track. Use this track on the mapsheet to keep a constant record of US-controlled city hexes in both theaters of operation. Each city hex is worth one point on the track, and its point value may be deducted from and added back into its theater total any number of times during play. Never count Tulsa/NDC in either theater's total. Both theaters start with their marker in the "45" box on the track. Only adjust the track to reflect the loss/gain of city hexes to the US commanders; do not adjust its totals when working through the US replacement process. (See section 9.0 for details on that.)

4.7 Zeroing Out. As an alternative Axis sudden-death victory condition, in the unlikely event either of the Axis players gains control of all the non-Tulsa city hexes in his force's theater operations, play stops and he is declared to have won the "hard way."

5.0 TURN SEQUENCE

5.1 In General. Every game turn of CG is divided into four individual "player turns" and one mutually run US strategic phase (which is skipped on Turn 1). That full sequence makes up one "game turn," of which there are a maximum of 14 in an entire match. Every action taken by a player must be carried out during the appropriate part of the sequence outlined below. Once a player has finished a particular phase or step—or a specific activity within a phase or step—he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.2 Turn Sequence. The game-turn sequence is given below in outline.

Game Turn Sequence Outline

I. **US STRATEGIC PHASE (SKIP ON TURN 1)**
- A. Eastern US Airpower Step
- B. Western US Airpower Step
- C. US Mutual Replacement Step
- D. Eastern US Atomic Bomb Step
- E. Western US Atomic Bomb Step

II. **GERMAN PLAYER TURN**
- A. German Movement or Combat Phase
- B. German Combat or Movement Phase
- C. German Replacement & Reinforcement Phase

III. **EASTERN US PLAYER TURN**
- A. Eastern US Movement or Combat Phase
- B. Eastern US Combat or Movement Phase

IV. **JAPANESE PLAYER TURN**
- A. Japanese Movement or Combat Phase
- B. Japanese Combat or Movement Phase
- C. Japanese Replacement & Reinforcement Phase

V. **WESTERN US PLAYER TURN**
- A. Western US Movement or Combat Phase
- B. Western US Combat or Movement Phase

VI. **ADMINISTRATIVE PHASE**

5.3 Move/Fight or Fight/Move or Fight/Fight. At the start of every one of his player turns, the player about to take that turn must declare in what order he will carry out his movement and combat phases. That is, he may choose to have his units move first and attack after that, or he may take his combat phase first and movement phase second—or he may choose to have two combat phases. That decision is generally up to each player, decided and announced on a turn-by-turn basis. No matter what phase-order a player chooses, all his units are allowed to participate to the limit of their normal capabilities within them. Players only make one phase-order declaration at the start of their own player turns, which is then applied to all their units throughout that player turn. They may not choose one phase-order for some of units and the other phase-order for other units.

5.4 Fight/Move Prepared Attack Bonus. During player turns in which either player chooses the fight/move phase sequence, all his attacks are considered "prepared," and they therefore gain a one-column right-shift in conjunction to all other applicable shifts. (See section 12.0 for more details.)

5.5 Game Turn 1 Special Rules. The following two special rules are applied during Game Turn 1.

- The US Mutual Strategic Phase is omitted from this turn's activities, and in its place unique German and Japanese Initial Invasion Phases are substituted (first the German, immediately followed by the Japanese). These phases consist solely in bringing ashore the invading stacks set off the coasts by both Axis players as described in rule 3.6. If a chosen coastal-landing hex contains one or more US units, resolve that invasion battle with the Axis units still positioned offshore. If there are no US units in the landing hex, simply move the invading force ashore. Either way, once both invading forces are ashore in that way (including, possibly, the resolution of any beach-adjacent airdrop combat attack by 1st Parachute Army, see 11.19), the special phases are over and play for the game-turn begins its normal course with the German Player Turn of Game Turn 1.

- All US movement factors during Turn 1 are determined by die roll, meaning none of those units will move that turn with a MF greater than six. In the case of stacked US units, make one die for the whole stack.

5.5b Optional Landing Procedure. There have been complaints it is too hard for the invading Axis forces to win. If you feel that is the case, substitute the rule below for the first bullet point in regular rule 5.5. The rationale here is this is scaled

to be a game of continental conquest, not beachhead selection. In this new rule we therefore assume the Axis invaders are smart enough to pick a tactical landing site where they will always get ashore, with the larger issue only coming into doubt after that.

- The US Mutual Strategic Phase is omitted from this turn's activities, and in its place unique German and Japanese Initial Invasion Phases are substituted (first the German, immediately followed by the Japanese). These phases consist solely in bringing ashore the invading stacks set off the coasts by both axis players as described in rule 3.6. If a chosen coastal-landing hex contains one or more US units, their owning player simply moves them one hex away in any direction of his choice. He must take care to avoid stacking violations, and may only split a stack if it is necessary in order to maintain stacking validity. That same kind of treatment is also used if there is a beach-adjacent airdrop by 1st Parachute Army. No losses are suffered by either side. If there are no US units in the landing hex, simply move the invading force ashore. Either way, once both invading forces are ashore in that way, the special phases are over and play for the game-turn begins its normal course with the German player Turn of Game Turn 1.

5.6 Administrative Phases. Use these phases to tidy up around the map, making sure the various markers are in their proper boxes, and to remove any mushroom cloud and/or airpower markers from the map itself.

5.7 Ending a Game Turn. Game Turns are completed when each one's Phase VI is concluded. At those times move forward by one box the Turn Marker on the track printed on the mapsheet.

5.8 Determining the Final Game Turn. At the very end of Turn 9, either of the players should openly roll a die. If that result is a one, the game is ended due to Axis socio-economic collapse in their off-map home areas. In that case, adjudicate victory according to section 4.0. If the roll is a two through six, play Turn 10 normally. At the end of Turn 10, a roll of one or two ends the game at that time. Keep going using this escalating die-roll process (see the ranges in the various boxes on the Turn Track on the mapsheet) until the game is ended by die-roll or Turn 14 is completed. (No game can go longer than 14 turns.)

6.0 US AIRPOWER

6.1 In General. The overall rules have been crafted to build-in the general Axis air superiority assumed to be a precondition for the launch of this campaign. Even so, a limited US ability to get some airpower over a battlefield remains in effect. To reflect that, starting with Game Turn 2, at steps I.A. and I.B., the Axis players should each openly roll a die and halve that number for a final result of zero through three. Those are the number of US Airpower markers then immediately deployed in both of the two US theaters of operation. The commander of each theater deploys their own markers (if any) within their own theater as described below.

6.2 Placement. An available airpower marker may be placed in any hex on the map, except Tulsa/NDC, within the appropriate theater. Friendly and enemy ground unit presence has no bearing on this. Note, though, no more than one marker may be placed in any one hex. All available markers must be deployed.

6.3 Range. Every airpower marker on the map affects the hex in which it is placed and all of the immediately surrounding hexes. That combined area is termed its "range." If the ranges of two or more friendly airpower markers overlap, there are no additive effects because of it. Note that no airpower marker's range extends across the theater boundary line. Also note that an airpower marker's range can extend into Tulsa/NDC from outside that hex. This may even occur simultaneously, projected from markers set up in both theaters.

6.4 Airpower's Effect on Axis Movement. For an Axis unit or stack to make a regular ground move into a hex that is in range of one or more US airpower markers, it must pay an extra movement point (MP) to do so for each such hex entered. Further, no Axis strategic or inland waterway movement may take place in the range of a US airpower marker, nor may 1st Paratroop Army land in such a hex. Airpower markers have no effect on the movement of any US forces.

6.5 Airpower & 18th Airborne Corps. For this US corps to be able to make an airdrop move (see 11.20), it must begin that move in a city hex within range of one or more airpower markers, and its drop hex must also be in range of one or more of those markers.

6.6 Airpower in Combat. If a US force makes an attack into a hex that is in range of one or more airpower markers, that attack gains a one-column rightward shift (cumulative with all other applicable shifts). Conversely, if an Axis attack is launched against a US force, and that US force is in range of one or more airpower markers, that defense benefits from a one-column leftward shift (cumulative with all other applicable shifts). These shifts never amount to more than one column per battle, no matter how many markers are in range.

6.7 Airpower Marker Retrieval. Deployed airpower markers remain on the map until Phase VI of each game turn, at which time they are retrieved for use again in the next turn. Airpower markers are never subject to elimination; all the markers are always available for use as described above.

7.0 STACKING

7.1 In General. Stacking is the term used to describe the piling of more than one friendly unit in the same hex at the same time. Opposing ground units will never stack together; only friendly units stack together.

7.2 The stacking rules are in effect all through every phase of every turn. You therefore need to be careful in regard to the order in which you move your units; otherwise, moves made carelessly early in your movement phases may work to jam you up later in those phases. If, at the end of any phase,

any hexes are found to be over-stacked, the player owning the units in those hexes must eliminate enough excess units there, of his choosing, so as to bring the hexes into compliance with the stacking rules.

7.3 Stacking Limits. Up to three German or Japanese units may stack in a hex, while up to six US units may do so. Note that step-strength has no bearing on these stacking limits: a unit of any step strength is considered "one unit" for stacking purposes. Garrisons do count as "one unit" for stacking purposes.

7.4 Markers. None of the markers pictured in rule 2.14 count for stacking. They may be placed in any hexes according to the rules for their respective uses. *Exception:* garrison markers do count for stacking.

7.5 Examining Enemy Stacks & Revealing US Untried Units. Both players are always free to examine all stacks anywhere on the mapsheets, both friendly and enemy. However, this rule is not meant to imply that any player may examine the tried-sides of yet still untried US units. Those unit-strengths and identities are only revealed the first time they enter combat, after which they remain known until such time as they are eliminated and go back into the US reinforcement pool, from where they again begin the untried/tried cycle.

7.6 Stacking Order. The top-down/bottom-up order in which units in a hex are piled together has no significance.

8.0 ZONES OF CONTROL

8.1 In General. The six hexes immediately surrounding a hex containing one or more mobile ground units constitute the "zone of control" (ZOC) of the units in that hex. Zones of control generally extend across all hexsides, and into and out of types of terrain—except canyon and all-lake/sea hexes and hexsides. All mobile ground units of both sides project their ZOC at all times in all supply-states, no matter if nuked or un-nuked. There is no difference in effect between ZOC projected by units of different sides into the same hex. Opposing units may simultaneously project their ZOC into the same hexes. Garrison units do not project ZOC, but neither do they block or inhibit the projection of ZOC by friendly units stacked with them.
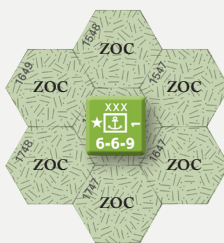
8.2 Seas & Lakes & ZOC. In general, ZOCs do not extend across all-lake or all-sea hexsides. The exception is during the Turn 6 Dec/Jan winter freeze. During that turn all the lakes on the maps (other than the Great Salt Lake and Lake Okeechobee) are frozen over and treated as clear terrain. ZOCs extend across frozen lake hexsides as if they were clear terrain.

8.3 ZOC & The Grand & Copper Canyons. ZOC never extends across any canyon hexsides.

8.4 Enemy Zones of Control (EZOC) & Movement. A moving unit must end its movement for that phase when it first enters an EZOC. A unit that begins its move already in an EZOC may leave that hex, but only by entering a hex that does not contain any EZOC, and it must still stop for that phase if it enters a hex containing an EZOC. Thus, units may not move directly from EZOC to EZOC. Also: the presence of another friendly unit in a hex containing an EZOC does not negate that EZOC for movement purposes.

8.5 EZOC & Supply. Your units are always able to trace their supply lines into one EZOC hex without penalty (see section 10.0). In order to trace a supply line both into and through one or more EZOC hexes, a friendly ground unit must be in each such hex in order to "negate" the effect of the EZOC.

8.6 EZOC & Advance After Combat. EZOCs do not in any way inhibit or stop or block the ability of victorious units to advance after combat (see 12.21).

8.7 Probing Attacks. EZOC hexes that are otherwise empty of enemy and friendly units may be the subject of "probing attacks." (See 12.23 for details.)

8.8 EZOC & Paradrops. EZOCs by themselves do not prohibit an otherwise allowable paratroop drop into those hexes. (See 11.19 and 11.20.)

9.0 AXIS SUPPLY

9.1 In General. In order for an Axis unit to be able to move and fight at its full potential, it must be in supply. Supply for movement is determined at the moment a given unit or stack of units begins to move, and once determined, that status lasts all during that move. Supply for combat is determined at the start of each individual battle for all Axis units involved. (US units are always automatically in supply.)

9.2 Tracing Supply Lines. No counters are provided to represent the materiel consumed by combat units. Instead, that is abstracted into the process of supply-line tracing ("tracing supply"). A unit has supply ("is in supply") if it can trace a path of contiguous hexes of any length from a friendly "supply source hex" to its own location. A unit without a valid supply line is said to be "out of supply" or "OOS."

9.3 Enemy Units & Supply Lines. Supply paths may never be traced into enemy occupied hexes.

9.4 EZOC & Supply Lines. A supply line may be traced into and through any one single EZOC hex; however, no supply line may ever be traced through an EZOC hex directly into another EZOC hex—unless there are one or more friendly units in that or those EZOC hexes. A friendly unit's presence works to negate EZOC for purposes of supply-line tracing through more than one EZOC hex.

9.5 US-Controlled City Hexes & Axis Supply Lines. No Axis unit or stack may trace its supply line into or through a US-controlled city hex, even if that hex is empty of mobile US combat units and their ZOC. In effect, the city garrison markers count as static defensive combat units.

9.6 Terrain & Supply Lines. Within the strictures given above, Axis supply lines may be traced into and across all kinds of terrain—except for all-sea hexes and hexsides; unfrozen lake hexes and hexsides; and Grand Canyon hexsides—all of which

are prohibited.

9.7 Supply & Theater Limits. No supply line may ever be traced across the US Theater Boundary Line. Axis supply may be traced into, but not through, the Tulsa/NDC hex.

9.8 OOS Movement. If a unit or stack is found to be OOS at the start of its move, the movement factor of that force is halved for that phase. When halving, round up all remainders. That halving remains in effect throughout that movement phase, even if the moving force moves into a location or hex in which it would have been in supply had it started there.

9.9 OOS Combat. If an attack contains one or more attacking and/or defending units that are found to be OOS at the start of that battle's resolution, those OOS units have their relevant combat factor halved when calculating the odds for that battle. When halving, round up all remainders.

9.10 Indefinite OOS. No unit is ever reduced in step-strength or fully eliminated simply for being OOS. Units may remain OOS indefinitely.

9.11 Willful OOS. It is permitted for both players to move units into hexes in which they may or will become OOS.

9.12 German Supply Sources. German units inland may use as their supply sources their army's Beachhead Invasion Marker and/or any friendly-controlled US Atlantic coast port. A successfully A-bombed hex (see 13.4) may not be used as a supply source while the mushroom cloud marker remains in place there.

9.13 Japanese Supply Sources. Japanese units inland may use as their supply sources their army's Beachhead Invasion Marker and/or any friendly-controlled US Pacific coast port. A successfully A-bombed hex (see 13.4) may not be used as a supply source while the mushroom cloud marker remains in place there.

Design Note. In general, all cities in Atlantic or Pacific coastal hexes are considered ports; however, all five Gulf of Mexico coastal cities are excluded from that category. That is because the German trans-oceanic supply system is at full-stretch just to get to the Atlantic coast; extending that system any farther would be an impossibility. As a further restriction, Baltimore may only be used as a port by the German commander if he also controls Washington DC and the four other land hexes adjacent to hex 2207. On the west coast, the cities of Vancouver and Seattle are potentially functional ports for the Japanese.

9.14 Axis Coastal Supply. German units in any Atlantic coast hexes of any terrain type — provided only that the hexes do not contain mushroom cloud markers — are automatically in supply in those hexes, that is, they do not need to trace supply anywhere. Similarly, Japanese units in any Pacific coast hexes of any terrain type — provided only that the hexes do not contain mushroom cloud markers — are automatically in supply in those hexes: they do not need to trace supply anywhere.

9.15 Mushroom Cloud Markers & Supply. No hex containing a mushroom cloud marker may

serve as a supply source for any unit while that marker remains in place there. (See 5.6 and section 13.0 for more details.)

9.16 Axis Invasion Beachhead Supply Markers exert no ZOC by themselves, nor do they ever attack. They have a defense factor and step-strength of one.

10.0 REINFORCEMENTS

10.1 In General. Reinforcements are Axis units that do not start the game already in play on the map. Rather, they enter play during the Reinforcement Phases of the various turns starting with that of Turn 1. Replacements are increments of troops that do not by themselves represent new whole armies; rather, they are sent ashore (without being represented by their own unit-counters) to rebuild reduced armies already in play. Normal stacking limits apply during Axis reinforcement placement and US replacement-unit placement.

10.2 Axis Reinforcement Pools & Arrivals. All the German units that do not come ashore in that force's Turn 1 invasion constitute the German reinforcement pool. Similarly, all the Japanese units that do not come ashore in that force's Turn 1 invasion constitute the Japanese reinforcement pool. During each one of his own Replacement & Reinforcement Phases throughout the game, each Axis player may bring into play up to six units from his pool onto the map. They may come ashore via their force's Invasion Beachhead Supply Marker and/or via any friendly-controlled port on the appropriate coast (Atlantic for the Germans, Pacific for the Japanese). Note that units may not come ashore via otherwise eligible hexes that have a mushroom cloud marker currently in them at the time. No Axis unit, once ashore anywhere in North America, may ever be withdrawn from the map — except to go into the dead pile as a result of combat or being A-bombed.

10.3 Axis Replacements. Each turn, both Axis players receive one step of elite-unit replacements and one step of regular-unit replacements. Each regular replacement step may only be used to raise one step in step-strength by any reduced regular unit already on the map and in supply at that time. Each elite replacement step may be used to raise one step in step-strength by any reduced regular or elite unit already on the map and in supply at that time. Neither kind of step may be accumulated from turn to turn; those steps not used immediately upon becoming available are forfeit. No Axis unit, once fully eliminated may ever be recreated and brought back into play in any way.

10.4 US Replacements. All US units start play on Turn 1 already on the map; so there are no US reinforcement units as such. Instead, use the following procedure:

• Each time a US unit from either theater is fully eliminated, place it into a large-mouth opaque container, such as a coffee mug or cereal bowl. That's the US replacement pool. Use just one common container to hold the eliminated units from both theaters. Unlike Axis units, any given US units may enter and reenter play via this replacement process any number of times

during a game.

• Starting on Turn 2, during step I.C.—with the commander of the Eastern Theater always going first—both US commanders alternately pick units blindly from the pool, one at a time. Each such pick requires five City Control Points from the US ETO commander and ten from the US WTO commander. As units are picked, do not deduct any points from the track; the numbers recorded there merely serve to indicate how many picks each US commander gets that turn (round down all remainders).

• Returning units are immediately placed—within regular stacking limits—into any friendly-controlled city hex in the appropriate US theater of operations. Returned elite units are placed on the map at their one-step strength. They may not be built up to two step strength that same turn.

• If the pool empties of all US units, and either or both US commanders still have useable quantities of City Control Points, that replacement phase is still over for that turn and those unused points are simply forfeited.

• Reduced US elite units on the map, provided only that they are located in a friendly-controlled city hex at the time, may be replenished to full strength via replacements, each of which would require the commitment of five or ten City Control Points as described above.

• The BEF and ANZAC Corps are irreplaceable. That is, once they're eliminated in combat they are permanently out of play.

10.5 Within the strictures of the turn sequence, all arriving/returning replacement and reinforcement units immediately have all their normal movement and combat capabilities available.

11.0 MOVEMENT

11.1 Every ground unit in the game has a movement factor printed on its lower-right corner. That factor is the number of "movement points" (also called "MPs" or "movement factors" or "MFs") available for the unit to spend moving across the hex-grid during its force's movement phases in each game turn. Units move from hex to adjacent hex—no "skipping" of hexes is allowed—paying varied costs to do so, depending on the type of unit moving and the terrain in the hex. The movement of each player's ground units can only take place during one's own player-turn movement phase. (That is, no enemy movement takes place during your own player turn.)

11.2 Limits. MPs may not be accumulated from turn to turn or phase to phase, nor may they be loaned or given from one unit or stack to another. A player may potentially move all, some, or none of his non-static units in each of his movement phases throughout the game. City garrison units never move once placed on the map. They are, however, flipped over to reflect their current allegiance. Units that move are not required to expend all of their MPs before stopping. The movement of each unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent agrees to allow it.

11.3 No Minimum Movement Ability. There is no guaranteed ability for any unit to be able to move at least one hex during a movement phase. To enter any hex, a moving unit must have sufficient MP available to pay all the involved costs or the move may not be made. Also note that moving units may never enter hexes containing enemy units or garrison-control markers in a city.

11.4 Stack Movement. To move together as a stack, units must begin a friendly movement phase already stacked together in the same hex. Units are not, however, required to move together simply because they started a friendly movement phase in the same hex; such units might be moved together, individually, or in sub-stacks.

11.5 Splitting Stacks. When moving a stack, you may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original (or "parent") stack may then resume their own movement, even splitting off other units if desired. Once you begin moving an entirely different parent stack, or an individual unit that began in a different hex than the currently moving parent stack, you may no longer resume the movement of the earlier stack without your opponent's permission.

11.6 Different MF in Stacks. If units with different MFs are traveling together in a stack, the stack must use the movement factor of the slowest unit within it. Of course, as the slower units exhaust their MFs, you may drop them off and continue moving the faster ones.

11.7 Terrain & Movement. All terrain features on the map are classified into two broad categories: natural and manmade (cities). The natural category is further divided into different types (see below). There is never more than one type of natural and/or manmade terrain in any one hex.

11.8 Natural Terrain & Water Barriers. The following types of natural terrain and hydrographic features appear on the map: clear, rough, mountain, inland waterway, all-sea hexes (and hexsides), and Grand/Copper Canyon hexsides. The effects those various features have on the movement of units are described below and are also summarized on the Terrain Effects Chart (TEC), printed on the mapsheet for quick reference during play.

11.9 Clear Terrain is the "base" terrain of the game; it is devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all ground units one MP to enter. All cities (including Tulsa/NDC) are considered to exist in hexes that are otherwise clear terrain.

11.10 Rough. Each rough hex costs most units two MP to enter. (The German 20th Mountain Army pays only one MP.)

11.11 Mountains. Each mountain hex costs most units three MP to enter, while the German 20th Mountain Army pays only one MP.

11.12 Grand & Copper Canyon. These hexsides may not be moved across by any unit, nor may supply lines be traced

across them, nor do ZOCs extend across.

11.13 Inland Waterway Movement. In general, US and German units may enter an inland waterway hex from any direction and from any kind of terrain at the cost of one MP per hex. A special kind of high-speed movement is also available under certain circumstances. That is, any US or German unit that begins its move in a friendly-controlled city-hex on the waterway may move from there to potentially any other friendly-controlled city-hex on that waterway. Such moves are traced exclusively through waterway hexes, which includes all the Great Lakes. Units using that kind of movement must demonstrate a movement path along the waterway such that it does not enter an EZOC hex or come adjacent to an enemy-controlled city hex, and they may not stop on waterway hexes lying between cities. Note also that the presence of a friendly unit does not negate EZOC for purposes of tracing waterway movement. Further, this kind of movement is not available during the Dec/Jan freeze turn. Units having completed a waterway move may still use their full MF to move normally that phase.

11.14 All-Sea Hexes & Hexsides. No movement is generally allowed across or into them, and combat is never allowed across them. (Also see 12.19.) However, during the Dec/Jan freeze turn, all lakes other than the Great Salt Lake and Lake Okeechobee are frozen and may be moved on and across as if they were clear terrain. Note, though, that no unit may end a freeze-turn move in a frozen lake hex.

11.15 Cities. The cost for entering any city hex is one MP per hex for all units.

11.16 Tulsa/NDC. No US unit ever enters the Tulsa/NDC hex. Axis units may only enter it in an advance after combat (see 12.21).

11.17 Cumulative Costs. The total movement cost for entering any hex is always the sum of all the applicable terrain and water-barrier costs.

11.18 Strategic Movement. Supplied Axis units and US units using regular ground movement may double their MP whenever they conduct a move such that they do not start in an EZOC, nor in any hex directly adjacent to an enemy unit, nor enter one anywhere along their path, or end it in a hex containing an EZOC. The presence of a friendly unit or stack in EZOC or enemy-adjacent hex does not negate either of those factors for purposes of determining strategic movement eligibility.

11.19 German Airdrop Movement. German 1st Parachute Army, when at full four-step strength, may be eligible to make airdrop moves. To move in that way, it must start the German Movement Phase (or Turn 1 German Invasion Phase) either off the map in the German reinforcement pool or in a city hex (in supply). With that precondition met, it may be moved to any hex in the ETO that is not in range of any US airpower markers—and also does not contain any US mobile or static garrison units. Further, it may never be dropped into any of the three ETO hexes immediately adjacent to Tulsa/NDC. The German player "paradrops" the army directly into a selected hex,

then openly rolls a die to consult the Airdrop Results Table, cumulatively applying all applicable die-roll modifiers listed below it. If the army survives the drop, it may not move from its drop-hex that same turn, but it may attack—provided the phase sequence chosen was move-fight. It cannot drop at all during turns in which the fight-fight sequence was chosen. It is always automatically in supply throughout a game-turn in which it makes an airdrop. (This means it may receive a replacement step that same turn.) Within all these strictures, there is no arbitrary limit on the number of airdrops this army can make over the course of a game.

11.20 US Airdrop Movement. US 18th Airborne Corps is eligible to make airdrop moves. To move in that way, it must start its US command's Movement Phase in a city hex at full two-step strength. With that precondition met, it may be moved to any hex in its theater of operations that does not contain any Axis mobile or static garrison units. Further, it may never be dropped into Tulsa/NDC. The US commander paradrops the Airborne Corps into a selected hex, openly rolls a die and consults the Airdrop Results Table, cumulatively applying all the die-roll modifiers listed below it. If the corps survives the drop, it may not move any further that turn, but it may attack provided the phase sequence chosen was move-fight. It may not drop at all during turns in which the fight-fight sequence was chosen. It is always automatically in supply throughout a game-turn in which it makes an airdrop. Within all these strictures, there is no arbitrary limit on the number of airdrops this corps can make over the course of a game—for either or both US theater commands.

12.0 COMBAT

12.1 In General. Attacks take place between adjacent opposing units during the combat phases in every player turn. Attacking is always voluntary—the mere fact of enemy unit adjacency does not necessitate that your units launch attacks against those enemy units. Both players are always free to attack or not, as each chooses (on a case-by-case basis) during each of their own combat phases in every turn throughout the game. (The player whose combat phase is currently in play is considered the "attacker," and the other player is considered the "defender," no matter the general situation across the map.)

12.2 Multiple Defenders in One Hex. If there are two or more enemy units in a hex being attacked by your units, you may only attack that stack as a whole, that is, as if it were one combined defending unit.

12.3 Multi-Hex Attacks. An enemy-occupied hex may be attacked in one battle by as many of your units as you can bring to bear from one, some, or all the surrounding hexes; however, no more than one hex may ever be the object of any one attack.

12.4 Indivisibility of Units. No single attacking unit may divide its attack factor in order to apply factors to more than one battle. Likewise, no defending unit's combat factors may be attacked piecemeal, that is, divided up to be attacked by one or more attackers while another part is attacked by others. In general, no attacking unit may attack more than once per

combat phase, and no defending unit may be attacked more than once per combat phase—but see 12.22 below for the important exception called "momentum attacks."

12.5 Attack Sequencing.
There are no arbitrary limits on the number of attacks each player may resolve during their combat phases. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before the next one is begun.

12.6 Stacks Attacking & Defending.
It is not necessary for all the units you have stacked in a given hex to participate in the same attack. Some of the units in a stack may attack into one hex while others attacked into some other hex, or simply do not attack at all. No defending unit may ever refuse combat; all units in an attacked hex must participate in its defense.

12.7 Combat Procedure.
The attacking player should strive to have several times more attack factors involved in a battle than the defender has defense factors. Add together all involved defending units' defense factors and subtract that total from the involved attacking force's totaled attack factors. That number is the "combat differential."

12.8 Combat Results Table (CRT) Limits.
Note the column headings on the CRT range from "0" to "≥30." Find the column heading that is closest to the combat differential that was just calculated (according to rule 12.7 above). For example, if your attacking force contains 5 attack factors, and the defending force contains 3 defense factors, that battle is resolved—unless columns shifts are involved; see below—using the "+2" column on the CRT. In cases in which the calculated differential does not quite make it to a column, even if it's just one point short, use the lower column. For example, if an attack had an exact calculated differential of +9, that battle would be resolved using the "+5" column.

12.9 Combat Differential Column Shifters.
Combat differentials may be shifted by the terrain in the defender's hex, as well as by other factors described below. All applicable shifters are cumulative in their effects. That is, in every battle, all applicable shifts are applied to get one final left or right shift total. Leftward shifts favor the defender; rightward shifts favor the attacker.

12.10 Clear Terrain.
Units defending in clear terrain hexes devoid of all other terrain features derive no benefit to their defense.

12.11 Rough & Mountains.
Units defending in rough or mountain hexes receive a one-column-left (1L) shift benefit.

12.12 Inland Waterway Hexes.
Units defending in an inland-waterway hex generally receive a one-column shift-left on account of that. This shift is not available, however, during the Jan/Feb freeze-turn, nor is it available to units defending on the waterway at any time if they are being attacked by one or more enemy units from an adjacent waterway hex that is physically connected to the defender's hex

by the course of the waterway. For example, a defending unit in 2619 that is being attacked by an enemy force from 2618 would not get the waterway column-shift because those two hexes are connected by the path of the waterway. On the other hand, a unit defending in waterway hex 2222 that is being attacked from waterway hex 2121 would still get the waterway defensive-shift because those two hexes are not connected by a waterway symbol.

12.13 Lakes, Seas, Axis Coastal Bonuses & Turn 1 Invasions.
In general, no combat is allowed across all-lake or all-sea hexes and hexsides. For all-sea hexes that prohibition is lifted during the Turn 1 Invasion Phase, and for lakes it is lifted during the freeze-turn for all the lakes that freeze (all but the Great Salt Lake and Okeechobee). Also note that German units defending in, or attacking into, Atlantic Ocean coastal hexes always receive a one-column differential column shift for doing so. Similarly, Japanese units defending in, or attacking into, Pacific Ocean coastal hexes always receive a one-column differential column shift for doing so. (Those shifts are not available during the special Turn 1 Invasion Phase, but neither are there any unique invasion penalty-shifts involved.)

12.14 Cities & Garrisons.
Shift the odds two columns left (2L) when attacking any defenders in a city, and that includes cities defended only by their lone garrison unit. Further, the concentric assault attack-bonus shift (see 12.17 below) is never applicable when attacking into a city. Also note that all cities have an intrinsic defensive garrison that contains one step and has a strength of one combat factor. Those garrisons never attack, and they do not exert ZOC outside their own hex. When a city changes its control status from US to Axis, or vice versa, leave the garrison marker in place and simply flip it over to show its new owner (and new garrison). Whenever one or more mobile units is in a city hex, the garrison step and defense strength remains part of the overall defense of its hex.

12.15 Tulsa/NDC.
This hex has its own intrinsic one-step garrison that, though not actually represented by a unit-counter, exerts a ZOC and has a defense strength of six. It never attacks. Axis units attacking into the hex suffer the same 2L shift as they do when attacking into a regular city and, given the geography of the theater boundary line, no concentric bonus will ever be gained. Tulsa/NDC may only be entered by an Axis unit or stack that, having just won an attack and thereby eliminating the city's garrison unit, advances after combat into and thus immediately triggers the end of the game (see 4.2).

12.16 US Airpower Combat Support.
(See 6.6 for details on battles conducted within range of a US airpower marker.)

12.17 Concentric Attack.
In general, if a defending hex is attacked by units in opposite hexes, or by units from three surrounding hexes with one hex between each and the next attacker-occupied hex, or by units from more than three hexes, that attack may be eligible to receive the "concentric attack" rightward column-shift
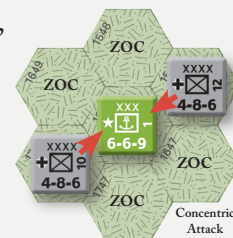
Concentric Attack

bonus. The concentric shift is never awarded for attacks into Tulsa or any city-hex. The shift bonus is two columns rightward (2R).

12.18 Final Combat Resolution. After all applicable shifts have been applied, the attacker rolls a die and cross-indexes the result beneath the proper differential column on the CRT to derive a "combat result." For example, a result of "3" rolled for an attack made under the "+15" column yields a result of "1/3."

12.19 Combat Results are given exclusively in terms of steps-lost by the involved forces in each battle. Results to the left of the slash apply to the attacker, and those to the right of the slash apply to the defender. In the example above, the attacking player would be called on to remove one step (grand total) from among his attacking force and the defending player would be called on to remove three steps (grand total) from among the involved defending force. Every battle is fully resolved as a discrete event. There is never any carry-over of extra unabsorbed step-losses from battle to battle or phase to phase.

12.20 Apportioning Losses. Within the strictures given above, both players are generally free to apportion their own side's step-losses among the involved attacking or defending units as they see fit. The exception being, in the defense of a city, the garrison unit must always be the last step given up by the defending force.

12.21 Advance-After-Combat. At the end of every attack, whenever the defender's hex is left empty of all units, the victorious attacking units may advance-after-combat into that hex. Stacking limitations must be observed. Such advances are not part of normal movement; they don't cost any MPs. But advancing units must still observe normal terrain prohibitions. EZOCs do not block advances after combat. Advancing after combat is an option; it is never mandatory. However, the decision whether to advance must be made immediately after the battle is resolved and before that of another is begun. It is not necessary for an entire stack to advance into the newly won hex: the victorious player may send only one or some of the available units. There is never any defender advance-after-combat; victorious defenders simply hold in place.
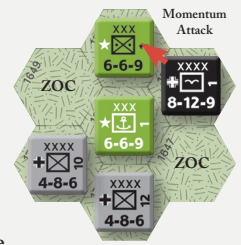

Eliminated Unit

Advance

Advanced

12.22 Momentum Attacks. Supplied Axis and US attacking units/stacks that advance-after-combat may attack again immediately (owning player's choice), but such "momentum attacks" are always resolved as only one hex of attackers versus one hex of defenders. There are no multi-hex momentum attack forces. Further, the option to launch such an attack must be exercised immediately, that is, prior to starting the resolution of any
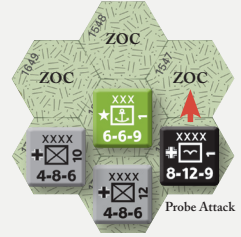

Advanced

other battle. Also note there can never be any serial momentum attacks by the same unit or stack. That is, even if a given momentum attack is successful in clearing another defended hex, and those victorious attacking units advance after combat again, they would not be allowed to make another momentum attack that same phase. In all other ways, momentum attacks are resolved as normal combat. (Further, do not forget to recheck the supply status of advancing Axis attackers, as they may, due to EZOC, advance themselves into an OOS position.)

Momentum Attack

12.23 Probing Attacks. If you have units located such that they are adjacent to one or more hexes that contain EZOC, or are adjacent to a no-ZOC enemy garrison unit—you may choose to attack into that empty enemy-adjacent hex in a procedure known as a "probing attack." Probing attacks are conducted using the same general procedures as regular attacks, with the important exception no differential calculation process is undertaken and neither side can suffer any losses. Instead, just announce the probing attack and then make an advance-after-combat into the probed hex. Note that momentum attacks may be conducted as probing attacks, and the advance resulting from an initial probing attack may be used to create the opportunity for a subsequent and immediate momentum attack. ***Important:*** no given attacking unit or stack may make more than one probing attack and one momentum attack per friendly combat phase (in either order). Further, units that used strategic movement (see 11.18) during a player turn in which the move-fight sequence was used may not make a probing attack that turn. Also, units that make a probing attack during a player turn in which the fight-move sequence is used may not use strategic movement that turn.

Probe Attack

12.22 & 12.23 Further Clarification. The allowable attack combinations are as follow.

1. You can make a probing-attack, advance-after-combat into that empty hex, then follow it with a momentum-attack (which could be into another empty EZOC hex or into an actual enemy-defended hex).

> *OR*

2. You can make a regular-attack that, if it results in an advance-after-combat, can be followed by either a probing attack or a momentum attack.

12.24 Japanese Banzai Tactics. Japanese units, provided they are at full step-strength and in supply, may banzai. The effect of a banzai is to double the applicable combat factor of a Japanese unit. However, this also immediately causes a step to be lost from that unit, and further, that loss does not count toward satisfying the impending battle's combat result. The banzai tactic may be used offensively or defensively, as well as in momentum attacks, but it has no application in probing attacks. Within these strictures, there is no arbitrary limit on the number of banzai units

the Japanese player may declare per battle and per turn. In any given combat, some units might be designated to banzai, while other units participate in the same battle at normal strength. *Important:* the Japanese player may declare a banzai in a battle at any time prior to the resolution die roll.

13.0 A-BOMBS & THE MANHATTAN PROJECT

13.1 In General. Starting on Turn 2, it is possible that one or both US theater commanders will have functional atomic bombs made available to them. To determine that, both commanders (ETO first) should total the number of Manhattan Project Markers under their control in the placement hexes within their theater of operations command in the Atomic Bomb Step. If a commander has three markers, his US command automatically gets one A-bomb. If he has two markers, he openly rolls a die and gets a bomb on a result of one through four. If he has just one marker, he openly rolls a die and receives a bomb on a result on one or two. If he has no markers, then he has no further chance to get any bombs for the duration of the game. Once awarded a bomb marker, he may use it immediately in an atomic attack that same phase, or he may save it for use in a later turn's phase.

13.2 Manhattan Project Marker Characteristics. These markers have no step or combat values of their own, nor do they exert ZOCs or count for stacking. They remain in their hex of placement until such time as that hex is entered, either via movement or advance after combat, by any Axis unit or stack. Markers alone in a hex may also be the objective of probing attacks by Axis units. At the moment of hex-entry, a marker is permanently removed from play. (Their sole function is to provide the basis for the calculations described above in 13.1.) Those sites are as follows:

WESTERN THEATER MANHATTAN PROJECT SITES

British Columbia Heavy Water Production Site: 0146
Los Alamos Laboratory: 2036
Hanford Engineer Works: 0747

EASTERN THEATER MANHATTAN PROJECT SITES

Chalk River Laboratory: 1109
Oak Ridge Engineer Works: 2615
Red Gate Woods Metallurgical Laboratory: 1819

13.3 Atomic Attacks. During their respective Atomic Bomb Steps (I.D. and I.E. in the turn sequence), the phasing US theater commander may make any number of atomic attacks (one per bomb just received and/or accumulated from earlier turns). Any Axis-occupied non-city hex on the map may be attacked. If more than one attack is to be made during a given step, all of them must be announced and their hexes designated before the first one is resolved. Also: a hex may be targeted by more than one bomb in the same step. Roll one die for each bomb and apply all the modifiers listed next column:

CUMULATIVE ATOMIC ATTACK DIE-ROLL MODIFIERS TABLE
-2 automatically for all atomic attacks.
-1 if the target hex is not in range of one or more US airpower markers.
-1 if target hex is rough or mountain.

13.4 Results.

The final number is the number of steps lost by the Axis force in the targeted hex. It is the Axis player's choice which steps to eliminate (as given in rule 12.19). If the final result is greater than zero, place a mushroom cloud marker in the hex, where it will remain until that turn's Phase VI. Axis units in attacked hexes with a modified result greater than zero are immobilized for that game turn: they may not attack, but they defend normally and still exert ZOC. If a result is zero or less, the atomic attack has failed and generates no effect (though the bomb has still been used up).

Differential Combat Results Table

Differentials →	0	+1	+2	+3	+4	+5	+10	+15	+20	+25	≥30
1	1/0	1/1	1/1	1/1	1/2	1/3	0/4	0/5	0/6	0/7	0/8
2	2/0	1/0	1/1	1/1	1/1	1/2	1/3	0/4	0/5	0/6	0/7
3	3/0	2/0	1/0	1/1	1/1	1/1	1/2	1/3	0/4	0/5	0/6
4	3/0	3/0	2/0	1/0	1/1	1/1	1/1	1/2	1/3	0/4	0/5
5	3/0	3/0	3/0	2/0	1/0	1/1	1/1	1/1	1/2	1/3	0/4
6	3/0	3/0	3/0	3/0	2/0	2/0	1/1	1/1	1/1	1/2	0/3

Differentials less than zero are resolved using the zero column.
Differentials greater than 30 are resolved using the 30 column.

Airdrop Results Table

Final Result	1st Parachute Army	18th Airborne Corps
≥ +1	Lands at 4-Step Strength	Lands at 2-Step Strength
0	Lands at 3-Step Strength	Lands at 1-Step Strength
-1	Lands at 2-Step Strength	Fully Eliminated
-2	Lands at 1-Step Strength	Fully Eliminated
≤ -3	Fully Eliminated	Fully Eliminated

Cumulative Airdrop Die Roll Modifiers Table

-1 automatically for all airdrops.
-1 if the hex contains one or more EZOC.
-1 if the hex is rough terrain.
-2 if the hex is mountain.

Atomic Attack Cumulative Die Roll Modifiers Table

-2 automatically for all atomic attacks.
-1 if target hex isn't in range of a US airpower marker.
-1 if target hex is rough or mountain.

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JAPANESE

Case Geld: The Axis Invasion of North America, 1945-46

FRONT

WEST CITY POINTS

EAST CITY POINTS

USA

Artwork by Paul Stuhlfaut

TURN

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USA

GERMAN

TURN

1819 2605 1109 0747 2036 0146

BACK

Case Geld: The Axis Invasion of North America, 1945-46

JAPANESE

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EAST CITY POINTS

WEST CITY POINTS