Standard Combat Series:

The Mighty Endeavor

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Introduction

The Mighty Endeavor is a game covering the Western Allied invasions of France in 1944 until the crossing of the Rhine River in early 1945. Players represent the supreme field commanders on each side responsible for the Second Front in Northwest Europe at the end of World War II.

1.2 Abbreviations

Abn	Airborne
ABTF	Airborne Task Force
Alg	Algerian
Alp	Alpine
Arm	Armored
Bde	Brigade
Can	Canadian
Clw	Clauswitz
Col	Colonial
CW	Commonwealth
Div	Division
EZOC	Enemy Zone of Control
FF	Free French

1.0 General Rules

1.1 Sequence of Play

The Allied Player turn is always first.

Allied Player Turn
- Air Point Phase
  - Remove old Air Zone Domination Markers
  - Roll to determine available Air Points
  - Expend Air Points for any Air Zones the player wants to dominate and place markers in those zones
- Invasion Placement Phase
- Attack HQ Announcement Phase
- Air Drop Phase
- Movement Phase
- Combat Phase
- Exploitation Phase
- Supply Phase
- Shipping Phase
- Reinforcement & Replacement Phase
- Attack HQ Unflipping Phase

German Player Turn
- Movement Phase
- Combat Phase
- Exploitation Phase
- Supply Phase
- Reinforcement & Replacement Phase

FJ	Fallschirmjäger
Gds	Guards
HQ	Headquarters
Inf	Infantry
LW	Luftwaffe
MA	Movement Allowance
Mor	Moroccan
Mnt	Mountain
MA	Movement Allowance
MP	Movement Point
OOS	Out of Supply
Pol	Polish
PG	Panzer Grenadier
Pz	Panzer
Res	Reserve

Schlgtr	Schlageter
SS	Schultz Staffel
Trng	Training
UK	United Kingdom
US	United States
VP	Victory Point
ZOC	Zone of Control

1.3 Glossary

Attack HQ: an HQ currently flipped to show its attack side

Real Port: a port printed on the map

Beach Port: a port created by a Beach Port marker

1.4 Scale

Each turn represents ten days in the Summer and half a month during the rest of the year. Each hex is about 15 miles across and units generally represent divisions, though the game contains a handful of smaller units.

1.5 Multiple Terrain Types

Some hexes have more than one terrain type within them.

In those cases, use only **one**.

1) For movement, use the type with the highest MP cost (and remember that roads negate other terrain features for units using them).
2) For combat, use the type which most benefits the defender.

Exception: A Fort counts in addition to any other terrain in the hex. For example, hex 18.28 has Rough, Forest and a Fort. By rule 2 above, only one of the two, Forest or Rough, applies so the defender is Dx2. (Both terrain types give the same effect; if they differed, the terrain best for the defender would apply.) The Fort is in addition to this multiplier, so the defender, if a German unit, would actually be Dx4 in this hex.

1.6 Forts and Retreats

German Defenders in Fort hexes are x2 and can ignore retreat results. The defender can **choose** to accept the retreat result (in which case the whole result applies) or ignore it entirely.

Forts have **no effect** on Allied units that happen to occupy them.

1.7 Sea Lines

Sea Lines are hexsides that do not allow movement or combat except where a road or bridge crosses them.

1.8 Bridges

Implied bridges exist where roads cross rivers or Sea Lines, but those implied bridges are **not** the "bridge" features affected by this rule. "Bridges" here means only those hexsides with the **literal** bridge symbol on them.

In all cases, these symbols allow the hexside to be crossed with a +1 MP cost.

1.9 Attacking across the Rhine and across Sea Lines

Attacks across the Rhine or Sea Lines are allowed **only** where roads or bridges cross them.

Unit Symbols and Markers

Air Point Combat Shift, 2 Columns

Air Point Combat Shift, 1 Column

Air Zone Domination Marker

Infantry
Armor or Panzer
Panzergrenadier
Mountain Infantry
Arborne Infantry
Air Landing Infantry
Bicycle
Luftwaffe Ground Troops
Fallschirmjaeger
Volksgrenadier

Headquarters

Supply Range · Defense Strength · Movement Allowance

Truck Marker

Movement Allowance

Defend the Reich!!! Marker

Emergency Attack Marker

Air Drop Available Marker

Real Port Function Marker, Antwerp

Beach Port Marker, Beach Port #1

Beach Port Removal Marker, Beach Port #4

1.10 Switzerland & Italy

No unit can enter Switzerland or Italy Destroy any unit forced to do so.

1.11 Counters

The Allied player controls all US (Green), UK (Brown), Commonwealth (Tan w/ White), and French (Blue), Polish (Red w/ White) units as well as the one Joint US-CW unit (1 ABTF, in Green and Tan).

The German player controls all German Army (Grey), Luftwaffe (Grey-Blue) and SS (Black) units.

1.12 Set Up Codes

The counters have either a letter or number on their right side that indicates where the unit sets up or what turn it enters as a reinforcement.

On German counters, "S" means sets up at start, while a number indicates turn of entry.

On Allied Counters, "E" means the unit starts in the England Box, "M" means the unit starts in the Med Box, and a number is the turn of entry.

In both cases, "at start" units have their letter in a yellow box to help it from being confused with similar looking numbers ("S" and "5" for example).

Set up codes on the counter only apply to scenarios starting on turn 1.

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1.13 Stacking

Up to four units (of any type or size) can stack in one hex. HQs, Trucks, and all game markers do not count for stacking, but do count as a "unit" for shipping purposes.

Stacking is enforced **only** at the **end** of the regular Movement Phase **and** at the **moment** of an Overrun combat. Temporary overstacking is allowed at other times. If a hex is attacked while overstacked, all units defend normally.

1.14 Exploit-Capable Units

Only those units with a yellow bar at the bottom of their counters are Exploit Capable. Out of Supply units are never Exploit-Capable.

1.15 Reinforcements

Reinforcements and rebuilt units **can** overstack when they enter play and are "in supply." Nationality (for the Allies) does not affect the stacking of newly arrived reinforcements or rebuilds.

All reinforcements have an entry hex or location listed for them on their Reinforcement Chart.

If the required entry point is not available, the reinforcement arrives at either the England Box (for the Allies) or Entry Area A (for the Germans).

If more than one hex is listed as available for entry, the owning player can choose among the listed ones freely.

Likewise, in the case of Entry Area A, the German player can choose any of the marked hexes.

1.16 Replacements

Replacements allow players to refit reduced units or rebuild dead ones.

Each player receives a number of Replacement Points each turn, as listed on the Turn Record Track.

1.16a Units **can** absorb replacements in EZOCs. Dead units can be rebuilt in an EZOC.

1.16b Out of Supply units **cannot** absorb replacements.

1.16c It cost one Replacement Point to rebuild one step of **any** unit (including even Airborne and tanks).

1.16d A unit can absorb more than one Replacement Point in a single turn (*i.e.* rebuild two steps at once).

1.16e Replacement Points cannot be saved from turn to turn; any unused points are wasted. A player cannot expend more Replacement Points than he has, nor can he "borrow from the future."

1.16f The Allies get a US number and a CW number of replacements. US replacements can be used only for US or French units. CW replacements can be used only for CW or Polish units.

1.16g Refitting and rebuilding occurs in the Reinforcement & Replacement Phase.

1.16h Place rebuilt dead units at the time the points are expended for them. These can be rebuilt in any friendly HQ hex, provided the HQ is in trace supply. Dead units can be rebuilt, with as many steps as have been paid for, at:

Allied: Any supplied HQ or in the England or Med Boxes.

German: Any Entry Area A hex **or** any hex of Paris if a path free of enemy units or EZOCs can be traced **along roads** from Paris to the east map edge.

1.17 Removals

A number of units are to be withdrawn from play, as listed on each Reinforcement Charts. Players can remove any unit of the listed type currently in play. The unit chosen can be at reduced strength or Out of Supply. The player can choose to remove a dead unit **only** if **no** living units of the type are on the map.

1.18 General Supply Rules

Each side has its own supply trace requirements; see each side's special rules for the details. Friendly units usually negate EZOCs for supply purposes per series rule 2.1h; see the exception in the German Supply Rules (the "180-Rule").

1.19 Out of Supply Effects

A unit is Out of Supply (OOS) if it was **marked** Out of Supply in a preceding Supply Phase and that marker has not yet been removed.

1) Out of Supply units **cannot attack** (**exception**: see Emergency Attacks) but may move at 1/2 MA and defend at 1/2 defense strength (rounded per the series rounding rule).
2) Out of Supply units are no longer Exploit Capable and do not have ZOCs.
3) Out of Supply units **cannot** absorb replacements.

If otherwise eligible, OOS units **can** Strat Move in order to move at their normal MA. (1/2 MA x 2 = Normal.)

Out of Supply Allied units can remain out of supply indefinitely without additional ill effects.

1.20 German Surrender

German units are **destroyed** if :
1) already marked OOS and in a subsequent turn found to be OOS again,
2) they are not in a Fortress Hex **and**
3) Defend the Reich!!! has not yet been played.

If the German unit is OOS in a Fortress hex **and** found to be OOS again, the unit is not destroyed, it simply remains in the hex OOS. See also Defend the Reich!!!

The following table summarizes the German surrender rule:

Unit in a fort hex?	Defend the Reich!!! in effect?	Therefore the unit is destroyed?
no	no	yes
yes	no	no
no	yes	no
yes	yes	no

1.21 Emergency Attacks

Each player has a number of "Emergency Attacks" which can be used in the Movement Phase, Combat Phase or Exploitation Phase for regular or overrun combat. Place the marker on the target hex, any units attacking that hex are allowed to do so. **Any** unit, even OOS units and Allied units not in range of an Attack HQ, can attack during an Emergency Attack. Regardless of supply status, units making Emergency Attacks do so at full strength.

Each Emergency Attack allows for the attack of any number of units in one or more hexes against a common defender in one phase. Once expended, an Emergency Attack marker is no longer available. Remove it from play.

1.21a Each scenario lists the number of Emergency Attacks each side has when play begins.

1.21b Emergency Attack markers cannot be used to support any kind of defense.

1.22 Strategic Movement (Strat Move)

During the regular Movement Phase, each player may move any number of units beyond their normal Movement Allowance provided:

a) They start in and only move in hexes free of EZOCs. Friendly units do not negate EZOCs for this.

b) They do not **end** their move in a hex that would place them out of supply.

c) They only use Strat Move in the phase (they cannot also move regularly in that phase at all).

Units that Strat Move have their MA x2.

1.22a Exploit-capable units can take advantage of Strat Move in the Movement Phase **and** move normally in the Exploitation Phase. Strat Move never occurs in the Exploitation Phase.

1.22b Out of Supply units **can** Strat Move. Trucks and HQs **cannot** use Strat Move. Supply Trace is never counted as if it could use Strat Move.

1.23 Goofy Wargamer Stuff Safety Valve

Wargamers being who they are, I can expect to see them abandon France in an effort to secure only the VP hexes. This being the case, something needs to exist to "encourage" the Germans to control more of the map.

If the Allies occupy (or cuts off from Trace Supply) the three hexes of Paris before Turn 8, the Allies receive an extra 18 VPs. Make this award in the German Supply Phase. This rule is negated should the Allies create a Beach Port in any northern coast hex east of the Seine River.

This rule exists **only** to keep the Germans from cutting and running when the campaign begins. Should the Germans lose Paris early **in spite of** a good faith effort to retain it, **do not** award these points. Running, but leaving a garrison to die in place in Paris **does not** constitute a "good faith effort."

2.0 Allied Special Rules

2.1 International Cooperation

2.1a At the end of any Movement Phase or Exploitation Phase, CW (British, Canadian, and Polish) units **cannot** stack with US or French units (or vice versa). These units may stack momentarily during movement or at the instant of overrun, but these stacks must be separated before the phase ends. These units can stack together freely as the result of retreat or advance after combat, provided the stack is again split up at the end of the next available friendly phase, Movement or Exploitation.

2.1b HQs can provide attack supply only to units **given** the above nationality restrictions (*e.g.* a CW HQ cannot provide attack supply to a French unit).

2.1c International stacking is not a concern when it comes to arrival at a shipping port, in an off-map box, or for rebuilt units coming back onto the map.

2.1d Except for the restrictions above 2.1a & 2.1b, all Allied units are free to attack together or share HQs for trace supply functions.

2.1e All Airborne and Truck Markers are exempt from these restrictions.

2.2 Headquarters

2.2a Only the Allied Player has HQs. HQs have supply functions and return to play after being destroyed. HQs return on the turn after being destroyed in the Allied Reinforcement Phase at any other supplied Allied HQ.

2.2b HQs cannot Strat Move.

2.2c HQs have no combat function other than their (limited) defense strength.

2.2d HQs have a supply range printed on the counter (the lower left value in brackets). This is the distance in **Movement Points** the HQ can use to reach forward to units and/or backwards to a Supply Source.

2.3 Attack HQs

2.3a An "Attack HQ" is an HQ that has been flipped to its attack side according to the following rules. Only units within an Attack HQ's range at the moment of an attack or overrun can attack. Exceptions: units which air dropped in the current turn, invading units, units on or adjacent to a Beach Port hex, and those using emergency attacks can always attack.)

2.3b An Attack HQ allows attack by any number of units in range.

2.3c Allied units are restricted in their use of HQs for attack supply by the nationality.

2.3d The Allied player identifies and flips HQs to their "attack sides" during the Attack HQ Announcement Phase. This must be announced for the German player to see, and if the German player doubts the attack supply of an HQ, the Allied player must show him how it is possible. Once flipped to its attack side, an HQ has normal combat and supply effects, but a reduced Movement Allowance (as shown on that side of the counter).

2.3e Each Port (functional real or beach) can make **one** Attack HQ. The port can be connected to the HQ via one or more Trucks. **EXCEPTION:** Antwerp and Rotterdam can each support **two** Attack HQs.

2.3f Attack HQs are "unflipped" (back to their normal sides) at the end of the Allied Player's player turn.

2.4 Antwerp & Rotterdam

2.4a These cities cannot function as ports if any German units are in the estuary hexes (marked on the map with yellow diamonds for each port) connecting that port with the North Sea. These hexes are independent of each other (*i.e.* the player need not clear Rotterdam's estuary hexes to get Antwerp to function).

2.4b When they do function, each is "just another port" for the Allies, except that each port can support up to **two** Attack HQs.

2.5 Antwerp, Rotterdam & Boulogne-su-Mer

2.5a To reflect the limited port engineer troops available, only **one** of these can be functional for Allied Attack Supply or unit shipping in any single given turn. This rule applies only to attack supply, not to trace supply.

2.5b The Allied player can select which of the three (provided they are functional and held by the Allied player) he wants to use and can change it at the start of any Allied player turn.

2.6 Beach Ports

2.6a Beach Ports represent the off-loading facilities and units designed to help in "over the beach" trans-shipment. No more than one Beach Port marker can ever exist in a single coastal hex at one time.

2.6b After an invasion, the Beach Port marker remains in place six turns (*i.e.* a landing on Turn 1 functions as a port until the **end** of Turn 7). Place the

appropriate "Remove Beach Port" marker on the Turn Record Track to provide a reminder of which turn to remove the Beach Port. Remove the Beach Port when this period expires at the end of the Allied Reinforcement & Replacement Phase, regardless of game situation. The expended Beach Port is removed from the game permanently.

2.6c Beach Ports are unaffected by adjacent enemy units, but if the enemy enters the Beach Port hex, the Beach Port marker is removed from play permanently.

Design Note: *The way Beach Ports work is as follows: They exist for six turns after they land. Some may feel it is harsh that the player might remove his Beach Ports before any regular ports are operational. This is designed to give the player the same sense of urgency regarding the capture of real ports the historical commanders had. No grading on a curve here: you must take a port and take it fast. Should the real port not become operational fast enough, that's fine... you'll just miss a couple of turns of Attack HQs and get a fine opportunity to use up your Emergency Attacks.*

2.7 Port Capture and Functional Ports

2.7a A port is captured when an Allied unit first enters its hex. Roll one die. The result is the number of turns in the future to place that port's Functional Port Marker on the Turn Record Track. Ports become functional at the very start of that turn. At that time move the marker from the Turn Record Track to the port's hex to show that it is functional.

2.7b The port can provide trace supply before it is functional, but must become functional before it can be used for unit shipping **or** to support Attack HQs. Antwerp and Rotterdam can provide trace supply before becoming functional only if their estuary hexes are also cleared. (See rule 2.4a, "Antwerp & Rotterdam.")

2.7c Should a player invade a hex containing a real port, the invasion's Beach Port functions in that hex until the real port becomes functional. There can never be a phase in which **both** ports at the same time are functional in the same hex.

2.7d Beach Ports are always functional while in play.

2.7e **Recapture.** If a port is recaptured by the Germans, keep the Functional Port Marker on the Turn Record Track as a reminder. Should the Allies again take the port, roll one die as above. The result cannot be any sooner than the marker's

original position; if the roll indicates a later turn, move the marker to that turn instead. If the Allies do not retake the port by the marker's turn, the marker has no effect and is removed from the track. For example, the Allies capture a port on turn 2 and roll a 6 (so the port would become functional on turn 8). The Germans retake the port on turn 3, but the Allies retake the port on turn 4 and this time roll a 1, but because of the original turn 8 result, the port's marker remains in the turn 8 box. If the port is functional when recaptured by the Germans and the Allies retake it later, regardless of how many or few turns are involved, roll anew to determine when the port becomes functional.

2.8 Port Capacities

Each beach or functional real port allows the shipping of **one** unit each turn (plus any number of *direct* shipments assigned to that port). All ports have the same shipping rate. This one unit is **not in addition** to the units allowed due to the Beach Class invasion cycle.

A "unit" for shipping includes any combat unit of any size or type, any HQ, or Truck Marker. **Exception:** An Allied Armored Division counts as **two** "units" for shipping purposes during the Invasion multiple unit shipping cycles (they count as one unit when a port can accept one unit only).

2.9 Shipping

2.9a Shipping to any port (Beach or otherwise) along the Atlantic, Channel or North Sea coasts can come only from the England Box. Shipping to any port in the Mediterranean can come only from the Med Box.

2.9b Direct shipments (below) can go directly to the ports required (if possible).

2.9c No shipment is possible from the England to the Med boxes or vice versa.

2.9d The Allies have enough shipping to ship the maximum number of units allowed (given invasions, follow-on troops, and port capacities) each turn. Normally this is one unit per port hex, plus any units allowed by the Beach Class schedule and direct shipments.

2.9e Units can freely move back to the appropriate Box in the Shipping Phase if they start the Player Turn in a functional real port (not a Beach Port) hex. This shipping out has no effect on the port capacity for the turn. Any number of units (subject to stacking limits) can do so in one turn.

2.10 Direct Shipments

These units arrive at any **operating** Allied port **in addition** to any shipping sent to that port normally.

2.10a Direct shipments are those arriving reinforcements that list their arrival as "d." plus "North" or "South." "North" shipments must go to a port on the west or north coasts or the England Box. "South" shipments must go to Marsailles or the Med Box.

2.10b Direct shipments must come in at a **real** (not Beach) port.

2.10c If no such port is available, the units go to the England Box (d.North) or Med Box (d.South).

2.11 Special Allied Supply

2.11a Allied supply is handled in two ways: trace supply determination of units *in* or *out* of supply and Attack HQ determination. In both cases, supply lines must be traced forward to a given unit and back to a supply source using the HQ's supply range. Count out from the HQ in both directions. Units in the England or Med Boxes are always in Supply.

2.11b Units are in trace supply if they are 1) within the supply range of a friendly HQ which can in turn trace supply back to a supply source, 2) they are on or adjacent to a friendly supply source, or 3) if they are at or within 5 MPs of a truck that can itself trace to a supply source.

2.11c Units sitting in or adjacent to a port hex (real or beach) are automatically in trace supply (even if the real port is not yet "functional").

2.11d Trace supply is successful if it reaches back to a friendly held port (real or beach), even if not yet functional.

2.11e In all cases, supply range must be counted **into** the desired hex. (Attention *OCS* players: there is no "adjacent is good enough" rule here).

2.11f EZOCs block supply range counts, but friendly units negate EZOCs for the Allies. "Negated" here also means the +2 EZOC cost does not apply to a supply path MP count.

2.11g For Attack HQ determination, see 2.3, "Attack HQs"

2.12 Supply Sources

Allied Supply Sources are any friendly-controlled port (real or beach). Non-functional real ports can provide for trace supply.

2.13 Trucks

2.13a Trucks only exist as a supply range extension **back** to either a port

or another truck. They **cannot** be used to motorize units or to extend an HQ's range forward to units.

2.13b Count the supply range of an HQ back to the truck and then the truck's supply range back to another Truck Marker or Port. Truck Markers can count back to other Truck Markers in a chain.

2.13c Units at or within 5 MPs of a truck that is capable of supplying HQs (*i.e.* it can reach back to a port directly or through a chain of trucks) can use the truck for trace (not attack) supply.

2.13d A single truck can support any number of HQs for trace supply.

2.13e Trucks move like any other unit.

2.13f Trucks cannot be destroyed or captured. If a German unit enters its hex, displace the truck to any Allied HQ, Allied *occupied* City, or port hex.

2.13g Trucks can retreat with their stack.

2.13h Trucks count as one unit when being shipped.

2.13i Trucks **cannot** move using Strat Move.

2.14 Air Points

2.14a Each turn during the Air Point Phase, the Allied player rolls two dice on the Allied Air Support Table to determine the number of Air Points available for the game turn. Unused Points cannot be accumulated from turn to turn. Give the Allied player the number of Air Point Markers representing the number of Air Points he has been awarded.

2.14b The German player is allowed to know the number of remaining air points at all times.

The available Air Points can be used for the following purposes:

Dominating Air Zones

There are six Air Zones marked on the map; each zone includes all interior hexes plus any hexes making up its boundary. The Allies can choose to "Dominate" **any or all** of these Air Zones each turn. Mark Dominated Air Zones with a "Dominate Marker" in any convenient location to remind both players.

Each Air Zone costs 1 Air Point to Dominate.

Dominating an Air Zone has the following effects:

• Road hexes cost 1 MP (not 1/2) for all German units.

• Air Drops can be executed into the Zone.

• Each supporting air point in an Allied attack yields two shifts instead of one so long as the defender's hex is in the dominated zone.

• Armor and PG units cannot execute Strategic Movement in a Dominated Zone. Units are free to move normally inside the zone and move using the doubled rate outside of it in a single move (apply the MA used in each proportionally).

Ground Support

An air point shifts a combat by **TWO** columns in the Allies' favor in an **attack** (regular or overrun) against a hex in a Dominated Air Zone and **ONE** column in the Allies' favor otherwise (any defense or an attack not in a Dominated Air Zone). Place the air point markers ("Shift" side up) to be used atop the defending stack and remove the markers from play when the combat is finished. Use an air point marker with the correct number of shifts on it.

Air points **cannot** be used in the landing attack of a invasion.

Shifts beyond the table's columns have no additional effect.

Only ONE air point can be used in a given combat.

Carpet Bombing

Once per game, the Allied player can announce that an attack will be supported by a Carpet Bombing.

In Carpet Bombing, the Allied player can use any number of Air Points to shift the odds and is not limited by the normal "only one" rule [2.14d].

Carpet bombing can only be used for an attack, never a defense, and never for an overrun.

2.15 Air Drop

2.15a The Allied player receives a number of Air Drop points at start. Indicate the number remaining using the Air Drops Available marker on the Air Drops Track.

2.15b Each Air Drop point allows the Air Drop of **one** Airborne Division **from the England or Med Box** to any map hex. Each Air Drop point can be used only once.

2.15c Up to two units can land by Air Drop in a single hex in one turn. Regardless of the number of Air Drops available, no more than **3** units can Air Drop in a single game turn.

Procedure:
Roll one die for each Air Drop. On a 1 the unit loses a step. If the hex is not Open Terrain and/or if the hex contains an enemy unit or EZOC, the unit loses a step on a 1 or 2. If the roll does not fall into the above ranges, the unit lands intact.

2.15d Air Drops can be made **only** into a hex **within** a Dominated Air Zone. Air Drops can occur in any hex (given terrain), even those occupied by German units. Air Drops can be made into any Open or Bocage hex. Air Drops **cannot** be made into City, Wet Lands, Rough, Mountain, or Forest or any Prohibited terrain hexes.

2.15e If an Air Drop is made onto an enemy unit, make the normal success roll during the Air Drop Phase. The Airborne unit **must** attack the German unit in the Combat Phase. The attack occurs normally (with the Airborne unit attacking at x1/2 strength), but if the attack fails to eliminate the German unit or cause it to retreat from the hex, the Airborne unit is destroyed. Air points cannot be applied to these attacks.

2.15f Air Drop units **cannot** move on the turn they land, but they can attack and advance after combat. They can also attack to assist the landing of invading units. Air Drop units that attack units they do not actually land upon attack at normal strength.

2.15g Air Drop units ignore supply determination (*i.e.* they are automatically in supply) in the Supply Phase right after they drop. In subsequent turns they must be supplied like any other unit. Air Drop units can attack the turn they land even without the support of an available Attack HQ.

2.16 Invasions

2.16a The Allied player can make as many invasions in a game as he has remaining Beach Port markers. No more than **three** invasion hexes can ever be created in any one game turn. The Allied player is free to use available Beach Port markers singly or in groups at any time during the game. Each Beach Port marker can be used only once as an invasion; it remains in that hex as a Beach Port until removed.

2.16b Invasions can occur in most coastal hexes. Invasions are created in the Allied Invasion Placement Phase. While Beach Ports can be used to invade anywhere along the coast, there are restrictions marked on the map on the number of Beach Port hexes that can exist in the various coastal areas at any one time.

2.16c Any invading unit can attack in the invasion turn **without** the support of an Attack HQ.

2.16d Units cannot move (other than advance after combat) on the turn they invade.

Procedure:

To execute an invasion, place a Beach Port marker with up to the number of allowed Assault Force divisions (given the Beach Classes below) adjacent to the desired landing hex. Only infantry divisions can be chosen as invading divisions, and the International Cooperation rules [2.1] apply.

Regardless of the defending units in the hex, invading units attack the hex using odds based **ONLY** on the terrain of the hex. These odds columns are marked on the CRT. Each invading stack can attack only one hex. If the attack succeeds in clearing the landing hex, move the Beach Port marker and invading units into it; those units cannot advance after combat deeper than the landing hex itself. The Beach Port marker cannot leave that hex until it is later removed from play. Air Points shifts cannot be applied to these attacks.

Beach Ports can land without any sort of attack into hexes **occupied** by non-Airborne Allied units; otherwise they must make invasion attacks.

If the attack fails (the defending unit still exists in the hex), return the units and the Beach Port Marker back to the Box from which they came. Both can be used again in future landing attempts.

2.17 Beach Classes

2.17a Each coastal hex has a "Beach Class" number printed on it in a small star. Based on its Beach Class, a certain number of units can land in a hex in the invasion and by and follow-on shipping (in both the invasion turn and the following turn).

2.17b All Beach Classes allow the landing of one unit each turn two turns or later after the invasion. This is the normal shipping allowed into a port, beach or otherwise.

2.17c Hexes without an Beach Class **cannot** be used to invade.

2.17d Allied Armored Divisions count as **two** "units" for shipping purposes during the Invasion multiple unit shipping cycles.

The following table gives the number of units that can land in one hex of each Beach Class.

Class	Assault Force	Follow-On	1st Turn After
0	1	1	1
1	1	2	1
2	2	3	1
3	2	4	2

Assault Force is the number of units that can land with the Beach Port Marker to be available to attack in the landing turn's Combat Phase.

Follow-on is the number of units that can ship into the Beach Port's hex in the landing turn's Shipping Phase.

1st Turn After is the number of units that can land in the Beach Port hex in the Shipping Phase of the turn after the landing.

Lawton Collins, Dwight Eisenhower, and Omar Bradley in Normandy.

3.0 German Special Rules

3.1 Reaction Restrictions

There are none. The Germans are free to use their units in any desired way.

3.2 Tactical Adeptness

German tactical flexibility, doctrine, and experience results in a more efficient use of units in offensive operations. Therefore, *German Attacker* **results given in Brackets** are *reduced* by one step (A2 becomes A1, A1 becomes no result). Defender results remain the same unless otherwise modified.

For example, a German attack resulting in [A1]/D2 would incur no German losses, while a result of A1/D2 would incur one German loss.

3.3 Special German Supply

3.3a Units are in supply if they can trace a path of any length through hexes a unit could move through to a supply source free of Allied units or EZOCs. There is no requirement for this trace to be done on roads (see also Defend the Reich!!!).

3.3b There is no "Attack HQ" requirement for Germans to be able to attack. Germans can always attack unless marked out of supply (see also Emergency Attacks).

3.3c Ports have no effect on German supply.

3.3d **EXCEPTION:** German units **do not** negate EZOCs for trace supply if two opposite hexes are occupied by EZOC capable Allied units. This rule is negated if Defend the Reich!!! has been played.

3.4 Supply Sources

German supply sources are any east map edge hex north of the 23.xx hex row provided that hex is not occupied by an Allied unit or a un-negated EZOC.

3.5 Entry Area A Reinforcements

3.5a The German player can distribute his Entry Area A reinforcements to any Entry Area A hex(es) as desired provided they fulfill both of these two conditions:

1) The hex is occupied by Germans or the last unit to move through it was German, and

2) The hex can trace a path free of enemy units and EZOCs to a functional supply source (friendly units **do not** negate

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180 Degree Diagram & German Surrender

□ Allied Unit

■ German Unit, eligible to Surrender

▤ German Unit, not eligible to Surrender

—··— Possible Supply Path

Blockage not provided by terrain, only where enemy units are on both sides.

The usual case, the additional German units do not help the unit in the center.

German Rear Areas

Hexside Blocks

Allied Rear Areas

Lodgement in Allied line creates a surrender possibility.

EZOCs for this). If **both** of these conditions are not met, the hex cannot be used as a place to bring on reinforcements.

3.5b If no Entry Area A hex exists that can accept reinforcements, German reinforcements scheduled for Entry Area A can enter any east map edge hex north of 23.35.

3.5c Reinforcements can enter via EZOC hexes, but cannot enter any enemy occupied hex.

3.5d If no usable Entry Area A hexes exist and the entire east map edge is occupied by enemy units, no German reinforcements appear.

3.6 Defend the Reich!!!
The German player is given one "Defend the Reich!!!" counter at the start of the game. He can play it once, and once played, it remains in effect until the end of the game; it cannot be later revoked. It can be played **only** in the German Reinforcement & Replacement Phase.

The following rules immediately come into effect, many of which directly change the normal rules of play:

1) German lines of supply cannot be longer than 10 hexes and must end in a hex of Germany to be valid. While the trace path still cannot enter prohibited terrain, it otherwise ignores terrain and movement point costs; it is merely a hex distance count.

2) The hex of Germany traced to above must connect in a path free of enemy units and EZOCs to a supply source hex. This "secondary trace" can be of any length.

3) The German surrender rule [1.20] is suspended. No German unit is forced to surrender, regardless of the situation.

4) The "180 Rule" [3.3d] no longer applies. In all situations German units negate the EZOC of hexes they occupy for trace purposes.

*Design Note: Players often ask "What's the downside of choosing Defend the Reich?" The 10 hex supply line limitation **is** the downside. Think of it as a decision to ditch most of the map in order to get "normal" supply trace (no surrender, friendly units negate EZOCs). Do it too soon and you'll find out rapidly how much it hurt you.*

4.0 Victory Conditions
Victory is determined by the capture of the various important hexes on the map. Only the Allies collect Victory Points. Count the VPs for controlled hexes when the game ends. A VP hex is "controlled" if supplied Allied units occupy or were the last to move through it. Each VP hex is marked with the number of VPs it is worth.

Final Victory is determined by the proportion of the historical Allied victory it represents. The historical victory is represented by 41 of the available 47 victory points.

VPs	Victory
24 or less	German Victory
25 to 33	Draw
34 or more	Allied Victory

5.0 Scenarios
5.1 Complete Campaign Game
This scenario covers the entire campaign in the West from the 6 June landings until the end of April, 1945.

German Set Up

Hex	Unit(s)
7.23	1-2-2 Static Div (347)
10.21	2-3-3 LW Div (16)
9.24	1-2-6 Bicycle Bde (20)
11.22	1-2-2 Static Div (719)
14.20	2-3-4 Inf Div (165 Trng)
17.22	12-9-8 SS Pz Div (1 SS)
15.20	1-2-2 Static Div (712)
16.17	1-2-2 Static Div (48)
17.30	6-8-5 FJ Div (2)
17.20	3-4-5 LW Div (19)
17.16	2-3-3 LW Div (18)
18.14	2-3-4 Inf Div (182 Trng)
17.14	1-2-2 Static Div (47)
18.13	1-2-2 Static Div (331)
	1-2-2 Static Div (49)
19.14	1-2-2 Static Div (326)
23.16	9-7-8 Pz Div (2)
21.15	4-6-5 Inf Div (85)
21.13	1-2-2 Static Div (344)
23.12	1-2-2 Static Div (245)
	1-2-2 Static Div (348)
24.10	4-6-5 Inf Div (84)
24.09	1-2-2 Static Div (346)
25.09	2-3-3 LW Div (17)
26.11	9-7-8 Pz Div (116)
28.11	10-8-8 SS Pz Div (12 SS)
26.08	1-2-2 Static Div (711)
32.08	10-8-8 Pz Div (Lehr)
38.09	6-8-8 SS PG Div (17 SS)
29.06	9-7-8 Pz Div (21)
28.07	1-2-2 Static Div (716)
26.05	4-6-5 Inf Div (352)
27.03	4-6-5 Inf Div (91)
24.02	1-2-2 Static Div (243)
	1-2-2 Static Div (709)
27.04	1-2-6 Bicycle Bde (30)
30.01	4-6-5 Inf Div (77)
33.02	5-7-5 FJ Div (5)
37.01	4-6-5 Inf Div (275)
44.03	1-2-2 Static Div (708)
52.05	9-7-8 Pz Div (11)
41.01	3-5-4 Inf Div (158 Res)
54.03	3-5-4 Inf Div (159 Res)
59.12	10-8-8 SS Pz Div (2 SS)
47.18	3-5-4 Inf Div (189 Res)
60.20	4-6-5 Inf Div (271)
59.22	1-2-2 Static Div (338)
61.27	1-2-2 Static Div (244)
61.29	1-2-2 Static Div (242)
57.25	9-7-8 Pz Div (9)
58.33	2-3-4 Inf Div (148 Trng)

Available for use:
2x Emergency Attacks
1x Defend the Reich !!! Chit

Allied Set Up

Location	Unit(s)
England Box	
	(5)-1-8 CW Army HQ (1 Can)
	(5)-1-8 CW Army HQ (2 UK)
	(5)-1-8 US Army HQ (1)
	9-6-8 CW Arm Div (4 Can)
	5-8-6 CW Inf Div (2 Can)
	5-8-6 CW Inf Div (3 Can)
	9-6-8 CW Arm Div (Gds)
	9-6-8 CW Arm Div (7)
	8-6-8 CW Arm Div (11)
	6-8-6 CW Inf Div (3)
	5-8-6 CW Inf Div (15)
	5-8-6 CW Inf Div (43)
	5-8-6 CW Inf Div (49)
	6-8-6 CW Inf Div (50)
	6-8-6 CW Inf Div (51)
	5-8-6 CW Air Landing Div (52)
	5-8-6 CW Inf Div (53)
	6-9-5 CW Abn Inf Div (1)
	6-9-5 CW Abn Inf Div (6)
	9-6-8 Polish Arm Div (1 Pol)
	10-8-8 US Arm Div (2)
	10-8-8 US Arm Div (3)
	9-6-8 US Arm Div (4)
	9-6-8 US Arm Div (5)
	9-6-8 US Arm Div (6)
	8-10-6 US Inf Div (1)

6-8-6 US Inf Div (2)
8-10-6 US Inf Div (4)
6-8-6 US Inf Div (5)
6-8-6 US Inf Div (8)
6-8-6 US Inf Div (9)
6-8-6 US Inf Div (28)
6-8-6 US Inf Div (29)
6-8-6 US Inf Div (30)
6-8-6 US Inf Div (35)
6-8-6 US Inf Div (79)
6-8-6 US Inf Div (83)
6-8-6 US Inf Div (90)
6-9-5 US Abn Inf Div (82)
6-9-5 US Abn Inf Div (101)
6-8-8 French Arm Div (2 FF)
3x (5)-0-6 Truck Markers

Med Box
(5)-1-8 US Army HQ (7)
(5)-1-8 French Army HQ (1 FF)
6-8-6 US Inf Div (3)
6-8-6 US Inf Div (36)
6-8-6 US Inf Div (45)
6-8-8 French Arm Div (1 FF)
6-8-8 French Arm Div (5 FF)
6-8-4 French Inf Div (1 FF)
4-6-4 French Inf Div (2 Mor)
4-6-4 French Mtn Inf Div (4 Mor)
4-6-4 French Inf Div (3 Alg)
4-6-4 French Inf Div (9 Col)
2x (5)-0-6 Truck Markers

Available for Use:
6x Beach Port Markers
12x Air Drop Points
6x Emergency Attacks

5.2 1 Aug 44 Scenario Start

This scenario, played until the campaign stop, starts players with the historical situation the night of 31 July 44. The Allied landings in Normandy have occurred and the Americans are poised to breakout. The dash for France is about to begin.

First Turn: Turn 6
Last Turn: Turn 25
Victory: Use the standard victory conditions.

Reinforcements: Use standard reinforcements.

German Set Up

Dead Pile:
10-8-8 Pz Div (Lehr)
6-8-5 FJ Div (2)
4-6-5 FJ Div (6)
4-6-5 Inf Div (275)
4-6-5 Inf Div (352)

1-2-2 Static Div (243)
1-2-2 Static Div (326)
1-2-2 Static Div (709)
1-2-6 Bicycle Bde (30)

Hex	Unit(s)
7.23	1-2-2 Static Div (347)
9.23	1-2-6 Bicycle Bde (20)
10.21	2-3-3 LW Div (16)
11.22	1-2-2 Static Div (719)
14.20	2-3-5 Inf Div (70)
	2-3-4 Inf Div (165 Trng)
15.20	1-2-2 Static Div (712)
17.20	3-4-5 LW Div (19)
16.17	1-2-2 Static Div (48)
17.16	2-3-3 LW Div (18)
17.14	1-2-2 Static Div (47)
18.13	1-2-2 Static Div (49)
	1-2-2 Static Div (331)
18.14	2-3-4 Inf Div (182 Trng)
21.14	1-2-2 Static Div (344)
21.15	4-6-5 Inf Div (85)
23.12	1-2-2 Static Div (245)
	1-2-2 Static Div (348)
25.09	2-3-3 LW Div (17)
26.08	1-2-2 Static Div (711)
27.09	1-2-2 Static Div (346)
	1-2-2 Static Div (716)
28.08	4-6-5 Inf Div (272)
29.08	10-8-8 SS Pz Div (12 SS)
	4-6-5 Inf Div (89 –1 step)
29.07	12-9-8 SS Pz Div (1 SS)
	10-8-8 SS Pz Div (9 SS)
29.06	10-8-8 SS Pz Div (10 SS)
	4-6-5 Inf Div (271 –1 step)
	4-6-5 Inf Div (276)
	4-6-5 Inf Div (277 –1 step)
29.05	9-7-8 Pz Div (2)
	6-8-5 FJ Div (3)
29.04	10-8-8 SS Pz Div (2 SS)
	6-8-8 SS PG Div (17 SS)
	9-7-8 Pz Div (21 –1 step)
30.07	4-6-5 Inf Div (84)
30.04	9-7-8 Pz Div (116)
	5-7-5 Inf Div (353 –1 step)
31.04	4-6-5 Inf Div (77 -1 step)
31.03	5-7-5 FJ Div (5 -1 step)
	4-6-5 Inf Div (91 –1 step)
31.02	1-2-2 Static Div (266)
33.08	4-6-5 Inf Div (363)
34.08	1-2-2 Static Div (708)
37.10	4-6-5 Inf Div (16)
38.02	3-5-4 Inf Div (158 Res)
52.05	3-5-4 Inf Div (159 Res)
59.12	9-7-8 Pz Div (11)
47.18	3-5-4 Inf Div (189 Res)
59.22	1-2-2 Static Div (338)
57.25	9-7-8 Pz Div (9)
61.27	1-2-2 Static Div (244)
61.28	1-2-2 Static Div (242)
59.33	2-3-4 Inf Div (148 Trng)

Available for use:
2x Emergency Attack
Defend the Reich!!!

Allied Set Up

Dead Pile:
None…Steps have been taken from units on the map.

Box   Unit(s)
England Box::
[5]-1-8 US Army HQ (9)
6-9-5 US Abn Div (82 –1 step)
6-9-5 US Abn Div (101 –1 step)
9-6-8 US Arm Div (7)
6-8-6 US Inf Div (80)
6-9-5 CW Abn Div (1)
6-8-8 French Arm Div (2 FF)
2x (5)-0-6 Truck Markers

Med Box:
[5]-1-8 US Army HQ (7)
6-8-6 Inf Div (3)
6-8-6 Inf Div (36)
6-8-6 Inf Div (45)
[5]-1-8 French HQ (1 FF)
6-8-8 French Arm Div (1 FF)
6-8-8 French Arm Div (5 FF)
6-8-6 French Inf Div (1 FF)
4-6-4 French Inf Div (2 Mor)
4-6-4 French Inf Div (3 Alg)
4-6-4 French Inf Div (9 Col)
4-6-4 French Mtn Inf Div
(4 Mor)
2x (5)-0-6 Truck Markers

Hex	Unit(s)
27.08	6-9-5 CW Abn Div (6 –1 step)
	5-8-6 CW Inf Div (49)
28.07	9-6-8 CW Arm Div (4 Can –1 step)
	5-8-6 CW Inf Div (2 Can)
27.07	[5]-1-8 CW Army HQ (1 Can)
	6-8-6 CW Inf Div (3)
	6-8-6 CW Inf Div (51)
	5-8-6 CW Inf Div (3 Can)
28.06	5-8-6 CW Air-Landing Div (52)
	5-8-6 CW Inf Div (53)
26.06	Beach Port 1
	9-6-8 Polish Arm Div (1 Pol)
26.05	Beach Port 2
	(5)-0-6 Truck Marker
27.06	[5]-1-8 CW Army HQ (2 UK)
	9-6-8 CW Arm Div (7)
	6-8-6 CW Inf Div (50)
	5-8-6 CW Inf Div (43)
28.05	9-6-8 CW Arm Div (Gds –1 step)
	8-6-8 CW Arm Div (11)
	5-8-6 CW Inf Div (15 –1 step)
25.04	Beach Port 3
	9-6-8 US Arm Div (5)
27.04	[5]-1-8 US Army HQ (1)

28.04	6-8-6 US Inf Div (2)
	6-8-6 US Inf Div (5)
	6-8-6 US Inf Div (30)
	6-8-6 US Inf Div (35)
27.03	6-8-6 US Inf Div (83)
	6-8-6 US Inf Div (90)
28.03	10-8-8 US Arm Div (2)
	6-8-6 US Inf Div (9)
	6-8-6 US Inf Div (28)
	6-8-6 US Inf Div (29 –1 step)
29.03	10-8-8 US Arm Div (3)
	8-10-6 US Inf Div (1 –1 step)
	8-10-6 US Inf Div (4)
30.03	9-6-8 US Arm Div (4)
	9-6-8 US Arm Div (6)
	6-8-6 US Inf Div (8)
	6-8-6 US Inf Div (79)

Available for use:
3x Beach Port Marker (Beach Ports 4, 5, 6)
9x Air Drop Points
6x Emergency Attacks

Port Removals:
Turn 7…Remove Beach Ports 1, 2, and 3

Ports Captured but Not Yet Activated:
Cherbourg…active on turn 9

Carpet Bombing: Used.

5.3 11 Sept 44 Scenario Start

This scenario, played until the campaign stop, starts players with the historical situation the night of 10 Sept 44. Players are put in the position of successful landings on the north and south coasts of France, a successful Falaise Pocket, and a successful dash across France in August.

The Allied player is ready to launch his own Market Garden and battles for the Rhine valley and the frontier of Germany to win the war.

The German player is starting to put together a firmer West Wall, build for a winter counter-offensive and a chance to hold on until the Allies sue for peace.

First Turn: Turn 10
Last Turn: Turn 25
Victory: Use the standard victory conditions.

Reinforcements: Use standard reinforcements.

German Set Up
Defend the Reich has been played.

Dead Pile:
12-9-8 SS Pz Div (1 SS)
10-8-8 SS Pz Div (2 SS)
10-8-8 SS Pz Div (9 SS)
10-8-8 SS Pz Div (12 SS)
9-7-8 Pz Div (2)
9-7-8 Pz Div (9)
6-8-5 FJ Div (3)
4-6-5 FJ Div (6)
3-4-5 LW Div (19)
2-3-3 LW Div (17)
2-3-3 LW Div (18)
4-6-5 Inf Div (77)
4-6-5 Inf Div (91)
4-6-5 Inf Div (271)
4-6-5 Inf Div (272)
4-6-5 Inf Div (277)
4-6-5 Inf Div (276)
4-6-5 Inf Div (352)
4-6-5 Inf Div (363)
2-3-4 Inf Div (148 Trng)
2-3-4 Inf Div (182 Trng)
1-2-2 Static Div (47)
1-2-2 Static Div (242)
1-2-2 Static Div (244)
1-2-2 Static Div (266)
1-2-2 Static Div (326)
1-2-2 Static Div (348)
1-2-2 Static Div (708)
1-2-2 Static Div (709)
1-2-6 Bicycle Bde (30)

Hex	Unit(s) (OOS=Out of Supply)
44.03	3-5-4 Inf Div (158 Res) (OOS)
25.09	1-2-2 Static Div (346) (OOS)
18.13	1-2-2 Static Div (49) (OOS)
	1-2-2 Static Div (331) (OOS)
17.14	1-2-2 Static Div (344) (OOS)
15.19	1-2-2 Static Div (243)
	1-2-2 Static Div (711)
16.19	4-6-5 Inf Div (64) (-1 step)
	4-6-5 Inf Div (226) (-1 step)
16.20	4-6-5 Inf Div (59) (-1 step)
16.21	2-3-5 Inf Div (70)
14.20	2-3-4 Inf Div (165 Trng)
	1-2-2 Static Div (245)
15.22	1-2-2 Static Div (719)
10.21	2-3-3 LW Div (16)
11.22	1-2-6 Bicycle Bde (20)
14.23	1-2-2 Static Div (712)
15.23	6-8-5 FJ Div (2) (-1 step)
15.24	4-6-5 Inf Div (85) (-1 step)
16.25	4-6-5 Inf Div (176) (-1 step)
17.26	9-7-8 Pz Div (116) (-1 step)
	4-6-5 Inf Div (275)
11.28	10-8-8 SS Pz Div (10 SS) (-1 step)
13.28	4-6-5 Inf Div (84) (-1 step)
15.28	4-6-5 FJ Div (7)
14.29	4-6-5 Inf Div (190)
18.27	5-7-5 Inf Div (353)
	2-4-4 VG Div (12)
	2-4-4 VG Div (246)
20.28	4-6-5 Inf Div (89)
	1-2-2 Static Div (347)
21.28	10-8-8 Pz Div (Lehr) (-1 step)
23.29	5-7-5 FJ Div (5)
	1-2-2 Static Div (48)
24.29	2-4-4 VG Div (19)
	2-4-4 VG Div (36)
26.28	6-8-8 PG Div (15)
27.28	6-8-8 SS PG Div (17 SS)
	2-4-4 VG Div (462)
26.27	6-8-8 PG Div (3)
26.30	2-4-4 VG Div (553)
	2-4-4 VG Div (559)
30.28	9-7-8 Pz Div (21) (-1 step)
32.27	4-6-5 Inf Div (16)
33.27	1-2-2 Static Div (716)
35.27	3-5-4 Inf Div (189 Res)
35.28	9-7-8 Pz Div (11)
36.27	4-6-5 Inf Div (198) (-1 step)
	1-2-2 Static Div (338)
38.27	3-5-4 Inf Div (159 Res)

Available for use:
1x Emergency Attack

Allied Set Up
Dead Pile:
None…Steps have been taken from units on the map.

Hex	Unit(s)
England Box::	
	6-9-5 US Abn Div (82)
	6-9-5 US Abn Div (101)
	4-6-5 US Abn Div (17)
	6-4-8 US Arm Div (9)
	6-8-6 US Inf Div (95)
	6-9-5 CW Abn Div (1)
	6-9-5 CW Abn Div (6)
Med Box:	
	6-8-8 French Arm Div (5 FF)
	4-6-4 French Mtn Inf Div (4 Mor)
38.02	6-8-6 US Inf Div (94)
37.01	6-8-6 US Inf Div (8) (-1 step)
31.01	6-8-6 US Inf Div (2) (-1 step)
	6-8-6 US Inf Div (29) (-1 step)
24.02	6-8-6 US Inf Div (26)
	6-8-6 US Inf Div (104)
	Cherbourg Port Marker (Functional)
37.10	6-8-6 US Inf Div (83)
35.14	9-6-8 US Arm Div (6) (-1 step)
34.08	[5]-1-8 US Army HQ (9)
30.08	(5)-0-6 Truck Marker
24.09	6-8-6 CW Inf Div (51) (-1 step)
25.10	5-8-6 CW Inf Div (49) (-1 step)
28.17	(5)-0-6 Truck Marker
21.17	[5]-1-8 CW Army HQ (1 Can)
18.14	5-8-6 CW Inf Div (3 Can)
16.18	9-6-8 CW Arm Div (4 Can) (-1 step)
	5-8-6 CW Inf Div (2 Can) (-1 step)
17.20	9-6-8 CW Arm Div (1 Pol) (-1 step)
17.21	5-8-6 CW Air Landing Div (52)
18.21	[5]-1-8 CW Army HQ (2 UK)
	(5)-0-6 Truck Marker
17.22	6-8-6 CW Inf Div (3) (-1 step)
16.22	5-8-6 CW Inf Div (15)
	5-8-6 CW Inf Div (53)
16.23	9-6-8 CW Arm Div (7) (-1 step)
17.23	9-6-8 CW Arm Div (Gds)
	8-6-8 CW Arm Div (11) (-1 step)
	5-8-6 CW Inf Div (43)
	6-8-6 CW Inf Div (50)
18.24	10-8-8 US Arm Div (2) (-1 step)
18.25	6-8-6 US Inf Div (30)
20.23	[5]-1-8 US Army HQ (1)
19.26	8-10-6 US Inf Div (1) (-1 step)
20.24	10-8-8 US Arm Div (3)
20.25	6-8-6 US Inf Div (9)
21.26	8-10-6 US Inf Div (4) (-1 step)
22.26	6-8-6 US Inf Div (28)
23.26	9-6-8 US Arm Div (5) (-1 step)
23.23	(5)-0-6 Truck Marker
26.26	6-8-6 US Inf Div (90)
27.26	9-6-8 US Arm Div (7) (-1 step)
28.25	6-8-6 US Inf Div (80)
29.24	[5]-1-8 US Army HQ (3)
29.25	6-8-6 US Inf Div (5) (-1 step)
	6-8-6 US Inf Div (35)
30.25	9-6-8 US Arm Div (4)
31.26	6-8-6 US Inf Div (79)
33.25	6-8-8 French Arm Div (2 FF)
39.24	6-8-8 French Arm Div (1 FF)
41.23	6-8-6 French Inf Div (1 FF)
39.25	6-8-6 US Inf Div (45)
40.26	6-8-6 US Inf Div (3)
	6-8-6 US Inf Div (36)
41.27	4-6-4 French Inf Div (3 Alg)
44.25	[5]-1-8 US Army HQ (7)
	(5)-0-6 Truck Marker
47.25	[5]-1-8 French Army HQ (1 FF)
53.24	(5)-0-6 Truck Marker
53.28	4-6-4 French Inf Div (2 Mor)
61.27	Marseilles Port Marker (Functional)
61.28	4-6-4 French Inf Div (9 Col)
60.31	Beach Port 5
60.32	Beach Port 4
58.33	3-4-5 Allied Abn Div (1 ABTF) (-1 Step)

Available for use:
1x Beach Port Marker (Beach Port 6)
8x Air Drop Points
4x Emergency Attacks

Port Removals:
Turn 11…Remove Beach Port 4 and
        Beach Port 5

Ports Captured but Not Yet Activated:
None

Carpet Bombing: Used.

Developer's Notes
Introduction
I got this game from Steve Newhouse in the summer of 2003. He had made great strides in making a wonderful game on this subject, making my job that much easier. My role centered on refinement, some fact checking, and playtesting until the tester's fingers bled. I can honestly say I've played this game more times than any other Gamers release except (perhaps) **Afrika** and **Ardennes** (both of which were played very extensively). In terms of raw time devoted to playing the game in its various forms, the several monsters I've designed got more hours, but **only** they did. I hope you enjoy the result. Below I'll address some of the concepts in the game that might raise an eyebrow.

Rules
Units on the Beach?
Playtesters became puzzled by the invasion CRT rolls with respect to units occupying beaches with actual units. A superficial look at the rule **seems** to indicate that having a unit there does the German player no good in deflecting invasions…so, the playtesters reasoned, why not pull all the units off the coast and defend inland?

The problem is they are not looking at what the Allied player has to do to be successful. A normal ("All other terrain") landing will successfully land where there are no German units 100% of the time (even if ugly) in Class 2 or Class 3 beaches. On Class 0 and Class 1 beaches, Attacker loses of 2 steps will kill the invasion (rolls of 5 or less), but that is a product of a poor beach and a bad roll and does not matter to my purpose here. Let's look at only those locations where no matter what the attacker result, the landing makes it (Class 2 and Class 3). So, if you are successful 100% of the time if there is no unit, what happens if you have 1 or 2 steps of Germans in the hex. With one step, you need to roll a 4 or more to get on the beach and a success rate of 92%. Some effect, but not much (given that we are talking about some static division, this is probably correct). With two steps, you now need to roll a 7 or more to succeed, with a success probability of only 58%.

That is the effect of units on the beach. The point of this method is to avoid two problems: 1) you can't gang up on some geek unit at high odds in order to have an *easier* time landing than in clear areas and 2) it avoids putting a major premium on landing adjacent to good units but not right into them (which generates its own problems).

German Supply Freedom Vs Tight Allied Supply Ranges
Here the issue is the use (however hampered by airpower) of the French rail net. The Germans have a logistical freedom the Allies do not have (and won't until late in the campaign when rail units begin operating). That and the overall frugality of the German logistical effort (especially compared to the Western Allies) gives them a measure of potential activity far different than the Allies.

German Tactical Aptitude
This rule came about after the first few tests showed that German players would literally **never** choose to counterattack. Between the masses of Allied units and the Allied air cover, the German player was faced with a series of impossibly low odds attacks and an quick determination that such attacks were not going to benefit him in the long run. Downgrading the attacker losses gave the Germans plenty of incentive to try some counterattacks, even though nothing was certain at the lower odds.

The Removal of Beach Ports
At least one tester wondered why it was the beach ports go away after six turns **regardless** of the situation on the ground. His reasoning was good (that if the Allies **were** indeed bogged down every effort would be made to keep the beach operating). In the end I left out any chance to revise the removal based on circumstance as I wanted the Allied player to be as desperate for a real port as the real commanders. There is enough flexibility (6 turns is a **long** time) to get a port provided the player gives the idea enough emphasis…and if the worst happens he can use another Beach Port landing to help extend his operations. There might be a lag period between the removal of Beach Ports and the beginning of full-function for a real port, but that happens and can be a good time to use some Emergency Attacks.

Units

Volksgrenadier Units
A number of the VG Divisions in play are actually rebuilds of other units destroyed earlier in the campaign. Rather than track the dead units and replace them with specific VG units, the VG units come on as reinforcements. It is assumed that if Division "X" wasn't killed to bring about the creation of VG Division "X", some other division (call it "Y") was destroyed and the VG Division should technically be called VG Division "Y." This way is simpler yet holds a little confusion regarding who really got rebuilt; still, the strength totals are the same in the end.

79 Arm Div
Originally the game had the 79th Arm Div as a unit that could be deployed like the other CW Armored Divisions. Roland LeBlanc brought to my attention that the unit never fought as a whole before being dissolved, but was used as individual packets until then. This being the case, I pulled it from the formed units in the game.

52 Air Landing Div
The submission originally had rules allowing this division to be flown into a hex already occupied by another Allied unit (possibly even a recently dropped airborne division). In the course of testing, I found these rules to be almost never used and since they applied to exactly one unit, not to be worth their weight. If you want, as an option, allow the Allied player to fly this unit from the England Box to any friendly occupied hex (during the Movement Phase) at the cost of one of his Air Drop Points. This counts as one of the three air drops allowed in a turn and can be done any number of times in a game (following the "going back to the box" requirements of airborne divisions.

Odds and Ends
There are a couple of units that showed up too late for the campaign. Others were sent off to watch various German-held ports. Lastly a few divisions showed up and were then stranded near Normandy stripped of trucks and their men sent off as individual replacements. All of these have been omitted from the counter-mix.

Panzer Rebuilds
Some playtesters requested that rebuild limits be placed on the Germans who will, not surprisingly, rebuild their best armored units repeatedly. Given the balance seen in the games run in testing, I did not feel such a rule was needed (certainly the Allied player will rebuild his best units as well). If anything, the top-of-the-line units **would** get the first pick of the available replacement men and equipment. Also, the VG infantry rebuilds have happened outside the player's control. I do not think this sort of rule is needed.

Map

Brittany
There are two reasons it is not included—historical and physical. Historically, its ports are just too far away and any invasion of that area will provide the Germans with an extended area with reasonably secure flanks. The diversion of effort in the historical battle merely gave the Allies a port that was too far from the front to be worth having. Landing there initially lengthens the approach to Germany for no good benefit.

Physically, the dang thing just doesn't fit without dropping the map scale back on the **important** play areas. Adding a whole map would destroy the game's one map design parameters and adding some little map extension is just a waste. In the end I dropped it (and the units contained there forever) and never missed it. Ever.

Italy
Here was an interesting design decision. Obviously, the Allies **could** have sent the forces landing in the South of France into Italy to link with the armies there and advance on Germany from the south. Likewise the Germans could have staged forces there to launch counter-attacks against the Anvil-Dragoon beaches. My decision to omit these possibilities is based on two concerns. First, not only is a national boundary crossed here, but you move from one major Allied command to another. As a result, to show this area properly, one must include the concerns of the other command, the one already in Italy. Drawing the game boundary such that neither player can cross the theater boundary avoids this problem. Secondly, if units are allowed to flow across this boundary, the temptation to provide units that didn't go to France but were floating in the neighborhood. Frankly, the counters did not exist to provide such options. Keeping the boundary hard has two bad side-effects. First, German units can be trapped against that edge unable to trace supply or retreat as they would historically (and a few did). Second, the Allied player will **never** dispatch a handful of units to "watch" this area (to preclude Germans from sneaking across the mountains to hit the South France supply lines). I can live with these to avoid the earlier mentioned problems.

Dutch Roads
A number of tests (with an earlier map) ended when the Allies came storming across the Rhine deep into Germany via the roads in Holland. Even with the swamps, it was just too easy to traverse Holland. In the end, I decided that the narrow roadways in the Dutch countryside, raised as they are from soft or flooded ground, simply did not warrant the treatment as a "road" in the game sense. Every test since that change worked much more historically. The addition of the "bridges" allows units to cross some of the river features originally passable by the roads. All in all, it worked very well, even though it really is a bit of "outside the box" thinking.

East Bank of the Rhine in the South
OK, there are map edges…and no way to operate in Bavaria. The zone east of the Rhine south of Maintz is just off limits. Case closed.

Player's Notes
A few hints below, deliberately generalized so as to not stereotype play. Bon Chance!

Allied Player Notes
First things first, decide where you want to land and **how** you want to land. You have six Beach Ports. It's generally a good idea to land with three on turn 1 just to get lots of men on the ground fast. The others can be used in a number of ways. You can save some for most of the game as a threat which should cause the Germans to defend some coastal areas they would otherwise ignore (or if the Germans abandon them, you can go ahead and start a "second front"). Having some to launch a South France invasion might give the Germans too many things to do at once (one playtester advocates **always** invading in the south on turn 2). Furthermore, it allows you access to those Med Box troops you might otherwise never see.

Two other good uses for spare Beach Ports are to 1) invade in waves or 2) to invade to provide logistical support. You can establish a 1-2 punch by landing in one place, then waiting a few turns and landing in another spot now stripped of troops the Germans sent to face your first landing. In the second case, if you are having trouble getting a real port operational to keep you armies in attack supply and the original Beach Ports are going to go away, you can land a couple more in areas you already have in order to rebuild your logistical effort for a while longer.

Where to land? A Class 3 beach (of which there are very few) will get you 8 units on the ground by the end of the turn after the invasion. Class 2 gives 6, Class 1 gives 4 and Class 0 gives 3. By the second turn after the invasion, all Beach Classes are the same. Some players **insist** that they are stuck landing only in the Normandy and South France Class 3 Beaches. Admittedly, these are the best available (almost like somebody at SHAEF thought this out), but the use of Class 2's should not be overruled as dogma simply because of the extra two units. Some Class 2's are in very unprotected areas, so the two units will not be missed that much. That, and nobody said your secondary landings couldn't happen in the Class 3's so as to get the "meat on the street". Use your imagination here and you'll see that there is more to it than "just land in the 3's".

OK…so you've landed in France. Now the fun begins. As the Allied player you must, I say again, **MUST** be violent in your execution, aggressive and willing to take chances. Try to bag a pile of Panzers via the Surrender Rule (it can be done, but you must move fast). Whatever you do, do not wait to get yourself some real ports…you cannot afford to wait. Regardless, you must move rapidly toward Germany before the Germans can catch their breath and form a line to slow you. Play it safe and you'll be wintering-over in your beachhead and will lose the game.

Once you've moved fast and hard, the Germans are generally able to form a line in the fall to defend the border of the Reich (your goal was to make sure that line was as far toward the north-east as possible). Plan ahead so you have the trucks you need when

you need them! During the winter, you must grind down the Germans (kill at least three steps every turn, so they never get out ahead in Repls). Fighting through the West Wall (especially in terrain) takes time and much effort. Work at it methodically so you can be in a good position in the spring.

If you did your job, you should be able in the spring of 1945 to force the Rhine and start gobbling up VP hexes. Don't get so excited by driving around the Autobahn that you forget to step on VP hexes (it's happened). Keep an idea of what you have and what you need and spare no expense in getting the hexes you need. It's fairly easy to get sidetracked and then, come Turn 25, to end up with a map that looks like a dramatic Allied victory, but counts out to a Draw, or worse, some sort of silly-looking German 'victory'.

German Player Notes
Let's face it, you got the shorter end of the stick here. Barring some sort of major Allied ineptitude, you will not push them back into the sea, or any other such Führer Bunker-induced daydream. They will land successfully and give you some real fits.

That said, what you'll need to become a specialist in is economy of force, cost-benefit analysis, and force preservation.

You will have numerous chances to slap around Allied units. The best being when you can damage an Allied formation and then withdraw to a safe area. Sometimes, however, that plan goes dangerously awry and you end up stuck in the Allied line unable to run to freedom. In those cases, your best units might get pounded into oblivion, but that is the price you'll play. I've seen games where the Germans hunted CW units until the Brits were literally driven out of the war.

Later in the game, you should be constantly re-evaluating if a position must be held or given up, or when an attack should be done or not done based on the losses that might happen to you. Some hexes are vitally important (these will become clear to all after a few plays). The German Tactical Aptitude rule gives you plenty of incentive to launch attacks…just watch out for attacks that appear successful but actually cause you problems (such as when you insert yourself into the Allied line in an overrun only to find yourself out of supply due to the 180-rule).

It is easy to run out of live troops toward the end of the game, you must do what you can to keep your army intact.

Don't get tunnel vision with part of the front. It's easy to fall into the trap of an "at all costs" defense of some key point and allow it to absorb too many units, such that some other part of the front is a paper-tiger and unable to withstand a tap by the Allies. I've seen this happen where a path opened to and across the Rhine in a matter of moments through what was a reasonable looking line the turn before. The resulting US Armored flood could not be stopped.

In the end, your job is to dent the Allies as much as possible (so they are always operating at a deficit) while preserving your army as much as you can for the last few turns.

German Reinforcement Chart

Turn	Area	Units
1	B	2-3-5 Inf Div (70)
	E	4-6-5 Inf Div (277)
2	A	10-8-8 SS Pz Div (9 SS)
	A	10-8-8 SS Pz Div (10 SS)
	E	4-6-5 Inf Div (272)
	D	4-6-5 Inf Div (276)
	C	1-2-2 Static Div (266)
	C	6-8-5 FJ Div (3)
	C	5-7-5 Inf Div (353)
3	A	4-6-5 Inf Div (16)
	A	4-6-5 Inf Div (363)
	A	4-6-5 FJ Div (6)
4	A	4-6-5 Inf Div (89)
6	A	4-6-5 Inf Div (59)
	A	4-6-5 Inf Div (64)
	A	4-6-5 Inf Div (226)
	A	2-4-4 VG Div (462)
7	A	6-8-8 PG Div (3)
	A	6-8-8 PG Div (15)
	E	4-6-5 Inf Div (198)
9	A	4-6-5 Inf Div (176)
	A	4-6-5 Inf Div (190)
	A	2-4-4 VG Div (12)
	A	2-4-4 VG Div (19)
	A	2-4-4 VG Div (36)
	A	2-4-4 VG Div (246)
	A	2-4-4 VG Div (553)
	A	2-4-4 VG Div (559)
	A	4-6-5 FJ Div (7)
10	A	4-6-5 Inf Div (180)
	A	2-4-4 VG Div (183)
11	A	2-4-4 VG Div (363)
12	A	4-6-5 Inf Div (269)
	A	4-6-5 Inf Div (416)
	A	2-4-4 VG Div (16)
	A	2-4-4 VG Div (256)
	A	2-4-4 VG Div (361)
13	A	4-6-5 Inf Div (159)
	A	2-4-4 VG Div (352)
14	A	3-5-4 SS Inf Div (30 SS)
	A	6-8-8 PG Div (25)
	A	2-4-4 VG Div (18)
	A	4-6-5 VG Div (26)
	A	2-4-4 VG Div (272)
15	A	2-4-4 VG Div (276)
	A	2-4-4 VG Div (326)
16	A	4-6-5 SS Mtn Inf Div (6 SS)
	A	2-4-4 VG Div (9)
	A	2-4-4 VG Div (47)
	A	2-4-4 VG Div (62)
	A	2-4-4 VG Div (79)
	A	2-4-4 VG Div (167)
	A	2-4-4 VG Div (212)
	A	2-4-4 VG Div (257)
	A	2-4-4 VG Div (277)
	A	2-4-4 VG Div (340)
	A	2-4-4 VG Div (344)
	A	2-4-4 VG Div (560)
	A	2-4-4 VG Div (708)
	A	4-6-5 FJ Div (8)
		Remove—
		1x Static Div
		1x Inf Div
17	A	3-5-4 Inf Div (Rassler)
		Remove—
		1x Static Div
18		**Remove—**
		1x Inf Div
		1x VG Div
		1x Static Div
20	A	4-6-5 Mtn Inf Div (2)
	A	3-5-4 Inf Div (166 Res)
		Remove—
		6x Pz Div
		1x PG Div
22	A	6-6-5 Inf Div (34 SS)
	A	2-5-4 Inf Div (38 SS)
	A	4-6-5 FJ Div (11)
23	A	3-5-4 Inf Div (Jutland)
24	A	3-3-6 Pz KG (Clw)
	A	4-6-5 Inf Div (106)
	A	2-3-4 Inf Div (Bayern)
	A	1-2-4 Inf Div (Hutten)
	A	1-2-4 Inf Div (Schlgtr)

Allied Reinforcement Chart

Turn	Area	Units
1	England Box	9-6-8 US Arm Div (7)
3	England Box	(5)-1-8 US Army HQ (9)
	England Box	6-8-6 US Inf Div (80)
6	Any Allied Occupied Hex or box	(5)-1-8 US Army HQ (3)
	Med Box	3-4-5 Allied Abn Inf Div (1 ABTF)
7	England Box	6-8-6 US Inf Div (94)
	England Box	6-8-6 US Inf Div (95)
	England Box	(5)-0-6 Truck Marker
8	England Box	4-6-5 US Abn Inf Div (17)
9	England Box	6-4-8 US Arm Div (9)
	d. North	6-8-6 US Inf Div (26)
	d. South	6-8-6 US Inf Div (104)
10	d. North	6-8-6 US Inf Div (44)
11	d. North	9-6-8 US Arm Div (10)
	d. North	6-8-6 US Inf Div (102)
12	England Box	6-4-8 US Arm Div (11)
	England Box	9-6-8 US Arm Div (12)
	England Box	4-5-5 US Inf Div (84)
	England Box	4-5-5 US Inf Div (99)
13	d. South	6-4-8 US Arm Div (14)
	England Box	4-5-5 US Inf Div (78)
	England Box	4-5-5 US Inf Div (100)
	d. South	4-5-5 US Inf Div (103)
14	England Box	4-5-5 US Inf Div (87)
	England Box	(5)-0-6 Truck Marker
		Remove— 1x Abn Inf Div
15	England Box	6-4-8 US Arm Div (8)
	d. South	5-7-6 French Mtn Inf Div (27 Alp)
	d. North	4-5-5 US Inf Div (106)
16	England Box	4-5-5 US Inf Div (69)
	d. North	4-5-5 US Inf Div (75)
17	Paris or 37.10	5-7-6 French Inf Div (10 FF)
18	d. South	4-5-5 US Inf Div (63)
	d. North	4-5-5 US Inf Div (76)
19	d. North	6-4-8 US Arm Div (13)
	d. South	6-8-6 US Inf Div (42)
	d. South	4-5-5 US Inf Div (70)
	d. North	4-5-5 US Inf Div (89)
20	d. North	3-4-5 US Abn Inf Div (13)
	d. North	4-5-5 US Inf Div (71)
21	Med Box	8-6-8 CW Arm Div (5 Can)
	Med Box	6-8-6 CW Inf Div (1 Can)
22	d. North	6-8-6 CW Inf Div (5)
	d. North	4-5-5 US Inf Div (65)
	d. North	4-5-5 US Inf Div (86)
	d. North	4-5-5 US Inf Div (97)
23	England Box	5-8-6 Polish Inf Div (4 Pol)
	33.32 or 47.25	4-5-5 French Inf Div (14 FF)

Combat Results Table

Odds

Dice	1:3 or less	1:2 (Fortress)	1:1 (Wetlands)	2:1 (All other Terrain)	3:1	4:1	5:1	6:1	7:1+
2	A2	A2	A2	A2	A2	[A2]	[A2]	[A2]	A1 D1
3	A2	A2	A2	A2	[A2]	[A2] D1	[A2] D1	A1 D1	A1 D1
4	A2	A2	[A2]	[A2] D1	[A2] D1	[A2] D1	A1 D1	[A1] D1	D1r1
5	A2	[A2]	[A2] D1	[A2] D1	[A2] D1	A1 D1	[A1] D1	D1r1	D1r2
6	[A2]	[A2]	A1 D1	A1 D1	[A1] D1	[A1] D1r1	D1r1	D2r2	D2r2
7	[A2]	[A2] D1	A1 D1	[A1] D1r1	[A1] D1r1	D2r1	D2r2	D2r2	D2r2
8	[A2] D1	A1 D1	[A1] D1r1	[A1] D1r1	D2r1	D2r2	D2r2	D2r2	D2r2
9	A1 D1	A1 D1r1	[A1] D2r1	D2r1	D2r2	D2r2	D2r2	D2r2	D2r2
10	A1 D2r1	[A1] D2r1	D2r1	D2r1	D2r2	D2r2	D2r3	D2r3	D2r3
11	[A1] D2r2	D2r1	D2r2	D2r2	D2r3	D2r3	D3r3	D3r3	D3r3
12	D2r2	D2r2	D2r3	D2r3	D3r3	D3r3	D3r3	D3r3	D4r3

A—Attacker Result (Reduce [#] results by 1 step loss if the attacker is German)
D—Defender Result
#—Step loss
r#—Retreat result (German Defenders can ignore if in a Fort hex).

Allied Air Support Table

Two Dice

Turns	2-3	4-5	6	7	8	9-10	11-12
1-8	3	4	4	5	6	7	8
9-13	2	3	3	4	5	6	7
14-21	1	2	3	4	5	6	7
22-25	2	3	3	4	5	6	7

#—Air Points Available

Sequence of Play

Allied Player Turn
- Air Point Phase
  - Remove old Air Zone Domination Markers
  - Roll to determine available Air Points
  - Expend Air Points for any Air Zones the player wants to dominate and place markers in those zones
- Invasion Placement Phase
- Attack HQ Announcement Phase
- Air Drop Phase
- Movement Phase
- Combat Phase
- Exploitation Phase
- Supply Phase
- Shipping Phase
- Reinforcement & Replacement Phase
- Attack HQ Unflipping Phase

German Player Turn
- Movement Phase
- Combat Phase
- Exploitation Phase
- Supply Phase
- Reinforcement & Replacement Phase

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