

# FRANCE 1944

THE ALLIED CRUSADE IN EUROPE

GAME DESIGN BY MARK HERMAN

## RULES OF PLAY

**Designer  
Signature  
Edition**



**Compass Games**  
*New Directions in Gaming*

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# 1.0 INTRODUCTION

*France 1944* is a wargame simulating the historical events that led to the liberation of France, Belgium, Luxembourg, and the Netherlands during the Allied drive on Germany from July 1944 through May 1945. The game begins with the Allies (British, Canadians, French, Polish, and Americans) already well established in France following the June D-Day invasions. As depicted at the outset of the game, Allied units are still bogged down in the rough terrain near Normandy, and their progress has been slow, thus far. Nevertheless, Allied strength has built up at a faster rate than the German. As the game begins, the Allies are built up sufficiently to attempt their breakout and begin their race toward the German frontier.

## ABOUT THIS DESIGNER SIGNATURE EDITION

*France 1944: The Allied Crusade in Europe* was originally published by Victory Games in 1986. The game covers a popular topic and introduced several unique concepts of play in the form of initiative and reaction phases, in which unit movement and combat phases are combined and captured in a system where time is broken down by increments, so units may undertake both tasks. With so many unique concepts introduced, it does appear that players did struggle a bit with some new concepts, namely, the Combat Results Table, introduced in the original release. In retrospect, even for the mid-1980's, this game may have been a bit ahead of its time.

In discussions with game designer, Mark Herman, it was clear that this title could benefit from the “*Designer Signature Edition*” (*DSE*) treatment. Not only to upgrade the components, but to expand on the game and introduce a new combat system (with custom dice), and use more advanced techniques that the designer developed over the last three plus decades. The *DSE* treatment aims to represent the final word, or “be all, end all” version of a game by a noted designer. The focus is on delivering completely redesigned components, with full-color graphics throughout and player-friendly enhancements to make the game as enjoyable as possible.

Here are some enhancements made to the original game:

- incorporation of all known errata and corrections
- upgraded components featuring 14.5mm counters and mounted game map
- redesigned combat results table with custom dice
- all-new player aids including the Combat Matrix
- new scenarios
- all-new close-up Normandy game map
- new and improved game markers to facilitate play (V-1 site, bridge status, Rhine River crossing, out of supply, bridgeheads, air support)
- extended play period to end of war (two additional one-month game turns)
- extended game map territory covered eastward (for end of war)
- additional German units (entering late in the conflict)
- all new rules treatment and playbook replete with illustrations to help cover game set-up and comprehensive example of play
- new optional rule, Operational Advantage

Perhaps the most significant new development regarding this game is that it now represents the first installment for a follow-on game titled *Russia 1944*. It will use the same system and the two maps will join up for an epic campaign game covering both fronts. While work on *Russia 1944* begins, we hope you will enjoy this all-new edition of *France 1944*.

Special thanks to Judd Vance who partnered with Mark Herman and was an incredible resource during final development of the game.

—John Kranz

Online support is available for this game.

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By email: [sales@compassgames.com](mailto:sales@compassgames.com)

We also recommend you visit the official game discussion topic on ConsimWorld to share your play experience with others. You will find the *France 1944* game topic by visiting <http://talk.consimworld.com> and navigating to the *Western Front* individual game discussion area.

## 1.1 GENERAL COURSE OF PLAY

*France 1944* is played in a series of up to 11 turns, each representing a month between July 1944 and May 1945. Throughout the game, the Allied player's primary concern is to advance from the coast toward Germany to establish a bridgehead across the Rhine and cause German surrender. The German objective is to thwart the Allied drive.

Each player has a number of available combat units and headquarters (HQ) pieces, capable of maneuvering across the map and engaging enemy pieces in combat. Each player also receives an allotment of Supply Points and Reaction Points. These points are spent by the players in an effort to gain temporary initiative, allowing a player to activate headquarters, which in turn can command combat units.

Unlike many wargames, *France 1944* does not use a rigid sequence of play. Instead, the sequence of events is governed by the purchase of initiative chits and the random drawing of these chits during a turn. When an initiative chit is drawn, the player who owns the chit has the opportunity to conduct an Initiative Phase, during which that player can activate a headquarters and command eligible combat units, spending Movement Points from the combat units' Movement Point Allowances to move (in Movement Increments) and attack (in Attack Increments). Once the Initiative player has concluded his/her Initiative Phase, the Reaction player has an opportunity to respond by conducting one or more Reaction Phases, during which that player can spend up to 3 available Reaction Points, either all at once (Army Reaction Phase), or in up to 3 Single-Piece Reaction Phases. Once the Reaction Phase is completed, another initiative chit is drawn. This process is repeated until all the chits have been drawn (including the Administrative Phase chit, which allows both players to bring in replacements and reinforcements), at which time both players have a Final Reaction Phase opportunity before the turn ends. Players then begin a new turn, drawing initiative and Administrative Phase chits,

and repeat the entire process until the final turn of the scenario is completed, at which time the victory section of the rules is consulted to determine who has won the game.

## 1.2 GAME INVENTORY

Inside the game box you will find the following:

- One mounted game map
- One close-up Normandy game map
- Two sheets of 0.65" rounded counters
- Rules booklet
- Playbook with example of play and designer's notes
- Two Player Tracks Aid Cards (identical)
- One Turn Procedure Card
- Allied Setup and Reinforcement Displays
- German Setup and Reinforcement Displays
- Two double-sided player aid cards (identical)
- Four 6-sided dice (includes two custom combat dice)

If any of these parts are missing or damaged, please contact Compass Games by e-mail at [sales@compassgames.com](mailto:sales@compassgames.com).

## 1.3 THE MAP

The mounted map sheet depicts the area in which the historical events simulated in *France 1944* took place. A simplified representation of the terrain in the area is overlaid with a hexagonal grid that is used to specify locations and to regularize movement. Each hex represents an area approximately 20 miles across.

The various terrain types, distinguished on the map by color and symbols, are summarized on the Terrain Key located on one of the Player Aids. These terrain types affect both the rate at which units can move and the ability of units in combat.

The close-up map hexes have equivalent locations on the full-size map. There is no special procedure on when to transition units from one map to the other; it's included as an optional convenience. As a unit exits the blow-up map, they are placed onto the full-sized map. As the hex numbers are the same on both maps, you can attack from one map to the other, but at any point you may transfer all the units from the blow-up map onto the full-scale map and dispense with its use. Its purpose is to declutter the initial break out, nothing more.

## 1.4 SET UP/REINFORCEMENT SCHEDULE PLAYER AID

This card shows which units should be set up at the beginning of the game as well as the starting hex number for each unit, and which units arrive at which time and at what location. Rules references are included.

# FRANCE 1944

## 1.5 ALLIED & GERMAN PLAYER AIDS

Each card should be placed near the player on that player's side of the board. Each card contains the following:

- *Movement Point Expenditure Track.* Used to record the progress of Movement and Attack Increments (See 6.0)
- *Turn Track.* As each Turn is completed, each player advances the Turn Marker into the next month across the top of this track. All the columns beneath the current month refer to activities that the players can undertake in the current month:
  - ◊ Determining the availability of Air Support (Allied player only).
  - ◊ Reaction and Supply Point availability
  - ◊ Replacement Point availability
- *Supply Points Track.* This track is used to track both supply points available and supply points committed. This track will only be adjusted at the start of each turn.
- *Reaction Points Available Track.* This track records the available reaction points. Players will receive points at the start of the turn and spend them during the reaction phases.
- *Eliminated Units.* Any unit that is completely destroyed in combat is placed in the owning player's Eliminated Units Box. A unit can be resurrected from this box, and brought in as a reinforcement, by spending Replacement Points. This procedure is detailed in the rules for Replacements and Reinforcements.

Note: The cards are identical and show information for both players. Although the starting Reaction Point value and Supply Point value for both sides are shown on the track, each player will only record his/her values. The reason for printing both on the same track is for solitaire play: one card can be used to record both sides and reduce the footprint for solitaire games.

## 1.6 TABLES PLAYER AID

This double-sided card contains the following information:

- *Combat Results Matrix.* This matrix is used to determine the outcome of each battle (see 9.6).
- *Attrition Chart.* Used to determine attrition during the supply phase (see 10.1.1).
- *HQ Command and Nationality Summary.* This display serves as a key to the various colors used on Allied counters to distinguish nationality and also acts as a reminder of which Headquarters are eligible to command which units (see 4.5).
- *Terrain Key.* This summary identifies the significance of the colors and symbols used on the map and indicates the general movement and combat effects of terrain.

## 1.7 THE PLAYING PIECES

There are a total of 260 playing pieces in *France 1944*. Of these, 15 are Headquarters pieces (7 Allied and 8 German), 100 are Combat units (54 Allied and 46 German), and 145 are informational markers, which serve a variety of purposes, as explained in pertinent rules sections. To summarize, the following informational markers are used:



**Place off-map:**  
 Bridge & Bridgehead Markers  
 Control Marker  
 Hit Markers



**Initiative Chits [drawn from cup]:**  
 Allied Initiative Chit  
 German Initiative Chit  
 Administrative Phase Chit



**Place in holding boxes in England (on map):**  
 Allied Air Power Markers



**Markers for player tracks [Allied = Green, German = Gray]:**  
 Game Turn [Turn Track]  
 Supply Points Available [Supply Track]  
 Supply Points Committed [Supply Track]  
 Reaction Points [Reaction Points Available Track]



**Placed on Combat Units:**

- Administrative Movement
- Cadre
- Activation Markers
- Out of Supply



**Place near Movement Point**

**Expenditure Trackon Player Cards:**

- Increment Marker [Double-sided]



**Place on map in named location:**

- V1 Site



**Give to Allied Player:**

- Advantage Marker [Optional]

Combat units and Headquarters are described in detail in their respective sections (see 3.4, 4.2).

## 1.8 HOW TO BEGIN

Before beginning the game, read through the rules, and then turn to the Examples of Play (15.0) in the playbook. This example is a complete play-through of Turn 1, and the beginning turn procedure for Turn 2.

Once you have seen how the game is intended to work, to begin your own game, proceed to the Scenarios section of the playbook (13.0). This new edition of *France 1944* offers four scenarios that all begin on Game Turn 1 but with varying durations of play and total number of turns. We suggest that you begin with Scenario 1: Falaise Gap (13.1) as it is meant as a training scenario to help get you acquainted with the game system. The advantages are that there are fewer units in play and it lasts only one Turn, just enough to help familiarize yourself with how to play the game. Also, using the close-up map section for Normandy is highly recommended (particularly the side that displays initial unit deployment) as it provides more physical space for placement and movement of units.

In addition to the training scenario, please consult the Game Setup example (14.0) as it will guide you, literally step-by-step, through the game set-up process (keeping in mind set-up may be more limited based on the scenario selected). This section will help prepare you for play, and a set-up video tutorial is available online to guide you further.

## 2.0 TURN PROCEDURE

At the beginning of each new Turn, perform the following 8 preliminary steps before beginning Step 9 to draw chits and play through numerous Phases.

*Note that, on Turn 1, most of these preliminaries are already completed by following the sequence under Game Setup (14.0); on Turn 1, proceed directly to Step 8 (Supply Point Commitment).*

1. **Game Turn Indicator.** Advance the Turn marker one space on the Turn Track.
2. **Reset Reaction Track.** Reset both players' Reaction Points Available Tracks to zero.
3. **Allied Air Support.** The Allied player determines Air Support Availability. First, move any Tactical Air markers on the German Reaction Track from the previous turn back to the Holding Box(es) in England. Then roll a die for Air Support available this Turn. If Air Support is available, first, make sure that any Air Support markers in their respective Holding Boxes are showing on the available side (the side opposite of "Unavailable.") Then the Allied player decides how to use each of the Tactical Air (-1/-2<sup>1</sup>) markers: interdiction or ground support. For each marker selected for interdiction, place it on the German Reaction track and reduce the available German Reaction Points in Step 5 by two points (reduced by two or four points, depending on the number of committed markers). Tactical Air markers not selected for Interdiction are available for Ground Support.
4. **Supply Determination.** Both players determine the number of Supply Points added for this turn listed on the turn track and adds these points to their respective Supply Points Available.

*Unlike Reaction Points, Supply Points can be accumulated from one Turn to another. Should you accumulate more than 9 Supply Points (the limit of the Track), flip your marker to its +10 side.*

5. **Reaction Points.** Both players add newly available Reaction Points to their Reaction Points Available Tracks, according to the value listed on the Turn Track and the Allied player will further adjust it based on the amount written on the Reaction Points counter, which is flipped over or replaced based on meeting certain objectives (see: Brittany Campaign (12.1) & V-1 Buzz Bombs (12.2)). The German player reduces the available Reaction Points by 2 for each Air Support marker placed on the track in Step 3.

6. **Place Initiative chits.** Each player places Initiative chits in the cup equal to the value of the Supply Points Committed marker. Each player then moves the Supply Points Committed marker to the zero space on the Supply Track.

*Remember that Supply Points must be committed each Turn for the next Turn.*

7. **Place Administrative chit.** Place the Administrative Phase chit in the cup.
8. **Supply Point Commitment.** Both players may convert Supply Points to Supply Points **Committed** for next turn by reducing the Supply Points marker one space to increase the Supply Points Committed by one space. Both sides are limited to the amount of supply points committed (Allies: 5, Germans: 3).
9. **Initiative and Reaction Play Cycle.** Draw all chits from the cup, one at a time. If the chit pulled is the Administrative Phase chit, follow the sequence for the Administrative Phase (10.1). If the chit pulled is an Initiative chit, the owning player immediately conducts an Initiative Phase, and then the opponent has a Reaction Phase opportunity. If the opponent performs a reaction, the next chit will be drawn after this reaction is completed. However, if the opponent declines to spend at least one Reaction Point, the Initiative player may conduct a Reaction Phase, in which case the next chit will be drawn after this reaction is performed. If neither player elects to perform a reaction, the next chit is drawn. Once all chits have been pulled from the cup, and all procedures have been completed, proceed to Step 10.
10. **German Final Reaction Phase Opportunity.** The German player can spend up to 3 available Reaction Points.
11. **Allied Final Reaction Phase Opportunity.** The Allied player can spend up to 3 available Reaction Points.
12. **Victory Determination.** Determine if either side has won the scenario being played. If not, return to step 1.

After the 1st game turn repeat steps 1-12 above until the scenario is automatically won by either side or following conclusion of the last turn to determine the winner.

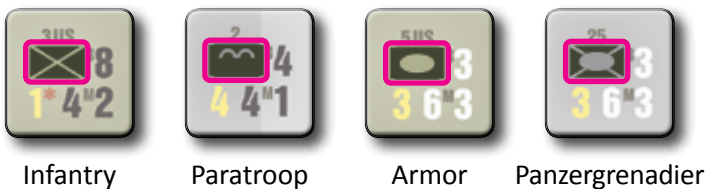
# 3.0 COMBAT UNITS

The combat units are the central focus of the game. The way in which the players maneuver their units and engage in combat will ultimately decide the outcome of the game. Each player begins with a fraction of his/her combat units on the map. Other units become available throughout the course of the game as reinforcements (see 10.1.3-6). As combat units take combat damage, their strengths can be reduced, but Replacement Points can be used to revitalize such units (see 10.1.2). Keep in mind that combat units can do very little other than defend themselves unless they are commanded by an Activated Headquarters piece (see 4.7).

*Note that the term combat unit specifically excludes Headquarters pieces. A rule affecting both combat units and HQs will mention both types of pieces.*

## 3.1 COMBAT UNIT TYPES

In game terms, there are only two significant combat unit types: armor and infantry. The symbols used on the playing pieces shows four unit types, however, for purposes of greater historical accuracy. The four types shown on the counters are the following:



For all game purposes, infantry and paratroop units are both considered Infantry, while armor and Panzergrenadier (mechanized) units are both considered armor. All infantry units depicted in *France 1944* are considered corps-sized units; all armor units depicted are considered division-sized units.

## 3.2 STEPS

Most combat unit comprises three steps: Full-strength, Reduced Strength, and Cadre. The exception is the nine *Führer* Panzer Divisions, which are single-sided counters and comprise single-step units. For three step units, the front side of a unit represents the unit at Full-strength. The back side of a unit represents the unit at Reduced Strength.



A Cadre marker placed on a unit (with the unit's Reduced Strength side up) represents the unit at Cadre strength. A unit at Cadre strength exerts no Zone of Control (see 3.3), and both of its Combat Strengths are reduced to 1 (its Morale Rating is unaffected). A unit that falls below Cadre strength is eliminated and placed in the owning player's Eliminated Units Box. Replacement Points can be used to bring back eliminated units or to raise the strength of a three-step unit that has lost one or two Steps (see 10.1.2).

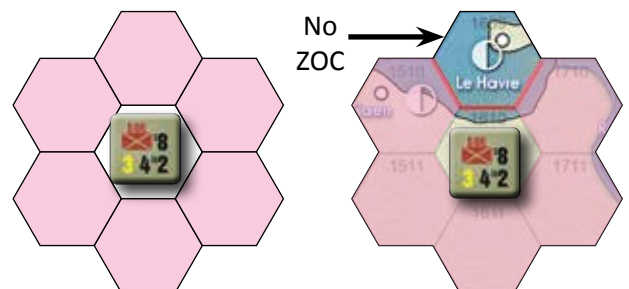
## 3.3 ZONE OF CONTROL (ZOC)

Every full-strength or reduced-strength combat unit on the map exerts a Zone of Control (ZOC) into the six hexes adjacent to the hex it occupies, unless the hexside has a red line (example: 1609 & 1610) which represents a blocked hexside.

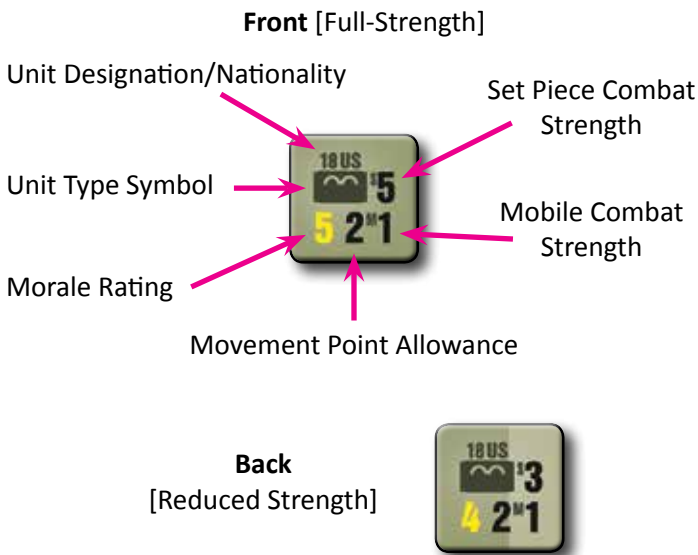
*Note that HQ pieces and Cadre Strength units never exert Zones of Control.*

Hexes in an enemy ZOC are affected in the following ways:

- It costs an additional movement point (1 MP) to enter an enemy ZOC hex. It costs two additional movement points (+2 MPs) to leave an enemy ZOC hex. To move from one hex in an enemy ZOC to another hex in the same ZOC is a combination of both instances, and thus costs +3 MPs plus the cost of the terrain.
- A friendly unit cannot retreat into or through an enemy ZOC, unless the hex is occupied by a friendly unit.
- Friendly Headquarters Command Ranges (see 4.6) and Supply Lines (See 11.0) can be traced *into* an enemy ZOC, but *not through* the hex, unless a friendly unit occupies it.



### 3.4 SAMPLE COMBAT UNIT



### 3.5 DESIGNATIONS

The designation printed on each combat unit is the historical unit designation. This name has little bearing on the game, except to identify specific units on the set-up card, reinforcement schedule, and examples.

### 3.6 NATIONALITIES

Allied combat units and headquarters are divided into five nationalities: US, British, French, Canadian, and Polish. For combat units, the distinction among Allied nationalities is relevant only when using Replacement Points (which are listed separately for US units and for all other Allied nationalities), and determining which combat units are eligible to be commanded by an activated headquarters unit.

The nationality of a unit can be determined by the abbreviation next to the unit ID as well as the color of the symbol. A summary of nationality color schemes is provided on the Player Aid and is as follows:

BR	=	Britain	Red	
CA	=	Canada	Green	
FR	=	France	Blue	
GE	=	Germany	Gray	
PO	=	Poland	White	
US	=	United States	Olive Green	

### 3.7 MORALE RATING

Each Combat unit has a Morale Rating that is used in combat resolution. Basically, a unit with a high Morale Rating is less likely than a low morale unit to suffer an adverse combat result. Units with an asterisk are “Green Units.” See [Combat Units/Green Units](#) for more details.

*Note that, in some situations, Morale Rating is more important than Strength in determining the outcome of a combat.*

### 3.8 COMBAT STRENGTHS

Each combat unit has two Combat Strengths: a Mobile Combat Strength, which is used only in very specific situations; and a Set Piece Combat Strength, which is the value used most often in resolving combat. Essentially, the Mobile Combat Strength represents the ability of a unit to fight in the open while on the move. As such, this strength tends to be considerably higher for the smaller, faster-moving armor units than for the larger infantry units.

### 3.9 MOVEMENT POINT ALLOWANCE

Each unit has a Movement Point Allowance (MPA), which quantifies the unit’s ability to move and attack. A unit can spend all or some of its MPA in each Increment of a friendly Initiative or Reaction Phase as outlined in the rules for Increments. Each time a unit moves during a Friendly Movement increment, it spends Movement Points up to the amount indicated by the chosen increment and expends the Movement Points according to the Movement Point costs listed on the Terrain Effects Chart on the Player Aid.

*Note that retreating and advancing after combat, which are functions of combat resolution (and consequently occur only during Attack Increments) also allow a unit to move, but do not require the expenditure of Movement Points.*

### 3.10 GREEN UNITS

Any US Infantry unit marked with an asterisk on it is a Green (untried) unit. It is represented by two counters: an untried and



a regular (tried) counter. They are the same except for the morale rating. The untried unit has a Morale Rating of 1 for all purposes. These units first enter the game as untried reinforcements. The unit remains this way until the unit meets one of the following conditions:

1. The Green unit has participated in a combat as attacker, and the enemy-occupied hex that is attacked is vacated (by retreat or elimination).
2. The Green unit has participated in combat as the defender in which the attacker took at least two step losses.



- The Green unit was eliminated (placed in the “Eliminated Units” box).

If any of these three instances occur, replace the untried unit marker with the regular marker and remove the untried marker from the game. If the untried unit was on its reduced side when this occurred, place the regular unit on its reduced side. Likewise, if the untried unit had a Cadre marker on it, place a Cadre marker on the regular unit. The only thing that changed about the unit is its Morale Value. If the unit is brought back into the game after receiving replacement points, it enters the game as a regular unit. To remember this, when an untried unit is eliminated, immediately remove it from the game and place the regular unit in the “Eliminated Units” box.

### 3.11 FÜHRER PANZER DIVISIONS

The 9 Führer Panzer Divisions represent the “bottom of the barrel” troops Germany placed into service toward the end of the war. These units have one step. They have no reduced side and no Cadre value.



**Once the Allies cross the Rhine River, Germany may only use replacement points to build these units.** (See 10.1.2) These units cost 1 Replacement Point per unit. These units may not be built until the Allies cross the Rhine River, except through supply attrition (see 10.1.1).

Design Note: These were formations that appear in the German order of battle that consisted of some remnant of a larger formation as augmented with returning wounded, an assortment of vehicles plus old men and boys.

### 3.12 18TH AIRBORNE DIVISION

When the 18<sup>th</sup> Airborne enters the game, it is placed in the Airborne Holding Box in England. The unit is used for both Operation Market Garden (see 12.3) and Operation Plunder-Varsity (see 12.4). At the conclusion of the Initiative Phase in which Market Garden was declared, if the 18<sup>th</sup> Airborne unit was not destroyed, it is picked up and placed in the Holding Box. If the unit was destroyed in Market Garden, it may be rebuilt, but is placed in the Holding Box. If it was reduced, it may be rebuilt in the holding box (it is in supply in the holding box). After Plunder-Varsity, it remains in the game and operates like regular infantry in regard to replacements and reinforcements.



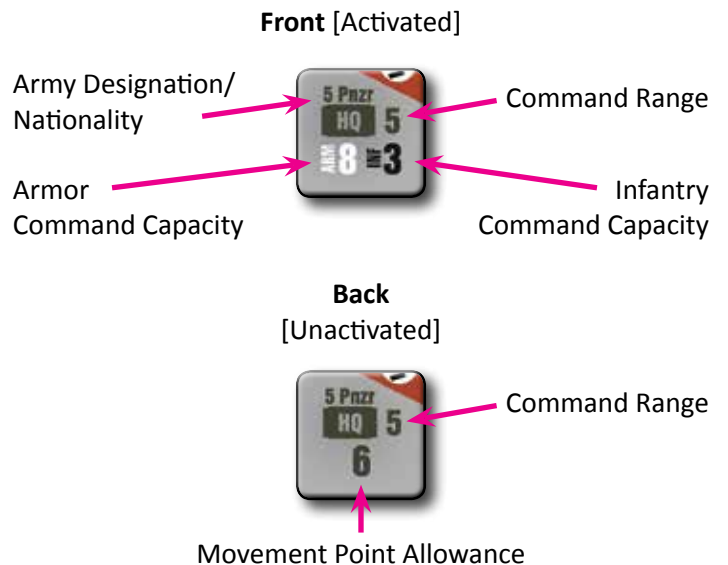
## 4.0 HEADQUARTERS

While the combat units are the essential units of maneuver in *France 1944*, the Headquarters (HQs) are the pieces that allow the Combat units to move and attack in coordination. As with combat units, only a fraction of each player’s HQs begin on the map, and others enter as reinforcements. Headquarters have no Combat Strength but can increase the strength of combat units with which they are stacked. The most important task of an HQ is to command combat units, allowing them to move and attack.

### 4.1 STEPS

Headquarter pieces do not have steps. They do not take damage in combat and cannot be destroyed, but they can be dispersed (see 4.10). They have an Activated and Unactivated side. They are normally Unactivated and during the Initiative and during an Army Reaction (See 5.1 & 5.2), a single HQ may be designated for activation and it is flipped to its Activated side for the duration of the Phase. At the end of the phase, it is flipped back to its Unactivated side.

### 4.2 SAMPLE HEADQUARTERS (HQ) PIECE



### 4.3 DESIGNATION

The designation printed on each combat unit is the historical unit designation. This name has little bearing on the game, except to identify specific units on the set-up card, reinforcement schedule, and examples.

#### 4.4 NATIONALITIES

Allied Headquarters & combat are divided into four nationalities: US, British, French, and Canadian. There is no Polish HQ piece. For Headquarters, the distinction among Allied nationalities is relevant for determining which combat units may be commanded by an activated HQ, and when attempting to use the HQ Combat Strength Bonus (see 4.9). The nationality of a unit can be determined by the abbreviation next to the unit ID as well as the color of the symbol. The color scheme is the same for headquarters as it is for combat units (See 3.6).

#### 4.5 ALLIED HEADQUARTERS AND NATIONALITY RESTRICTIONS

Allied Headquarters are further restricted in which combat units they can command by nationality as summarized on the Player Aid. A US HQ can command only US and French combat units. A French HQ can command only French combat units. A Canadian HQ can command only Canadian, British, and Polish combat units. A British HQ can command only British, Canadian, Polish, and a maximum of one US combat unit.

HQ Nationality	Unit Nationality				
	US	British	French	Canadian	Polish
US	X		X		
British	1 max	X		X	X
French			X		
Canadian		X		X	X

#### 4.6 COMMAND RANGE

Command Range is a path from 3 to 6 hexes extending from an Activated HQ (exclusive) to an eligible Combat unit (inclusive). Command Range can be traced through any type of terrain except a blocked hexside. Command Range can be traced into and through any hex containing a friendly combat unit, but it cannot be traced through an empty hex adjacent to a full or reduced-strength enemy unit (in the “Zone of Control” – see 3.3). Units that are in Command Range of an HQ are considered in “HQ Supply” and are eligible to receive Replacements (See 10.1.2) and if nationality requirements are met, are eligible for activation during the Initiative Phase.

*Note that the Command Range is listed on both the front and back of each HQ piece. The Range is needed when the HQ is activated to determine supply and command, and when deactivated to determine supply.*

#### 4.7 COMMAND CAPACITIES

Each Activated HQ can command only a limited number of friendly Armor and Infantry units within its Command Range in a single Initiative or Army Reaction Phase. These limits are listed on the HQ counter as Armor Command Capacity and Infantry Command Capacity.

*Note that the Command Capacities are listed only on the front of the HQ pieces since an HQ can command only when activated.*

#### 4.8 MOVEMENT POINT ALLOWANCE AND HEADQUARTERS MOVEMENT

Each HQ has a Movement Point Allowance of 6 Movement Points. An HQ can move only when Deactivated and only during a friendly Single-Piece Reaction Phase. An HQ can use Administrative movement (See 5.3). The only way for an HQ to enter an enemy ZOC is if it is not using administrative movement and if a friendly combat unit occupies the hex in the ZOC.

**IMPORTANT:** An HQ can never, under any circumstances, be in an enemy ZOC that is not occupied by a friendly combat unit.

#### 4.9 HEADQUARTERS AND COMBAT STRENGTH

An HQ unit can never attack or defend by itself and has no combat strength. However, if one or more friendly units stacked with a supplied HQ are involved in a combat (as either attacker or defender), the HQ adds 3 to the total friendly combat strength for that combat.

Note that, in order for an Allied HQ to apply its combat strength bonus to a combat, it must be stacked with at least one combat unit that it is eligible to command. If the HQ is adding its bonus to an attack, it must be activated (note: not so when defending, since this is impossible). Only one HQ is allowed to apply its bonus in defense. An HQ must be in supply in order to apply its combat bonus.

#### 4.10 HEADQUARTER RETREAT AND DISPERSAL

An HQ that is alone in an enemy ZOC is forced to disperse immediately. To disperse, remove the HQ from the map and place it immediately on the Turn Track. It is eligible to enter as a Normandy or East reinforcement for the Allied or German player, respectively, two turns later.

*Example, an Allied HQ that finds itself adjacent, all by itself, to a German Combat unit (not Cadre) in Turn 3 would be placed on the Allied Turn Track in the Turn 5 space. During the Administrative Phase of Turn 5, the Allied player could bring the HQ on as a normal Normandy Reinforcement, whether other Allied units enter at that time or not.*

If a friendly combat unit retreats, as a result of combat, from a hex containing an HQ (whether the combat unit began its retreat from the HQ's hex or not), the HQ can be picked

up and retreated with the combat unit if it is eligible to command at least one of the retreating combat units.

*(Note: a defending HQ is not activated, thus is not commanding the unit. This rule is talking about the combat unit being eligible to be commanded).*

This situation only applies during a retreat (the result of an attack initiated by the opponent). Units cannot move along and “pick up an HQ” during movement. If an HQ is stacked with a force that moves out of the hex due to a movement increment or an advance after combat, or if none of the retreating units are eligible to be commanded by that HQ, the HQ remains in place.

## 5.0 INITIATIVE AND REACTION PHASES

### 5.1 INITIATIVE

Once an Allied or German Initiative Chit is drawn from the cup, the owning player becomes the Initiative Player and the other player becomes the Reaction Player. This remains until another chit is drawn. The Initiative Player must immediately activate a supplied HQ or pass. Single piece activations without activating an HQ are not allowed in this instance.

If an HQ is activated, it is flipped from its Unactivated side to its Activated side. The Initiative player then designates the eligible combat units that the HQ will command. Designate these units so that they are not confused with combat units not being commanded. If using the regular map, this is easily designated by rotating the active units 90 degrees. If using the close-up section, grab a number of infantry activation counters and a number of armor activation counters equal to the command capability of the HQ and place them on the commanded units, flipping the activation counter so that the arrow is not showing. The Initiative player then declares a series of Increments, during which the activated units can move or attack during each increment. (See 6.0)

*Note that an activated HQ remains activated until the end of the phase, and each activated combat unit remains commanded until the end of the phase, even if it moves out of the command range of the HQ during the phase.*

The moment the Initiative Player completes the final Increment, or when that player announces that no more increments will be conducted or chooses not to activate a HQ (pass), the Initiative Phase immediately ends and the Reaction Phase begins. The Reaction player has the opportunity to spend 1-3 Reaction Points. If the Reaction

player declines to spend any Reaction Points, or has none to spend, the Initiative player can ONLY THEN spend up to 3 Reaction Points. Once one player or the other has spent Reaction Points (or both have declined), the Reaction Phase is over.

*Note that the Reaction player can spend a Reaction Point and then do nothing, just to keep the initiative player from getting a Reaction opportunity.*

See the Playbook for an extended example (“15.2 Comprehensive Example: Initiative Phase.”)

### 5.2 REACTION

Each player receives Reaction Points each turn. Reaction Points must be used in the turn in which they are received, or they are lost. The opportunity to spend Reaction Points occurs whenever the owning player has a reaction opportunity. The owning player is not required to spend any points in these instances, but if that player chooses to, he/she may spend 1-3 points. There are two types of reactions:

**Army Reaction.** Spend 3 available Reaction Points to activate a supplied HQ, which in turn can command eligible combat units. The Activation and Command procedures in this case are identical to those for Initiative Phase Activation. Since this type of Reaction Phase takes 3 Reaction Points (the maximum), it is the only Reaction that can be performed during the Reaction Phase and only one Army Reaction per Reaction Phase may be performed.

**Single-Piece Reaction.** Spend 1 available Reaction Point to directly command an HQ or Combat unit. The piece does not have to be in supply though penalties will occur for unsupplied units (See 11.0). This is the only way to move an unsupplied unit. A combat unit selected for Single-Piece Reaction conducts Attack and Movement Increments just like any other activated unit (See 6.0). If an HQ piece is selected, it can only conduct Movement Increments and remains on its unactivated side. Outside of retreat, this procedure is the only way that an HQ can move. Since this type of Reaction Phase takes only 1 Reaction Point, it can be conducted up to 3 times per Reaction opportunity. The owning player does not have to declare all Reaction Points up front: the player may spend a point, perform the increments, consider the results, and then elect to spend another point. However, keep in mind that a maximum of three points can be spent during the Reaction Phase so the player cannot conduct a single piece Reaction and then declare an Army Reaction, as this would require 4 points. Also, a unit may only be activated once during a reaction phase.

See the Playbook for an extended example (“15.3 Comprehensive Example: Reaction Phase.”)

Active Reaction units behave and conduct themselves exactly like units activated during initiative.

# FRANCE 1944

*Play Note: Reaction is what it says, a potential Reaction to the last initiative prior to pulling another initiative bit.*

## 5.3 ADMINISTRATIVE MOVEMENT

At the beginning of your Initiative or Reaction Phase, after designating which of your units are under Command, you decide if any units will be using Administrative Movement. Place an Administrative Movement marker on every unit that will be using it.

Administrative movement is sometimes referred to as “Strategic Movement” in other wargames. It is a special form of movement during a movement increment that gives the Administrative moving unit double the movement points for that increment. Any unit that is under Command can be designated for Administrative movement; Administrative movement is always designated at the beginning of the Phase and applies for the entire Phase. A unit using Administrative Movement cannot enter an enemy ZOC under any circumstances, even if there is a friendly combat unit in the hex. However, if it begins in one, it may exit the ZOC, paying the +2 Movement Point cost, so long as it does not enter another enemy unit’s ZOC. Remember, Cadre units exert no ZOC. Units with Administrative Movement

markers may not participate in combat.

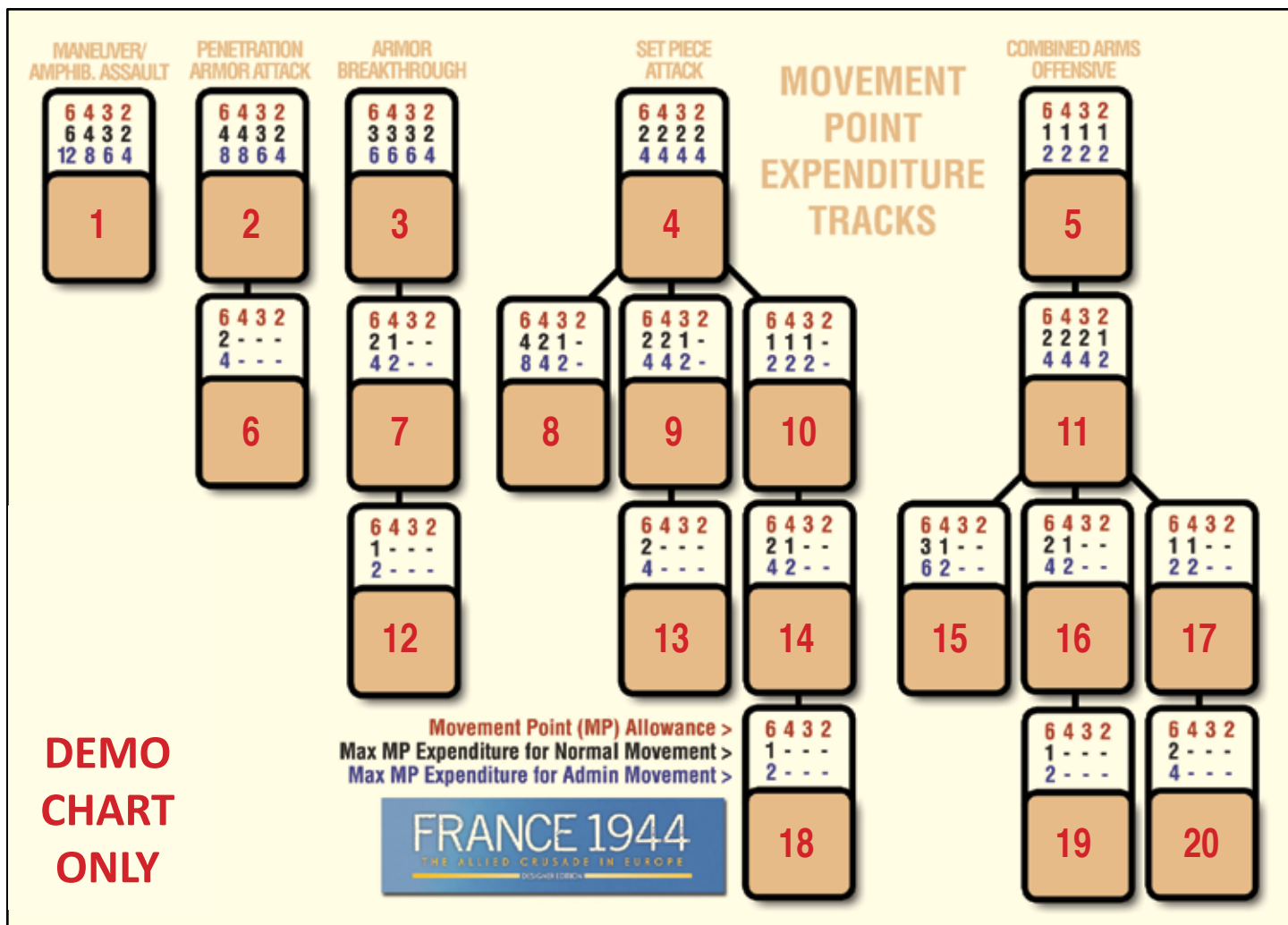
At the end of the phase, remove the Administrative Movement markers from all units.

*Note that all Normandy/Antwerp (Allied) and German Reinforcements automatically use Administrative movement when they enter the map.*

## 6.0 INCREMENTS

Movement and combat in *France 1944* do not follow the system used in many wargames in which units move in a movement phase and then fire in a combat phase. Instead, both movement and combat are captured in a system where time is broken down into increments, so that a unit may intermix both tasks. Faster units will be able to attack more frequently. Slower units will not have the luxury of moving and then combining their attack factors into combat.

The Movement Point Expenditure chart on page 12 displays the increments. This is not the actual chart. The numbers



# THE ALLIED CRUSADE IN EUROPE

1-20 in the boxes have been added for demonstration purposes. Across the top row are 5 increments (boxes) numbered 1-5. Each of these represent the beginning of a series of increments (boxes) connected by lines. Examples of valid series would be (follow along with the diagram on page 12):

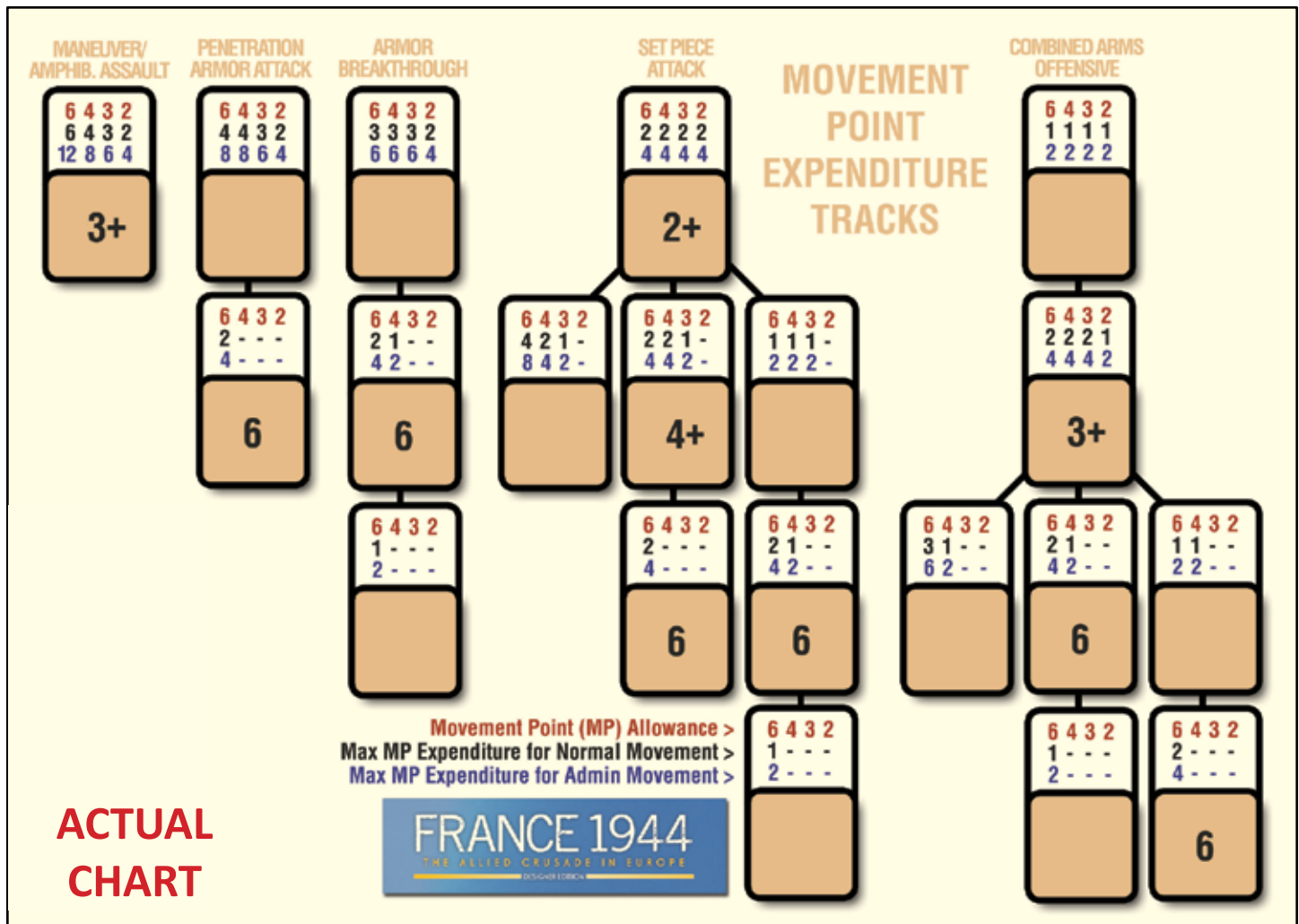
- Increment 4, 10, 14, and 18.
- Increments 5, 11, and 15.
- Increments 3, 7, and 12
- Increment 1

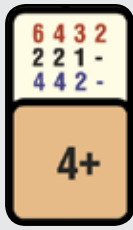
Increment 4, 8, and 13 is not a valid path because increment 8 and 13 are not connected.

Overall, the player has a choice of 9 different series of increments. All nine *series* represent the same length of time – all four examples of valid paths above each capture the same total length of time, and this total time encapsulates the entire phase. Each increment (box) represents a subdivision of time – or, an increment of time, if you will. Each individual increment (box) is not equal in time to the other increments. Increment 1 is the longest increment since it is an entire series by itself. Basically, an Increment

governs how many Movement Points you can spend during that increment of time. The more movement points you are allowed to spend, the more time that particular increment covers.

The actual Movement Point Expenditure Track is displayed below. At the beginning of your Initiative or Reaction Phase, after designating which of your units are under command and after placing Administration Movement markers, place your Movement Point Expenditure marker in any top-row Increment of the Movement Point Expenditure Track (Increments #1-5 in the previous example). The numbers in the space you select specify precisely what you can do in the current Increment. If the tan increment box is clear (no number), your units may ONLY move: combat is not allowed in that increment. When the Movement Point Expenditure marker is in a clear tan box (no number), flip it to the “M” side. If the tan increment box contains a number (2+, 3+, 4+, 6), you have the choice of declaring a movement increment OR an attack increment. If you declare a movement increment, the Movement Point Expenditure marker should be on the “M” side. If you declare an attack increment, flip the Movement Point Expenditure marker to the “A” side.





< **Movement Point (MP) Allowance**  
 < **Max MP Expenditure for Normal Movement**  
 < **Max MP Expenditure for Admin Movement**

This example shows a single increment. Because the tan increment box contains a number (in this case, 4+), the player may elect to perform a movement or an attack increment. If a movement increment is selected, the white box above the tan box indicates which units are allowed to move and how many movement points the unit is allowed to expend for that increment. Across the top are the 4 possible values of Movement Point Allowance (found on each combat unit or HQ). The second row displays the corresponding maximum number of movement points that unit may expend this increment using regular (not Administrative) movement. The third row displays the corresponding maximum number of movement points that unit may expend this increment using Administrative Movement.

For example, for this particular increment, a unit with a Movement Point Allowance of 4 or 6 is allowed to expend 2 movement points this increment if using regular movement or 4 movement points if using administrative movement. A unit with a Movement Point Allowance of 3 is allowed to expend 1 movement point for regular movement or 2 movement points for administrative movement. A unit with a Movement Point Allowance of 2 is not allowed to move this increment.

The second line displays the *maximum* number of movement points that may be expended for this increment by a particular unit for this increment. The unit can spend less movement points or none at all, but any unused movement points in an increment are lost: they may not be carried over to another increment. Also, if the maximum allowable number of movement points does not allow a unit to enter a hex, it may not enter that hex. For example, a unit with a movement point allowance of 3 may only spend 1 movement point for this increment. It would not be allowed to enter a rough terrain hex, which requires 2 movement point to enter (see “Terrain Effects Chart”), nor could it enter a clear hex in an enemy ZOC (1 to enter clear terrain, +1 to enter enemy ZOC).

If the player elects to make this particular increment an attack increment, the number inside of the box displays the required Movement Point Allowance of the combat unit in order to attack. In this example, the “4+” means that combat units with a Movement Point Allowance of 4 or 6 may attack. Combat units with a Movement Point Allowance of 2 or 3 may not attack during this increment.

**IMPORTANT:** Once you have declared the type of Increment you will perform, you can perform only the actions appropriate to that Increment type. You may not have some units move while others attack in the same increment.

Only commanded units may move or attack. If you have a stack of activated and deactivated units, only the activated units in that stack may attack.

Once you have moved all the commanded units you wish to move, or conducted all the attacks you wish to conduct, you have completed that particular increment. Declare your next increment by moving the Increment Marker down the track into any space connected to the space you are leaving. Once you complete an Increment and have no further spaces to enter on the Increment Track, the phase is over. Alternatively, you can at any time voluntarily announce that you will declare no further increments, at which time the Phase immediately ends.

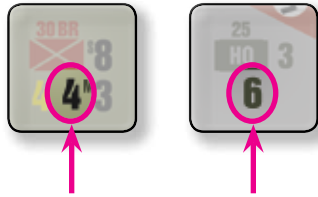
### What’s Going on Here

The purpose of the increment is to simulate a certain amount of simultaneity on the battlefield. The Increment system essentially prohibits you from spending the entire Movement Point Allowance of a single unit without spending at least a portion of the Movement Point Allowance for every other commanded unit, even if those other units do nothing. Time has passed while one of your armored divisions moved up the road, and that passage of time is being applied to each of your units.

Upon careful examination, you will note that each space on the Movement Point Expenditure Track represents the expenditure of a certain number of Movement Points (MPs). In most cases, the first space on any track represents the maximum number of movement points for any unit, and as you descend the track into the lower spaces, units with lower Movement Point Allowance values are able to do less and less, because their Movement Point Allowances have been exhausted.

It is imperative that you apply sufficient forethought to your increment decisions. For instance, it is distinctly embarrassing when one declares a movement increment that allows the expenditure of only 2 MPs, only to discover that it will cost 3 MPs to move into a Rough terrain space next to an intended target enemy unit. Needless to say, once you have chosen your increment space, you are required to remain in it until you have completed the increment; and if you are caught short like this, your opponent is not likely to respond favorably to your request to place the marker elsewhere. **Acquaint yourself with this track!**

## 7.0 MOVEMENT



Movement Point Allowance

Each Combat unit and HQ piece has a Movement Point Allowance printed on it. This value is used to refer to the Movement Point Expenditure Track to determine how many Movement Points (MPs) a given piece can spend in a given Movement Increment or if it is eligible to attack during an Attack Increment. Each time a piece enters a new hex, it spends one or more Movement Points, according to the costs listed on the Terrain Effects Chart. Note that all costs listed on the Key are cumulative.

*For example, to enter a Clear hex (1 MP) by crossing a River hexside (2 additional MPs) costs a total of 3 Movement Points. If the hex entered is also enemy-controlled (1 additional MP), the total cost to enter the hex would be 4. If the moving unit were leaving an enemy-controlled hex (2 additional MPs) in order to cross a River hexside into a clear enemy-controlled hex, the total cost would be 6 MPs.*

- A Combat unit can move only if it is commanded during a friendly Movement Increment.

*Note: retreating is not “Movement” but part of combat.*

- An HQ piece can move only if it is unactivated during a friendly Movement Increment of a friendly Reaction Phase, at the cost of a single Reaction Point (see 4.8).

A piece always moves from one hex to an adjacent hex, spending Movement Points as it goes. A piece can never spend more Movement Points in a given increment than are allowed by that particular increment space of the Movement Point Expenditure Track. That means that if a piece is unable to move because insufficient Movement Points are available in that increment, the piece cannot move at all.

*Note: many wargames allow a unit to spend all of its movement points to move a single hex, even if it cannot afford the points to enter that hex. That is not the case in this game.*

*Crossing the Rhine River without a bridge requires an amphibious crossing. (See: 12.8).*

### 7.1 STACKING

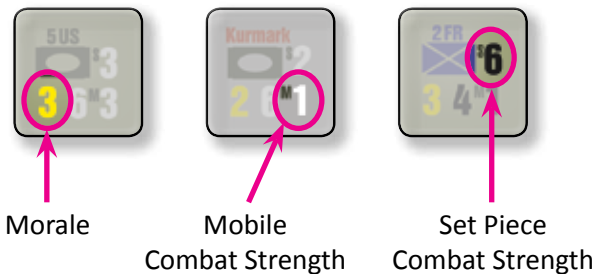
Often there will be more than a single unit stacked in a hex at a given instant, in which case the following restrictions apply:

- At no time can a friendly unit ever enter a hex containing an enemy unit or HQ piece.
- At no time can any hex ever contain more than 4 Armor units, or more than 2 Infantry units, or more than 4 total combat units. This restriction applies at all times, including during movement, retreat, and advance after combat.

*Note that there is no limit to the number of HQs that can occupy a hex at one time. Stacking limits apply solely to combat units.*

## 8.0 COMBAT

Each combat unit in *France 1944* has a Set Piece Combat Strength, a Mobile Combat Strength, and a Morale Rating. All of these values are used in resolving combat.



Morale

Mobile  
Combat Strength

Set Piece  
Combat Strength

*Player Note: HQs have no Combat Strength. They can never participate in combat directly, although they can command attacking units and add a combat bonus (See 4.6, 4.7, & 4.9).*

Once an attack increment is announced, the attacking player selects the first combat to resolve if there are more than one. The player is allowed to resolve combat before deciding if additional combat will occur and where it will occur. Attacking is always voluntary and involves friendly units adjacent to one or more enemy units, and not all units in an attacking hex need participate in an attack. However, only commanded units may attack. Units in one or more hexes can combine their strengths into a single value to attack one or two defending hexes as long as all involved hexes are adjacent to all others. All defending units in a hex must defend and they defend with one combined strength. No unit can attack more than once in a single attack increment, and no unit can be attacked more than once in a single attack increment. However, units can attack and be attacked in multiple attack increments within a given Phase. No attacks are allowed across a blocked hexside.

# 9.0 COMBAT PROCEDURE

## 9.1 DETERMINE COMBAT TYPE

Once an attack is announced, the attacking player must determine whether the combat will be a Set Piece Combat or a Mobile Combat. A Mobile Combat **MUST** occur if:

1. All attacking units have entered their respective hexes during the current Phase, in the immediately preceding increment, either through movement (the proceeding increment was a movement increment) or advance after combat (the proceeding increment was an attack increment).
2. No attacking units are attacking across a river hexside; and
3. The defending hex(es) are in clear terrain that contains no fortress or city

**OR**

The defending hex is a fortress or city on clear terrain and at least one of the units in that hex retreated into that hex the previous increment and are being attacked by units that advanced after combat. (Note: this represents that the units did not have time to dig in and other units already there are disrupted by the chaos of the situation.)

*Play Note: All attacks that take place in the first increment will always be a Set Piece battle as they cannot meet the first condition.*

If the requirements for Mobile Combat are met, the combat is automatically resolved as a Mobile Combat. If all the requirements for Mobile Combat are not met, the combat is automatically a Set Piece Combat. In a Mobile Combat, all involved units use their Mobile Combat Strengths, and the Mobile portion of the Combat Resolution Matrix is used. In a Set Piece Combat, all involved units use their Set Piece Combat Strengths, and the Set Piece Combat Matrix is used.

*Note: if attacking with multiple units and/or from multiple hexes, if one of the attacking units did not move into the hex the previous increment, then the battle is Set Piece.*

See Playbook for an example of Set Piece and Mobile Combat. (“15.1 Example: How to differentiate Set Piece & Mobile Combat.”)

## 9.2 DETERMINE AIR SUPPORT

If the Allied player is attacking and if air support is available this turn (see 2.0, Step 3), that player may add the Tactical Air marker OR a Heavy Bombing (-2/+0) marker to combat(s) in this attack increment if the marker is in its holding box in England. The restrictions are as follows:



**A Tactical Air (-1/-2¹) Marker may not be added to the combat if:**

- A Heavy Bomber marker was used this increment
- The other Tactical Air marker is being used in the combat (One Tactical Air marker per combat)
- The marker was already designated for Interdiction (it is on the German Reaction Points track)
- The Allied player is defending

**A Heavy Bomber (-2/+0) Marker may not be added to the combat if:**

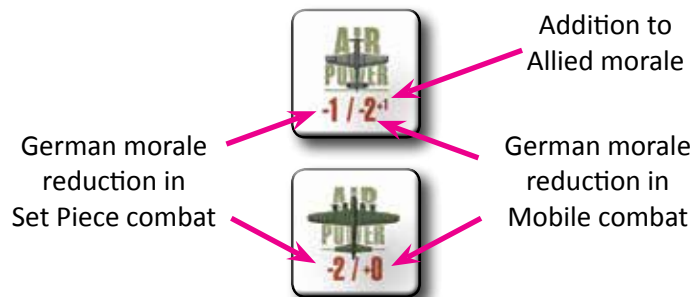
- Either Tactical Air marker was used this increment
- The other Heavy Bomber marker was used since this Initiative Chit was drawn.

*Note: If you used one of your Heavy Bomber markers during the Initiative Phase and then got a Reaction Phase (because your opponent refused to spend any reaction points), you are not allowed to use the other Heavy Bomber in this Reaction Phase because you already used a Heavy Bombing marker during this Initiative Chit draw.)*

- The Allied player is defending

After the combat, return the Tactical Air marker to the holding box on its available (-1/-2¹) side. Each Heavy Bombing marker may only be used one time during the game. After a combat has been resolved with a committed Heavy Bombing marker, remove that committed marker from the game.

*Note: On Turn 1, the Allies only have 1 Tactical Air marker available. The other is turned over to its unavailable side. The available Tactical Air marker may only be used for Ground Support. These notes are indicated in the Tactical Air holding boxes.*





**EXAMPLE OF 9.2:** The Allied player selects the series of increments shown, and elects to attack during each increment.

In the first Increment, he attacks two hexes and elects to use his first Heavy Bomber marker for that attack. The second hex receives no Air Support because he cannot mix the Heavy Bomber and Tactical Air markers during the same increment. Furthermore, the second Heavy Bomber marker cannot be used for the remaining increments. It is not available until he draws another one of his initiative chits from the cup. After he resolves the combat with the Heavy Bomber, he removes it from the game.

In the second Increment, he attacks two more hexes. His remaining Heavy Bomber is not available, so he elects to use one Tactical Air marker in each of the hexes because they cannot both be used in the same combat. After resolving each combat, he places the Tactical Air marker back in its respective holding box.

In the third Increment, he attacks one hex. He uses one of his Tactical Air markers for the attack, unable to use the other one. After resolving the combat, he places the Air Marker back in its respective holding box.



### 9.3 DETERMINE MORALE OF LEAD UNIT

In every combat situation, one attacking unit out of all the attacking units must be designated by the attacking player to contribute its Morale Rating (lead attacking unit), and one defending unit must be designated by the defending player to contribute its Morale Rating (lead defending unit). The units designated to use their Morale Ratings should be placed top of the stack in their respective hexes. The Morale Ratings of these units are used determining whether an attack or defense is successful or not.

### 9.4 ADJUST MORALE OF THE LEAD UNIT

Next, consult the Terrain Effects Chart and locate the defender's terrain and cross-reference it to the column for Set Piece Combat or Mobile Combat (depending on the type) and adjust the morale values accordingly. If multiple terrains apply, pick the terrain that is most beneficial to the defender. Terrain effects are not cumulative.

Finally, decrease the morale of the lead German defending unit if the Allied Player contributed a Tactical Air or Heavy Bomber Marker to the combat. The number before the slash is the amount the German defending unit has its morale reduced in Set Piece combat. The number after the slash is the amount that the German defending unit has its morale reduced in mobile combat. Note in mobile combat, the Tactical Air unit reduces morale of the German lead unit by two and adds one to the morale of the Allied lead unit.

*Player Note: While selecting the unit with the highest morale seems like the logical choice, consider that the lead unit will take the first step loss. In some combats, only one step loss will be taken, so this should factor into your decision as well.*

### 9.5 ROLL THE DICE

Each player has a standard d6 and a custom die. Each custom die has three sides showing: 3 sides showing 1 hit (explosion), two sides showing 2 hits, and one side showing 3 hits.

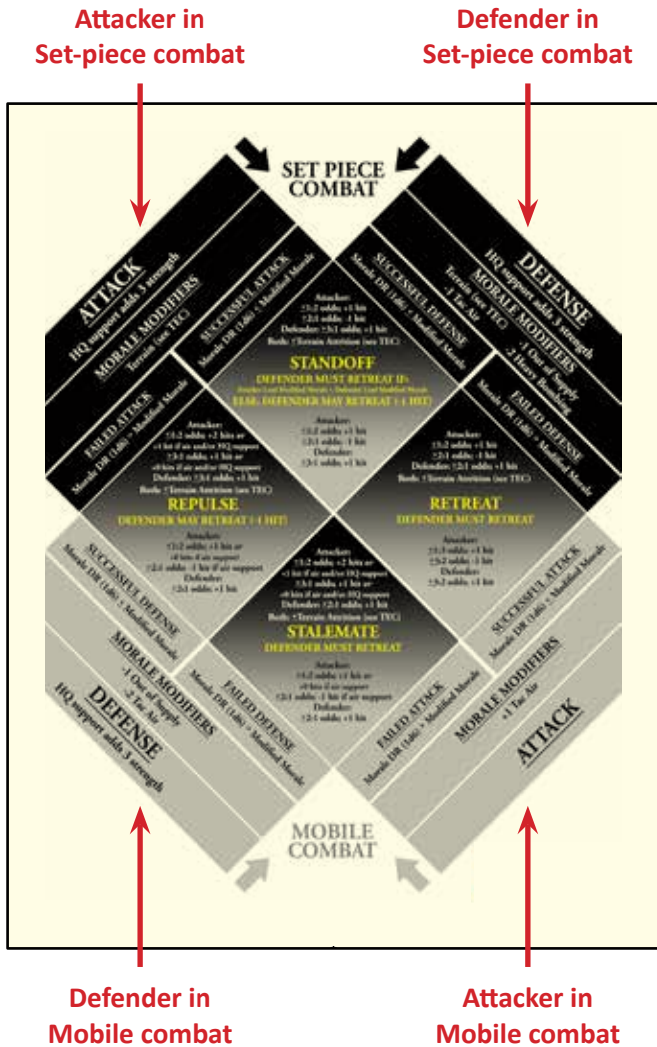
*Play Note: The custom hit die that you roll determines your potential hits, not your opponents.*

Each player rolls both dice. The d6 result is compared to the adjusted morale of that player's lead unit. If the d6 result is less than or equal to the adjusted morale, then that side passed the morale check. If the defender successfully passes the morale check, that player will have the option of retreating and thus reducing the damage inflicted by the attacker. If the d6 result was greater than adjusted morale, the morale check failed. If the defender failed the morale check, that player will have to retreat. The attacker's morale check result may affect the damage inflicted to both sides. The custom die will display the number of base hits applied to the owning player's units regardless of the success or failure of the morale check. The number of hits may be modified as detailed in the next step of the process.

## 9.6 CONSULT THE COMBAT MATRIX

The player aid card contains the combat matrix for Set Piece combat and Mobile combat. Both types of combat are combined on the same chart. To correctly use the matrix, follow these steps:

- (9.1) Locate the combat type: Set Piece combat begins at the top of the matrix. Mobile combat begins on the bottom of the matrix:

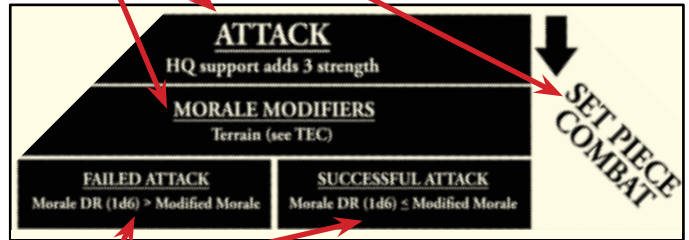


- Starting from the top or bottom, locate your side: Attack or Defense. You will stay within that section of the matrix. First, underneath the word "Attack" or "Defense" it will show you if an applicable HQ will add to your combat strength (4.9).

Step #1

Step #2

Step #3



Step #4

Bullet points #1-4 of this procedure for the attacker in Set Piece combat.

- (9.4) The next section will show you if terrain or applicable air support units will provide any morale adjustments. (see above illustration)
- (9.5) The next section shows you if your attack or defense succeeds based on the results of your morale check. (see above illustration)
- Cross-reference the results of the attack and defense. This will end up in one of the 4 boxes: Standoff, Retreat, Repulse, or Stalemate. Example: if the combat is Set Piece and there was a successful attack (passed morale check) and the failed defense (failed morale check), then the cross-referenced result would be "Retreat." If the combat was mobile and there was a failed attack and a successful defense, the result would be "Repulse."
- With the result determined, follow the instructions in the box. The top set of instructions (white text) is the results of a Set Piece battle while the bottom set of instructions (black text) is the results of mobile combat

Set-piece Combat Results



Mobile Combat Results

(see illustration above). Each player receives a number of hits equal to his/her custom die roll plus/minus any modifications indicated by the combat matrix, as well as voluntarily retreats by the defender. The lead unit takes the first step loss. Any additional step losses are distributed however the owning player wants.

See the Playbook for an extended example of combat. (“15.2 Comprehensive Example: Initiative Phase.”)

## 9.7 RETREAT

If the combat matrix determines that the defender may retreat, that player may do so and reduce the step losses by one. But if the combat matrix determines that the defender must retreat, there is no step loss reduction.

Whenever defending units that begin combat in a stack retreat, they must retreat as a stack, remaining as a stack throughout their retreat. German Infantry always retreat two hexes while all other units can retreat two or three hexes although German armor units stacked with German infantry can only retreat two hexes.

A retreating unit or stack cannot enter an enemy ZOC, unless that hex is occupied by a friendly combat unit (although the retreating units cannot violate the stacking limits), but may retreat through any type of terrain that the unit may legally move into at no Movement Point cost. A retreating unit or stack cannot cross a blocked hexside. Retreating units must end their retreat at least two hexes away from the attacking units before the next step (9.8) begins. If retreating units, for any reason cannot retreat at least two hexes, they do not retreat at all and they take an additional hit (step loss) from any retreating unit.

*Player Note: If your stack of 4 combat units has to retreat into a hex with 1 combat unit, your stack may not retreat because that would violate the stacking limit. You may not retreat 3 units into that hex and leave 1 unit in the combat hex as a rearguard action. Retreat is an all-or-nothing proposition.*

## 9.8 ADVANCE AFTER COMBAT

Whenever a defending hex is vacated due to elimination or retreat, all commanded units that participated in the attack are eligible to advance, one by one. The first hex entered must be the vacated hex. If the vacated hex is in another enemy unit’s ZOC, advancing infantry must stop. However, armored units can advance an additional hex after the vacated hex. This additional hex may be in any direction and need not be along the path of retreat. If the vacated hex is not in an enemy ZOC, all advancing units may move an additional hex after the vacated hex. No unit may advance across a blocked hexside. **There is no Movement Point cost for advancing after combat; it is considered a function of combat.**

# 10.0 ADMINISTRATIVE PHASE

The Administrative Phase occurs when the Administrative Phase chit is pulled from the cup. During the Administrative Phase, both players can receive reinforcements due in the current month, and both players can apply Replacement Points to eligible damaged or eliminated units. Reinforcements and replacements can only be administered during the Administrative Phase.



See the Playbook for an extended example (“15.5 Comprehensive Example: Administrative Phase.”)

## 10.1 ADMINISTRATIVE PHASE SEQUENCE

When the Administrative Phase chit is pulled, perform the following Segments in the specified order:

1. Determine Supply Status/Attrition Segment
2. Replacement Segment
3. German South Reinforcement Segment (September Turn only)
4. Allied South Reinforcement Segment (September Turn only)
5. German Reinforcement Segment
6. Allied Reinforcement Segment

### 10.1.1 Determine Supply Status/Attrition Segment

First, look at every HQ and combat unit on the map and determine if each unit is in supply (See 11.0). If the unit has an “Out of Supply” marker and is NOW in supply, remove the marker, but if the unit is out of supply and has no marker, add an “Out of Supply” marker. Before moving to the next unit, determine if that unit takes attrition.



Attrition is based on two factors:

1. Did it just receive an “Out of Supply” marker or did it already have one on it, and
2. Is it surrounded by enemy units and/or enemy ZOC hexes (remembering that a combat unit – even a Cadre unit – blocks enemy ZOC). Check both factors in the following matrix (also found on the player aid) to determine the level attrition

# FRANCE 1944

State	Just received “Out of Supply” Marker	Already had an “Out of Supply” Marker
Combat unit is NOT surrounded	0 step losses	1 step loss
Combat unit is surrounded	1 step loss*	2 step losses*

\* If a German unit is eliminated this way, it is removed from the game. If the *Führer* Panzer Division units (see 3.11) have not entered the game yet, then place one on the turn track, 2 turns in advance. When that turn arrives, move that *Führer* Panzer Division from the turn track to the “Eliminated Units” box.

In the case of an HQ if it were in a situation where it would receive 1 or more step losses, it is instead dispersed (see 4.10).

Except for the asterisks exception above, if a combat unit is eliminated by attrition, place it next to the “Eliminated Units” box, but not in it. This is to signify that the unit cannot be used as a replacement until the next turn. After the Replacement Segment, move it to the “Eliminated Units” box.

## 10.1.2 Replacement Segment

During the Replacement Segment, both players can simultaneously apply available Replacement Points to damaged or eliminated units. In order for a combat unit to receive a Replacement Point(s), it must be either in the “Eliminated Units” box (not next to it: units that were eliminated during the attrition step are not eligible to receive replacement points) or be on the map and in HQ supply (See 11.0). After spending Replacement Point(s), move the units outside of the “Eliminated Units” box inside of it.

The number of Replacement Points available to each player is listed on the Turn track. Note that these points are available as Armor Points and Infantry Points. Armor Points can be applied only to Armor units, and Infantry Points can be applied only to Infantry units. Additionally, Allied Replacement Points are available as US Points or Allied Points. US Points can be used only for US units, and Allied Points can be used only for non-US Allied units. Any Replacements Points that are not used, for any reason, during an Administrative Phase are lost permanently. They may not be carried over to the next turn. The player receives no further Replacement Points until the next Turn.



Full-Strength



Reduced Strength



Cadre

A single Replacement Point will raise the Step level of one unit, from eliminated (in the player’s Eliminated Unit box) to cadre; from cadre to reduced strength; or from reduced strength to full-strength. When applying Replacement Points to a unit on the map, declare how many Points are being applied (1 or 2 to a cadre; 1 to a reduced strength unit) and show the unit’s new strength (invert a reduced strength unit to its full-strength side; remove a cadre marker and invert a unit from its reduced to full-strength side). When applying Replacements Points to an eliminated unit, you can spend 1 point to create the unit as a cadre, or 2 points to create the unit as a reduced strength unit, or 3 points to create the unit as a full-strength unit. A unit re-created from the eliminated box in this manner must then enter as a reinforcement during the current Administrative Phase.

At the conclusion of the phase, if there are newly eliminated units sitting outside of the “Eliminated Units” box (see 10.1.1), now move them into the “Eliminated Units” box.

## 10.1.3 Southern Reinforcements

In the September 1944 turn, both the Germans and the Allies receive reinforcements from the South. These units represent the German defenders of southern France, pursued by Allied forces into the area covered in the *France 1944* map. Because these units represent what is essentially an ongoing battle, they arrive on the map in a special manner. In the German South Reinforcement Segment, set up all German South Reinforcements in any hexes between 1128 and 2528, keeping within the stacking restrictions. Once all of these German units are in place, place the Allied South Reinforcements in the blue off-map hexes, adjacent to the Germans, also within stacking limits. Each hex containing a German unit must have an Allied unit adjacent to it (off-board). The Germans are going to enter the map retreating with the Allied units advancing (after a combat that took place off-board), so set the Allied units up to make sure this can occur.

Once all of these units are in place, advance one hex of German units onto the map precisely as though they were retreating. They must retreat 2 hexes (Armor not stacked with infantry can retreat 3) from the South Reinforcement hexes in which they begin, precisely as though they had suffered mandatory retreat results while defending in the reinforcement hexes. Once the German units have entered the map, advance the adjacent Allied units onto the map precisely as though they were advancing after combat (remember the first hex entered must be the one the German units vacated.) For purposes of this maneuver, consider that all Allied units participated in combat against all German units.

*Note that, since this is handled as a retreat and advance after combat situation, the German units face destruction if they are*

*forced to enter enemy-controlled hexes from Allied units already on the map.*

Should Allied units be unable to advance onto the map (because German non-Reinforcement units block entry), those Allied units can attack, using Set Piece Combat only, in subsequent Allied Initiative and Reaction Phase, subject to the normal rules for Activation and Command.

*For purposes of command in this case, any Allied HQ in a South Reinforcement hex is considered within Range of all units in the Reinforcement hexes without tracing a Range. An HQ in a South Reinforcement hex cannot Command a unit not in a Reinforcement hex. An HQ that is not in a South Reinforcement hex can Command units in the Reinforcement hexes only by tracing a Command Range normally.*

No unit can attack or exert control into an off-map South Reinforcement hex. Once any piece exits a South Reinforcement hex, it can never re-enter the hex. Allied units in South Reinforcement hexes *do* exert Zones of Control onto the map.

#### 10.1.4 German Reinforcements

Germany Reinforcements can be placed on the map in any German city hex. The units then move immediately, using Administrative Movement and spending all the movement points at once, rather than in increments, being careful not to enter enemy ZOC as per the rules of Administrative Movement. Germany reinforcements that are blocked by enemy ZOC can be brought on during a later turn.



#### 10.1.5 Allied Reinforcements

Allied reinforcements can be placed on the map in any Normandy Reinforcement hexes. If Antwerp is an Allied supply port (see: 11.4), it may also be used as a reinforcement hex. The units can then move, using Administrative Movement, following the same rules as the German reinforcements (see 10.1.4).



Allied Normandy/Antwerp reinforcements that are blocked by enemy ZOC are lost forever; they may not come in on a later Game Turn.

#### 10.1.6 Reinforcement Restrictions

All Reinforcements must be placed in their entry hexes before any are moved, and each unit is considered having spent the number of Movement Points required to enter the entry hex (as though crossing a non-River hexside). Normandy and East reinforcements cannot enter the map in an enemy ZOC unless a friendly unit occupies that hex.

## 11.0 SUPPLY

### 11.1 SUPPLY LINES

In order for an HQ unit to be considered in supply, at the moment its supply status is determined at any time, an HQ must have a valid Supply Line of not more than 20 hexes extending to a valid Supply Source. For a combat unit to be in supply at the moment of activation, it must be within the command radius of an HQ unit that could activate it or within 1 hex of a valid supply source.

The path between HQ and supply source or HQ to a combat unit can be traced through any type of hex with the following restrictions:

- A Supply Line cannot be traced across a blocked hexside.
- A Supply Line cannot be traced into or through an enemy-occupied hex, even if the hex is occupied solely by an enemy HQ or Cadre.
- A Supply Line cannot be traced through an enemy-ZOC unless that hex contains a friendly combat unit (including cadre units). Remember: HQs and Cadre units exert no ZOC.
- A Supply Line can be extended from an HQ that already has a valid Supply Line to another friendly HQ that is within the Command Range of the first HQ. This process can be continued to form a chain of supplied HQs.

### 11.2 SUPPLY SOURCES

A valid German Supply Source is any German city or German-controlled port hex (*ex: St. Nazaire at the beginning of the game*).

A valid Allied Supply Source is any Allied Supply Source hex currently controlled by the Allied player, or any South Reinforcement hex range 1128 and 2528, beginning at the moment that Allied units set up in South Reinforcement hexes.

Any supply source hex on the map also acts as a supply source for the side that controls it.

### 11.3 CONTROLLING ALLIED SUPPLY SOURCE HEXES

At the beginning of the game, the only Allied supply source hexes actually controlled by the Allied player are hexes 1207, 1309, and 1409 (the Allied Normandy reinforcement hexes). In order to use any other Allied supply source hex, the Allied player must gain control of the hex. To gain control of a supply source hex, the Allied player must enter or pass through the hex with a combat unit. Once the Allied

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player controls such a hex, he/she maintains control until a German unit enters or passes through the hex. For the most part, it should be clear to both players as to which controls various Allied Supply Source hexes. In cases where there may be any doubt, use Control Markers to keep a record.

*Note that German cities are ineffective for the German player only while actually occupied by an Allied combat unit or HQ. As soon as the Allied unit moves out of the hex, the hex becomes an effective German Supply Source again.*

## 11.4 ANTWERP

At the beginning of Turns October through January, the Allied player receives an extra Supply Point whenever Antwerp is Allied-controlled and there are no German units in the Scheldt Estuary hexes (hexes 2705, 2706, 2804, 2805, 2806, 2905, and 2906). If either condition is not met at the start of one of those turns, the extra point is not received on that turn. Additionally, if these conditions are met, the Allied player may bring reinforcements in through Antwerp (as well as Normandy).

This is true for any turn beginning in October, so long as the conditions are met. The conditions are met at the moment of occurrence, meaning the supply point is checked at the beginning of the turn when the supply meter is adjusted and the reinforcement entry is checked during the administrative phase.

The turn track displays this rule, for example, in October as “3(+1),” meaning the Allies gain 3 supply points along with an additional point, so long as the Antwerp/Scheldt conditions are met.

## 11.5 OOS EFFECTS SEGMENT

The supply status of HQs and combat units are judged at three different times and ONLY at these times:



1. At the moment of activation in order to determine if any activation penalties apply.
2. Only defending units in combat check at the moment of combat to determine combat values.
3. During the Administrative Phase to determine if a combat unit can receive replacements and if a combat unit will receive an “Out of Supply” Marker, and/or HQ will suffer attrition/dispersal (see 10.1.1).

When a unit is checked for supply, if it is in supply and has an “Out of Supply” marker on it, remove it. However, only add “Out of Supply” Markers during the Administrative Phase (case 3 above and described in 10.1.1). Do not add “Out of Supply” Markers if a check of case 1 or 2 above determines that a unit is out of supply, just apply the penalties in those instances.

This is important: supply is not checked continually. It is only checked at one of the three times listed. That means that both of these instances do occur:

1. An activated combat unit that begins the Initiative or Reaction Phase in supply remains in supply for the remainder of the phase. If a combat unit moves beyond the command range of all friendly HQs it is not out of supply at that point, nor is it out of supply for the duration of the Initiative or Reaction Phase. A unit that begins the phase in supply at the moment of activation remains in supply for all increments of the phase.
2. It is possible for a defending unit to be out of supply during combat and then retreat within Command range of a friendly HQ. However, do not remove the “Out of Supply” marker the instant it retreats within range. Instead, if it is attacked in a subsequent increment, recheck it and if back in supply, THEN remove the marker.

Units that are not in supply during these checks suffer the following effects:

- An HQ or combat unit that is not in supply at the beginning of an Initiative Phase may not activate.
- An HQ cannot activate a combat unit that is not in supply at the beginning of a Reaction Phase an HQ as part of an Army Reaction.
- An HQ or combat unit that is not in supply at the beginning of a Reaction Phase can be activated as a single piece reaction, but receives an “Out of Supply” marker and suffers a movement penalty, dropping one value on its movement: If its printed MPA is 6, it drops to 4. If it was 4, it is now 3. If it was 3, it was now 2. If it was 2, it is now 0. Additionally, if the combat unit attacks during the reaction phase, it attacks at half strength, rounded up.
- Defending units with “Out of Supply” markers defend at half of their current Strength (round up). Note: sum ALL out of supply defenders first and then halve the amount.
- A defending HQ with an “Out of Supply” marker may not add its combat bonus to the battle.
- A combat unit with an “Out of Supply” marker on it cannot receive Replacement Points and may take a step loss(es) (combat unit) or disperse (HQ). (See 10.1.1-2).

## 12.0 SPECIAL RULES

The following rules are considered standard, but it is up to the Allied and German players, respectively, when or if to use the Market Garden, Plunder/Varsity, and Bulge capabilities.

### 12.1 BRITTANY CAMPAIGN

At the beginning of any turn in which the Allied player controls St. Nazaire and Brest, he/she receives 3 additional Reaction Points. If the Germans re-take either city, the bonus is not received on the turns that the Germans control it. When the Allies succeed, flip the Replacement Points Available counter showing the +3 bonus. If the Allied Player already neutralized the V1 Buzz Bomb threat, replace the Replacement Points Available Counter with the other one and flip it to its +5 side.

### 12.2 V-1 BUZZ BOMBS

When the Allies control the Port cities Le Havre, Calais, Boulogne, Dunkirk, and Ostend, he/she receives 2 additional Replacement Points each turn. This represents locating and destroying the V1 Buzz Bombs sites. When this occurs, replace the Replacement Points Available Counter with the other one and flip it to its +2 side. If the Brittany campaign already succeeded, flip the new counter to its +5 side.



### 12.3 OPERATION MARKET GARDEN

During any turn from September through March, whenever an Allied Initiative chit is pulled, before selecting the HQ to activate, the Allied player can declare that a paratroop will occur, provided that the Allied 18th Parachute Corps is in the holding box. The 18th can be dropped immediately into any hex, not occupied by an enemy unit, within 5 hexes of any Allied HQ, at no cost in Movement Points or Increments; the drop hex can be enemy-controlled. The 18th Corps is considered in supply while it is in play and is considered under command of the activated HQ, even if it is out of command range of the HQ. Likewise, it counts against the infantry command capacity (see 4.7) of the activated HQ.

The remainder of the Initiative Phase/Reaction Phase cycle is then played out normally, but any Allied unit that moves across or attacks across a river hexside that is adjacent to the 18th Corps ignores the river hexside until the 18th moves from its landing hex (voluntarily or not), or the 18th Corps is eliminated. At the end of the Initiative Phase/Reaction Phase cycle, if the 18th Corps is not in the "Eliminated Units" box the Allied player picks the unit back up and places it back in the holding box (See 3.12).

### 12.4 OPERATION PLUNDER/VARSITY

During the April or May turn, whenever an Allied Initiative chit is pulled, before declaring the first increment as movement or attack, the Allied player can declare that a paratroop will occur, provided that the Allied 18th Parachute Corps is in the holding box. The rules are identical to Market Garden, except at the end of the Initiative Phase/Reaction Phase cycle, the 18th Airborne unit remains on the map and it is treated like any other Allied infantry unit, meaning it is no longer automatically in supply and must check supply according to 11.5.

### 12.5 BATTLE OF THE BULGE

At the beginning of any turn from October through January, before any chit is pulled, the German player can declare a surprise offensive, provided that player has at least two Initiative Chits in the cup. Once offensive is declared, the German player is immediately eligible to spend 1 to 3 available Reaction Points. Then the German player takes two German Initiative chits from the cup and sets them aside and undertakes two German Initiative Phases in succession, subject to all normal rules for Initiative Phases (including Allied Reaction opportunities). Once the second consecutive German Initiative Phase and subsequent Reaction is completed, play resumes by pulling chits normally.

### 12.6 BRIDGEHEADS

When a Rhine east bank hex is occupied by a supplied Allied combat unit (including cadres), or is only in the ZOC of an Allied combat unit, place a bridgehead marker in the hex. If the hex is unoccupied and is in both the ZOC of an Allied and German combat unit, do not place a bridgehead marker there.



If a German combat unit occupies a hex with a bridgehead marker or if a bridgehead marker hex is unoccupied by combat units and only in the ZOC of a German combat unit, remove the bridgehead marker

A bridgehead marker acts like a bridge for all purposes and determines victory in some scenarios (see Playbook).

If a long string of bridgehead markers are on the map, you may reduce the clutter by placing a bridgehead counter on each end and orienting the arrows on the counter to point toward each other to signify that every hex in between has a bridgehead marker. For single-hex bridgeheads, just orient the arrow to point away from the Rhine River hexside.

*Note: A bridgehead marker may not be placed over a blown bridge (see 12.7), nor may it be placed on any river other than the Rhine.*

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## 12.7 BLOWING BRIDGES

When the Allies move into a hex with a Rhine river bridge printed on the map (example: 3409), the German player immediately rolls the d6: on a 2-6, the bridge is blown. Place a marker on EAST (right) side of the Rhine depending on the result: if the attempt failed (rolled a 1) place the intact bridge marker. If the attempt succeeded (rolled a 2-6), place a blown bridge marker.



FRONT



BACK



For hex 3511, make 3 die rolls. Blown bridges may not be repaired. Bridgehead markers may not be blown up according to this rule: they are placed or removed according to the rules in 12.6.

Cologne (hex 3510) and Manheim (hex 3715) each have two bridges leading into them and each bridge crosses a different hexside. To clarify the bridge status, each location has 4 corresponding double-sided counters showing each bridge in one of its three possible states (destroyed, intact because the attempt to blow it failed, or intact and no attempt has been made to blow it). At the start of the game, do not place a counter. That signifies that each bridge is intact and no attempt has been made to blow the bridge. The first time an attempt is made, place the appropriate counter. When the other bridge has the attempt made, update the counter.

## 12.8 CROSSING THE RHINE RIVER

The Allied player may cross the Rhine River across a bridge that was not blown. Otherwise, the only way to cross the Rhine is through an amphibious crossing.

An active unit that begins the Initiative or Reaction Phase adjacent to the Rhine River may attempt an amphibious crossing. To do so, the phasing player MUST select the first increment option (Maneuver/Amphibious Assault). If there is no enemy unit in the adjacent hex, move the unit across the river. It takes all of its movement to amphibiously cross the Rhine. Place a bridgehead marker in the hex if applicable (see 12.6).

If the adjacent hex has enemy unit(s) in it, select the attack increment option and perform combat. If the defender retreats or is eliminated, advance the attacking units into the vacated hex and stop. There is no additional pursuit allowed.

*Note: if units in two different hexes want to cross the Rhine and one of the units has enemy units on the other side of the Rhine River while the other does not, remember that either a "movement" OR an "attack" increment is selected. That means both units will not be able to cross.*

## 12.9 CONSEQUENCES FOR BREACHING RHINE RIVER

The first time the Allies cross the Rhine River, the Germans suffer the following consequences:

- The German player receives zero Reaction points every turn. Ignore what the schedule says. As a reminder, place the R=0/Rhine Crossed marker on the track.
- The German player places any Führer Panzer Divisions currently not in the game or on the turn track in the "Eliminated Units" box. (See 3.10)
- Replacement points may not be used on existing units. They may only be used to build Führer Panzer Divisions.

When this occurs, flip the German turn marker over to its reverse side showing "Rhine crossed." This condition cannot be reversed, even if the Allies are driven back across the Rhine.

## 12.10 OPERATIONAL ADVANTAGE (OPTIONAL)

*Note: To provide more variability and tension to game play, each player will have the option to exercise their "Advantage" to try to change an adverse die roll result. The following rule is optional for play but not available for Scenario 1: Falaise Gap.*



The Allied Player holds the "Advantage" marker at the start of the game.

The player who holds the Advantage marker may force a re-roll involving either player that they find unfavorable to try to change the outcome, at any point during play. By playing this marker, an immediate re-roll of the die must occur, and the result becomes final (even if the new die roll result is less favorable than the original roll for the player who holds the Advantage).

The player holding the Advantage marker is not forced to play it on a given turn. It can remain unused and with the player for a subsequent turn. Once played, however, the marker transfers to the opposing player for use starting on the next game turn (the player who receives the Advantage marker may place it on their Turn track for the following game turn as a reminder).