

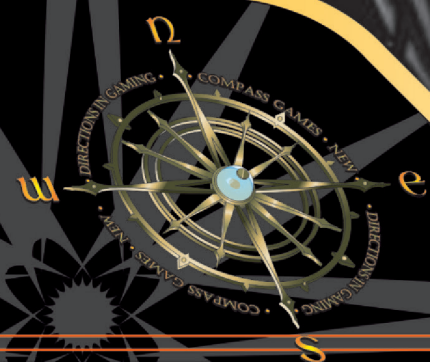
FORTRESS EUROPA

THE ALLIED CAMPAIGN ACROSS WESTERN EUROPE

GAME DESIGN BY JOHN EDWARDS

Designer
Signature
Edition

RULES OF PLAY



Compass Games
New Directions in Gaming

ABOUT THIS DESIGNER SIGNATURE EDITION

The intent of this “Designer Signature Edition” (DSE) treatment is to offer the final word, or “be all, end all” version of a game by a noted designer. The focus is to provide completely redesigned components, with full-color graphics throughout and player-friendly enhancements to make the game as attractive and as enjoyable as possible.

FORTRESS EUROPA was originally published by Jedko Games of Australia followed by a second edition released by the Avalon Hill Game Company (TAHGC). The second edition is the most widely played and recognized edition, given the print run and distribution network TAHGC commanded in years past. It is this second edition version of the game which forms the template for this special edition.

Once we secured agreement with John Edwards to release a new edition, we were fortunate to have Randy Heller assume the game developer role. Randy was none other than the official answer man for the game at TAHGC. Randy dedicated many years to directly support gamers and to address questions about the game. We appreciate Randy’s attention to detail to honor the original design intent of John Edwards, in addition to calling upon his vast experiences with the game to serve as the driving force for key game play enhancements. The result is a Standard Game which not only remains true to the original design, but now offers additional playtested rules and balanced scenarios as well. Randy incorporated updates and clarifications to TAHGC edition to ensure all known errata was addressed.

Here are a few of the enhancements to the original *FORTRESS EUROPA*:

- Super-sized components feature 5/8” counters and two game maps
- All artwork and info updated
- Unit counter artwork embellished to include a reduced side indicator, optional units, and additional utility markers
- Charts and Tables available both on the game map and on separate player aid cards for convenient referencing
- Re-designed and enhanced player aid cards
- Enhanced ergonomics are built into the set up and reinforcement charts (with helpful game play reminders)
- Revised Sudden Death Victory Conditions
- All new Invasion Sequence Chart to facilitate game play
- Rules presentation honors the acclaimed TAHGC edition with formatting improvements and a more formalized Sequence of Play
- All errata of the TAHGC edition has been incorporated into the rules
- Minor rules adjustments; no major changes to the Standard Game
- Revised and *expanded* optional rules based on extensive playtesting
- Updated scenarios with fine-tuning to maximize play balance

Enjoy this classic and revitalized John Edwards design!

John Kranz

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1. INTRODUCTION

June 1944.

For over two years, the Allies have been gathering their forces in England, preparing the final plan and its execution. Over three million men have been assembled in England and Africa. The Allied Strategic Air Forces relentlessly strike at railroads, road networks, bridges, and industrial complexes in Germany, France, Belgium, and Holland, attempting to soften up the German defense and slow German production.

The target is Hitler's *Fortress Europa*.

The Germans have a million and a half men to protect the Atlantic coast of Holland, Belgium, and France, as well as the Mediterranean coast of France. Believing the war will be won on the beaches, they have fortified much of the coast with mines, bunkers, barbed wire, flooded areas, and weapon positions: the Atlantic Wall.

FORTRESS EUROPA recreates the Allied campaign in Western Europe from D-Day to March 1945. The Allied player must select an invasion site and make a successful landing, breakout of the beachhead, drive across France, and push deep into Germany. The German player must prevent the Allied invasion or else conduct an orderly withdrawal across France, constantly delaying the Allies, and then counterattacking in the winter.

An EPIC struggle.

The rules are numbered and presented in sets of major sections, each section divided into numerous major and secondary cases. The rules cross-reference other rules using (parentheses). So for example you will see, "Both players allocate their aircraft units on the Aircraft Mission Chart. (See 4.2 and 17.)," meaning Cases 4.2 and 17. are related to this rule. The rules of this game have been arranged both for ease of comprehension on first reading and for ease of reference later.

Online game support is available. There are several options to choose from:

Visit us on the Web:

<https://www.compassgames.com>

Contact us by email:

sales@compassgames.com

General customer service and game parts support are provided by Compass Games. (See 1.1).

We also recommend you visit the official game discussion topic on ConsimWorld for game support, to read after action reports, and to share your play experience with others. You will find the Fortress Europa game topic by visiting talk.consimworld.com and navigating to the Western Front individual game discussion area.

1.1 Parts Inventory

A complete game of Fortress Europa includes the following components:

- Three full-color counter sheets (518 5/8" counters)
- Two 22 x 34 inch maps
- One Rules Booklet
- Four Player Aid Cards, two-sided (two sets of duplicates)
- One German Player Aid Card, one-sided
- One Allied Player Aid Card, one-sided
- One Aircraft Mission Chart, two-sided
- One German Initial Game Set-up Display, one-sided
- Two German Arrival Schedule Displays, one-sided
- One German Battle of the Bulge Order of Battle Display, one-sided
- One Allied Initial Game Set-up Display, one-sided
- One Allied Arrival Schedule Display, one-sided
- One Allied Battle of the Bulge Order of Battle Display, one-sided
- Two 6-sided dice
- One Game Box

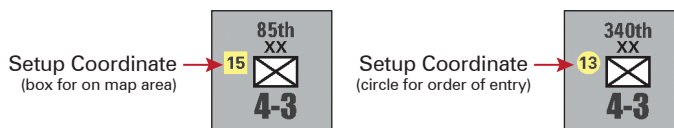
If any of these parts are missing or damaged, please contact:

Compass Games LLC, PO Box 278, Cromwell, CT 06416, USA
E-Mail: sales@compassgames.com

2. UNIT COUNTERS

2.1 The die-cut cardboard counters (hereafter referred to as units or unit counters) represent the military formations actually involved in the war. The following diagrams illustrate the symbols and values found on the units:

2.2 The **Setup Coordinate** is utilized only as an aid in the initial setup of the game. To aid the players, a setup coordinate in a **box** represents the military district area for set-up, whereas a **circle** corresponds to the game turn of entry for the unit. The unit counters are placed on the mapboard areas or Order of Battle (OB) Display sections corresponding to their setup coordinate.



Example: The German 85th Infantry Division unit is setup on the board in the area designated as the 15th Military District. The 340th Infantry Division is a reinforcement scheduled to enter with the 13th group of reinforcements listed on the Arrival Schedule for the Dec I game turn.

2.3 The **Unit Designation** is used for historical purposes, and to distinguish units of the same type and strength on the OB and in the rules.

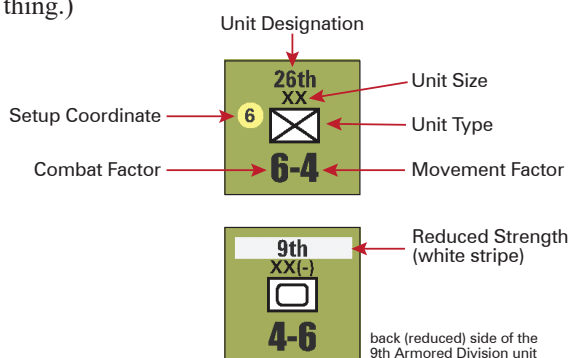
2.4 The **Unit Size** is for historical purposes and has no impact on play (**EXCEPTION:** See Optional Rule 31.4).

2.5 The **Unit Type** symbol describes the composition of the formation which may have variable effects during play, including movement and combat. These unit types are further classified as being either armored or non-armored units as illustrated below.

2.6 The **Combat Factor** is a unit's basic fighting strength when attacking or defending.

2.7 The **Movement Factor** is the basic number of hexes a unit may be moved over clear terrain in perfect weather during the first move impulse.

2.8 Most units are composed of two steps or strength levels. When a unit is at full strength, it is displayed front side up (note the higher combat value). When a unit is reduced (through combat, entrance into the game at a reduced level, or lack of supply), it is flipped over to its back side. Units at reduced strength are denoted by a white stripe across their Unit Designation. Units at reduced strength takes a combat loss or otherwise loses a step, it is destroyed. (Losing a step and taking a combat loss are the same thing.)



Armored Units

	Armor & Panzer		Cavalry
	Mechanized Infantry & Panzer Grenadier		Assault Gun
			Engineer

Game Markers

The number in parenthesis above represents the rules case reference for the marker. Some markers can be used for a variety of purposes. For example, the "Can Move" and "Can't Move" markers can be used to track a variety of play situations and the generic Number markers can also be used to track combat ratio of declared attacks (i.e. "3" marker representing 3-1 odds) or Supply Capacity of reduced Mulberries, etc.

Unit Colors

	British and Allied Minors		German SS
	French		Luftwaffe
	Canadian		Wehrmacht
	American		

Unit Sizes
 xxxxx Supreme Commander
 xxxxx Army Group
 xxx Army
 xx Division
 x Brigade
 III Regiment
 II Battalion

Allied Minor Nationalities
 Czech—Czechoslovakia
 Ned—Netherlands
 Polska—Poland
 Belgie—Belgium

Non-Armored Units

	Infantry		Training
	Mountain		HQ Troops
	Paratrooper		Volkssturm
	Glider		Coastal Defense
	Glider (Mountain)		HQ
	Ranger		Mulberry
	Commando		Partisans
	Artillery		Naval
	Flak		Aircraft
	Security		

3. PREPARE FOR PLAY

3.1 The game map is composed of two separate 22" x 34" mapsheets which, when placed together, form the area of Western Europe. A hexagonal grid is printed on the map to regulate movement and location of playing pieces at a scale of 25 miles per hex. Position the game map between the players with the German player at the southeast edge and the Allied player at the northwest edge.

3.2 Punch out the counters and place them in the appropriate sections of their Initial Game-Set-up and Arrival Schedule Displays (hereafter referred to as OBs). The setup coordinate on each counter provides easy reference to place them on the displays.

3.3 The German player sets up first, placing all units listed on the German Initial Game Set-up Display in the proper areas on the mapboard. Units not specified to start in specific cities or specified as free setup units must be set up in any hex within their correct Military District. All coastal defense units must be set up in beach hexes. Free setup units may be placed anywhere on the mapboard. Units designated or selected as hidden units are set up by marking their locations on a piece of paper and keeping the units themselves in a convenient location off-board. The German player controls all land hexes at the start of the game.

3.4 The Allied player skips rolling for weather on the first turn (June I) of the game: it is automatically Clear.

3.5 Both players allocate their aircraft units on the Aircraft Mission Chart (See 4.2 and 17.).

3.6 The Allied player picks his invasion site and places his units on beach hexes according to the rules for invasions (See 12.). Paratroopers, commandoes, and Rangers may also be placed at this time. (See 20. and 21.). The Allied player must also assign any aircraft on the Ground Support and Bridge Attacks missions at this time.

3.7 The German player now sets up his hidden units on the map according to their previously marked locations.

3.8 Play now proceeds to the First Combat Impulse for the Allied player of Game Turn 1 (June I). (See segment B.3. per the Game Turn Outline in 4.).

3.9 Players should refer to the INVASION SEQUENCE player aid card for a precise sequence to follow during the initial turn invasion. (See 12.2).

Note: The sequence above refers to the full campaign game starting on June I and not to scenarios having a later start date.

4. SEQUENCE OF PLAY

4.1 *Fortress Europa* is played in successive turns, each of which represents a single week of real-time. Each game turn comprises numerous independent segments plus two player turns as outlined below. The player whose player turn is in progress is termed the phasing player who conducts actions in the order specified. Each game turn must proceed strictly as described in the Game Turn Outline below. A Game Turn marker is provided to help track the current game turn and player turn in progress on the Game Turn Record Track.

4.2 Game Turn Outline

Each turn is comprised of the following three segments that must be followed in the order presented.

A. INITIAL SEGMENT

1. Turn Record Phase
2. Weather Determination Phase
3. Air Allocation Phase

B. ALLIED PLAYER TURN

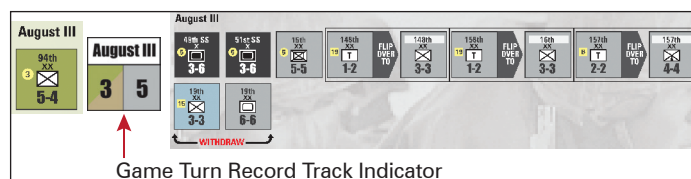
1. Replacement Phase
2. First Move Impulse
3. First Combat Impulse
4. Second Move Impulse
5. Second Combat Impulse
6. Rail Control Phase
7. Supply Phase

C. GERMAN PLAYER TURN

1. Replacement Phase
2. First Move Impulse
3. First Combat Impulse
4. Second Move Impulse
5. Second Combat Impulse
6. Rail Control Phase
7. Supply Phase

D. TURN END SEGMENT

Note: When a number is listed on the Game Turn Record Track for either player, they should consult their Arrival Schedule to see what activity is taking place. Typically, it involves receiving reinforcements, conducting withdrawals, or converting units as indicated on the display card.



4.3 Expanded Sequence of Play

A. INITIAL SEGMENT

1. Turn Record Phase

Advance the Turn marker one space along the Game Turn Record Track to record the start of a new turn.

2. Weather Determination Phase

The Allied player rolls the die at the beginning of each turn (except initial June I turn) and refers to the Weather Chart. A blank counter may be placed in the Weather column of the Movement Allowance Chart to keep track of that turn's weather.

3. Air Allocation Phase (both players)

The Allied player allocates his aircraft on the Aircraft Mission Chart. The German player then allocates his aircraft on the Aircraft Mission Chart. The Allied player removes any of his aircraft cancelled by German aircraft, removing the cancelling German aircraft at the same time.

B. ALLIED PLAYER TURN

1. Replacement Phase

The Allied player takes replacements according to the replacement rules. (See 27.). Beginning with turn 2, roll one die for the availability of the French partisan counter. (See 24.1).

2. First Move Impulse

The Allied player moves as many of his units as he wishes up to the maximum permitted by the Movement Allowance Chart, places aircraft, according to their specified missions on the Aircraft Mission Chart, and checks the Game Turn Record Track and Allied Arrival Schedule for reinforcements, withdrawals, or new developments and takes any new units due him (See 26.3). Units may move by sea.

3. First Combat Impulse

The Allied player resolves all the battles he has created, one at a time, in any order he wishes. Ground support air missions may be assigned for combat.

4. Second Move Impulse

The Allied player may now move again any unit that is not in an enemy zone of control up to the maximum permitted by the Movement Allowance Chart. No air units may be moved, and no reinforcements or replacements may be taken. HQs may move their full movement allowance. Units may move by sea.

5. Second Combat Impulse.

The Allied player resolves all battles, one at a time, in any order he wishes. Ground support air missions are not allowed.

6. Rail Control Phase

The Allied player adjusts all Railhead markers as necessary to identify the extent of rail hexes still under German control.

7. Supply Phase

The Allied player checks all his units to see if any are out of supply. Allied units out of supply lose one step.

C. GERMAN PLAYER TURN

1. Replacement Phase

The German player takes replacements according to the replacement rules. (See 27.)

2. First Move Impulse

The German player moves as many of his units as he wishes up to the maximum permitted by the Movement Allowance Chart, and checks the Game Turn Record Track and German Arrival Schedule for reinforcements, withdrawals, or new developments and takes any new units due him. Rail movement is allowed.

3. First Combat Impulse

The German player resolves all the battles he has created, one at a time, in any order he wishes. Ground support air missions may be assigned for combat.

4. Second Move Impulse

The German player may now move again any unit that is not in an enemy zone of control up to the maximum permitted by the Movement Allowance Chart. No rail movement is allowed, and no reinforcements or replacements may be taken. HQs may move their full movement allowance.

5. Second Combat Impulse

The German player resolves all battles, one at a time, in any order he wishes. Ground support air missions are not allowed.

6. Rail Control Phase

The German player adjusts all Railhead markers as necessary to identify the extent of rail hexes still under German control.

7. Supply Phase

The German player checks all his units to see if any are out of supply. German units out of supply lose one step.

D. TURN END SEGMENT

Both sides remove all aircraft units from game map and Aircraft Mission Chart. Remove "Can't Move" markers from units that received Replacements during the turn.

4.4 Follow the Sequence of Play each turn until the end of the scenario or campaign game. At that time, evaluate the performance of the players according to the victory conditions to determine the winner.

Note: Previous editions did not specify a separate Move and Combat Impulse. We have developed a more structured sequence of play to highlight key actions to be undertaken each game turn.

5. MOVEMENT

5.1 In the movement portion of your player turn you may move as many of your units as you wish. The second move impulse may include certain movement restrictions as outlined in the rules.

5.2 Units are moved in any direction or combination of directions according to their movement factor. The die has nothing to do with movement; it is used only to resolve combat.

5.3 Units may move over, and stack on top of, other friendly units. Movement factors cannot be transferred from one unit to another, nor can they be accumulated from turn to turn.





5.4 The Movement Allowance Chart indicates how far different units of different types and different nationalities can move on their first and second move impulses in different kinds of weather. Generally, a unit moving its full movement allowance can move a number of hexes equal to its movement factor; a unit that has a movement factor of 4 can move four hexes, etc.

5.5 In addition, units can have their movement curtailed by terrain (See 8.) or enemy units (See 7.), and units may also use special rail movement (See 10.) or sea movement (See 11.).

5.6 A unit that can move in an impulse can always move a minimum of one hex, no matter how many times its movement is halved or otherwise restricted by terrain or weather. **EXCEPTION:** (See 8.2).

6. STACKING

6.1 Both sides may stack three units in clear terrain, cities, or fortresses, two in rough areas (including cities and fortresses in rough areas), and one in mountains, alpine terrain, and flooded areas (including cities and fortresses in mountains and flooded areas). **EXCEPTION:** (See 12.7).

Stacking Limit → U: unlimited OT: Other terrain in hex NE: no effect	
	CLEAR
	
	ROUGH
	
Terrain Effects Chart	MOUNTAIN
	
	ALPINE

(left) Note that the Stacking Limit is also listed on the Terrain Effects Chart along the eastern map edge.

6.2 Different Allied nationalities cannot attack together (combine their combat factors in one attack). They may stack and defend together. British and Allied Minor units are considered the same nationality for this rule and may attack together.

6.3 Stacks may move together over friendly stacks during the turn, but at the end of movement for each move impulse units may not exceed stacking limits. Units in violation of stacking limits are eliminated (owning player's choice of which units to eliminate).

6.4 The movement rate of stacked units is that of the slowest unit in the stack. Faster units in the stack may continue on after splitting off from those units whose movement capabilities have been exhausted. Players may breakup or recombine units into different stacks at any time during movement or as a result of combat.

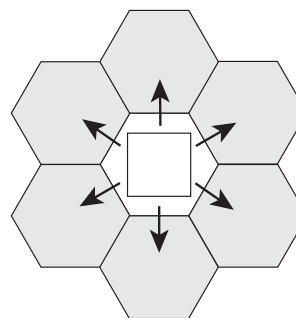


6.5 Certain units—all game markers, mulberries, HQs (not HQ Troops), rangers, commandoes, security, partisans, artillery (not assault guns), and flak units—have no stacking value and can be freely added to any stack in any hex, including adding more than one of these units to the same stack. These unit types are also listed in **red typeface** on the Unit Types Chart for easy identification.

6.6 In cases in which both sides have units in the same hex, the stacking restrictions apply to both sides individually, not collectively. Both sides may each stack units in the hex within the stacking limit.

7. ZONES OF CONTROL

7.1 Every unit has a zone of control (hereafter referred to as ZOC) which consists of the hex it occupies and the six adjacent hexes. A unit's ZOC does not extend across rivers where bridges have been destroyed, into fortresses, or across estuaries. **EXCEPTIONS:** German units frozen in a Military District, paratroopers during the player's turn they are dropped, invading Allied units during the first move impulse of an invasion turn, partisans, and rangers/commandoes have no ZOC except the hex they occupy.

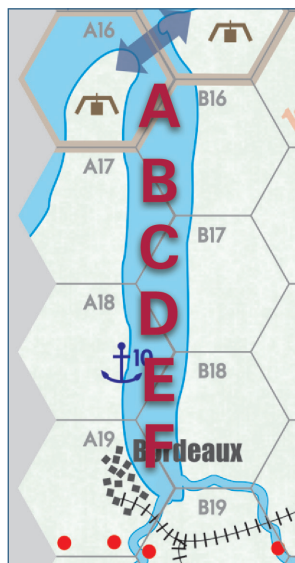


7.2 Units must stop as soon as they enter an enemy ZOC and attack enemy units.

7.3 Friendly units and their ZOCs do not negate enemy ZOCs for any reason or game aspect (supply, retreats, movement, etc.).

7.4 Although ZOC does not extend across estuaries, in such instances ZOC can block sea movement, raids, and the tracing of supply.

Example: An estuary is a partially enclosed coastal body of water with one or more rivers flowing into it and leading to the sea, which fully separate two adjacent land hexes. All hex sides labeled A through F below are representative of an estuary for purposes of determining extent of ZOC. Note that hexes A19-B19 and B18-B19 are separated by a river hexside rather than an estuary.



8. MOVEMENT RESTRICTIONS

8.1 Rough Terrain. Armored units that move into or through a rough terrain hex have their movement allowance halved (rounded up) for that move impulse. An armored unit entering a rough terrain hex for the first time after having expended half or more of its movement allowance must stop and move no further that impulse.

8.2 Flooded Areas. All units (including paratroopers, rangers, and HQs) must stop when they enter a flooded area hex. They may move no further that turn. If a unit in a flooded area hex does not move during its first move impulse, it is not prevented from moving in the second move impulse by this rule. If a unit that has moved into a flooded area hex during the first move impulse is forced to retreat out of flooded terrain, it may not move during the second move impulse. A unit landing (by sea movement) at a port in a flooded area hex is not affected by the flooded area in the port hex. A unit moving to a flooded hex in either move impulse may conduct sea movement out of that hex. Likewise, a unit that moves by rail into a flooded terrain hex is not affected by the flooded area in the last rail hex. (See 11.3).

8.3 Mountains. All units must stop (including paratroopers, rangers, and HQs) when they enter a mountain hex. They may move no further that impulse. **EXCEPTION:** Mountain units do not have to stop.

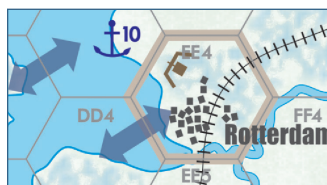
8.4 Alpine Terrain. Only mountain units may enter alpine terrain and they must stop upon entering and move no further that impulse.

8.5 Rivers. Units may cross rivers freely if bridges are available. (See 17.10.4).

8.6 Prohibited Hexes. No units may enter Spain, Switzerland, or England. Note these hexes are not numbered. In addition, only naval units may be placed in all-sea hexes.



8.7 The Dyke. Units may cross the dyke (II2) in either direction but may not end their movement or retreat in this hex. The dyke hex is not a clear hex.



8.8 Continuous Invasion Hexes (blue arrows). Hexes connected by blue arrows are not adjacent for movement or supply purposes.

8.9 Units adjacent to and in the ZOC of enemy units at the start of the second move impulse may not move that impulse, although other units which can move may move into these hexes to help attack adjacent enemy units. Units adjacent to enemy units, but not in an enemy ZOC, may move normally.

8.10 Units may not move directly from one enemy ZOC to another. Instead, they must withdraw into a hex free of all enemy ZOC and then reenter.

8.11 The Movement Allowance Chart restricts the movement of various unit types and nationalities depending on the weather in effect for that turn.

8.12 Only numbered hexes are playable hexes.

9. MILITARY DISTRICTS

9.1 Each German unit that starts the game as part of one of the five Military Districts (Netherlands, 15th, 7th, 1st, and 19th) may not move until it is released by one of the following conditions:

A) The Allies invade in that unit's district.

B) The July IV turn.

C) The unit's place is taken by some other unit (can be any unit, even a unit of a different size and/or type) that can move freely. Units can be exchanged in this manner

over and over so long as the number of units in each district remains at its At Start level. The unit that can move enters and stops in the frozen unit's hex, immediately freeing the frozen unit to move.

D) The Allies move units out of a district that was invaded into any other part of the mapboard; including another district, the interior of France, or Italy. This would release all German units.

E) The Allies, at any time including during an invasion, move into either the Netherlands or 15th districts. This would release all German units.

F) Allied units voluntarily attack frozen German units in a Military District other than the district that was invaded. This would release all German units.

G) The Allies invading in more than one district. This would release all German units.

9.2 Units designated as free setup units are not restricted by this rule, even if they start the game in a Military District. If it becomes confusing as to which units may move and which are frozen, **Can Move** markers may be placed on top of units that may move freely.



9.3 Units beginning the game in specified cities may move without restriction. **EXCEPTION:** The two German units which start the game in Torino and Genova may not leave Italy until an Allied unit enters Italy; however, those units may always move within Italy.

9.4 Units designated or selected as hidden units are not restricted by this rule, even if they start the game in a Military District. **EXCEPTION:** The two units, one in the 15th district and one in the 7th district, which may be hidden, are frozen under this rule.

9.5 Frozen units have no ZOC except the hex they occupy.

9.6 Frozen units are not released by an involuntary action on the Allied player's part (*See 15.10*).

9.7 Frozen units gain and exert a normal ZOC (*See 7.1*) at the moment their release is triggered, and they become unfrozen (even during the Allied player's turn).

9.8 If Allied units attack a German unit frozen in a Military District (thus releasing all German units), all German units with Allied units in their ZOC must be attacked.

9.9 If Allied units attack a German unit that can move freely and is inside a Military District where units are frozen, frozen units are not released. If a German unit that can move freely is stacked with a German unit that is frozen in a Military District, the Allied player would have to attack all German units in the hex, thus releasing all German units.

9.10 The five Military Districts can be located on the map using the following west to east start and end hex boundary coordinates:

- **19th Military District:** C31 to BB33
- **1st Military District:** A19 to D10
- **7th Military District:** E10 to M5
- **15th Military District:** N5 to CC6
- **Netherlands Military District:** CC5 to MM2

10. RAIL MOVEMENT

10.1 The German player may move up to six units by railroad (RR) per turn. Weather does not affect rail movement.

10.2 All German reinforcements may be moved by rail, entering on any east edge rail hex. They do count, however, towards the six units that can move by rail each turn.

10.3 Rail movement takes place during the first move impulse only, and may convey a unit an unlimited number of hexes along the rail line.

10.4 German units moving by rail must begin their move in a rail hex that is not in an enemy ZOC and must confine their move to along a rail line. Rail movement into an enemy ZOC is prohibited. Units moving by rail may not conduct any other movement during the move impulse.

10.5 German units moving by rail can ignore other terrain in each rail hex. Conversely, German units moving normally may not use rail lines to negate the movement effects of the other terrain in the hex and must pay the normal movement costs.

10.6 A German unit can use rail movement only if it can trace a path free of enemy ZOC back along the rail line to a city under friendly control. The city can be in an enemy ZOC and support rail movement, but the rail line from the city to the unit cannot pass through an enemy ZOC nor an enemy controlled city.

10.7 Railroads must be friendly-controlled prior to the turn of use. Both players use the railhead markers to identify rail hexes still under German control; all rail hexes beyond the markers cannot be used by the German player. Each player adjusts the railhead markers during his Rail Control Phase. The Allied player moves each railhead back to the hex just beyond the farthest RR hex occupied or passed through by an Allied unit that turn—PROVIDED at the moment of occupation a path free of German ZOC can be traced from that hex along the rail line back to an Allied controlled city. When the German player moves he takes control of the farthest RR hexes his own units occupied or passed through during that German turn—PROVIDED at the moment of occupation he has a path free of Allied ZOC (and Allied controlled cities) back to a German controlled city or the east edge of the board. A player can never lose control of RR hexes on his own turn. German units can use RR movement only along hexes that are friendly-controlled (and not in enemy ZOC).



10.8 German off-board rail movement between hexes containing rail lines exiting the east edge of the board is permitted. Off-board rail movement between hexes containing rail lines exiting the south edge of the board is likewise permitted. To move between the east and south map edges, only the rail leading off the east edge of the map from RR26 can be used to move to or from south map edges KK29, AA35, BB30 or BB31.

10.9 Partisans and Air Missions may block rail movement along certain lines or over certain rivers, and may reduce the number of German units which can use rail movement on a given turn.

10.10 In addition to the normal six units by rail movement, the German player can move one HQ by rail per month during the second move impulse of any turn. If the German player does not use this special movement, it may not be accumulated or transferred.

10.11 The Allied player never conducts rail movement.

11. SEA MOVEMENT

11.1 Sea movement is an area process over contiguous bodies of water and, as such, hexes and movement factors play no role in the movement process. Sea movement counts as movement so a unit that cannot move on an impulse cannot use sea movement that impulse.

11.2 Only the Allied player may use sea movement.

11.3 A unit (including HQs) may move by land in the impulse it uses sea movement but has its movement factor halved (rounded down). A unit does not pay the movement cost of the hex in which it lands.

11.4 A unit using sea movement can move:

- A) From friendly port to friendly port. (Friendly ports are England, Africa, controlled ports, and mulberries.) Units in England could move to any port or mulberry except ports or mulberries on the Mediterranean coast, and units in ports or mulberries other than those on the Mediterranean coast could move to England.

Example: A unit in Brest wishing to move to Marseille would first have to move to England, then to Africa, and then to Marseille. This would take three consecutive sea movements or three move impulses to complete.

Units in Africa could move to any port or mulberry on the Mediterranean coast only, and units in ports or mulberries on the Mediterranean coast could move to Africa only.

Example: A unit in Marseille wishing to move to Brest would first have to move to Africa, then to England, and then to Brest. This would take three consecutive sea movements or three move impulses to complete.

B) From friendly beach hex to friendly port (evacuations) within the geographical limitations of A above. Only two units per turn may use this type of movement. A friendly beach hex is any beach hex, regardless of terrain, where Allied units landed during an invasion, which has not since been occupied by a German unit.

C) Units cannot use Sea Movement into or out of an inland port (Bremen, Caen, Nantes, Bordeaux, and Anvers) if passage is blocked by an enemy ZOC. ZOC extends across sea inlets (see 7.4) for this purpose.

11.5 The Allied player may move **five** units by sea each turn. Allied units may use sea movement during either or both move impulses.

11.6 On the first Clear weather turn after each invasion, the Allied player may move **ten** units by sea.

11.7 After the six U-Boat bases have been captured, **six** units may use sea movement each turn. This does not affect rule 11.6.

11.8 A friendly port or mulberry in an enemy ZOC may not be used unless an Allied unit occupies it. Units entering a port or mulberry in an enemy ZOC by sea movement would be restricted by normal movement rules (*See 5. and 8.*) and stacking rules (*See 7.*). If unoccupied, a port is considered friendly only if the Allies were the last to occupy it and it is not in an enemy ZOC. Amsterdam may be used for sea movement only if it is Allied controlled and hexes HH1, HH2, JJ1, and JJ2 are free of German units.

11.9 No sea movement is allowed on Storm turns.

12. INVASIONS

12.1 Invasions may only be declared on Clear weather turns.

12.2 The Allied player may declare two invasions per game. The first invasion is executed on the first turn of the game. The second invasion can be made on any turn August I-September IV. A player aid card is provided as a quick reference for the Invasion Sequence during any Invasion turn.

INVASION SEQUENCE	
First Impulse:	Second Impulse:
1. Allied player selects a military district to invade. (If an invasion overlaps into two different areas, the lower capacity is used. Note: This would release all German units.)	1. Allied player brings ashore any Second Impulse invasion units and places them on any successfully invaded beach hex and/or inland port. A raid may be conducted.
2. Allied player conducts bridge attacks.	2. Allied player moves any unit that is not in enemy ZOC up to the maximum permitted by the Movement Allowance Chart.
3. Parachutes are made and drop results are determined on the Paratrooper Drop Table.	3. Allied player places a mulberry on any invaded hex free of enemy units (it may be placed in enemy ZOC).
4. Allied player conducts invasion and any accompanying raid by placing Allied units on any continuous line of adjacent coastal hexes (beach hexes), which may include an inland port. Note that an invasion may take place in only one hex.	4. Allied player resolves all battles in any order he wishes.
5. Allied player places naval units.	5. Allied player places his French partisan unit.
6. Allied player allocates Ground Support.	6. Allied player sets the Supply Capacity.
7. German player reveals hidden set up units (paradrop results may need to be modified).	
8. Allied player resolves all battles, one at a time, in any order he wishes (combat where paratroopers have landed on enemy units must be conducted first).	

12.3 On invasion turns, sea movement is not allowed. During the first move impulse, invading units must end their movement in the invaded hex whether there are German units in that hex or not.

12.4 Units invading anywhere except on the Mediterranean coast must start the turn in England. Units invading on the Mediterranean coast must start the turn in Africa.

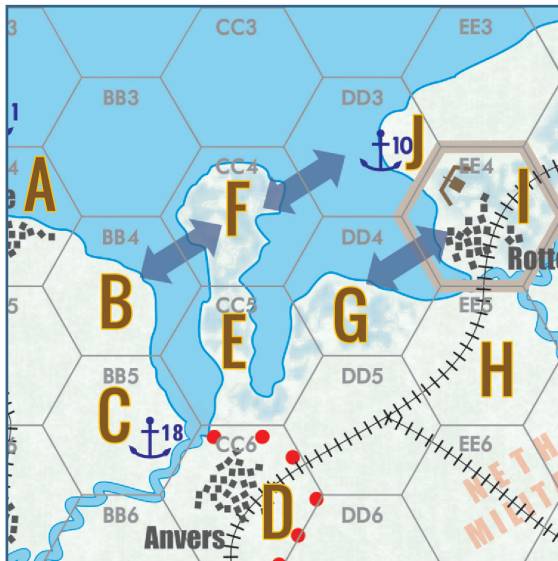
12.5 All beach hexes can be invaded. **EXCEPTION:** Beach hexes north of and including hex II2 (including hexes inland of the dyke) cannot be invaded. In addition, all inland ports can be invaded if passage inland to such a hex is not blocked by an enemy ZOC (though the inland port to be invaded can be occupied or otherwise in enemy ZOC). A German unit would still block Allied units from invading an inland port even if it was on the other side of the river leading to an inland port and an Allied aircraft (flying the Bridge Attacks Mission) had destroyed the bridges on that section of the river.

12.6 The invasion site must be a continuous line of adjacent coastal hexes, which may include an inland port. The series of adjoining beach hexes may be all in one zone or overlap into a second zone. If the adjoining beach hexes overlap more than one zone, rule 12.10 applies. An invasion can cover just one hex.

12.7 Allied units may stack only two high on beach hexes (**EXCEPTION:** Units invading rough terrain beach hexes, flooded area beach hexes, and inland ports may not stack) during the first move impulse of an invasion turn. Beginning with the first combat impulse and thereafter, normal stacking rules apply (See 7.). The only exception to the two high stacking limit is the British 79th Armored unit, which may stack free during the first impulse of the first invasion. If German units are present in invaded hexes, Allied units are placed on top of them. The two high stacking limit would apply to invading and non-invading units during the second invasion, but only on beach hexes being invaded.

12.8 During the first combat impulse, Allied units must attack German units in the invaded hex. They cannot attack German units in other hexes instead, or as well, even if there are no German

Example of Invasions (12., 12.15, 12.16)



- Hexes **B** and **F** can be considered part of a continuous line of adjacent beach hexes, regardless of hexes **C**, **D**, and **E**.
- Hexes **F** and **J** can be considered part of a continuous line of adjacent beach hexes, regardless of hexes **E**, **G**, **H**, and **I**.
- Hexes **C** or **E** can be invaded even if German units occupy either or both hexes **B** and **F**.
- Hex **D** (Anvers) cannot be invaded if any of hexes **B**, **C**, **E**, and **F** are occupied by German units. If none of these hexes are occupied by German units, hex **D** can be invaded.
- Hex **H** and **I** (Rotterdam), which is not an inland port, can be invaded regardless of the location of German units in adjacent hexes.
- Hexes **E**, **F**, **G**, and **I** are flooded terrain hexes. Only one unit can invade in each of these hexes. **EXCEPTION:** The British 79th Armored Division, which stacks free. However, if the 79th and another unit are still in a flooded terrain hex after first combat impulse, one unit must be eliminated.
- Hexes **C** and **E** are not adjacent, and can only be invaded together if hex **D** is also invaded (this would require **B**, **F**, **C**, **E** to be unoccupied by German units, as Anvers is an inland port).
- Note that an invasion in the area shown can overlap into two Military Districts (Netherlands and 15th), but the invasion is only in one invasion capacity area.
- Some illegal invasions:

A, B, E, G	A, B, C, E	A, B, D	A, B, F, G	C, F, J	F, G, H
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Invasion Example

First Impulse

- Germans occupy hex **D** with one infantry unit, which cannot be a coastal defense unit.
- Hexes **B**, **F**, **C**, and **E** all appear to be free of German units.
- Allied player invades hex **C** with two British infantry units, hex **D** with one British infantry unit and the British 79th Armored Division, which stacks free, and hex **E** with one British infantry unit.
- Allied player places all naval units in hex **BB3**.
- Allied player allocates three Ground Support to hex **D**.
- German player reveals a hidden set up unit in hex **F**.
- British infantry unit and British 79th Armored Division placed in hex **D** must be moved back to hex **F** based on rules governing invasion of inland ports. The three Ground Support may not be re-allocated, and are considered lost (forfeited).

- First impulse combat succeeds in eliminating the German hidden set up unit in hex **F**, but one British unit in hex **F** must be eliminated at the end of the first impulse due to stacking rules.

Second Impulse

- Allied player announces a raid and places commandoes and rangers in hex **E** (they stack free).
- Allied player brings ashore invasion second impulse British infantry unit and the Montgomery HQ at hex **C**, but they may not move due to ZOC from German unit in hex **D**.
- Allied player places the mulberry in hex **C**.
- Allied player attacks the German infantry in hex **D** with all Allied units in hexes **C** and **E**, and succeeds in retreating the German unit out of hex **D**.
- Allied player places his French partisan unit.
- Allied player sets the Supply Capacity.

units in the invaded hex. Allied units have no ZOC except the hex they occupy during the first impulse. During the second invasion, the preceding applies only to invading units. During the second combat impulse, Allied units must attack all adjacent enemy units whose ZOC they are in.

12.9 During the first impulse of both invasions, invading Allied units may not retreat. If forced to do so, they are eliminated instead. Allied units still on top of German units after the First Combat Impulse are also eliminated.

12.10 Different beaches have different invasion capacities as shown on the map. If an invasion overlaps into two different areas, the lesser area capacity is used. Mountain units are considered to be infantry units for invasion capacity purposes.

12.11 Units that land on the second impulse must land at hexes that were invaded during the first impulse and are free of enemy units (the hexes may be in enemy ZOC). A unit may not land at a hex in violation of the stacking restrictions (see 7.), unless it or one of the other units in the hex can, and does, exit the hex (via normal movement) thereby allowing the hex to conform to legal stacking limits at the end of movement. Units that land during the second impulse of an invasion turn have their movement allowance halved (rounded down) according to the Movement Allowance Chart second impulse, with a minimum movement of one. Units which landed during the first impulse move according to the Movement Allowance Chart during the second impulse of an invasion turn..

12.12 During the second move impulse, a mulberry may be placed on any invaded hex free of enemy units (it may be placed in a hex in enemy ZOC).

12.13 The only armored unit allowed to land on an invasion (first and/or second invasion) turn is the British 79th, which begins the game at reduced strength. This unit may stack free and adds two to the combat die roll during the First Combat Impulse of the first invasion only. It does count as a unit (as Infantry Factors) for invasion capacity purposes.



12.14 The site of the second invasion may be the same as the first invasion, or it may be any other continuous line of coastal adjacent hexes, which may include an inland port. The second invasion may not be launched on a turn in which the supply capacity is zero or less at the beginning of the turn.

12.15 The following hexes would be considered part of a continuous line of hexes for invasion purposes (shown on map by blue arrows): A16-B15, C9-C10, A3-A4, A2-A3, P4-P5, BB4-CC4, CC4-DD3, DD4-EE4. In all other cases, unless physically joined, hexes cannot be considered part of a continuous line of beach hexes.

EXCEPTIONS: Hex V5 is not a beach hex and is not invadable. Hexes U5 and U6 can be considered part of a continuous line of beach hexes. Inland ports can be considered part of a continuous

line of beach hexes if one or both of the hexes at the mouth of the river or estuary leading to the inland port is also part of a line of continuous beach hexes.

12.16 Except for inland ports, all other hexes up rivers or estuaries are non-invadable hexes, including A17, A18, B16, B17, B18, D9, and D10. The following cities are inland ports: **Bremen (QQ4), Caen (M6), Nantes (E10), Bordeaux (A19), and Anvers (CC6)**. Rotterdam and Brest are not inland ports. Anvers may not be invaded if any of the following are enemy occupied: BB4, BB5, CC4, CC5 (however, hexes BB5 and CC5 are beach hexes and may be invaded normally). Amsterdam, an inland port, is not invadable.

12.17 During the first invasion, if an Allied unit lands at an inland port because no German unit blocks its passage up the estuary or river to the port, and then it is discovered a hidden unit does block such passage to the port, the Allied unit is placed in the hidden unit's hex (even if this hex is an otherwise non-invadable hex) instead and must attack the hidden unit. If this is impossible due to stacking restrictions, the Allied unit is to be placed at the closest hex that will allow it to conform to stacking rules.

12.18 If the first invasion fails (all Allied units are eliminated from the mapboard), the game continues; it does not proceed directly to the second invasion. Aircraft are placed on the Aircraft Mission Chart and fly their missions, the Allied player may make paratroops and raids (disregarding the supply capacity), the German player may move his units normally, the Allied player may use sea movement between England and Africa, both players receive reinforcements and replacements, etc. If the second invasion fails (all Allied units are eliminated from the mapboard), the game ends and the German player is the winner. Note that should the first invasion fail, the second invasion may be made on any turn August I-September IV. However, if there are Allied units on the continent, the second invasion cannot be made if the supply capacity is 0 or less.

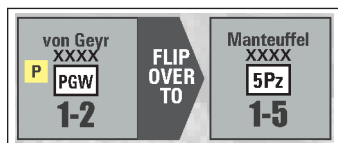
12.19 During the first invasion, German hidden set up units are revealed after the placement of naval units and after allocation of any Allied Ground Support.

13. HEADQUARTERS

13.1 Headquarters units on both sides may move only during the second move impulse. Unlike other units, they may move their full movement factor at this time and are not restricted by bad weather. They are restricted by terrain, however, and may not use rail movement. **EXCEPTION:** (See 10.10).

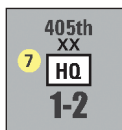


13.2 Most German HQ units have two sides. Some of these are inverted according to the OB Chart. Others are flipped over only if the original side takes a step loss. If the original side is lost, before a scheduled flip-over on the OB Chart, the scheduled flip-over is ignored. Inverted HQs may never be flipped back over to their original side; if they take a step loss they are destroyed.



On the turn HQs are flipped (as directed by the OB Chart), they are simply flipped over. Those that are lost due to combat or supply status are flipped over, removed from the mapboard, and enter on the next turn as a normal reinforcement.

13.3 HQ Troops units are not considered HQ units for any game purpose.



13.4 HQ units that are in an enemy ZOC in the first combat impulse must attack. If an Allied HQ unit, units of another nationality may move up to attack, but the HQ could not participate.

14. COMBAT

14.1 Units ending their move impulse in an enemy ZOC **must** make an attack during the Combat impulse. **EXCEPTIONS:** Units in fortresses do not have to attack adjacent units. Units across rivers where bridges have been destroyed or across an estuary cannot attack adjacent units. In addition, Allied units adjacent to German units frozen in a Military District do not have to attack those units.

14.2 The player moving his forces is the attacker; his opponent is the defender for that player turn.

14.3 Before resolving combat, all movement for the impulse must be first completed, per the Sequence of Play. The attacker may make as many different attacks as he wishes, resolving them one at a time in any order he wishes. He states the odds of each battle and the units involved in each battle as he resolves each separate combat. He does not have to state all attacks before resolving the first attack. However, he must abide by the restrictions of rule 14.6. **EXCEPTION:** (See 20.8).

14.4 A unit's combat factor can never be more than doubled or less than halved, no matter how many terrain bonuses or detractors it has. A unit's combat factor can be doubled only when that unit is defending; an attacking unit is never doubled.

14.5 When two or more units attack one defending unit the factors of the attacking units are added into one combined attack factor. Conversely when one unit attacks two or more defending units the factors of the defending units must be combined into one defense factor.

14.6 When several units attack several defending units, the attacker has the choice of how to divide combat provided:

- A) He attacks every defending unit whose ZOC he occupies.
- B) All his units in enemy ZOC attack some enemy unit (**EXCEPTION:** See 14.11).
- C) Each attacking unit is adjacent to the specific defending unit it is attacking.

14.7 The attacker may not divide combat against defending units stacked in the same hex, but must attack them as one combined defense factor. Attacking units stacked in the same hex, however, may divide their stack to have separate attacks vs. defending units in separate hexes. The combat factor of an individual unit may never be split across more than one battle.

14.8 The attacker may deliberately attack with one or more units at unfavorable odds to gain more favorable odds over other defending units. This tactic is called soaking-off, and cannot be done at odds worse than 1-6.

14.9 No unit, attacking or defending, may fight more than one battle in any one impulse. If it finds itself still in enemy ZOC at the end of the first impulse, it must attack again in the second impulse. If in enemy ZOC at the end of the second impulse, it simply remains.

14.10 Sometimes a unit will find itself in a position where it cannot attack at legal odds (1-7 or worse). If a player cannot (or does not wish to) bring up enough units to make a legal attack, the unit is removed from the board before combat is resolved and has no effect on combat, neither soaking-off nor blocking enemy retreat lines. Aircraft on the Ground Support Mission may not be used to raise the odds of an illegal attack (1-7 or worse) up to legal attack odds (1-6 or better).

14.11 Sometimes the situation will arise where Allied units of different nationalities (units that cannot attack together) will be left adjacent to only one stack of enemy units. In this case, only the units of one nationality (Allied player's choice) can attack. The units of the other nationality or nationalities may take no part in the attack and do nothing instead. If the attacking units are forced to retreat, however, all non-attacking units (the units of the other nationalities) would also be forced to retreat (if they could not retreat, they would be eliminated instead as usual). A retreat is the only adverse result that non-attacking units suffer; they may never be used or forced to take step losses suffered by the attacking units (they retreat instead). Allied units may not voluntarily move into a situation where they cannot attack in conjunction with this rule.

14.12 Attacks at odds of more than 7-1 are treated as 7-1.

14.13 German units do not have to attack out of fortresses they occupy, but if they do they must attack all adjacent units.

15. BATTLE RESOLUTION

15.1 The odds of each battle must be reduced to the simplest ratio as expressed on the Combat Results Table (hereafter referred to as CRT). To accomplish this, divide the smaller combat factor both into itself, and into the larger combat factor. The resulting two numbers (one of which is 1) are expressed as a strength ratio, placing the number which represents the attacker first in the ratio. Fractions of any size are converted either up or down to the whole number most favorable to the defender.

EXAMPLE: 4 to 9 becomes 1-3, 19 to 10 becomes 1-1, 24 to 5 becomes 4-1.

15.2 The attacker rolls the die and resolves the battle according to the result corresponding with that die roll under the proper odds column of the CRT. Modified die rolls greater than '6' are treated as '6' results. All losses and retreats first apply to the defender before any losses and retreats are taken by the attacker.

15.3 The results of combat are interpreted as follows:

AE — Attacker eliminated. All attacking units are removed from play.

A2 — The attacker takes two step losses of his choice and retreats all his surviving units one or two hexes.

A1 — The attacker takes one step loss of his choice and retreats all his surviving units one or two hexes.

AR — The attacker retreats all his units one or two hexes.

E2 — Exchange. The attacker takes two step losses of his choice and the defender takes one step loss of his choice. The attacker retreats all surviving defending units one hex.

EX — Exchange. Both sides take one step loss of their choice. The attacker retreats all surviving defending units two hexes.

DR — The attacker retreats all defending units two hexes.

D1 — The defender takes one combat loss of his choice. The attacker retreats all surviving defending units two hexes.

DE — Defender eliminated. All defending units are removed from play.

Note: The Combat Results Table displays combat results in **red typeface** when losses are called for either side.

15.4 The attacker always moves retreating units but may not assign a retreat route for the defender which would result in its elimination if alternate, unblocked retreat routes are available. Stacked units may be split up and retreated to different hexes. **EXCEPTION:** The defender moves his own units in situations where he elects to retreat though not required to do so. (See 16.4).

15.5 Units with no alternate source of retreat other than into or through enemy ZOC, off the board, through alpine terrain (**EXCEPTION:** mountain units may retreat through alpine terrain), across a river where bridges have been destroyed, back into an original defense hex, or into the sea are eliminated.

15.6 Units may retreat through land terrain types disregarding normal costs. **EXCEPTION:** No units except mountain units may retreat through alpine terrain.

15.7 Units may not end their retreat in violation of stacking limits. If unable to do so, they are eliminated.

15.8 An attack may be declared at lower odds than actually calculated at the option of the attacking player.

15.9 Units may not retreat across rivers where bridges have been destroyed nor across estuaries.

15.10 Allied units may not be retreated into a Military District where German units are frozen unless no other retreat route is available. If an Allied unit is forced to retreat into such a district, German units are not released because of it. The Allied unit must leave (or at least try to leave) the district on the next turn and each succeeding turn until successful. It may not move back in again after leaving unless as a result of combat no other retreat is again available. If an Allied unit is forced to retreat into a Military District as per the above procedure, the Allied player may choose to have this trigger the release of frozen German units. However, the Allied player may not choose to retreat a unit into a Military District where German units are frozen if another retreat route is available, even if he would choose to trigger the release of the frozen units. (See 9.6 and 9.7).

15.11 If a German unit is retreated into a hex occupied by one or more other German units, and this hex is then attacked by paratroopers or commandoes/rangers, the retreated unit takes no part in the combat. However, should the German unit(s) involved in the combat be eliminated or forced to retreat, the previously retreated unit would have to retreat.

16. TERRAIN EFFECTS ON COMBAT

16.1 Units in mountains, alpine terrain, cities, or behind rivers have their combat factors doubled on defense.

16.2 Defending units behind rivers are not doubled if one or more of the attacking units are not attacking across a river.

16.3 German units in fortresses have their combat factors doubled on defense. However, once an Allied unit occupies a fortress via movement or retreat, the fortress is destroyed for the rest of the game (place a destroyed fortress marker in the hex). Even if a German unit reoccupies such a fortress, it derives no benefit from it as noted by the fortress destroyed marker. Of course, if the fortress is in a hex with other doubling terrain, the unit is doubled. Fortresses never benefit Allied units.

16.4 Units defending in or attacking from rough terrain and fortresses do not have to retreat, (i.e., a DR or AR may be ignored, and surviving units in EX, E2, A1, A2, and D1 results do not have to retreat). Units may elect to retreat and in this case the defending player moves his own units. This does not apply to a destroyed fortress. Units may not retreat voluntarily if the CRT does not call for a retreat. (See 16.3).

16.5 Armored units have their combat factors halved (rounded up) when defending in a rough terrain or city hex, or when attacking units defending in a rough terrain or city hex. This would not apply to an armored unit defending in a fortress hex that is also a rough terrain or city hex. In this case, the armored unit would retain its basic combat factor. An armored unit defending across river in a rough terrain or city hex has its combat factor halved (rounded up) and then doubled. An armored unit defending across river in a fortress hex that is also a rough terrain or city hex has its basic combat factor doubled. If an armored unit is attacking defending units in two or more hexes of different terrain types, use the terrain that most benefits the defender.

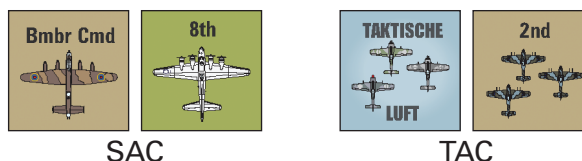
16.6 Any unit may attack an alpine hex, but only a mountain unit could defend in such a hex or enter such a hex during movement or a retreat.

16.7 Units may not end movement or retreat on the dyke hex (II2). To cross the dyke, the hex(es) immediately adjacent to the dyke must be free of enemy units.

16.8 If a combat involves defending units that occupy more than one hex and two or more of these hexes are different terrain types, the combat factors are figured separately for each hex of defending units and then totaled. If the defending units receive a retreat result, units in fortresses and rough terrain do not have to retreat, while all others do; some units might have to retreat while others might not.

17. AIR MISSIONS

17.1 Aircraft can only fly on Clear weather turns. **EXCEPTION:** On turns when the weather is not Clear, from June II to September IV, the Allied player has 2 SAC aircraft available. No other aircraft units, Allied or German may be used. Beginning with the October I turn, no aircraft are available on non-Clear turns.



17.2 There are two types of aircraft; Strategic bombers (British Bomber Command and US 8th) hereafter called **SAC**, and Tactical bombers (all others including all German aircraft) hereafter called **TAC**.

17.3 SAC have unlimited range and may attack anywhere on the mapboard.

17.4 Allied TAC may operate anywhere within the radius marked on the mapboard, attack any hex on or adjacent to the Mediterranean coast, or operate within 8 hexes of any Allied headquarters. TAC range may not be traced through Switzerland but may be traced through all-sea hexes (and non-existent hexes inside the dyke counting as if hexes did exist there for this purpose). **EXCEPTION:** During the Allied turn of the first invasion, Allied TAC cannot operate from an HQ unit.

17.5 German TAC may operate within Germany or within 8 hexes of any German headquarters. This applies only to German aircraft flying in support of German combat on the Ground Support Mission of the Aircraft Mission Chart. German aircraft may cancel Allied aircraft on the Aircraft Mission Chart regardless of range.

17.6 The Allied player has eleven aircraft available each turn—four SAC and seven TAC.

17.7 The German player has aircraft available each month according to the German TAC Availability Chart. The first number is the total number of aircraft available for the entire month. The second number is the maximum number of aircraft that can be used in one turn during the month. German aircraft used offensively can only be used for Ground Support Missions. Each month, available German aircraft should be placed in the Available column on the German TAC Availability Chart. When used, the aircraft are moved to the used column. Aircraft not available for that month should be kept off-board. German TAC cannot be accumulated from month to month.

17.8 More than one TAC aircraft can take its range from the same headquarters unit.

17.9 Aircraft Mission Procedure

17.9.1 The Allied player first allocates his aircraft units on the Aircraft Mission Chart using each unit during each Clear weather turn.

17.9.2 The German player follows by allocating any aircraft he chooses to use this turn on the Aircraft Mission Chart, within the rules of 17.7.

17.9.3 Each German aircraft cancels one Allied unit from the same mission. Remove both aircraft. The Allied player decides which of his aircraft units are removed (SAC or TAC). Each Allied aircraft assigned to the Counter-Air Mission cancels one German aircraft from the same mission (this being the German Ground Support Mission) if there are any German aircraft so assigned. Remove both aircraft.

17.9.4 Except for the Ground Support and Bridge Attacks Missions, the actual aircraft units are left on the Aircraft Mission Chart throughout the turn. At the end of a game turn, remove all aircraft units from the Aircraft Mission Chart.

17.10 Types of Aircraft Missions

17.10.1 Strafing—TAC only.

Effect: Every German unit that moves over three hexes (including rail movement, but excluding paratroop or airlift) and is at any time in TAC range during the first move impulse is subject to strafing. The die must be rolled for each unit attempting to move over three hexes. If the result is greater than the number of strafing aircraft the unit moves normally. If the die roll is equal to or less than the number of strafing aircraft, the unit takes one step loss and ends its movement in the third hex it entered, or the first hex in TAC range over three hexes it entered, whichever came first.

17.10.2 Ground Support—TAC only.

Procedure: During the first combat impulse, before the die is rolled for each separate combat resolution, aircraft may be assigned to Ground Support for that combat. Ground Support is placed prior to revealing hidden German units, so that, in effect, the Allied player must anticipate the possibility of additional German units. No more than three aircraft can support the same combat. Each aircraft can only be used once. Aircraft on the Group Support Mission are an exception to rule 6.2. Any TAC aircraft unit can support a combat involving units of any nationality.

Effect: Each aircraft assigned to a combat raises the odds by one column. Unused German aircraft assigned to Ground Support are considered lost and may not be accumulated.

Example: One aircraft supporting a combat with 1-6 odds would raise the combat odds to the 1-3/1-4 column (not just to odds of 1-5 because this would be the same column as the 1-6 odds.)

17.10.3 Railway Attacks—SAC only or SAC and TAC together (TAC may not be used by itself).

Effect: Each aircraft unit reduces the German rail movement capacity by two. Allied aircraft may not cancel the once per month German HQ rail movement.

17.10.4 Bridge Attacks—SAC or TAC.

Procedure: Before conducting movement during the Allied first move impulse, each aircraft is placed on a river and all bridges over that section of the river are destroyed for that complete turn. This affects both Allied and German movement and the aircraft counter is not removed until after the game turn is completed. (A section of a river is any stretch of river between two river junctions or between one river junction and the sea or the end of the river.) If the aircraft is TAC, all such river hexes must be within TAC range.

Effect: No rail movement is allowed across sections of rivers attacked. During the first move impulse, all non-armored units must stop on the first hex across the river; on the second move impulse they may cross rivers without restriction (though ZOCs would still not extend across those same rivers). During both move impulses, armored units wishing to cross attacked rivers must stop on the hex before crossing the river and roll on the River Crossing Chart (located on the board). An armored unit that failed a river crossing attempt but may continue movement can attempt to cross a different river hexside.

17.10.5 Attacking German Replacements—SAC only.

Effect: Each aircraft reduces the German replacement rate by one, with armored replacements being the first factors lost.

Example: The German replacement rate is 4(2) and two Allied aircraft are on this mission. The Germans get a replacement rate of 2(0).

17.10.6 U-Boat Attack—SAC only.

Effect: Regardless of the weather die roll, if the Allied player does not allocate SAC to this mission or if the Allied allocation is cancelled by German aircraft, the Americans lose half their replacement factors for that turn (rounding the remaining factors down). Armored replacements are the first factors lost. When all six U-Boat bases have been captured, SAC no longer has to be allocated to this mission and no replacements are lost.

Example: A replacement rate of (3) would become (1).

17.10.7 V1 Site Attack—SAC or TAC.

Effect: Regardless of the weather die roll, if the Allied player does not allocate aircraft to this mission or if the Allied allocation is cancelled by German aircraft, the British lose half of their replacement factors for that turn (rounding the remaining factors down). Armored replacements are the first factors lost. When all six V1 sites have been captured, aircraft no longer have to be allocated to this mission and no replacements are lost.

17.10.8 Counter-Air Mission—TAC only.

Effect: Each Allied aircraft cancels one German aircraft from its Ground Support Mission (if the German allocates any aircraft to this mission). If the German player does not allocate any aircraft to Ground Support, Allied aircraft on Counter-Air are lost for that turn; they may not switch missions.



Example of Bridge Attacks (17.10.4)

The Allied player has five aircraft on the Bridge Attack Mission, which are placed as shown.

The Bomber Command SAC is placed on the Seine between where the river enters the sea at **A** and the river junction at **B**.

The 2nd TAC is placed on the Seine between the river junction at **B** and the river junction at **C**.

One of the two 9th TACs is placed on the Seine between the river junction at **C** and the end of the river at **D**.

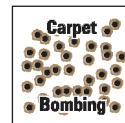
The other 9th TAC is placed on the Marne between the river junction at **D** and the end of the river at **E**.

The 8th SAC is placed on the Oise between the river junction at **B** and the end of the river at **F**.

Note that the placement of the TAC units are legal because all hexes of the river sections they are placed on are within TAC range of the SHAEF HQ in hex P11. A TAC unit could not be placed on the Oise instead of the 8th SAC, however, because hex Y10 is out of TAC range.

17.10.9 Carpet Bombing—SAC only.

One attack a month maximum. German aircraft may not cancel Carpet Bombing Missions. Carpet Bombing may not be used during an invasion turn. Carpet Bombing may not be used in conjunction with the Ground Support Mission but may be used in conjunction with a paratroop. Aircraft on the Carpet Bombing Mission are an exception to rule 6.2. Any SAC aircraft units may be used for this type of mission involving units of any nationality.



Effect: The Allied player may add two to the combat die roll in any one attack at odds of 2-1 or lower during the first combat impulse. A Carpet Bombing marker is provided to help designate the hex where this aircraft mission occurs.

18. SUPPLY

18.1 Each Allied unit must be able to trace a line of supply no longer than five hexes to an Allied headquarters unit. The headquarters unit may be in an enemy ZOC but the supply line between the unit and the headquarters may not pass through enemy ZOC (nor through an enemy city). In turn, each Allied headquarters unit supplying other units must be able to trace a supply line over controlled hexes (of unlimited length) back to a friendly port or mulberry. The Allied player may use an Allied Control marker to designate a hex under his control. The port or mulberry may be in enemy ZOC but the supply line between the headquarters unit and the port or mulberry may not pass through enemy ZOC (nor through an enemy city). Supply lines may be traced across rivers where bridges have been destroyed. Each unit that is not able to trace such a line of supply at the end of the second impulse loses one step.

18.2 A port or mulberry can only supply a number of units equal to its current supply capacity. A headquarters unit must be able to trace a supply line to a specific port or mulberry for each unit it is supplying. The maximum number of units that may trace a line of supply to a headquarters unit is equal to the total supply capacity of all ports and mulberries the headquarters can trace its supply line to.

18.3 Each German unit must be able to trace a line of supply no longer than five hexes to a German headquarters unit. The headquarters unit may be in enemy ZOC but the supply line between the unit and the headquarters may not pass through enemy ZOC (nor through an enemy city). In turn, each German headquarters unit supplying other units must be able to trace a supply line over controlled hexes (of unlimited length) back to a friendly city in Germany or Italy. The city may be in enemy ZOC but the supply line between the headquarters unit and the city may not pass through enemy ZOC (nor through an enemy city). Supply lines may be traced across rivers where bridges have been destroyed. Each unit that is not able to trace such a line of supply during its friendly Supply Phase loses one step.



Example of Supply Lines (18.1, 18.2)

The Allied player has invaded in the 7th Military District and after six turns his situation is shown above. All units are in supply and he has an unused Supply Capacity of 0 because his Supply Capacity is 17 and he has 17 units on board.

The American 101 Airborne Division (L8) was airdropped and does not count against the Supply Capacity; it is in supply though, tracing its supply line to Bradley HQ (J10). The eight British units and the American 4th Infantry (C9) are tracing their supply line to the Montgomery HQ (G7). The remaining six American units are tracing their supply line to the Bradley HQ (J10). In turn, the Montgomery

HQ can trace a line of supply to the “12” Mulberry (D7) to supply the 10 units it is supplying (nine other units plus itself). The Bradley HQ can trace its line of supply to the Mulberry to supply two of the seven units it is supplying (six other units plus itself), to St. Nazaire (C9) to supply three units, and to Nantes (E10) to supply two units.

Note that some units tracing their line of supply to Montgomery could also trace a line of supply to Bradley and vice versa. In addition, Montgomery could trace its line of supply to St. Nazaire and Nantes.

18.4 Units (both Allied and German) in cities and fortresses are always in supply. **EXCEPTION:** Allied units are never automatically in supply in cities in Germany.

18.5 German units in Germany or Italy are always in supply. German units are in supply anywhere on the mapboard at game’s start. Frozen German units are always in supply.

18.6 German units more than five hexes from any enemy units are always in supply if they can trace a supply line (of unlimited length) to a friendly headquarters or a German controlled city in Germany.

18.7 In addition to the restrictions and requirements of rules 18.1 and 18.2, the Allies are also limited by the number of units that can be supplied in Europe, shown by the current level of SUPPLY CAPACITY, as shown on the Supply Capacity Chart based on the location of the Supply Capacity marker. Supply capacity is

determined by the number of units on the continent, regardless of their supply status. Note: If the supply capacity is over 40, players can keep track of it on a piece of paper.

18.7.1 During an invasion turn, all invading Allied units are considered in supply for the whole turn. At the end of the Allied player’s second impulse on the turn of the first invasion the supply capacity is set by adding the total value of mulberry and any ports captured during the first turn and subtracting the total number of Allied units remaining in Europe. (See 20.16 and 21.4 for exceptions.)

18.7.2 On all subsequent turns, the supply capacity is adjusted as follows:

- Reduced by one for each unit which lands in Europe.
- Raised by one for each unit destroyed or removed from Europe.

C) Raised by the supply capacity number of a port (may be less than the full supply capacity number of the port due to damage) when a port is captured or recaptured. (See 20.16 and 21.4 for exceptions.)

D) Raised by the value of the mulberry placed during the second impulse of the second invasion (if there is one).

E) Reduced by the supply capacity number of a friendly port when a port is captured by the Germans (may be less than the full supply capacity number of the port due to damage).

F) Reduced by the value of a mulberry when a mulberry is captured (destroyed) by the Germans (may be less than the full supply capacity value of the mulberry due to damage), or reduced by half the value of a mulberry (the 9 becomes a 4) when a mulberry is damaged by weather.

Note: Generic numbered markers are provided that can be used to track the supply capacity of a port or mulberry.

18.7.3 The supply capacity can be checked at any time by adding the value of mulberries and all controlled ports and subtracting the number of Allied units in Europe. If there is any discrepancy, alter the supply capacity immediately.

18.7.4 The Allied player may never intentionally lower the supply capacity below zero.

18.7.5 If a port or mulberry is damaged, destroyed, or captured by the Germans, or a mulberry is damaged by bad weather, dropping the supply capacity below zero, the Allied player must remove enough units from Europe (by sea movement or airlift) to bring the supply capacity back to zero or higher on the next turn or lose one step per unit over the supply capacity each turn (Allied player's choice as to which units are reduced).

18.7.6 If the supply capacity is at zero at the beginning of the Allied player's turn, he cannot land any units in Europe unless he removes other units at the same time (in the same impulse) in a sort of exchange method. If units are eliminated in the first impulse or ports are captured, raising the supply capacity above zero, other units could land in the second impulse. Raids, but not paratroops, are exempt from this restriction. Airlifts could occur from city to city on the mapboard, but airlifts could not occur from England or Africa to the continent.

18.7.7 If the supply capacity is below zero at the beginning of the Allied player's turn, he cannot land units in Europe that turn, even if he removes units, has units eliminated, or captures ports to bring the supply capacity back above zero. Raids, but not paratroops, are exempt from this restriction. If the supply capacity is zero or less at the beginning of a turn, the second invasion may not be made during that turn. Airlifts could occur from city to city on the mapboard, but airlifts could not occur from England or Africa to the continent.

18.7.8 Each time the Allied player captures a port he immediately must roll the die to see if the port has been damaged by the Germans before capture. A roll of '5' or '6' reduces the supply capacity of the port by half (rounded down). This damage can be repaired at the rate of one point per turn beginning the turn after capture if the port is occupied by an Allied infantry unit. These repaired supply capacity points should be added into the supply capacity each turn at the end of the Allied player's second impulse. Use a damage marker to show the amount of remaining damage at a port.

Note: a port with a supply capacity of 1 that is damaged becomes a 0, but may be repaired at the end of the next turn.

18.7.9 Units may use sea movement into and out of a damaged port (even a port with a supply capacity of 0).

18.7.10 If the Allies recapture a port that was captured by the Germans, the procedure outlined in 18.7.1 must be followed again, except that a roll of '3-6' (instead of just '5-6') reduces the supply capacity of the port by half (rounded down) if it was undamaged when captured the first time. If the port has remaining damage from the first (or previous) time it was captured and is damaged again, the already reduced supply capacity is halved. If the port was damaged the first (or previous) time it was captured, but is undamaged the second time, the reduced supply capacity of the port still exists.

18.7.11 A port is considered captured when a friendly unit occupies it. It may be used on the impulse it is taken. **EXCEPTIONS:** (See 20.16 and 21.4.) An unoccupied Allied port or mulberry in enemy ZOC cannot be used for sea movement. In addition, when this situation arises, the supply capacity is immediately reduced by the current supply capacity number of the port or mulberry. However, the Germans have not captured the port or mulberry until a German unit occupies it. Should the Allies reoccupy the port or mulberry before the Germans capture it, they immediately regain the lost supply capacity. Damaged ports or mulberries cannot be repaired unless occupied by an Allied infantry unit.

18.7.12 Adjustments to the supply capacity are made immediately. For instance, if an Allied unit is destroyed in the first impulse, raising the supply capacity to 1, another Allied unit could land in the second impulse to replace the lost unit. Similarly, as soon as a port is captured, this increased supply capacity can be used to bring units into Europe that impulse. **EXCEPTIONS:** (See 20.16 and 21.4.)

18.7.13 Beginning the turn after the second invasion, Allied units can land in Europe only if they are in supply the instant they land at the port or mulberry.

18.7.14 Allied units occupying ports, cities, and mulberries, or otherwise unable to trace supply all count against the supply capacity.

18.8 Inland ports can only be used for supply purposes if passage inland to such a hex is not blocked by an enemy ZOC (ZOC does extend across an estuary for this purpose). Amsterdam can be used for supply if it is Allied controlled and hexes HH1, HH2, JJ1, and JJ2 are free of German units.

Example: Bremen could not be used for supply purposes if any of the following hexes were German occupied: PP2, PP3, QQ2, QQ3, and of course QQ4.

18.9 Aircraft Missions, terrain (excluding estuaries), and weather do not affect supply lines.

19. NAVAL UNITS



19.1 Each Allied naval unit must be placed in any all-sea hex prior to revealing hidden German units and before the First Combat Impulse during the first invasion.

19.2 Naval units have no stacking restrictions.

19.3 Each naval unit may be moved to any other all-sea hex each turn before the First Combat Impulse.

19.4 The number on each naval unit can be added to any attack in range. Each unit can only support one attack per turn (on either impulse) but more than one unit can be added into the same attack. Naval units may not be used during the German player's turn.

19.5 Naval units never take losses, even voluntarily. They may not attack alone or be attacked in any manner.

19.6 Naval units have a range of two hexes. The range includes the target hex but not the hex the naval unit is in. When naval units are being used in an attack where defending units occupy more than one hex, all such hexes must be within the range of the naval units.

Example: A naval unit in T4 could attack any of the following hexes: R5, S6, T5, T6, U6, V5, and V4.

19.7 Naval units may not be placed north of hex GG1. However, naval units may be placed next to any invadable hex, even where hexes do not exist. To enable this, players should envision an imaginary row of hexes in such situations.

Example: A naval unit could be placed in an imaginary offboard hex adjacent to hexes A2 and A3.

19.8 Naval units are permanently withdrawn at the beginning of the third turn after the second invasion or the September I turn, whichever comes first.

19.9 Naval units may not be moved or used in combat on turns when the weather is a Storm.

19.10 Combat support by naval units is an exception to rule 6.2. Any naval unit may support a combat involving units of any nationality.

20. PARATROOPERS



20.1 Paratroopers can only drop on Clear weather turns.

20.2 Allied paratroopers that are to drop must start the turn in England or Africa. The range of Allied paratroopers is the same as TAC range. Paratroopers in Africa can drop within TAC range of any HQ that is tracing its supply to any port on the Mediterranean coast, or within three hexes of any invadable hex on the Mediterranean coast. Paratroopers in England can drop within TAC range of any HQ that is tracing its supply to any port other than ports on the Mediterranean coast, anywhere within the TAC radius, or within three hexes of any invadable hex other than invadable hexes on the Mediterranean coast. Note: During the Allied turn of the first invasion, paratroopers can only drop within TAC radius or within three hexes of any invadable hex, within the above geographical limitations.

20.3 German paratroopers that are to drop must start the turn in a city in Germany not in enemy ZOC. Their range is the same as German TAC range.

20.4 The Allies can conduct paradrops **five** times per game. Up to three units may be dropped at one time, with individual units dropping no more than three hexes apart (maximum spread of seven hexes). Two or three paratrooper units may drop in the same hex (all would still have to roll on the Paratrooper Drop Table though). Even if less than three paratrooper units drop, this would count as one paradrop towards the Allied maximum of five drops per game. The Allied player may not make more than one paradrop per turn.

20.5 The Germans can conduct paradrops **twice** per game, but only with one paratrooper unit each time. The German player may not make more than one paradrop per turn.

20.6 During the player's turn they are dropped, paratroopers have no ZOC except the hex they occupy, and are automatically in supply for the drop turn only. Paratroopers must conform to stacking restrictions at all times except when they land on enemy units, in which case both players may have a legal stack of units in the hex.

20.7 Paratroopers must be dropped during the first move impulse and cannot move in that impulse except as a result of combat. You may place a **Can't Move** marker on these units as a reminder. They can move during the second move impulse. They must attack all adjacent units whose ZOC they are in, during both impulses. They can combine to attack with invading units. **EXCEPTION:** (See 20.8.)

20.8 Paratroopers can drop on top of enemy units but must fight those enemy units. In this case, however, they do not, and cannot, fight any units in adjacent hexes. If enemy units in the drop hex

are not eliminated or retreated, the paratroopers are eliminated instead; they may not retreat. They can combine to attack with invading units. In cases where paratroopers do land on enemy units, this combat must be resolved before any other combat is resolved. Paratroopers do not control the hex they land in until all defender's have been removed from the hex.

20.9 Paratroopers drop before all other movement, and drop results are determined on the Paratrooper Drop Table before any Ground Support allocation. Allied paratroopers landing in Germany use the Non-Clear* column of the Paratrooper Drop Table, regardless of the actual terrain in the drop hex. A German paratrooper landing in an unoccupied fortress adjacent to an Allied unit is considered to be landing in an enemy ZOC, even though if the unit survives it does not have to attack any Allied units because of the fortress rules.

20.10 The Allied player can airlift one paratrooper unit (or glider unit) per turn during Clear weather from any controlled city (including England and Africa) to any other controlled city (defined by being controlled at the start of the impulse) on the mapboard. A unit may not be airlifted to or from a city in an enemy ZOC. An airlift can be performed during either move impulse, but the unit must start the turn in a controlled city and may not move that turn. If brought, into Europe by airlift, a unit does count against the supply capacity limit.

20.11 The German player can airlift two paratrooper units per game using the same procedure as in 20.10, but only one unit on any one turn. A unit may not be airlifted to or from a city in an enemy ZOC (or a fortress with enemy units adjacent to it).

20.12 Allied paratroopers do trigger the release of German units frozen in a Military District as per rule 9.

20.13 Glider units function as paratrooper units in all respects. The British 52nd Glider Division is also a mountain unit.

20.14 Paratrooper units can function as normal infantry units. Allied paratroopers landing adjacent to invading units during an invasion must be specified as invading units or airdropped units. If they are airdropped units, this would count as one of the five Allied airdrops allowed per game. Paratroopers may not be airdropped onto hexes that contain other invading units during an invasion turn. Paratroopers stacked with invading units during the first move impulse of an invasion turn are considered to be functioning as normal infantry units, and must conform to the two high stacking limit during invasions turns.

20.15 Allied paratroopers do not count against invasion capacity limits provided they are airdropped. If landed as normal units, they count against the supply capacity as well as the invasion capacity. If destroyed or withdrawn from Europe, the supply capacity is affected only if the paratrooper entered the game as a normal unit; if it was airdropped, the supply capacity is unaffected. Players can keep track of such units on a piece of paper if necessary.

20.16 If Allied paratroopers capture a port, other units may land there on the next turn. This is an exception to rules 18.7.11 and 18.7.12. The Allied player cannot use such a port's supply capacity till the turn after its capture.

20.17 The Allied player may perform both paratroops and airlifts on the same turn, but no more than three units may move by air in one turn. Similarly, the German player may move only one unit by air per turn.

21. COMMANDOES AND RANGERS

21.1 Commandoes and rangers are never out of supply and never count against the Allied supply capacity; if a commando or ranger is destroyed or withdrawn from Europe, the supply capacity is unaffected. **CDO** **RGR**

21.2 Commandoes and Rangers conducting a raid must begin their turn in England or Africa. These units can raid any invadable hex including inland ports (within the rules of 12.5) on any turn, either move impulse, as a group or singly. However, only two such raids are allowed per game. If in a group, all units must land in the same, or adjacent hexes, or hexes connected by continuous blue invasion arrows. Raids do not count against sea movement or invasion capacities. Commandoes and rangers cannot move on the impulse they land. You may place a *Can't Move* marker on these units as a reminder.

21.3 Commandoes and rangers can attack together. This is an exception to rule 6.2 and even applies when commandoes and rangers are attacking in conjunction with other type units.

21.4 If these units capture a port, other units may land there on the next turn. This is an exception to rules 18.7.11 and 18.7.12. The Allied player cannot use such a port's supply capacity till the turn after its capture.

21.5 Commandoes and rangers by themselves do trigger the release of German units frozen in a Military District as per rule 9.

21.6 Commandoes and rangers have no ZOC except the hex they occupy, even when acting as infantry units during an invasion turn. They stack for free. German units never have to attack unaccompanied commandoes and rangers because they have no ZOC.

21.7 Commandoes and rangers can function as normal infantry units. Commandoes and rangers landing adjacent to (or in the same hex as) invading units during an invasion must be specified as invading units or raiding units. If they are invading, they count against the invasion capacity, but do not count against the two raid per game limit. If invading, they must conform to the stacking restrictions during the invasion turn, but stack for free starting the next turn. If raiding, they are an exception to rule 12.7.

21.8 Movement during raids is limited by the rules of sea movement dealing with units that begin the turn in England or Africa. A unit in Africa could only land on the Mediterranean coast, for example.

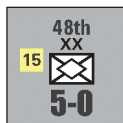
21.9 Commandoes and rangers must attack all adjacent enemy units whose ZOC they are in, even on the turn they land. Raiding units can combine to attack with invading units. Commandoes and rangers cannot land in enemy occupied hexes. **EXCEPTION:** (See 21.11.)

21.10 Raids may not be made when the weather is a Storm.

21.11 If raiding units landing during the first invasion land on hidden German units, they must fight those units. In this case, however, they do not, and cannot, fight any units in adjacent hexes. If enemy units in the raided hex are not eliminated or retreated, the raiding units are eliminated instead; they may not retreat.

22. COASTAL DEFENSE UNITS

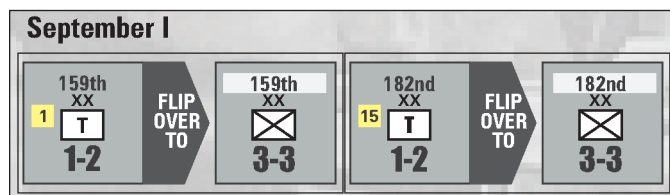
22.1 Coastal defense units start the game with a movement factor of zero and must be setup in invadable beach hexes. Coastal defense units may not be setup in inland ports.



22.2 If the German player moves such units, he flips them over and they become normal infantry units. Once flipped over, they can never return to their coastal defense side (even by taking replacements). The infantry side can be replaced if destroyed. A unit that is flipped over may move during the same impulse (even by rail).

22.3 If a coastal defense unit is forced to retreat, it automatically flips over to its infantry side. However, if a coastal defense unit takes a combat loss, it is eliminated (coastal defense units do not have step reduction and cannot invert to their infantry sides to satisfy a step loss).

23. TRAINING DIVISIONS



German training divisions are one step units that convert to regular divisions according to the OB. Simply flip them over on the designated turn. Destroyed training divisions may receive replacements, but only after their turn of conversion.

Example: On the September I turn (6), the German 159th Training Division is flipped over to become the 159th Infantry Division.

24. PARTISANS

24.1 On the first turn of the game, the Allied player automatically has one French partisan unit available, which can be used to cut railways and inhibit German movement and supply. Thereafter, the Allied player rolls one die during his Replacement Phase. On a roll of 5 or 6, he has one French partisan counter available.

Partisans

P

24.2 The partisan unit must be placed in a non-city rail hex not in Germany or Italy, not in an enemy ZOC, and not within five hexes of an SS unit. The unit may be placed during the Allied second move impulse on each turn it is available.

24.3 Partisans have no ZOC except the hex they occupy. Units traveling by rail may not enter a partisan hex and supply may not be traced through such a hex. Units must stop upon entering this hex and cannot retreat through it. German units are not affected in any way when attacking from a hex containing a partisan.

24.4 Partisans cannot be permanently eliminated. At the end of the German second move impulse, remove the partisan from the mapboard.

25. VOLKSSTURM



25.1 Volkssturm units automatically (and immediately) appear in any city (one per city) in Germany when any Allied unit appears within three hexes of such cities. They can appear only once per city and there can never be more than eight in the game at one time. In most cases it will be obvious in what cities Volkssturm units have already appeared, but **Volkssturm Appeared** markers may be used to delineate such cities.

25.2 If paratroopers drop on a German city, a Volkssturm unit will appear and the paratroopers must attack the Volkssturm unit during that impulse.

25.3 A Volkssturm unit will appear even if this would overstack the hex, but the hex must conform to stacking restrictions by the end of the next German move impulse.

25.4 A Volkssturm unit may not be withheld when an Allied unit moves within **three** hexes of a German city; the unit must appear if one is available. If a Volkssturm unit is not available when Allied units move within three hexes of a city (where a Volkssturm unit has not appeared), it may appear later when one is available unless the city is Allied controlled at this time.

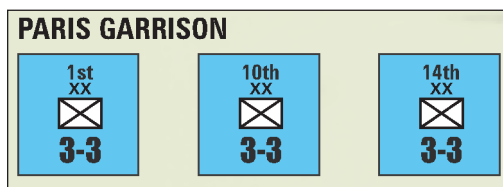
26. REINFORCEMENTS

26.1 Both players consult the Turn Record Track to determine whether they receive reinforcements or special instructions that turn. If their box on the Turn Record Track for that turn contains a reference number, they consult their Arrival Schedule Display and look up the reference number which corresponds to reinforcements available for that game turn.

26.2 Reinforcements may be placed on the board at any time during first move impulse.

26.3 Allied reinforcements may use sea movement (within weather restrictions) and German reinforcements may use rail movement on their turn of arrival. Otherwise, Allied reinforcements are placed in England or Africa and German reinforcements are placed in any German controlled city in Germany not in enemy ZOC. The initial placement hex does not count against the movement allowance of the entering unit, and the unit may move its full movement allowance.

26.4 Units designated as part of the German Invasion Reaction Force enter the game on the first turn.



26.5 The three French units designated as the Paris Garrison on the Allied Arrival Schedule Display enter the game the turn after Paris is occupied by Allied units, but never before the August I turn. They appear in Paris. They do count against the Allied supply capacity.

26.6 The entry of reinforcements onto the board may be delayed (the units are held off-board) for as long as the owning player wishes. Allied units must be placed in England or Africa on their turn of arrival.

26.7 When the OB calls for units to be withdrawn, these units are withdrawn from the mapboard at the beginning of the owning player's turn and are out of the game. The unit is simply removed from the map, unless it is out of supply in which case a substitute unit must be withdrawn. Withdrawn units may not take replacements.

26.8 If a unit that is to be withdrawn is at reduced strength, it is removed as such. If a unit to be withdrawn is destroyed, a substitute unit of the same type and combat value is removed instead; neither can then be replaced except if called for by the OB. If no exact substitute unit is available, then a unit of the same type but different combat value is removed instead, and failing this, a unit of a different type with the closest (and highest) combat value. If a unit to be withdrawn is out of supply, it remains on the map and a substitute unit is removed according to the above procedure. The units switch places in *all* respects and functions.

26.9 Units that are withdrawn should be kept on the OB Chart, and separate from units that are destroyed. Destroyed units can be replaced as per rule 27.8. If a unit is withdrawn at reduced strength, and it is scheduled to return per the OB, it is brought, back at reduced strength.

26.10 If units to be withdrawn are in the Panzer Reserve and the Reserve is still off-board, they are removed from the Reserve and considered withdrawn.

27. REPLACEMENTS

27.1 Both players receive replacements according to the Replacement Chart, in their Replacement Phase. The first number is the total number of replacements available each turn of that month. The second number indicates how many of this number may be armored replacements. Armored replacements can be used for any armored units within the limitations of rule 27.10.

27.2 No replacements are available on the first turn of the game.

27.3 Replacements may be accumulated. Use the replacement markers on the Replacement Track. Note: If more than 52 replacements are accumulated, players may keep track of this on a piece of paper,

27.4 Replacements for both sides can be reduced by Air Missions. When replacements are lost, armored replacements are the first ones lost. Accumulated replacements cannot be lost.



27.5 Armored replacements can be used as infantry replacements, but infantry replacements cannot be used as armored replacements.

27.6 Replacements do not count against rail or sea movement capacities. Weather does not affect the ability of either player to receive or use replacements.

27.7 Units can only receive replacements by meeting the following conditions:

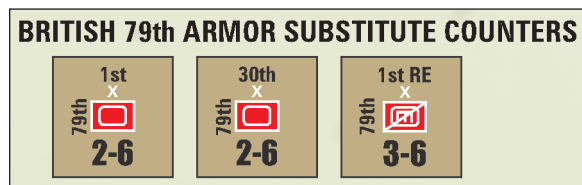
- unit may not occupy an enemy ZOC (or a fortress hex with an enemy unit adjacent to it);
- unit can trace a supply line of unlimited length to a friendly port or mulberry (Allied player), or to a friendly city in Germany or Italy (German player); and
- unit may not conduct movement for the turn once it receives replacements. Place a "Can't Move" marker on these units as a reminder.

27.8 A destroyed unit may be replaced at the additional cost of one replacement factor. If the unit is a two-step unit, it would take three replacement factors. A one step unit would take two

replacement factors, as would building a two-step unit up to only reduced strength. Destroyed units that are replaced enter the game like normal reinforcements (Allied units may be placed in either England or Africa), except they may not move once placed on the map till the next turn. Destroyed units may be resurrected in one turn; they do not have to wait and take just one replacement factor per turn.

27.9 Allied paratroopers, commandoes, and rangers may only be replaced when their special replacement factors are available. Special replacements cannot be used for other units. German paratrooper units can be replaced as part of normal infantry replacements. Destroyed German paratrooper units being resurrected from the dead pile have no paratroop capability. They may be airlifted, however.

27.10 Flak, security, artillery, glider, and coastal defense units (the infantry sides of coastal defense can be replaced), headquarters, headquarters troops, Volkssturm units, training divisions (the regular sides may be replaced), and assault guns may never be replaced.



27.11 The British 79th Armored Division, if built up to full strength, can then break down into three separate units as shown on the OB. None of these units may be replaced, although they may recombine again if they are in the same hex at the beginning of a turn, in supply, and not in enemy ZOC. The reconstructed 79th may not move on the turn of reconstruction. If when broken down, one of the substitute units is eliminated, the 79th can never be reconstructed. The 79th can only break down if there is enough excess supply capacity to accommodate all the substitute units; when broken down, each substitute unit is counted as one unit against the supply capacity.

27.12 The Americans can build six overstrength infantry divisions. By adding a replacement factor to a 6-4 infantry division, the unit becomes an 8-4. It can then take two step losses and still not be destroyed. Put the 8-4 counter on the mapboard and the 6-4 counter in the appropriate box on the OB. If the 8-4 takes a combat loss, substitute the 6-4. Note: Up to three overstrength infantry divisions can be built before the first invasion is made. The Allied player must reduce one other American 6-4 infantry division for each overstrength division he creates; these divisions may be built back up with replacements (or may be used at reduced strength, even on the invasion turn). Once an overstrength division takes a step loss, it can never be created again (the 8-4 counter is permanently removed from the game).

27.13 The German player has eight headquarters (HQ) troops units. By using a replacement factor of the appropriate type (either infantry for an infantry unit or armor for an armored unit) and one of these units, he can replace a destroyed unit at full strength.

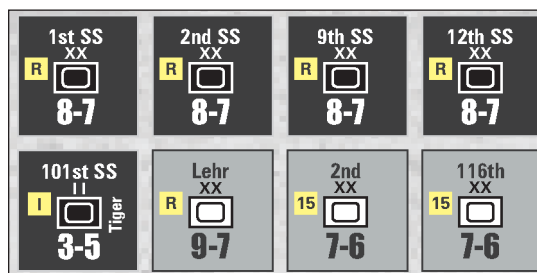
Remove the HQ troops unit and the replacement factor and place the new unit on the board where the HQ unit was. **The newly placed unit may not move for the turn** (place a *Can't Move* marker as a reminder). Any unit may be replaced in this manner so long as the HQ troops unit meets these conditions:

- HQ troops unit may not occupy an enemy ZOC (or a fortress hex with an enemy unit adjacent to it); and
- HQ troops unit can trace a supply line of unlimited length to a friendly city in Germany or Italy.

If the 136 HQ Troops Division, which is frozen in the 15th district, is used to replace a destroyed unit, the replaced unit is frozen.

27.14 French units and Allied Minor units may never be replaced.

28. PANZER RESERVE



28.1 At the start of the November I German first move impulse, the German player must remove the seven panzer divisions and 101st SS Panzer Battalion shown on the OB. Simply remove them off the map and place them in the Panzer Reserve Holding Box on the OB. They can be removed if in an enemy ZOC but not if out of supply. Substitutes can be removed if a unit is destroyed or out of supply. A substitute unit must be an armored unit with the closest (and highest) combat value; it may not be a non-armored unit. If an armored unit is not available, no substitute is removed.

28.2 While off-board, these units are eligible to receive replacements.

28.3 During the Replacement Phase of the German December I player turn, the German player may either:

A) Bring all units in the Panzer Reserve up to full strength and add all destroyed armored divisions (not all armored units) and any SS armored units of any size to the Reserve at full strength, and then forfeit his accumulated armor replacements and all future armor replacements for the rest of the game.

Example: A replacement rate of 4(2) would become 4(0).

OR

B) Continue to replace units in the normal manner, keeping his Reserve units as they are.

28.4 Regardless of which option he chooses, the German player may bring all units of the Panzer Reserve back into the game during any turn (either move impulse) in December, January, or February. They may be placed in any German controlled city or cities in Germany as long as they are not in enemy ZOC, and can trace an uninterrupted by enemy ZOC line of hexes to the east map edge. They can move normally once placed. They may exceed the stacking limits when placed but must conform at the end of movement for that impulse. They may not be placed in an Allied controlled city.

28.5 In preparation for a potential Ardennes Offensive, the following changes to the German Panzer Reserve are made: Replace the 1SS 8-7 with the 1SS 9-7; replace the Lehr 9-7 with the Lehr 8-6. Permanently withdraw the Tiger 101SS 3-5 from play. Should substitute units have been withdrawn, these changes still take place at any time 1SS or Lehr return to play.

29. MULBERRIES



29.1 The Allied player has two Mulberry units; one with a supply capacity of 12 and one with a supply capacity of 9.

29.2 One must be placed on the board at the end of the second impulse of each invasion. If there is only one invasion, only one is used.

29.3 A mulberry can be placed in an enemy ZOC, but not in an enemy occupied hex.

29.4 If a German unit moves into or through a Mulberry hex, the mulberry is destroyed and may not be replaced. The Allied supply capacity is immediately reduced by the value of the mulberry.

29.5 On any Storm turn, mulberries in Europe may be damaged. Roll one die before the Allied first move impulse for each mulberry in Europe. A roll of 5-6 reduces the mulberry's supply capacity by half (round down). This damage may be repaired in the same manner as ports that are damaged beginning the turn after, if the mulberry is occupied by a friendly infantry unit.

29.6 A mulberry has no attack or defense factor.

30. VICTORY CONDITIONS

30.1 For the Allied player to win, he must control Paris and Bruxelles, plus either four of the five major cities (cities with red stars) in Germany or 15 cities in Germany (Genova and Torino can be included in this total). The game ends immediately as soon as one of these conditions is met; no further play takes place. The German player wins by avoiding the Allied victory conditions until game's end and holding three major cities in Germany. Any other result is a draw. The last turn of the game is March I.

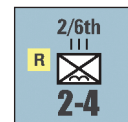
30.2 The Allies control a city if an Allied unit was the last to occupy or pass through that city. If the city is in an enemy ZOC, the city is controlled only if an Allied unit occupies the city. Capture of the U-Boat bases and V1 sites is similar to destroying fortresses. Once an Allied unit has moved into such a hex, the base or site is destroyed. It cannot then be resurrected. Paratroopers that land in an enemy occupied hex must eliminate or retreat all enemy units to control, destroy, or capture that hex (and at least one paratrooper unit must survive). Control of hexes is determined in the same manner as the control of cities.

31. OPTIONAL RULES

For more realism albeit at the cost of adding more complexity, the following rules are offered for consideration. Note that the campaign game and many of the scenarios are already balanced between players of similar ability. The best use of the optional rules is either to add variety to the game or to use one or more to balance play among opponents of unequal skill.

31.1 German Paratroop Capability

The assumption is made that the Luftwaffe maintained the training and air arm required to make a substantial paratroop at this stage of the war. For a more realistic approach, only parachute units of regiment size may paratroop or be airlifted, but once eliminated and brought back into play, they lose this capability.



31.2 German SS Units

Traditionally, SS armored units were resurrected in preference to other units. To reflect this, whenever possible, any destroyed SS armored unit must be rebuilt to at least reduced strength before any other armored unit, destroyed or reduced, can receive any replacements.

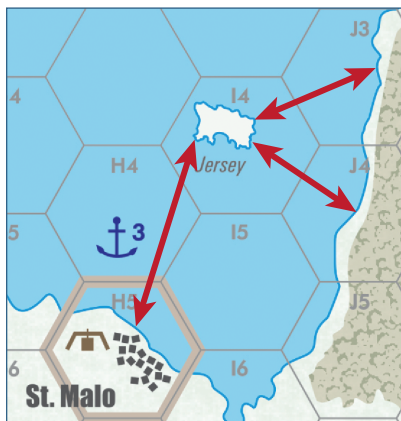
31.3 Attacking Accumulated German Replacements

Allied aircraft on the Attacking German Replacements mission continue to reduce German replacements for that turn. Once all German replacements for that turn have been eliminated, any excess Allied aircraft assigned to this mission may reduce accumulated German replacements. For each excess Allied aircraft, roll one die: 1 through 3 reduces one accumulated armor replacement, 4 reduces one accumulated infantry replacement, 5 or 6 no effect.

31.4 Battalion Stacking

With some exceptions, the maximum stacking is three units per hex, dependent upon terrain. This primarily represents organization, command, and logistic limitations. At this stage of the war, the Germans were masters of at least two of the three. To better reflect this, all battalion sized units may stack for free.

31.5 The Isle of Jersey



The Isle of Jersey exists in hex I4 and is considered part of the 7th Military District. The isle is considered clear terrain, and German units can setup in this hex. The Allies may consider this hex part of a continuous line of hexes for invasion purposes if J3 or J4 is also invaded. German units may move from H5, J3 or J4 to the Isle of Jersey and vice versa. Units that perform this move may not otherwise move that impulse. Allied units may not move onto the isle except during an invasion, a raid, or a paratroop. Allied units on the isle must use sea movement to leave the isle. The hex is considered a friendly port for this purpose. Once the isle is Allied controlled, German units may not move onto the isle for the remainder of the game. The Allies may not place a Mulberry unit within two hexes of the Isle of Jersey if it is German controlled. Units forced to retreat from the isle during combat are considered eliminated.

31.6 Decoy Markers

Individual German units in Germany may be covered by a decoy marker, limited by the number of decoy markers provided in the game. The purpose is to mask their type and strength. These units may move within Germany at their usual movement rate. Any German units covered by decoy markers must reveal themselves by removing this marker once they move out of Germany or once an Allied unit moves within five hexes of their location.



31.7 Decoy Markers Used as Hidden Units

German units are no longer hidden as per rules 3.3, 9.4, and the OB. Decoy units are used instead. During the initial setup, the German player has ten blank counters and nineteen decoy markers available. The ten blank counters are placed anywhere on the mapboard and covered with decoy markers. The remaining nine decoy markers are placed on any nine actual units anywhere on the mapboard. At the time the German player would normally reveal hidden set up units (*See INVASION SEQUENCE Player Aid Card*), all nineteen decoy markers and ten blank counters are removed.



31.8 Limited German Free Setup

The German player must set up a unit in each At Start box on the OB Chart. The number of units in each Military District, specific city, hidden units, and free setup section remain the same, but not the unit types. Any unit may occupy any box. For example, the German player could set up five armored units in the Netherlands Military District instead of the five units depicted on the OB Chart. Units are still frozen as per rule 9, and must abide by all other rules pertaining to Military Districts.

31.9 German Armor Release

Other than the Invasion Reaction Force, German armor outside of the invaded Military District cannot automatically move on the first turn of the game, including any frozen armored unit whose place is taken by some other unit that can move freely. The German player must roll a die in these instances for each armored unit he wishes to move on the first turn of the game. On a roll of 1 or 2, the unit may not move for the whole turn. On a roll of 3 or 4, the unit may not move during the first move impulse, but may move normally during the second move impulse. On a roll of 5 or 6, the unit has its movement halved (rounded up) during the first move impulse, and can move normally during the second move impulse.

31.10 German Ardennes Offensive Free Setup

For the *Battle of The Bulge* and *On to Berlin* scenarios, the German player is free to re-arrange any German units starting between hex rows HH10 and GG14 (inclusive), and two hex rows east of this inclusive line of hexes as he desires. Except for units which stack free, he may not exceed three units per hex, regardless of terrain. German units in hexes that are overstacked during the initial setup may attack from this position, but must conform to the usual stacking restrictions at the earliest opportunity thereafter.

31.11 Flooded Terrain

At the start of the game, flooded area hexes on the mapboard are considered to be clear terrain for all purposes. At the beginning of either player's turn, the German player may decide to flood all flooded area hexes. All hexes must be flooded at the same time. Once flooded, the process is irreversible, and the hexes are considered flooded for the remainder of the game. Units overstacked in flooded areas are immediately eliminated (owning player's choice of units).

31.12 Bad Weather

Each turn, beginning with the second turn (June II), one is progressively added to the weather die roll until the first Storm occurs. Once the first Storm is rolled, modifications no longer apply for the rest of the game.

31.13 Skorzeny's Commandoes (Operation Greif)

The German 150th SS Armored Infantry Brigade may disregard the first enemy ZOC entered but must stop upon entering the second enemy ZOC. Following this move and in the subsequent combat impulse, it may attack one enemy occupied hex, while ignoring all other enemy occupied hexes. Both of these special capabilities may occur only once during the game and both may only occur during the same impulse (move and combat). Otherwise, if only one capability is used for an impulse, the other is considered lost.



31.14 Allied Fuel Restrictions

Beginning with the September I turn, for every turn in which the port of Anvers (Antwerp) is not Allied controlled and functioning as an operational port, the Allied player can only move a limited number of armored units during the second move impulse. This number is equal to the number of excess supply capacity. Non-armored units are not affected.

31.15 Exiting Allied Units

The Allied player may exit armored units that are in supply off the east map edge. They may not exit from hexes in enemy ZOC. These exited units are permanently removed from play but count against the supply capacity and must be maintained in supply. For each step the Allied player exits, the German player must remove at least one step from his units in play (may be of any type other than HQ). German steps are removed at the beginning of the German player turn and may include units in enemy ZOC, but not out of supply. If the Allied player is unable to maintain a supply line off the east map edge, those exited units are considered out of supply and subject to step losses. As a result of these step losses, any German units now in excess of those Allied steps off map may be brought back as reinforcements in the next German turn. If at the end of any turn, the Allied player has exited at least **25** steps of armored units off the east map edge, the game immediately ends with an Allied victory.

31.16 The Funnies (British 79th Armored Division)

This rule applies to the three 79th substitute units. If any one of these units is in a river hex on a section of river where bridges have been destroyed, Allied units may cross the river, to include retreating across, as long as the 79th unit remains in the river hex and the advancing or retreating Allied unit does not enter an enemy ZOC. If any one of these units is participating in an attack across river, all Allied units in the same hex as the 79th unit have their combat factor doubled. If any one of these units is participating in an attack on a city or fortification, the Allied player may add one to the die roll. The 79th may be brought up to full strength at the start of the game by reducing two other British armored divisions.



The 79th may then break down into its substitute counters. Each of these may be used during the first invasion, with each stacking free, one per hex maximum. Each adds one to the die roll during first impulse combat.

31.17 The Extended Game

The game no longer ends on the March I turn. Upon mutual agreement, it can be extended either four or eight turns (to extend any further, automatically wins the German player the atomic bomb sweepstakes). During April and May, the German TAC is 4(4), the March weather column is used, and both sides receive replacements as per the March replacement column of the Replacement Chart. The following additional German reinforcements are available on April I (they are identified with a *):

- Wenck 12 Army HQ
- Theo Korner 3-2 Infantry Division
- Scharnhorst 3-2 Infantry Division
- Von Hutten 3-2 Infantry Division
- Von Schill 2-2 Infantry Division
- Schlageter 2-2 Infantry Division
- Ludwig Jahn 2-2 Infantry Division
- 14 2-3 LW Flak Division

31.18 Operation Varsity

This optional rule is intended to be used in the *On to Berlin* scenario for those who feel there may be an imbalance favoring the Germans.

Operation Varsity was Field Marshall Montgomery's plan to breach the Rhine River in the north, assist with the encirclement of the Ruhr, and expedite an end to the war. It was the last airborne operation of the war in the European Theater of Operations.



1. Beginning Feb I, the British 1st and 6th Airborne are considered fully reconstituted and available for this operation. They are placed in England.
2. On any turn beginning with Feb I when the weather is clear or overcast (not overcast*), the Allied player may paradrop these units.
3. Any attack involving one or both of these units on the turn they are dropped receives +1 DRM to the combat die roll.

ADVANCED AIR SYSTEM

*The following rules replace the corresponding rules in the rulebook and players will now use the **Advanced Aircraft Mission Display**.*

7.1 Aircraft can only fly on Clear weather turns. **EXCEPTION:** On turns when the weather is not Clear, from June II to September IV, the Allied player has 3 SAC aircraft available, and the German player has 2 Night Fighters (NF) available. Starting with the October I turn, no aircraft are available on non-Clear turns.

17.3 SAC have unlimited range and may attack anywhere on or off the mapboard.

17.6 The Allied player has 12 aircraft available each turn—five SAC (the extra SAC is another Allied 8th) and seven TAC. The German player has seven aircraft available each turn from June I to September IV—five TAC and two NF. The German player has eight aircraft available each turn from October I to March I—five TAC and three NF. Each German aircraft uses one fuel point each turn it flies, and aircraft may only fly when fuel is available.

17.7 The German player has a Fuel Track (numbered from 1 to 40) and two game markers to track Fuel Production and Fuel Reserves levels. At the start of the game, the Fuel Production marker is set to 7, and the Fuel Reserves marker is set to 30.

17.7.1 At the start of each month, the German player increases his fuel reserves level by a number equal to the Fuel Production marker's current level. At no time, may fuel reserves exceed the maximum number printed on the track (40).

17.7.2 Each turn uncanceled Allied aircraft are flying the Attacking German Fuel Mission, the German Fuel Production level is reduced by one (it is never reduced by more than one). Each turn Allied aircraft are not flying the Attacking German Fuel Mission or all Allied aircraft flying this mission are cancelled, the German Fuel Production level is increased by one.

17.7.3 The German Fuel Reserves level is reduced by one for each German aircraft that flies each turn.

17.9.1 At the start of each month, the German player allocates his aircraft to either the Western Front box or the Germany box. German aircraft may only be switched between the two boxes at the start of each month. They may not be switched during the month. NFs must always be placed in the Germany box.

17.9.2 The Allied player allocates his aircraft on the Aircraft Mission Chart during each Clear weather turn. The German player then allocates any aircraft he chooses on the Aircraft Mission Chart within the rules of 17.7. German aircraft assigned to the Western Front may fly any mission except the Attacking German Replacements mission or the Attacking German Fuel Mission. Aircraft assigned to Germany can only fly the Attacking German Replacements Mission or the Attacking German Fuel Mission.

17.10.10 Attacking German Fuel - SAC only.

Effect: If there are any uncanceled Allied aircraft on this mission, reduce the German Fuel Production level by one.

32. SUDDEN DEATH VICTORY CONDITIONS

These sudden death victory conditions are an optional rule only for the campaign game (see also "To the West Wall" scenario, 33.2.3), and can be used upon mutual agreement of both players.

32.1 Before the start of the game, each player secretly selects and writes down seven of the twelve victory conditions for September I. At the beginning of this turn, each player must reveal his objectives.

32.2 If one player has met all of his objectives and the other has not, he is declared the winner. If both players have met their objectives, the player who has met the most is declared the winner. If neither player has met their objectives or there is a tie, the game continues, and the normal victory conditions apply.

32.3 Control and capture are defined as per rule 30.2.

32.4 Allies

1. Control Marseille (N33).
2. Control Bordeaux (A19).
3. Control Brest (B2).
4. Control Cherbourg (K2).

5. Control Le Havre (P4).
6. Control Anvers (CC6).
7. Control Bruxelles (BB8).
8. Capture all V1 sites.
9. Have destroyed two or more fortresses in Germany.
10. Have made only one paratroop.
11. Have not made a second invasion.
12. Control Paris (R11).

Germans

1. Control Genova (Y34), Torino (X29), and an additional port on the Mediterranean coast.
2. Control Bruxelles (BB8) and Anvers (CC6).
3. Control Cherbourg (K2) and Le Havre (P4).
4. Control Brest (B2) and St. Nazaire (C9).
5. Have nine full strength armored divisions on board.
6. Control Rotterdam (EE4) and Amsterdam (GG3).
7. Have not made a paratroop.
8. Control all U-Boat bases.
9. Control all V1 sites.
10. Have no destroyed fortresses in Germany.
11. Have no Allied units in Germany.
12. Control Paris (R11).

33. SCENARIOS

In addition to the full campaign game as presented in the standard rules, additional scenarios are provided that are shorter in length and duration of play. All regular game rules apply unless specifically changed.

33.1 “INVASION” (Tournament Scenario)

33.1.1 The setup is the same as the campaign game.

33.1.2 The game is **seven** turns long: June I - July III.

33.1.3 The Allied player must meet one victory condition to win. Each of the five Military Districts has its own victory conditions. If the invasion overlaps into more than one district, the victory condition may come from either district. If no victory condition is attained, the German player wins. In addition, the Allied player must have a supply capacity of at least 1 and have an intact mulberry (it may be damaged) to win, or the German player wins.

33.1.4 On the second turn, roll a pair of dice (two dice) for the weather die roll. If snake eyes (sum of 2) or box cars (sum of 12) is rolled, a Storm occurs. On the 3rd turn, roll as usual on the Weather Chart. On the 4th turn, if a Storm has not already been rolled, begin to progressively add one to the die roll each turn until a storm is rolled. Once a Storm is rolled, return to rolling as usual on the Weather Chart.

33.1.5 Military District Victory Conditions:

Netherlands Military District

- Control any one of the following: Bremen (QQ4), Hannover (RR7), Erfurt (RR13).
- Control Paris (R11).
- Control any three of the following: Amsterdam (GG3), Rotterdam (EE4), Anvers (CC6), Bruxelles (BB8).
- Control six or more cities.

15th Military District

- Control any two of the following: Paris (R11), Le Havre (P4), Bruxelles (BB8), Anvers (CC6).
- Control six or more cities.

7th Military District

- Control Caen (M6) and Paris (R11).
- Control Cherbourg (K2) or Brest (B2) and 4 other cities in the 7th Military District.

1st Military District

- Control six or more cities.
- Control Bordeaux (A19) and either Brest (B2), Paris (R11), or Cherbourg (K2).

19th Military District

- Control Marseille (N33) and either Toulouse (D26) or Lyon (R24).
- Control every city in the 19th Military District.
- Control any city northwest of the 23 hexrow.

33.2 “TO THE WEST WALL”

33.2.1 The setup is the same as the campaign game.

33.2.2 The game is **twelve** turns long: June I – August IV.

33.2.3 Before the start of the game, players must pick objectives based on the September I Sudden Death Victory Conditions.

33.2.4 At the end of the August IV turn, players reveal their objectives. The player who met the most objectives is declared the winner. If both players have met the same number of objectives, the game is a draw.

33.3 “BATTLE OF THE BULGE”

33.3.1 The setup is based on the Battle of the Bulge Order of Battle displays. The German 654th Assault Gun Battalion and 150th SS may stack free. German units in hexes that are overstacked in the initial setup may attack from this position, but must conform to the usual stacking restrictions at the earliest opportunity thereafter.

33.3.2 The game is **four** turns long: December III - January II. The game begins with the German December III first combat impulse.

33.3.3 Reinforcements and withdrawals are per the regular Arrival Schedule displays. There are no replacements in this scenario. The German player may make one paradrop utilizing the Heydte unit only, second turn or after. The Allied player may not make a paradrop or a raid. The supply capacity is **13**. Volkssturm units have already appeared in the following cities: Essen, Dusseldorf, Aachen, Koln, Bonn, Saarbrücken, Karlsruhe, Stuttgart, and Freiburg. The following fortresses have been destroyed: A16, B2, D13, H5, P4, P5, U5, V4, W4, Y4, CC15, GG9, GG10, HH8, II7, and II8.

33.3.4 Weather for the December III turn is automatically Overcast*. Players are to use the following historical weather or roll for weather (upon mutual agreement): December IV-Clear, January I-Storm, January II-Overcast.

33.3.5 The German player has 6(6) TAC aircraft available for the December IV turn, and 7(7) for the month of January. The Allied player has already used his one carpet bombing attack for the month of December.

33.3.6 All ports are Allied controlled except the following: Bremen, Amsterdam, Rotterdam, Dunkerque, Lorient, St. Nazaire, and Genova. The 12 Mulberry is at hex M5, and the 9 Mulberry is at Nice.

33.3.7 No British or Allied Minor unit may cross the Meuse (Maas) River for the length of the scenario.

33.3.8 No French unit may move north of Nancy for the length of the scenario.

33.3.9 Special December III First Turn Rules:

1. German units may selectively ignore Allied ZOCs during both combat impulses and attack some units they are adjacent to and not others, but must attack all Allied units defending in a hex should that hex be attacked.
2. To reflect the husbanding of resources for the Ardennes Offensive, the German player may make attacks only against American units between the Moselle and Meuse rivers on the opening turn, and only German units between hexes HH10 and GG14 (inclusive) may attack.
3. During the first combat impulse, all German combat units between hexes GG11 and FF13 (inclusive) receive a +1 to the die roll, and all German armored units attack with their printed combat strength, regardless of terrain. In addition, any defending unit within these hexes (inclusive), regardless of terrain, is obligated to retreat the full number of hexes away from its original position, if called for on the CRT. Retreats are done by the Allied player, and American units retreating from these hexes passing through a hex containing another friendly unit have the option of including that unit in their retreat.
4. 1st SS and 150th SS may advance 1 hex after resolving their attack during their first combat impulse and are free to ignore enemy ZOC during their second move impulse. In addition, any Allied attack vs. a hex containing 1st SS west of the initial start line incurs a -1 DRM for the length of the scenario.
5. For the Dec IV turn, all American units that started their turn adjacent to a German unit between hexes GG11 and FF13 (inclusive), the 82nd and 101st Airborne, and units of Patton's 3rd Army (4th Armor, 6th Cavalry, Infantry 5th, 26th, 75th, 80th Infantry, and Patton HQ) may move their full movement allowance; while all other American units may move 1 hex per impulse.

33.3.10 Strategic Victory – At the end of the January II turn, Germans occupy Bastogne (hex EE12) and either Liege or Namur.
Tactical Victory, Field Marshall Model's "Small Solution" – At the end of the January II turn, Germans occupy Bastogne (EE12) and Aachen (GG10).

33.4 "ON TO BERLIN"

33.4.1 The setup is based on the Battle of the Bulge Order of Battle displays. All aspects of the Battle of the Bulge scenario are in effect except for changes as noted below. In addition, the German player is obligated to make at least two attacks vs American units between hexes GG11 and FF13 (inclusive) in the first impulse combat of the December III turn of at least 1-1 combat odds.

33.4.2 The game is **eleven** turns long: December III - March I. The game begins with the German player December III First Combat Impulse.

33.4.3 Reinforcements and withdrawals are per the regular Arrival Schedule displays. The German player has chosen Panzer Reserve Option A. Replacements are taken as normal beginning with the January III turn. No replacements of any kind have been accumulated by either side as of January III.

33.4.4 The German player may make **one** paratroop utilizing the Heydte unit only. The Allies may make **two** paratroops but may not make a raid.

33.4.5 The German player has 6(6) TAC aircraft available for the December IV turn, and 7(7) for the month of January. Reference the German TAC Availability Chart for the months of February and March. Beginning with the January III turn, the Allied player may conduct one carpet bombing per month on any clear, overcast or overcast* weather turn for the remainder of the scenario.

33.4.6 The Allied player need not allocate any air resources to suppress the St. Nazaire U-Boat base.

33.4.7 Victory is determined by the regular game victory conditions, except that, along with controlling Paris and Bruxelles, the Allied player need capture only two of the five major cities with red stars in Germany or **15** cities in Germany (Genova and Torino can be included in this total). Additionally, should the German player succeed in accomplishing either victory level for the *Battle of the Bulge* Scenario, shift the *On to Berlin* victory one level in favor of the German player.

Example: At the end of the January II turn, the German player achieved Field Marshall Model's "Small Solution," while at the end of the March I turn, the Allied player controls Paris and Bruxelles, along with two of the five major cities with red stars in Germany. The net result is a draw.

DEVELOPER'S NOTES

Some consider John Edwards' *FORTRESS EUROPA* to be a classic. I am inclined to agree. The design concept of the few hidden setup units located in potential invasion hexes adds a level of suspense and excitement only occasionally matched in an historic board wargame. In June of 1987, I was assigned to address and to answer all questions associated with the game for *The Avalon Hill Game Company*. I held this position for over a decade until the company buy out by *Hasbro*. Copies of these correspondences were assiduously documented and maintained. It was this file that was used to incorporate all clarifications and to make the new *Compass Games* designer signature edition as understandable and as errata free as possible.

I found the best approach to game design and development is via a team effort. I am grateful to those friends and colleagues who stepped up to the plate to assist with the new edition of **FORTRESS EUROPA**. In particular, the go to champion for order of battle in my corner of the hobby is John Devereaux. John did a review of all units for the campaign game and individual scenarios. The results are seen in this edition. As an example, at the time of D-Day, *Panzer Lehr* was the strongest and best equipped division in the German Army. It was the only German armored division that had 100 percent mechanized or armored combat elements, to include all four of the division's mechanized infantry battalions. Whereas, *1st SS* was somewhat battle worn from recent fighting on the Eastern Front. Therefore, appropriate modifications to the German order of battle were made to reflect this.

My biggest challenge from a developer's perspective was to attempt to play balance some specific scenarios. The *Battle of the Bulge* and *On to Berlin* scenarios as listed in the previous edition of the game were hopeless. Upon communication with the designer of these two scenarios, it was discovered they had not been playtested prior to publication by *Avalon Hill*. After considerable play time and some manipulation, while remaining as true as possible to the original presentation, I feel these two scenarios are now playable, if not ideally balanced.

Of course, the *raison d'être* for **FORTRESS EUROPA** is the D-Day invasion. In previous editions of the game, one had to tease out the exact sequence of play for the opening game turn. We now provide an easy step-by-step invasion sequence to follow in a chart like format. In the past, the seven turn Invasion scenario was a mainstay of convention tournament play. The victory conditions for the *7th Military District* were modified to make the district more attractive to the Allied player without affecting play balance. Contrary to a few outspoken voices, who are thankfully in the minority, this scenario is well balanced and ideal for tournament play. The caveat is that a German player who wishes to "wing it" and otherwise play by the seat of his pants is unlikely to win. A careful German player who is somewhat calculating and deploys his reserves and reinforcements to counter potential Allied raids and airborne landings will find he has as much chance to win as that of his opponent.

In summary, each of the military districts offers the potential for Allied player success, some more so than others. The claim that the D-Day invasion was a foregone conclusion is well known, but not necessarily true. Historian and author Franz Kurowski stated in his book *Elite Panzer Strike Force* that the three divisions – *21st Panzer*, *12th SS Hitlerjugend*, and *Panzer Lehr*, which were held back as a reserve force, together "represented enough combat power that they probably would have been capable of throwing a newly landing enemy into the sea in an immediate counterattack if they had been released by the Armed Forces High Command in a timely manner."

This designer signature edition of **FORTRESS EUROPA** remains true to John Edwards' *The Avalon Hill Game Company* version of the game. We are confident it will bring you hours of challenging play. Enjoy the game.

Randy Heller

To Spring A Trap: Rommel's Plan in Fortress Europa

We hope you enjoy this bonus material by Randy Heller, which was published in The General Magazine, Volume 27, Number 3. It examines the German defense of the two most popular invasion sites on the mapboard—the 7th Military District and the 15th Military District—for those looking to fine-tune critical opening moves in the game.

Select members of the German High Command felt the war could still be won if the inevitable Allied invasion could be promptly defeated, forcing a negotiated peace. The Allies would be unable or unwilling to try again in the near future after such losses. This could result in significant forces available for shipment to the Eastern Front to battle the Soviets. But how this defeat of the Allied invasion was to take place was never settled upon. Field Marshal von Rundstedt, CIG West, and General von Schweppenburg, Panzer Gruppe West, were of the opinion that it should certainly be made as difficult as possible for the enemy to land. They hoped that when the enemy advanced inland they would be stopped by panzer divisions kept in readiness in the area around Paris and, in a swift counterattack, could be driven back to the beaches and thrown into the sea.

Field Marshal Rommel was under no such delusion, realizing that these fluid operations were imaginary under the pressure of the Allied air forces. Rommel believed the invasion forces had to be defeated on the beaches. He was convinced, and as later events would prove, if Allied troops were allowed to get ashore and establish a lodgement, they would be able to build up military strength of such magnitude that it would be impossible to thwart the invasion. His plan was to integrate the armored formations with the infantry immediately behind the coastline into so-called "Rommel-belts" and to crush the invasion during the initial landings.

Hitler saw merit in both plans and arrived at a compromise between the two schools of thinking, which satisfied neither and merely exacerbated an already confused situation. The result was three panzer divisions were turned over to Rommel's direct command: *2nd Panzer*, *21st Panzer* and *116th Panzer*. The remaining four panzer divisions were left far inland as a High Command reserve. As it turned out, the *21st Panzer's* commander obeyed an order from Panzer Gruppe West positioning that division further back than Rommel had dictated. In addition, Rommel's own chief-of-staff, Lt. General Speidel, delayed the movements of *2nd Panzer* and *116th Panzer* to Normandy on a pretext in order to use them for the plot against Hitler.

As the German player in **FORTRESS EUROPA**, you won't be handicapped by the political infighting of the German General Staff. You have the freedom to fully embrace the Rommel Plan and to defeat the Allied invasion before it becomes established. Our "Rommel-belts" will be located in Normandy and the Pas de Calais, the two most likely invasion sites.

The first illustration (Figure 1) highlights the defense of the *7th Military District*. An invasion between hex E4 and St. Malo is easily discouraged by the placement of strong forces in and adjacent to E4, plus some 26 defense factors in St. Malo, itself. The positioning of the *77th Infantry* in Rennes would probably put a damper on any plan to paratroop in support of an invasion in this area. A paratroop directly behind the mountainous terrain on D3 and E4 should not be overlooked. If successful, an attack by Allied paratroops, assisted by Allied TAC and naval units, would quite likely eliminate or retreat the defending units. The following Allied second impulse movement would undoubtedly then secure the invasion area. Locating a hidden panzer unit behind this defensive position would be an unwelcome surprise for any enemy paratroops. Since ground support must be allocated prior to revealing the location of any hidden units, the paratroopers would find themselves battling the hidden panzers without support. The net result would be an Allied invasion fighting low-odds second impulse battles against units in mountainous terrain.



Figure 1: 7th Army District. H Hidden unit

If an invasion occurs in the 7th Military District, it will probably take place between Cherbourg and Caen. Not only does this have the appeal of the historical invasion site, but it is enticing game play. This entire peninsula is bereft of units, save for the traditional three steps in Cherbourg and the lone infantry unit in Caen. A crafty Allied player may even recognize Caen as an inland port, and so possibly include it as one of the initial invasion hexes. The hidden 30th Infantry should put a stop to this, and force the invaders back onto N5. (Note, this does not free frozen units, since movement outside the military district was unintentional.) Note the positioning of the 275th Infantry as a hidden unit. Its location will prevent the Allies from moving off the beaches during the second impulse movement. An Allied paratroop will no doubt accompany the invasion. The hidden units set up on M7 will prevent a concerted effort on Caen and guarantee some freedom of maneuver for the German counterattack. Allied paratroopers can secure K7 and L8, but this will do little to hamper the Germans. The Allies will find themselves left on the beaches with a low-odds attack versus Caen during the second impulse, and a very exposed Mulberry.

For counterattack, the German player has two panzer divisions, two infantry divisions, one paratroop division available, and possibly two or three weaker ancillary units. This portends likely destruction of the Allied Mulberry. The allocation of at least three German TAC to ground support is strongly recommended. Both first impulse and second impulse attacks on the Allied Mulberry will be available. With reasonable results, the Allied invasion of the 7th District should be defeated handily.

For the defense of the 15th Military District, I feel the Ostende area offers the most promise as the ideal place for build-up and breakout. Our goal, as the Germans, is to be prepared for the invasion to land here and, at the same time, encourage the Allied player to do so. It is a subtle psychological gambit to employ.

Both Dieppe and Ostende are devoid of fortresses, which practically guarantees their loss should the enemy determinedly go after either one of them. The apparent abandonment of Ostende, 22 defense factors in Dieppe, strong coastal defenses in Le Havre and U6, plus the threat of

hidden units in Rouen and Amiens, all make Ostende the more attractive of the two. Another factor for Allied consideration is that a bridge attack on the Schelde would discourage German counterattack. The clear terrain around Dieppe provides a much less secure beachhead.

The question now is how will the Allied player best utilize Ostende as an invasion site? Obviously, the ideal place for the Mulberry would be the city itself, since this would provide a double defensive position; As mentioned already, a bridge attack on the Schelde River will discourage German counterattack from the south. Will the Allied player attempt to secure his right flank by extending the invasion into the fortress hexes of Y4 and X4? I think so. It is at this point that the Allies will meet with a very nasty surprise, consisting of three hidden units.

The fortress in Y4 has to be taken by the Allies; otherwise any invading units left in X4 will find themselves in a desperate situation. Minimum odds of 3-1 must be attained to secure Y4. This will require maximum effort

(three ground support, all naval units, and the British 79th Armored to add +2 to the combat die roll). If the Allies fail to win this battle, the result will be a panzer corps within one-hex striking distance of the Mulberry. So far in our discussion, I have assumed the Allied player has planned optimally for an attack on Y4 with, at best, a 3-1 attack (or 50/50 chance of taking the hex). In all likelihood, the Allied attack will not have anticipated such strong hidden units set up in the fortress hexes. Therefore, the German player should be able to start his turn with a powerful counterattack located dangerously close to the Allied Mulberry.



Figure 2: 15th Army District. H Hidden unit

Should the German player decide against this aggressive counterattack, an alternative can be implemented that will seal off the beachhead until such time that a second invasion can relieve it. By this point, the Allied timetable may be irrevocably delayed.

By embracing Rommel's original strategy, we have given the German player his best opportunity at eliminating an Allied landing. "Rommel-belts" strategically positioned in the 7th and 15th Military Districts are the key to victory. Without them, the German player lacks the counterattack strength necessary for a prompt response. The alternative to this strategy is a gradual delaying action across France to the West Wall. I much prefer the immediate rewards of Rommel's plans.

Post Production Errata
West Map: Le Havre (P4) is misspelled.

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British	3rd XX 6-4	15th XX 5-4	43rd XX 6-4	49th XX 6-4	50th XX 6-4	51st XX 6-4	53rd XX 6-4	59th XX 5-4		
	56th XX 2-4	1st XX 5-4	6th XX 5-4	1st CDO 2-4	4th CDO 2-4	Dempsey XXXX 1-4	Montgomery XXXX 1-5	Guards XX 8-6		
	7th XX 6-6	11th XX 7-6	79th XX 7-6	4th XX 3-6	5th Guards XX 3-6	8th XX 3-6	27th XX 3-6	31st XX 3-6		
	33rd XX 3-6	34th XX 3-6	2nd XX 2-4	52nd XX 6-4	115th XX 2-4	5th XX 5-4	30th XX 2-6	1st RE XX 3-6		
Allied Minors	79th XX 2-6	Mulberry 12	Mulberry 9	Bmbr Cnd 1st Polska XX 7-6	Bmbr Cnd 1st Polska XX 2-4	2nd 2	2nd 2	2nd REPL		
	Ned Royal XX 2-4	1st Belgie XX 2-4	Czech XX 2-6	1st Polska XX 7-6	1st Polska XX 2-4	2	2	Armor REPL		
	2nd XX 6-6	4th XX 4-5	2nd XX 5-4	3rd XX 4-4	9th XX 5-4	de Lattre XXXX 1-3	1st XX 5-6			
	5th XX 4-5	5th XX 5-6	27th XX 4-4	1st XX 3-3	10th XX 3-3	14th XX 3-3	Partisans P			
Free French	71st XX 5-4	16th XX 6-6	86th XX 5-4	1st XX 8-4	2nd XX 8-4	3rd XX 8-4	Armor REPL			
	13th XX 5-4	20th XX 6-6	97th XX 5-4	4th XX 8-4	5th XX 8-4	6th XX 8-4	Infantry REPL			
	2nd XX 6-4	3rd XX 6-4	4th XX 8-6	2nd X 3-6	Crerar XXXX 1-4	1st XX 6-4	5th XX 7-6	1st X 3-6		
	23	25	26			26	26	26		
Canadian	2nd XX 6-4	3rd XX 6-4	4th XX 8-6	2nd X 3-6	Crerar XXXX 1-4	1st XX 6-4	5th XX 7-6	1st X 3-6		
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

















































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











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	608th XX 12 HQ 1-2	9th XX 13 4-3	12th XX 13 4-3	18th XX 13 4-3	62nd XX 13 4-3	79th XX 13 4-3	167th XX 13 4-3	212th XX 13 4-3
	246th XX 13 4-3	340th XX 13 4-3	560th XX 13 4-3	26th XX 13 6-3	106th XX 17 3-3	172nd XX 17 3-3	219th XX 16 3-3	249th XX 16 3-3
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	275th XX 4-3	278th XX 4-3	277th XX 4-3	19th XX 6-6	Lehr XX 8-6	Armor 	Infantry 	REPL REPL
	1st SS XX R 8-7	2nd SS XX R 8-7	12th SS XX R 8-7	17th SS XX R 6-5	9th SS XX I 8-7	10th SS XX I 8-7	101st SS II I 3-5	102nd SS II I 2-5
	30th SS XX S 3-3	49th SS XX S 3-6	51st SS XX S 3-6	Dietrich XX 15 1-4	150th SS XX 15 1-5	6th SS XX 15 5-5	34th SS XX 15 4-3	38th SS XX 17 4-5
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	17th XX 15 5-0	18th XX 15 5-0	19th XX 15 3-3	Heyde II 13 2-4	22nd XX 17 2-3	21st XX 17 2-3	11th XX R 2-6	13th XX R 2-6
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708th XX(-)  2-3	719th XX(-)  2-3	347th XX(-)  3-3	21st XX(-)  4-6	Brandenberger XXXX 7 1-3	353rd XX(-)  2-3	91st XX(-)  2-3	
245th XX(-)  2-3	49th XX(-)  2-3	48th XX(-)  2-3	47th XX(-)  2-3	11th XX(-)  4-6	Knokeisdorf XXXX 1 1-3	159th XX  3-3	16th XX  3-3
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244th XX(-)  2-3	116th XX(-)  4-6	2nd XX(-)  4-6	von Zangen XXXX 15 1-3	182nd XX  3-3	70th XX  3-3		331st XX  2-3
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89th XX(-)  2-3	42nd XX(-)  1-4	34th XX(-)  1-3		25th XX(-)  3-5	3rd XX(-)  3-5	Model XXXXX B 1-5	Manteuffel XXXX 5Pr 1-5
157th XX(-)  4-4			Lehr XX(-)  5-7	352nd XX(-)  2-3	189th XX(-)  1-3		363rd XX(-)  2-3
19th XX(-)  1-3	462nd XX(-)  2-3	176th XX(-)  2-3	198th XX(-)  2-3	64th XX(-)  2-3	59th XX(-)  2-3		
			559th XX(-)  2-3	553rd XX(-)  2-3	15th XX(-)  3-5	226th XX(-)  1-3	36th XX(-)  1-3
180th XX(-)  1-3							

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XX 	XX 	XX 	XX 	XX 	XX 	XX 	Nachtjäger 
 DECOY	 DECOY	 DECOY	XX 	XX 	XX 	Nachtjäger 	Nachtjäger 
Volkssturm  2-2	Volkssturm  2-2	Volkssturm  2-2	Volkssturm  2-2	Volkssturm  2-2	Volkssturm  2-2	Volkssturm  2-2	Volkssturm  2-2
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optional rule (blue)

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