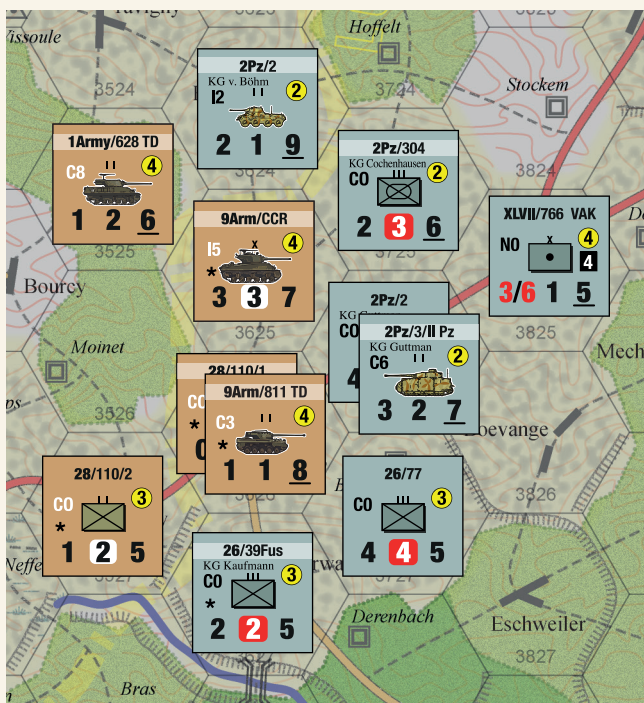
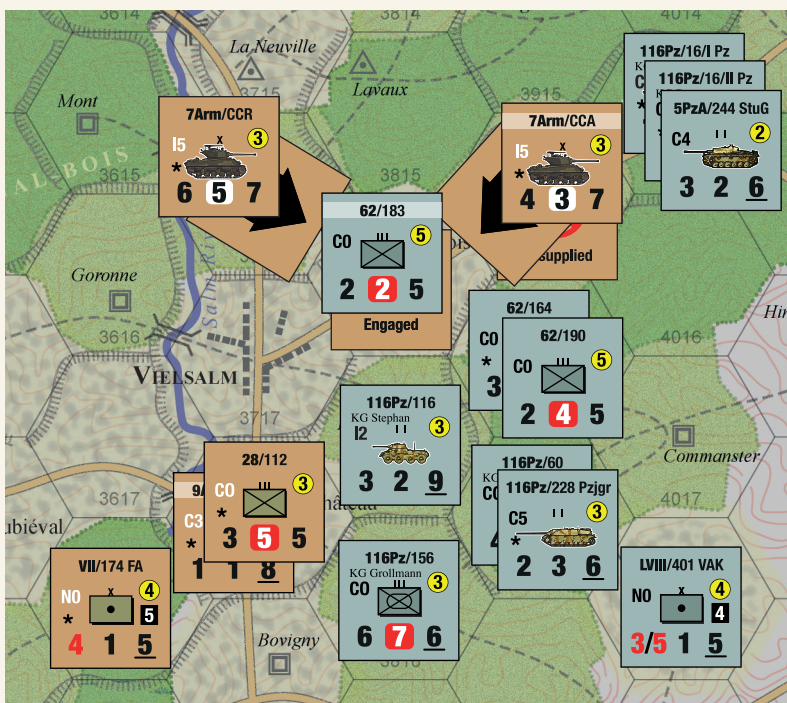


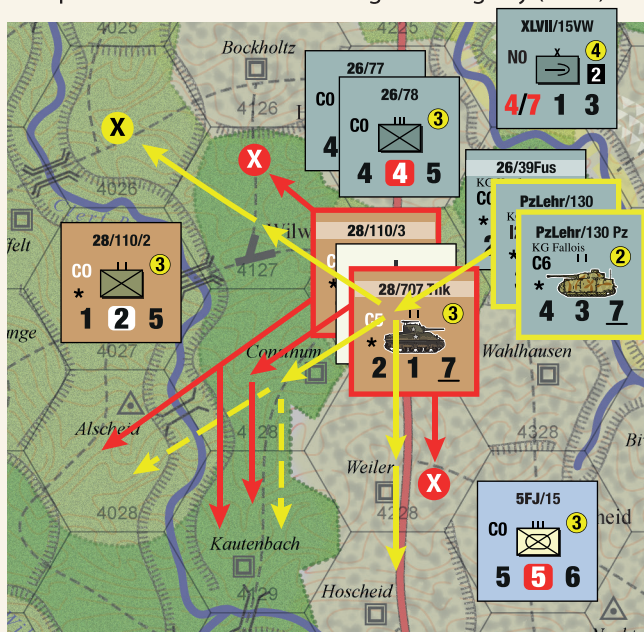
COMPLEX COMBAT EXAMPLES



Example of Combat Frontage and Multi-Hex Combat (7.1). It is the combat phase of the German AM player turn. Instead of making separate attacks on individual hexes, all German units may make one attack against all U.S. units. All attacking units are adjacent to or within range of the units they are attacking, all defending units are in one continuous line, all attacking units combine their attack strength (20), all defending units combine their defense strength (9), and the terrain used is that most favorable to the defender (woods, (7.2)). Initial combat odds are 20-9, reduced to 2-1. Combat odds shifts are +2 for the German (morale, flank attack), increasing the final attack odds to 4-1 in woods terrain with a -1 (defensive) armor superiority die-roll modifier (Shermans vs. MkIV's). On a "D1" result, the U.S. can retreat all units 1 hex or hold position and take 1 step loss from a unit in the village of Longvilly (3527).



Example of Engagement Continuation (7.10.6.2). It is the German AM player turn with 62/183 hex 3816 "Engaged" with 7Arm/CCR and 7Arm CCA and all other German units have moved. 62/183 must now decide to either; A) hold position or; B) move one hex north to 3815 (no enemy ZOCs) and allow 7Arm/CCA to advance one hex to 3816 (7Arm/CCR cannot advance across the non-road severe terrain hexside). All other withdrawal routes are either full-stacked or blocked by enemy ZOCs. Assume 62/183 holds position. In the combat phase, 62/183 must either; A) remain passive and force the engaged U.S. units to re-attack 62/183 again in their PM (night) turn or; B) counterattack all currently engaged enemy units, with or without the help of adjacent or supporting German units. Note that 62/183 may make this decision either before or after other German units have attacked, which may reduce the number of U.S. units that 62/183 is currently engaged with. If multiple German units join 62/183 in a counterattack, both U.S. units combine their defense strength (8) using the multi-hex combat rule (7.1).



Examples of Retreat (red (7.11)) and Advance After Combat (yellow (7.12)). The combat result is D2 so both U.S. units must retreat two hexes for both to avoid elimination. Alternatively, one could be eliminated and the other retreat to 4128 (not advisable). Neither U.S. unit may retreat through the red "X's" (enemy ZOCs). The U.S. infantry unit may not retreat to 4027 (priority of retreat). The U.S. tank unit may not retreat to 4028 (light bridge). The German engineer, artillery and parachute units may not advance (unit types, non-participation). One or both (as a KG) German armor units may advance to 4227, 4127 (and stop, enemy ZOC), 4128, 4129, 4228 or 4229. Neither German armor unit may advance to 4026 (enemy ZOC in 4127, non-road severe terrain hexside). If the reduced-strength U.S. infantry unit retreats to 4129, the German Puma unit may advance to 4028 (no enemy ZOC in 4128, light bridge). ONE German infantry unit may advance one hex to 4227 but may not stack with any other advancing unit(s).